

EVEN ROWS/COLUMNS

Ashish Kumar Ya Serkan Yürekli B Prasanna Seshadri K John Bulten S

Grant Fikes

Murat Can Tonta

Yajilin (Even Rows/Columns)

Battleships (Even Rows/Columns)

Kuromasu (Even Rows/Columns)

Slitherlink (Even Rows/Columns)

Tapa (Even Rows/Columns)

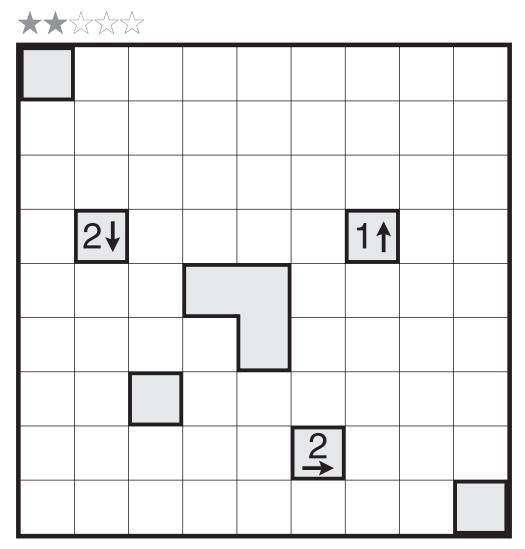
Statue Park (Even Rows/Columns)

GRANDMASTER PUZZLES



Yajilin (Even Rows/Columns) by Ashish Kumar

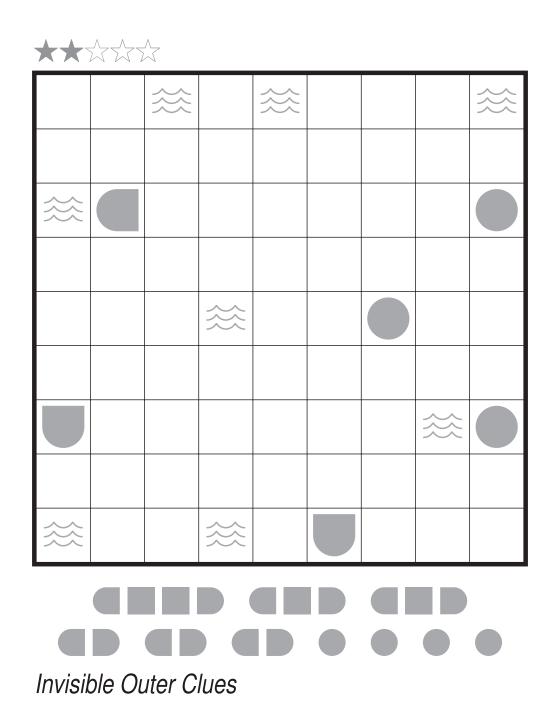
Rules: Standard Yajilin rules. Also, an even number of cells must be shaded in each row and in each column.



Target One

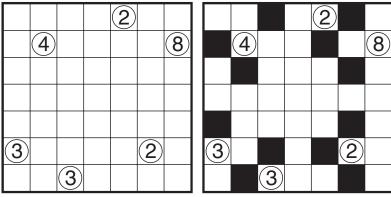
Battleships (Even Rows/Columns) by Serkan Yürekli

Rules: Standard Battleships rules. Also, an even number of cells in each row and in each column must be occupied by ship segments.

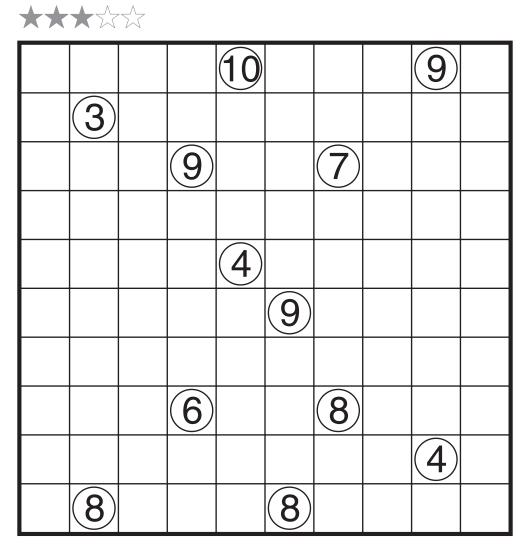


Kuromasu (Even Rows/Columns) by Prasanna Seshadri

Rules: Shade some empty cells black so that each number indicates the total count of white cells connected vertically and horizontally to that number including the numbered cell itself. Black cells cannot share an edge, and all white cells must belong to a single connected group. Also, an even number of cells must be shaded in each row and in each column.



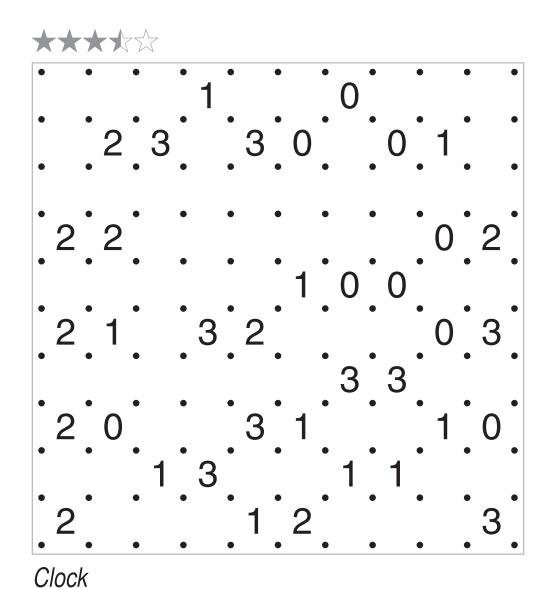
Example by Serkan Yürekli



Missing 5

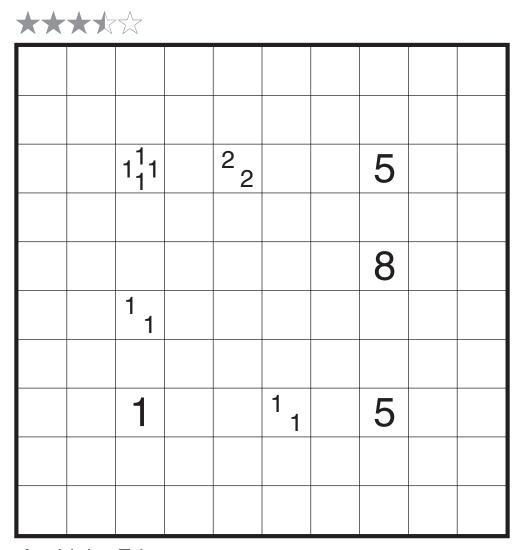
Slitherlink (Even Rows/Columns) by John Bulten

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



Tapa (Even Rows/Columns) by Grant Fikes

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



Avoid the Edge

Statue Park (Even Rows/Columns) by Murat Can Tonta

Rules: Standard Statue Park rules. Also, an even number of cells in each row and in each column must be occupied by pentomino shapes.

