2019/05/13:
Cross the Streams by Murat Can Tonta
Theme: Triangles
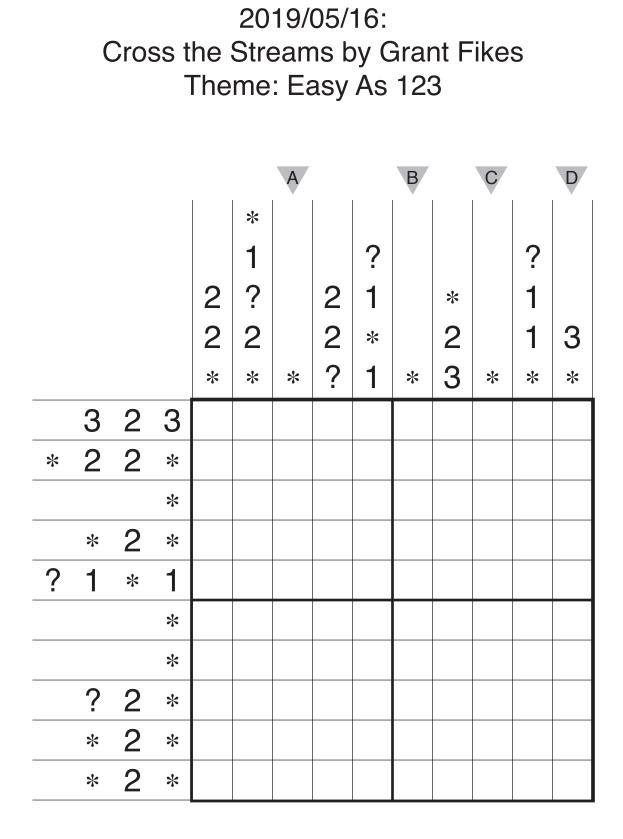
Column markers: A, B, C, D

Column clues (top, reading downward):

	A	B			C		D		
		?				?			
	3	?	*			3	3	3	
?	*	?	3	*	*	3	3	?	3

Row clues (left):

			Row
		?	1
	3	?	2
3	?	3	3
	?	?	4
		?	5
		?	6
	*	3	7
?	?	?	8
	3	3	9
		?	10

2019/05/14:
Cross the Streams by Serkan Yürekli
Theme: Fours

2019/05/15:
Cross the Streams by Grant Fikes
Theme: Mind Your 3's and 2's

Column headers: A B C D

Column clues (top to bottom):

Col 1	A	B	C	Col 5	Col 6	D	Col 8	Col 9	Col 10
2					2				2
2				*	3				2
*			*	3	*		3		2
2	*	*	2	*	3	*	*	*	?

Row clues (left of grid):

*	2	*
* 2	?	*
	*	2
		*
	*	3
*	2	*
2	2	2
		*
		*
3	3	?

2019/05/16:
Cross the Streams by Grant Fikes
Theme: Easy As 123

2019/05/17:
Cross the Streams (LITS) by Serkan Yürekli
Theme: Threes

Rules: Standard Cross the Streams rules. Also, the shaded region must be able to be split into tetrominoes to form a valid LITS solution (meaning all tetrominoes are connected but no two tetrominoes sharing an edge are the same shape, including rotations and reflections).

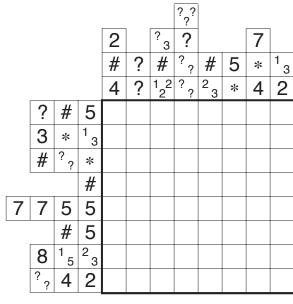# Cross the Tapa
(puzzle style by Chris Green)

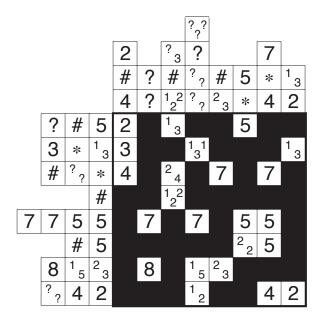Combination of Cross the Streams and Tapa.

Rules: Shade some empty cells black to create a single group of black cells that are all connected to each other through their edges. No 2×2 cell area within the grid contains all black cells.

Numbers and symbols to the left/top of the grid represent all unshaded cells in the grid in that row/column in order, either from left to right or from top to bottom. The numbers and symbols represent the value of Tapa-style clues inside the grid, specifically the length of consecutive shaded blocks in the neighboring cells. If there is more than one number in a cell, then there must be at least one white (unshaded) cell between shaded groups.

The three symbols indicate different kinds of missing information.
A question mark (?) represents a single missing positive integer as part of a clue (either alone or in combination with other numbers/question marks).
An octophorpe (#) represents a single white clue cell which may have any combination of values including a single number or multiple numbers.
An asterisk (*) represents an unknown number of white clue cells, including one, multiple, or no clue cells at all. Any clue cells indicated by an asterisk can have any combination of values including a single number of multiple numbers.

Example by Thomas Snyder

2019/05/18:
Cross the Tapa by Chris Green
Theme: Sequences