Regional Yajilin

26 + 44

For the small one, quite by luck I saw that the same regional divisions of the Country Road small would work with some crowded logic. Again got lucky in not needing to use any digits other than 2 and 0. Big one is obvious, B | B - hence this got placed at the start.
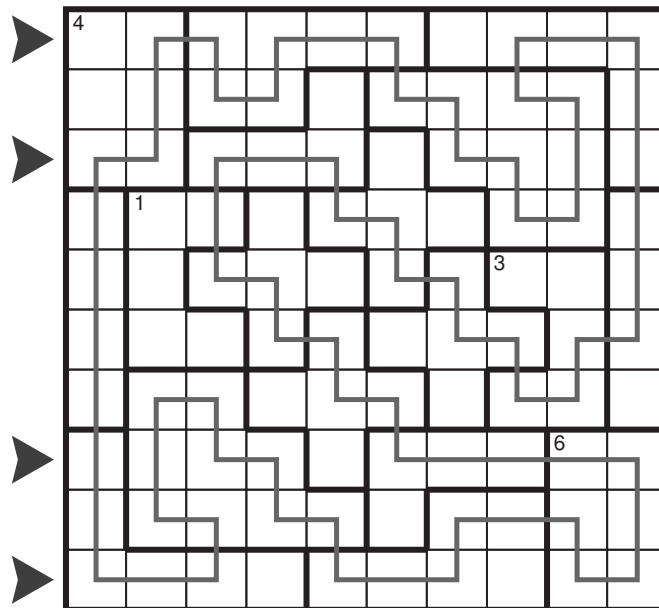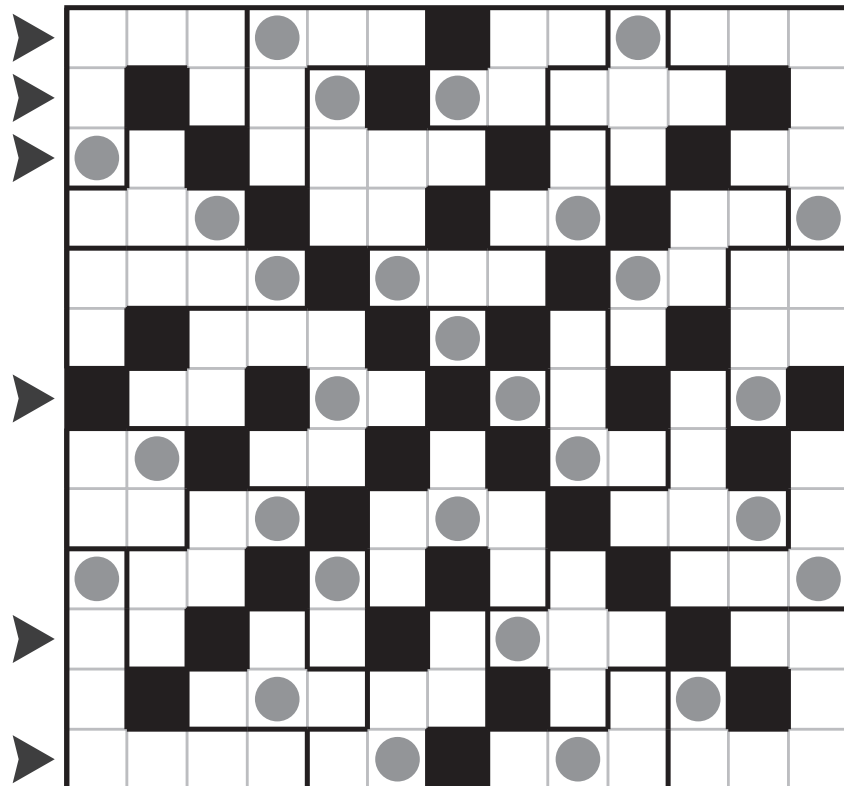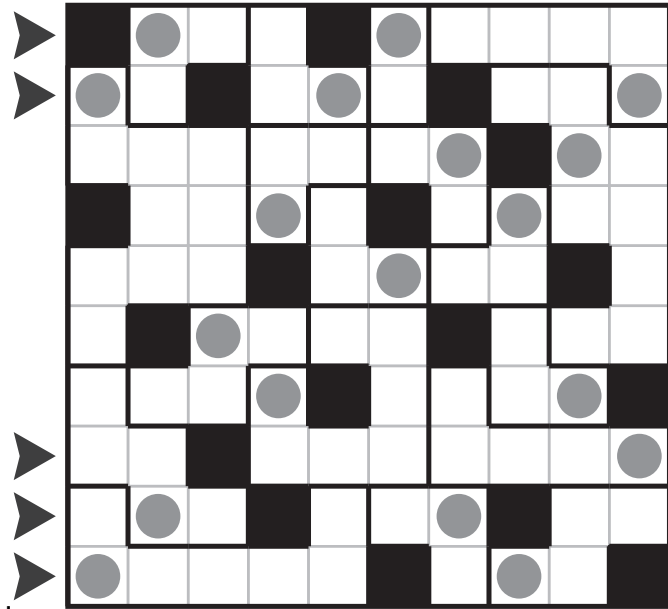
Country Road	21 + 32
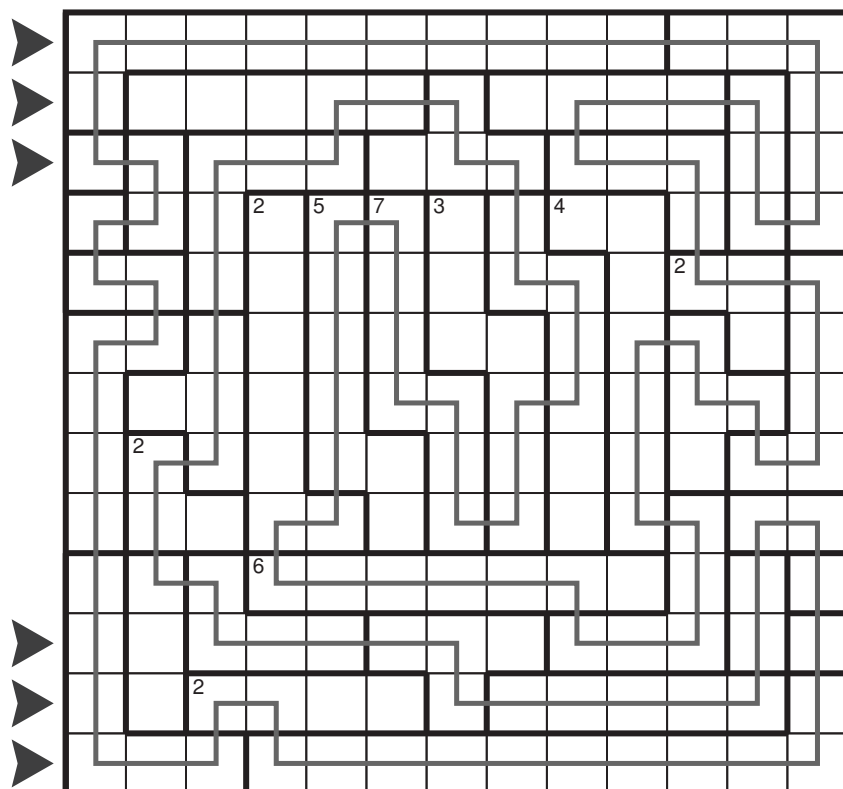
You'll find that I like "+" regions in general in all puzzles. As for the bigger one, my personal favorite, the "Sudoku" theme :) The middle 7x7 area is a solvable irregular sudoku. I tried 9x9 but I just can't see a way to make this work with Country Road rules, so settled for this. The puzzle ended up a bit easy, but I felt others made up.

| Regional Akari | 15 + 36 |

The smaller puzzle is actually the first one I created of this variation. It worked out well enough for me to include, and as for the big one, I find Akari can have a scattered solve-path anyway, so this black cell pattern helped to make it somewhat on a logical path. Also, I like "X" along with "+" too.

| LITS	21 + 39
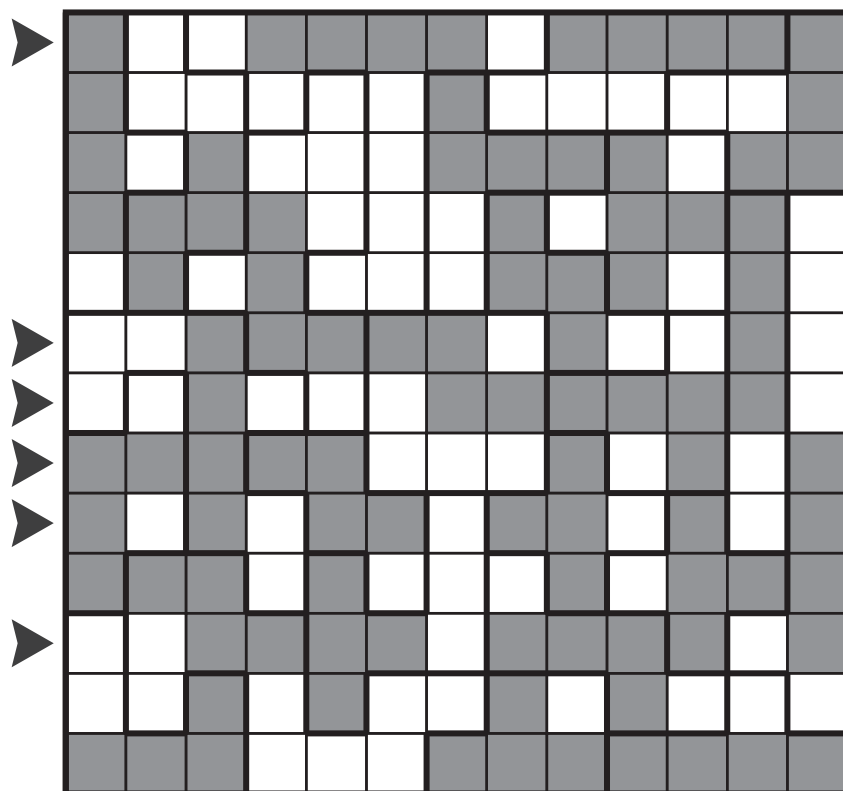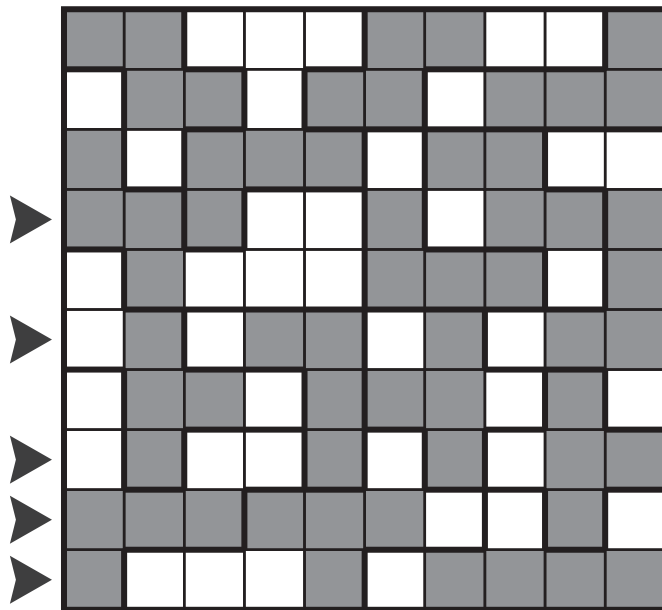
The small one is nothing fancy, I just wanted to use those V shape regions. The big one, I personally have never done a vital-central-region LITS puzzle before, although I have solved a few of them and like them a lot. I felt this was a good place to start. I also like LITS puzzles where the shaded cells form loops, so happy to get that little fancy working a lot in the solution.

Heyawacky	30 + 63
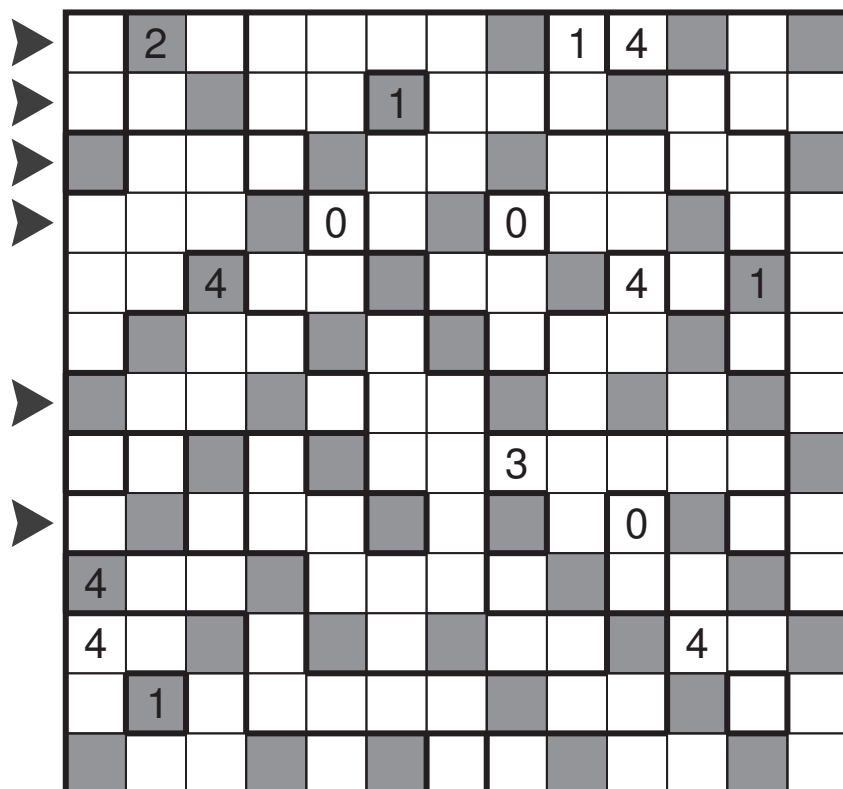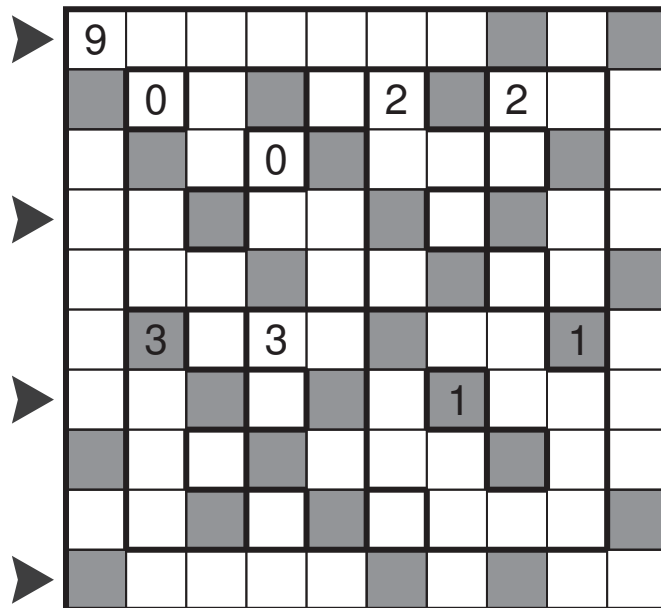
The small Heyawacky is the first puzzle I created in the set. I wanted to do something other than Symmetry which I've covered a lot. So I made the 4 partitions and got the 0-1-2-3 thing working, and was happy with the result. The big one, I decided to take the wacky regions to make an image. In my childhood, I used to draw this picture a lot with the house and the tree. Not sure why, but I just remembered that and went to it. I like the 3 logic in the house, which, along with the 4 region above, are difficult but major break-ins.

| Regional Tapa	28 + 45
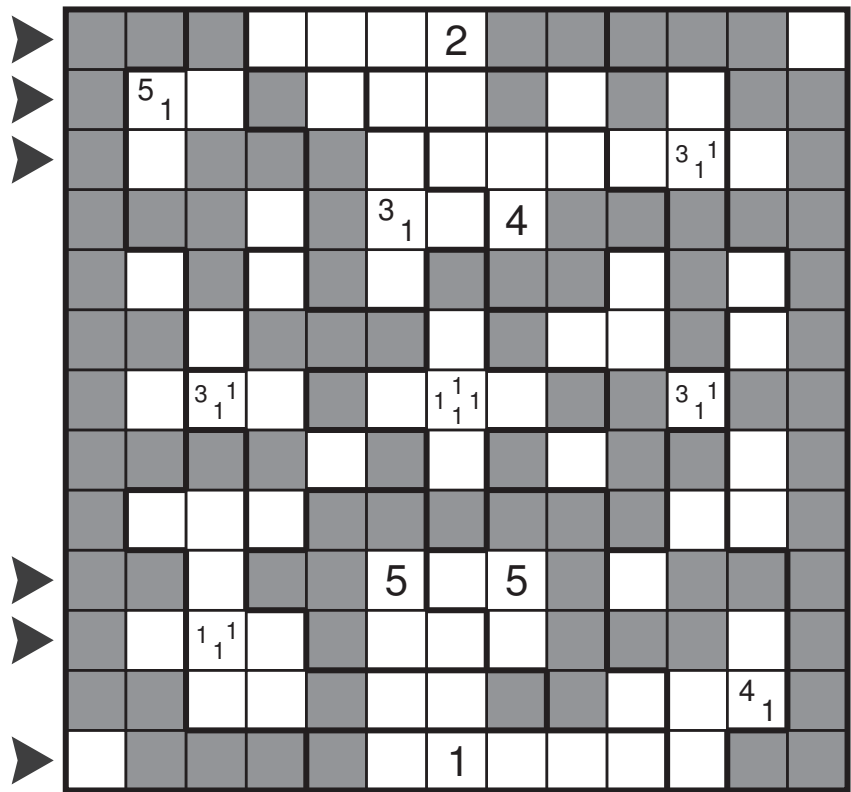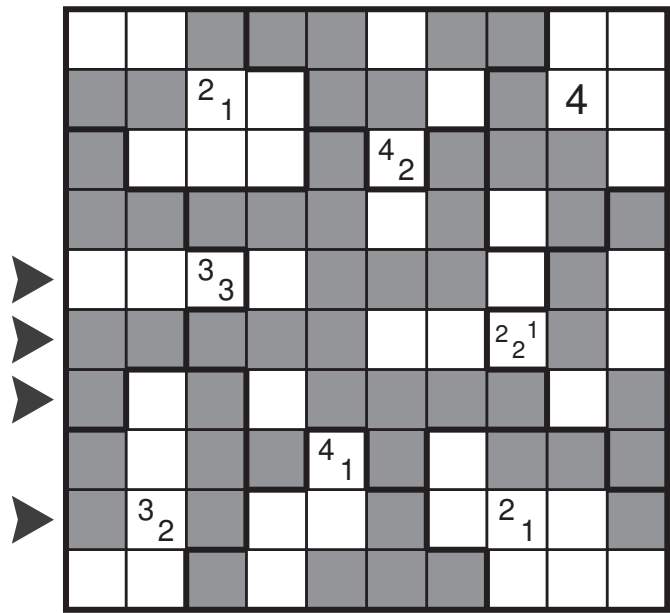
I love creating Tapa and Tapa variants and this was no different. After a while of trying things with the smaller puzzle, I decided a lot of white area is not really needed if I play the regions right. So added that bit about regions without a clue to Palmer's original rule set, and made both puzzles with big white areas where the Tapa wall travels without restriction. I also really like the diamond formation that comes from usage of another "+" region in the big puzzle.

Double Back/Star Battle | 27 + 43
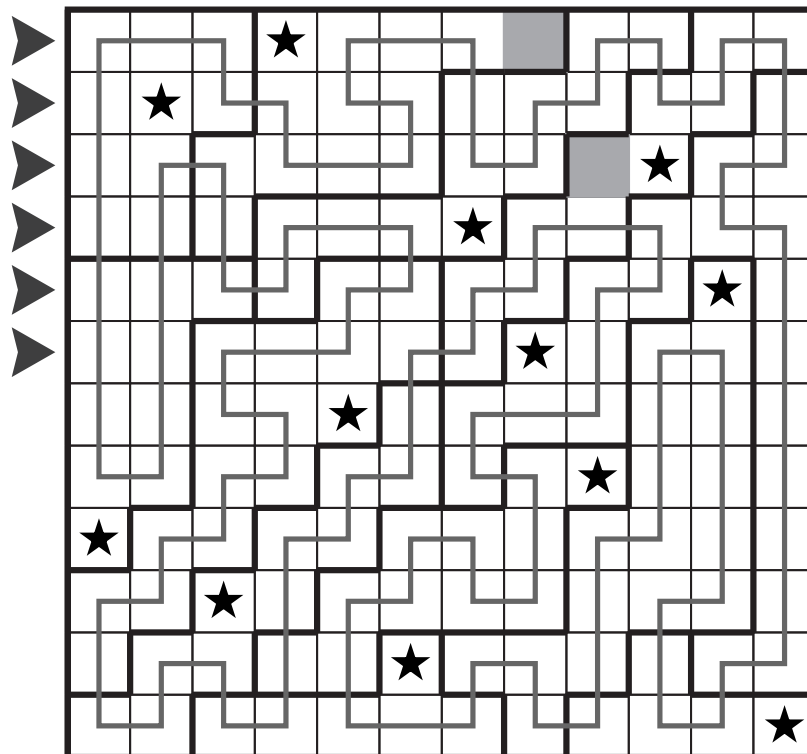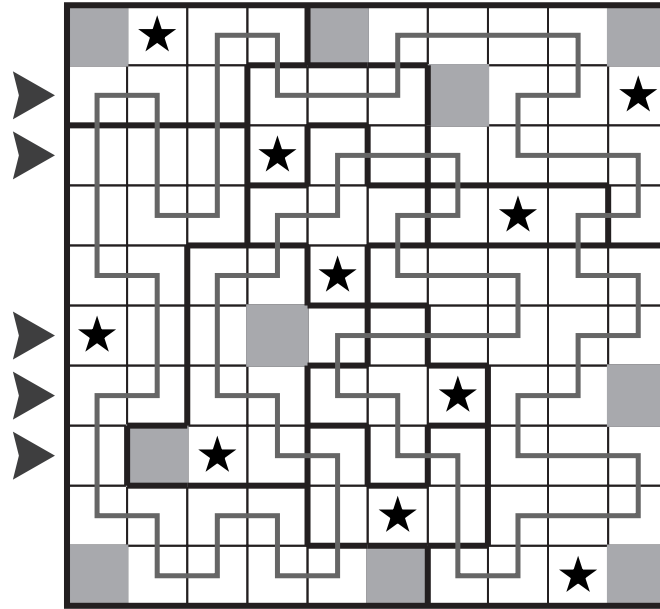
I decided on creating this hybrid for my blog all the way back in May but never got to it. This seemed a proper time to use it, and as some people know I rejected the first attempt to the blog. The small one here isn't anything fancy except I got + regions in again! The bigger one I really enjoyed using those large river-like regions through the middle diagonal and playing around with the Double Back rules a bit more.

| Parquet | 12 + 37 |
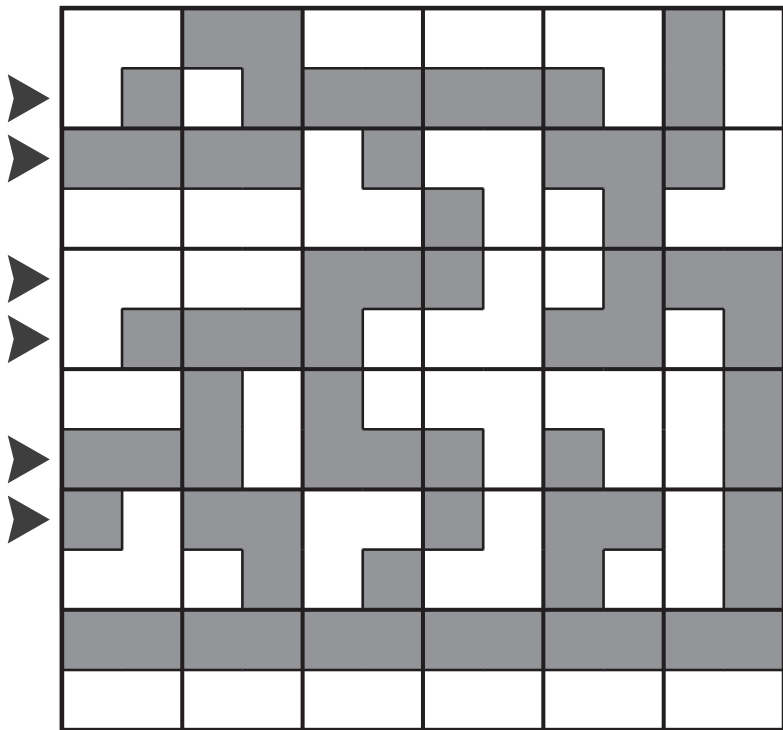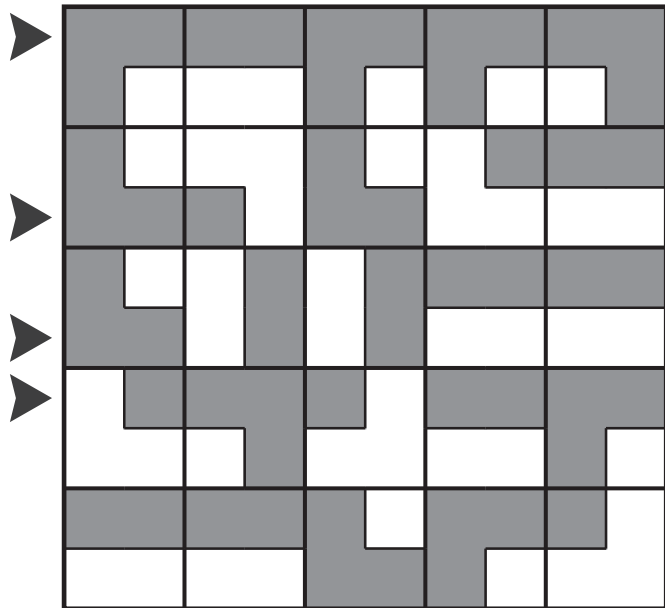
Another first. This genre was suggested to me by Para from Naoki Inaba's site, and I liked it immediately. The first attempt(the smaller one) was easy, but I decided to throw in an easy one as I'd realized by this time the others were difficult. The big one is tricky, and I played with that middle area and tried to get the solution symmetric in that middle few columns too. I tried to use the "no loop" constraint a bit more in this than the smaller one.

| Norinori | 18 + 47 |
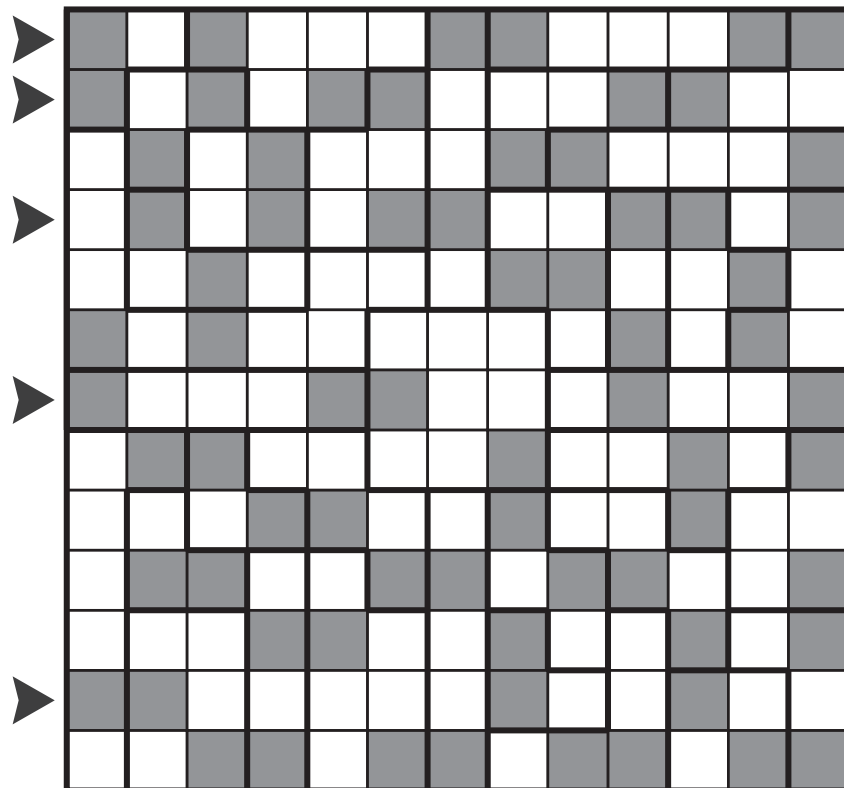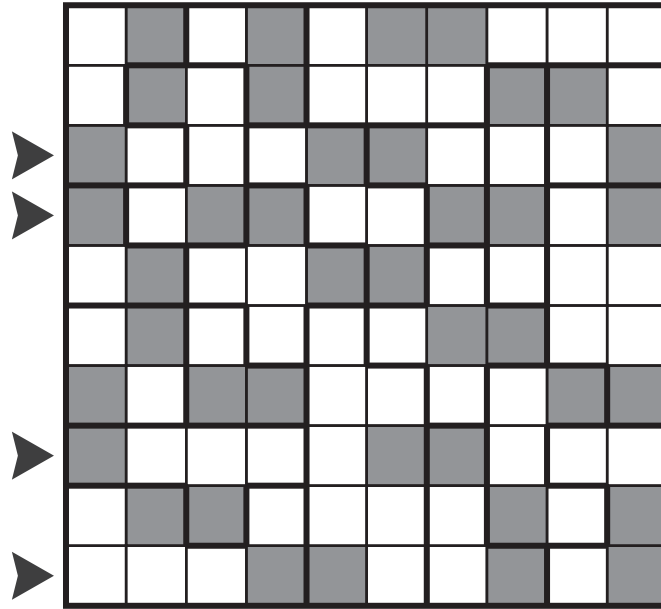
These puzzles usually require small regions to get started and I tried to get away from that by getting 5 cell regions to influence the major flow of the puzzle, in the smaller one. The big one has the 4-partitioned grid, which I like using sometimes in Norinori. If I'm being honest, I'm not fully happy with the amount I used these partitions.

Pentomino Areas	29 + 37
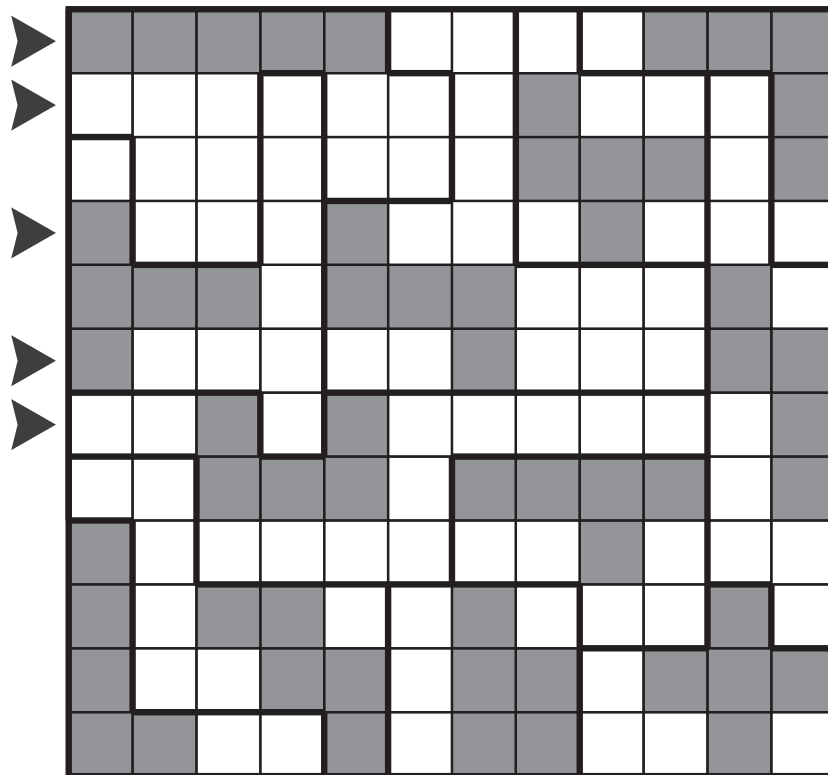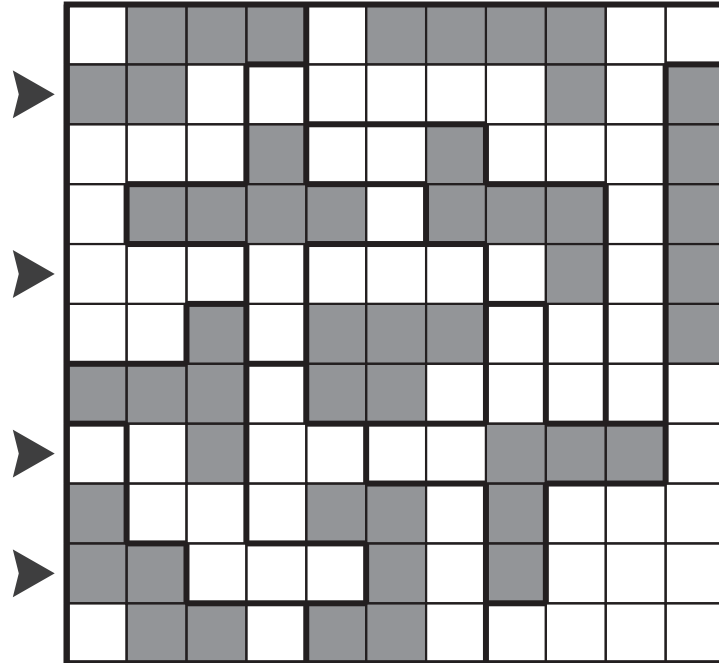
These were my first two Pentomino Areas puzzles, and I think my first Pentomino puzzles at all. I created the bigger one with a good steady flow with the V/L Pentominos being good starts. In the smaller one, 2 + regions played a good part in the start up again. This may have been tough for a tag of "smaller/easier puzzle" but I liked both Pentomino puzzles and decided on keeping both anyway, and set the points almost similar.