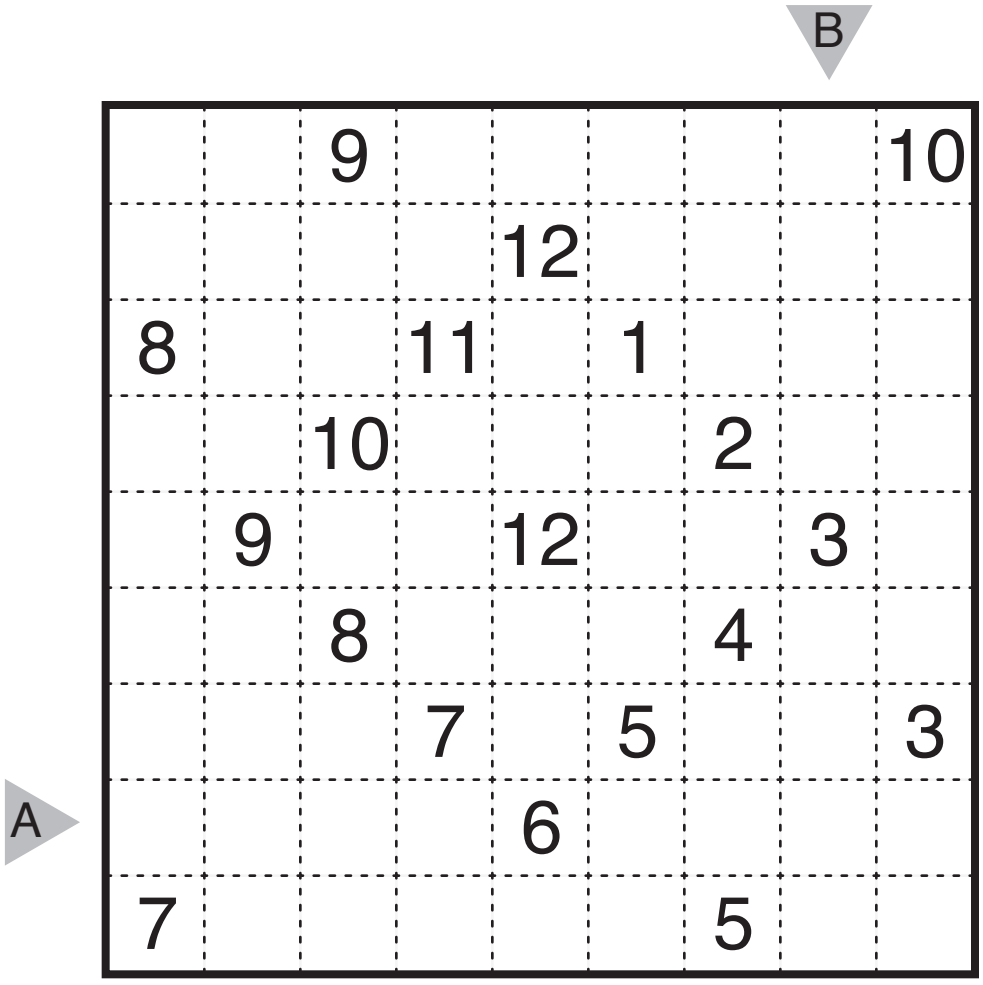
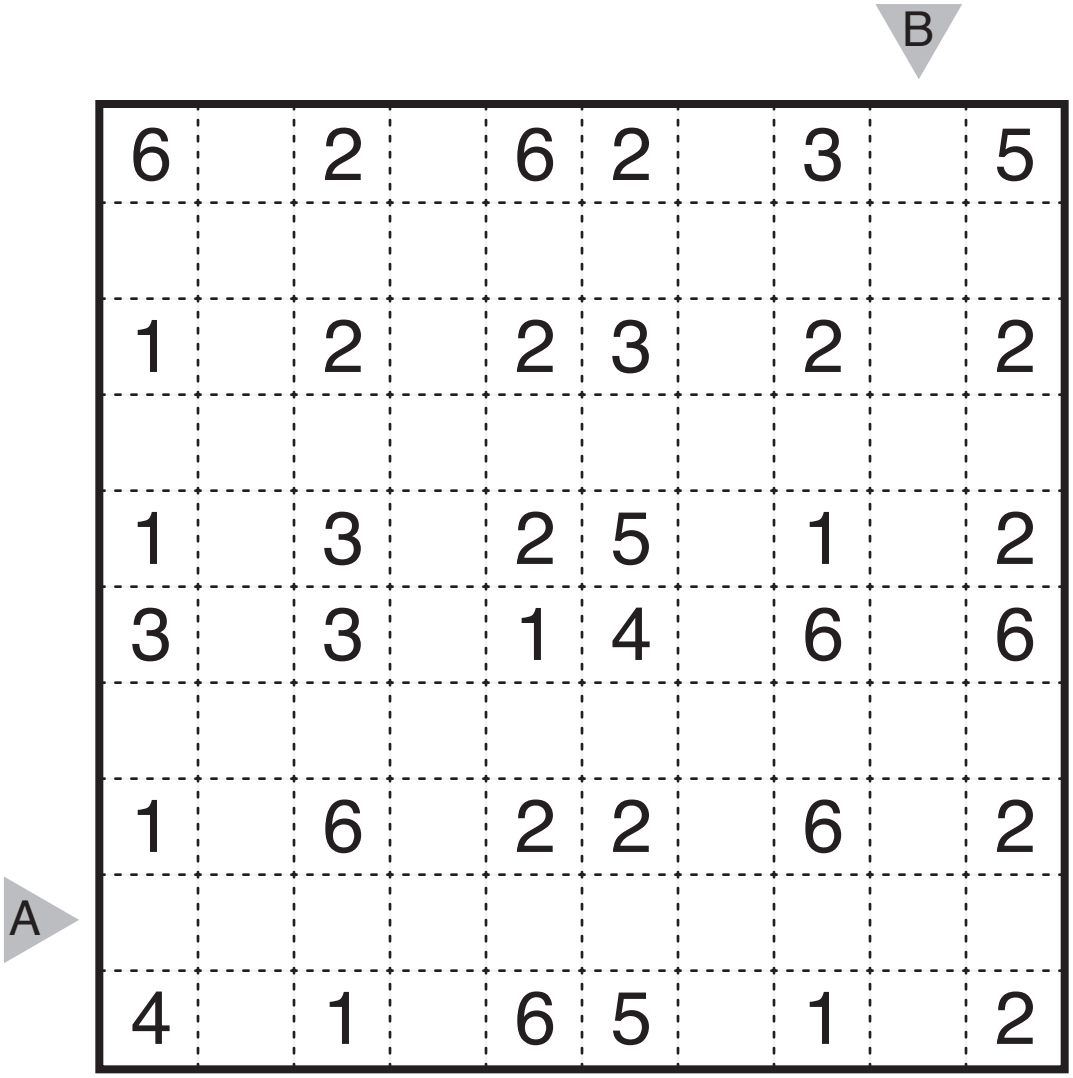
14/12/01:
Fillomino by Hans van Stippent
Theme: Clock



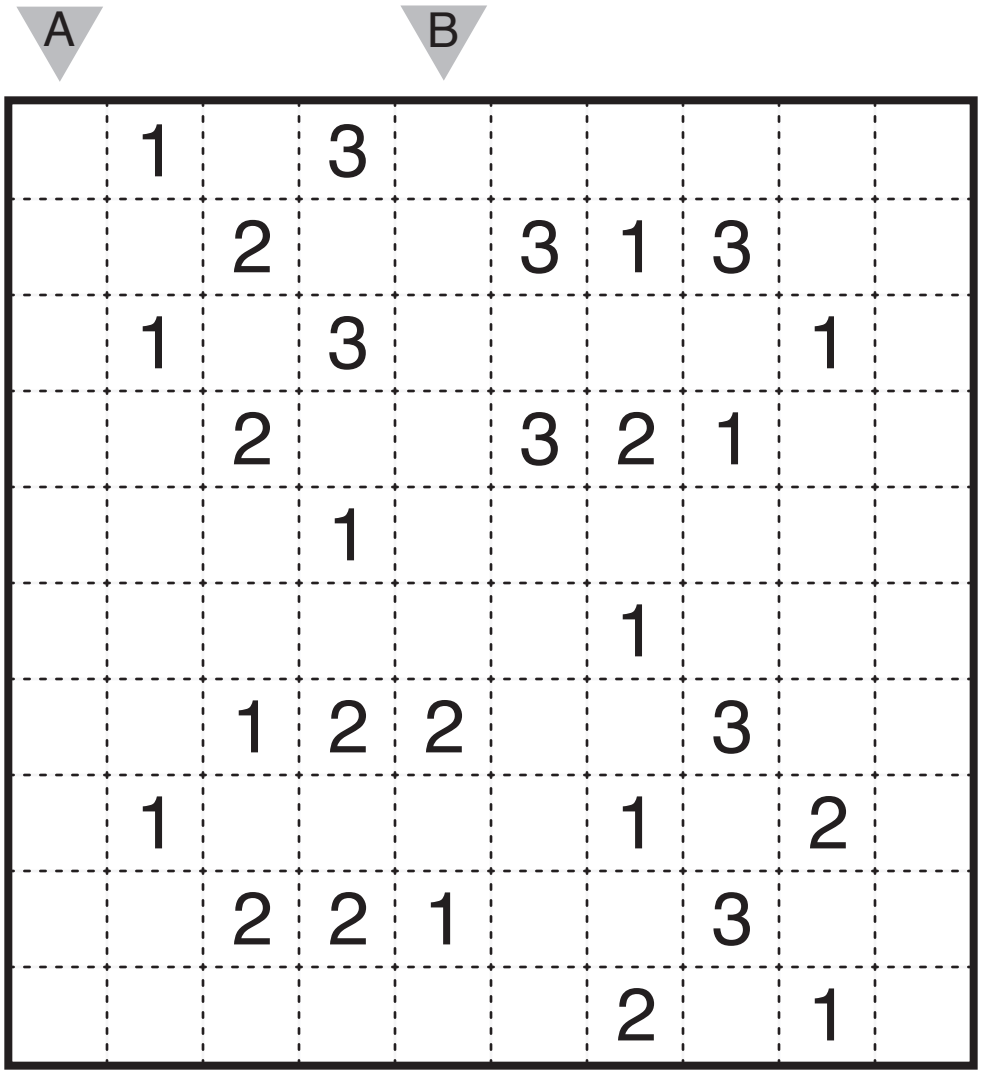
		9						10
				12				
8			11		1			
		10				2		
	9			12			3	
		8				4		
			7		5			3
				6				
7						5		

14/12/02:
Fillomino by Grant Fikes
Theme: Clue Symmetry and Logic

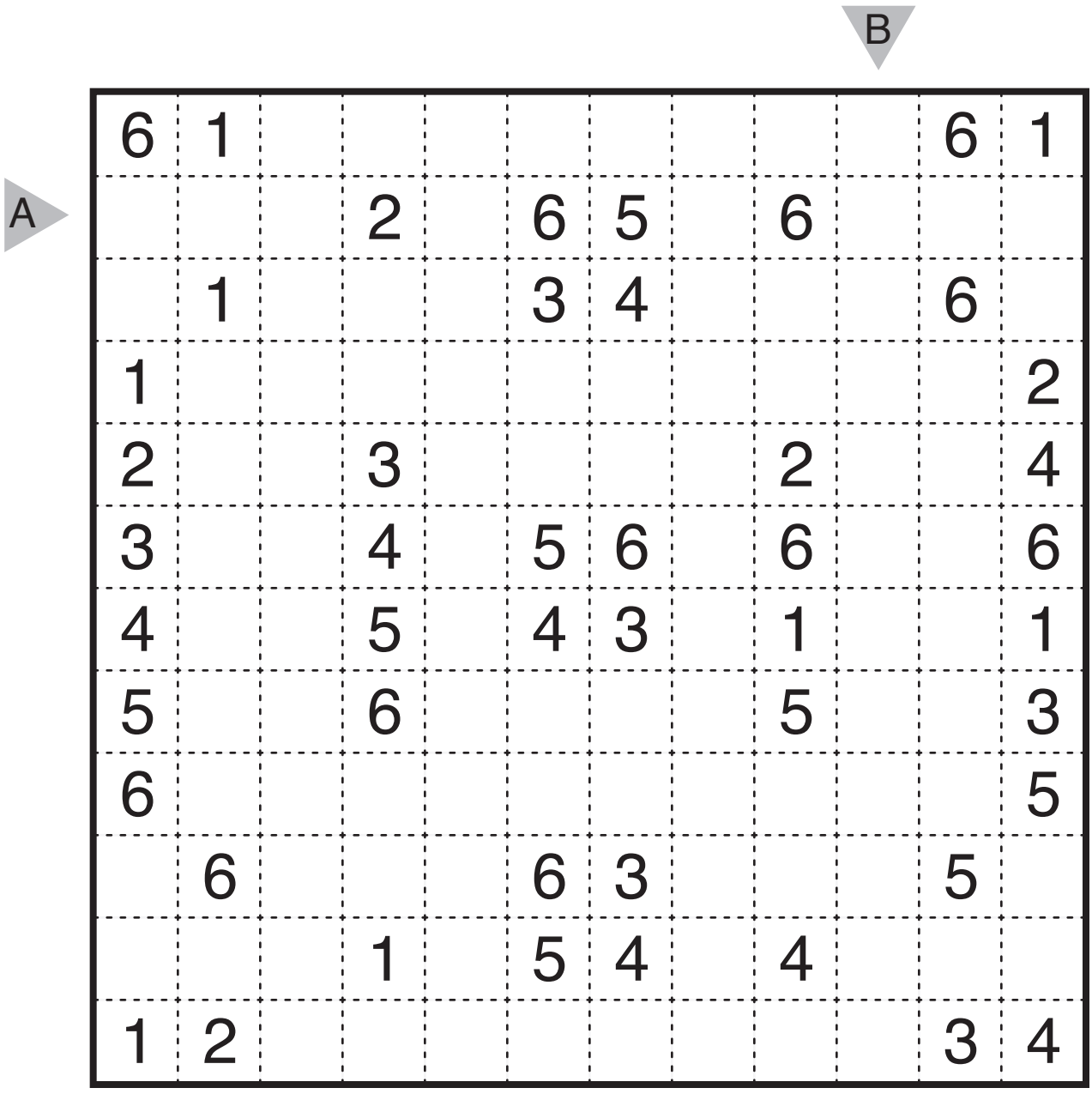


14/12/03:
Fillomino (Restriction) by Prasanna Seshadri
Theme: Clue Symmetry and Logic

Rules: Standard Fillomino Rules. Also, only polyominoes of size 1, 2, and 3 can be used.



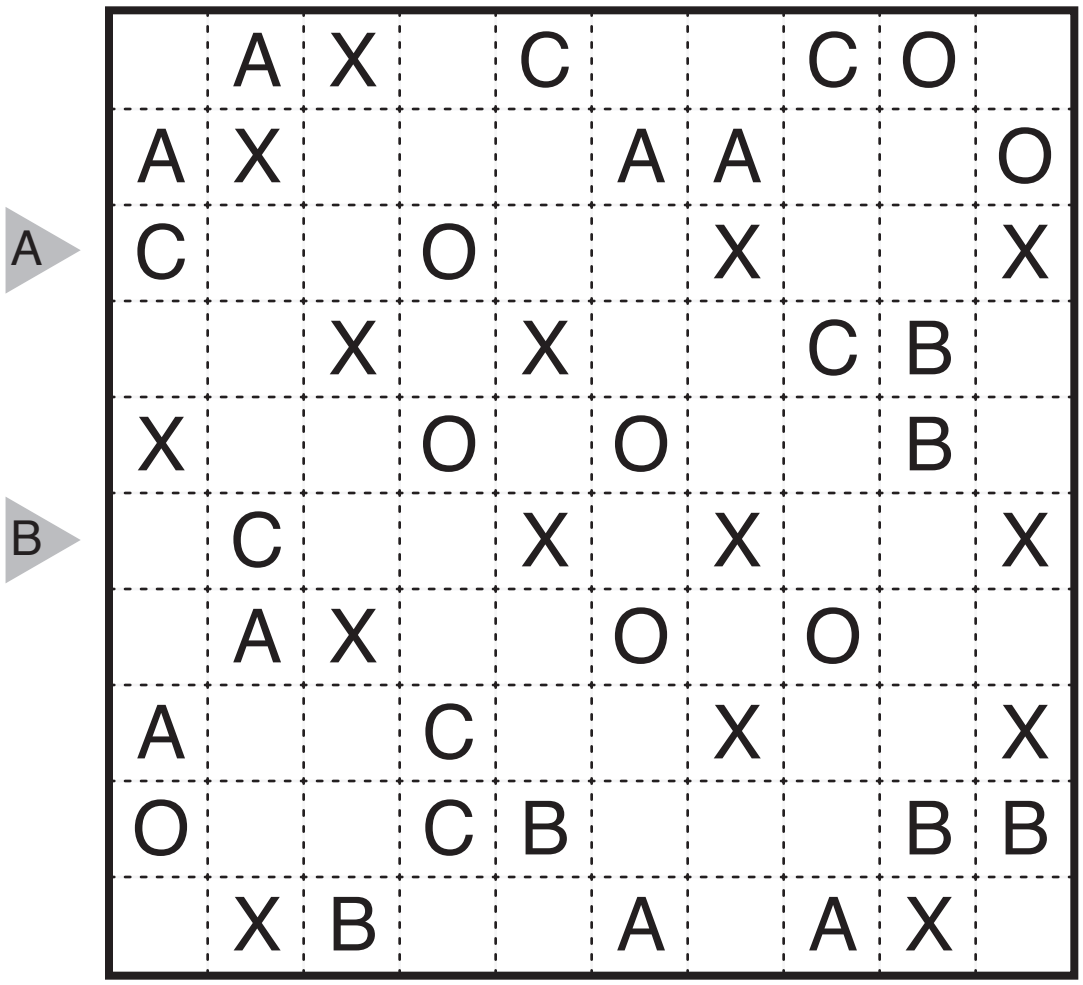
14/12/04:
Fillomino by Prasanna Seshadri
Theme: Number Series



14/12/05:
Fillomino (Cipher) by Palmer Mebane
Theme: Tic-Tac-Toe

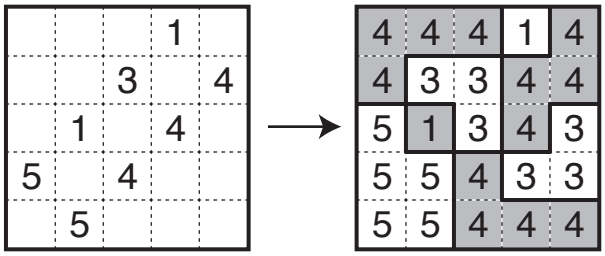
Rules: Standard Fillomino Rules. Also, each letter represents a different positive integer.

Answer Entry: For each cell in the marked rows/columns, enter the area of the polyomino it belongs to. Use numbers, not letters for entry. Enter just the last digit for any two-digit number.



14/12/06:
Fillomino (Checkered) by Robert Vollmert
Theme: Hidden

Rules: Standard Fillomino rules. Also, it must be possible to shade some polyominoes black so that no bordering polyominoes are the same color (in other words, the grid must allow a two-color shading).



A

B

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