13/04/08: Cross the Streams by Grant Fikes Theme: Two Easy?

					A			ВС			D		
				5	*	* 8	*	*	*	4 3	? 2 *	*	?
	2	2	2		•)	•	·	•			•	
		*	2										
	2	2	2										
	2	?	?										
	2	2	2										
?	?	?	?										
	*	5	*										
	*	2	*										
			*										_
		3	6										

13/04/09:

Sudoku (Seek and Spell) by Grant Fikes Theme: Doctor Sudo-Who?

Rules: Standard Sudoku rules except that instead of the numbers 1-9 this puzzle uses the letters in "WORD BATCH". Also, clues in the grid represent typical "Seek and Spell/Kanaore" clues; specifically, it must be possible to read each of the numbers listed below the grid by starting at the indicated letter, moving one cell in the direction indicated by the arrow, and then continuing to move one cell at a time up, down, left, or right to complete the word/phrase.

No cell may be used more than once in a single path, but the same cell can appear in the paths of different words/phrases.

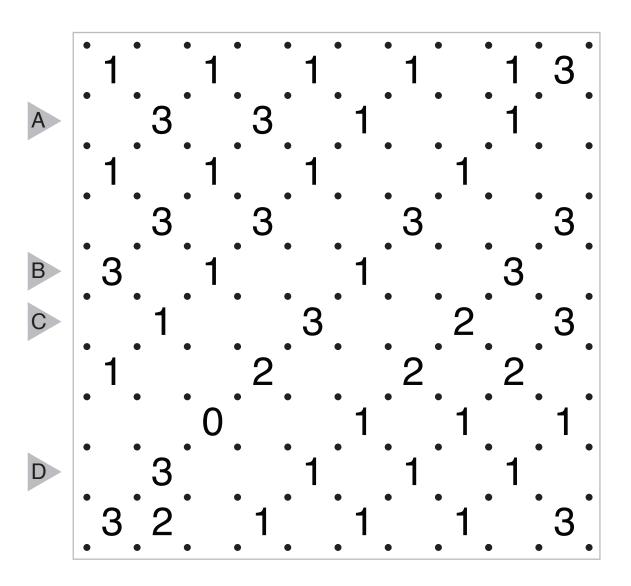
A			В			
				C		1
	В					
		В				
	2		С			
			3			
			В		4	
				В		
					С	
5		С				

- 1 ◀ TARO
- 2 ◀ HOD
- 3 DOCTOR WHO
- 4 ► HOW
- 4 ▼ HAD
- 5 ▲ BRAD

13/04/10: TomTom by Thomas Snyder Theme: Tetrominoes

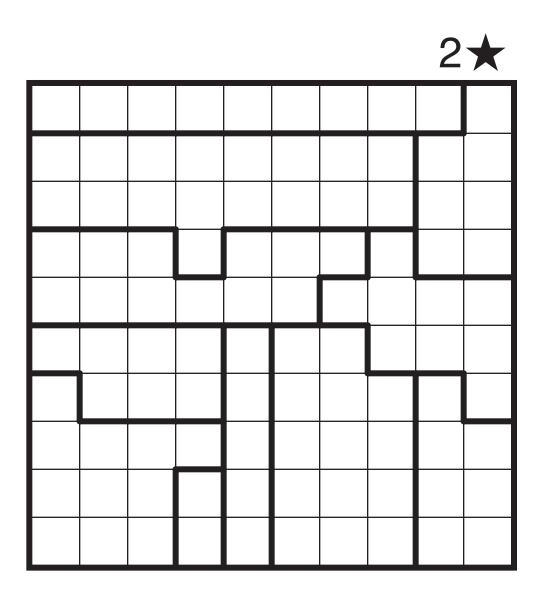
A	12			21		1
В		16				
			20	11		
	10				14	
		24				

13/04/11: Slitherlink by Thomas Snyder Theme: Two Fields



13/04/12: Star Battle (Corrupted Regions) by Grant Fikes

Rules: Variation of Star Battle rules. Two stars per row and column, but no region has exactly 2 stars. Each region must contain some number of stars other than 2, including possibly no stars at all.



13/04/13: Fillomino by Thomas Snyder Theme: Tornado

										В	
								5			
		3	3			4	3		4		
		4	5						5	6	
	10			4	3		3	3			6
				5				4		4	
A		5								4	
		3		3				5			
	6			4	5		5	4			6
		5	3						3	5	
			5		5	3			6	6	
				7							

13/04/14 (Sunday Surprise): Sudoku (Seek and Spell) by Craig Kasper Theme: Dalek Invasion

Rules: Standard Sudoku rules except that instead of the numbers 1-9 this puzzle uses the letters in "END MATRIX". Also, clues in the grid represent typical "Seek and Spell/Kanaore" clues; specifically, it must be possible to read each of the numbers listed below the grid by starting at the indicated letter, moving one cell in the direction indicated by the arrow, and then continuing to move one cell at a time up, down, left, or right to complete the word/phrase.

No cell may be used more than once in a single path, but the same cell can appear in the paths of different words/phrases.

				D				
A			1	R			X	
								Α
В						2		
	3						M	
					I	D	Е	T
	D	M						

- 1 ▼ EXTERMINATE
- 2 ▲ EXTERMINATE
- 3 ▲ EXTERMINATE