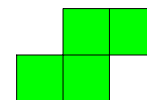
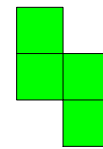
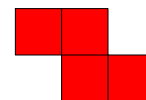
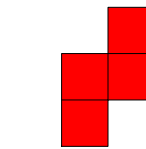
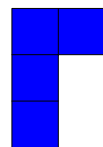
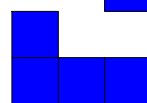
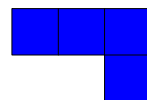
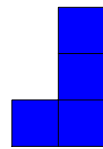
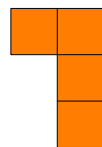
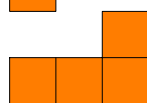
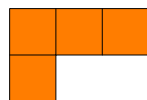
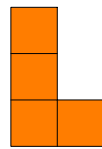
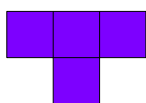
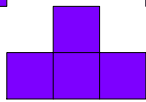
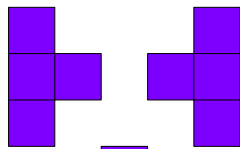
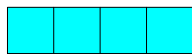
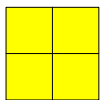


# Tiling and Walking



I

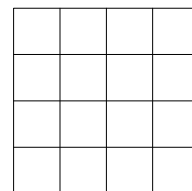
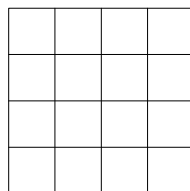
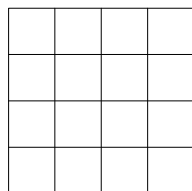
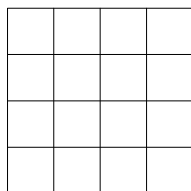
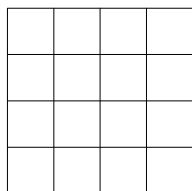
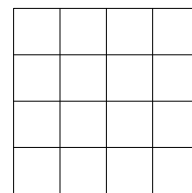
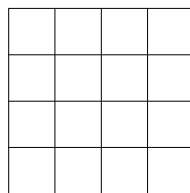
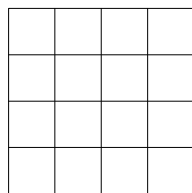
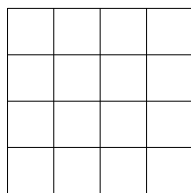
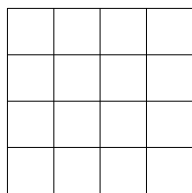
II

III

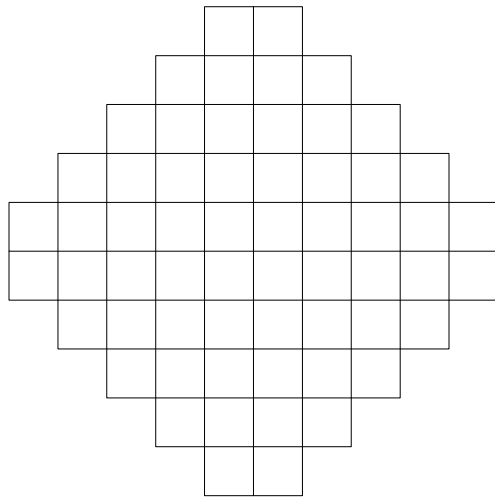
IV

V

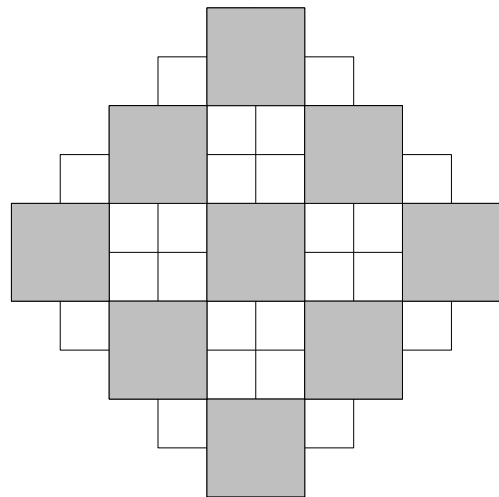
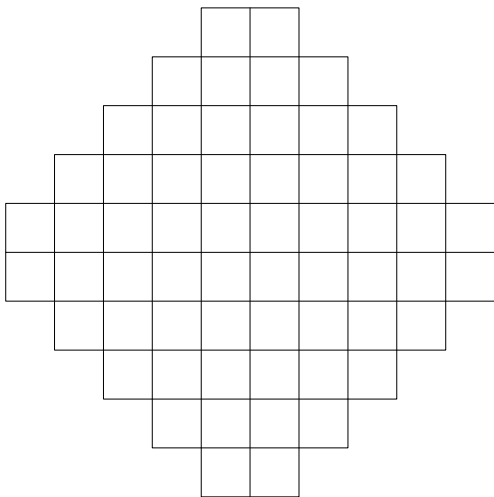
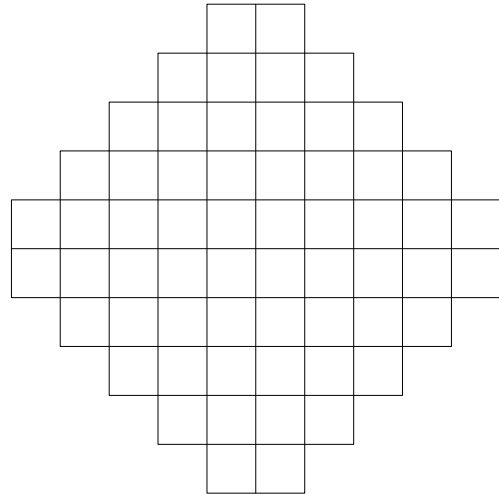
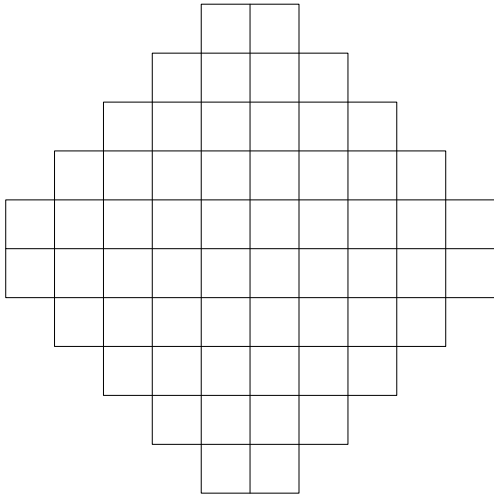
Skew Tetrominos

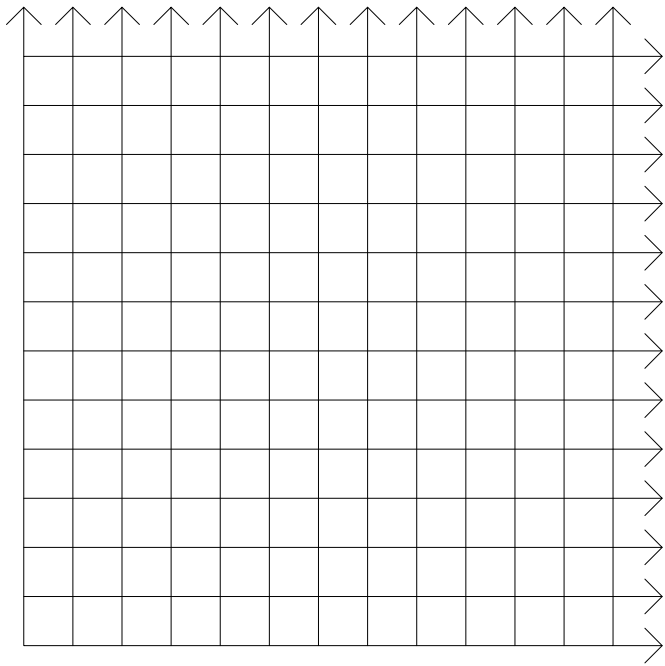


Can you tile a 4x4 square with 4 tetrominoes of each type? Is there a square or a rectangle of any size that can be completely tiled with non-overlapping skew tetrominos?

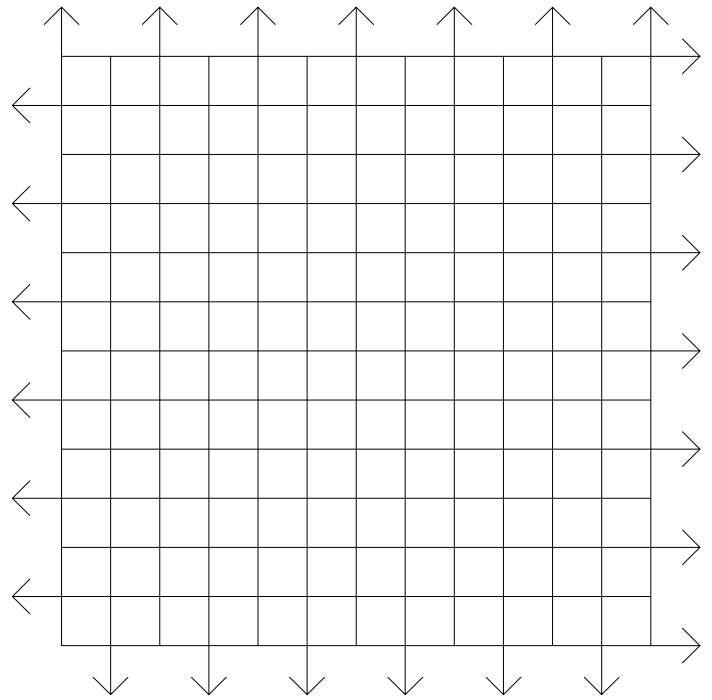


Is it possible to tile this region with skew tetrominoes?





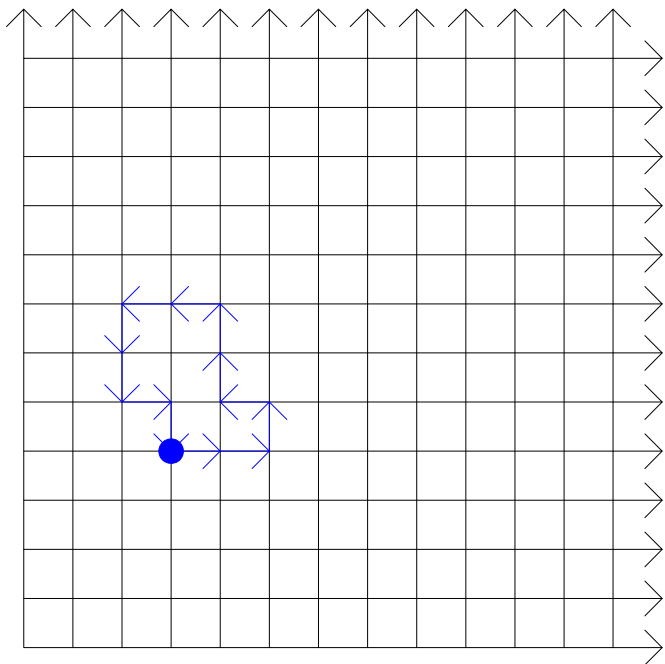
Alta



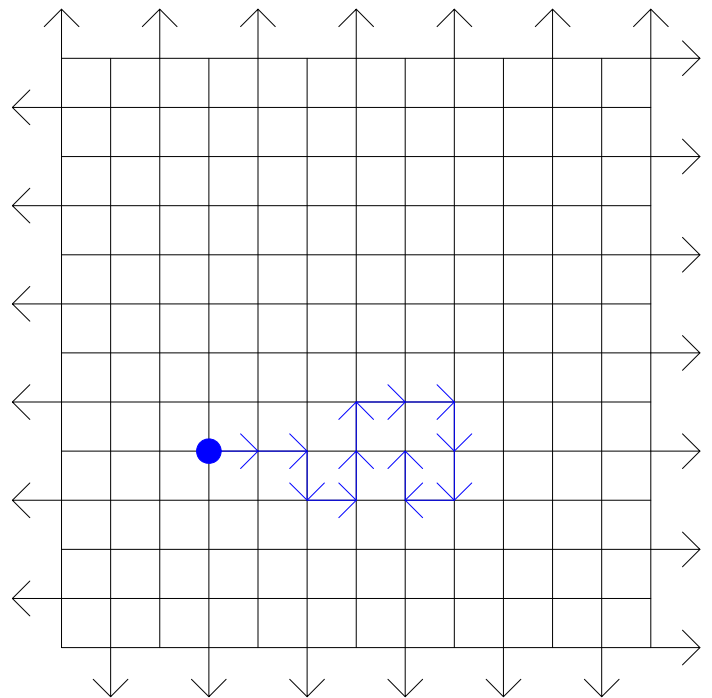
Brighton

↑ Avenue

→ Street



Alta

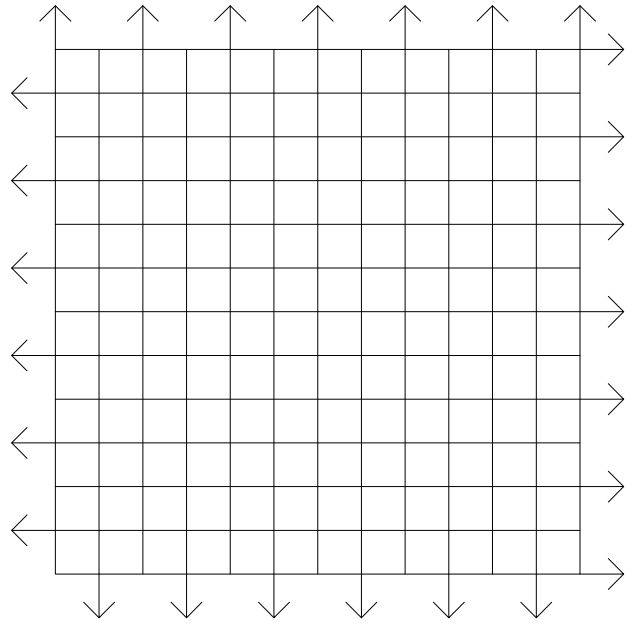
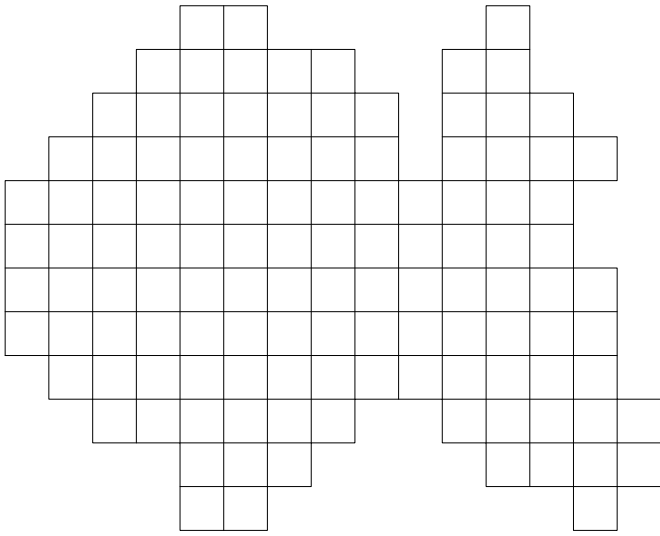


Brighton

Adam's Journey  
 $SSA^{-1}AAS^{-1}A^{-1}A^{-1}SA^{-1}$

Betty's Shadow Journey

Is there a closed loop journey in Alta that gives a closed loop shadow journey in Brighton?  
 If so, does the journey depend on where you start?



Can this region be filled with skew tetrominoes?

