

Mind the GAPP Vol. 20

Genuinely Approachable Pencil Puzzles from the CtC Discord

June 1, 2023 - June 30, 2023

*We present to you,
Mind the GAPP volume 20,
And now for some news:*

This is our first GAPP month to feature walkthroughs for every puzzle! We're happy to hear that these are useful, and will continue providing them for each puzzle. You can find all of the GAPP walkthroughs in this YouTube playlist: <https://tinyurl.com/ykkt6rma>.

This month also saw Eric Fox leave the GAPP setter team, leaving behind an incredible legacy of one and a half years of GAPP puzzles. In his place, Walker has joined the team. We're excited to see what kinds of puzzles they'll make in the future!

Finally, this edition of Mind the GAPP also features seven bonus puzzles, with some classic genres and some genres new to GAPP this month. We hope you enjoy them!

May 1, 2023: Touching Pentominoes

Freddie Hand

Today's your lucky day because we have even more important puzzle news - *Puzzler Pride 2023* has just been released today! It's a collection of 26 puzzles from LGBTQ+ authors in the puzzle community, consisting of mostly sudoku/pencil puzzles, but with a few word/hunt puzzles thrown in as well! The link to the pack is here:

<https://l.puz.fun/pp2023>

Today's puzzle is a **Touching Pentominoes**! Unfortunately I only have space for a PUNY, PUNNY intro. (also UNFUNNY)

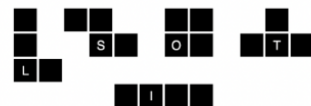
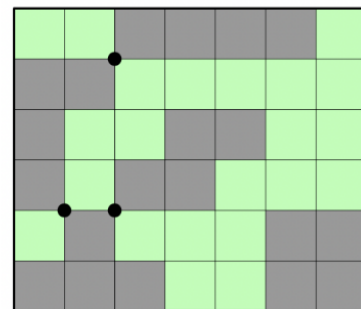
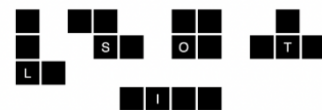
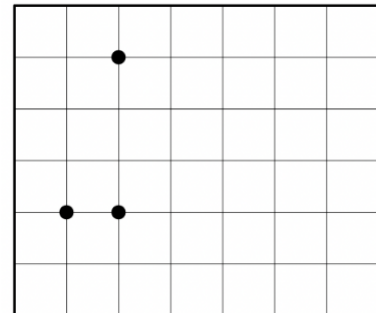
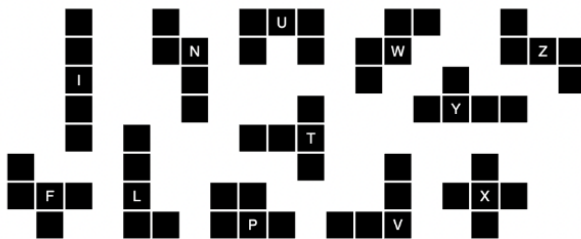
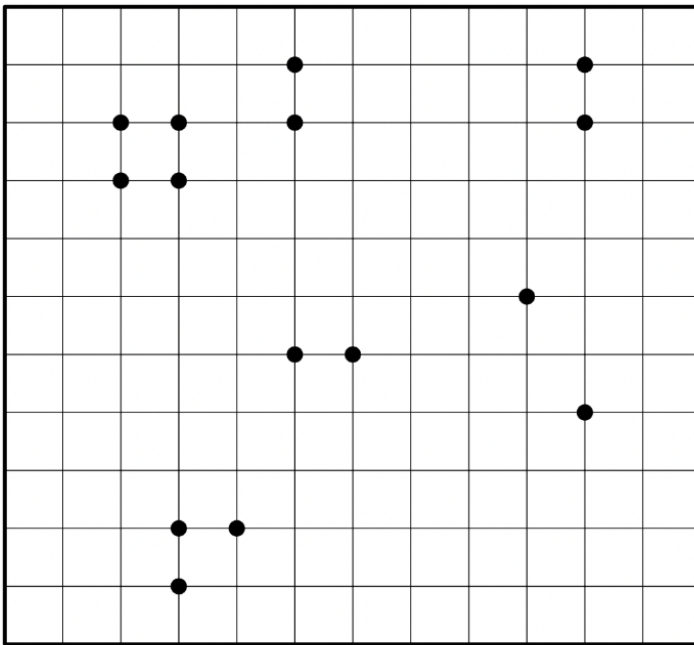
Rules: Place each pentomino from the bank given outside the grid into the grid so that no pentominoes touch one another orthogonally. Rotating and reflecting pentominoes is allowed. Every grid point on which two pentominoes touch diagonally is marked with a dot.

Note: Pay careful notice to the "negative constraint" - two pentominoes can only touch where there is a dot! E.g. for the example, (rot13) guvf vf jung znxrf gur cynprzrag bs gur B grgebzvab havdhr.

↓ Puzzle is on the next page (rules will be repeated) ↓

↑ Intro is on the previous page ↑

Rules: Place each pentomino from the bank given outside the grid into the grid so that no pentominoes touch one another orthogonally. Rotating and reflecting pentominoes is allowed. Every grid point on which two pentominoes touch diagonally is marked with a dot.



Example (Penpa+), using a tetromino bank: <https://tinyurl.com/yrz2pcd6>
GAPP (Penpa+): <https://tinyurl.com/yc6y4562>

June 2, 2023: Tontonbeya

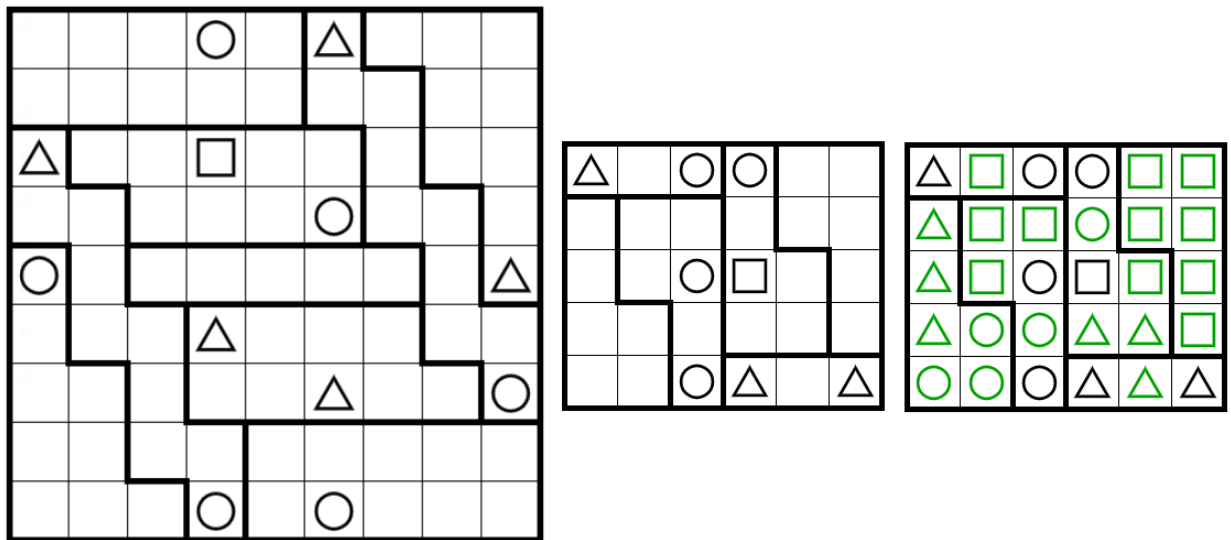
Eric Fox

It's not a TomTom-

It's not a Heya-

It's a **Tontonbeya**!

Rules: In each cell, place either a circle, triangle, or square. Within a region, all instances of a symbol that appears must form an orthogonally connected group. Each group in a region must be the same size. Additionally, each group of a certain symbol must touch exactly one other group of the same symbol across a region boundary.



Example (puzz.link): <https://tinyurl.com/3vvj4fu7>

GAPP (puzz.link): <https://tinyurl.com/mryw9ax5>

June 3, 2023: Heyawake

jovi_al

Hi everyone! Today's Supersized Saturday puzzle is a **Heyawake**! It comes with yet another episode of GAPP 101, so stick around if you're feeling stuck! This is one of my favorite GAPPs I've ever made! :3

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A vertical or horizontal line of consecutive unshaded cells may not cross more than one bold border.

We've covered this genre and a few of its variants many times, so feel free to check those out before trying this one, if you want!

GAPP 101: (rot13) N 1k2 oybpx bs pryyf zhfg unir ng zbfg bar funqrq pryy va vg... juvpu jvyy pbafgenva gur ybat 1k19 ertvaf va guvf chmmyr!

↓ Puzzle is on the next page (rules will be repeated) ↓

↑ Intro is on the previous page ↑

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A vertical or horizontal line of consecutive unshaded cells may not cross more than one bold border.

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

2						2			3		
			2								
2											
								1			

2						2			3		
			2								
2											
								1			

Example (puzz.link): <https://tinyurl.com/2ny78se8>

GAPP (puzz.link): <https://tinyurl.com/4bzip9a6>

June 4, 2023: Sandwich

bakpao

Last time I wrote in my intro that it's becoming harder to only cover genres that we haven't covered before. Many of you said it should be fine to repeat genres, so today I'm following your advice! ~~No, I'm not posting this puzzle only because I didn't realise we already covered it until Eric pointed it out to me in the testing channel and the only other puzzle I managed to set afterwards was deemed too hard for GAPP, what are you talking about?~~

Today's GAPP is a **Sandwich!**

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into three-cell regions. Each region must contain exactly one numbered cell, which indicates how many shaded cells the region is orthogonally adjacent to.

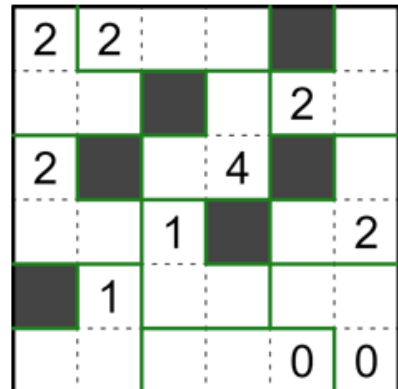
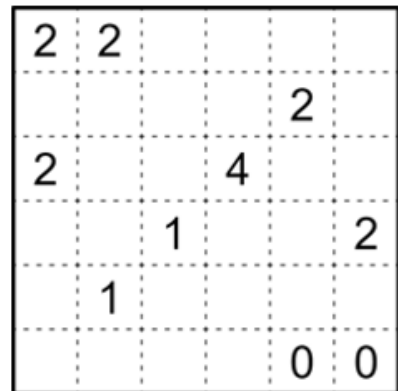
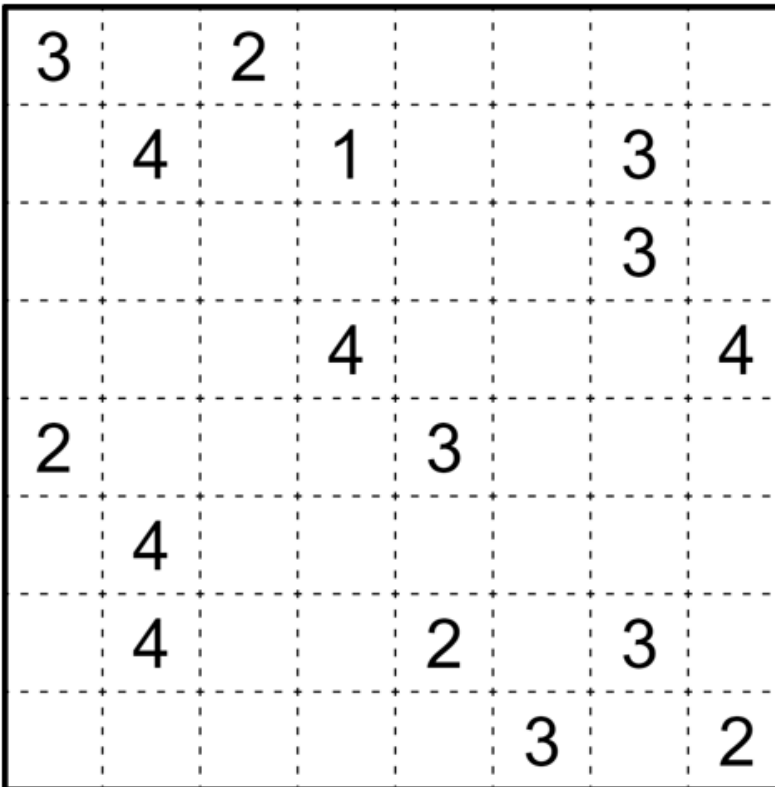
 **Penpa note:** The input modes Surface (for shading) and Composite -> edgesub (for drawing edges) are preselected. Use tab or the buttons at the top to toggle between them. Answer check requires all shaded cells to be shaded using grey or black in Surface mode and all edges (except those on the grid edge, but including those around shaded cells) to be drawn.

100 **+1 GAPP 101:** (rot13) Ertvbaf jvgubhg pyhrf nera'g nyybjrq! Vs lbh'er univat gebhojr frrvat ubj gb cebterff, frv vs lbh unir nal hafunqrq prryf gung pna bayl wbva hc jvgu bar ahzore pyhr.

↓ Puzzle is on the next page (rules will be repeated) ↓

↑ Intro is on the previous page ↑

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into three-cell regions. Each region must contain exactly one numbered cell, which indicates how many shaded cells the region is orthogonally adjacent to.



Example (Penpa+): <https://tinyurl.com/2g6uw6rt>

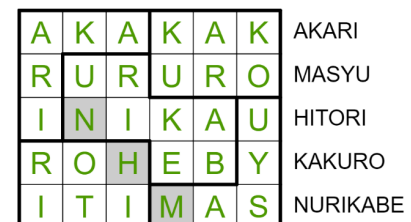
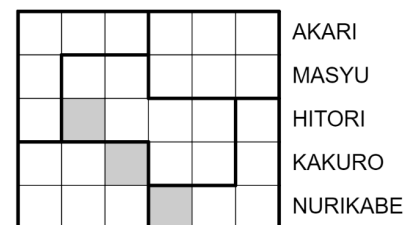
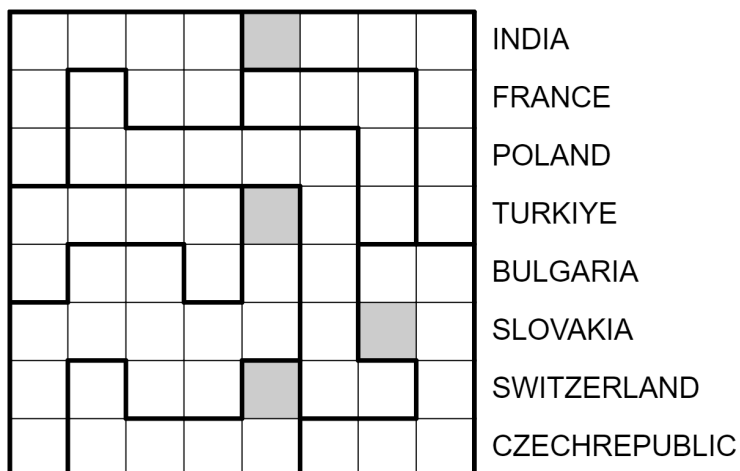
GAPP (Penpa+): <https://tinyurl.com/2zu5ah8q>

June 5, 2023: Meandering Words

Menderbug

Bring on the puns, because today's genre is **Meandering Words**, which is also known as **Word Snakes**. As I understand it, this genre is actually older than Meandering Numbers, but the latter seems to have gained more popularity. Which is a shame, because Meandering Words has some really interesting logic *and* allows for really fun puzzle themes. Today's main puzzle honours the eight host countries of this year's Puzzle Grand Prix (with apologies to Türkiye for dropping the diacritic).

Rules: Place a letter into each cell. The letters in a region must form an orthogonally connected chain of letters spelling out one of the words given outside the grid. Each given word is used exactly once. Two instances of the same letter may not appear in adjacent cells, not even diagonally. Shaded cells (if given) indicate the first letter of the word in a region.

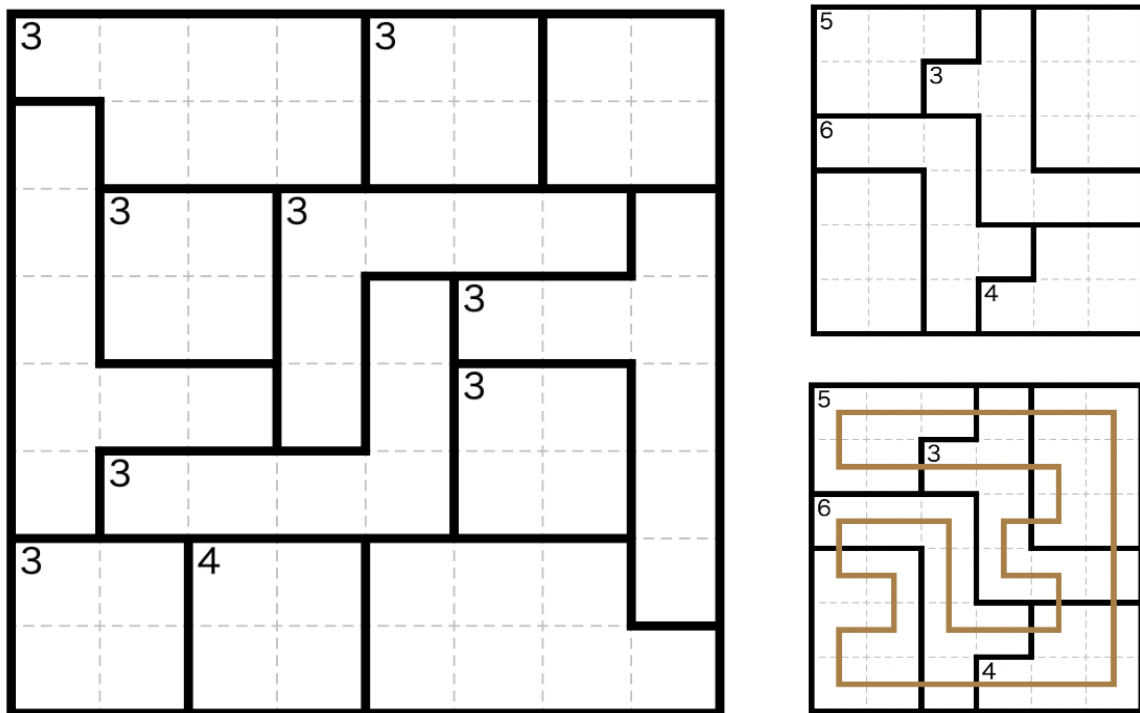


Example (Penpa+): <https://tinyurl.com/2nemel2z>

GAPP (Penpa+): <https://tinyurl.com/2e9n8y8j>

Freddie Hand

Rules: Draw a non-intersecting loop through the centers of all cells. A number in a region represents the number of cells occupied by the largest continuous loop segment within the region. (Note this does not have to be the strictly largest loop section - there can be multiple sections of this length)



GAPP (Puzz.link): <https://tinyurl.com/2ek6by39>

June 7, 2023: Numbered Snake

Eric Fox

! I have an announcement! !

This is going to be my last contribution to the GAPP series. It's been a wonderful privilege to be a part of this group for over a year and a half. We've selected someone to replace me, and that person will take over my spot in the GAPP constructor rotation, so you have about 5 days to guess who it is!

In other news, just a few days ago, my collection of pencil puzzle rulesets (found at <https://tinyurl.com/puzzlerules/>) reached **1000** entries! The 1000th ruleset to be added was **Numbered Snake**, so in celebration, my final GAPP will be a puzzle of that genre.

Rules: Place numbers into some empty cells such that all numbers form a path counting from 1 to X, X being the length of the path, which does not touch itself, not even diagonally. A number outside the grid represents how many cells in the corresponding row or column are numbered.

	5	4				4	5	
8								21
2								
								23
	1							
3								
5	35							

3			4	
3	1			
1				10
3			15	

			5	6	7
3		3	4		8
3	1	2			9
1					10
3		16	15		11
			14	13	12

Example (Penpa+): <https://tinyurl.com/2ov8kqzi>

GAPP (Penpa+): <https://tinyurl.com/2l94ej4b>

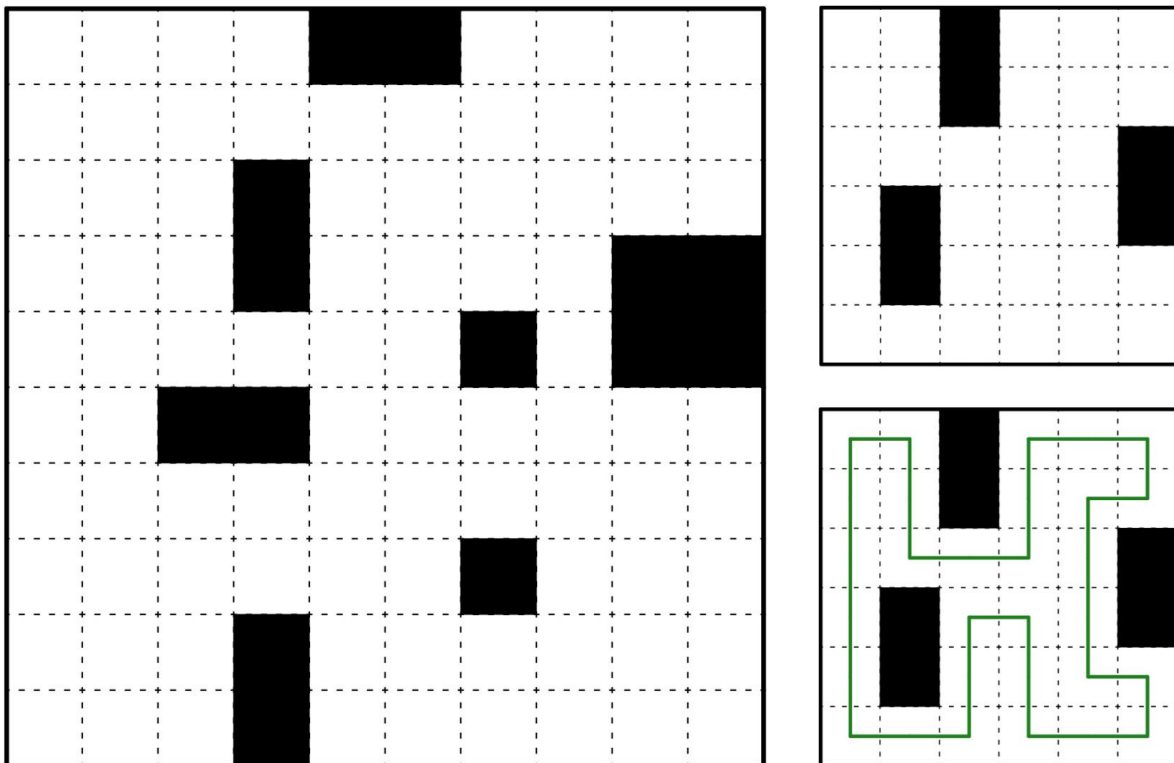
June 8, 2023: Shaping the Loop

jovi_al

Hi everyone! Today's GAPP is a **Shaping the Loop**, a variant of *Simple Loop* that @Peas eggs [122xO,6xChamp] cooked up for a speed-setting competition last year! There's a tiny hint I'll include at the end of this post, as well, for those of you finding it tricky to get started here!

Rules: Draw a non-intersecting loop through the centers of all empty cells. The number of times the loop turns in the cells orthogonally adjacent to a connected group of shaded cells must equal the number of shaded cells in the group.

And now, a tiny hint: (rot13) Vs n pryy pnaabg pbagnva n ghea, gung zrnf vg zhfg or cnffrq fgenvtug guebhtu. Vs vg'f begubtbanyyl nqwnprag gb n funqrq tebhc, gurer'f bayl bar qverpgvba gung pna unccra va!



Example (Penpa+): <https://tinyurl.com/2bhcdnjb>

GAPP (Penpa+): <https://tinyurl.com/2bmlsxny>

June 9, 2023: Patchwork

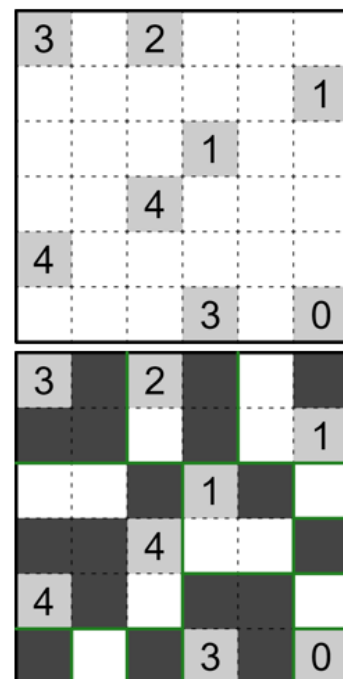
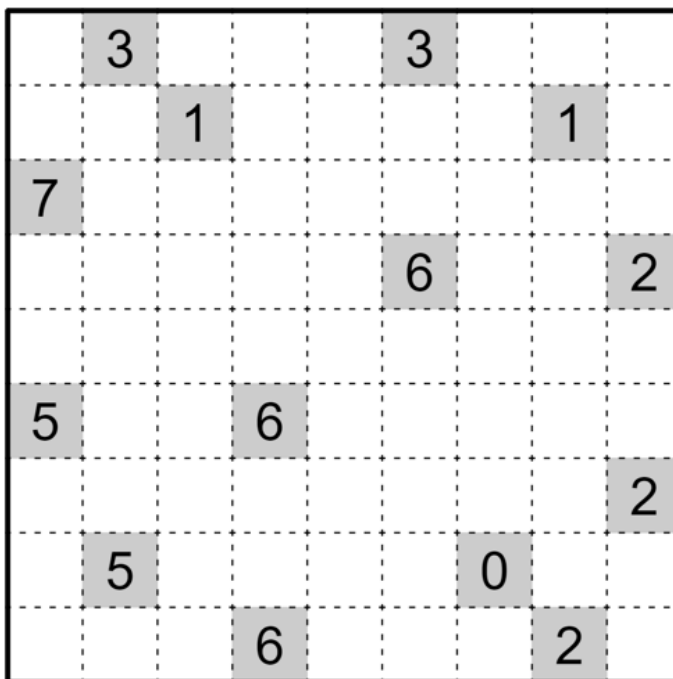
bakpao

Some of you were unhappy about losing many seconds to the clock on my previous puzzle (Sandwich) because I forced you to draw all borders around all the shaded cells. I heard your complaints loud and clear, and I want to make it up to you. That's why today I chose another region division genre with shaded cells, but this time, you won't have to draw *all* the borders! 🙌 Same time benchmarks as last time, go get your sloths and crabs!

Today's GAPP is a **Patchwork**!

Rules: Divide the grid into square regions of orthogonally connected cells and shade some white cells black. Cells separated by a region border may not both be black or both be white. Grey cells have no such restriction. A number in a region indicates how many black cells the region contains.

Penpa note: Like last time, the input modes Surface (for shading) and Composite -> edgesub (for drawing edges and auxiliary marks) are preselected. Use tab or the buttons at the top to toggle between them.



Example (Penpa+): <https://tinyurl.com/2dkjtchs>

GAPP (Penpa+): <https://tinyurl.com/27j4b5sx>

June 10, 2023: Coral

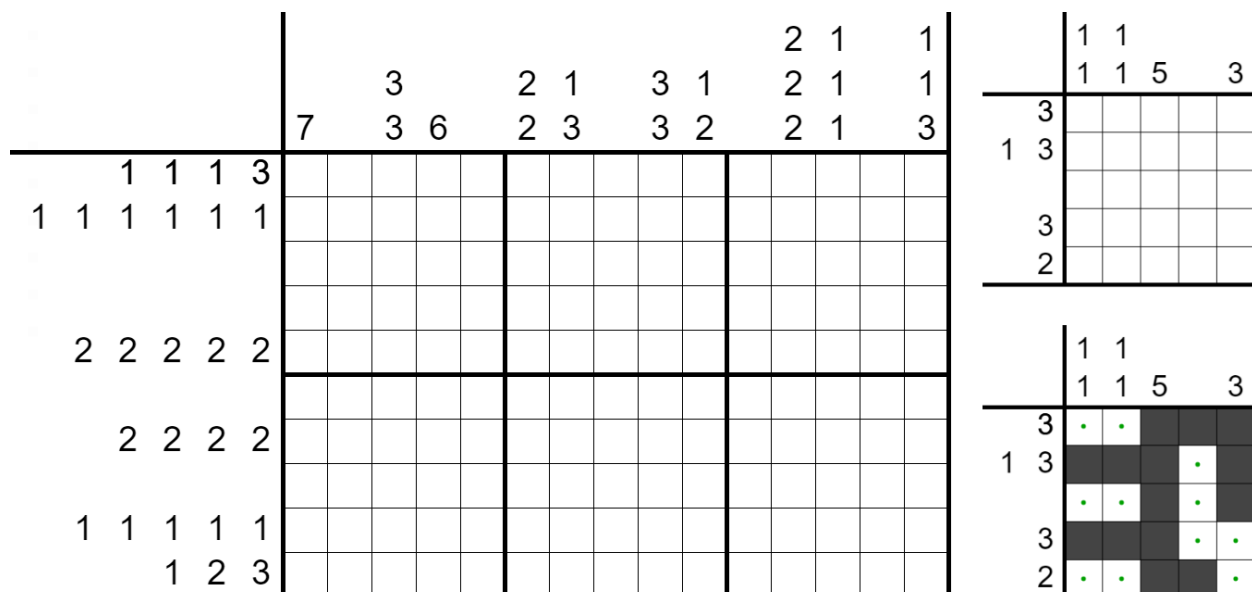
Menderbug

It's my first Supersized Saturday, and today you get to grow a supersized **Coral**. The genre was first covered by Freddie not too long ago.

Going forward, we'll try to include portrait orientation versions with our big rectangular puzzles, which might be more convenient on mobile.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and the unshaded cells are all connected orthogonally by other unshaded cells to the edge of the grid. No 2x2 region may be entirely shaded. Clues outside the grid represent the lengths of each of the blocks of consecutive shaded cells in the corresponding row or column, *not necessarily in order*. (The thick borders have no significance and are only there to help you count the cells.)

This genre has a very important and not entirely obvious property that's going to help a lot with this puzzle, so check out the **GAPP 101** if you're unsure or stuck: (rot13) Zhpu yvvr jvgu Pnir be Lva-Lnat, gurer pna arire or n 2k2 purpxreobneq bs funqrq naq hafunqrq pryyf. Guvf vf orpnhfr gb pbaarpg gur funqrq pryyf, lbh unir gb 'jenc nebhaq' bar bs gur hafunqrq pryyf, ceriragvat vg sebz pbaarpgvat gb gur rqtr bs gur tevq.



Example (puzz.link), from puzz.link rules page: <https://tinyurl.com/7ccv3p3p>

GAPP (puzz.link), landscape: <https://tinyurl.com/5n8shwxx>

GAPP (puzz.link), portrait: <https://tinyurl.com/2adj2363>

Freddie Hand

Rules: Draw a non-intersecting loop through the centers of all empty cells.

Figure 1 consists of three diagrams illustrating the construction of a 2D hexagonal lattice. The top diagram shows a single hexagon. The middle diagram shows a 2x2 grid of hexagons with black squares at the centers of the edges. The bottom diagram shows a larger hexagonal lattice with a green path highlighted.

GAPP (Penpa+): <https://tinyurl.com/27lqny5n>

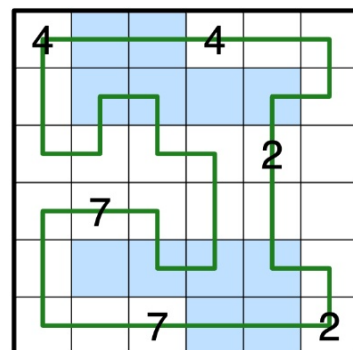
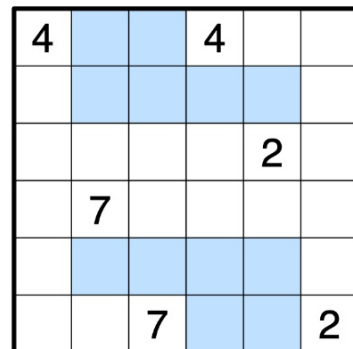
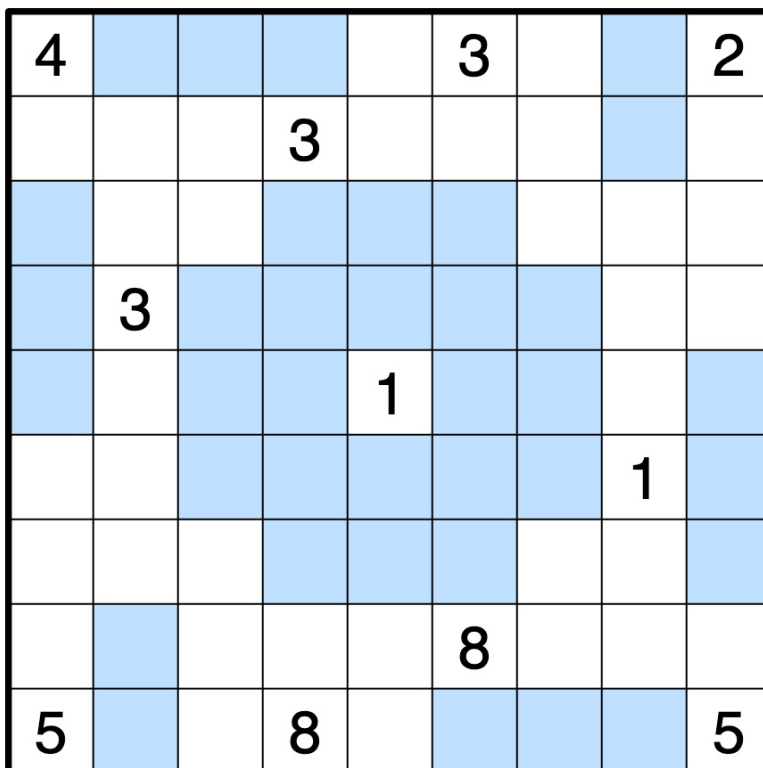
June 12, 2023: Water Walk

Walker

Hi everyone! I'm honored to be joining the GAPP team as the new puzzle setter, taking over for Eric Fox. I admire the GAPP setters' ability to write consistently approachable puzzles, especially across uncommon genres. I'm thankful that they've asked me to join, and hope that I can keep up this legacy!

Today's puzzle is a **Water Walk**, a variant on Ice Walk created by Menderbug. You'll need to cross the lake to reach the island in the center of the grid!

Rules: Draw a non-intersecting loop through the centres of some cells which passes through each numbered cell. The loop may not travel through more than two water cells in a row. A number indicates how many cells make up the continuous non-water section of the loop that the number is on. (*Note: The loop can't cross itself anywhere, including on water cells.*)



Example (Penpa+): <https://tinyurl.com/287lve2l>

GAPP (Penpa+): <https://tinyurl.com/2yyo9xzl>

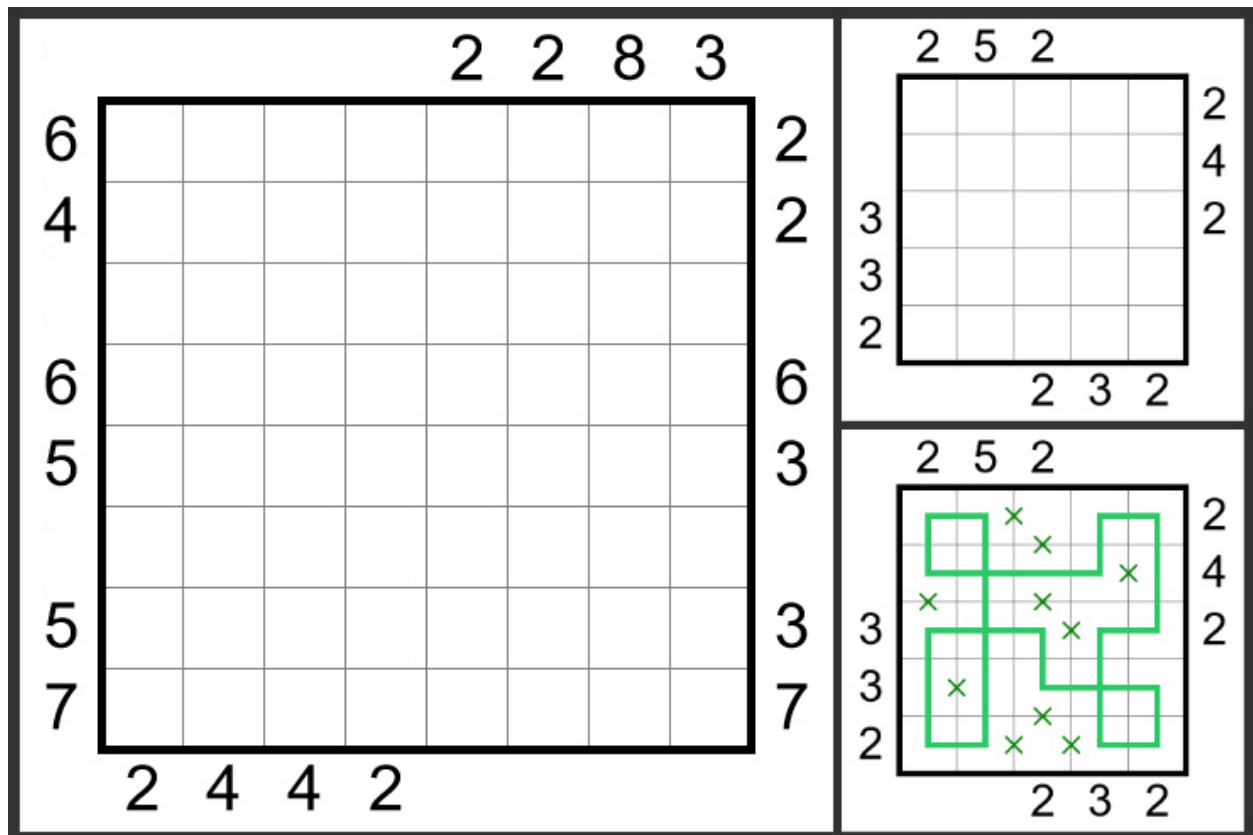
June 13, 2023: Round Trip

jovi_al

Hi everyone! Today's genre is a **Round Trip**, providing you with yet another crossing loop genre. This is one we've covered before, just over a year ago, by Eric Fox. Today's puzzle also comes with another episode of GAPP 101, which will be at the end, per usual. Also, liberal use of auxiliary marks is recommended!

Rules: Draw a loop through the centers of some cells so that each number outside the grid represents the number of cells used by the first line segment traveling within the corresponding row or column from the direction of the clue. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap. *(Note that the clues indicate number of cells used, not the length of the line segment, which makes the counting different from most other genres!)*

GAPP 101: Rirel pryy zhfg unir na rira ahzore bs rkvgf (0, 2, be 4). Gung zrnaf gung vs lbh unir n pebff znex ba bar rqtr bs n pryy, gurer zhfg or ng yrnfg bar zber ba gung pryy!



Example (puzz.link): <https://tinyurl.com/2s3h9kxh>

GAPP (puzz.link): <https://tinyurl.com/2s3zbkk3>

June 14, 2023: Shimenawa

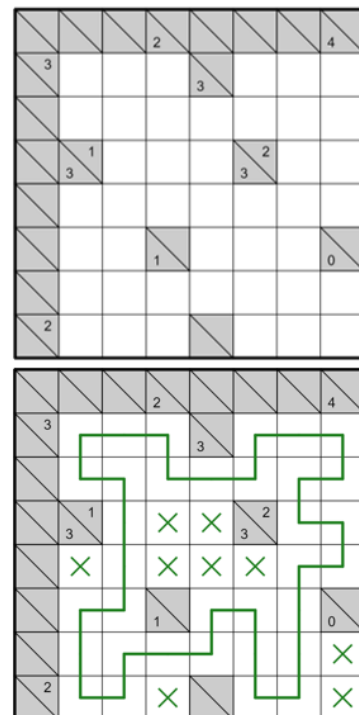
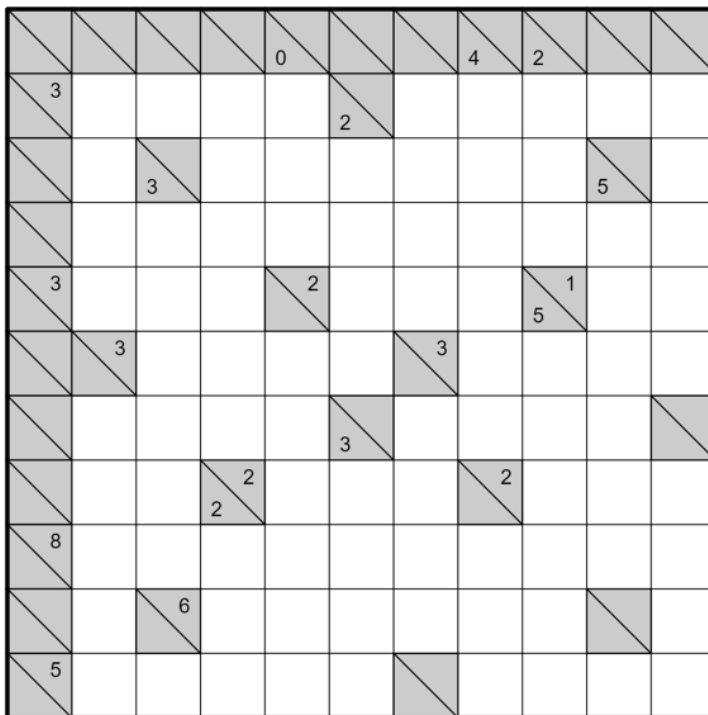
bakpao

Great news: I'm done with my making-you-draw-borders-around-shaded-cells shenanigans for now, while I continue my search for more region division genres with shaded cells!

OK, some actual great news: Today's puzzle, GAPP #596, marks the **400th** unique genre/variant we've covered! An amazing milestone that we couldn't have reached without all of you, so a huge thank you to all of you for continuing to solve our puzzles! I have a loop genre for you today - a category I haven't written a puzzle for GAPP in since I did *Linesweeper* back in February of this year.

Today's GAPP is a **Shimenawa**!

Rules: Draw a non-intersecting loop through the centers of some empty cells. A clue on the bottom of a blocked cell indicates how many cells in a straight line below it are used by the loop until the edge of the grid or another blocked cell. A clue on the right side of a blocked cell indicates how many cells in a straight line to its right are used by the loop until the edge of the grid or another blocked cell.



Example (Penpa+): <https://tinyurl.com/26gtw5hy>

GAPP (Penpa+): <https://tinyurl.com/2af9uzpv>

June 15, 2023: Ivy

Menderbug

Like Eric, I love coming up with new genres or variants. And while I haven't created nearly as many as he has, I have quite a few under my belt by now. You've already been subjected to one of them (several times!), and today I'd like to introduce you to another: **Ivy**. This exact ruleset already existed in Japan over twenty years ago under the name 三叉路リンク which translates roughly to "Three-way Link", but seemed to have been mostly forgotten.

Today also marks the first time we're presenting a puzzle via the Kudamono Editor (by @Pedro PSI), which has an implementation of Ivy (among many many other genres). If you don't want to learn a new tool though, I'm also including Penpa+ links as usual. In any case, I recommend spending some time with the example puzzle to get a feel for the genre's logic and notation.

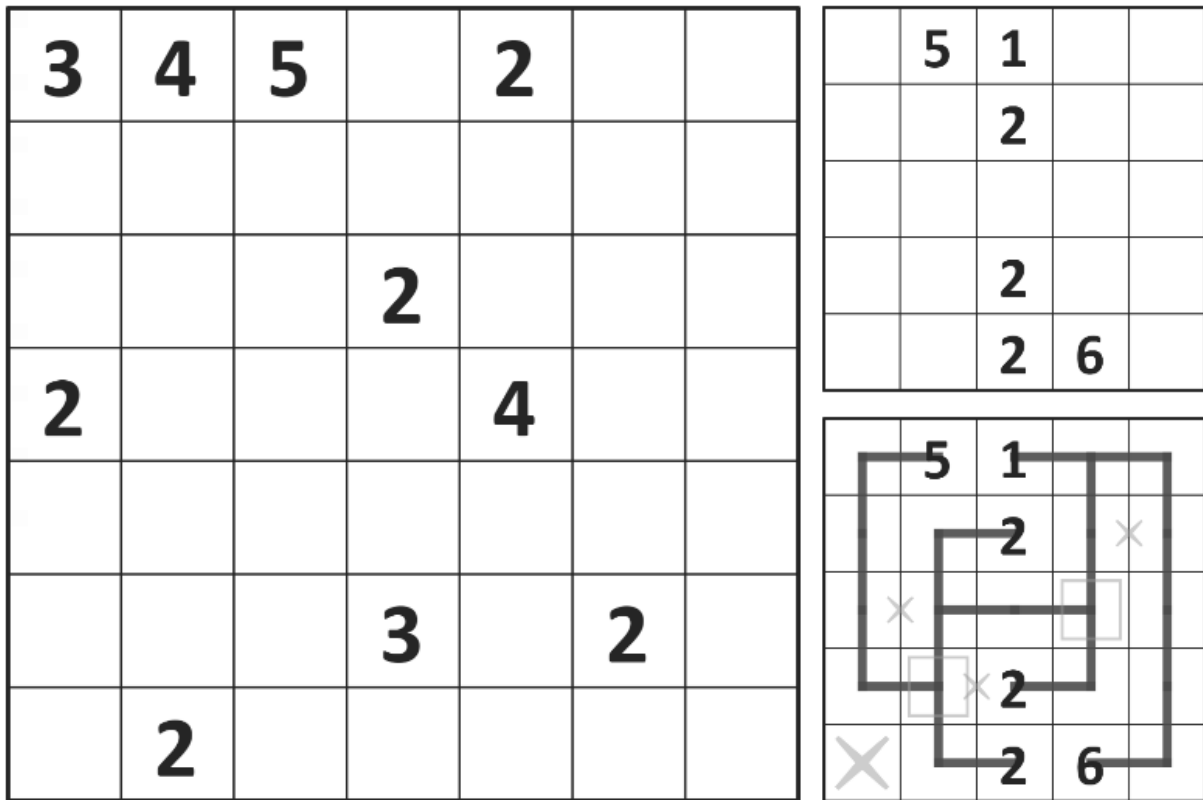
Rules: Draw lines connecting the centres of some orthogonally adjacent cells to form a single connected, non-looping network of lines. Four-way branches are not allowed. Each dead end is marked with a number (and each number marks a dead end), indicating the distance along its line to the first instance of a branch.

Notation tip: I recommend using a lot of aux marks. You can place crosses on edges that cannot be used without breaking a clue or creating a four-way branch, and you can mark cells which you know must [not] contain a branch (as shown in the example image).

↓ Puzzle is on the next page (rules will be repeated) ↓

↑ Intro is on the previous page ↑

Rules: Draw lines connecting the centres of some orthogonally adjacent cells to form a single connected, non-looping network of lines. Four-way branches are not allowed. Each dead end is marked with a number (and each number marks a dead end), indicating the distance along its line to the first instance of a branch.



Example (Kudamono): <https://tinyurl.com/8zdxkk6a>

(Penpa+): <https://tinyurl.com/26rb73aa>

GAPP (Kudamono): <https://tinyurl.com/fzjw9xec>

(Penpa+): <https://tinyurl.com/2dyea59m>

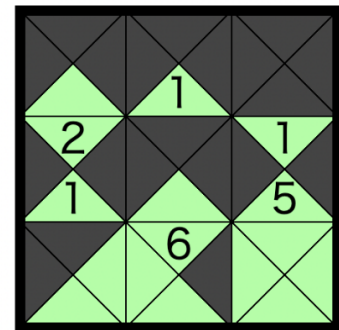
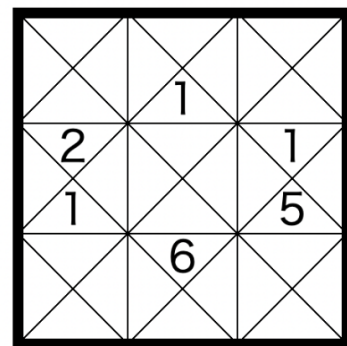
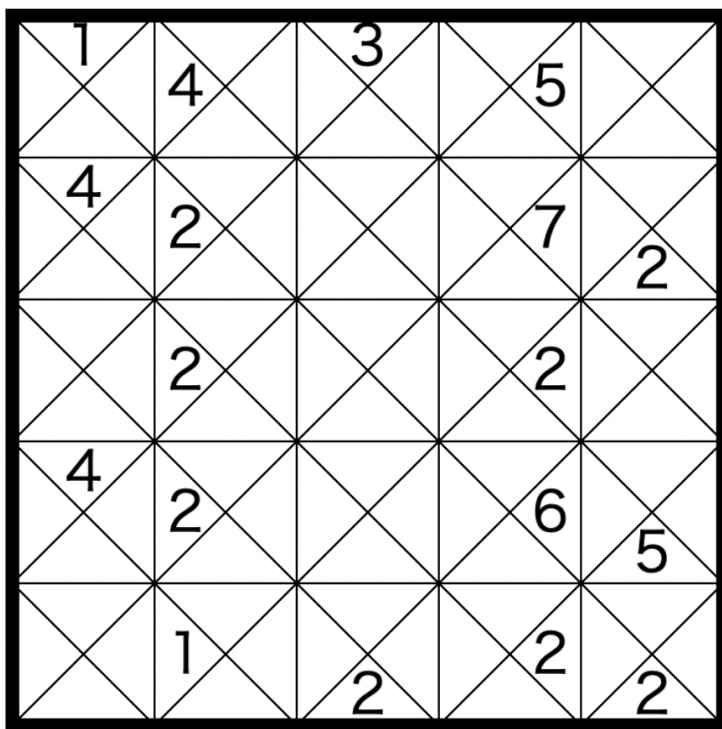
June 16, 2023: Ququ

Freddie Hand

Today's puzzle is a **Ququ**! I would have saved this for Strange-shaped Sunday, but this is an entirely normal shape for sandwiches. Actually, the best shape due to the low ratio of perimetric crust to non-crust. And no I would not like to have non-convex sandwiches.

Quick Quiz: Can you guess whether Eric Fox invented this genre, or not?

Rules: Shade some triangles. Clued triangles cannot be shaded. Unshaded triangles that share an edge form regions. Each region contains exactly one question mark or number, indicating the size of that region. Shaded triangles that share an edge form blocks. Two blocks that touch at corners cannot be the same shape (counting symmetries as the same).



Example (puzz.link), by jovi_al: <https://tinyurl.com/bddk4tk9>

GAPP (puzz.link): <https://tinyurl.com/yc66spdm>

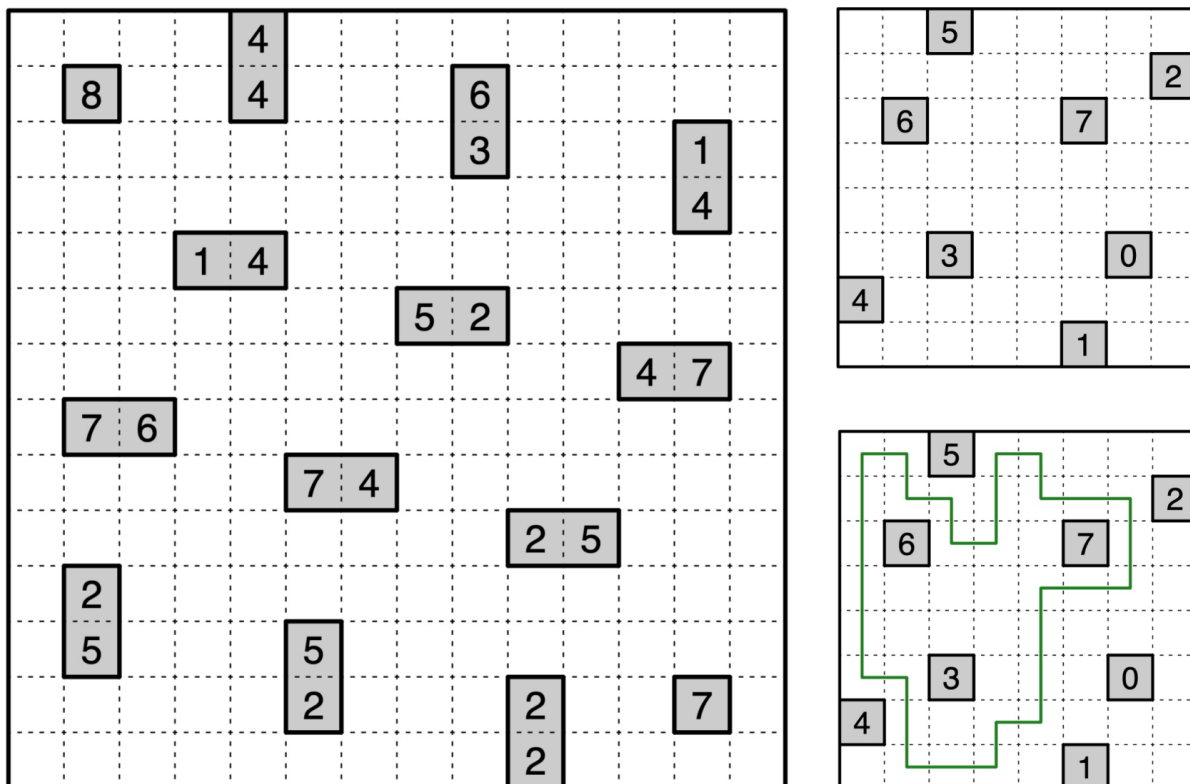
June 17, 2023: Linesweeper

Walker

Today, we have a **Supersized Linesweeper**! This genre was first covered by bakpao.

Rules: Draw a non-intersecting loop through the centers of some empty cells. Clues represent how many of the (up to) eight cells surrounding the clue are used by the loop.

This puzzle has a slightly tricky deduction that's used several times across the grid. If you're having trouble finding it, check out this **GAPP 101**: (rot13) Vs gjb nqwnprag pyhrf unir n qvssrerapr bs 3, gur ybbc zhfg ivfvg gur guerr pryyf fheebhaqvaf bayl gur ynetre ahzore naq zhfg abg ivfvg gur guerr pryyf fheebhaqvaf bayl gur fznyyre ahzore.



Example (Penpa+), by bakpao: <https://tinyurl.com/2k9mjhqh>

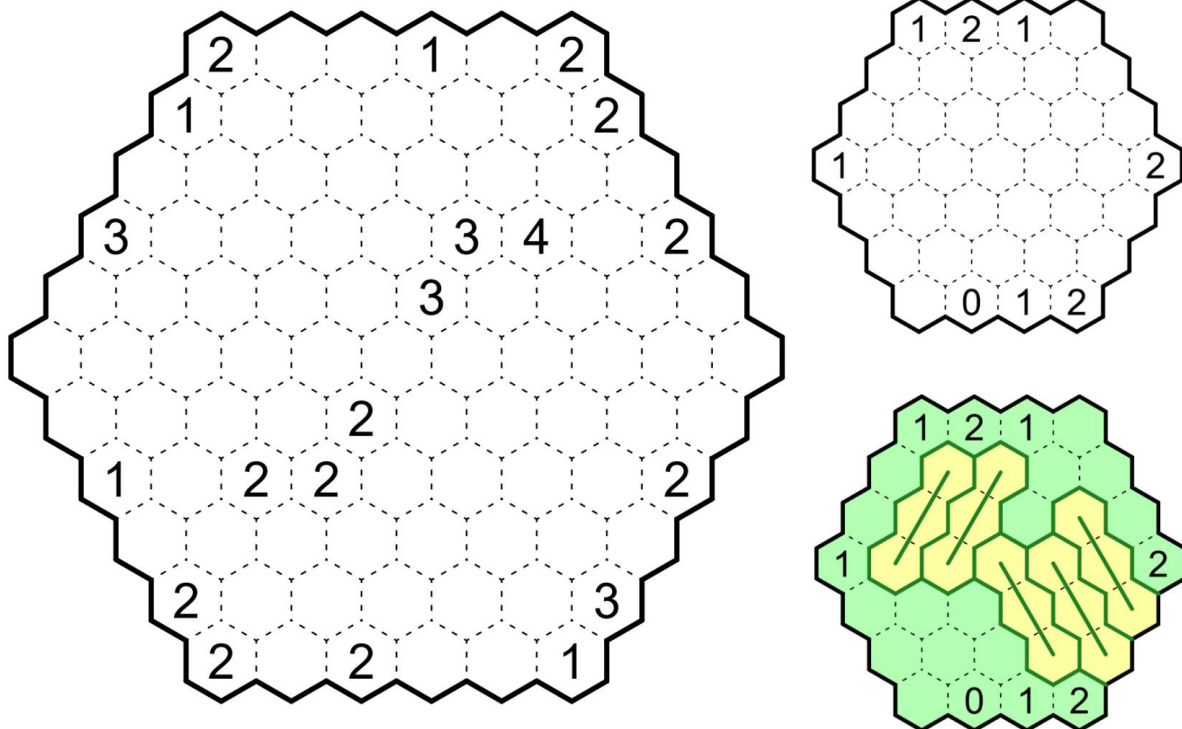
GAPP (Penpa+): <https://tinyurl.com/25cvxg64>

June 18, 2023: Wittgenstein Briquet (Hex)

jovi_al

Hi everyone! Today is the return of Strange-Shaped Sunday, which is *still* not a series! I hope you enjoy this **Wittgenstein Briquet** on a hex grid! The example puzzle shows the various ways one can get answer check (either drawing edges around the regions, or using the line tool to denote them). Also, today is the 600th GAPP! Which is something I was reminded of, and then something I didn't do anything about with regards to the theming of this puzzle. Woops.

Rules: Locate some 1x3 blocks in the grid which may not overlap each other or the clues. A clue represents how many of the (up to) six surrounding cells are used by blocks. All cells not used by blocks must form one orthogonally connected area.



Example (Penpa+): <https://tinyurl.com/22npl8p2>

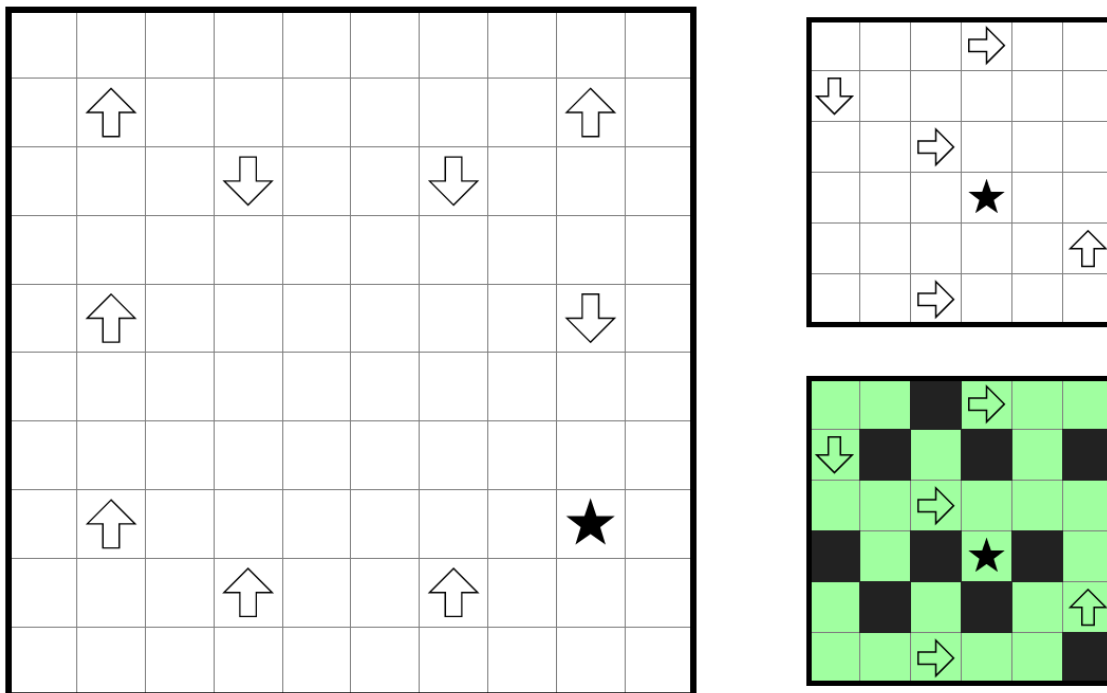
GAPP (Penpa+): <https://tinyurl.com/2bvh8jc8>

June 19, 2023: Guide Arrow

shye

Wondering where I've been? Every now and then we need to restock on clues, can't have any puzzles without them! It's not like they grow on trees or anything. But the directions to the clue orchard were absolutely ridiculous, I mean just look at this **Guide Arrow** map they gave me, I had to work it all out on my own, you're lucky I got back this early! What did I miss, oh, the team looks a little different 🤪

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking



Example (puzz.link), by jovi: <https://tinyurl.com/ymbbtaw6>

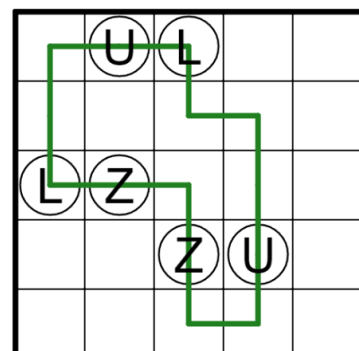
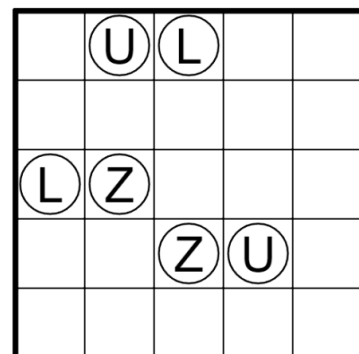
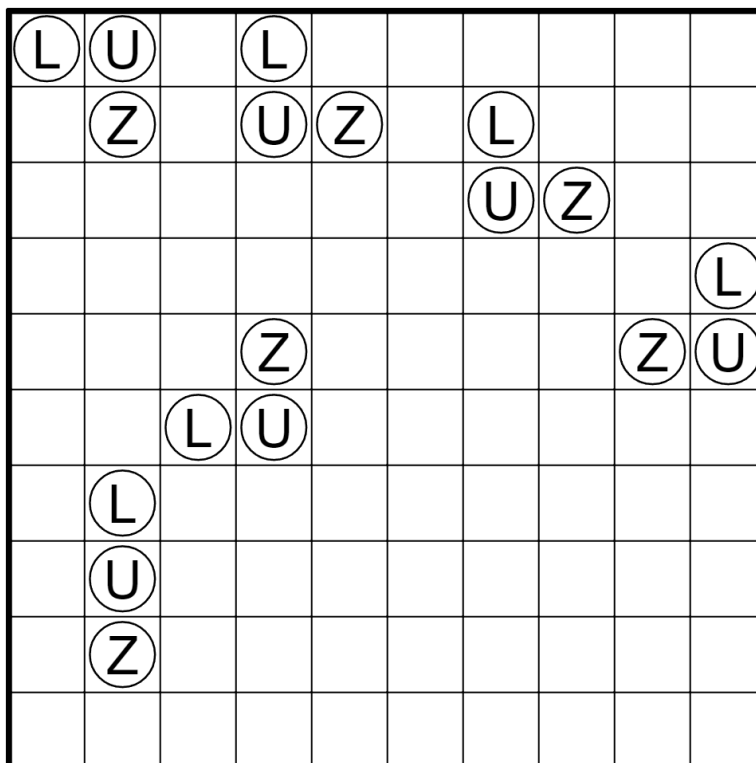
GAPP (puzz.link): <https://tinyurl.com/ys2wtmcj>

June 20, 2023: LUZ Loop

Menderbug

My previous GAPP was my seventh, which means I've covered every weekday and also tried to cover every major type of genre: loop, region division, dynasty shading, object placement, ~~number~~ letter placement, wall shading, and network (there's also movement/sliding puzzles, but all the genres currently implemented on puzz.link had already been done). With that out of the way, ~~expect nothing but loop puzzles from me now~~ let's revisit the loop category with a genre originally created by @Kam for a speed setting competition in this very server. The presentation has since been tweaked and the genre named **LUZ Loop**.

Rules: Draw a non-intersecting loop through the centres of some cells that passes through every circle. The loop must turn on circles containing an L, and must pass straight through circles containing a U or Z. The nearest turn on each side of the loop from a U must be in the same direction (forming a U shape). Those from a Z must be in opposite directions (forming a Z shape).



Example (Penpa+): <https://tinyurl.com/273wl4bs>

GAPP (Penpa+): <https://tinyurl.com/22t26dqs>

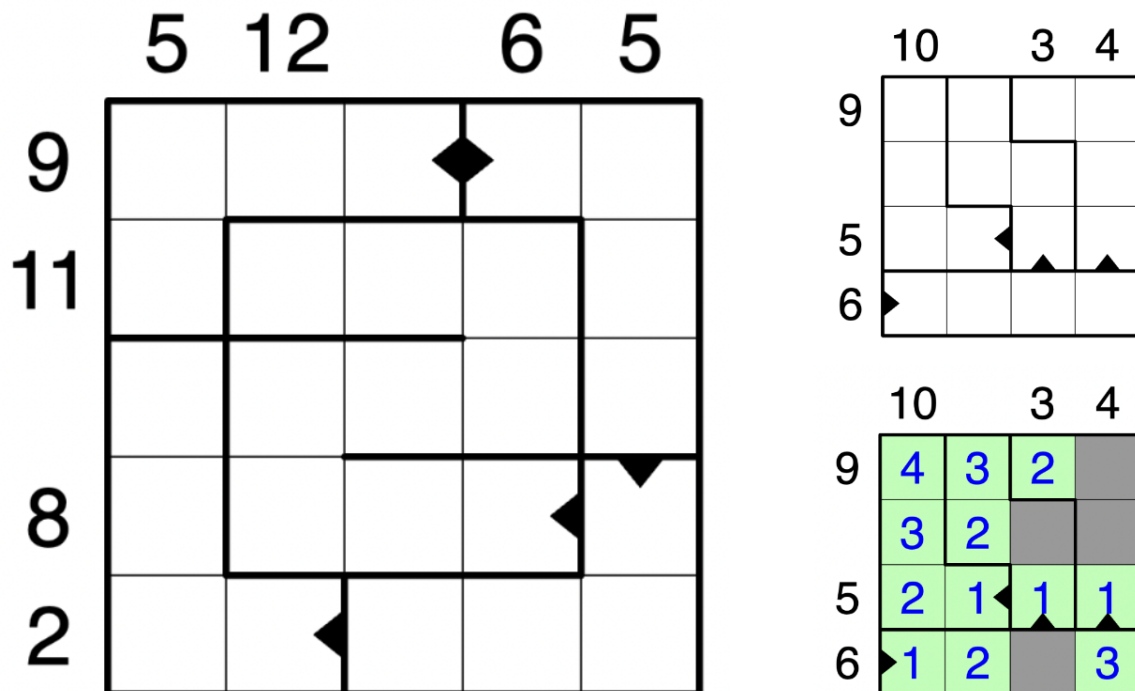
June 21, 2023: Parade Sums

Freddie Hand

I'd like to take up the space of this intro by reminding Brits to tune in to channel 4 at 2:10pm - it's the first Countdown quarterfinal! And for the not-so-avid tea drinkers and weather obsessers among us, I will admit that 1997-2008 Jeopardy has Countdown beat when it comes to 30-second ditties.

Completely unrelatedly, today's puzzle is a **Parade Sums**!

Rules: Place numbers into some cells, no more than one number per cell, such that all the numbers in each outlined region are in consecutive numerical order (starting with 1) when read starting at the cell with the small arrow and continuing along the region's path. (For example, if there are three numbers in a region, they must be "1", "2", and "3", in that order, possibly with empty cells *before, between, or after them.*) It is possible for a region to have no numbers at all. Numbers outside the grid indicate the sum of all numbers in that row or column.



Example (Penpa+): <https://tinyurl.com/273fpyvo>

GAPP (Penpa+): <https://tinyurl.com/232788zs>

June 22, 2023: Meidjuluk

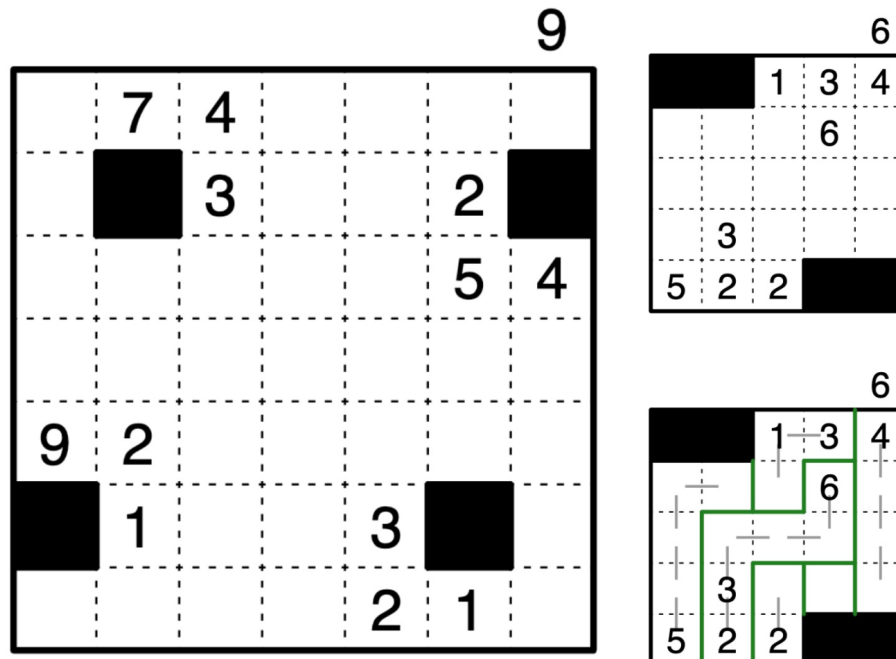
Walker

Today's puzzle is a **Meidjuluk**! This genre is @glum_hippo's invention, and the focus of a recent Speed Setting Competition.

Rules: Divide the grid into regions of orthogonally connected cells. There must exist one region of each size from 1 to N, N being the number given outside the grid. A region may only contain numbers which are factors of the number of cells the region contains. Regions may not contain multiple instances of the same number.

Notation tip: This GAPP includes numbers from 1 to N to the right of the grid. Feel free to mark numbers corresponding to region areas you've used; please use Shading mode so that the answer check will still activate.

If you're having trouble understanding the logic, check out this **GAPP 101**: (rot13) vs gjb ahzoref ner cneg bs gur fnzr ertvba, vgf fvmr zhfg or nf ynetr nf gurve yrnfg pbzzba zhygvcyr (YPZ). Vs guvf YPZ vf ynetre guna gur znkvzhz ertvba fvmr A, gur ahzoref pna'g or va gur fnzr ertvba.



Example (Penpa+): <https://tinyurl.com/2o57t4t8>

GAPP (Penpa+): <https://tinyurl.com/2h8ktyal>

June 23, 2023: Masyu (Total)

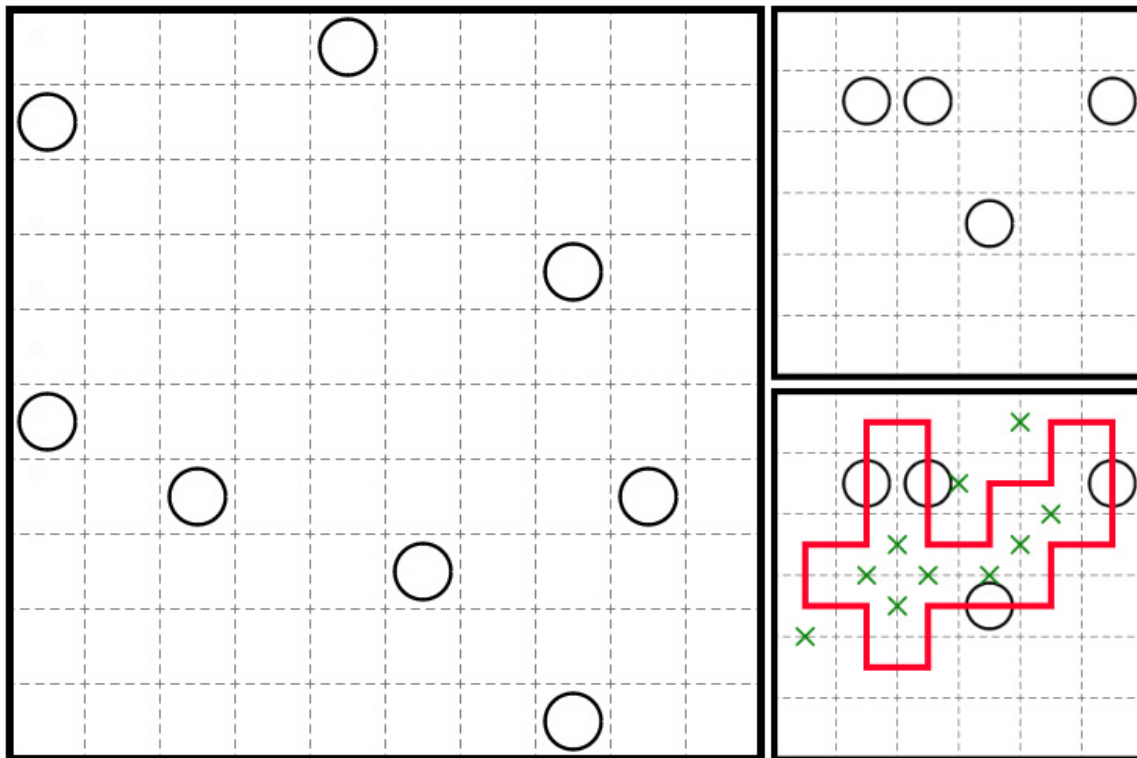
jovi_al

Hi everyone! Today's puzzle is a **Masyu (Total)**, an extremely cursed ruleset that I thought might be fun to make for GAPP. I was right-- it *was* fun to make for GAPP! But-- and this is important-- I never want to see another one ever again for any other purpose. Deal?

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.

Variant: All possible black and white circles have been given (i.e. if a cell does not contain a circle, it must not be possible to place a black or white circle in that cell while still following normal Masyu rules).

In this puzzle, all of the circles are white, but the rule on black circles still applies! If you need more information on how those work, search Masyu in: #daily-pencil-puzzles in the Discord search function, and some of those puzzles should set you straight!



Example (Penpa+): <https://tinyurl.com/2onjqb5u>

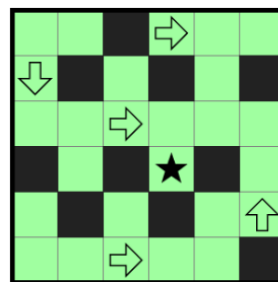
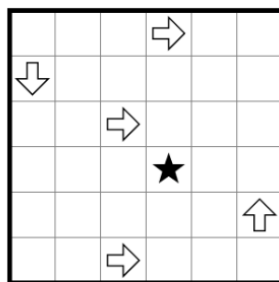
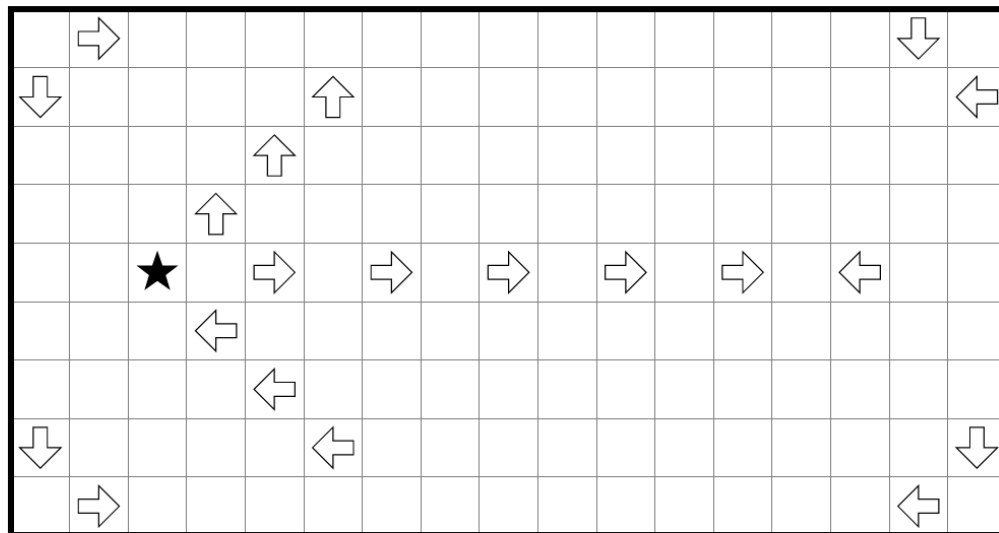
GAPP (Penpa+): <https://tinyurl.com/2n78e5op>

June 24, 2023: Guide Arrow

shye

Let me tell y'all more about my trip to the Clue Orchard. By the time I actually got there, the facility itself was so much more complex than before, I suppose the big boom in puzzling requires a **Supersized** business model 🧑 They had another **Guide Arrow** map at reception, with a big You Are Here arrow on it which looked a little like this (great, more puzzles I need to solve, I have to get back to GAPP HQ soon!!)

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking



Example (puzz.link), by jovi: <https://tinyurl.com/ymbbtaw6>

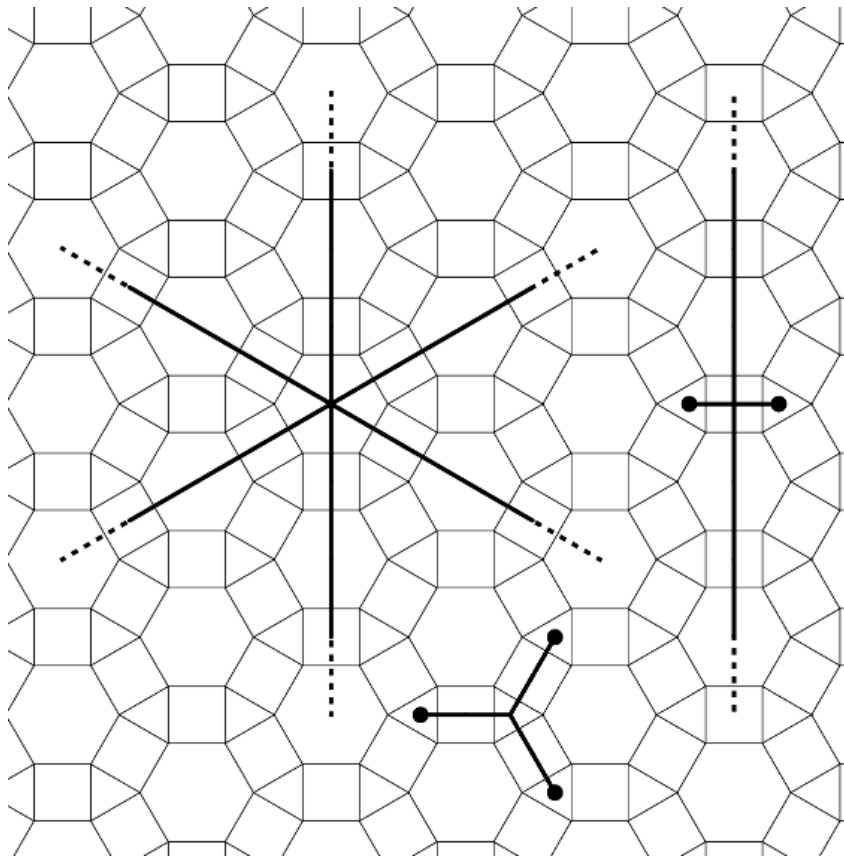
GAPP (puzz.link): <https://tinyurl.com/mrx424rx>

June 25, 2023: Kurodoko (Rhombitrihexagonal)

Menderbug

It's time for everyone's favourite seri... what's this? Yes? Oh okay, I see. Anyway! As I was saying, it's time for just another one-off Strange-Shaped Sunday! Today's puzzle is a **Kurodoko**, also known as **Kuromasu**, on a rhombitrihexagonal tiling. Kurodoko has been covered previously by Shye. Give that a go if you want to warm up with a normal grid first. On this tiling, the line-of-sight rules interact a bit... strangely with the triangle cells, so I've included a diagram to visualise what exactly each type of cell can see.

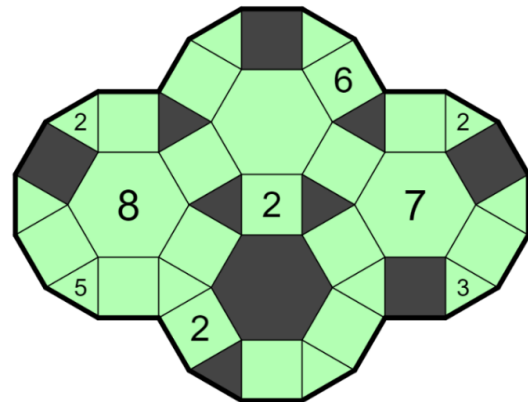
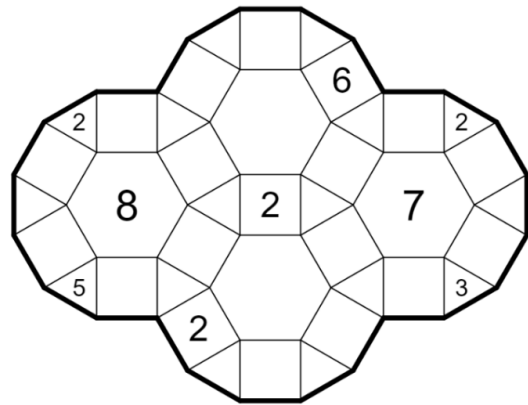
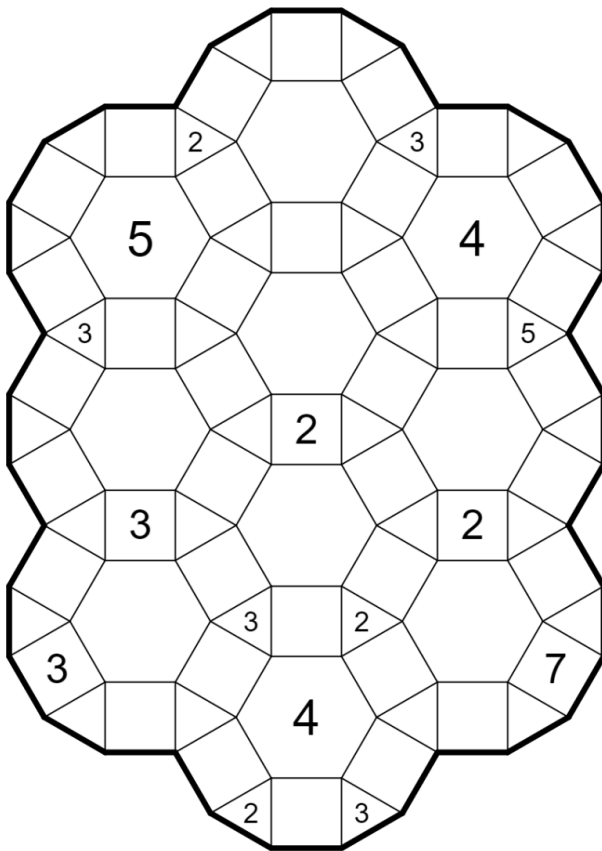
Rules: Shade some cells so that no two shaded cells share an edge and the remaining unshaded cells form one connected area. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight line, including itself. Line of sight does not extend past triangle cells.



↓ Puzzle is on the next page (rules will be repeated) ↓

↑ Intro is on the previous page ↑

Rules: Shade some cells so that no two shaded cells share an edge and the remaining unshaded cells form one connected area. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight line, including itself. Line of sight does not extend past triangle cells.



Example (Penpa+): <https://tinyurl.com/2a3a2rj3>

GAPP (Penpa+): <https://tinyurl.com/27evkwoa>

June 26, 2023: Shugaku

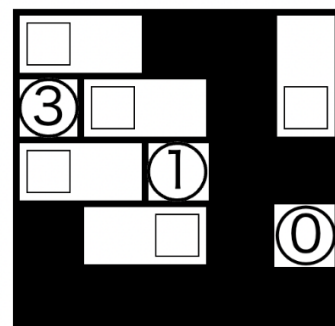
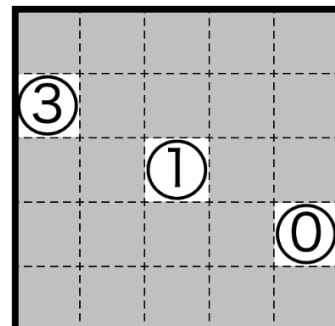
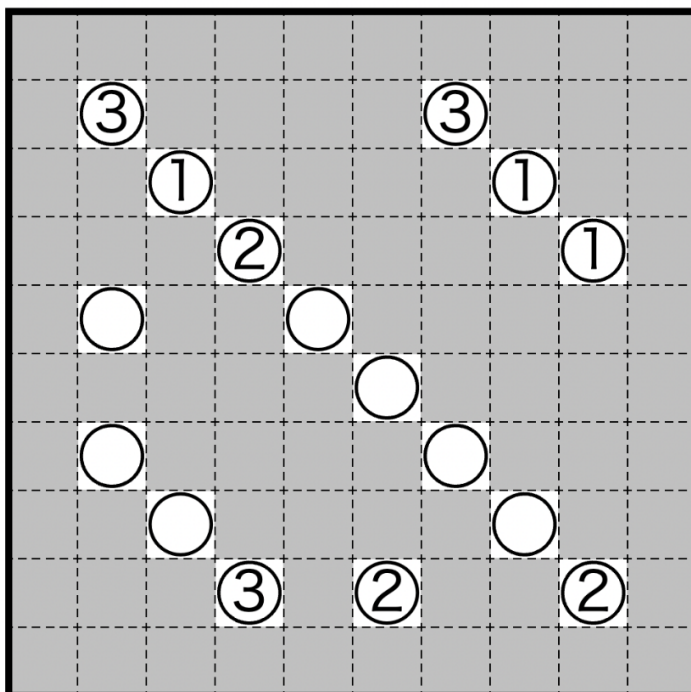
Freddie Hand

Today's puzzle is a **Shugaku/School Trip!** Can you place down all the beds before a pillow fight breaks out?

Rules: Place some non-overlapping 1x2 beds into the grid such that each bed contains a pillow on one of its cells, and that vertically oriented beds do not have the pillow on the top half. Shade all of the non-bed cells such that each bed is orthogonally adjacent to at least one shaded cell, all shaded cells form one orthogonally connected network, and no 2x2 regions of cells are entirely shaded. Cells containing circles cannot be shaded cells nor beds, and if a circle is numbered, it indicates the number of cells containing pillows orthogonally adjacent to it.

GAPP 101: Two little hints:

- (rot13) Guvax nobhg gur vzcypngvbaf bs qvntbany pyhr cnvef jvgu n qvssrerapr bs 2
- (rot13) Guvax pbaarpgvivgl! Rfcrpvnyyl, jura gurer ner obggyparpxf juvpu gur funqrq pryyf unir gb cnff guebhtu gb fgnl pbaarpgrq.



Example (puzz.link): <https://tinyurl.com/3jsd8ufc>

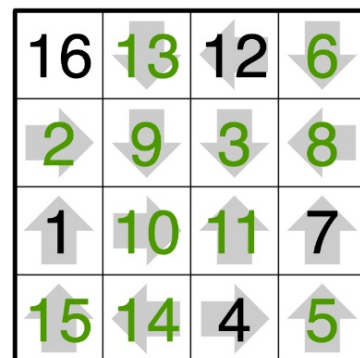
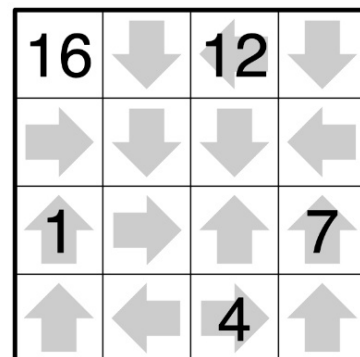
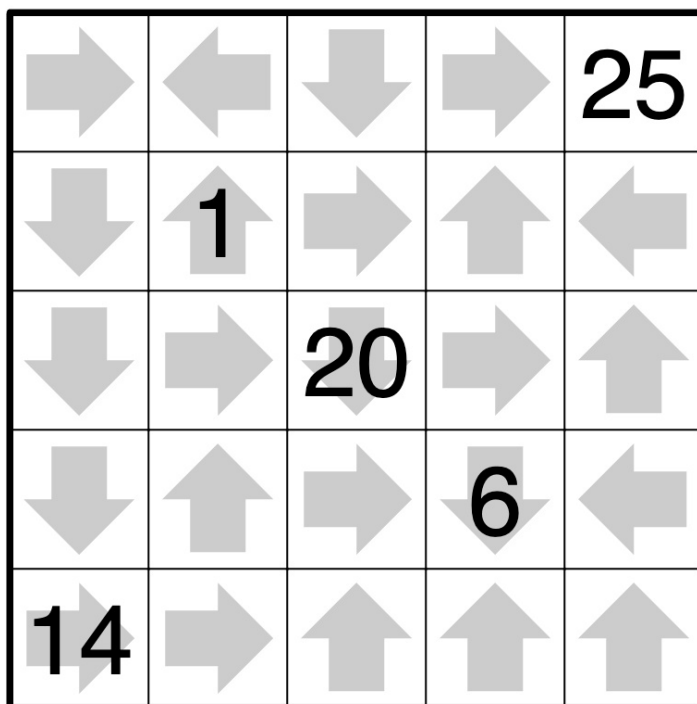
GAPP (puzz.link): <https://tinyurl.com/mvmt2msm>

June 27, 2023: Arrow Maze

Walker

Can you guess today's genre? Here are some hints: there are large arrows given in the grid, there's a goal cell marked by something other than an arrow, and in the solution, following the arrows leads to the goal... That's right, it's an **Arrow Maze**!

Rules: Place a number from 1 to N into each arrow so that every number appears once, where N is the number of cells in the grid. Each arrow must point in the direction of the number one more than its own.



Example (Penpa+): <https://tinyurl.com/2klebwqe>

GAPP (Penpa+): <https://tinyurl.com/2ncqgmat>

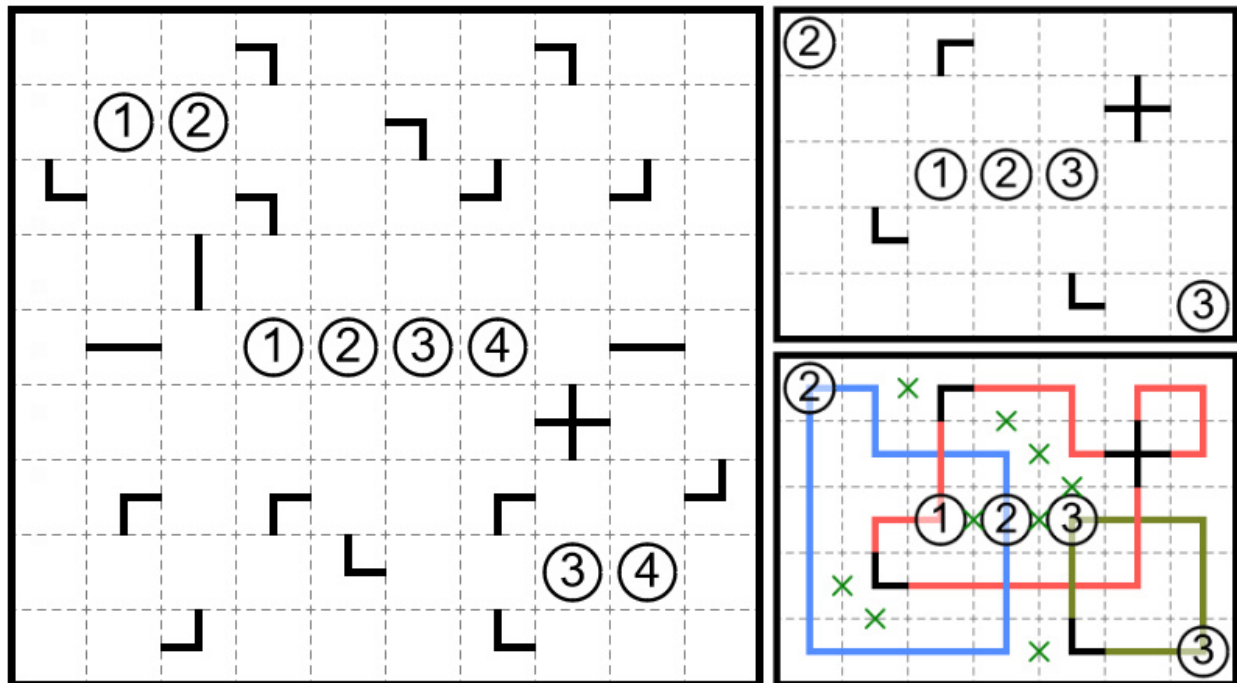
June 28, 2023: Loop Special

jovi_al

Hi everyone! Today's puzzle is a **Loop Special**! Loopy loop, spinny spin. "Oh God Jovi, why are you making more crossing loops?" Stick around to the end for some advice, if you want it!

Rules: For each distinct number in the grid, draw a loop that travels orthogonally through the centers of some cells which passes through every instance of that number. Every cell must be used by at least one loop. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap, and they may not intersect in a cell with a circle. A non-circled clue shows how the loop crosses through the cell it's in.

And some solving advice: (rot13) Vs qenja frtzagf cnff guebhtu zhygvcyr pvepyrf bs qvssrerag ahzoref, gurl zhfg oenapu ng fbzr cbvag orgjrra gubfr gjb ahzoref gb orpbzr zhygvcyr ybbcf. Guvf vf n qverpg pbafrdhrapr bs gur ehyrf, ohg urycshy gb xrrc npgviryl va zvaq!



Example (puzz.link): <https://tinyurl.com/48a6mcj5>

GAPP (puzz.link): <https://tinyurl.com/5xw9p23z>

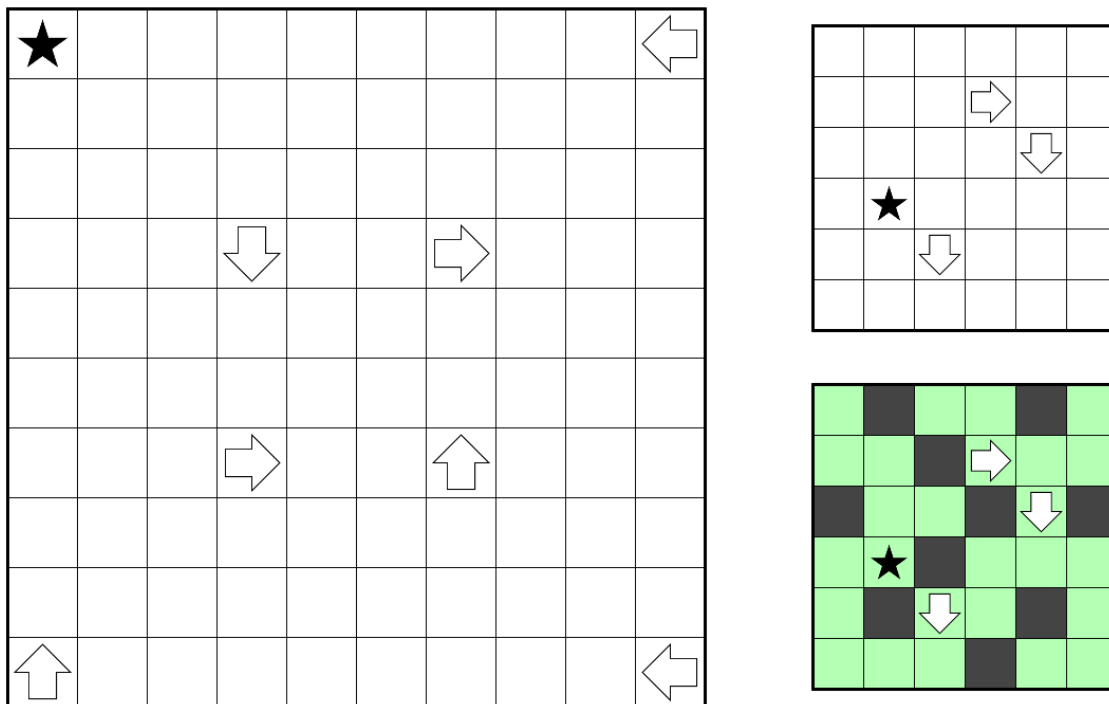
June 29, 2023: Guide Arrow (Aqre)

shye

So I finally make it out to the fields, and it was a wonderful sight, **Aqre** upon aqre of clue trees in bloom! 🌲 Of course, it's all so hard to navigate, but at this point I'm well trained enough to handle any map they give me right? NOPE, the **Guide Arrow** map this time was a variant!!

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking

Variant: There may not exist a run of more than three consecutive unshaded cells horizontally or vertically anywhere in the grid



Example (Penpa+): <https://tinyurl.com/2hv5bxzy>

GAPP (Penpa+): <https://tinyurl.com/22dexc5x>

June 30, 2023: Crosswall

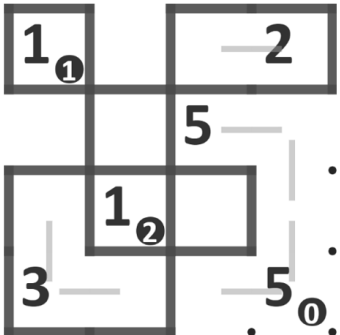
Menderbug

I'd like to introduce you to my most recent obsession: **Crosswall**. It's a loop genre invented in January by Japanese puzzle author MrSolyu with an incredibly rich variety of logic. This is another genre supported by the Kudamono Editor, but I've also included Penpa links again. If you'd like to see more of Crosswall, MrSolyu just wrapped up a month-long tutorial series on Puzzle Square today:

<https://puzsq.logicpuzzle.app/?sortType=time&sortOrder=ASC&hashtag=174>

Rules: Connect some pairs of orthogonally adjacent dots to form a single loop. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap. The loop and the grid boundary divide the grid into regions. Large number clues indicate the total number of cells in the region they are contained in. Small number clues indicate the minimum number of times one must cross the loop to trace a path from the clue to the outside of the grid.

I've made sure that the puzzle is still approachable knowing only the rules, but here's an extremely powerful GAPP 101 in case you'd like another perspective: (rot13) Pebffjnny trgf zhpu rnfvre vs lbh funqr pryyf onfrq ba jurgure gurve "Pebffjnny ahzore" vf bqq be rira, fvzvyne gb ubj funqvat pna or hfrq va Fyvgureyvax. V'yy nyfb fubj ubj gb qb guvf va gbzbeebj'f fbyhgvba ivqrb.

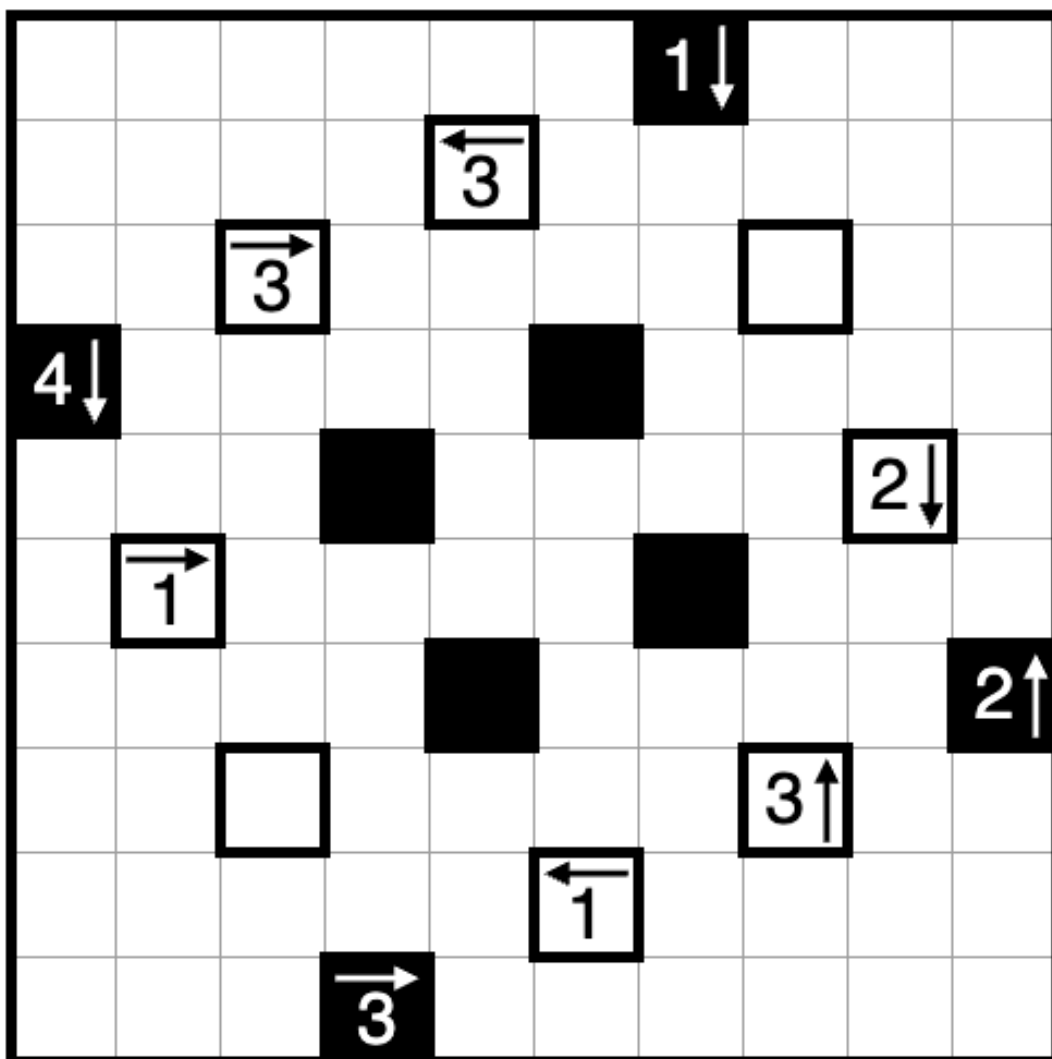


GAPP (Kudamono): <https://tinyurl.com/bdfkwnvh>, (Penpa+): <https://tinyurl.com/2beb2t9u>

Bonus 1: Castle Wall

jovi

Rules: Draw a non-intersecting loop through the centers of some cells. The loop may not enter outlined cells or cells containing clues. White cells with outlines must lie inside the loop, while black cells with outlines must lie outside the loop. Grey cells may either be inside or outside the loop. A number represents the sum of the lengths of loop segments in the indicated direction. For clarification, loop segments are counted by how many times the loop crosses a cell border in that direction and does NOT need to be continuous loop segments to satisfy the number clue.



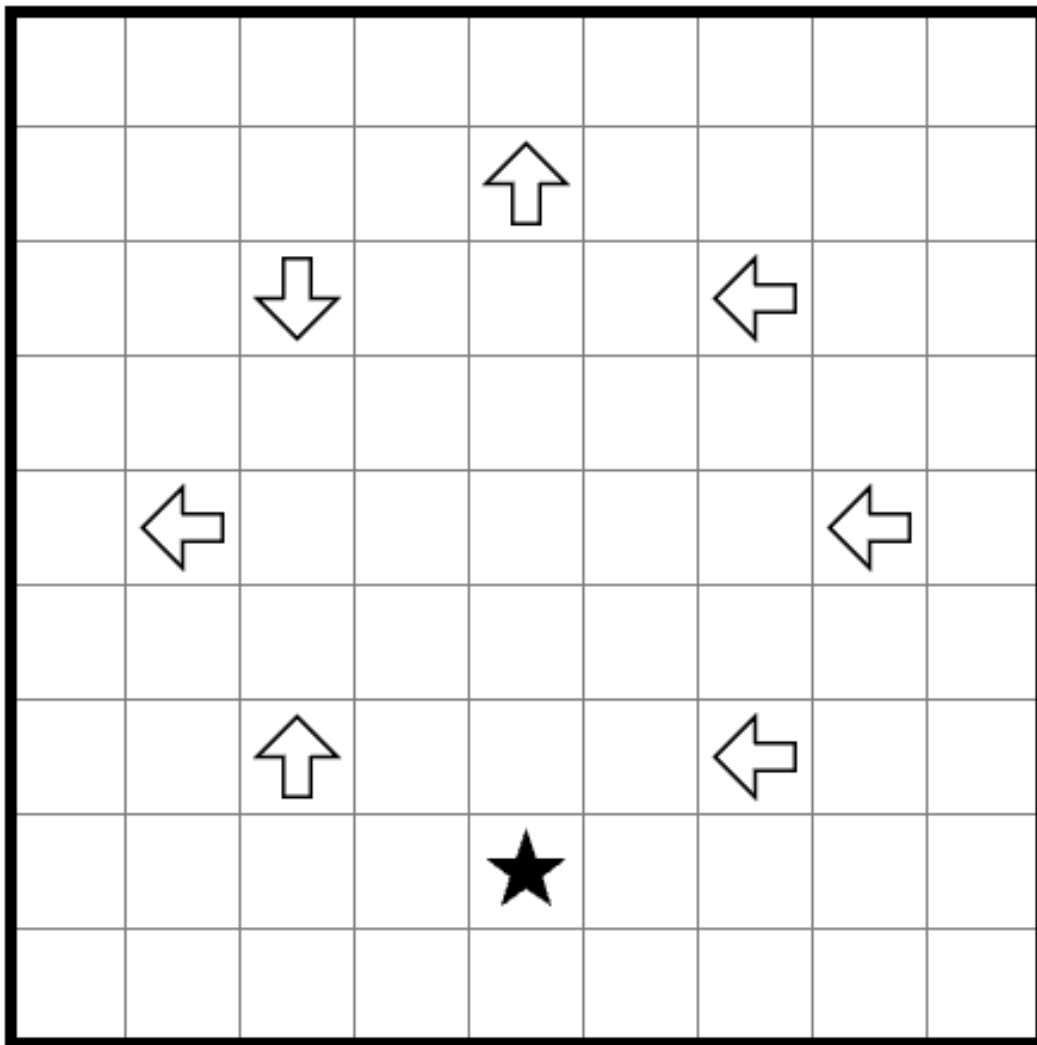
Example (puzz.link), by Tyrgannus: <https://tinyurl.com/24bzkuuf>

Puzzle (puzz.link): <https://tinyurl.com/4bpaux8v>

Bonus 2: Guide Arrow

shye

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking



Example (puzz.link), by jovi: <https://tinyurl.com/ymbbtaw6>

Puzzle (puzz.link): <https://tinyurl.com/yntyyscz>

Bonus 3: Water Walk

Walker

Rules: Draw a non-intersecting loop through the centres of some cells which passes through each numbered cell. The loop may not travel through more than two water cells consecutively. A number indicates how many cells make up the continuous non-water section of the loop that the number is on.

				5					
				5				4	1
				9					
6	2								
					2				
				4					
								1	5
					3				
6	6				3				
					4				

Example (Penpa+): <https://tinyurl.com/287lye2l>

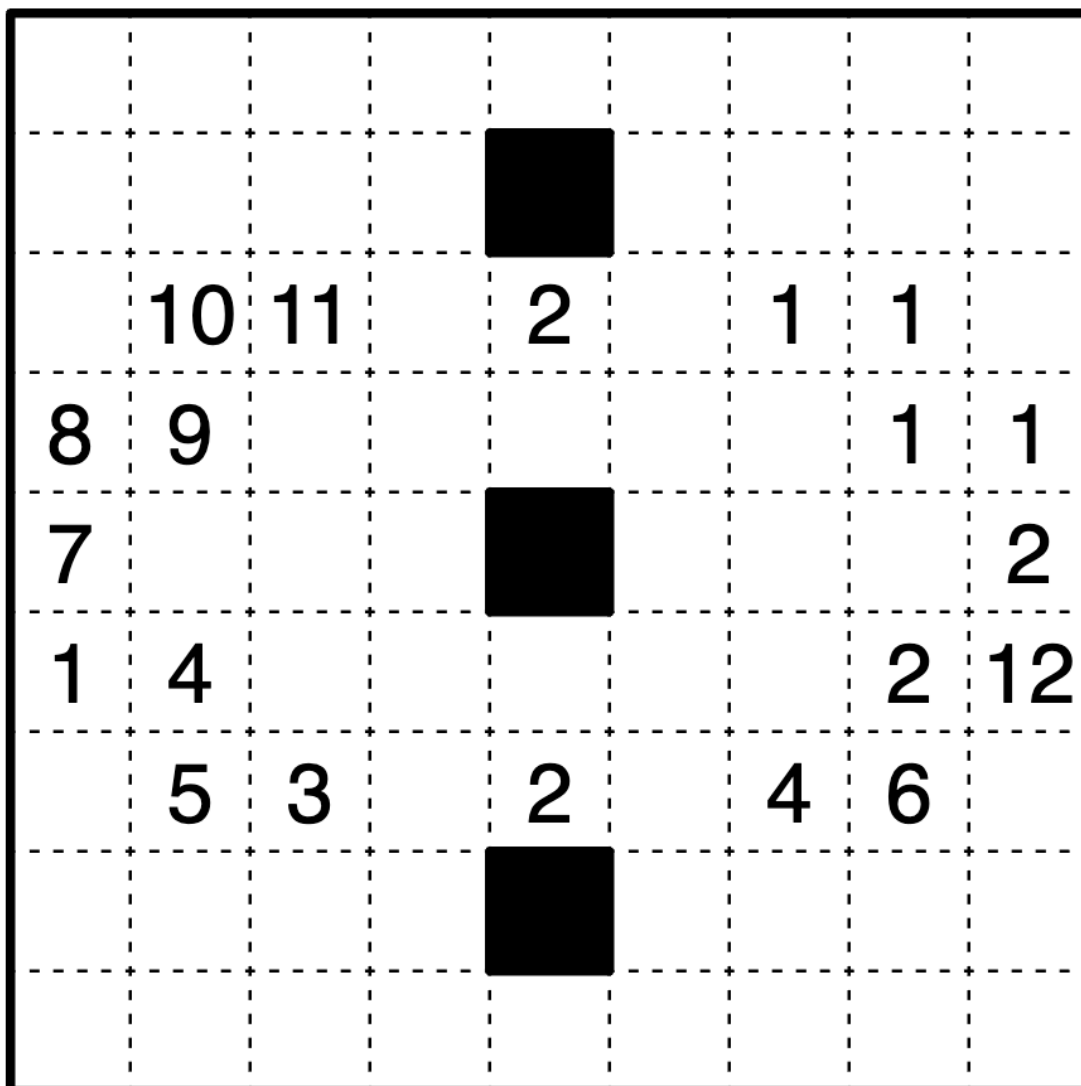
Puzzle (Penpa+): <https://tinyurl.com/2degjamc>

Bonus 4: Meidjuluk

Walker

Rules: Divide the grid into regions of orthogonally connected cells. There must exist one region of each size from 1 to N, N being the number given outside the grid. A region may only contain numbers which are factors of the number of cells the region contains. Regions may not contain multiple instances of the same number.

12



Example (Penpa+): <https://tinyurl.com/2autsv82>

Puzzle (Penpa+): <https://tinyurl.com/226dtcko>

Bonus 5: Ivy

Menderbug

Rules: Draw lines connecting the centres of some orthogonally adjacent cells to form a single connected, non-looping network of lines. Four-way branches are not allowed. Each dead end is marked with a number (and each number marks a dead end), indicating the distance along its line to the first instance of a branch.

	3	2					
	2	2				1	2
						3	4
			1	1			
			2	1			
1	2						
5	1				1	2	
					2	3	

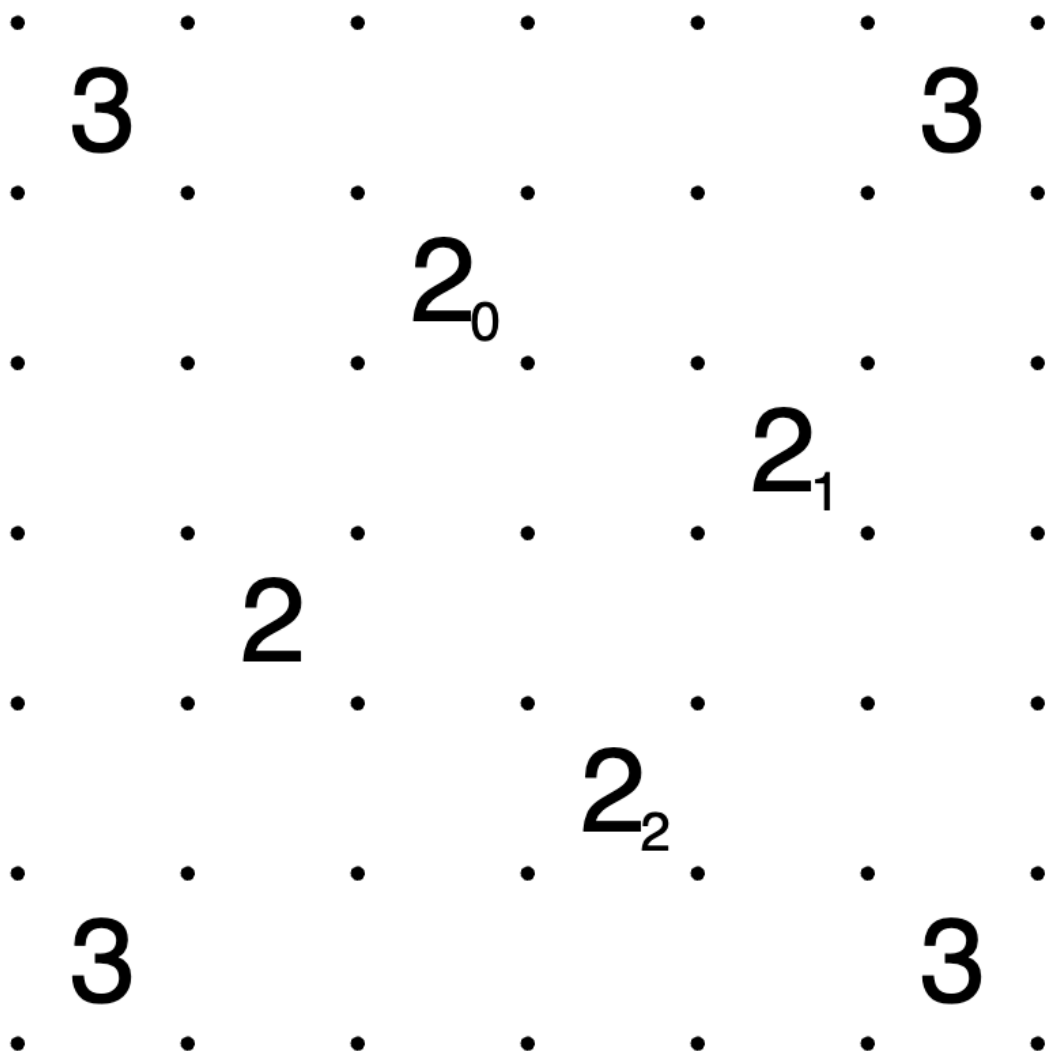
Example (Kudamono): <https://tinyurl.com/8zdxkk6a>, (Penpa+): <https://tinyurl.com/26rb73aa>

Puzzle (Kudamono): <https://tinyurl.com/2dd5r54k>, (Penpa+): <https://tinyurl.com/24kskm93>

Bonus 6: Crosswall

Menderbug

Rules: Connect some pairs of orthogonally adjacent dots to form a single loop. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap. The loop and the grid boundary divide the grid into regions. Large number clues indicate the total number of cells in the region they are contained in. Small number clues indicate the minimum number of times one must cross the loop to trace a path from the clue to the outside of the grid.



Example (Kudamono): <https://tinyurl.com/5n8uzdzf>, (Penpa+): <https://tinyurl.com/2dchr2q9>

Puzzle (Kudamono): <https://tinyurl.com/ycyv6zdc>, (Penpa+): <https://tinyurl.com/22u4j676>

Date	Sloth Time	Crab Time	
01 June 2023	4:30	9:15	Quintuple Qagu
02 June 2023	2:45	6:00	Tonton Tawny Eagle
03 June 2023	4:00	10:00	Dynasty Canastero
04 June 2023	4:00	8:00	Repeated Razorbill
05 June 2023	3:30	7:30	Word-Eating Warbler
06 June 2023	1:45	4:00	Supremum Sora
07 June 2023	2:10	4:40	Goodbye Goldeneye
08 June 2023	1:30	3:45	Shapely Shikra
09 June 2023	4:00	8:00	Forgiving Forktail
10 June 2023	5:00	10:00	Coral-Billed Scimitar Babbler
11 June 2023	1:30	3:15	Irregular Iringa Akalat
12 June 2023	3:00	6:00	Walking Water Rail
13 June 2023	3:00	7:30	Lapping Lapwing
14 June 2023	3:30	7:00	Shiny Saltator
15 June 2023	5:00	9:00	Evergreen Forest Warbler
16 June 2023	2:30	5:15	Isosceles Isabela Oriole
17 June 2023	4:00	9:00	Gentle Ground Woodpecker
18 June 2023	5:00	12:30	Witty Bristled Grassbird
19 June 2023	2:00	5:00	Restocking Razorbill
20 June 2023	2:30	5:00	Luzon Flameback
21 June 2023	3:45	7:30	Blue Bird-of-parad(is)e
22 June 2023	4:30	9:00	Looking Long-eared Owl
23 June 2023	2:30	6:15	Complete Cuzco Brushfinch
24 June 2023	5:00	11:00	Business Bushwren
25 June 2023	2:30	5:00	Amethyst-Throated Mountaingem

26 June 2023	3:00	6:00	Snoozing Siau Pitta
27 June 2023	2:00	4:30	Exploring Euler's Flycatcher
28 June 2023	2:00	5:00	Special Speckled Boobook
29 June 2023	3:00	7:00	Lovely Leafbird
30 June 2023	3:00	5:00	Crosswallcreeper