16/04/25: Yajilin by Grant Fikes Theme: Clue Symmetry and Logic

A									
		01							
				0					
В								1	
		1∱	0↓						
						1	21		
C	1								
					2				
							1↓		
D									

16/04/26: Fillomino by Grant Fikes Theme: Springboard

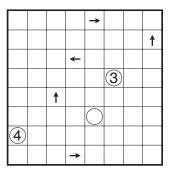
	 5	3	1	6	5	2	6	2	
				4	1				
			3			4			
A	 	1					2		 - - -
		4					3		
			6			1			
В				4	5				
	2	1	6	3	2	6	1	3	

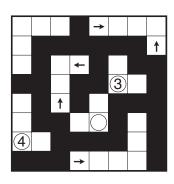
16/04/27:

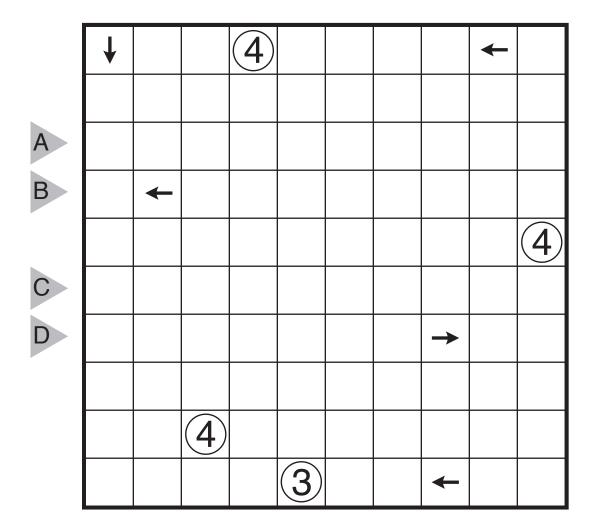
Sashikabe by Grant Fikes

Theme: Logical

Hybrid of Nurikabe and Sashigane. Standard Nurikabe rules are in place for the "ocean" (connected and no 2x2 squares) but the island rules have changed as follows: All islands must be L-shaped and one cell wide. Islands cannot share an edge. An arrow clue points from an end of an island towards the bend in the middle. A circle clue indicates the bend in the middle of an island; if a number is also present, this is the size of the island in cells. An island can have 0, 1, or more of these clues given.







16/04/28:

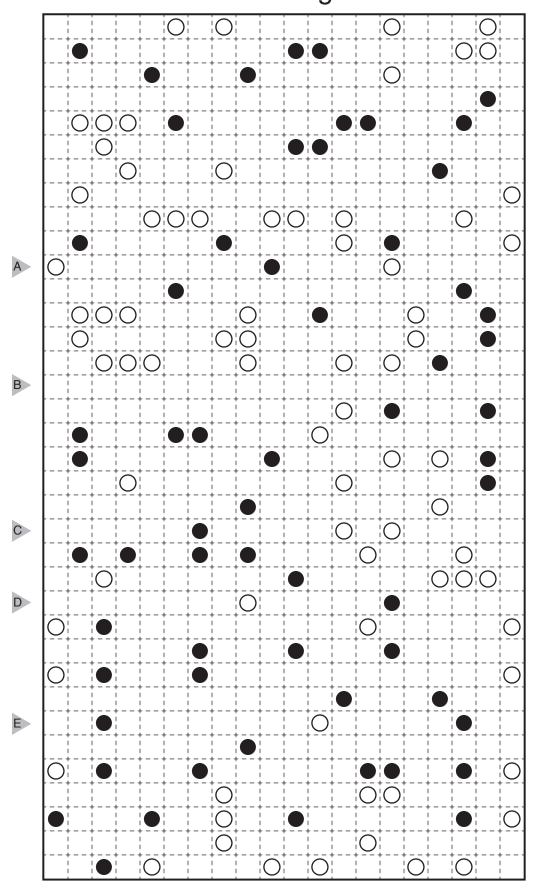
Cross the Streams (Windows) by Grant Fikes

Theme: Logical

Rules: Standard Cross the Streams rules. Also there are two windows in the upper left (blue) and lower right (red) of the grid. The cells in the same position in these windows must have the exact opposite shading.

					A		В	C		D		
							?	? ?				
			4			*	?	?				
			4 5	*	*	2	?	?	?	*	*	?
2	?	?										
*	4	*										
		*										
	*	6										
*	3	*										
?	1	*										
*	3	2										
		*										
	*	5										
	?	?										

16/04/29: Masyu by Grant Fikes Theme: Logical



16/04/30: Pentominous by Grant Fikes Theme: Logical

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 pentominoes is given below the puzzle.

