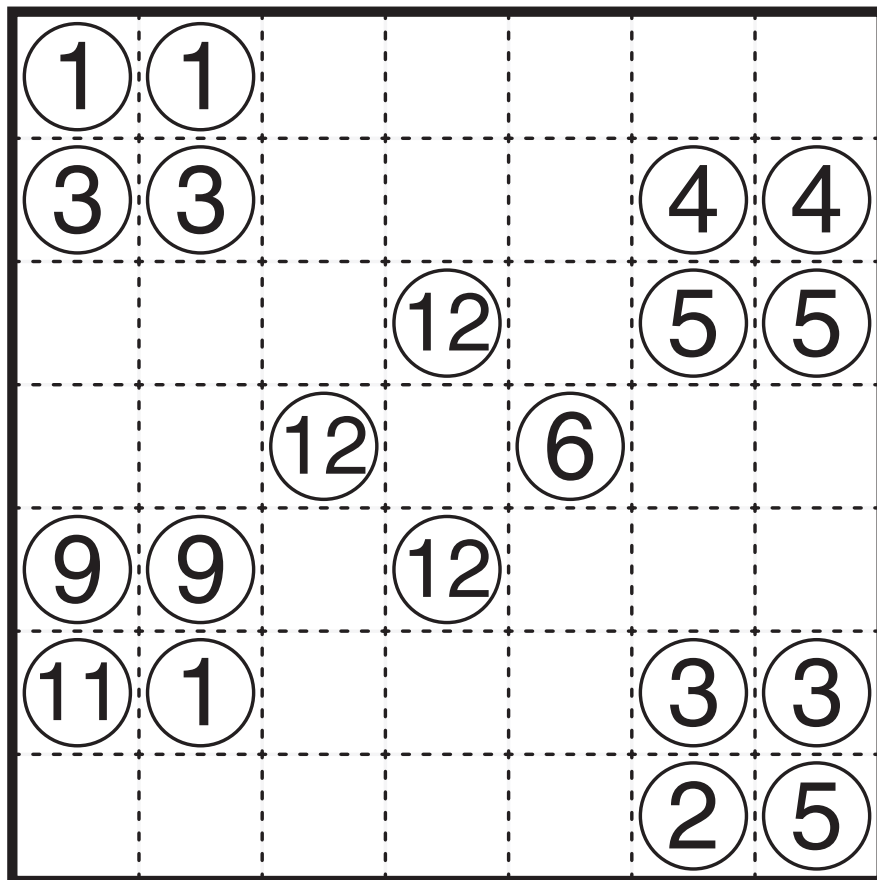


# Araf (Different Neighbors) by Serkan Yürekli

Rules: Standard Araf rules. Also, no two regions with the same size can share an edge.  
(Note: this is the same rule as in Fillomino puzzles where no equal size polyominoes can touch.)



*Archery*