

Fillomino by Grant Fikes

Rules: Divide the grid along the dotted lines into regions called polyominoes so that no two polyominoes with the same area share an edge. Inside some cells are numbers; each number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers. (It is possible for a “hidden” polyomino — a polyomino without any of the given numbers — to contain a value that is not present in the starting grid such as a 6 in a puzzle with only 1-5 clues.)



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

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