In a Fillomino puzzle, the goal is to fill squares in a grid to create polyominoes (shapes made of connected squares) with the given areas.

Every square in the grid must be filled with a number that gives the area of the polyomino it is a part of.

In each puzzle, there must be exactly one polyomino of each of the given areas.

Areas: 1, 2, 3, 4

Shapes must have the same areas as the numbers inside them.

The square to the right of the given 3 must be part of the 3-omino, so we place a 3 there.

Then, there is only one way to complete the 2-omino.

Finally, there is only one way to complete the 3-omino while still creating a 4-omino.

Instead of writing a number in every square, we could also draw lines connecting all the squares of each polyomino.
27. Areas: 4, 5, 6, 7, 8

28. Areas: 4, 5, 7, 8, 10

29. Areas: 3, 4, 7, 8, 9

30. Areas: 2, 3, 4, 5, 6, 7, 9

31. Areas: 5, 7, 9, 11

32. Areas: 3, 4, 5, 6, 7, 9
39. Areas: 2, 4, 6, 8, 10

40. Areas: 3, 4, 6, 7, 9, 10

41. Areas: 6, 8, 10, 12

42. Areas: 4, 5, 6, 7, 9

43. Areas: 2, 3, 5, 7, 11, 13

44. Areas: 1, 3, 5, 7, 9, 11, 13