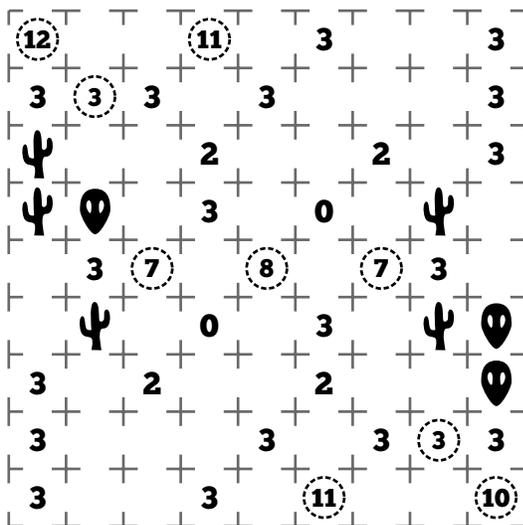


Instructions

For Day 9's puzzle, I have an Area 51 with a 'trick': each column and row has a clue that is untrue: a liar.

Day 10's puzzle is a Double or Nothing puzzle, a kinda crossword-ish puzzle type invented by Eric Berlin, wherein you'll need to place two letters in some cells and leave other cells in the grid blank.

For day 11, the theme 'dots' reminded me of driving and those folks at 'Departments of Transportation' tasked with road maintenance. So I'm presenting my first Country Road puzzle.



Liar Area 51

Normal Area 51 rules for truthful clues: build a loop treating uncircled digits as clues from slitherlink, where the number tells how many adjacent edges should contain fence. Circled numbers are corral clues, which are always inside the grid, and display how many spaces exist between them and the nearest fence in the four cardinal directions, including the square itself. Keep aliens inside the fence, cacti out.

	1	2	3	4	5	6	7
1							
2							
3							
4							
5							
6							
7							

Across

Down

- | | |
|-------------------------------|------------------------------|
| 1. Lightly populated | 1. Toothed whale |
| 2. Sandy location | 2. Pungent Asian fruit |
| 3. Electronic music event | 3. Cozy place for a bird |
| 4. Long, flat bit of material | 4. Tardy Wonderland critter |
| 5. Florida's signature citrus | 5. Tool for washing things |
| 6. Provide attention and aid | 6. Foot part needing support |
| 7. Lilo's buddy | 7. Storm classification |

AN	AR	BB	CA	CH	DU	GE	IT	NE
ON	OR	RA	RE	RI	SE	SP	ST	VE

#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.

Support TG

This puzzle is patron-supported content. Visit my campaign at <https://patreon.com/davmillar> and pledge for special previews of future puzzle content.

3					3		2
3		2					1
			1				
		3					
					2		
2		3			2		3
1							

Country Road

Draw a loop throughout the grid which moves up, down, left, or right, visiting each dark-outlined section once. Numbered sections display the number of squares within the section which are part of the loop. Unvisited squares may never neighbor unvisited squares from a different dark-outlined section.