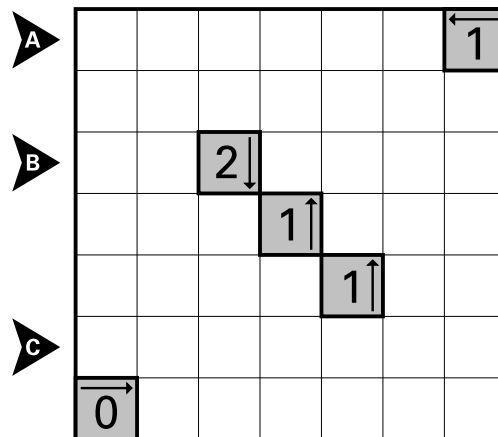


1. Standard Yajilin

10 points

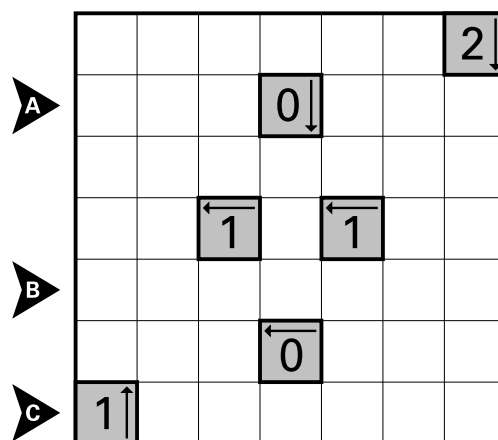
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



2. Standard Yajilin

15 points

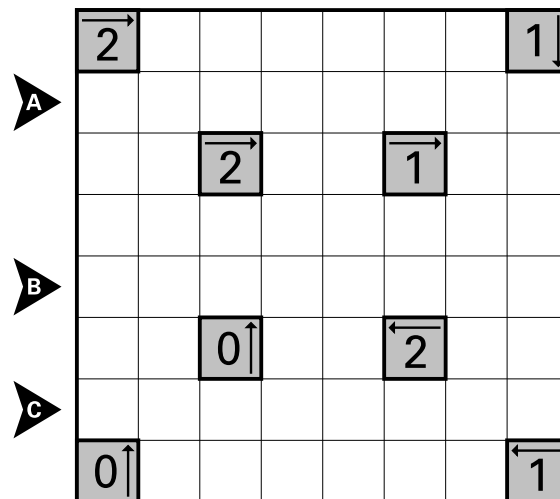
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



3. Standard Yajilin

15 points

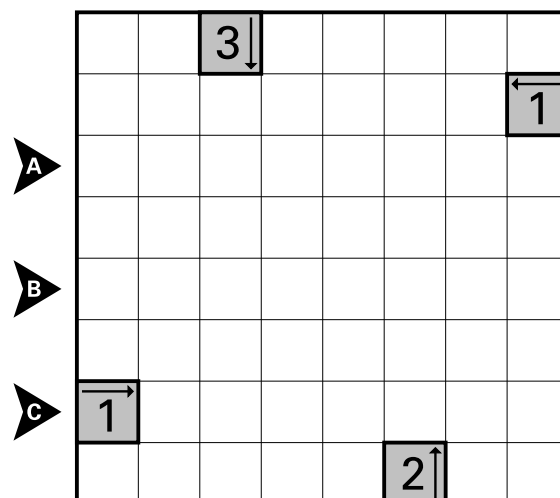
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



4. Standard Yajilin

30 points

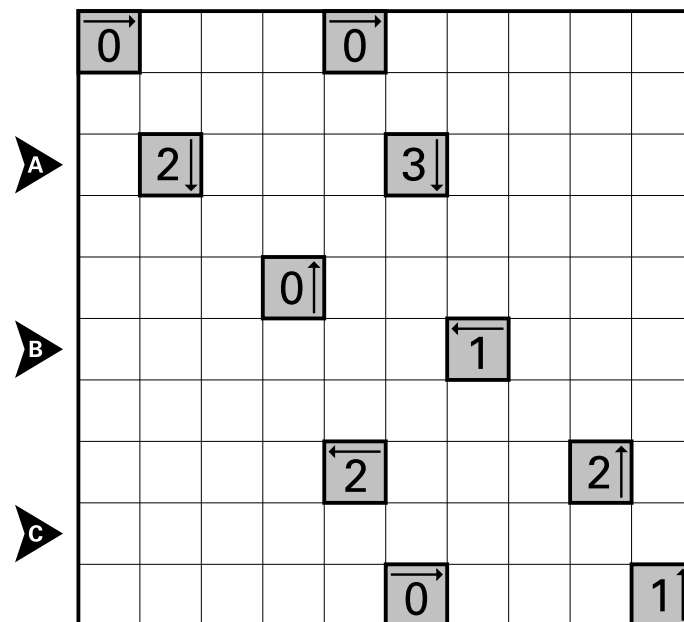
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



5. Standard Yajilin

30 points

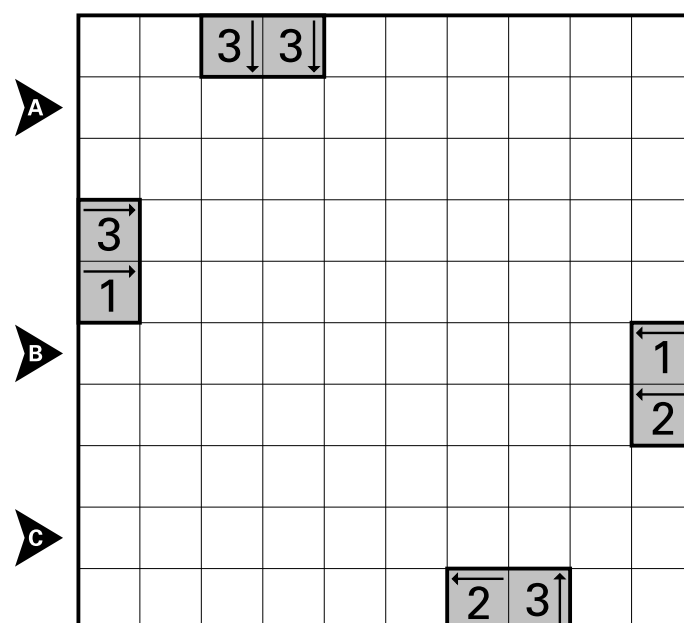
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



6. Standard Yajilin

40 points

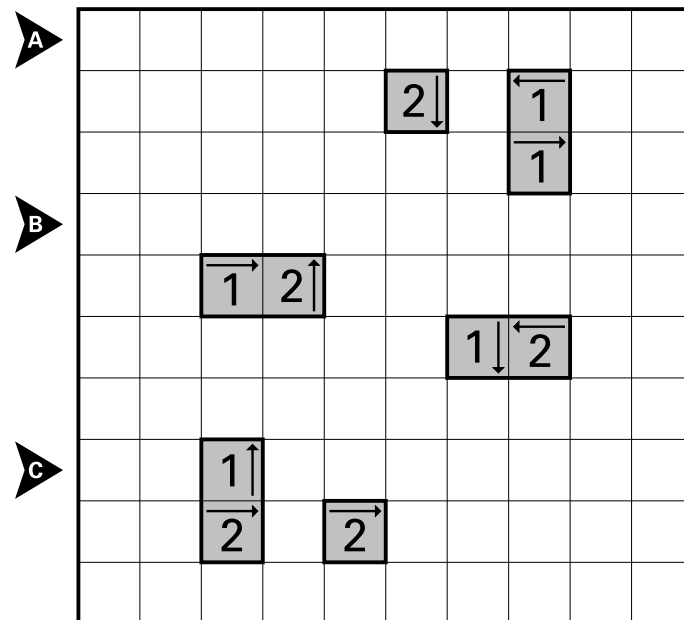
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



7. Standard Yajilin

40 points

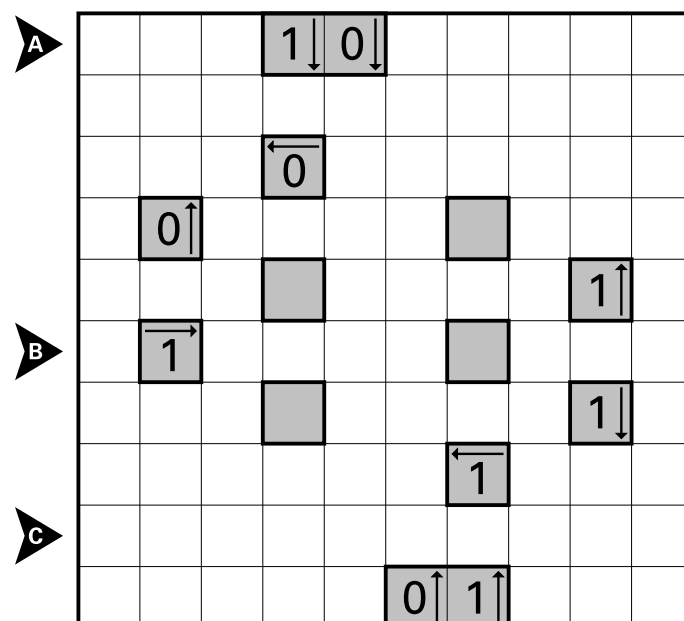
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



8. Standard Yajilin

50 points

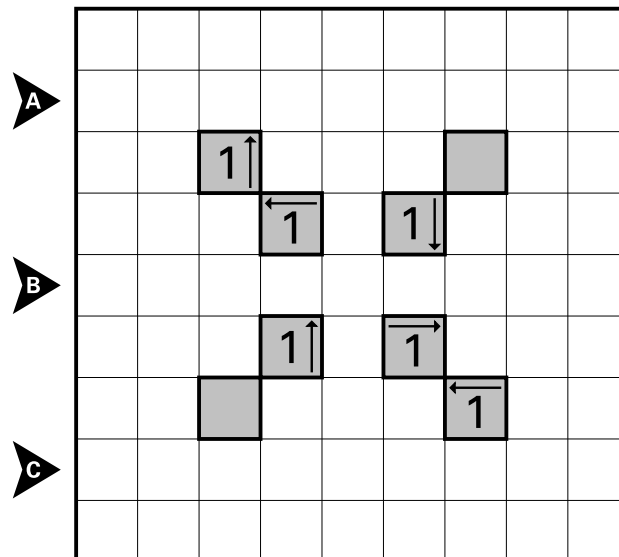
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



9. No Touch Yajilin

25 points

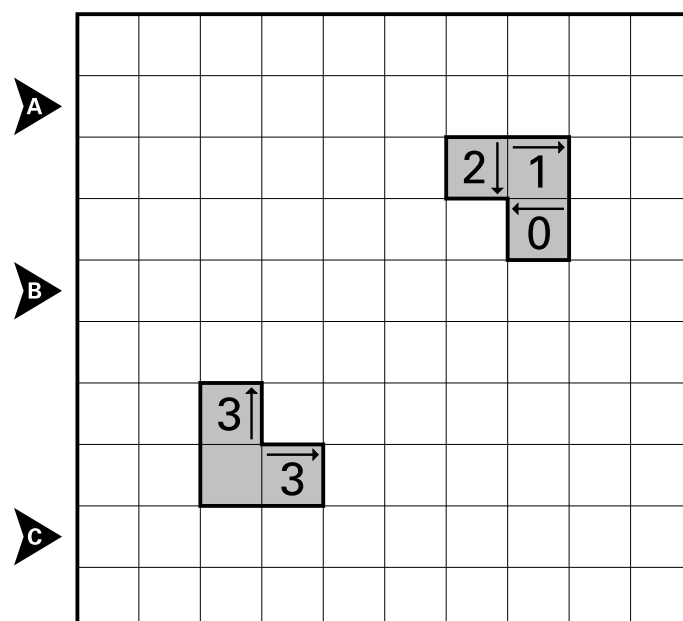
Standard Yajilin rules apply. Additionally, blackened cells must not share a corner with each other.



10. Anti-Knight Yajilin

45 points

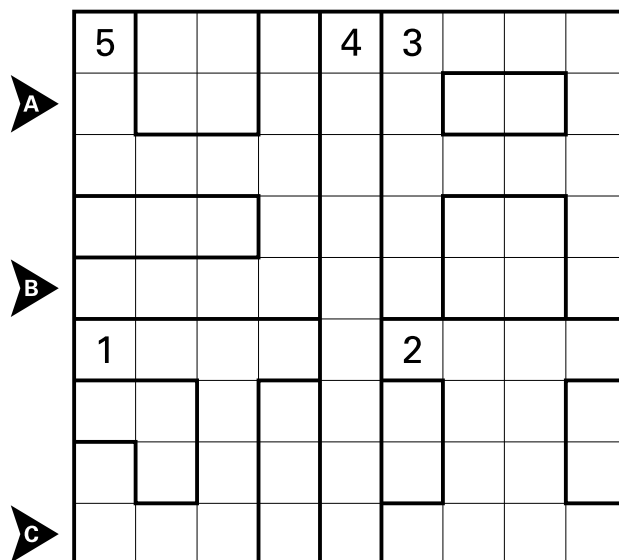
Standard Yajilin rules apply. Additionally, blackened cells must not be a knight's move (as in chess) away from each other.



11. Regional Yajilin

50 points

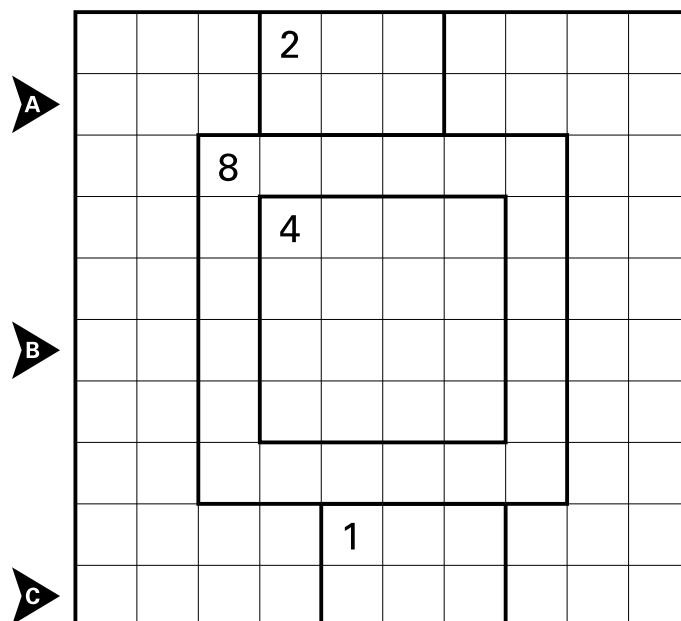
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. A number in an outlined region indicates the total number of blackened cells in that region. Numbered cells may be blackened.



12. Regional Yajilin

85 points

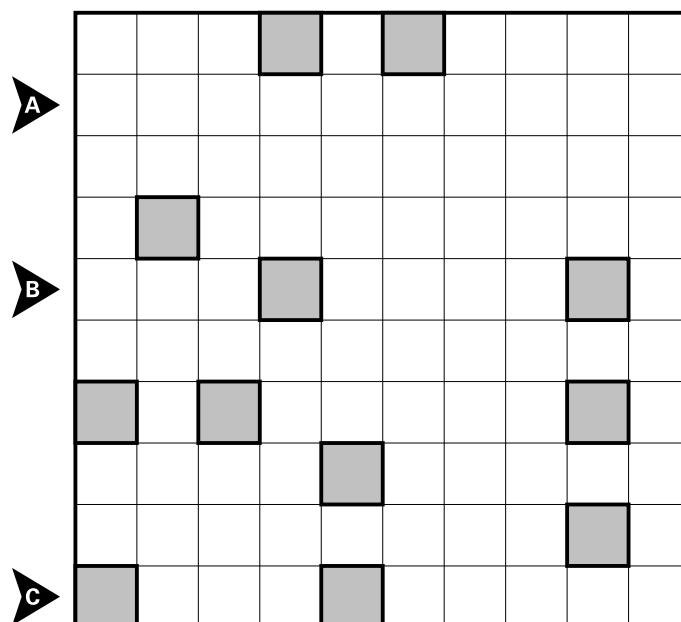
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. A number in an outlined region indicates the total number of blackened cells in that region. Numbered cells may be blackened.



13. Double Yajilin

25 points

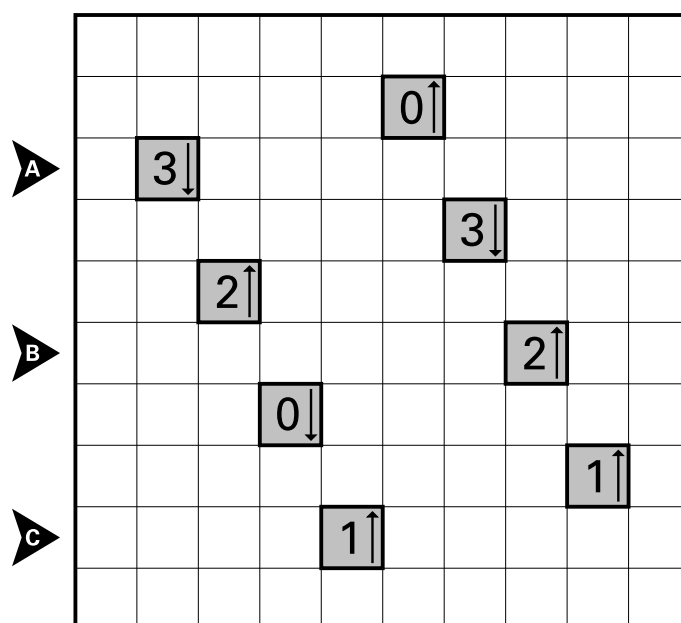
Blacken some *dominoes* of white cells (a *domino* is a pair of cells sharing an edge) and then draw a single closed loop through the centres of all remaining white cells. Blackened dominoes cannot share an edge with each other. Numbered clues indicate the total number of *different dominoes* wholly or partially located in the given direction.



14. Double Yajilin

45 points

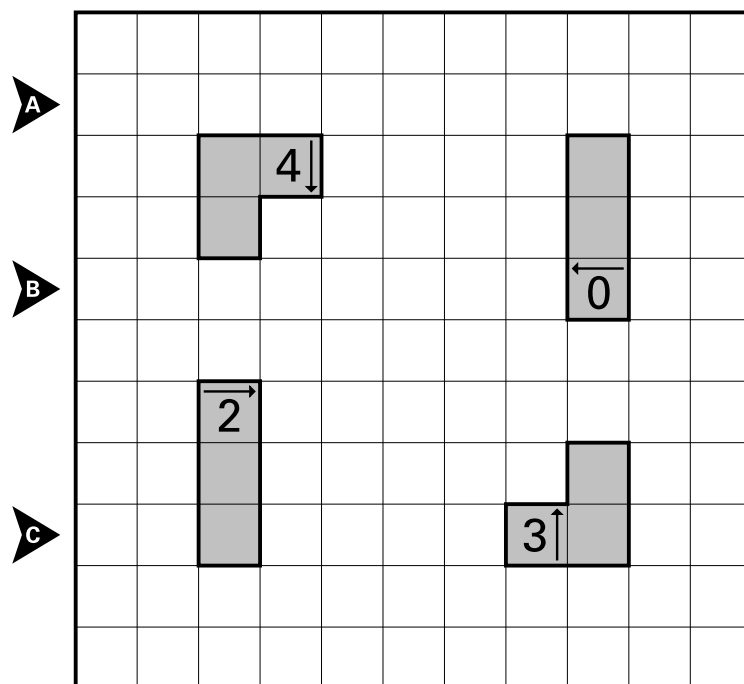
Blacken some *dominoes* of white cells (a *domino* is a pair of cells sharing an edge) and then draw a single closed loop through the centres of all remaining white cells. Blackened dominoes cannot share an edge with each other. Numbered clues indicate the total number of *different dominoes* wholly or partially located in the given direction.



15. Triple Yajilin

80 points

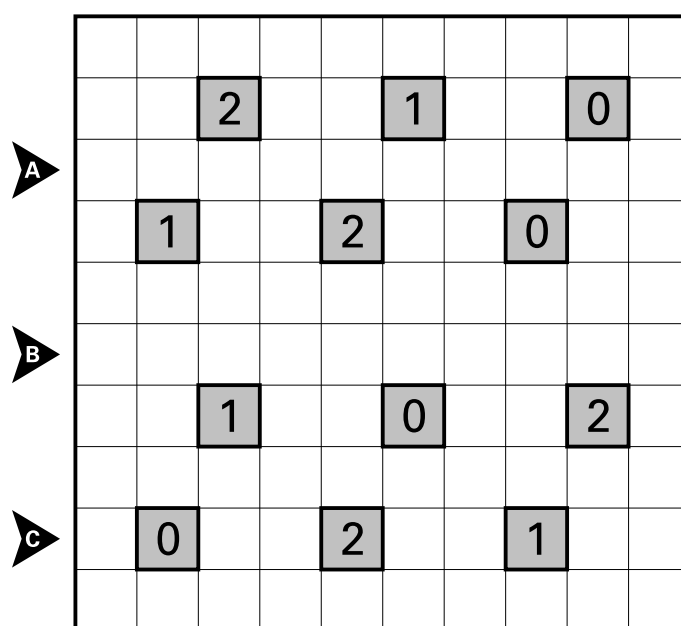
Blacken some *trominoes* of white cells (a *tromino* is an edge-connected group of three cells) and then draw a single closed loop through the centres of all remaining white cells. Blackened trominoes cannot share an edge with each other. Numbered clues indicate the total number of *different trominoes* wholly or partially located in the given direction.



16. Minesweeper Yajilin

65 points

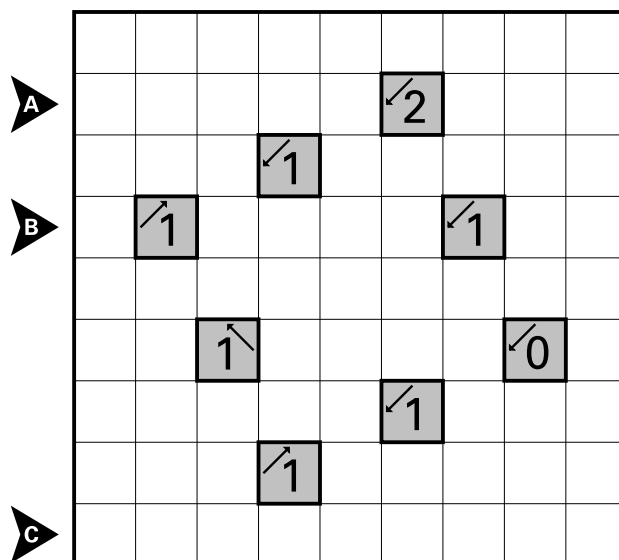
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the up to 8 cells surrounding the clue.



17. Diagonal Yajilin

50 points

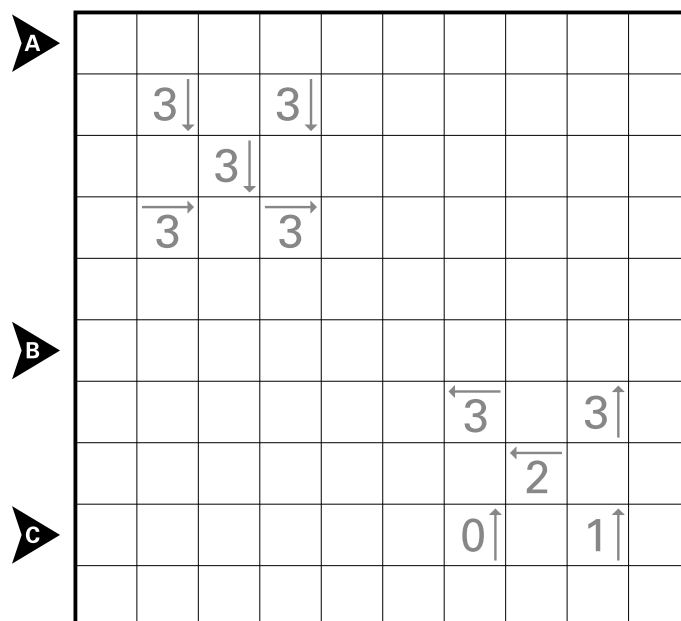
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given 45-degree diagonal direction from the clue cell, until the edge of the grid.



18. Transparent Yajilin

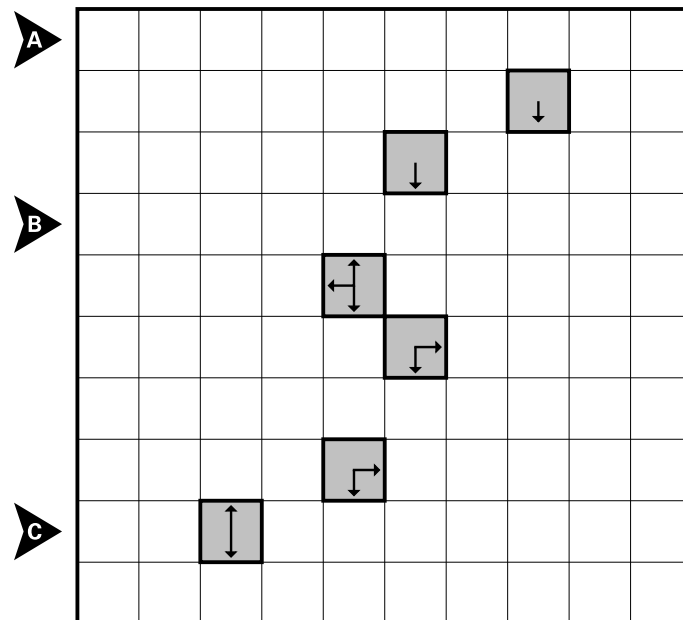
75 points

Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Clue cells can be blackened or part of the loop. If part of the loop, they indicate the total number of blackened cells in the given direction, until the edge of the grid. If blackened, they are meaningless.

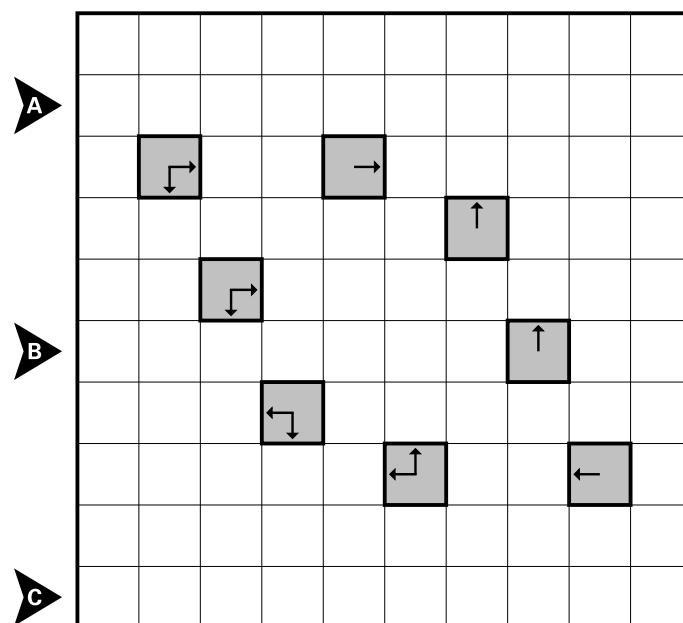


19. Myopia Yajilin**20 points**

Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Clue cells indicate all orthogonal directions in which the nearest shaded cell appears relative to the clue cell.

**20. Myopia Yajilin****60 points**

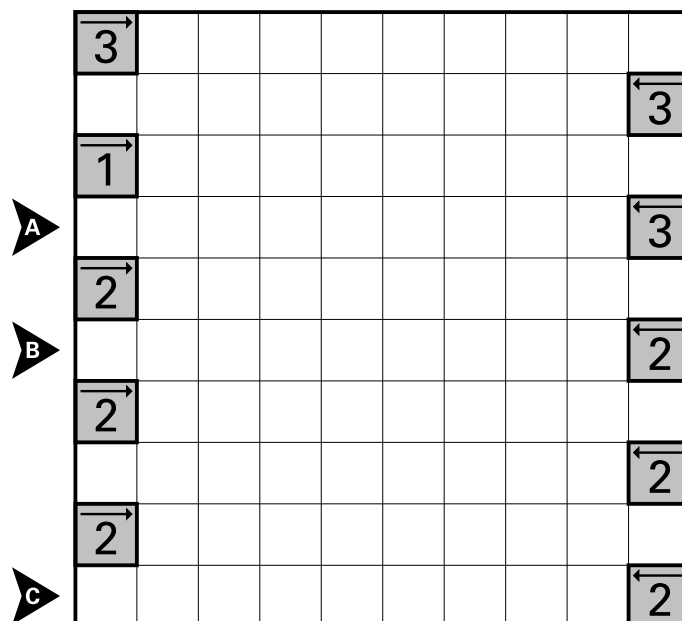
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Clue cells indicate all orthogonal directions in which the nearest shaded cell appears relative to the clue cell.



21. Look-Air Yajilin

30 points

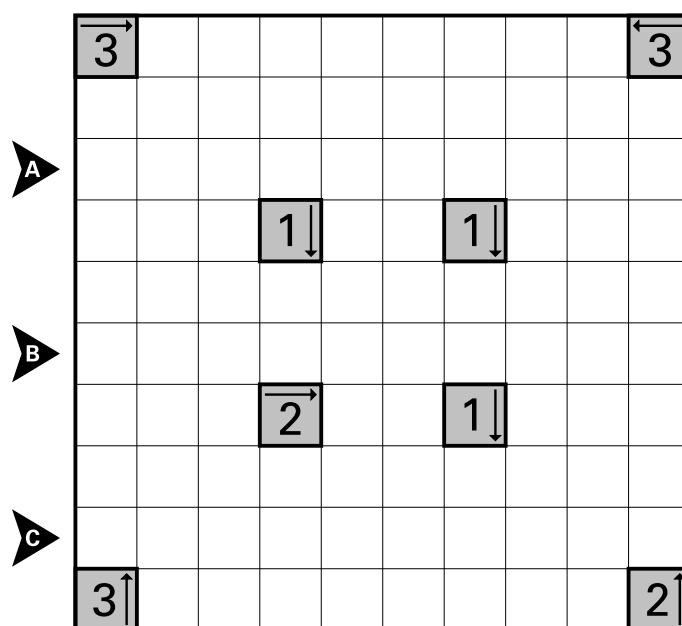
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Each connected region of blackened cells must form a perfect square. Between two blackened squares of the same size there must not be an unobstructed vertical or horizontal run of white cells. Numbered clues indicate the total number of *different squares* wholly or partially located in the given direction, until the edge of the grid.



22. Look-Air Yajilin

100 points

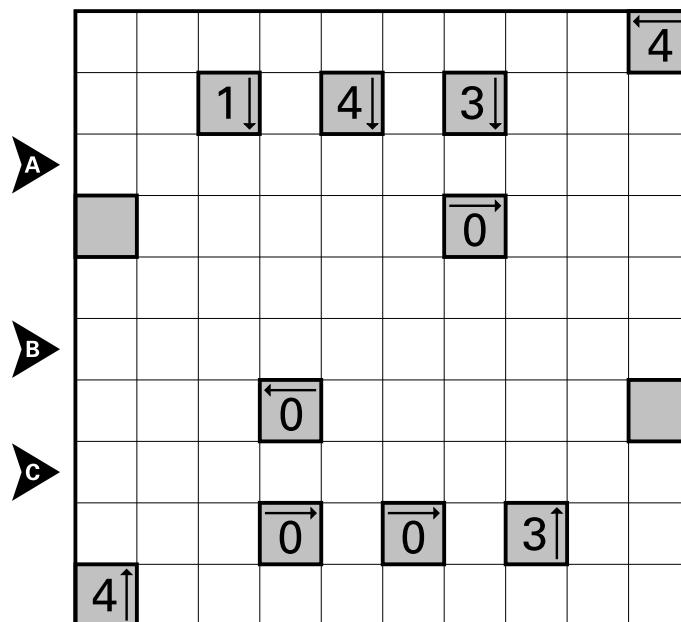
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Each connected region of blackened cells must form a perfect square. Between two blackened squares of the same size there must not be an unobstructed vertical or horizontal run of white cells. Numbered clues indicate the total number of *different squares* wholly or partially located in the given direction, until the edge of the grid.



23. Castle Wall Yajilin

60 points

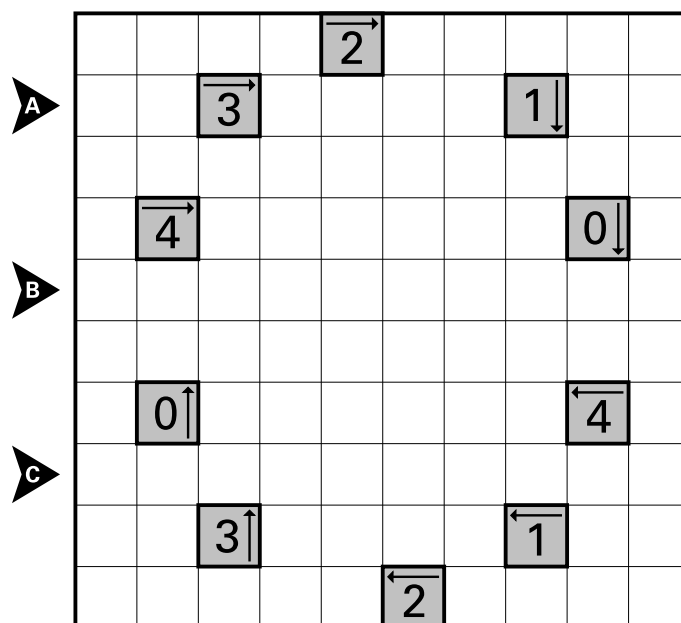
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total length of all loop segments which are pointed at by and travel parallel to the arrow, until the edge of the grid.



24. Castle Wall Yajilin

55 points

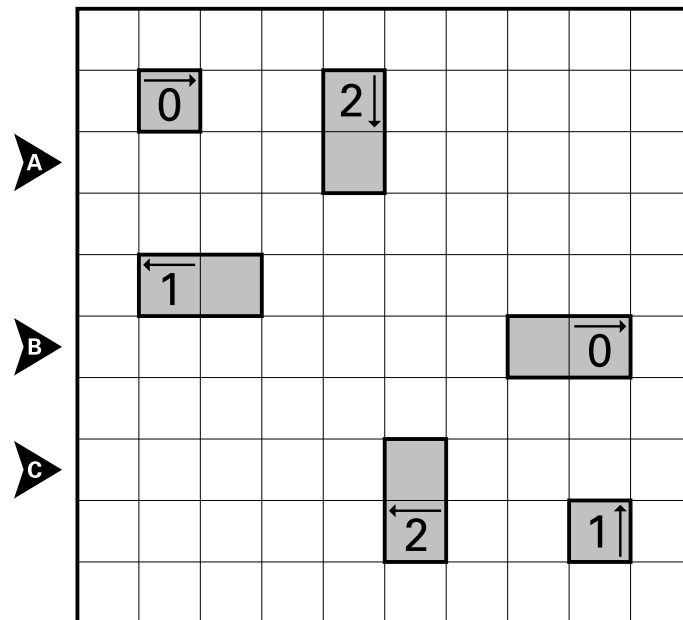
Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total length of all loop segments which are pointed at by and travel parallel to the arrow, until the edge of the grid.



25. Yajiring-ring

50 points

Blacken some white cells and draw rectangular loops which pass through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Different rectangles may intersect each other, but may not turn at their points of intersection or otherwise overlap. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



26. Yajiring-ring

50 points

Blacken some white cells and draw rectangular loops which pass through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Different rectangles may intersect each other, but may not turn at their points of intersection or otherwise overlap. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.

