LIGHT AND DARK WORLDS

The touching of light and dark cut out a door.

❖ Illuminate the entire grid using light/dark bulbs.
❖ Numbers on blocks indicate the number of horizontally or vertically adjacent bulbs.
❖ Bulbs shine horizontally and vertically and cannot shine through blocks.
❖ No two bulbs can directly shine on each other.
❖ Light bulbs go in the light world, and dark bulbs go in the dark world.