

Advanced Fillomino and Snake – Division B/C Round 3 2021-2022

Variants Instruction Booklet and Examples

You will time all of your puzzles separately, like Division D. There will be a selection of standard versions of each type, and one of each of the following variants.

Fillomino

Linked Fillomino - Standard fillomino rules. In addition, numbers in the corresponding position on the other grid must be different.

Non Consecutive Fillomino - Standard fillomino rules. In addition, orthogonally adjacent cells must not contain consecutive numbers.

Skyscrapers Fillomino - Standard fillomino rules. In addition, the outside clues behave like Skyscrapers clues. Other Skyscrapers constraints do not apply.

Heterofillomino - Standard fillomino rules. In addition, no regions in the solution may be exactly the same size and shape (regardless of orientation).

Non-rectangular Fillomino - Standard fillomino rules. In addition, no regions in the solution may be rectangular.

Cipher Fillomino - Standard fillomino rules. Also, each letter represents a separate positive integer.

Snake

All snake variants here require snakes of the usual definition.

Prime Snake - Label a snake with consecutive integers starting with 1. All cells containing prime numbers contain a circle. All rows and columns which have a prime number of labelled cells are also denoted with a circle. Additionally, all rows and columns which do not have a prime number of labelled cells are not denoted with a circle. The head and tail of the snake will not be given.

Minesweeper Snake - Shade a snake where clue cells represent the number of the surrounding eight cells which contain the snake. The head and tail of the snake will not be given.

Straights Snake - Shade a snake where the snake must travel straight through any cells marked with an M and not turn in those cells. The head and tail of the snake will be given.

Graffiti Snake - Shade a snake. Outside clues indicate the size of all groups of blackened cells in that row or column in order. There must be at least one white cell between each of these groups. When no clues are given, any number of cells may be shaded in that row/column. The head and tail of the snake will be given.

Hitori Snake - Shade a snake. Numbers in any cells not shaded must not repeat in a row or a column. It is not required that the unshaded areas all remain connected. The head and tail of the snake will not be given.

Dotted Snake - Label a snake with consecutive integers starting with 1. All cells containing multiples of 3 will be shaded for you. The head and tail of the snake will be given.

Hex Snake - Shade a snake on a hexagonal grid. Outside clues represent the number of shaded cells in the given direction. The head and tail of the snake will be given.

Linked Fillomino

		4			
3		1			
1	2	3			

	4		2
	3		
2			4
	3		

Non-consecutive Fillomino

		1	3	5
1				
		1		
	2		4	

Skyscrapers Fillomino

		4	
2			
			3
			2

Non-rectangular Fillomino

3			
4			
	4		5

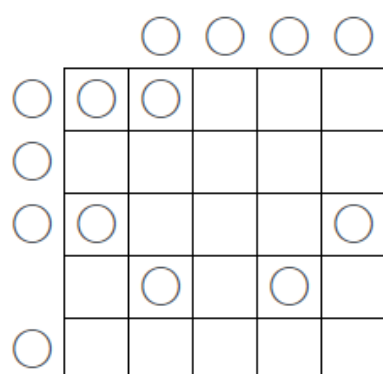
Cipher Fillomino

3	B	2	A
			B
		2	5
5			

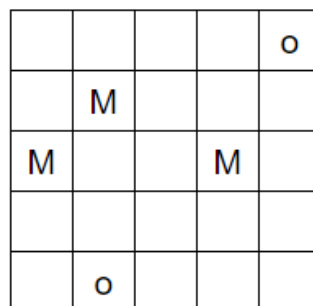
Heterofillomino

			1
			2
			3
			6

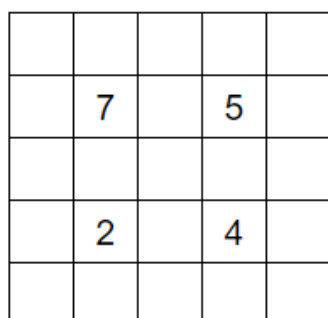
Prime Snake



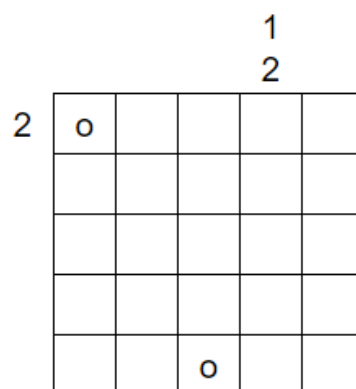
Straights Snake



Minesweeper Snake



Graffiti Snake



Hitori Snake

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

Dotted Snake

			1	
				15

Hex Snake

