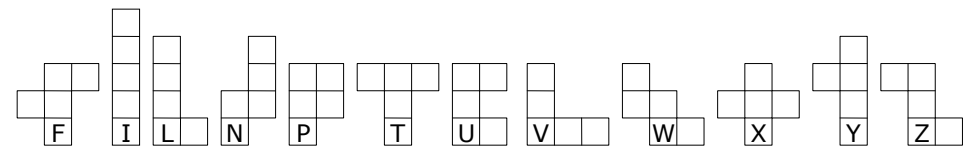
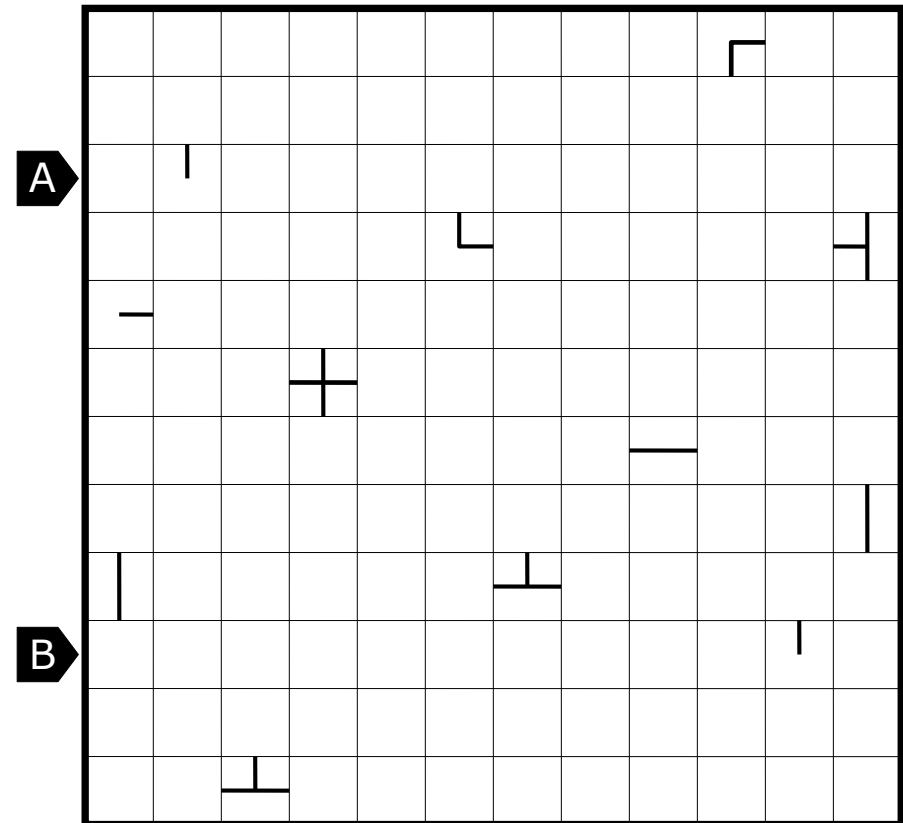
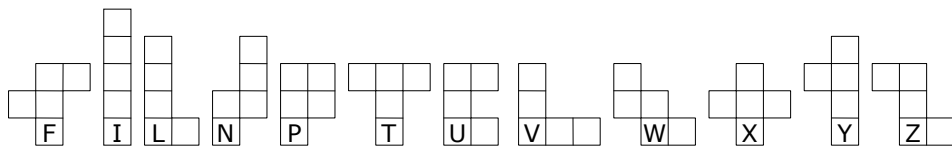
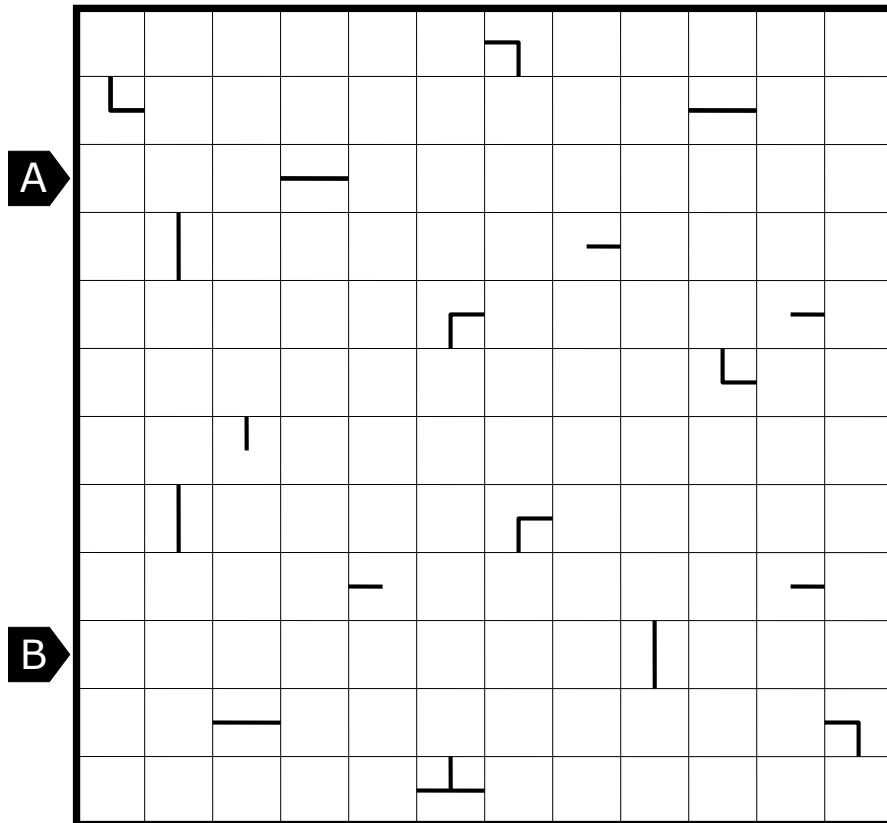


45
POINTS

PENTOPIA

Place **some** different pentominos into the grid (**not necessarily all of them**), so that they do not touch each other, not even diagonally. Reflection and rotation is allowed. Lines denote the direction of the closest pentomino parts out of the four (horizontal and vertical) directions. In case there are more such directions, all of them are indicated with lines. Cells with lines don't contain pentomino parts.

60
POINTS

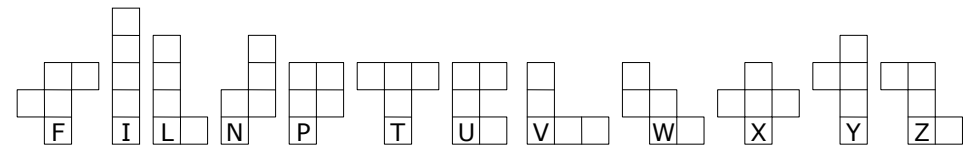
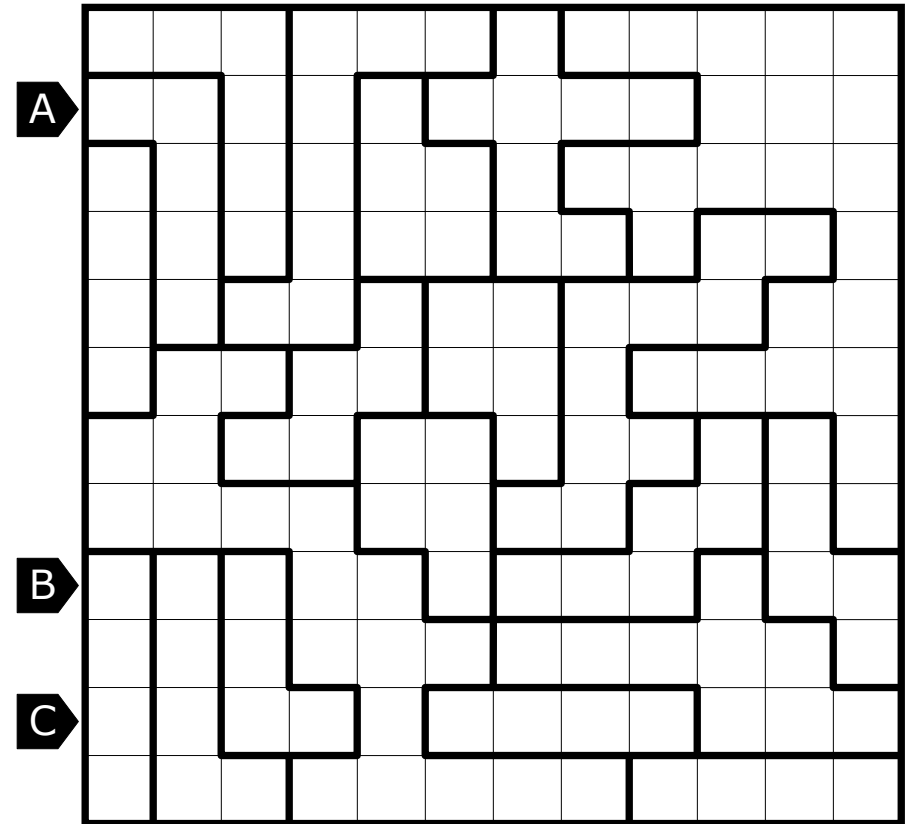
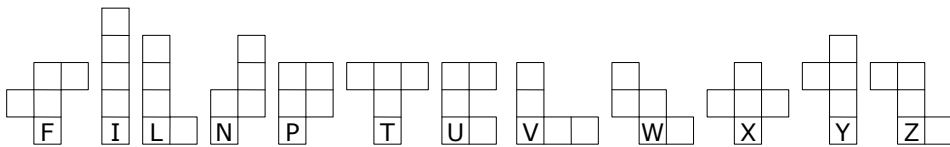
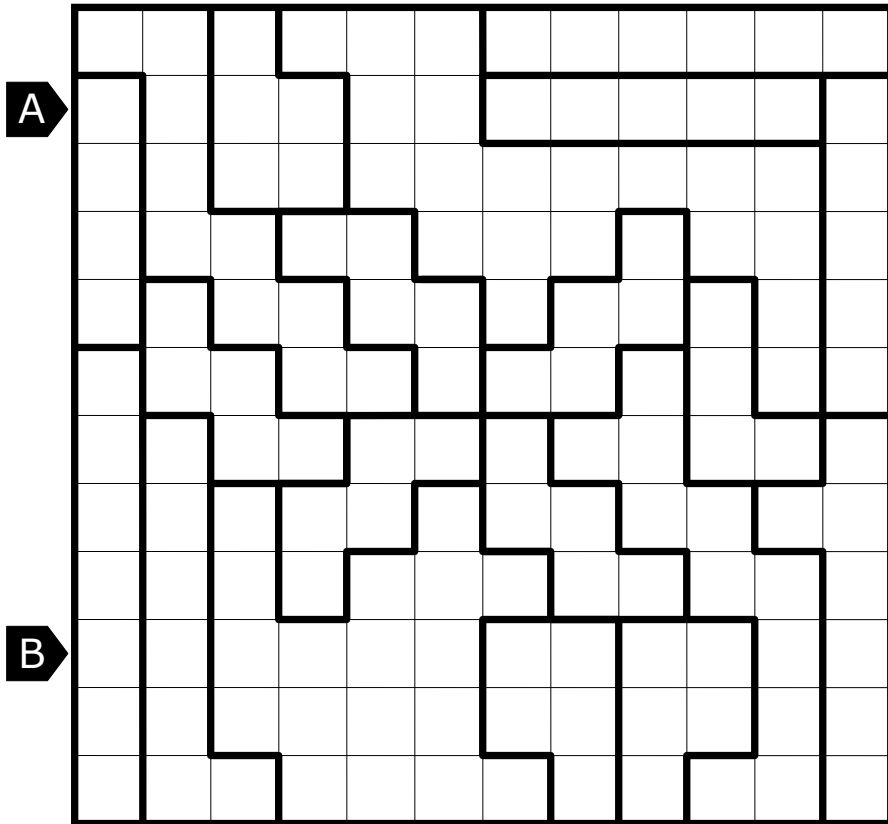


55
POINTS

PENTOMINO
IN THE BOX

Place all pentominos in the grid, so that they don't touch each other, not even diagonally. Reflection and rotation is allowed. Every bold outlined area contains exactly three cells that belong to two different pentominos.

70
POINTS



45
POINTS

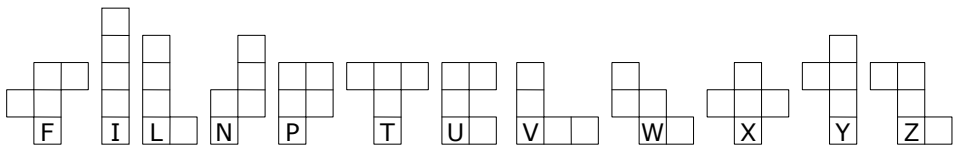
MINESWEEPER
PENTOMINO

Place all pentominos in the grid, so that they don't touch each other, not even diagonally. Reflection and rotation is allowed. The numbers indicate how many of eight surrounding cells contain a pentomino part. Cells with numbers don't contain pentomino parts.

60
POINTS

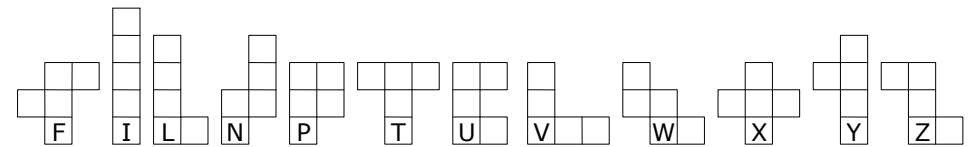
A →

		3	3						2
							6		
							4		
		6	6			3			
3									
			3					6	
	5						2		
									3
				3			2	3	
			0						
B →			1						
	3						2	3	



A →

	4									6	
	1					4					
					5						
											4
				4	4						
A →								0	2		
	1										
							4				
							3				3
B →		5									4

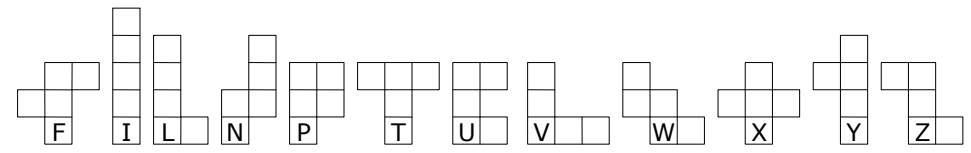
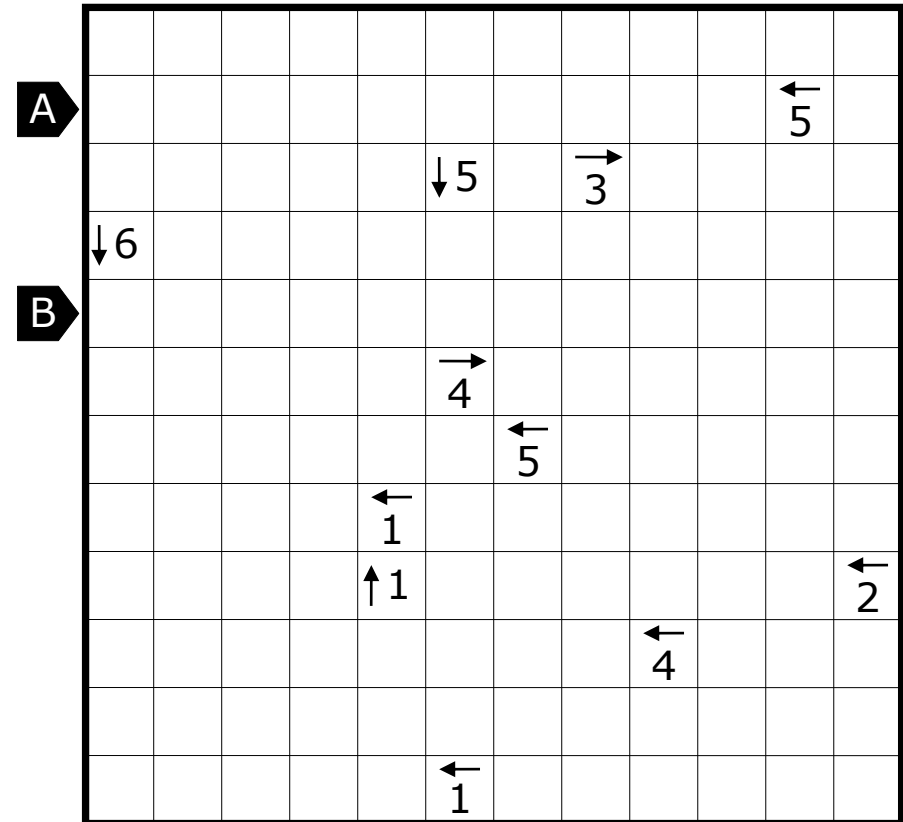
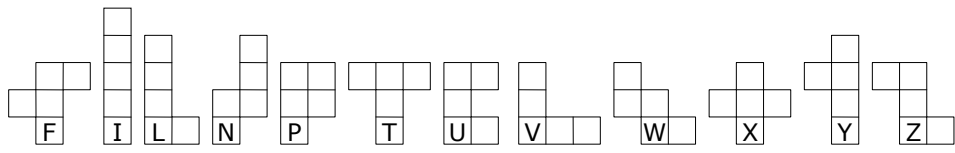
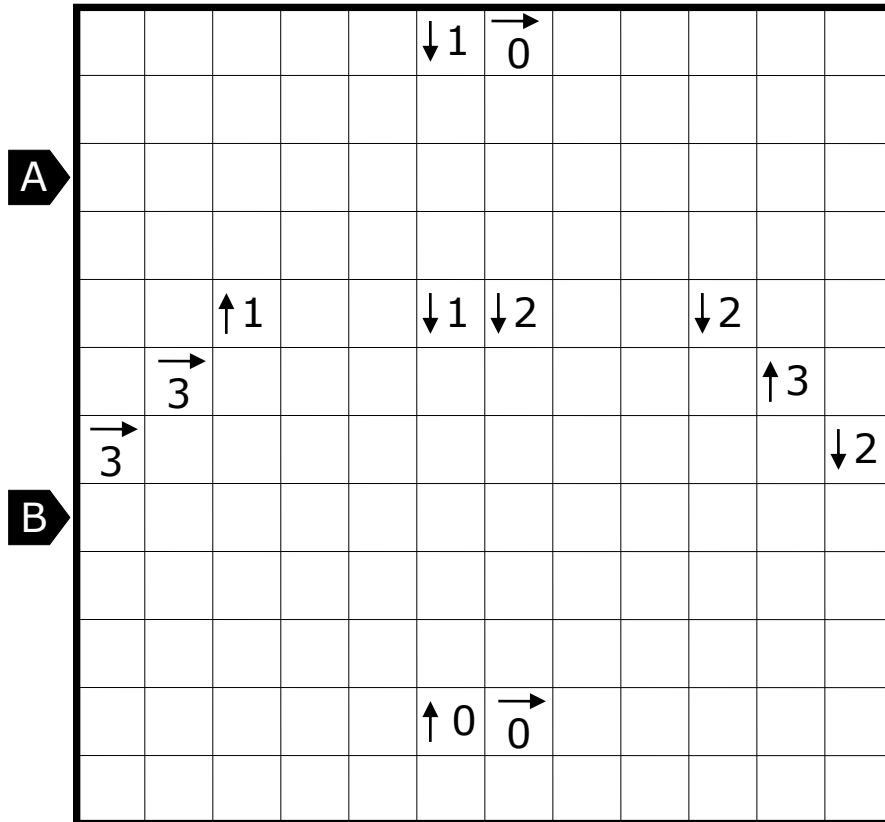


60
POINTS

PENTOMINO YAJILIN

Color **some** cells black so that every arrow points at the indicated number of black cells. Black cells form different pentominos (**not necessarily all of them**). Reflection and rotation is allowed. Pentominos don't touch each other, not even diagonally. Cells with numbers don't contain pentomino parts. The remaining white cells form a single closed loop that does not cross or overlap itself.

65
POINTS

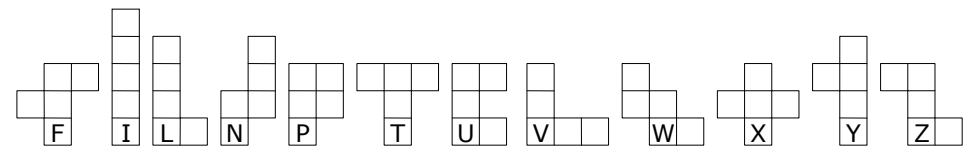
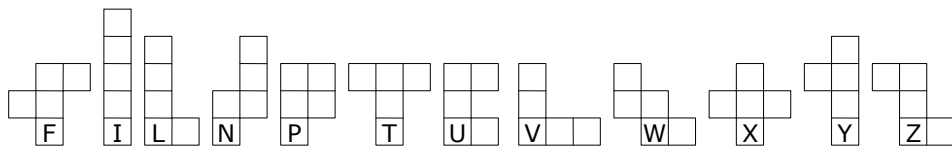
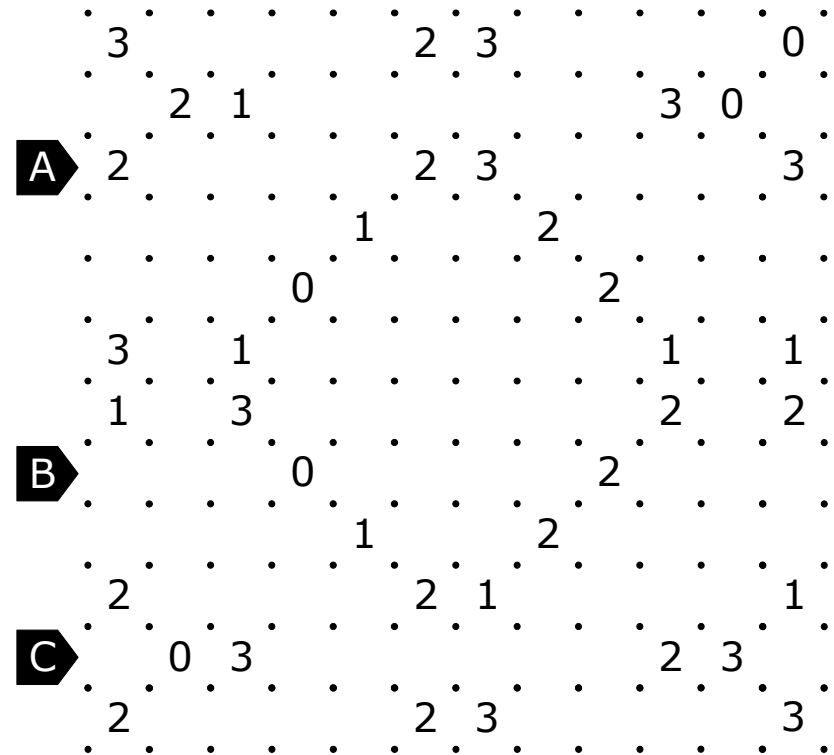
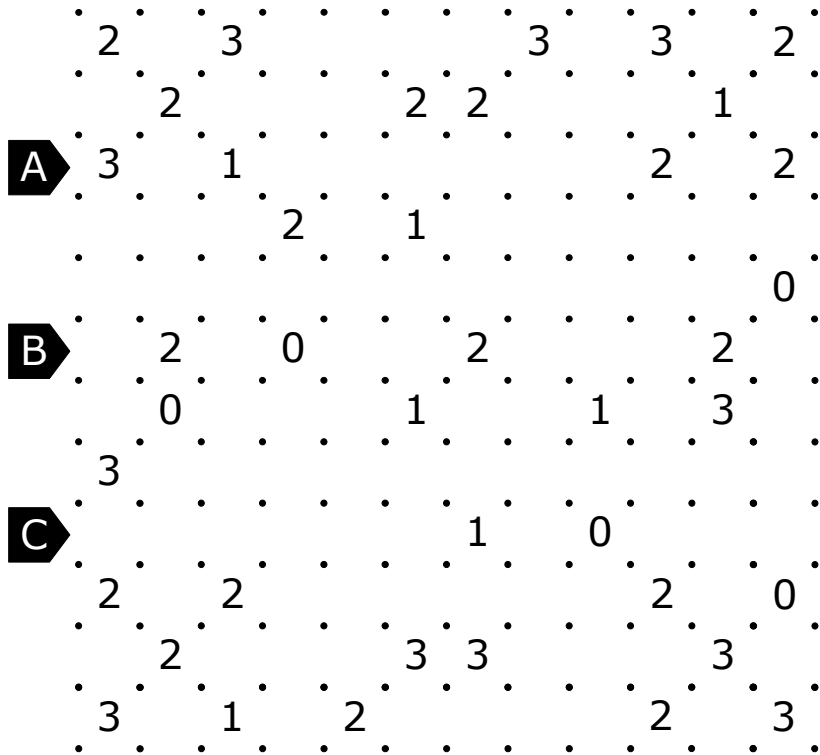


30
POINTS

MINI PENTO LOOPS

Draw 12 mini loops in the grid such that each loop contains a different pentomino. The loops don't touch each other, not even diagonally. Reflection and rotation is allowed. The numbers in the grid tell how many of the cell edges belong to a loop.

55
POINTS

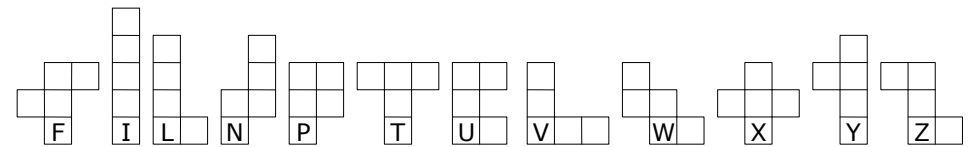
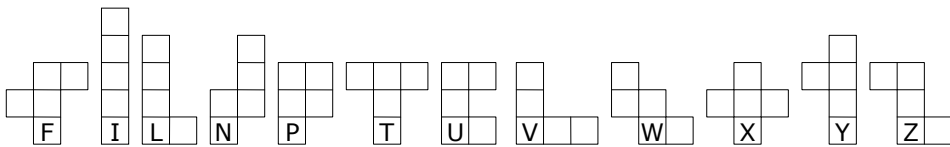
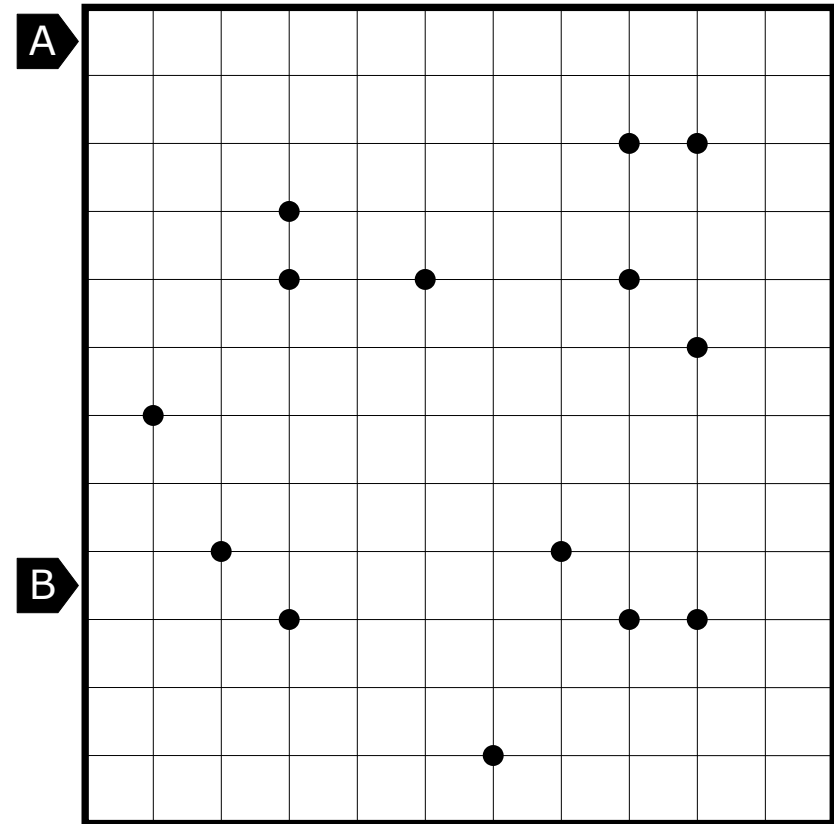
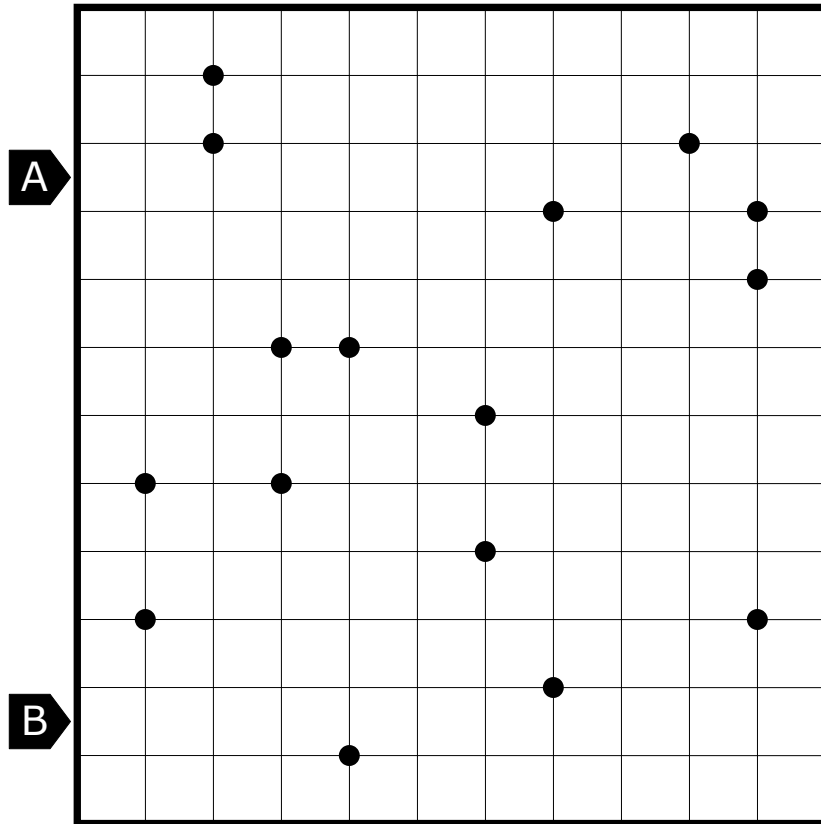


25
POINTS

TOUCHING
PENTOMINOS

Place all pentominos in the grid so that no two of them share an edge. They can touch diagonally, though: every node where two pentominos share a corner is marked with a black dot. Reflection and rotation is allowed.

25
POINTS

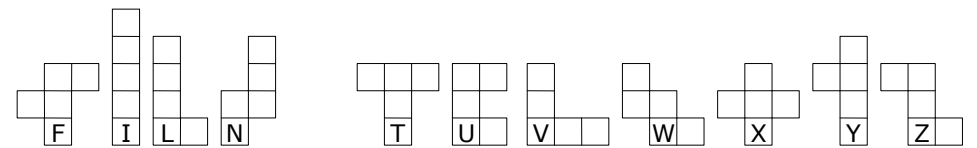
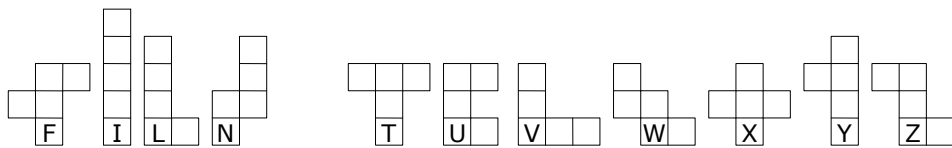
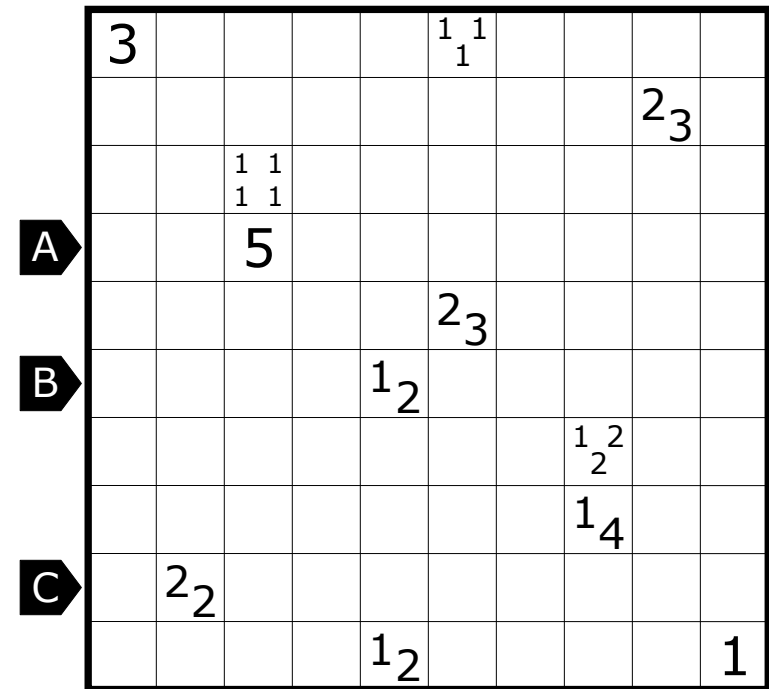
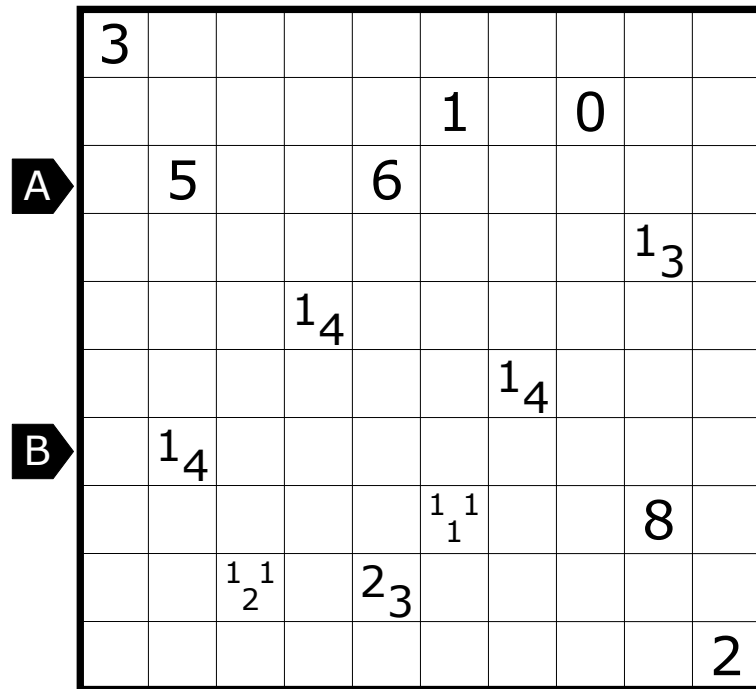


60
POINTS

PENTAPA

Follow regular Tapa rules. Additionally the Tapa wall should be made up of all pentominos, using all of them once, with exception of the P. Reflection and rotation is allowed.

70
POINTS

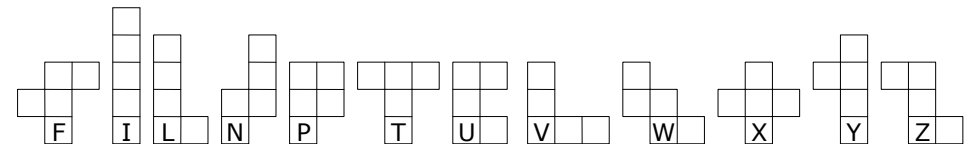
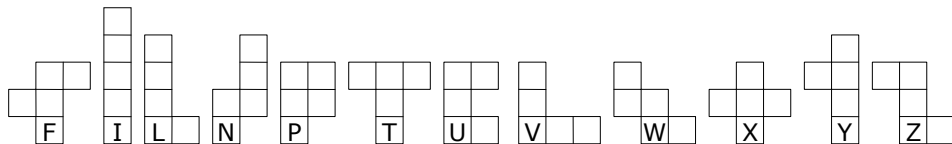
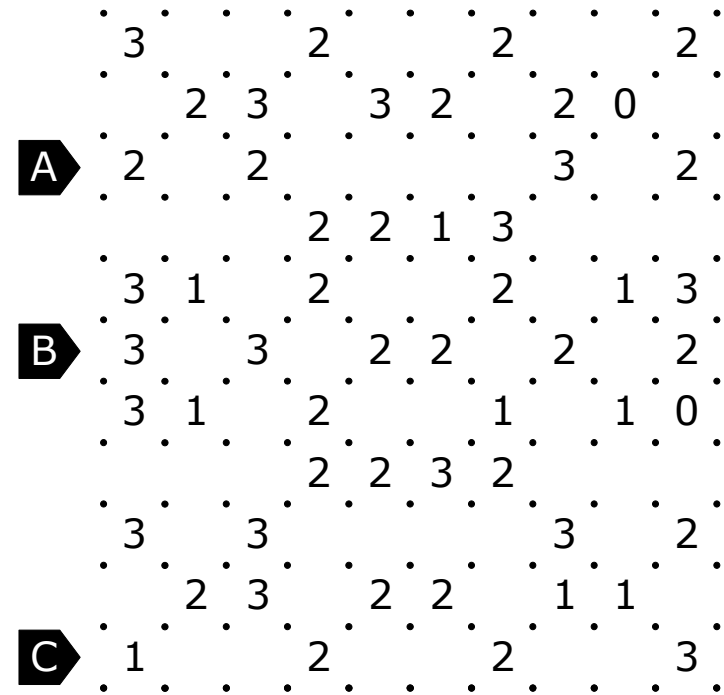
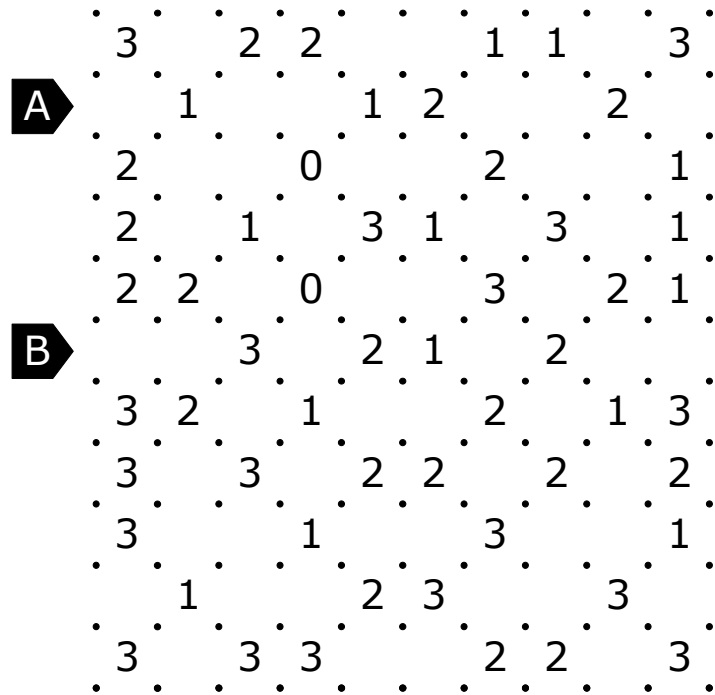


45
POINTS

FILLED LOOP

Draw a single closed loop along the grid lines. The loop does not cross or touch itself. The numbers in the grid indicate how many sides of the cell are used for the loop. Fill the loop with the 12 pentominos; inside the loop are 60 cells. Adjacent pentominos touch each other at exactly one border segment. There are no points where three or more pentominos meet. Reflection and rotation is allowed.

95
POINTS



35
POINTS

SUM PENTOMINOS

Divide the grid in the 12 pentominos. Reflection and rotation is allowed. The sum of the digits in each pentomino is given next to the grid.

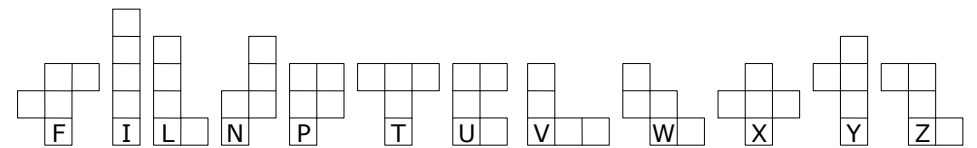
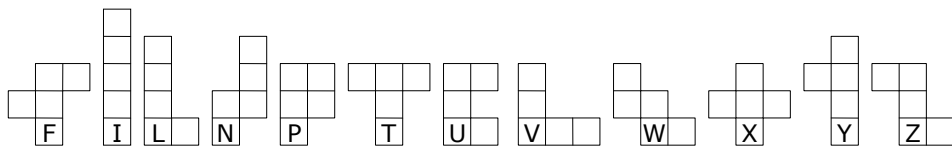
35
POINTS

	2	2	8	0	2	6	8
	6	2	0	4	2		8
A →	6	0	2	2	6	0	6
	2	8	8	4	4	0	0
	2	8	0		2	0	8
	0	4	4	4	2	4	8
B →	0	2	8	0	4	6	0
	0		0	2	2	6	0
	8	6	8	2	6	6	6

Sum = 18

	3	3	3	9	1	5	1
	3	5	5	5	1	1	5
A →	7	7	7	7	1	7	3
	5	1	5	7		9	1
	3	7	1		9	9	1
	3	5		1	9	9	1
B →	3	1	3	5	3	7	3
	3	5	5	3	1	7	1
	3	5	5	1	5	7	1

Sum = 21



65
POINTS

PENTOMINO
WORD SEARCH

Divide both grids in the 12 pentominos. Reflection and rotation is allowed. Every pentomino contains the five letters of one of the given words. (The list of words for both grids is combined.)

In case only one grid is submitted 30 points can be earned.

A

N	I	O	B	R	N	S	K
R	B	A	E	O	I	S	K
O	C	L	M	■	B	M	I
C	A	■	A	A	M	B	N
N	R	S	A	A	■	O	O
C	K	H	■	S	E	G	E
E	R	E	O	R	H	S	R
H	P	E	S	H	E	O	N

B

- | | | |
|-------|-------|-------|
| BISON | HERON | SHARK |
| CAMEL | HORSE | SHEEP |
| COBRA | HYENA | SKINK |
| CRANE | KOALA | SNAKE |
| DINGO | MAMBA | TAPIR |
| EAGLE | OKAPI | TIGER |
| EGRET | PANDA | VIPER |
| GOOSE | ROBIN | WHALE |

C

I	D	N	S	N	A	P	D
O	N	■	K	A	■	O	A
G	K	E	E	E	K	P	A
O	A	L	A	G	L	I	R
A	T	E	G	R	E	T	A
Y	H	W	L	E	I	E	P
N	A	■	E	T	■	V	I
H	E	A	G	R	P	I	R

D

