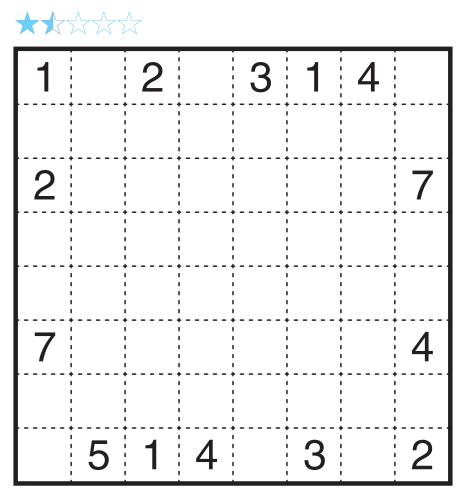# Fillomino (Non-consecutive) by Serkan Yürekli

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.) **No two polyominoes with the same area, or with areas that differ by one, can share an edge.**

★★☆☆☆

1	2		3	1	4
2					7
7					4
	5	1	4		3	2

Edge Clues