

16/10/31:

# Cross the Streams (Even Rows/Columns) by Grant Fikes

## Theme: Logical

Standard Cross the Streams rules. Also, an even number of cells must be shaded in each row and in each column.

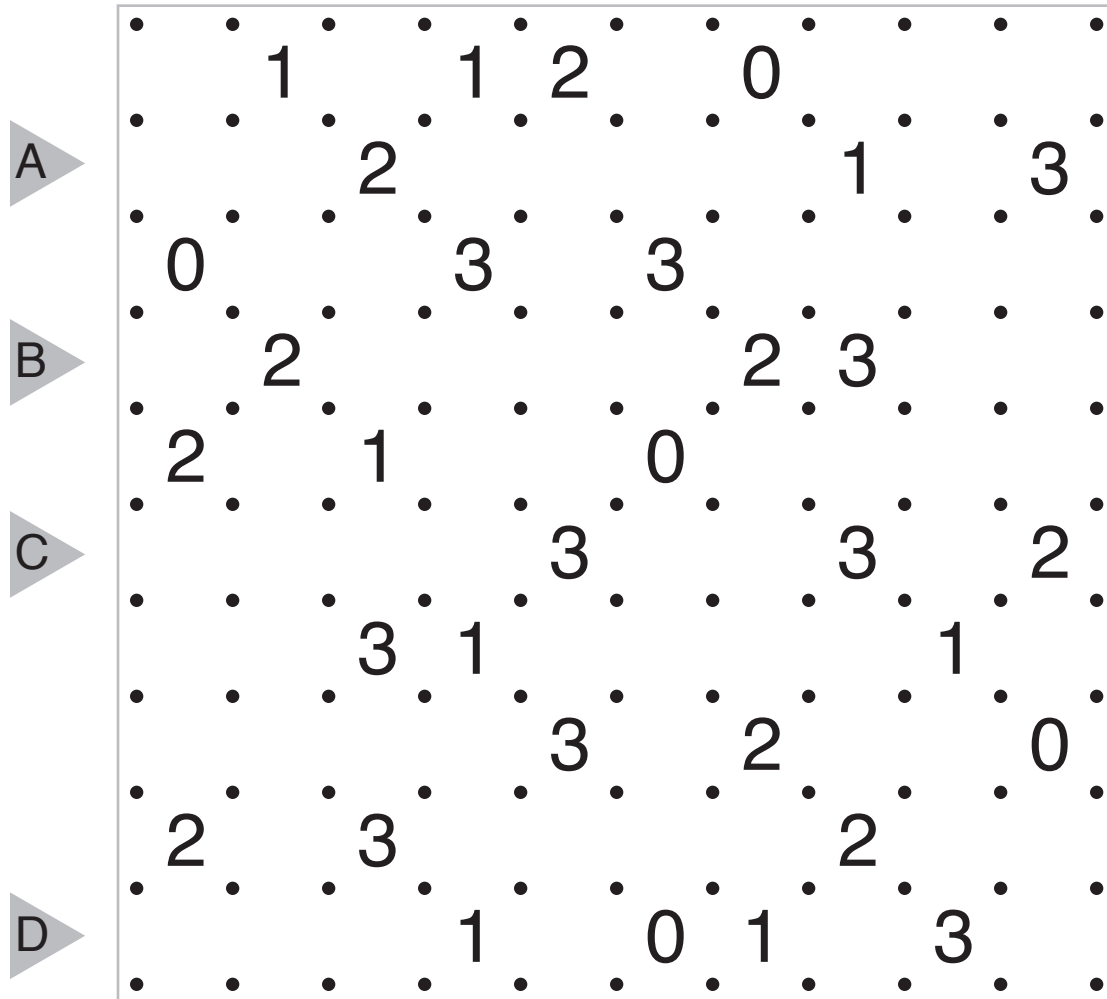
		A				B		C		D
				*	*					
			1	1			*			
		*	3	1	4		3	*		
		7	*	*	*	*	?	2	*	*
?	?	?	3							
	*	6	*							
			*							
			*							
	*	6	*							
	*	5	*							
			*							
			*							
	*	2	*							
			?							

16/11/01:

# Slitherlink (Even Rows/Columns) by Serkan Yürekli

## Theme: Clue Symmetry & Logic

Standard Slitherlink rules. Also, an even number of cells in each row and in each column must be inside the loop.



16/11/02:

# Cave (Even Rows/Columns) by Murat Can Tonta

## Theme: Clue Symmetry & Logic

Standard Cave rules. Also, an even number of cells in each row and in each column must be inside the cave.

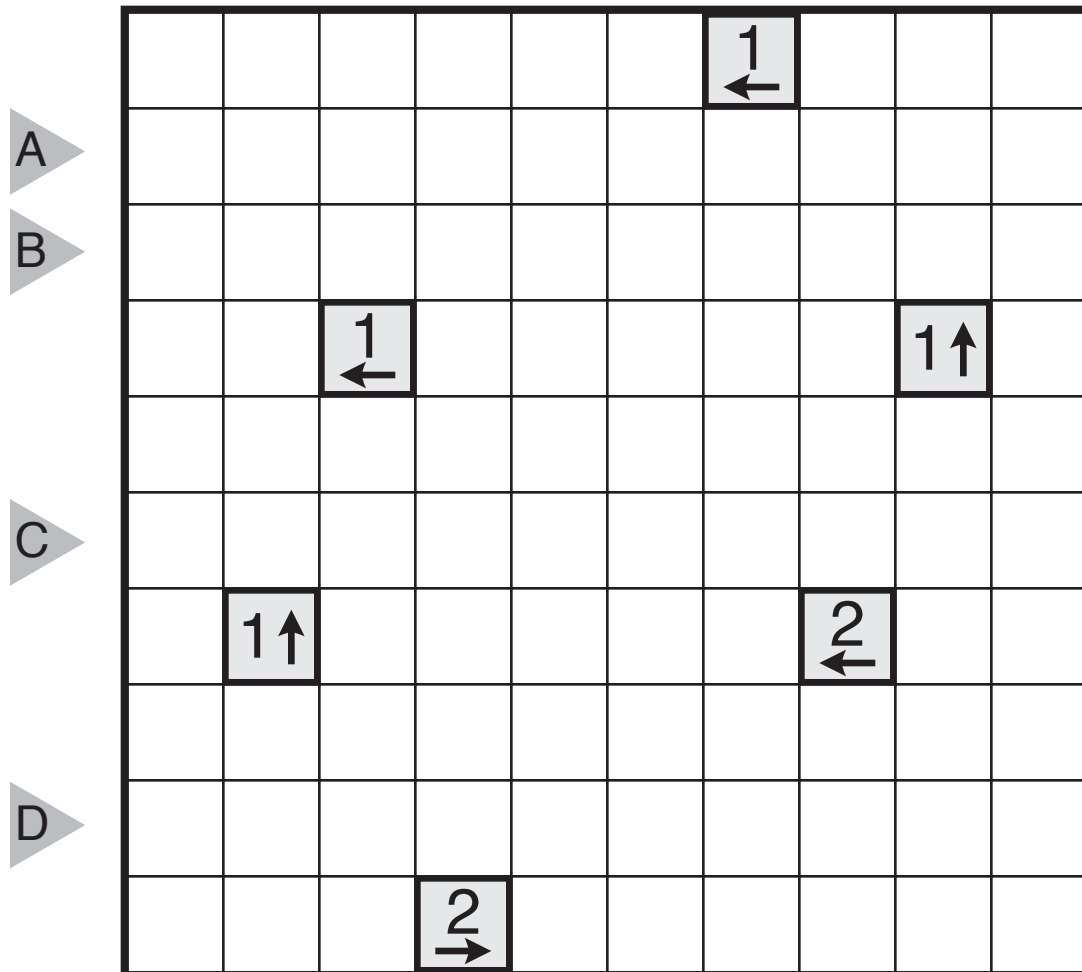
	9		4		12				
A									
								5	
B									
						4			
			4						
C									
	2								
D									
					5		9		5

16/11/03:

# Yajilin (Even Rows/Columns) by Murat Can Tonta

## Theme: Clue Symmetry & Logic

Standard Yajilin rules. Also, an even number of cells must be shaded in each row and in each column.



16/11/04:

# Nanro (Even Rows/Columns) by Prasanna Seshadri

## Theme: Clue Symmetry & Logic

Standard Nanro rules. Also, an even number of cells must be filled with a number in each row and in each column.

The puzzle grid is 10 columns wide and 10 rows high. The top 2 rows (rows 1 and 2) are completely empty. The grid contains the following numbers:

		1				3			
3								3	
				3				3	1
3		2							
A									
B								3	2
C	2		3			2			
	2								2
				4				3	
D									

Row labels A, B, C, and D are indicated by grey triangles on the left side of the grid, pointing to rows 6, 7, 8, and 9 respectively.

16/11/05:

# Minesweeper (Even Rows/Columns) by Serkan Yürekli

## Theme: Clue Symmetry & Logic

Place a mine into some of the empty cells so that each number represents the total count of mines in neighboring cells, including diagonally adjacent cells. Also, an even number of mines must be placed in each row and in each column.

			3		2		2			
	7								5	
A					7		4			2
		5								2
	3		3			6			6	
B				5				3		
		4				7			3	3
C	2								3	
	2			5		6				
D		3								7
				4		4		4		