

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.



2	2	2	2	0	2
	3		1	2	3
	0				
	1	2		1	1
					3
1	1	2	0		1
2	1	3	2		1
					3

2	2		1	0	2	3
	0		2	3	2	2
	3					
	2	1		1	1	
						1
1	1	0	2		3	
1	2	2	3		3	1

Example by Serkan Yürekli



	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	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	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