Season 3 - Garden Party
Puzzle 1

Bunny Escape Garden

-You must partition the garden by building fences on the grid lines

-Each number is a type of vegetable seed - each number must be contained in an orthogonally connected region that contains the same number of squares as the seed number it contains (enter the number in each square of the region to indicate this)

-Different regions of the SAME number can NOT share a border fence (anything else can)

(-If this puzzle seems familiar: UNLIKE FILLOMINO, all regions have at least one square given by a number clue)

-Some fences are already in place

-Bunnies have occupied the garden, so they must not be in any region with a vegetable

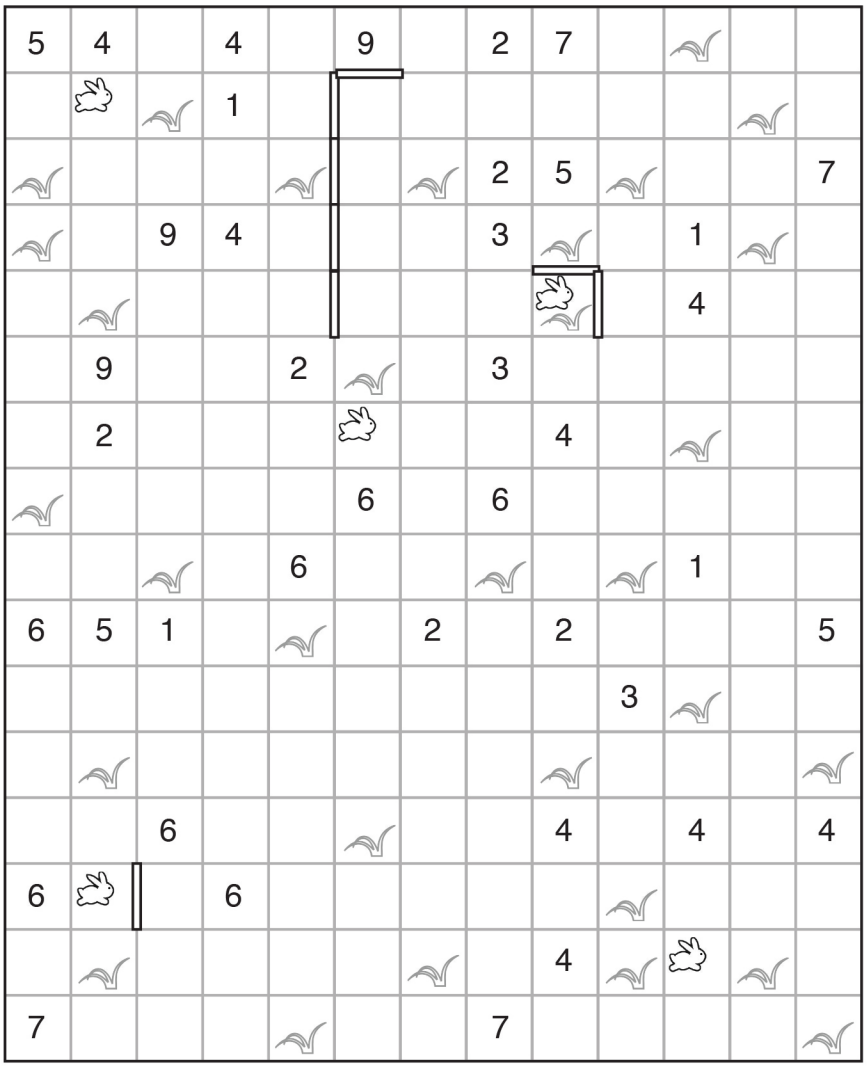
-All spaces with bunnies must be connected to a single edge square by a long orthogonally connected route

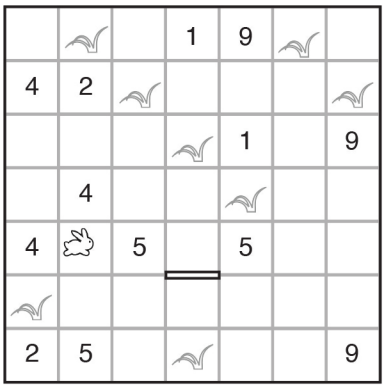
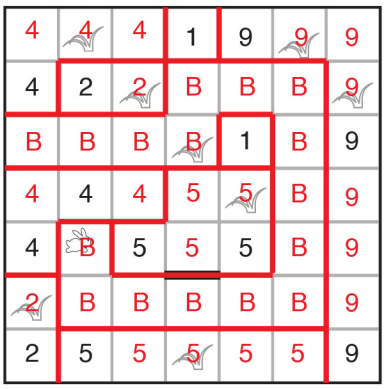
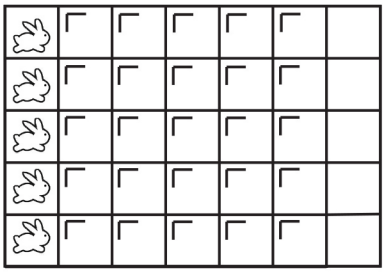
-This bunny return path will be one path of squares that is completely connected, with no splits in the path - it can be a single line traced to the exit. (You may want to mark it with 'B's)

-This path may not touch itself, even diagonally (it makes clean 90 degree turns)

-All squares in the grid will either be part of a fenced vegetable region or part of the bunny path

-It's true there may be grass in the garden partitions, or in the bynny return route: the bunnery turn counts whether or not they pass grass by; Nary a bunny will miss the chance to take a turn to nibble on a bit of the grass, but one by one they will count their way home.





Example A