Akari

OCTOBER 24, 2022

Atlas Obscura

In collaboration with nikoli

INSTRUCTIONS

Akari is inspired by a museum, where even, uniform lighting is necessary to see artwork clearly. It also calls to mind a dungeon, where an adventurer might need to place torches to illuminate a dark labyrinth.

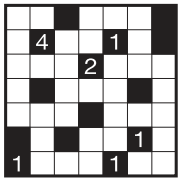
Your goal is to place light bulbs (or torches, if you prefer), represented by large circles, in white cells of the grid to illuminate all the open space.

A light bulb can be placed in any white cell. The numbers on black cells represent how many lights are vertically or horizontally adjacent to them. Each light bulb illuminates every cell in its row and column (left and right, up and down) until its light is blocked by a black square or the edge of the grid. A light bulb cannot illuminate another light bulb, and every white cell must be illuminated.

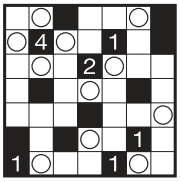
As you're solving, you may want to use dots or another mark to indicate cells that can't hold a light bulb (such as cells around a "○"), and those that have already been illuminated. Remember that light bulbs do not have to be adjacent to numbered cells—they can appear in any white cell—and that a solid black cell may have any number of lights around it, or none at all.

EXAMPLE

Starting grid



Complete



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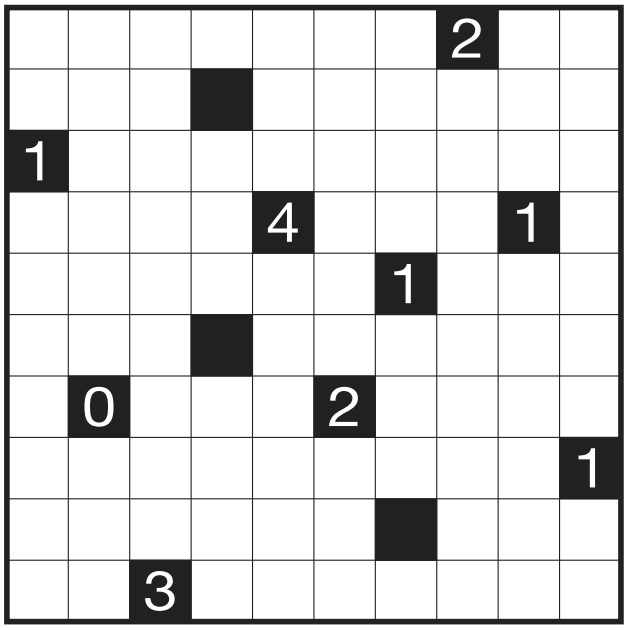

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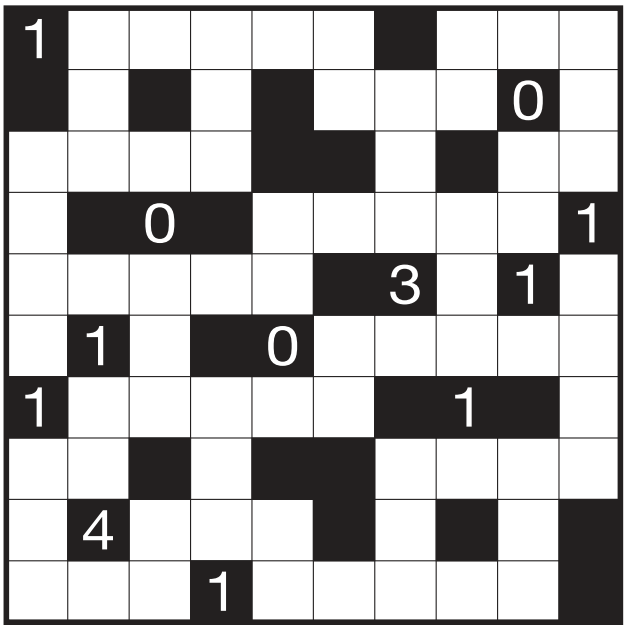

#3