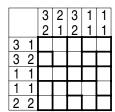# CAMPIXU

Similar to Hanjie puzzles, the aim of Campixu is to colour in certain squares and to mark other squares as empty in order to get a picture. Each row and each column holds exactly two numbers. The first number tells us how many squares in the corresponding row or column are to be coloured in black (independently of their grouping), the second number indicates the number of black blocks (groups) in the row or column. Between two blocks there is always at least 1 empty square to separate them. All squares within a bordered region must have the same colour. This means, if you know the colour of one square of a bordered region, you can mark the other squares the same way, black or empty.

Puzzle 1

	3 2	2 1	3 2	1 1	1 1
3 1					
3 2					
1 1					
1 1					
2 2					

Puzzle 2

	1 1	4 2	7 3	5 2	4 2	4 2	6 2	5 2	5 1	3 2
6 3										
4 2										
4 2										
4 2										
3 1										
6 1										
7 1										
6 1										
2 2										
2 2										

Puzzle 3

	8 2	5 4	3 3	10 3	9 3	8 3	10 3	9 3	6 2	5 4	6 3	12 1	4 2	7 1	4 2
2 2															
6 3															
10 3															
12 1															
6 4															
6 4															
12 1															
1 1															
10 4															
7 4															
3 3															
4 3															
10 4															
10 4															
7 5															