

Mind the GAPP Vol. 21

Genuinely Approachable Pencil Puzzles from the CtC Discord
July 1, 2023 - July 31, 2023

Hello everyone!

It's been a while since I last
wrote a Mind the GAPP

document, and as such quite a while since I wrote the customary cover text that goes at the front. I also continued the chain of starting with a haiku (this one was intentionally vexatious– you're welcome, wordplay fans). This month was our 21st, and showed that we can actually commit to recording walkthrough videos daily! (You can find those here: <https://tinyurl.com/bd4nyd46>) It also was a time to get to know the newest members of the team better, and it's been a lot of fun to do so. I feel very lucky to be working with such an awesome team to provide such awesome puzzles for all of you every day! Also, once again, thank you to all of you who solve– we wouldn't be doing this if you weren't so wonderful to interact with every day! With all that being said, onwards and upwards– to August and beyond!

–Jovi

July 1, 2023: Battleships

Freddie Hand

How would you place your ships in a battleships game? Personally, I like some of them to touch diagonally (rarely orthogonally - there's an obvious risk there) and leave large areas of the board empty to throw off opponents. While the latter may be possible here, the former certainly won't be in this **Battleships (Supersized)** puzzle.

Note carefully the last part of the rules! As seen in the example, a square must be in the middle of a ship, and a "half sausage" must be at the end of a ship, with the ship extending outwards in the expected direction. In other words, it must match the corresponding shape in the ship given in the fleet below.

Also, remember that for the GAPP the fleet has **one ship of size 5**, two of size 4, and so on.

↓ Rules and image on the next page ↓

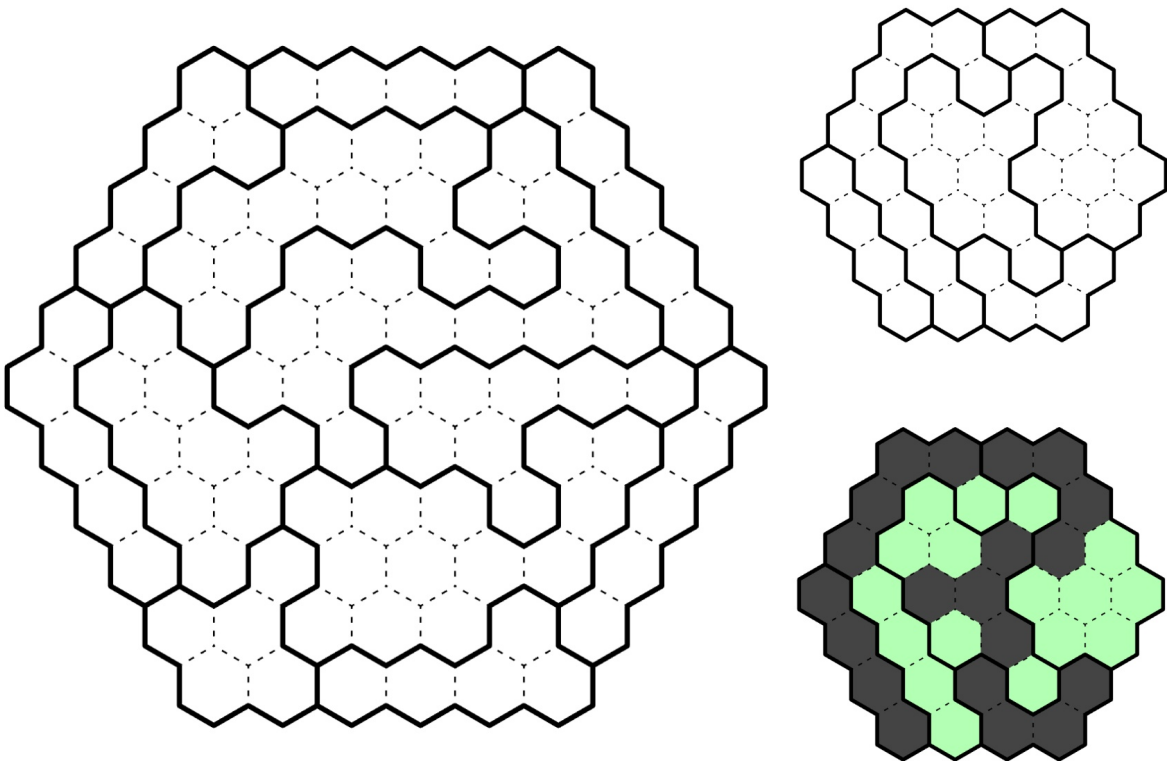
July 2, 2023: SLICY

Walker

Do you like to cut pizza pies into six slices? Eight slices? Here at the GAPP pizza parlor, our **SLICY (hexagonal LITS)** puzzle comes with a thin region crust and some tasty strange-shaped slices in the middle! Hm... "strange-shaped"... that sounds familiar...

Rules: Shade one **tetrahex** of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrahexes of the same shape may not touch orthogonally, counting rotations and reflections as the same. **No three shaded cells may meet at a vertex** (i.e. any 'triangle' of 3 cells cannot be entirely shaded).

Interface tip: This puzzle displays the five possible tetrahexes below the grid, each labeled with its letter.



Example (Penpa+): <https://tinyurl.com/2d89suqo>

GAPP (Penpa+): <https://tinyurl.com/2bqb85jq>

July 3, 2023: Yajilin

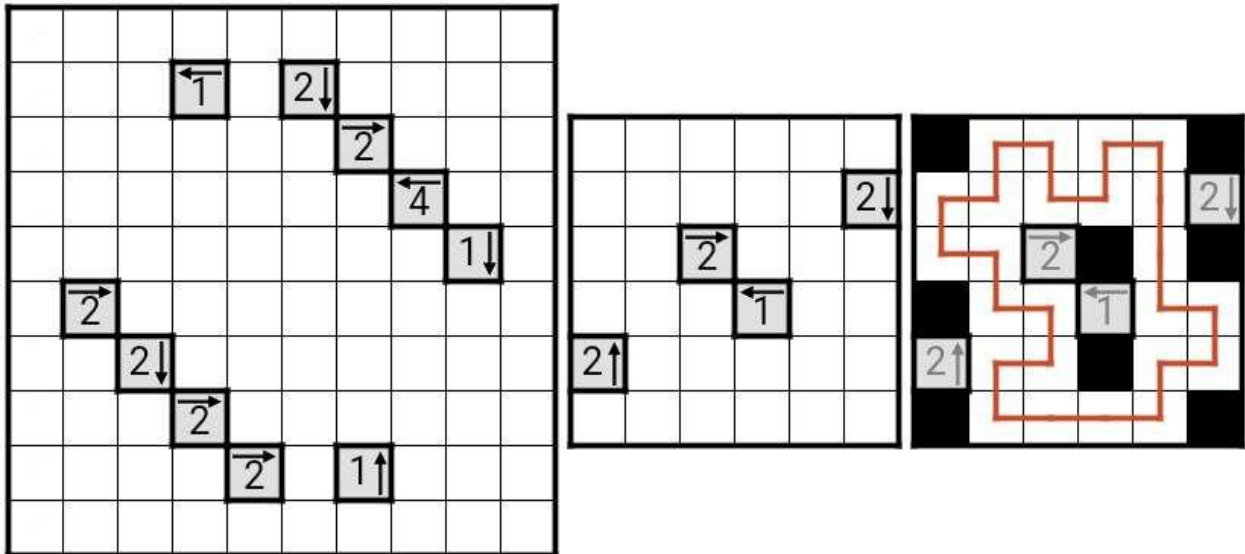
jovi_al

Hi everyone! I know I'm ~14 hours early, but this is the puzzle for the 3rd of July!

Also, if you have children, make sure you tell them you love them.

Today's puzzle is a **Yajilin!** This was a type I strongly disliked for a long time, until something clicked in my head mid-2021 and I was suddenly able to process loop puzzles. I hope you enjoy it!

Rules: Draw a non-intersecting loop that moves orthogonally through the centers of some cells, and shade the remaining cells such that no two shaded cells are orthogonally adjacent. Clues cannot be shaded nor passed through by the loop, and, if given, indicate the number of shaded cells in the indicated direction between the clue and the edge of the grid.



Example (puzz.link): <https://tinyurl.com/4s9r7y4s>

GAPP (puzz.link): <https://tinyurl.com/5n7tnjfr>

July 4, 2023: Guide Arrow (Double)

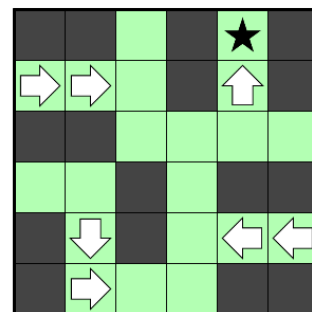
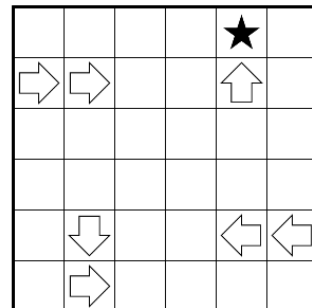
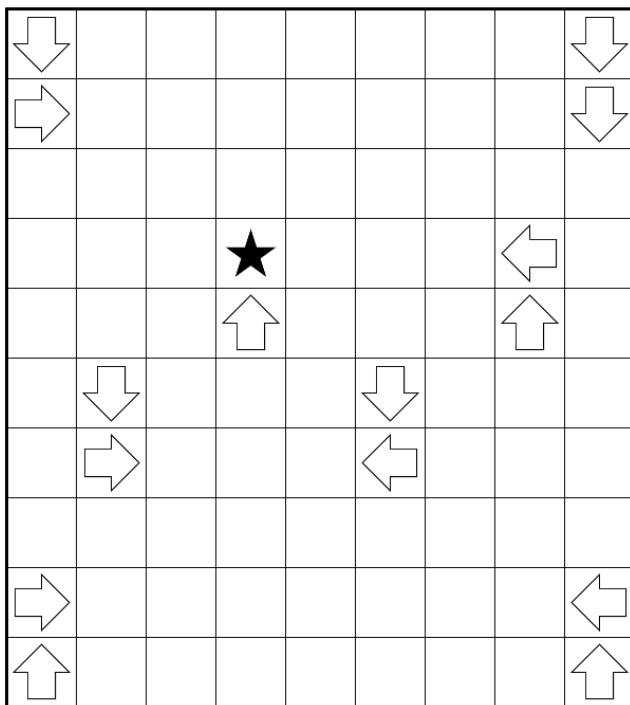
shyeheya

Editor's Note: This puzzle was a part of a mini-series by shye, in which she explores quite an interesting plot. I highly recommend you follow it (starting in last month's *Mind the GAPP* issue) until its conclusion (which has not yet occurred at the time of writing).

I picked up all of the clues I needed from the orchard, and when I went to check out I saw they had a special **Double** clue offer, who could resist! All I had to do was... oh you must be kidding me, solve *another* **Guide Arrow**???

Rules: Shade some empty cells so that 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.

Variants: Shade dominoes of cells such that no two dominoes are orthogonally adjacent.



Example (Penpa+): <https://tinyurl.com/2m85knfd>

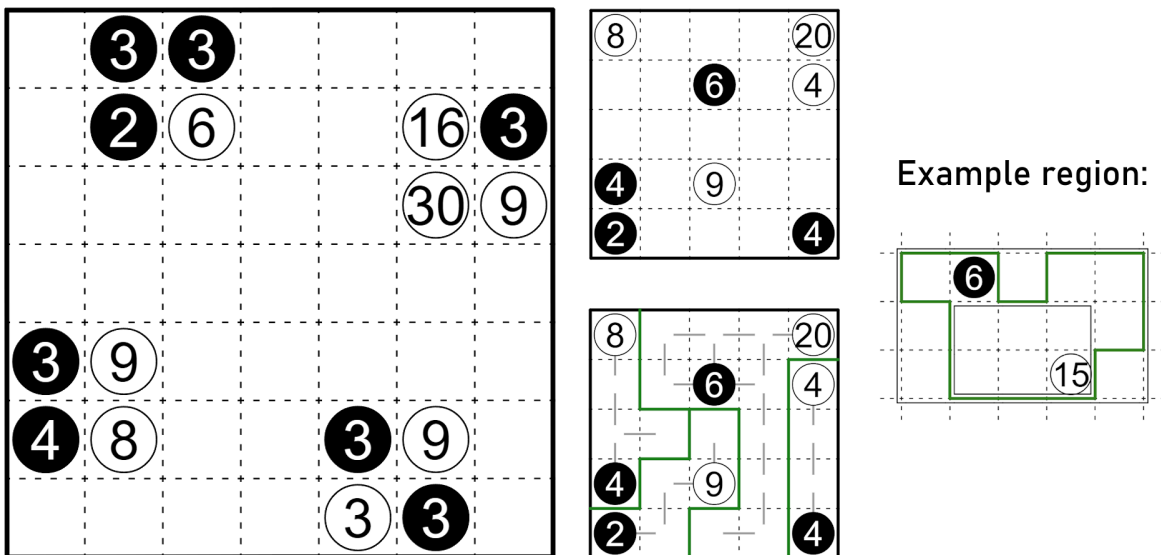
GAPP (Penpa+): <https://tinyurl.com/rw8ca2vy>

July 5, 2023: Inbox/Outbox

Menderbug

It's been a couple of weeks since the last region division GAPP. Let's fix that! Today's genre is another recent creation from Japan: **Inbox/Outbox**. It feels a bit like a mix of Araf and Lohkous, but don't fret if that sounds scary. This puzzle should be a gentle introduction.

Rules: Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one white and one black clue. Black clues indicate the total area of the largest rectangle fully contained within the region. White clues indicate the total area of the smallest rectangle containing the entire region.



Example (Penpa+): <https://tinyurl.com/26b5yzo9>

GAPP (Penpa+): <https://tinyurl.com/2bkyqp3k>

July 6, 2023: Top Heavy

Freddie Hand (posted by bakpao)

Today's puzzle is a **Top Heavy**! The example and puzzle are by Freddie, who is unavailable to post today - I am posting on his behalf.

Rules: Place numbers from the range given outside the grid into some cells so that each row and column contains each number once. When two numbers touch vertically, the one on top must be larger.

{1-5}

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

{1-3}

3				
	2		3	
				2

{1-3}

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

Example (Penpa+): <https://tinyurl.com/2cnlz5yq>

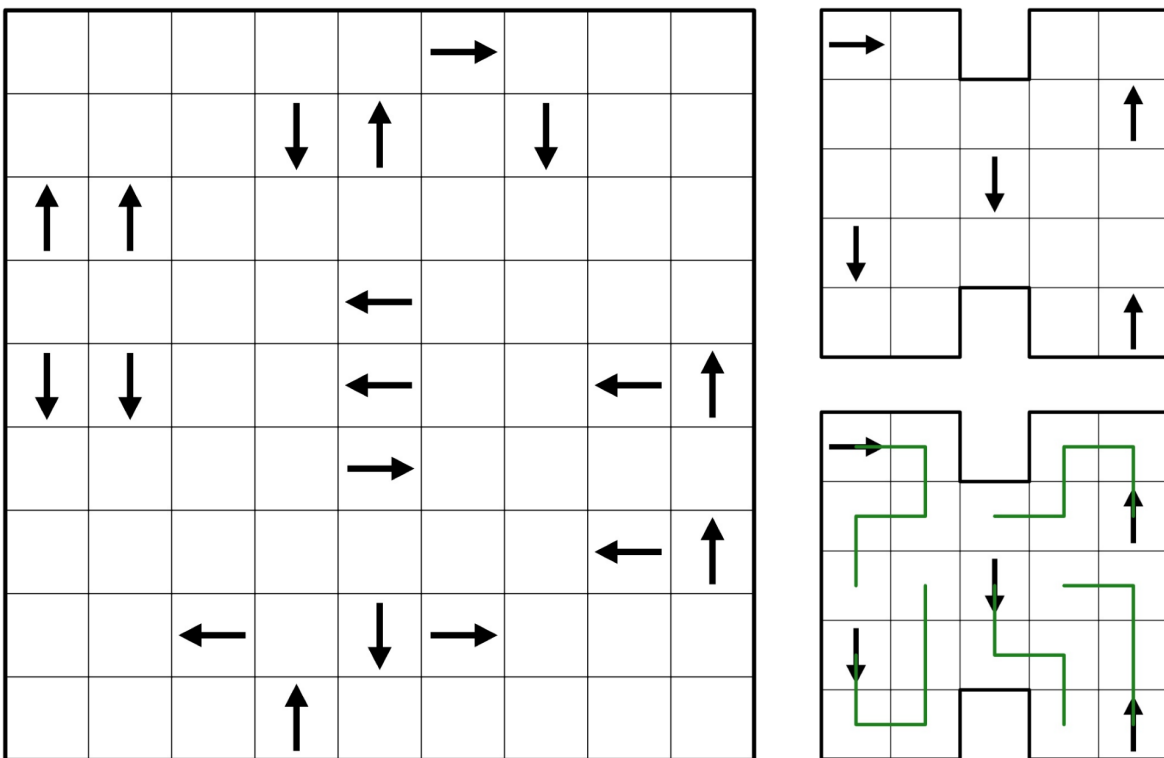
GAPP (Penpa+): <https://tinyurl.com/2kky4jv6>

July 7, 2023: Reachability

Walker

Today's GAPP is a **Reachability!** This puzzle has only arrows as givens; they'll help guide you to the solution!

Rules: From each arrow, draw a path through the centers of cells. The path must begin by moving one cell in the direction of the arrow, but may move in any orthogonal directions afterward. Each path must be either three or four cells long (not including the cell with the arrow) and every cell must be visited by exactly one path.



Example (Penpa+): <https://tinyurl.com/282cvalm>

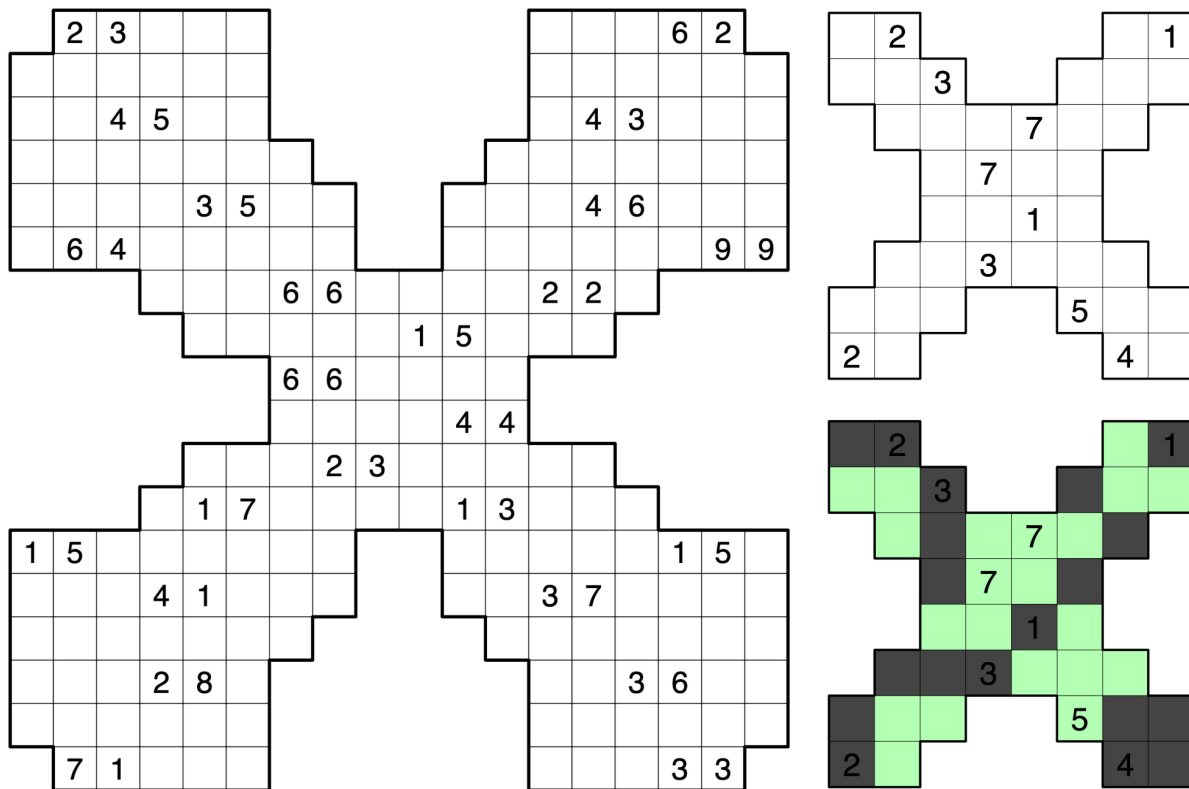
GAPP (Penpa+): <https://tinyurl.com/2a9hzehl>

July 8, 2023: Strange-Shaped Supersized Chocolate Banana

jovi_al (posted by Walker)

Today's puzzle is by jovi; she's having spotty internet, so I'm posting on her behalf. Recently, the GAPP team has been following the trail marked on a mysterious map... Today, we finally reached the spot marked by a large X... and discovered a **Supersized Chocolate Banana!** What an incredible treat!

Rules: Shade some cells so that all areas of orthogonally connected shaded cells are rectangular and all areas of orthogonally connected unshaded cells are not rectangular. A clue represents the size of its group of shaded/unshaded cells.



Example (Penpa+): <https://tinyurl.com/27pdrsrb>

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

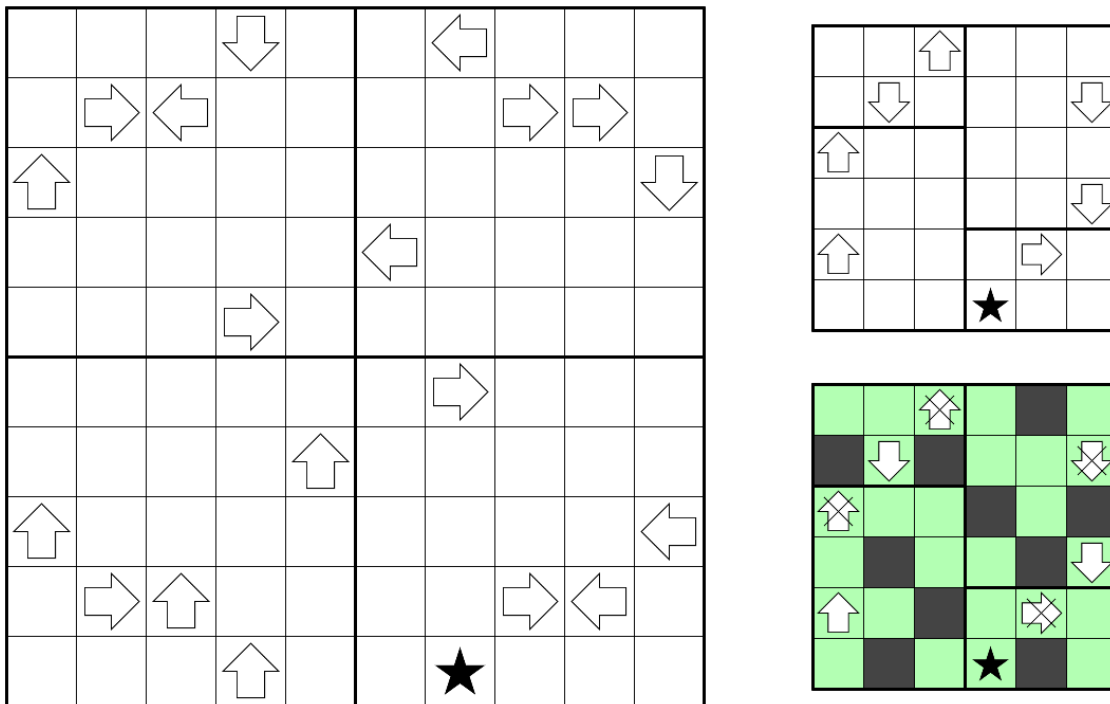
July 9, 2023: Guide Arrow (Uso-one)

shyeheya

Finally after gathering everything I needed, I headed off back to GAPP HQ. The team isn't gonna believe the great deal I got, I have enough arrow clues alone to make *five Guide Arrows* in a row! Little did I know my problems weren't over yet, in each box I ordered there was **One Liar** that I had to determine and toss out!

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.

Variants: Exactly one arrow clue in each region is incorrect (that is, facing the wrong direction).



Example (Penpa+): <https://tinyurl.com/2c3a3w95>

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

July 10, 2023: Equal Measures

Menderbug

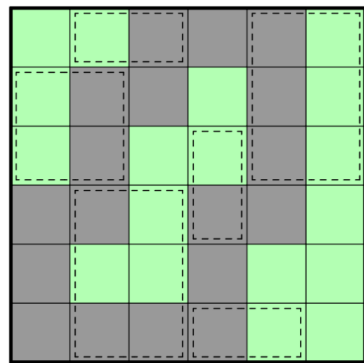
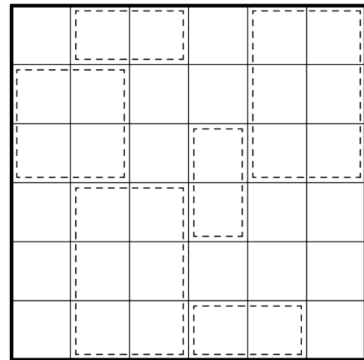
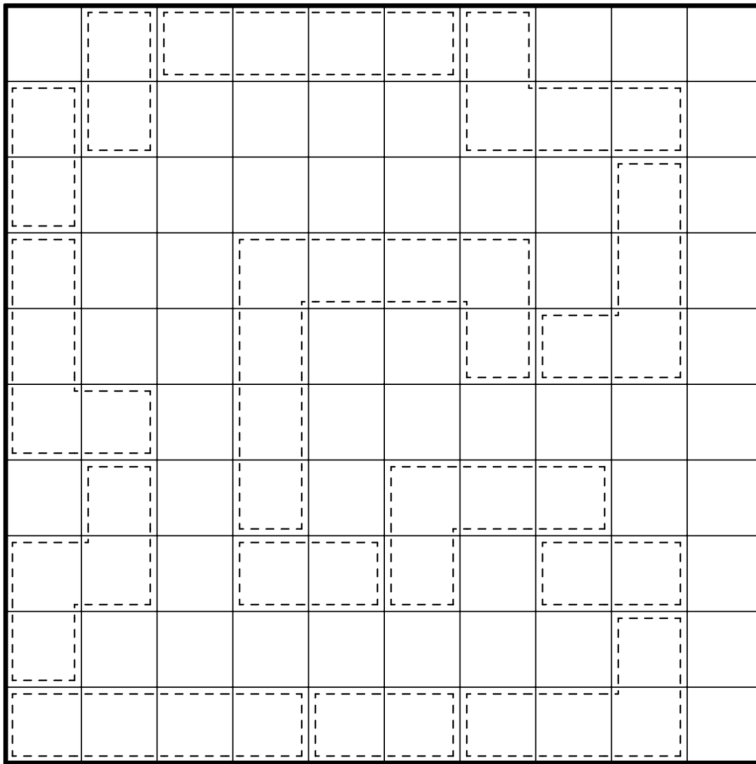
Today's genre, **Equal Measures**, is fresh out of the oven and was created just a couple of weeks ago by Hempuli (of Baba Is You fame). The visual theme of this puzzle was heavily inspired by a Persistence of Memory puzzle from this year's Logic Masters which, I believe, was constructed by Jonas Gleim.

(Note: The full rules also account for cages with an odd number of cells, but since I'm not making use of that, I've simplified the rules a bit for this GAPP entry.)

GAPP 101 (rot13): Fb-pnyyrrq "fanxr ybbcf" yvxx guvf bar ner irel pbafgenvarq, rfcprvnyyl ng gur tevq obhaqnel. Rnpu gvzr gur ybbc ivfvgf gur rqtr bs gur tevq vg unf gb fgnl gurer sbe ng yrnfg guerr pryyf. Vg'f nyfb bsgra jbegu purpxvat vs funqvat n pbeare jbhyq yrnq gb nal dhvpx pbagenqvpqgvbaf (guvf nyfb vapyhqrf funqvat pryyf juvpu nyernql unir gjb hafunqrrq arvtuobhef). Lbh nyfb pna'g rire unir n 2k2 purpxreobneq bs funqrrq naq hafunqrrq pryyf, nf gung jbhyq or gur fanxr gbhpuvat vgfrys qvntbanyyl.

↓ Rules and image on the next page ↓

↑ Intro on the previous page ↑



Rules: Shade some cells to form a non-intersecting loop which does not touch itself, not even diagonally. Exactly half the cells in each cage are shaded.

Example (Penpa+): <https://tinyurl.com/23abojqd>

GAPP (Penpa+): <https://tinyurl.com/2cxzzo2w>

July 11, 2023: Nurikabe (Domino)

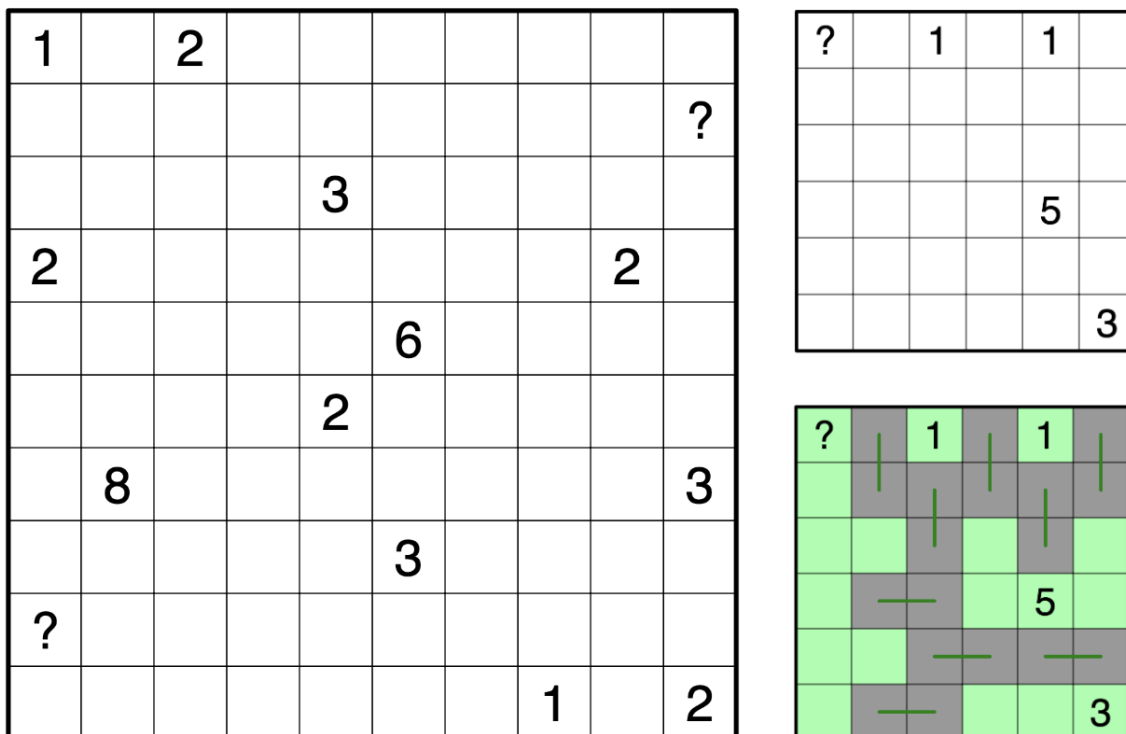
Freddie Hand

Usually, walls in puzzles look nothing like walls in real life (a medieval worker who built a castle wall like a castle wall loop would certainly be executed). This wall may be just as unrealistic but at least it's built with real bricks. It's a **Nurikabe (Domino)**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area. ? clues can represent any positive integer.

Variants: It must be possible to divide the shaded cells into non-overlapping dominoes.

Solving Note: The suggested notation for this puzzle is standard shading + lines to represent dominoes, but it is also possible to avoid tabbing altogether using only lineox mode.



Example (Penpa+): <https://tinyurl.com/27s6kgef>

GAPP (Penpa+): <https://tinyurl.com/2d3yd822>

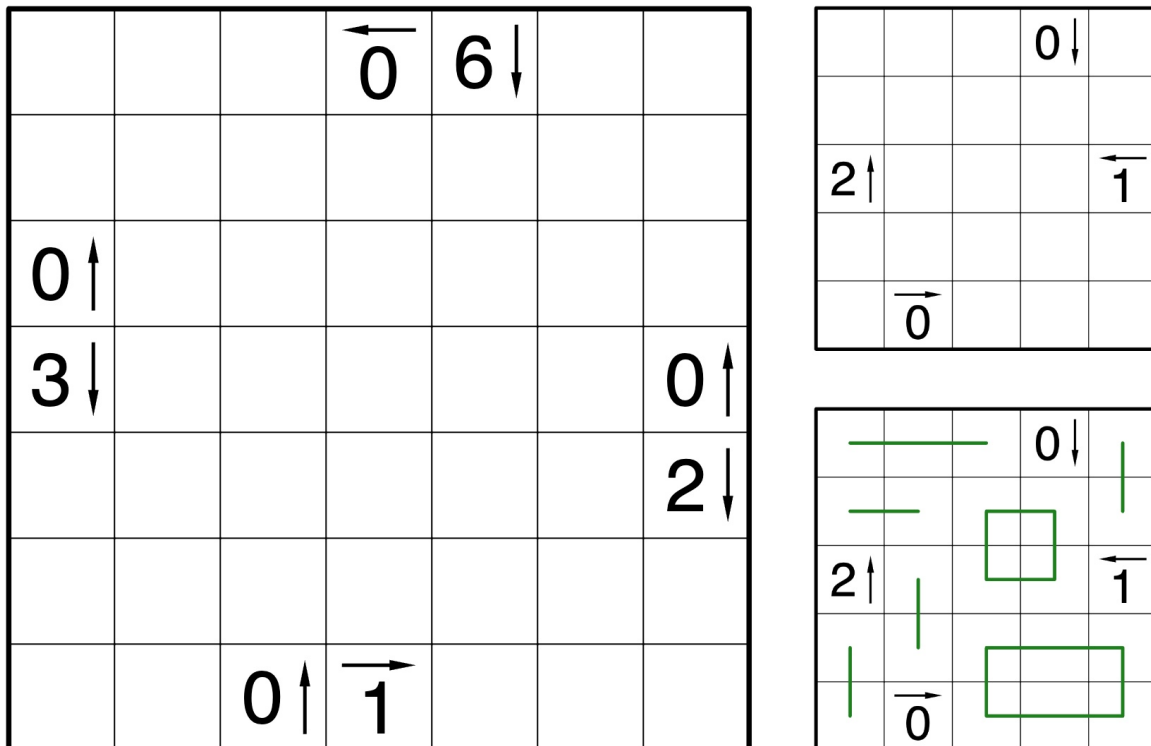
July 12, 2023: Zero One Lines

Walker

Here at GAPP HQ, we record the data for each puzzle on a computer, with memory consisting of zeroes and ones. Unfortunately, the data for today's Zero One Lines got corrupted, and we can't quite remember which digits go where. Luckily, there are some clues to help us out!

Rules: Draw lines connecting the centers of orthogonally adjacent cells to form 0s (rectangles) and 1s (straight lines). Every empty cell must be occupied. Clued cells may not be occupied, and indicate the number of 1s which appear at least partially within the cells in a straight line in the indicated direction.

Interface note: This puzzle is supported by the Kudamono editor; I've provided both Kudamono and Penpa links. Feel free to use either!



Example (Penpa+): <https://tinyurl.com/27coe5ue>

Example (Kudamono): <https://tinyurl.com/49wtc62r>

GAPP (Penpa+): <https://tinyurl.com/23gx3q2o>

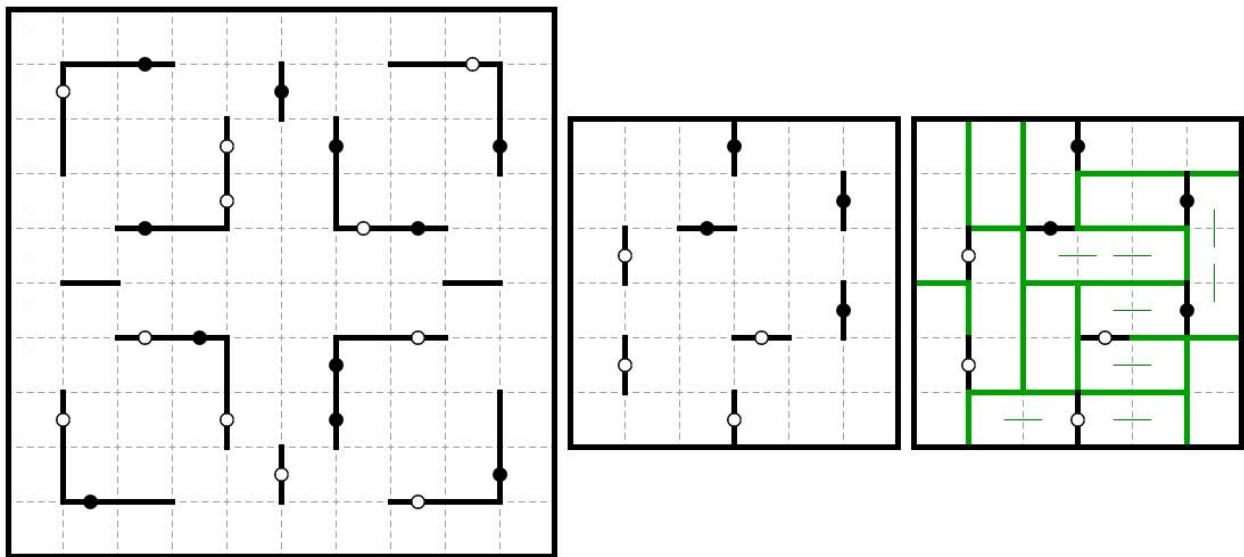
GAPP (Kudamono): <https://tinyurl.com/2yun7enm>

July 13, 2023: Voxas

jovi_al

Hi everyone! Today's puzzle is a **Voxas**, a type we've covered a few times throughout GAPP. I hope you enjoy!

Rules: Divide the grid into 1x2 and 1x3 regions. Borders must separate two different regions. Borders with white dots separate regions with the same size and orientation. Borders with black dots separate regions with neither the same size nor the same orientation. Borders with grey dots separate regions with either the same size or the same orientation, but not both.



Example (puzz.link): <https://tinyurl.com/3tt789u2>

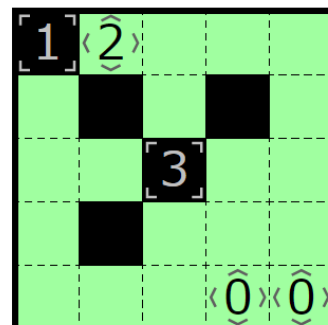
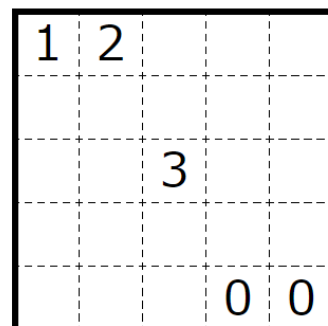
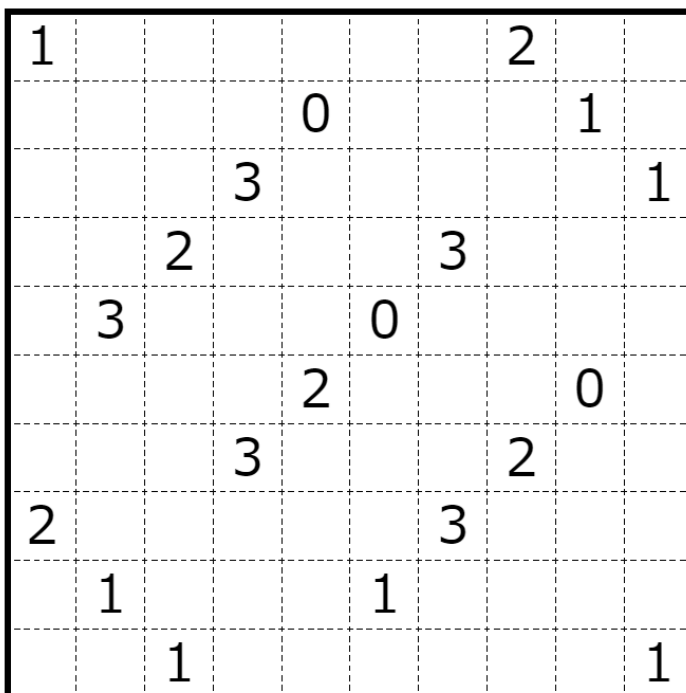
GAPP (puzz.link): <https://tinyurl.com/y89mmfar>

July 14, 2023: Context

shyeheya (posted by Martha)

Hello solvers, this is Martha, posting today's puzzle on Shye's behalf. I'm here to give you some important **Context** about what has been happening the past few weeks. Truth is, she suffered an arrow clue related head injury, and has been making the same genre over and over ever since. We've started putting her on medication, and eventually you should start to see different puzzles. Today's was scribbled over the walls of her ward, it's still following dynasty rules, but this is a positive sign of healing!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. An unshaded clue indicates the number of orthogonally adjacent shaded cells. A shaded clue indicates the number of diagonally adjacent shaded cells.



Example (puzz.link): <https://tinyurl.com/mr49c3ur>

GAPP (puzz.link): <https://tinyurl.com/9he4uzrf>

July 15, 2023: Supersized Country Road

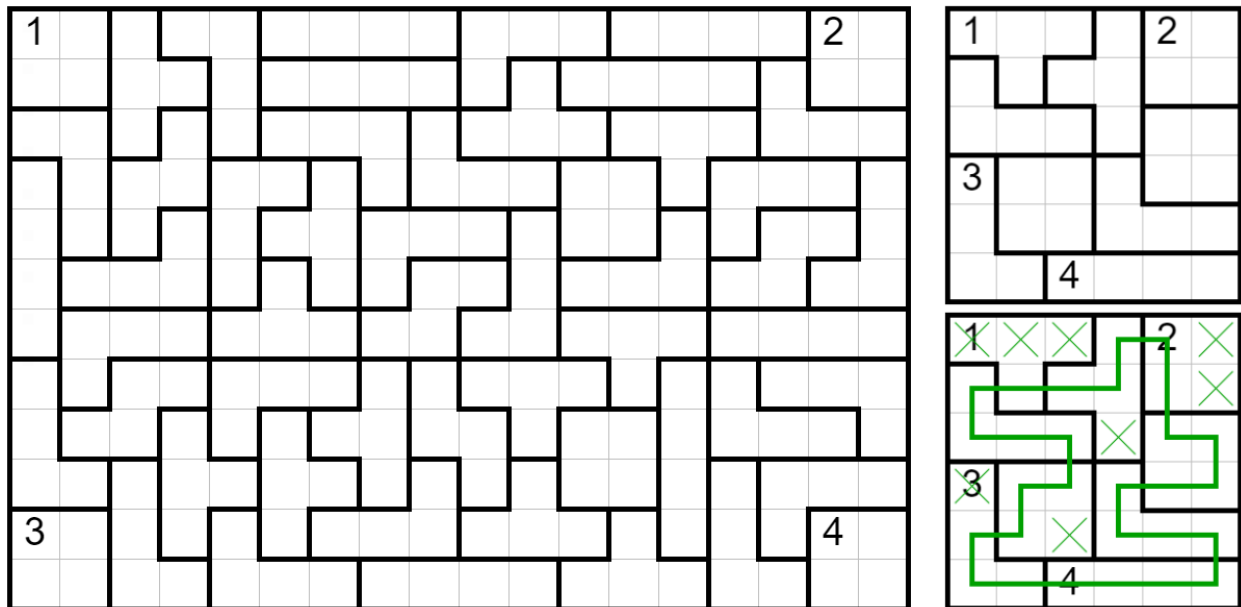
Menderbug

It's **Supersized** Saturday and a great excuse to revisit a classic: **Country Road**. In fact, I can't believe that this wonderful genre has only been featured once on GAPP, more than a year ago! And since it's been so long, you'll get not one, but *two* GAPP 101s today!

Rules: Draw a non-intersecting loop through the centres of some cells which passes through each region exactly once. A number in a region represents how many cells in the region are visited by the loop. Orthogonally adjacent cells across a region border may not both be unused.

GAPP 101 (rot13): Rnpu ertvba trggvat rknpgyl bar ivfvg vf n cbjreshy pbafigenvag. Vg zrnaf vs n ertvba unf gjb ragenaprff, gurer pna'g nal bguref, naq gubfr gjb frtzragf jvyy or qverpgyl pbaarpgrq. Znrx fher abg gb pybfr gur ybbc rneyl! Va cnegvphyne, gjb nqwnprag ertvbaf pna unir ng zbfg bar rkvg pbaarpgvat gurz.

GAPP 102 (rot13): Gurer'f n yvggyr ovg bs cebterff gb or znqr jvgu rnpu bs gur sbhe pyhrq ertvbaf va gur pbearf evtug ng gur fgneg, ohg gur 3 vf n ovg fhogyre guna gur bguref. Lbh pna qrgrezvar jurer gur ybbc zhfg ragre naq rkvg guvf ertvba evtug njnl.



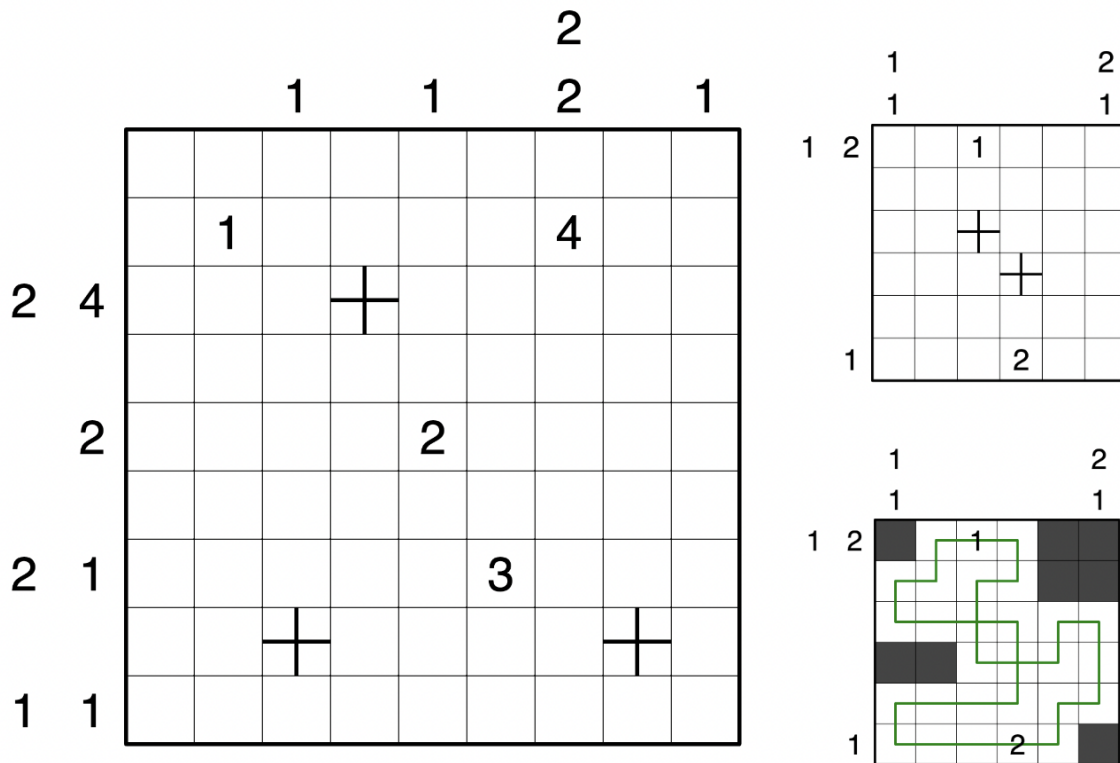
Example (puzz.link): <https://tinyurl.com/5n95fcnm>
GAPP (puzz.link, landscape): <https://tinyurl.com/2s43ewvs>
GAPP (puzz.link, portrait): <https://tinyurl.com/4wt3buzb>

July 16, 2023: Japanese Railway

Freddie Hand

Today's puzzle is a **Japanese Railway**! Unfortunately the GAPP team are unable to supply certificates for solves of 5 minutes or more, but our recent purchase of Laysan and Christmas Island ensures that we'll have plenty of reimbursements.

Rules: Shade some cells, then draw a loop through the centers of all unshaded cells which crosses over itself only at the given perpendicular intersections. The loop must pass **straight through** each cell with a number inside the grid, and the numbers must be visited in ascending order. Numbers outside the grid indicate the lengths of blocks of consecutive shaded cells in the corresponding row or column, in order.



Example (Penpa+): <https://tinyurl.com/2ggjd226>

GAPP (Penpa+): <https://tinyurl.com/24v7ms4a>

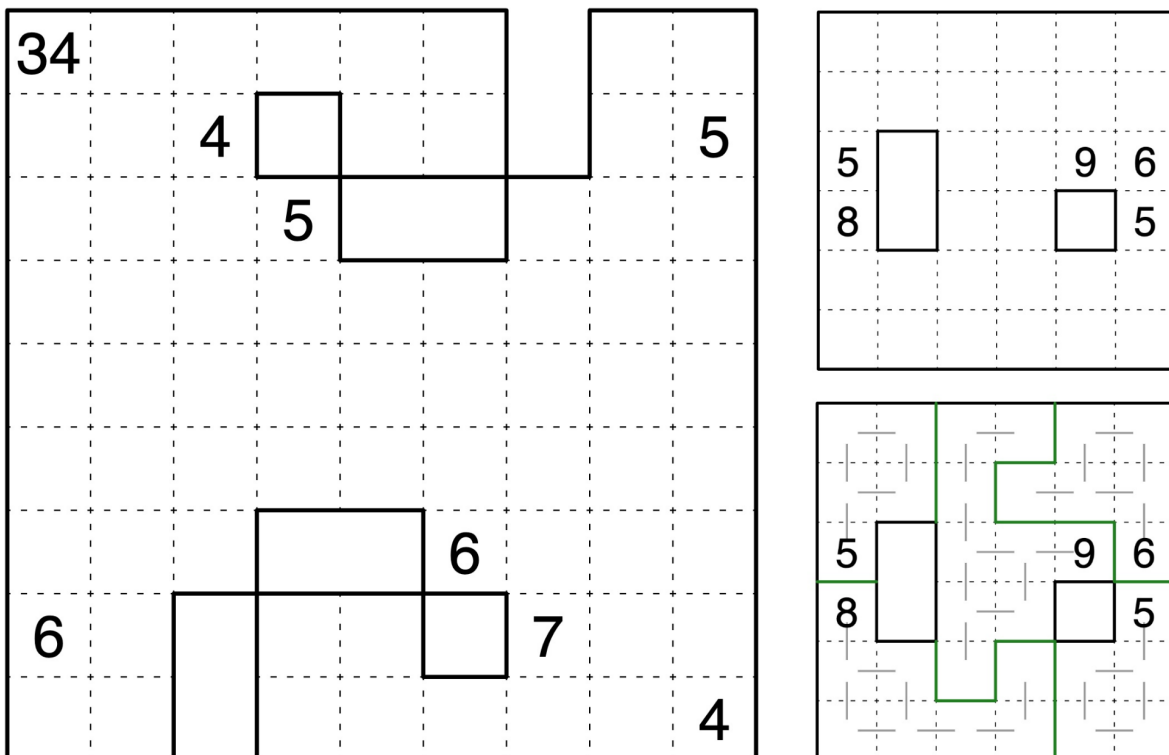
July 17, 2023: Utopia

Walker

Today's puzzle is a **Utopia**! The ruleset is similar to Big Core, which Freddie covered for GAPP last December. I've also been eating an apple and visiting the gym every day! Though, well... I don't actually go in the gym, my daily walk just passes by the entrance...

Rules: Divide the grid into regions of orthogonally connected cells, each containing exactly one clue, the value of which represents the number of cells in the region. Each region must contain exactly one complete 2x2 area, and different regions' 2x2 areas may not touch orthogonally.

For a hint about the main idea of this puzzle, check out this **GAPP 101** (rot13): Gur 34 ertvba ivfvgf nyy gur fdhnerf abg pbirerq ol bgure ertvabf, naq bapr vg pbagnvaf gur 2k2 fdhner va gur gbc pragre, vg pna'g pbagnva nal bgure 2k2 fdhnerf.



Example (Penpa+): <https://tinyurl.com/2jfsgxn5>

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

July 18, 2023: Icelom

jovi_al

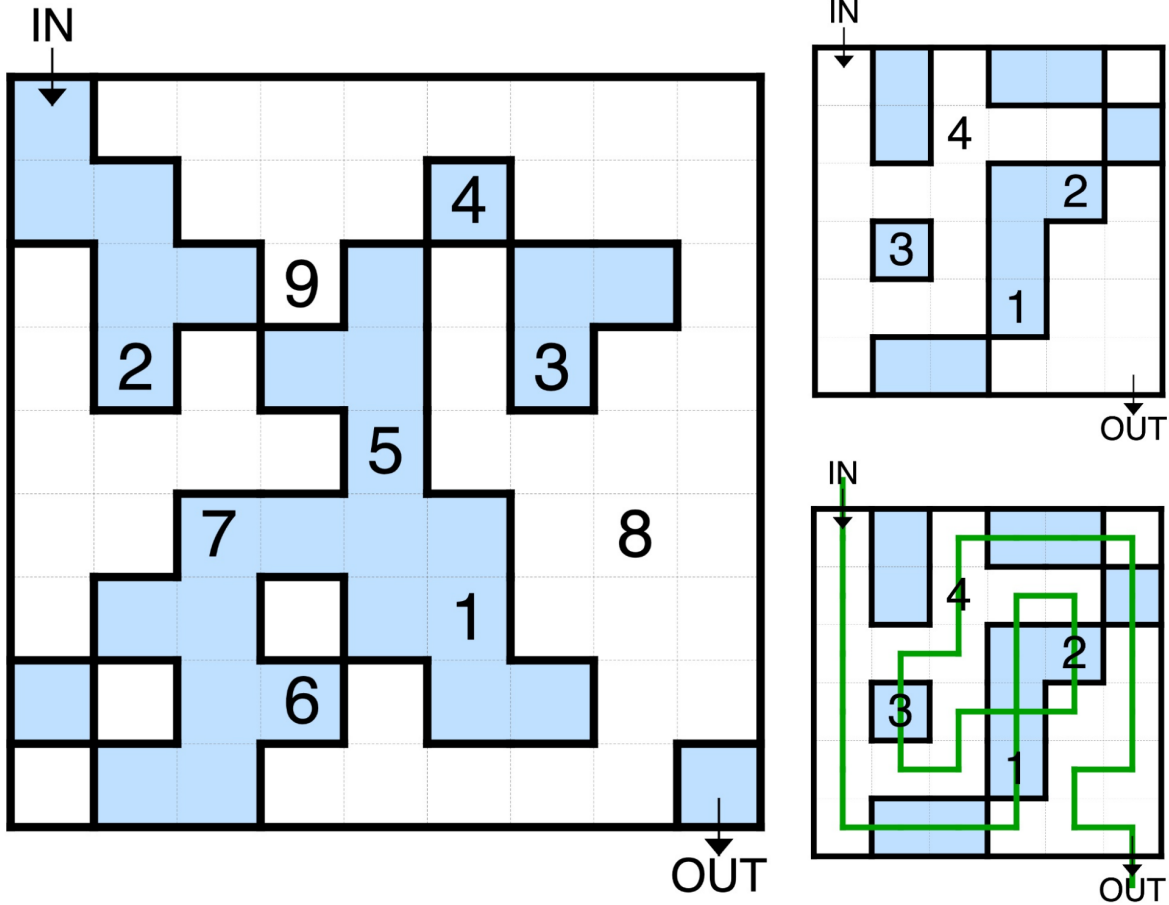
Have you ever solved a puzzle so beautiful that it fundamentally changed the way you viewed puzzles? Have you ever solved something and thought "wow, I really wish that I set that"? Have you ever solved a puzzle a dozen or more times just to try to learn everything you possibly can from it? Has that puzzle ever been a GAPP for you? For me, it has. The **Icelom** by Freddie Hand is easily my favorite GAPP ever, and is one of my favorite puzzles of all time.

Today's GAPP was created in tribute to it! I don't think I'm able to match the level of magic that Freddie's from last August had, but I hope this puzzle is still enjoyable enough! Let's take today to celebrate all of the puzzles that changed our lives, opened our minds to new ways of thinking, or made us laugh!

Tip (rot13): Guvf chmmyr vf onfrq nebhaq gur vqrn gung ahzoref pnaabg or ivfvgrq gjvpr!

↓ Rules and image on the next page ↓

↑ Intro on the previous page ↑



Rules: Draw a path that moves orthogonally through the centers of some cells, entering the grid at the “IN” marking and exiting at the “OUT” marking. All non-icy cells must be visited, and all cells containing numbers must be visited in strictly increasing order. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The path may not turn on icy cells.

Example (puzz.link): <https://tinyurl.com/5emnremc>

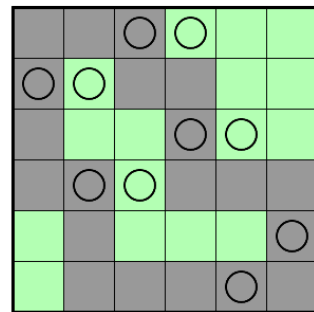
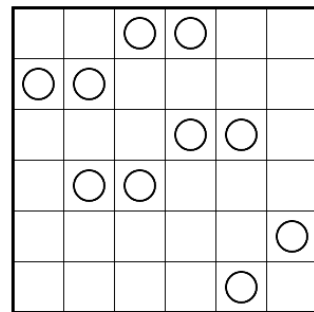
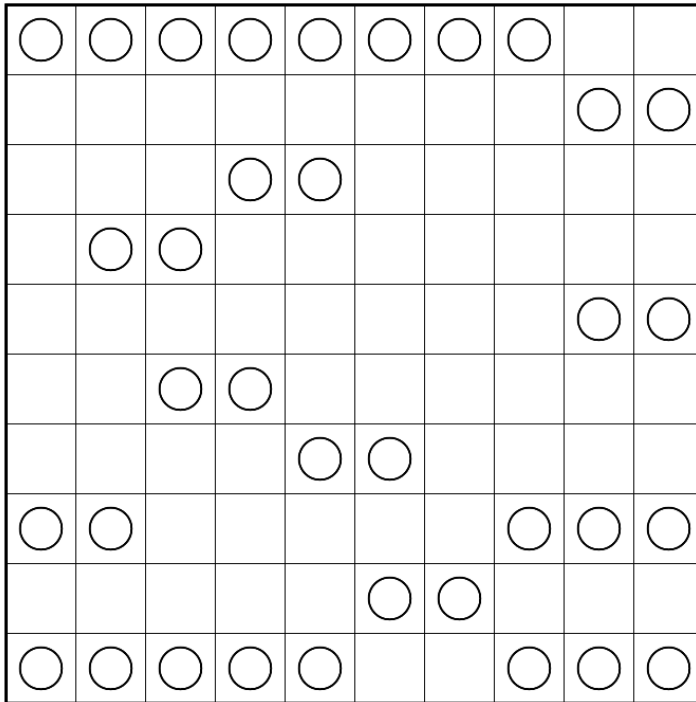
GAPP (puzz.link): <https://tinyurl.com/mr2kat5e>

July 19, 2023: Fortress

shyeheya

I can't remember what happened exactly on the way back from the orchard, but I do remember waking up in a **Fortress** of all places! With guards at the doors blocking me from getting back to HQ, let me out! If I don't get back soon the team might run out of clues! But it's ok, with my handy Guide Arrow maps I can find my way out of any situation! Wait... what's this, where are my arrow clues? What are these circle clues? A loop puzzle?!?! Loops aren't allowed in Guide Arrow! What's happening!!!

Rules: Shade some cells to form a non-intersecting loop which does not touch itself, not even diagonally. Each row and column must contain exactly one cell which has a circle and is shaded.



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

GAPP (Penpa+): <https://tinyurl.com/2j76vqls>

July 20, 2023: Leaf Vein

Menderbug

What's this? A triangular grid and it's not even Sunday? That's because this is perfectly normal-shaped grid for this genre. Leaf Vein was originally designed for the triangular grid, and while the rules work just fine on a square grid, the triangular structures do make it look a lot more thematic. This genre was created for the first issue of the Japanese Toketa of puzzle books.

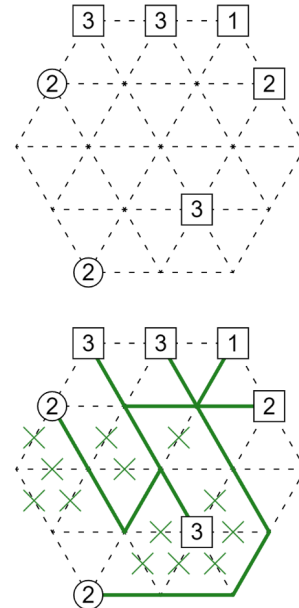
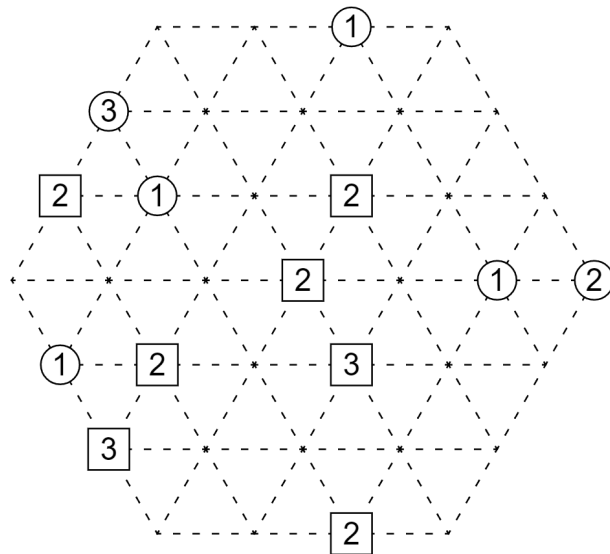
This genre takes some getting used to, so I recommend taking a good look at the example to make sure you understand how the clues work, and I'm including a diagram showing some valid and invalid clue examples, as well as two GAPP 101s.

GAPP 101: Gur ragver argjbex zhfg or pbaarpgrq, naq pbaarpgvbaf pna arire cnff guebhtu pyhrf, nf gurl znex qrnq raqf.

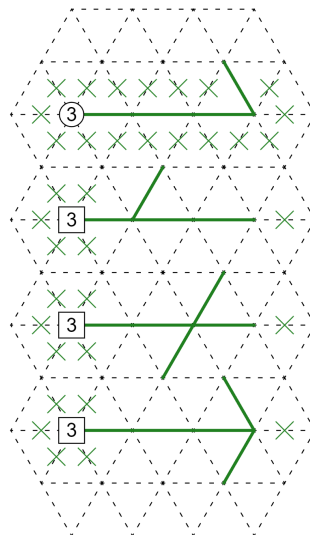
GAPP 102: Pvepyrq pyhrf ner irel erfgevpqvir sbe pbaarpgvivgl. Znrx fher lbh arire pbaarpg gurz qverpgyl, fvapr gurer jbhyq or abjurer gb oenapu bss naq pbaarpg gurz gb gur erfg bs gur argjbex.

↓ Rules and images on the next page ↓

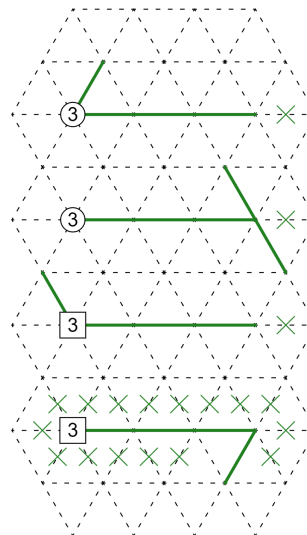
↑ Intro on the previous page ↑



Valid



Invalid



Rules: Trace some gridlines to draw a single connected network containing no loops. Each endpoint is marked with a shape and each shape marks an endpoint. The straight line segment extending from a circle must not branch off (even at its opposite end) or intersect another line. The straight line segment extending from a square must (potentially at its opposite end). A number in a shape indicates the length of the straight line segment extending from it.

Example (Penpa+): <https://tinyurl.com/2m4g3kjm>

GAPP (Penpa+): <https://tinyurl.com/2quq76wb>

July 21, 2023: Inverse LITSO

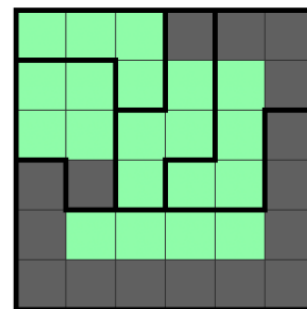
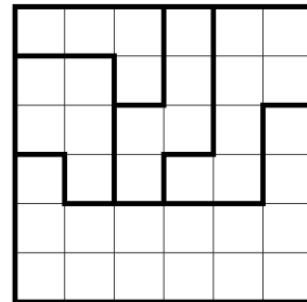
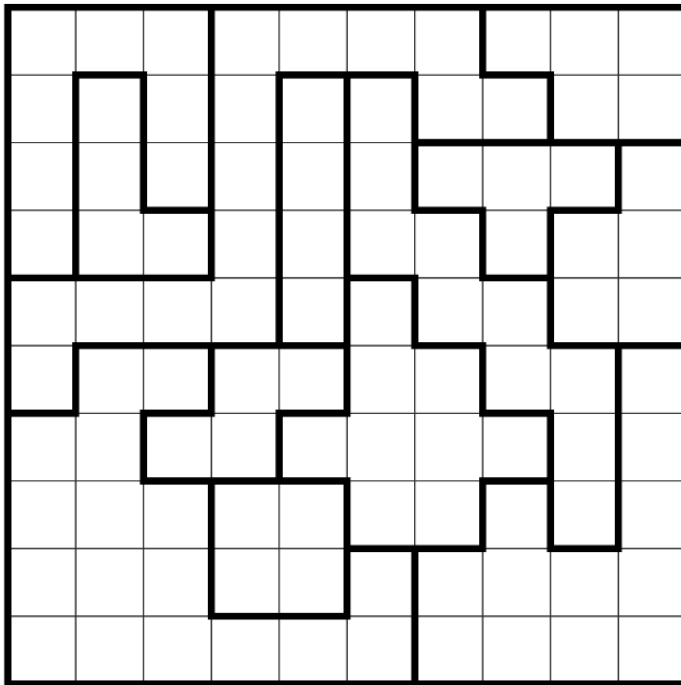
Freddie Hand

It's time to unlearn what you have learned in LITS (or should I say TSLI?). For subvert your wildest expectations, this puzzle will. It is an **Inverse LITSO!**

Rules: Place an unshaded tetromino in every region, and shade the remaining cells. Two tetrominoes of the same shape may not share a bold border, counting rotations and reflections as the same. No 2x2 region may be entirely shaded, and all shaded cells must form one orthogonally connected area.

Notes

- The example is a little bit tougher than usual.
- Don't forget about O tetrominoes! These are implicitly not allowed in LITS by the 2x2 rule, but are fine here.
- Tip (rot13): Sbe fznny ertvbf vg znl or jbegujuvyr grfgvat nyy bcvbaf bar ol bar.



Example (puzz.link): <https://tinyurl.com/5cup674a>

GAPP (puzz.link): <https://tinyurl.com/2p9hftpt>

July 22, 2023: Supersized FiveCells

Walker

On today's episode of How It's Made: GAPP, we'll be taking a look at pentominoes. At the GAPP pentomino factory, these shapes with **Five Cells** are manufactured starting from a **Supersized** 15-by-15 sheet of squares. A skilled solver uses the provided number markings to divide the sheet into pentominoes. A single sheet produces 45 pentominoes, which can later be used in genres such as Statue Park and Pentopia. Would you like to give it a try?

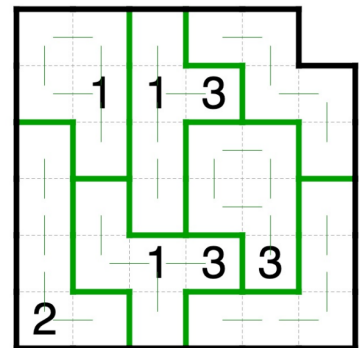
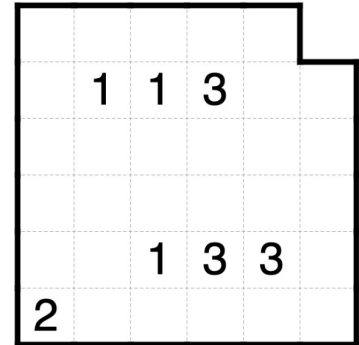
Notation Tip: You can draw auxiliary connecting lines by dragging between the centers of cells. While these do not have to be drawn for the checker to trigger, they are very helpful for solving.

For help with a common pattern in this puzzle, check out this GAPP 101 (rot13): Gjb nqwnprag 1 pyhrf pna'g or cneg bs gur fnzr cragbzvab, orpnhfr nal funcr pbagnvatat obgu bs gurz jbhyq arrq gb or ng yrnfg 6 fdhnerf ynetr.

↓ Rules and image on the next page ↓

↑ Intro on the previous page ↑

2	1									2			
2			1	3	0	3			1	1	3	3	
												2	
	3						0					3	
	1						3					2	
	1						2						
	3						1	3	1	1			
			1	3	1	1						1	
												3	
	1						1					1	
	3						3					1	
	3												
	1	1	3	1				1	1	3	2	2	
2												1	2



Rules: Divide the grid into regions of 5 orthogonally connected cells. (i.e. pentominoes). Clued cells must have the indicated number of region borders or grid borders surrounding them. For clarification, P pentominoes cannot have internal borders.

Example (puzz.link): <https://tinyurl.com/5749r3ns>

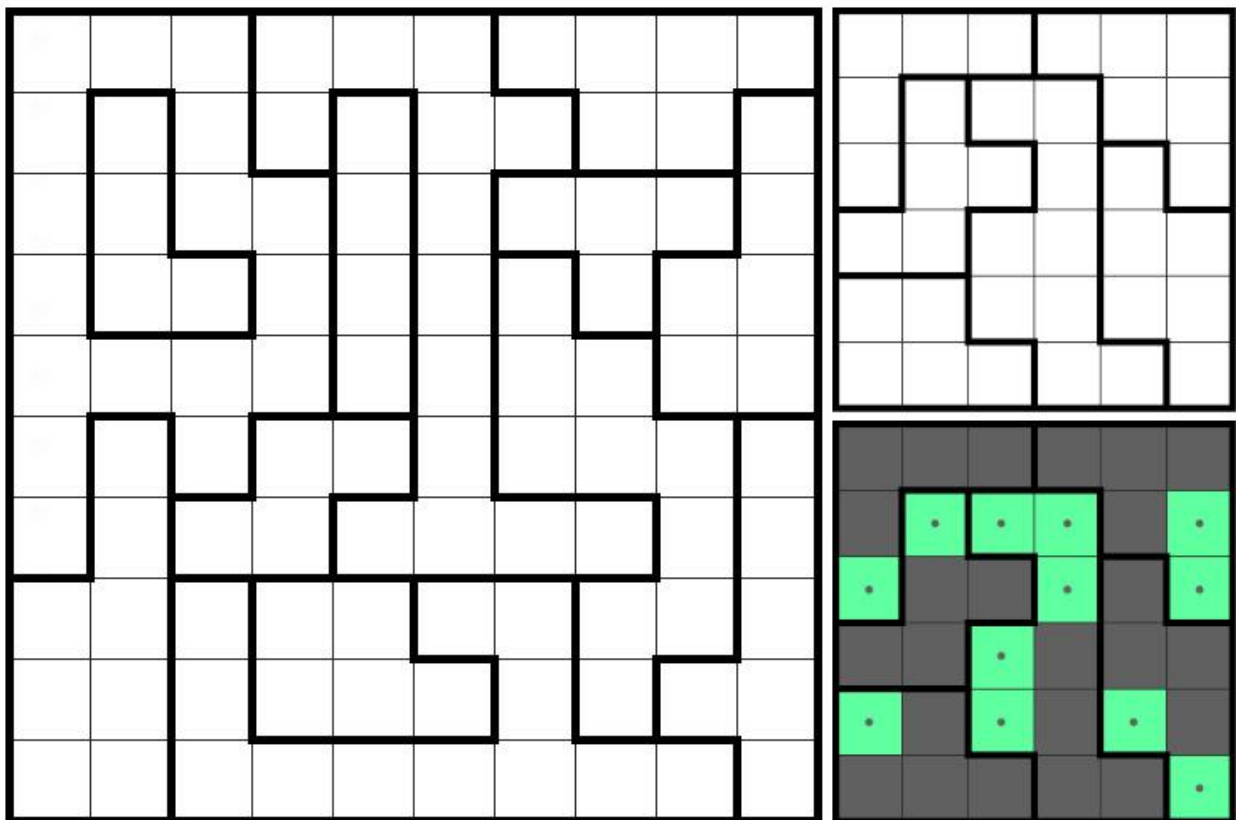
GAPP (puzz.link): <https://tinyurl.com/9mvtkxh>

July 23, 2023: LITS

jovi_al

Hello everyone! Do you sometimes open a puzzle and think "wait, have I solved this before?" I don't know how that could be the case with today's **LITS**, though-- it definitely looks very distinct from all recent GAPPs and definitely doesn't have anything in common with any recent GAPPs.

Rules: Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.



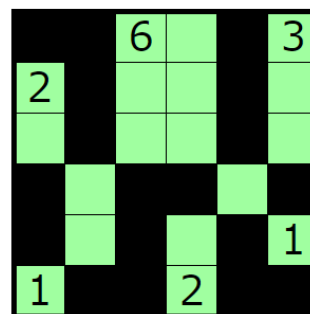
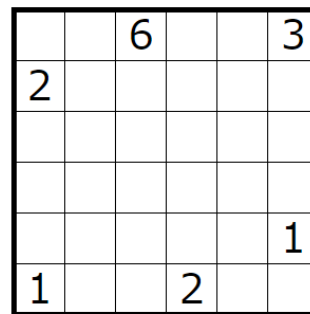
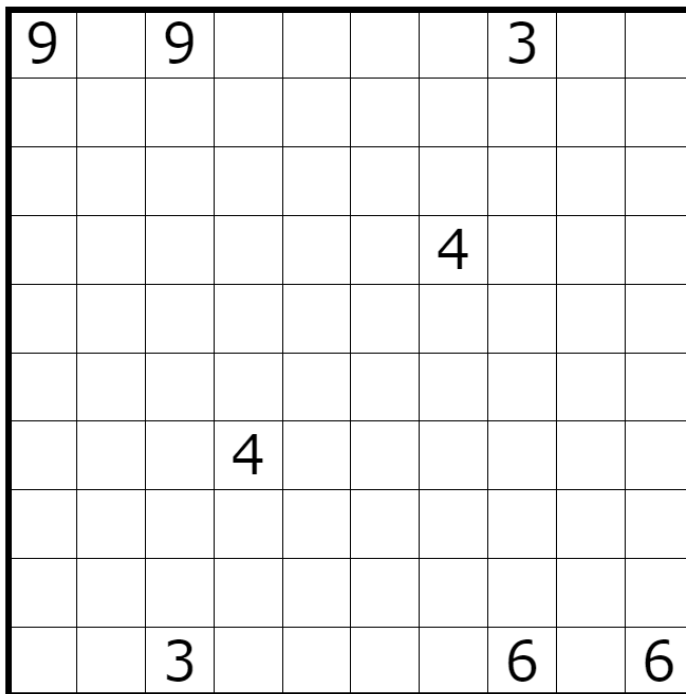
Example (puzz.link): <https://tinyurl.com/bdcvrzfn>

GAPP (puzz.link): <https://tinyurl.com/3p6f5he5>

July 24, 2023: Mochikoro
 shyehya (posted by Martha)

Hello, this is Martha again. I must stress how important it is not to humor the patient or play along with her fantasies. Recently she tried to run out of the hospital, putting herself at greater risk of harm. Remember, this is not only for her good but also your own, don't you want a variety of puzzle types? We only just recently broke her out of dynasty puzzles and into other kinds of shading puzzles. Today's is a nice **Mochikoro**, please just solve it and move on...

Rules: shade some cells so that all areas of orthogonally connected unshaded cells are rectangular. the unshaded rectangles must all be connected diagonally. clues cannot be shaded, and represent the number of cells in the unshaded area they belong to. an unshaded area of cells cannot contain more than one clue. no 2x2 region may be entirely shaded.



Example (puzz.link): <https://tinyurl.com/2p8k6w2x>
 GAPP (puzz.link): <https://tinyurl.com/3jvv34ts>

July 25, 2023: Brownies

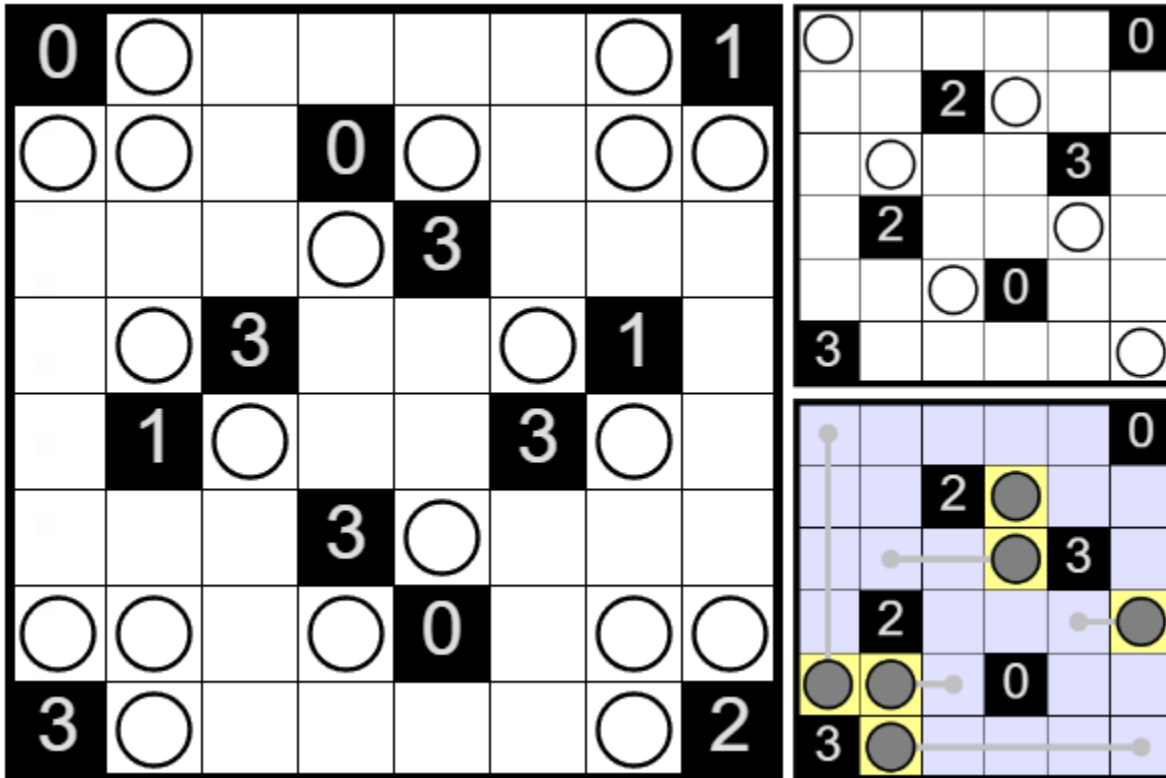
Menderbug

After my first seven GAPPs, I noted that I had covered every major type of genre, except movement/sliding puzzles, because all the available ones had already been done. Today, I can finally rectify that situation. A "new" movement genre was added to puzz.link just yesterday: **Brownies**. And it's maybe the quintessential movement genre, because of the relative simplicity of its rules. It's essentially Minesweeper, but the mines are already on the grid and just need to be moved into place.

Notation tip: puzz.link's movement genres provide a lot of useful auxiliary notation, make use of it! Right-click cells to shade them blue or yellow to indicate whether the final solution has a circle there or not. Click circles to shade them and indicate that they've reached their final position. Click edges to place a crossmark and indicate that a circle cannot pass through there. And click on clues to grey them out to indicate they've already been satisfied.

↓ Rules and image on the next page ↓

↑ Intro on the previous page ↑



Rules: Move some circles such that each clue has the indicated number of circles in the (up to) 3x3 area surrounding it. A circle may move only in one straight line vertically or horizontally, and may not pass through black cells. Circles' paths may not cross each other, other circles, or other circles' starting points.

Example (puzz.link): <https://tinyurl.com/4jcr9tyt>

GAPP (puzz.link): <https://tinyurl.com/3ncv5hmr>

July 26, 2023: Tapa

Freddie Hand

Great news!

What?

The <http://puzzleduel.club/> "Tap into Tapa" contest is almost here!

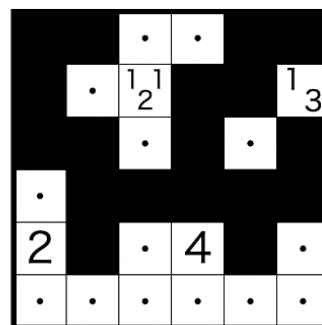
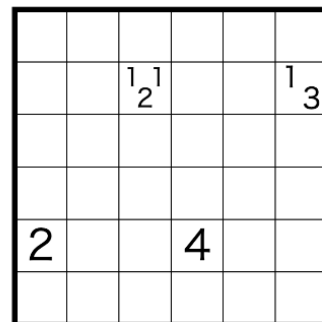
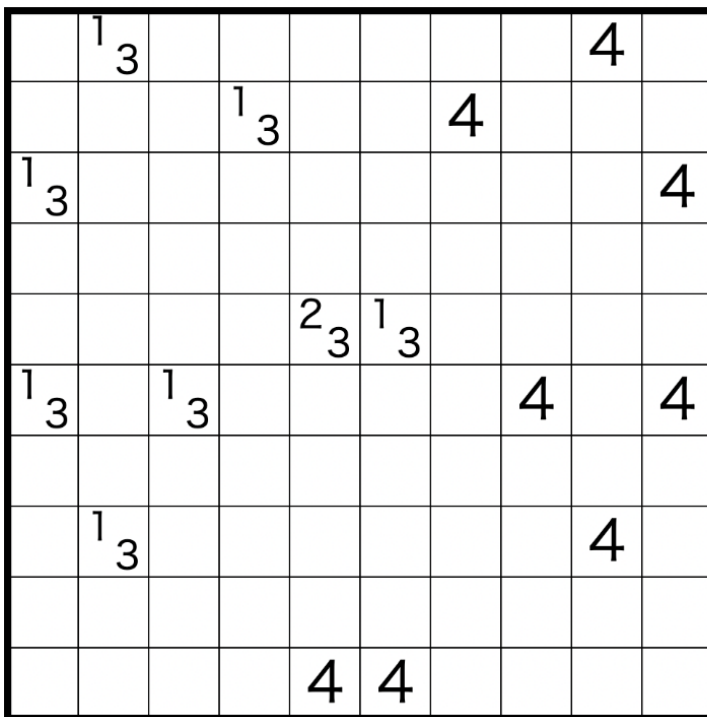
When?

Next week!

Great! Now then...

I went on the internet and found this: <REDACTED>. I also found this. It is an **Tapa!**

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue. No 2x2 region may be entirely shaded.



Example (puzz.link): <https://tinyurl.com/3e68574j>

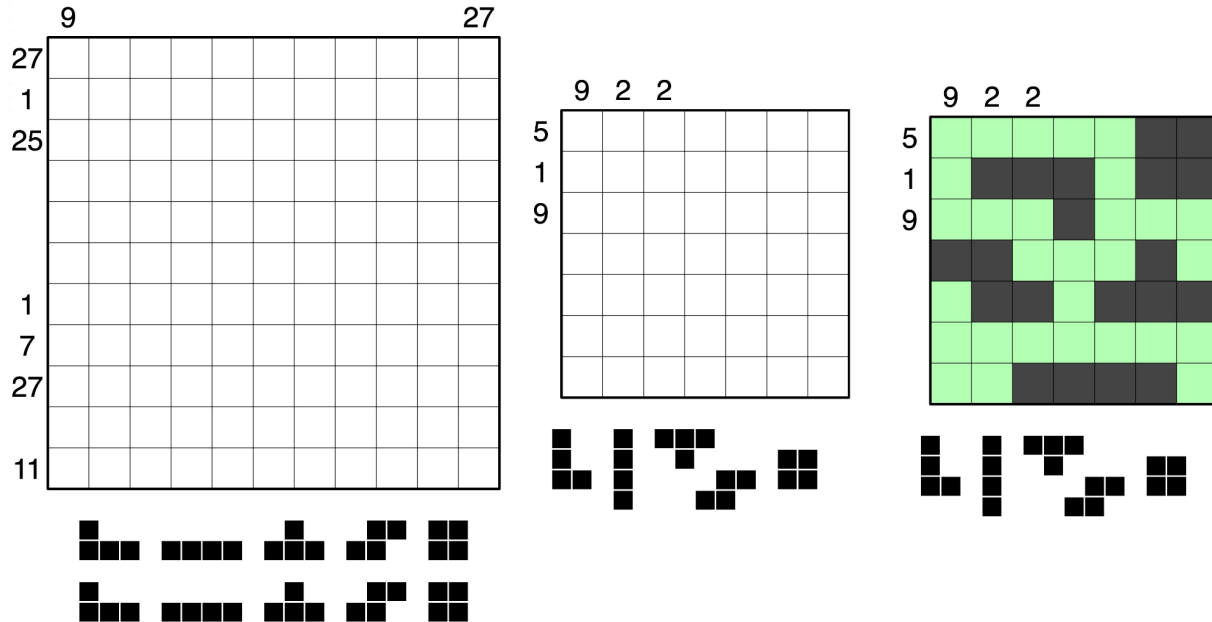
GAPP (puzz.link): <https://tinyurl.com/h982fkl>

July 27, 2023: Place by Product

Walker

Did you enjoy Saturday's show about pentominoes? We just got a shipment of tetrominoes in today, and need to make sure they're stored correctly using these **Place by Product** grids. Gaps are important here at GAPP; we like to leave a one-cell gap around each tetromino and gaps of the correct widths in the marked rows and columns, so that the tetrominoes have enough room.

Rules: Place each shape from the bank given outside the grid into the grid so that no two shapes are touching, not even diagonally. Rotating and reflecting shapes is allowed. A clue outside the grid indicates the product of the lengths of the groups of consecutive unshaded cells in the corresponding row or column.



Example (Penpa+): <https://tinyurl.com/2awno2ey>

GAPP (Penpa+): <https://tinyurl.com/2c3k7maw>

July 28, 2023: Nemo

jovi_al

What's your favorite show? Mine is *The Simpsons*. My favorite episode of all was when Homer Simpson blinded the cycloptic Polyphemus and said "**Nemo** did it!". Homer Simpson (as Nemo) would later pilot a submarine whose odometer would eventually hit approximately 80,000 km and then implode near the wreckage of the *Titanic*. I also liked the part where two kingdoms went to war over a beautiful woman, because, God dude, same.

Tip #1 (rot13): Vs n ebj be pbyhza unf svir hafunqrq pryyf, gur erfg bs gur pryyf va gung ebj be pbyhza zhfg or funqrq! Gur fnzr vf gehr sbe guerr funqrq pryyf hafunqvat gur erfg bs gur ebj be pbyhza.

Tip #2 (rot13): Pryyf pbagnvavat neebjf gung pna frr n 1 va gurve ebj be pbyhza zhfg unir gur nqwnprag pryy va gur qverpgvba bs gur neebj hafunqrq.

↓ Rules and image on the next page ↓

↑ Intro on the previous page ↑

1-5

1-3

1-3

Rules: Place a number from the range given outside the grid into some cells so that each row and column contains every number from that range with no repeats, and shade all of the remaining cells. Cells with arrows must contain a number that represents the distance to the first shaded cell appearing in the indicated direction.

Example (Penpa+): <https://tinyurl.com/25m5nljb>

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

July 29, 2023: Supersized Heyawake

shyeheya

That Martha is a piece of work isn't she? Head guard at the **Supersized** fortress, stays up all night pacing the halls and swinging her flashlight. I've been studying the patterns of this place, and it's intricately designed, you cannot see through any of the rooms without hitting a wall, which can only mean one thing! A **Heyawake** floor planner worked on this place. But they don't know I've got experience in the genre, here look, I've been mapping it out! There's something secret at the center, I just know it!

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 line of consecutive unshaded cells may not cross more than one bold border.

2		1			2			1	2
0		3			2				
			1	1				3	2
2	3						1		
								2	2
2	2								
			1						
			3			3			2
2	1		1			2			0

	3								
								1	
2									

	3								
								1	
2									

Example (puzz.link): <https://tinyurl.com/wb8f6mad>

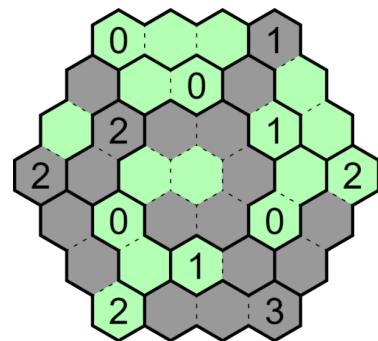
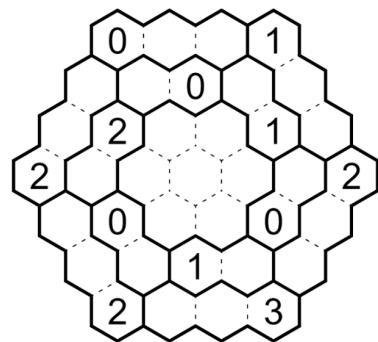
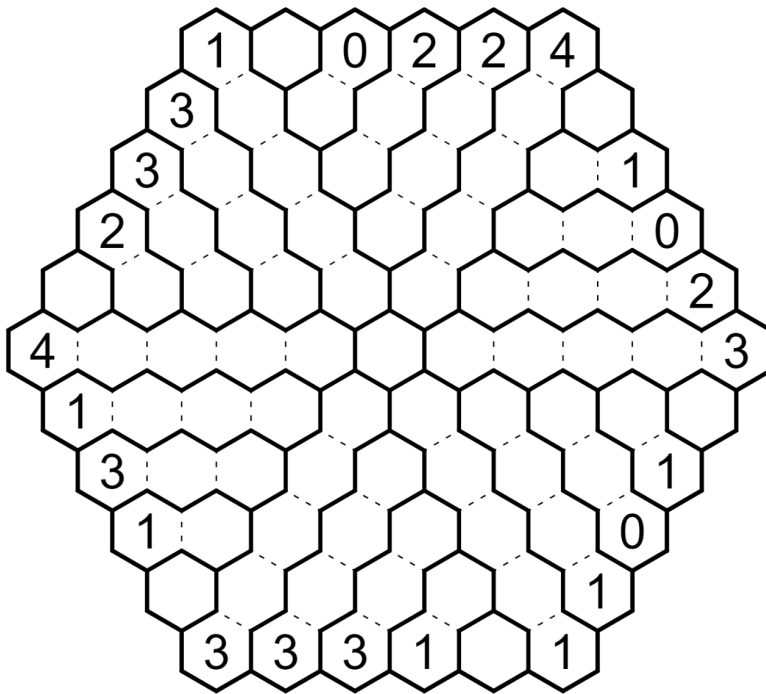
GAPP (puzz.link): <https://tinyurl.com/4z55j3sp>

July 30, 2023: Aqre (Hexagonal)

Menderbug

Ah, another perfectly normal Sunday. **Aqre** works so well on a **Hexagonal** grid that I'm really surprised how few of these I've seen in the wild. But now there's another! (Or two if you count the example.) (~~Or three if you wait a few days for Mind the GAPP.~~)

Rules: Shade some cells so that all shaded cells form one connected area. Regions with numbers must contain the indicated amount of shaded cells. There may not exist a run of more than three consecutive shaded or unshaded cells anywhere in the grid.



Example (Penpa+): <https://tinyurl.com/24ljuvs5>

GAPP (Penpa+): <https://tinyurl.com/23n3wqd6>

July 31, 2023: Tile City

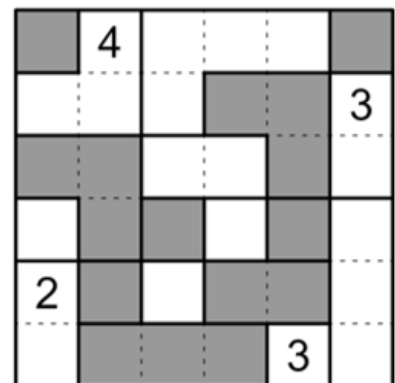
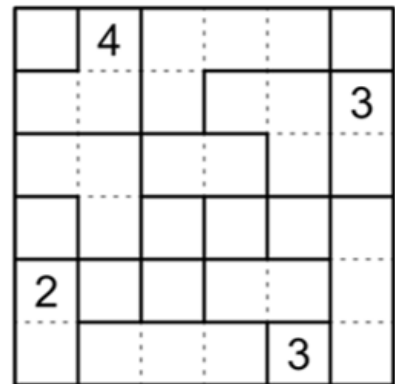
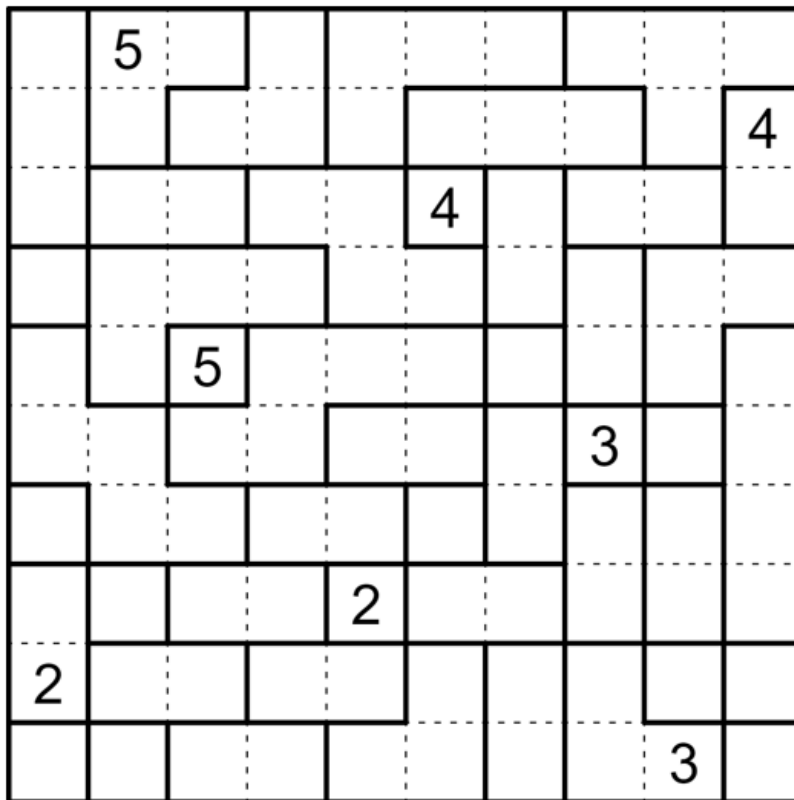
bakpao

Freddie appears to be having connection issues today and has unfortunately run out of backlog, so instead you're getting a baklog puzzle.

Also, we hope you're excited for August! We have something fun planned for you all again - tune in tomorrow to find out what!

Today's puzzle is a **Tile City**! This is a genre invented by Japanese author AtomicNeoN.

Rules: Shade some cells such that each region is either fully shaded or fully unshaded. No 2x2 region may be entirely shaded. Each group of orthogonally connected unshaded regions must contain exactly one region of each size, from a region with only one cell up to the largest region in the group. Regions containing numbers must be unshaded, and numbers represent the size of the largest region in their group.



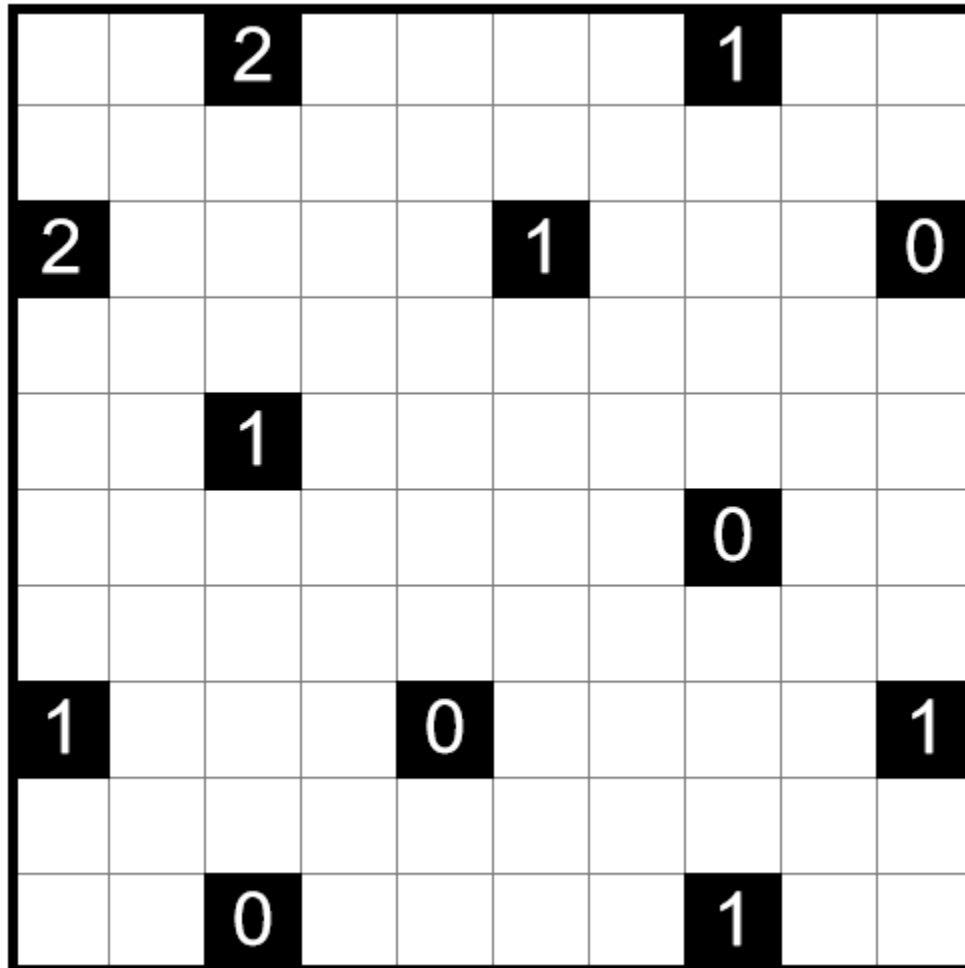
Example (Penpa+): <https://tinyurl.com/2bnrjwl5>

GAPP (Penpa+): <https://tinyurl.com/2663tegx>

Bonus 1: Akari

shyeheya

Rules: Place lights into some empty cells so that every cell is illuminated. Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Clues represent the number of lights in the (up to) four cells surrounding the clue.

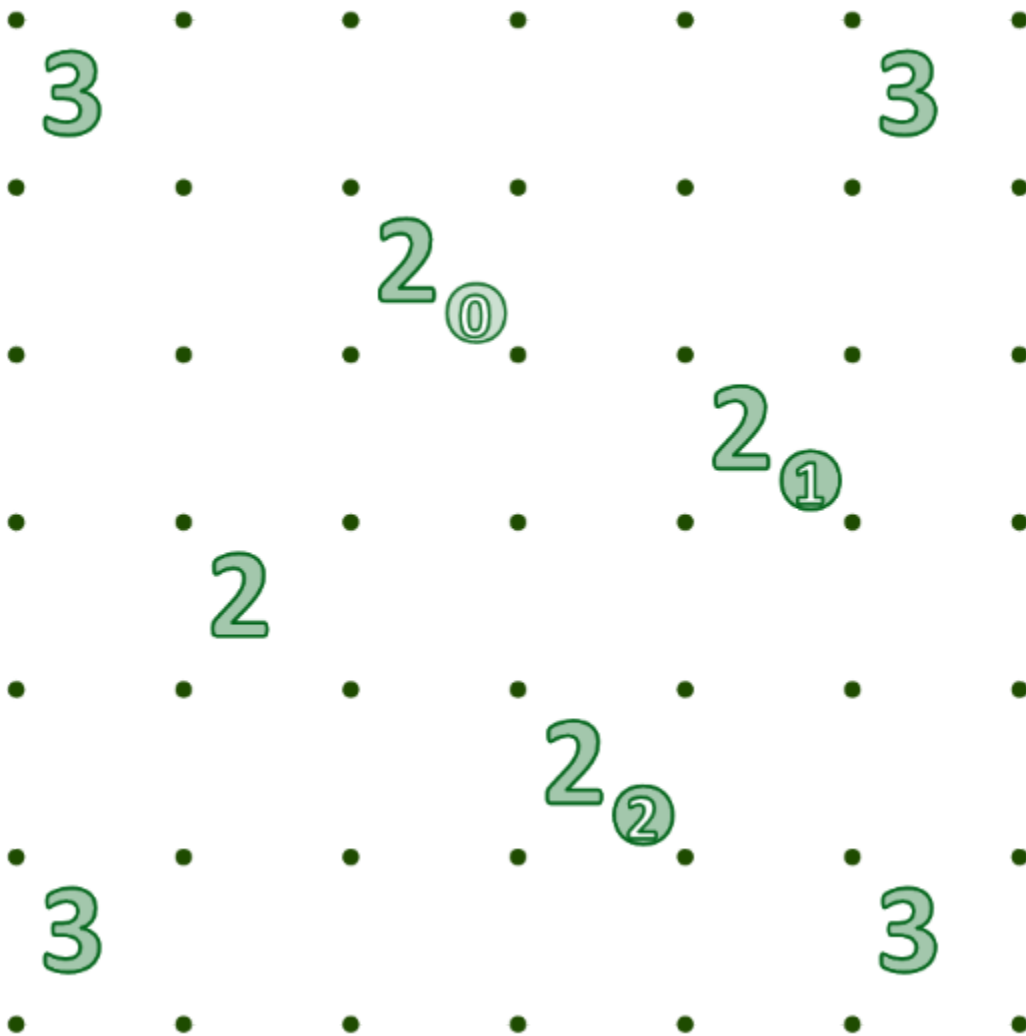


Bonus (puzz.link) <https://tinyurl.com/yd55kc86>

Bonus 2: 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.

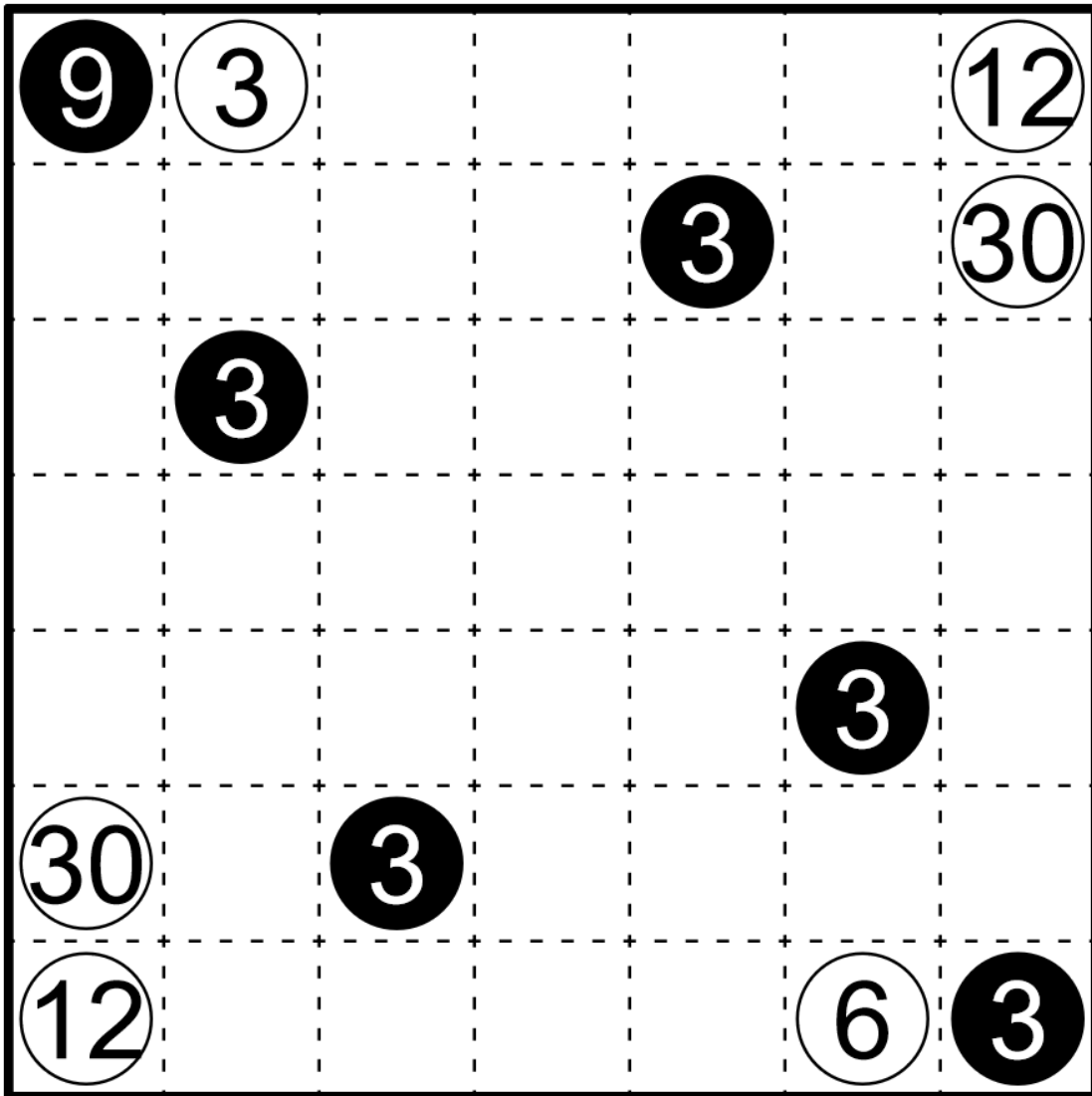


Bonus (Kudamono): <https://tinyurl.com/ydme58v4>

Bonus 3: Inbox/Outbox

Menderbug

Rules: Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one white and one black clue. Black clues indicate the total area of the largest rectangle fully contained within the region. White clues indicate the total area of the smallest rectangle containing the entire region.

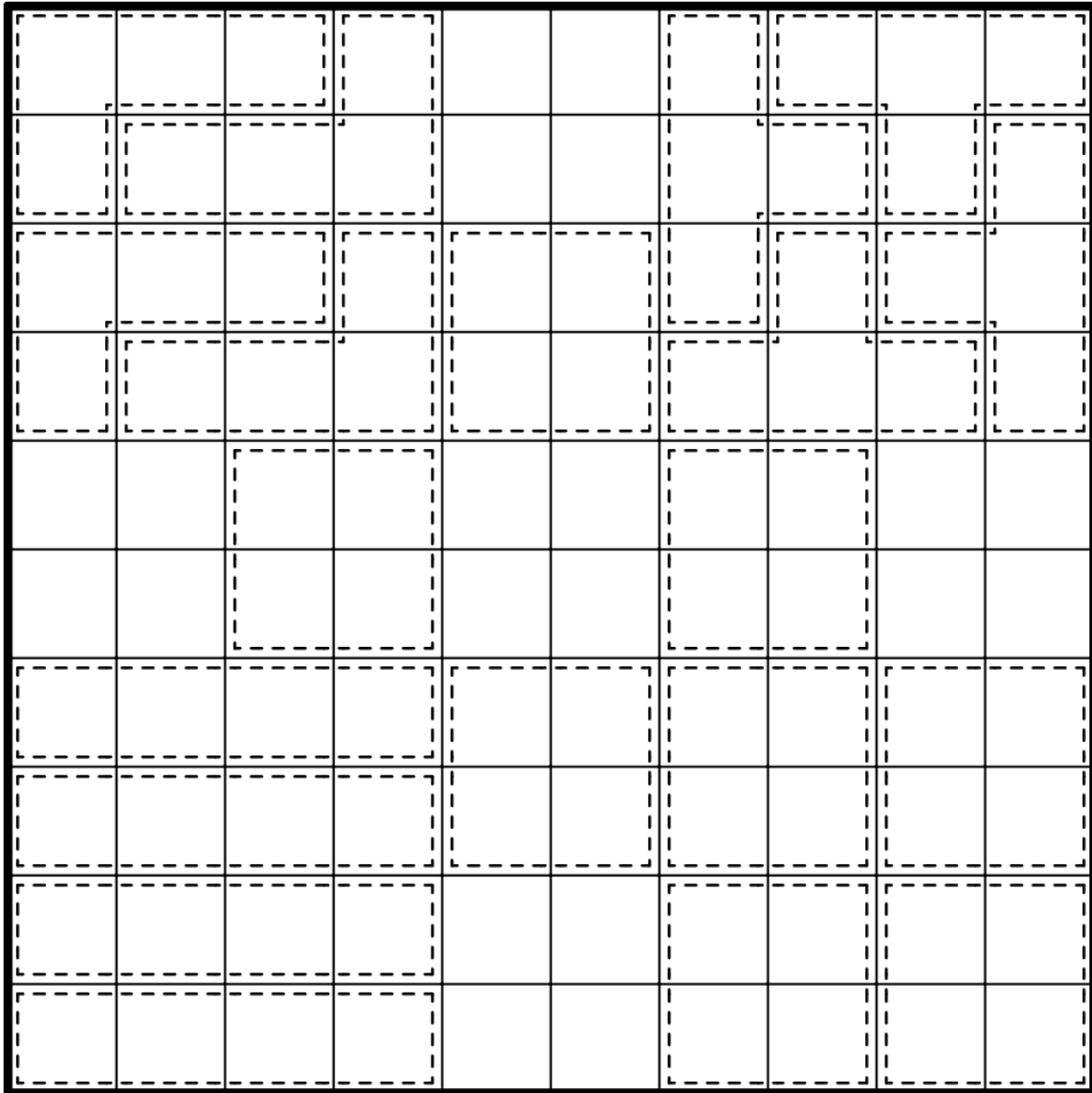


Bonus (Penpa+): <https://tinyurl.com/29pgt8jx>

Bonus 4: Equal Measures

Menderbug

Rules: Shade some cells to form a non-intersecting loop which does not touch itself, not even diagonally. Exactly half the cells in each cage are shaded.

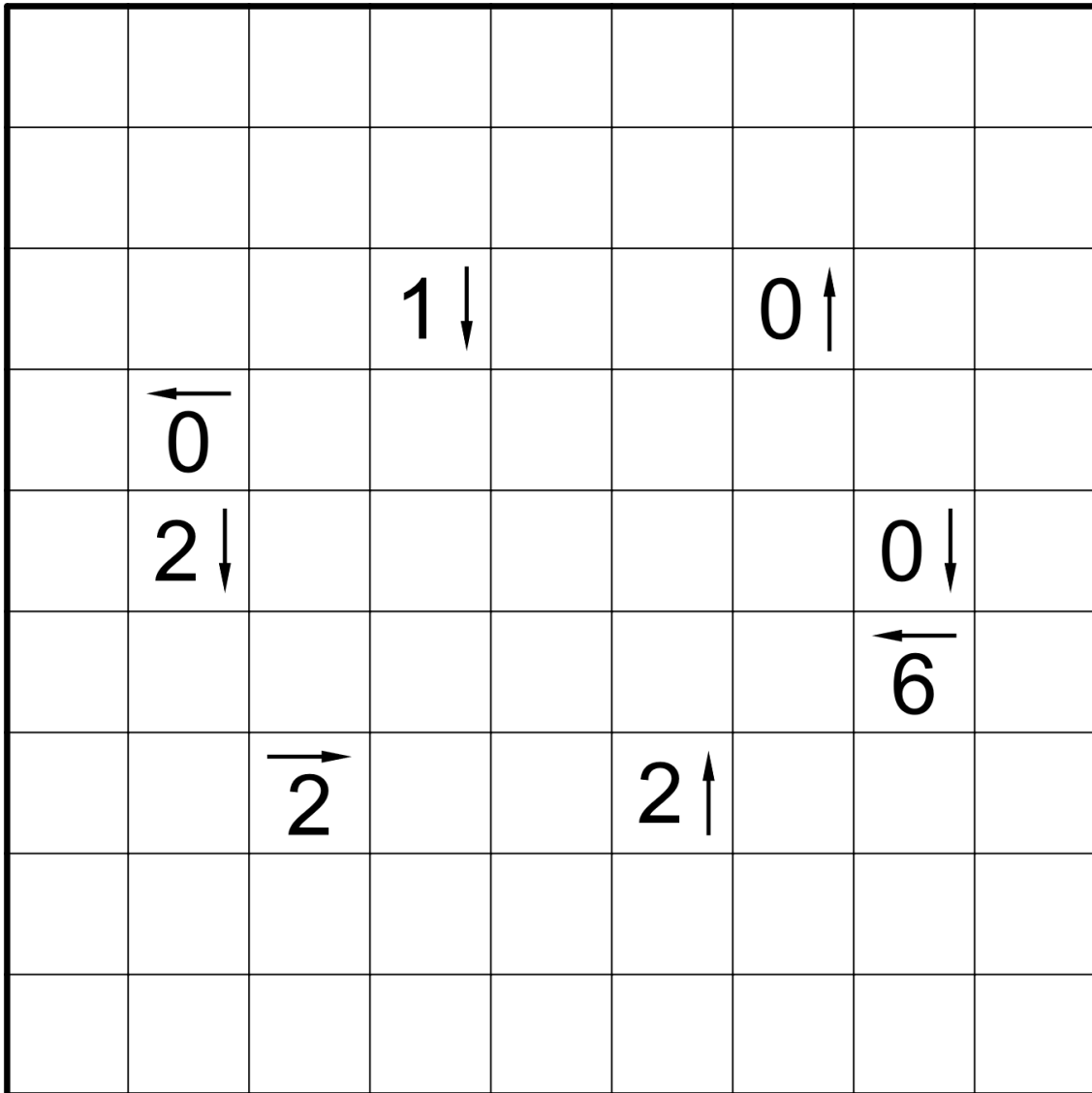


Bonus (Penpa+): <https://tinyurl.com/25e2523b>

Bonus 5: Zero One Lines

Walker

Rules: Draw lines connecting the centers of orthogonally adjacent cells to form 0s (rectangles) and 1s (straight lines). Every empty cell must be occupied. Clued cells may not be occupied, and indicate the number of 1s which appear at least partially within the cells in a straight line in the indicated direction.



Bonus (Penpa+): <https://tinyurl.com/2ctf4fyu>
Bonus (Kudamono): <https://tinyurl.com/4e3e6typ>

Bonus 6: Country Road

Menderbug

Rules: Draw a non-intersecting loop through the centres of some cells which passes through each region exactly once. A number in a region represents how many cells in the region are visited by the loop. Orthogonally adjacent cells across a region border may not both be unused.

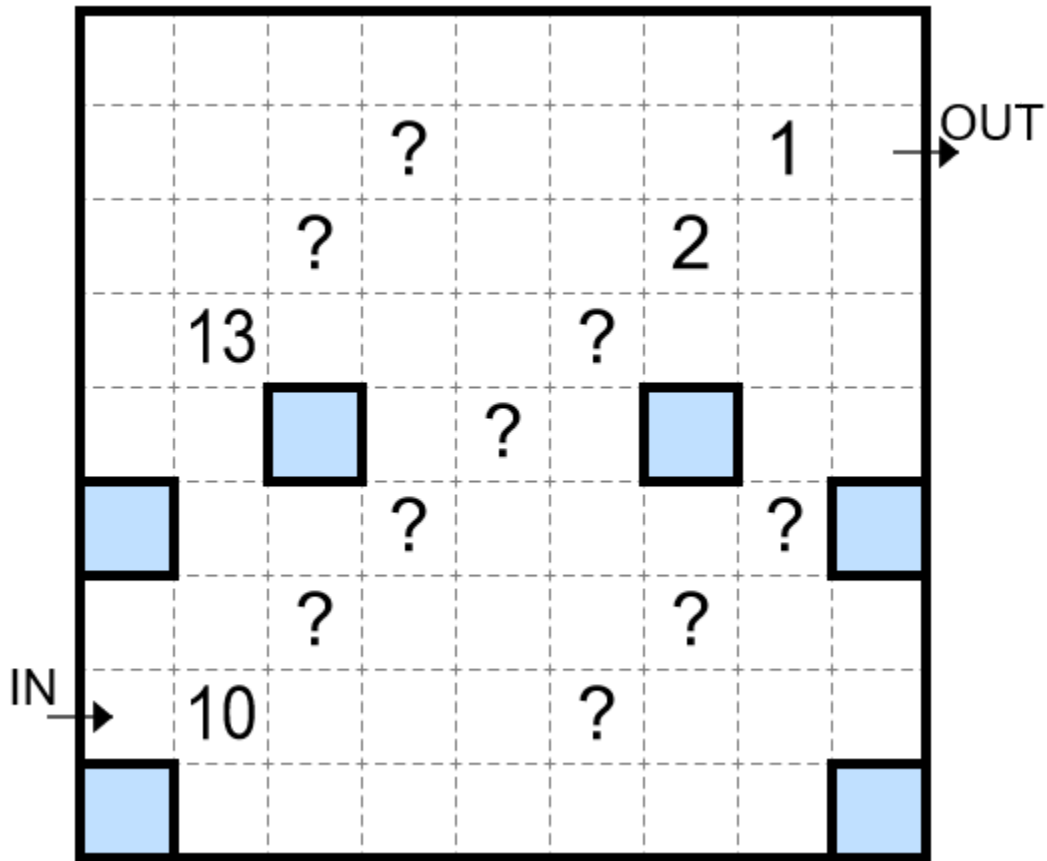
1			3		2
4			1		
		3			1
3		2			4

Bonus (puzz.link): <https://tinyurl.com/mvf9u8zr>

Bonus 7: Icelom

jovi_al

Rules: Draw a path that moves orthogonally through the centers of some cells, entering the grid at the “IN” marking and exiting at the “OUT” marking. All non-icy cells must be visited, and all cells containing numbers must be visited in strictly increasing order. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The path may not turn on icy cells.

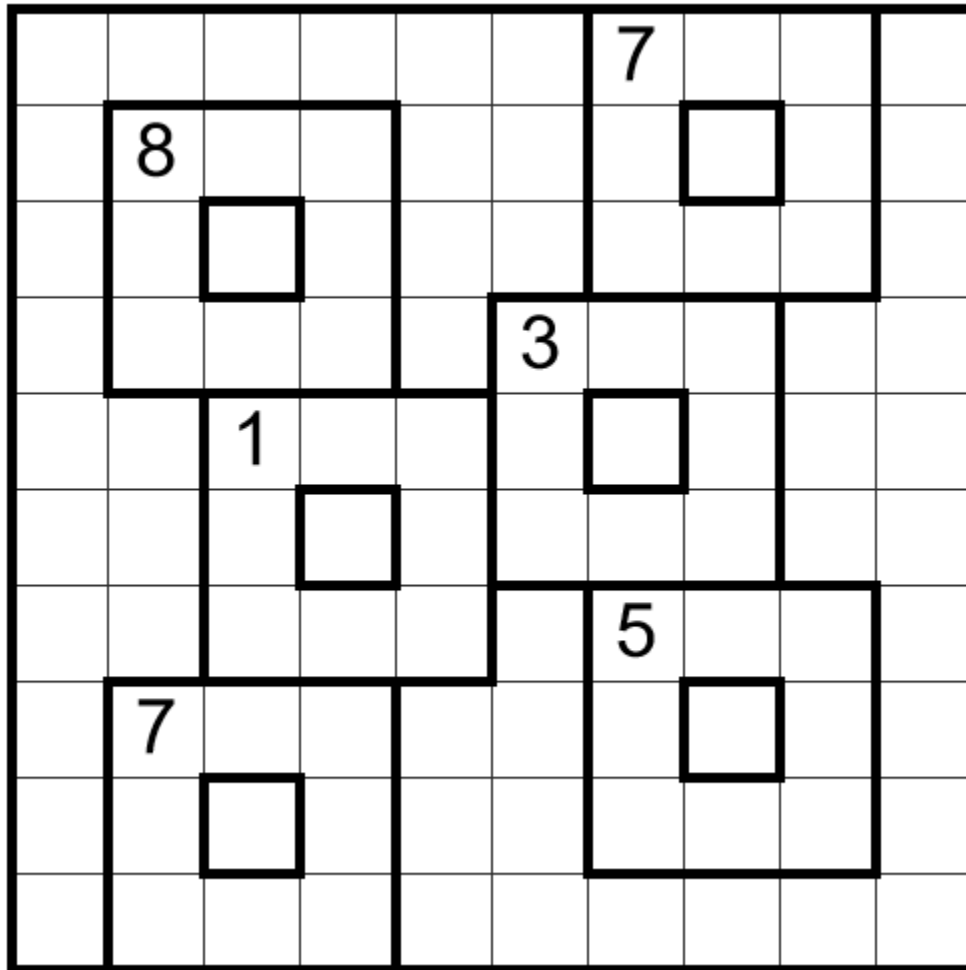


Bonus (puzz.link): <https://tinyurl.com/bdhfcde5>

Bonus 8: Aqre

jovi_al

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Regions with numbers must contain the indicated amount of shaded cells. There may not exist a run of four or more consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.

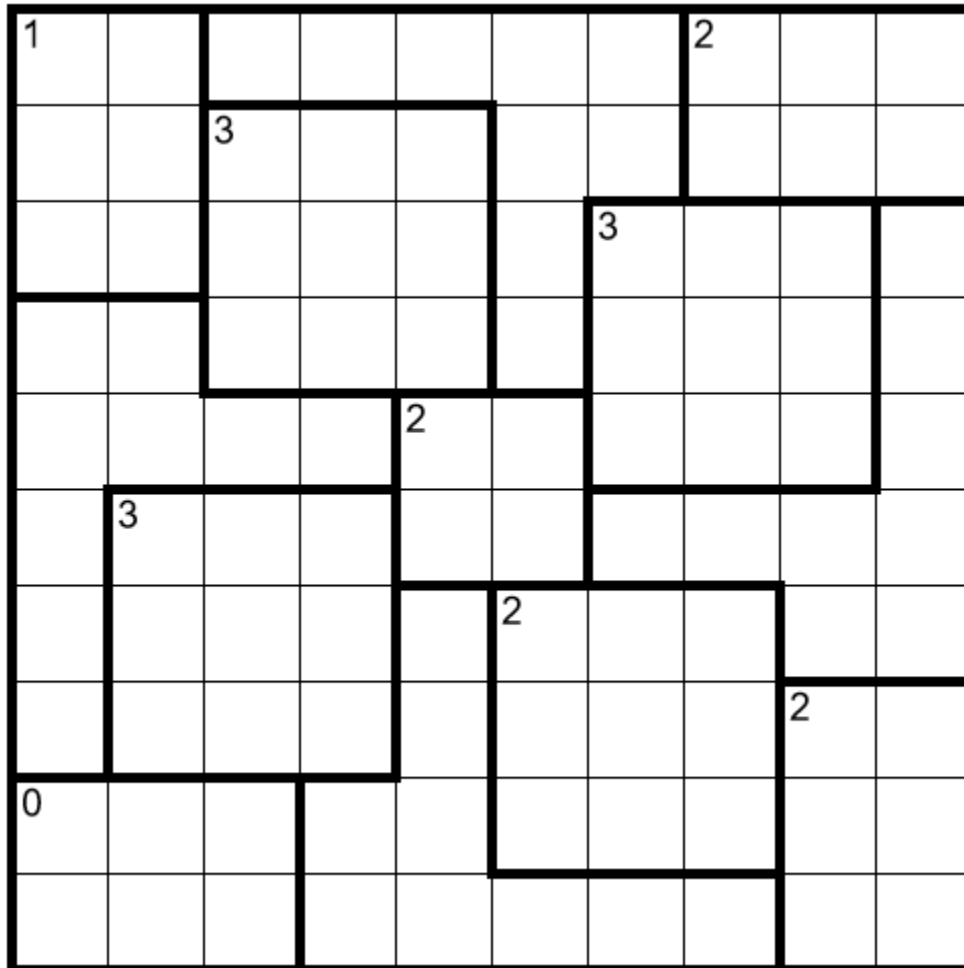


Bonus (puzz.link): <https://tinyurl.com/yww36t8y>

Bonus 9: Regional Yajilin

jovi_al

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all remaining cells. Numbered regions must contain the indicated amount of shaded cells (unnumbered regions can have any number, including zero).

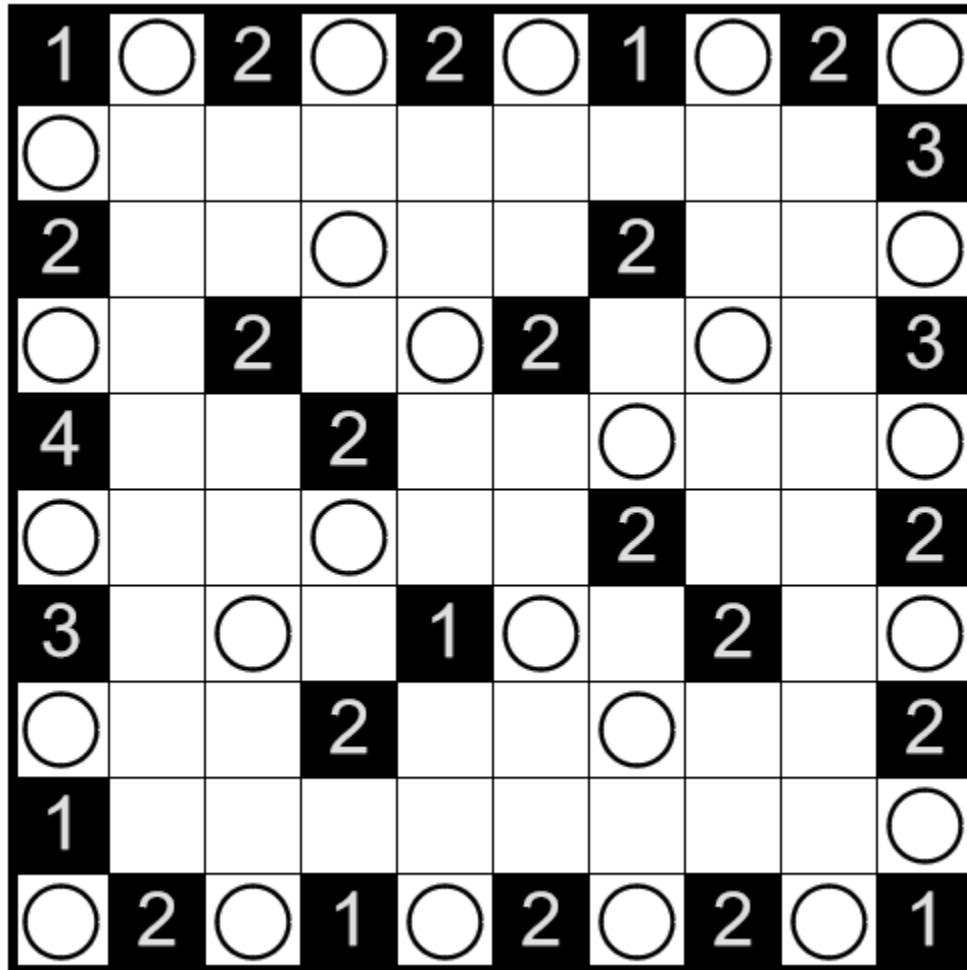


Bonus (puzz.link): <https://tinyurl.com/2nu3xe8p>

Bonus 10: Brownies

Menderbug

Rules: Move some circles such that each clue has the indicated number of circles in the (up to) 3x3 area surrounding it. A circle may move only in one straight line vertically or horizontally, and may not pass through black cells. Circles' paths may not cross each other, other circles, or other circles' starting points.

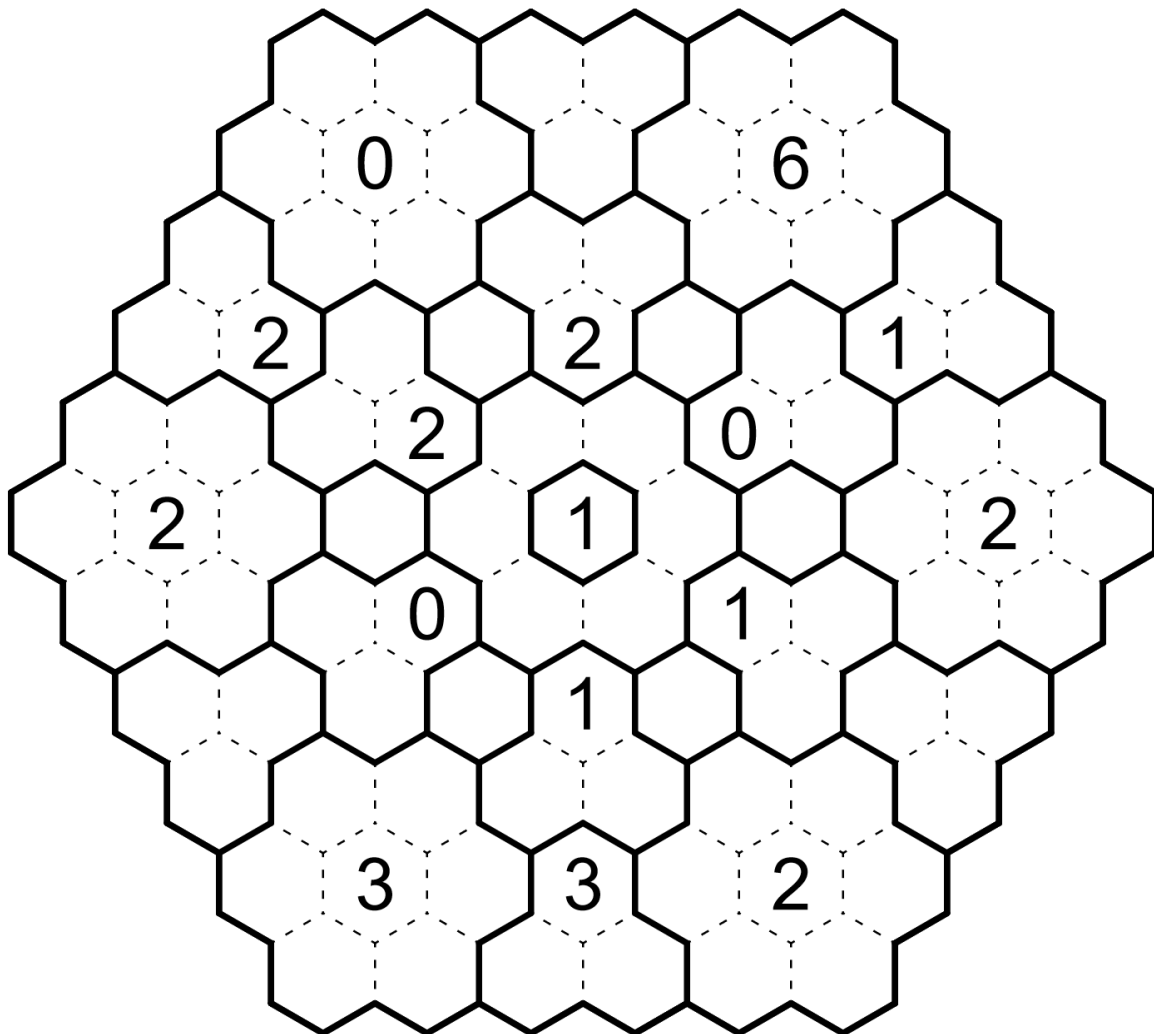


Bonus (puzz.link): <https://tinyurl.com/e4jwr4mx>

Bonus 11: Aqre (Hexagonal)

Menderbug

Rules: Shade some cells so that all shaded cells form one connected area. Regions with numbers must contain the indicated amount of shaded cells. There may not exist a run of more than three consecutive shaded or unshaded cells anywhere in the grid.



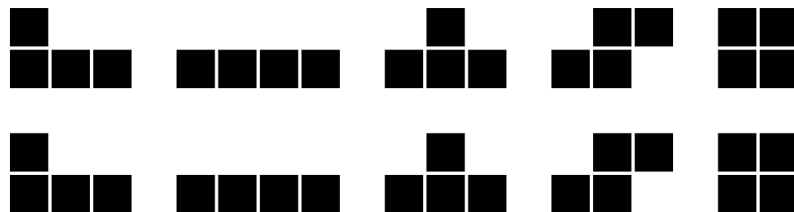
Bonus (Penpa+): <https://tinyurl.com/27yzk7z3>

Bonus 12: Place by Product

Walker

Rules: Place each shape from the bank given outside the grid into the grid so that no two shapes are touching, not even diagonally. Rotating and reflecting shapes is allowed. A clue outside the grid indicates the product of the lengths of the groups of consecutive unshaded cells in the corresponding row or column.

	7	27	3	7				7	4	27
3										
7										
7										
7										
7										
14										
4										

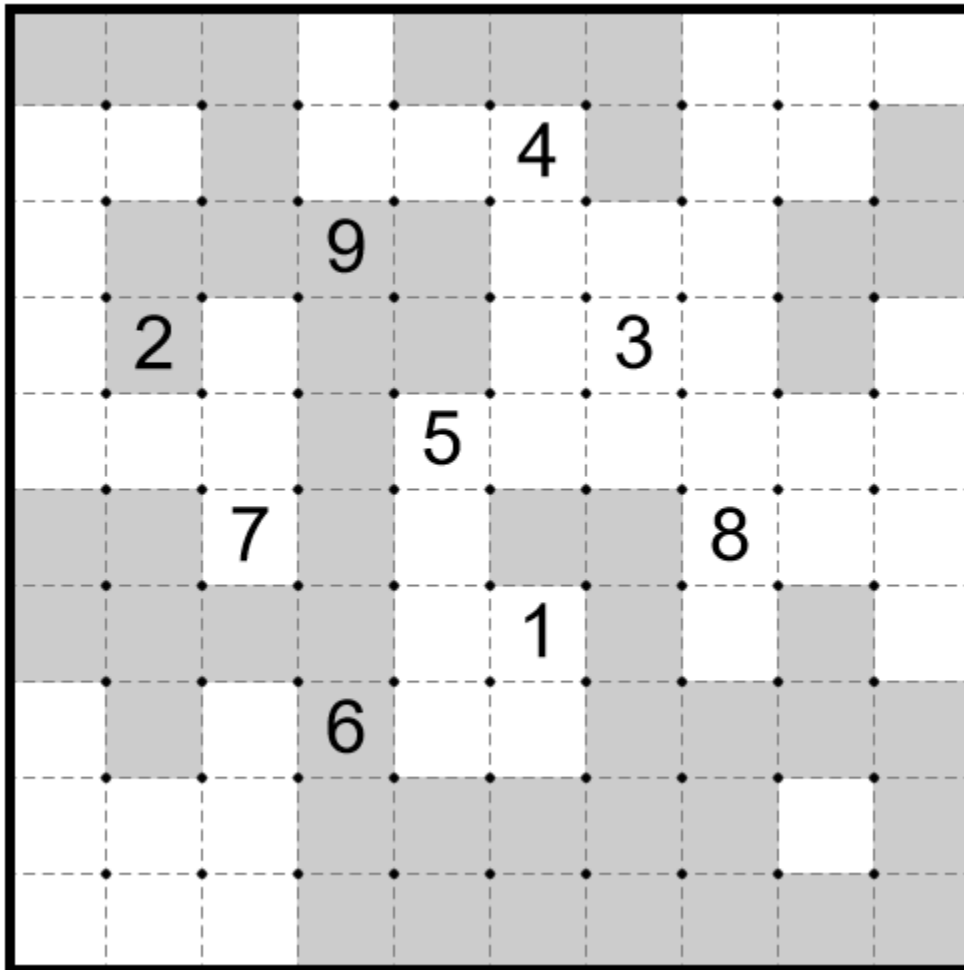


Bonus (Penpa+): <https://tinyurl.com/2clq2av4>

Bonus 13: Double Choco

Lavaloid

Rules: Divide the grid into regions of orthogonally connected cells, each containing a connected group of white cells and a connected group of gray cells, with the property that the shape of the white cells is identical to the shape of the gray cells, allowing rotations and reflections. Clued cells must belong to a region containing the indicated number of white cells and the indicated number of gray cells.



Bonus (puzz.link): <https://tinyurl.com/2hk7xtex>

Date	Sloth Time	Crab Time
01 Jul 2023	0:03:15	0:06:30
02 Jul 2023	0:02:00	0:04:00
03 Jul 2023	0:02:00	0:05:00
04 Jul 2023	0:02:20	0:05:50
05 Jul 2023	0:02:30	0:04:30
06 Jul 2023	0:02:30	0:05:00
07 Jul 2023	0:01:45	0:03:30
08 Jul 2023	0:06:00	0:12:00
09 Jul 2023	0:03:30	0:07:00
10 Jul 2023	0:02:30	0:04:30
11 Jul 2023	0:02:45	0:05:00
12 Jul 2023	0:01:30	0:03:00
13 Jul 2023	0:02:00	0:05:00
14 Jul 2023	0:02:00	0:05:00
15 Jul 2023	0:07:00	0:12:00
16 Jul 2023	0:03:15	0:06:00
17 Jul 2023	0:02:00	0:04:00
18 Jul 2023	0:03:00	0:07:30
19 Jul 2023	0:03:00	0:07:00
20 Jul 2023	0:04:30	0:07:30
21 Jul 2023	0:03:00	0:05:30
22 Jul 2023	0:06:00	0:12:00
23 Jul 2023	0:02:00	0:05:00
24 Jul 2023	0:02:00	0:05:00
25 Jul 2023	0:02:00	0:03:30
26 Jul 2023	0:02:00	0:04:44
27 Jul 2023	0:02:45	0:05:30
28 Jul 2023	0:06:00	0:15:00
29 Jul 2023	0:05:00	0:10:00
30 Jul 2023	0:02:30	0:04:30
31 Jul 2023	0:02:30	0:05:00