

# **Mind The GAPP Vol. 23**

Genuinely Approachable Pencil Puzzles from the CtC Discord  
September 1, 2023 - September 30, 2023

And so we come to the conclusion of the 23rd month of GAPP, with a corresponding number of bonus puzzles modulo months in a year (11)! As usual, their difficulties vary from roughly GAPP difficulty to somewhat harder than GAPP.

Meanwhile, jovi and shye found themselves investigating and bifurcating through the deepest secrets of the antediluvian land of Puzzulia after learning of its existence over 5 months ago. Jovi decides to stay behind to search for her branch of the Possibility Tree, but the journey is very much ensuing. Keep your eyes peeled for updates over the following month.

## September 1, 2023: Slitherlink (Crossing)

jovi\_al

### Room Three: Slitherlink (Crossing)

"The vial of venom you brought back from the fortress needs to be combined with some chemicals in the next room, so we can make an anti-venom with it. Proceed onwards-- crossing the genetic links is a precarious process and needs to be done carefully. I will be in to help you shortly." I hang up the intercom. I turn around.

"Are you sure you know what you're doing?" I say.

"Yes, do not doubt me."

"Apologies, sir, but you want *me* to help her? I've never done anything like--"

"You are the only one who can."

"What about y--"

"I... I cannot interact with her venom. Now go, quickly, she's waiting on you!"

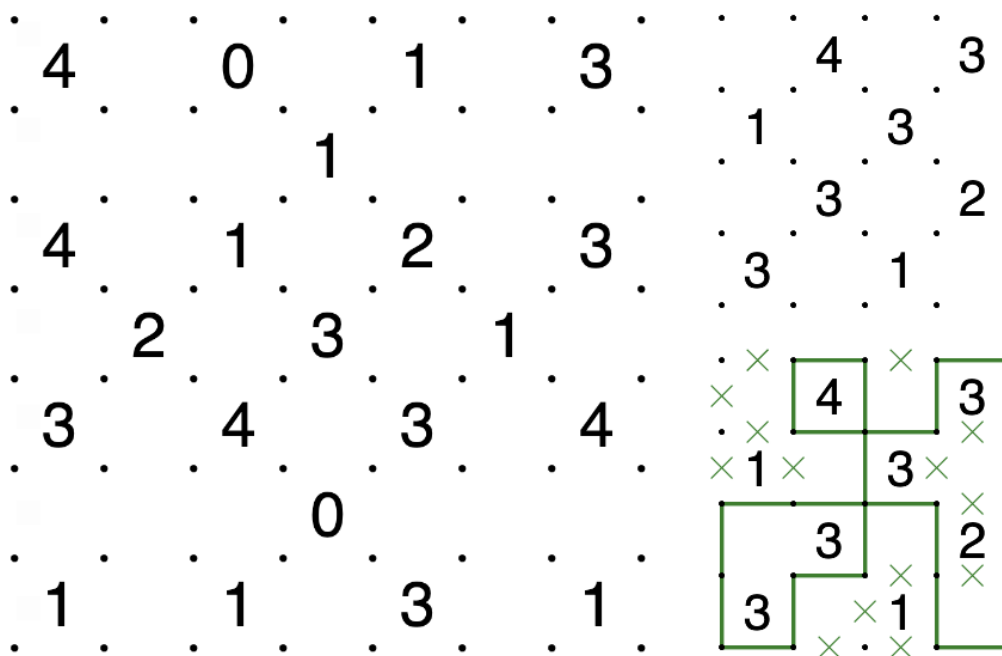
I rush through the door. My jaw drops.

"S-SHYE?!"

"JOVI?!"

**Rules:** Connect some pairs of orthogonally adjacent dots to form a single loop. Clues represent the number of edges drawn surrounding the clue (up to four).

**Variant:** The loop may intersect itself, but may not turn at its intersection or otherwise overlap.



Example (Penpa+): <https://tinyurl.com/23d9erl3>

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

## September 2, 2023: Light and Shadow (Supersized)

shye

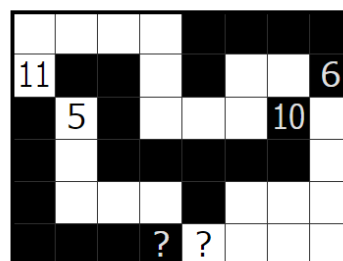
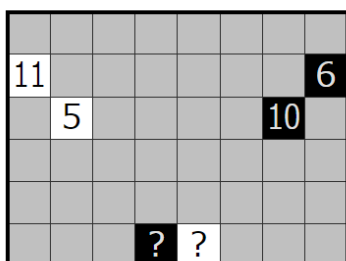
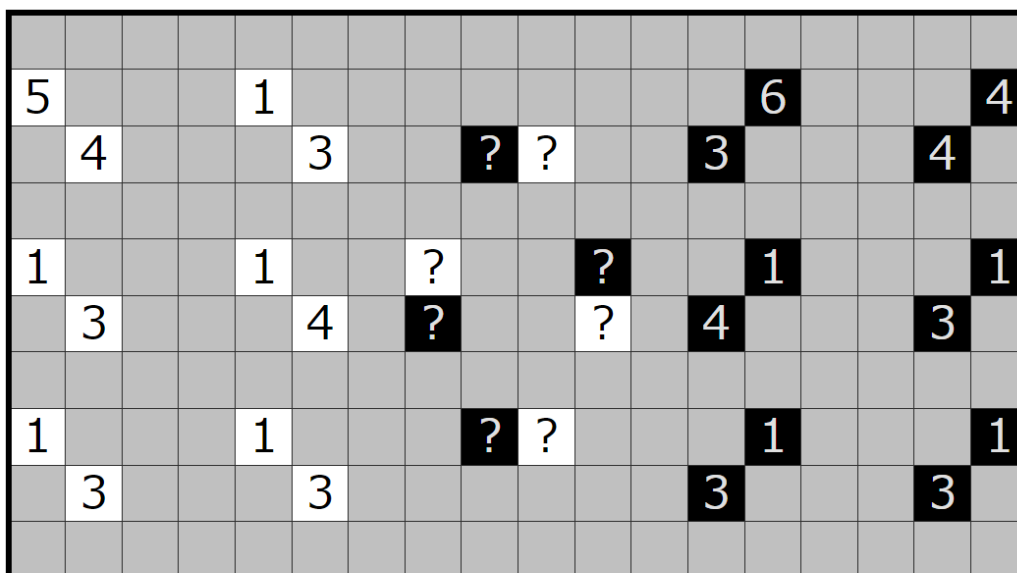
"S-SHYE?!" I hear behind me, sounding vaguely like my speaker-friend. I turn around to see none other than...

"JOVI?! What are you doing here? Wha- when- but- I have so many questions now, also help me with this anti-venom stuff! You're much better at crossing loops than I am." I stumble over my words as I try to stay focused on the conversion process.

"It's okay, I can explain! I'm working with Alcazar, the Den Leader. This whole thing goes back, wayyyy back! Do you remember that old book of Puzzulia?" she explains, taking charge of the equipment. "It had the Yin-Yang puzzle, and-"

"And the **Light & Shadow**? It's coming back to me. Ok, actually save the explanation for later, we have a **Supersized** task at hand right now. But I'm glad to see you again!"

**Rules:** Fill all cells a color, some black and some white, so that each orthogonally connected area of similarly colored cells contains exactly one clue, which represents the size of the area of black or white cells it belongs to.



Example (Puzz.link): <https://tinyurl.com/yc5792z5>

GAPP (Puzz.link): <https://tinyurl.com/ysm6echu>

Portrait version: <https://tinyurl.com/33nka3dc>

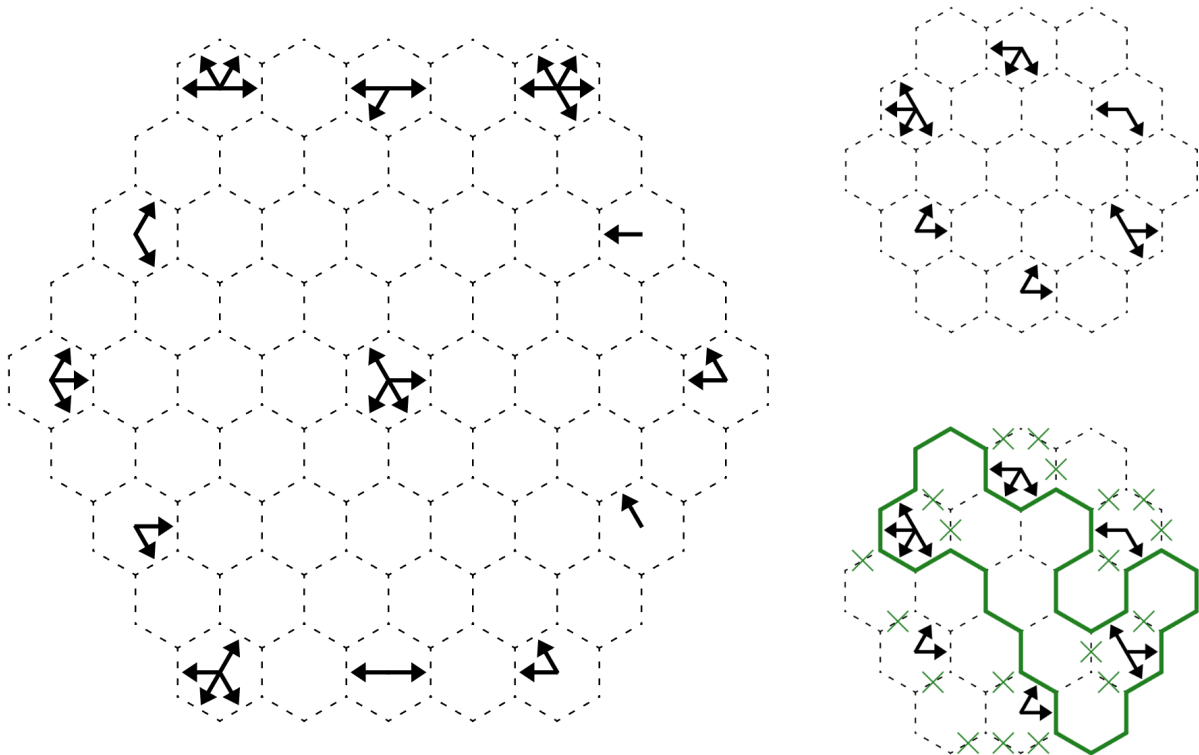
## September 3, 2023: Myopia

### Menderbug

We hope you had some fun racing each other on yesterday's puzzle! Thanks for all the feedback. We've read it all and will take it into consideration when deciding what to do with this idea in the future. For today's **Myopia**, we're back to good old sloths and crabs and hexagons. Wait what?

Regular Myopia has been previously covered by Eric. If you're not familiar with the genre, I strongly recommend giving that one a go first. The transfer to the hexagonal grid should be fairly straightforward then.

**Rules:** Trace some gridlines to draw a single non-intersecting loop. Clued cells contain arrows indicating *all* of the directions in which a loop segment appears closest to the clued cell.



Example (Penpa+): <https://tinyurl.com/2bxhnw7x>

GAPP (Penpa+): <https://tinyurl.com/2b5stnwq>

## September 4, 2023: Chocolate Banana

Freddie Hand

Having left my fruit basket untouched for a week, I come back to discover a practically inedible **Chocolate Banana**. Though its palatability had already dwindled by the time it lost all trace of green. Fortunately this puzzle is fresh off the shelf, but don't leave it for too long!

**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.

Here's a little **GAPP 101**: (rot13) Nqwnprag pyhrf gung ner qvssrerag inyhrf pnaabg or gur fnzr pbybhe.

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

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

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

Example (Puzz.link): <http://tinyurl.com/4rpxmuwc>

GAPP (Puzz.link): <http://tinyurl.com/y8bk54ny>

## September 5, 2023: Achtelwenden (No Crossing)

Walker

Today's puzzle is an **Achtelwenden (No Crossing)**! This genre features a loop that can travel diagonally as well as orthogonally. Clues count how many eighths (Achtel) of a turn (Wenden) the loop turns in their cell. The No Crossing variant is simpler than the classic ruleset, so we're using it first for GAPP!

**Rules:** Draw a loop by connecting the centers of orthogonally or diagonally adjacent cells. The loop must travel through every cell. The loop can not cross itself. A number in a cell, when multiplied by  $45^\circ$ , indicates the angle formed by the loop in that cell.

**Note:** The loop forms a  $45^\circ$  angle at a 1, a  $90^\circ$  (right) angle at a 2, a  $135^\circ$  angle at a 3, and a  $180^\circ$  (straight) angle at a 4. Check the example puzzle to see possible turns that can appear at each number!

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

	1	4	2
		2	
4			3
		4	
	1	4	4

	1	4	2
		2	
4			3
		4	
	1	4	4

Example (Penpa+): <http://tinyurl.com/2yjd8whx>  
Example (Kudamono): <http://tinyurl.com/4bk8m2ec>  
GAPP (Penpa+): <https://tinyurl.com/27vq934a>  
GAPP (Kudamono): <http://tinyurl.com/2p8f33fd>



## September 7, 2023: Borderland

shye

"Good, good." Alcazar continues, "These trials were for you to earn my trust. Shye, I'm sorry I had to keep you in the dark for so long, your encounter with Martha made things... complicated." I take a moment to collect my thoughts, "So... you know her? Why did you send me to get the venom and stuff?"

He takes a deep breath, looks up in thought, then begins to pace. "Roughly a thousand years ago, when Puzzulia was at the height of its conflict and on the verge of war, the rulers of the kingdoms sent forth eight representatives each."

"That was in the book!" Jovi interjects, "They were the Clues, but... it all got resolved right?"

"The war may have been subverted, but it was hardly a resolution. No, here's what the book doesn't tell you: The Clues were beings given prolonged lives, instructed by each ruler to keep the other side from ever taking control, an eternal stalemate. It was the beginning of the **Borderland** era, the segregation of puzzle types." He stops pacing and turns back to us. "Martha and I were two of the original 16 Clues, and some of the few still remaining at all. I really should thank you, ever since your group started this GAPP venture, I've felt more alive than ever before!"

**Rules:** Connect some pairs of orthogonally adjacent gridpoints to draw a non-intersecting path from one of the larger points to the other. Bold borders cannot be part of the path. The path and the borders together must divide the grid into regions, which may not include any dead-end lines. Each region must contain exactly one house.

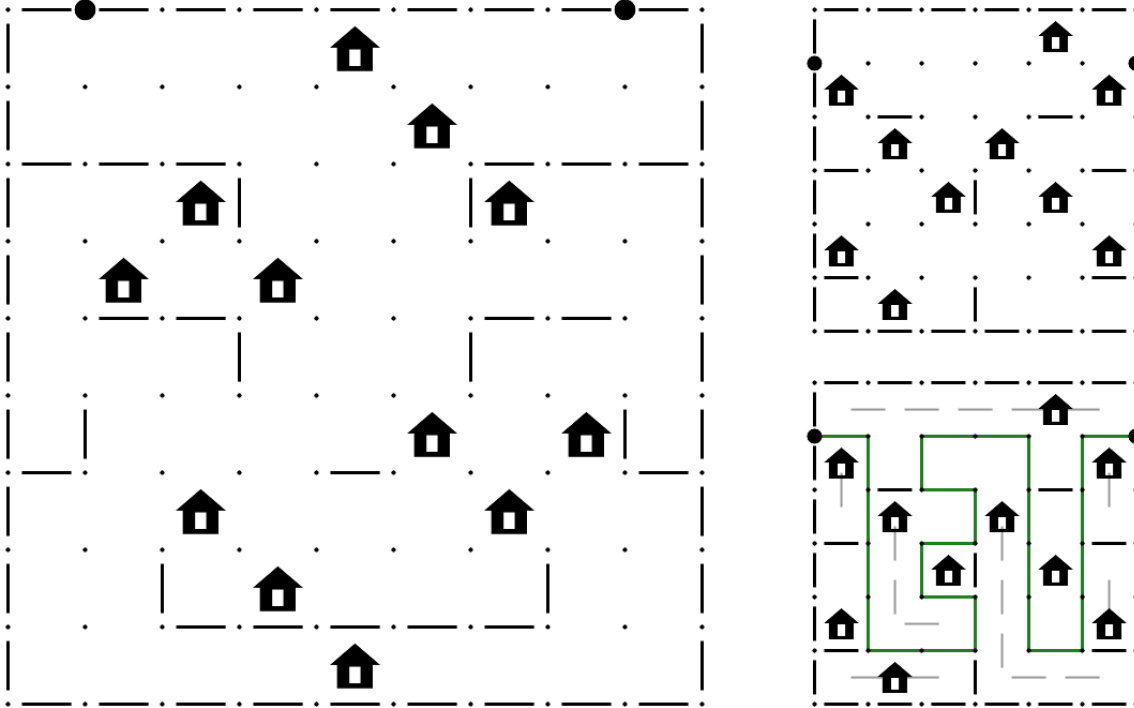
Be sure to take some time to digest those rules! Also, I've provided two display choices for you to pick from, use the example puzzle to decide which one you find friendlier. And since this is a weird one, I've also got a handy dandy pair of **GAPP 101**'s that should get you moving if you need it!

1. (rot13) Nqwnprag pyhrf gung ner qvssrerag inyhrf pnaabg or gur fnzr pbybhe.
2. (rot13) Va beqre gb nibvq qrnq-raqf, gur cngu unf gb ragre naq rkvq pregnva iregvprf, guvf vf bsgra irel pbafgenvarq!

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

↑ Intro is on the previous page ↑

**Rules:** Connect some pairs of orthogonally adjacent gridpoints to draw a non-intersecting path from one of the larger points to the other. Bold borders cannot be part of the path. The path and the borders together must divide the grid into regions, which may not include any dead-end lines. Each region must contain exactly one house.



Example (Penpa+): <https://tinyurl.com/22aeax7f>

Example with dotted lines display (Penpa+): <https://tinyurl.com/2cwsovqy>

GAPP (Penpa+): <https://tinyurl.com/25csrzq6>

GAPP with dotted lines display (Penpa+): <https://tinyurl.com/28qbnbj2>

## September 8, 2023: Water Walk

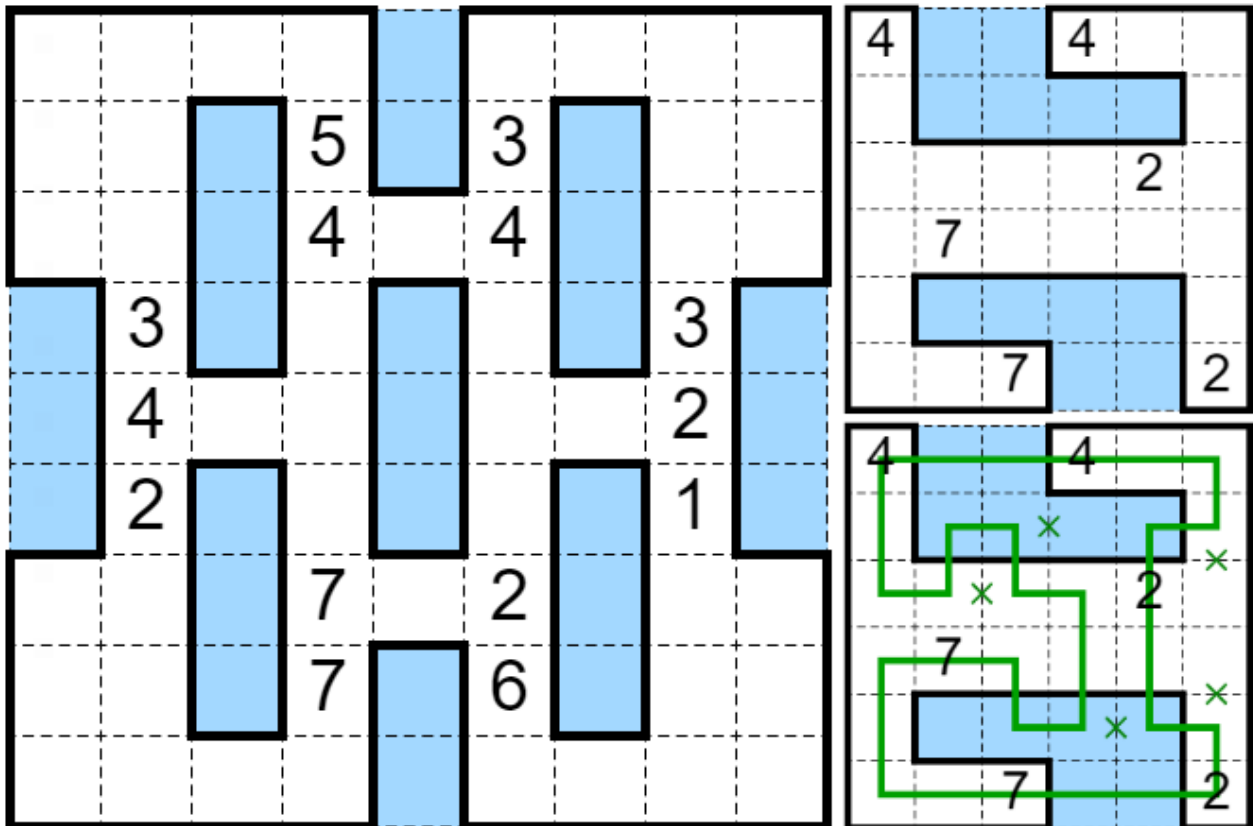
### Menderbug

While we were working on August shenanigans, **Water Walk** was implemented on puzz.link. That seems like a great excuse to revisit this Ice Walk derivative.

Water Walk was Walker's inaugural GAPP.

"Where would one find more Water Walks?" I'm glad you asked, there are a few of them of varying difficulty on Puzzle Square (<https://puzsq.logicpuzzle.app/?kind=686>) as well as the puzz.link database (<https://puzz.link/db/?type=waterwalk>).

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



Example (Puzz.link): <https://tinyurl.com/5478aprK>

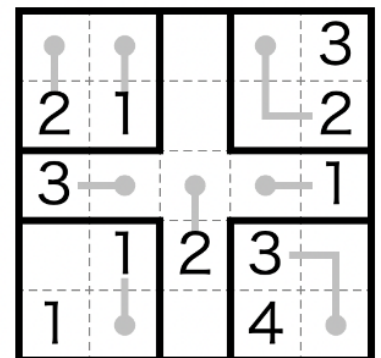
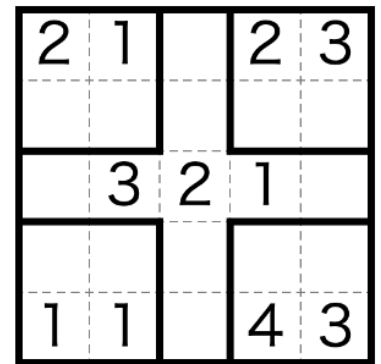
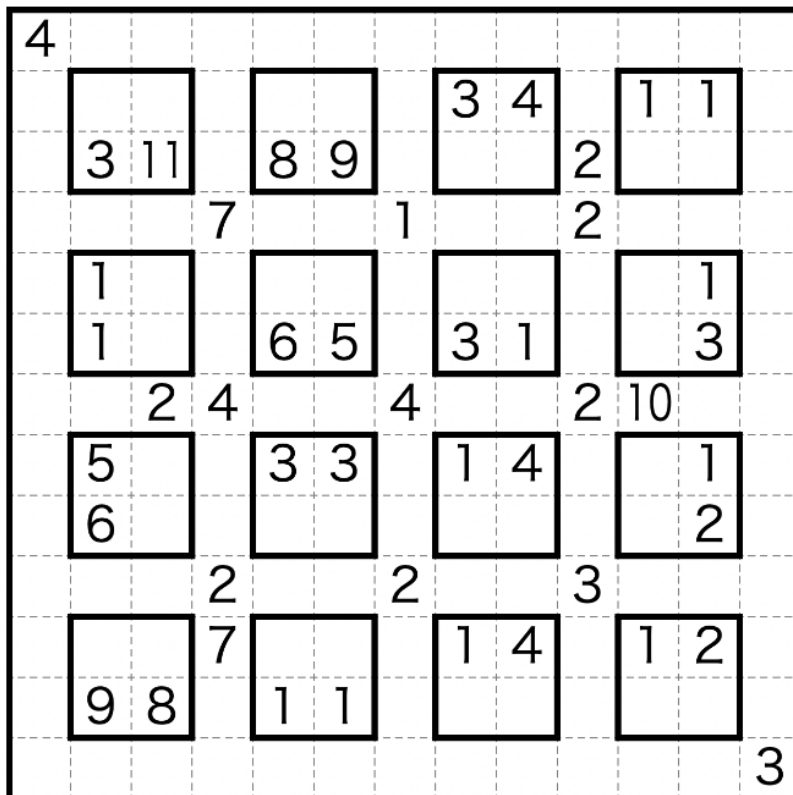
GAPP (Puzz.link): <https://tinyurl.com/y8xzkxd7>

## September 9, 2023: Army Ants (Supersized)

Freddie Hand

Pencil puzzles generally don't come with the threat of global destruction. But a horde of supersized **Army Ants** just might. Paradoxical as it may seem, solitary soldiers of length 1 actually pose the greatest danger.

**Rules:** Move some numbers such that each orthogonally connected group forms a sequence of consecutive numbers, starting with 1. Each number in the sequence must be orthogonally adjacent to the next. A number may move vertically and horizontally any number of times, but may not pass through bold borders. Each cell may be used at most once: as a number's starting point, part of a path, or a number's final destination.



Example (Puzz.link): <https://tinyurl.com/2b5fet46>

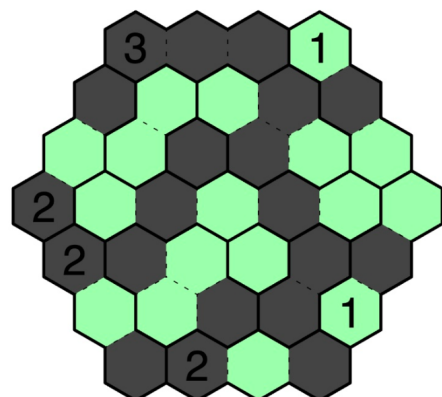
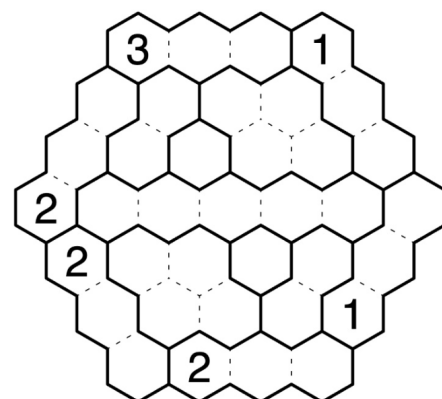
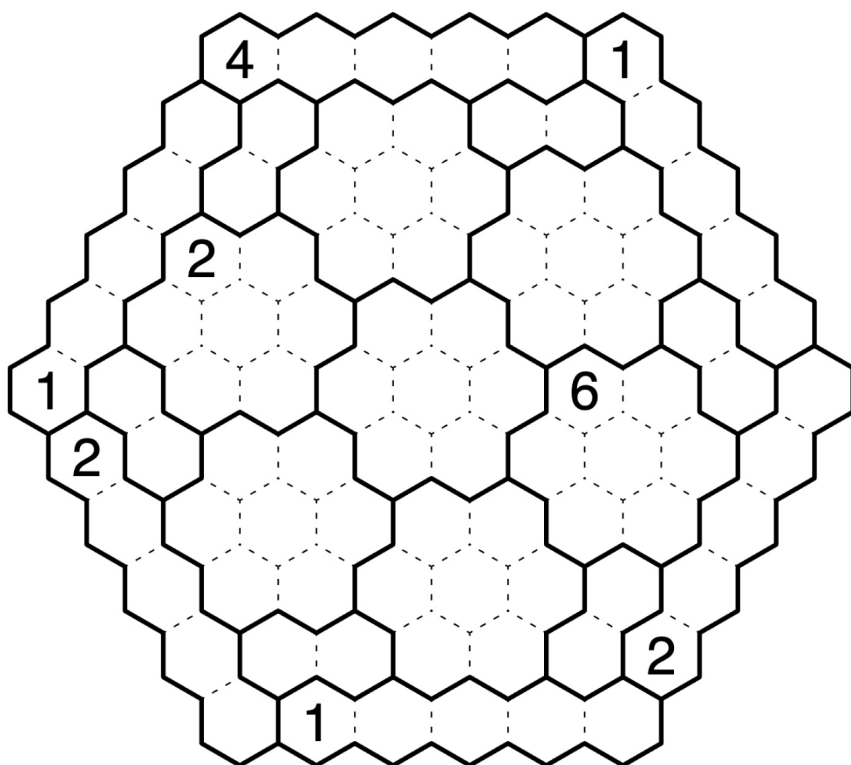
GAPP (Puzz.link): <https://tinyurl.com/ymy8uu8c>

## September 10, 2023: Irunuri

Walker

Welcome to Puzzle Park! Here, all our attractions are named after pencil puzzles! Starting by the Subwhirl spinning ride, take the Transporter overhead railway over to the spooky Haunted Mirror Maze and the Scoring Zones arcade. After the Orbital gravity ride and the character Parade Sums, ride the giant Roller Coaster and smile for a Family Photo! Our newest ride is this **Irunuri (Hexagonal)**, a spinning teacup ride with seven teacups. The designs are so pretty - the teacups look the same after spinning halfway around!

**Rules:** Shade some cells so that all shaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. Within a region, the shaded cells must have 180° rotational symmetry around its center. **No three shaded cells may meet at a vertex** (i.e. any 'triangle' of 3 cells cannot be entirely shaded).



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

GAPP (Penpa+): <https://tinyurl.com/245b8ctl>

## September 11, 2023: Mathrax

jovi\_al

"So, you're named after the puzzle genre Alcazar?" Shye asks.

Alcazar chuckles. "Yes, when the Clues were first ordered to their duties, we changed our names, each to a puzzle type. It was symbolic. My choice was the result of... well, that's perhaps a story for another time."

"But Martha isn't a genre that I know of," I say.

"Ah, yes. Her full name is Martha X, yet very few surnames begin with X. How curious!" He smiles. "You're intelligent with letters, Jovi, why don't you have a think?"

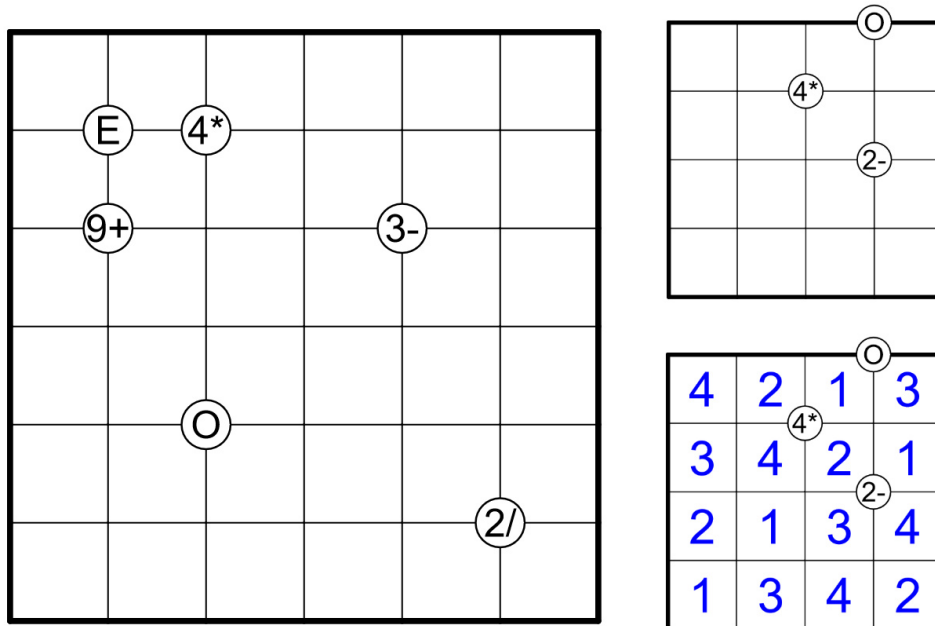
I think for a brief second, then realize. "**Mathrax!** It's an anagram of Mathrax!"

"Clever girl," he says. He smiles again. I smile back.

"Sorry to interrupt your flirting, but if I may ask," Shye says, "What's this anti-venom for, if not for you? And how did you and Martha get at odds, anyways?"

"Ah, very well," he replies.

**Rules:** Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. An O indicates that all of the (up to) four cells the clue touches contain odd numbers. An E indicates that all of the (up to) four cells the clue touches contain even numbers. A numeric clue must be the result of individually applying the accompanying operation to each pair of numbers diagonally opposite each other across the clue.



Example (Penpa+): <https://tinyurl.com/ynbx44sl>

GAPP (Penpa+): <https://tinyurl.com/yl8ruqfs>

## September 12, 2023: Sukoro

shye

"My plan is to use the anti-venom to convert those who align with the Shadow Clan's rushed, assumption-based solving tendencies..." Alcazar explains, "To bring them into the light and show them the joy of strictly logical solving! This could only be made with the DNA of a shadow Clue, and I myself could never interfere with it, for risk of **Infection**."

I look toward Jovi in disbelief, and she looks back with a mixed expression. I begin to speak up, but Alcazar continues, "As for my history with Mathrax... she could never understand my way of solving, to put it simply. It is just her nature after all. I inevitably had to cut her out of my life, especially as the Borderland tension grew stronger in passing years..."

I quickly jump in as I notice his sentence trail off. "You used me? You used both of us to make you something that will alter people's solving style?"

**Rules:** Place a number into some cells so that all cells with numbers form one orthogonally connected area. Numbers represent how many of the (up to) four orthogonally adjacent cells contain numbers. No two orthogonally adjacent cells may contain the same number.

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

	4		2	
		2		
	1		1	

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

Example (Puzz.link): <https://tinyurl.com/yms9xnse>

Example (Penpa+): <https://tinyurl.com/2p5u3xmy>

GAPP (Puzz.link): <https://tinyurl.com/ps29ssm4>

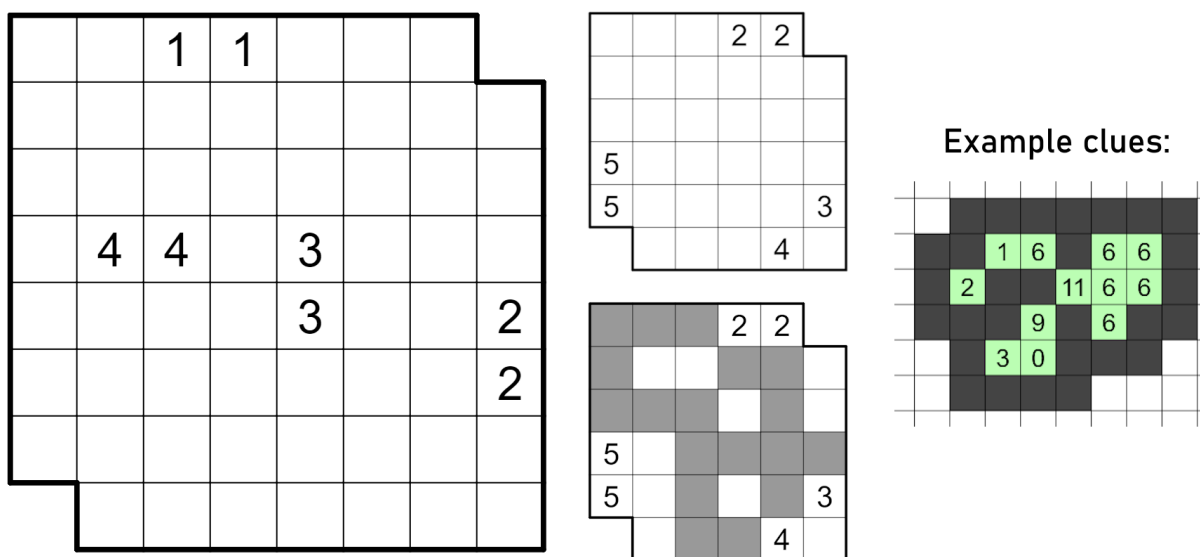
GAPP (Penpa+): <https://tinyurl.com/ywloekgs>

## September 13, 2023: Hasu no Mura

### Menderbug

Here is another recent invention. This genre from Japanese author 畠入 is called **Hasu no Mura** which, I believe, translates to something like "diagonal village". The rules aren't particularly complicated, but the way the clues work is still oddly unintuitive at first, so I recommend staring at the provided example (and extra diagram) until they make sense. That said, once you're past this small initial hurdle, I believe this genre has a lot of interesting logic. If you'd like to see more of these, you can find a bunch on Puzzle Square: <https://puzsq.logicpuzzle.app/?kind=675>

**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 indicate the sum of the areas of the unshaded regions using the (up to 4) cells diagonally adjacent to the clue. (*This may include the region the clue is in, and if a region uses multiple diagonal neighbours, it is only counted once.*)



Example (Penpa+): <https://tinyurl.com/yt5pzfdz>

GAPP (Penpa+): <https://tinyurl.com/yp2w72k3>

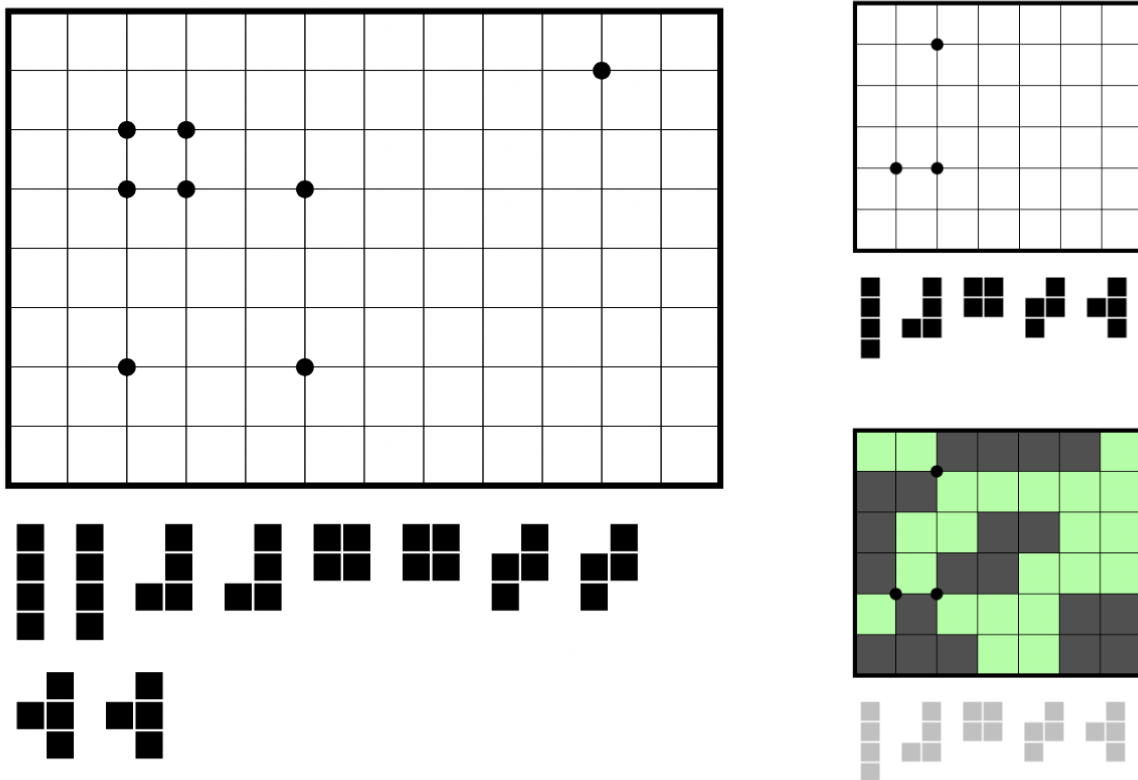
## September 14, 2023: Penta Touch

Freddie Hand

It looks like trouble is brewing... the infection from two days ago has spread to this hapless rectangular grid and dotted it with spots! It's a deadly disease whose only cure is to build a diagonal village on top of the grid to contain the spread. Without further ado, here is the **Penta Touch** (or, given this shape bank, **Touching Tetrominoes** if you prefer) for you to treat!

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

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



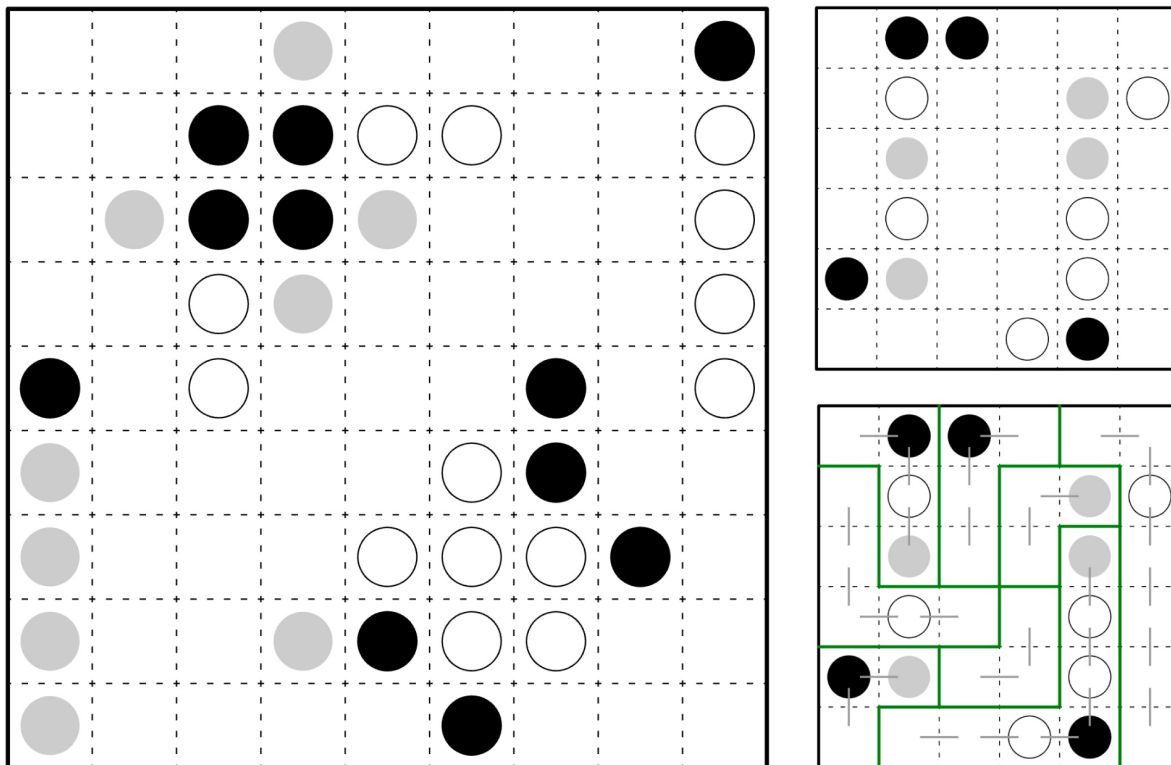
Example (Puzz.link): <https://tinyurl.com/7tdcjzsb>  
GAPP (Puzz.link): <https://tinyurl.com/3frvc3e7>

## September 15, 2023: L-Labels

Walker

Today's genre is an **L-Labels**, my favorite of the four genres starting with "L-" in Eric's rules dictionary! There are only three colors of clues, but they can interact in a variety of interesting ways. I'd recommend trying the example puzzle to see what kind of deductions are associated with each circle!

**Rules:** Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Black circles must lie at the bend of an L. Grey circles must lie at the end of an L. White circles must lie somewhere in between.



Example (Penpa+): <https://tinyurl.com/yqcy3v2g>

GAPP (Penpa+): <https://tinyurl.com/yppem6jc>

## September 16, 2023: Haisu (Supersized)

jovi\_al

Hi everyone! Surrounding circumstances dictate that you'll have to wait until Shye's puzzle tomorrow to get more revealed in the story! Stick around to the end for a few tips!

I think I'll take today to express my heartfelt appreciation for all of you who solve our puzzles! From the infrequent solvers to the daily ones, from the silent solvers to the ones who interact in [daily-pencil-puzzle-discussion](#) and make me smile daily, **thank you!**

Today's Supersized Saturday puzzle is a **Haisu!**

**Rules:** Draw a non-intersecting path that moves orthogonally through the centers of all cells, starting from the S (start) and finishing at the G (goal). Each clued cell must be traveled through on the path's Nth visit to the region the clue lies within, where N is the value of the clue.

**Tip #1:** (rot13) Vs n ertvba vf ivfvgrq A gvzrf, gur gbgny bs gur ragenaprf naq rkvgrf vf A\*2 (hayrff gur ertvba pbagnvaf bar bs F naq T, va juvpu pnfr vg'f (A\*2)-1).

**Tip #2:** (rot13) Nyy yvyr ahzoref jvguva n ertvba zhfg or pbaarprq va n fvatyv ivfvg (r.t. vs gurer ner gjb 3f va n ertvba, gurl zhfg unir na begubtbany cngu orgjrra gurz gung qbrfa'g yrnir gur ertvba).

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

↑ Intro is on the previous page ↑

**Rules:** Draw a non-intersecting path that moves orthogonally through the centers of all cells, starting from the S (start) and finishing at the G (goal). Each clued cell must be traveled through on the path's Nth visit to the region the clue lies within, where N is the value of the clue.

S		1		1		1		1	2		2		2		2		G
	2		1		1		2		2		2		3		1		
1		2		2		1		2	2		2		1		3		1
	3		2		2							1		2		1	
2		2		1		1	2	3	4	5	6		3		2		1
	2		3		3							2		2		1	
	1		2		3							1		1		1	
4		2		3		1	2	3	4	5	6		3		1		1
	1		4		1							4		3		3	
5		3		2		2		2	3		3		3		2		1
	2		3		3		2			3		1		1		3	
5		2		3		4		4	4		5		6		7		8

S			1		G	S			1		G
		3		2				3		2	
	1		2		2			3		2	
2		2		4		2		2		4	
	1		1					3		2	
2		2			1	2		2		1	

Example (Puzz.link): <https://tinyurl.com/ymsah3hw>  
 GAPP (Puzz.link): <https://tinyurl.com/yh2c9s2n>

## September 17, 2023: Guide Arrow

shye

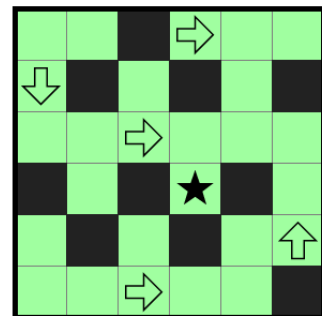
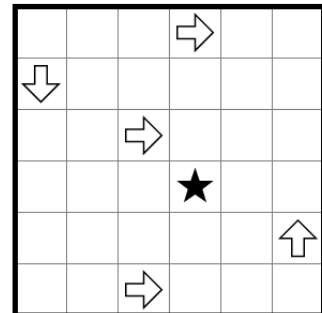
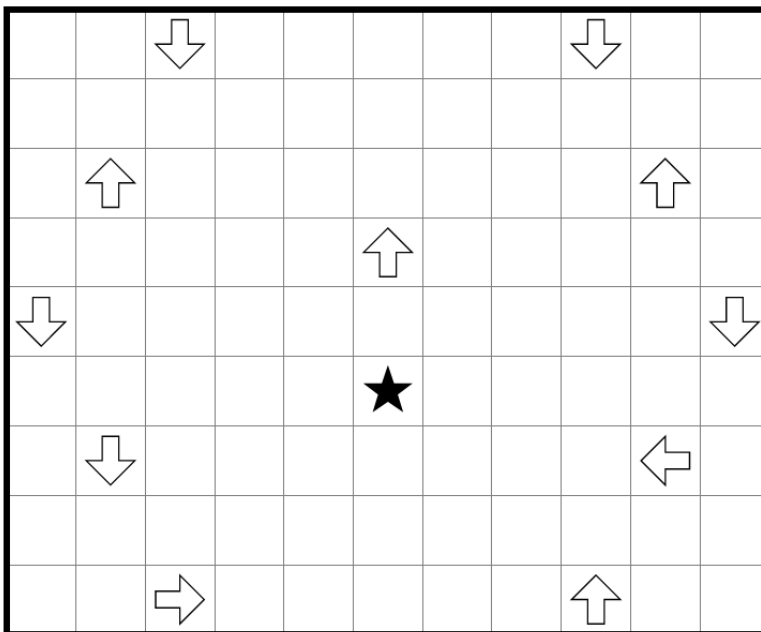
"Used you?" Alcazar retorts, "Harsh words, I offered you help in exchange for you to help me. And I hardly used dear Jovi either."

"I wasn't aware of *this*, though." Jovi corrects, "Also she's here now and I did what you asked, can you tell me what happened to her *before* she got kidnapped?"

Kidnapped? I don't remember that. Actually... anything from before I escaped that fortress is hard to recall at all. I went to an orchard I think? I used a **Guide Arrow** map, then I hurt my head, and Martha or whatever her name is, she... What did she want again?

"Very well. Shyeheya here had gone off to a historic landmark, one of great significance, and it was there where Mathrax took her captive," Alcazar explains, pacing closer to me. "But, I'm afraid that is all I know. So, I'd like to ask, what *exactly* were you doing at the Possibility Tree?"

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



Example (Puzz.link): <https://tinyurl.com/ymbbtaw6>

GAPP (Puzz.link): <https://tinyurl.com/yfnsa8hf>

## September 18, 2023: Fillomino

### Menderbug

In an unexpected turn of events, I made a normal puzzle in a normal genre for you. Here is a gentle **Fillomino** to start the week.

**Rules:** Divide the grid into regions of orthogonally connected cells. Two regions of the same size may not share an edge. Clued cells must belong to a region containing the indicated number of cells. (A region may contain any number of clues, including none at all.)

	6	7				7	4
	5	4				3	8
							4
				2			3
				6	8		4
6	10			3			3
3							
10							

4	2		2
		4	
			3

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

Example (Puzz.link): <https://tinyurl.com/2p8kc8mc>

GAPP (Puzz.link): <https://tinyurl.com/5av4m9vw>

## September 19, 2023: Araf

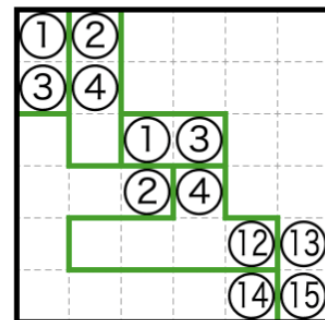
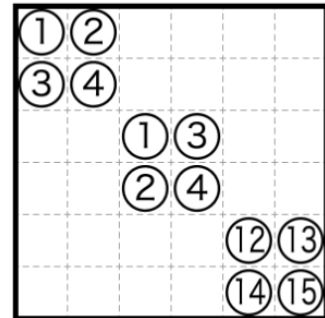
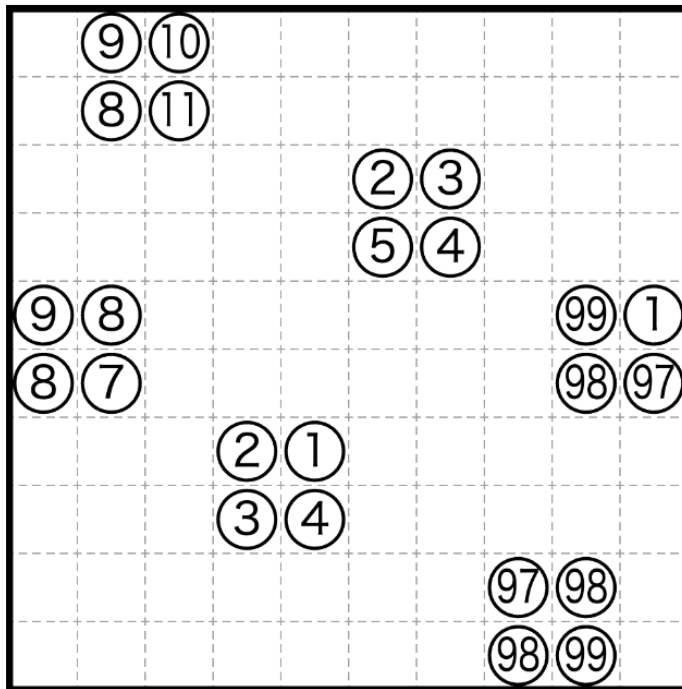
Freddie Hand

On today's episode of the Big Gapp Quiz, we have a bunch of puzzle genres that could correspond to sitcoms. Try and see how many you can guess!

1. Snake
2. Skyscrapers
3. Stardust
4. Knights and Knaves

And finally, 5. **Araf**

**Rules:** Divide the grid into regions of orthogonally connected cells. Each region must contain exactly two circles and have an area that lies between the two numbers in the circles, exclusive.



Example (Puzz.link): <https://tinyurl.com/3b7rjnsv>

GAPP (Puzz.link): <https://tinyurl.com/yb2rypf8>

## September 20, 2023: Snake Egg

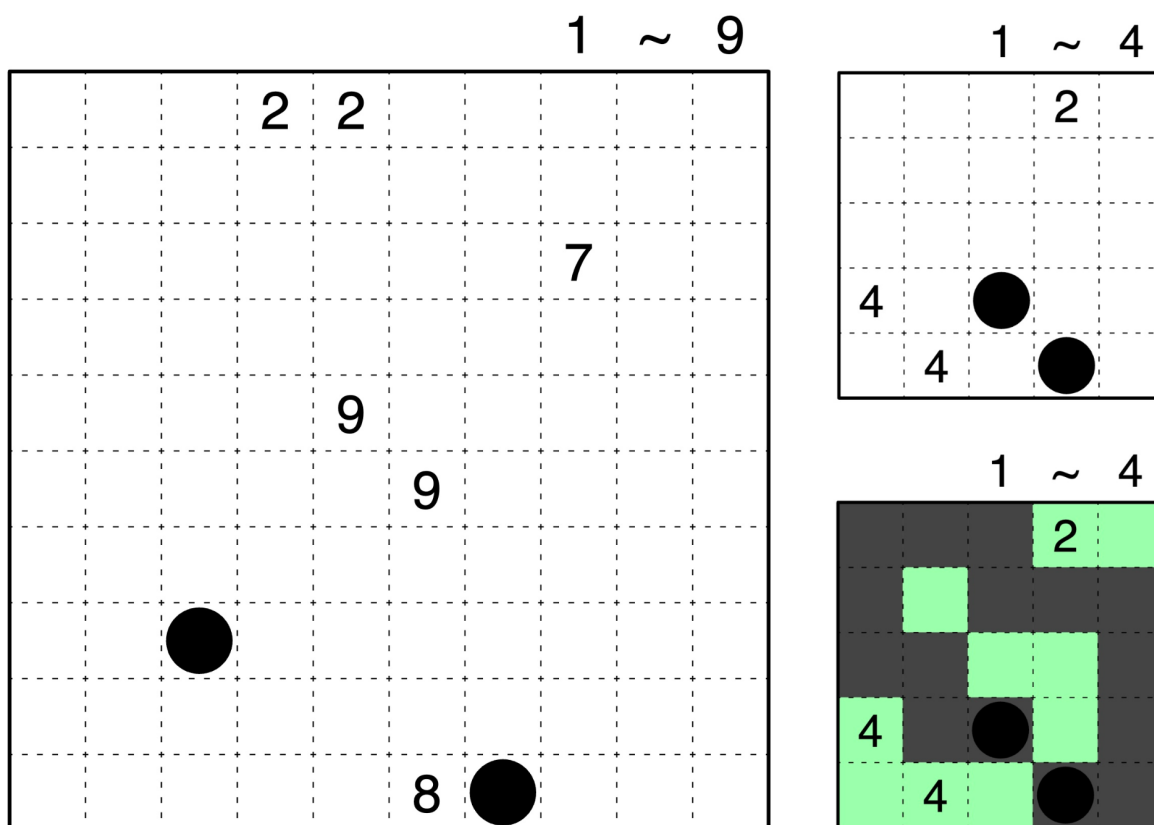
Walker

After a busy August, the Ottosnake is taking a well-deserved rest. Right now, they're taking a nap, curled comfortably around some rocks in the **Snake Egg** garden. Based on these numbers indicating the largest rocks, we may be able to make a sketch! But make sure not to disturb their slumber...

**Rules:** Shade some cells to form a non-intersecting path which does not touch itself orthogonally. Circles mark the ends of the path. Exactly one orthogonally connected area of unshaded cells must exist of each size from the range given outside the grid. Cells with numbers cannot be shaded, and represent the size of the area they're in.

**Note:** The snake in this genre can touch itself diagonally!

**Interface Note:** Feel free to mark which unshaded area sizes you've found using the numbers at the bottom of the grid! I recommend **unshading** numbers you've found, so that the shading doesn't interfere with answer check.



Example (Penpa+): <https://tinyurl.com/24rddla2>

GAPP (Penpa+): <https://tinyurl.com/26bv3aq3>

## September 21, 2023: Kaisu

jovi\_al

"Erm, I didn't even know *that* much," Shye says.

"Ah. Well. Hmm..." Alcazar trails into deep thought. "I wonder..."

"I'm sorry," I interrupt. "'Possibility Tree'? Why didn't you mention that, Shye?"

"I forgot! I-- I hit my head, and I don't know why I went there. I thought it was just the clue orchard, I didn't realize it was the Possibility Tree too! Or-- maybe I did? I don't remember, I'm sorry!" Shye responds, exasperatedly.

"The clue orchard sprouted from the Possibility Tree," Alcazar says. "Every new solver is a new tree extending from its roots. Every solve bears fruit. White fruit comes from purely logical solves, and black--"

"From solves with no logic!" Shye postulates.

"Not exactly. Black fruit grows as a result of any solve that *isn't* purely logical," Alcazar corrects.

"White fruit must be pretty rare and valuable then," I say.

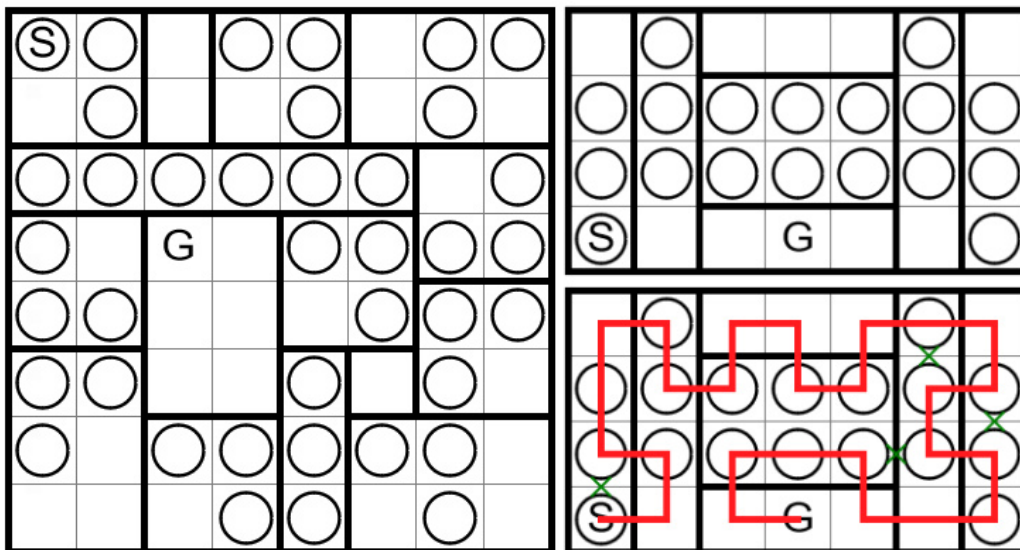
"Yes, indeed," Alcazar agrees. "Wait a moment," Shye says. "Why would white fruit be *more* valuable? Why does it matter how someone solved something as long as they had fun?"

"Because, Shye, when white fruit grows, it gives power to the Light Clues," Alcazar says.

"Power...? And black fruit gives power to the Shadow Clues?" I ask. Shye glares at me.

"Precisely. Now, my dear Shyeheya, perhaps **Kaisu** for your memory..." Alcazar thinks. "Save the 'my dear' calling for Jovi, K?" Shye rolls her eyes. Alcazar sighs.

**Rules:** Draw a non-intersecting path through the centers of all cells, starting from the S (start) and finishing at the G (goal). The path's Nth visit to a region must pass through exactly 0 or N circles (a circled S would be the first visit).



Example (Puzz.link): <https://tinyurl.com/5bvmt5ph>

GAPP (Puzz.link): <https://tinyurl.com/34em3nyv>

**September 22, 2023: Aqre**

shye

Alcazar comes close to me and places two fingers on my forehead.

"So uhhhh, Kaisu you say, what's that?" I ask.

"An old technique," He answers, "One that requires a clear mind, no interruptions."

"Sorry." I mumble. I notice the room we're in distort, the walls fall away and hills take their place.

Jovi stumbles and moves closer to us, gripping my shoulder.

"I'm looking within you for your memories, they never really go away, just sometimes get hidden."

He explains, the scenery now becoming clearer. We're outside on a stone path, I have my map in my hands again, and I'm wearing the clothes I wore when I left GAPP HQ.

"Ah! Okay this is familiar, this was the first place on my map to the orchard. There were these **Aqre** fields up north..." I look down and examine the map, there's a tear on the left side, was it from a book? I keep that to myself, not sure if I can trust A yet...

**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 more than three consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.

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

5				2		
				5		
3						
4						
				0		
				2		

5				2		
				5		
3						
4						
				0		
				2		

Example (Puzz.link): <https://tinyurl.com/2bu3f7rs>

GAPP (Puzz.link): <https://tinyurl.com/49c3fmpp>

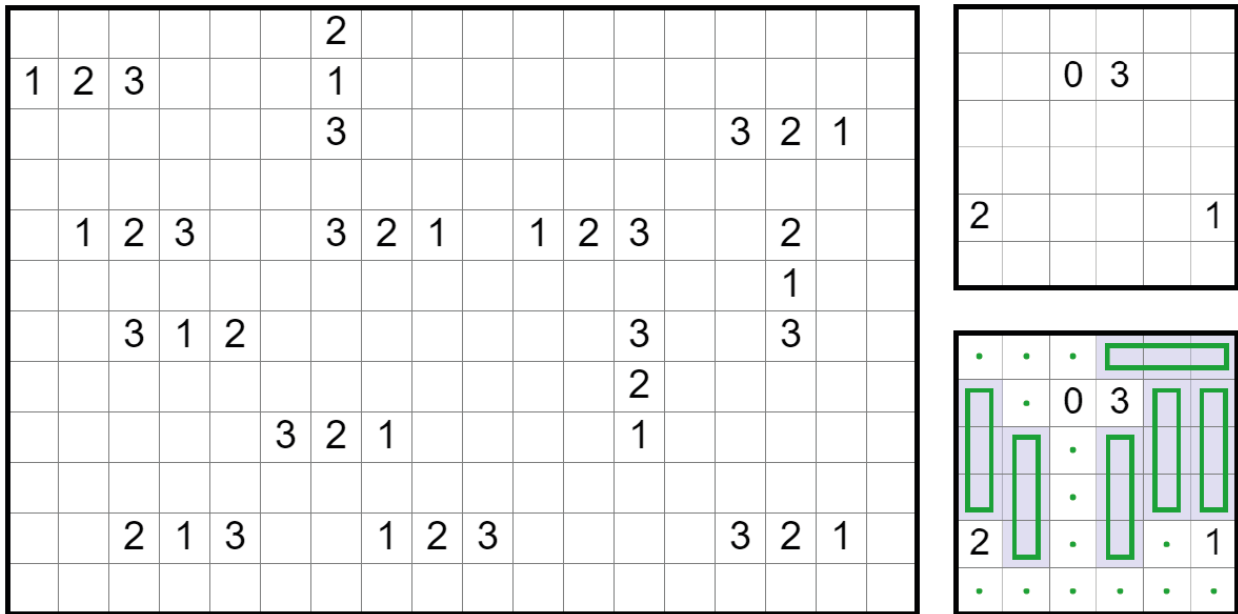
## September 23, 2023: Wittgenstein Briquet (Supersized)

Menderbug

We have covered **Wittgenstein Briquet** (originally known as **Desk Place**) a few times recently. But now it was also implemented on puzz.link, which is a great excuse to revisit it once more for *Supersized Saturday!*

**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.

Interface notes: You can place desks by dragging from one cell to another. When you get to three cells, the ends get capped off automatically. You can also click/tap a cell to indicate that it's used by a desk without defining its direction. Right-click/double tap a cell to mark it as empty. You can right-click edges to place cross marks (on mobile you'll have to switch to the dedicated mode for that). I like to use those to indicate that a desk can't cross (e.g. to indicate the orientation of a single used cell). And finally, you can click/tap numbers to mark them as completed.



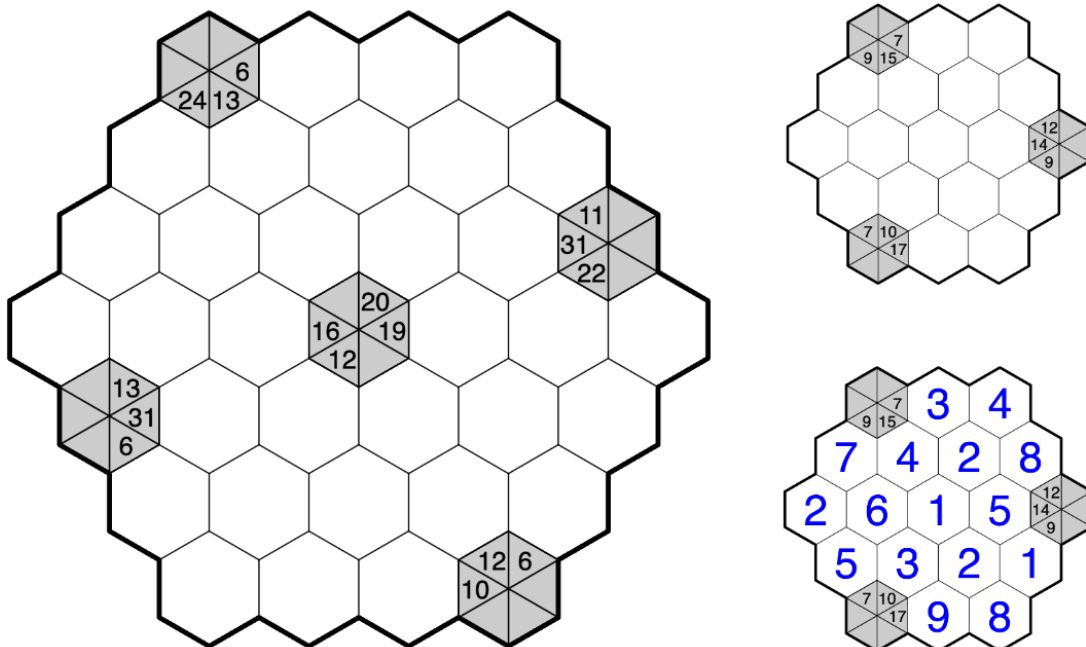
Example (Puzz.link): <https://tinyurl.com/2pjde97t>  
 GAPP (Puzz.link): <https://tinyurl.com/34etvr96>  
 Portrait version (Puzz.link): <https://tinyurl.com/47v8kt3d>

## September 24, 2023: Kakuro (Hexagonal)

Freddie Hand

HEX and KAKURO are both valid in scrabble, perhaps slightly surprisingly. Unfortunately the latter is virtually unplayable due to the set of scrabble tiles containing only one K, which puts it among the ranks of ZYZZYVA, MAXIXE and QUQU. (ok maybe the last one hasn't *quite* made it into the dictionary yet). Today instead we'll be playing digit scrabble with this **Kakuro (Hexagonal)**!

**Rules:** Place a number from 1 to 9 into each empty cell so that no number is repeated in any unobstructed line. A number clue represents the sum of the numbers in that direction. Clues cannot see numbers through other blocked cells.



Example (Penpa+): <https://tinyurl.com/26k3gm9e>

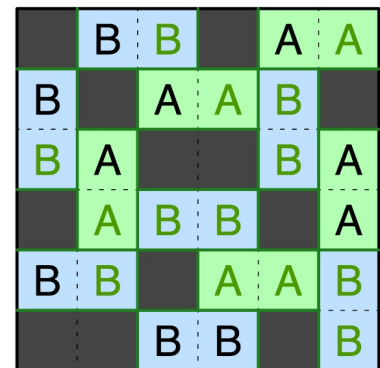
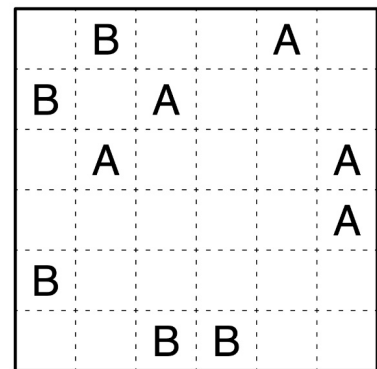
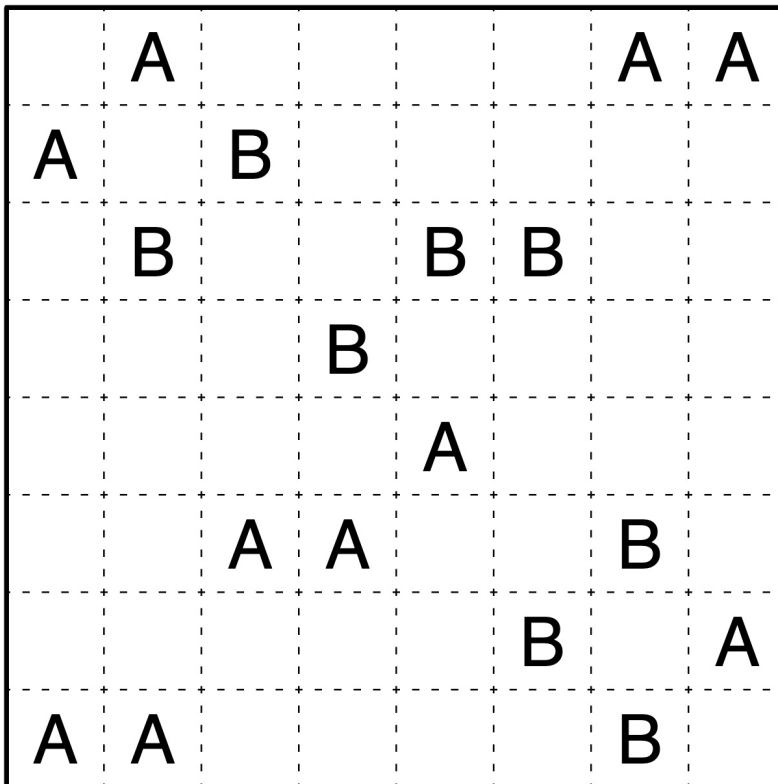
GAPP (Penpa+): <https://tinyurl.com/243twvup>

## September 25, 2023: Domino Domino

Walker

I've been seeing some strange genre names recently... Have you ever seen a Shaka puzzle? Or a Nori? It wasn't until I solved a Ring today that I realized the problem: I must be seeing single! Today's puzzle has lots of dominoes... so it must be a **Domino Domino!**

**Rules:** Place 1x2 blocks in the grid, each with either two As or two Bs, which don't overlap each other. Blocks of the same letter may not touch one another orthogonally. All of the blocks must form a single orthogonally connected area, but cannot fully occupy any 2x2 region. Cells with letters must be occupied by a domino of the indicated letter.



Example (Penpa+): <https://tinyurl.com/24h3kw4a>

GAPP (Penpa+): <https://tinyurl.com/2aa5nbs3>

## September 26, 2023: Double

jovi\_al

"And then there were **Double** clues to the east..." Shye recalls.

We walk there. I start thinking.

"Hey, Alcazar?"

"Yes, Jovi?"

"I was just thinking... how do you *know* that the white and black fruits are grown from logical and illogical solves?"

"Well, from observation, my dear!"

"Right, but have you ever, like, I don't know, *proven* it? In ancient Puzzulia, were the two primary cultures built around these fruits?"

"Yes, that's why the Shadow Kingdom and Light Kingdom existed!" Alcazar says exasperatedly.

"Why do you sometimes use Kingdom and sometimes use Clan, anyways?"

Alcazar sighs. "We were once a great Kingdom, but we have been reduced to very few members. It would be nonsensical to refer to a small group of people as a Kingdom, no?" "I suppose," I say. "You said that every new solver produces a new tree, correct? And the fruits are their own solves?"

"Yes...?"

"How are they arranged in the Orchard? Do they branch off chronologically from the original Possibility Tree?"

"Jovi, you are asking far too sacred questions far too quickly! What we need to focus on is getting Shyeheya her memory back," Alcazar snaps.

I'm too engrossed in thought to listen.

I *need* to find a tree.

### ***My tree.***

**Rules:** Draw a loop by connecting the centers of orthogonally adjacent cells such that the loop does not branch off of nor intersect itself. The loop must turn on clues, and a clue indicates the length of each segment touching it. All adjacent segments of equal length are indicated by a clue.

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



## September 27, 2023: Uso-One

shye

We arrive at the entrance, and outside is an old sign. I walk up to it and scrape off the dirt and leaves.

The Clues' Orchard This is sacred ground. Do not enter without decree given by the King of Shadow or the Queen of Light. This land is under treaty of the Borderland Act, 205 AD.

"I think I... may not have read this sign when I first came here," I admit sheepishly, turning around.

"Well that's good news to me," Alcazar replies, "You weren't trying to break in, we can deduce."

I look toward the entrance. "And I assume we can't go in, then?"

"The King and Queen of Puzzulia are no longer with us, so Clues have the authority over such matters. You have my permission." Alcazar grants us, stepping forward and pulling open the gate. Jovi eagerly wanders in first, and I trail behind.

A memory comes back to me as we walk.

"There was... someone." I pipe up. A turns around. "I don't remember who-- they wore a mask, I think?"

"Was it Mathrax by any chance?" He questions.

"No, no... they were much smaller, I think. And they were accusing me of something? They kept saying I was lying, but I don't think I was."

Alcazar grits his teeth and looks into the distance. "That sounds like **Usowan**, no doubt..."

**Rules:** Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clued cells cannot be shaded, and represent the number of shaded cells in the (up to) four cells surrounding the clue. However, exactly one clue in each region is incorrect.

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

↑ Intro is on the previous page ↑

**Rules:** Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clued cells cannot be shaded, and represent the number of shaded cells in the (up to) four cells surrounding the clue. However, exactly one clue in each region is incorrect.

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

3				0
	1		2	
		2		
2				0
	3		3	
		1		

⊗				0
	①	■	②	
		②	■	
②	■			⊗
■	③	■	⊗	■
		①		

Example (Puzz.link): <https://tinyurl.com/5n77fy8t>

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

## September 28, 2023: Outside Fillomino

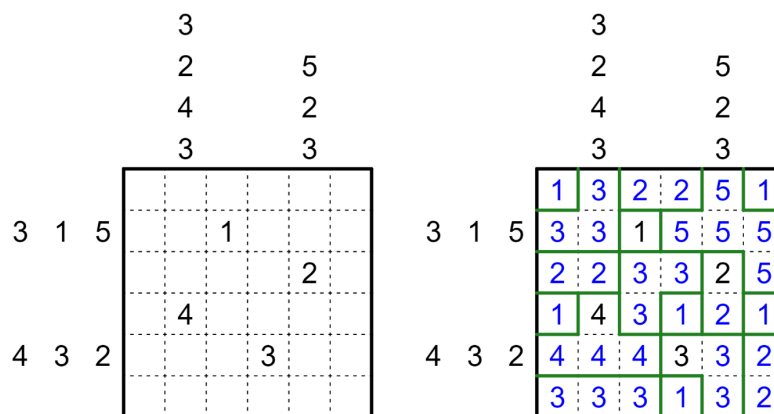
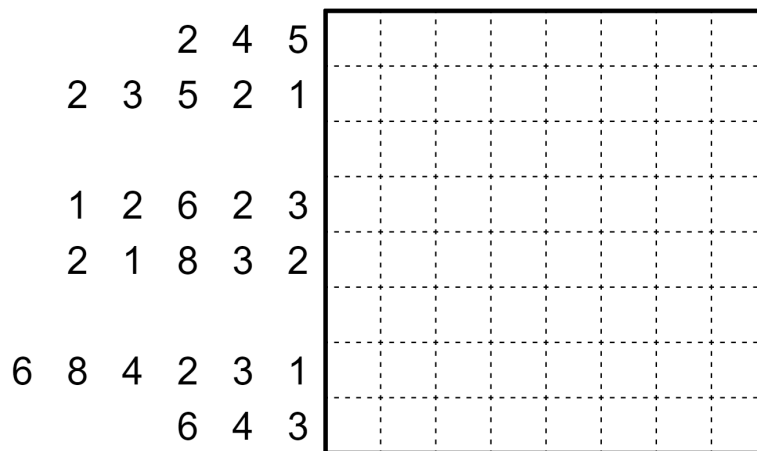
### Menderbug

What's the most underrated Fillomino variant? For me, it's definitely **Outside Fillomino**. It's by far my favourite variant of the genre and I haven't seen it anywhere outside of the first Toketa book. I'm going to omit one detail from the ruleset for this first introduction to the variant, and save that for a future appearance.

Answer check looks for either edges or numbers. That said, if you get stuck, I highly recommend filling in the numbers, they make some steps much easier to spot.

**GAPP 101:** (rot13) N ertvba bs n tvira fvmr pna arire tebj vagb n ebg be pbyhza va juvpu vg qbrf abg nccrne nf n pyhr.

**Rules:** Divide the grid into regions of orthogonally connected cells and place a number into each cell, indicating the size of its region. Two regions of the same size may not share an edge. If a row or column is preceded by any clues, they describe all runs of consecutive cells in that row or column which contain the same number. The clues are given in the correct order.



Example (Penpa+): <https://tinyurl.com/2axl6mr4>

GAPP (Penpa+): <https://tinyurl.com/277ea8mm>

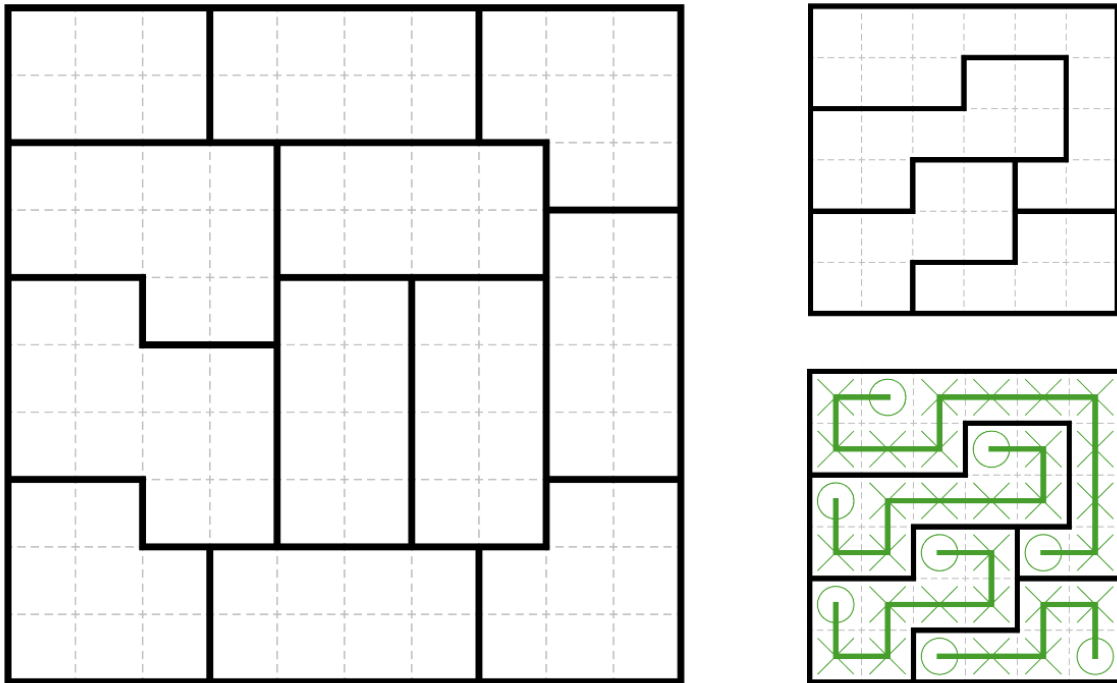
## September 29, 2023: Rassi Silai

Freddie Hand

**Rassi Silai** were the first two words I guessed when I attempted today's Wordle. But it seems that the Wordle dictionary is still stuck in the 20th century... so I'm afraid you're getting a *Raspy Serai* today. (Which is admittedly a slightly better pair of starting words).

**Rules:** Within each region, thread a non-intersecting rope through the centers of all cells. No two cells in the grid containing endpoints of the ropes may touch each other, not even diagonally.

Here's a **GAPP 101** for this puzzle: (rot13) Lbh pna bayl unir 1 raqcbvag va nal 2k2 fdhner - guvf urycf aneebj qbja gur cbffvoyr cynprzragf sbe raqcbvagf va fznyy ertvbaf.



Example (Puzz.link): <https://tinyurl.com/nhb4t6mx>

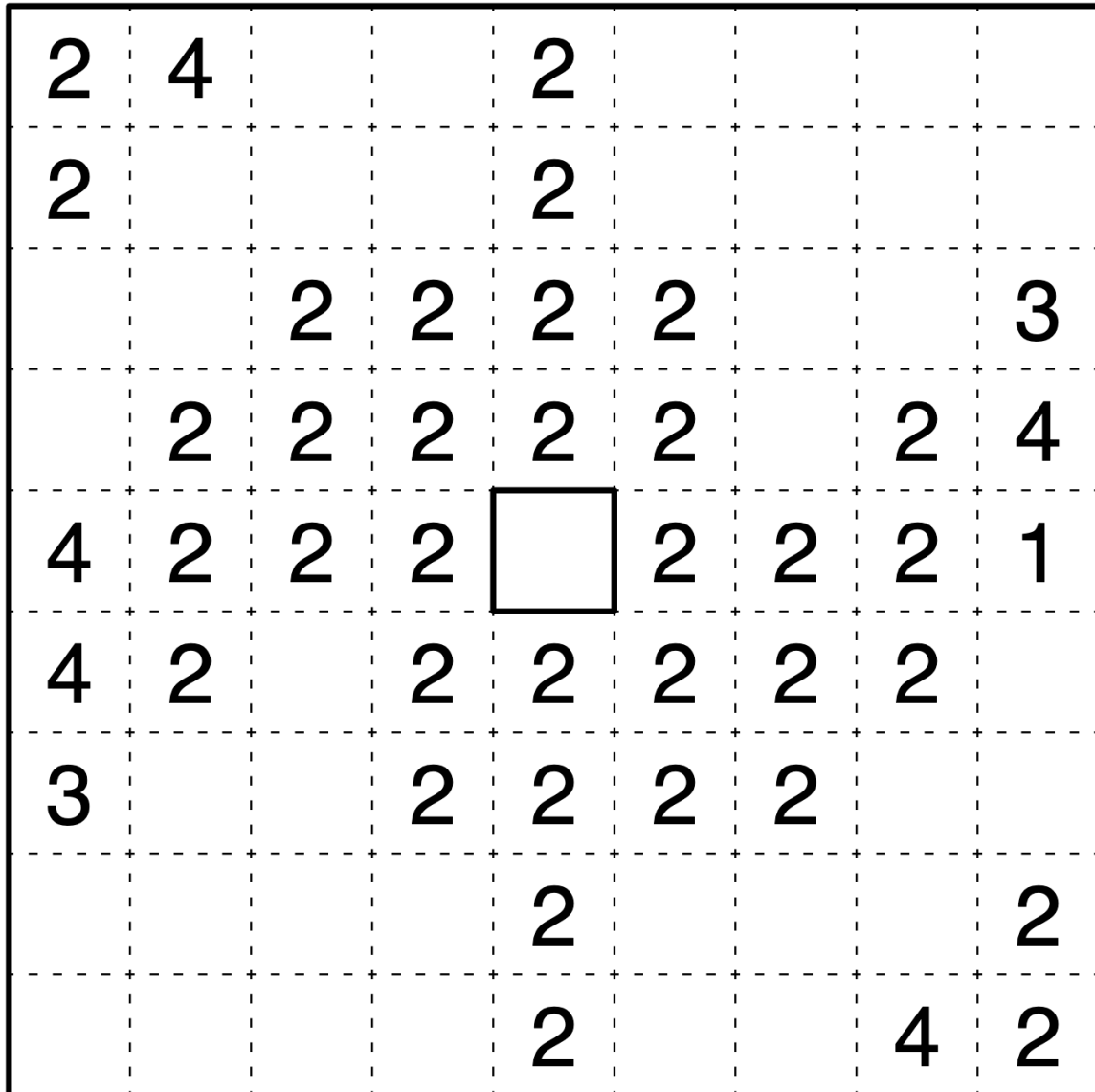
GAPP (Puzz.link): <https://tinyurl.com/btz38c87>



### Bonus 1: Achelwenden (No Crossing)

Walker

**Rules:** Draw a loop by connecting the centers of orthogonally or diagonally adjacent cells. The loop must travel through every cell. The loop can not cross itself. A number in a cell, when multiplied by  $45^\circ$ , indicates the angle formed by the loop in that cell.



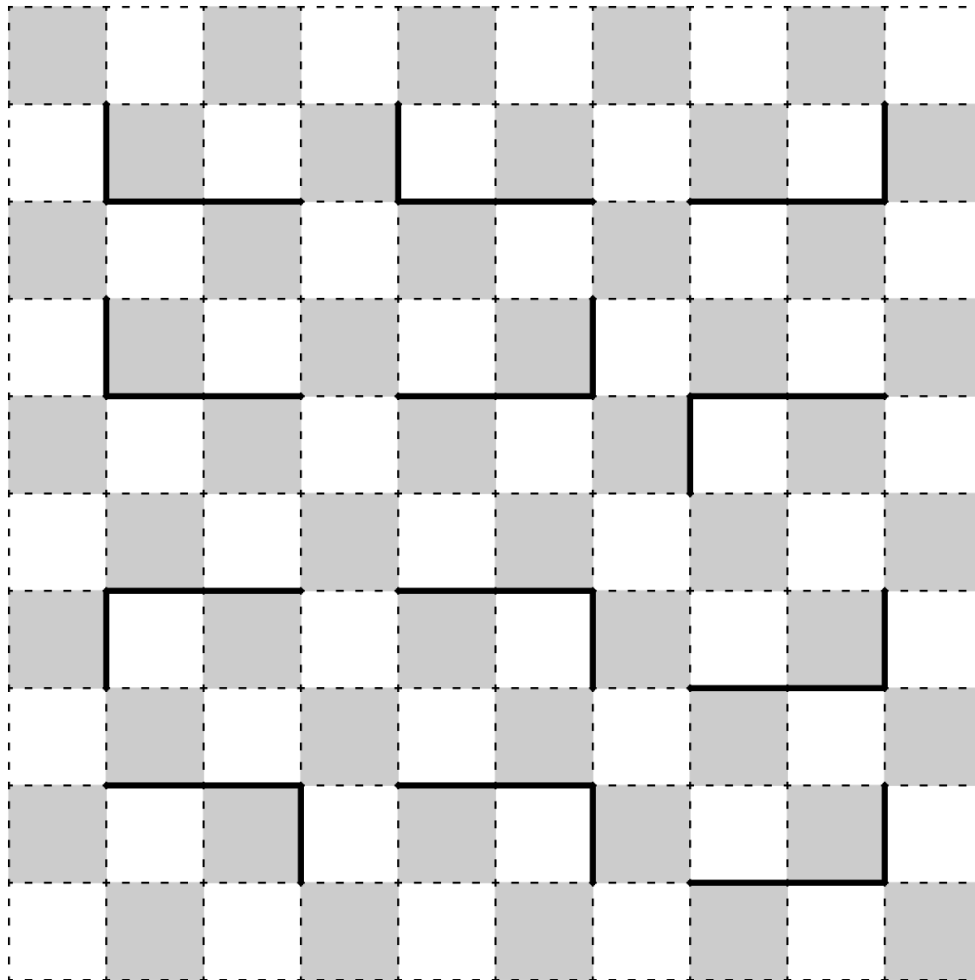
Example (Penpa+): <http://tinyurl.com/2yjd8whx>

Bonus (Penpa+): <https://tinyurl.com/22cfbbv8>

## Bonus 2: Alcazar

shye

**Rules:** Draw a non-intersecting path through the centers of all empty cells which enters and exits the grid on two different cells. The path may not pass through bold borders.



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

Bonus (Penpa+): <https://tinyurl.com/29r8usaa>

### Bonus 3: Aqre

shye

**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 more than three consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.

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

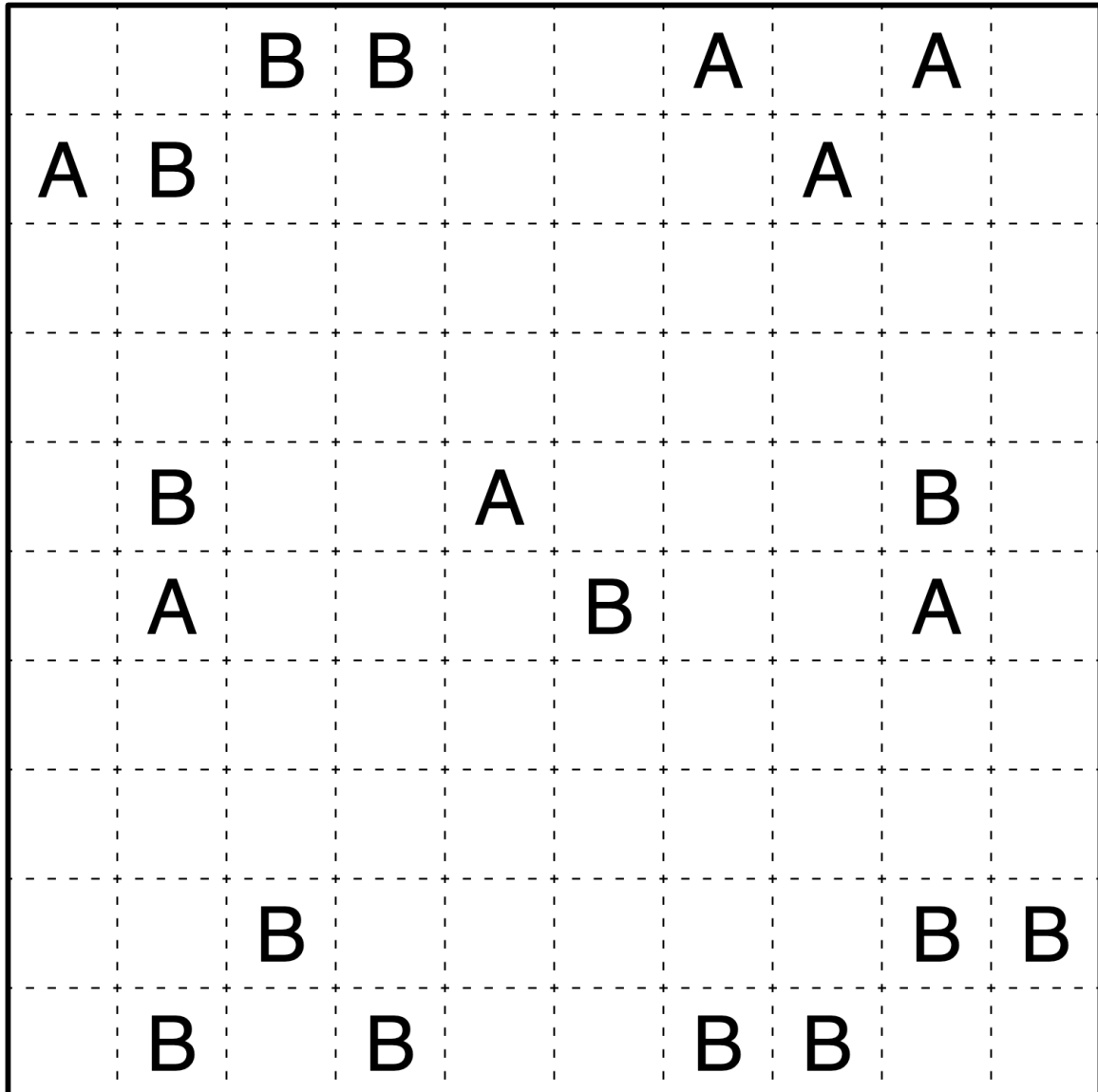
Example (Puzz.link): <https://tinyurl.com/2bu3f7rs>

Bonus (Puzz.link): <https://tinyurl.com/46nu7h3t>

### Bonus 4: Domino Domino

Walker

**Rules:** Place 1x2 blocks in the grid, each with either two As or two Bs, which don't overlap each other. Blocks of the same letter may not touch one another orthogonally. All of the blocks must form a single orthogonally connected area, but cannot fully occupy any 2x2 region. Cells with letters must be occupied by a domino of the indicated letter.



Example (Penpa+): <https://tinyurl.com/24h3kw4a>

Bonus (Penpa+): <https://tinyurl.com/2btr58qg>

### Bonus 5: Double

shye

**Rules:** Draw a loop by connecting the centers of orthogonally adjacent cells such that the loop does not branch off or intersect itself. The loop must turn on clues, and a clue indicates the length of each segment touching it. All adjacent segments of equal length are indicated by a clue.

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

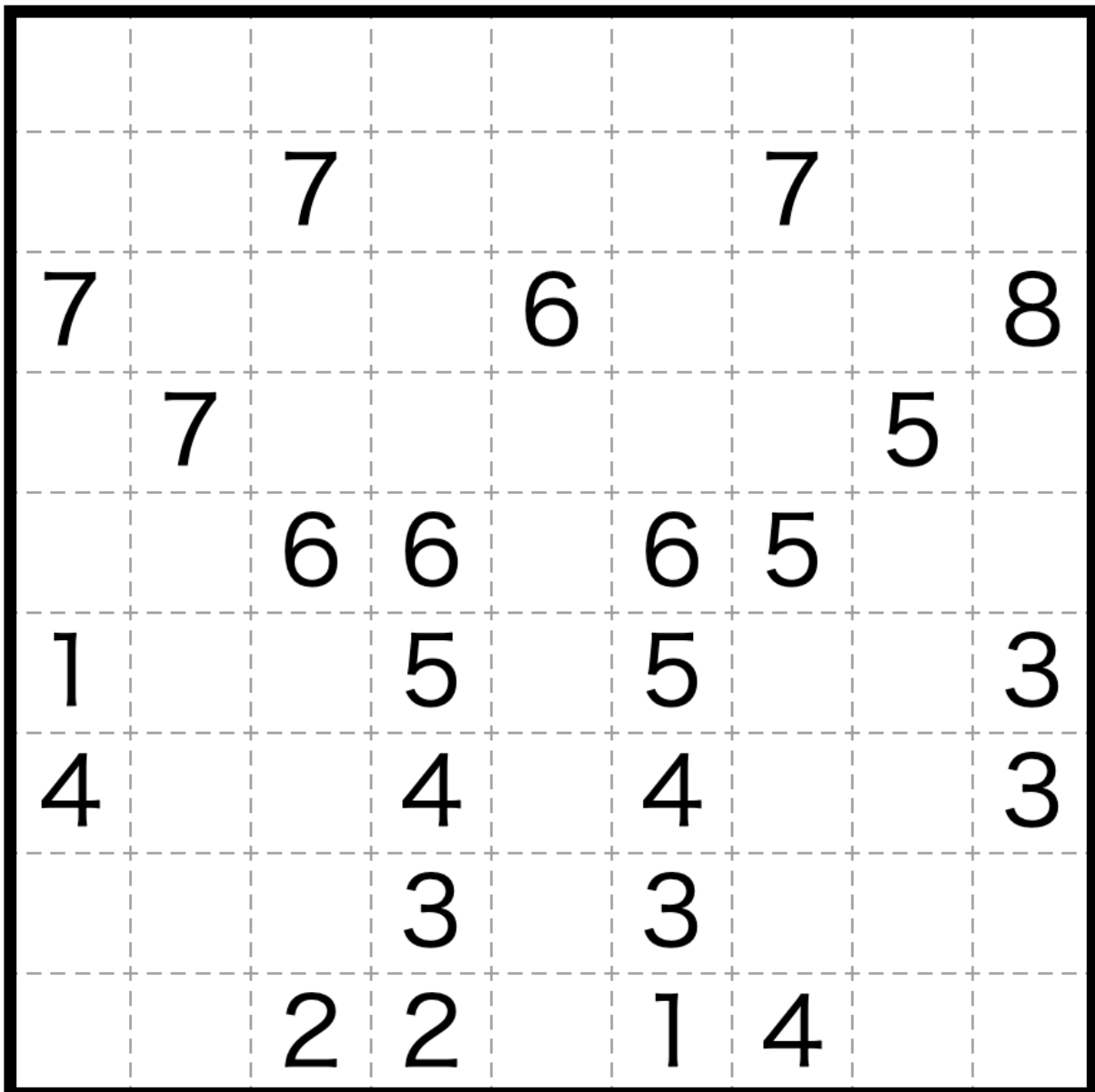
Example (Penpa+): <https://tinyurl.com/2xkancg9>

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

## Bonus 6: Fillomino

Menderbug

**Rules:** Divide the grid into regions of orthogonally connected cells. Two regions of the same size may not share an edge. Clued cells must belong to a region containing the indicated number of cells. (A region may contain any number of clues, including none at all.)



Example (Puzz.link): <https://tinyurl.com/2p8kc8mc>

Bonus (Puzz.link): <https://tinyurl.com/bdhwft6e>

## Bonus 7: Hasu no Mura

Menderbug

**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 indicate the sum of the areas of the unshaded regions using the (up to 4) cells diagonally adjacent to the clue. *(This may include the region the clue is in, and if a region uses multiple diagonal neighbours, it is only counted once.)*

1			2			3	
0							
4			5			6	

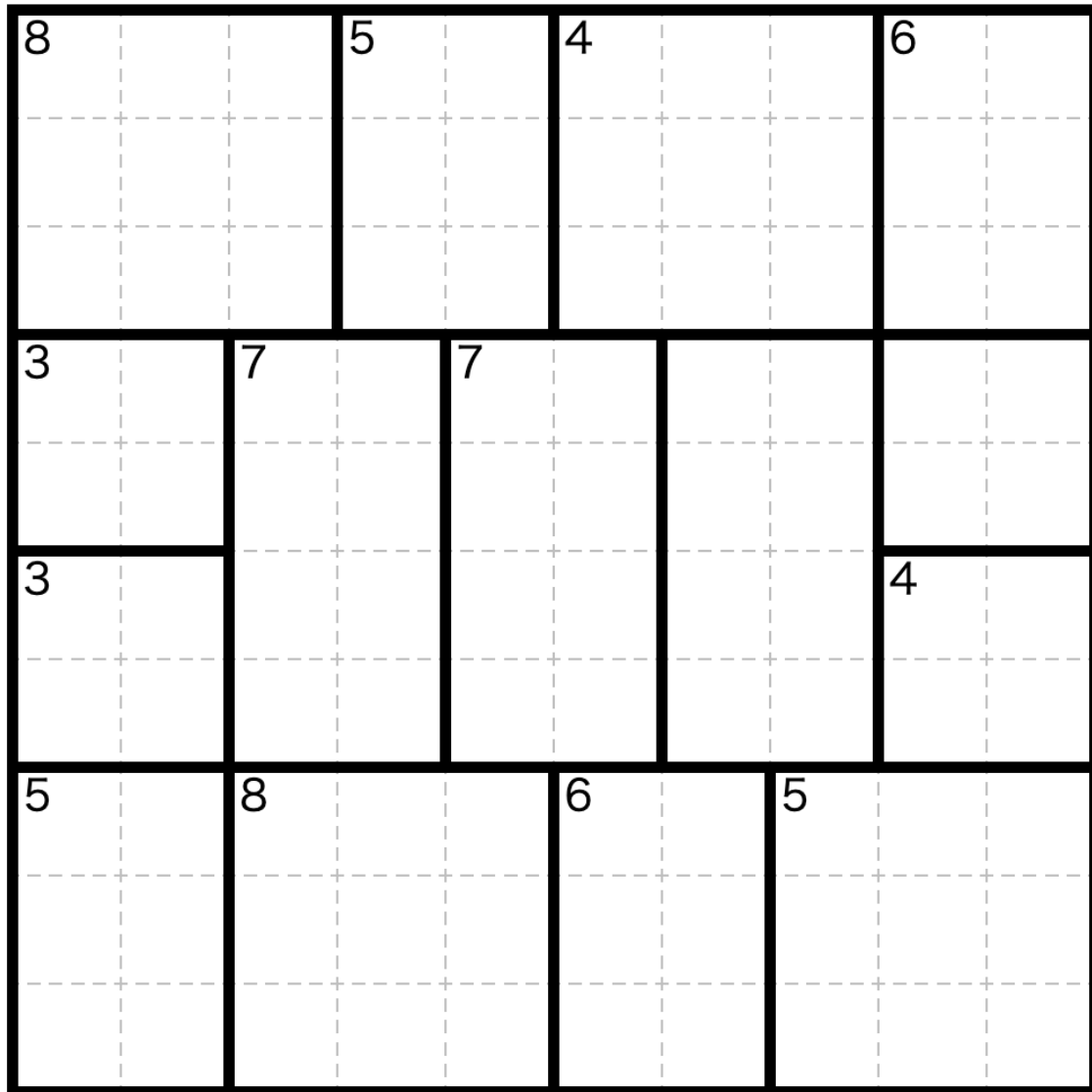
Example (Penpa+): <https://tinyurl.com/yt5pzfdz>

Bonus (Penpa+): <https://tinyurl.com/yp57yl5r>

## Bonus 8: Maxi Loop

Freddie Hand

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



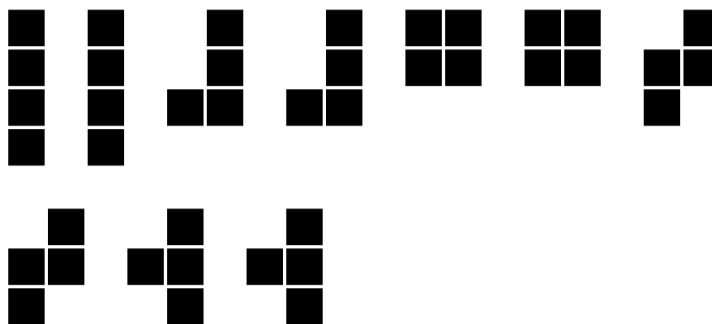
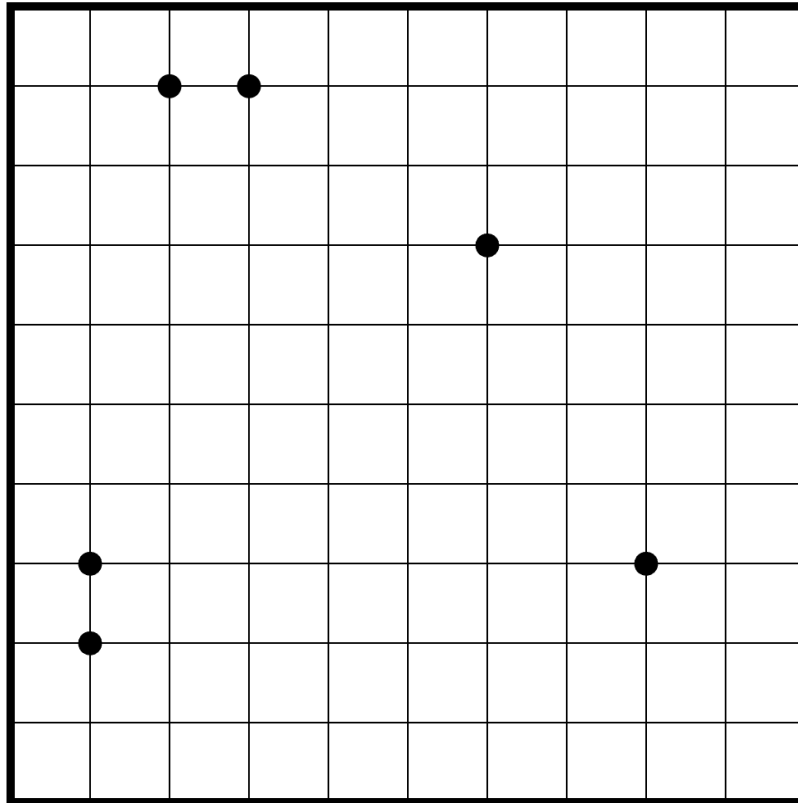
Example (Puzz.link): <https://tinyurl.com/2p9xewdd>

Bonus (Puzz.link): <https://tinyurl.com/cvpdnvyu>

## Bonus 9: Penta Touch

Freddie Hand

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



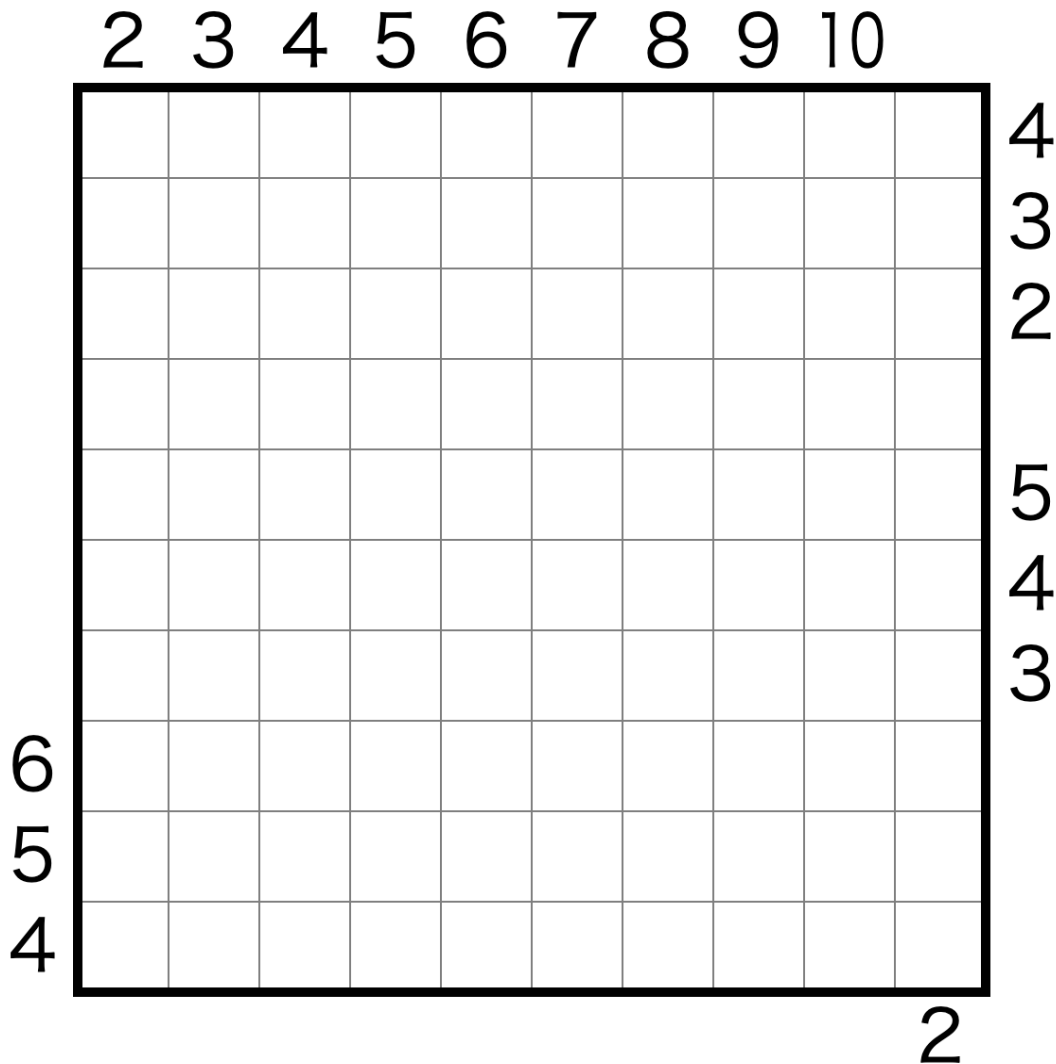
Example (Puzz.link): <https://tinyurl.com/7tdcjzsb>

Bonus (Puzz.link): <https://tinyurl.com/339d8tds>

## Bonus 10: Round Trip

Freddie Hand

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



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

Bonus (Puzz.link): <https://tinyurl.com/4r7n6ax7>

## Bonus 11: Wittgenstein Briquet

### Menderbug

**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.

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

Example (Puzz.link): <https://tinyurl.com/2pjde97t>

Bonus (Puzz.link): <https://tinyurl.com/vzkh4kvn>

<b>Date</b>	<b>Sloth Time</b>	<b>Crab Time</b>	
01 Sep 2023	3:00	7:30	Starstruck Starling
02 Sep 2023*	N/A	N/A	Reuniting Réunion Owl
03 Sep 2023	6:00	10:00	Myopic Honeyeater
04 Sep 2023	3:15	6:15	Epicurious Elf Owl
05 Sep 2023	2:00	5:00	Diagonal Dune Lark
06 Sep 2023	2:00	5:00	Alcazarian Aldabra Drongo
07 Sep 2023	4:00	8:00	Segregated Secretarybird
08 Sep 2023	3:00	6:00	White-breasted Waterhen
09 Sep 2023	3:00	6:00	Formic Fynbos Buttonquail
10 Sep 2023	2:30	5:00	Amusement Parker's Spinetail
11 Sep 2023	3:00	7:30	Pythagorean Pyrrhuloxia
12 Sep 2023	4:00	8:00	Deceived Demoiselle Crane
13 Sep 2023	3:00	6:00	Diagonal Village Weaver
14 Sep 2023	2:00	4:15	SOLITary Sind Sparrow
15 Sep 2023	2:15	5:00	L-Laysan Duck
16 Sep 2023	10:00	25:00	Weeping Weebill
17 Sep 2023	3:00	6:00	Hazy Hazel Grouse
18 Sep 2023	2:00	4:00	Fillomino Philentoma
19 Sep 2023	3:00	6:00	Middling Mayotte Drongo
20 Sep 2023	2:30	5:00	Sleepy Brown Snake Eagle
21 Sep 2023	2:00	5:00	Mnemonic Malia
22 Sep 2023	2:40	5:20	Northern Qardinal
23 Sep 2023	5:00	10:00	Whitehead's Broadbill
24 Sep 2023	5:00	10:00	Three-Directional Tolima Dove
25 Sep 2023	3:30	7:00	Hush-hush Caracara

26 Sep 2023	2:00	5:00	Arboreal Ashy Bulbul
27 Sep 2023	3:00	6:30	Sacred Sabota Lark
28 Sep 2023	4:15	8:00	Exterior Exclamatory Paradise Whydah
29 Sep 2023	3:30	7:00	Wordy Water Pipit
30 Sep 2023	7:00	13:00	Nightmare Nightingale
31 Sep 2023	10:00	25:00	Goodbye Goose

\* No sloth/crab times - the available animals on this day were snake/rabbit/bird.