

## Instructions

In today's pair of puzzles, solve the Yajisan-Kazusan in the top grid. Then, copy the shaded squares into the same positions in the bottom grid, being careful to retain the white digit in any shaded square to use as a clue for the Akari puzzle. Digits in unshaded squares may be ignored.

	A	B	C	D	E	F	G	H	I
1			1→						4←
2	1→		2↓		1→	2↓			2←
3								1←	
4	2↑		2↓	2↓	3↓				3↓
5									
6		1↓			3↑	3↑	2↑		2↓
7		3↓							
8	4→			1←	2↑		1→		1←
9	2→								

Yajisan-Kazusan

<https://l.puz.fun/0944yk>

## Instructions

In Yajisan-Kazusan, shade some squares in the grid so that all of the unshaded clues accurately display the number of shaded squares in the direction of the arrow. If a shaded square contains a clue, it may be either true or false. No two shaded squares may share a side, and all of the unshaded squares must form a contiguous region within the grid.

	A	B	C	D	E	F	G	H	I
1	0		2		3		0	1	
2				1				2	3
3						1			
4	0		2					2	
5				2	3	2			
6		2					2		0
7				1					
8	3	2				1			
9		1	0		3		2		0

Akari

<https://l.puz.fun/0944a>

## Instructions

In Akari, place light bulbs into the grid so that all unshaded squares are illuminated by one or more light bulbs, whose light shines up, down, left, and right along the same row or column up to the edge of the grid or the nearest shaded block. No two light bulbs may illuminate one another. Shaded squares with numbers clue how many light bulbs are immediately orthogonally adjacent (up, down, left, right) to the clue.

## #Enigmarch

This puzzle was created with the #Enigmarch series of puzzle construction prompts. Search for the hashtag on social media for more from other puzzle authors.

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