

Mind the GAPP Vol. 22

Genuinely Approachable Pencil Puzzles from the CtC Discord
Volume 22: August 1, 2023 - August 31, 2023

This month saw the return of a themed August! Last year we went through genres in alphabetical order. See if you can spot the theme before the 31st, where the puzzle's intro reveals it!

Solvers had the opportunity to claim bonus offers if they successfully guessed the next day's genre!

Finally, the last few months have seen us create walkthrough videos for each puzzle. You can find those [here](#). Thanks for solving with us!

–Jovi

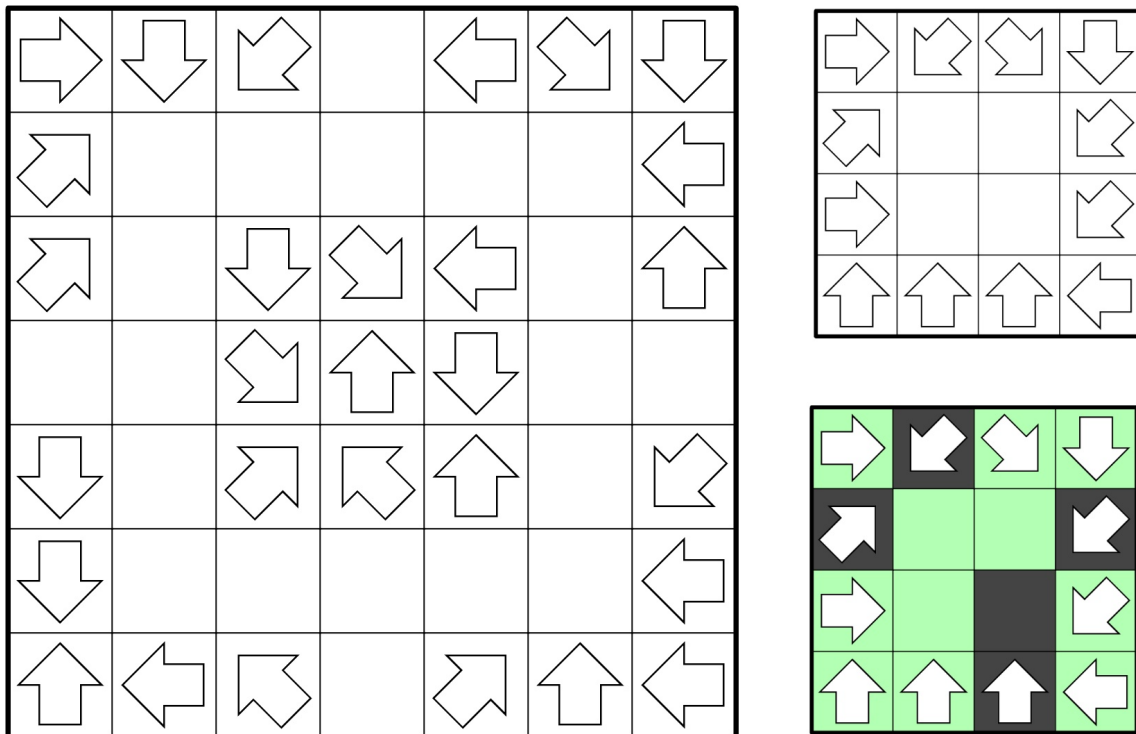
August 1, 2023: Arrow Web

Walker

GAPP has a special event this month! For each day in August, you're invited to **guess the genre that will appear on the following day**. If you guess correctly, you'll receive a **bonus otter** and a **shoutout in the following day's post!** Please put all guesses in spoiler tags.

Today's puzzle is an **Arrow Web!**

Rules: Shade some cells such that each arrow points toward exactly one shaded cell.



Example (Penpa+): <https://tinyurl.com/25to4fwf>

GAPP (Penpa+): <https://tinyurl.com/22eh27hf>

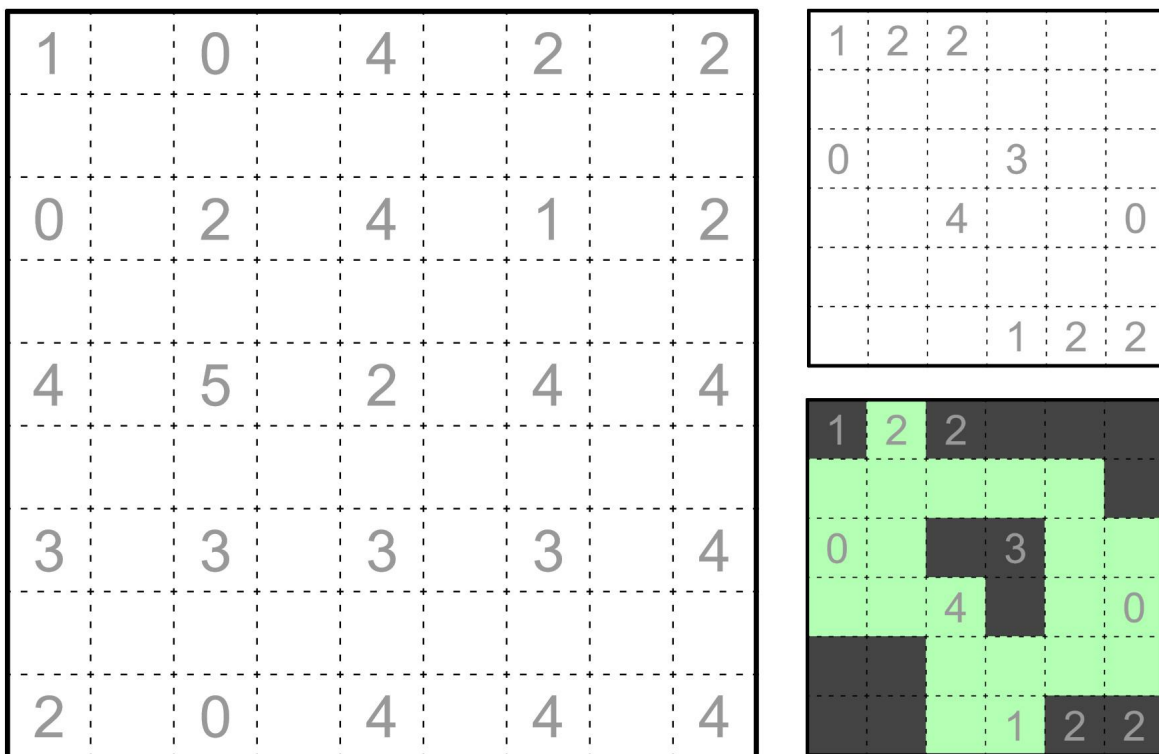
August 2, 2023: Boulders

jovi_al

Tags are interesting from a philosophical perspective. I think it's strange how we put prescriptive identification (or other information) labels on animals, products, or even ourselves. Consider also that Sisyphus has had to push a boulder up a mountain for eternity. Do you think they've had ample time to think about philosophical matters such as nominative determinism? Wait, is nominative determinism why I'm so happy? Why is this intro nonsensical? Am I okay?

Oh, by the way, today's puzzle is a Boulders! This type was invented by Frostini and debuted on Logic Masters Deutschland back in 2021. And I hope Sisyphus's boulder is uh... not shaped like the ones in the puzzles...

Rules: Shade some cells to form boulders - groups of orthogonally connected shaded cells. Boulders may not touch one another, not even diagonally, and no two boulders may consist of the same number of cells. Each clue indicates the number of shaded cells in its surrounding 3x3 area.



Example (Penpa+): <https://tinyurl.com/27z9t7t7>

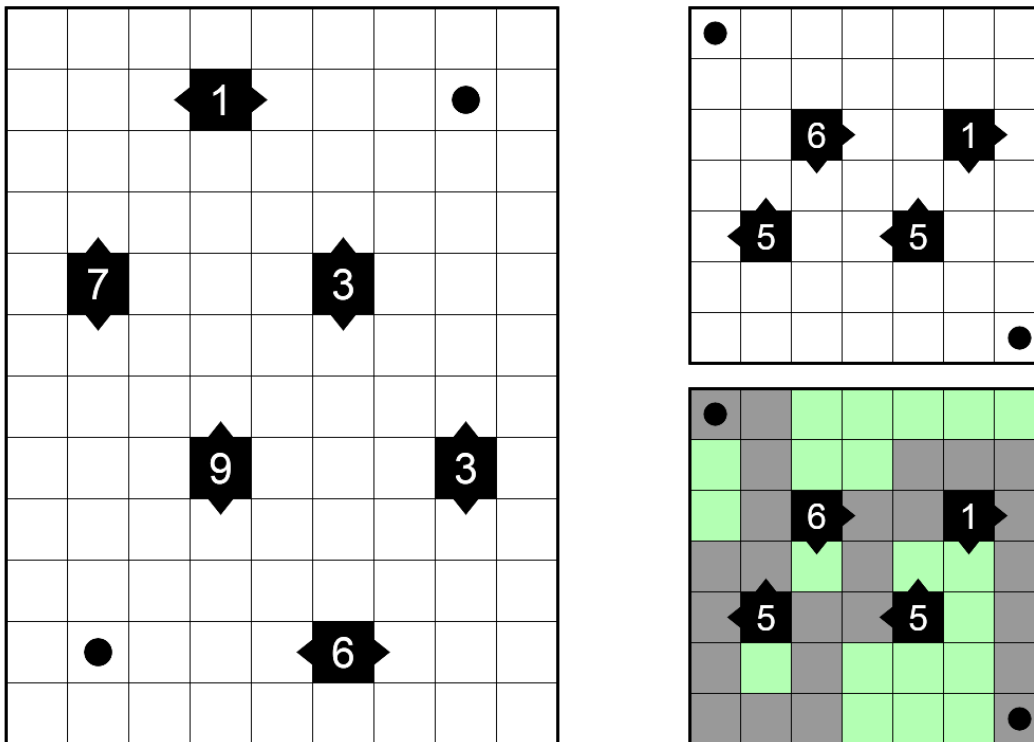
GAPP (Penpa+): <https://tinyurl.com/24u9d5nm>

August 3, 2023: Sea Serpent

shyeheya

Puzzles thief! Secret chamber! It all makes sssense! I don't have much time to explain, I'm making a run for it, I think I angered something! A terrible **Sea Serpent** in the middle of the fortresssss!! She has been using all our past creations to make something horrific. It was by making the ssssupersized Heyawake last week (something I've done before) I got to see her true side! "Don't you want a variety of puzzle types?" I should've caught on sooner...

Rules: Shade some cells to form a non-intersecting path which does not touch itself orthogonally. Circles mark the ends of the path. Clues cannot be shaded, and represent the total number of shaded cells that appear in the indicated directions.



Example (Penpa+): <https://shorturl.at/swQ67>

GAPP (Penpa+): <https://shorturl.at/aqAIW>

August 4, 2023: Turn-and-Run

Menderbug

Today's genre was created a couple of years ago for a German instructionless contest. It's a loop genre called **Turn-and-Run** and was also featured at this year's Logic Masters (as well as the qualification round). Since then I've been a big fan and would love to see more of it.

Notation tip: It might help to notate the direction of loop segments once it is known. There is no particularly convenient way to do this in Penpa, but I've found that Shape -> Arrow -> Arrow Tips works reasonably well. This should be pre-selected if you switch over to the Shape mode.

I'm not sure how useful (or obvious) it is, but if you're struggling to get started here's a GAPP 101 (rot13): Rnpu ahzore pyhr bs inyhr A zhfg unir ng yrnfg bar frtzag bs yratgu rknpfyl A yrnivat vg, fb vg'f jbegu purpxvat rnpu pyhr'f bcvbaf.

↓ Rules and image on next page ↓

August 5, 2023: Supersized Nanameguri

Freddie Hand

Coming up to the character limit as I write this intro. Which means you're about to get both a witty introduction and a logical fallacy. Discord would be much worse with a 4000 character limit just as Charlie and the Chocolate Factory would be with ten.

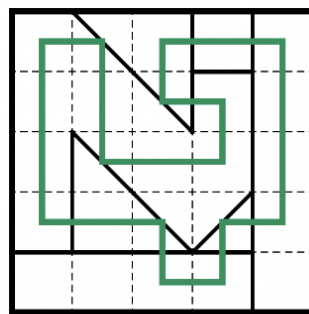
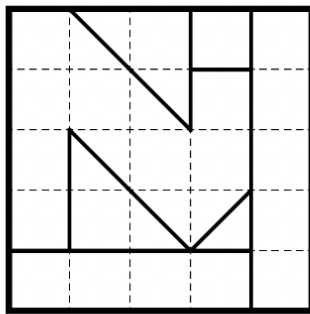
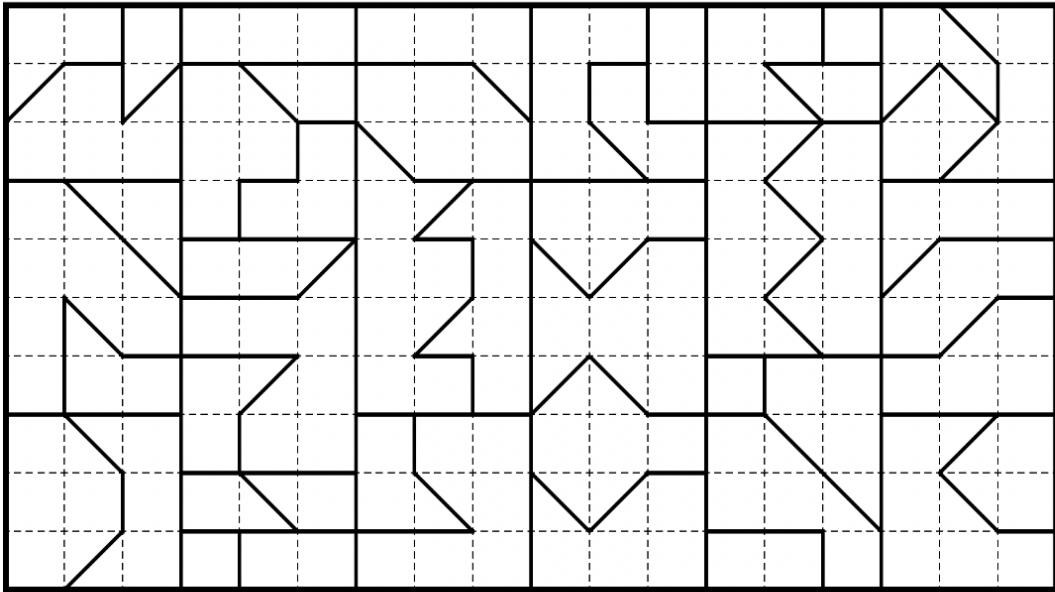
Today's puzzle is a **SUPERSIZED Nanameguri!**

GAPP 101 (rot13): Zhpu yvxr va Pbhagel Ebnq, gur pbafgenvag gung rnpu ertvba vf ivfvgrq rknpgyl bapr vf cbjreshy - vg zrnaf gung vs n ertvba nyernql unf gjb ragenaprf, gura gurfr frtzagf jvyy unir gb pbaarpg qverpgyl.

↓ Rules and image on next page ↓

↑ Intro on previous page ↑

Rules: Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. Each cell containing a diagonal portion of a region boundary must be used by the loop, but the diagonal portion cannot be passed through. In other words, the loop must make a 90° turn, as though reflected off of it. (The loop cannot reflect off the diagonal line on both sides)



Example (puzz.link): <https://tinyurl.com/5aaff8me>

GAPP (puzz.link): <https://tinyurl.com/5p53sjfk>

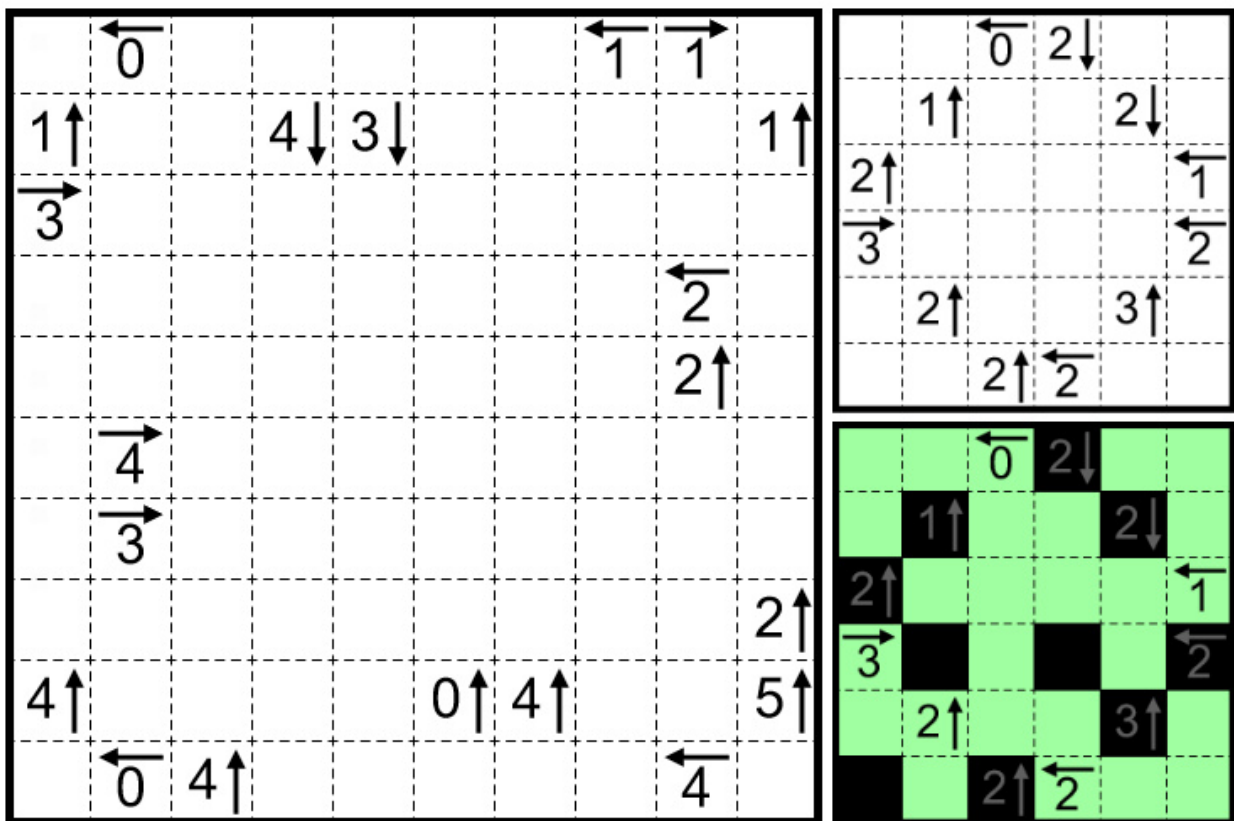
August 7, 2023: Yajisan-Kazusan

jovi_al

Genre after genre covered, and only a few total otters! Today we have a lucky pair that guessed Yajisan-Kazusan. Stick around for a GAPP 101-- hopefully you find it helpful!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. If a cell with a number in it is unshaded, the number represents how many shaded cells are in a straight line in the indicated direction. If a cell with a number in it is shaded, the number is meaningless.

GAPP 101: (rot13) Na neebj bs fvmr A cbvagvat ng A funqrq pryff zhfg unlr gur pryf qverpgyl va sebg bs gur neebj hafunqrq. Guvf vf orpnhr vs vg jrer funqrq, vg jbhyq hafunqr gur neebjr qryy, pnhrvat vg gb cbvag ng A+1 funqrq pryff!



Example (puzz.link): <https://tinyurl.com/3zt5dxhd>

GAPP (puzz.link): <https://tinyurl.com/3wdzw4ww>

August 8, 2023: Nurikabe

shyeheya

"Helpful souls take solace here" the sign reads, hung up behind the invisible wall of the **Nurikabe** puzzle that protects the den. A gang found me last night in my escape, I thought they were going to take me back, but instead they said they knew a guy who could explain everything, someone who has history with Martha. He resides here, I just have to pass a few of their puzzle trials 🦵🧠

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

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

	6		2		
	3		3		

.	.	.			
.	6		2	.	
.					
	3		3	.	
	.	.		.	

Example (puzz.link): <https://tinyurl.com/mr446h8m>

GAPP (puzz.link): <https://tinyurl.com/59ph5v6e>

August 9, 2023: Easy as ABC

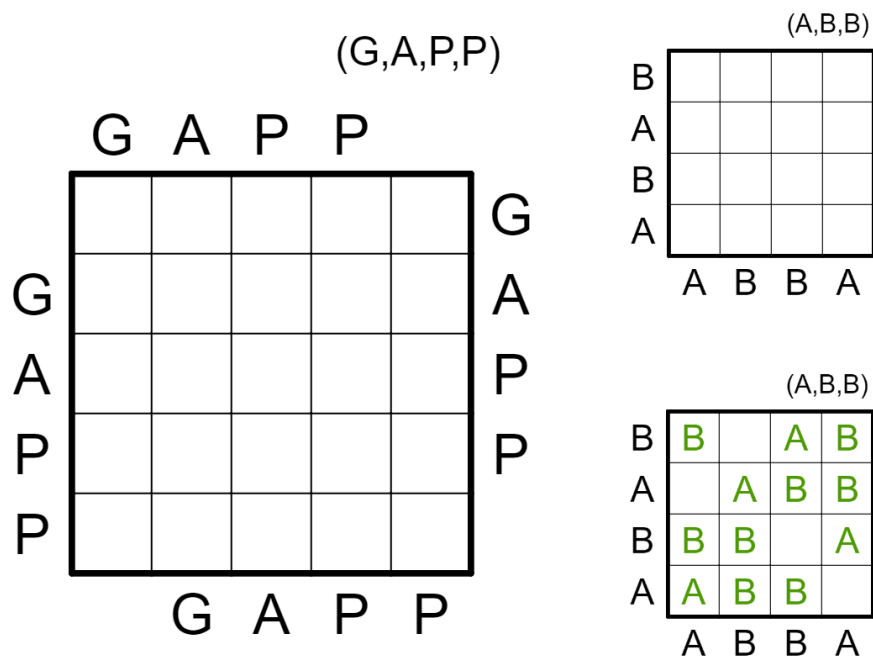
Menderbug

Did you know that we haven't covered **Easy as ABC** since *day 20* of GAPP? That was a long time ago. Did you also know that, while it's convention, there is no need for the letters you're placing in each row and column to all be distinct? As for today's puzzle, I can't quite believe that this works either.

Rules: Place letters from the list given outside the grid into some cells so that each row and column contains each letter as often as indicated in the top right corner. A clue outside the grid represents the first letter seen in the corresponding row or column from that direction.

Penpa+ tip: If you notate the empty cells with - they'll get ignored by the answer checker, so there's no need to switch to Surface mode or some other tool. At least on PC you might find this more convenient.

GAPP 101: (rot13) Juvyr zbfq bs gur Rnfl nf NOP ybtvp graqf gb unccra pybfr gb gur rqtr bs gur tevq, qba'g sbetrg gb pbafvqre gur Yngva Fdhner pbafgenvagf yngre va gur fbyir.

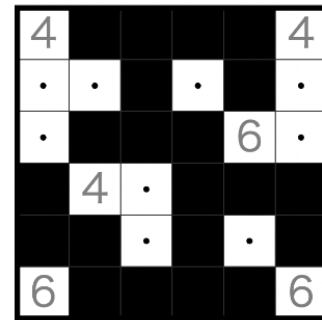
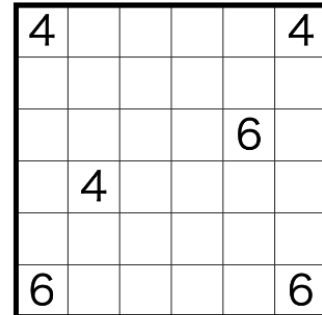
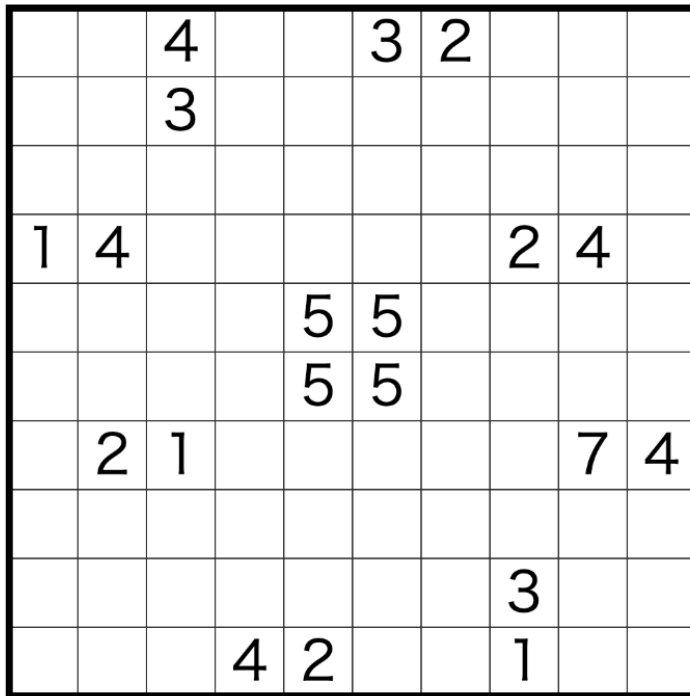


August 10, 2023: Canal View

Freddie Hand

Mine Puzcoin by solving GAPP puzzles, 50 per coin. It's both fun and environmentally friendly! Unfortunately Puzcoin has no value right now... consider it a token of our appreciation ~~and a potential fortune in 100 years' time.~~

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.



Example (puzz.link, by Eric Fox): <https://tinyurl.com/57vuat28>

GAPP (puzz.link): <https://tinyurl.com/2j3mh8ya>

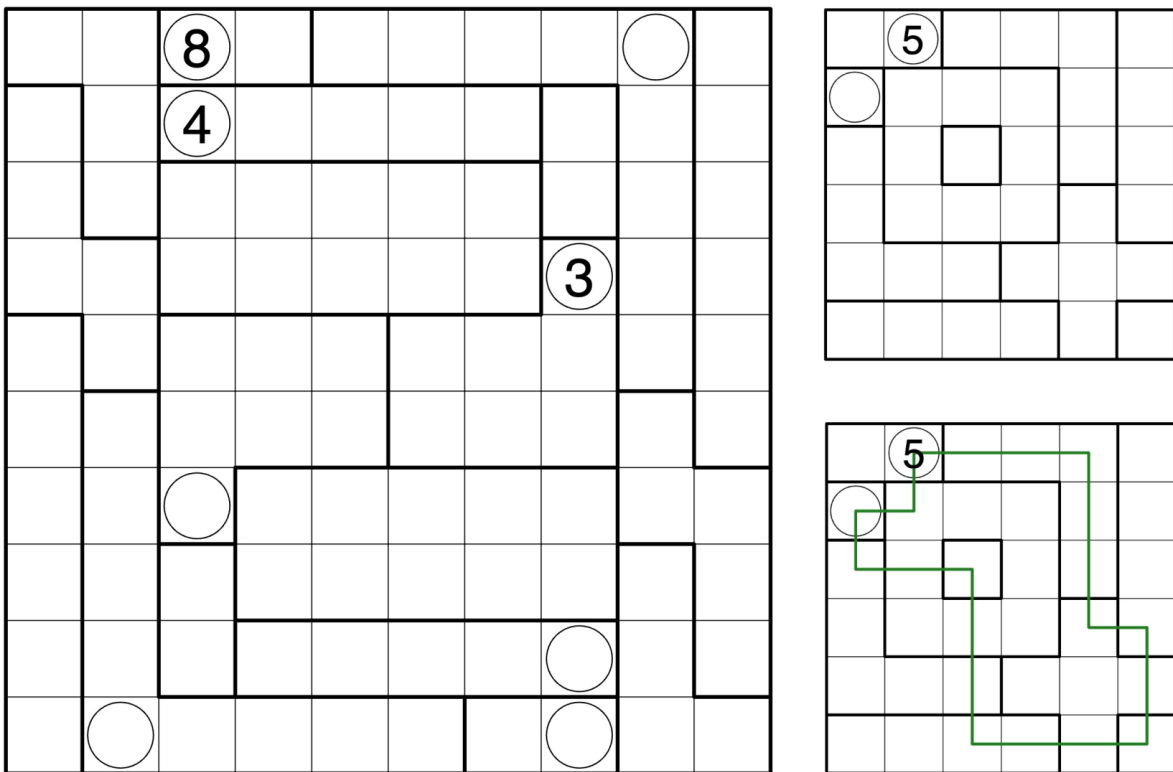
August 11, 2023: World Tour

Walker

GAPP is going on a **World Tour!** ✈️🌍 We'll be flying all across the map, and making exactly one stop in each region. Where will these stops be? You'll have to solve the puzzle to find out!

Rules: Draw a non-intersecting loop through the centers of some cells. The loop must turn exactly once in each region. A circle indicates the location of the turn within its region, and if it contains a number, it indicates how many cells are occupied by the two straight loop segments that extend from it, including itself.

Note: The original presentation of this genre includes placing a circle in each region. This is redundant (as the circles are located at the turns) and inconvenient to do on Penpa, so we've removed it from the ruleset here.



Example (Penpa+): <https://tinyurl.com/28nryz8l>

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

August 12, 2023: Supersized Russian Loop

jovi_al

"Out with the old, in with the new"... is what I'd say if I wasn't setting for **Supersized Saturday**. Here at GAPP we have a simple rule that we follow-- all Supersized puzzles must be repeat genres. You'd think that would be pretty easy, but sometimes I want to make supersized puzzles of genres we haven't done before. Anyways, today's puzzle is a Supersized **Russian Loop**. Y'know, because I'm crazy. Crazy? I was crazy once. They locked me in a room--

Rules: Draw a non-intersecting loop through the centers of all cells. A dot is given between every pair of horizontally adjacent cells where the loop turns in both or travels straight in both.

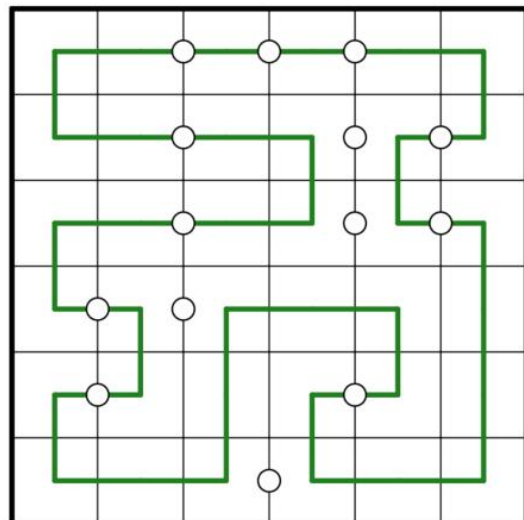
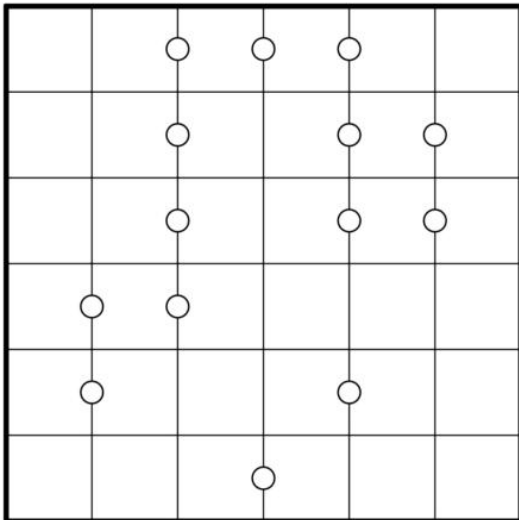
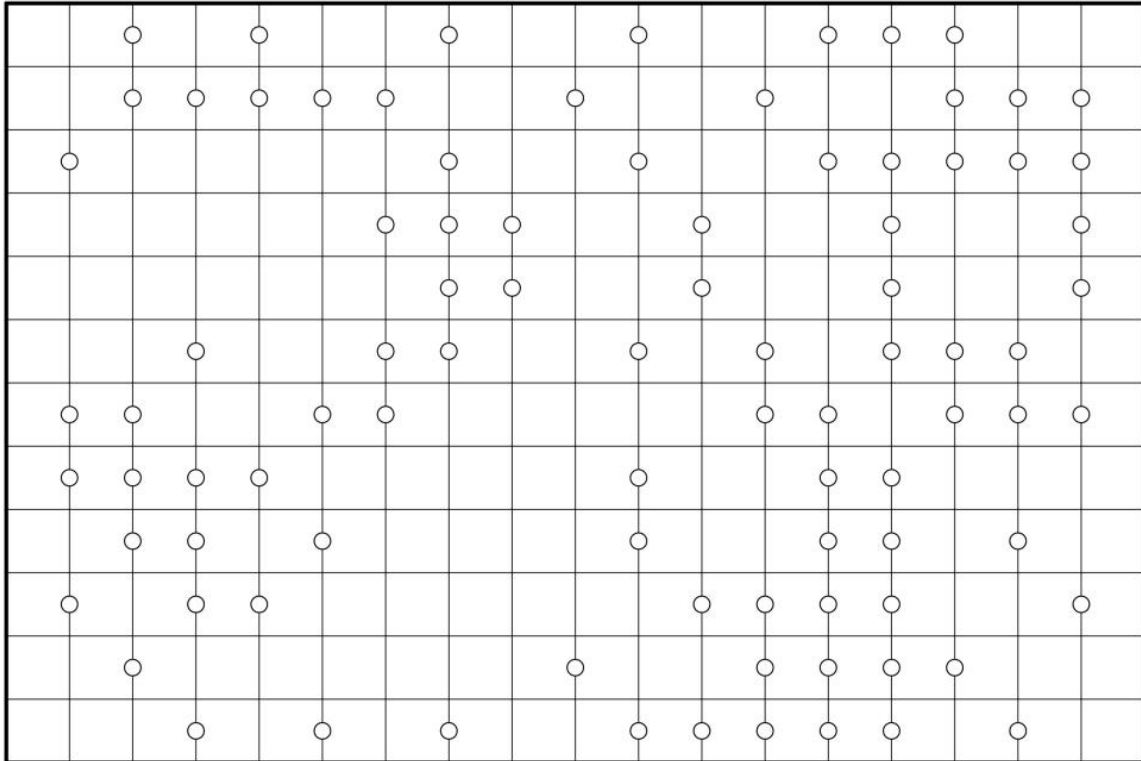
This puzzle genre *does* have a negative constraint, but it only applies horizontally. I know, it's weird.

Tip: (rot13) Bapr lbh xabj jurgure bar pryy va n ebj vf n ghea be n fgenvtug, lbh xabj gur ragver ebj! Guvf vf orpnhfr bs gur artngvir pbafgenvag. Punatvat gur pbzcbfvgr zbqr gb yvarbk zvtug or urycshy-- V crefbanyyl hfr B sbe gheaf naq K sbe fgenvtugf! Vs gurer'f abg n qbg, gurl nygreangr, naq vs gurer vf, gurl'er gur fnzr!

↓ Rules and image on next page ↓

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Rules: Draw a non-intersecting loop through the centers of all cells. A dot is given between every pair of horizontally adjacent cells where the loop turns in both or travels straight in both.



Example (Penpa+): <https://tinyurl.com/y86gupk5>

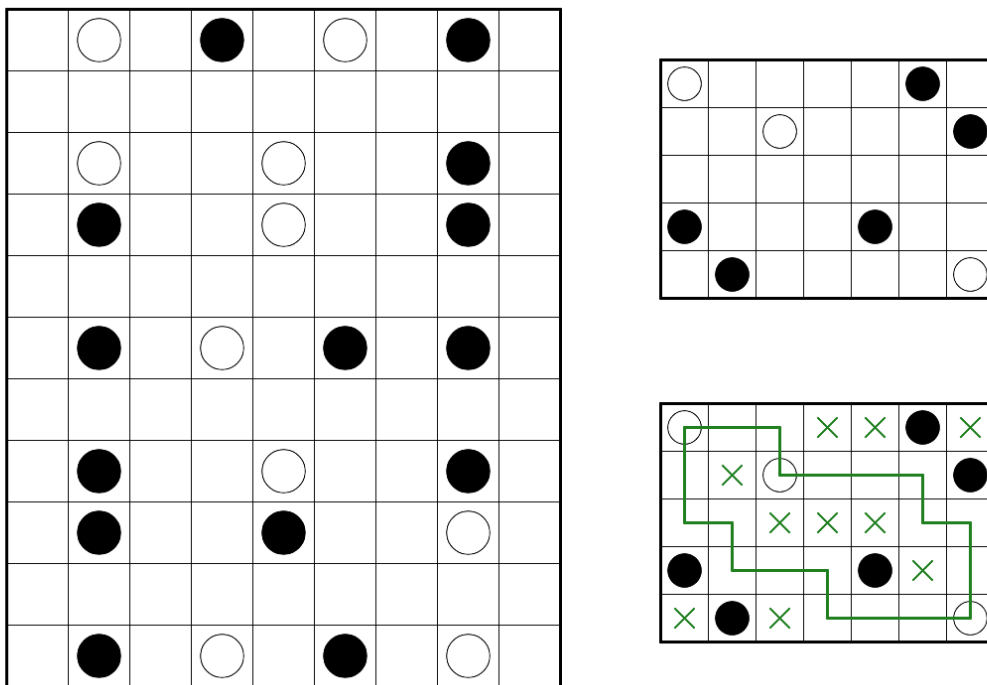
GAPP (Penpa+): <https://tinyurl.com/2a7ugf9j>

August 13, 2023: Patrol

shyeheya

Room One: **Patrol** A voice cuts in through the overhead speaker above me, "Hello Shyeheya, and welcome to The Den. Before you can talk to our leader we need to perform an evaluation. Each room has a logic puzzle you will need to complete in order to pass through. You may not ask any questions, and if you attempt to cheat, we will know. Please collect a pencil from your left make your way to the table." I take a couple nervous, but curious steps around the room. Puzzles huh? Pssssh, bet they don't even know all the work I've done for GAPP. This'll be a piece of cake! As I sit down though, the ruleset in front of me doesn't quite look familiar, its not even a shading type!! The voice returns, "Your first task is to recall the shape of the circular patrol path that Martha took around the fortress during your time there. Start your timer and reveal the puzzle when ready". The announcer can be heard getting up out of their chair before cutting off again. Whew, ok lets do this, loop puzzle, not shading, loop, LOOP, ok I got this. Do I got this?

Rules: Draw a non-intersecting loop through the centers of some cells which passes through every white circle and no black circles. No 2x2 area of the grid may be entirely used or unused by the loop



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

GAPP (Penpa+): <https://tinyurl.com/28pn97s6>

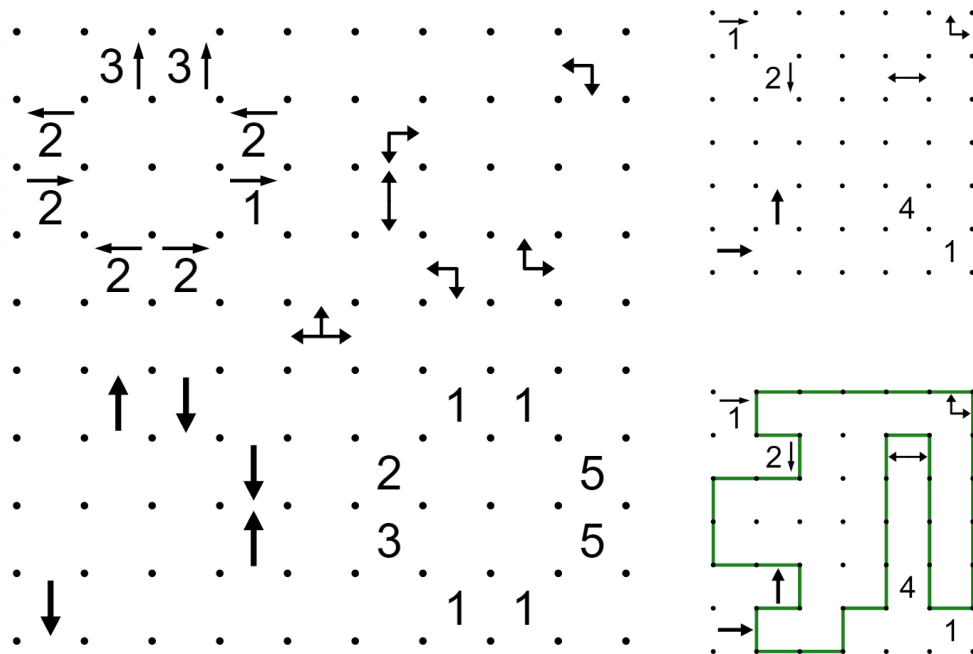
August 14, 2023: Loop 12

Menderbug

This genre sent me down quite the rabbit hole. I initially found it in Eric's rules document (and just *had* to use it... for reasons). I searched the server but it had *really* only been mentioned once. The first Puzzle Boss Rush contained a puzzle using very similar rules (but only number clues). That puzzle was listed without a genre name, but Sam identified it as **Loop 12**, even though it differed slightly from the rules described in the document. So I asked Sam, but he no longer had any memory of this genre. Finally, bakpao noticed that it was featured in Toketa Vol. 9 (in fact, using rules that were slightly updated from Eric's version again). Ironically, that book had been sitting on the shelf behind me the entire time.

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Number clues indicate the longest straight loop segment(s) touching that cell. Arrows point at all the longest straight loop segment(s) touching that cell. (*This means if there any arrows in a cell, the edges not pointed to are unused or have shorter segments.*)

These rules combine to create a bunch of clue types with different behaviours. Check out the example to get a feel for them.



Example (Penpa+): <https://tinyurl.com/224pqa8v>

GAPP (Penpa+): <https://tinyurl.com/283ssvcs>

August 15, 2023: 2-1 Tiles

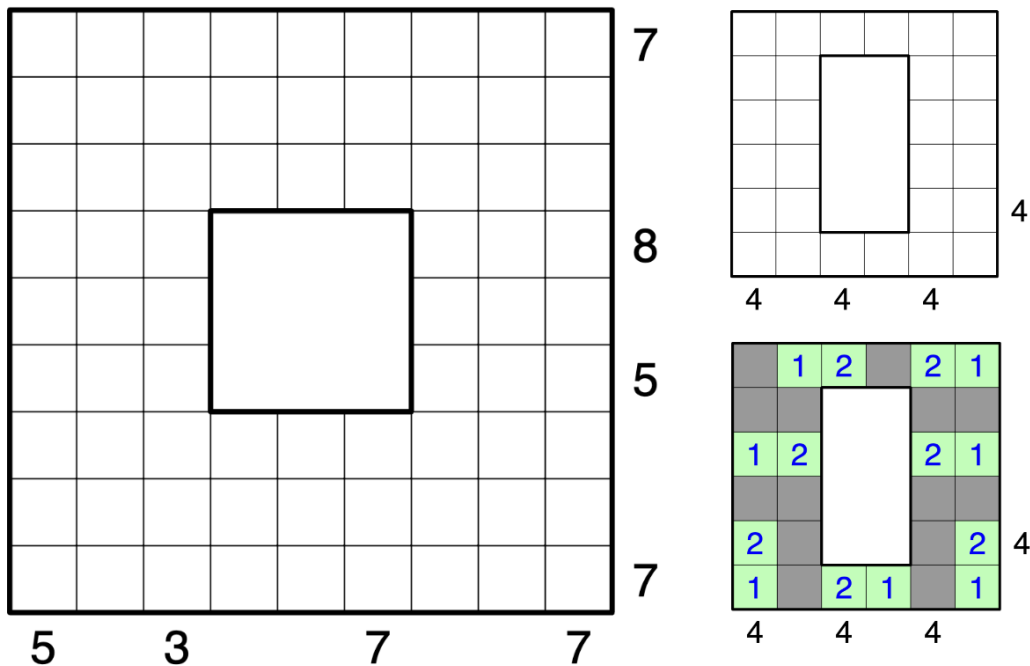
Freddie Hand

Time to gather round, everyone. We have a horde of otters to give out today. I can't tag everyone in this post but I can say that 17 people correctly predicted today's puzzle to be a **2-1 Tiles**, which is more than triple the number of correct guesses on any other day so far. 🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦🦦 Quite the mystery, don't you think? Hopefully this doesn't continue or we'll definitely run out...

Rules: Place 1x2 tiles into the grid, each containing a 1 in one cell and a 2 in the other. Tiles may not touch one another, not even diagonally. A clue outside the grid indicates the sum of the numbers in the corresponding row or column.

Solving Note: Tabbing between shading mode (to mark cells as occupied/not occupied by a tile) and sudoku mode is recommended for completing this puzzle.

A little **GAPP 101** for today: (rot13) Fvapr ab gjb qbzvabrf pna gbhpu qvntbanyyl, ab gjb qvntbanyyl nqwnprag pryf pna obgu pbagnva n ahzore.



Example (Penpa+): <https://tinyurl.com/2an54jr2>

GAPP (Penpa+): <https://tinyurl.com/28x7vrhx>

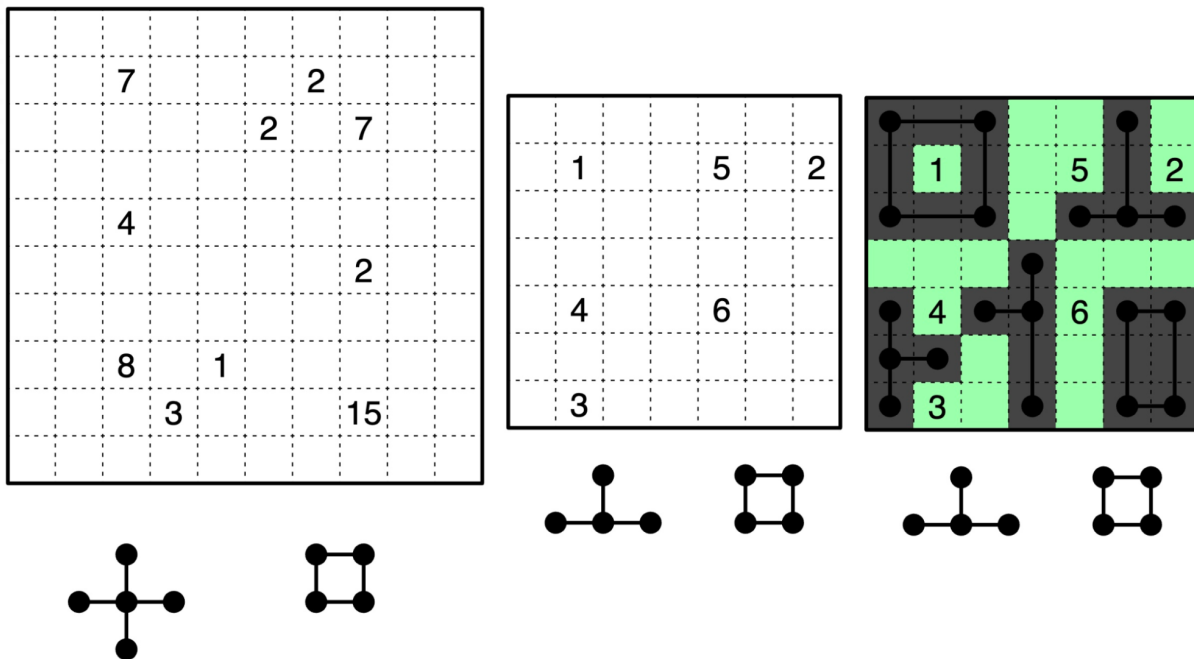
August 16, 2023: Surf

Walker

There are many kinds of **Surf** to enjoy! Do you like to head to the ocean and surf on large waves? 🏄 Or stay inside and surf the net? 🖥 If you'd like a relaxing break, watching the surf formed by waves breaking upon the shore is nice... 🌊🏖

Rules: Shade some cells such that each connected group of shaded cells is of one of the shapes given outside the grid: A line segment represents a one-wide straight path of at least two cells, and a node represents a turn, branch, or endpoint. Rotations and reflections are permitted. 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.

Note: The example solution uses circles and edges to mark how the shapes correspond to the shaded cell groups. You don't need to mark these circles and edges when solving.



Example (Penpa+): <https://tinyurl.com/2xlt5kj>

GAPP (Penpa+): <https://tinyurl.com/29q4dogu>

August 18, 2023: Warp

shyeheya

Having completed the Patrol puzzle, I put down my pencil and take the solution with me to the metal door ahead. A harsh tone blares, and it unseals, revealing the next room. Room Two: **Warp** The sound of my speaker-friend cuts back in, now from a different location than before. "In this room you will use the given portals to infiltrate the fortress. You will avoid all contact with people or security cameras. Retrieve a vials worth of venom from the floor of the facility, left along the path you've traced in the previous test." They cut out again without giving me a chance to ask questions. Venom? There was a serpent of sorts back there, I remember, but what do they want with that? I'm getting suspicious, but I don't have many other options to choose from...

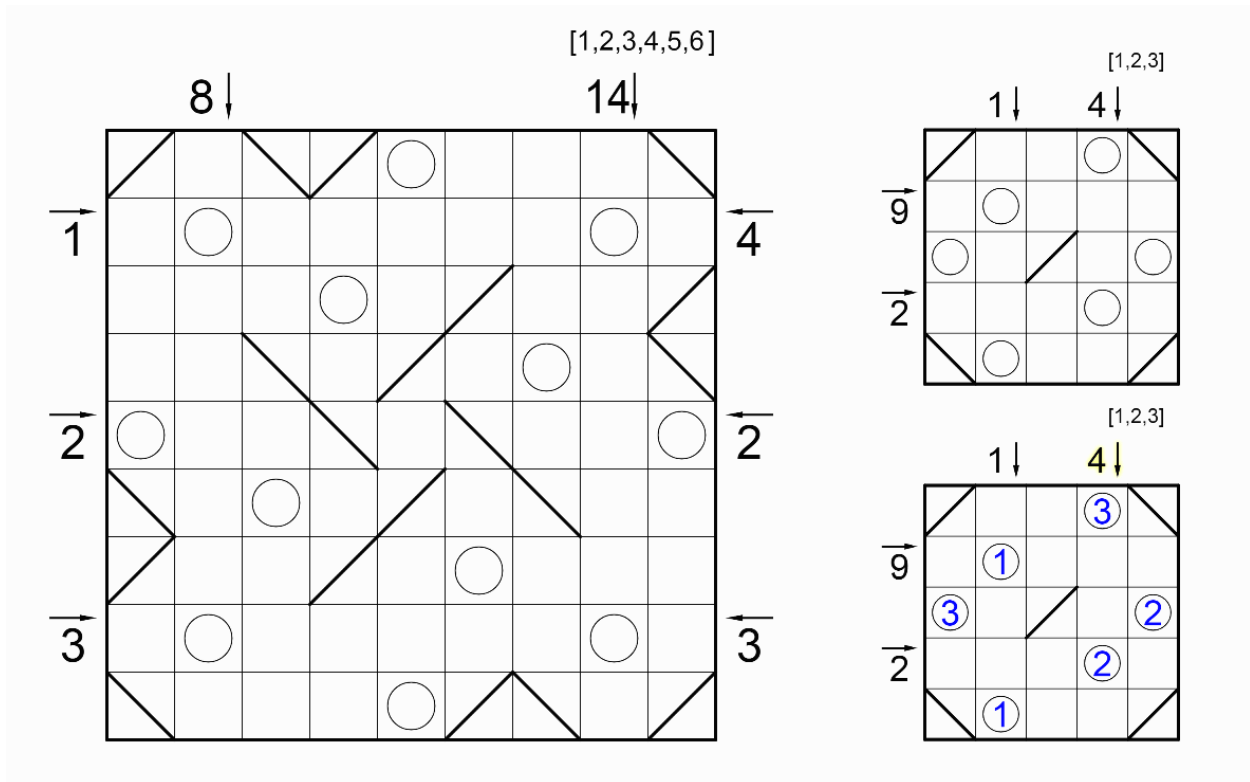
Rules: Place a number from the range given into each portal such that every number appears twice. From each clue outside the grid a path is imagined, entering in the given direction and traveling in a straight line, teleporting to a portal's numeric counterpart if touched, and making a 90 degree turn off of any mirrors it may encounter. A clue outside the grid indicates the sum of the values the path enters (not counting again when exiting) and if a value is used multiple times by a path, its value is counted each time

Note: It isn't required to draw paths here, but I've provided line mode if it helps you keep track of everything! Another clarification, you cannot turn in a portal, this is implied by the rules but perhaps not obvious 😊

↓ Rules and image on next page ↓

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Rules: Place a number from the range given into each portal such that every number appears twice. From each clue outside the grid a path is imagined, entering in the given direction and traveling in a straight line, teleporting to a portal's numeric counterpart if touched, and making a 90 degree turn off of any mirrors it may encounter. A clue outside the grid indicates the sum of the values the path enters (not counting again when exiting) and if a value is used multiple times by a path, its value is counted each time



Example (Penpa+): <https://tinyurl.com/2btckl6f>

GAPP (Penpa+): <https://tinyurl.com/2cpa4sud>

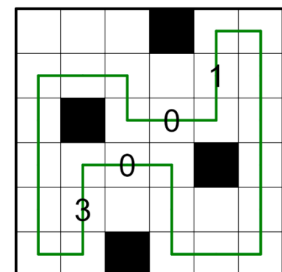
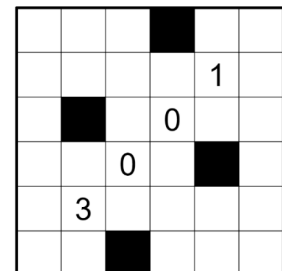
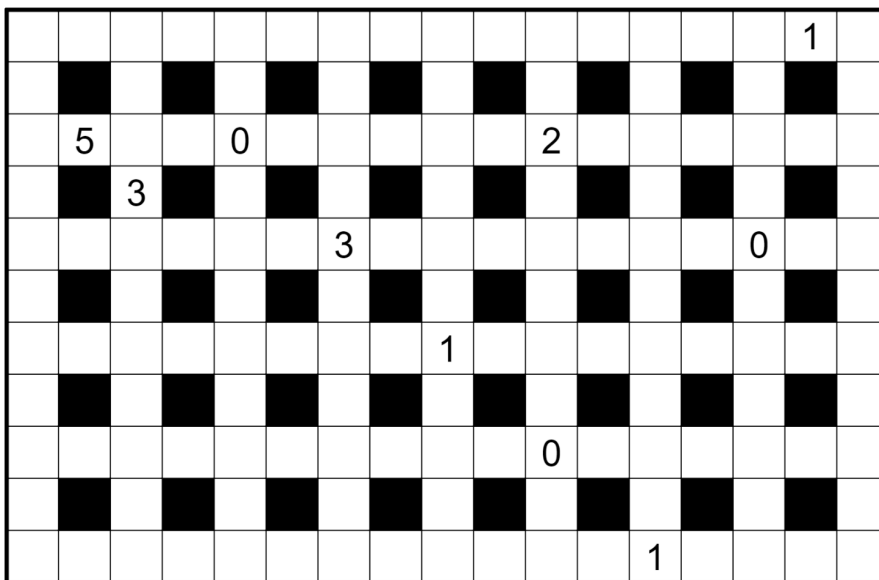
August 19, 2023: Supersized Parrot Loop

Menderbug

From the reaction counts on the main posts (or maybe your own times) you've probably noticed that the last few GAPPs have been a little spicier than usual. We're aware and we'll try to dial it back a bit again. Various ongoing... shenanigans... have pushed us to pick some wilder genres lately. But today is *Supersized Saturday* which means we're revisiting a genre you've seen before. In particular, I've got a **Parrot Loop** on a peculiar grid for you. It might give you a new perspective to view the genre from.

Rules: Draw a non-intersecting loop through the centres of some cells. The loop may not go through black cells, and must pass straight through cells with numbers. A number indicates how many other cells in the same row (in the case of a vertical line) or column (in the case of a horizontal line) contain a straight line parallel to the one in the numbered cell.

Note that the clues do not count themselves. So e.g. if the line passes horizontally through a 4-clue, that column will contain **5** horizontal loop segments.



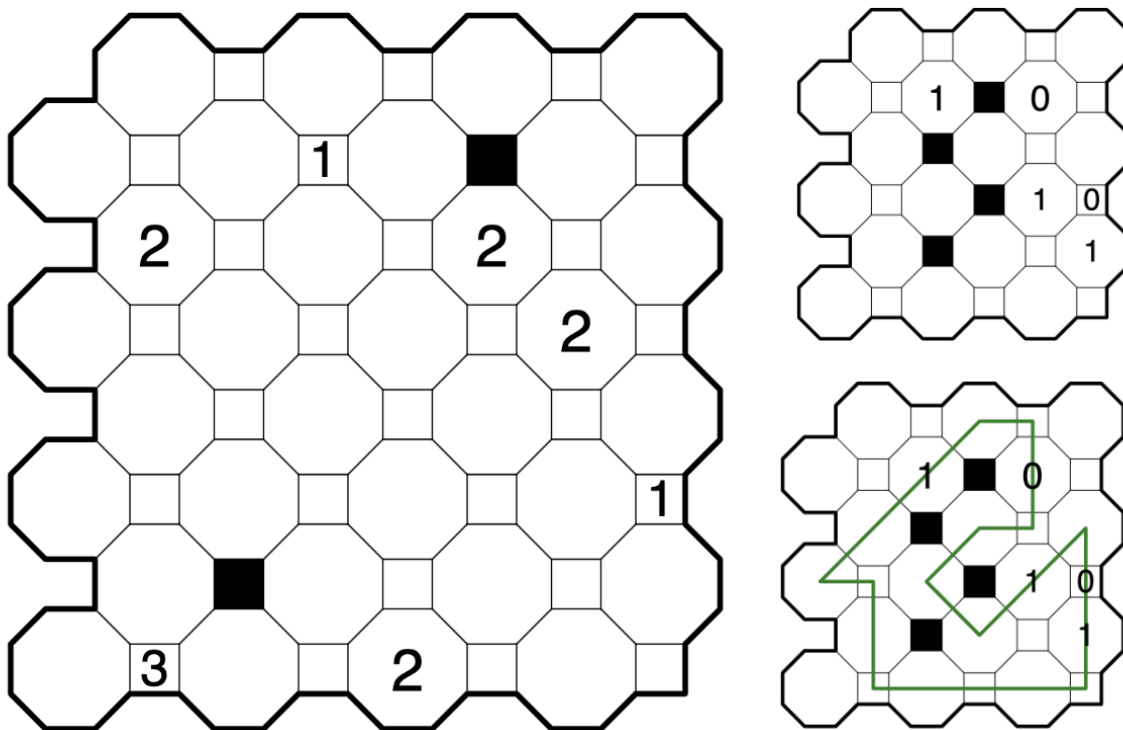
Example (Penpa+, by Eric): <https://tinyurl.com/2gp3rbdn>
GAPP (Penpa+, landscape): <https://tinyurl.com/2bz22p4s>
GAPP (Penpa+, portrait): <https://tinyurl.com/26k425ot>

August 20, 2023: Truncated Square Parrot Loop

Freddie Hand

From the reaction counts on the main posts (or maybe your own times) you've probably noticed that the last few GAPPs have been a little spicier than usual. We're aware and we'll try to dial it back a bit again. Various ongoing... shenanigans... have pushed us to pick some wilder genres lately. But today is *Strange-Shaped Sunday* which means we're revisiting a genre you've seen before. In particular, I've got a **Parrot Loop** on a peculiar grid for you. It might give you a new perspective to view the genre from.

Rules: Draw a non-intersecting loop through the centres of some cells. The loop may not go through black cells, and must pass straight through cells with numbers. A number indicates how many other cells in the direction perpendicular to the line segment contain a straight line parallel to the one in the numbered cell.



Example (Penpa+): <https://tinyurl.com/22l225ce>

GAPP (Penpa+): <https://tinyurl.com/2xlf67jm>

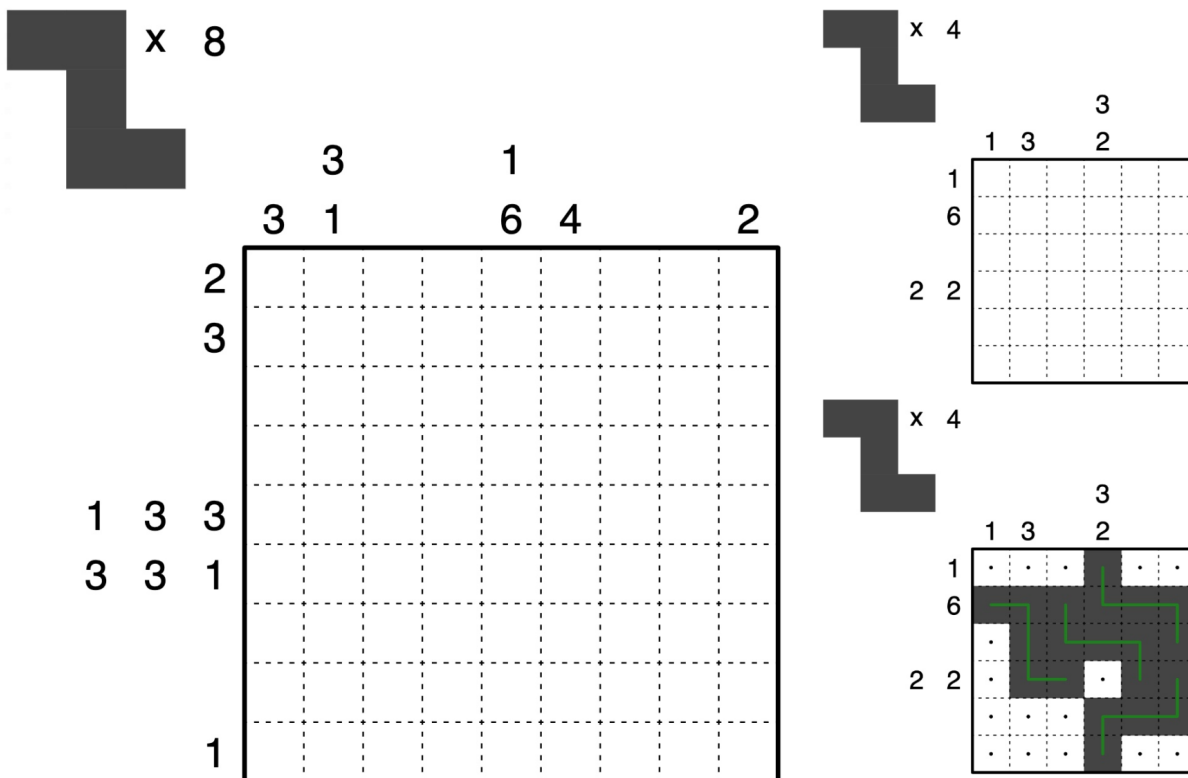
August 21, 2023: Pentominonogram

Walker

Today's genre is a **Pentominonogram**! Although the ruleset allows for varied shape banks, I've continued the precedent set by existing Pentominonogram puzzles by using a shape bank containing only copies of a single pentomino. There's a puzzle for L, X, V, and now Z, meaning that the quest for a puzzle for each pentomino is 1/3 of the way done!

Rules: Place each shape from the bank given outside the grid into the grid. Rotating and reflecting shapes is allowed. Number clues outside the grid represent the lengths of the blocks of consecutive cells which are used by shapes in the corresponding row or column, in order.

Note: Because the shape bank is just copies of a single pentomino, we've saved space by displaying just the pentomino and the number of times it appears.



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

GAPP (Penpa+): <https://tinyurl.com/2c9rfgay>

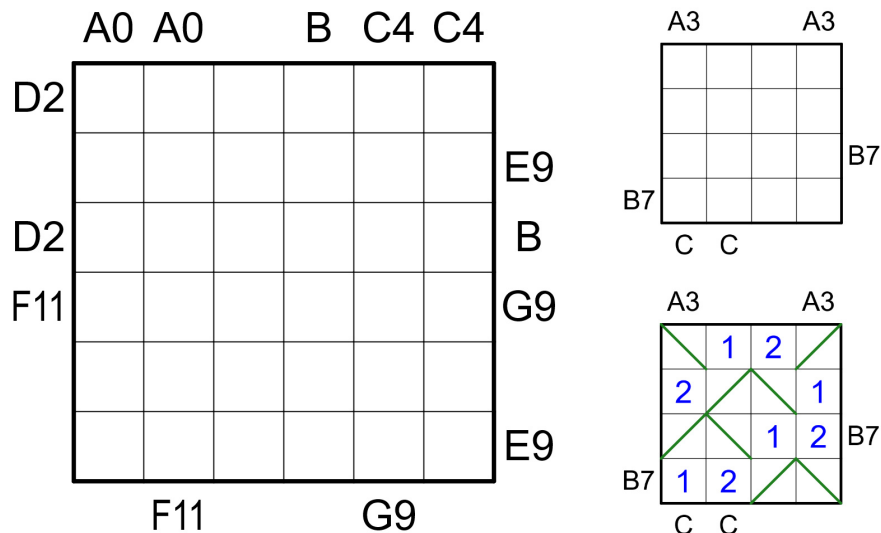
August 22, 2023: Mirror Labyrinth

jovi_al

"Done!" I say to myself, admiring my work. I was tasked to place these mirrors in a room, specifically designed to bounce laser light. I was asked to test various power outputs with the lasers and arrange them in this room to reflect into receivers in the walls, ensuring the mirrors reflect perfectly with no power nor light leakage. These mirrors need testing, and I know there's a plan for them, but I'm not sure what, yet. I know that setting up this **Mirror Labyrinth** has been for a reason, but it's all still very mysterious.

Rules: Place either a number from 1 to (N-2) or a diagonal line into each cell such that every row and column contains all of the numbers from that range as well as both orientations of diagonal line (where N is the side length of the grid). From each clue outside the grid a path is imagined that travels in a straight line, turns 90 degrees off of any mirror it may encounter, and exits the grid at its corresponding letter. If a clue has a number, it indicates the sum of the numbers touched by the path. If a number is touched multiple times, its value is counted each time.

GAPP 101: Each path must turn strictly clockwise or counterclockwise-- a change in turning direction would require the same orientation of a diagonal line in a row or column!



Example (Penpa+): <https://tinyurl.com/22xjp4dr>

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

August 23, 2023: Hydra

shyeheya

Mysterious, cold, eerie, that's what it feels like being back here, everything is somehow more quiet than it was before. I make a note of where the portal back is, and follow the path on my paper. As I turn a corner I see something slither out of the corner of my eye. From the sound alone I know it's the serpent from before. I stop moving, breathing, and try (but fail) to control my heartbeat

Uh oh, seems I was wrong before. As it continues past I count more than just the one head... We're dealing with a bigger beast here, a **Hydra** 🐉 It hasn't noticed me, I slip back behind a wall and try to relax. I glance to the empty vial in my pocket, who does this leader guy think I am?? Ok, ok... its just like all the other puzzles, one problem at a time, I've got this. My heartbeat settles again, I swallow my fear and turn the corner. "One problem at a time."

Rules: Shade some cells so that all shaded cells form one orthogonally connected area with no loops (including 2x2s), that does not touch itself diagonally. Clued cells must be shaded, and are **all** of the shaded cells which are orthogonally adjacent to only one other. The shortest path along shaded cells from the "1" clue to another clue must occupy a number of cells equal to the value of that other clue, counting the clued cells themselves

Note: I've provided number mode for additional notation, to help with counting larger clues! Feel free to use that if you wish 😊

↓ Rules and image on next page ↓

↑ Intro on previous page ↑

Rules: Shade some cells so that all shaded cells form one orthogonally connected area with no loops (including 2x2s), that does not touch itself diagonally. Clued cells must be shaded, and are **all** of the shaded cells which are orthogonally adjacent to only one other. The shortest path along shaded cells from the “1” clue to another clue must occupy a number of cells equal to the value of that other clue, counting the clued cells themselves

							10		
	1		5						13
	21		11						13
							14		
		?							
?							?		?
?							?		?
		?							

1		3		9	
	?		?		?

1		3		9	
	?		?		?

Example (Penpa+): <https://tinyurl.com/23bb8ftd>

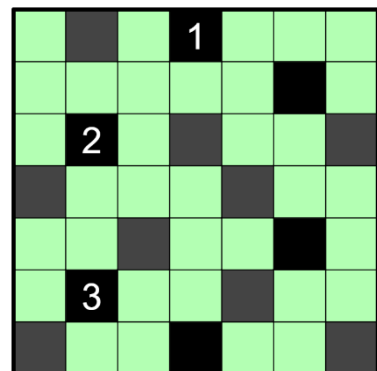
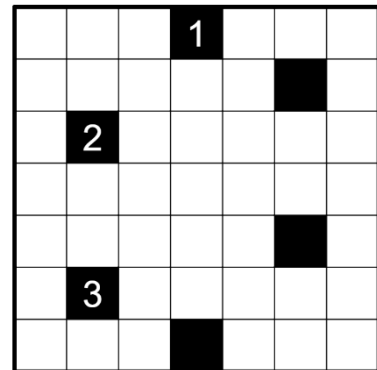
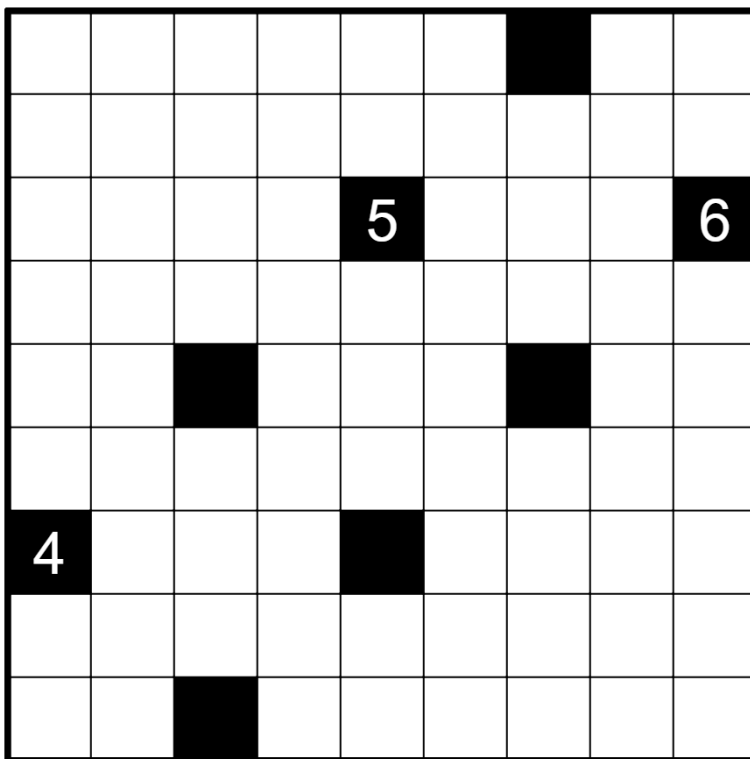
GAPP (Penpa+): <https://tinyurl.com/2alogn4o>

August 24, 2023: Aquapelago

Walker

Today's genre is a somewhat recent invention of Walker's and it's a doozy. It's got such a natural ruleset that it might very well be the quintessential (regionless) dynasty genre. It's also very satisfying to solve and yet has a lot of depth.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Some shaded cells may be given. If they contain a number, it indicates the total number of shaded cells in the diagonally connected group they belong to.



Example (Penpa+): <https://tinyurl.com/26jvo8s6>

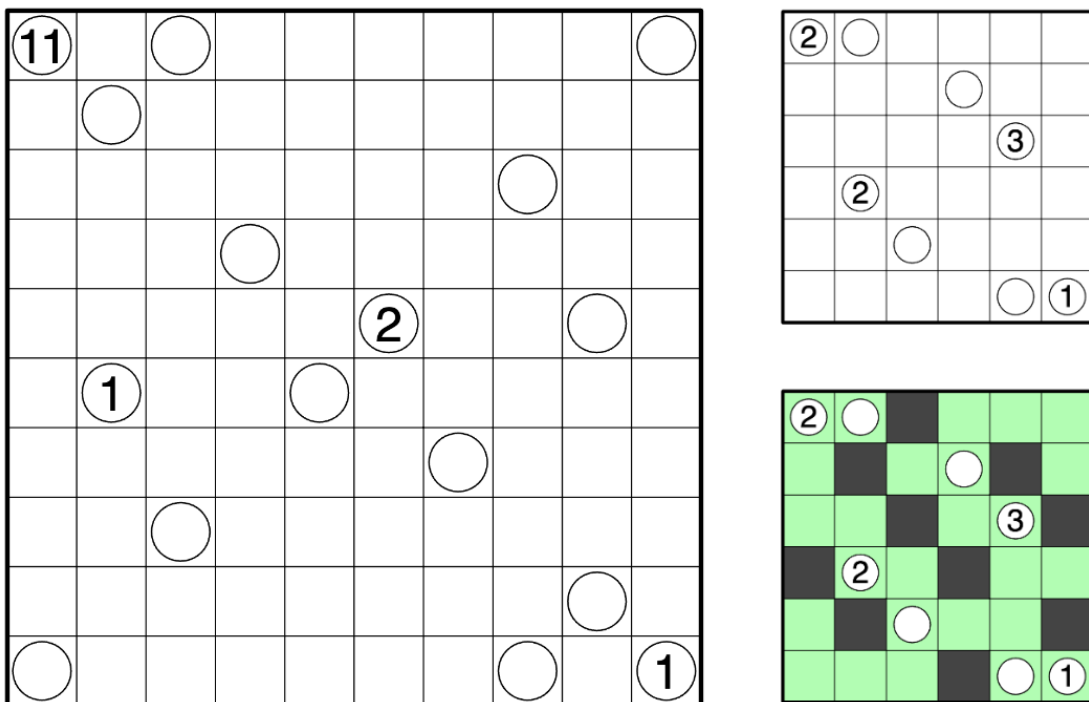
GAPP (Penpa+): <https://tinyurl.com/2afxz5dt>

August 25, 2023: Oasis

Freddie Hand

Depth (of water), temperature, access to food - get one of them wrong and you have a recipe for otter disaster. Fortunately we've got the conditions just right, so it's a good thing that our solvers are adopting them, or we would have a serious overpopulation problem. So well done and thanks to today's correct guessers 🦉🦉 for maintaining our otter **Oasis** in check.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Cells with circles cannot be shaded. A number in a circle indicates how many other circles it could reach by traveling only through empty, unshaded cells.



Example (Penpa+, by shye): <https://tinyurl.com/3fba2c56>

GAPP (Penpa+): <https://tinyurl.com/2bwj7oxr>

August 26, 2023: Supersized Snake Pit

Walker

Today's **Snake Pit** is brought to you by the number of the day, 127! Did you know that 127 is the smallest positive number of centimeters equal to a whole number of inches, at 50 inches? 📏 Or that $2^{127} - 1$ is the largest prime number discovered by hand, found by mathematician Édouard Lucas in 1876? 🧮 Or that the world's longest snake, the Ottosnake, can grow to be up to 127 cells long? 🐍 Actually, one of these facts might be made up...

Rules: Draw non-intersecting, non-branching 1 cell wide paths so that all cells are used by exactly one path. A path may not touch itself, not even diagonally (unless the path just moved out of that cell). Two paths of the same length may not share an edge. Numbers must lie on paths occupying the indicated number of cells. Circles must be at the end of a path, and grey cells cannot be the end of a path. Paths may not be only one cell long.

Notation Tip: If you click on a number and drag, the number will be copied into adjacent cells! No need to keep typing 127 😊

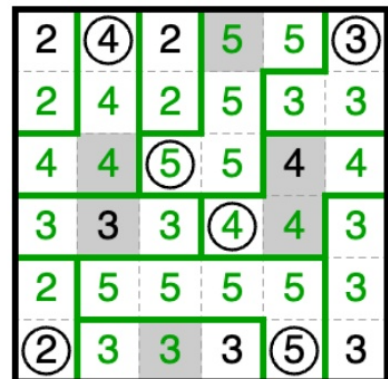
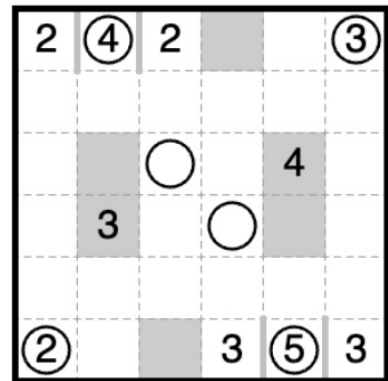
For a hint, check out this **GAPP 101**: (rot13) Bayl bar yratgu-127 fanxr pna svg va gur tevf; bapr lbh svaq gur gjb raqf, nyy bs gur bgure 127 pyhrf unir gb or nybat gur fanxr cngu orgjrra gurfr raqf.

↓ Rules and image on next page ↓

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Rules: Draw non-intersecting, non-branching 1 cell wide paths so that all cells are used by exactly one path. A path may not touch itself, not even diagonally (unless the path just moved out of that cell). Two paths of the same length may not share an edge. Numbers must lie on paths occupying the indicated number of cells. Circles must be at the end of a path, and grey cells cannot be the end of a path. Paths may not be only one cell long.

127	127	127	127	127	127	127	127	127
							2	
127	127	127	127	127	127	127	127	127
8							2	
127	127	2	127	127	127	127	127	127
	2	3						
127	127	7	127	127	6	127	127	127
			8	2				
127	127	127	127	8	127	127	4	127
					3	4		
127	127	127	127	127	127	4	127	127
	6						2	
127	127	127	127	127	127	127	127	127
	6							
127	127	127	127	127	127	127	127	127



Example (puzz.link, by Tyrgrannus): <https://tinyurl.com/kac4ttwn>

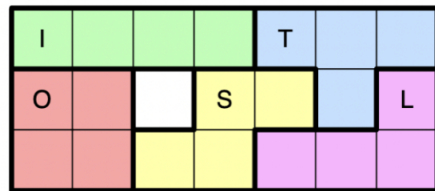
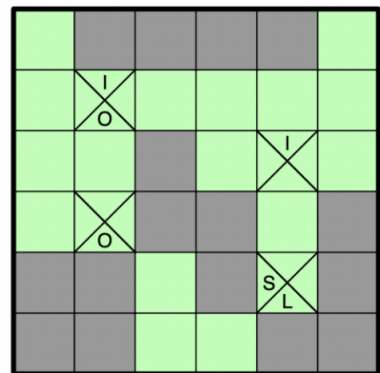
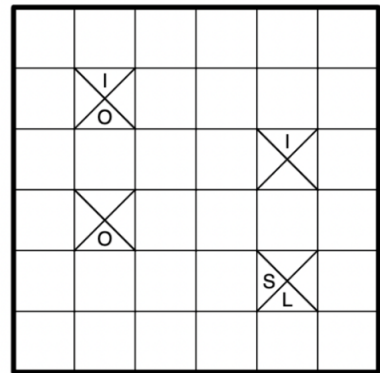
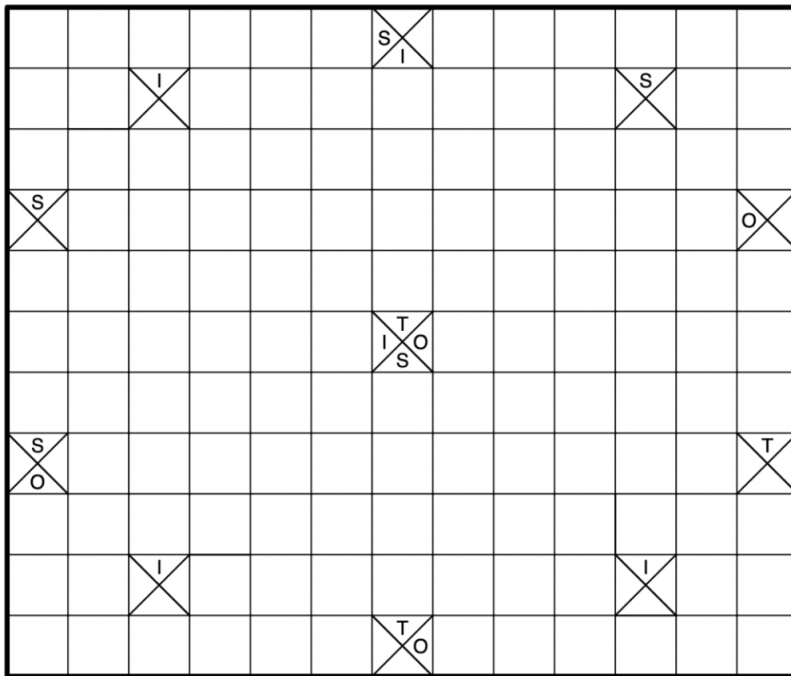
GAPP (puzz.link): <https://tinyurl.com/mszerxv9>

August 27, 2023: Tetraview

clover!

up ur butt with a coconut, gAPPLORDS, it's ya girl clover "big sudoku" moon coming at u with a fresh hot **TETRAVIEW**. you want SHADING? you want PENPA? i got your penpa right here baby... penpa deez 🥥👉👈

rules: Shade some tetrominoes of cells so that no two tetrominoes touch each other orthogonally. Clued cells cannot be shaded, and a clue means that the first tetromino seen in a straight line in the indicated direction is of the shape associated with that letter.



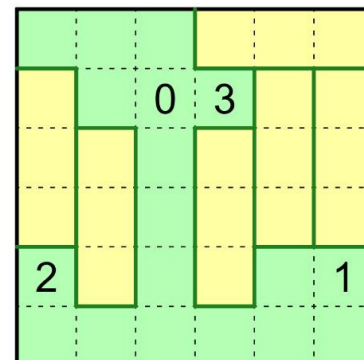
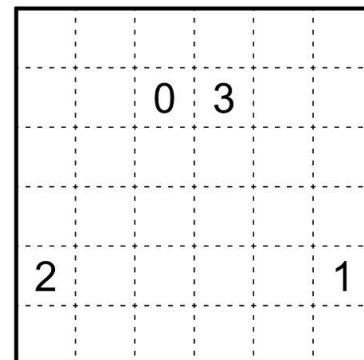
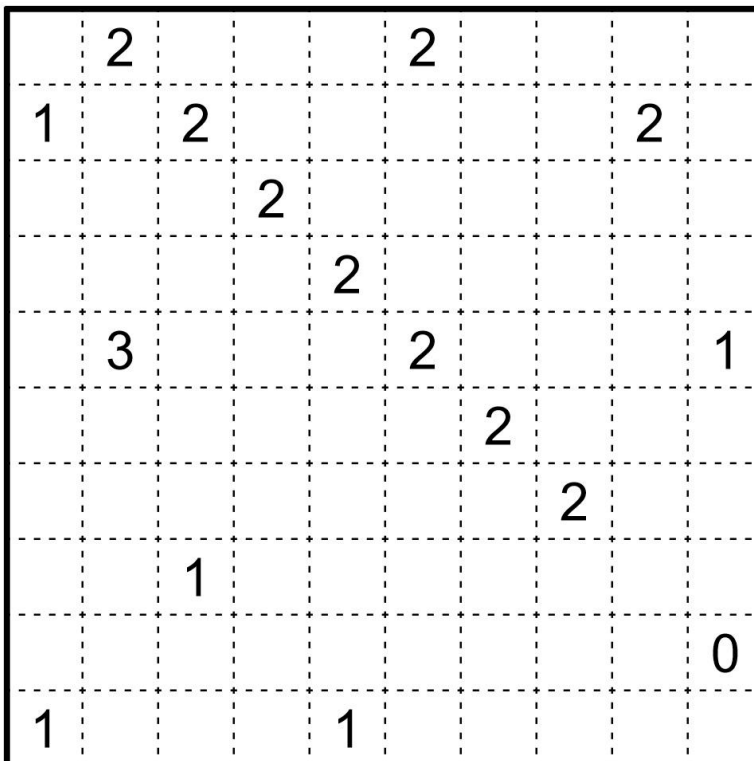
Example (Penpa+): <https://tinyurl.com/29qrjlrp>
GAPP (Penpa+): <https://tinyurl.com/26gnoz7s>

August 28: Wittgenstein Briquet

Bill Murphy

Deez solvers have clocked me as the sort of person who would go “**Wittgenstein Briquet** is a funny name, let’s make one of them for the GACU (Genuinely Approachable Cinematic Universe)” so 🤖 go to today’s five correct guessers. Get your guesses in for Philip’s contribution to this crossover event tomorrow. What will he make, the lone shogun?

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) four surrounding cells are used by blocks. All cells which aren’t used by blocks must form one orthogonally connected area.



Example (Penpa+, by shye): <https://tinyurl.com/3hz4f6rw>

GAPP (Penpa+): <https://tinyurl.com/29uuagyq>

August 29, 2023: Taj Mahal

Philip Newman

Shogun? I used to *dream* of bein' a shogun. That woulda been royalty t' us.

*Uh, Philip, shogun basically **were** royalty.*

Strange women lying in ponds distributing swords is no basis...

That's King Arthur. You were lucky t' to have education.

We used to learn our history...

Not historical, King Arthur.

...in a corridor! Well when I say corridor it was only a hole in t' ground. A corridor woulda been like the Taj Mahal to us. But we were evicted from our hole in the ground, we had to go live in a lake!

Like the Lady of the Lake?

Aye. I had to get up in t' morning at ten o'clock at night, half an hour before I went t' bed...

No you didn't. You barely post GAS on time.

But you try and tell the young people today that... and they won't believe ya'.

You've had a bit too much Chateau de Chassilier, haven't you.

NyQuil, actually. Aye, you were *lucky* to have Chateau de Chassilier...

Today's **GAPP** is a **Taj Mahal!** Just like last year! What can I say, I like squares.

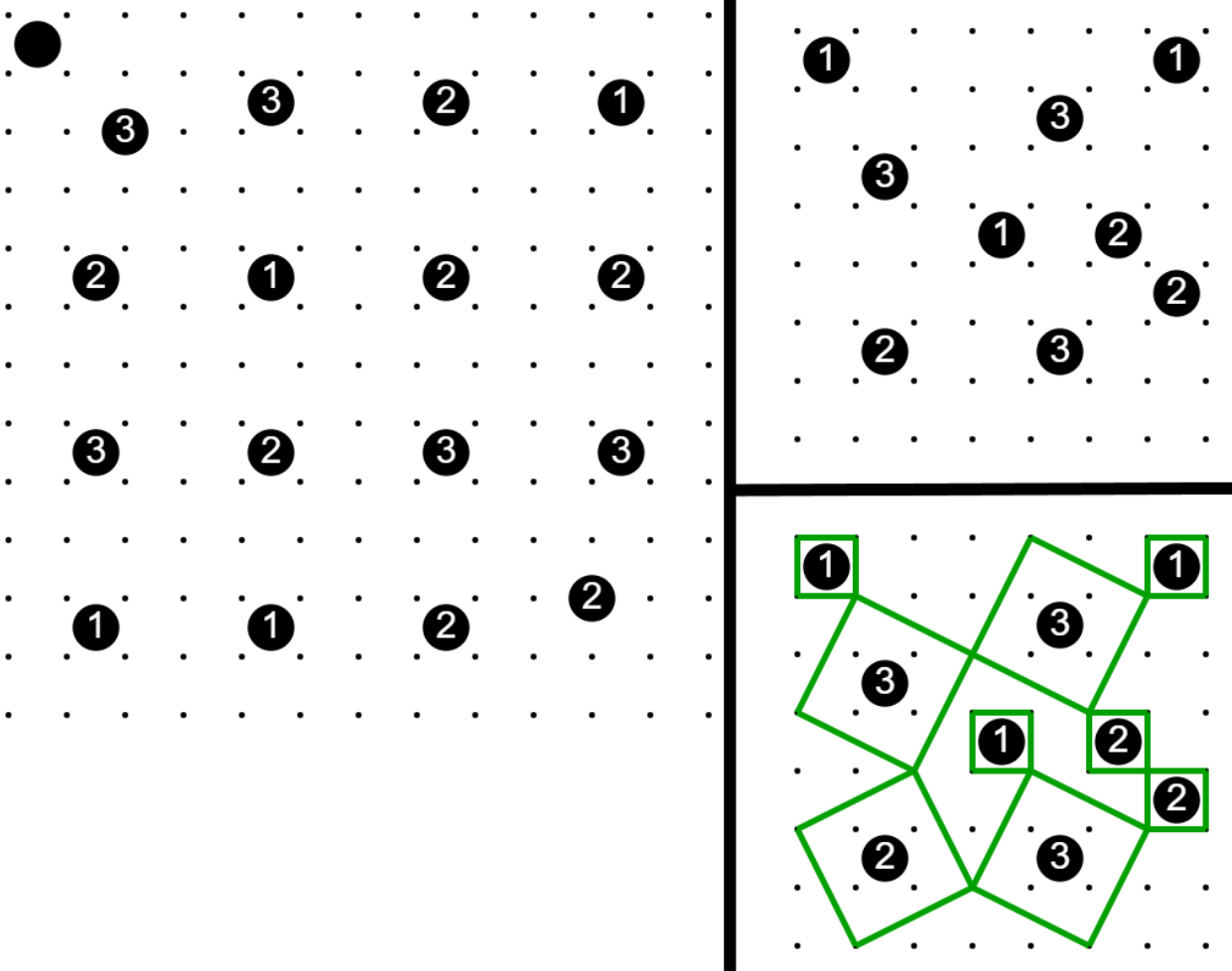
Rules: Draw straight lines connecting pairs of grid points to form squares (allowing non-orthogonal lines). Squares may only touch at the corners, and all squares must form one connected network. Circles mark the centers of all squares drawn in the grid. A number in a circle represents how many other squares its square shares a corner with.

Note: In order to draw lines in the software, click on a circle and drag to a grid point - the software will draw the entire square at once. (To change a square after it is drawn, just click the circle and drag again.)

↓ Rules and image on next page ↓

↑ Intro on previous page ↑

Rules: Draw straight lines connecting pairs of grid points to form squares (allowing non-orthogonal lines). Squares may only touch at the corners, and all squares must form one connected network. Circles mark the centers of all squares drawn in the grid. A number in a circle represents how many other squares its square shares a corner with.



Example (puzz.link): <https://tinyurl.com/4yss25n8>

GAPP (puzz.link): <https://tinyurl.com/5d46ka2f>

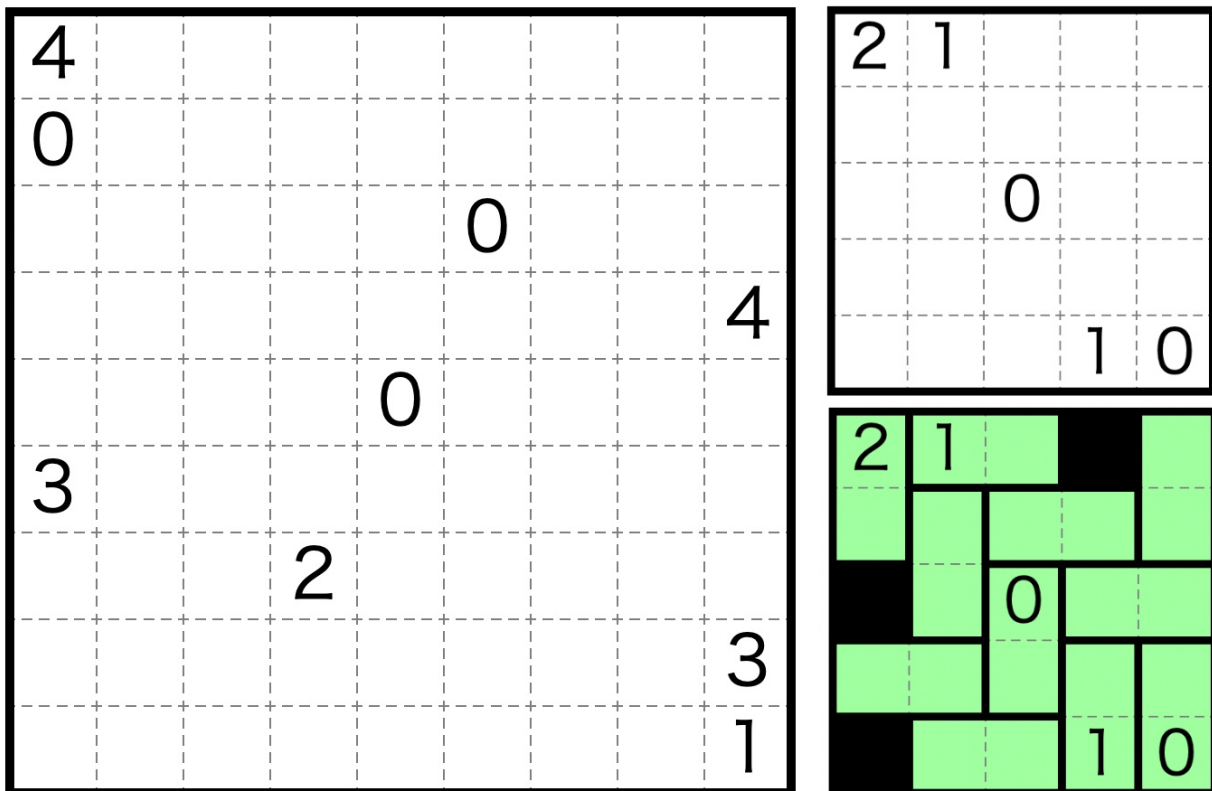
August 30, 2023: La Paz

clover!

"Chassilier" n'est même pas un mot, Philip. Parce que vous parlez français comme une vache espagnole, il m'a fallu plusieurs minutes pour déterminer que vous - et notre ami M. Python - faisiez référence à la région viticole française de *Chasselas*. J'aurais pu passer ce temps à manger de la glace à la menthe et aux pépites de chocolat ou à écrire une meilleure intro, espèce d'idiot.

Translation: congratulations to today's new otter owners! Today's GAPP is a **La Paz**, which is Spanish for "lovely puzz." Coincidentally, it shares its name with the seat of government of the Plurinational State of Bolivia.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into two-cell regions. Clued cells cannot be shaded. A clue indicates the number of shaded cells which lie entirely within the same row or column as the region containing the clue.



Example (puzz.link): <https://puzz.link/p?lapaz/5/5/21p0p10>
GAPP (puzz.link): <https://puzz.link/p?lapaz/9/9/4n0s0q4j0j3q2s3n1>

August 31, 2023: Zabajaba

Bill Murphy

Bolivia was a jerk move.

Talking about the potential GAS/GAPP crossover event, GAPP had told us early on that the whole bit was going to be the GAPP for the day would start with the last letter of the previous day's puzzle.

Cool, great. I'm not very anxious about setting for GAPP normally anyway.

Then GAPP told us that they would like the second last puzzle to be La Paz, so the last day would be Z to mirror day 1. Cool, great. I love having very few options for setting puzzles.

Then GAPP mentioned that if it would also end with A, that would circle all the way back, leaving me with two choices, of which I chose **Zabajaba**, leaving others for eleven solvers.

I asked if this was just an elaborate "Simple Loop" joke. They said, "What?"

Cool, great.

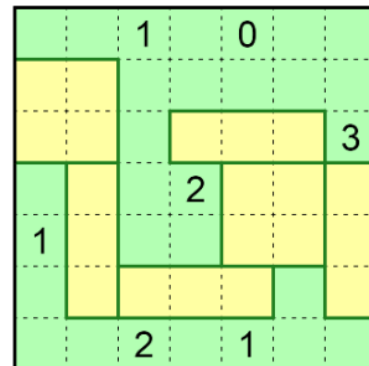
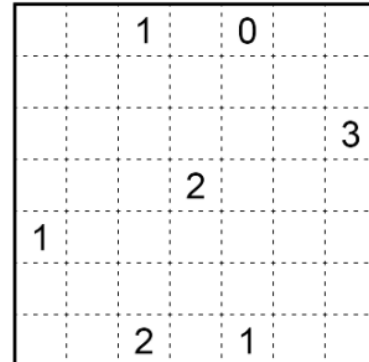
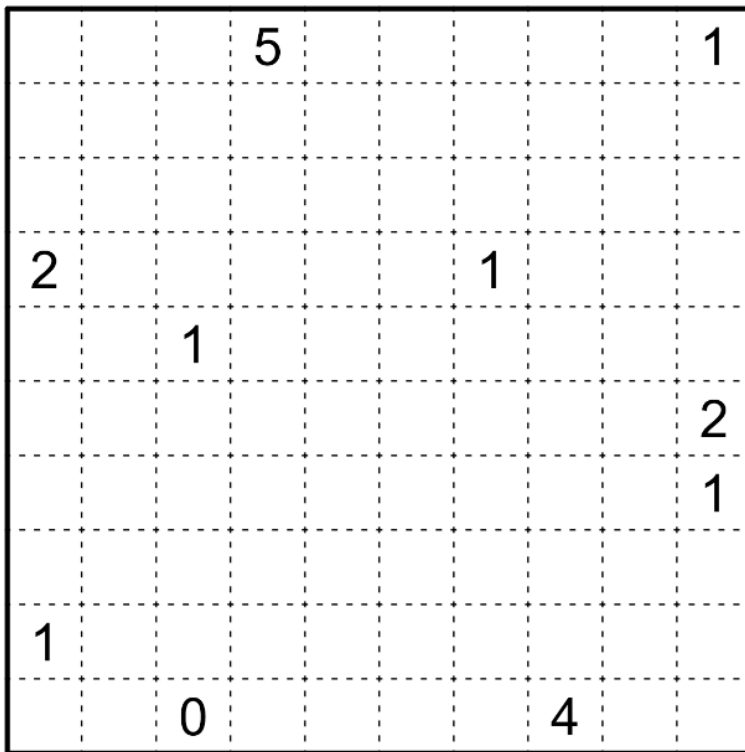
Finally, GAPP had been doing a bit, where the intro of each subsequent day started with the last word of the previous day's intro, so to close the circle, I needed to finish with GAPP. 😊

Rules: Locate some blocks in the grid, each of which are either 1x3 or 2x2, which may not overlap each other. All of the blocks must form one orthogonally connected area, but two blocks of the same shape and orientation may not share an edge. Clued cells cannot be used by blocks and indicate the number of blocks located at least partially in the (up to) eight cells surrounding the clue.

↓ Rules and image on next page ↓

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Rules: Locate some blocks in the grid, each of which are either 1x3 or 2x2, which may not overlap each other. All of the blocks must form one orthogonally connected area, but two blocks of the same shape and orientation may not share an edge. Clued cells cannot be used by blocks and indicate the number of blocks located at least partially in the (up to) eight cells surrounding the clue.



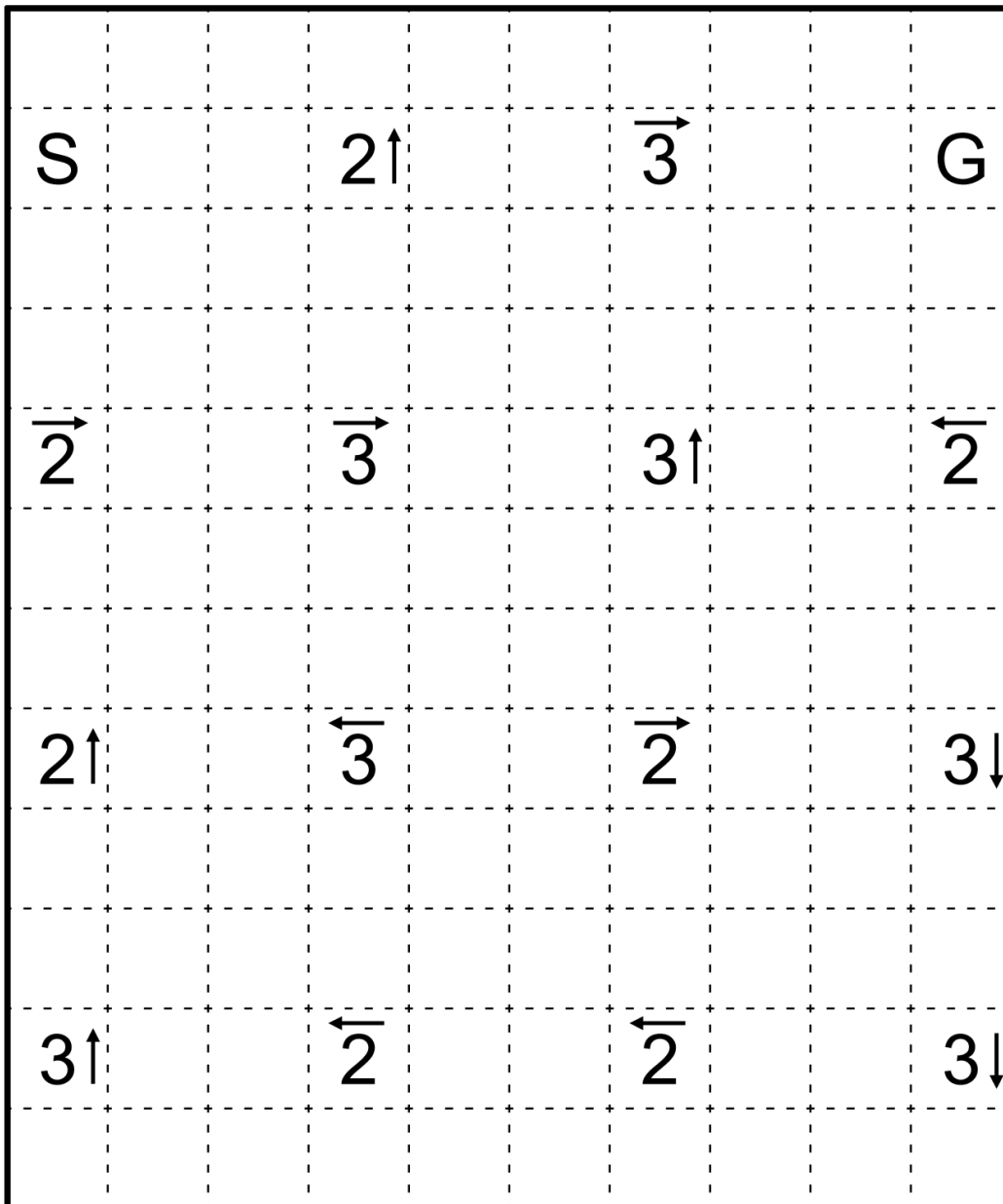
Example (Penpa+): <https://tinyurl.com/bde734pp>

GAPP (Penpa+): <https://tinyurl.com/2yg2obw4>

Bonus 1: Foreshadow

jovi_al

Rules: Draw a non-intersecting path that moves orthogonally through the centers of all cells, starting from S (start) and ending at G (goal). A number N in a cell indicates that on the Nth step after visiting that cell, the path must travel in the direction of its corresponding arrow.

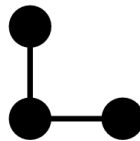
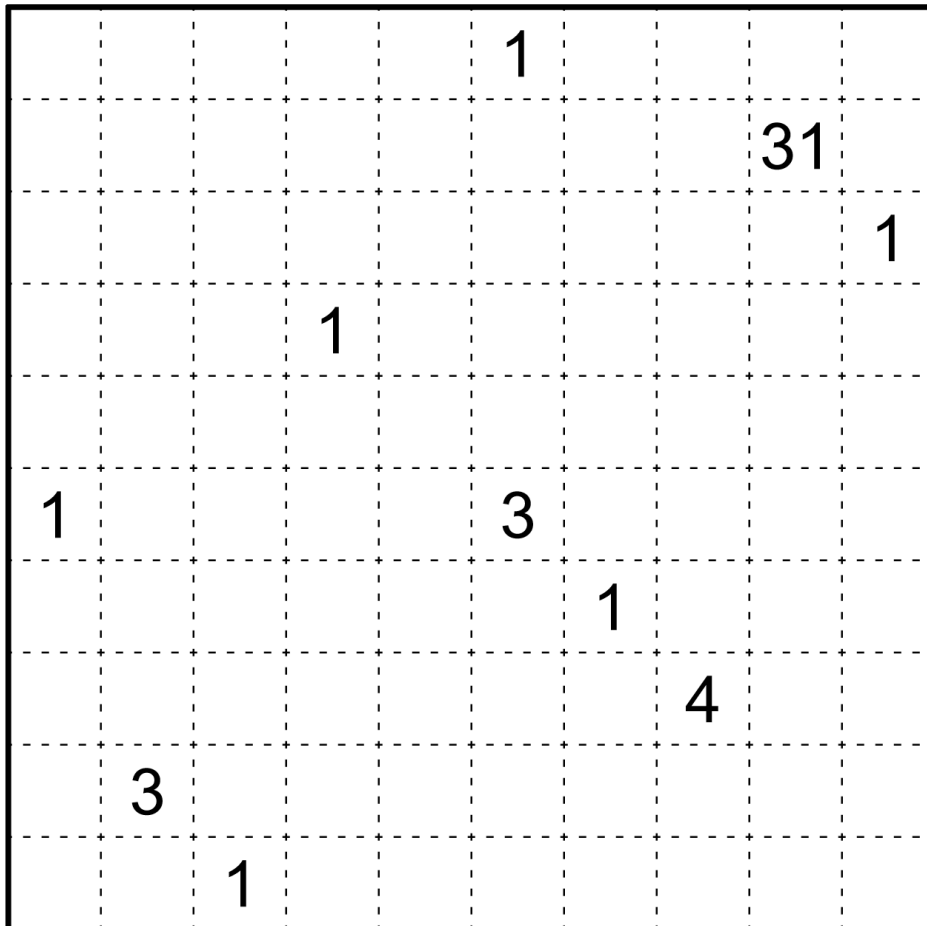


Bonus (Penpa+): <https://tinyurl.com/24gzxocg>

Bonus 2: Surf

Walker

Rules: Shade some cells such that each connected group of shaded cells is of one of the shapes given outside the grid: A line segment represents a one-wide straight path of at least two cells, and a node represents a turn, branch, or endpoint. Rotations and reflections are permitted. 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.

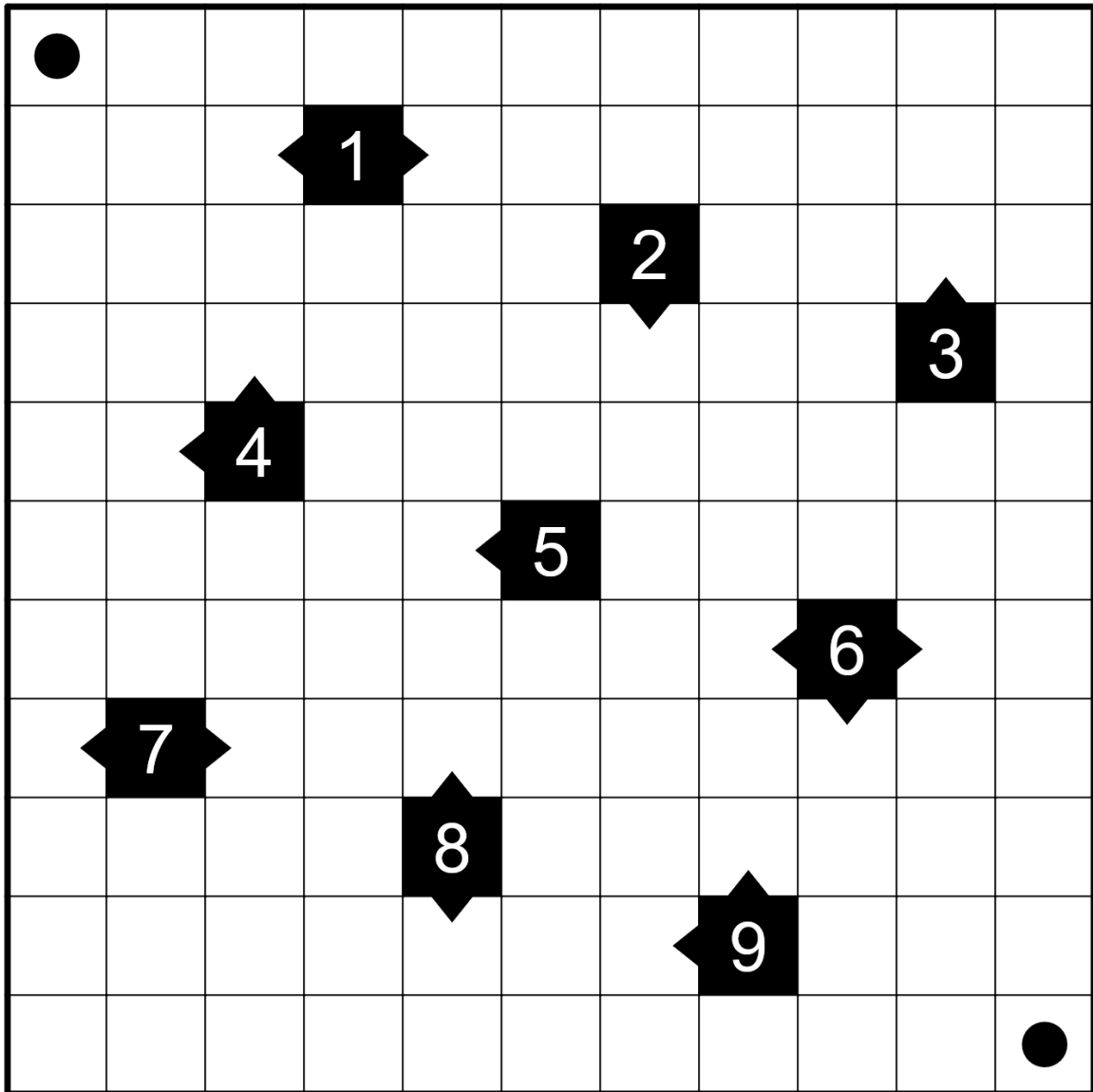


Bonus (Penpa+): <https://tinyurl.com/24uqyfkq>

Bonus 3: Sea Serpent

shyeheya

Rules: Shade some cells to form a non-intersecting path which does not touch itself orthogonally. Circles mark the ends of the path. Clues cannot be shaded, and represent the total number of shaded cells that appear in the indicated directions.

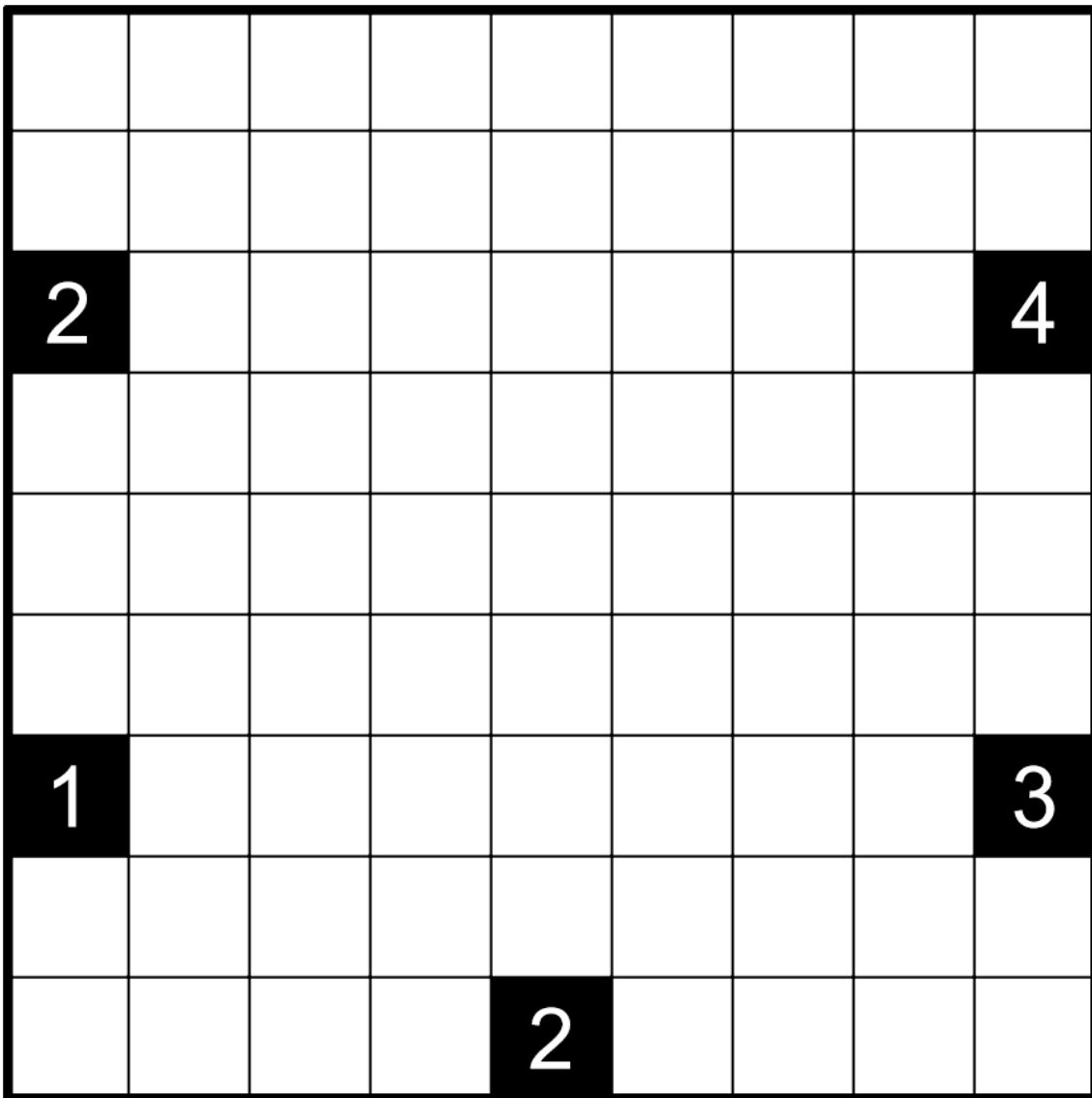


Bonus (Penpa+): <https://tinyurl.com/2dkgenxk>

Bonus 4: Aquapelago

Menderbug

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Some shaded cells may be given. If they contain a number, it indicates the total number of shaded cells in the diagonally connected group they belong to.

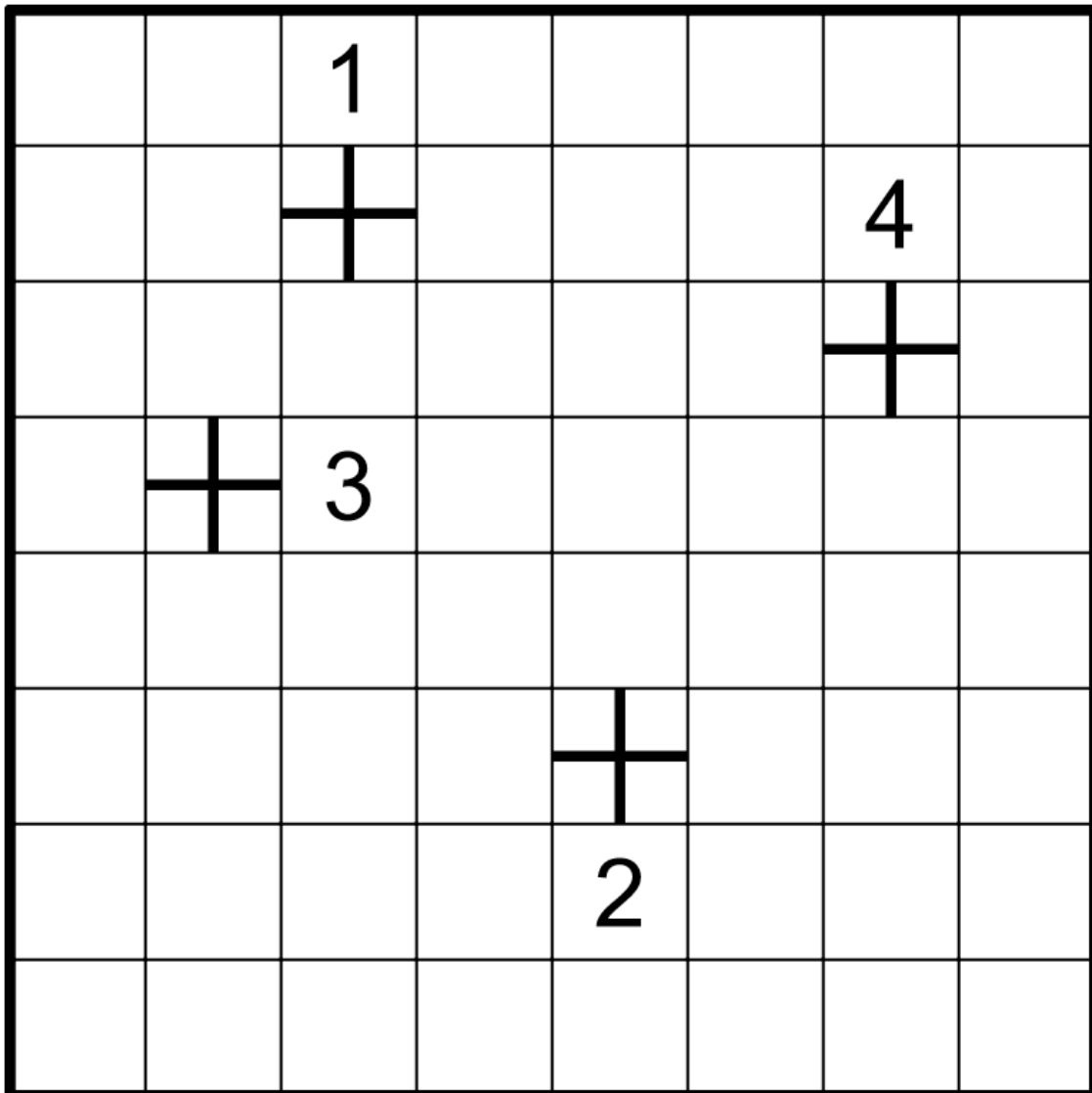


Bonus (Penpa+): <https://tinyurl.com/2bzxcte6>

Bonus 5: Turn-and-Run

Menderbug

Rules: Draw a loop through the centres of all cells which crosses over itself only at the given perpendicular intersections, and define its direction of travel. Each time the loop enters a cell containing a number, it must turn in that cell, travel straight for exactly the indicated number of cells, and then turn again.



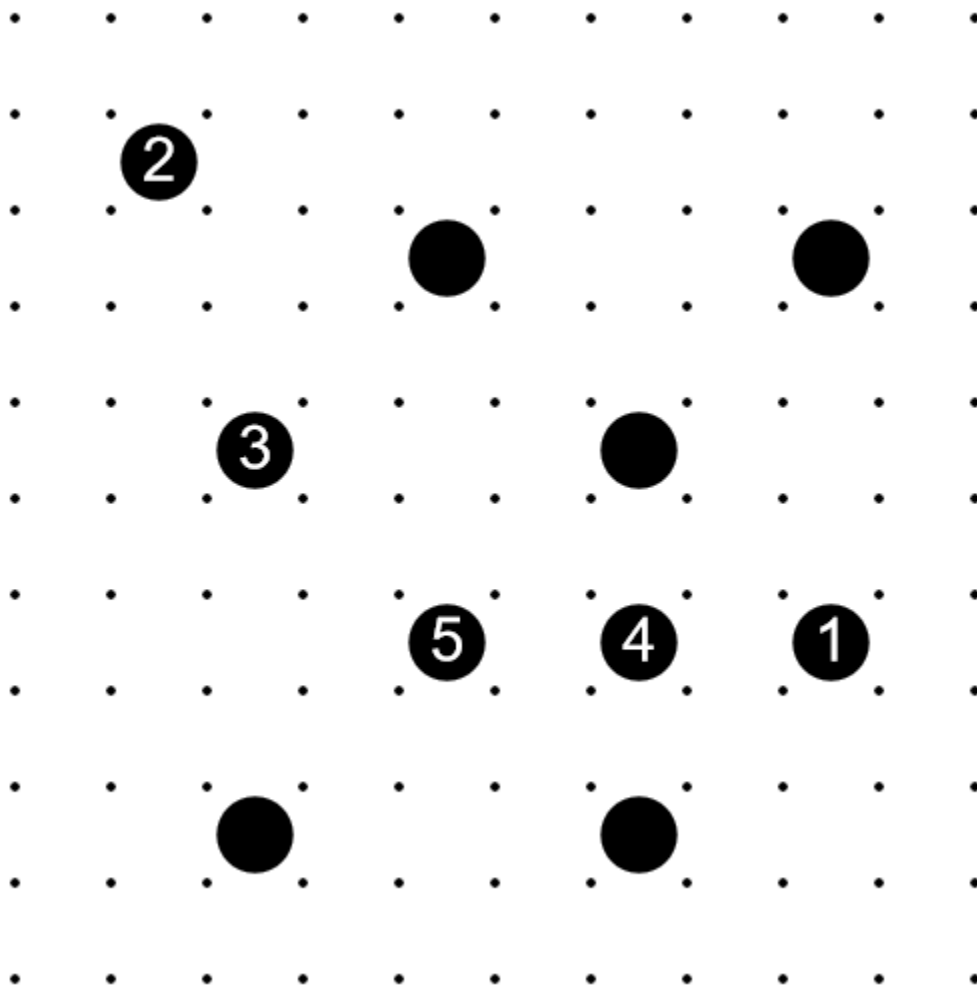
Bonus (Penpa+): <https://tinyurl.com/22jyimml>

Walkthrough: <https://youtu.be/tFWbD7T23B8>

Bonus 6: Taj Mahal

Philip Newman

Rules: Draw straight lines connecting pairs of grid points to form squares (allowing non-orthogonal lines). Squares may only touch at the corners, and all squares must form one connected network. Circles mark the centers of all squares drawn in the grid. A number in a circle represents how many other squares its square shares a corner with.

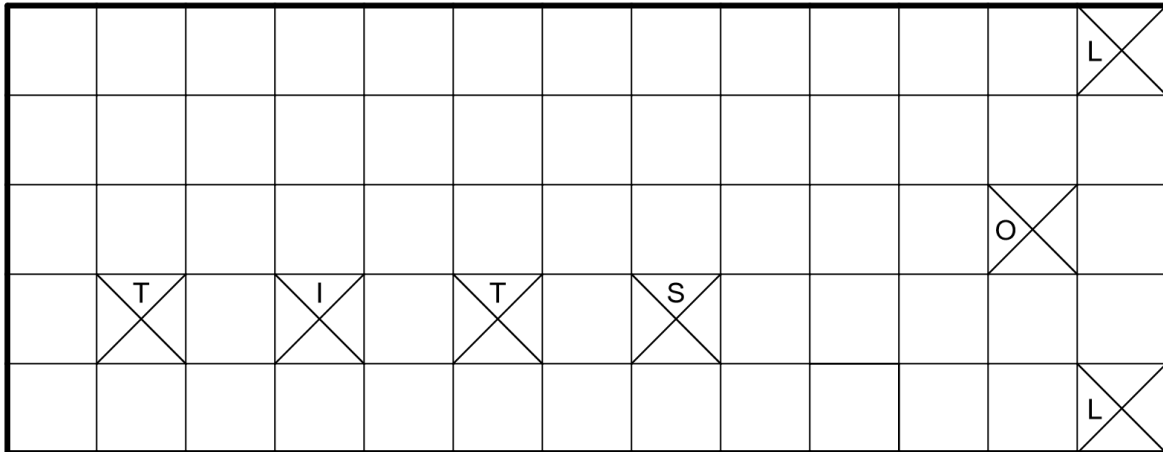


Bonus (puzz.link): <https://tinyurl.com/4at7df8d>

Bonus 7: Tetraview

clover

Rules: Shade some tetrominoes of cells so that no two tetrominoes touch each other orthogonally. Clued cells cannot be shaded, and a clue means that the first tetromino seen in a straight line in the indicated direction is of the shape associated with that letter.

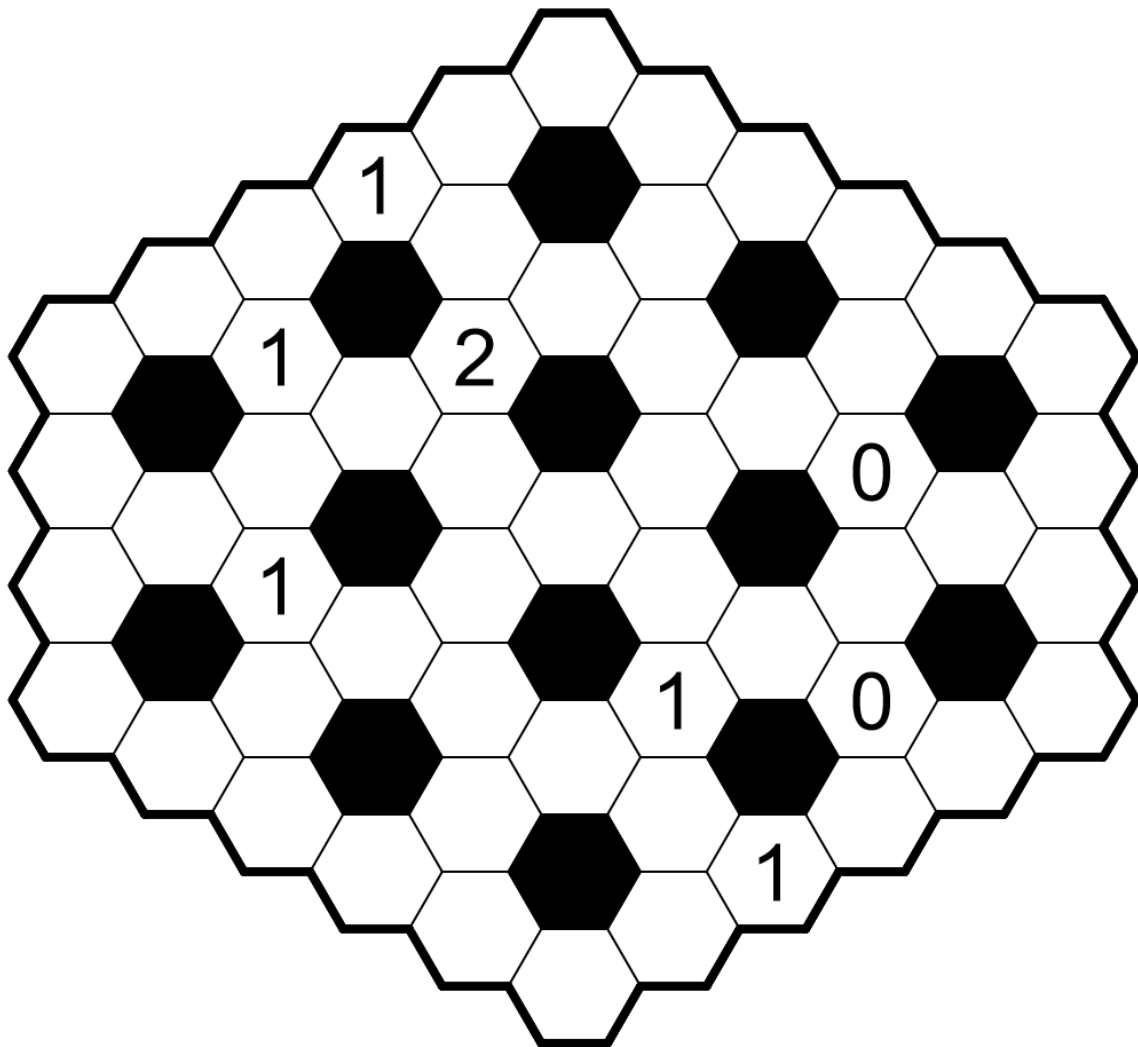


Bonus (Penpa+): <https://tinyurl.com/2bmbjab6>

Bonus 8: Parrot Loop (Hexagonal)

Menderbug

Rules: Draw a non-intersecting loop through the centres of some cells. The loop may not go through black cells, and must pass straight through cells with numbers. A number indicates how many other cells in the same row (in the case of a vertical line) or column (in the case of a horizontal line) contain a straight line parallel to the one in the numbered cell.

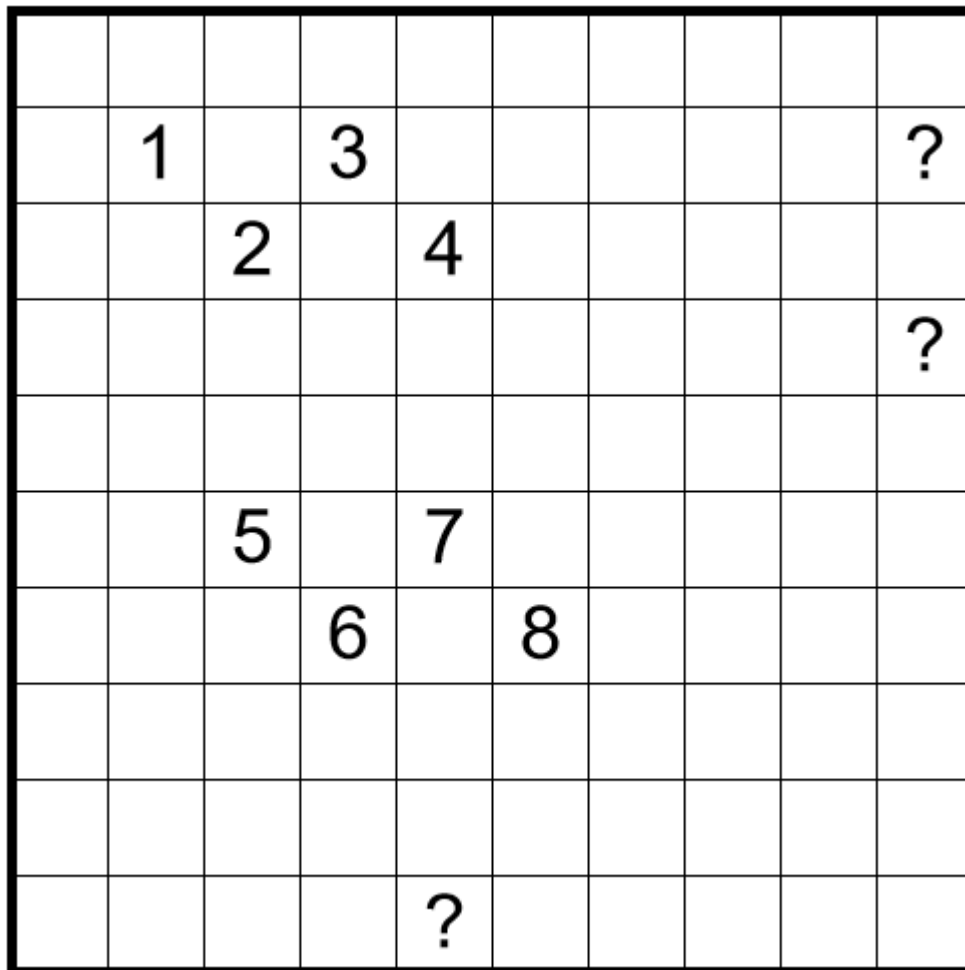


Bonus (Penpa+): <https://tinyurl.com/2dbr952n>

Bonus 9: Nurikabe

shyeheya

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.

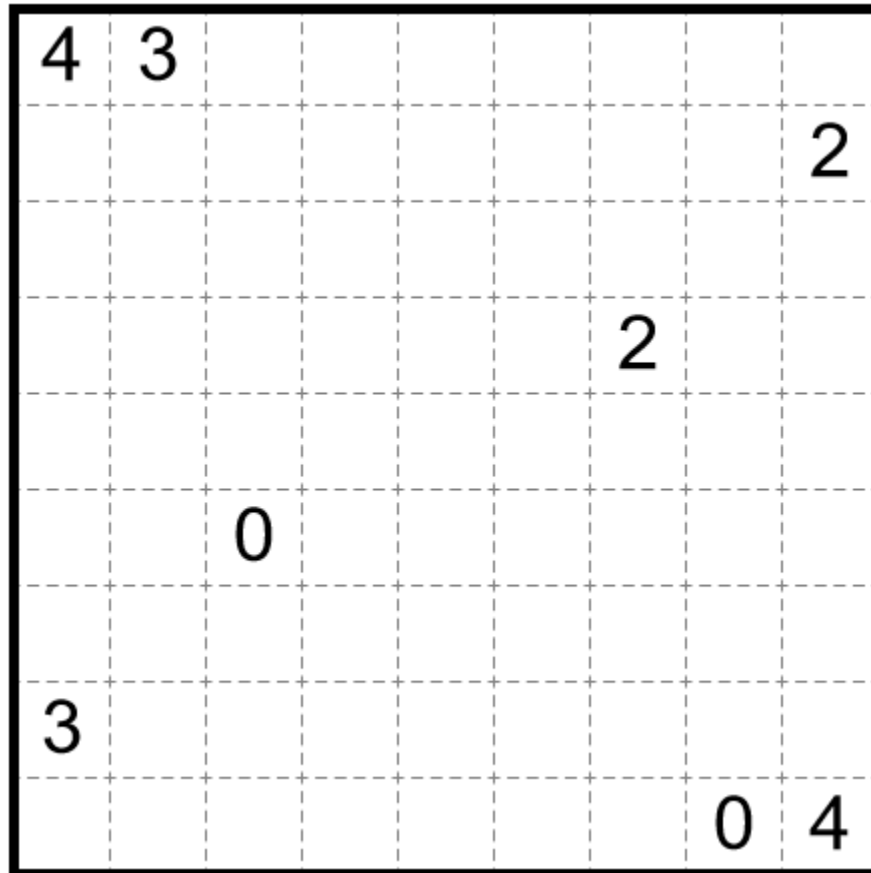


Bonus (puzz.link): <https://tinyurl.com/45uwvxmy>

Bonus 10: La Paz

clover

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into two-cell regions. Clued cells cannot be shaded. A clue indicates the number of shaded cells which lie entirely within the same row or column as the region containing the clue.



Bonus (puzz.link): <https://tinyurl.com/3vb8z28k>