13/10/07:
Even/Odd Sudoku by Thomas Snyder
Theme: Rope
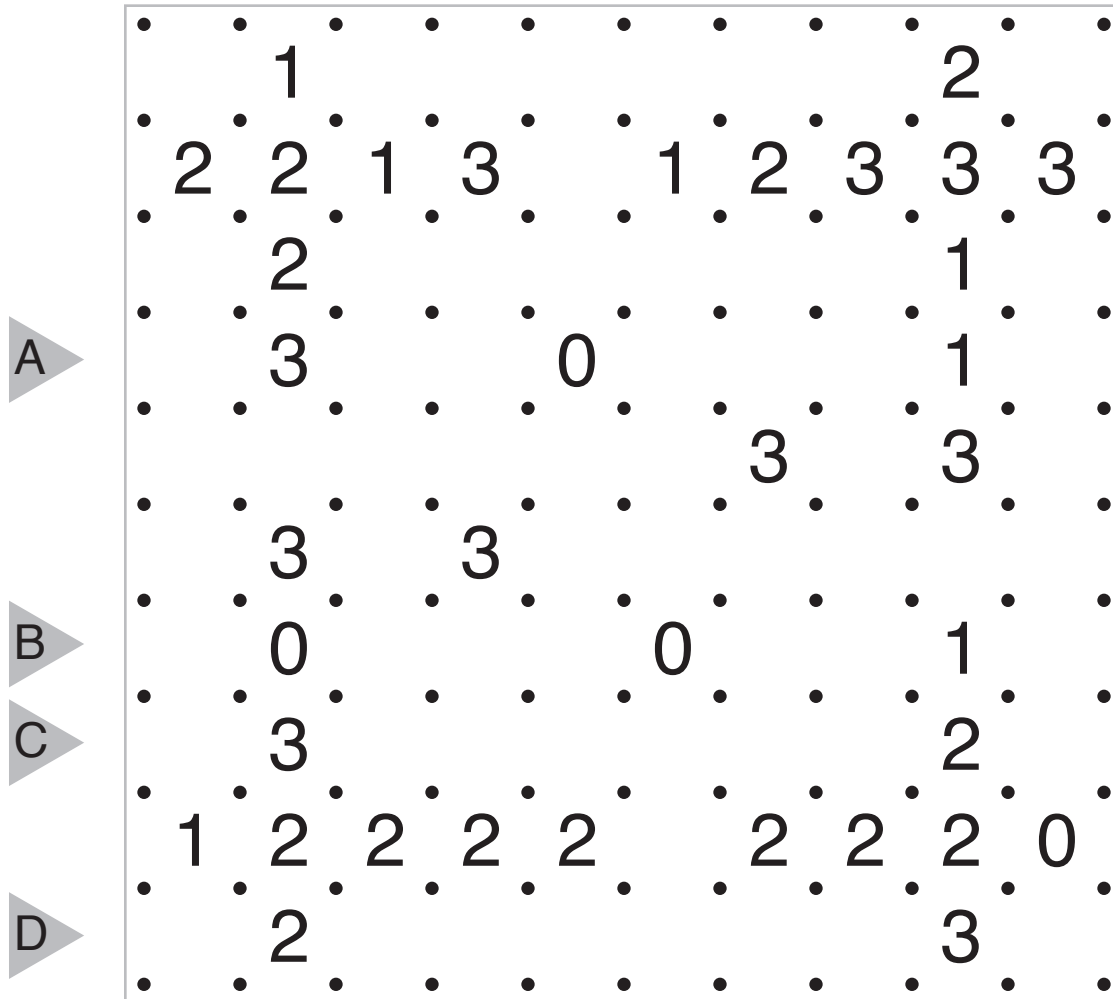Rules: Standard Sudoku rules. Also, digits in circles must be odd and digits in squares must be even.

● = 1, 3, 5

■ = 2, 4, 6

13/10/08:
Slitherlink by Grant Fikes
Theme: Framed

13/10/09:
TomTom by Thomas Snyder
Theme: 10/9

{1−6}

|	10		10		
9	9		10		10
		9	10		
9	9			10	
				9	
	10				

A ▶

B ▶

13/10/10:
# The Persistence of Memory by Serkan Yürekli
Theme: T

Rules: Find a path from one dot to the other by moving horizontally or vertically between adjacent squares. The path cannot touch itself, even diagonally.
All highlighted regions must be used, and may be re-entered. If two or more regions have the same shape and orientation, then how the path passes through the shapes must be identical.
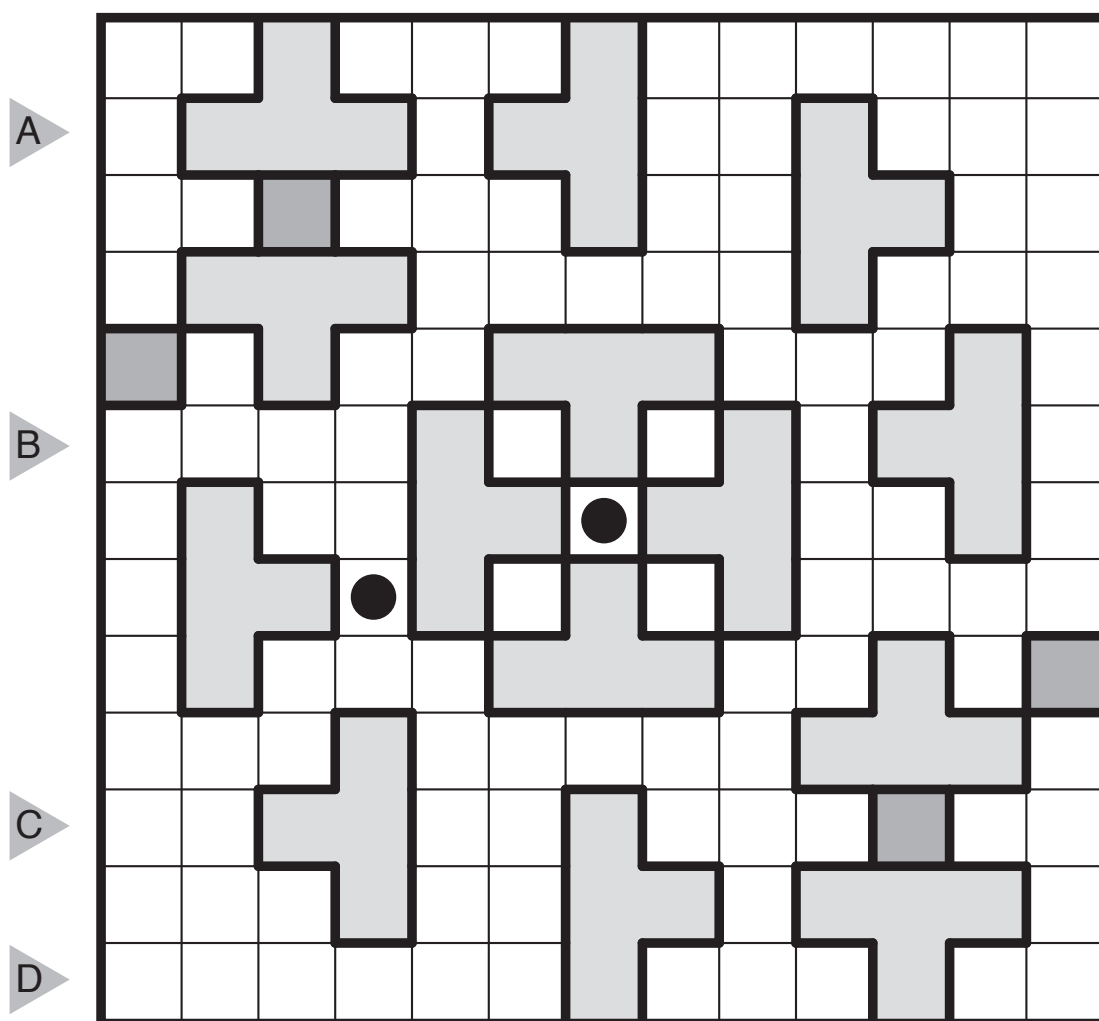
13/10/11:
Cave by Palmer Mebane
Theme: Dominoes
Rules: Standard Cave Rules. Also, the exterior of the cave
(the cells not seen by the numbers) must be divisible
into dominoes (1x2 rectangles) in at least one way.
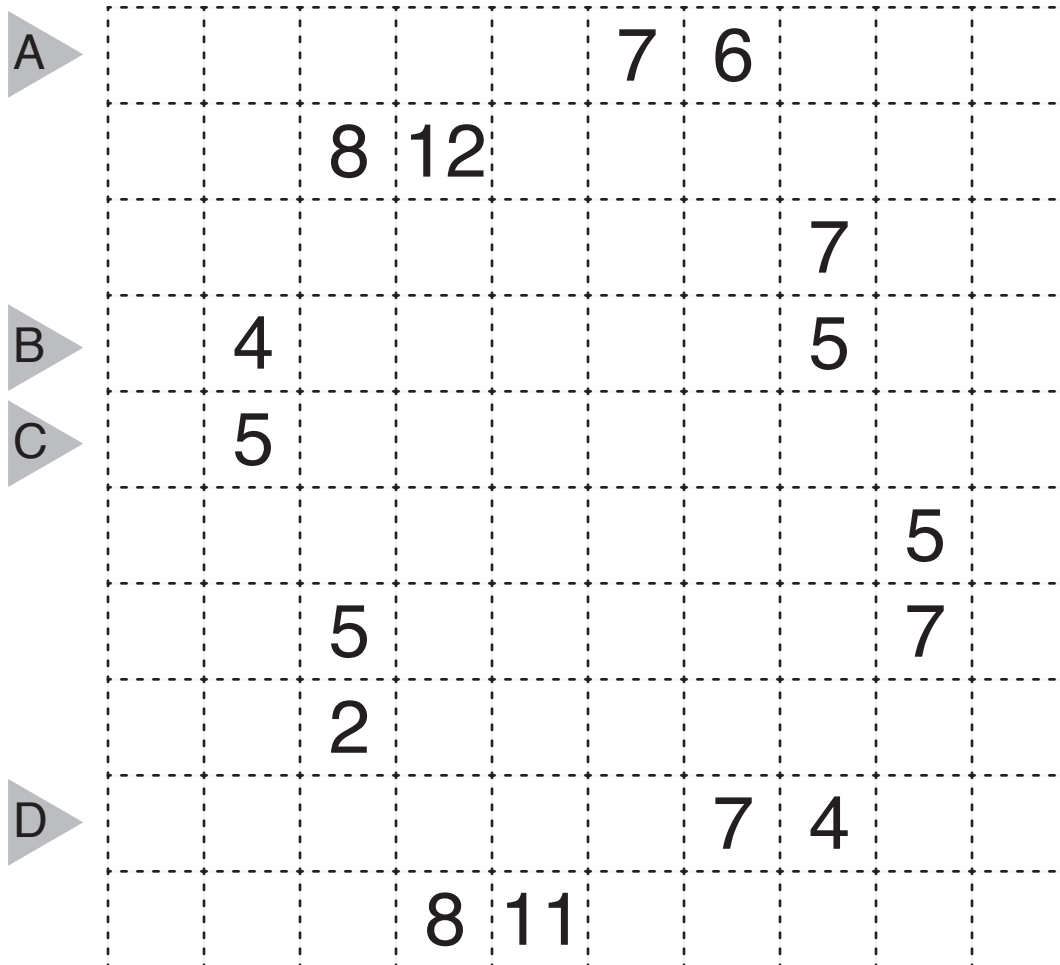
13/10/12:
Pentominous by Grant Fikes
Theme: Logical

Rules: Divide this grid into 45 regions each containing 5 cells.
Regions with the same shape (including rotations/reflections)
cannot share an edge. A cell with a letter in it must be part of
the pentomino shape normally associated with that letter; an inventory
of polyominoes is given below the puzzle but not all must be used.