FILLOMINO-FILLIA



By Grant Fikes (mathgrant; http://mathgrant.blogspot.com) and Palmer Mebane (MellowMelon; http://mellowmelon.wordpress.com)

The test authors are proud to present Fillomino-Fillia on Logic Masters India! You will be given 120 minutes to solve 18 Fillomino puzzles, including 4 classic puzzles and 2 each of 7 different variants. Each variant will have an easy puzzle followed by a harder one worth more, with the exception of the classic puzzles where there will be an easy, two mediums, and a harder one.

CREDITS

The test authors would like to thank:

- Deb Mohanty, for his superb work organizing these tests and making it easy for authors;
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- Last but not least, the Nikoli constructors who invented Fillomino in the first place.

Additionally, Grant Fikes would like to thank:

- Palmer Mebane, whose experience from Melon's Puzzle Zoo was pivotal to this test's creation and refinement, and for having connections to the wonderful test-solvers;
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ESSENTIAL INFORMATION

All puzzles are 10 by 10 square grids

Time Limit: 2 hours (120 minutes)

Time Bonus: 1 point per full minute saved if all puzzles solved correctly.

Points Table

Classic	2	3			
CIUSSIC	4	6			
Shape	2	6			
Shikaku	2	7			
Even-Odd	3	16			
Cipher	4	9			
Greater-Than	4	10			
Sum	4	13			
Star	5	20			
Total	120				



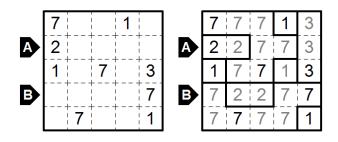
Classic Fillomino



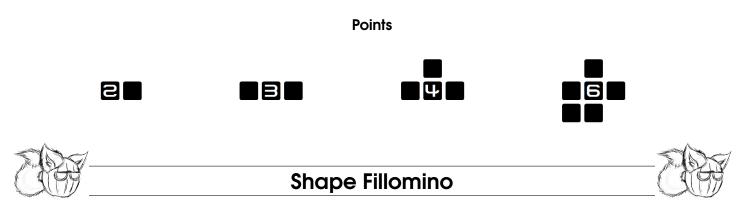
Divide the grid squares into polyominoes that satisfy the following rules.

- 1. Every number in the grid must be contained in a polyomino containing that quantity of squares.
- 2. No two polyominoes containing the same quantity of squares may share an edge.
- 3. A polyomino may contain one, more than one, or none of the numbers originally given.

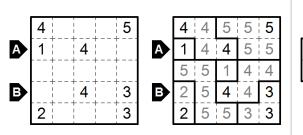
Answer Entry: Enter the units digits (last digit) of each square's number in the marked rows and columns, from left to right for rows and from top to bottom for columns. For instance, if a space had a 2 or a 12, you would enter a 2 for it.

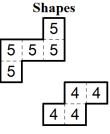


Answer: 22773, 72277



In addition to the usual rules, the shapes shown beside the puzzle must appear as polyominoes in the grid. Shapes may be rotated, but **not reflected**.





Answer: 14455, 25443



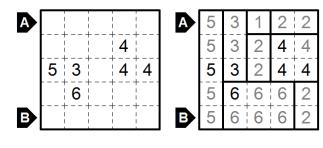




Shikaku Fillomino



In addition to the usual rules, every polyomino must be shaped like a rectangle.



Answer: 53122, 56662

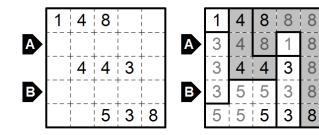






Even-Odd Fillomino

In addition to the usual rules, the odd numbers must form a single polyomino, and the even numbers must similarly form a single polyomino.



Answer: 34818, 35538





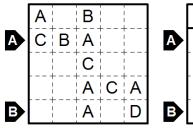


Cipher Fillomino



In addition to the usual rules, the given numbers have been replaced by letters. All instances of a particular letter represent the same number, but two different letters must represent different numbers.

Answer Entry: Follow the usual mechanism. Answers providing either the letters or substituted units digits will be accepted.



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

Answer: 43221, 41241

Points

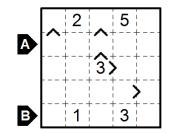






Greater-Than Fillomino

In addition to the usual rules, the grid will contain inequality signs. Each sign must point from a larger polyomino to a smaller one.



	2	2	1	5	5
A	7	3	2	2	5
	7	3	(3)	1	5
	7	7	7	7)	5
B	7	1	3	3	3

Answer: 73225, 71333





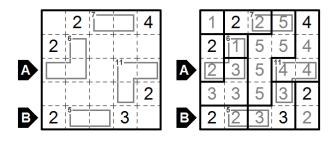


Points

Star Fillomino



In addition to the usual rules, the grid contains some cages. The number at the top left of each cage gives the sum of all numbers that appear inside of it. Numbers may be repeated in cages.



Answer: 23544, 22332

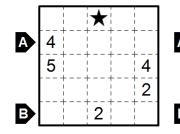






In addition to the usual rules, not all of the cells will be contained in polyominoes; the remaining cells will contain stars. Every row and every column must contain two stars (one in the example), and no two stars may be in cells which share a corner or an edge.

Answer Entry: Follow the usual mechanism, but use S for a star.



	4	4	\star	4	1
A	4	4	1	4	\star
	5	\star	5	4	4
	5	5	5	\star	2
•	\star	2	2	1	2

Answer: 4414S, S2212



