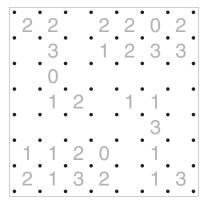
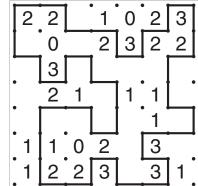
## Slitherlink (Switch) by Matej Uher

Rules: Standard Slitherlink rules.
Also, each given clue has to switch its initial position with one of its adjacent neighbors.







Example by Serkan Yürekli

<b>A</b>	<b>A</b>	<b>A</b>	<b>A</b>	<b>A</b>
	X	X	X	X

•	2	0	3	3		3	2	2	1		1	1	2	2	
2	2	3		3	2	2	3		1	2	1	2		2	0
2		3	1	1	2	_	2	2	2	3		2	1	1	1
2	2	2	2			2	1	2		1	2	2	1	_	1
3	3		3	2	2	2		2	3	3	1		2	2	2
	1	1	2	1		1	2	1	2		2	2	1	2	
3	2	2		2	1	2	2		,	1	2	1		2	3
2		2	2	2	2		2	2	2	3		2	2	1	2
1	2	2	2		2	2	1	1		2	3	3	1		3
3	2		3	2	2	2		1	1	2	2		2	2	1
	2	2	2	1		1	2	2	3		1	2	1	1	
1	1	2		3	2	1	2		1	2	3	2		1	2
2		3	2	1	1		2	2	1	1		2	2	3	2
1	2	1	2		1	2	1	3		2	1	2	2		1
0	2		1	1	1	2		2	1	3	1		2	3	2
	2	1	2	2		2	2	2	2		1	2	0	2	

Knight's Moves

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