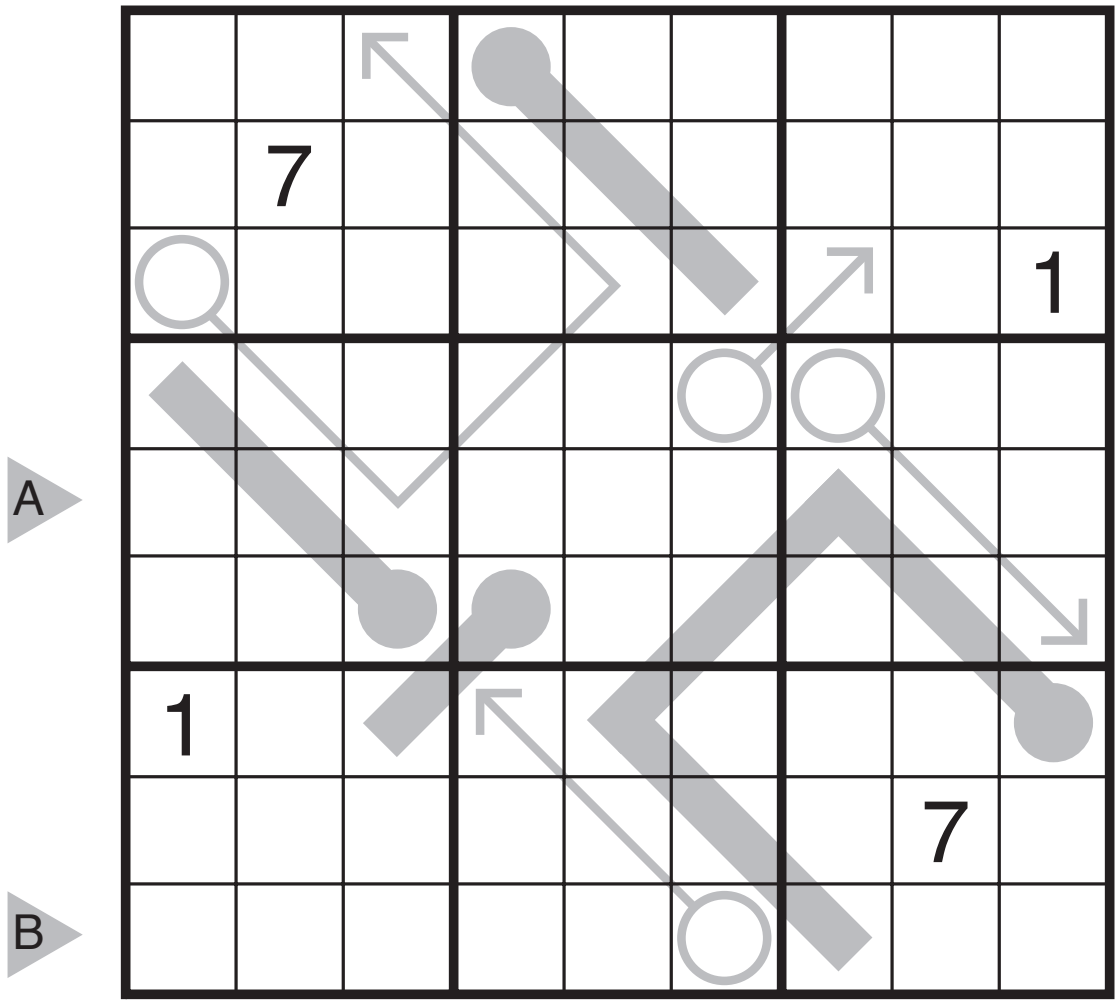
15/04/12:
Arrow/Thermo-Sudoku by Prasanna Seshadri
Theme: H

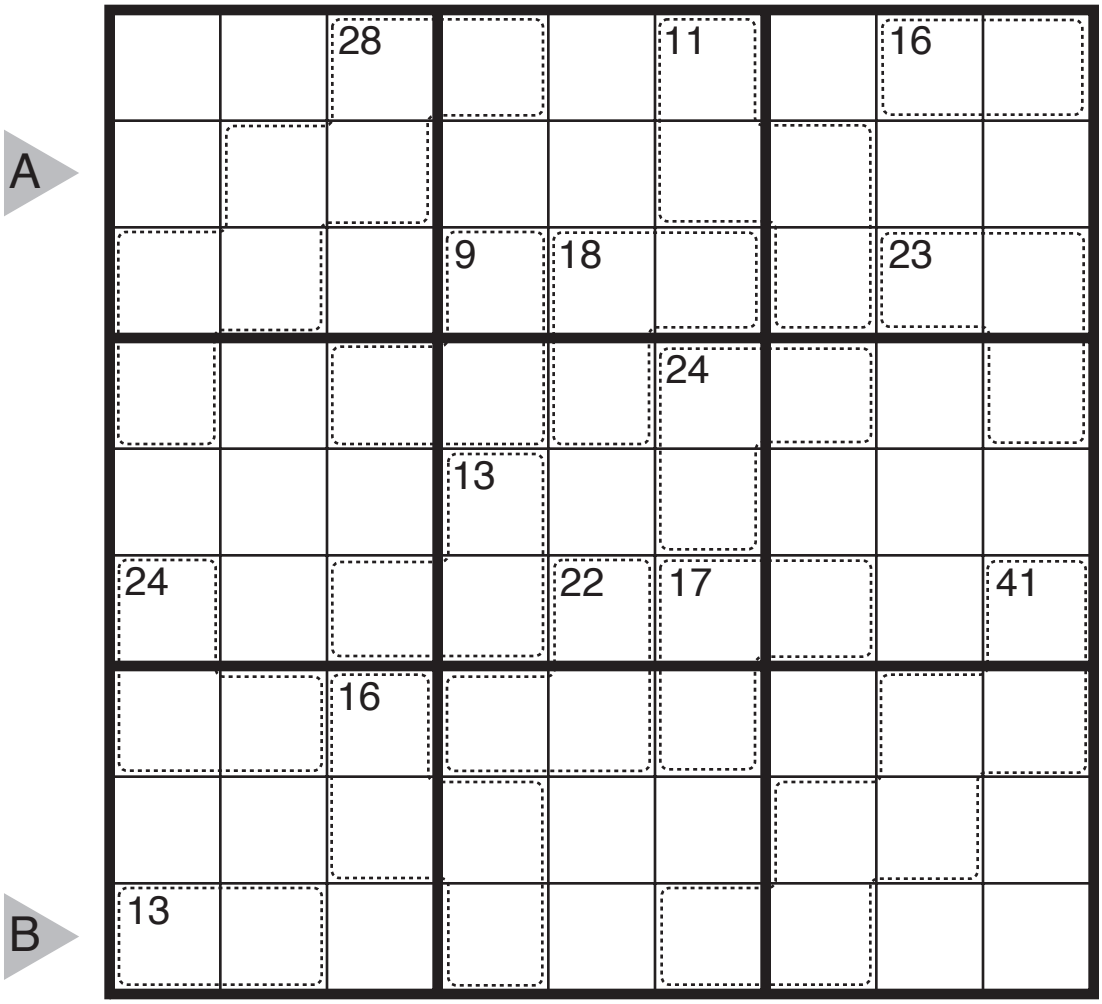
Patron Puzzle (created for Paul Hlebowitsh)

Rules: Combination of Thermo-Sudoku and Arrow Sudoku rules.

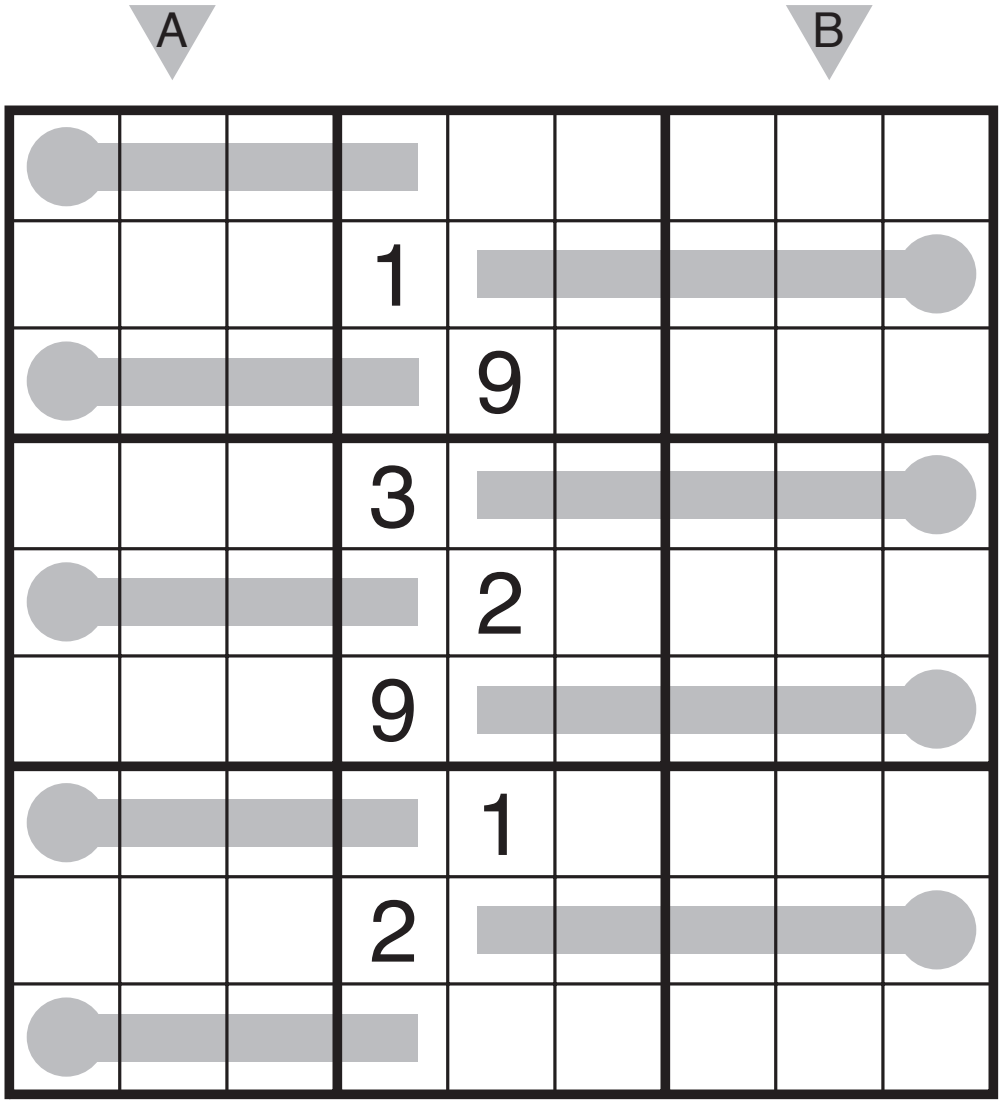


15/07/11:
Killer Sudoku by Serkan Yürekli
Theme: Clue Symmetry and Logic

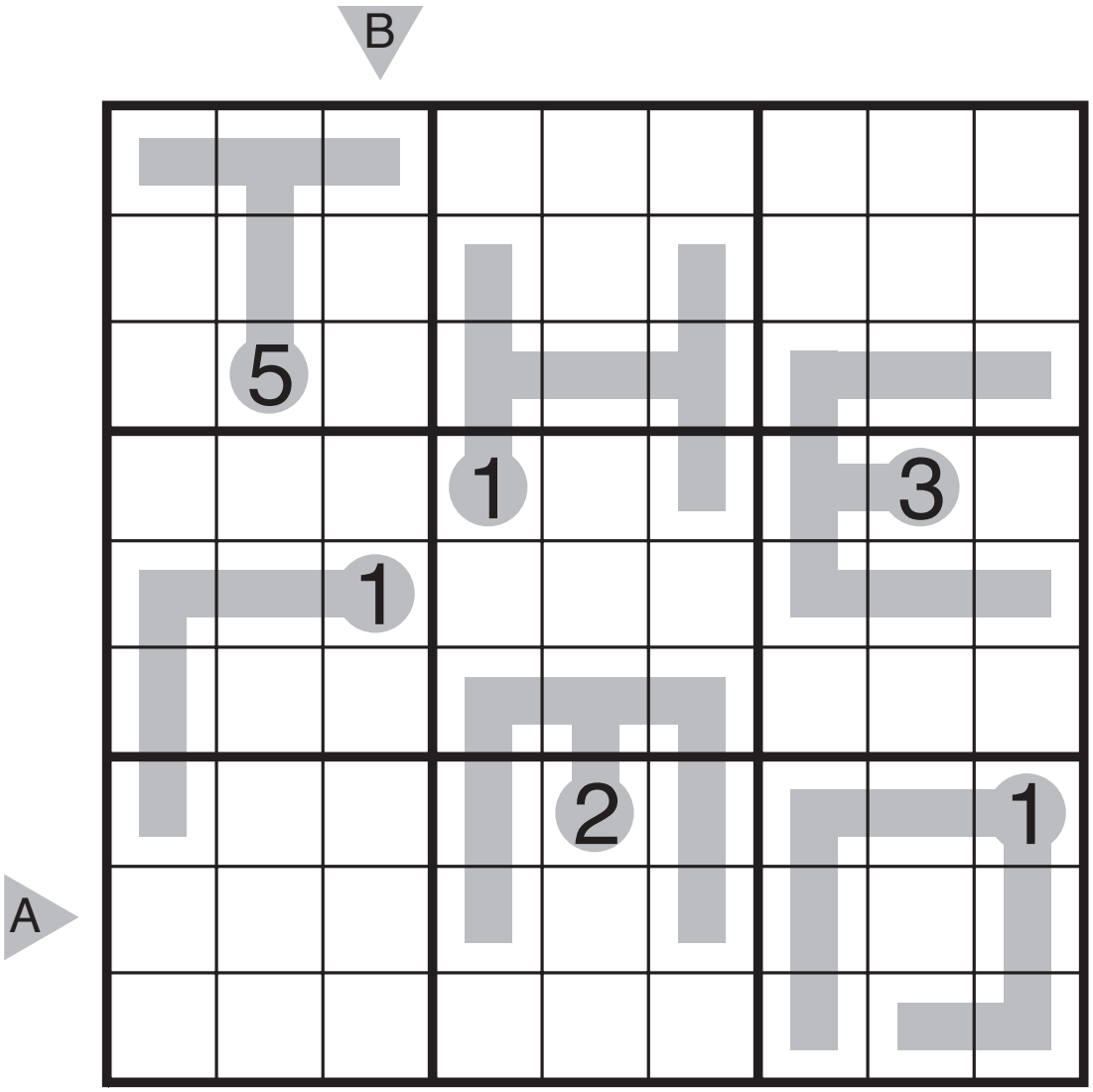
Rules: Place a digit from 1 to 9 into each cell so that no digit repeats in any row, column, or bold outlined region. The sum of the digits in each cage must equal the value given in the upper-left corner of that cage. Digits cannot repeat inside a cage.



15/02/25:
Thermo-Sudoku by Ashish Kumar
Theme: Level Thermometers

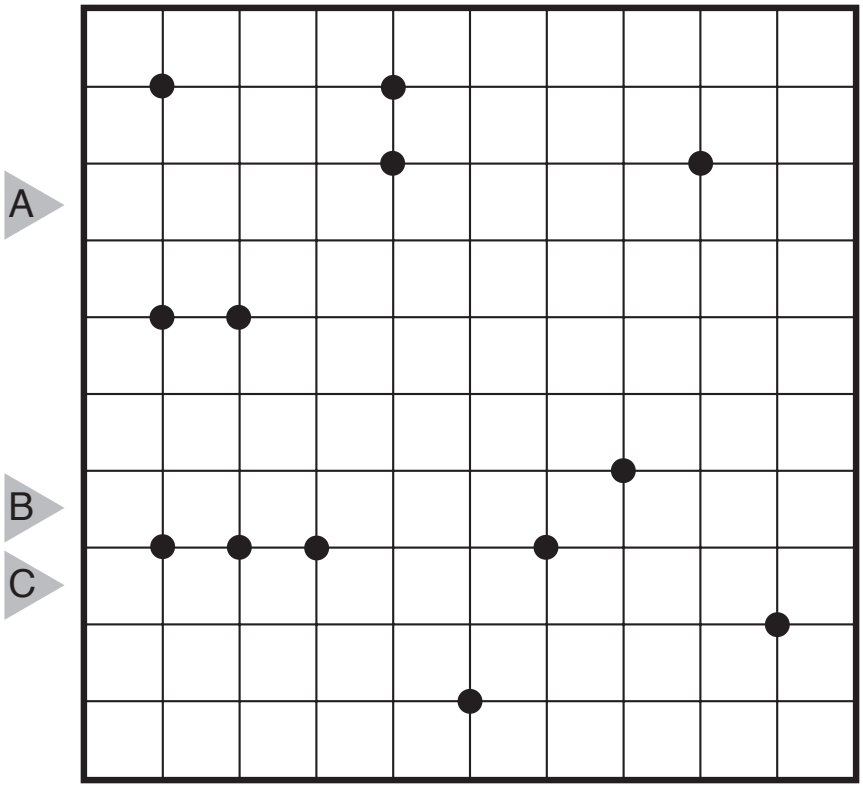


15/02/28:
Thermo-Sudoku by Thomas Snyder
Theme: Self-Titled



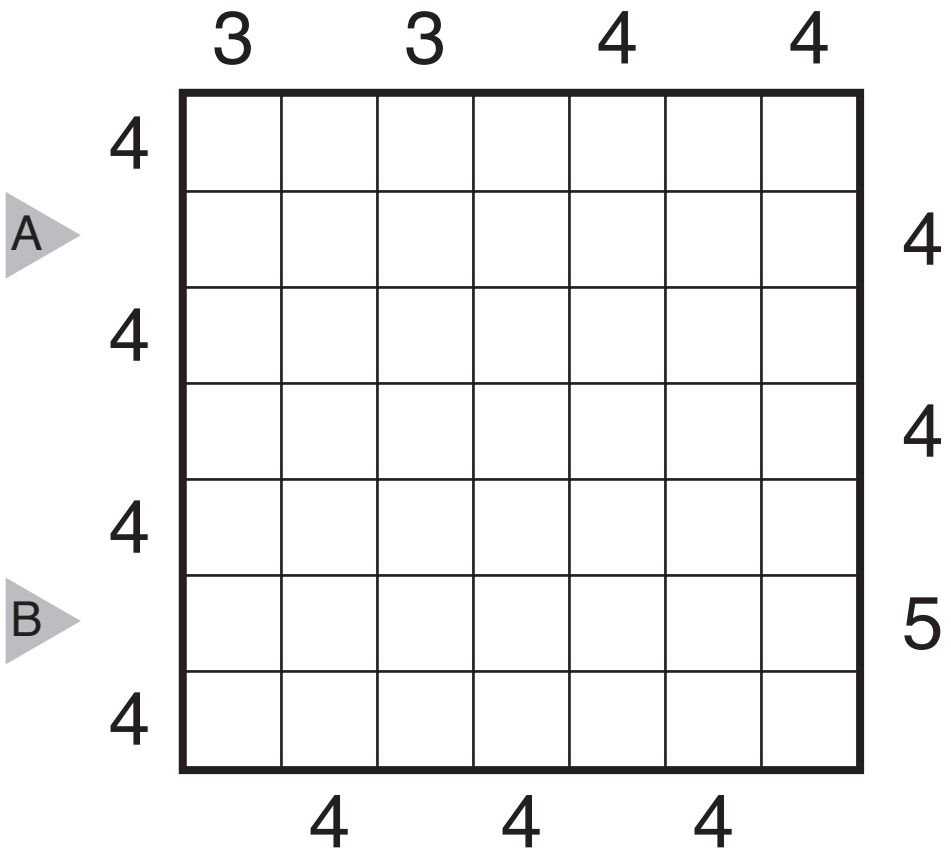
15/12/26:
Scrabble (Checkerboard) by Murat Can Tonta
Theme: Logical

Instructions: Place each of the given words into the grid, one letter per cell, reading from left to right or top to bottom. All words must be connected, and no words other than the given words can appear in the grid. The dots mark spots where two diagonally adjacent cells contain letters and the other diagonally adjacent cells are empty as in a checkerboard. (Not all possible dots are necessarily given.)
Answer Entry: Enter all letters in the indicated rows from left to right, separating each row with a comma. Use CAPITAL LETTERS.



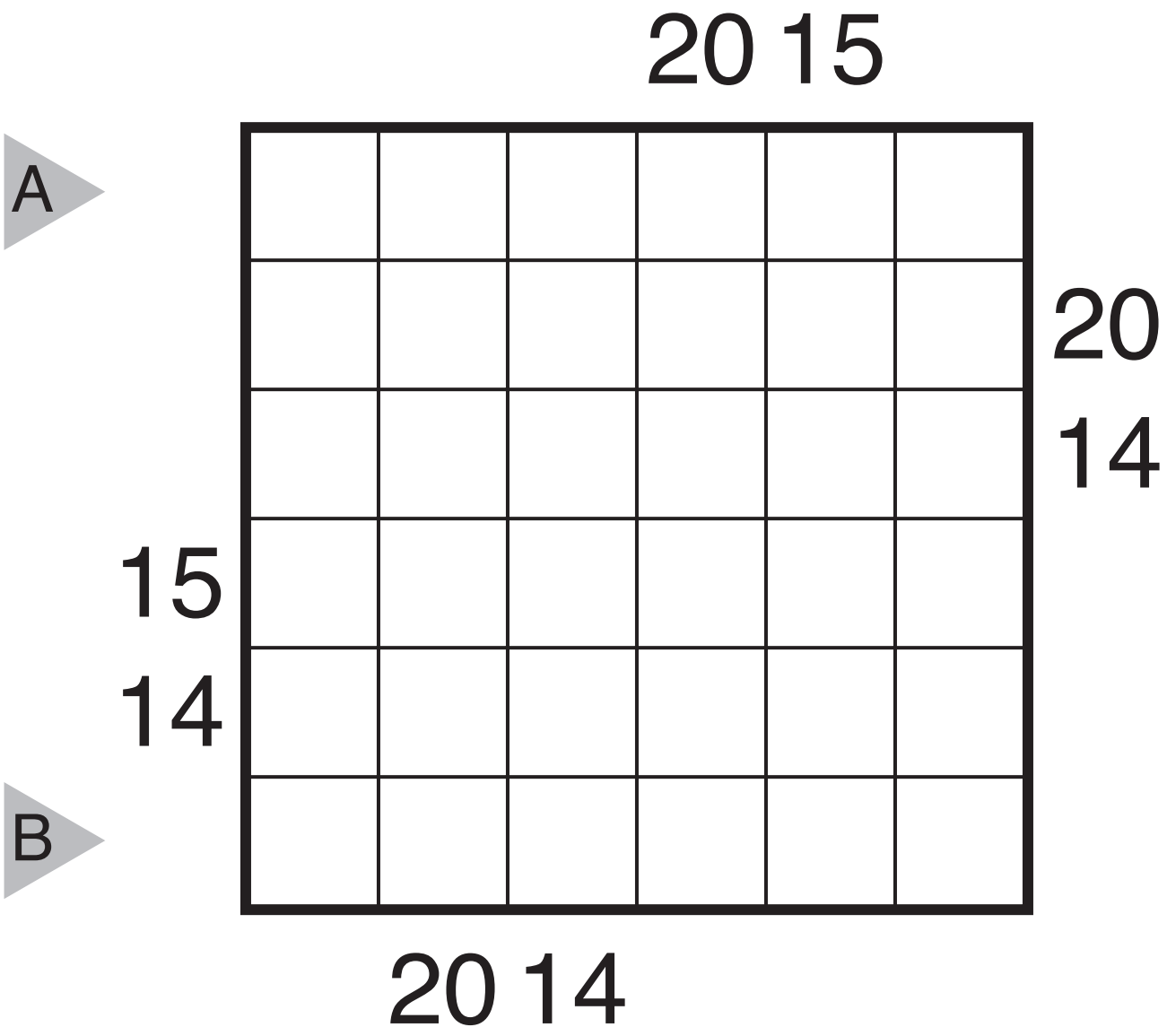
NO	MOP	AREA	AWARE
	NEW	EARL	DENIM
ATE	NOR	FAIL	TENET
BIN	OAR	FOAL	
EAR	OWL	FOND	
FAR	TWO	IRIS	
FOR	UFO	SOUR	
MAR	WIT	TINT	

15/03/21:
Skyscrapers by Tom Collyer
Theme: Middle Numbers
(Originally for 2015 Polish Puzzle Championship Online Qualifier)



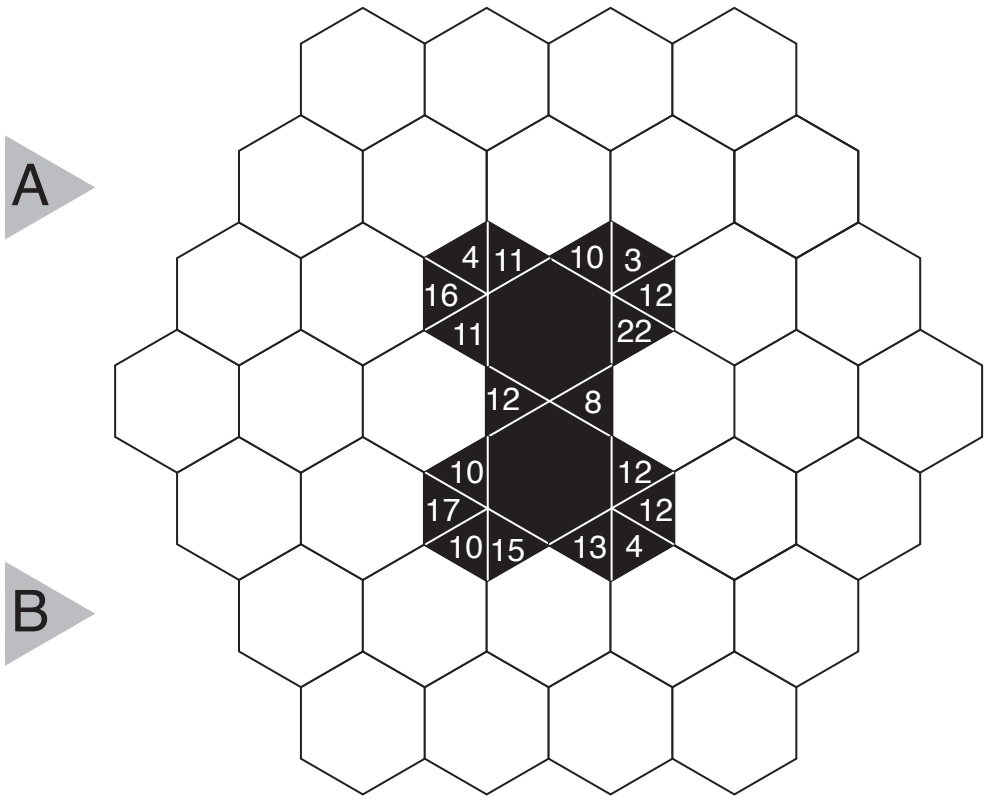
15/01/08:
Skyscrapers (Sum) by Thomas Snyder
Theme: 2014 to 2015

Rules: Variation of Skyscrapers; each clue represents the sum of the heights of the visible buildings in that direction.



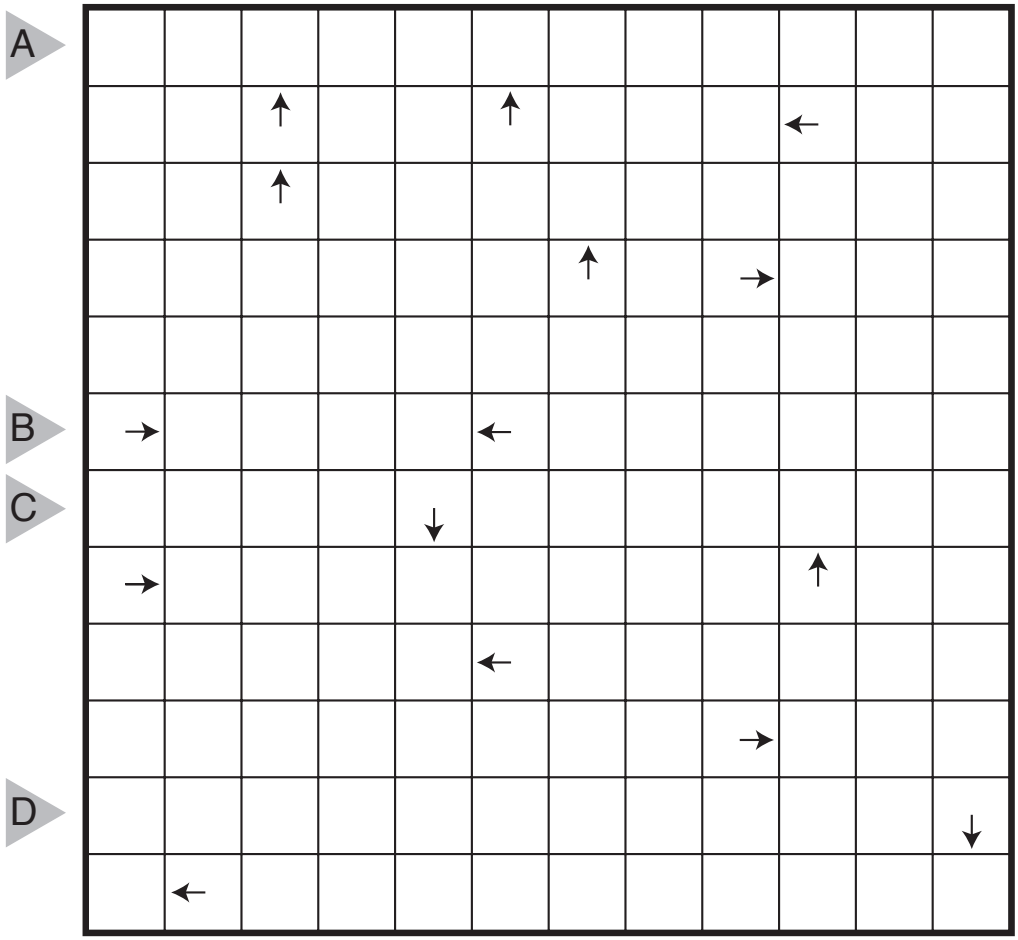
15/02/02:
Hex Kakuro by Serkan Yürekli
Theme: Dog Bone

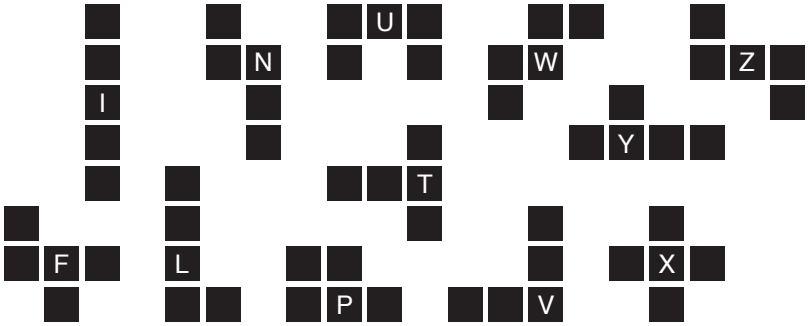
Rules: Fill all empty hexes with digits from 1-9 so that all number clues (in white) indicate the sum of the digits in that direction. Digits cannot repeat in any entry.



15/01/09:
Pentopia by Grant Fikes
Theme: Single Vision

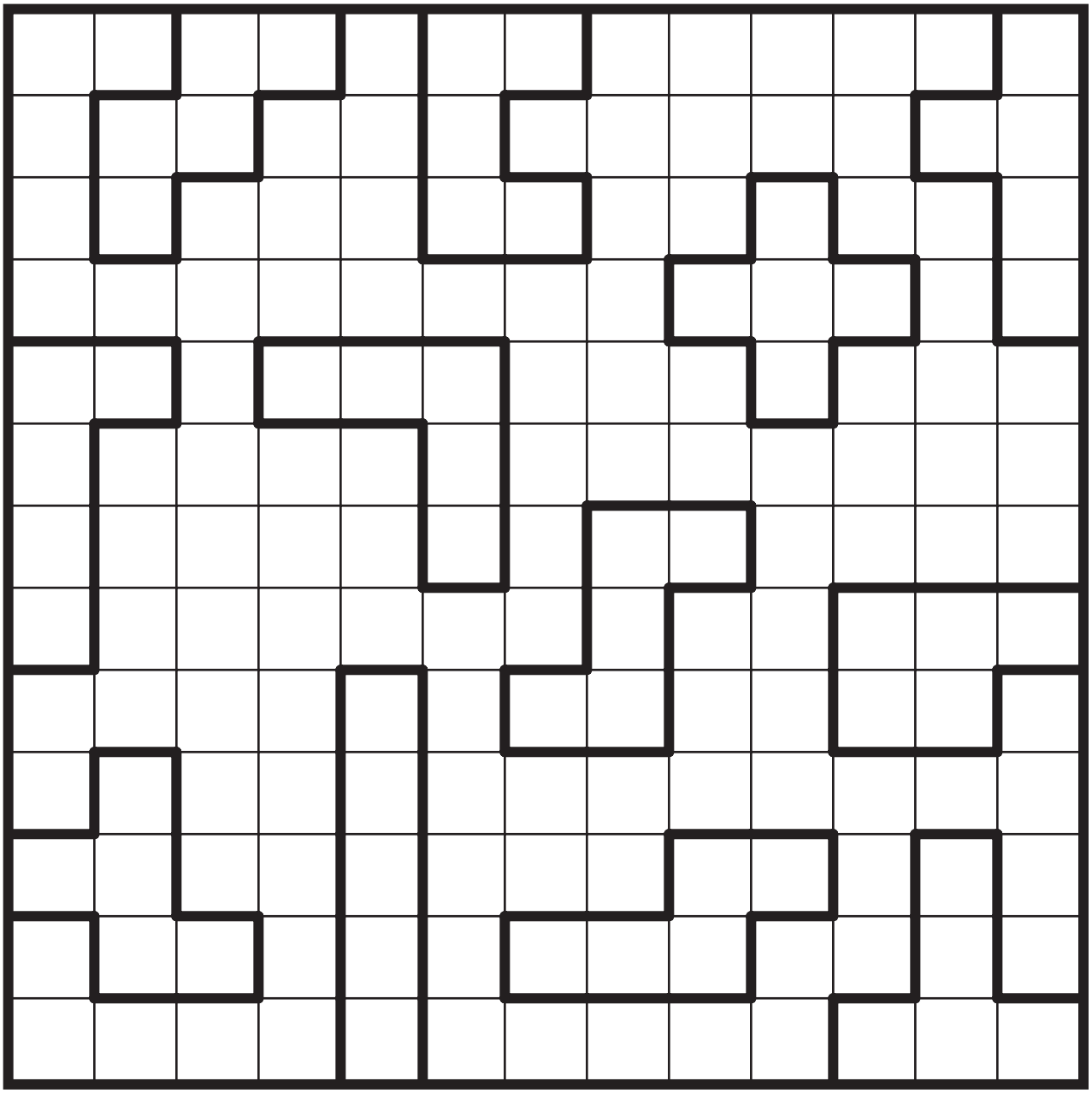
Rules: Place some pentominoes in the grid so that no pentominoes touch, not even diagonally. Pentominoes cannot repeat in the grid; rotations and reflections of a pentomino are considered the same shape. The arrow clues indicate all the directions (up, down, left, and right) where the nearest pentominoes are located when looking from that square.





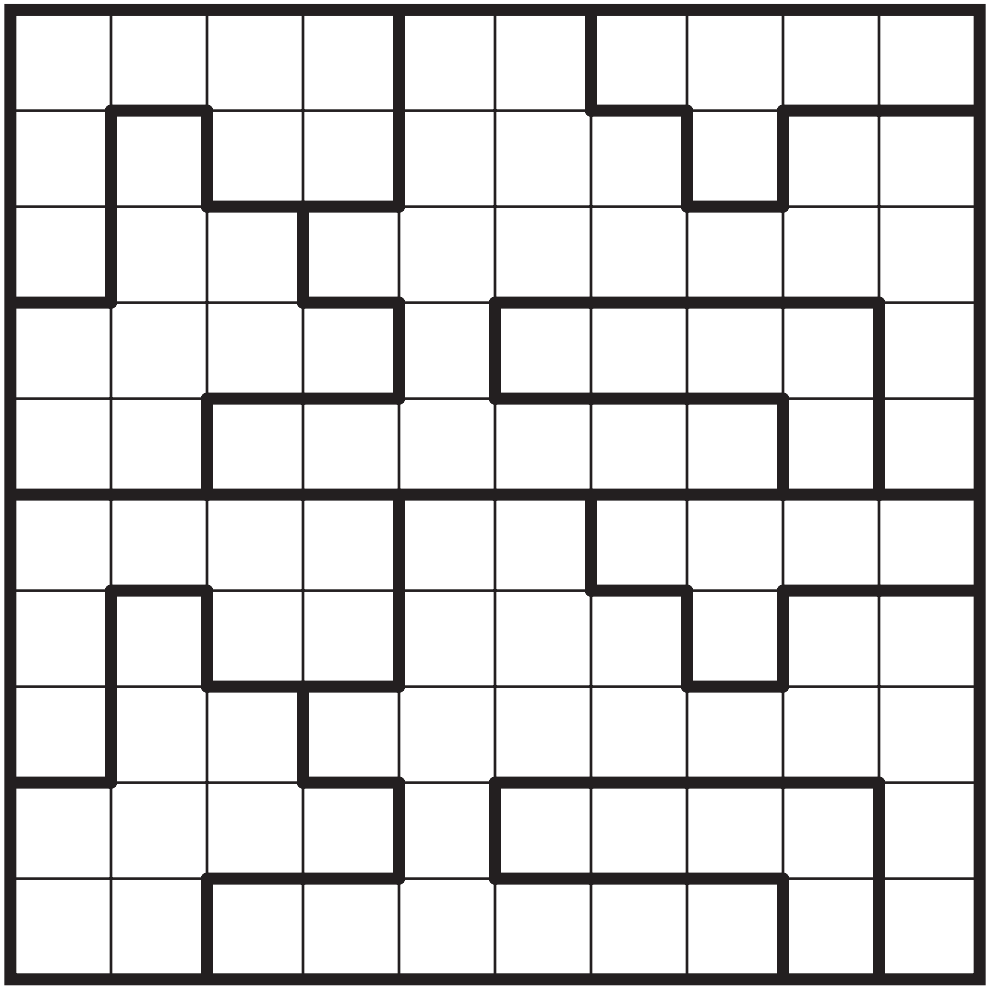
15/01/21:
Star Battle by Carl Worth
Theme: Twelve Pentominoes

2★

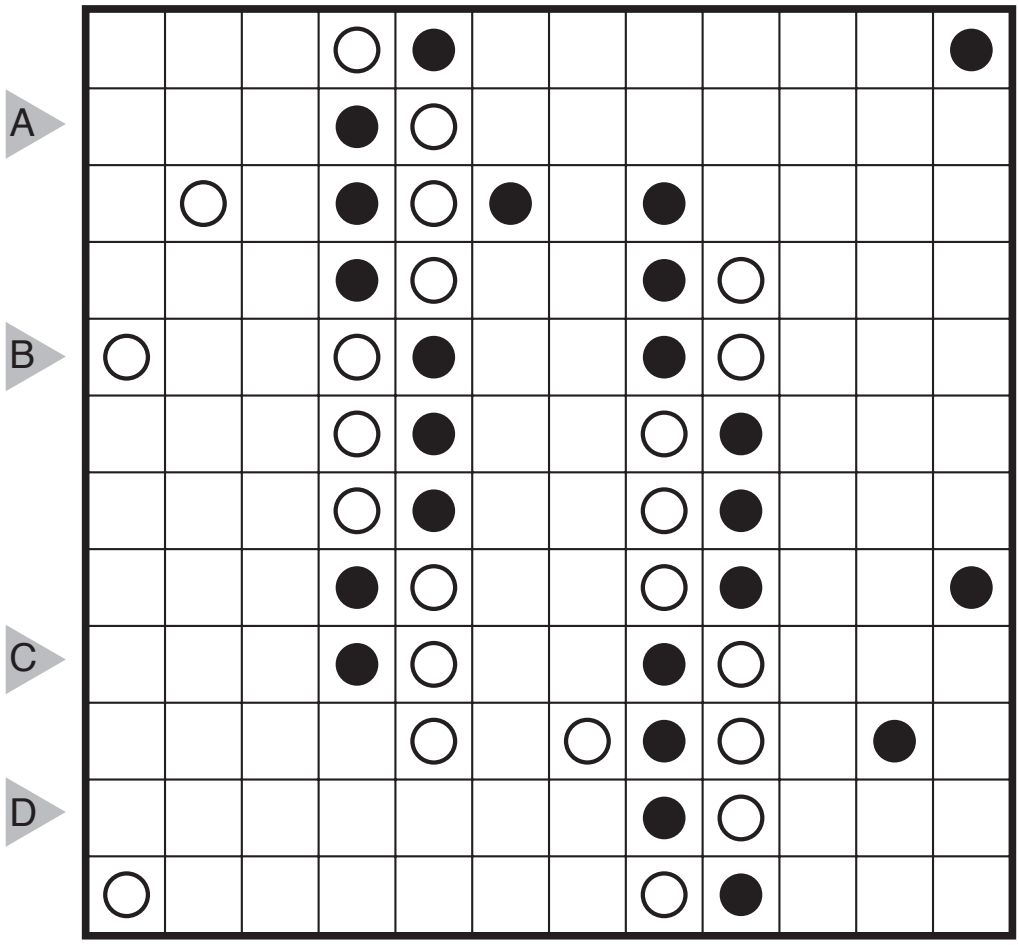


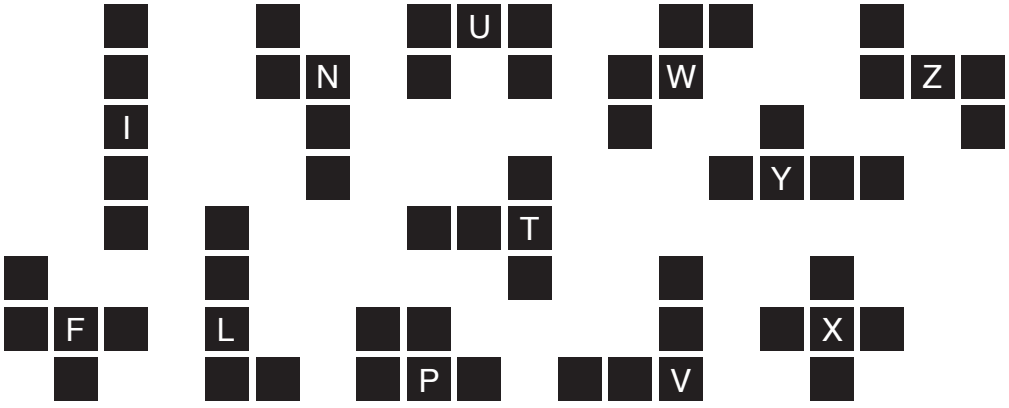
15/03/31:
Star Battle by Bryce Herdt
Theme: Twin Galaxies

2★



15/02/21:
Statue Park by Palmer Mebane
Theme: Antisymmetry



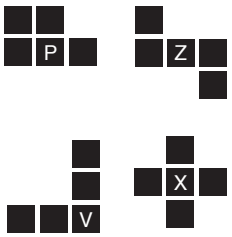


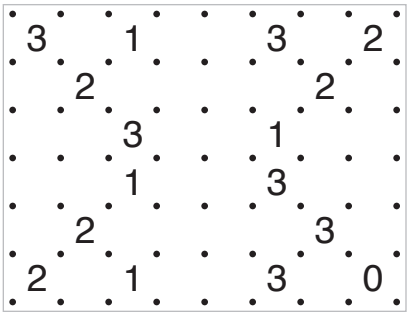
(as usual, rotations and reflections are allowed)

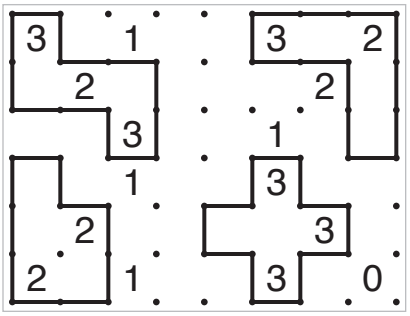
15/11/05:
Slitherlink (Pentomino) by Serkan Yürekli
Theme: Pentomino Clues

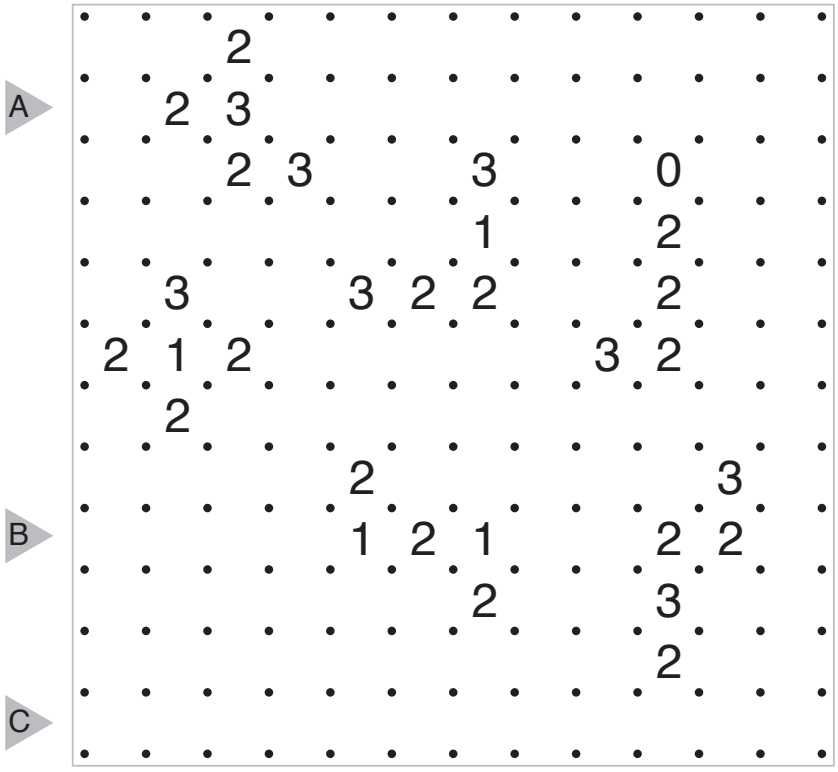
Draw a set of twelve pentomino-shaped loops consisting of vertical and horizontal segments between the dots. Numbers inside a cell indicate how many of the edges of that cell are part of the loops. The pentomino-shaped loops cannot touch each other, even diagonally, but may be rotated or reflected.

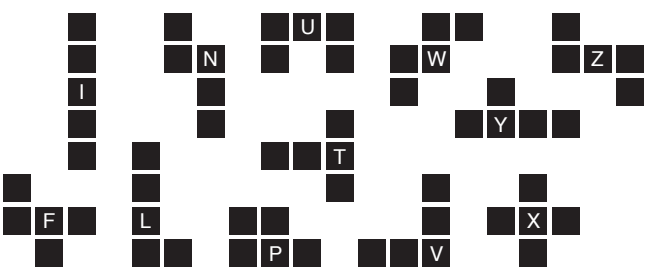
Answer Entry: Enter the length in cells of each of the interior loop segments from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.





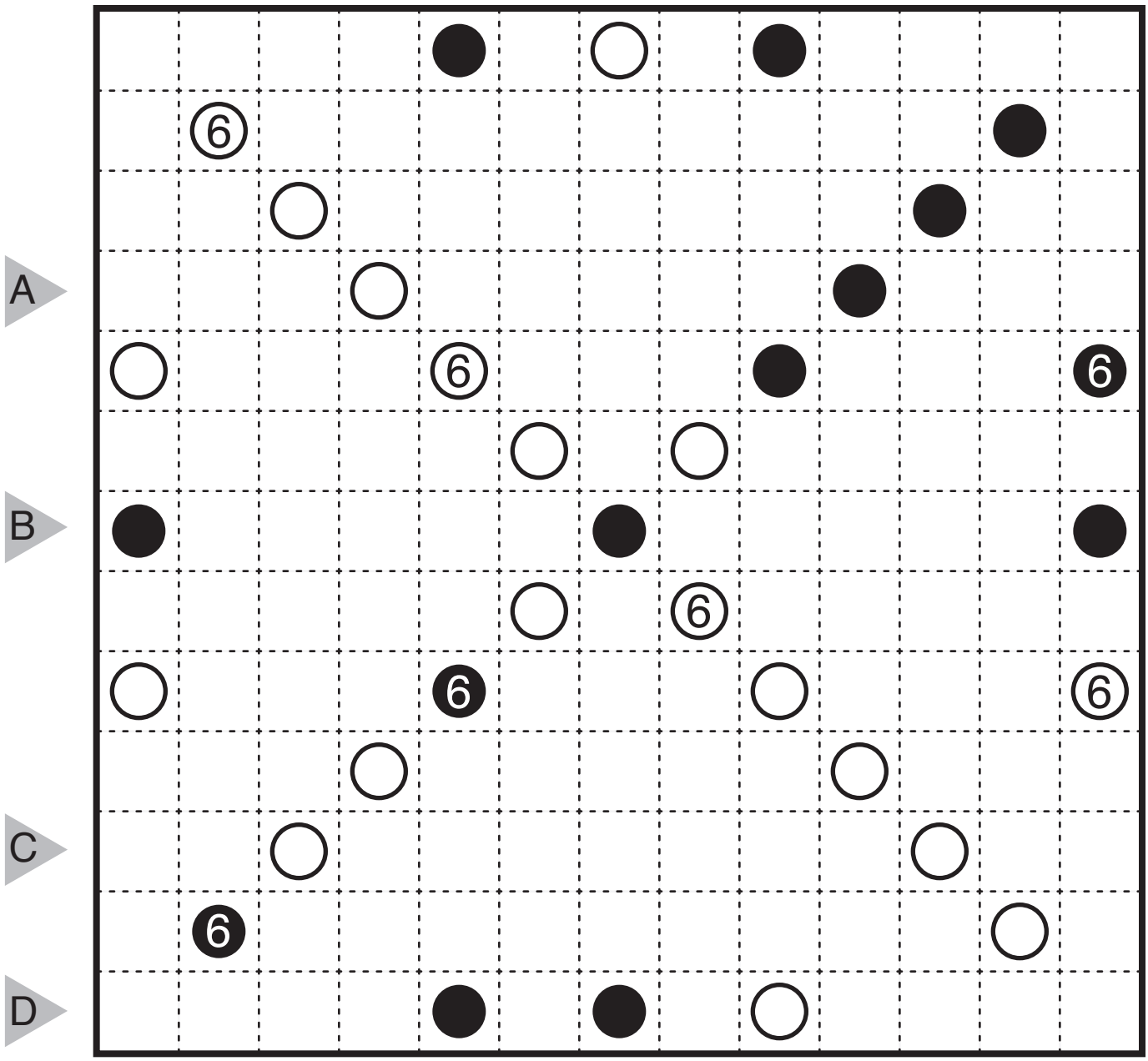






15/02/13:
Balance Loop by Prasanna Seshadri
Theme: Big X

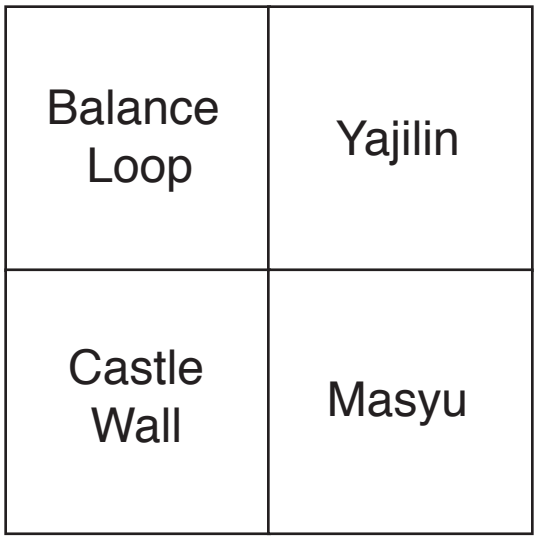
Rules: Draw a single, non-intersecting loop that passes through all circled cells. All white circles must have equal segment lengths on both sides of the circle before turning. All black circles must have unequal segment lengths on both sides of the circle before turning. Numbers indicate the sum of the segment lengths on both sides of the circle.
Answer Entry: Enter the length in cells of the horizontal loop segments from left to right in the marked rows, starting at the top. Separate each row's entry with a comma.



15/03/02:
Birthday Loop Special by Prasanna Seshadri
Theme: 24 on 03/02/15

This puzzle combines four loop varieties commonly featured at GMPuzzles as shown to the right.

Draw a single, non-intersecting loop throughout all four quadrants. The loop may enter and exit the different quadrants as many times as needed.



The standard rules for each puzzle type are true for each quadrant, with these additional considerations:

Balance Loop: Use the entire length of segments (including parts of the segments that extend into an adjacent quadrant) when determining the balanced/ unbalanced status of a circle clue.

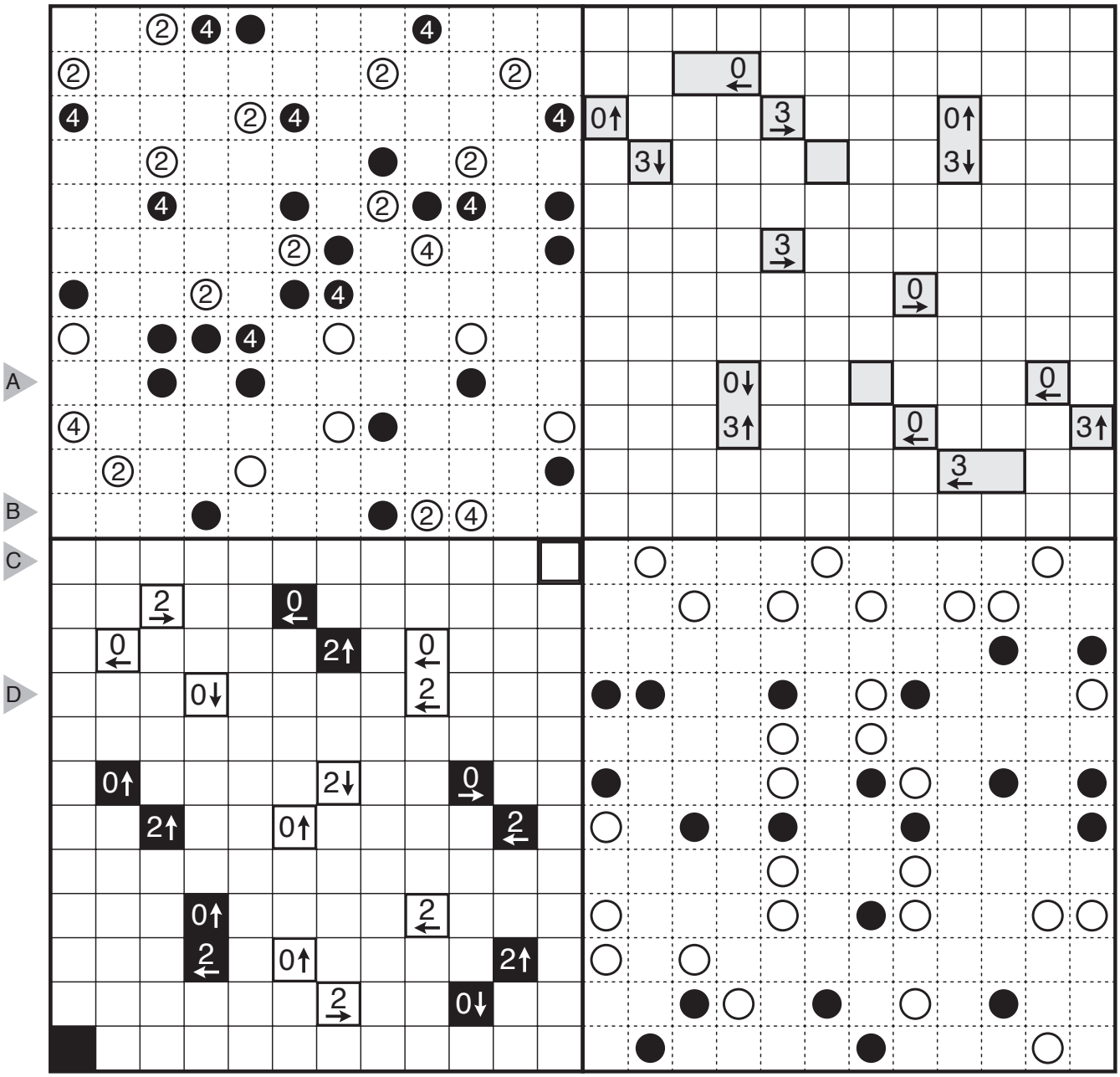
Yajilin: The arrow clues refer only to shaded cells within the Yajilin quadrant. The loop must occupy all cells adjacent to a shaded cell, even in an adjacent quadrant.

Castle Wall: Number clues can see beyond the CW quadrant **ONLY IF** the line segment begins from a cell within the CW quadrant. (For example, if a segment starts in the rightmost column of the CW quadrant and goes three cells further to the right into the Masyu quadrant before turning, this segment would contribute 3 to the count of segments for that row.)

Masyu: Normal rules apply for white and black circles, but the path satisfying these rules can extend into an adjacent quadrant. (For example, a white circle can be passed through crossing a quadrant edge, provided it turns immediately on one side of the circle whether the turn is in the Masyu quadrant or in another quadrant.)

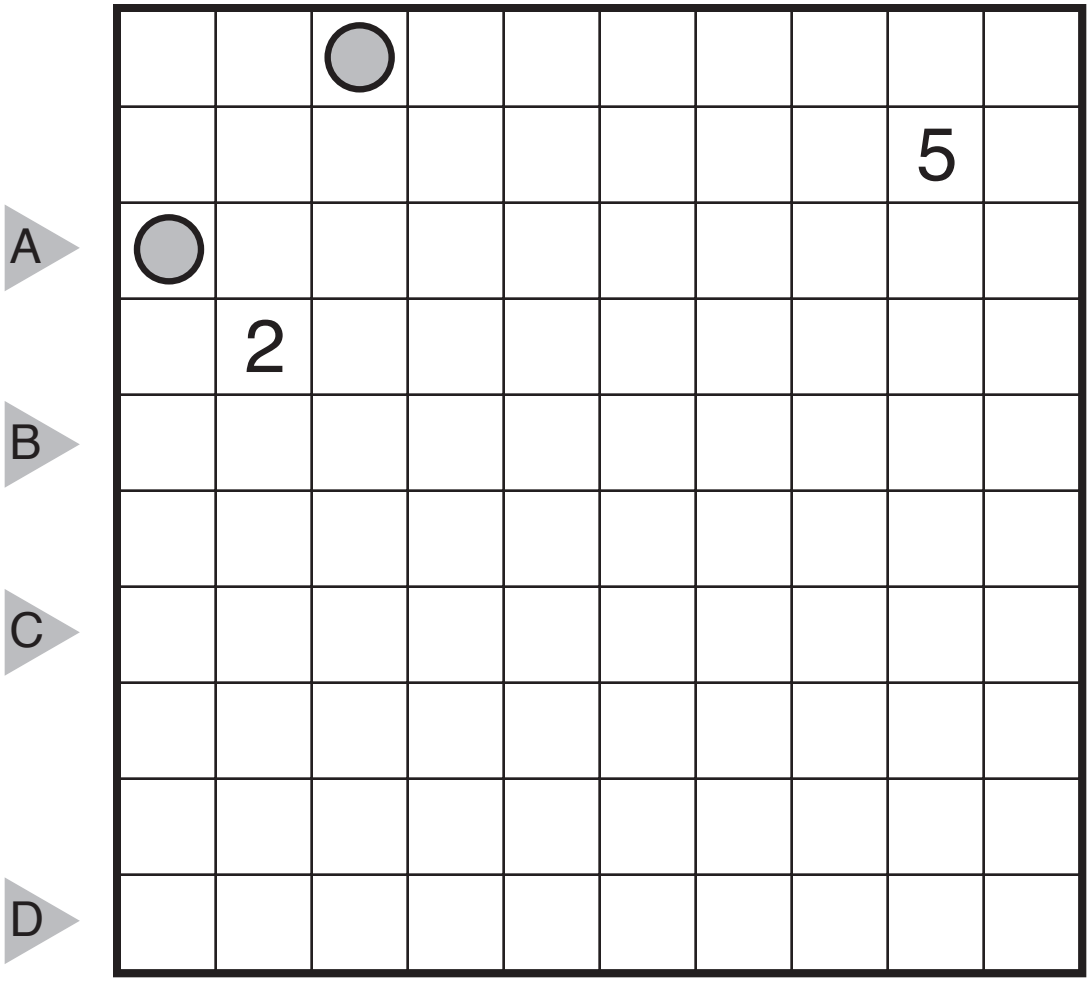
15/03/02:
Birthday Loop Special by Prasanna Seshadri
Theme: 24 on 03/02/15

(see cover sheet for full instructions)

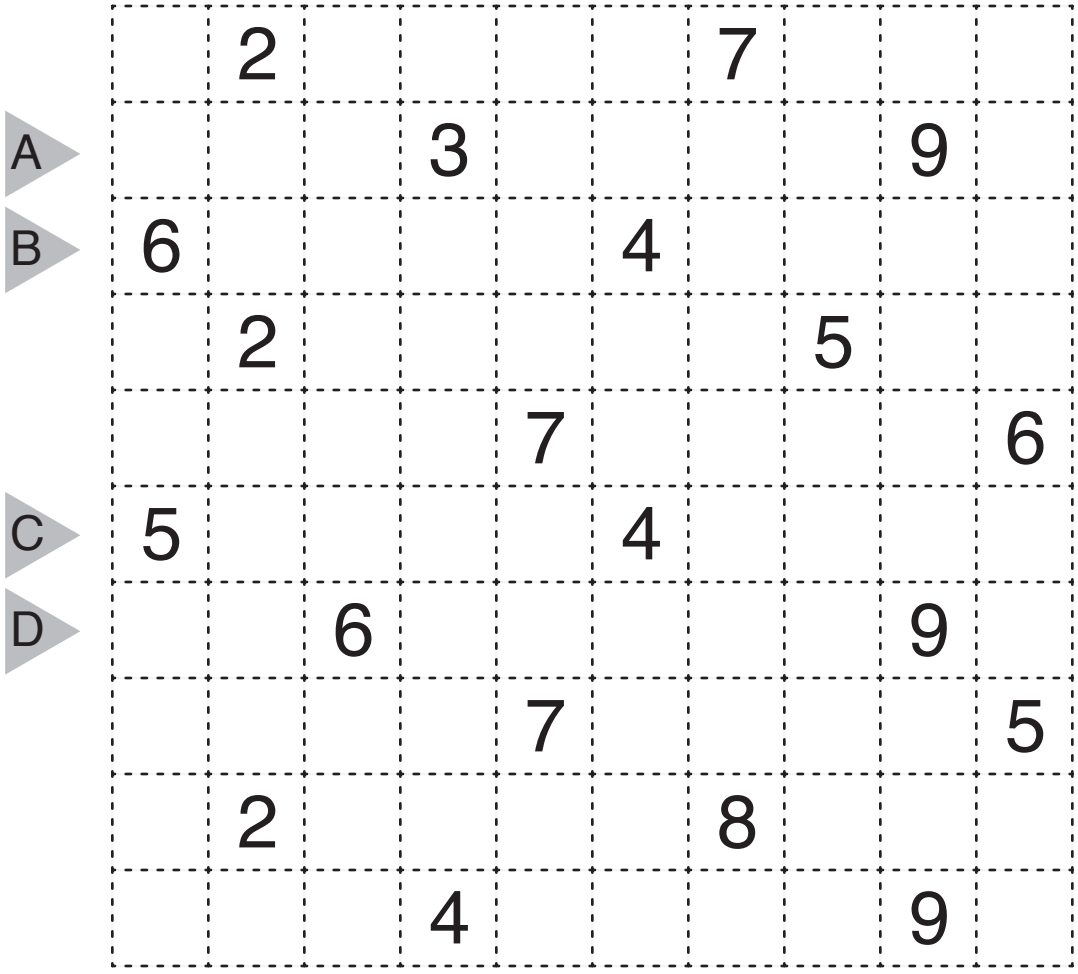


15/04/02:
Snake Egg by Murat Can Tonta
Theme: Minimalism

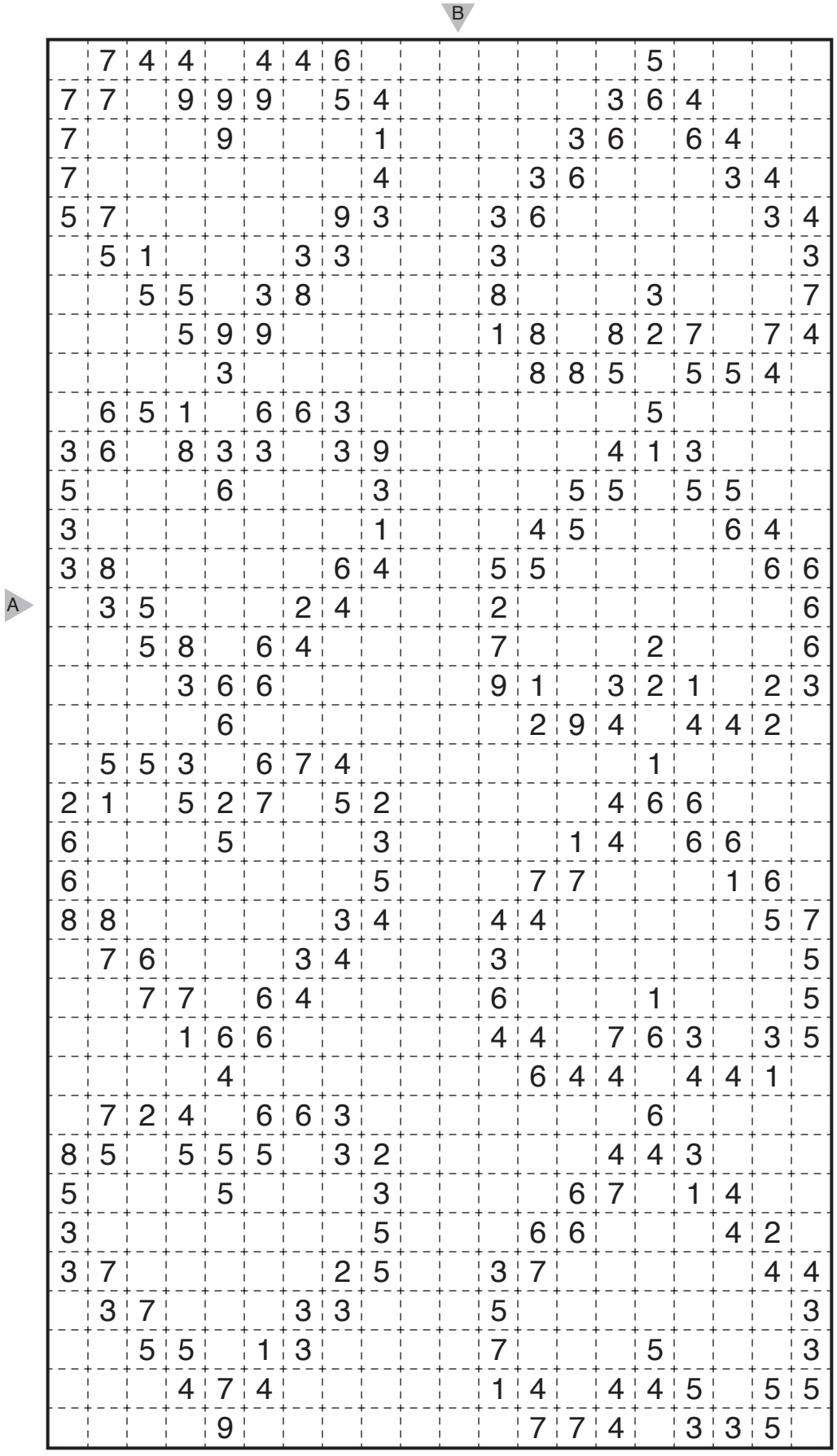
Locate a snake (a 1 cell-wide path) in the grid whose head and tail are given. The snake can touch itself diagonally, but cannot touch itself orthogonally or revisit any square. Besides the snake, the remaining cells must form exactly nine white areas, one of each size from 1 to 9. Numbers in the grid must be part of white areas of the indicated size.
(Also see here: https://yureklis.wordpress.com/2012/07/02/snake-egg/)
Answer Entry: Enter the length in cells of each of the snake segments from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.



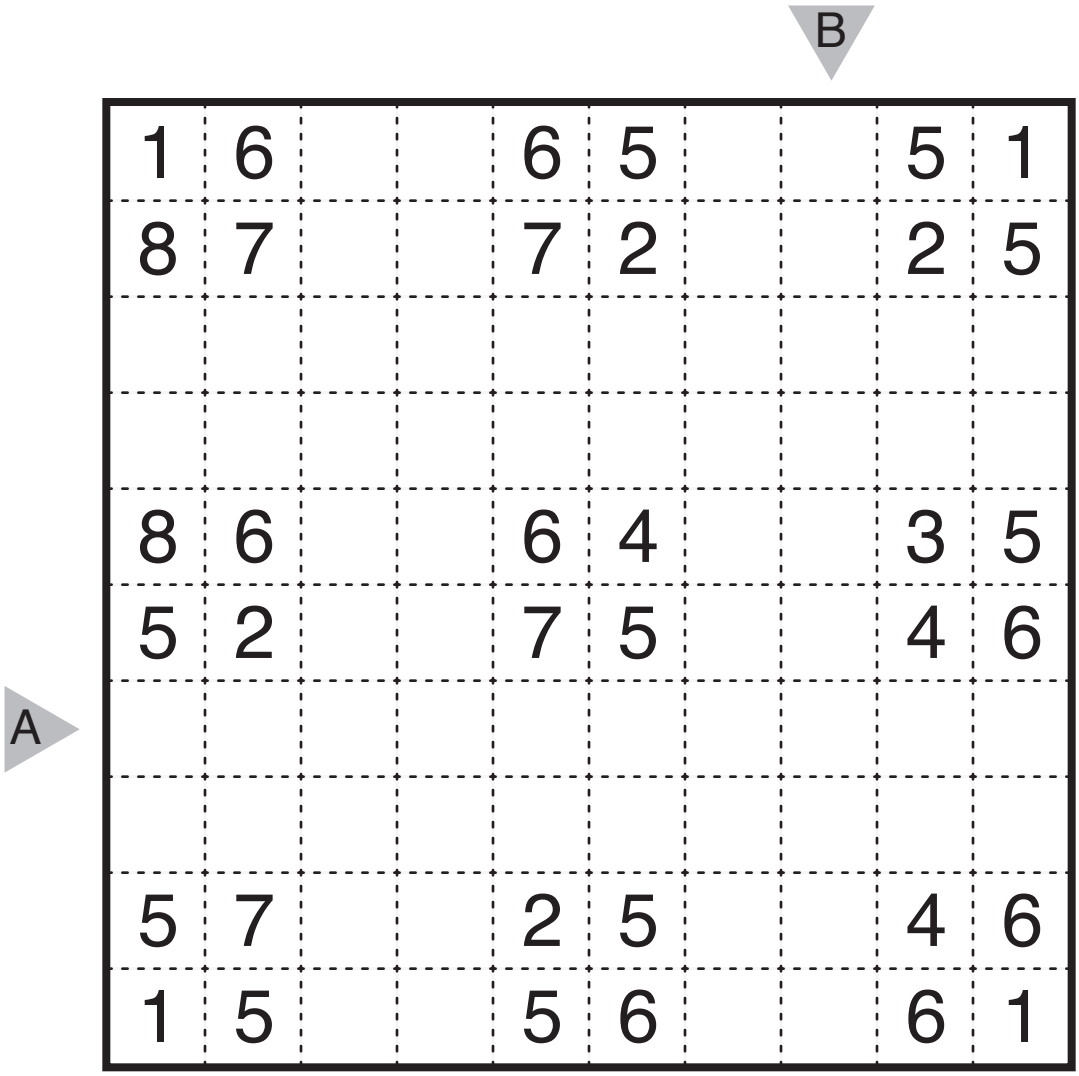
15/02/19:
Cave by Thomas Snyder
Theme: Antisymmetry



15/02/14: Fillomino by Grant Fikes; Theme: Eight Hearts



15/01/23:
Fillomino by Palmer Mebane
Theme: Married or Single?



15/02/15:
Shape Fillomino by Palmer Mebane
Theme: Dyck Paths

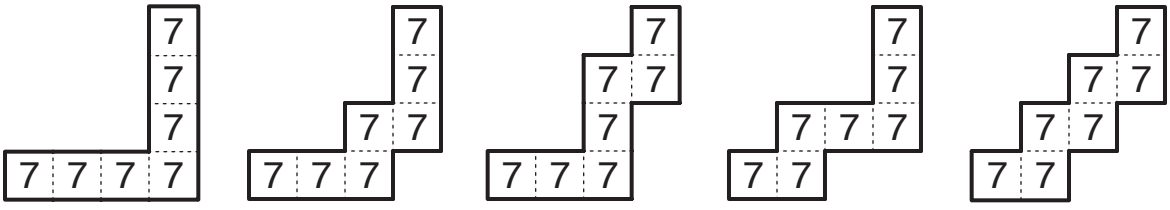
Patron Puzzle (requested by Chris Green)

Rules: Standard Fillomino Rules. Also, the shapes shown below the grid must appear as polyominoes in the grid. Shapes may be rotated, but **may not be reflected**.

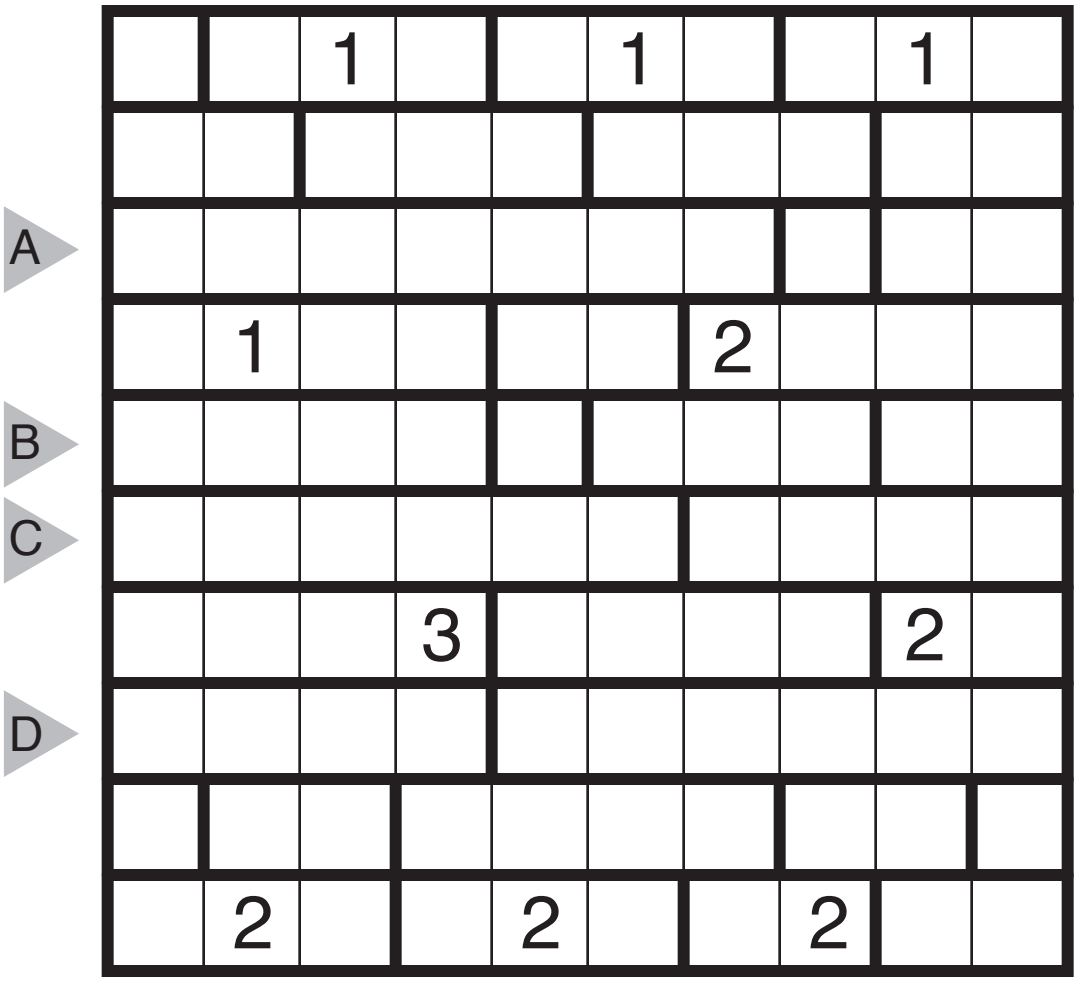
A

						7			
	2					4		2	
						4			
5	6	6	2	2		4			
						4			
			1						
			3		2	2	4	4	3
			2						
	4		2					2	
			4						

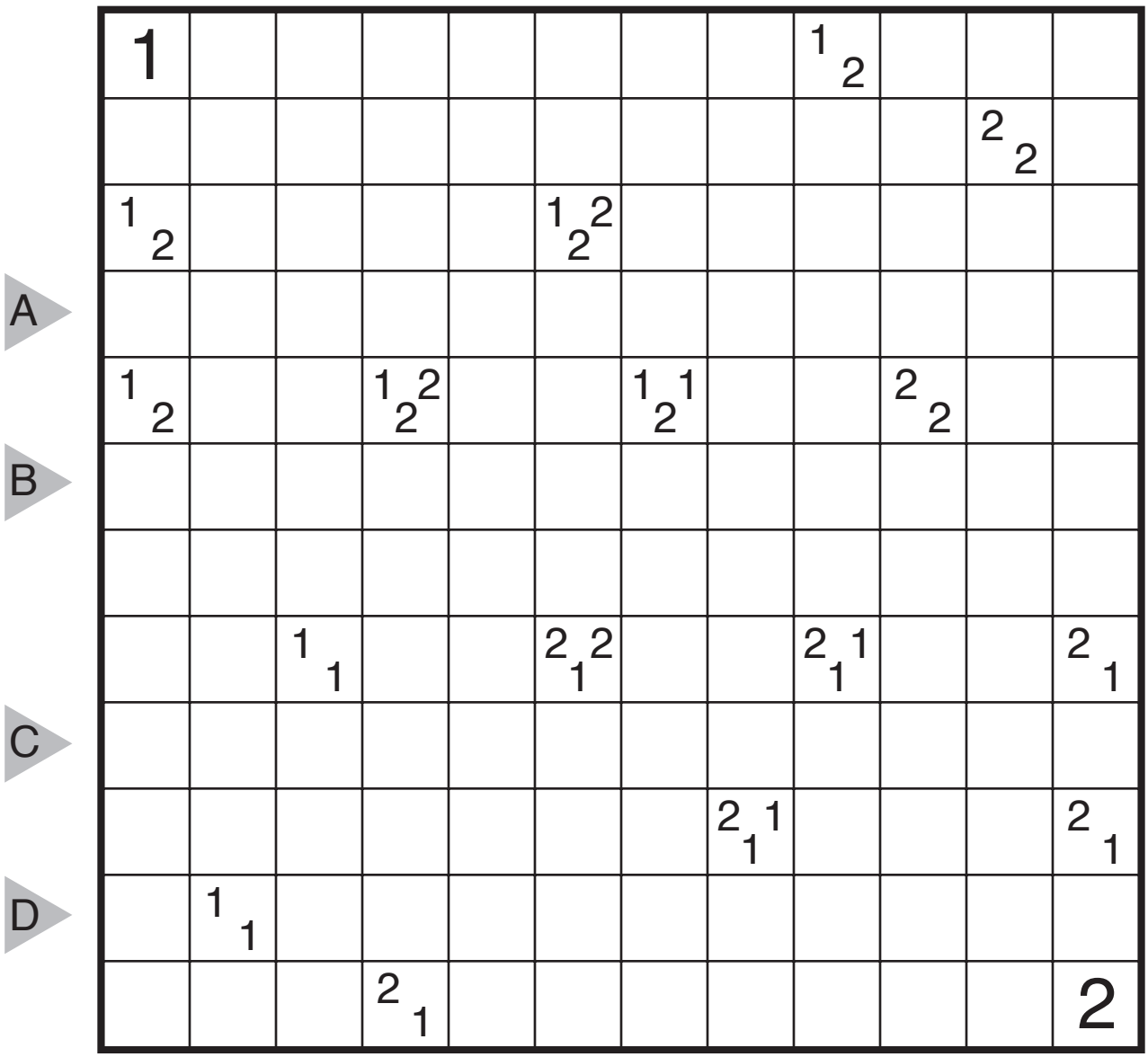
B



15/10/02:
Nanro by Grant Fikes
Theme: Stripes

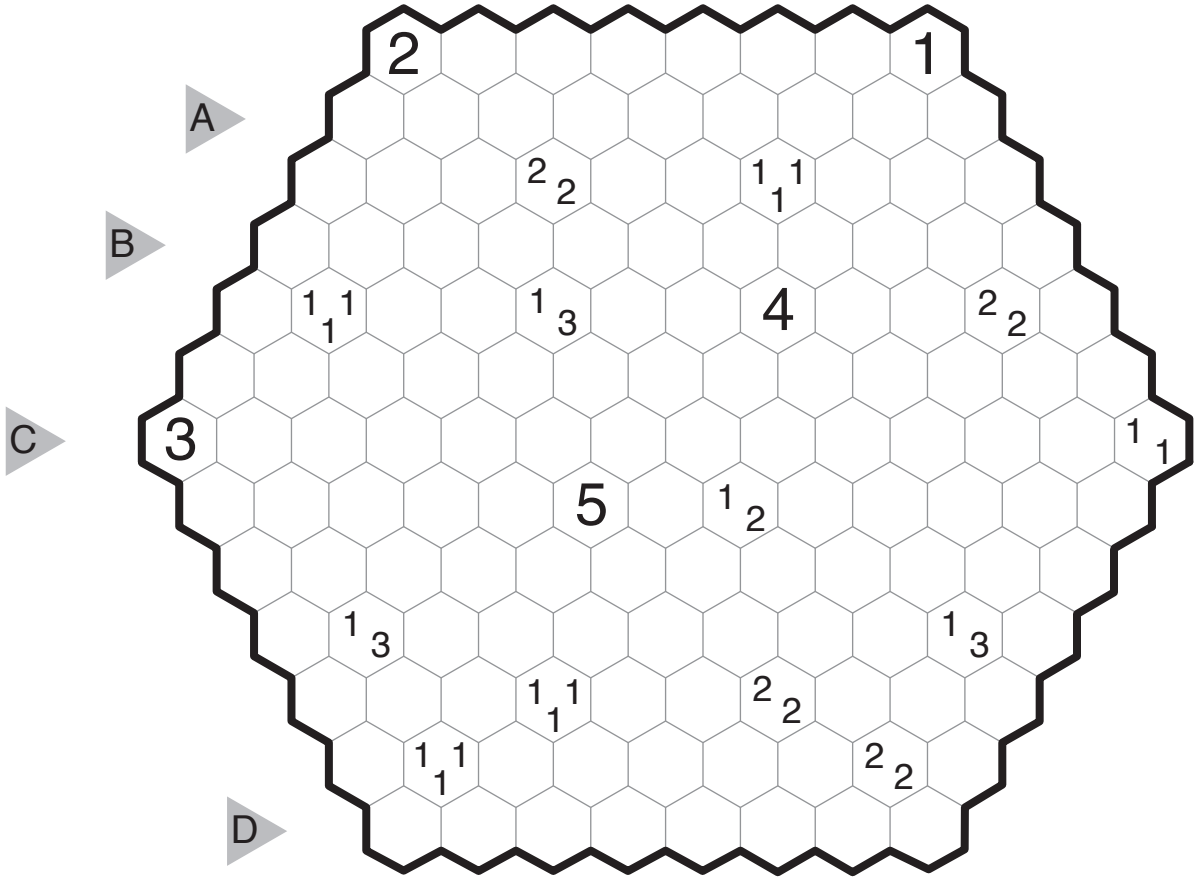


15/02/18:
Tapa by Tapio Saarinen
Theme: Antisymmetry



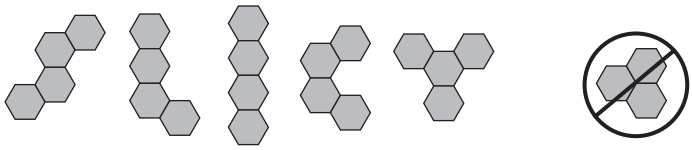
15/02/03:
Hex Tapa by Prasanna Seshadri
Theme: Clue Symmetry and Logic

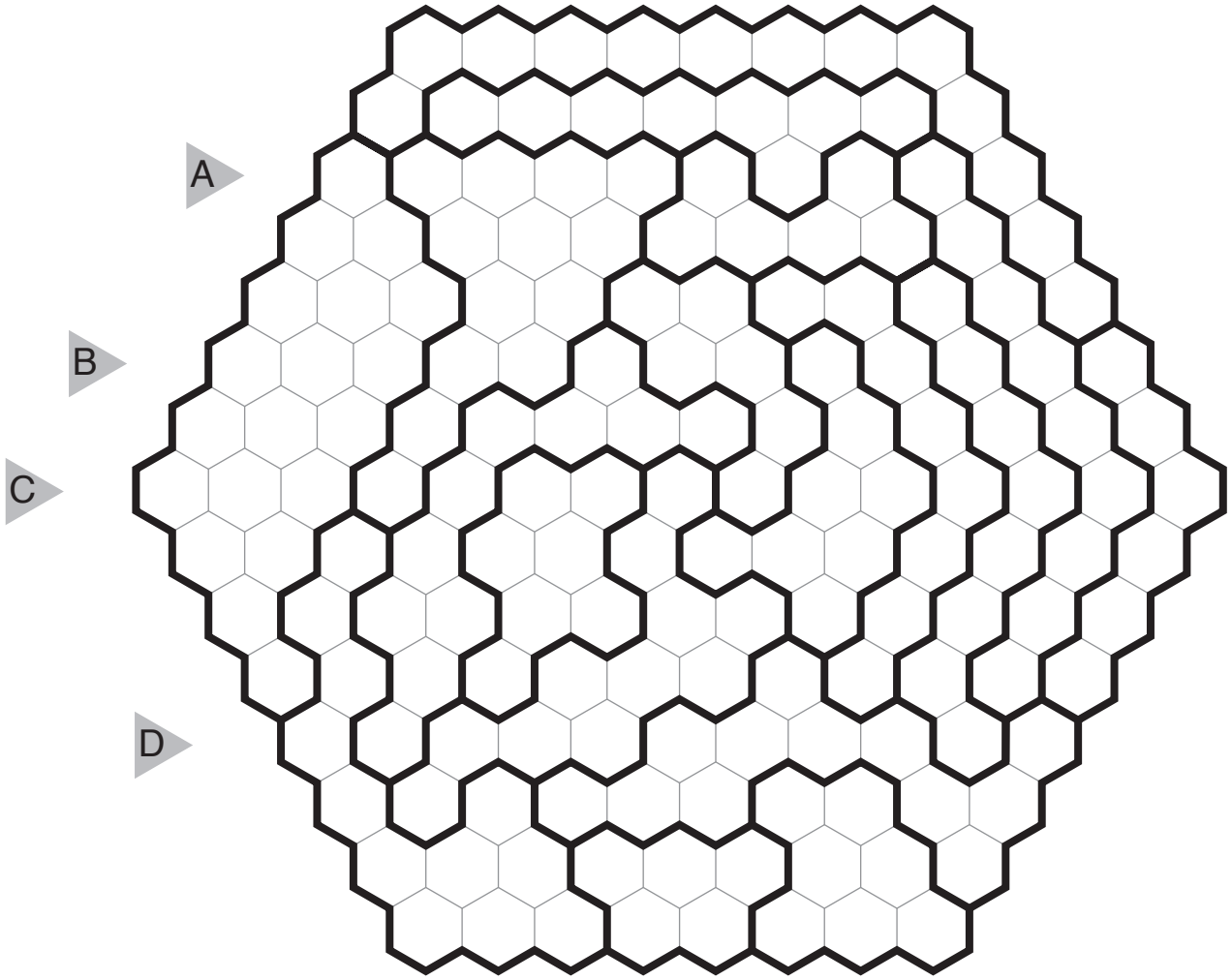
Rules: Variation of Tapa. Instead of the normal 2×2 rule, on this hex grid no three cells in the connected Tapa can share a common vertex. All other rules still apply.



15/02/05:
SLICY by Thomas Snyder
Theme: Logical

Rules: Variation of LITS. Shade exactly four cells in each outlined region to form an S, L, I, C, or Y tetrahex. When all regions have been shaded, the following conditions must be true:
1) All shaded cells will be connected through a network of adjacent shaded cells;
2) No three shaded cells will share a common vertex;
3) When two tetrahexes share an edge in adjacent regions, they must not be the same type (S, L, I, C, or Y), regardless of potential rotations or reflections.





15/01/16:
Tapa (Unique Clues) by Tapio Saarinen
Theme: Logical

Rules: Variation of Tapa rules; all clues have been replaced by symbols, and each clue cell must be a unique value (e.g., 113 can appear at most once as a clue value). Each question mark stands for a nonzero number; each asterisk stands for a nonzero number of question marks.