Mind the GAPP Vol. 25

Genuinely Approachable Pencil Puzzles from the CtC Discord

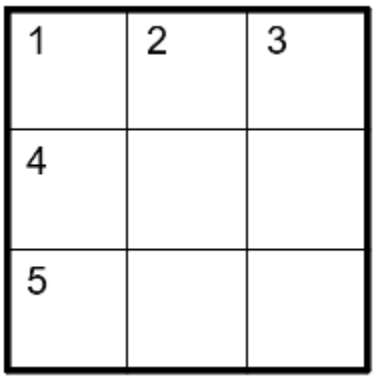
Nov 1, 2023 - Nov 30, 2023

Q: *Why did Mind the GAPP get released late?*
A: *To get to the other side (?)*

Mind the GAPP Vol. 25 is finally here! It seems everyone in the team was busy with something else. We apologize for the very late release and thank all of you for your patience.

November saw The Chronicles of Puzzulia™, the series that Jovi, Shye, and Walker have been doing for a while, go into hiatus. It will be back, so stay tuned!

We have seven bonus puzzles this time. Do check them out! Finally, as a bonus bonus puzzle, here's a crossword:



Across

1. An integer
4. A period of time
5. Maiden name

Down

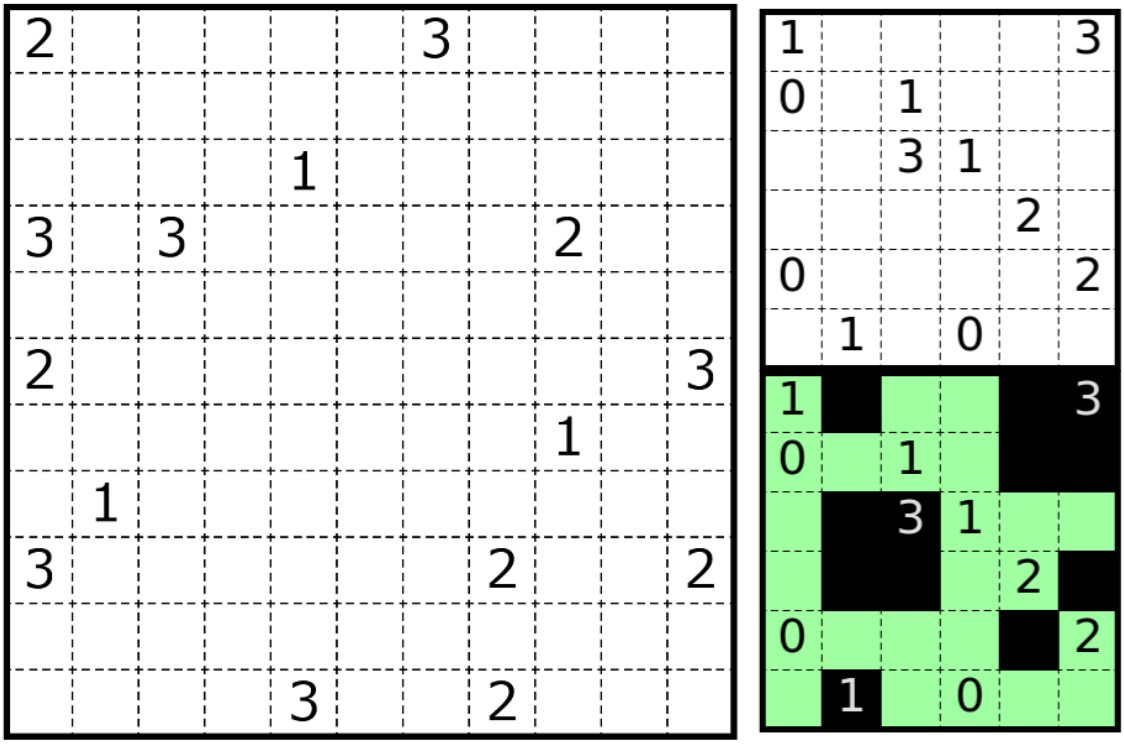
1. An integer
2. An emotion
3. An integer

November 1, 2023: Look-Air
Lavaloid

I originally wanted to post a different genre today, but it turns out the genre is pretty hard to turn into a GAPP. If you could guess successfully this genre, you can have an otter 🦦. But for now, enjoy this completely normal **Look-Air** with no funny shenanigans going on. Also, be sure to read the GAPP 101, it's pretty important!

Rules: Shade some cells such that all connected regions of shaded cells form perfect squares. Two squares of the same size may not have a direct view of one another (i.e. have a straight line of unshaded cells in between them) but may be in the same row or column. A number in the grid represents the number of shaded cells that share at least one edge with it (including itself).

GAPP 101: (ROT13) Rirel 2 zhfg ABG or funqrq! Guvf vf orpnhfr vs n 2 jrer funqrq, rvgure gur funqrq pryy sbezf n 1k1 fdhner (va juvpu pnfr gur 2 pyhr vf n 1), be vg sbezf n 2k2 fdhner be yntre (va juvpu pnfr gur 2 pyhr vf 3 be terngre).



Example (Puzz.link): https://tinyurl.com/34svtfkz
Puzzle (Puzz.link): https://tinyurl.com/epyzkbn8
Walkthrough: https://youtu.be/mRSWm-RG25I

November 2, 2023: Chat Room
Shye

We make our way out from the underground. Usowan stays behind, giving an enigmatic smile. It feels as though we gained more questions from them than we did answers. As we emerge in the city, I feel my phone vibrate-- must be the reception coming back again. I check the notification on the **Chat Room** app that the GAPP team uses; it's a series of private messages.

```
Hey, it's Jovi.

I have a result! I found a place to stay just outside of the Orchard
and have been sleeping there. I managed to track down my tree by
meticulously mapping everywhere I had explored in the Orchard and
counting the fruits on all of the trees before and after solving a
puzzle. I had a few false leads, where a fruit appeared as I finished
solving. Alas, it never lasted longer than one fruit, so I knew to
move on. After three weeks of near-constant searching, I found my
tree!

Since then, I have been solving puzzles and taking note of the fruit
that grows. I've also been taking copious notes on the puzzles solved:
how I've solved them, the logic used, whether I've enjoyed the process
of solving, etc. I found something earlier today, which is why I
needed to message you.

I performed a perfectly logical solve that produced black fruit.
Something fishy is going on. More data is needed. I'll update soon.
```

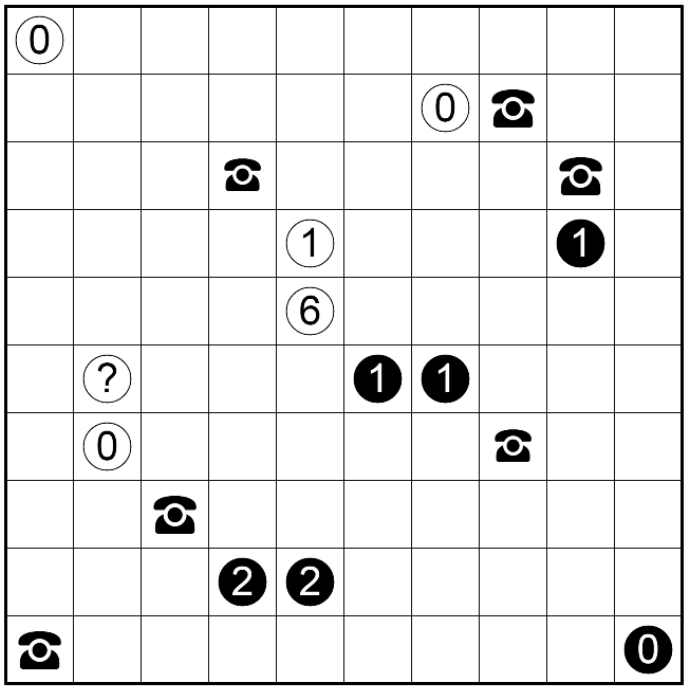
Rules: Draw paths through the centers of cells - one starting at each circle and connecting it to a phone - such that every cell is used. Paths may not cross each other or themselves. Each phone must be connected to exactly one white circle and exactly one black circle. A number in a circle indicates how many times its path turns before it reaches a phone.

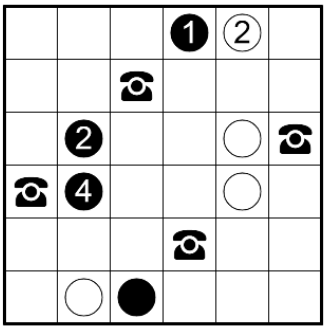
GAPP 101: (ROT13) Fbzr pvepyr pyhrf qbag unir znal jnlf bs ernpuvat n cubar pryy, rfcrpvnyyl vs gurl'er ybj inyhrf!

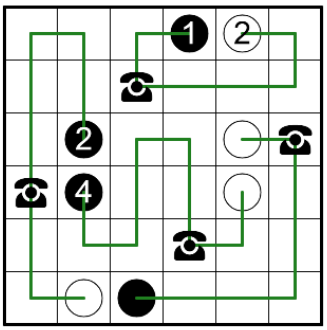
⬇ Puzzle is on the next page ⬇

⬆ Intro is on the previous page ⬆

Rules: Draw paths through the centers of cells - one starting at each circle and connecting it to a phone - such that every cell is used. Paths may not cross each other or themselves. Each phone must be connected to exactly one white circle and exactly one black circle. A number in a circle indicates how many times its path turns before it reaches a phone.







Example (Penpa+): https://tinyurl.com/2y728k79
GAPP (Penpa+): https://tinyurl.com/yodvy9ns
Walkthrough: https://youtu.be/ABUM4dE6tmQ

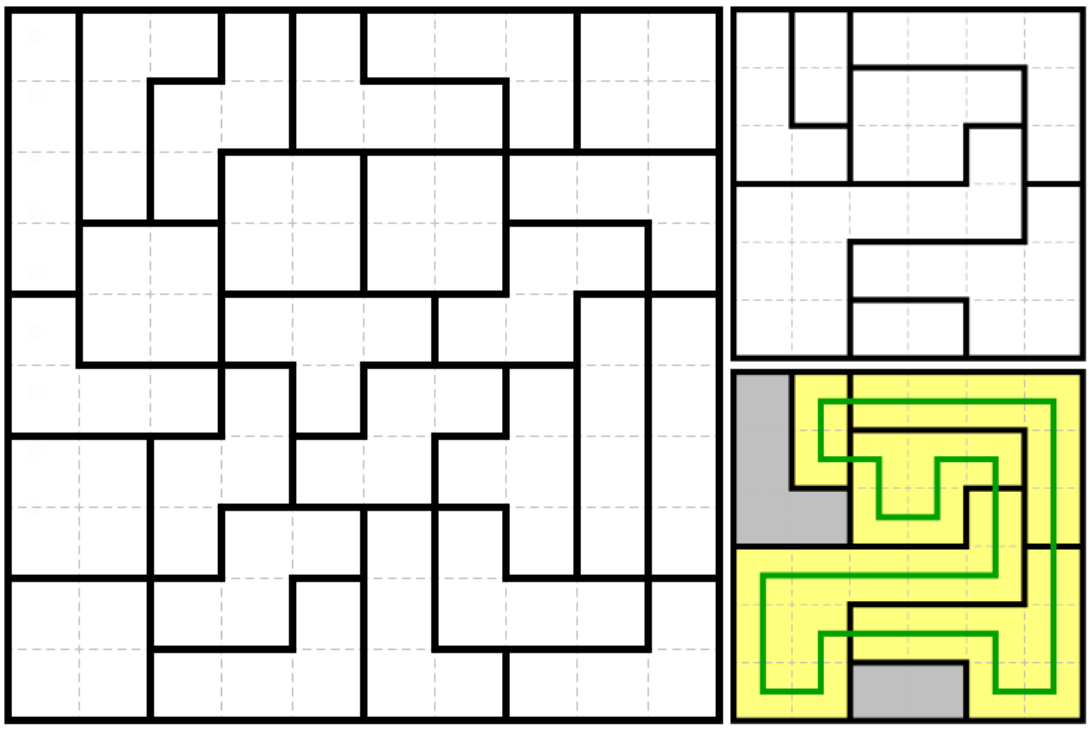
November 3, 2023: All or Nothing
Menderbug

I've struggled to turn the last few additions to puzz.link into suitable puzzles for GAPP, but this week's genre seemed doable: **All or Nothing** by Inaba Naoki. In fact, it's been done before by Jovi. If you're completely stumped on how to get started with today's puzzle, there's a GAPP 101 below, but I encourage you to try the puzzle without it.

A notation tip for the genre's puzz.link interface: you can click/tap a cell in a region to mark the entire region grey or yellow to indicate that it's unvisited or visited.

Rules: Draw a non-intersecting loop through the centers of some cells. A region may be visited by the loop at most once, and if it is, all of its cells must be visited. Two orthogonally adjacent regions may not both be unused.

GAPP 101: (ROT13) Ybbx sbe ertvbaf gung pnaabg cbffvoyl unir nyy pryyf pbirerq va n fvatyr ivfvg.



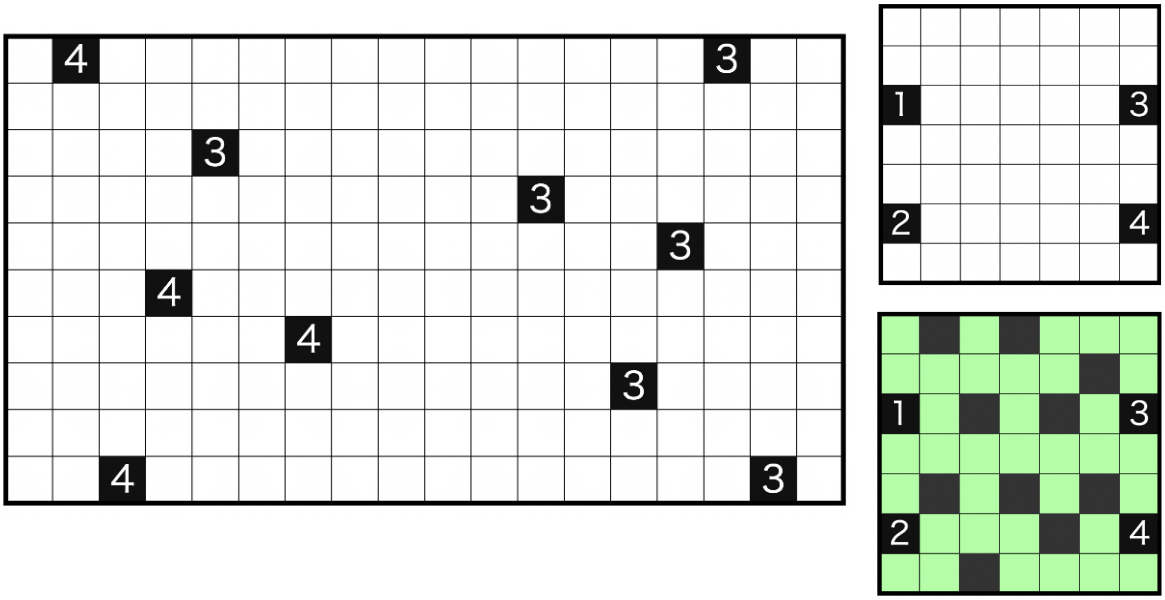
Example by Jovi (puzz.link): https://tinyurl.com/yc85c337
Puzzle (puzz.link): https://tinyurl.com/cmxanedc
Walkthrough: https://youtu.be/GEdU7Ndg4Ko

November 4, 2023: Aquapelago
Freddie Hand

How many people could name all the countries in Oceania? I certainly couldn't until a few weeks ago. But being small and isolated doesn't make them any less interesting. After all, it's home to both the unique country without a capital* and the only country straddling all four hemispheres. (Can you name either of these for a bonus otter 🦦?) Perhaps solving this **Supersized Aquapelago** will serve as a reminder of that.

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

Here's a little **GAPP 101:** (ROT13) Funqrq tebhcf pna unir ng zbfg bar pryy ng gur rqtr bs gur tevq.



Example (Puzz.link), by shye: https://tinyurl.com/2p954yhv
Puzzle (Puzz.link): https://tinyurl.com/mrymy2j7
Walkthrough: https://youtu.be/aDf04QxZ26s

*ignoring Switzerland, which has no *de jure* (legally recognized) capital but whose *de facto* capital is Bern.

November 5, 2023: Pyramid Climbers
Walker

"What do you think Usowan meant with the Full Masyu? I thought we'd get a clearer answer..." I ask. "I'm not sure..." Shye glances at Alcazar, and looks back at me. "Let's talk about it back at the headquarters."

GAPP HQ looks much calmer than we left it. In the foyer, Bobbins the cat is pruning a large bonsai tree, and meows kindly as we walk by. I head to the computers and pull up the baklog. It looks like the corruption is fixed, and the puzzles are back to normal!

"Alcazar, do you need a place to stay?" Shye asks. "You could stay in Jovi's room while she's away." We look inside. The walls are a comfy shade of pink, decorated with pictures of bunnies resting in meadows or playing in cardboard boxes. "I... think I'd prefer to stay in the guest room, if you have one."

After all these hybrids and variants, it's time to relax with a normal **Pyramid Climbers**. What do you mean, "strange-shaped"? This genre is always presented on a triangle grid. Oh, and no hidden messages to search for here. Just a grid of arbitrary letters…

Rules: Draw N paths through the centers of adjacent cells, each containing a different number of cells between 1 and N, where N is given outside the grid. Each path begins at one of the bottom N cells of the grid. Paths only travel diagonally upwards, not directly left or right. Letters cannot repeat along a path.

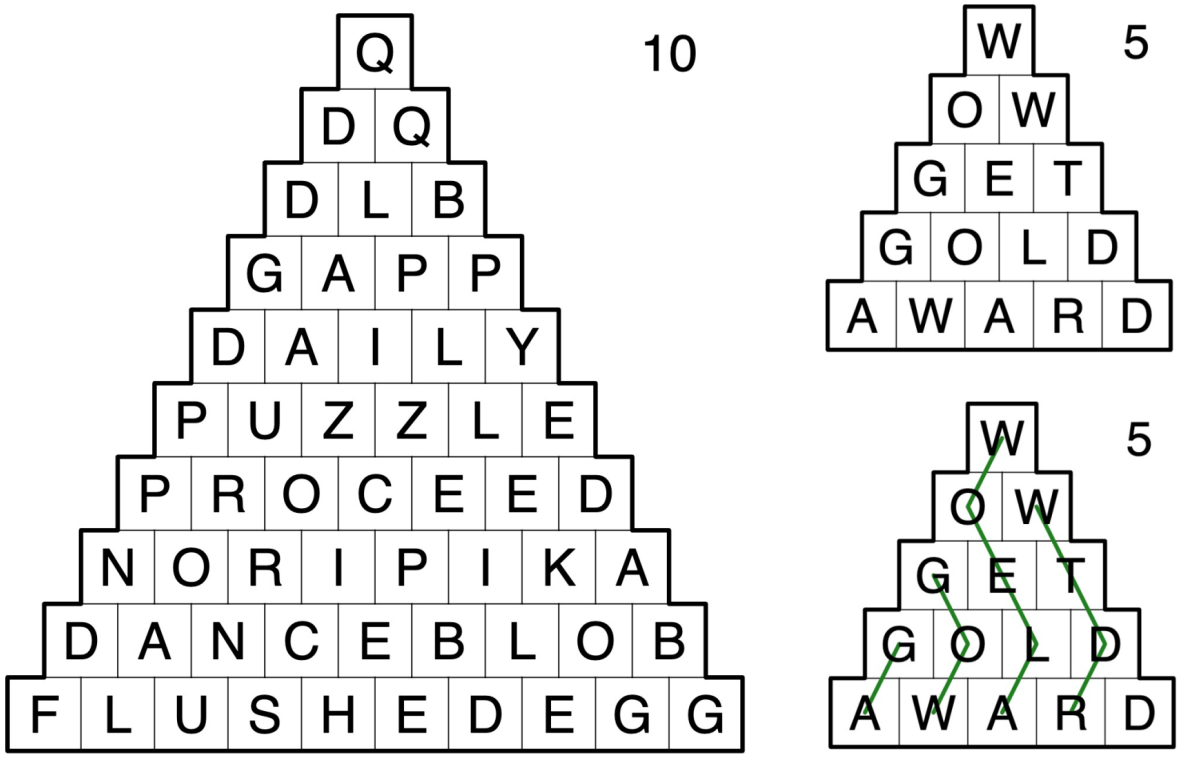
Here's a **GAPP 101:** (ROT13) Vg'f bsgra rnfvre gb guvax qbjajneqf, orpnhfr rirel pryy arrqf gb pbaarpg gb bar orarngu! Vs n pryy pbaarpgf qbja-yrsg, nyy gur pryyf gb vgf yrsg zhfg nyfb pbaarpg qbja-yrsg.

Interface Note: You don't need to mark any path segments for the path of length 1.

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

⬆ Intro is on the previous page ⬆

Rules: Draw N paths through the centers of adjacent cells, each containing a different number of cells between 1 and N, where N is given outside the grid. Each path begins at one of the bottom N cells of the grid. Paths only travel diagonally upwards, not directly left or right. Letters cannot repeat along a path.



Example (Penpa+): https://tinyurl.com/yry6jtfw
Puzzle (Penpa): https://tinyurl.com/ykwqyb8v
Walkthrough: https://youtu.be/MuYRRD-9lPU

November 6, 2023: Crossstitch
Lavaloid

One day, I was driving down the Hawaii interstate, when I found a small letter near a cliff face. It was made out of stainless steel that had an odd design. I was shocked to see it spelled out a distress signal! Suddenly, I heard someone shout at me from a distance. Apparently what I did was trespass someone's backyard, so I was ushered off from there.

What does this have to do with today's GAPP post? I will leave it as an exercise for the reader. Here's a **Crossstitch**, the genre I was referring to in my last post.

Rules:

- Place diagonal lines into some cells, each connecting two opposite corners, such that they form two loops in the grid - one on each type of vertex - which may not intersect themselves, but may intersect each other.
- Black cells may not be used by the loops. Cells containing intersections of the two loops may not be orthogonally adjacent.
- Circled numbers represent how many corners of its cell are used by the loops. Numbers with arrows represent how many cells contain intersections of the loops in the indicated direction up to the edge of the grid or the next black cell.

Interface notes: You can click in the middle of cells to add a circle, meaning the two loops cannot intersect in that cell.

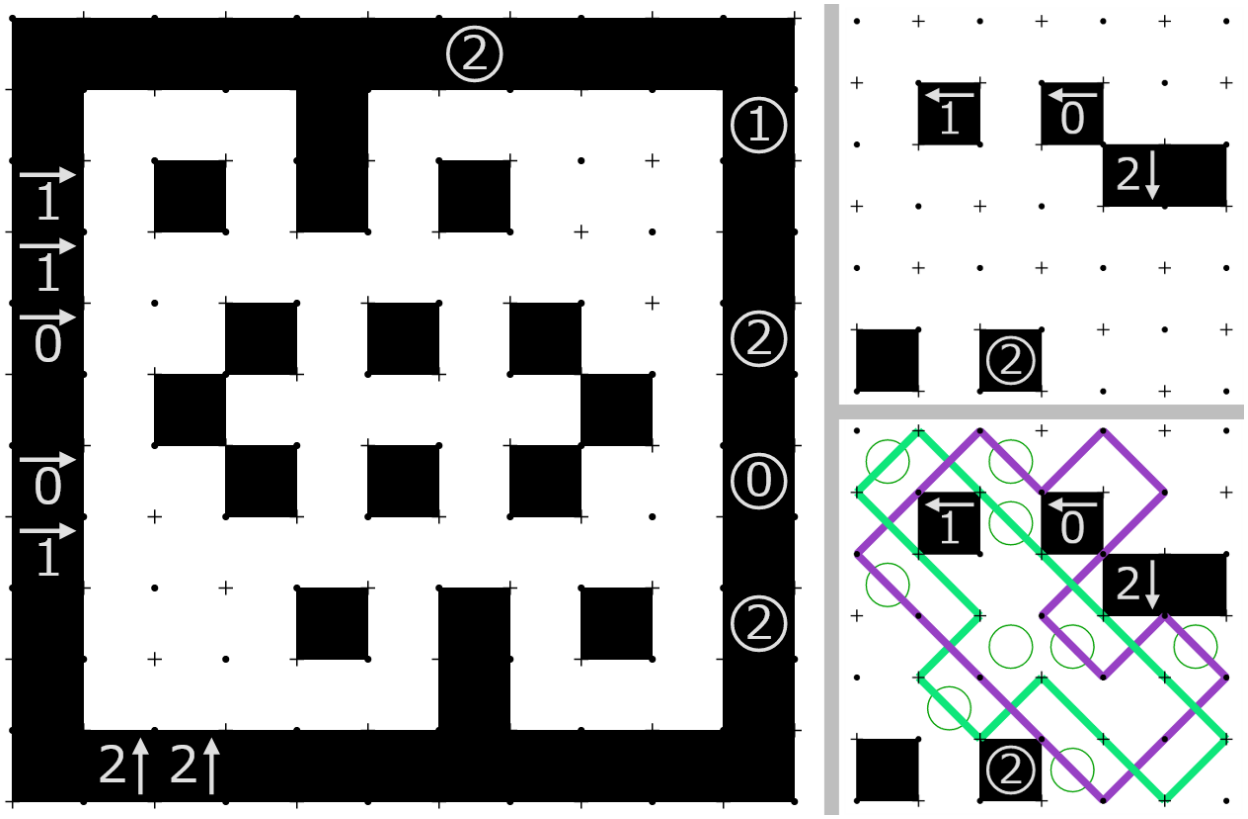
GAPP 101: (ROT13) Ybbx bhg sbe yvar raqf gung pna bayl rkgraq gb bar iregrk! Gurl pna or dhvgr gevpxl gb fcbg va guvf traer, nf lbh'yy arrq gb purpx sbe qrnq raqf, fngvfsvrq pvepyr pyhrf, vagrefrpgvbaf, naq rneyl ybbc pybfherf.

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

⬆ Intro is on the previous page ⬆

Rules:

- Place diagonal lines into some cells, each connecting two opposite corners, such that they form two loops in the grid - one on each type of vertex - which may not intersect themselves, but may intersect each other.
- Black cells may not be used by the loops. Cells containing intersections of the two loops may not be orthogonally adjacent.
- Circled numbers represent how many corners of its cell are used by the loops. Numbers with arrows represent how many cells contain intersections of the loops in the indicated direction up to the edge of the grid or the next black cell.



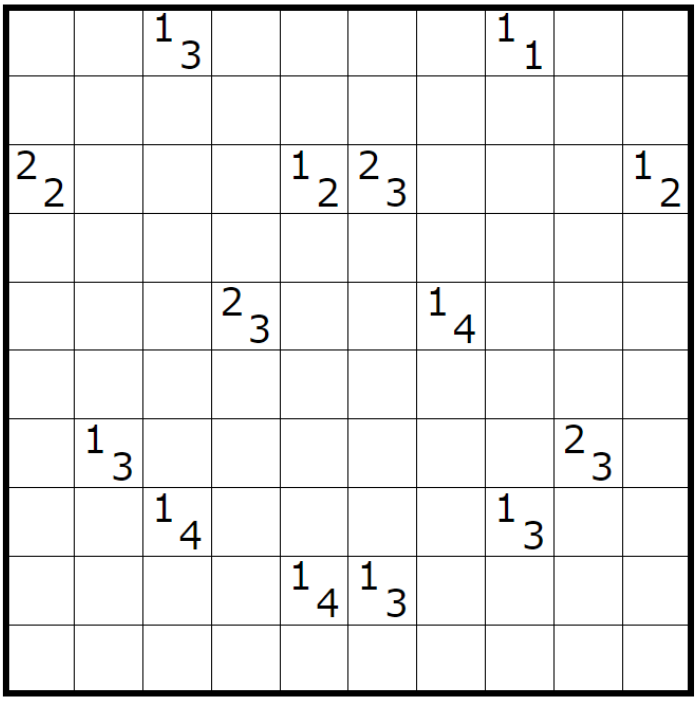
Example (Puzz.link): https://tinyurl.com/bdhhksv4
Puzzle (Puzz.link): https://tinyurl.com/572k78wa
Walkthrough: https://youtu.be/R7sXWiB6_t4

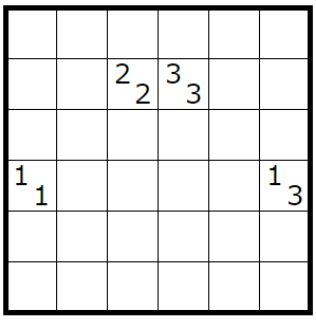
November 7, 2023: Tapa
Shye

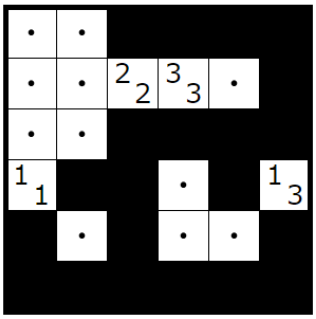
You've been watching The Chronicles of Puzzulia Season 1 -- What is the mysterious Usowan up to? What will Jovi discover at the Orchard? Where has Martha been all this time? Stay tuned for more, only on Channel View 🎞️ But first! A quick message from our sponsor:

Tired of measly singular clues? Introducing **Tapa**, now with double the clueage per cell! Befuddle your solvers with **TAPA**!! Twice the logic! Twice the power! **TAPAAAAAAAAA** (in stores now, fees and conditions apply, batteries not included)

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 represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue







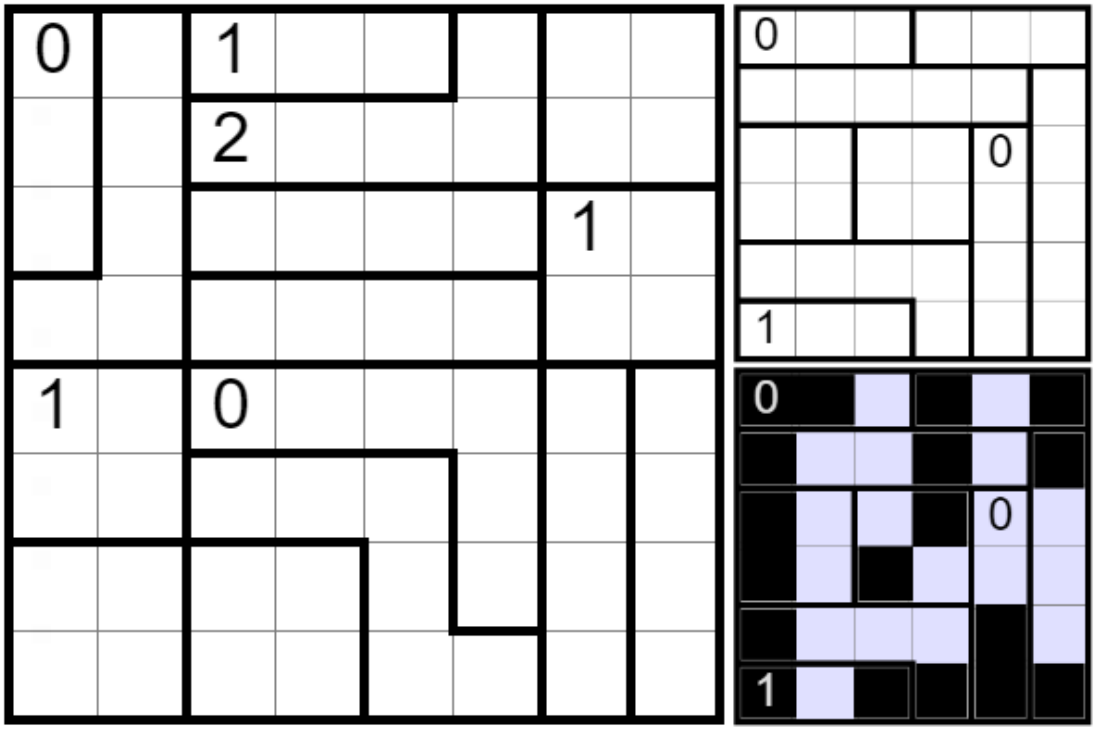
Example (puzz.link): https://tinyurl.com/3rfd3nfs
Puzzle (puzz.link): https://tinyurl.com/3csaya3y
Walkthrough: https://youtu.be/dx3HlPnlnvs

November 8, 2023: Mannequin Gate
Menderbug

I've got another new puzz.link addition for you today: **Mannequin Gate**. This genre is a bit weird, which is great because apparently I like genres that are a bit weird.

Rules: Shade exactly two cells in each region such that the remaining unshaded cells form one orthogonally connected area. Each region has a number which is the minimum number of unshaded cells that need to be crossed to move from one of its shaded cells to other, moving between orthogonally adjacent cells within the region. Two regions which share an edge may not have the same number. A clue in a region indicates that region's number.

Puzz.link notation tip: you can switch to number mode to notate the possible (or actual) distances within each region.



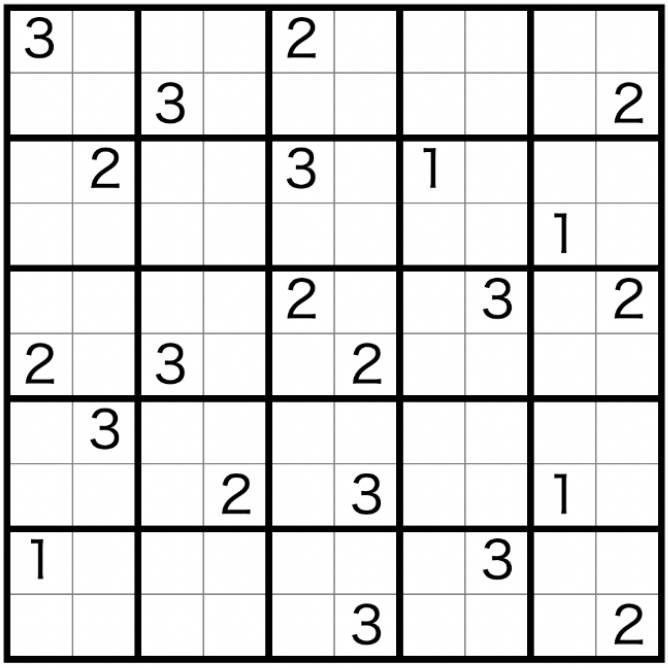
Example (puzz.link): https://tinyurl.com/y9rhnv7v
Puzzle (puzz.link): https://tinyurl.com/bdmv3yxc
Walkthrough: https://youtu.be/LD7bM3S88G4

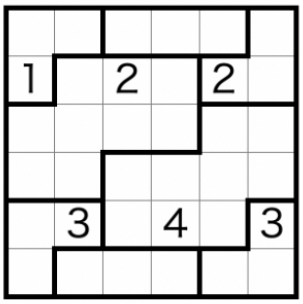
November 9, 2023: Nanro
Freddie Hand

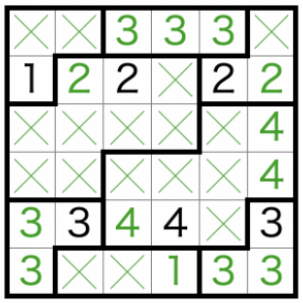
Today's **Nanro** comes with a wordle puzzle. The answer must be a puzzle genre that has previously appeared on GAPP. Bonus otter 🦦 up for grabs if you solve it. Have fun.

NANRO ⬜⬜⬜⬜⬜ (*Editor's note*: these are 5 white squares, not invalid emojis)

Rules: Place a number into some cells so that all cells with numbers form one orthogonally connected area. Each region must contain at least one numbered cell, and every number in the region must be equal to how many numbered cells the region contains. Two cells containing the same number may not share a region border. No 2x2 region may be entirely numbered.







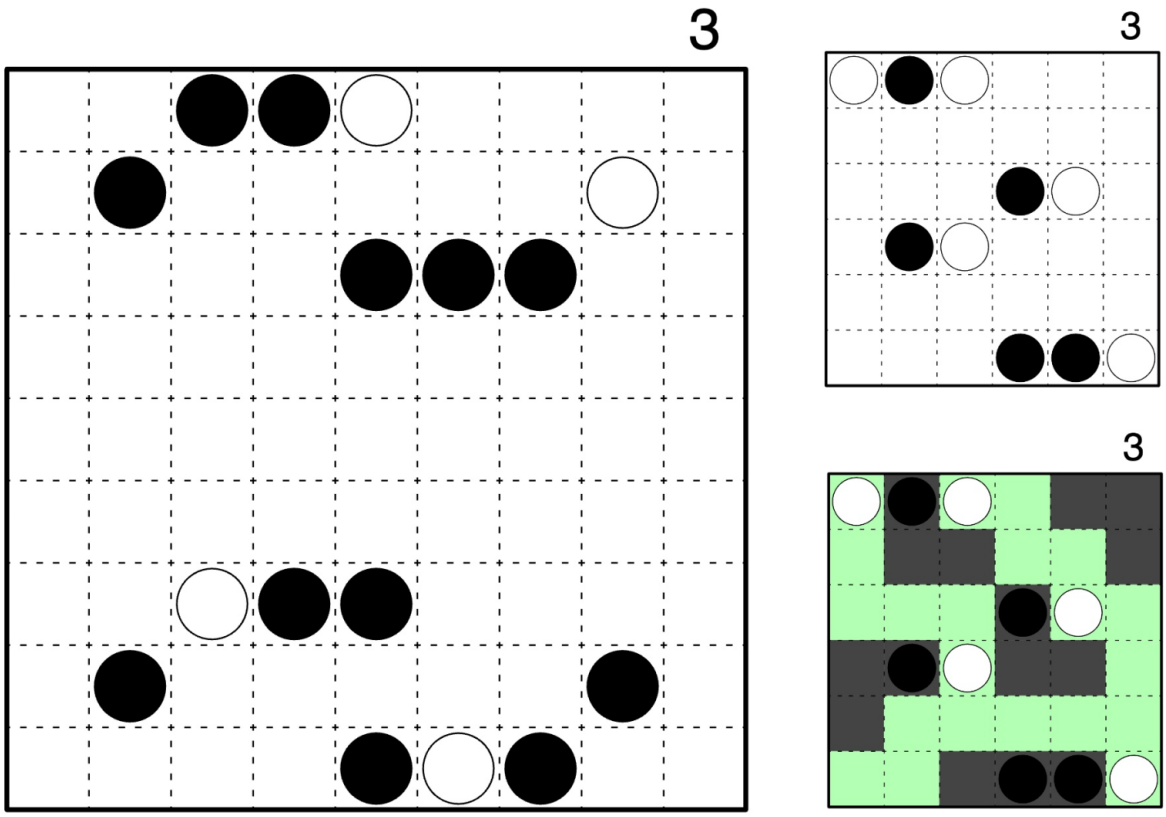
Example (Puzz.link), by shye: https://tinyurl.com/mpes9zyc
GAPP (Puzz.link): https://tinyurl.com/4dak35fk
Walkthrough: https://youtu.be/Nw-5y7cUd98

November 10, 2023: Isowatari
Walker

No lore today! We're still working on what to do next.

A relaxing day at the pond 🏞️ ☺ I love taking a break here to watch the ripples form near the shore. This feels like the perfect place for an **Isowatari**, a stepping-stone bridge across the water…

Rules: Shade some cells so that all unshaded cells form one orthogonally connected area and no 2x2 region is entirely unshaded. Black circles must be shaded and white circles must be unshaded. All orthogonally connected groups of shaded cells must be the size indicated above the grid.

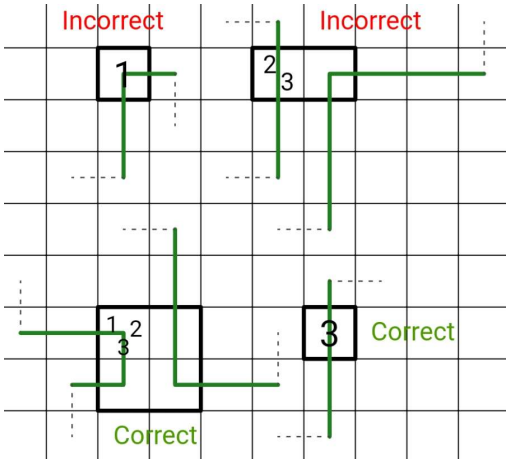


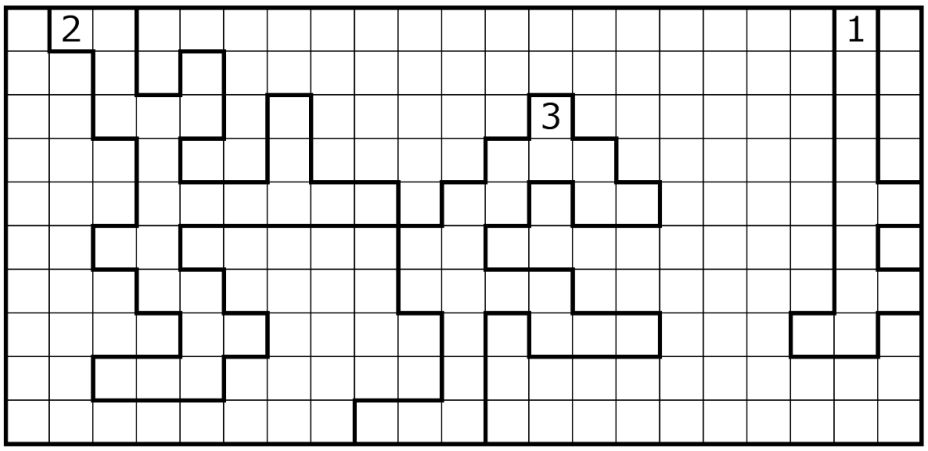
Example (Penpa+): https://tinyurl.com/ytvsbjml
Puzzle (Penpa+): https://tinyurl.com/yru2uhqt
Walkthrough: https://youtu.be/w40A3lLBqcU

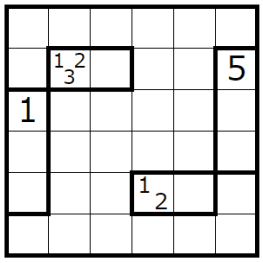
November 11, 2023: Rail Pool
Lavaloid

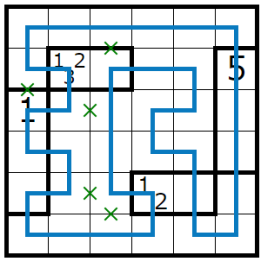
Oh, what's this then? What do we have here? A **SUPERSIZED Rail Pool**? With no notes? No reason for being? Completely and utterly disorganized? This seems like you may be in need of the server's GAPP lady services. Please call 1-800-GAPPLADY for an immediate area refresher or visit the `#daily-pencil-puzzles` channel by the cute otter in the Daily Puzzles district. We can help you. Okay, thank you, that's all, bye!

Rules: Draw a non-intersecting loop through the centers of all cells. Some boldly outlined regions contain number clues. If a straight loop segment visits any cells of a clued region, its length must match one of these numbers. Each number must correspond to at least one such loop segment. (Note for segments contained partially within the region, the number still refers to the total length of the segment)









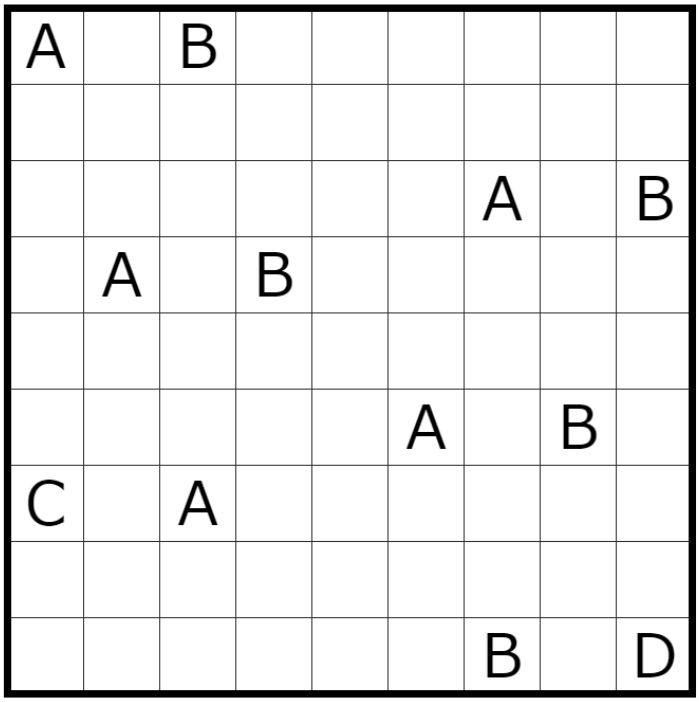
Example (puzz.link) by Freddie: https://tinyurl.com/2p9s2ast
Puzzle (puzz.link, Horizontal): https://tinyurl.com/2p99jywz
Puzzle (puzz.link, Vertical): https://tinyurl.com/2dsdsp39
Walkthrough: https://youtu.be/yM3Kz7CztvU

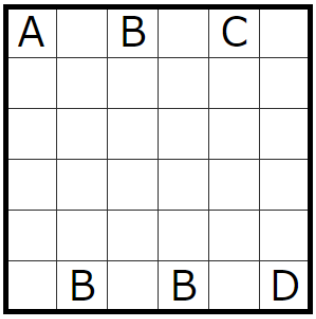
November 12, 2023: Dominion
shye

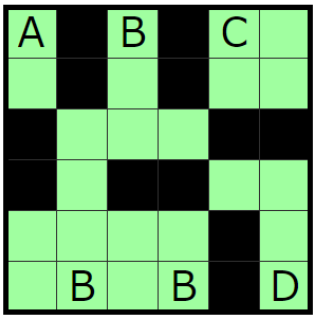
I don't know about you guys, but I don't do cramped spaces. Even when it looks like I could fit through A tight gap, I know I'm not gonna make it, and I make a B-line to the nearest exit. What does this have to do with today's **Dominion**? I'm sure you'll figure it out

Rules: Shade some dominoes of cells to divide the grid into unshaded areas. Shaded dominoes may not touch orthogonally. Clues cannot be shaded, and each orthogonally connected area of unshaded cells contains exactly one type of clue, and all instances of it

GAPP 101: (ROT13) Abgvpr gur fcnpvat orgjrra nyy gur N pyhrf, naq ubj vg vfa'g cbffvoyr gb unir n qvssrerag pyhr cnff guebhtu gung fznyy n tnc! Guvf tvirf hf fbzr vzntvanel jnyyf, juvpu gur O pyhrf unir gb nibvq jura pbaarpgvat hc. Sbe n zber ivfhny rkcynangvba: uggcf://voo.pb/oOujwuo





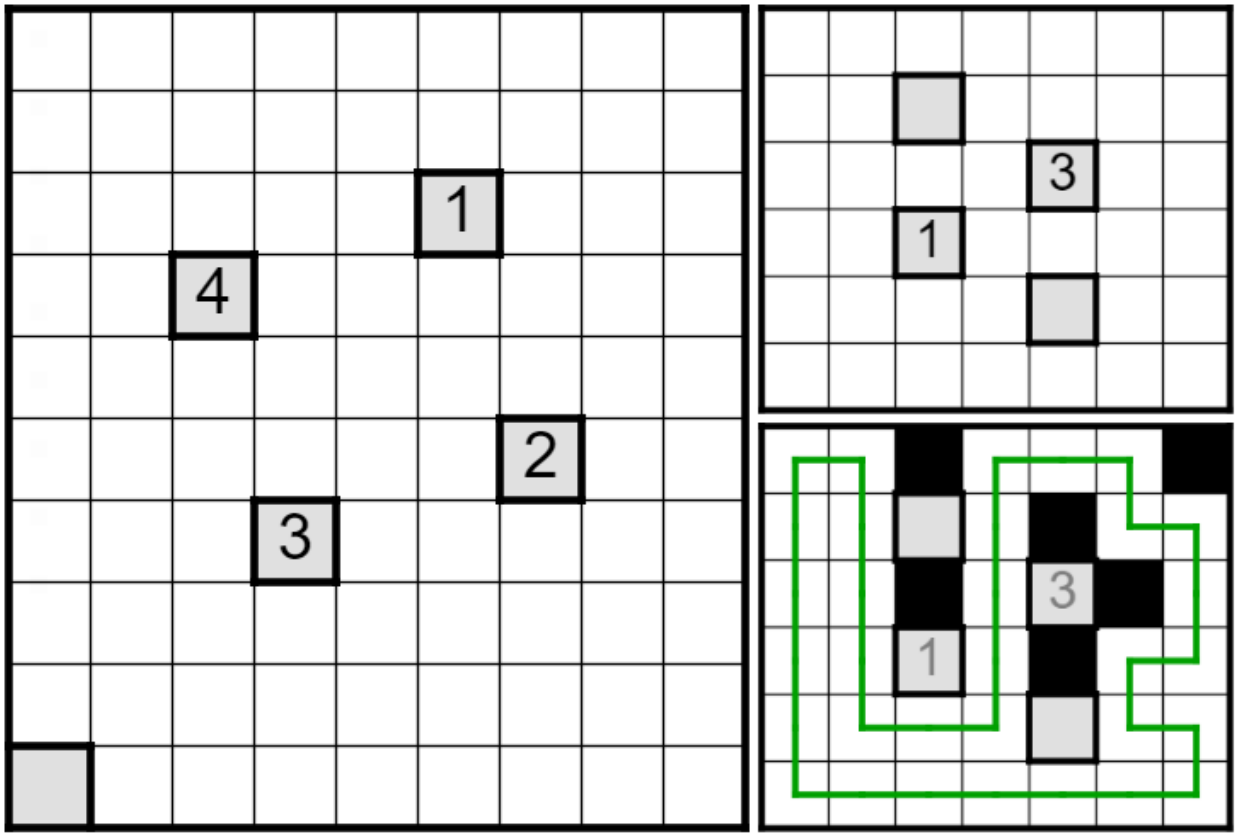


Example (puzz.link): https://tinyurl.com/2tkp3sev
GAPP (puzz.link): https://tinyurl.com/27fzf57f
Walkthrough: https://youtu.be/uO-LbieVQTU

November 13, 2023: Koburin
Menderbug

Sometimes when making a puzzle, you just plop down a nice pattern of clues to see if you can build a puzzle around it. And sometimes you get lucky and already have a (mostly) working puzzle at that point. Such as today's **Koburin**.

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 orthogonally adjacent to it.



Example (puzz.link), by Jovi: https://tinyurl.com/4w8jm3e3
Puzzle (puzz.link): https://tinyurl.com/454shcy8
Walkthrough: https://youtu.be/PIoeYrOgDe0

November 14, 2023: Lollipops
Freddie Hand

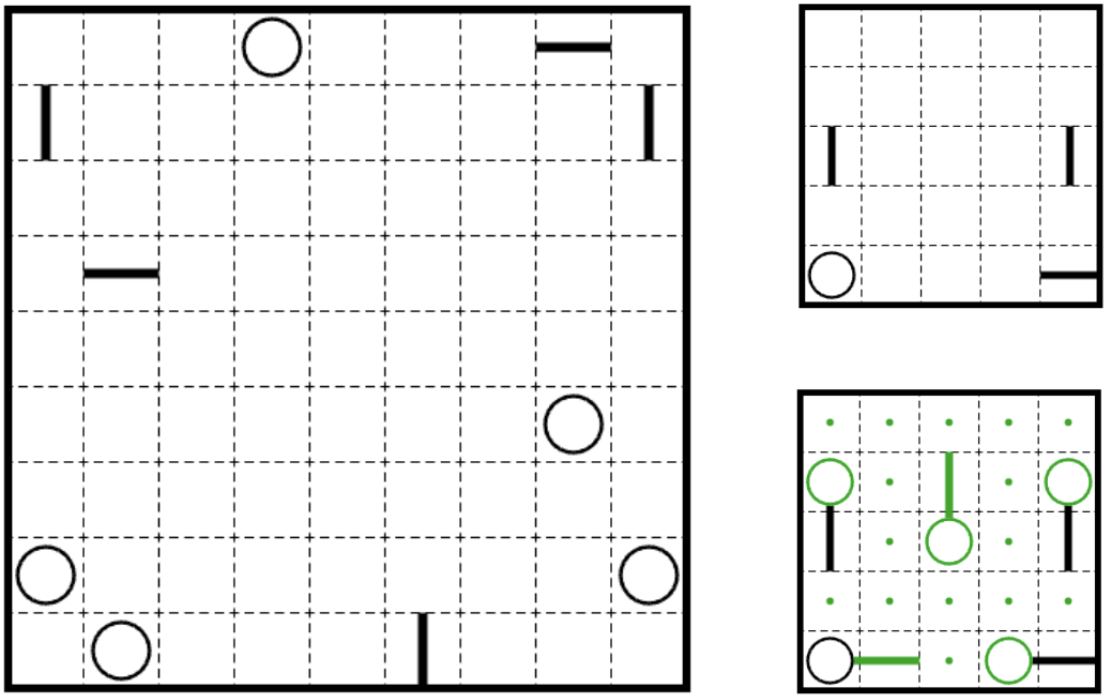
Noon, I look upon my unholy opium lollipop. Yummy.

A little later, I've finished it so I can get back to typing up this intro. Which hand was I holding the lollipop in?

Unrelatedly, today's puzzle is a **Lollipops**!

Rules: Fill some cells of the grid with a symbol of one of three types: a circle, a horizontal line, or a vertical line. Symbols must form pairs consisting of a circle and a line extending from it. These pairs may not exist orthogonally adjacent to one another. Two symbols of the same type may not exist in the same row or column with nothing between them.

Interface Note: For this genre, solving on computer and ticking "enable mouse-only input" is strongly recommended.



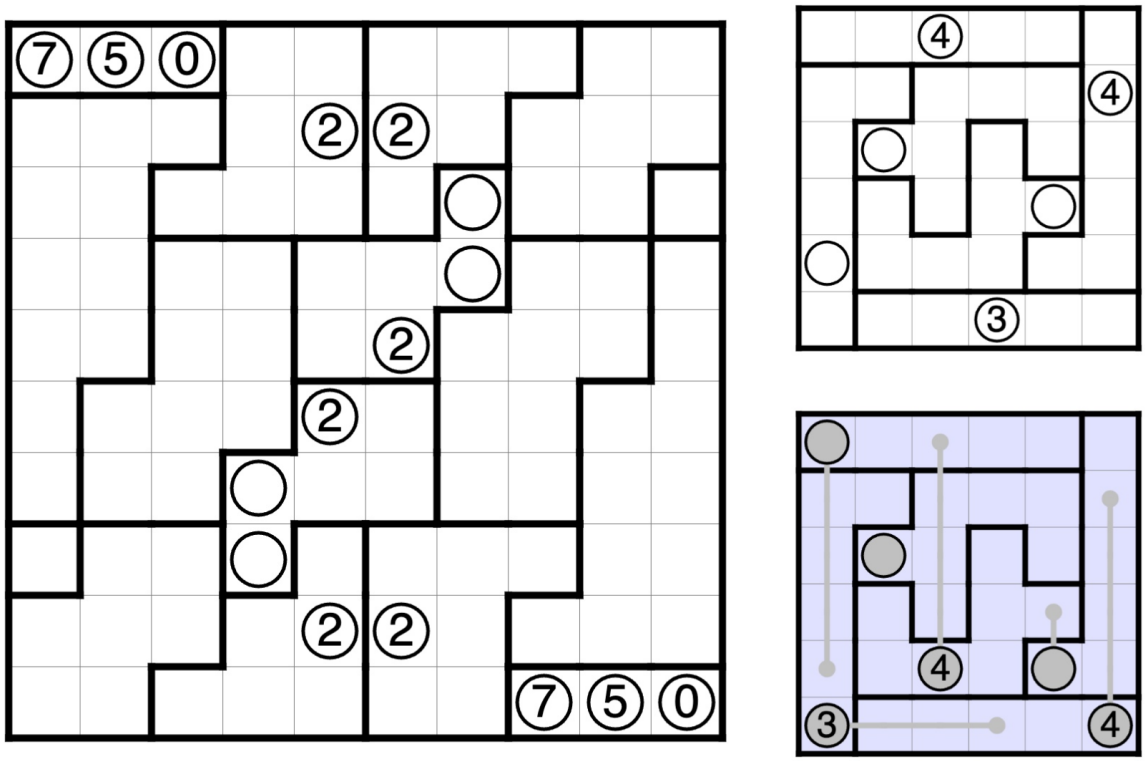
Example (Puzz.link): https://tinyurl.com/yck77tj6
Puzzle (Puzz.link): https://tinyurl.com/4f3mx7sh
Walkthrough: https://youtu.be/mn7maEBdtG4

November 15, 2023: Satogaeri
Walker

Today's **Satogaeri** is brought to you by the number 750, celebrating the 750th GAPP puzzle! 🥳 And it also includes the bonus number 2, celebrating the fact that 2 is a fun and convenient number to theme a puzzle around! 🥳

Rules: Move some circles so that every region contains exactly one circle. A circle may move only in one straight line vertically or horizontally. Circles' paths may not cross each other, other circles, or other circles' starting points. Circles containing clues must be moved exactly the indicated number of cells. Circles without a number may move any number of cells, including 0.

Interface Note: Numberless circles will not automatically grey out when they have reached their destination; clicking on them will achieve this.



Example (puzz.link): https://tinyurl.com/52h5646m
Puzzle (puzz.link): https://tinyurl.com/mry2pfrp
Walkthrough: https://youtu.be/erC6O0_tkZg

November 16, 2023: A Marūne / ア・マルーネ
Lavaloid

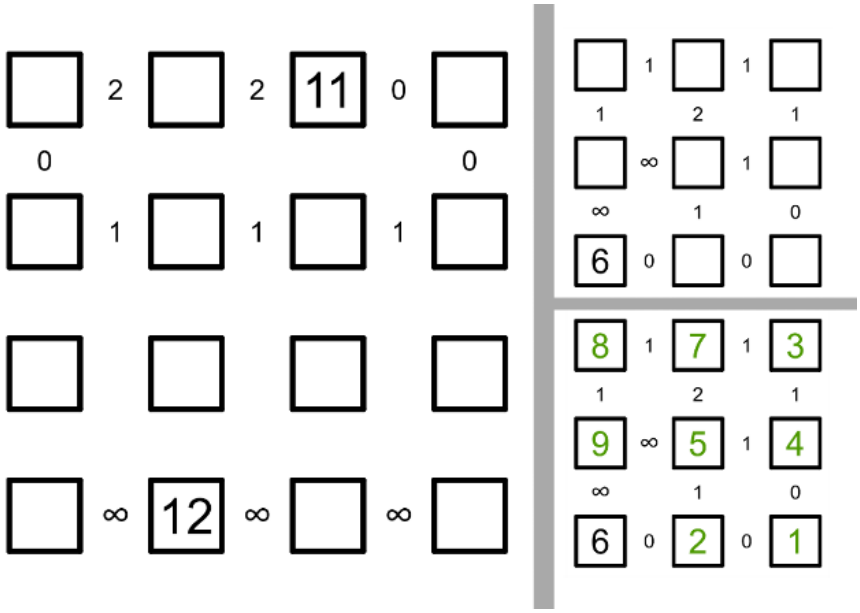
Math. Math math math math math. Math math? Math.

Today's GAPP is an ア・マルーネ, which can be romanized as **A Marūne**. It seems that the genre is quite old and obscure, and the name doesn't have an established English translation. The genre's name comes from 余るね (read: amaru ne), which roughly means "it has a remainder", but stylized to sound like a foreign word. I suppose A Marūne would be fine to use in English, but feel free to suggest transl(iter)ations of the name.
Math.

Rules:

- Place exactly one of the integers 1-16 (or 1-9 in the example) in each cell such that every integer is used exactly once.
- Numbers in each row must decrease from left to right. Columns do not have this restriction.
- Numbers between cells show the remainder of the larger number divided by the smaller number. Remainders 3 or larger are written as ∞.

GAPP 101: Vs gur erznvaqre bs n ahzore qvivqrq ol nabgure ahzore vf A, gura gur qvssrerapr bs gubfr gjb ahzoref zhfg or ng yrnfg A.



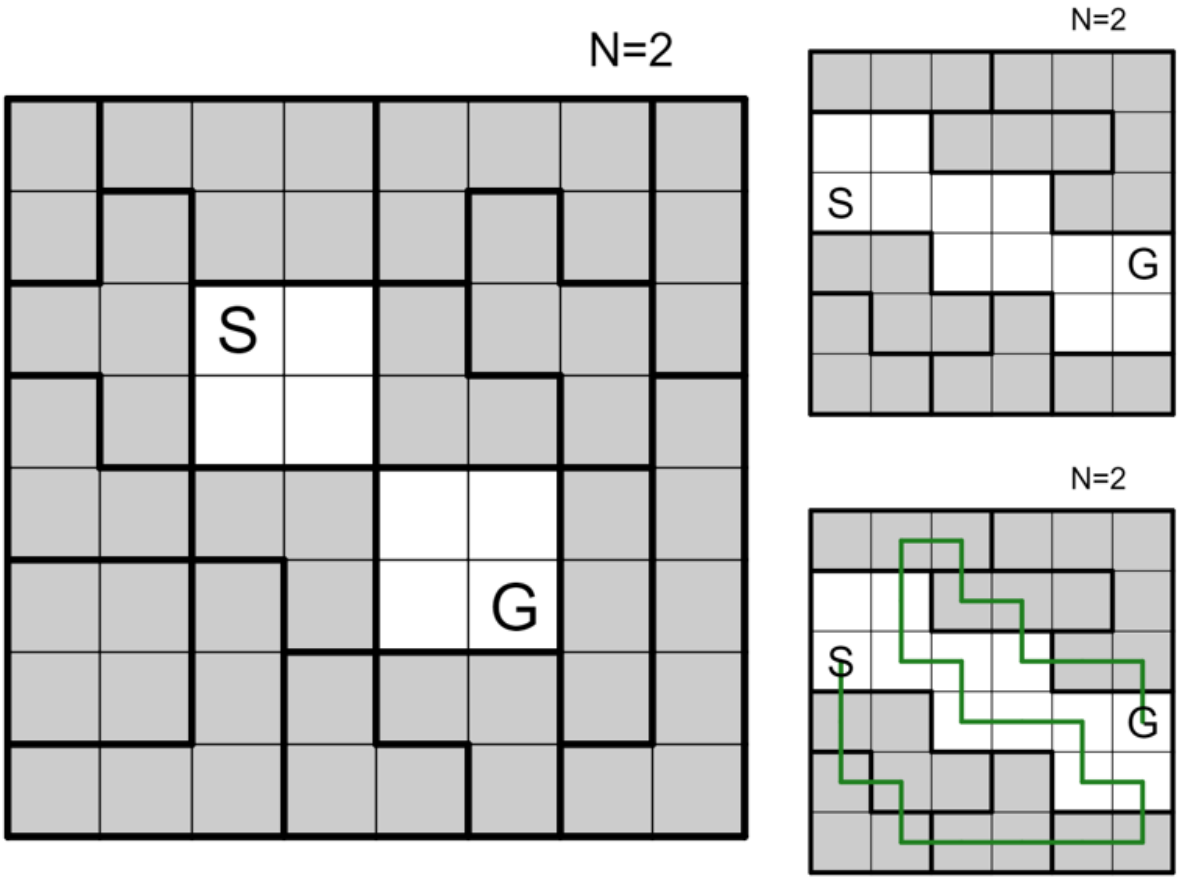
Example (Penpa+): https://tinyurl.com/ymd3kxfo
Puzzle (Penpa+): https://tinyurl.com/ynvaa49a
Walkthrough: https://youtu.be/V-9n5ZG_VNU

November 17, 2023: Block Maze
bakpao

It's been a while! Last minute call for a baklog puzzle today, but I'm rushing to finish my work ahead of the weekend, so no lengthy intro - sorry!

Today's puzzle is a **Block Maze**, a genre with a nice and simple ruleset dating back all the way to 2002!

Rules: Draw a non-intersecting path through the centers of some cells, starting from the S (start) and finishing at the G (goal). In each bolded grey region, exactly N cells are visited by the path. The value of N is given outside the grid.

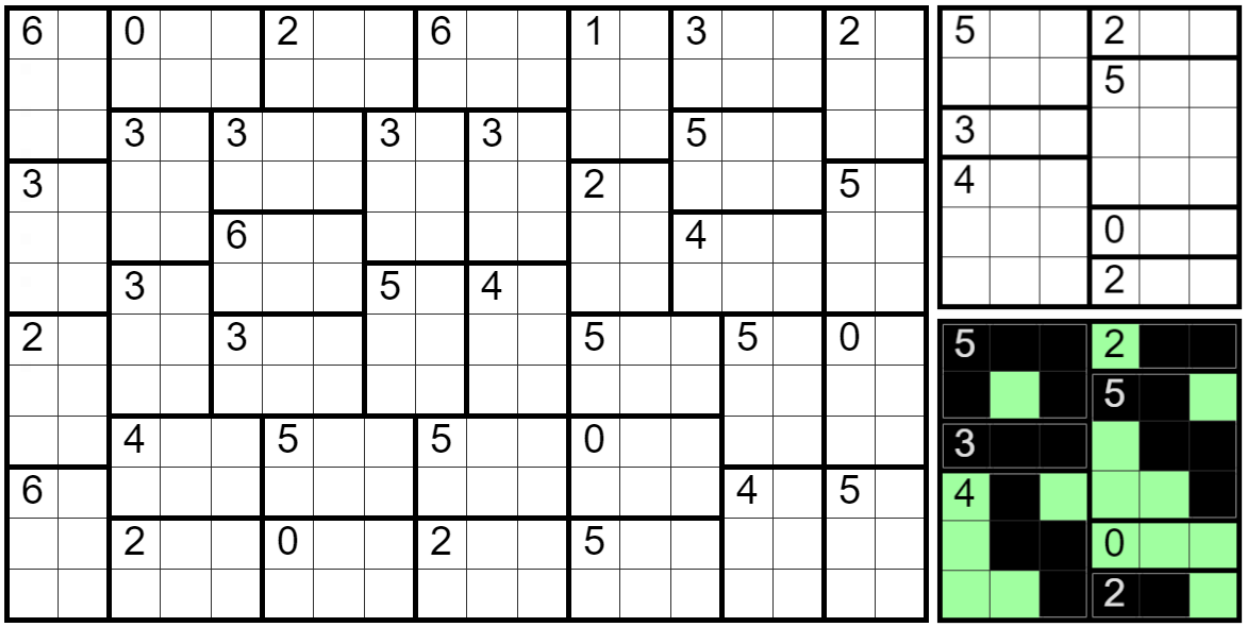


Example (Penpa+): https://tinyurl.com/22p9tz25
Puzzle (Penpa+): https://tinyurl.com/ylojr3n6
Walkthrough: https://youtu.be/_s43dWWC75s

November 18, 2023: Aqre
Menderbug

It's getting harder to find not-too-obscure genres that haven't been given the Saturday treatment yet. So you can imagine my surprise when I realised that we've never had a **Supersized Aqre** (also known as a Cheshire Aqre). Well, now we do.

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.



Example (puzz.link), by Shye: https://tinyurl.com/2bu3f7rs
GAPP (puzz.link, Landscape): https://tinyurl.com/2u434ut8
GAPP (puzz.link, Portrait): https://tinyurl.com/4shanz92
Walkthrough: https://youtu.be/KfsCCz0rmY8

November 19, 2023: Slitherlink (Big Cells)
Freddie Hand

Waking up on a Sunday morning, even 2 hours of lying down sometimes fails to produce any sort of puzzling (or getting-out-of-bed) motivation. So I turn my trusty assistant chat-GPT 3.5 to produce something. This is what I receive...

```
     A B C D E
   / 1 2 3 4 5 \
 / F G H I J K \
|  L M N O P Q R |
 \ S T U V W X /
   \ Y Z 1 2 /
     \ 3 4 /
```

Rules:

1. Each letter (A to X) and number (1 to 4) must appear exactly once in the grid.
2. ...

Perfect. That's exactly the push I needed.

Today's puzzle is a **Slitherlink (Big Cells)**!

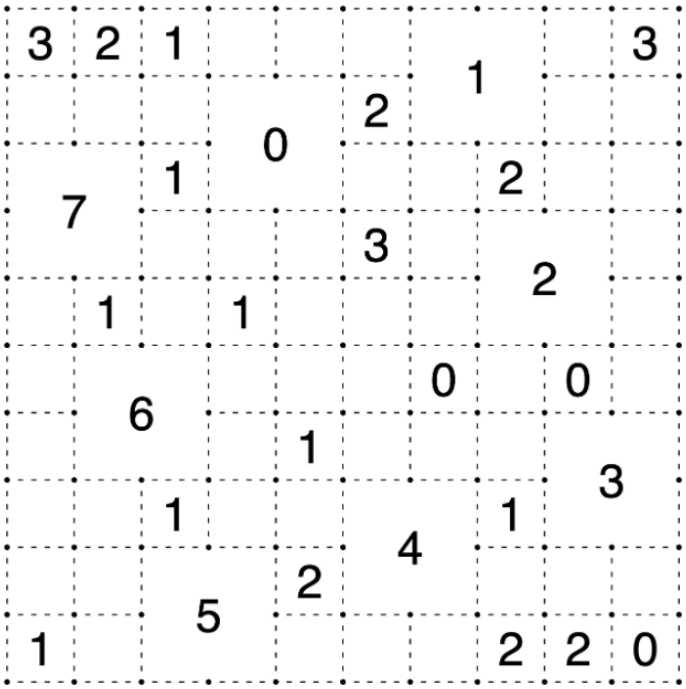
Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue. Some cells in the grid are larger than regular cells (and can have more than 4 edges).

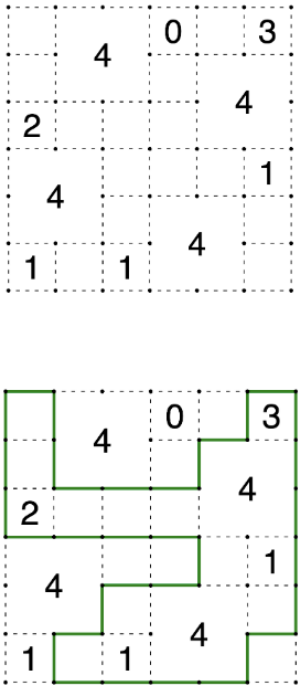
Solving Note: In the selected mode, you can right click to mark edges with "x" markings. You may find it helpful to use these liberally.

⬇ Puzzle is on the next page ⬇

⬆ Intro is on the previous page ⬆

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue. Some cells in the grid are larger than regular cells (and can have more than 4 edges).





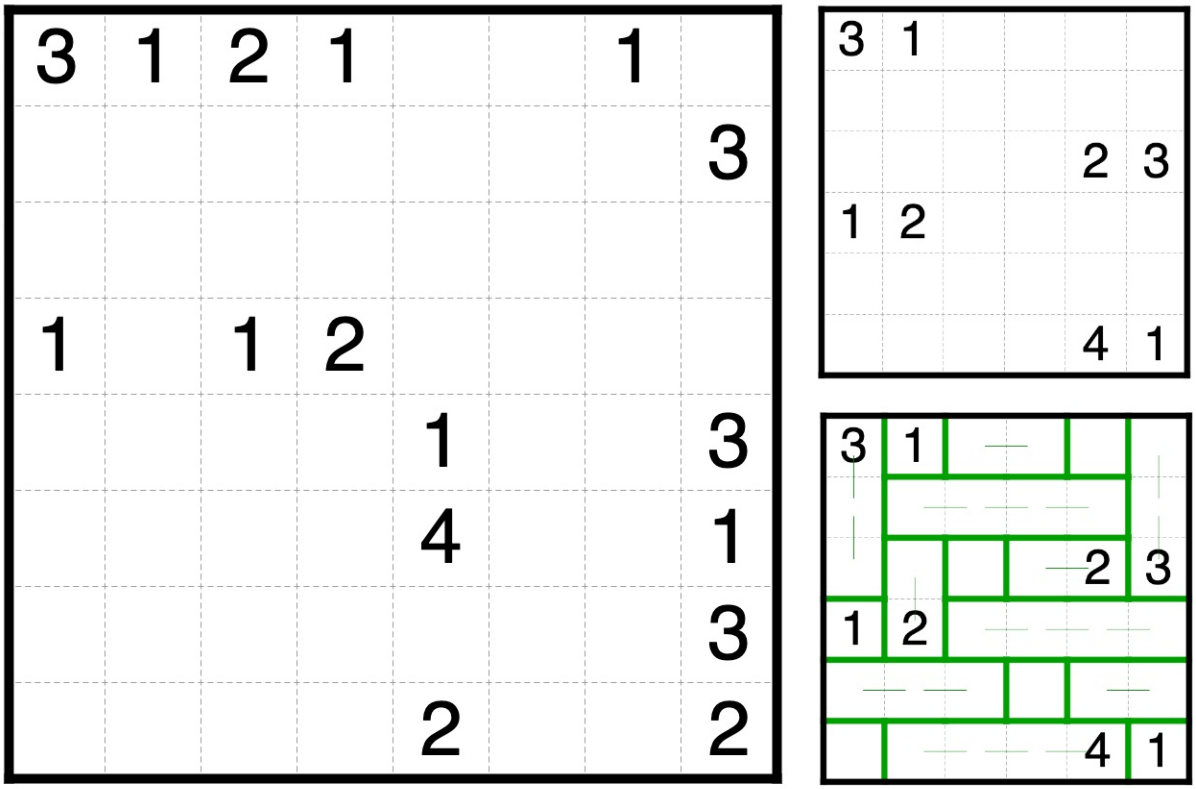
Example (Penpa+): https://tinyurl.com/yvt72zqg
GAPP (Penpa+): https://tinyurl.com/yssv6msz
Walkthrough: https://youtu.be/KhgDEHMpYqQ

November 20, 2023: Fillmat
Walker

At this point, GAPP has covered almost all of the genres that were already on puzz.link before the merge with pzprxs in late 2022. If my count is correct, there are exactly 24 left! Today's **Fillmat** is one of these; without checking puzz.link's or our list of genres, can you name one of the other 23 for a bonus otter? 🦦 (This is only counting pre-merge genres, not the more recent regular additions - a huge thank you to everyone that's helped to add new genres!)

Rules: Divide the grid into regions, each a one-wide straight line of 1-4 orthogonally adjacent cells. Each region may contain at most one clue. A clue represents the number of cells in the region it belongs to. Two regions of the same size may not share an edge. Region borders may not form any four-way intersections.

Note: Remember that regions have a maximum length of 4, and that four-way intersections aren't allowed!



Example (puzz.link): https://tinyurl.com/4tcmn3tx
GAPP (puzz.link): https://tinyurl.com/2awb6sm4
Walkthrough: https://youtu.be/J3kaz8KMz1I

November 21, 2023: Torsione
shye

Freddies musings with ChatGPT have got me wondering, how close is AI to taking over our jobs, as GAPP setters 🤔

I decided to see what it would come up with if asked to create a new genre. First it tried to pass off Numberlink as its own creation, I cant really blame it because I did the same back in school. I asked it to modify the rules of Numberlink to be more original, so it added dots. What did the dots do? Nothing. Fantastic.

But it's a start, maybe it just needs a nudge, I suggested a rule for the dots and it was very happy to add that in. Along with my suggestion it changed the wording on the rules to be a singular path connecting all clues, rather than multiple paths. Screw it, lets roll with that. But now we need to fix the number clues, so I gave another suggestion.

All we needed after that was some fine-tuning adjustments, and then to come up with the name. I thought "Enchanced Dot Connection" might be a bit of a mouthful, so I mentioned most genre names are shorter, creative, and in various languages. That was the final nudge it needed. I present ChatGPT's first genre: **Torsione** 🪢

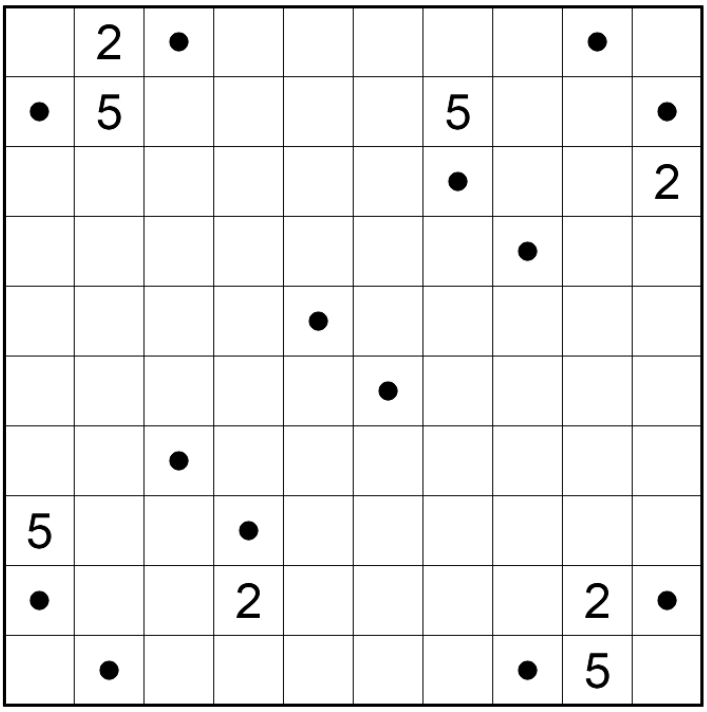
(Do you guys think we're safe from skynet?)

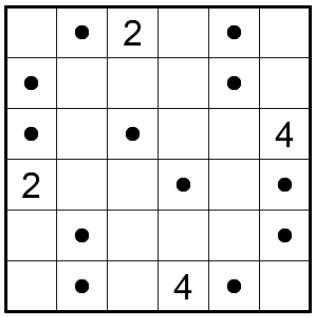
Rules: Draw a non-intersecting path through the centers of some cells, starting and finishing on two of the dotted cells, and visiting all remaining cells with clues. Between each dot, the path turns at most once. The path cannot turn on number clues, which indicate the length of the straight line segment passing through the cell.

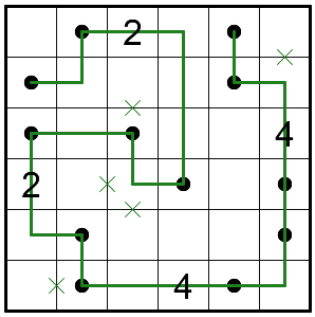
⬇ Puzzle is on the next page ⬇

⬆ Intro is on the previous page ⬆

Rules: Draw a non-intersecting path through the centers of some cells, starting and finishing on two of the dotted cells, and visiting all remaining cells with clues. Between each dot, the path turns at most once. The path cannot turn on number clues, which indicate the length of the straight line segment passing through the cell.







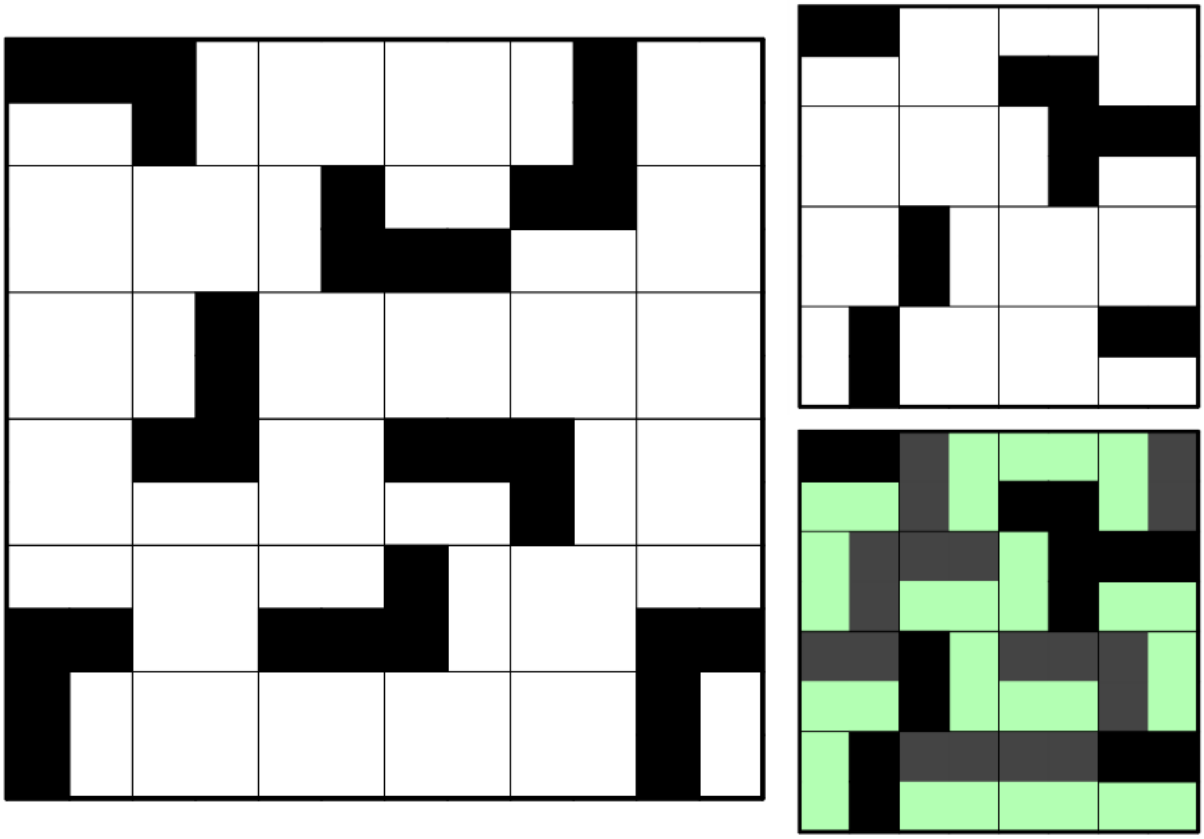
Example (Penpa+): https://tinyurl.com/yu4fyq9c
Puzzle (Penpa+): https://tinyurl.com/yuguq89a
Walkthrough: https://youtu.be/97cXJ3gL_fs

November 22, 2023: Half Piece
Lavaloid

Here at GAPP we love shading genres. Aqre, Guide Arrow, Heyawake, and Tapa are all great genres. Sometimes, some of those cells are even merged together, as in Nurimaze or Parquet. Today, I present something truly unique that has never been done before: a genre where you only shade half of a cell! Here's a **Half Piece**.

...Uh, never mind, we've done Shakashaka.

Rules: Shade exactly two orthogonally adjacent quadrants in each cell such that all shaded areas are orthogonally connected. No 1x1 area may be entirely shaded or unshaded, even those that are offset from the gridlines.

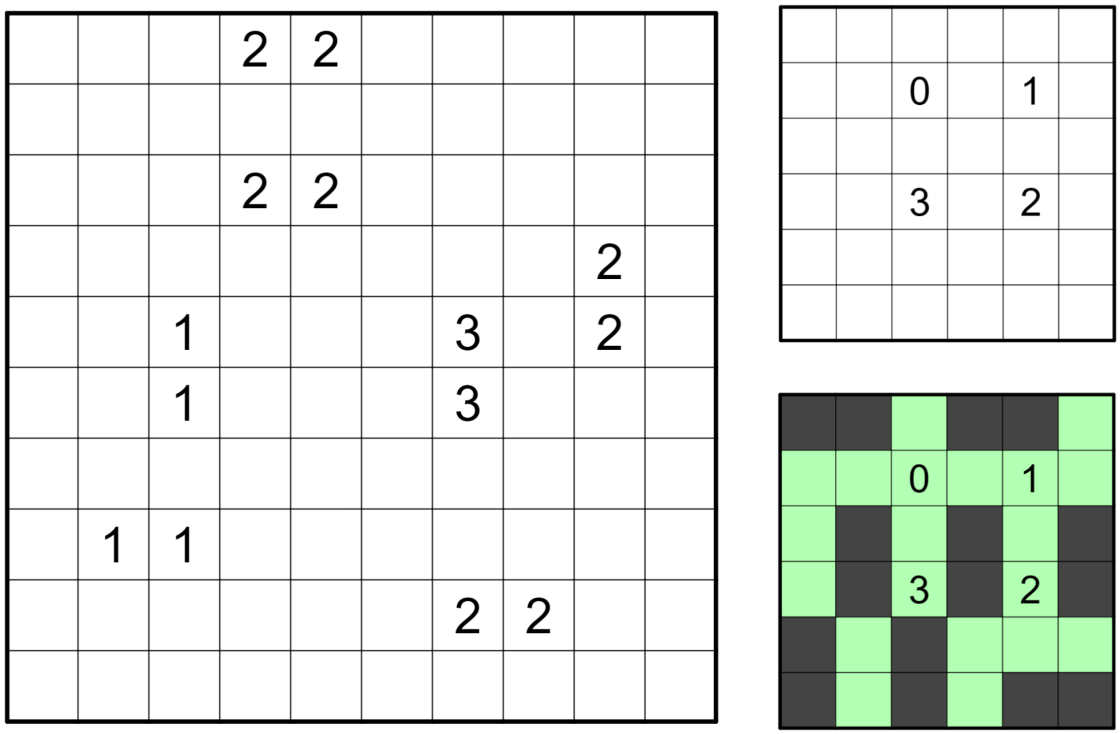


Example (Penpa+): https://tinyurl.com/2x6drfs7
GAPP (Penpa+): https://tinyurl.com/ypcpyj5a
Walkthrough: https://youtu.be/ZLy8OF_PVyA

November 23, 2023: Domino Field
Menderbug

Proudly presenting the latest GAPP Series™ which is definitely not sponsored by any brand, Domino Donnerstag™!

Rules: Shade some dominoes of cells such that no two dominoes are orthogonally adjacent. Clues must remain unshaded and indicate the number of shaded cells among their (up to four) orthogonal neighbours. No 2x2 can be entirely unshaded.



Example (Penpa+): https://tinyurl.com/yt448h8r
GAPP (Penpa+): https://tinyurl.com/yptn8r2f
Walkthrough: https://youtu.be/eUFrmAOme5M

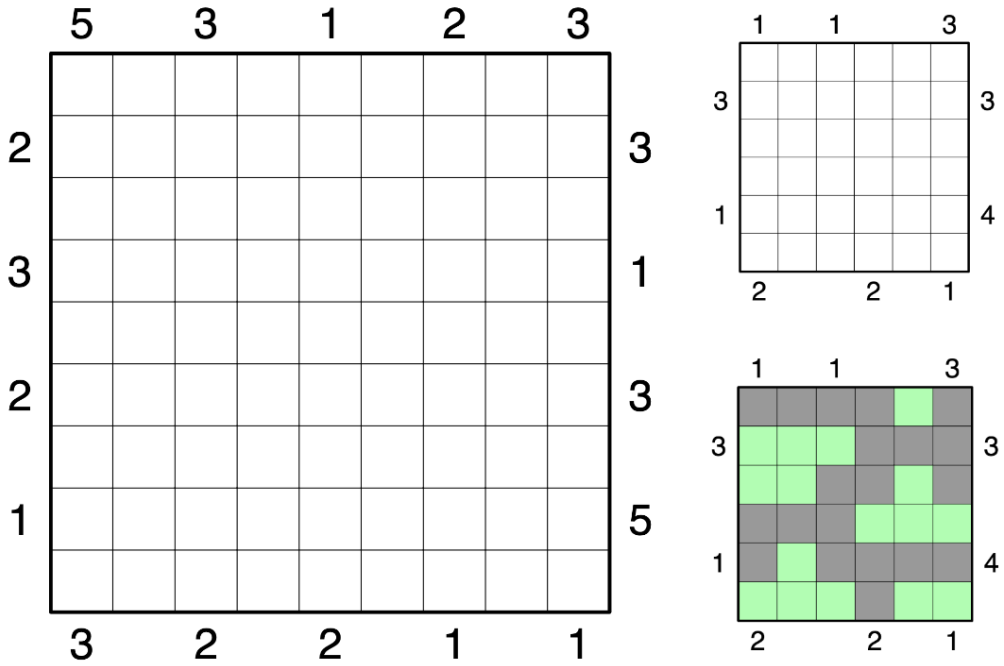
November 24, 2023: Easy as Coral
Freddie Hand

A lot of puzzle variants tend to be harder than the corresponding genres. But paradoxically, just as there is a word that becomes shorter when you add two letters to it, there is a variant which makes any genre easier.

Here is an **Easy as Coral**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area *and the unshaded cells are all connected orthogonally by other unshaded cells to the edge of the grid*. No 2x2 region may be entirely shaded. A clue outside the grid represents the length of the first run of consecutive shaded cells in the corresponding row or column from the direction of the clue.

Here's the usual important Coral disclaimer in the form of a **GAPP 101** stolen from Menderbug's Coral post:
(ROT13) Zhpu yvxr jvgu Pnir be Lva-Lnat, gurer pna arire or n gjb ol gjb purpxreobneq bs funqrq naq hafunqrq pryyf. Guvf vf orpnhfr gb pbaarpg gur funqrq pryyf, lbh unir gb 'jenc nebhaq' bar bs gur hafunqrq pryyf, ceriragvat vg sebz pbaarpgvat gb gur rqtr bs gur tevq.

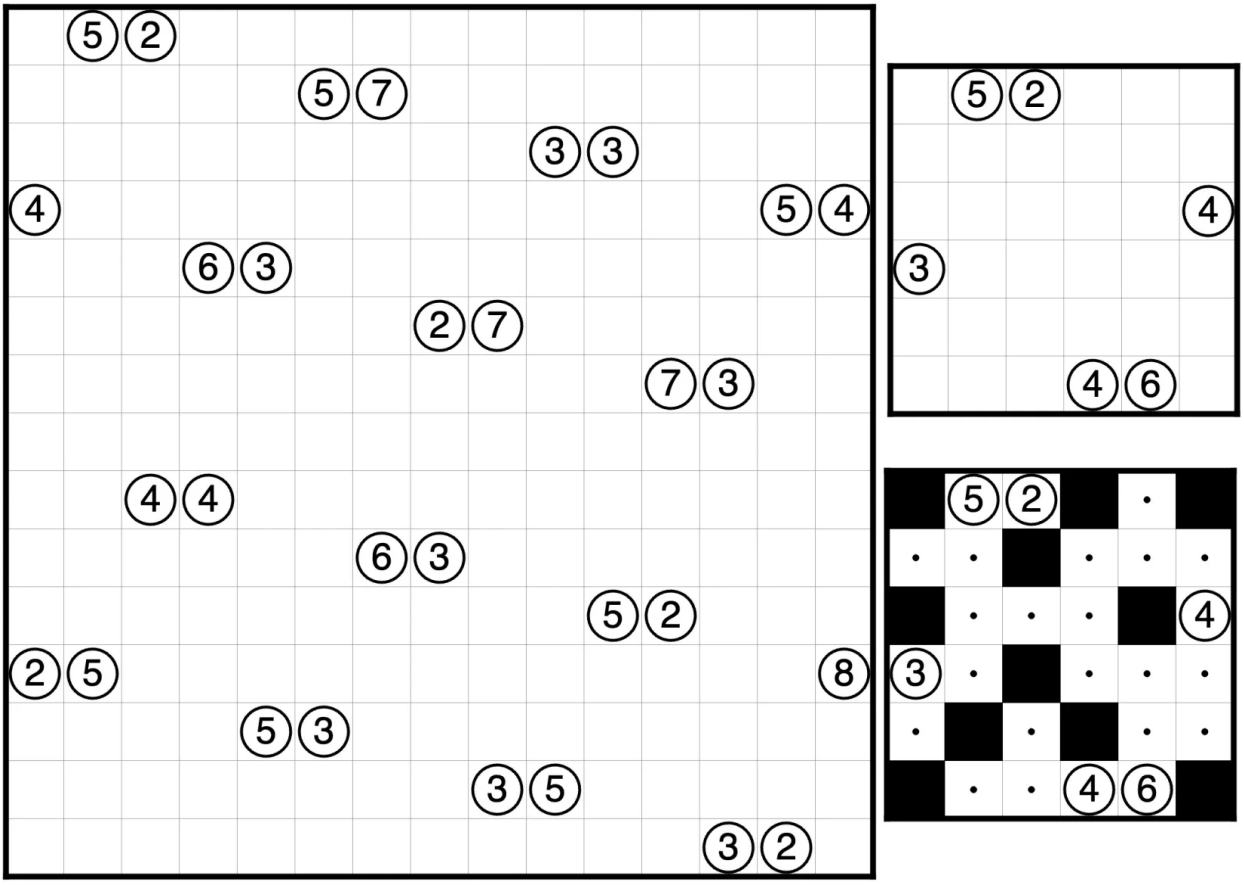


Example (Penpa+): https://tinyurl.com/yupfm6r4
GAPP (Penpa+): https://tinyurl.com/ynewnzpq
Walkthrough: https://youtu.be/iNoc8PZC0Wc

November 25, 2023: Kurodoko
Walker

Today's **Supersized Kurodoko** is themed around my favorite clue pattern in Cave and Kurodoko: adjacent clues! I love when every clue has a friend. 🐣🐣 It looks like two clues still need to pair up. Can you find a path through empty cells that connects them?

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight line vertically or horizontally, including itself.



Example (puzz.link): https://tinyurl.com/2s47ybek
GAPP (puzz.link): https://tinyurl.com/22yxz2eb
Walkthrough: https://youtu.be/RxHcMRuQDcs

November 26, 2023: Bouba and Kiki Loop
Lavaloid

For today's ✨ *Strange-shaped Sunday* ✨, we're featuring **Bouba and Kiki Loop**! The genre is named after the famous bouba/kiki experiment, where participants are shown one pointy shape and one rounded shape, and asked to name each of them Bouba or Kiki. Most people will refer to the pointy shape as "kiki" and the rounded shape as "bouba"!

Also, did you know Baba and Keke from the puzzle game *Baba is You* are named after this experiment? Let's ask them what they think:
 : This result is truly remarkable. I am honored to be named after it.
 : Hell darkness blizzard. Fear destruction lethal purgatory demon suffering evil chaos lava carnage.

Rules:

- Draw two loops through the centers of some cells: one Bouba loop and one Kiki loop. A Bouba loop can only turn with 120 degree angles, while a Kiki loop can only turn with 60 degree angles.
- Loops cannot cross themselves, but they can cross each other, and must travel straight at their intersections.
- The Bouba loop must visit all hexagons and none of the triangles. The Kiki loop must visit all triangles and none of the hexagons. Diamonds must be visited by at least one of the loops.

Note: Diamonds aren't used in this GAPP.

We have two **GAPP 101**s for today:

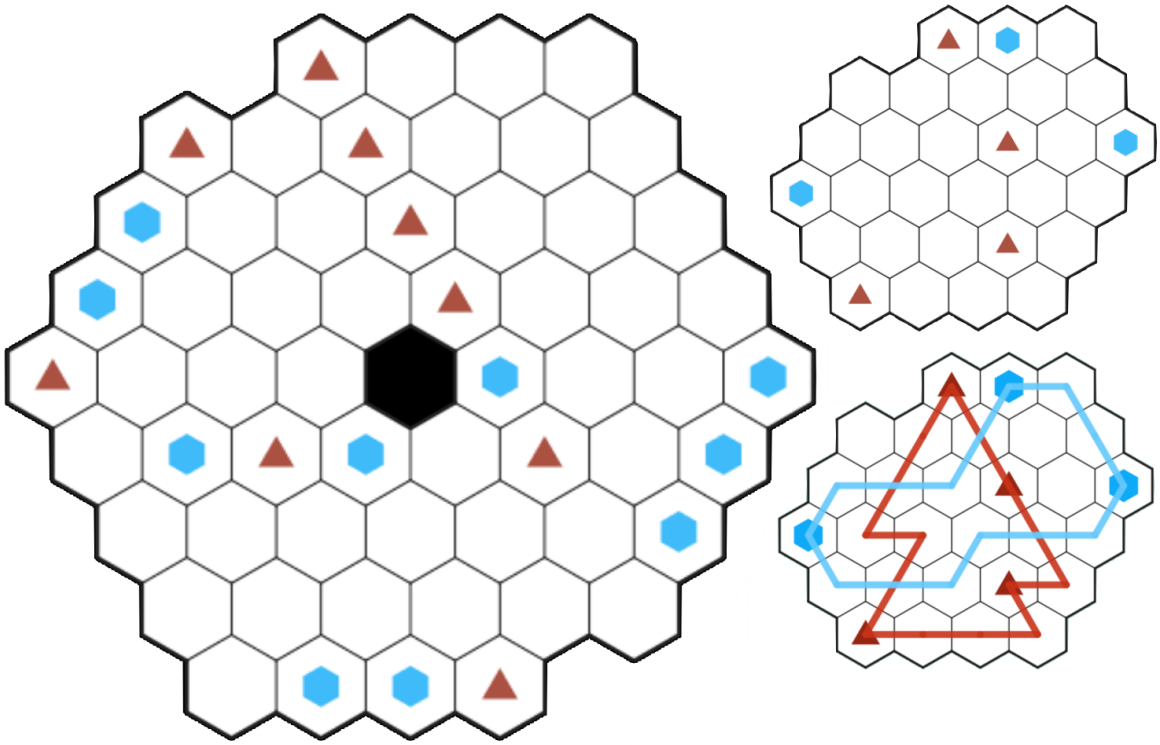
- Gur sbyybjvat vzntr fubjf nyy cbffvoyr jnlf n yvar frtzrag pna tb fgenvtug be ghea: uggcf://voo.pb/WwLu7mj
- Ybbx bhg sbe pryyf jvgu bayl gjb rkvgf! Gurl pna or dhvgr fhogyr.

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

⬆ Intro is on the previous page ⬆

Rules:

- Draw two loops through the centers of some cells: one Bouba loop and one Kiki loop. A Bouba loop can only turn with 120 degree angles, while a Kiki loop can only turn with 60 degree angles.
- Loops cannot cross themselves, but they can cross each other, and must travel straight at their intersections.
- The Bouba loop must visit all hexagons and none of the triangles. The Kiki loop must visit all triangles and none of the hexagons. Diamonds must be visited by at least one of the loops.

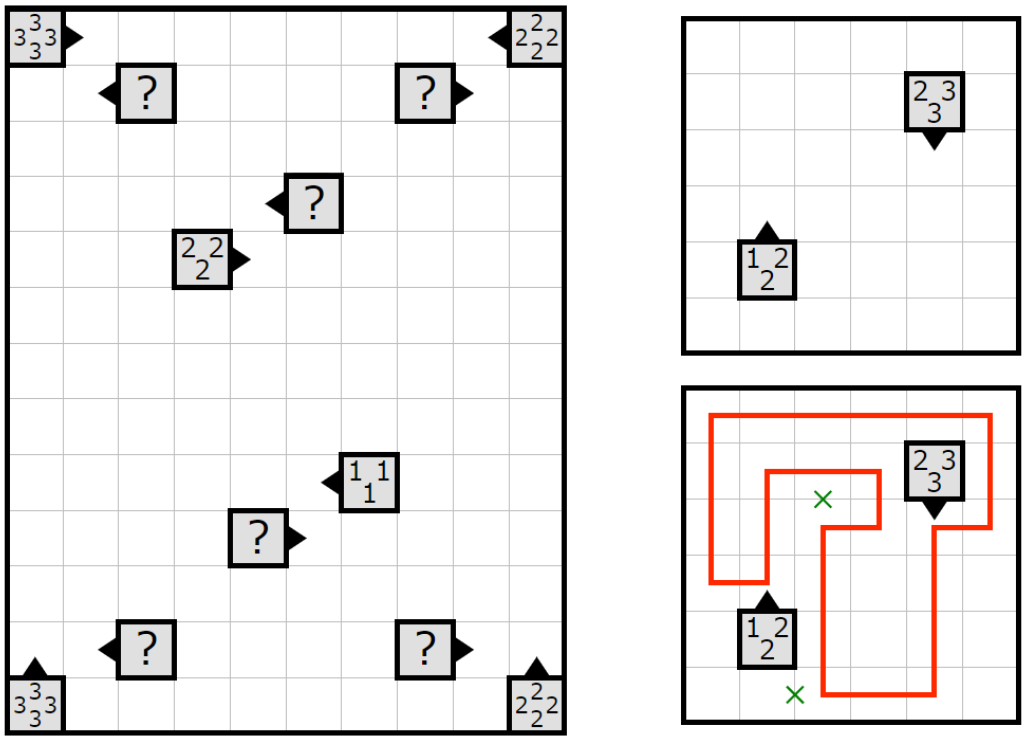


Example (Kudamono): https://tinyurl.com/3tfj5y2t
Example (Penpa+): https://tinyurl.com/yw7bgcvk
Puzzle (Kudamono): https://tinyurl.com/5fw9hvxw
Puzzle (Penpa+): https://tinyurl.com/ykzx2wur
Walkthrough: https://youtu.be/PltfA_7_J1c

November 27, 2023: Disorderly Loop
shye

For my own amusement today I went and made a **Disorderly Loop** where everything is in order!

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): https://tinyurl.com/37xc939z
Puzzle (puzz.link): https://tinyurl.com/rh25jamu
Walkthrough: https://youtu.be/4Jj0oVHGY8A

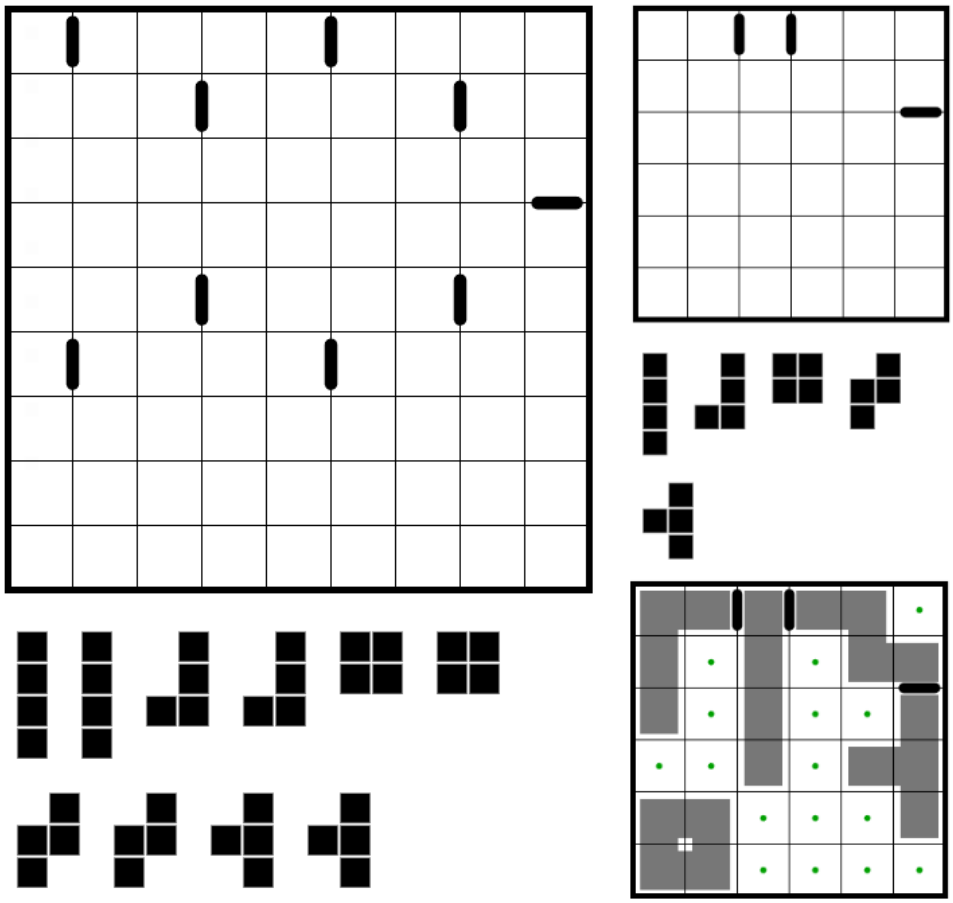
November 28, 2023: Kissing Polyominoes
Menderbug

Here's another genre hot off the puzz.link press: **Kissing Polyominoes** was added less than 24 hours ago!

Rules: Place each shape from the bank given outside the grid into the grid without overlap. Rotating and reflecting shapes is allowed. **All** edges along which two shapes touch are marked with thick bars.

Some notes:

- Remember the negative constraint: shapes cannot touch where there is no bar.
- The example puzzle uses a single tetromino set but the main puzzle uses a double tetromino set.
- The genre normally also has cells marked with Xs but neither the example nor the main puzzle use those, so I omitted them from the rules.



Example (puzz.link): https://tinyurl.com/bdec2kby
GAPP (puzz.link): https://tinyurl.com/2bpdayf5
Walkthrough: https://youtu.be/lGCvtmJImQg

November 29, 2023: Line of Sight
Freddie Hand

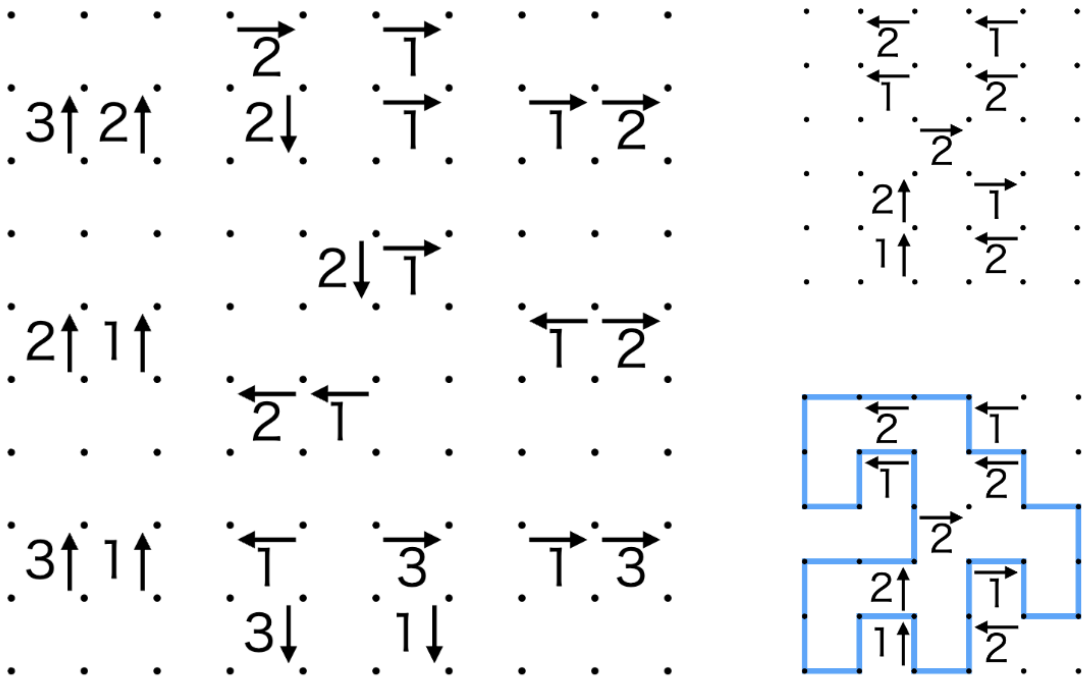
What do you call a documentary about a famous short-sighted person?

A miopic.

Jokes don't get much cornea than this...

Today's puzzle is a **Line of Sight**.

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. A clue represents the length of the first straight line segment seen in the indicated direction.

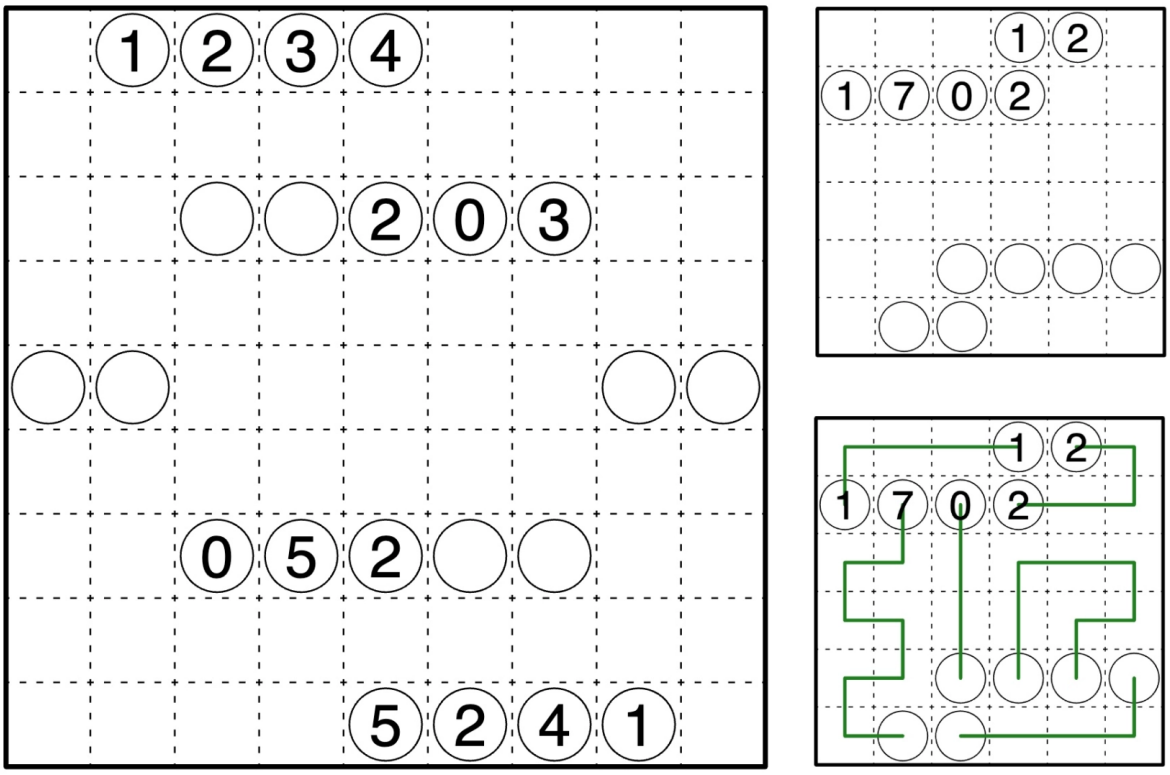


Example (Puzz.link): https://tinyurl.com/246pfrx4
GAPP (Puzz.link): https://tinyurl.com/3hyaxkxp
Walkthrough: https://youtu.be/AfVH57IlQuE

November 30, 2023: Mintonette
Walker

After seeing the experiments with ChatGPT software last week, I've noticed that some of the GAPP HQ hardware is very out-of-date. We're still printing out Slitherlinks on a dot matrix printer! With the latest puzzle-brand technology, I think we can build some better tools for processing puzzles. 🛠️🖥️ Let's add Zero-One Lines memory here, an Inbox/Outbox for input and output, a Congruence Circuit board to hold everything together… All that's left now is to connect the circle-shaped vias on the circuit board. It looks like there are **Mintonette** labels describing how much the paths need to wind around!

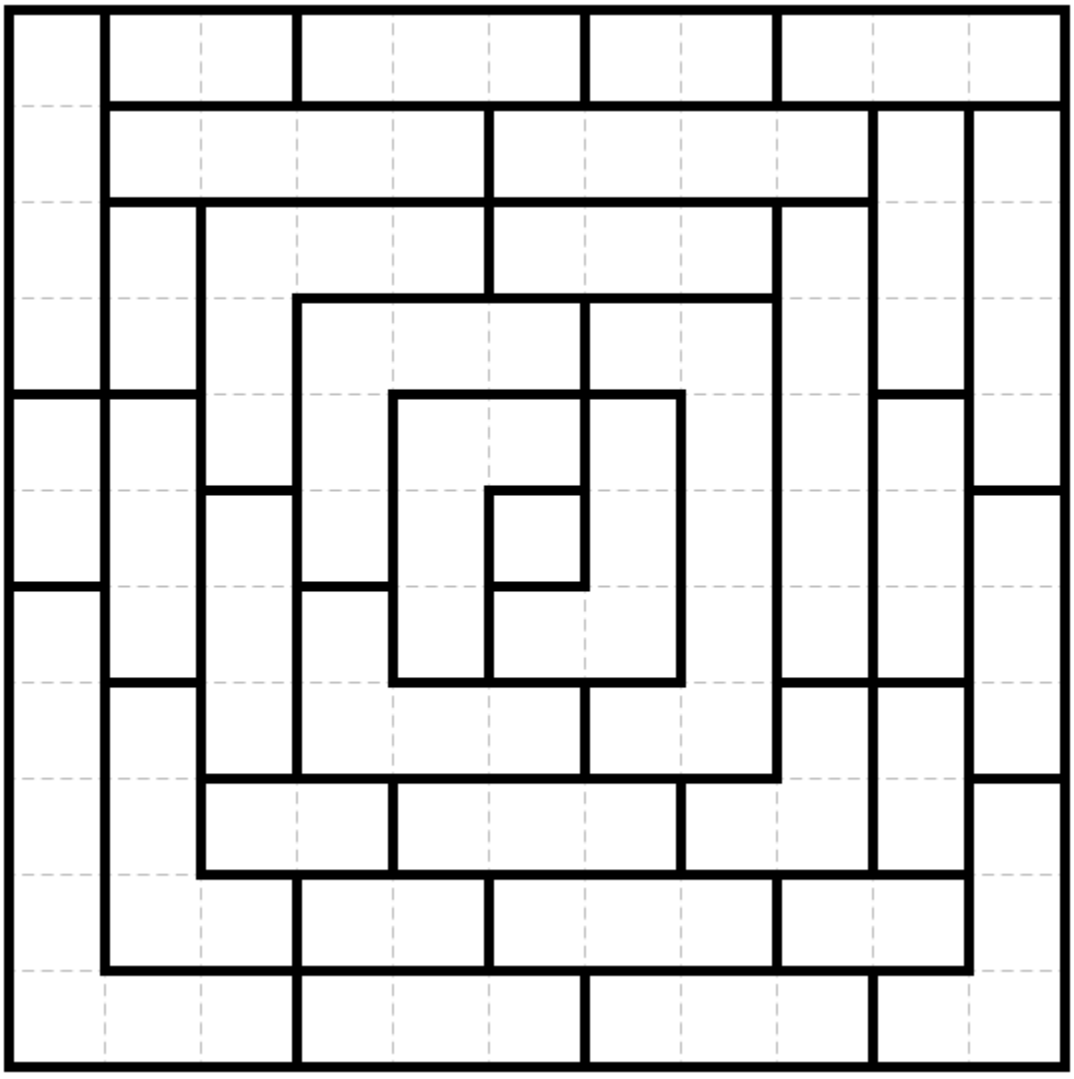
Rules: Draw paths through the centers of cells connecting each circle to exactly one other. Paths may not cross each other or themselves, and every cell must be used by a path. Numbers in circles represent the number of turns of the path that starts from that circle.



Example (Penpa+): https://tinyurl.com/yvnqkfew
GAPP (Penpa+): https://tinyurl.com/yvq82mgo
Walkthrough: https://youtu.be/AXVW54QDidI

Bonus 1: All or Nothing
Menderbug

Rules: Draw a non-intersecting loop through the centers of some cells. A region may be visited by the loop at most once, and if it is, all of its cells must be visited. Two orthogonally adjacent regions may not both be unused.

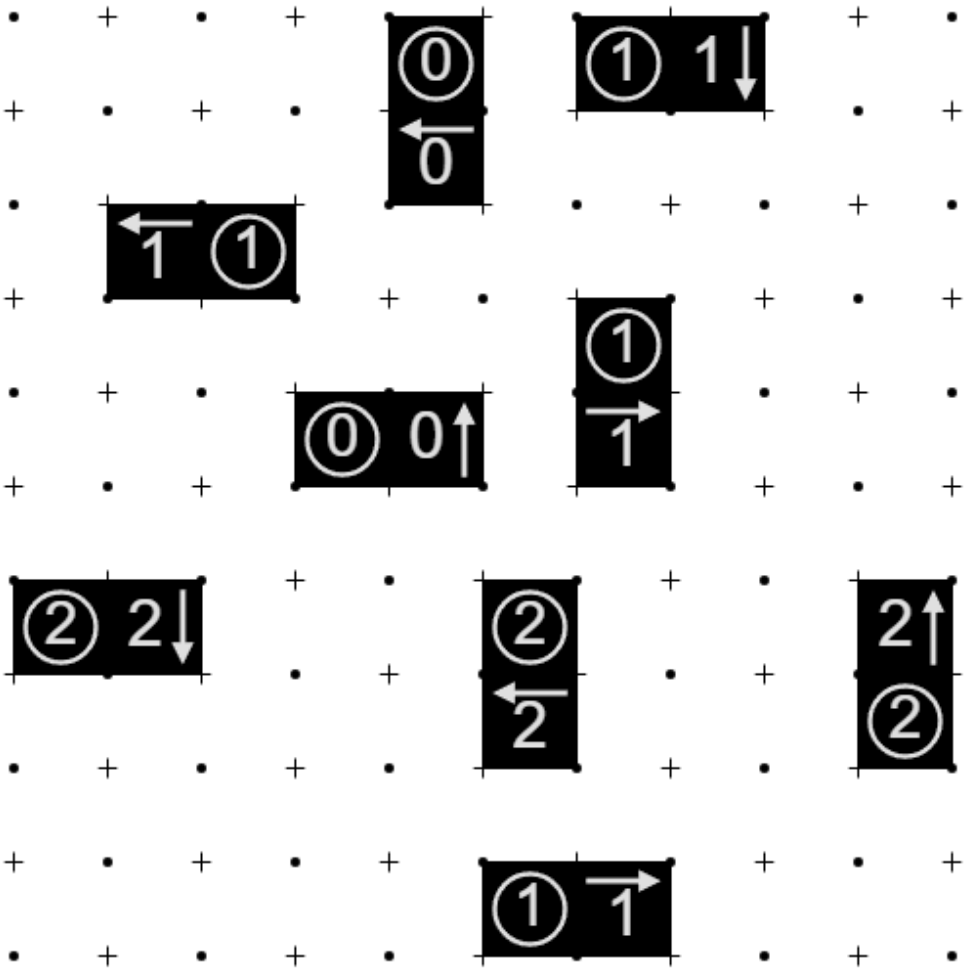


Example by Jovi (puzz.link): https://tinyurl.com/yc85c337
Puzzle (puzz.link): http://tinyurl.com/yad8kmsv

Bonus 2: Crossstitch
Lavaloid

Rules:

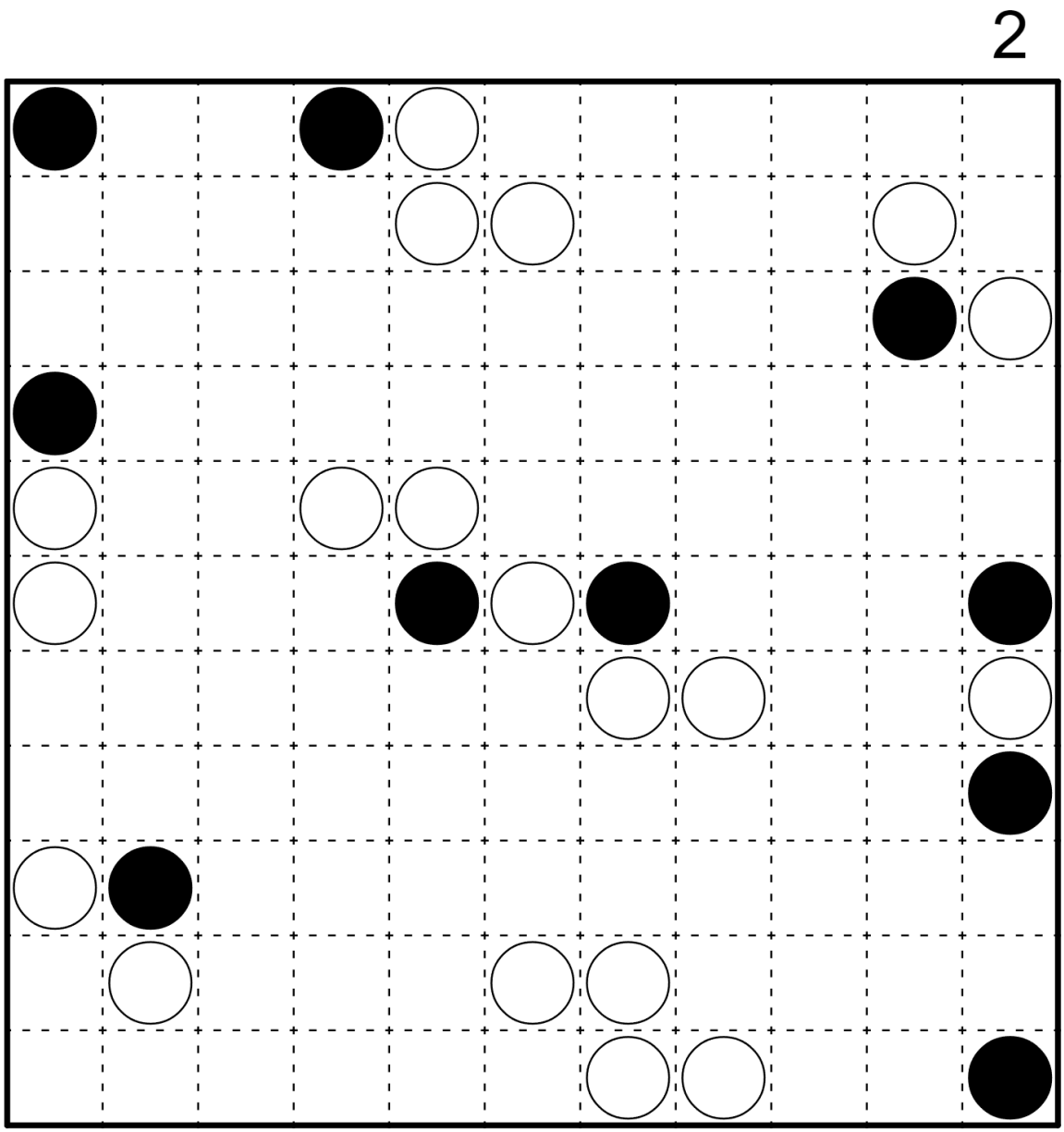
- Place diagonal lines into some cells, each connecting two opposite corners, such that they form two loops in the grid - one on each type of vertex - which may not intersect themselves, but may intersect each other.
- Black cells may not be used by the loops. Cells containing intersections of the two loops may not be orthogonally adjacent.
- Circled numbers represent how many corners of its cell are used by the loops. Numbers with arrows represent how many cells contain intersections of the loops in the indicated direction up to the edge of the grid or the next black cell.



Example (puzz.link): https://tinyurl.com/bdhhksv4
Puzzle (puzz.link): https://tinyurl.com/3w5j5v99

Bonus 3: Isowatari
Walker

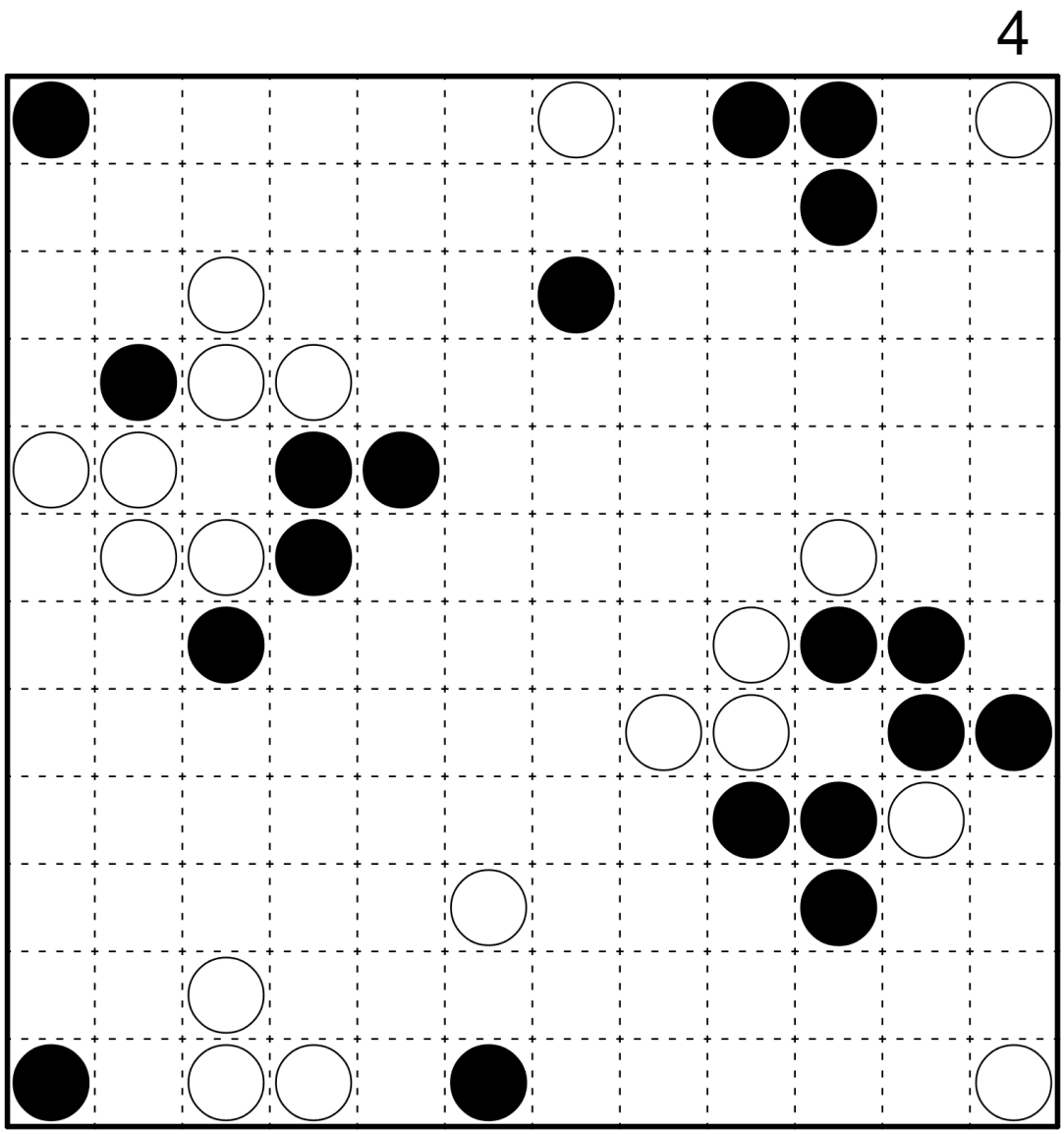
Rules: Shade some cells so that all unshaded cells form one orthogonally connected area and no 2x2 region is entirely unshaded. Black circles must be shaded and white circles must be unshaded. All orthogonally connected groups of shaded cells must be the size indicated above the grid.



Example (Penpa+): https://tinyurl.com/ytvsbjml
Puzzle (Penpa+): https://tinyurl.com/ykzltj8e

Bonus 4: Isowatari
Walker

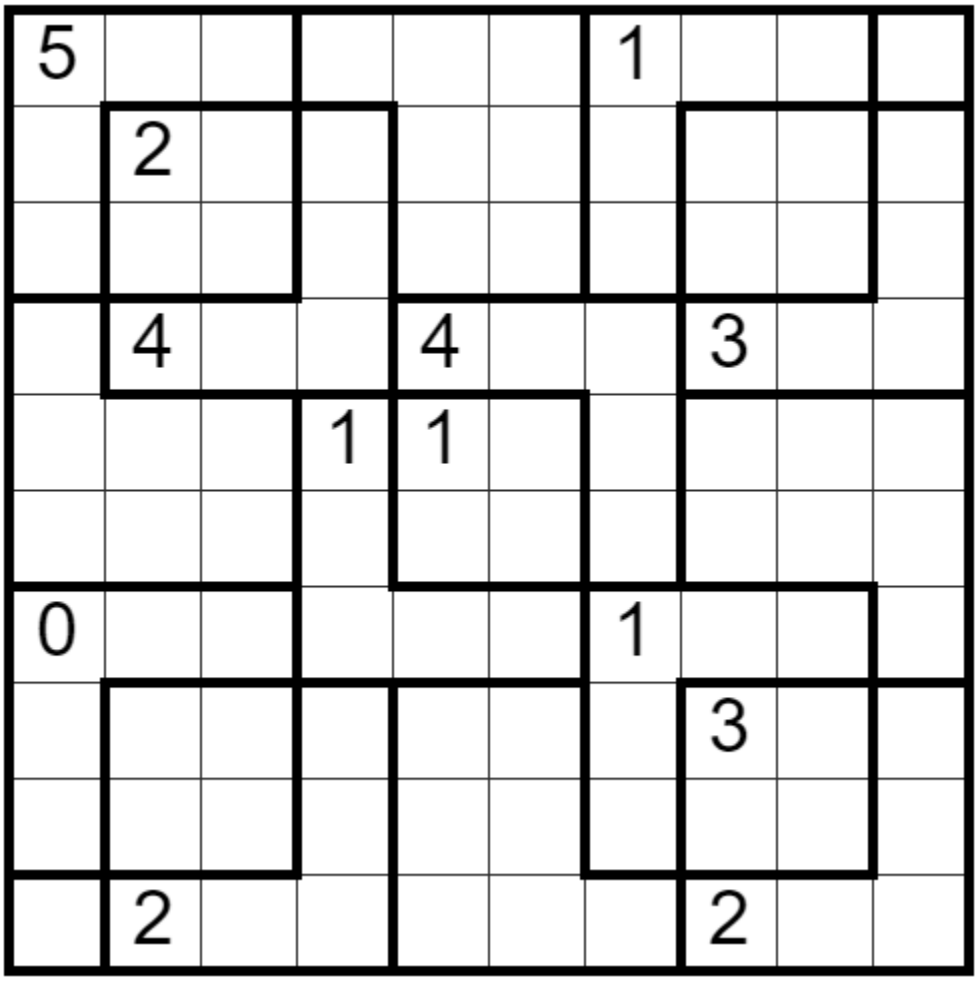
Rules: Shade some cells so that all unshaded cells form one orthogonally connected area and no 2x2 region is entirely unshaded. Black circles must be shaded and white circles must be unshaded. All orthogonally connected groups of shaded cells must be the size indicated above the grid.



Example (Penpa+): https://tinyurl.com/ytvsbjml
Puzzle (Penpa+): https://tinyurl.com/yv2zkda3

Bonus 5: Aqre
Menderbug

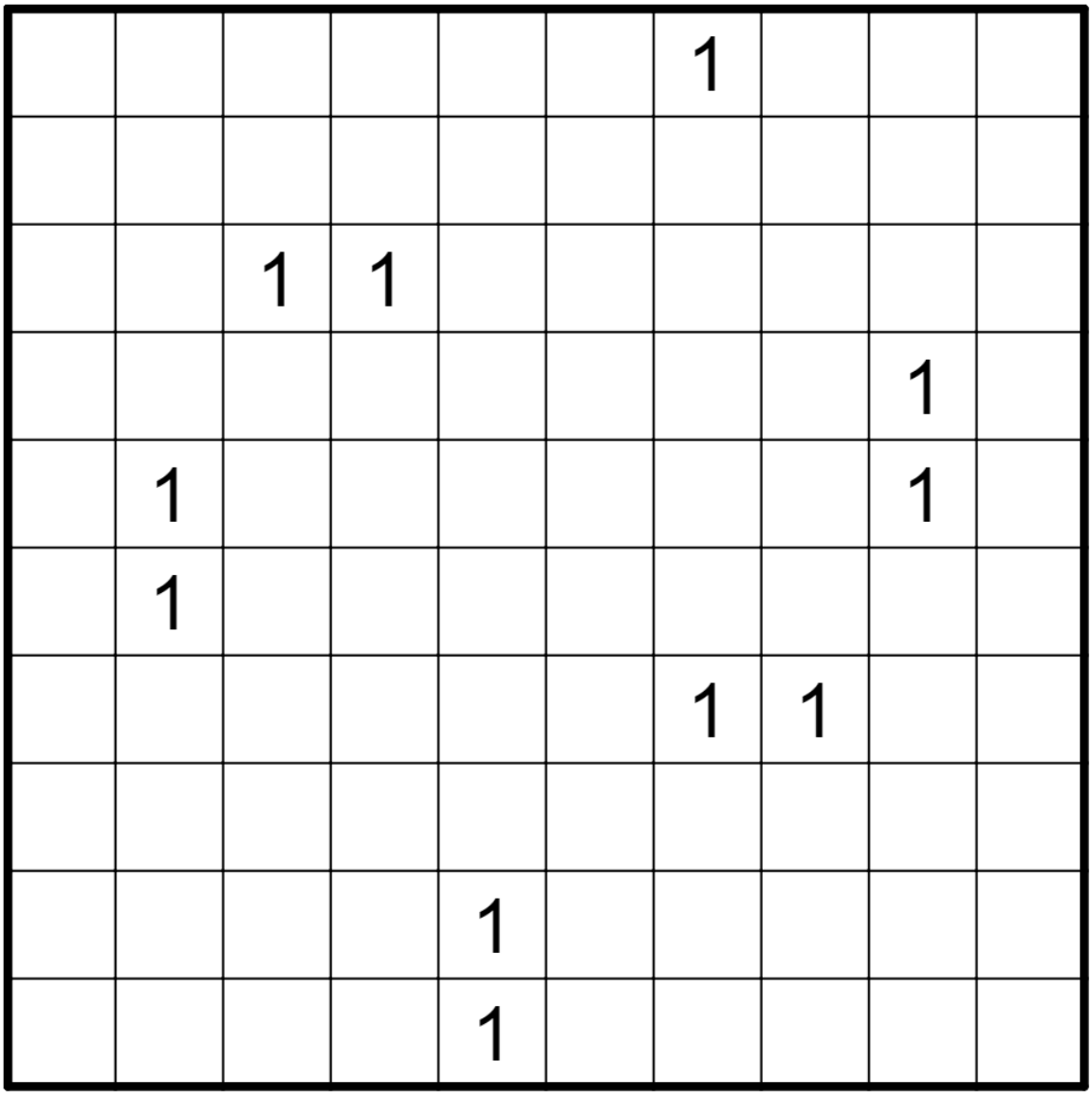
Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Regions with numbers must contain the indicated amount of shaded cells. There may not exist a run of more than three consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.



Example (puzz.link), by Shye: https://tinyurl.com/2bu3f7rs
Puzzle (puzz.link): https://tinyurl.com/47nnykza

Bonus 6: Domino Field
xoned

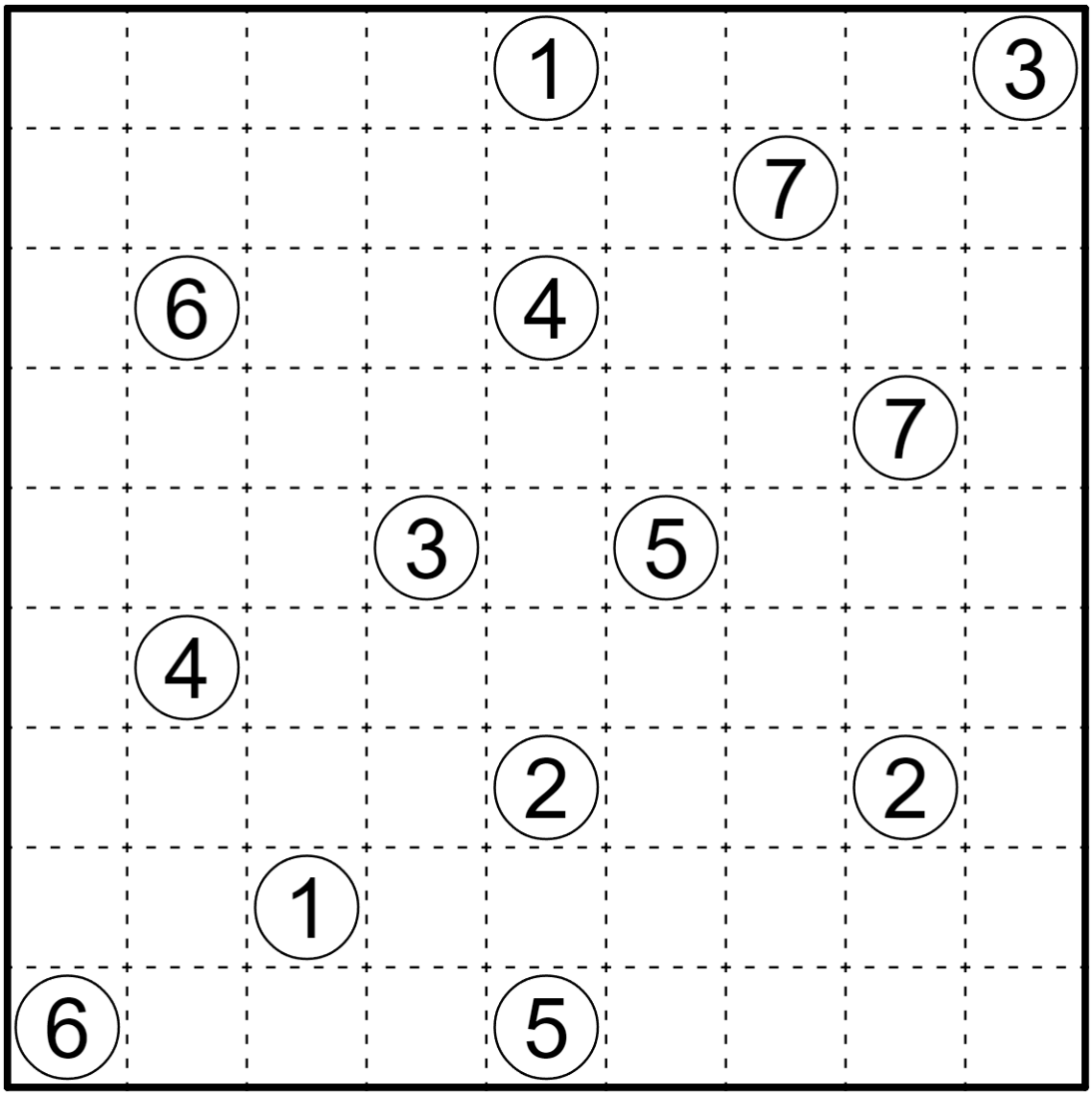
Rules: Shade some dominoes of cells such that no two dominoes are orthogonally adjacent. Clues must remain unshaded and indicate the number of shaded cells among their (up to four) orthogonal neighbours. No 2x2 can be entirely unshaded.



Example (Penpa+), by Menderbug: https://tinyurl.com/yt448h8r
Puzzle (Penpa+): https://tinyurl.com/ywuylk2n

Bonus 7: Mintonette
Walker

Rules: Draw paths through the centers of cells connecting each circle to exactly one other. Paths may not cross each other or themselves, and every cell must be used by a path. Numbers in circles represent the number of turns of the path that starts from that circle.



Example (Penpa+): https://tinyurl.com/yvnqkfew
Puzzle (Penpa+): https://tinyurl.com/yngwsa9b

Date	Sloth Time	Crab Time	🐦
01 November 2023	2:30	5:00	Unassuming Ural Owl
02 November 2023	3:00	5:30	Tweet E-Bird
03 November 2023	2:30	4:30	_pahuayo Antbird
04 November 2023	3:15	6:30	Micronesian Mauritius Owl
05 November 2023	3:30	7:30	High-Altitude Rüppell's Vulture
06 November 2023	4:30	10:00	Bee-eater
07 November 2023	2:30	5:00	TAPAAAAculo
08 November 2023	2:30	4:30	Mannequin Quail
09 November 2023	3:00	6:00	Nan-rook
10 November 2023	1:30	3:00	Relaxed Roseate Tern
11 November 2023	4:00	8:00	Australian White Ibis
12 November 2023	2:30	5:00	Claustrophobic Donacobius
13 November 2023	1:45	3:30	Counting Congo Peafowl
14 November 2023	3:30	7:15	Confectionary Connecticut Warbler
15 November 2023	1:45	3:30	Partying Phoenix Petrel
16 November 2023	4:00	9:00	Mod-est tiger parrot
17 November 2023	2:00	4:00	Weekend Whimbrel
18 November 2023	3:30	6:30	Cheshire Catbird
19 November 2023	4:00	8:15	Quadrupled Quail-Plover
20 November 2023	2:00	4:00	Interior Designer Izu Thrush
21 November 2023	2:52	5:25	Robo Robin
22 November 2023	2:00	4:00	Bifurcation brubru
23 November 2023	1:45	3:00	Domino Dompfaff
24 November 2023	3:30	7:00	Cnidarian Cundinamarca Antpitta
25 November 2023	5:00	10:00	Adjacent Ayeyarwady Bulbul
26 November 2023	3:45	7:30	Bokikokiko

27 November 2023	2:22	4:44	Eared Glossy Blue Southern Starling
28 November 2023	1:30	3:00	Rosy-faced Lovebird
29 November 2023	3:45	8:00	Bespectacled Bank Myna
30 November 2023	1:30	3:00	DIY Des Murs's Wiretail