## Yajisan-Kazusan

| $2 \downarrow$ |  | $\overrightarrow{4}$ |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | $\overleftarrow{1}$ | $\overrightarrow{1}$ |  |  | $\overleftarrow{2}$ |  |  | $4 \downarrow$ |  |
|  |  |  | $2 \downarrow$ |  |  |  |  |  |  |
| $\mathbf{3}$ |  |  |  | $\overrightarrow{1}$ |  | $\overrightarrow{2}$ | $\overrightarrow{1}$ |  |  |
|  |  |  | $\overleftarrow{2}$ |  | $2 \uparrow$ |  |  | $\overleftarrow{1}$ |  |
| $0 \uparrow$ |  | $\overrightarrow{2}$ |  |  |  |  |  |  | $2 \uparrow$ |
|  |  |  | $2 \uparrow$ |  |  |  | $0 \uparrow$ |  |  |
|  | $3 \uparrow$ |  |  |  | $\overrightarrow{3}$ |  |  |  | $\overleftarrow{1}$ |
|  |  |  | $1 \downarrow$ | $\overrightarrow{3}$ |  |  |  |  | $\overleftarrow{4}$ |
|  |  | $\overrightarrow{3}$ |  |  |  |  |  |  |  |

## Liar Slitherlink



Shade some of the cells in this grid. Shaded cells may not share an edge.

All of the unshaded cells (with and without numbers) must form a single region connected along edges.
Numbers with arrows specify how many shaded cells lie in the indicated direction.

But, some of the numbers are liars! All cells with false numbers must be shaded. All unshaded cells must be true. (Shaded cells may contain numbers that are true.)

Draw lines along gridlines to form a single loop.
Numbers specify how many of that cell's edges are on the loop.

But, some of the numbers are liars! Exactly one value in each row and column is false and its cell must not have that number of edges on the loop.

