

[PHA 0x03] Fillomino

The Goal

Your objective is to fill in the “fillomino” puzzle below. Only one solutions exists. Each number indicates the number of adjacent squares of the same number it touches (e.g. a “4” indicates that four squares all with the number “4” should touch). A complete set of matched number and identifier is a “polyomino”. A polyomino exists if and only if (1) it contains the same number of squares as the number that identifies it, and (2) there are no adjacent polyominos of the same number (which would make a polyomino of double the identifier, and thus *not* a polyomino).

Rules

- Using only the numbers 2 through 9, complete the grid.
- Polyominos must have the same number of squares as their identifier
- No polyominos of the same value may be adjacent

	<u>8</u>	<u>1</u>	<u>5</u>			<u>5</u>	<u>1</u>		<u>1</u>			<u>1</u>	<u>2</u>
<u>1</u>				<u>5</u>	<u>1</u>				<u>3</u>	<u>9</u>			
			<u>1</u>				<u>1</u>		<u>4</u>	<u>3</u>	<u>1</u>		<u>1</u>
<u>1</u>	<u>6</u>			<u>1</u>	<u>9</u>						<u>3</u>	<u>1</u>	<u>3</u>
<u>8</u>	<u>1</u>						<u>1</u>			<u>7</u>			<u>1</u>
		<u>1</u>	<u>3</u>	<u>3</u>	<u>4</u>				<u>3</u>	<u>1</u>		<u>1</u>	<u>1</u>
				<u>9</u>			<u>1</u>		<u>1</u>				<u>2</u>
<u>1</u>						<u>5</u>			<u>3</u>	<u>3</u>	<u>1</u>	<u>5</u>	
	<u>3</u>	<u>1</u>				<u>5</u>		<u>1</u>				<u>1</u>	<u>4</u>
<u>3</u>		<u>7</u>		<u>1</u>	<u>6</u>		<u>1</u>	<u>2</u>	<u>1</u>	<u>5</u>	<u>1</u>		<u>1</u>
<u>1</u>			<u>1</u>		<u>1</u>				<u>4</u>				<u>3</u>
				<u>3</u>				<u>1</u>				<u>1</u>	<u>6</u>
	<u>1</u>	<u>4</u>			<u>1</u>		<u>1</u>			<u>1</u>			
	<u>4</u>					<u>2</u>			<u>1</u>	<u>8</u>			<u>3</u>
	<u>1</u>	<u>7</u>	<u>1</u>			<u>1</u>	<u>5</u>	<u>1</u>				<u>1</u>	<u>1</u>

