

# **Mind the GAPP Vol. 24**

Genuinely Approachable Pencil Puzzles from the CtC Discord

Oct 1, 2023 - Oct 31, 2023

Thank you all for two years of solving! This is our 24th monthly roundup of GAPPs, delivered in printable form. And as per usual, with a bunch of bonuses :3

This month saw the farewell of long-time setter and GAPP pioneer, Jovi. Giving us a surprise supersized sunday before she left! In her place stepped Lavaloid, one of our valued testers in the team <3

Continuing in the ever-growing lore of Puzzulia, Walker joined the story! Where is all of this going? Can you work it out?

Lastly, as this was our 2nd anniversary, there is a special collection of puzzles down on the 27th. Enjoy!

## October 1, 2023: Persistence of Memory

jovi\_al

"Shye, Alcazar?" I ask, nervously.

"What's up, Jovi?" Shye responds. I glance at Alcazar.

"Well, first, how much does the Den need my services?" I ask.

Alcazar looks very surprised. "Jovi, you are extremely valuable to us. What are you thinking of doing?"

"I think I need to stay here, in the Orchard. There's research I want to do, there're questions I have that need answers."

"Oh? What could you possibly do here that hasn't already been known? You're in way over your head if you think--"

"Alcazar! Listen to me. I am going to find my tree. I need to know what fruit colors are on it. I need to know what actually causes the fruit to grow black or white."

I speak with such authority that Alcazar looks confused, angry, and hurt.

"We already know what causes--"

"No! You don't. You assumed that they grow black and white from illogical and logical solves because that's what you were always told! And here I thought that maybe you were above assumption, as a Light Clue!" I snap, as sharp as a knife.

Alcazar looks extremely hurt.

"Fine. Stay." He walks away, out of earshot.

Shye looks at me tenderly. "Jovi, if you find anything at all here that is useful, even just to confirm Alcazar's thoughts as to what the fruit are, please let me know. Call me, text me, write letters if you have to. If it's not safe, I trust you'll find some coded way to communicate."

"I hope the **Persistence of my Memory** is able to assist you in your upcoming tasks. I don't know what Alcazar has planned for you, and I'm not entirely sure if I trust him. He seems... cagey around certain subjects, like he's hiding something," I say, quietly.

"Right, because neither of us are hiding things," Shye says, sarcastically.

"Well, we're both trans, that comes with the territory," I say, jokingly. Shye and I laugh.

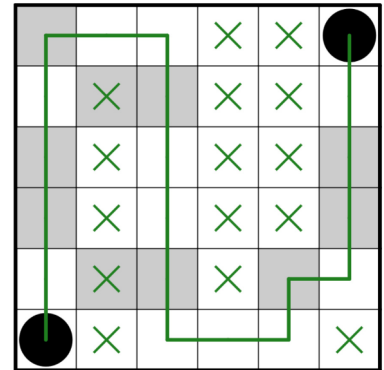
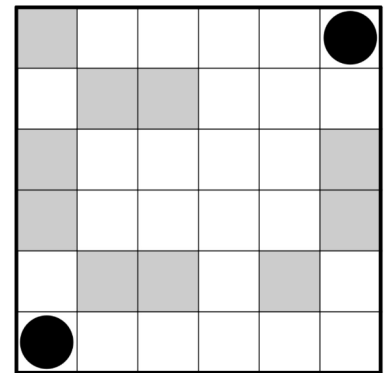
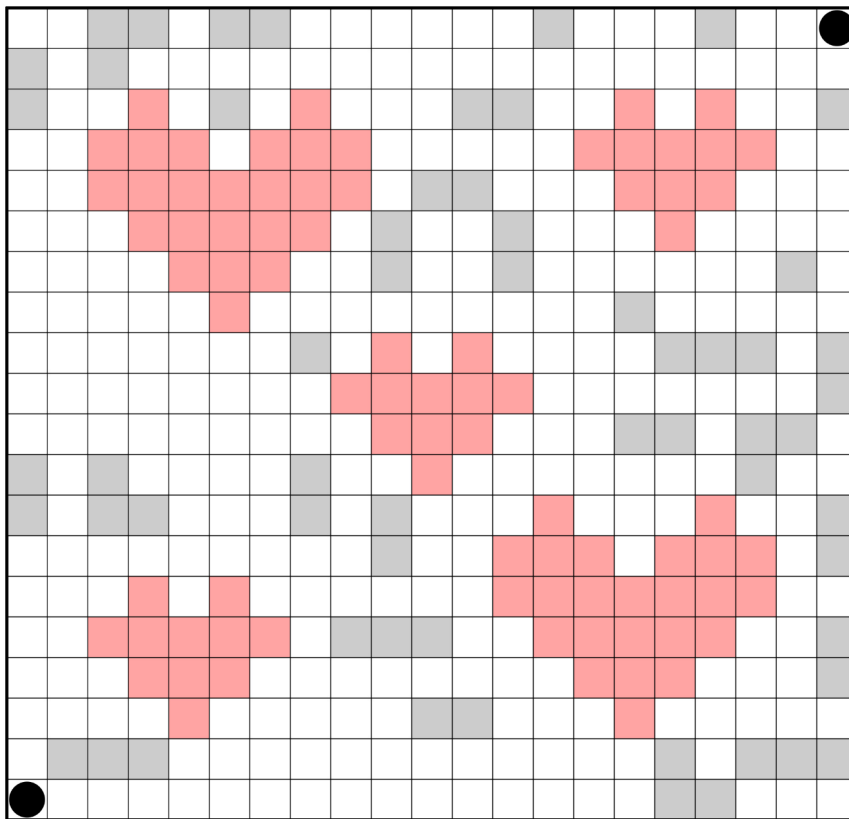
"Look," I say. "It's time for me to leave you to whatever comes next. I know it's dangerous. It's going to be okay."

Shye and I embrace. Alcazar watches on, hurt.

↓ Puzzle is on the next page ↓

↑ Intro is on the previous page ↑

**Rules:** Draw a non-intersecting path through the centers of some cells, starting at one circle and ending at the other, which visits each shaded region at least once. No 2x2 group of cells in the grid may be entirely used by the path nor visited more than once (Note: This just means that the path cannot touch itself orthogonally or diagonally unless it's just left that cell). If two shaded regions are the same shape and orientation, the line segments within them must be identical.



Example (Penpa+): <https://tinyurl.com/yu6p23af>

With color: <https://tinyurl.com/yr4ozq4k>

Without color: <https://tinyurl.com/ym8n5clw>

Walkthrough: <https://youtu.be/JXsQ17EUApM>

## October 2, 2023: Ring-Ring

Shye

I step back to talk to Alcazar. "I think these are all the memories we're going to get out of this place."

He turns and walks up to me, silent, and presses two fingers on my forehead like before. I quickly stammer out a question. "Jovi will be okay here, right? I'm not sure how this Kaisu thing works."

"She will stay, as is her wish." The trees of the orchard distort, turning into wooden plank walls. Before she is out of sight, I see Jovi smile to me. And then, as if nothing even happened, we're back in the Den.

I exhale and start to pace. "Okay, we still have a lot to work out, but I'm curious what you meant about Usowan. Because I remember--" I feel a buzz and a **Ring-Ring** sound in my pocket. I almost forgot I still had my phone on me! There was no reception in the fortress, and after being there so long it slipped out of my mind. "Hang on, sorry, let me get this."

"Hello?" I answer.

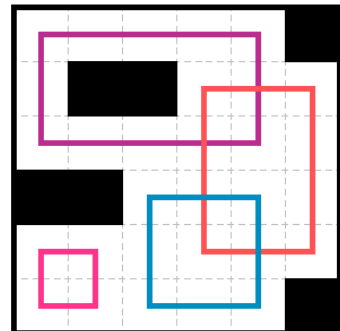
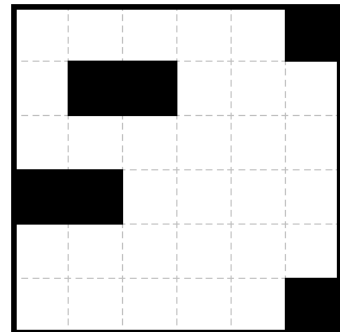
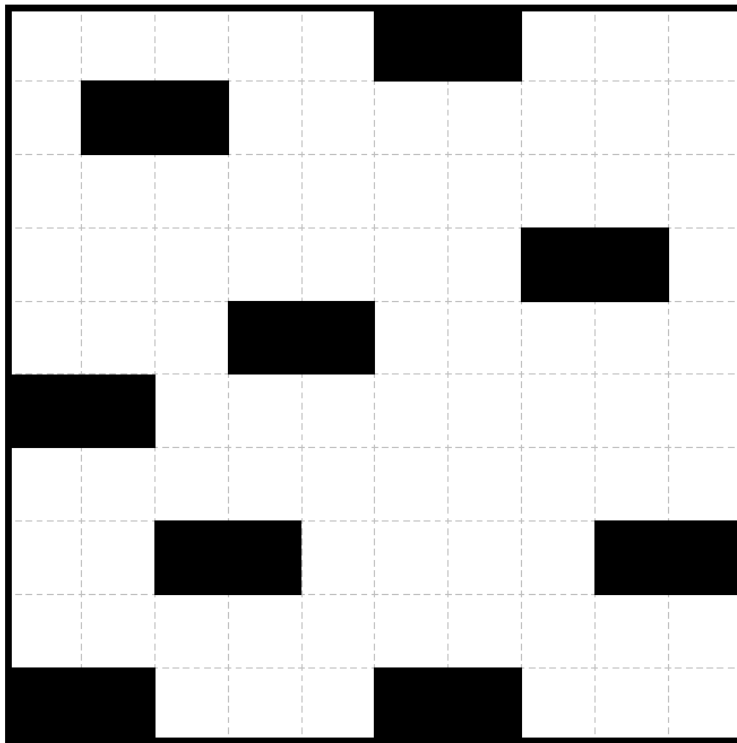
"Shye! Where have you been? I've been trying to contact you and Jovi for ages, there're some unexplainable things happening at HQ right now!"

"Wait... Walker?"

↓ Puzzle is on the next page ↓

↑ Intro is on the previous page ↑

**Rules:** Draw rectangular loops through the centers of empty cells so that every empty cell gets used. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap



Example (puzz.link): <https://tinyurl.com/36y3yb3k>

GAPP (puzz.link): <https://tinyurl.com/yjnf87ve>

Walkthrough: <https://youtu.be/AfdY5RnY03c>

## October 3, 2023: Chocolate Banana

Menderbug

Oops. I had prepared a puzzle several days ago in anticipation for a new genre release on puzz.link. Unfortunately, I had forgotten that there's no release this week and the genre is coming next week instead. So you get this emergency **Chocolate Banana** instead and the other puzzle Friday next week.

**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.

|  |   |   |  |  |  |  |   |   |  |
|--|---|---|--|--|--|--|---|---|--|
|  | 5 | 2 |  |  |  |  | 2 | 3 |  |
|  | 1 | 3 |  |  |  |  | 9 | 1 |  |
|  |   |   |  |  |  |  |   |   |  |
|  |   |   |  |  |  |  |   |   |  |
|  | 4 | 3 |  |  |  |  | 6 | 4 |  |
|  | 4 | 6 |  |  |  |  | 8 | 2 |  |
|  |   |   |  |  |  |  |   |   |  |
|  |   |   |  |  |  |  |   |   |  |
|  | 1 | 6 |  |  |  |  | 3 | 6 |  |
|  | 3 | 3 |  |  |  |  | 3 | 6 |  |

|   |   |  |   |   |  |   |   |
|---|---|--|---|---|--|---|---|
|   | 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) by Shye: <https://tinyurl.com/mw6t7vv7>

Puzzle (puzz.link): <https://tinyurl.com/y2drta9s>

Walkthrough: <https://youtu.be/j35Ms-rKCzo>

**October 4, 2023: Masyu**

Freddie Hand

We haven't had **Masyu** for a long time. Let's change that.

Fear not, this uno más-yu has a very non-suspicious layout so don't expect any grid-breaking mechanics.

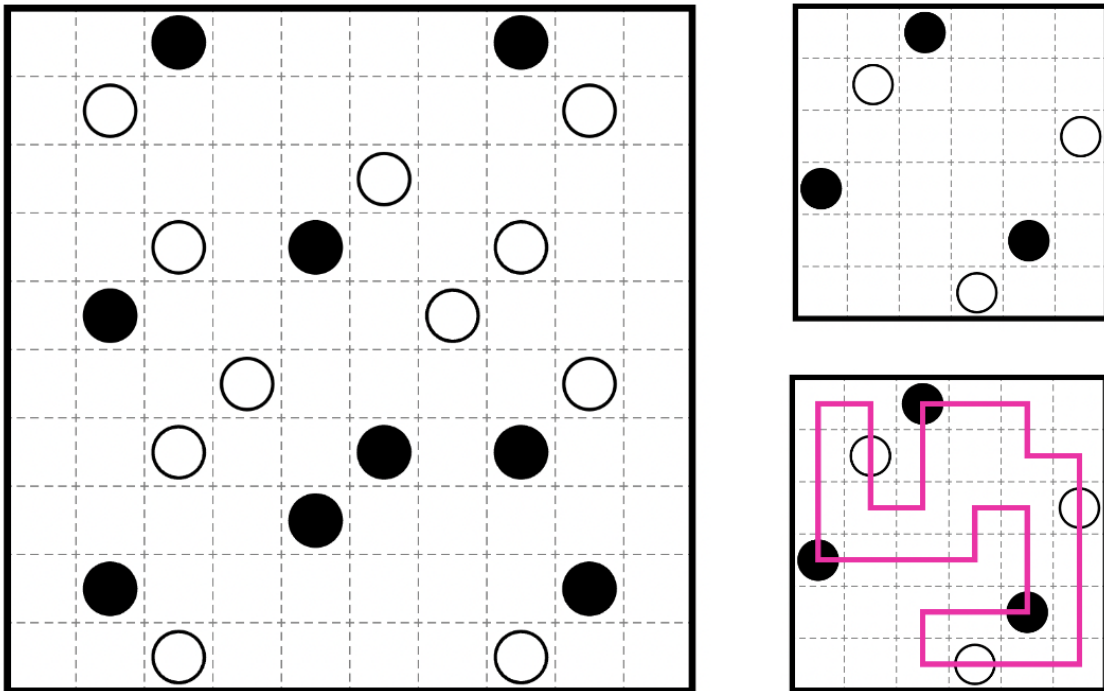
There are too many previous appearances of this genre to count on two hands. Here's the most recent non-variant Masyu by jovi:

<https://discord.com/channels/709370620642852885/911691996366786600/1089374460118847588>

↓ Puzzle is on the next page ↓

↑ Intro is on the previous page ↑

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



Example (Puzz.link) by Eric Fox: <https://tinyurl.com/37kxaswe>

Puzzle (Puzz.link): <https://tinyurl.com/bddwejs7>

Walkthrough: <https://youtu.be/3C0a9rS1XjQ>

## October 5, 2023: Shikaku (Knapp Daneben)

Walker

"Shye! Where have you been? I've been trying to contact you and Jovi for ages, there're some unexplainable things happening at HQ right now!"

"Wait... Walker?"

"Shye! Are you and Jovi ok? I've been trying to call all month!"

There's a pause before Shye replies. "Yes, we're both doing ok... A lot has happened, and I can fill you in on the details soon. What's happening at HQ?"

"I think something's broken in our computer systems. Right now, most of our programs are throwing off-by-one errors. The puzzle database has been corrupted too! I've been patching errors all morning."

I pull up a file on the computer and text it to Shye. "Luckily, I think we can restore some of the data. Here - check out this **Shikaku**. All of the numbers are **off-by-one**, which gives just enough info to reconstruct the original puzzle."

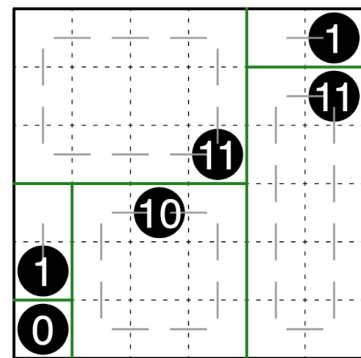
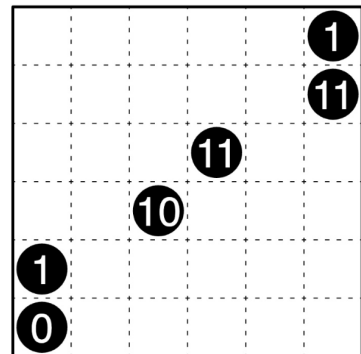
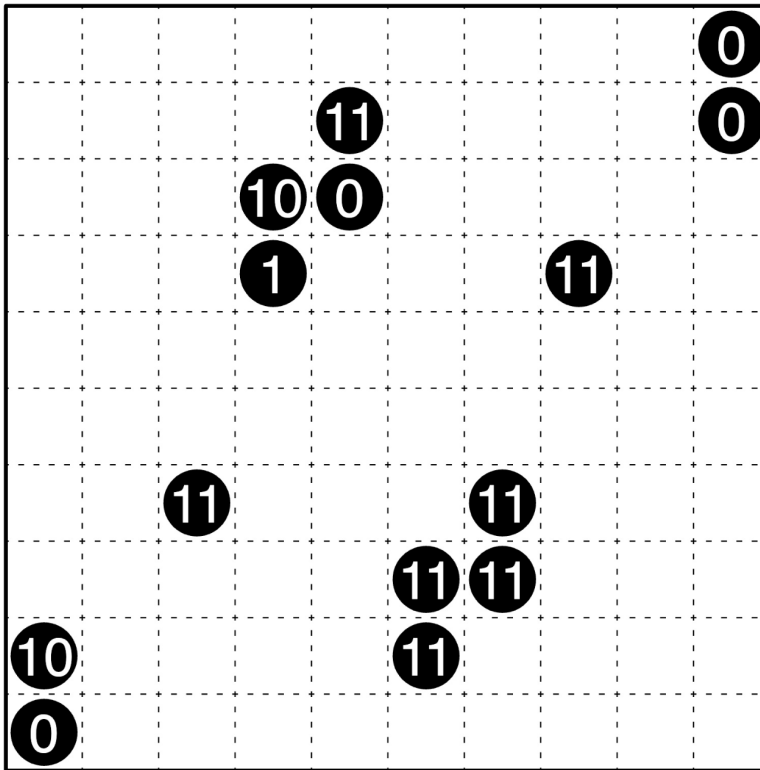
**Rules:** Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one circle. **Numbers in circles are off by one:** a number in a circle is one more or one less than the number of cells in the region the circle belongs to.

**Interface Note:** The alternate interface leaves room to write the correct numbers in the circles!

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

↑ Intro is on the previous page ↑

**Rules:** Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one circle. **Numbers in circles are off by one:** a number in a circle is one more or one less than the number of cells in the region the circle belongs to.



Example (Penpa+): <https://tinyurl.com/ysumtep7>, alt <https://tinyurl.com/ynfzly67>

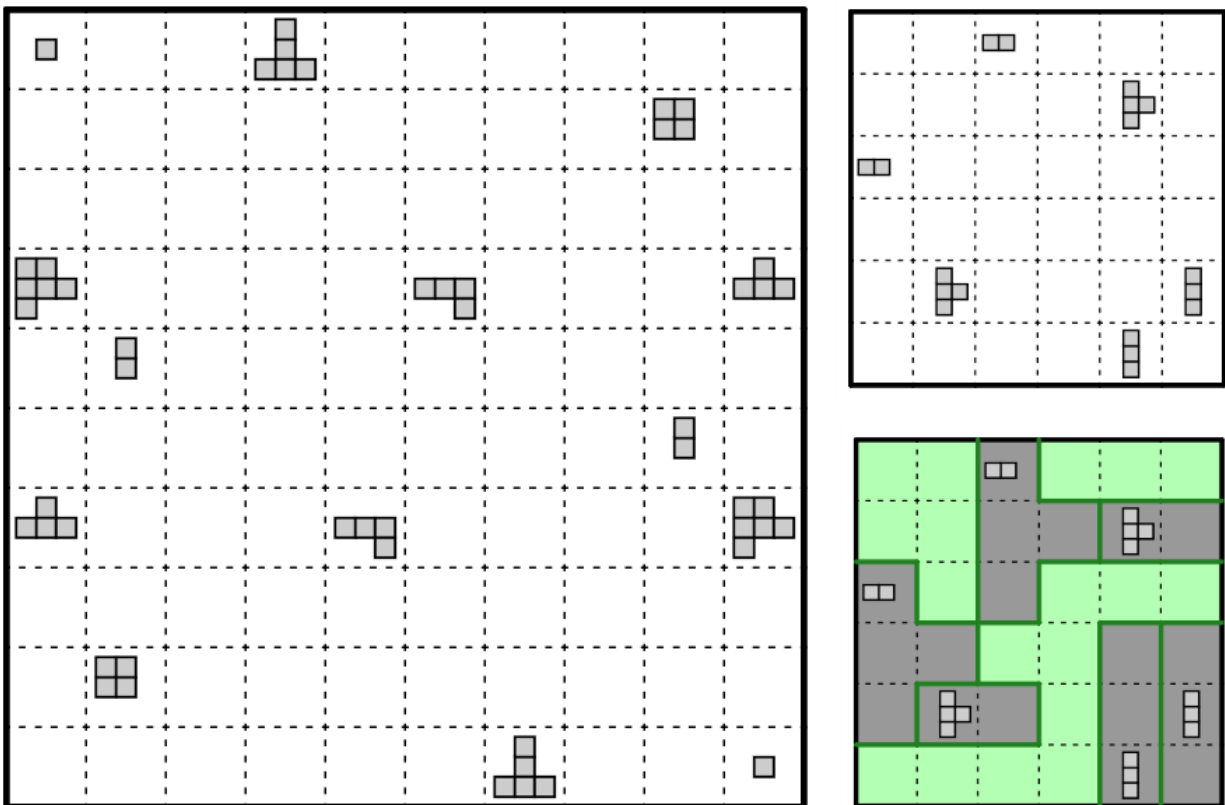
Puzzle (Penpa): <https://tinyurl.com/yt9z2kzr>, alt <https://tinyurl.com/ypmwpqjg>

Walkthrough: <https://youtu.be/C3ZXEN7aHh4>

## Lavaloid

Today's genre has a very un-Google-able name: **It's Yours**, and now it's yours to solve!

**Interface note:** You can input the answer using either Shading, Edge, or Line.



Walkthrough: <https://youtu.be/5FGwdsQNheU>

## October 7, 2023: Aquapelago

Shye

"The database is corrupted?? Don't tell me the Baklog is compromised too!" I panic.

"Don't worry I'm working on it." Walker continues, "But I could really use your help, the rest of the team is out today. You won't believe my luck lately, it's like someone's out to get me!"

"Who is this Walker?" Alcazar asks, curious about the conversation. I put my hand over the mic, "They're one of our most recent GAPP setters, always coming up with clever new stuff! You should try one of their **Aquapelagos** at some point."

I hear a crash sound over the phone, followed by a sharp tone. "Woah, is everything ok? Walker? Are you there?"

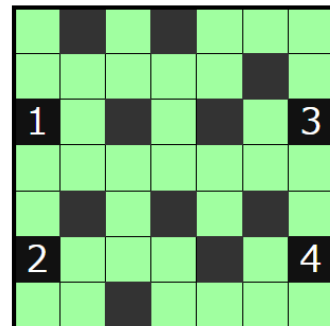
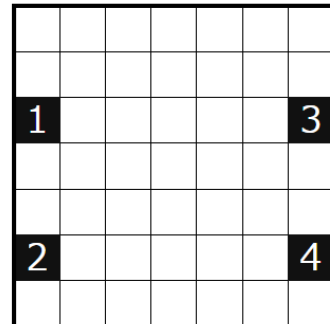
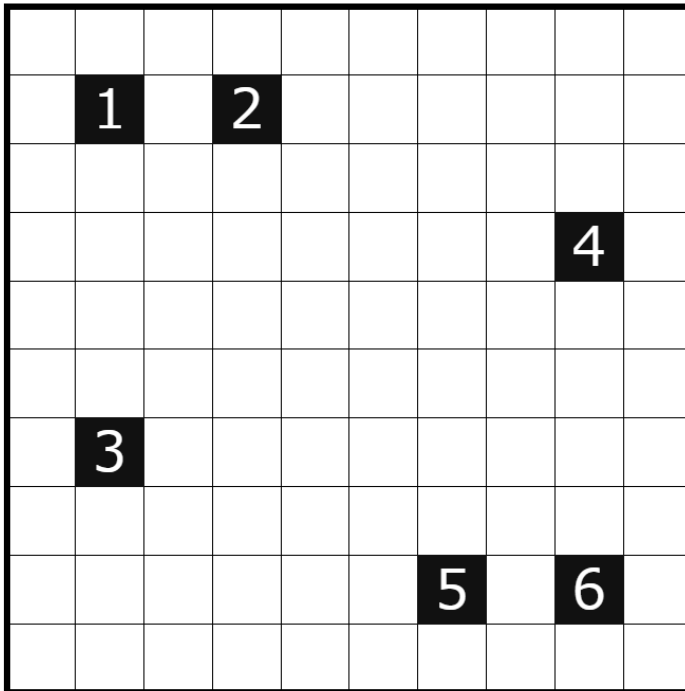
No response, the call ends. I begin to panic even more, "We need to get to HQ quickly, do you have like, a car or something?"

Alcazar's melancholic look fades away and turns to determination, his face seems to light up, "Well, I still have those warp portals!" He smiles.

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**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. Clued cells must be shaded, and indicate the number of shaded cells in the diagonally connected group they belong to.



Example (puzz.link): <https://tinyurl.com/2p954yhv>

Puzzle (puzz.link): <https://tinyurl.com/a2kwfeef>

Walkthrough: <https://youtu.be/SEcO-c0HRd4>

## October 8, 2023: Leaf Vein (Square)

Menderbug

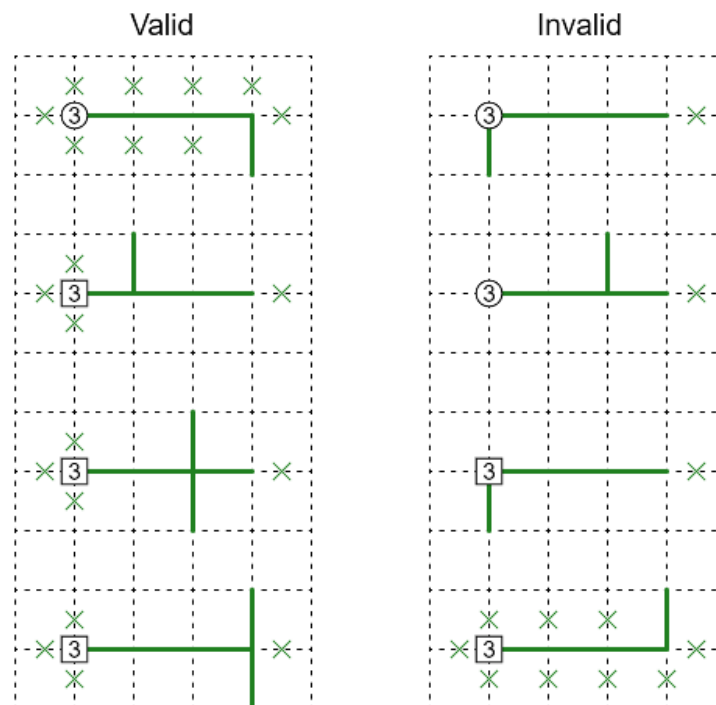
Everyone rejoice, it's the best day of the week, Strange-Shaped Sunday. I went all in today. The rest of the GAPP team warned me that today's grid may be too strange even for a Sunday puzzle. But sometimes you just have to take the risk. Please enjoy this **Leaf Vein** on a **Square** grid.

If you would like to warm up with a Leaf Vein on a perfectly normal grid, please refer to its previous appearance on GAPP:

<https://discord.com/channels/709370620642852885/911691996366786600/1131510704998985778>

As last time, I'm including a diagram with some valid and invalid examples of clues.

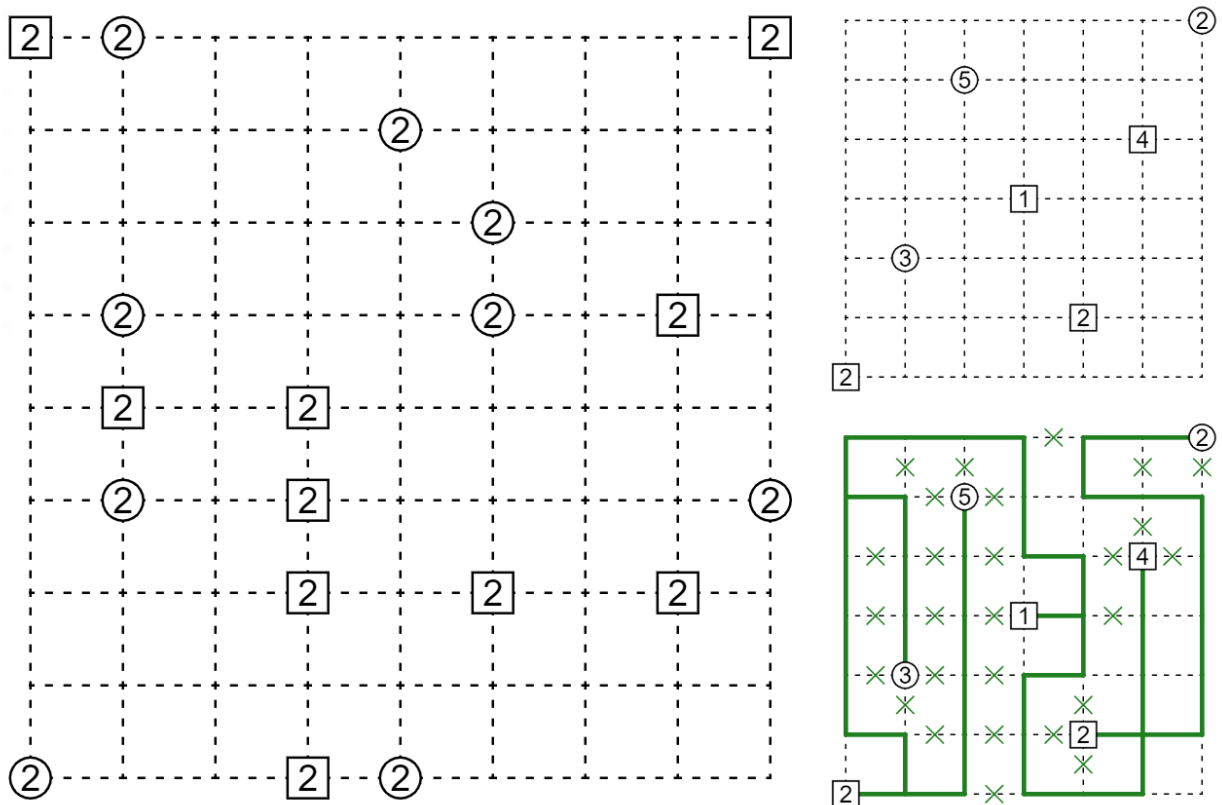
**Rules:** Trace some gridlines to draw a single connected network containing no loops. Each endpoint is marked with a shape and each shape marks an endpoint. The straight line segment extending from a circle must not branch off (even at its opposite end) or intersect another line. The straight line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



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

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



Example (Penpa+): <https://tinyurl.com/ym7p8fzs>

Puzzle (Penpa+): <https://tinyurl.com/ype8uxth>

Walkthrough: <https://youtu.be/HT9J1riALdY>

## October 9, 2023: Onsen-Meguri

Freddie Hand

Today's **Onsen-Meguri** comes with a warning of potential snow monkeys. Make sure you keep any chocolate and especially bananas well hidden if you don't want to go without a snack. Although there wouldn't be many places to hide it...

**Rules:** For each circle in the grid, draw a non-intersecting loop through the centers of some cells which passes through that circle. Loops may not overlap themselves or each other. **A loop may visit any region at most once**, and every region must be visited by at least one loop. Each loop must occupy an equal number of cells in each region that it visits. A number in a circle indicates how many cells that is per region for its loop.

### Notes

- The rule in bold is not demonstrated in the example, so pay special attention to this.
- Every loop must pass through exactly one circle. (This is implied by the rules but explicitly stated here for clarity)

Here is a **GAPP 101**: (rot13) Erzrzore gung rirel ertvba vf ivfvgrq ol fbzr ybbc - sbe fznny ertvbaf gurer zvtug bayl or bar ybbc gung vf noyr gb ivfvgrq vg.

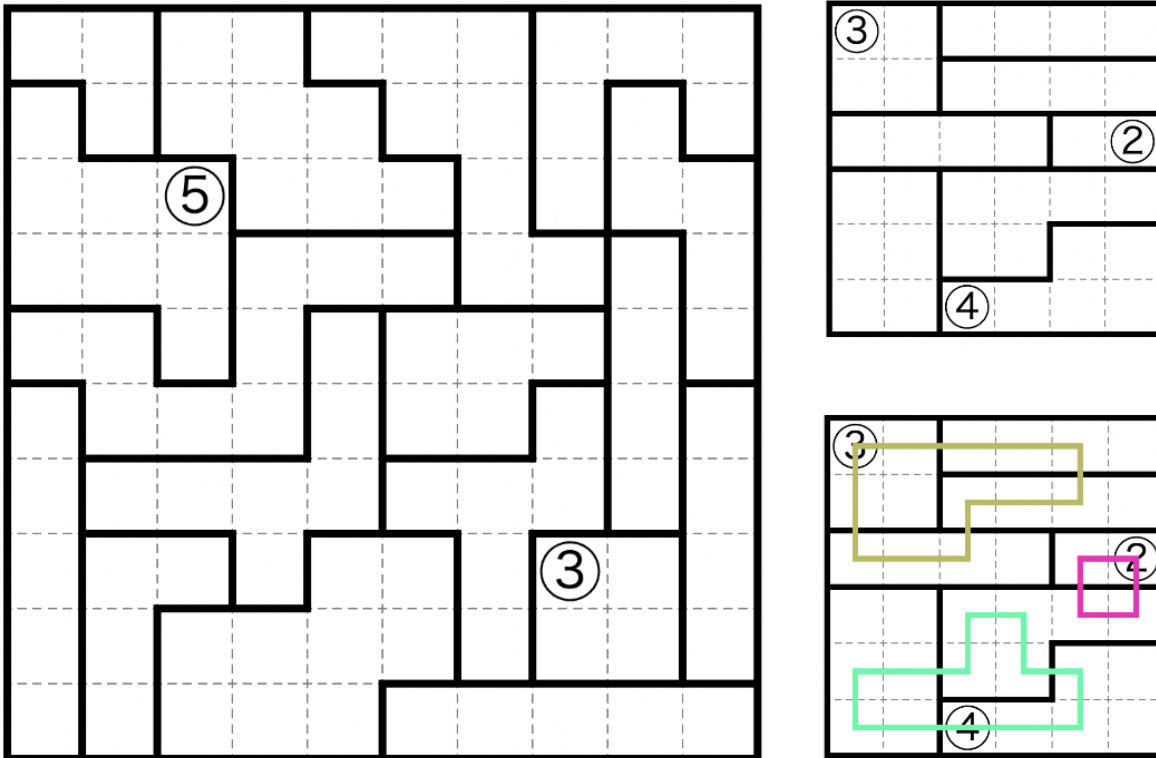
The previous appearance of this genre in GAPP, also by me, can be found here:

<https://discord.com/channels/709370620642852885/911691996366786600/991980246914043965>

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

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**Rules:** For each circle in the grid, draw a non-intersecting loop through the centers of some cells which passes through that circle. Loops may not overlap themselves or each other. **A loop may visit any region at most once**, and every region must be visited by at least one loop. Each loop must occupy an equal number of cells in each region that it visits. A number in a circle indicates how many cells that is per region for its loop.



Example (Puzz.link), adapted from the puzz.link rules page: <https://tinyurl.com/5vksz9r3>

Puzzle (Puzz.link): <https://tinyurl.com/5cyn6bvb>

Walkthrough: <https://youtu.be/uiE2Wl5jiU0>

## October 10, 2023: Akari (RGB)

Walker

"Don't worry, I'm working on it." I scroll through the baklog; there are hundreds of corrupted puzzles to fix. All of a sudden, the power cuts! Luckily, we have an **Akari**-brand backup generator for the lights. And a few seconds later, they come back on, but in a dazzling mix of **red, green, and blue**. In the technicolor light, I can barely make out a figure against the back wall, with a black and white outfit and a mask. "What's going on? Who are you?" I shout. The figure replies, "I'm just one person - but I'm sure you'll learn my real name soon enough. You're probably looking to fix the GAPP baklog. If you want my help, come meet me." Before I can respond, they fling an envelope in my direction and dash out.

**Rules:** Place lights into some empty cells so that every cell is illuminated. Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Number clues represent the number of lights in the (up to) four cells surrounding the clue. **Each light is either red, green, or blue. Targets indicate all light colors that illuminate their square.**

Check out the first few Akari GAPPs:

Freddie:

<https://discord.com/channels/709370620642852885/779422192290365450/904279460189208626>

Tyrgannus:

<https://discord.com/channels/709370620642852885/912101574661259264/924185673660002317>

Eric:

<https://discord.com/channels/709370620642852885/912101574661259264/931779493146787920>

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

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**Rules:** Place lights into some empty cells so that every cell is illuminated. Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Number clues represent the number of lights in the (up to) four cells surrounding the clue. **Each light is either red, green, or blue. Targets indicate all light colors that illuminate their square.**



Example (Kudamono): <https://tinyurl.com/2s4z2kyx>

Puzzle (Kudamono): <https://tinyurl.com/4cjf7cuc>

Walkthrough: <https://youtu.be/q0aMJU5nohk>

## October 11, 2023: Double Choco

Lavaloid

Halo! This date Lava make GAPP. Lava deem this puzz very neat, bcuz grid full with four. Lava hope y'all like this puzz! Okay then, what puzz type does this GAPP have? Well...

Today's GAPP is a **Double Choco**. Sorry, I can't write the entire post in four-letter words. Here are the rules:

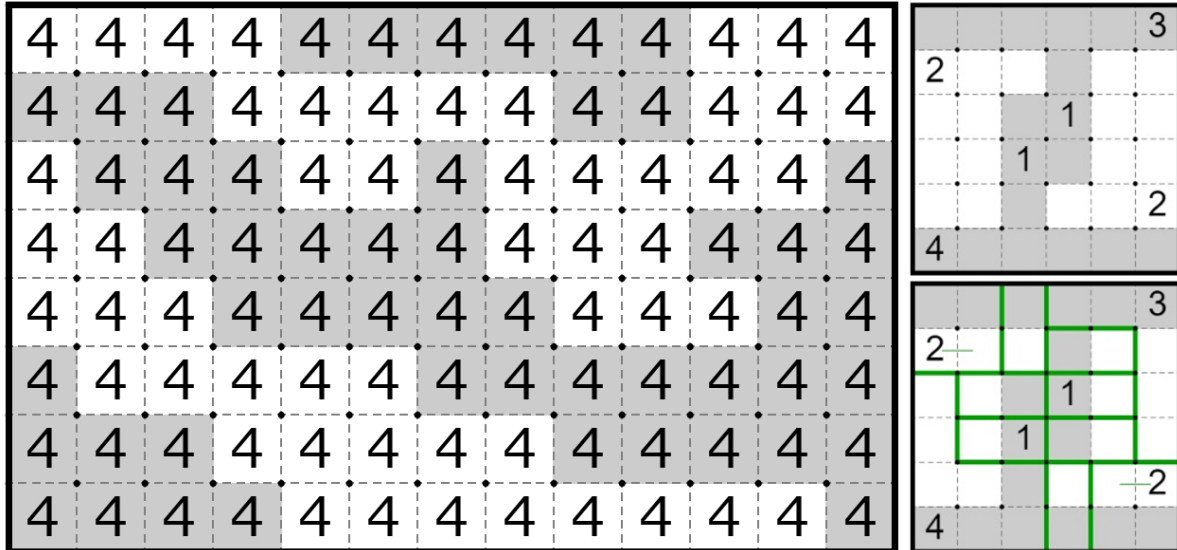
**Rules:** Divide the grid into regions of orthogonally connected cells, each containing a connected group of white cells and a connected group of gray cells, with the property that the shape of the white cells is identical to the shape of the gray cells, allowing rotations and reflections. Clued cells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

This GAPP uses step that some won't find easy. So here's a **GAPP 101**:  
(ROT13) Ybbx bhg sbe nernf jvgu bar pryy jvqr obggyparpxf! Vs n pryy rqtr fcyvgf na  
nern vagb zhygvcyrf bs 4, gura n ertvba obeqre zhfg or qenja gurer. Vs vg fcyvgf gur  
nern vagb nalguvat bgure guna zhygvcyrf bs 4, gura gung rqtr pnaabg or n ertvba  
obeqre.

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

↑ Intro is on the previous page ↑

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



Example (puzz.link): <https://tinyurl.com/mvwexdn2>

Puzzle (puzz.link, with 4's): <https://tinyurl.com/2p8a2j49>

Puzzle (puzz.link, without 4's): <https://tinyurl.com/49bx4n2k>

Walkthrough: <https://youtu.be/zAvy1T0wnB0>

## October 12, 2023: Portal Loop

shye

"You asked about Usowan earlier," Alcazar mentions as we reconfigure the warp mirrors. "They were a Clue back in the day... but I'm unsure if they still hold that title. There was a big controversy surrounding them, you see."

"Oh?" I look up in curiosity.

"It made no sense, a Shadow Clue whose tree was full of light fruit? I was intrigued when I heard about it, but everyone else was harsh towards them. They we're exiled, started wearing a mask; Nowadays the only time anyone ever hears of them is when they've been causing trouble."

"Trouble like making me lose my memories." I add, finishing up the last mirror.

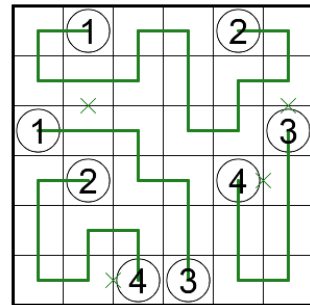
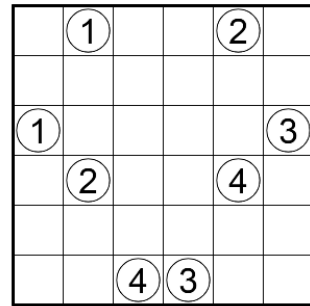
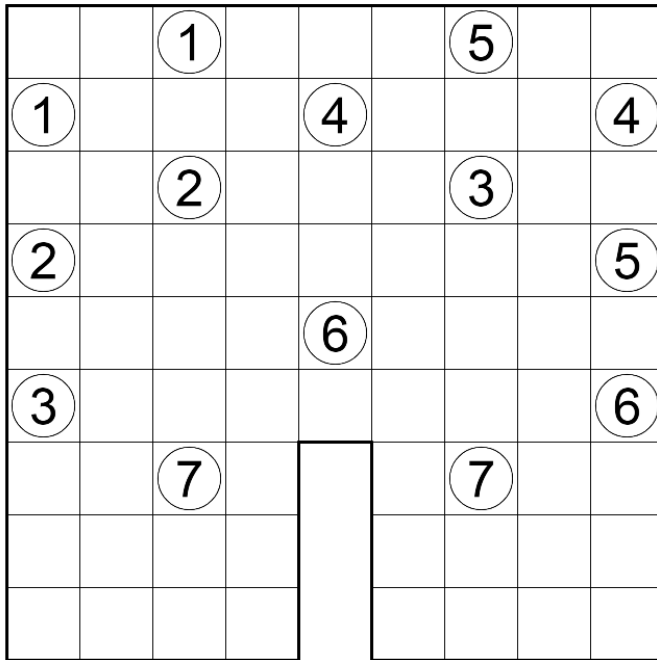
"Precisely, but I don't believe them to be a bad character." He clarifies, and reaches into his pocket for the anti-venom Jovi and I made. "If anyone would be willing to test this out, it would be them."

I give a cold look, but don't say anything. We turn on the machine and it whirrs into action, reflecting light in a looping motion. The **Portal Loop** process completes and opens up to reveal GAPP HQ, lights flicker and papers are strewn across the floor. We warily step inside.

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

↑ Intro is on the previous page ↑

**Rules:** Draw a non-intersecting loop through the centers of all cells. When the loop enters a portal with a number, it must teleport to the corresponding portal and continue in the same direction



Example (Penpa+): <https://tinyurl.com/yud9qyok>

GAPP (Penpa+): <https://tinyurl.com/yuh2gwvr>

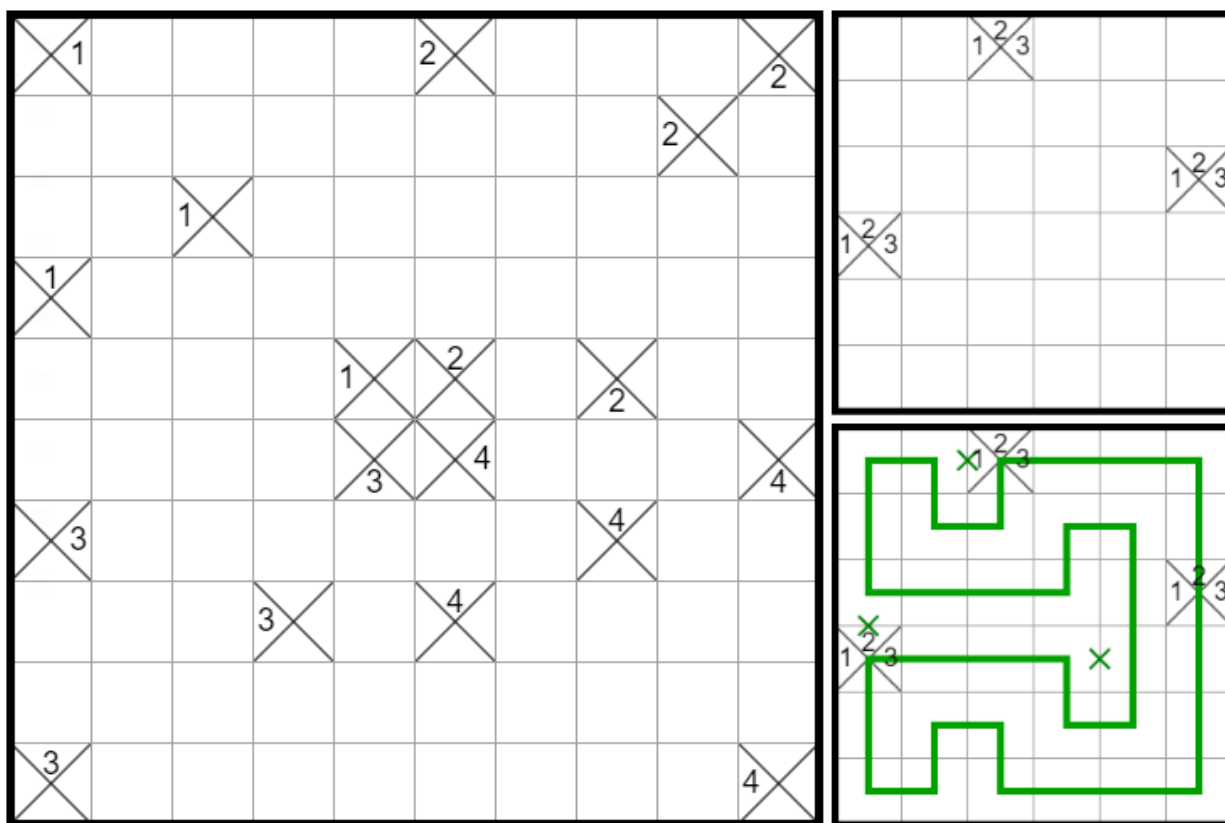
Walkthrough: [https://youtu.be/PnL\\_SE6OX7w](https://youtu.be/PnL_SE6OX7w)

## October 13, 2023: Mukkonn Enn

Menderbug

This week there is no need for emergency puzzles. 🐛 In fact, this puzzle probably takes my personal record for time passed between constructing and posting it for GAPP. Here is a **Mukkonn Enn** to celebrate its addition to puzz.link earlier this week. The genre was previously covered on GAPP by Jovi.

**Rules:** Draw a non-intersecting loop through the centres of all cells. When the loop exits a clued cell from a side with a number, it must travel in a straight line for exactly the indicated number of cells (turning on the Nth cell, where N is the value of the clue). A number does not necessarily mean that the clue must be exited from its side.



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

Puzzle (puzz.link): <https://tinyurl.com/4m7eyvw2>

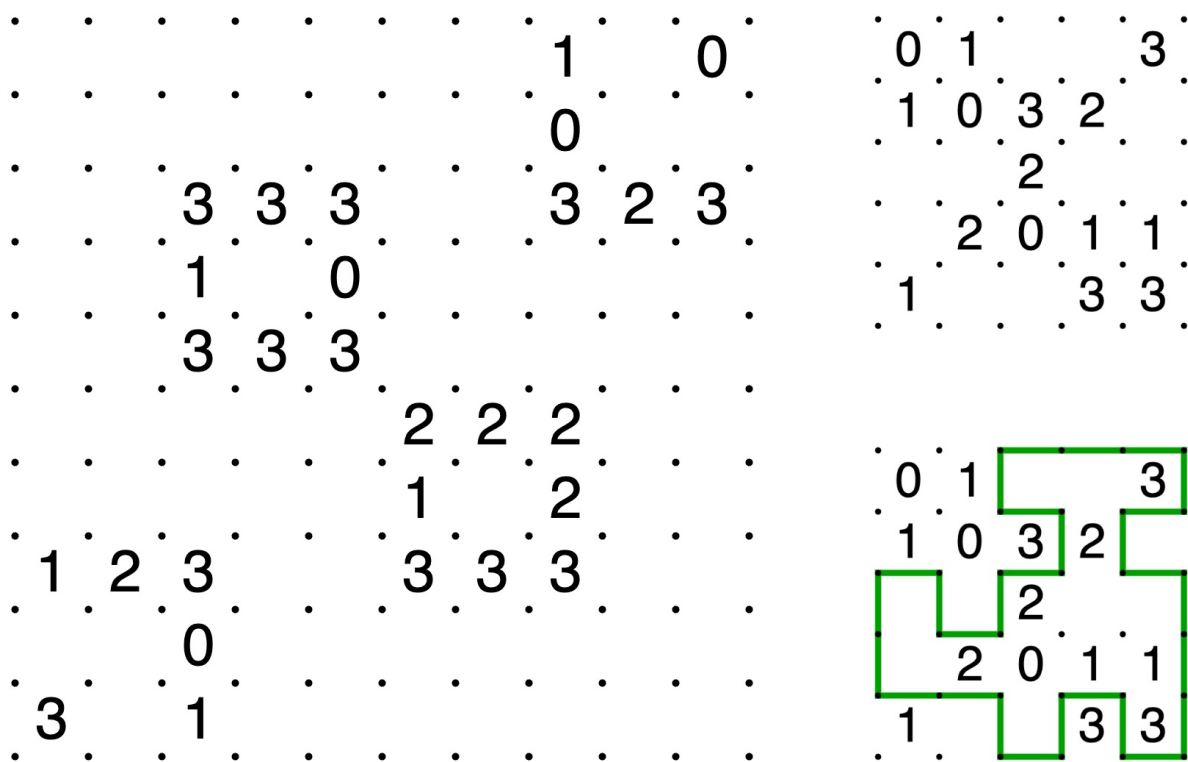
Walkthrough: [https://youtu.be/X6IAMtA\\_MR0](https://youtu.be/X6IAMtA_MR0)

## October 14, 2023: Slitherlink

Walker

Freddie is having trouble posting today, so I'm filling in with a puzzle from my backlog. We may post a Supersized Saturday on a later day; for now, enjoy this **Standardized Slitherlink!**

**Rules:** Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. To be clear, all line segments are horizontal or vertical, not diagonal. Clues represent the number of edges drawn surrounding the clue (up to four).



Example (puzz.link), by Tyrgannus: <https://tinyurl.com/ycd65n4r>

Puzzle (puzz.link): <https://tinyurl.com/497xuywz>

Walkthrough: <https://youtu.be/PdYEQZ2OoUw>

## October 15, 2023: Easy as ABC (Hexagonal)

Walker

In the dazzling light, I'm not sure I'm ready to chase after the strange figure. Who were they, anyway? I pick up the envelope. It's black, with a decorative white hexagon tiling and a two-color seal. Before I can open it, a portal opens on the other side of the room. It's Shye, along with someone I don't recognize.

"Shye!"

"Walker! I'm so glad you're ok - what happened?" I tell her about the power outage and the mysterious visitor. "The call must have dropped when the power went out. The visitor left this envelope; it looks like a map to their location is inside. I think we should go after them. We only have enough decrypted baklog puzzles for a few days, and I'm beginning to think they were the one that hacked our systems."

"This visitor..." Shye ponders. "It might be Usowan. They're a clue, like Alcazar here." Alcazar nods. "Let's take a look at the map while I fill you in on the details." Inside the envelope is an **Easy as ABC**, which I'm sure I've seen in GAPP before. But on a **Hexagonal** grid?

**Rules:** Place letters from the list given outside the grid into some cells so that each row and each diagonal line 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.

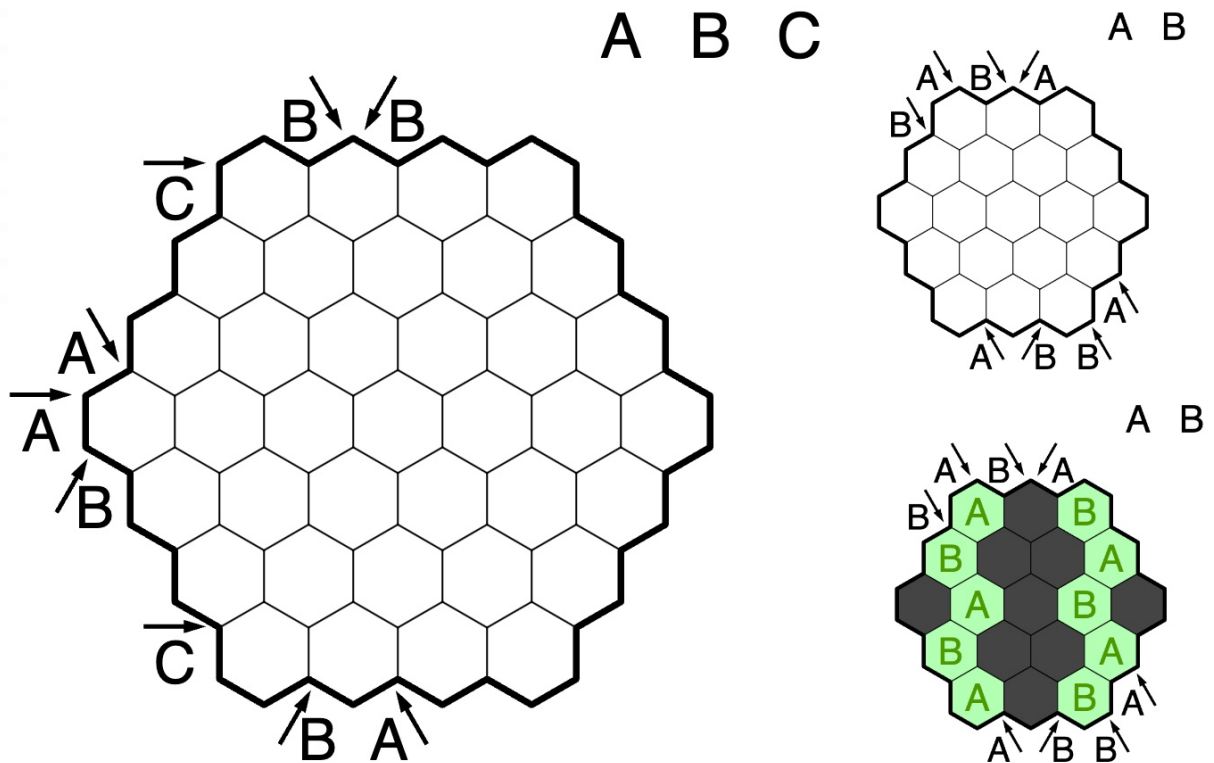
**Note:** Answer check is on Number mode; make sure that letters are capital and that no Number mode symbols are in empty cells.

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

↑ Intro is on the previous page ↑

**Rules:** Place letters from the list given outside the grid into some cells so that each row and each diagonal line 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.

**Note:** Answer check is on Number mode; make sure that letters are capital and that no Number mode symbols are in empty cells.



Example (Penpa+): <https://tinyurl.com/yv7ejd9u>

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

Walkthrough: <https://youtu.be/LUDtw2qy28s>

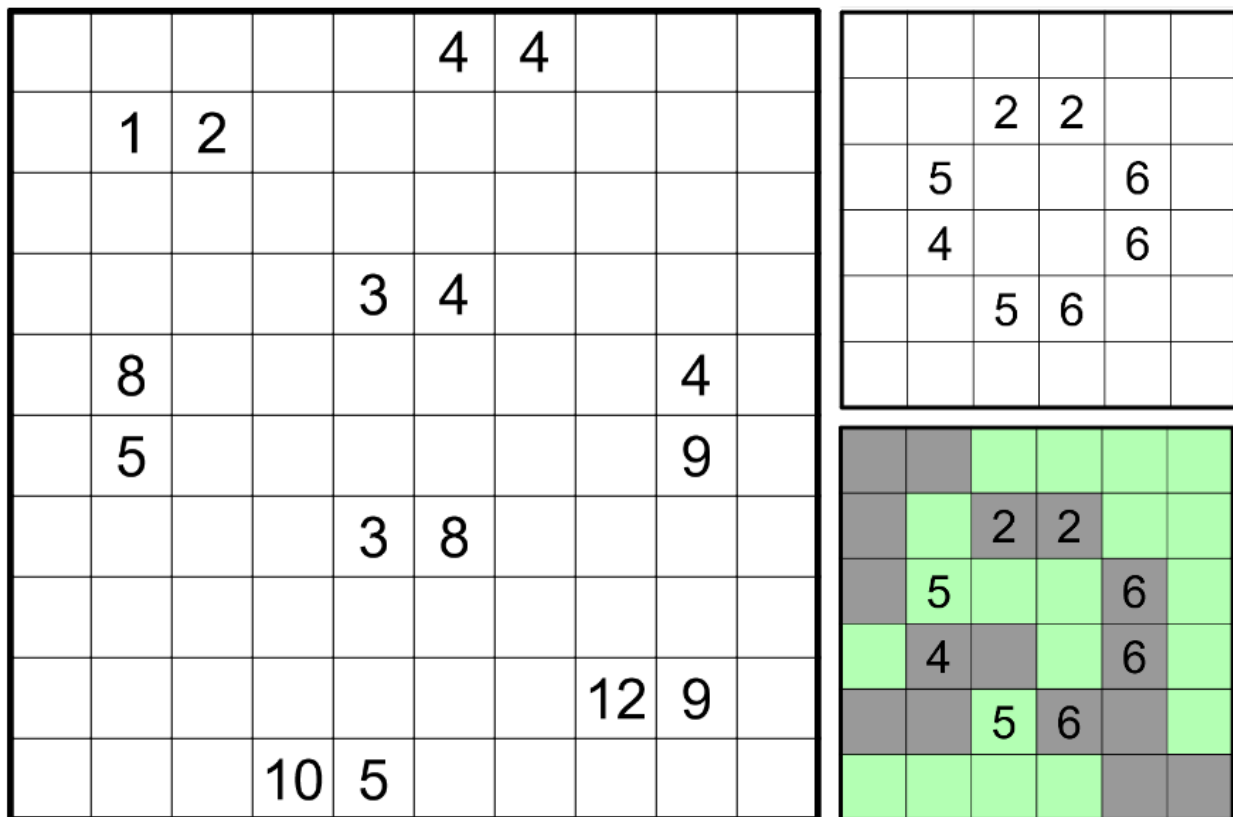
## October 16, 2023: Chiaroscuro

Lavaloid

This week, a whole bunch of competitive puzzle solvers, including bakpao, Menderbug, and Walker from the GAPP team, will be competing in WSPC 2023 in Canada. Wish them luck!

As for today's GAPP, it is a **Chiaroscuro**, a genre by @PolmanPoppins! I've wanted to make a puzzle in this genre for a while, but only managed to GAPP it now. Enjoy!

**Rules:** Shade some cells so that each group of shaded or unshaded cells is a unique shape. Shapes that are rotated or reflected are considered the same shape. All shaded groups have an even number of cells, and all unshaded groups have an odd number of cells. Number clues represent the size of the region they occupy.



Example (Penpa+): <https://tinyurl.com/yn8cmxqx>

Puzzle (Penpa+): <https://tinyurl.com/ynonxb64>

Walkthrough: [https://youtu.be/KyOE\\_J5otsQ](https://youtu.be/KyOE_J5otsQ)

**October 17, 2023: Sashigane**

shye

"Weird, I've never seen Easy As on an hex grid," I say to myself, working to decrypt the letters and reveal the instructions.

Alcazar speaks up, "You're going to need to get used to trickery like this when it comes to Usowan. Matter of fact, the reason puzzle variants like this exist in the first place is due to their innovations! All the other Clues were far more... traditional."

I manage to piece it together, and the resulting message stuns me:

Where did you last see the liar's map?

Walker tilts their head a bit. "The liar? I don't understand."

"Unfortunately I do," I reply, lifting my hand to my temple, "Uso was calling me that before I lost my memories. I had a map with me, but I don't know where it is now."

I get up to walk around. The last place I saw it was in my hands when we did that Kaisu thing, and there was a tear on the left side...

I scan down to the papers everywhere on the floor. "Oh yeah, Walker, what's with all the mess?" I ask.

"Oh! It was like that when the power came back on, book pages all billowing out from the HQ library near where Usowan was standing."

I dart toward the library and peer inside. Bookshelves have been toppled over; a window is open letting in the wind. In the middle is a large, ornate book, with the title:

A History of Puzzulia

Alcazar leans over. "Ah, so this must be that book you and Jovi were talking about." As we walk forward, a big gust of wind blows it open. Pages flicker until one of them flies out of the book and drifts to the floor in front of us. On it is the map I used to find the Clues' Orchard, and scribbled on top of it in black ink is another puzzle.

"Looks like these are our directions." Walker notes, "Says it's an L-Route, I haven't heard of that before though."

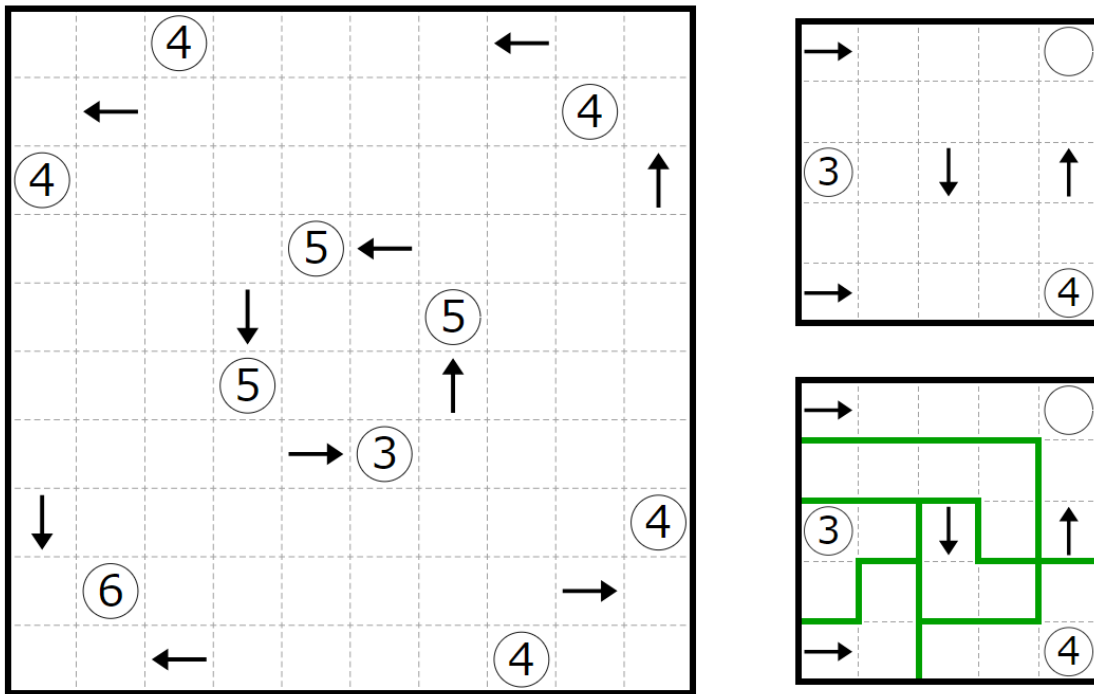
Alcazar chuckles a bit. "Remember! Everything we encounter from this trickster is gonna be a variant. Check the circle clues, they're numbered."

They lean down to pick it up, "Ah, I know then. Looks like a **Sashigane!**"

↓ Puzzle is on the next page ↓

↑ Intro is on the previous page ↑

**Rules:** Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Arrows must lie at one end of an L and point toward the bend. Circles must lie at the bend of an L, and if one contains a number, the L it's inside must contain the indicated amount of cells



Example (Puzz.link), by Freddie: <https://tinyurl.com/59dd3a4t>

GAPP (Puzz.link): <https://tinyurl.com/4c9waz7a>

Walkthrough: <https://youtu.be/Wb-EB5F1y04>

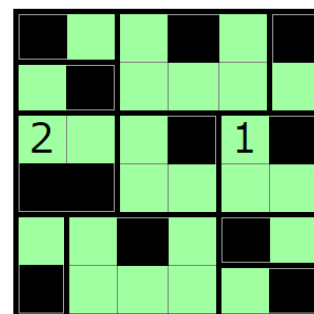
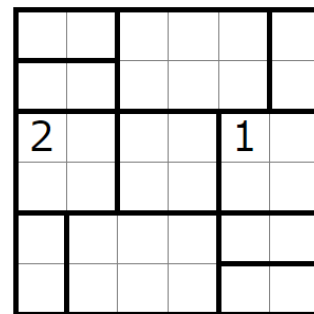
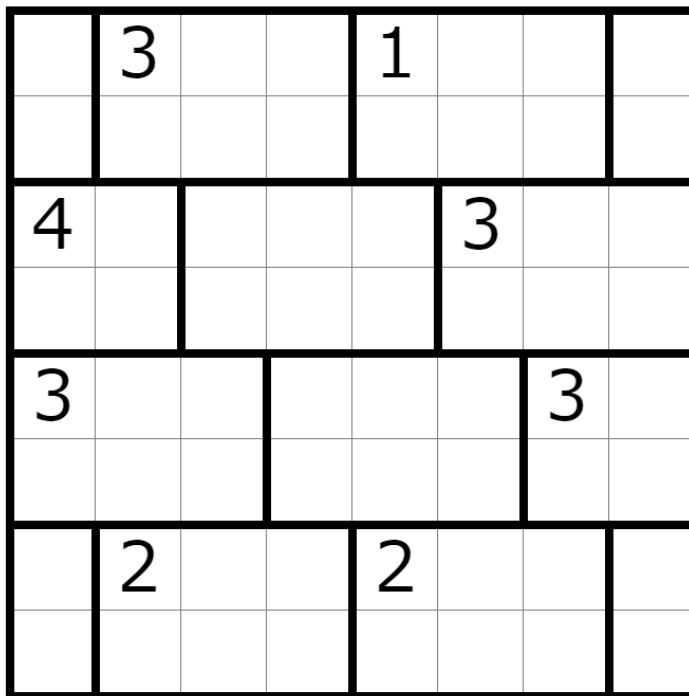
## October 18, 2023: Heyablock

Menderbug (posted by shye)

Boo! It's me again, Mender is on a flight so I'm posting his puzzle on his behalf. Also wow it feels weird to make an intro without being attached to the story.

Babababababababa I have nothing else to say, we got a **Heyablock** for you today!

**Rules:** Shade a single group of orthogonally connected cells in each region so that the remaining unshaded cells form one orthogonally connected area. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. Unclued regions must contain at least one shaded cell. A line of consecutive unshaded cells may not cross more than one bold border.



Example (Puzz.link): <https://tinyurl.com/322cy5ky>

GAPP (Puzz.link): <https://tinyurl.com/bdhwjw7h>

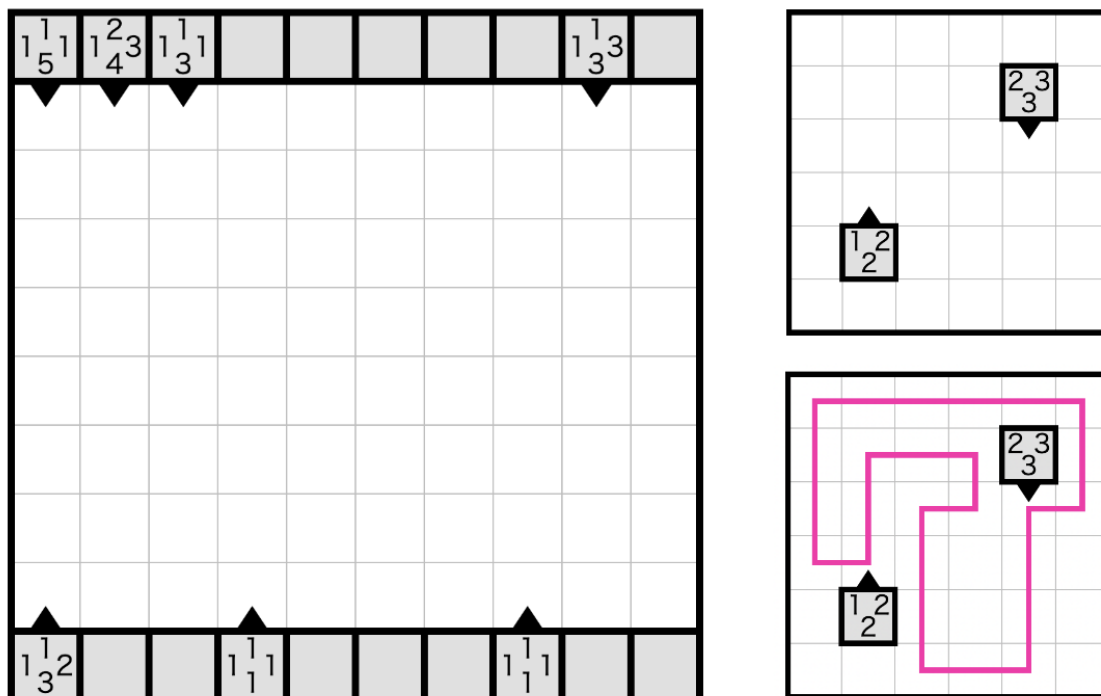
Walkthrough: <https://youtu.be/LO5Bd1qr7nA>

## October 19, 2023: Disorderly Loop

Freddie Hand

Much like "**Disorderly Loop** game (4)" as a cryptic clue, the order of the numbers in this puzzle are ambiguous. But nevertheless they can be unscrambled to lead you to the One Solution, just as easily as finding the unique answer to "animal found amongst the noncombatants (3)".

**Rules:** Draw a non-intersecting loop through the centers of some cells. Clued cells may not be used by the loop. Clues represent the lengths of the next N line segments appearing in the loop, not necessarily in order, starting with a line in the cell adjacent to the clue in the direction of its arrow and moving in the direction of the arrow, where N is the amount of numbers in the clue.



Example (Puzz.link), by Eric Fox: <https://tinyurl.com/37xc939z>

Puzzle (Puzz.link): <https://tinyurl.com/bdeyt48n>

Walkthrough: <https://youtu.be/iMTP1p46U3c>

## October 20, 2023: Slalom

Walker

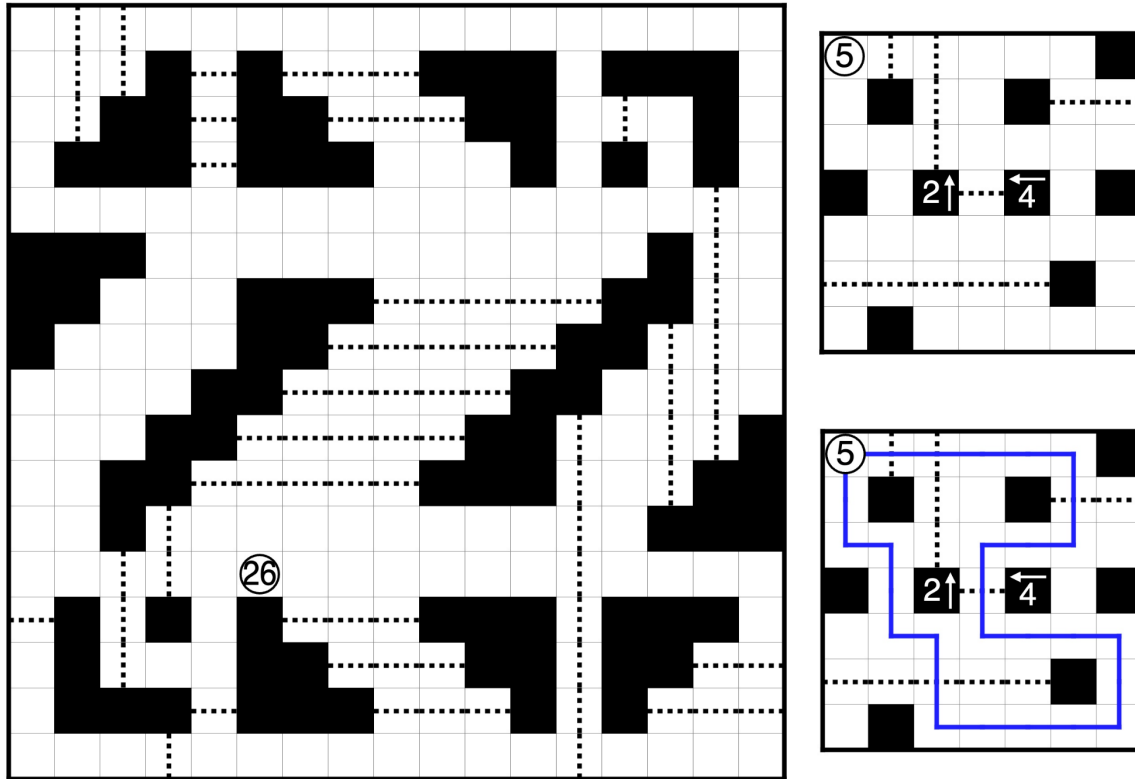
Hello from the World Puzzle Championship! I'm having trouble getting WiFi on my computer, so today's puzzle was set on paper and transcribed on my phone! 🙏📱  
The walkthrough for Freddie's Disorderly Loop will be coming in a few days.

Following the map arrows, we reach a quiet part of the city. Here, under the **Supersized** buildings, twenty-six tunnels of varying widths form a complex network of hidden paths; a perfect place for Usowan to hide. Usually, the tunnels are each numbered to form a **Slalom** walking tour, but right now, it looks like the numbered signs have been painted over. It must be another one of Usowan's tricks...

↓ Puzzle is on the next page ↓

↑ Intro is on the previous page ↑

**Rules:** Draw a non-intersecting loop through the centers of some cells, starting and ending at the circle. The loop may not enter blackened cells, and must pass straight through each gate exactly once. If a number N is pointing at a gate, it must be the Nth gate visited from the circle. The number in the circle simply states the number of gates.



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

Puzzle (puzz.link): <https://tinyurl.com/5apmrute>

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

## October 21, 2023: If I Could be a Constellation

Lavaloid

Today's GAPP is a **SUPERSIZED If I Could be a Constellation**, which is named after a song that I tried to learn on guitar before I quickly remembered I'm not very good at playing guitar! Also, the guitar's intonation is way off and there doesn't seem to be an easy way to fix it. I should buy a new guitar... 🤔

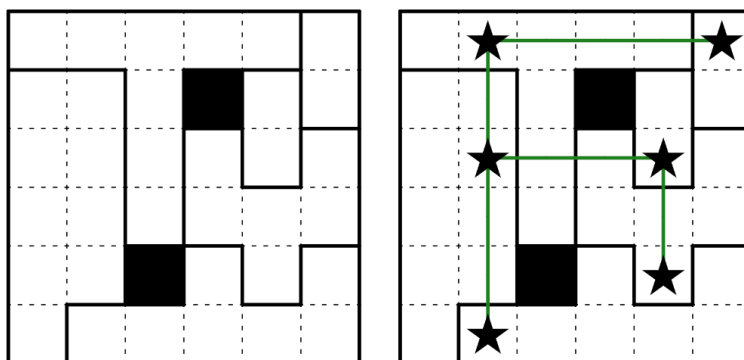
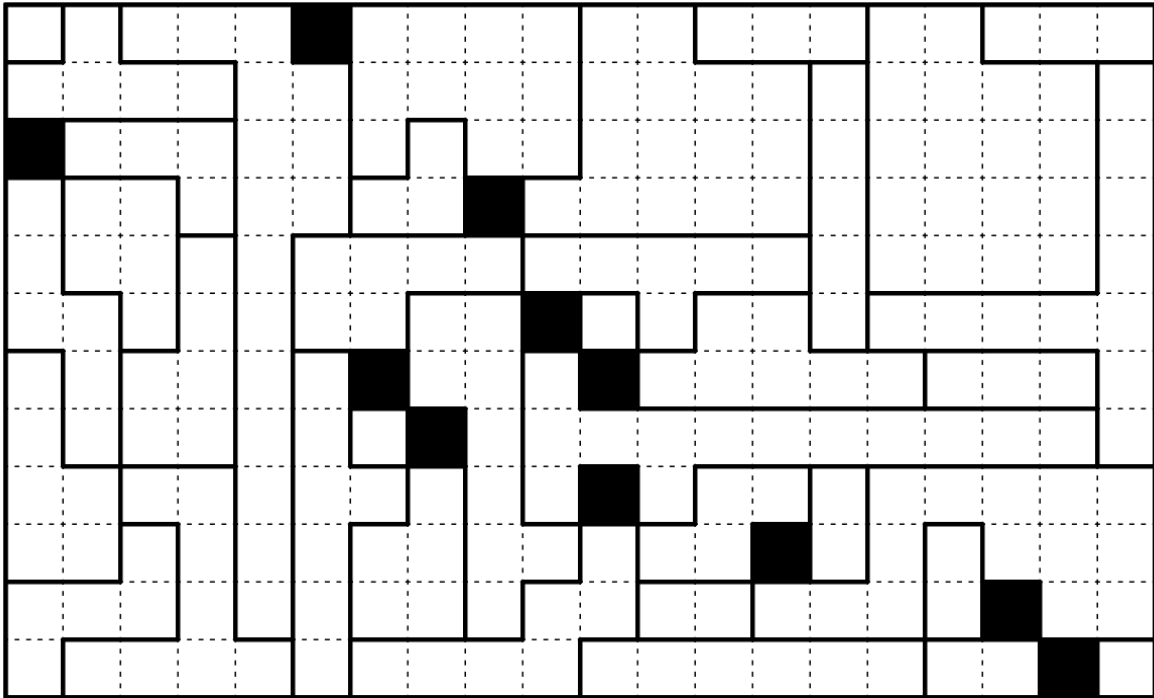
In case you're wondering what the theme is, the black cells are meant to look like the constellation Taurus. Not sure if that came across well, so I thought I should mention it.

↓ Puzzle is on the next page ↓

↑ Intro is on the previous page ↑

**Rules:**

- Place stars into some cells such that each outlined region contains exactly one star. Stars may not touch one another, not even diagonally.
- Additionally, connect pairs of stars with straight lines horizontally or vertically so that all stars form one connected network. Connections may not cross one another.
- Black cells may not contain stars or lines.



Example (Penpa+) by Eric: <https://tinyurl.com/2bmfea28>

Puzzle (Penpa+, Horizontal): <https://tinyurl.com/ynssyy37>

Puzzle (Penpa+, Vertical): <https://tinyurl.com/2xen8ugv>

Walkthrough: <https://youtu.be/4oVDPAXoyzq>

## October 22, 2023: Sashigane (Hexagonal)

Freddie Hand

In the wake of the recently completed 2023 World Sudoku and Puzzle Championships, solvers may be suffering from puzzle withdrawal symptoms. This **Sashigane (Hexagonal)** hopes to mildly quench the thirst.

Oh? I've just learned that some of our GAPP team have shamelessly indulged themselves in this competition? Well, I suppose a bit of naming-and-shaming is deserved...

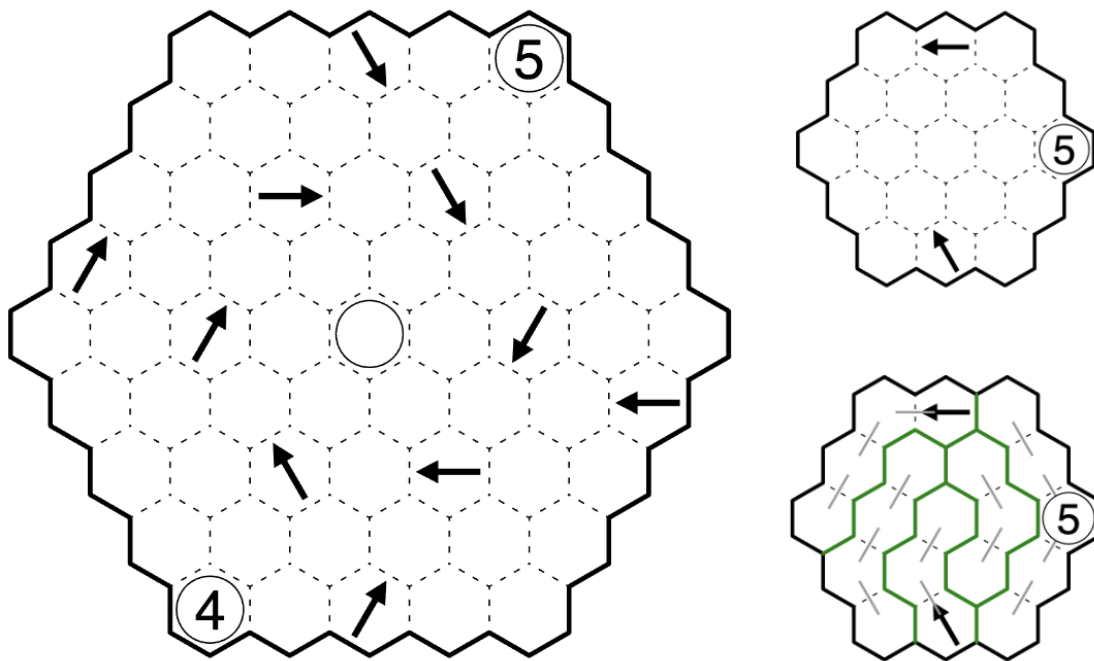
Massive congratulations are due to @walker on a second place finish at the WPC, and on winning the region division trophy! Well done also to @Menderbug (who finished between 33rd and 34th official) and @bakpao (38th official). Walker and bakpao also competed in the WSC, with Walker finishing between 30th and 31st official and bakpao finishing in 34th.

Well done also to various other members in the CTC community who took part. Especially if you beat bakpao. I would offer a rotating otter if I had any.

↓ Puzzle is on the next page ↓

↑ Intro is on the previous page ↑

**Rules:** Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell and a turning angle of 120 degrees. Arrows must lie at one end of an L and point toward the bend. Circles must lie at the bend of an L, and if one contains a number, the L it's inside must contain the indicated amount of cells.



Example (Penpa+): <https://tinyurl.com/ysnuty93>

Puzzle (Penpa+): <https://tinyurl.com/yubmmek4>

Walkthrough: <https://youtu.be/7mfhgbCyMqw>

## October 23, 2023: Pentominous

Menderbug (posted by Walker)

On this fine day, we've gathered to watch the final event of the Puzzle Pentathlon:

**Pentominous** Running! 🏃 Pairs of competitors have gathered and are preparing to circle around the track, starting from the outside and spiraling inwards. How quickly can they reach the center?

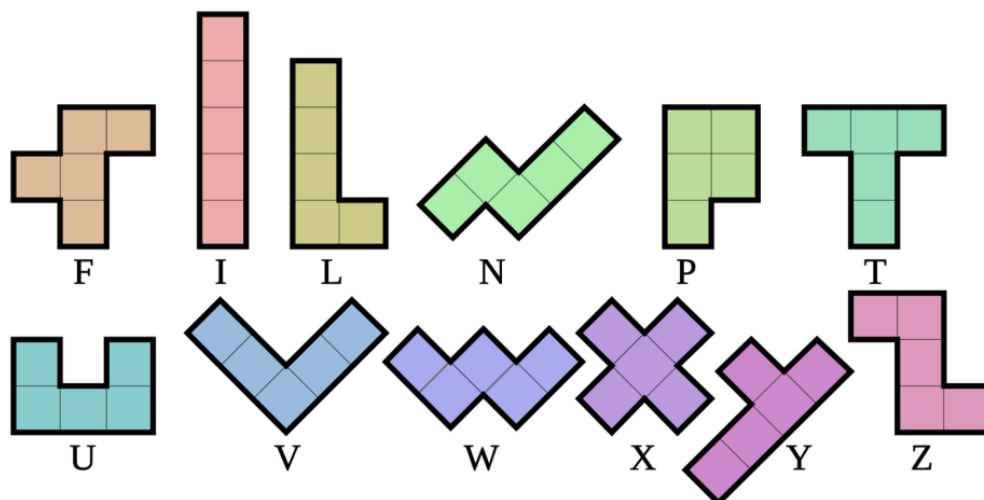
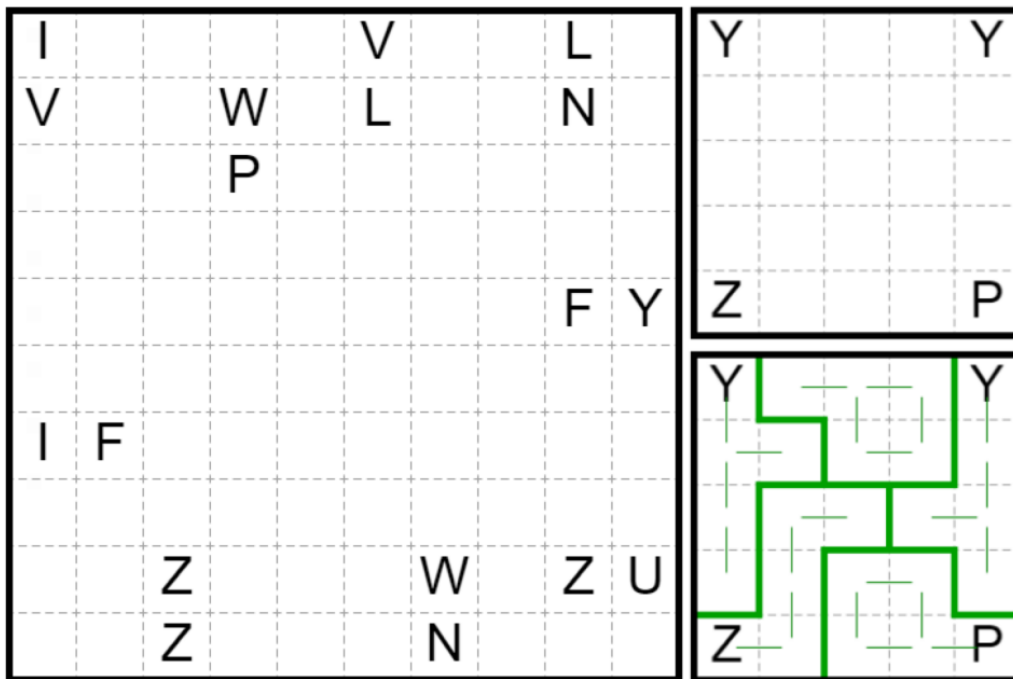
**Rules:** Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter.

**Note:** The pentominoes are labeled with letters below the puzzle in the provided image; you can also open the genre rules page (Help > Rules, at the top) and check the first solved example to see the correspondence of letters to pentominoes.

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

↑ Intro is on the previous page ↑

**Rules:** Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter.



Example (puzz.link): <https://tinyurl.com/5n8pk393>

GAPP (puzz.link): <https://tinyurl.com/mv35e7tw>

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

## October 24, 2023: Liar Loop

shye

The three of us make our way through the tunnels, but it begins to feel like we're moving in circles. The Sashigane map tells us where to turn but not the order to do so.

I sit down for a bit to ponder. 26 gates, none of which are numbered; surely this means something...

Then, it becomes clear: 26 letters! It's not anything to do with numbers. "Do either of you still have the Easy as ABC?" I ask.

Walker nods and pulls it out of their pocket. I unfold it and compare it to the map.

"Okay, we're near the entrance, let's try the first gate again."

This time, we pass through gates based on alphabetical order. I check the signs at each one. They may be painted over, but now the colors of the paint are sequentially going around the color wheel, suggesting we've worked it out!

But then, after the Z gate, we appear back at the entrance.

I groan a bit, "Okay Al, you probably know what's going on here right?"

"Unfortunately, no." He sighs. "It's about what I'd expect, but I don't know the trick here." After a short silence, Walker speaks up. "They're named Usowan after the puzzle genre, right?"

"Oh yeah I think we forgot to mention. The Clues are all named like that."

"...The genre where exactly one clue per region is lying. I was just thinking, since they kept calling you that, it might mean something?"

Each of us realise the answer at nearly the same time.

"Sashigane is made up of L-shaped regions." I begin.

"And L stands for Liar!" Alcazar adds.

Walker begins to run through the A gate again. "The L gate is lying!"

We tail behind.

On the twelfth gate, we make a left turn instead of a right, and it brings us through a small dark tunnel that eventually opens up to a spacious circular room with a large skylight. Sitting in the middle is a small figure wearing black and white. They turn around and take off their mask.

"Took you guys long enough! Have fun solving that **Liar Loop** did we?" Usowan smiles.

**Rules:** Draw a non-intersecting loop through the centers of all cells. A clue in a region means that no visit the loop makes to the region may occupy exactly the indicated number of cells

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

↑ Intro is on the previous page ↑

**Hint if you need it!** Va ybbc chmmyrf jr bsgra gnyx nobhg "nibvqvat rneyl ybbc pybfher" nf n grpuavdhr gb xrrc va zvaq, naq guvf jvyy qrsvavgryl or urycshy va guvf chmmyr, ohg creuncf n orggre jnl gb guvax nobhg gur fnzr guvat jbhyq or gb "nibvq perngvat zhygvcyr ybbcf", juvpu jvyy or cnegvphyneyl unaql ng gur raq 😊

**Rules:** Draw a non-intersecting loop through the centers of all cells. A clue in a region means that no visit the loop makes to the region may occupy exactly the indicated number of cells

|   |  |   |  |  |  |   |  |  |   |
|---|--|---|--|--|--|---|--|--|---|
| 4 |  |   |  |  |  |   |  |  | 4 |
| 1 |  |   |  |  |  |   |  |  | 1 |
| 4 |  | 4 |  |  |  | 4 |  |  | 3 |
|   |  |   |  |  |  |   |  |  |   |
| 1 |  |   |  |  |  |   |  |  | 2 |
| 3 |  |   |  |  |  |   |  |  | 3 |
|   |  |   |  |  |  |   |  |  |   |
| 2 |  | 4 |  |  |  | 4 |  |  | 4 |
| 1 |  |   |  |  |  |   |  |  | 1 |
| 4 |  |   |  |  |  |   |  |  | 4 |

|   |  |  |  |  |   |
|---|--|--|--|--|---|
| 3 |  |  |  |  | 4 |
| 2 |  |  |  |  |   |
| 2 |  |  |  |  |   |
|   |  |  |  |  | 3 |
|   |  |  |  |  | 2 |
| 6 |  |  |  |  | 3 |

|   |  |   |  |   |   |
|---|--|---|--|---|---|
| 3 |  | * |  | * | 4 |
| 2 |  | * |  | * |   |
| 2 |  |   |  | * |   |
| * |  |   |  |   | 3 |
| * |  | * |  |   | 2 |
| 6 |  | * |  | * | 3 |

Example (Penpa+): <https://tinyurl.com/yn6b9lsp>

GAPP (Penpa+): <https://tinyurl.com/yuyxnm3>

Walkthrough: <https://youtu.be/LxXJSsWIO3A>

## October 25, 2023: Star Duel

Walker

"Usowan!" Alcazar shouts. "What is the meaning behind these deceitful puzzles?"

"Aren't they fun?" Usowan nods in acknowledgement. "It's been a while, Alcazar.

Unfortunately, you're not the one I want to talk to."

They glance over to Shye and me. "If your only concern is the GAPP backlog, don't worry - I'll have it fixed by tomorrow morning. But if you're here looking for answers, I'll need to challenge you to one more puzzle. Think of it as a duel. A **Star Duel**, if you will."

Two hovering grids materialize below the large skylight. "One grid representing the light from the sun, and the other, the darkness of the moon's shadow. Does either have all the answers?"

I walk up to the sun-shaped grid, and Shye goes toward the moon. "If we solve this you'll tell us everything, right?"

"Everything? Isn't it more fun when you know less?" They tease. We look back in silence. "Oh fine, I'll share what I know, just at least make this entertaining!"

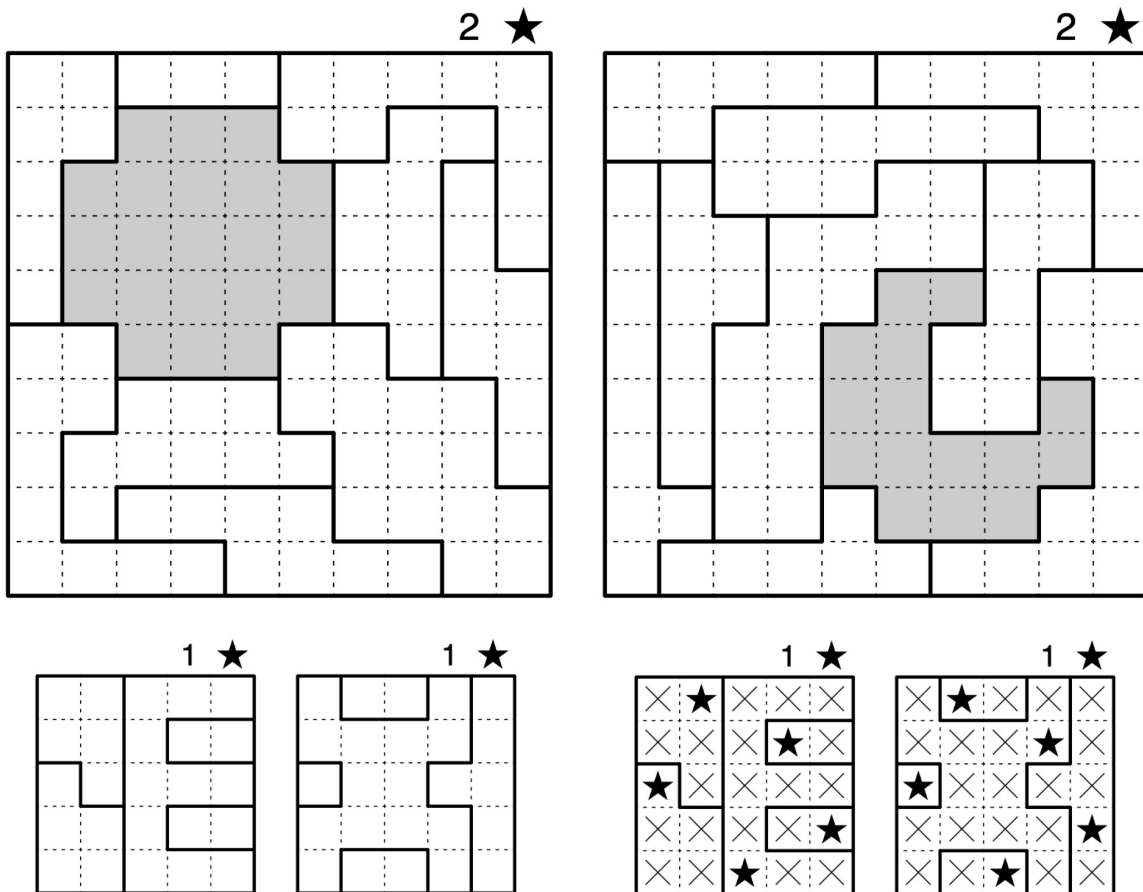
**Rules:** Place exactly as many stars as indicated above the puzzle in every row, column, and region. Stars cannot touch each other orthogonally or diagonally. Stars must be in the same position in both grids.

**Note:** This puzzle can be solved by **two solvers at once**, using network play! Each solver should open one of the two links under Duo. Then, decide on a secret word, and in the URLs, change CODE1 or CODE2 to this word. As you solve, progress should sync between the two grids!

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

↑ Intro is on the previous page ↑

**Rules:** Place exactly as many stars as indicated above the puzzle in every row, column, and region. Stars cannot touch each other orthogonally or diagonally. Stars must be in the same position in both grids.



**Example:** **Solo** (Penpa): <https://tinyurl.com/ytgnsomj>  
**Duo** Left Grid (puzzlink): <https://tinyurl.com/vhfshrpt>  
Right Grid (puzzlink): <https://tinyurl.com/3y9rk89s>

**GAPP** **Solo** (Penpa): <https://tinyurl.com/yvpbltok>  
**Duo** Sun (puzzlink): <https://tinyurl.com/ssw7dxnm>  
Moon (puzzlink): <https://tinyurl.com/3wn4wax8>

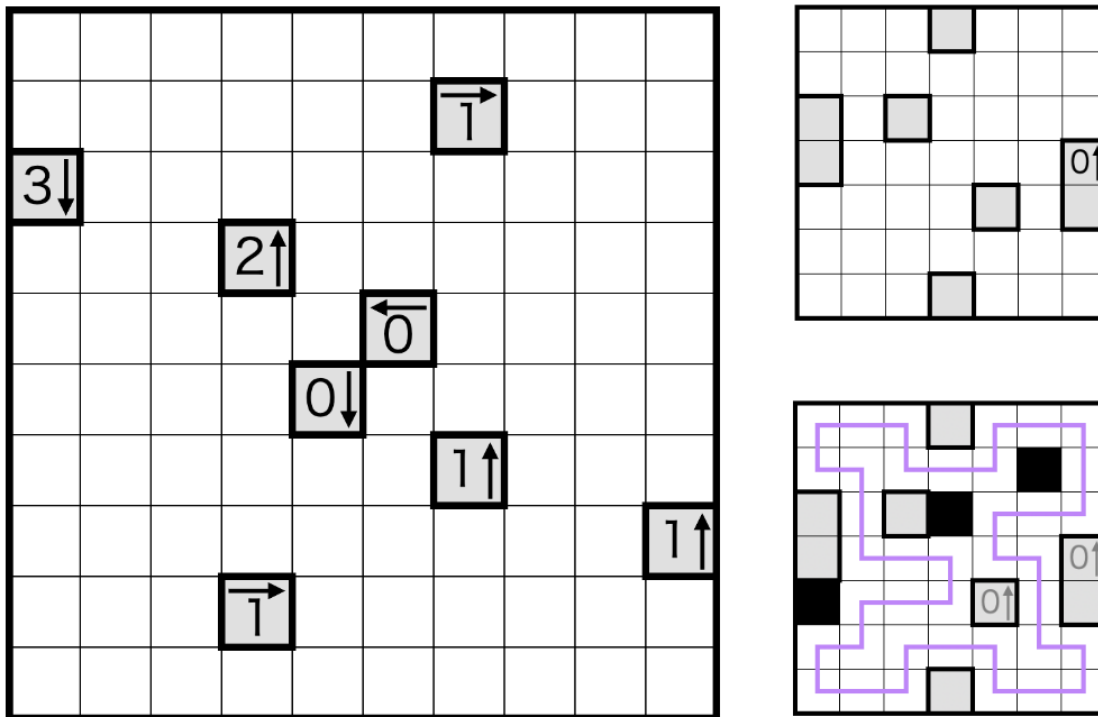
Walkthrough: <https://youtu.be/txkrMdoXL14>

October 26, 2023: Yajilin (Short)

Lavaloid

short intro **Yajilin (Short)**

**Rules:** Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction. No straight line segment may be more than two cells in length.



Example (puzz.link): <https://tinyurl.com/yck3uf3m>

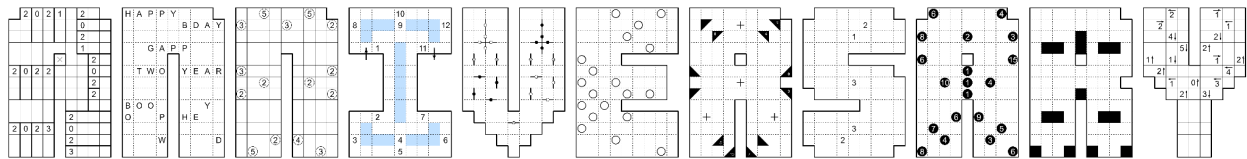
GAPP (puzz.link): <https://tinyurl.com/54cszh72>

Walkthrough: [https://youtu.be/-Lv7xHp\\_JMQ](https://youtu.be/-Lv7xHp_JMQ)

## October 27, 2023: 2nd Anniversary Pack

GAPP team

Gather round to celebrate! Today marks the **2nd anniversary** of the GAPP series. Enjoy this little puzzle collection we put together for the occasion! The plan was to have one puzzle from each team member, whether setter or tester, past or present, but of course participation was optional for former members. As such, Shye has made an extra Ring-Ring to honour Riri's contributions as a tester, and we've all come together and collaboratively constructed the final puzzle to fill in for Tyrg. With so many puzzles, we don't have space for examples today, but all of these genres have appeared on GAPP before, so you can search in: `daily-pencil-puzzles` if you need a refresher.



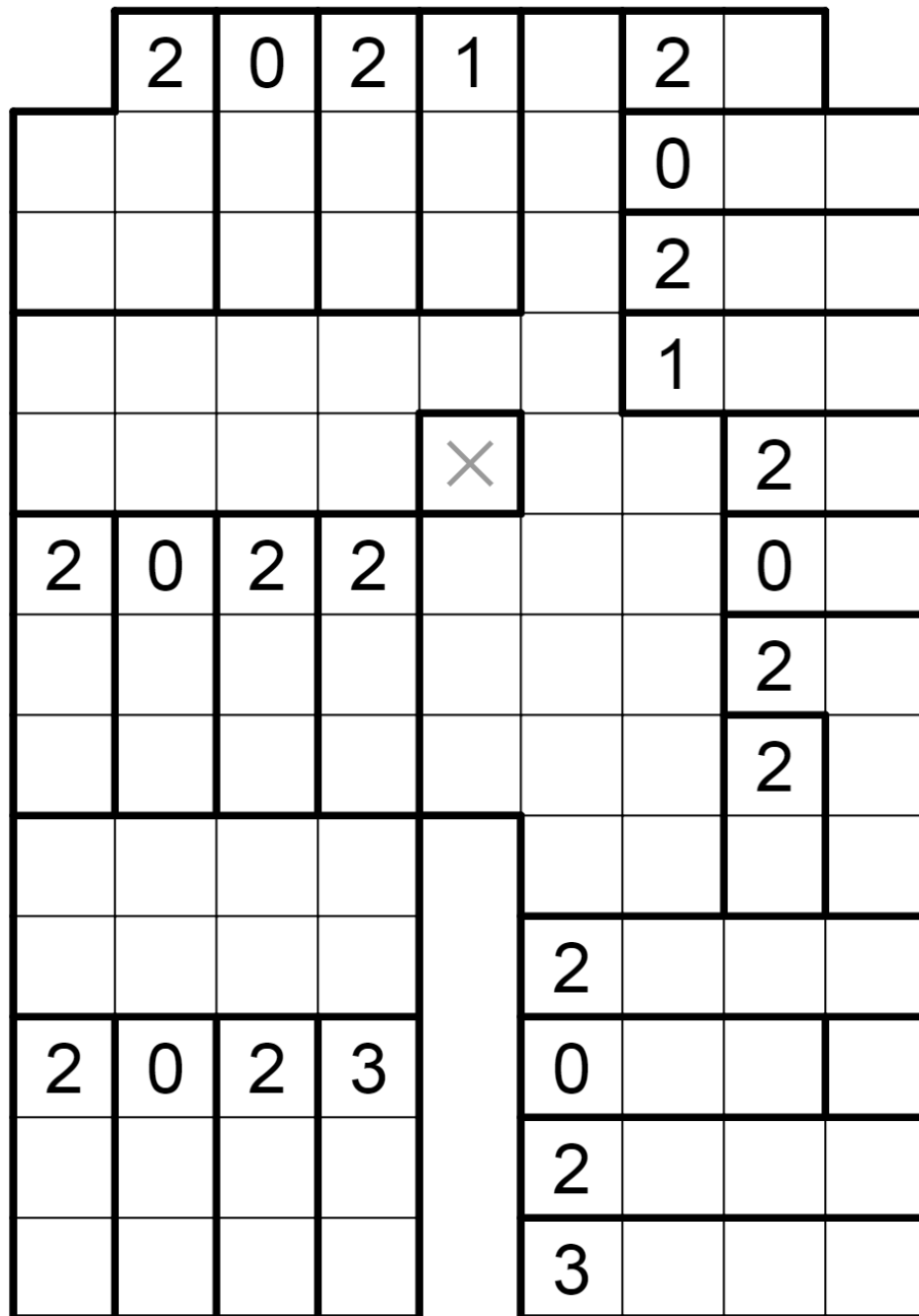
Walkthroughs: <https://youtu.be/VfrhXe8jVyA>

↓ Each puzzle and its rules will be displayed on the next pages separately, in order ↓

**A is for Aqre** (by Freddie): <https://tinyurl.com/ypb67xd3>

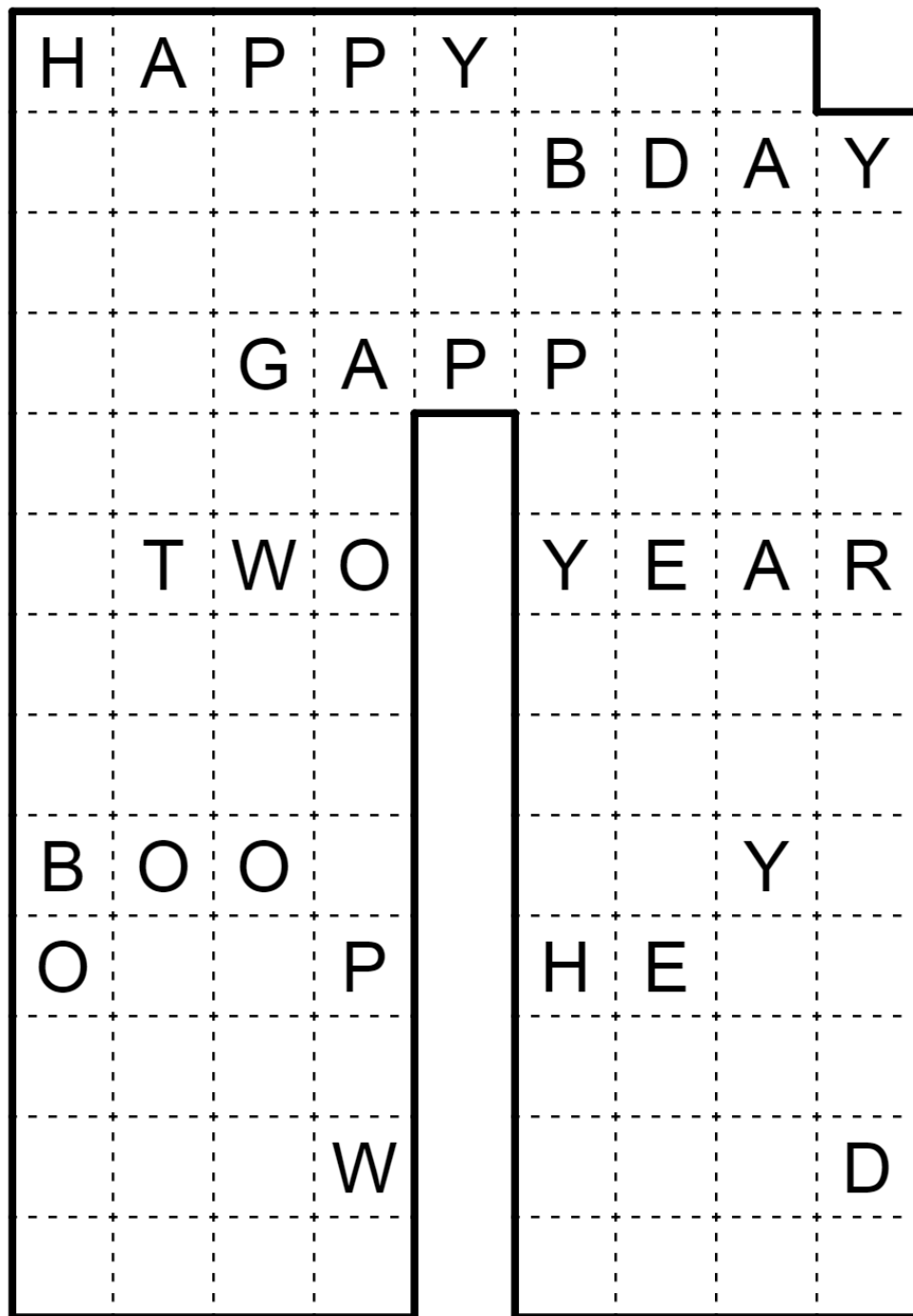
Shade some cells so that all shaded cells form one orthogonally connected area.

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. The "X" only clarifies that this cell is not part of the grid. It is considered neither shaded nor unshaded.

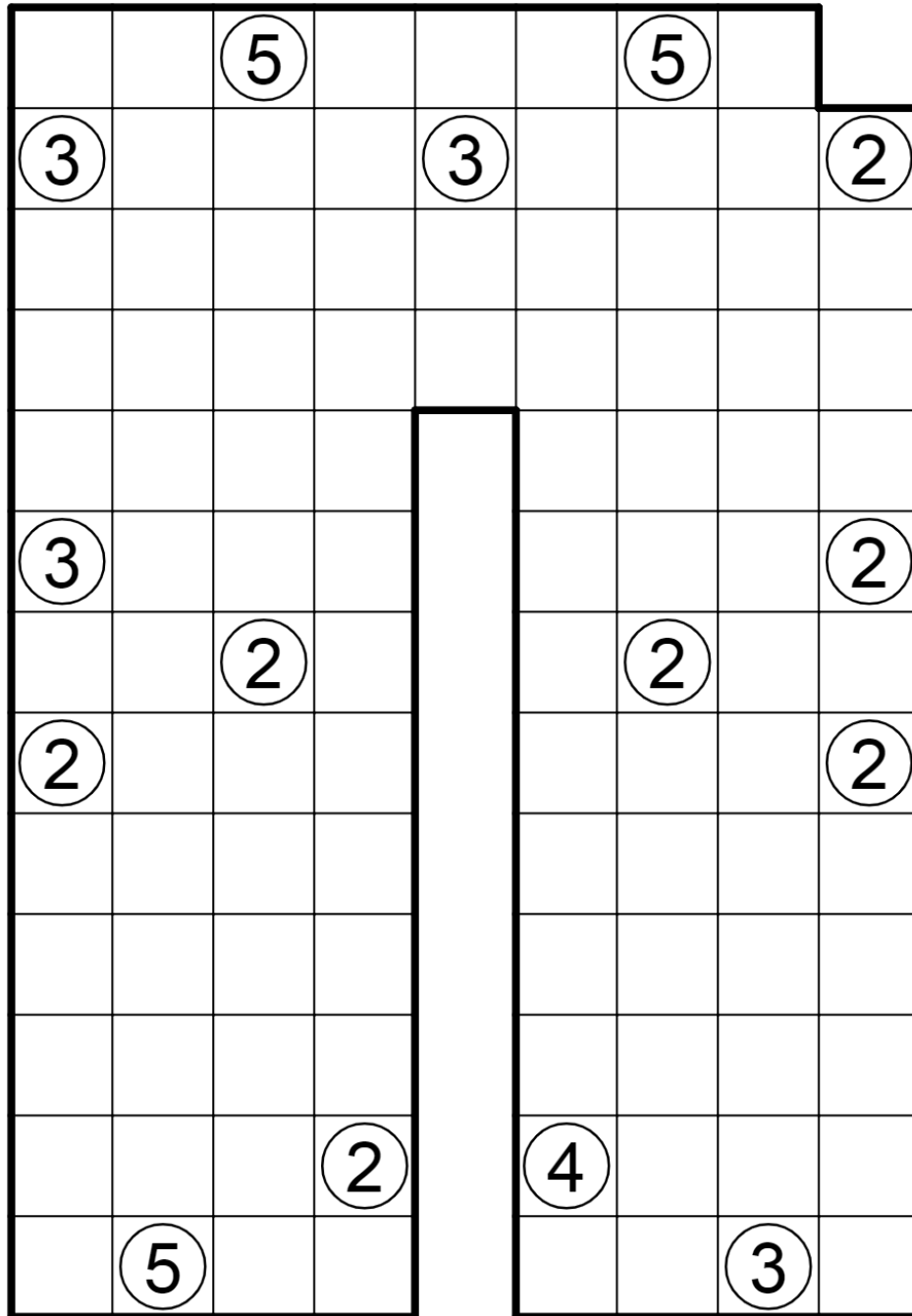


**N is for NIKOJI** (by Lavaloid): <https://tinyurl.com/yr55npvd>

Divide the grid into regions of orthogonally connected cells, each containing exactly one clue. Regions with the same clue type must be exactly identical in shape, orientation, and position relative to the clue. Regions with different clue types may not be the same shape, counting rotations and reflections as the same.

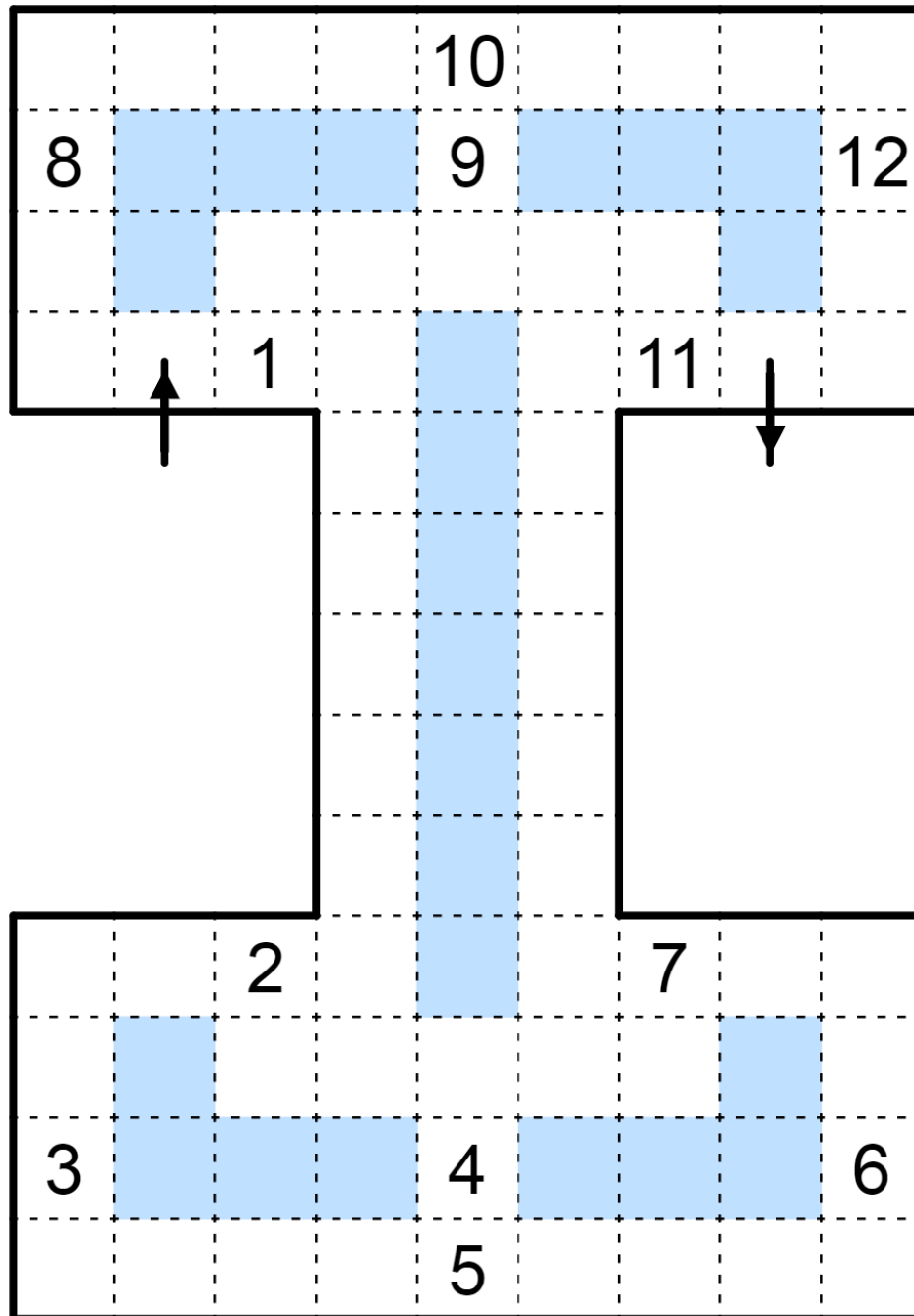


Shade some cells so that the remaining unshaded cells form one orthogonally connected area. No  $2 \times 2$  region may be entirely shaded or unshaded. Circles mark every instance of a cell which is unshaded and orthogonally adjacent to exactly one other unshaded cell. If a circle contains a number, it indicates how many cells are in the straight line of unshaded cells coming out of the cell with the circle, including itself.



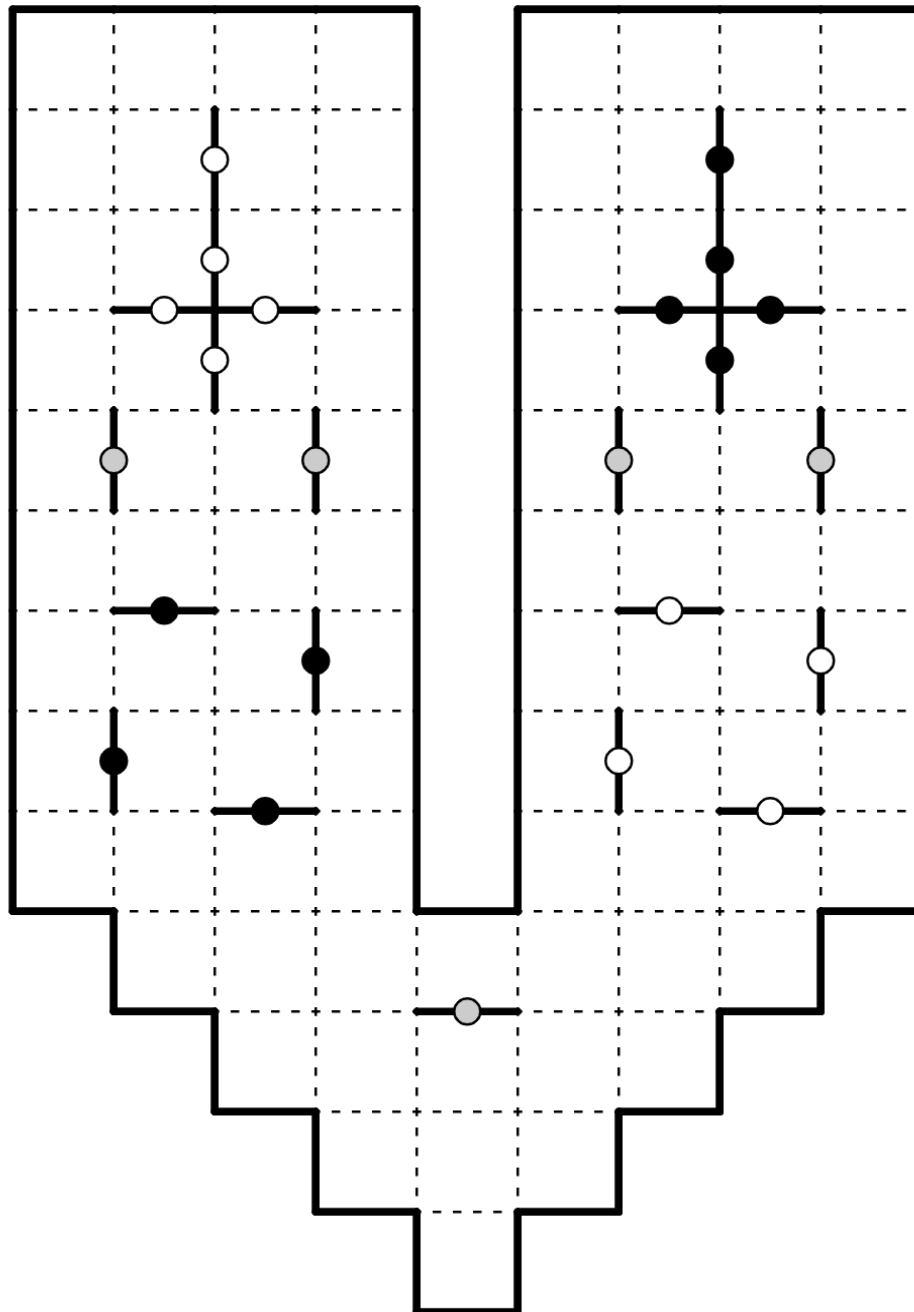
**I is for Icelom** (by Walker): <https://tinyurl.com/ysnu4eak>

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



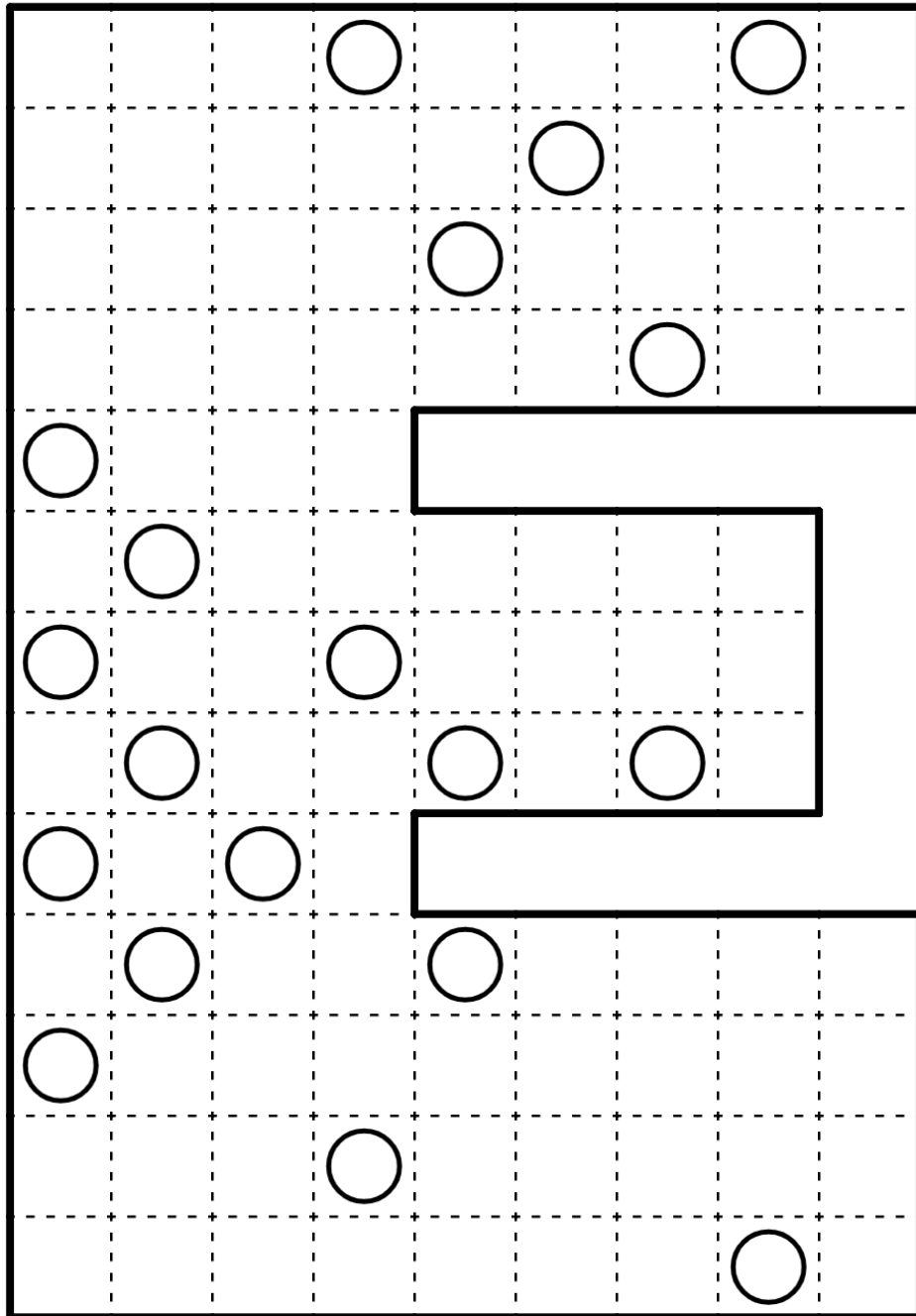
**V is for Voxas** (by Menderbug): <https://tinyurl.com/222scxc2>

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



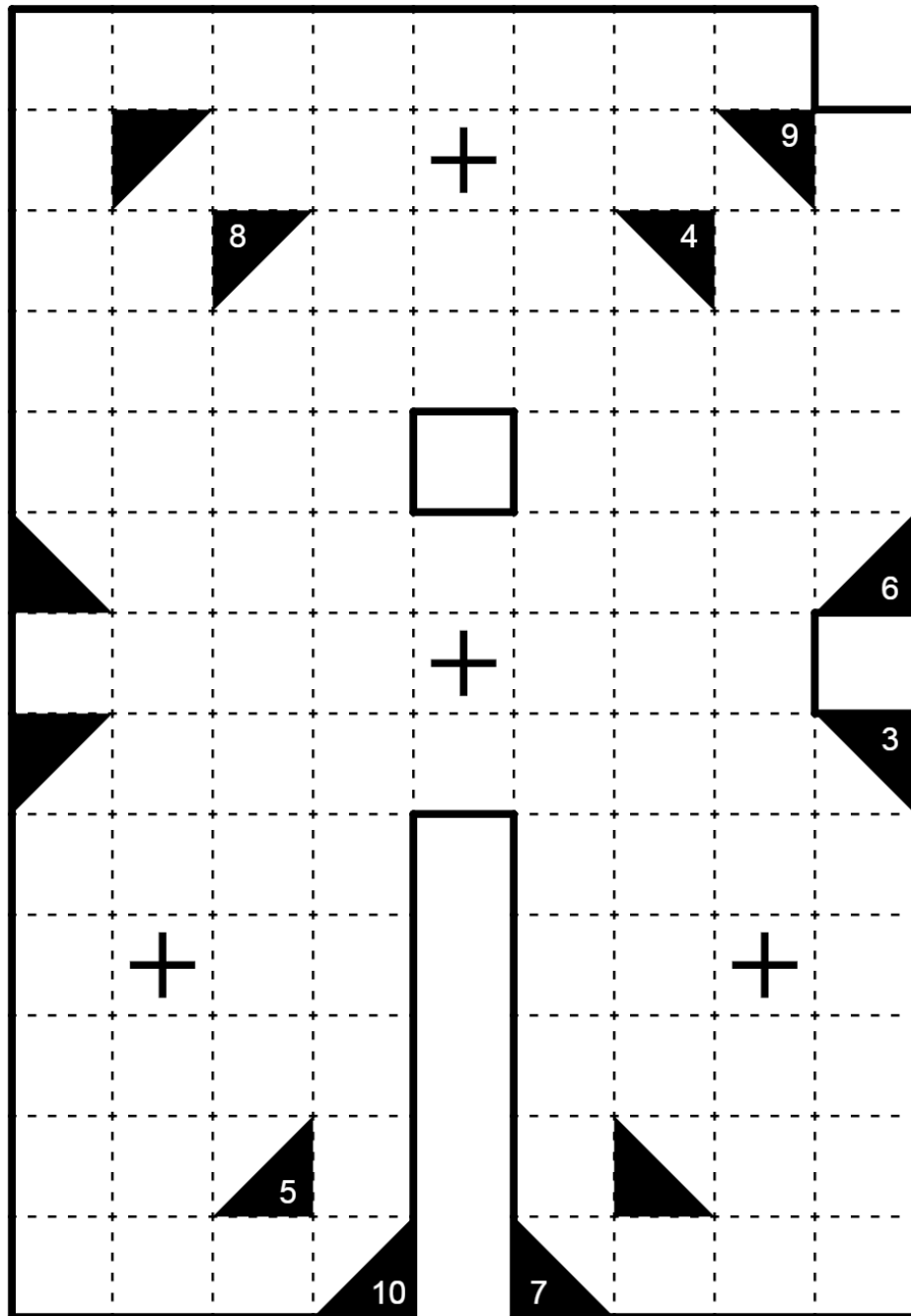
**E is for Every Second Straight** (by Eric): <https://tinyurl.com/yofxekow>

Draw a non-intersecting loop through the centers of all cells. Every second cell in which the loop goes straight is marked with a circle.



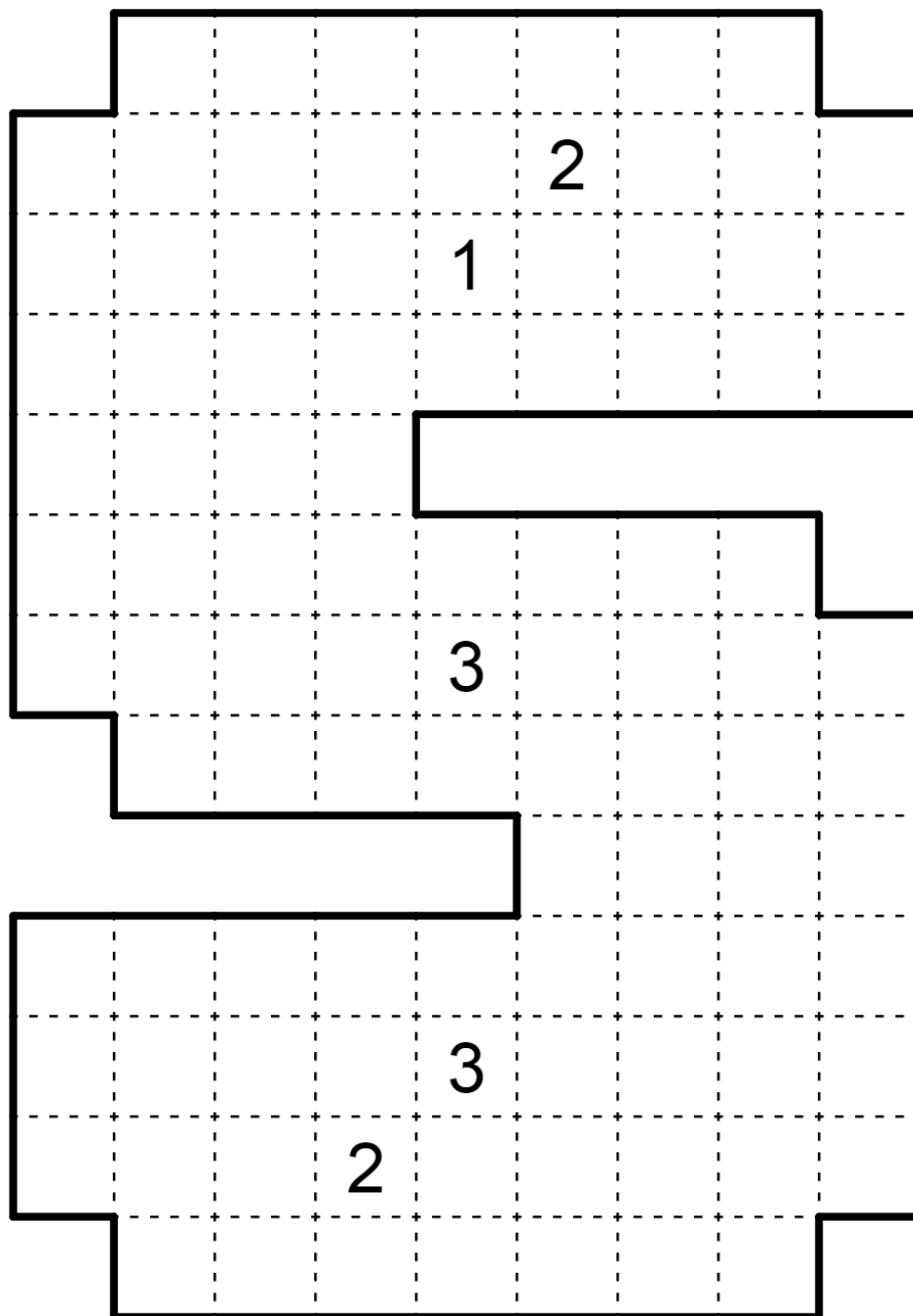
**R is for Reflect Link** (by bakpao): <https://tinyurl.com/yoybuef2>

Draw a non-intersecting loop through the centers of some cells. Two perpendicular line segments must cross each other at given intersections, but nowhere else. Every triangle must be touched by the loop. Triangles reflect the loop at right angles, and a number in a triangle indicates the total number of cells that the lines coming out of it travel to before turning, including the cell the triangle is in.



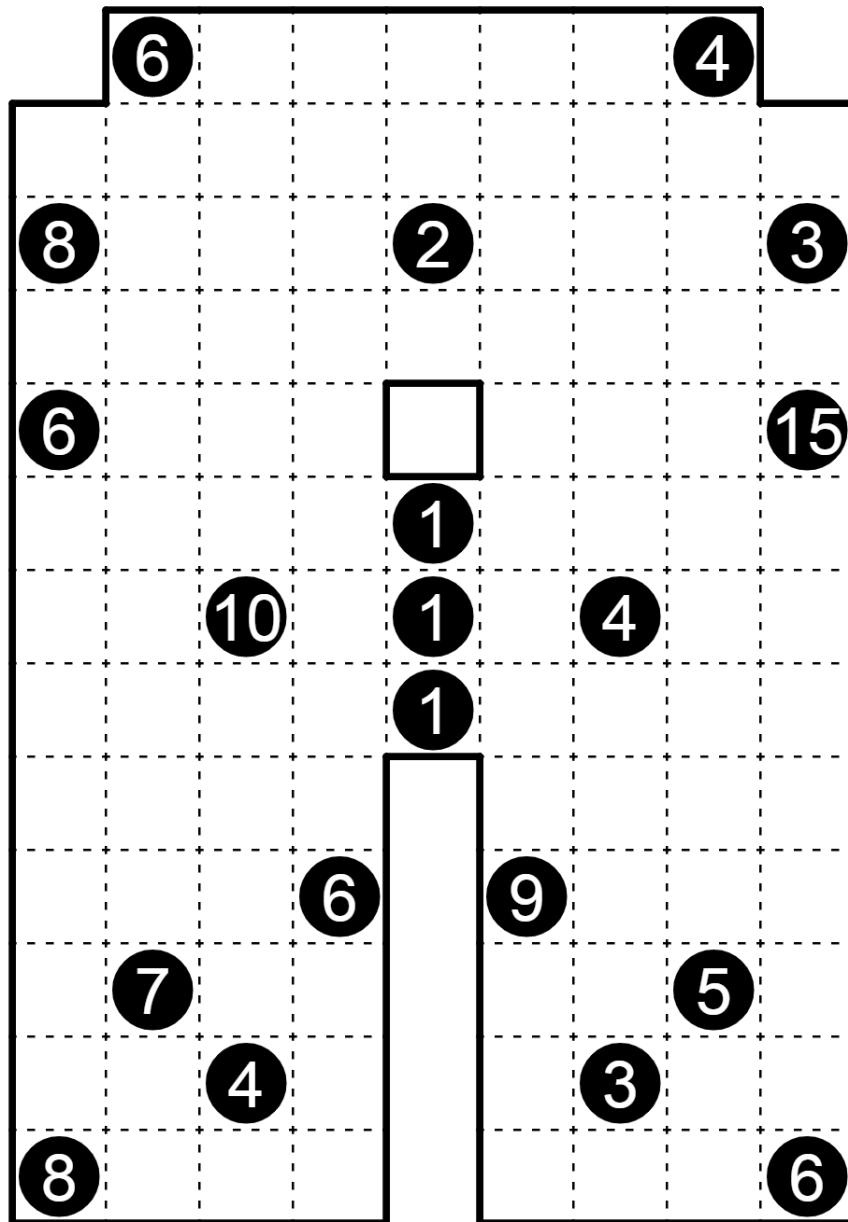
**S is for Square Jam** (by xoned): <https://tinyurl.com/yn8y8goh>

Divide the grid into square regions of orthogonally connected cells. A number indicates the side length of the square it's in. There may not be a point in which 3 or 4 regions meet up at a corner. (Note the slight change in the rules to account for the non-rectangular grid.)



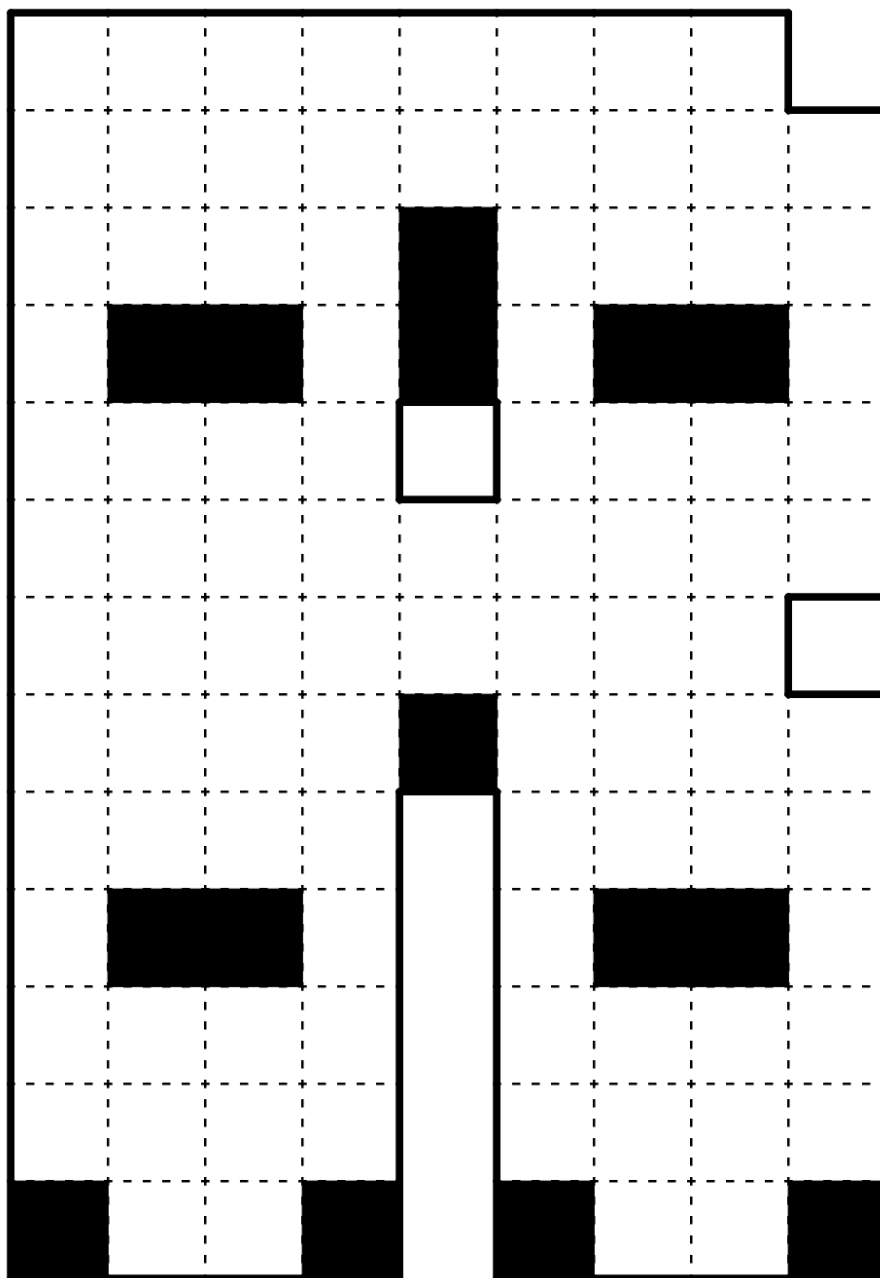
**A is for Aho-ni-Narikire** (by jovi\_al): <https://tinyurl.com/yn5ntm3o>

Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one clue, the value of which represents the number of cells in the region. If the number of cells in the region is a multiple of 3, the region must be an L shape (a rectangle with another rectangle smaller in both dimensions removed from a corner). If the number of cells in the region is not a multiple of 3, the region must be rectangular.



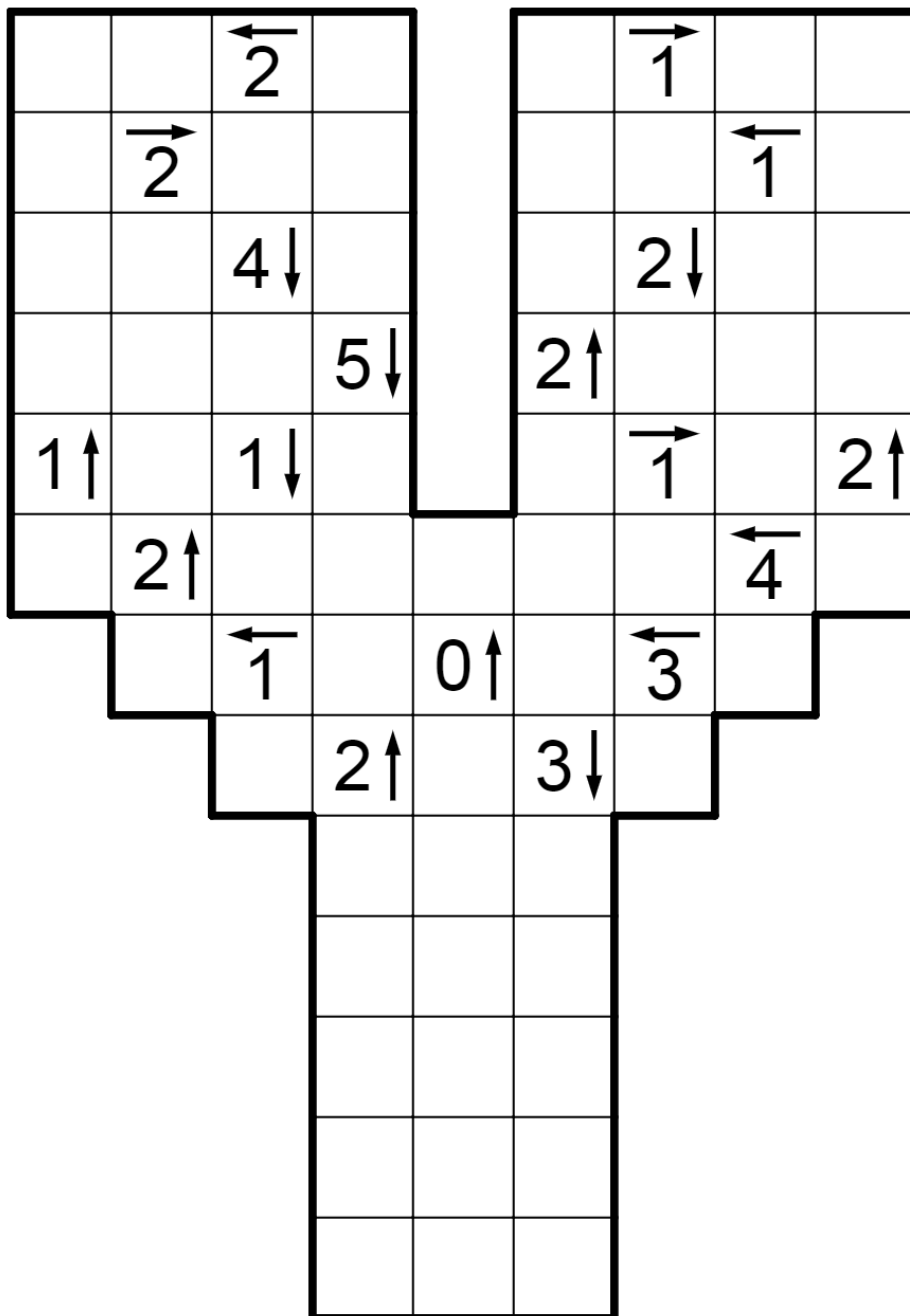
**R is for Ring-Ring** (by Shye): <https://tinyurl.com/yraa6le9>

Draw rectangular loops through the centers of empty cells so that every empty cell gets used. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap.



**Y is for Yajisan-Kazusan** (by GAPP team) <https://tinyurl.com/yv3hqmux>

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. Clues cannot see past the gap in the top half of the grid.



## October 28, 2023: Compass

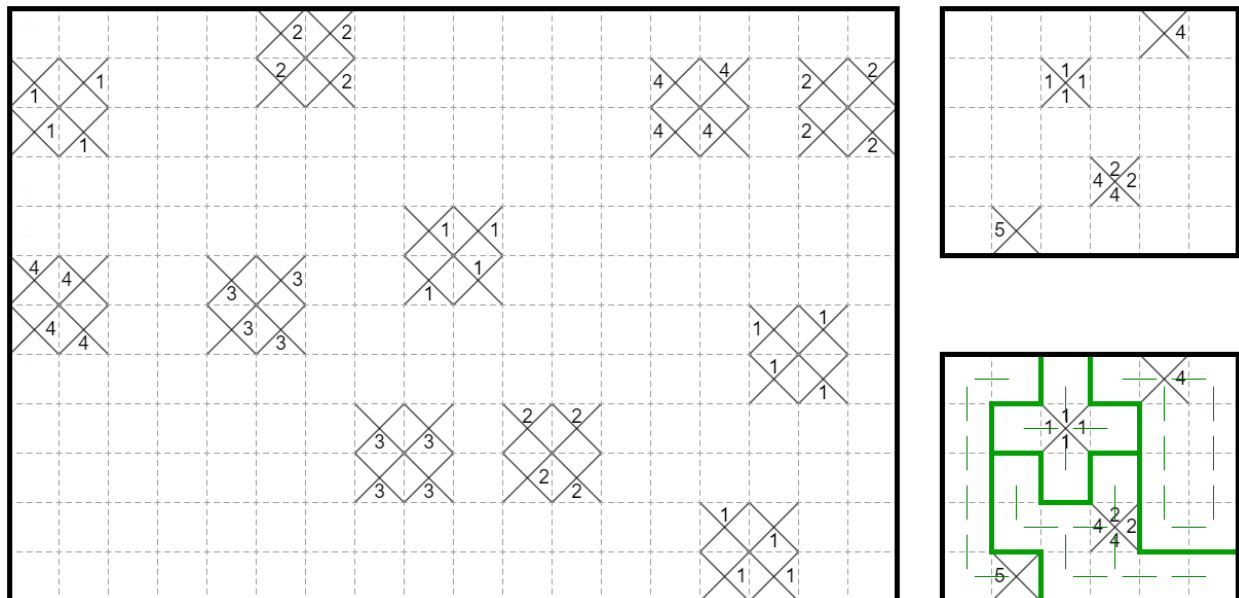
Menderbug

I have found my way back home from WPC, so I no longer have any use for this **Supersized Compass**. Truth be told, it barely fit in my backpack, I probably should've brought a travel-sized one to begin with.

(Compass is a notoriously tricky genre. I've tried my best to keep the puzzle flowy, but there's a GAPP 101 below in case you get stuck.)

**Rules:** Divide the grid into regions of orthogonally connected cells, each containing exactly one compass. A number in a compass indicates how many cells belong to its region that are further in the indicated direction than the compass itself.

**GAPP 101:** (ROT13) Fbzrgvzrf, pyhrf arrq gb ernpu sne-njnl pryyf gb fngvfl guve ahzore. Rira vs lbh pna'g gryy ubj rknpgyl gurl'yy trg gurur, purpx vs gurl arrq gb fdhrmr guebhtu nal 1-pryy jvqr tncf, be vs lbh pna qrgrezvar juvpu pryyf jvyv raq hc fngvflvat gur ahzore fb lbh pna jbex onpxjneqf sebz gurur.



Example (puzz.link): <https://tinyurl.com/52zr5wf3>

GAPP (puzz.link, Landscape): <https://tinyurl.com/48xr95wz>

GAPP (puzz.link, Portrait): <https://tinyurl.com/bdd78euz>

Walkthrough: <https://youtu.be/L8x9amIFo4g>

## October 29, 2023: Tawa

Freddie Hand

Today's snack is a perfectly standard-shaped logic puzzle genre on a grid of perfectly square cells, on a perfectly ordinary day, with a perfectly normal name of **Tawamurenga** aka **Tawa**, described by a perfectly average-length sentence, with a perfectly expected way to drive this joke so deep into the ground that it ended up near New Zealand. After all, my colourless green ideas sleep furiously.

**Rules:** Shade some cells such that each shaded cell has at least one shaded cell directly beneath (except for shaded cells on the bottom row). In a row, there may not exist a consecutive run of three or more shaded cells. Clued cells cannot be shaded, and represent the total number of shaded cells that share an edge with the clue (cells containing a ? can have any number of shaded cells around them, including 0).

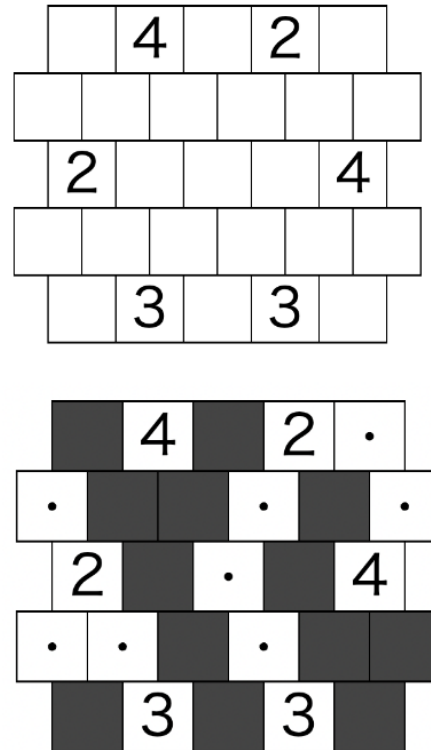
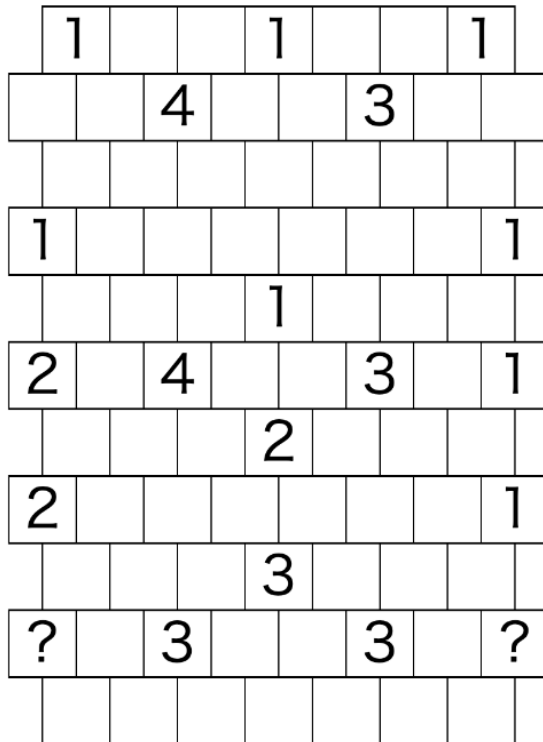
A couple of small **GAPP 101s** for this puzzle: (ROT13)

- Rirel funqrq pryy zhfg 'rfpncr' gb gur obggbz bs gur tevq: fbzrgvzrf gurer ner irel srj cbffvoyr ebhgrf, rfcprvnyyl jvgu fznyy ahzore pyhrf nebhaq.
- Fbzrgvzrf, funqvat n pryy vzzrqvngryl sbepfr nabgure pryy haqrearngu vg gb or funqrq: ntnva guvf pna or cbjreshy nebhaq fznyy pyhrf.

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

↑ Intro is on the previous page ↑

**Rules:** Shade some cells such that each shaded cell has at least one shaded cell directly beneath (except for shaded cells on the bottom row). In a row, there may not exist a consecutive run of three or more shaded cells. Clued cells cannot be shaded, and represent the total number of shaded cells that share an edge with the clue (cells containing a ? can have any number of shaded cells around them, including 0).



Example (Puzz.link): <https://tinyurl.com/2d3zkxck>

GAPP (Puzz.link): <https://tinyurl.com/59h79hzh>

Walkthrough: <https://youtu.be/ago1XdrU2Kk>

## October 30, 2023: Masyu (Full)

shye

"Wonderful!" Usowan exclaims as we complete the Star Duel puzzle, "What a show! That was everything I could've wanted: the clever logic, the speedy intuition, and strong teamwork. You GAPP folks really don't disappoint!"

"Intuition?" Alcazar questions, stepping forward.

"Oh come on now, AI. Let's not start up that old debate again, you know we never could find common ground on it." They continue, "Okay, you've tickled me. Where should I start..."

"Maybe tell me why I lost my memories." I interrogate.

"Ah yes, well isn't it obvious? You were trespassing! And when I confronted you about it, you played dumb with me. I figured if you were going to pretend you didn't know, then I'd take it from you."

"...Take?"

"That's my special power! All the clues have one: I can turn lies into truths. If you'd like to stay on my good side, maybe be careful about what you say around me..." They tease.

I turn to Walker and Alcazar. "I... really didn't think I was lying."

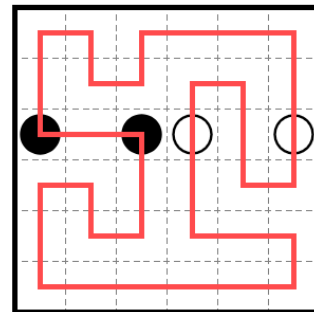
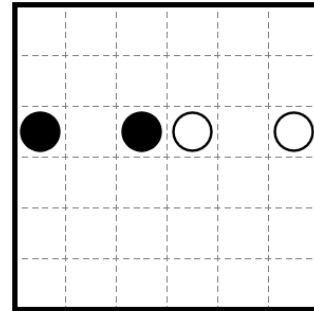
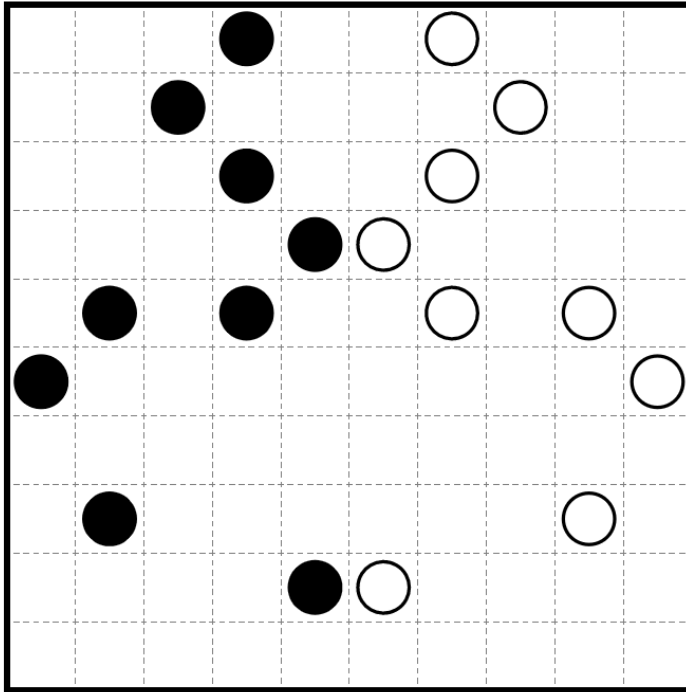
Usowan sighs, "Well I suppose it's only fair if I fill the blanks then." They sit down cross-legged and start drawing a grid on the ground. "You had a page from the History of Puzzulia, specifically the Guide Arrow map of the Clues' Orchard. When I questioned you about it, you came up with this elaborate story about needing materials for the GAPP team. Sound familiar?"

They finish up their drawing. "I could've told you all you need to know about the Orchard, had you not lied. I worked out the whole thing centuries ago... Walker! Take a look at this **Full Masyu** and tell me what you notice about the black side and the white side."

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

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

↑ Intro is on the previous page ↑



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

Example (Penpa+): <https://tinyurl.com/2x9g3s9v> (Puzz.link):

<https://tinyurl.com/pnr46p8a>

GAPP (Penpa+): <https://tinyurl.com/ymkyh5lb> (Puzz.link): <https://tinyurl.com/h3adefnw>

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

## October 31, 2023: Haunted Mirror Maze

Walker

I work through the Full Masyu, and then try to answer. "Well, the two sides are mirror images of each other, and the all the pearls of one color are on one side of the puzzle..." I'm not too pleased with this answer, and neither is Usowan. "You'll need to think harder than that! It wouldn't be a hidden meaning if you could see it without solving the puzzle, would it?"

I glance over to Shye, also looking over the solved Masyu grid, and Alcazar, standing disinterestedly off to the side. "Well... one thing that stands out to me as a constructor is how both sides are unique, and not overclued. I'm used to black circles providing more information than white ones, but they seem equally powerful here." "Interesting! I'll leave the analogies to you." Was my answer correct? Usowan's excitement didn't seem genuine... but maybe they would have reacted that way to any response.

"Anyway! I'm sure you don't want to get lost in those winding tunnels again. I came in through a small **Haunted Mirror Maze**, which you'll find through that archway in the back. But watch out for the monsters - you may not always see them coming..."

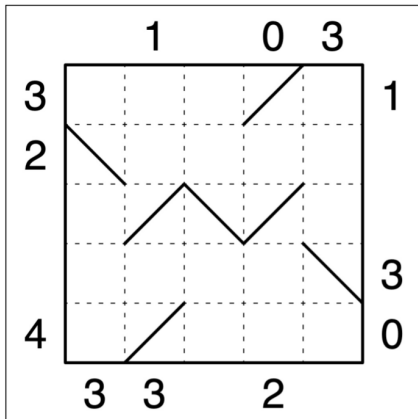
**Rules:** Place the given number of vampires, ghosts, and zombies into the grid such that each empty cell contains one monster. A clue outside the grid indicates how many monsters can be seen when looking straight into the grid from its location. Mirrors divert the line of sight. Vampires can't be seen in mirrors. Ghosts can only be seen in mirrors. Zombies can always be seen. If a line of sight travels through a cell twice, that cell's monster is counted again.

**Note:** The three sample grids to the right of the puzzle show whether each monster is visible directly and/or visible through a mirror. The letters below the grid show how many of each monster appear in the grid; feel free to mark these off while solving.

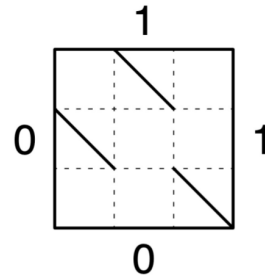
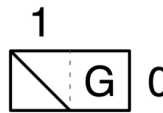
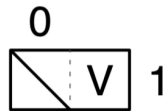
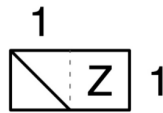
**Interface Note:** For answer check, make sure to use capital letters in the grid!

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

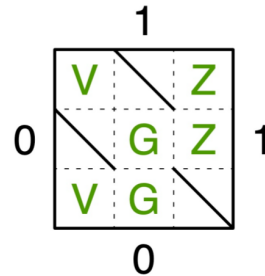
↑ Intro is on the previous page ↑



Z Z Z Z Z Z  
V V V V V V  
G G G G G G



Z Z  
V V  
G G



Z Z  
V V  
G G

**Rules:** Place the given number of vampires, ghosts, and zombies into the grid such that each empty cell contains one monster. A clue outside the grid indicates how many monsters can be seen when looking straight into the grid from its location. Mirrors divert the line of sight. Vampires can't be seen in mirrors. Ghosts can only be seen in mirrors. Zombies can always be seen. If a line of sight travels through a cell twice, that cell's monster is counted again.

Example (Penpa+): <https://tinyurl.com/ynpyrm5q>

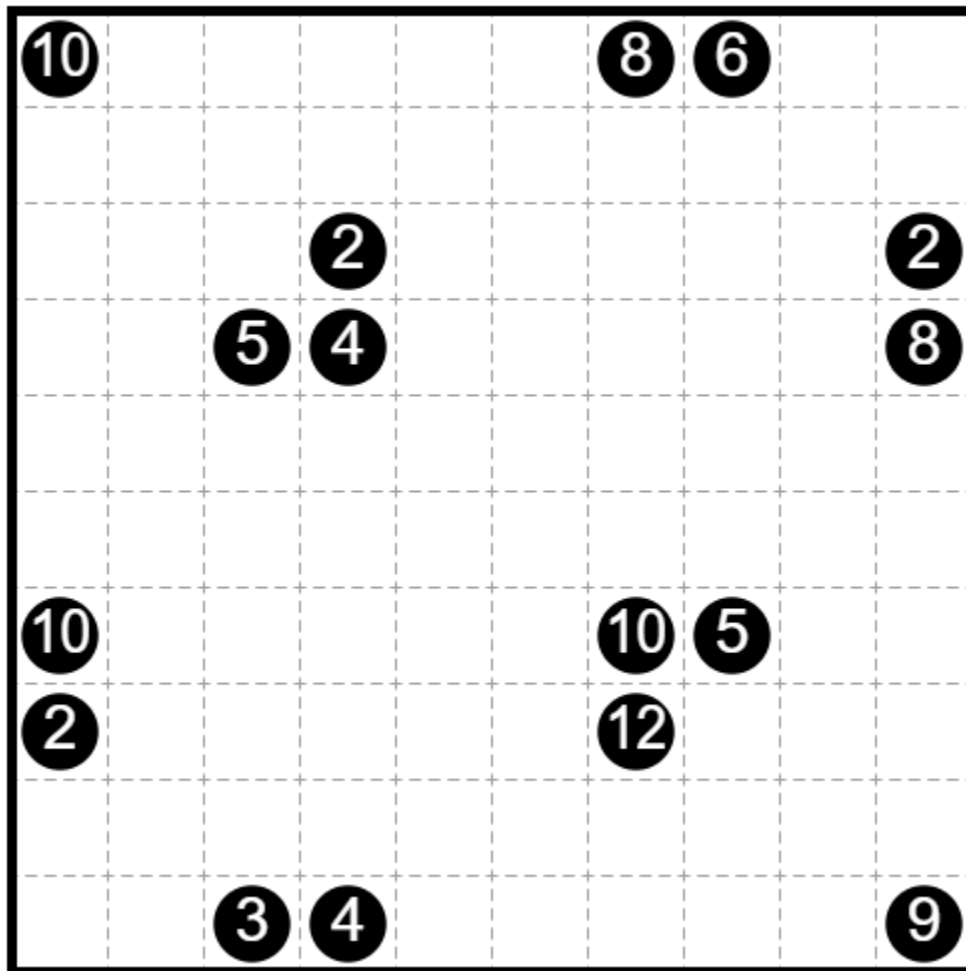
GAPP (Penpa+): <https://tinyurl.com/ypgq28aa>

Walkthrough: <https://youtu.be/DsePdrELT94>

### Bonus 1: Shikaku

Walker

**Rules:** Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one circle. A number in a circle represents how many cells are in the region the circle belongs to.



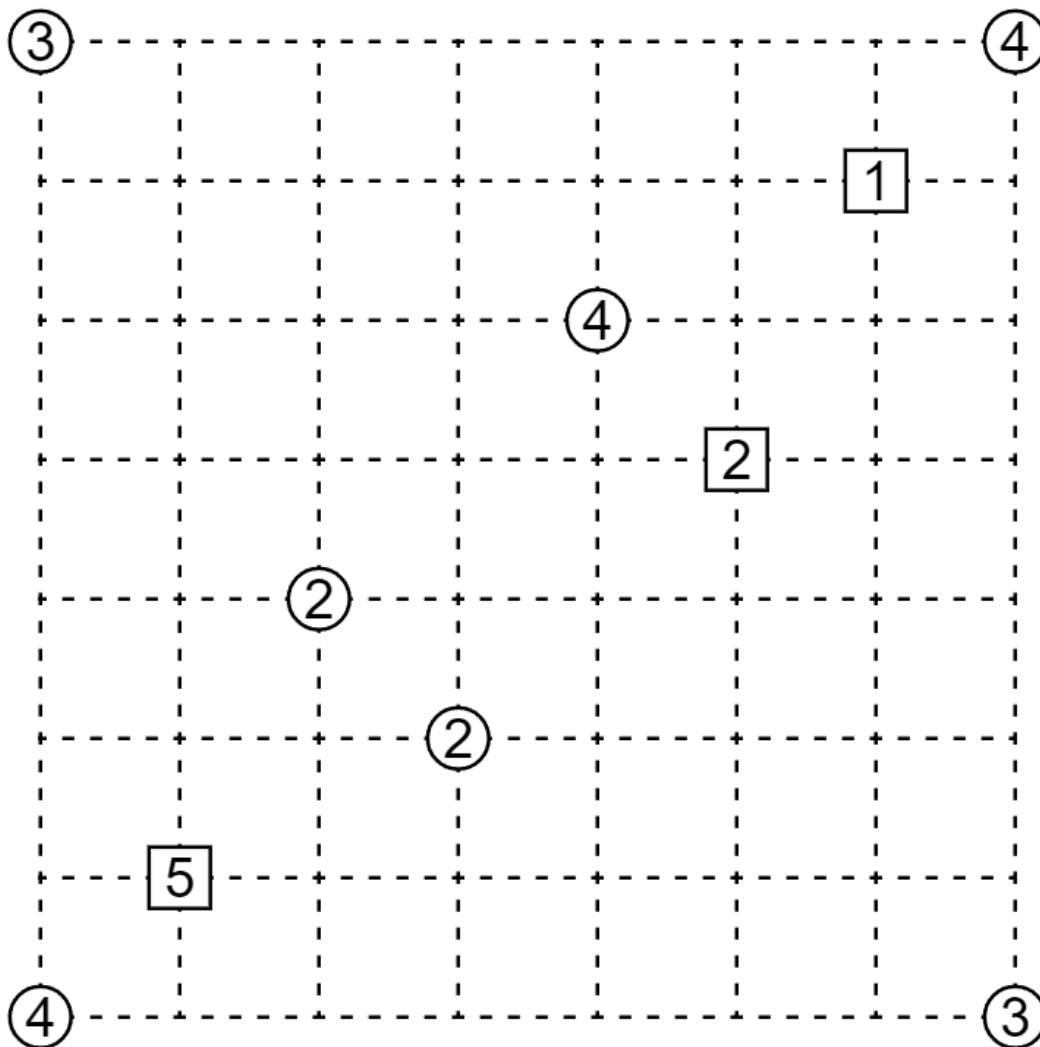
Example (puzz.link), by Jovi: <https://tinyurl.com/2mc6f88d>

Puzzle (puzz.link): <https://tinyurl.com/mr3yfend>

## Bonus 2: Leaf Vein (Square)

Menderbug

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



Example (Penpa+): <https://tinyurl.com/ym7p8fzs>

Puzzle (Penpa+): <https://tinyurl.com/ylzsz3pa>

### Bonus 3: Chiaroscuro

Lavaloid

**Rules:** Shade some cells so that each group of shaded or unshaded cells is a unique shape. Shapes that are rotated or reflected are considered the same shape. All shaded groups have an even number of cells, and all unshaded groups have an odd number of cells. Number clues represent the size of the region they occupy.

|   |   |   |    |   |   |   |   |    |   |
|---|---|---|----|---|---|---|---|----|---|
|   |   |   |    |   |   | 7 |   |    |   |
|   |   |   |    | 7 |   |   |   |    |   |
|   |   | 2 |    |   |   |   | 6 |    |   |
| 1 |   |   |    |   | 5 |   |   |    |   |
|   |   |   |    |   |   |   |   | 16 |   |
|   | 4 |   |    |   |   |   |   |    |   |
|   |   |   |    | 4 |   |   |   |    | 7 |
|   |   | 3 |    |   |   |   | 3 |    |   |
|   |   |   |    |   | 5 |   |   |    |   |
|   |   |   | 10 |   |   |   |   |    |   |

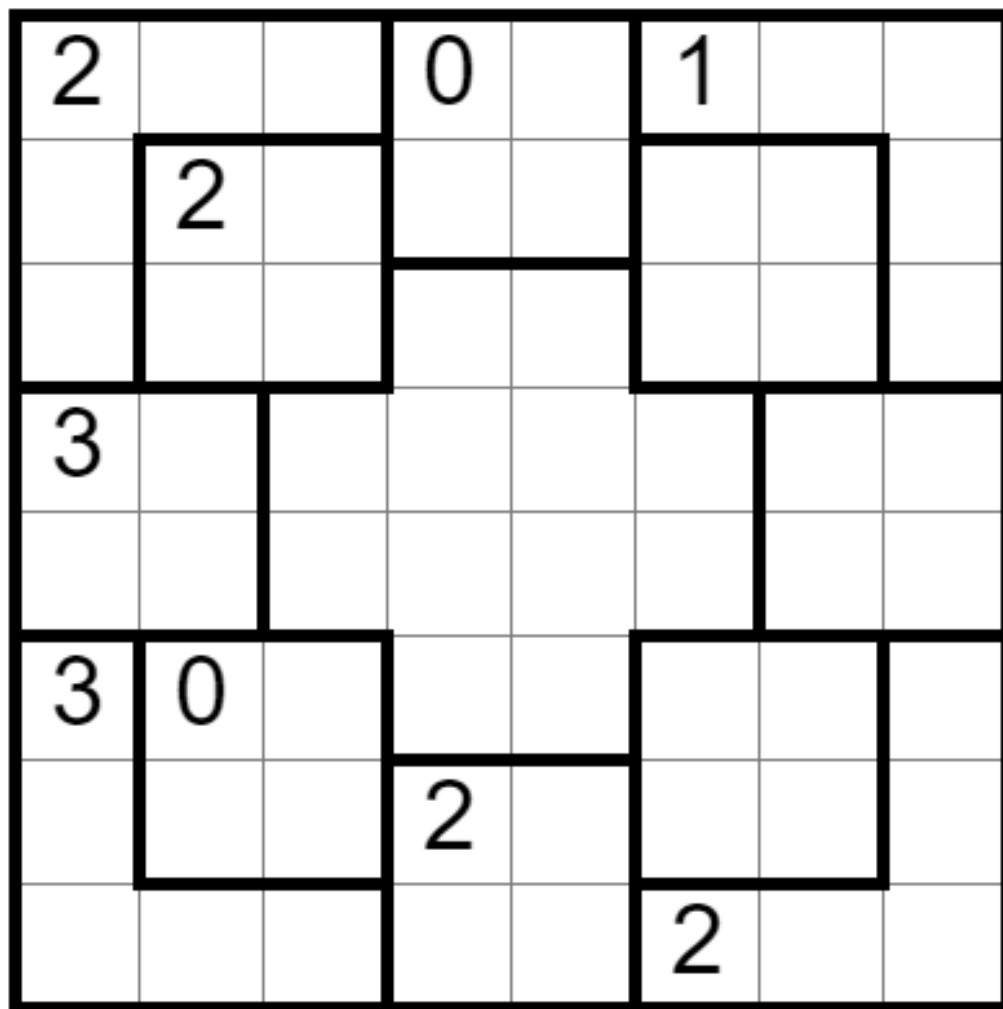
Example (Penpa+): <https://tinyurl.com/yn8cmxqx>

Puzzle (Penpa+): <https://tinyurl.com/2prxz2vr>

#### Bonus 4: Heyablock

Menderbug

**Rules:** Shade a single group of orthogonally connected cells in each region so that the remaining unshaded cells form one orthogonally connected area. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. Unclued regions must contain at least one shaded cell. A line of consecutive unshaded cells may not cross more than one bold border.



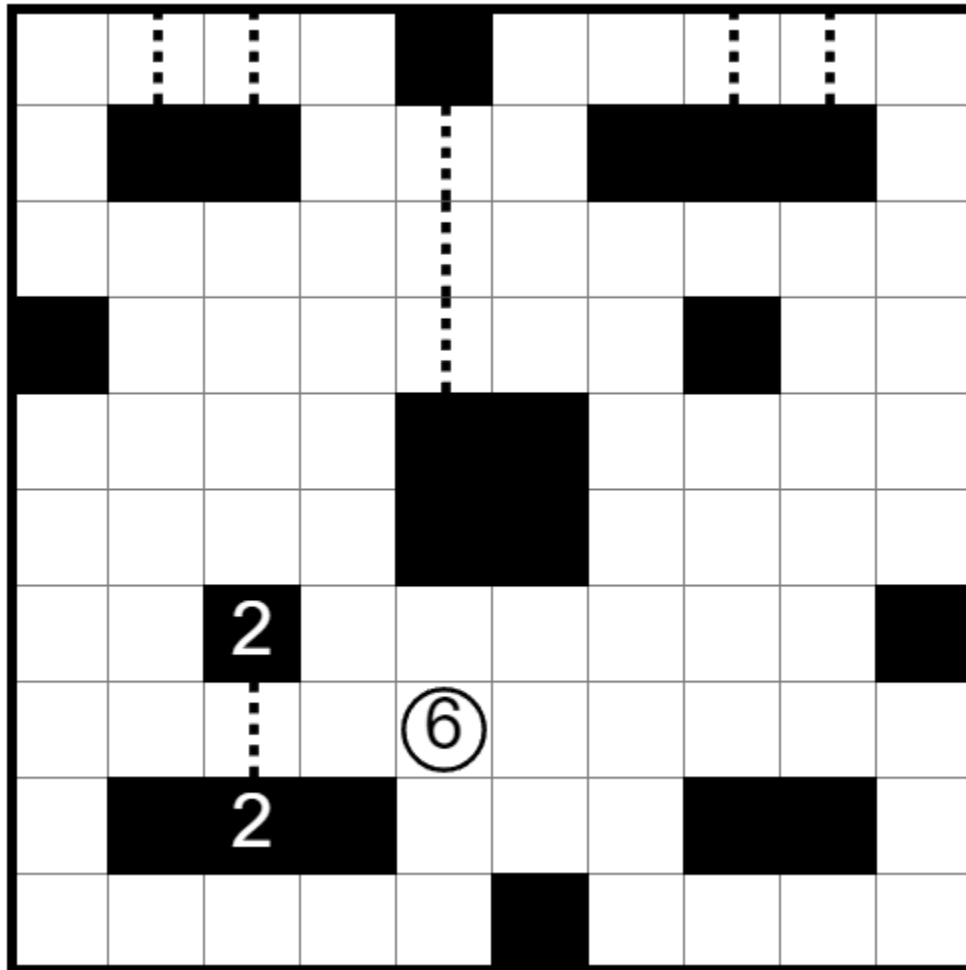
Example (puzz.link), by Jovi: <https://tinyurl.com/322cy5ky>

Puzzle (puzz.link): <https://tinyurl.com/5n6d2sv6>

### Bonus 5: Slalom

Walker

**Rules:** Draw a non-intersecting loop through the centers of some cells, starting and ending at the circle. The loop may not enter blackened cells, and must pass straight through each gate exactly once. If a number N is pointing at a gate, it must be the Nth gate visited from the circle. The number in the circle simply states the number of gates.



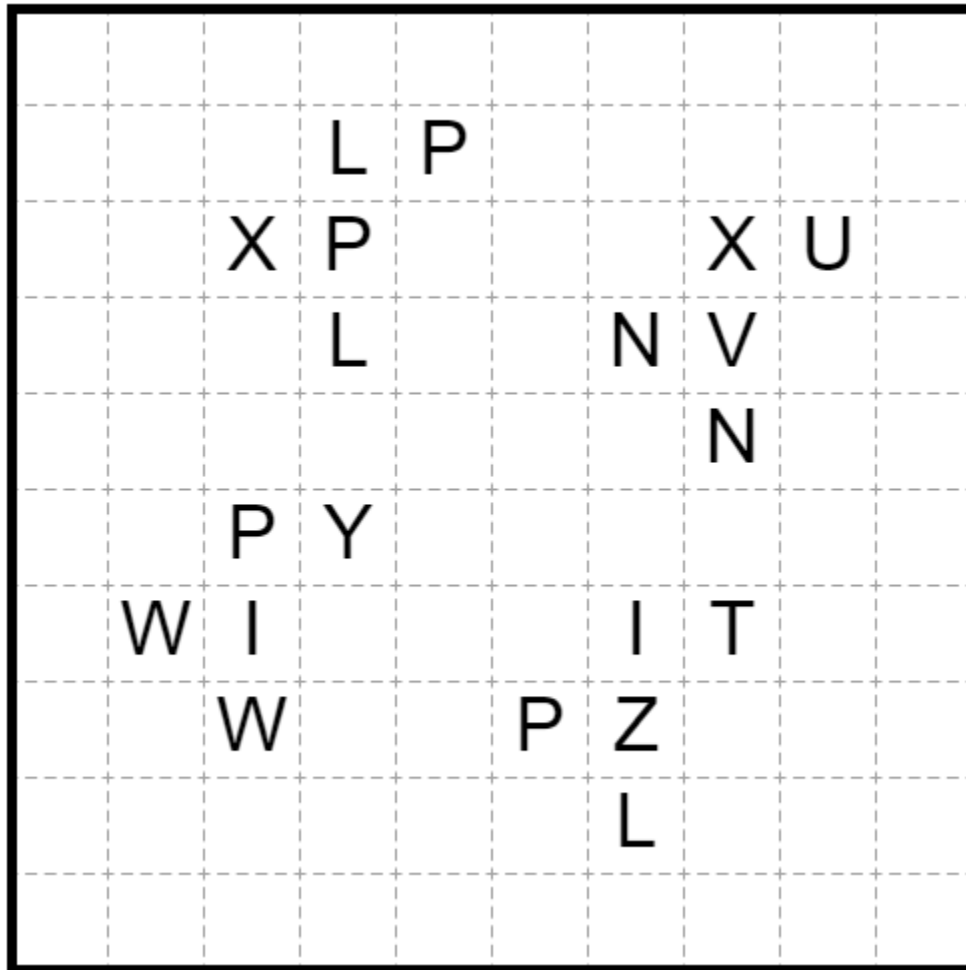
Example (puzz.link), by Tyrgannus: <https://tinyurl.com/mvyfybyr>

Puzzle (puzz.link): <https://tinyurl.com/pwuf8t5a>

## Bonus 6: Pentominous

Menderbug

**Rules:** Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter.



Example (puzz.link), by Jovi: <https://tinyurl.com/5n8pk393>

Puzzle (puzz.link): <https://tinyurl.com/mvnr8m9h>

### Bonus 7: Liar Loop

Shye

**Rules:** Draw a non-intersecting loop through the centers of all cells. A clue in a region means that no visit the loop makes to the region may occupy exactly the indicated number of cells.

|   |  |  |   |  |  |   |  |  |
|---|--|--|---|--|--|---|--|--|
| 3 |  |  | 1 |  |  |   |  |  |
| 2 |  |  |   |  |  | 1 |  |  |
| 2 |  |  | 3 |  |  |   |  |  |
| 2 |  |  |   |  |  | 2 |  |  |
| 1 |  |  | 2 |  |  |   |  |  |
| 2 |  |  |   |  |  | 1 |  |  |
| 1 |  |  | 2 |  |  |   |  |  |
| 3 |  |  |   |  |  | 3 |  |  |
| 3 |  |  | 2 |  |  |   |  |  |
| 1 |  |  |   |  |  | 3 |  |  |

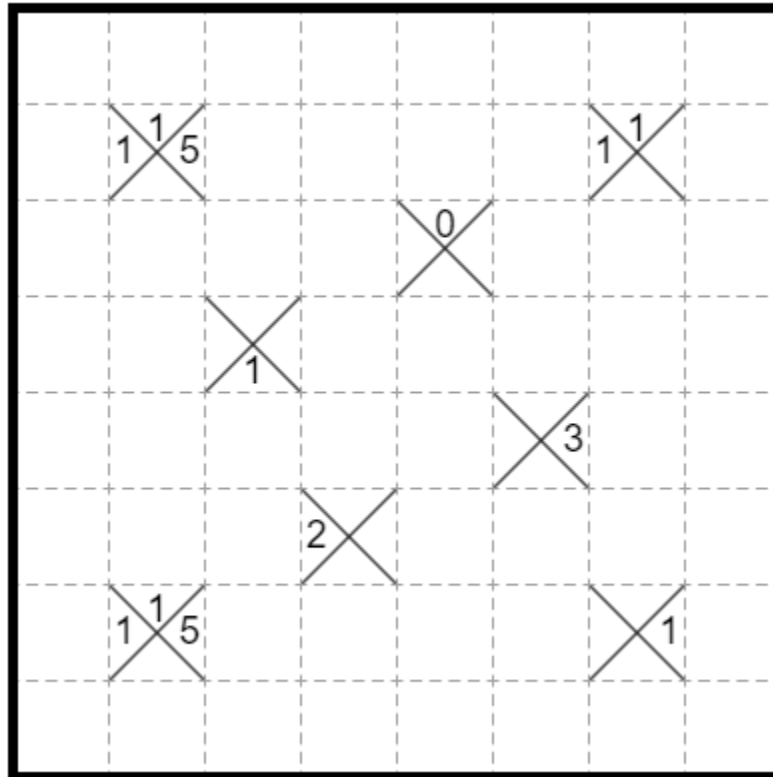
Example (Penpa+): <https://tinyurl.com/yn6b9lsp>

Puzzle (Penpa+): <https://tinyurl.com/yqwpf24j>

## Bonus 8: Compass

Menderbug

**Rules:** Divide the grid into regions of orthogonally connected cells, each containing exactly one compass. A number in a compass indicates how many cells belong to its region that are further in the indicated direction than the compass itself.



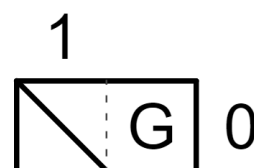
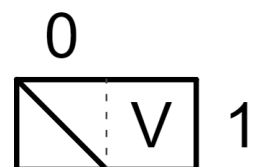
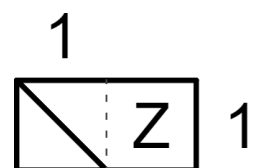
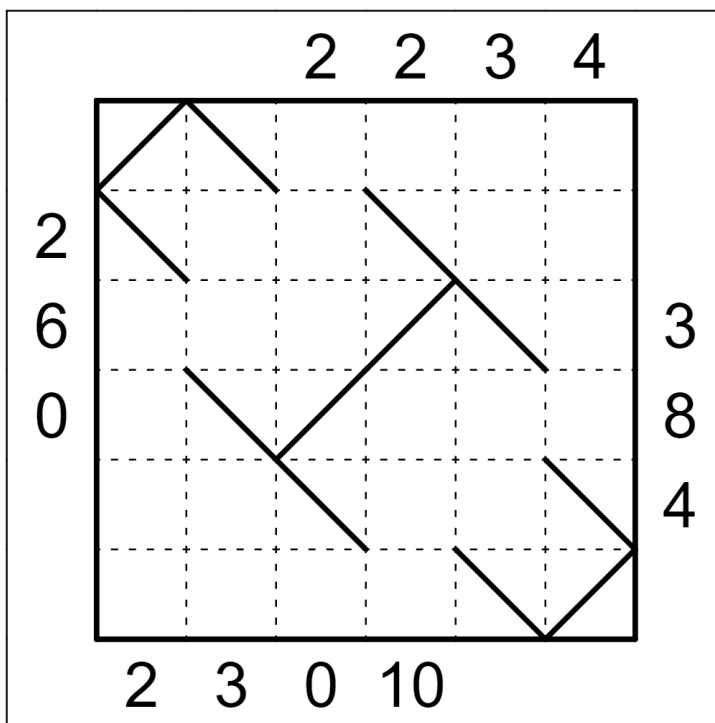
Example (puzz.link), by Tyrgannus: <https://tinyurl.com/52zr5wf3>

Puzzle (puzz.link): <https://tinyurl.com/4ka5u3c7>

## Bonus 9: Haunted Mirror Maze

Walker

**Rules:** Place the given number of vampires, ghosts, and zombies into the grid such that each empty cell contains one monster. A clue outside the grid indicates how many monsters can be seen when looking straight into the grid from its location. Mirrors divert the line of sight. Vampires can't be seen in mirrors. Ghosts can only be seen in mirrors. Zombies can always be seen. If a line of sight travels through a cell twice, that cell's monster is counted again.



Z Z Z Z Z Z Z Z  
V V V V V V V V  
G G G G G G G G



Example (Penpa+): <https://tinyurl.com/ynpyrm5q>

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

| Date            | Sloth Time | Crab Time |  |
|-----------------|------------|-----------|-------------------------------------------------------------------------------------|
| 01 October 2023 | 10:00      | 25:00     | Goodbye Goose                                                                       |
| 02 October 2023 | 2:00       | 4:00      | ChatteRing-Ringed Teal                                                              |
| 03 October 2023 | 2:00       | 4:00      | Last-Minute Masked Lark                                                             |
| 04 October 2023 | 1:30       | 3:00      | Comeback Cipo Canastero                                                             |
| 05 October 2023 | 1:45       | 3:30      | Elevennessee Warbler                                                                |
| 06 October 2023 | 3:00       | 6:00      | Un-Google-able Uganda Woodland Warbler                                              |
| 07 October 2023 | 2:00       | 4:00      | Hasty Hazel Grouse                                                                  |
| 08 October 2023 | 4:00       | 8:00      | Square-Tailed Leaflove                                                              |
| 09 October 2023 | 2:30       | 5:30      | Bathing Barbados Bullfinch                                                          |
| 10 October 2023 | 2:30       | 5:00      | Tricolored Grebe                                                                    |
| 11 October 2023 | 2:30       | 5:00      | Four-banded Sandgrouse                                                              |
| 12 October 2023 | 3:00       | 6:00      | Troublesome Trogon                                                                  |
| 13 October 2023 | 2:30       | 5:00      | Sloppily Scribbled Emu                                                              |
| 14 October 2023 | 1:45       | 3:30      | Morning Mountain Bluebird                                                           |
| 15 October 2023 | 4:00       | 8:00      | Stationery Steppe Eagle                                                             |
| 16 October 2023 | 2:30       | 5:00      | Black-and-white Bulbul                                                              |
| 17 October 2023 | 2:00       | 5:00      | Variable Oriole                                                                     |
| 18 October 2023 | 3:00       | 6:00      | Step-in Steppe Eagle                                                                |
| 19 October 2023 | 2:30       | 5:00      | Discombobulated Drakensberg Prinia                                                  |
| 20 October 2023 | 2:30       | 5:00      | A to Z Zone-tailed Hawk                                                             |
| 21 October 2023 | 6:30       | 13:00     | Bocchi the Rook                                                                     |
| 22 October 2023 | 2:45       | 5:30      | Confused Carpentarian Grasswren                                                     |
| 23 October 2023 | 2:00       | 4:00      | Athletic Alpine Swift                                                               |
| 24 October 2023 | 3:00       | 5:30      | Lyre-Lyrebird                                                                       |

|                 |        |         |                          |
|-----------------|--------|---------|--------------------------|
| 25 October 2023 | 6:00   | 12:00   | Starlight Sora           |
| 26 October 2023 | 2:30   | 4:30    | ‘ō‘ō                     |
| 27 October 2023 | 1 year | 2 years | Anniversary Annam Prinia |
| 28 October 2023 | 10:00  | 20:00   | Jetlagged Antbird        |
| 29 October 2023 | 2:45   | 5:30    | Tawamubengal Florican    |
| 30 October 2023 | 2:30   | 5:00    | Black & White Pearl Kite |
| 31 October 2023 | 3:00   | 6:00    | Haunted House Crow       |