

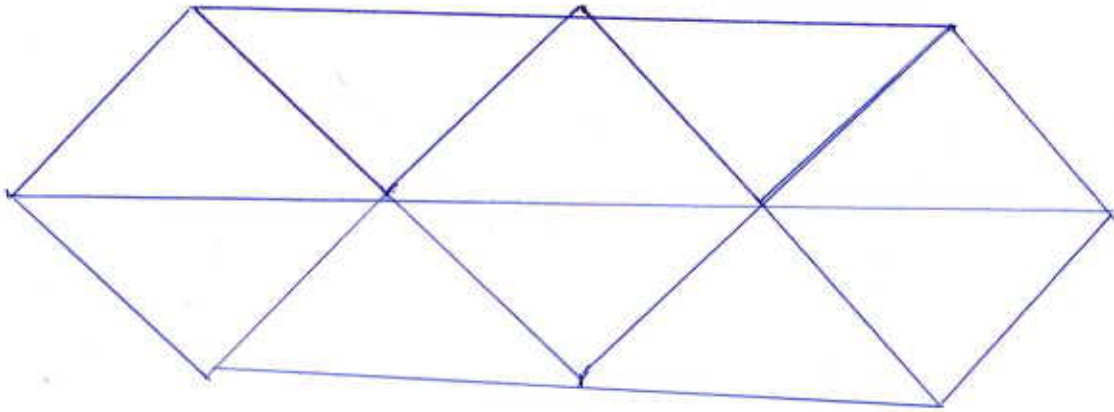
How many colours?

- rules

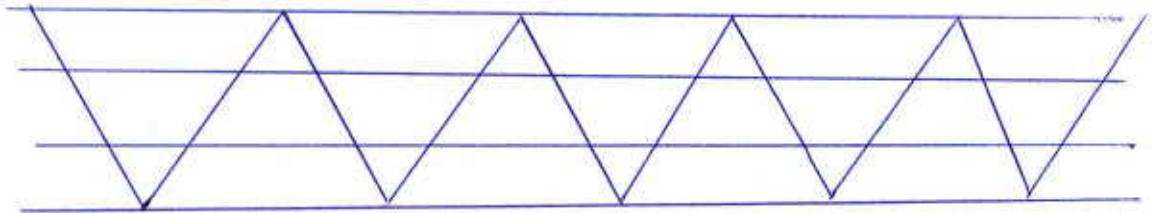
* tiles of same colour cannot touch

* use the minimal amount of colours

①



②



③

