Mind The GAPP Vol. 26

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

Merry Christmas! Happy New Year! It's the warmest time of the year if you're in the Southern hemisphere! And it's time for *Mind the GAPP Vol. 26*! As mentioned in the last volume of Mind the GAPP, we were pretty busy with real life things during December. But now things are back to normal, so this volume can be released much earlier.

Did you know that 26 is a special number for puzzlers? It's because it's the number of Cantons in Switzerland! Okay, just kidding, it's special because it's the number of bones in a normal human foot and ankle. Or maybe the number of pieces that are visible in a Rubik's Cube. Or the number of red cards in a standard deck of cards. Or the number of tracks in the original soundtrack for Hollow Knight. Or the number of stations in Line 3 of the Tianjin Metro. Or the maximum number of players allowed to be registered in a national team in FIFA World Cup 2022. Or...

We also had a special post for Christmas, featuring six mini-puzzles. Finally, there are 6 bonus puzzles this time. Happy solving and enjoy 2024!

December 1, 2023: Dance and Dance

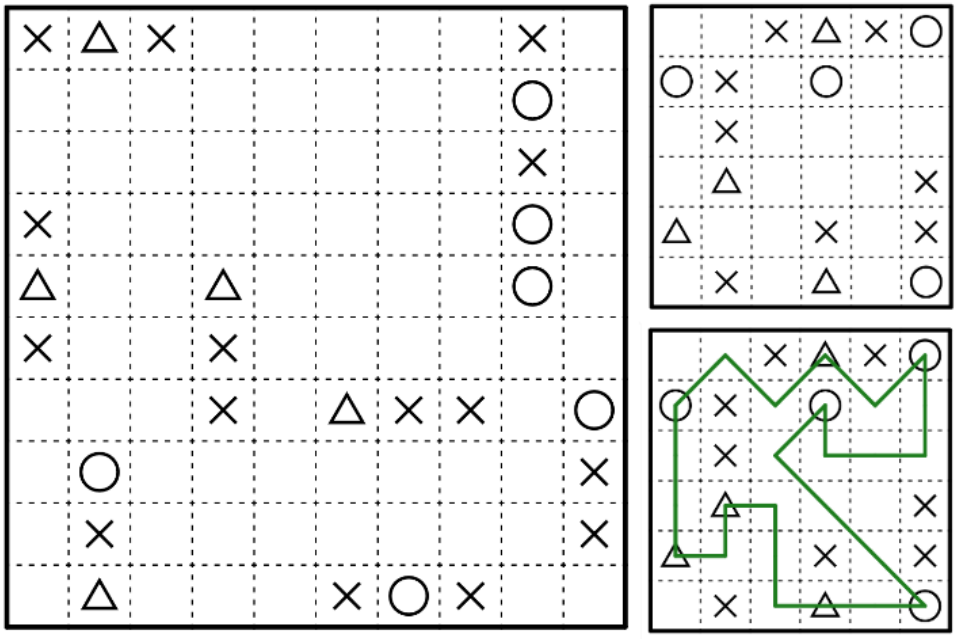
Lavaloid

When you spend most of your time in nerdy communities, you end up hearing people talking about D&D a lot, and start to get curious about it. I'm one of those curious people. Recently, I decided to join a D&D session held nearby. I had a lot of fun learning about loops and diagonal line segments, and I thought I'd make one for you all to experience. Here's a **Dance and Dance**!

Rules: Draw a loop that goes through all circles and triangles, and none of the crosses. The loop may not branch off or cross itself. On circles, the loop must turn 45° or 135°. Outside of circles, the loop must go straight or turn 90°.

A few **GAPP 101**s: (ROT13)

- N qvntbany frtzrag naq na begubtbany frtzrag pna bayl zrrg ng pvepyrf.
- Gevnatyr pyhrf zhfg rvgure unir rknpgyl gjb qvntbany rkvgf, be rknpgyl gjb begubtbany rkvgf. Or fher gb purpx vs n pyhr qbrfa'g unir rabhtu bs bar bs gurz! Sbe rknzcyr, vs n gevnatyr pyhr qbrfa'g unir rabhtu begubtbany rkvgf, gur yvar frtzrag cnffvat vg zhfg or qvntbany. Gur bccbfvgr vf nyfb gehr.



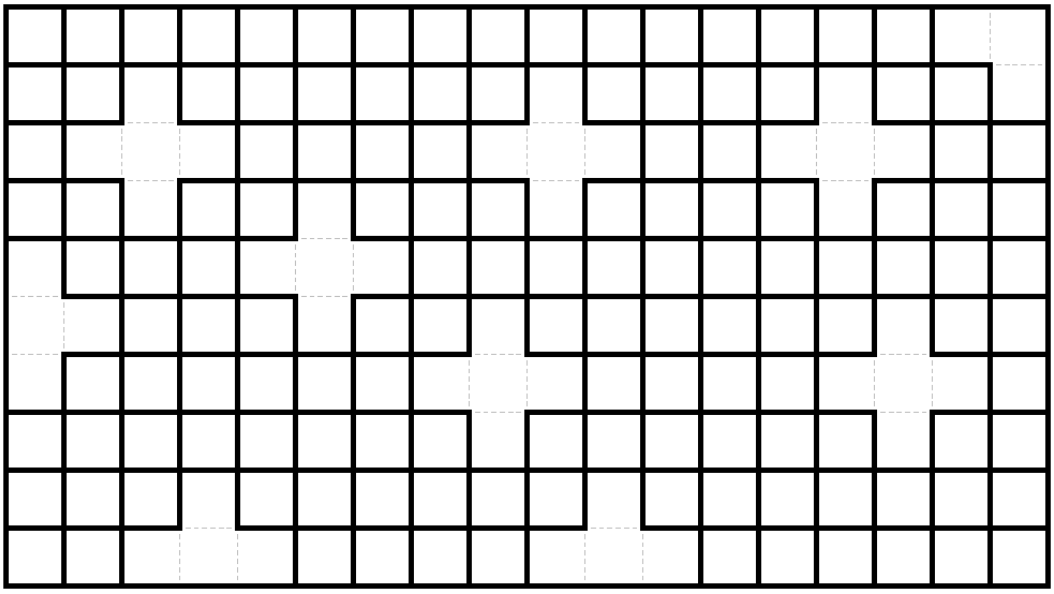
Example (Penpa+): https://tinyurl.com/yofygrpl
Example (Kudamono): https://tinyurl.com/3zwwf9pk
GAPP (Penpa+): https://tinyurl.com/yrflqouz
GAPP (Kudamono): https://tinyurl.com/yckdj6tp

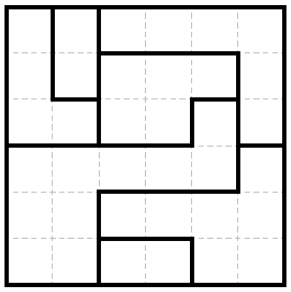
December 2, 2023: All or Nothing

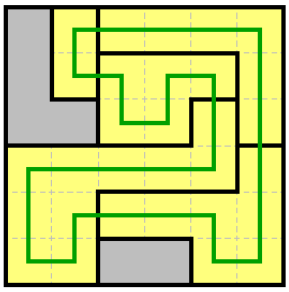
shye

It's been a whopping three months since my last Supersized Saturday puzzle, somehow in all the roster changes and complications I kept getting nudged around it. Which is a shame! I love to set for supersized, it may take extra effort, but you have the space to create much more novel puzzles. Like today's **All or Nothing**, hope you enjoy!

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.







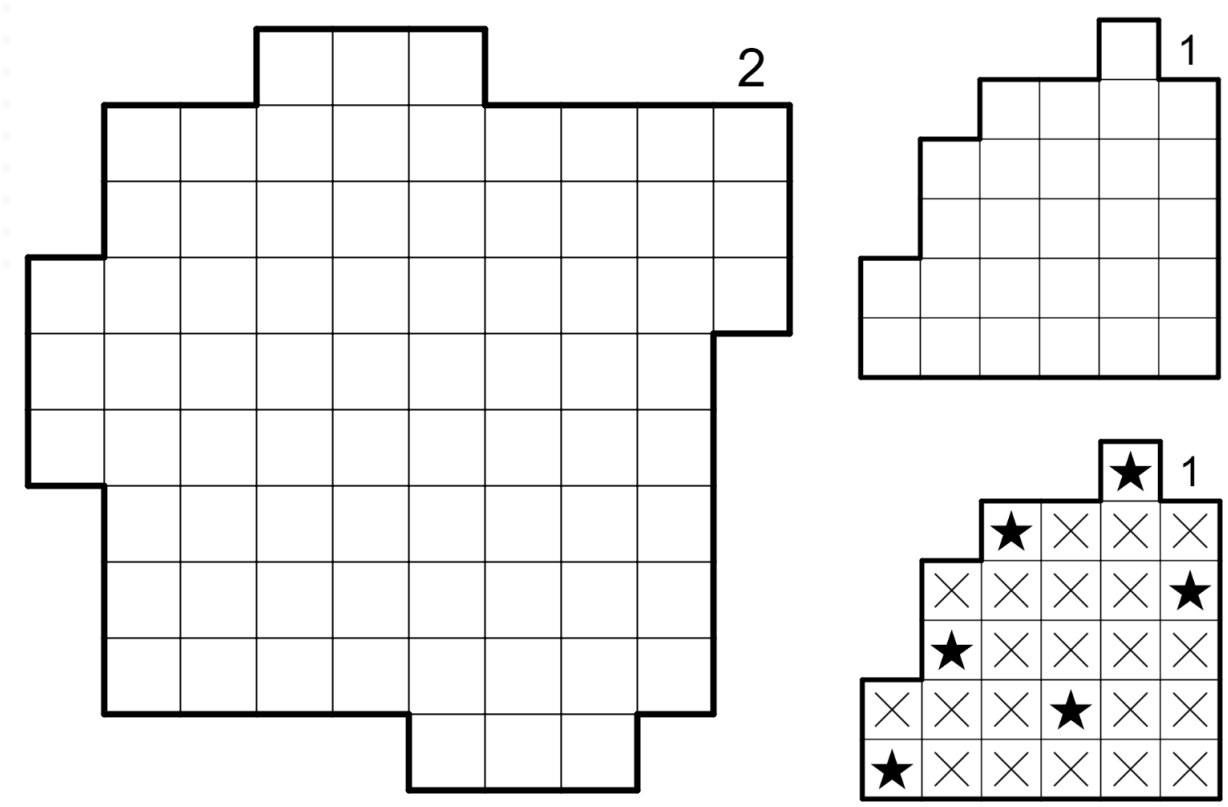
Example (puzz.link) by Jovi: https://tinyurl.com/yc85c337
GAPP (puzz.link, landscape): https://tinyurl.com/3449jadt
GAPP (puzz.link, portrait): https://tinyurl.com/j3nhrcfb
Walkthrough: https://youtu.be/FELKTorQmSE

December 3, 2023: Star Battle (Shapeless)

Menderbug

Something feels strange about this Sunday. More so than usual. I've been so flustered that I seem to have forgotten to add any region boundaries to this puzzle. And the grid looks all wonky. I really don't know how this happened, but today's **Star Battle** turned out rather **Shapeless**.

Rules: Place stars into some white cells such that each row and column contains exactly N stars. The value of N is given outside the grid. Stars may not touch one another, not even diagonally.



Example (Penpa+): https://tinyurl.com/yvreurkc
GAPP (Penpa+): https://tinyurl.com/ymv3ast6
Walkthrough: https://youtu.be/Sjs0MuqveTs

December 4, 2023: Hotaru Beam / Firefly

Freddie Hand

Aside from puzzling, I sometimes enjoy watching other people speedrun. So achieving both of the following:

- solve https://puzz.link/p?firefly/43/1/4.zo0./ in 00:00
- solve https://puzz.link/p?firefly/41/2/750zzzb0./ in 00:11

will grant you a special limited edition speedrun.com trophy 🏆

Today's puzzle is a slightly less degenerate **Hotaru Beam**, aka **Firefly**.

Rules: For each circle in the grid, draw a path starting from its black dot, moving along the gridlines, and ending at a circle (including potentially the same one it started at), but not on the side containing another black dot. Paths may not cross themselves, each other, or pass through circles. A number in a circle represents how many turns the path exiting from its dot will make. All circles must be joined by paths to form one connected network.

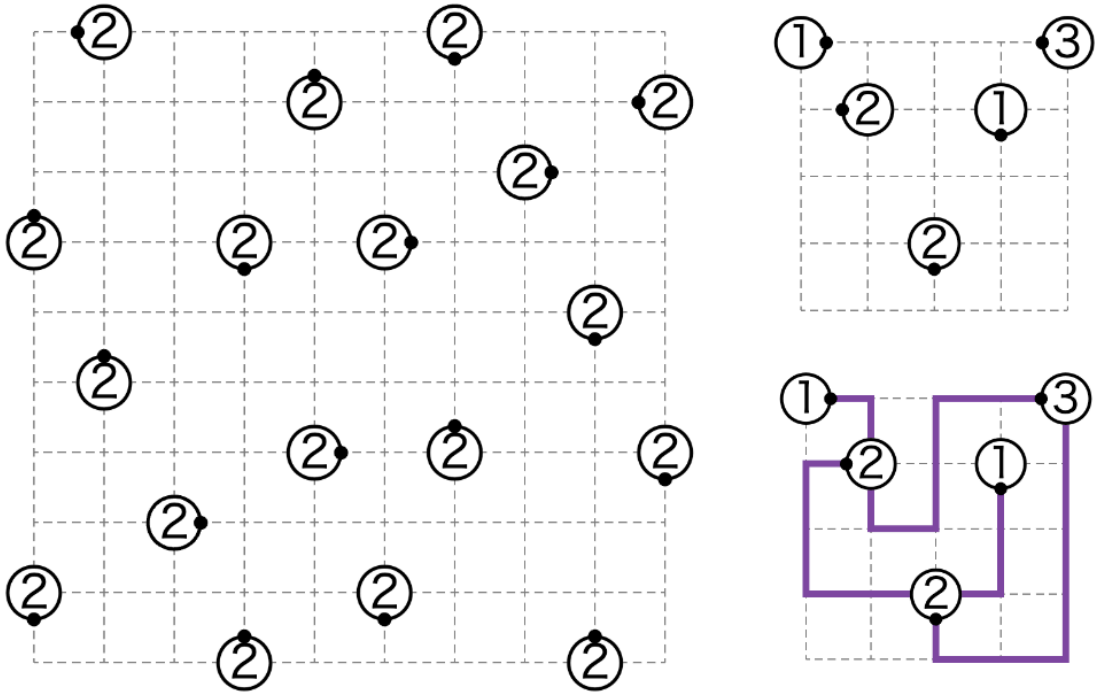
Here's a little **GAPP 101** for this puzzle: (ROT13) Gur cnguf gung n 2 pyhr pna gnxr ner snveyl yvzvgrq; va cnegvphyne, vs n yvar yrnirf n pvepyr ubevmbagnyyl, gura vg zhfg pbaarpg gb nabgure pvepyr ubevmbagnyyl, naq vs vg yrnirf n pvepyr iregvpnyyl, gura vg zhfg pbaarpg gb nabgure pvepyr iregvpnyyl.

As per tradition, here's some solving music from shye:
https://open.spotify.com/track/1FXOGOCoK5SiStXdSpTlqD?si=165a1ec699af4471

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

⬆ Rules are on the previous page ⬆

Rules: For each circle in the grid, draw a path starting from its black dot, moving along the gridlines, and ending at a circle (including potentially the same one it started at), but not on the side containing another black dot. Paths may not cross themselves, each other, or pass through circles. A number in a circle represents how many turns the path exiting from its dot will make. All circles must be joined by paths to form one connected network.



Example (Puzz.link), by shye: https://tinyurl.com/2v64m3pw
GAPP (Puzz.link): https://tinyurl.com/d7nhx3mw
Walkthrough: https://youtu.be/sOXtDSftWcI

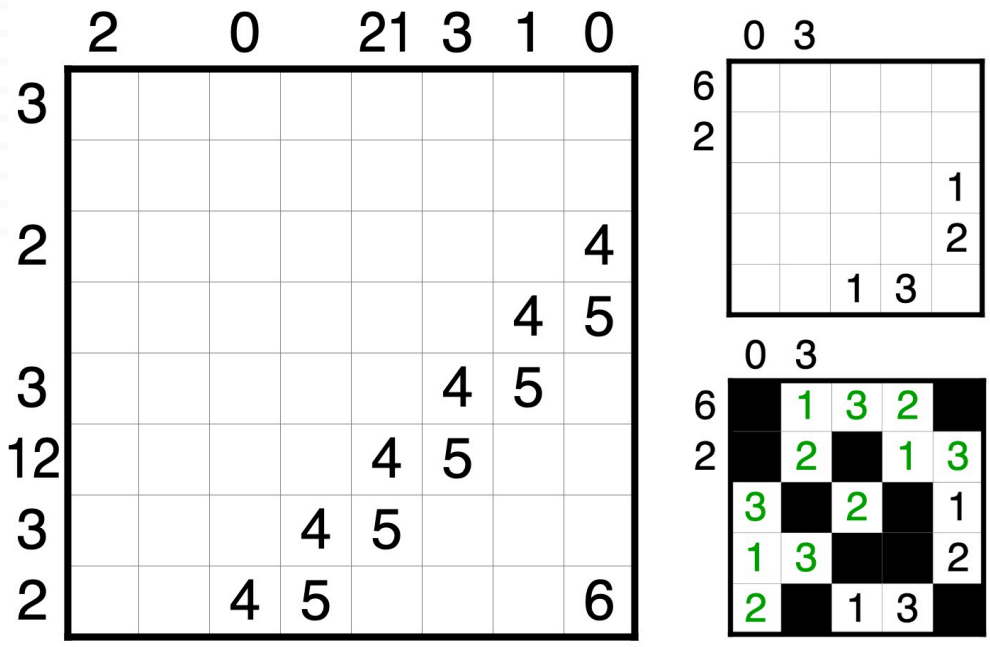
December 5, 2023: Doppelblock

Walker

As of a few weeks ago, puzzlink Skyscrapers, Doppelblock, and Easy as ABC now support interior given numbers/letters! Here's a **Doppelblock** that aims to show off how outside and inside clues can work together. You'll need to bridge the gap between the low and high digits!

Rules: Place a number from 1 to N-2 into some cells so that each row and column contains every number from that range with no repeats, where N is the side length of the grid, and shade the remaining two cells of each row and column. (So 1-3 for the example puzzle, 1-6 for the main puzzle). A clue outside the grid indicates the sum of the digits which appear between the two shaded cells in the corresponding row or column.

Interface Note: This puzzle includes both puzzlink and Penpa links; feel free to use whichever you prefer! I find shading easier in puzzlink and number placing easier in Penpa.



Example (puzz.link): https://tinyurl.com/2t25kze3
Example (Penpa+): https://tinyurl.com/ykelznkd
GAPP (puzz.link): https://tinyurl.com/mv7sjxcv
GAPP (Penpa+): https://tinyurl.com/yvs3kb6u
Walkthrough: https://youtu.be/fa908kCpvOw

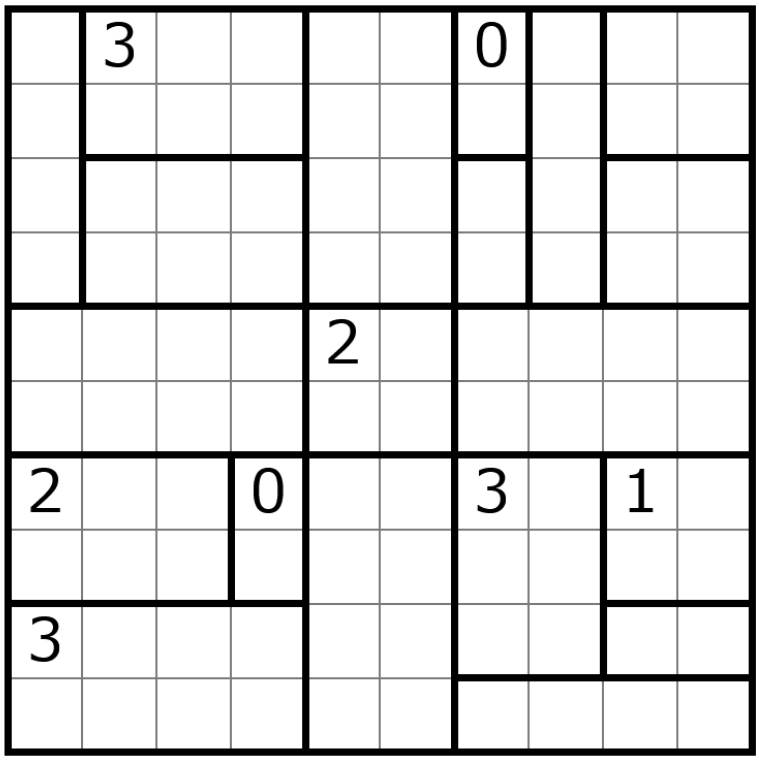
December 6, 2023: Heyawake

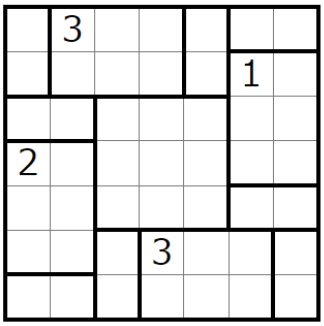
Lavaloid

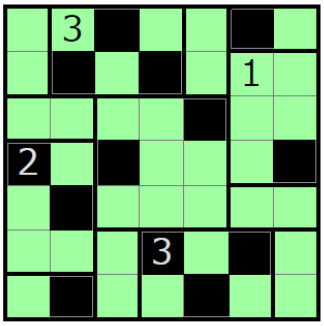
Sometimes, my puzzle ideas don't work out, or I just don't feel like making them. To prepare for those times, I have a few backup puzzles set in genres that I'm already used to and take less time for me to set. Or rather, I had them, because today's **Heyawake** is the last one in my backlog.

Because the theme of the puzzle today is a +, let's have a plus sign-related fun fact: Did you know the flag of Switzerland 🇨🇭 is the only square country flag? That's actually a lie, Vatican City also has a square flag 🇻🇦.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A line of consecutive unshaded cells may not cross more than one bold border,







Example (Puzz.link): https://tinyurl.com/wb8f6mad
GAPP (Puzz.link): https://tinyurl.com/yvnkhkxv
Walkthrough: https://youtu.be/Jo4k3IWFuEc

December 7, 2023: Latin Square

shye

After years of dabbling in various genres, Fiona Gapple seems to be stripping back her sound for this new record. "I've grown tired of the extra rules, I'm just doing a plain **Latin Square** this time around" she remarked in a recent interview. While critics have applauded the recent singles Hidden and Naked, fans have shown some backlash, some saying it sounds like a carbon-copy of Rick Gastley...

Rules: Place a number from 1 to N in each cell so that no number repeats in each row and column. (Where N is the side length of the grid)

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

		1	2	
				3
5				4
1				
	4	2		

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

Example (Penpa+): https://tinyurl.com/yvaaq4ks
GAPP (Penpa+): https://tinyurl.com/ylekcw6o
Walkthrough: https://youtu.be/Hv1FDFMRG4Y

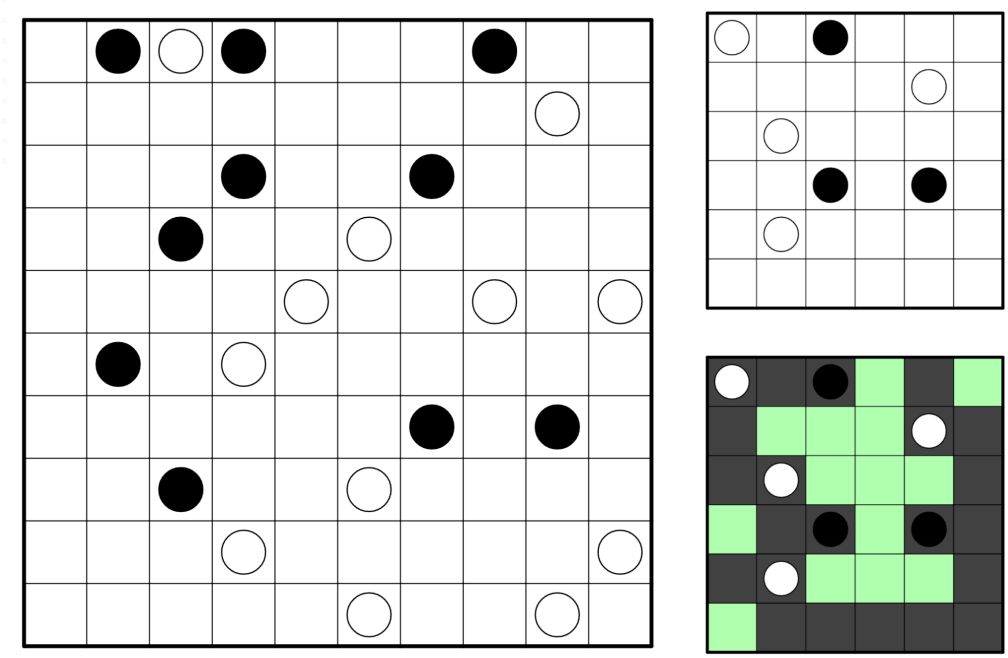
December 8, 2023: タコ足 / Octopus Legs

Menderbug

I recently came across this lesser-known Nikoli genre called タコ足 (which I believe translates to **Octopus Legs**). Nikoli presents this as a loop genre, but (as with Cave for instance) I find shading a lot more natural for these, so that's what we're going with. I promise it's a lot more approachable than the other octopus genre.

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. Circle clues must be shaded. Black circles indicate a dead end of the shaded area. White circles indicate a turn or branch of the shaded area.

If you've been around for a while, you might be expecting this one, but there's a very useful **GAPP 101** for this genre: (ROT13) Fvzvyne gb Pbeny naq bgure traerf, gurer pna arire or n 2k2 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/ykvphxoc
GAPP (Penpa+): https://tinyurl.com/yua55s2h
Walkthrough: https://youtu.be/ZD1J7hd3AAI

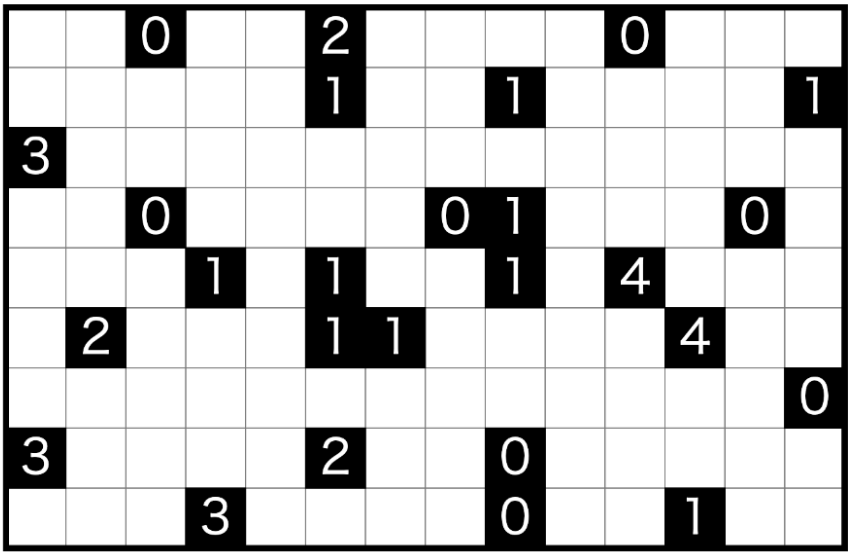
December 9, 2023: Takoyaki

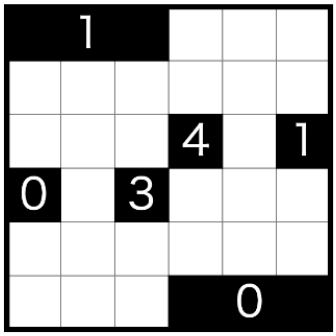
Freddie Hand

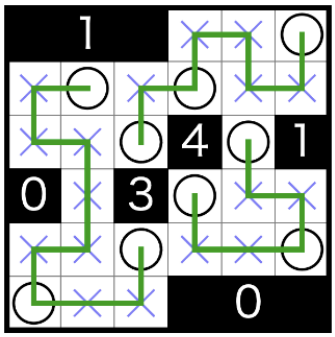
So you thought you defeated the octopus? How naive. Everyone knows that every boss has a second phase that's twice as hard.

Good luck with this supersized **Takoyaki**.

Rules: Draw non-overlapping, non-intersecting paths through the centers of white cells. Each white cell must be occupied by a path. On each path, place three circles: one on each end and another somewhere in the middle. No two circles on the same path may share a row or column. No two circles may be orthogonally adjacent, even if they're on different paths. A clue indicates the number of circles which are orthogonally adjacent to it.







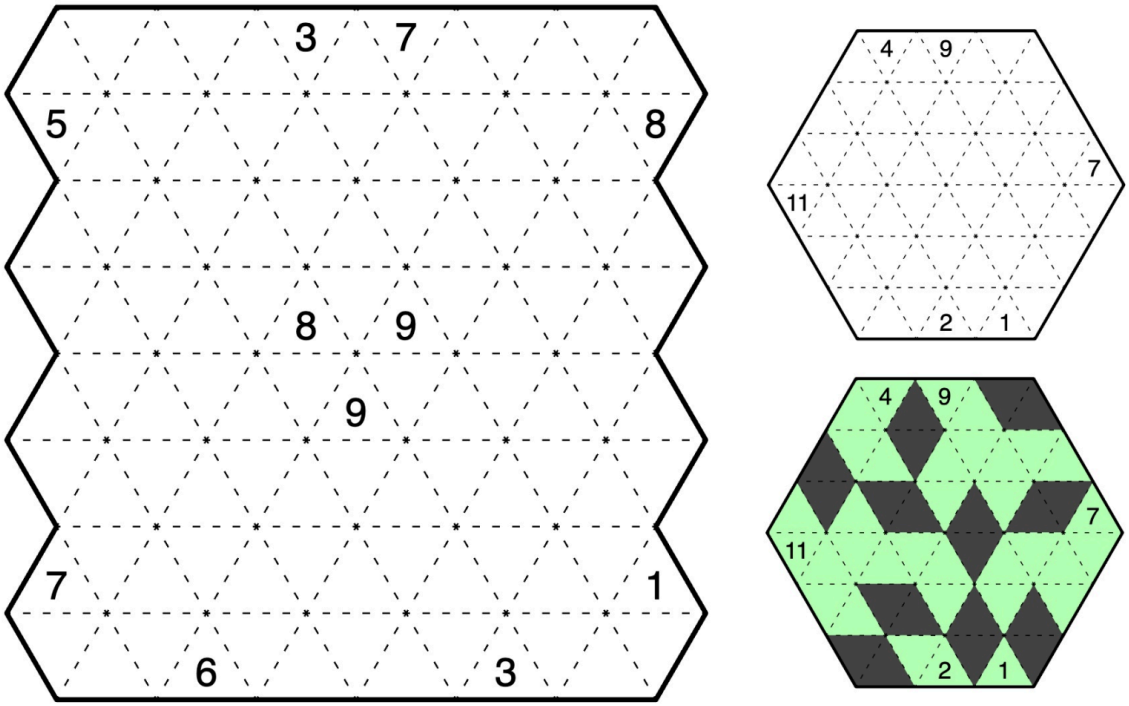
Example (puzz.link) by shye: https://tinyurl.com/2xva3twa
GAPP (puzz.link): https://tinyurl.com/2v75meje
Walkthrough: https://youtu.be/7rrzOms-srg

December 10, 2023: Norinuri

Walker

My favorite GAPP not-a-series returns! Today's Strange-Shaped **Norinuri** uses dominoes consisting of two triangles, called diamonds! (Though, for clarity, I'll still call them dominoes in the rules; to me, "diamond" sounds like it could also be larger than two cells.) A triangle grid is great, because you can have three dominoes touching at a point! Compare this to a square grid, where at most two can touch, and a hex grid, where dominoes can't touch diagonally at all

Rules: Shade some dominoes of cells, dividing the grid into regions. Shaded dominoes may not touch orthogonally. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area.



Example (Penpa+): https://tinyurl.com/yw345x6f
GAPP (Penpa+): https://tinyurl.com/ymptjn56
Walkthrough: https://youtu.be/YdoxO3BNgc8

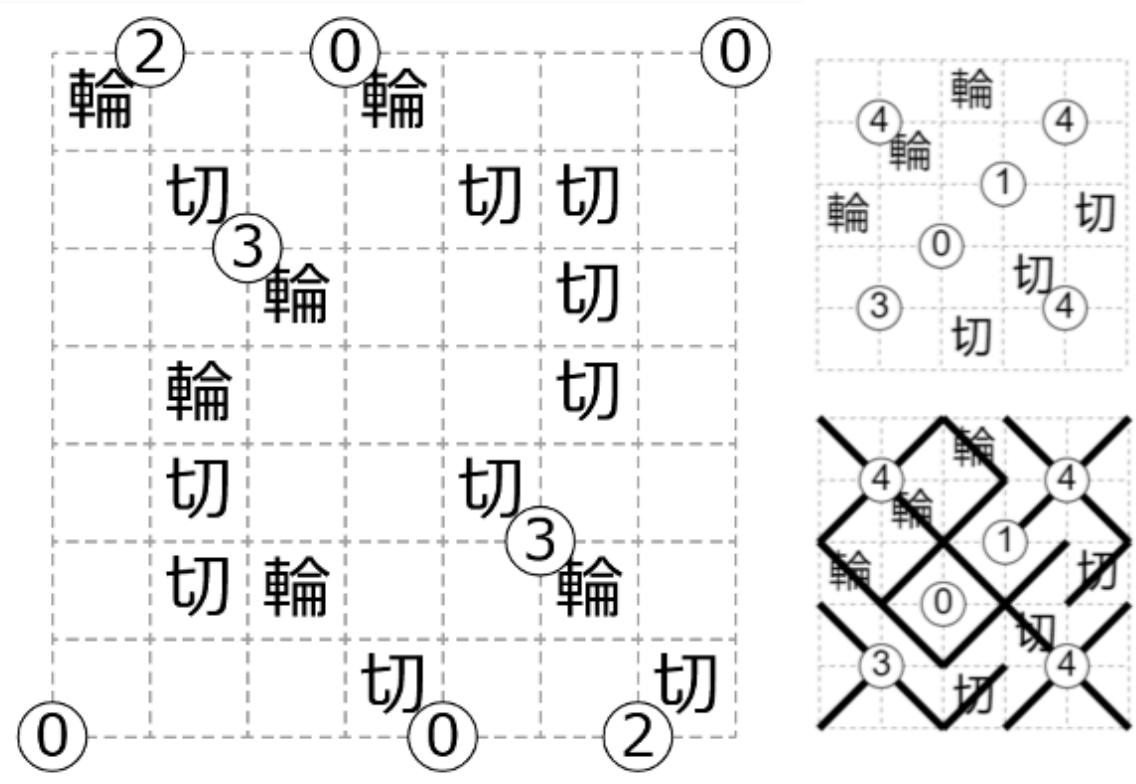
December 11, 2023: Wagiri

Lavaloid

Today's choice for ✨ *Lavaloid's word of the day** ✨ is "mnemonic"! The first reason I chose this word is because it's a very fun word, with a silent M at the start. The second reason is because I have a mnemonic device for remembering the characters for today's **Wagiri**. If you can't remember which character corresponds to which rule, remember that 輪 contains a loop, and 切 doesn't!

*not a daily series

Rules: Place a diagonal line into each cell, connecting two opposite corners. A clue in a circle indicates how many lines are extending from that circle. A diagonal line in a cell containing “輪” must be part of a loop, while a diagonal line in a cell containing “切” may not be part of a loop.



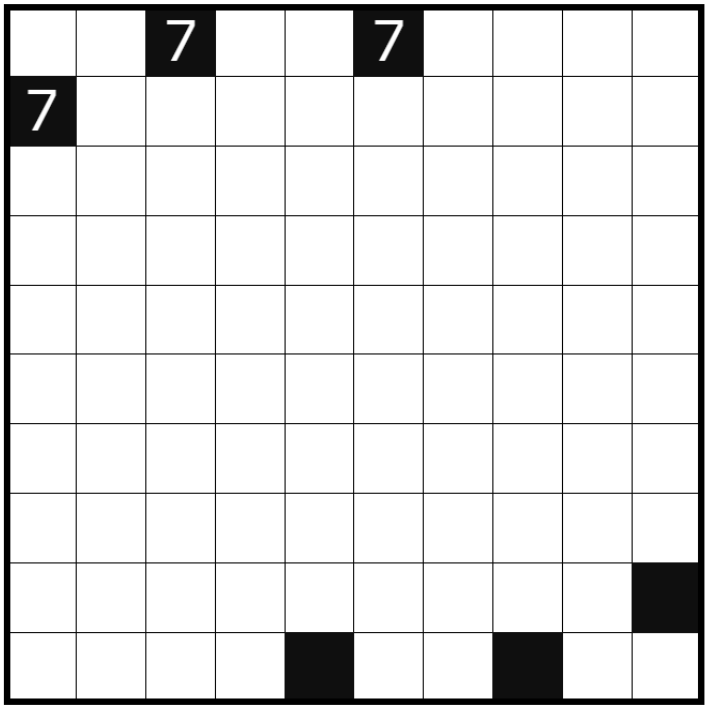
Example (pzv.jp) by Jovi: https://tinyurl.com/bdcwjm53
GAPP (puzz.link): https://tinyurl.com/2h5zk97n
Walkthrough: https://youtu.be/yyWGJTMtUP8

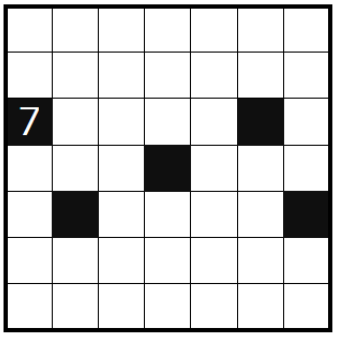
December 12, 2023: Aquapelago

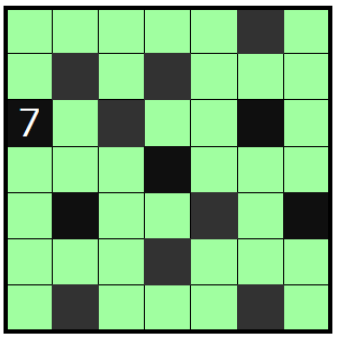
shye

You guys won't believe my luck, I managed to win an all-expenses-paid trip to a tropical **Aquapelago** 🏝️ It reminded me that lucky number 777 in the GAPP series was today, and I got very lucky in managing to pull off the theme!

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.







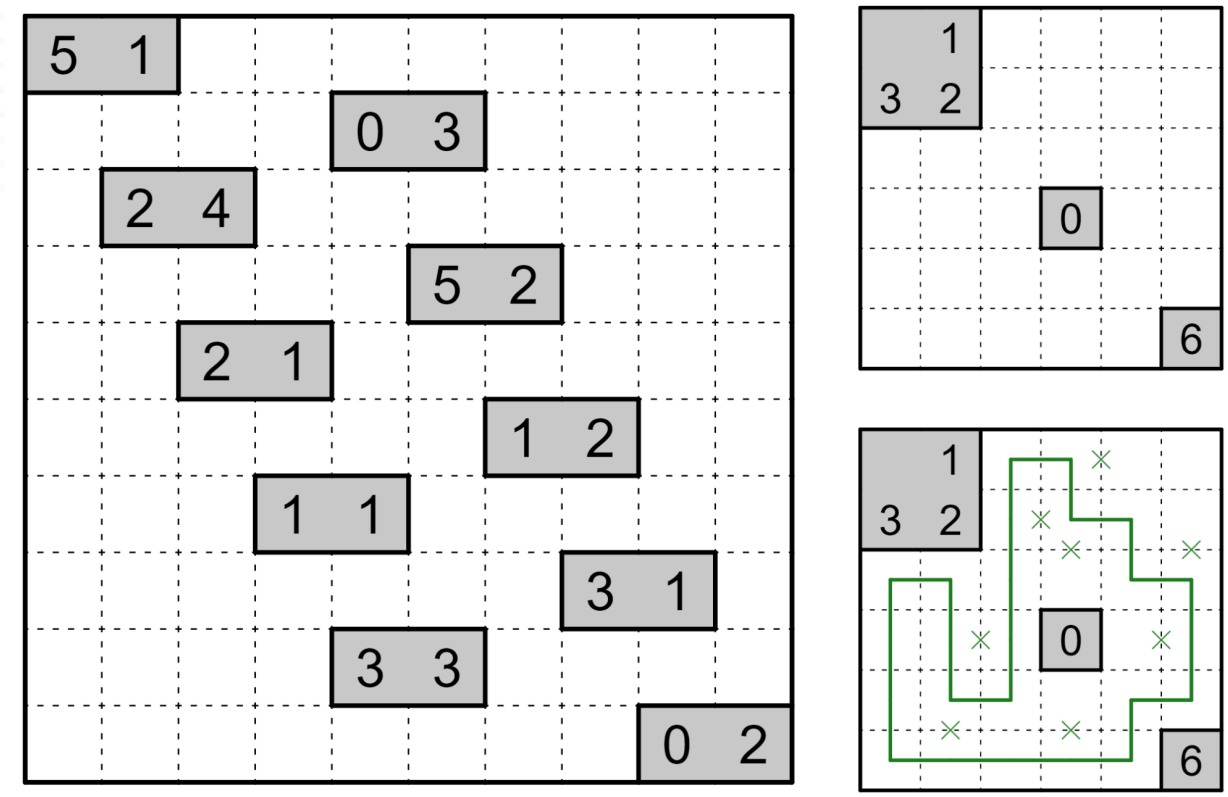
Example (puzz.link): http://tinyurl.com/bddt2fuh
GAPP (puzz.link): http://tinyurl.com/4rhcf3k8
Walkthrough: https://youtu.be/VHtpaUMVzMc

December 13, 2023: Grandstands

Menderbug

Today's genre began life as Canal-View-Like Loop, an idea that was independently entertained by a few people in this server (and maybe elsewhere). Earlier this year, I made two of these myself and decided to give the genre a catchier name and bring its presentation more in line with other loop genres with unvisited number clues (such as Yajilin or Koburin), resulting in **Grandstands**.

Rules: Draw a non-intersecting loop through the centres of some empty cells. Number clues indicate the total length of straight line segments which start in a cell orthogonally adjacent to the clue and extend away from the clue.



Example (Penpa+): http://tinyurl.com/ysfzmgr3
GAPP (Penpa+): http://tinyurl.com/ys9a4vhu
Walkthrough: https://youtu.be/-20YdeI9dI0

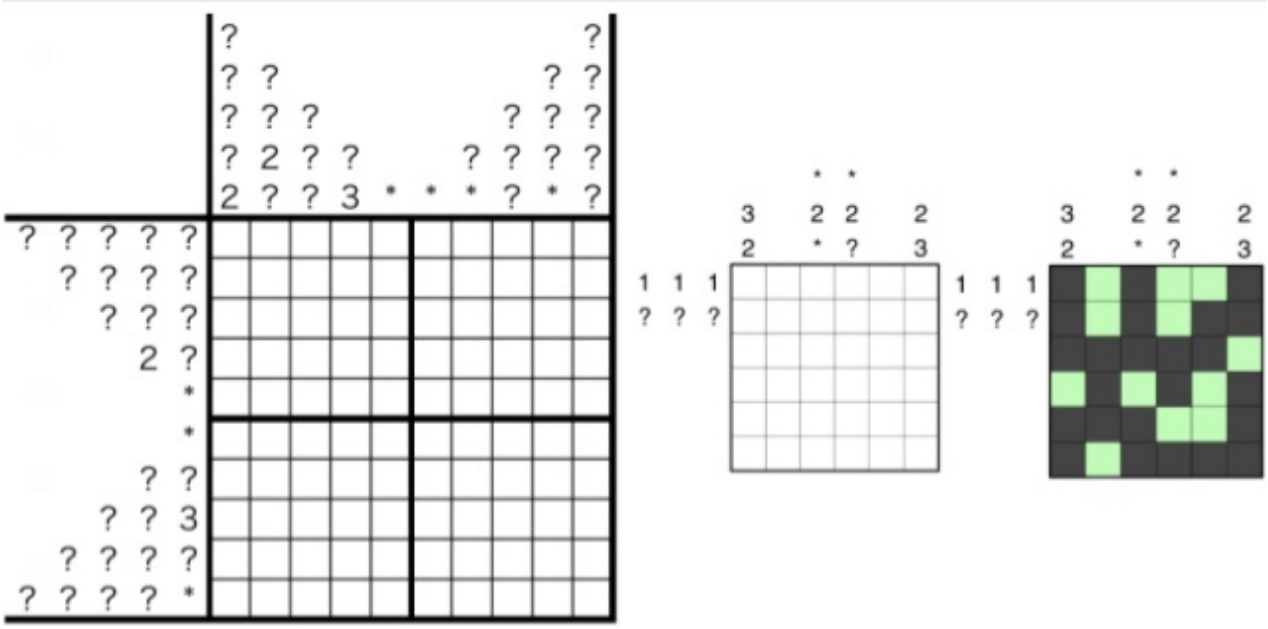
December 14, 2023: Cross the Streams

Freddie Hand

Cross the Streams

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. No 2x2 region may be entirely shaded. Clues outside the grid represent the lengths of the blocks of consecutive shaded cells in the corresponding row or column, in order. A question mark represents one block of an unknown number of cells. An asterisk represents any number of blocks of shaded cells, including none at all.

A little **GAPP 101**: (ROT13) va fbzr fvghngvbaf, funqvat n cnegvphyne pryy zrnaf jr qba'g unir rabhtu funqrq ehaf va gur ebj/pbyhza.



Example (Penpa+), by Eric Fox: https://tinyurl.com/yvvd7mfk
GAPP (Puzz.link): http://tinyurl.com/23ndexyw
Walkthrough: https://youtu.be/woUlYugEM_8

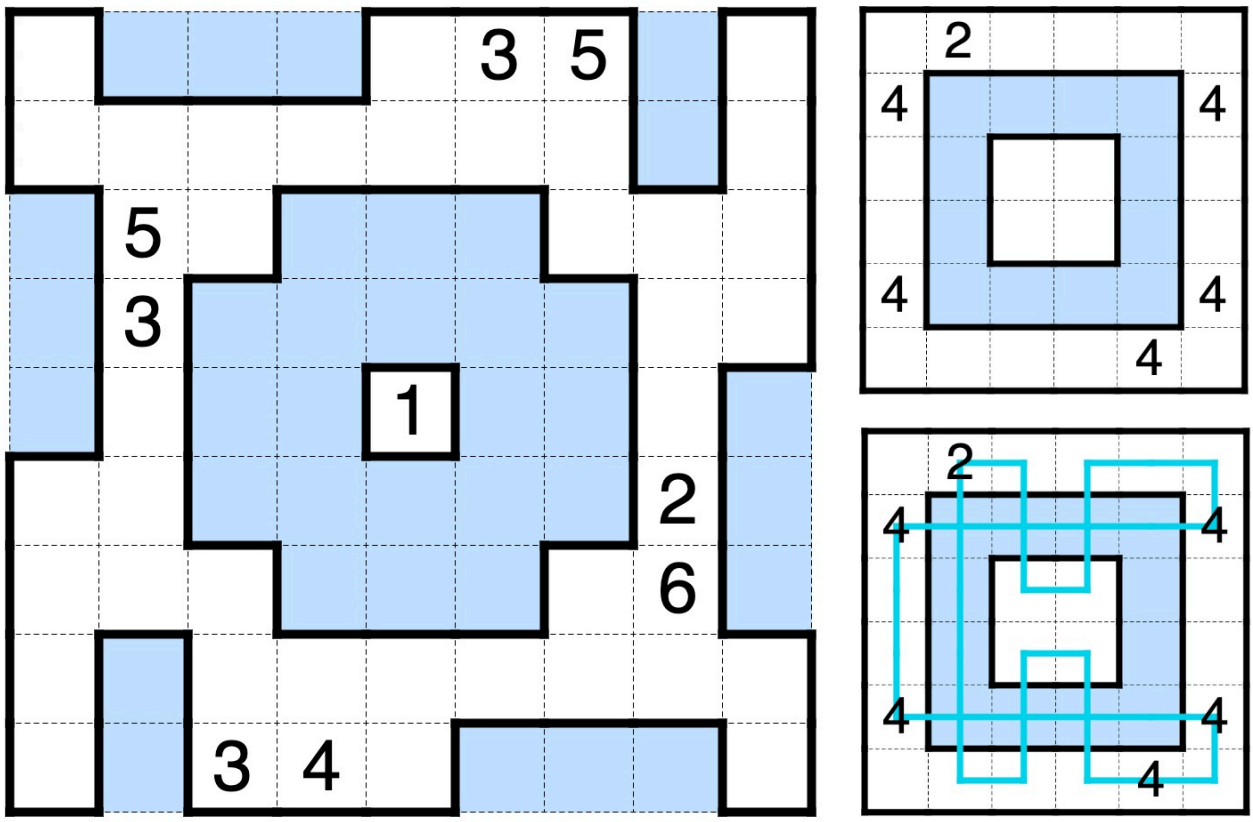
(With thanks to John Cage for the intro idea)

December 15, 2023: Ice Walk

Walker

Winter is my favorite season! ❄️ ⛄ It's been a lot chillier lately, and on an **Ice Walk** past my favorite pond, I noticed it had frozen over. Looks like a great place for ice skating! 🧊 🌊 ⛸️

Rules: Draw a loop through the centers of some cells which passes through each numbered cell. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The loop may not turn on icy cells. A number indicates how many cells make up the continuous non-icy section of the loop that the number is on.



Example (puzz.link): https://tinyurl.com/5287ybkx
GAPP (puzz.link): http://tinyurl.com/zbm9mpd6
Walkthrough: https://youtu.be/8EAIsbkdoN8

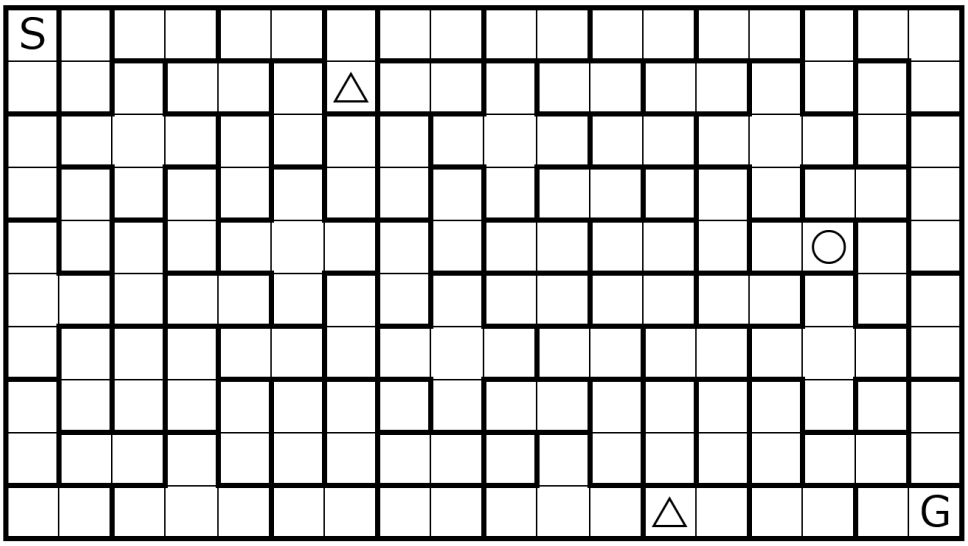
December 16, 2023: Nuri-Maze

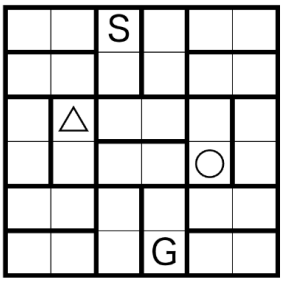
Lavaloid

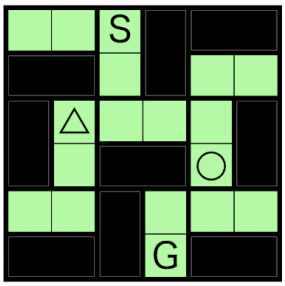
Today's ✨ *Supersized Saturday* ✨ is a **Nuri-Maze**, whose previous instances in GAPP I couldn't find because I was searching for a "nurimaze" instead of a "nuri-maze". Those plus-shaped regions look kind of familiar, though I can't quite put my finger on why...

Rules:

- Shade some cells so that each region is either fully shaded or fully unshaded and all unshaded cells form one orthogonally connected area with no loops. No 2x2 area may be entirely shaded or unshaded. Clues must be unshaded.
- All circles must lie on the shortest path from the S (start) to the G (goal) (i.e. the only possible path which does not visit any square twice), while triangles must not. (This means that triangles must lie somewhere along a dead end.)







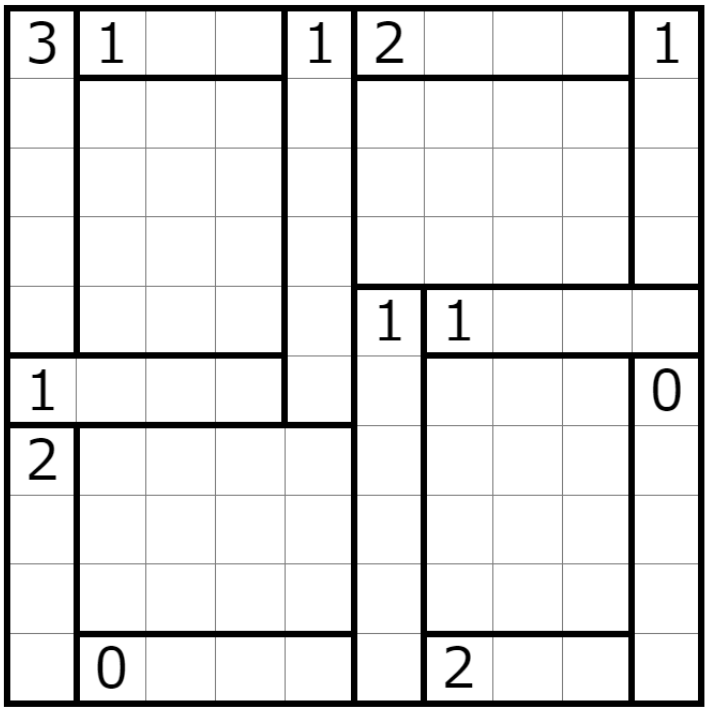
Example (Puzz.link) by Eric Fox: https://tinyurl.com/ycx22h3y
GAPP (Puzz.link, Horizontal): https://tinyurl.com/23j4x2x3
GAPP (Puzz.link, Vertical): https://tinyurl.com/bdew68zx
Walkthrough: https://youtu.be/Eck0DuyqEMw

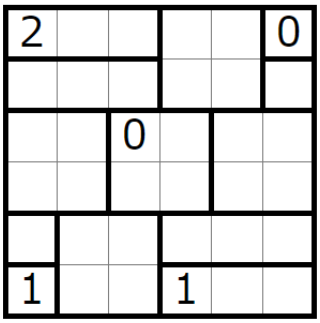
December 17, 2023: Heyawake

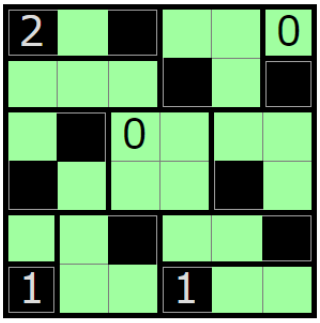
shye

As Christmas begins to creep up, I've been getting prepared by making my own personal GAPP backlog. You'll see mostly popular and easy-to-set genres from me until the new year. One of the easiest for me to make is **Heyawake**, so that's what we have up first!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A line of consecutive unshaded cells may not cross more than one bold border







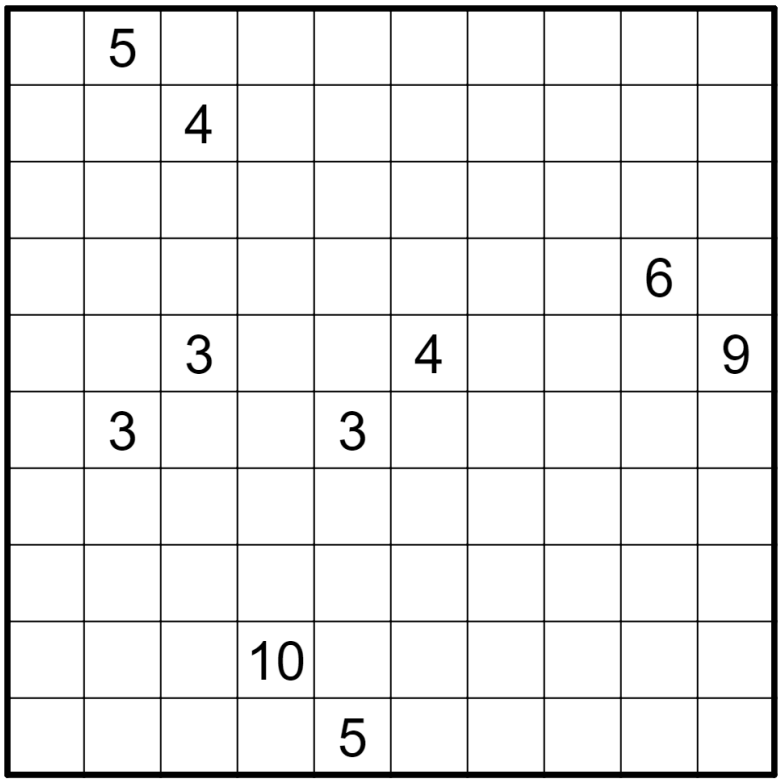
Example (puzz.link): https://tinyurl.com/sxdmmnuk
GAPP (puzz.link): https://tinyurl.com/4j86zn9n
Walkthrough: https://youtu.be/_fwKNL5SxNU

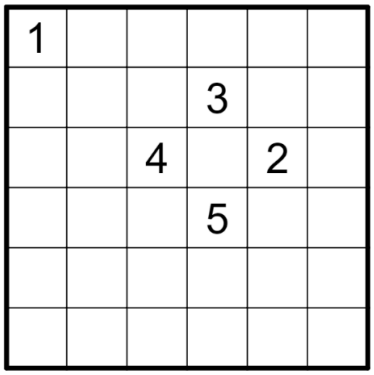
December 18, 2023: Nurisquare

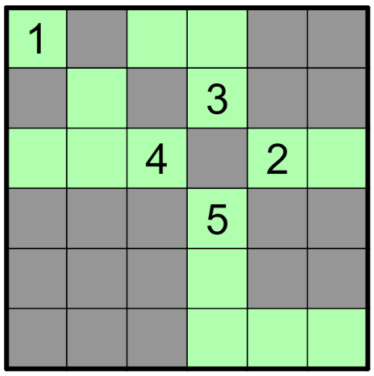
Menderbug

Nurisquare seems like the kind of ruleset that should've been around forever but is in fact a very recent invention. It has already been implemented in the Kudamono editor, so I've included links to that as well.

Rules: Shade some cells so that each orthogonally connected area of shaded cells is square in shape. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area.







Example (Kudamono): https://tinyurl.com/4vfsepw8
Example (Penpa+): https://tinyurl.com/yl8ky4ya
GAPP (Kudamono): https://tinyurl.com/mr47acct
GAPP (Penpa+): https://tinyurl.com/yvureo9q
Walkthrough: https://youtu.be/ibgHrxMQR3M

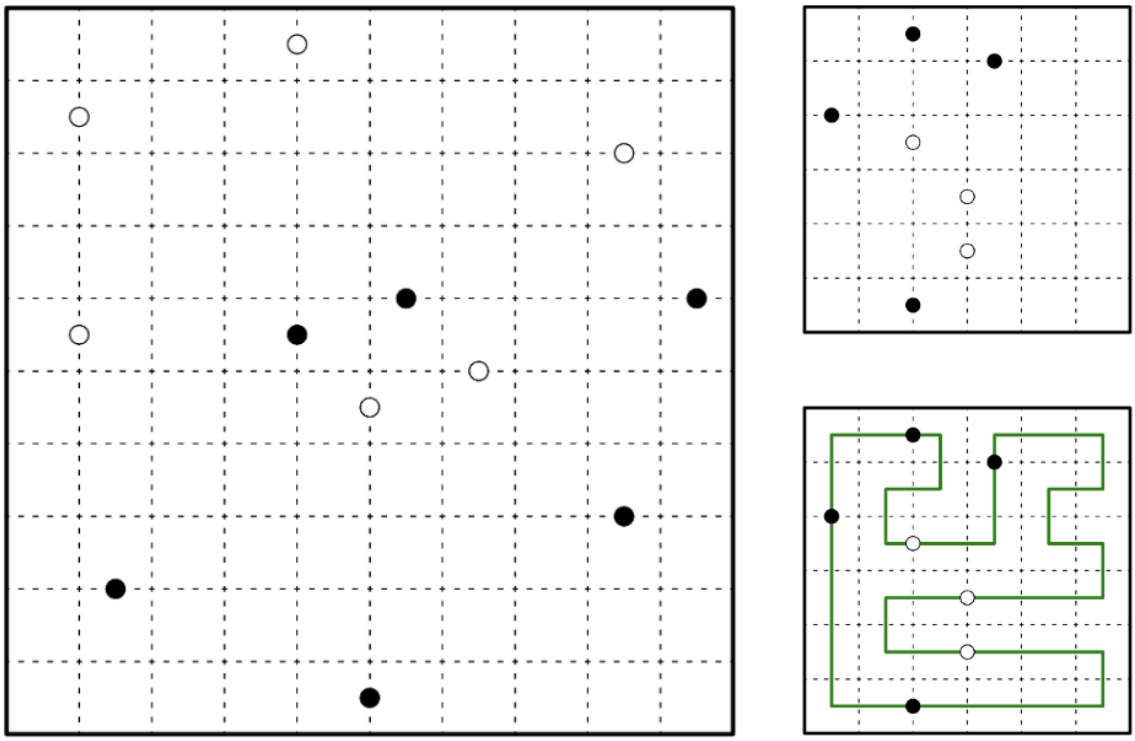
December 19, 2023: Kropki Loop

Freddie Hand

Puzzles are full of edge cases. A minesweeper puzzle without any mines is called a sunglasses. A Kurodoko puzzle without any shaded cells in the solution is called a Kuroga arimasen. A Kropki puzzle with single dot is just a Kropka. And a Kropki puzzle with no dots is a

Here's a **Kropki Loop**.

Rules: Draw a non-intersecting loop through the centers of **all** cells that passes through every circle. The number of cells up to and including the first turn in one direction from a black circle must have a 1:2 ratio with the number of cells up to and including the first turn in the other direction. The number of cells up to and including the first turn in one direction from a white circle must be consecutive with the number of cells up to and including the first turn in the other direction.



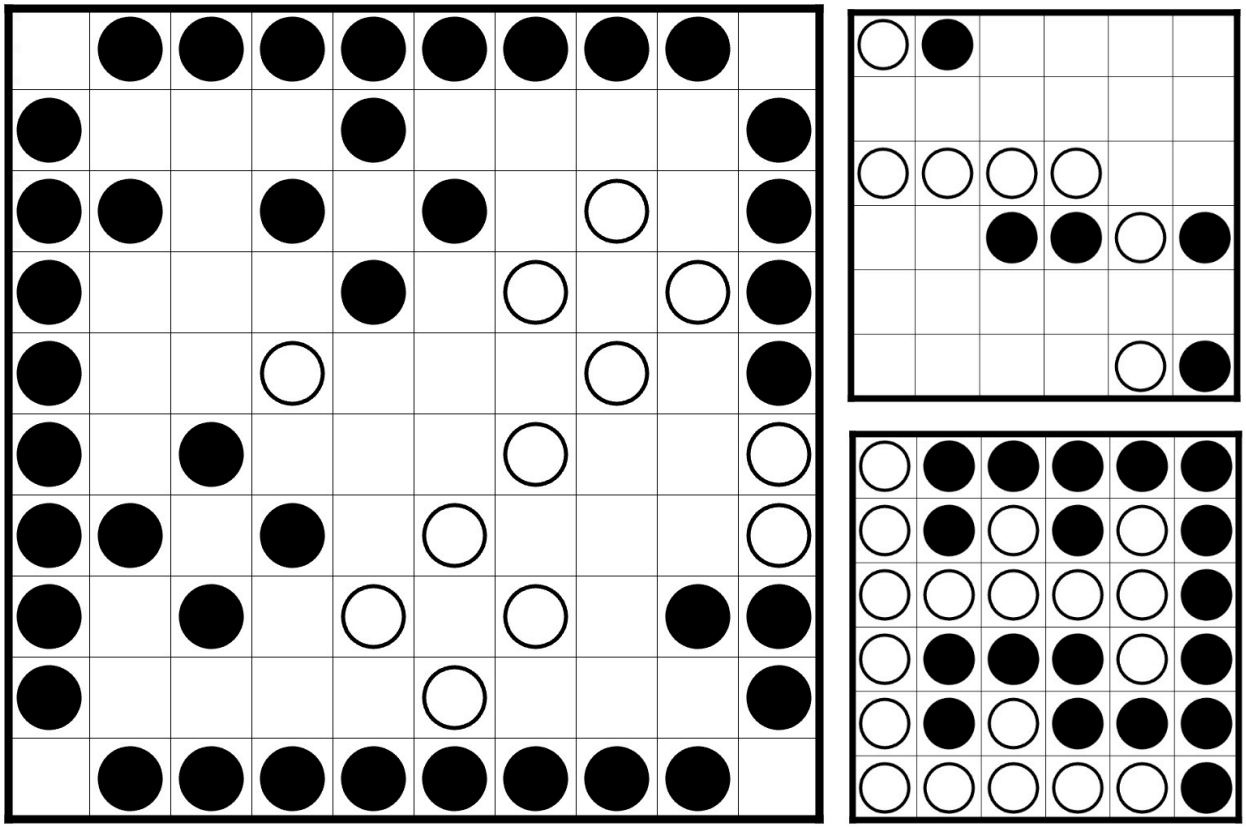
Example (Penpa+): https://tinyurl.com/yw4jfgfs
GAPP (Penpa+): https://tinyurl.com/yu2bv3g4
Walkthrough: https://youtu.be/Da8M965pAK0

December 20, 2023: Yin-Yang

Walker

Today's GAPP puzzle is a **Yin-Yang**! This genre has lots of interesting constraints - for instance, did you know that there is no 10x10 Yin-Yang solution where the outer frame is all a single color? I think I prefer the broken frame in this puzzle, though. It looks a bit like a G for GAPP!

Rules: Place a circle into each cell of the grid - some white and some black - such that all circles of the same type must lie in cells forming one orthogonally connected area. No 2x2 region may contain all one type of circle.



Example (puzz.link): https://tinyurl.com/mp83kspe
GAPP (puzz.link): http://tinyurl.com/4xd3nh6a
Walkthrough: https://youtu.be/ZMCM3f-MS00

December 21, 2023: Barcode
bakpao

Feedback on this puzzle from the GAPP testing channel:
"Silly genre"
"Certified silly"
"I wouldn't call this the next puzzle craze"
"Absolute scanning nightmare"

and my personal favorite:
"I've called several genres nonogram (better) but this is the first time I've seen nonogram (worse)"

What's your take?

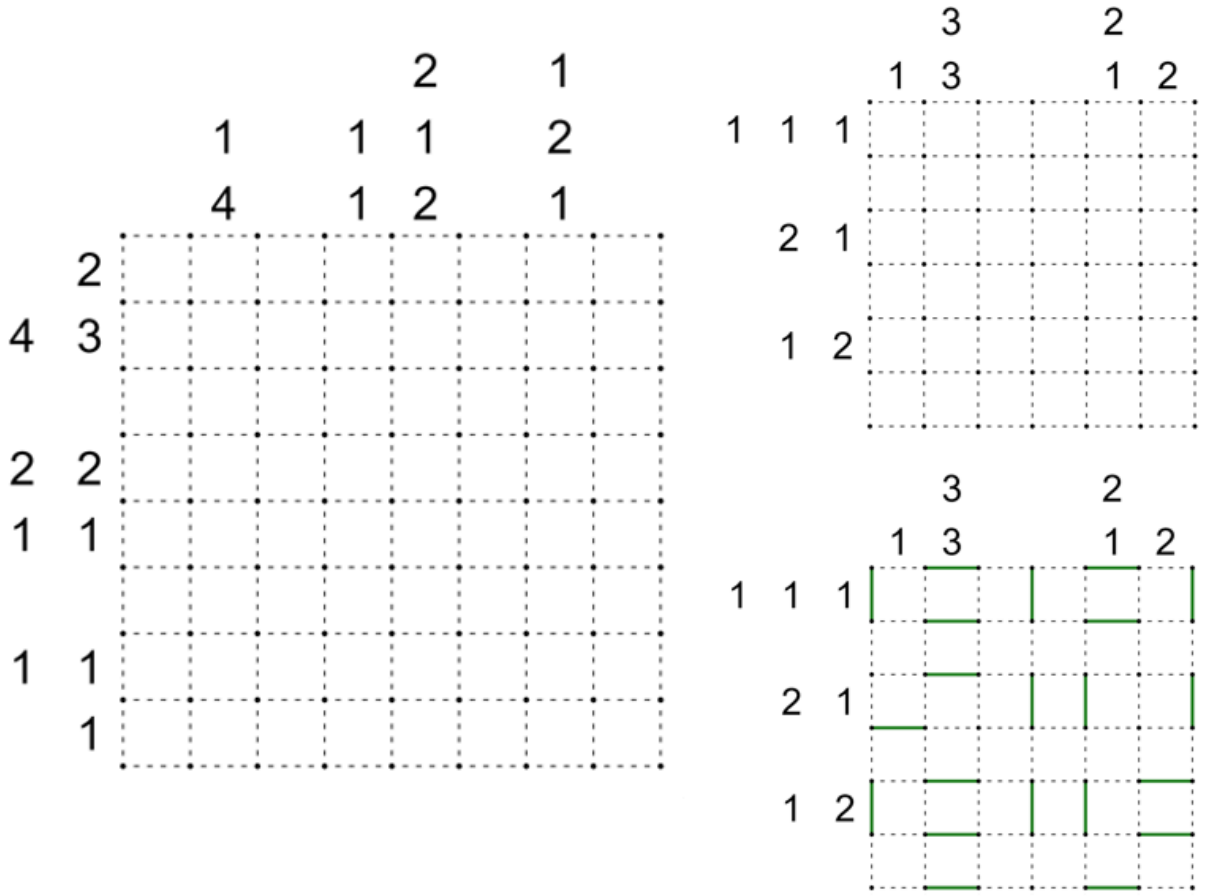
Today's puzzle is a **Barcode**!

Rules: Draw some vertical and horizontal lines of length 1 along the gridlines. Lines cannot touch each other. Numbers outside the grid represent the number of consecutive vertical lines in that row or consecutive horizontal lines in that column. If more than one number is given, the groups of lines corresponding to the clues must appear in that order, with at least one empty gridline separating each group.

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

⬆ Rules are on the previous page ⬆

Rules: Draw some vertical and horizontal lines of length 1 along the gridlines. Lines cannot touch each other. Numbers outside the grid represent the number of consecutive vertical lines in that row or consecutive horizontal lines in that column. If more than one number is given, the groups of lines corresponding to the clues must appear in that order, with at least one empty gridline separating each group.



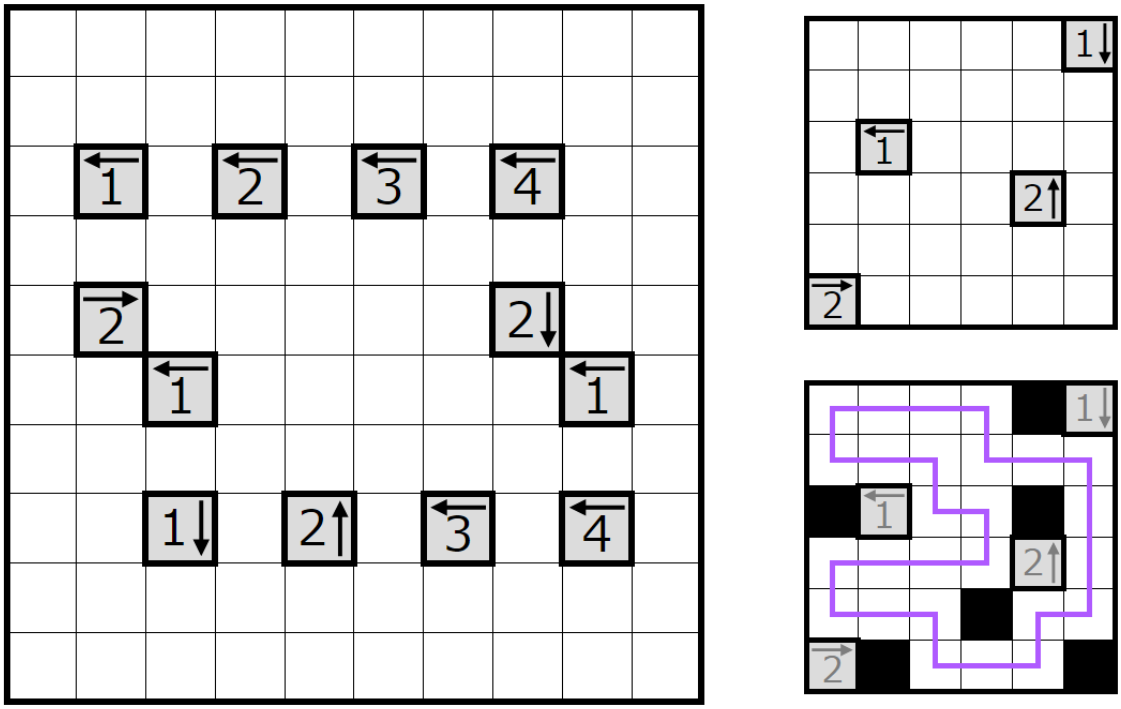
Example (Penpa+): https://tinyurl.com/2735acen
GAPP (Penpa+): https://tinyurl.com/26sd5uyn
Walkthrough: https://youtu.be/LO3-Lg0b7E0

December 22, 2023: Yajilin

shye

In an alternate timeline, the most popular pencil puzzle was **Yajilin**. Side by side with crosswords in the newspapers, with yajilinwiki.org listing diabolical strategies like parity chains, and the Genuinely Approachable Yajilin team worry their acronym might attract a different audience.

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



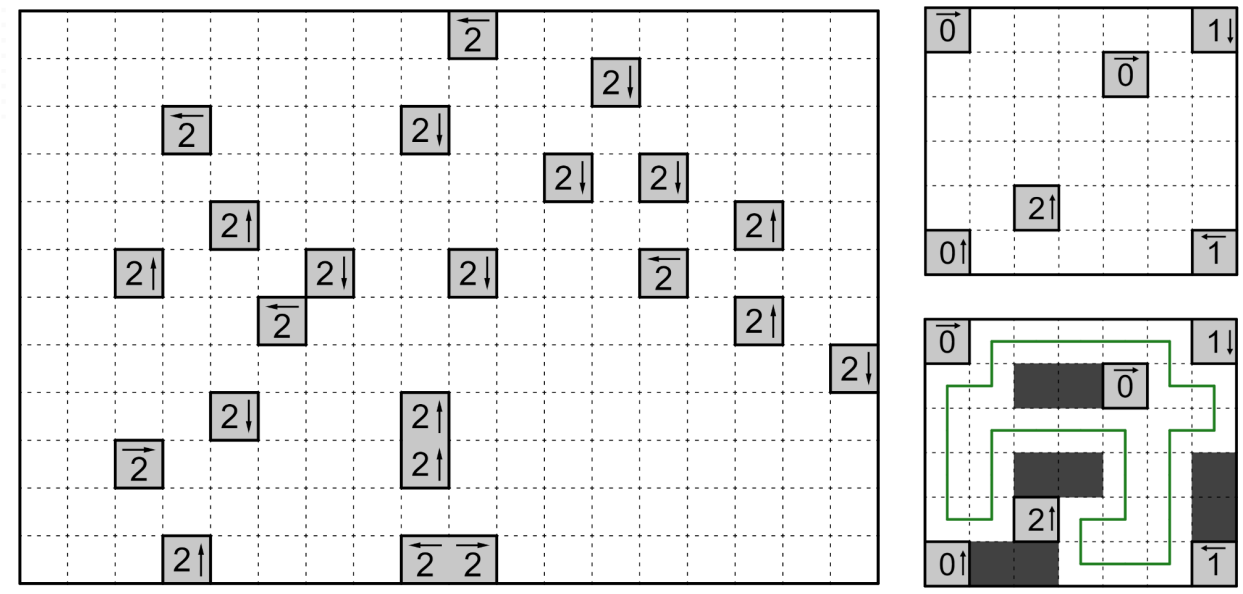
Example (puzz.link): http://tinyurl.com/bdzdc5be
GAPP (puzz.link): http://tinyurl.com/55kmrdsw
Walkthrough: https://youtu.be/0oiY0VUllpg

December 23, 2023: Yajilin (Double)

Menderbug

What's better than Yajilin? **Double** the **Yajilin**! And what's even better than that? **Supersized** Double Yajilin.

Rules: Shade some dominoes so that no two shaded dominoes are orthogonally adjacent and draw a non-intersecting loop through the centres of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded dominoes that can be seen in a straight line in the indicated direction, partially or totally.



Example (Penpa+) by Freddie: http://tinyurl.com/yvjc8zva
GAPP (Penpa+, landscape): http://tinyurl.com/yvcyvmyv
GAPP (Penpa+, portrait): http://tinyurl.com/ymj6r6d4
Walkthrough: https://youtu.be/I2RGXlX0Cww

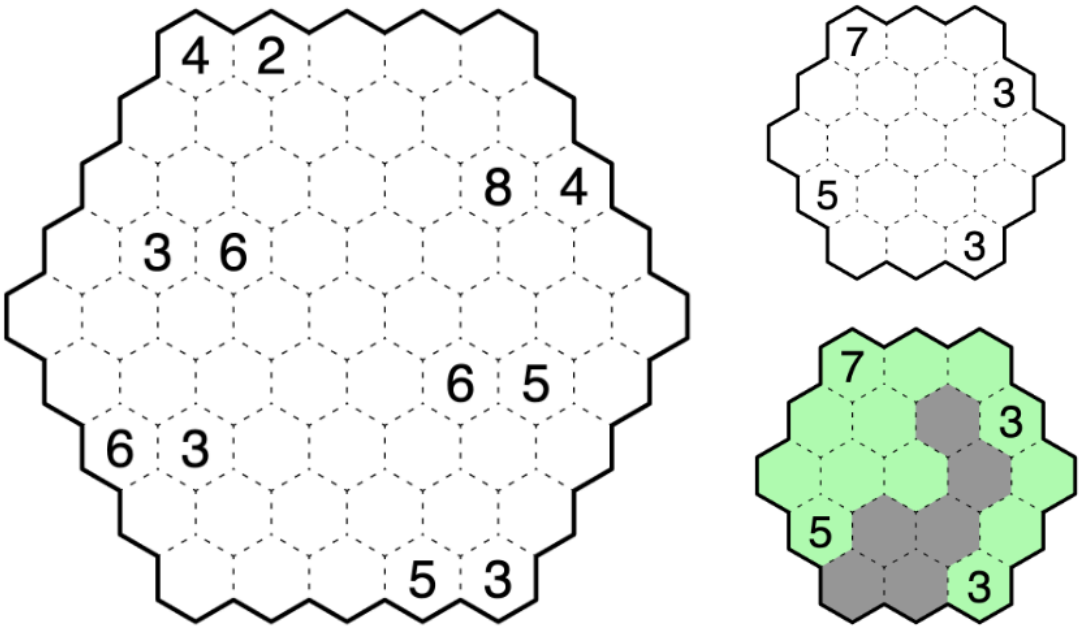
December 24, 2023: Cave (Hexagonal)

Freddie Hand

It's Christmas Eve today, but more importantly, it's Sunday. A perfect day for some extreme spelunking, if you dare wander into this **Cave (Hexagonal)**. As always, don't forget to bring a no-checkerboard GAPP 101 with you!

Wait...

Rules: Shade some cells so that the shaded cells are all connected orthogonally by other shaded cells to the edge of the grid, and the remaining unshaded cells form one orthogonally connected area, the cave. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight line in any of the (up to) six possible directions, including the cell itself.



Example (Penpa+): http://tinyurl.com/ykhdkrww
GAPP(Penpa+): http://tinyurl.com/yqbap2bc
Walkthrough: https://youtu.be/QnjMkrL6_b4

December 25, 2023: Christmas Pack (*Canal View, Nurikabe, Meandering Numbers, Chained Block, Rail Pool, Mukkonn Enn*)

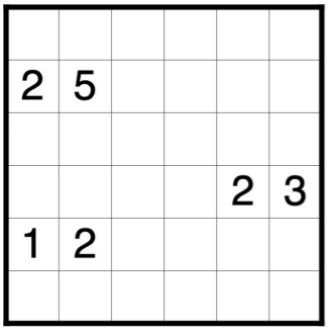
Freddie Hand, Lavaloid, Menderbug, shye, Walker, xoney (posted by Walker)

‘Twas a holiday morning here at GAPP HQ 🏡
In the lounge, we beheld an incredible view! 😮
Beneath a fir tree pruned by Bobbins the Cat 😺
A pile of presents, arranged on the mat 🎁
Within each square box, a remarkable prize: ✨
An approachable puzzle, in miniature size! 🏹
And so, in the channel, we send them your way ▶️
From all of GAPP team: have a great holiday! 🥳

Walkthrough: https://youtu.be/5ar-aqlqy8c

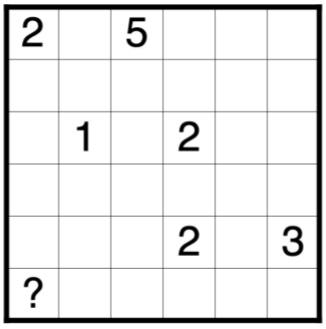
Canal View: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.

GAPP (puzz.link) by Freddie Hand: http://tinyurl.com/ycyku3k2

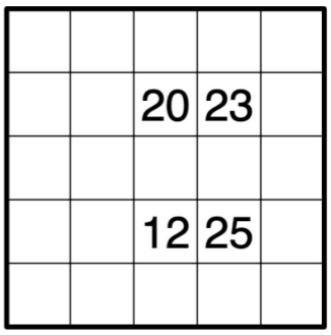


Nurikabe: Shade some cells so that all shaded cells are connected and no 2x2 area is completely shaded. Each unshaded area contains exactly one number, and that number is equal to the size of the area.

GAPP (puzz.link) by Lavaloid: http://tinyurl.com/msp5m73b

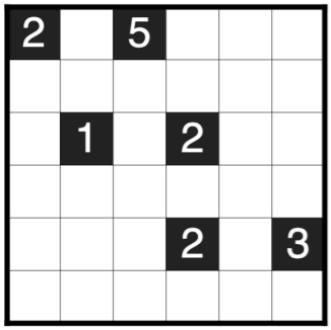


Meandering Numbers: Place a number into each cell so that each region contains an orthogonally-connected chain of consecutive numbers from 1 to N, where N is the number of cells in the region. Numbers of the same value may not touch one another, not even diagonally. (This puzzle has only a single region, from 1 to 25.)



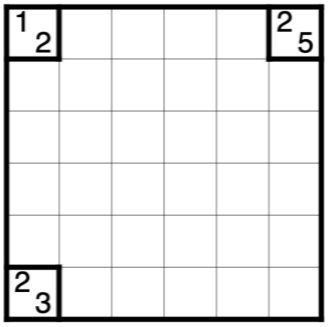
GAPP (Penpa+) by Menderbug: http://tinyurl.com/yomht5p7

Chained Block: Shade some cells to form orthogonally connected blocks of shaded cells, each belonging to exactly one clue which indicates the size of the block. When blocks meet diagonally they form "chains", wherein no two blocks of the chain have the same shape, counting rotations and reflections as the same. Every block must be part of a chain.



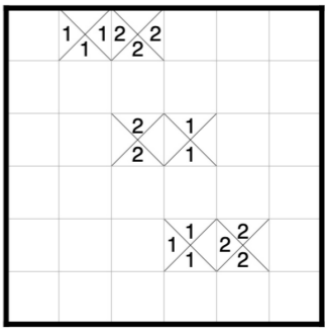
GAPP (puzz.link) by shye: http://tinyurl.com/yc8h55ys

Rail Pool: Draw a non-intersecting loop through the centers of all cells. Numbers within a region indicate the different lengths of the line segments that enter or are completely contained within the region. (For segments contained partially in the region, the number still refers to the total length of the segment.) All numbers within a region must be represented at least once by a segment overlapping the region. Regions without clues have no information given.



GAPP (puzz.link) by Walker: http://tinyurl.com/4ppdazzk

Mukkonn Enn: Draw a single, non-intersecting loop that moves orthogonally through the centers of all cells, including clue cells. Each clue cell is divided into four sections. If a number is present in a section and the loop travels in that direction, then the number represents the length of the straight loop segment in that direction, measured from the clue cell to the cell where the loop turns. If the loop does not travel in that direction, then the number means nothing. (Note: the segment length is measured by clue cell to the cell where the loop turns, NOT clue cell until the next clue NOR turn until next turn.)



GAPP (puzz.link) by Xoney: http://tinyurl.com/24dfdab6

December 26, 2023: Fountain Walk / Hasu-no-Mura-Like Loop

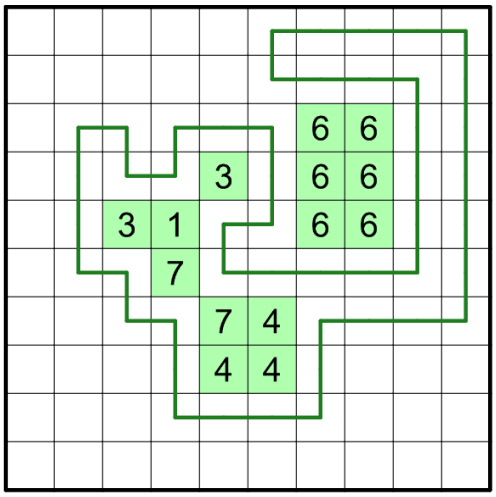
Lavaloid

In case any of you aren't aware, this year's Secret Santa participants have received their gifts, and some have showcased the gift they received in #🎅`secret-santa-showcase`🎅! If you have the time, do check them out.

As for today's edition of ✨ *Tuesday* ✨, we're featuring **Fountain Walk**, a.k.a. **Hasu-no-Mura-Like Loop**! Just like Hasu-no-Mura, the clues can be kind of confusing, so in addition to the ruleset I've added examples of how the clues work. Be sure to check them out before trying the puzzle! You can also check the Hasu-no-Mura GAPP for more examples.

Rules:

- Draw lines through orthogonally adjacent cells to form a loop. The loop cannot branch off or cross itself.
- Each orthogonally connected area of cells not visited by the loop is called a unvisited region.
- Clues cannot be crossed by the loop and indicate the sum of the areas of the unvisited regions using the (up to 4) cells diagonally adjacent to the clue. If a region uses multiple of these cells, it is only counted once.
- A question mark (?) clue is to be replaced with an integer.

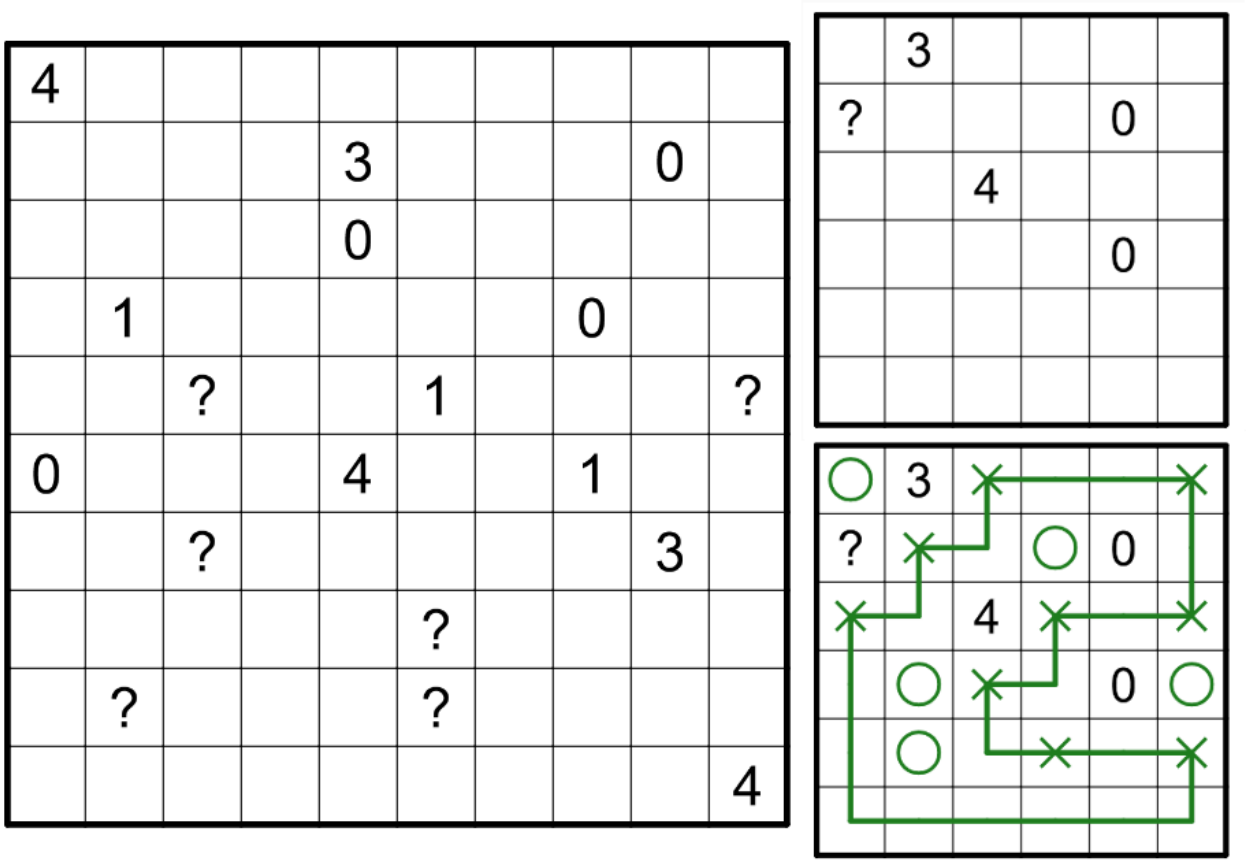


⬇ Puzzle is on the next page (Rules will be repeated) ⬇

⬆ Rules are on the previous page ⬆

Rules:

- Draw lines through orthogonally adjacent cells to form a loop. The loop cannot branch off or cross itself.
- Each orthogonally connected area of cells not visited by the loop is called a unvisited region.
- Clues cannot be crossed by the loop and indicate the sum of the areas of the unvisited regions using the (up to 4) cells diagonally adjacent to the clue. If a region uses multiple of these cells, it is only counted once.
- A question mark (?) clue is to be replaced with an integer.



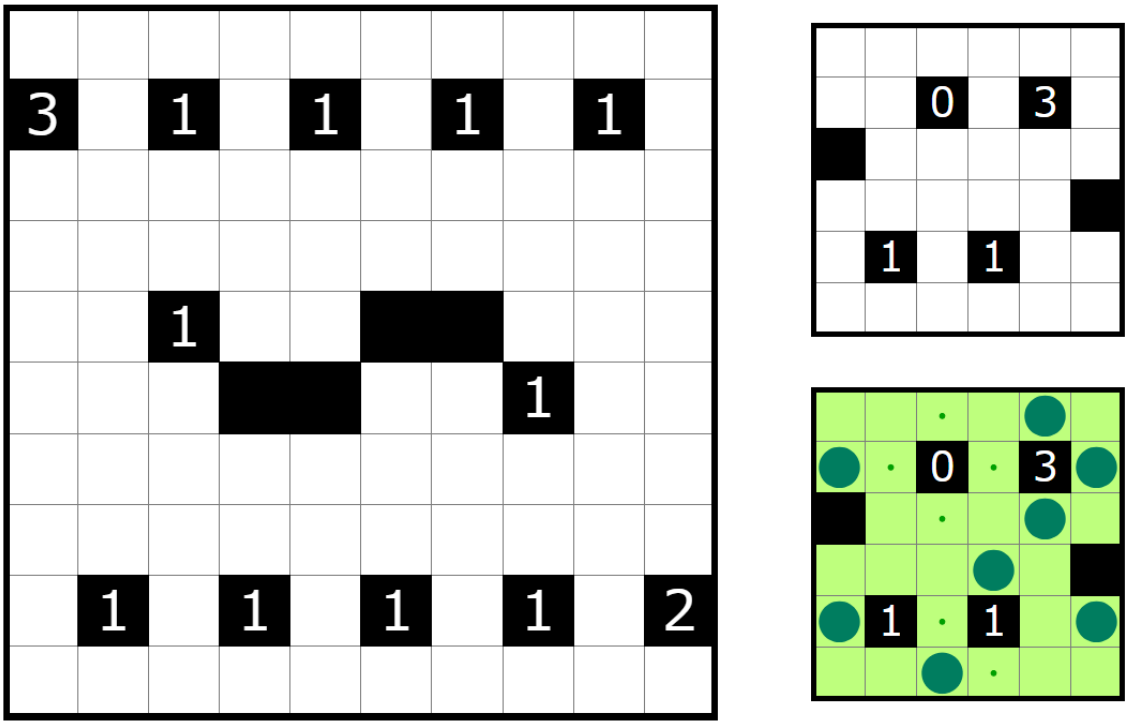
Example (Penpa+): http://tinyurl.com/yvv3py6w
GAPP (Penpa+): http://tinyurl.com/yogmgaoh
Walkthrough: https://youtu.be/1u99jwzm1Mg

December 27, 2023: Akari

shye

Looks like it's time to take down my **Akari** Christmas lights, what a shame! I think they're pretty and I'd be happy to keep them up year-round... maybe you'd like to solve it before I do? Promise it won't take long!

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



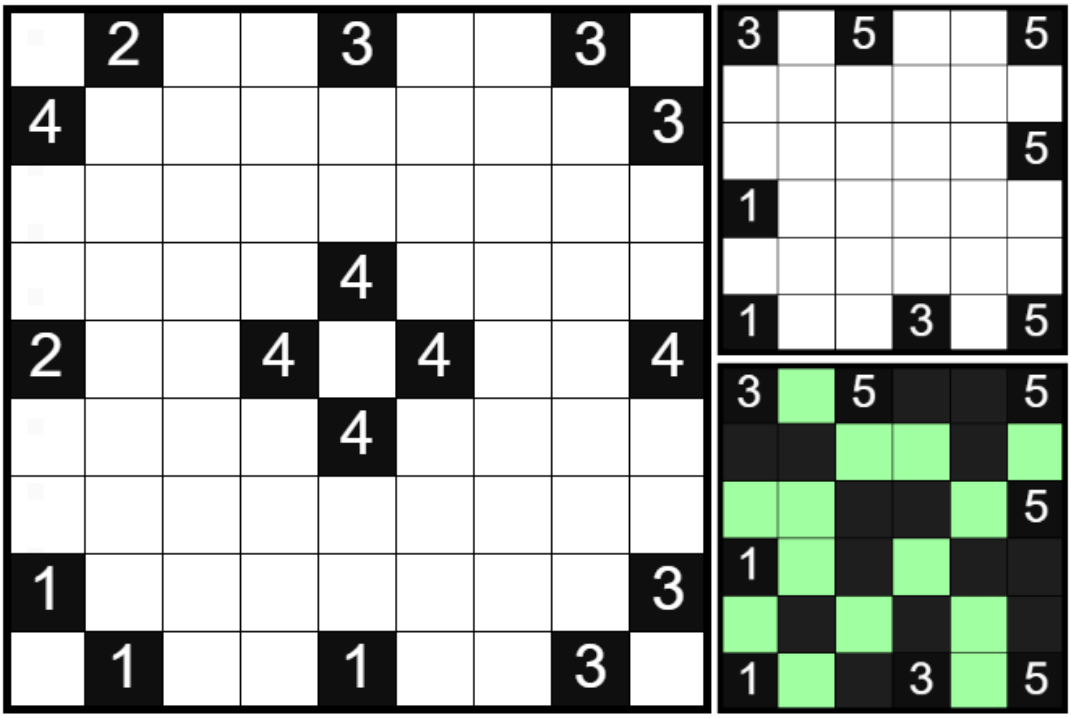
Example (puzz.link): http://tinyurl.com/nhfhebhx
GAPP (puzz.link): http://tinyurl.com/6rd8jxk3
Walkthrough: https://youtu.be/MGOUMrrnyml

December 28, 2023: Mirroring Tile

Menderbug

Now that the Puzzle Square advent calendar has concluded, new genre releases on puzz.link have resumed. The first new addition we got this week was **Mirroring Tile**, a Nikoli genre which (I'm being told) was the basis for Chained Block.

Rules: Shade some cells to form blocks of orthogonally connected shaded cells. Every block must be diagonally adjacent to at least one other block of the same shape, counting rotations and reflections as the same. Some shaded cells are given. Number clues indicate the size of the block they are in.



Example (puzz.link): http://tinyurl.com/2h93twmw
GAPP (puzz.link): http://tinyurl.com/yc25zujs
Walkthrough: https://youtu.be/xiSMocsWTvc

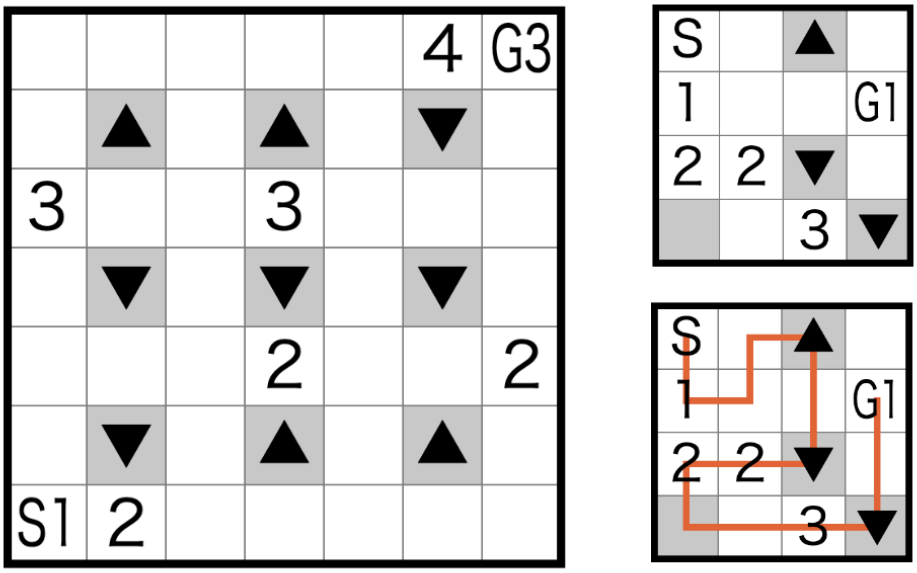
December 29, 2023: Building Walk

Freddie Hand

After taking a stroll through some fountains, it's time to ~~kaero~~ return home. Unfortunately, my apartment complex changes its layout every day, making it ever harder to navigate the labyrinth to my room. Incidentally, sometimes I glimpse a blue robot cat walking around.

Today I am faced with this **Building Walk**. I'm carrying 2 tubs of ice cream and it's pretty warm in here so time is of the essence. As long as all the elevators are working properly, there should be no problem!

Rules: Draw a non-intersecting path through the centers of some cells, starting from the S (start), traveling through every number and shaded cell (elevator) in the grid, and finishing at the G (goal). The path has a floor number, which changes as it visits shaded cells (elevators). When it travels over an up arrow, this number can increase by any amount (at least 1). When it travels over a down arrow, it can decrease by any amount (at least 1). When it travels over a shaded cell (elevator) without an arrow, the number can increase or decrease by any amount, but cannot remain the same. The floor number cannot go below 1 or above the highest number in the grid. A number may only be visited when the path is on the corresponding floor.



Example (puzz.link) from puzz.link rules page: http://tinyurl.com/4d4ub63a
GAPP (puzz.link): http://tinyurl.com/2p9cm66m
Walkthrough: https://youtu.be/m5S3WXCeK50

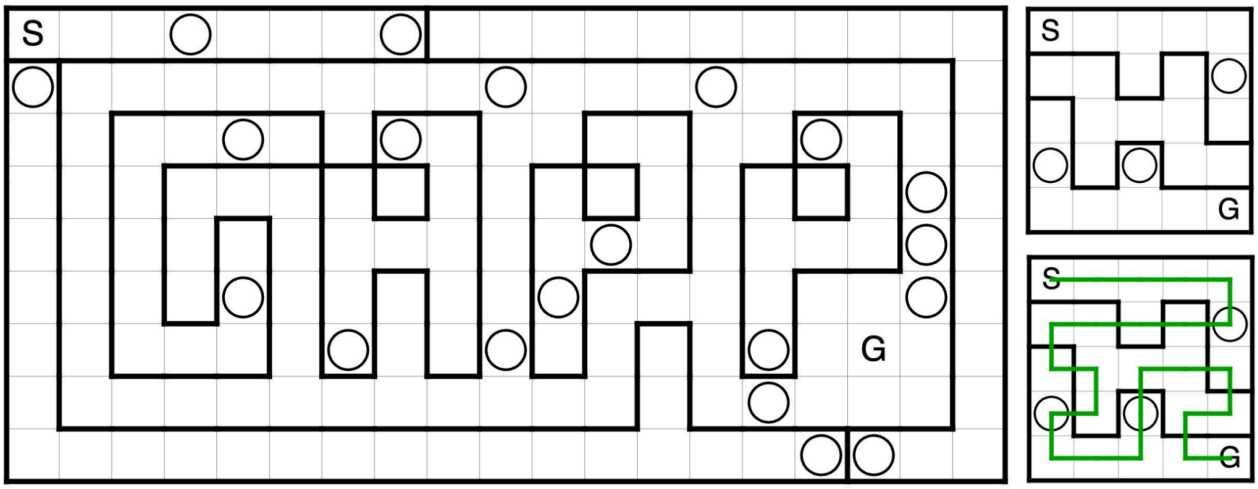
December 30, 2023: Kaisu

Walker

Today's GAPP is a **Supersized Kaisu**, and the last supersized GAPP of the year! Before you count down to New Years, make sure to count up the number of visits to each region!

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

This puzzle uses a particular deduction several times. If you're having trouble starting, check out this **GAPP 101**: (ROT13) Vs n ertvba pbagnvaf rknpgyl gjb pvepyrf, gurl obgu arrq gb or cnffrq guebhtu va n fvatyr ivfvg, gur frpbaq ivfvg. (Vs gurl jrer cnffrq guebhtu ba qvssrerag ivfvgf, obgu bs gubfr ivfvgf jbhyq arrq gb or gur 1fg ivfvg.)



Example (puzz.link): http://tinyurl.com/4yvrrtmv
GAPP (puzz.link, landscape): http://tinyurl.com/3dzzy5yz
GAPP (puzz.link, portrait): http://tinyurl.com/ymk8n2vv
Walkthrough: https://youtu.be/HzgxsEBAsow

December 31, 2023: Slitherlink (Irregular)

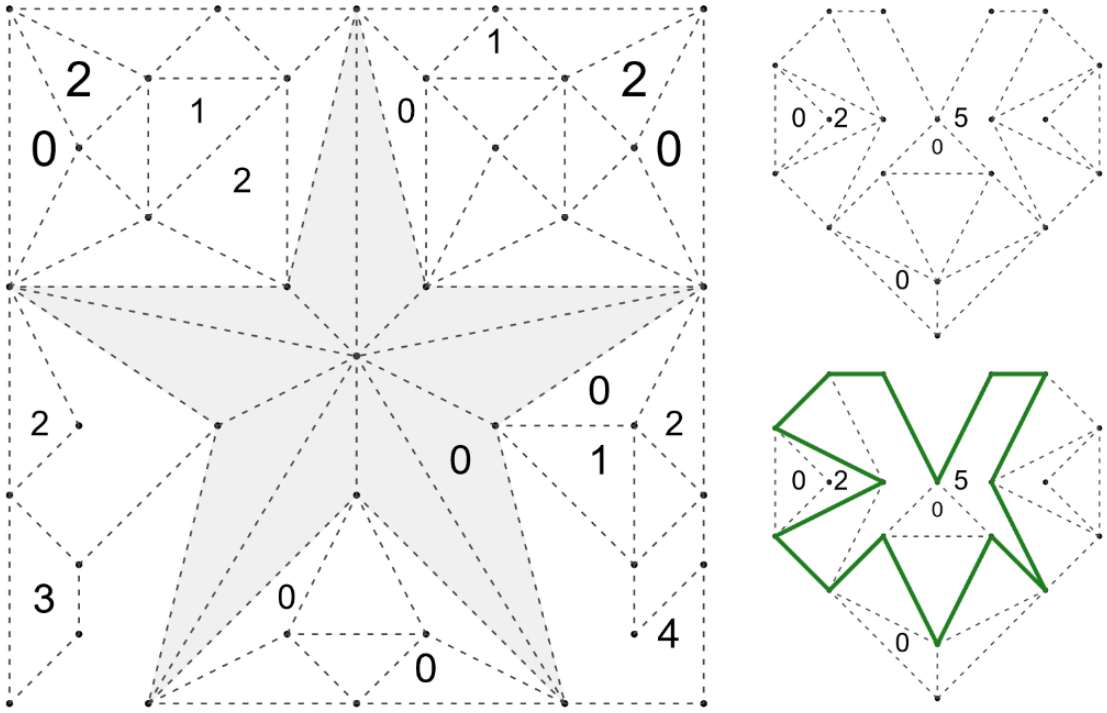
Lavaloid

Today's ✨ *Strange-Shaped Sunday* ✨ is the last GAPP of 2023, and for it we're featuring a **Slitherlink (Irregular)**! Despite the very wacky appearance, the rules to this puzzle are exactly the same as a normal Slitherlink. I have nothing else to say, so happy new year!

Rules: Draw a loop over dotted lines which does not branch or intersect itself. Number clues show how many cell edges are used by the loop.

Interface note:

- Use Edge > Free to draw your answer. For answer checking to work, line segments must be drawn between the given points, without stopping between the points. If there are three gridpoints passed in a straight line, then the line must first be drawn between Point 1 and 2, then between Point 2 and 3.
- To help with scanning, you can use Edge > Free > R (Red) or Edge > Free > Fat dots to mark edges that cannot be used.

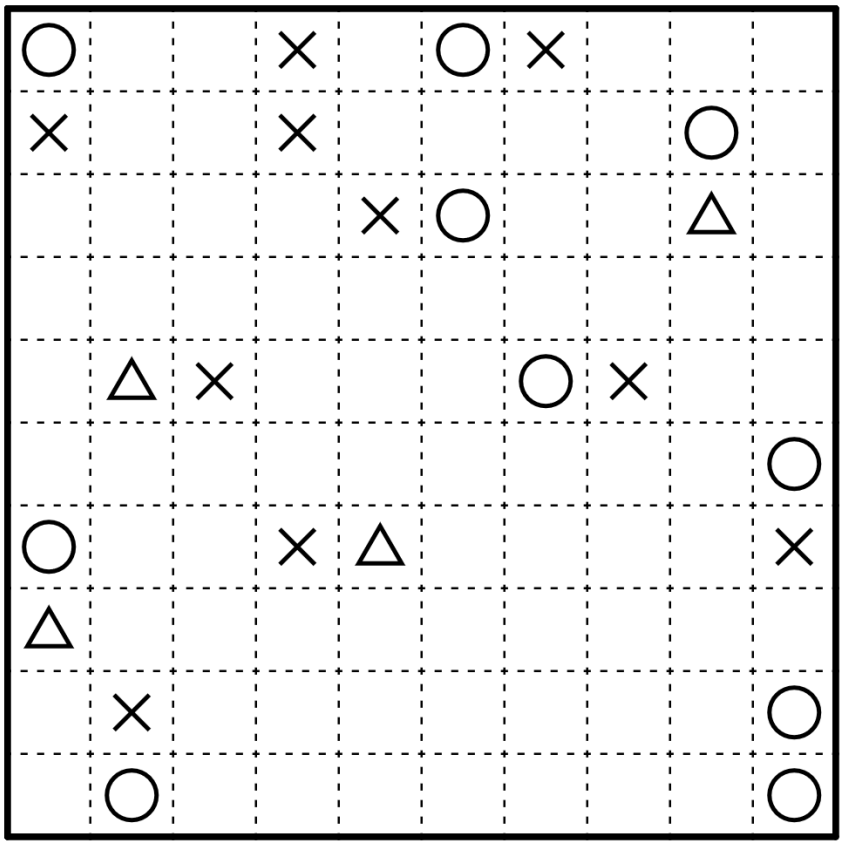


Example (Penpa+): http://tinyurl.com/yrp6ko38
GAPP (Penpa+): http://tinyurl.com/yu4vzl27
Walkthrough: https://youtu.be/VUe_piWj9-o

Bonus 1: Dance and Dance

Lavaloid

Rules: Draw a loop that goes through all circles and triangles, and none of the crosses. The loop may not branch off or cross itself. On circles, the loop must turn 45° or 135°. Outside of circles, the loop must go straight or turn 90°.

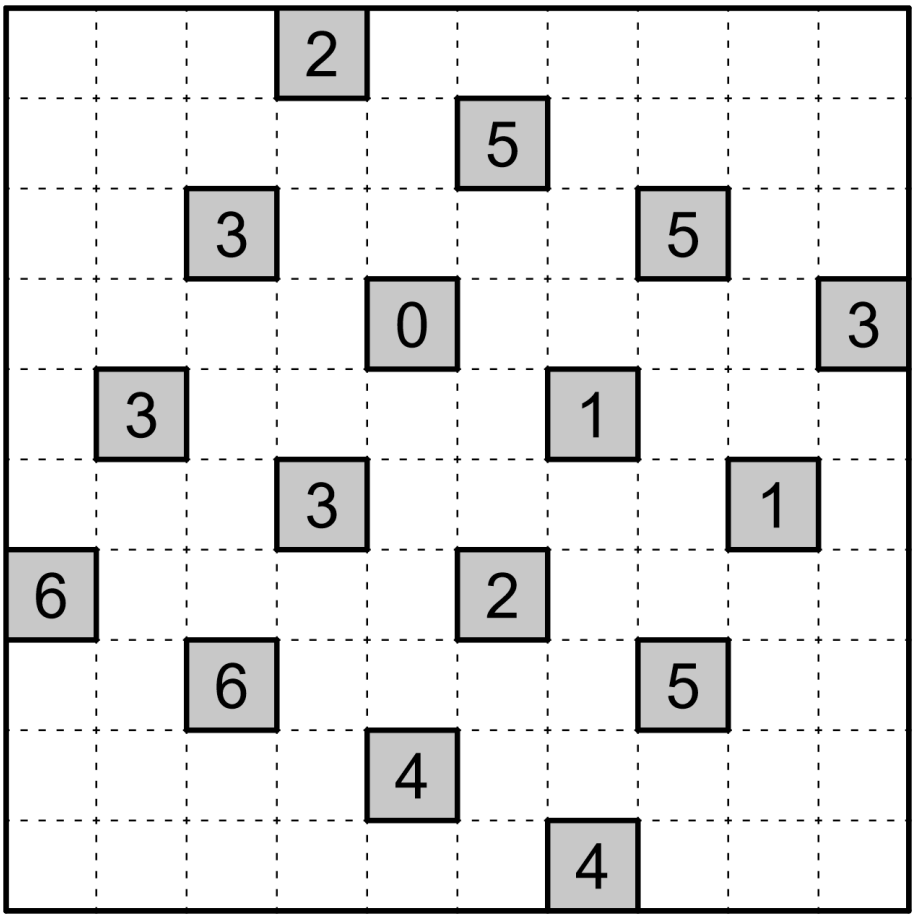


Example (Penpa+): https://tinyurl.com/yofygrpl
Example (Kudamono): https://tinyurl.com/3zwwf9pk
Bonus (Penpa+): https://tinyurl.com/ymp2dzzv

Bonus 2: Grandstands

Menderbug

Rules: Draw a non-intersecting loop through the centers of some empty cells. Number clues indicate the total length of straight line segments which start in a cell orthogonally adjacent to the clue and extend away from the clue.

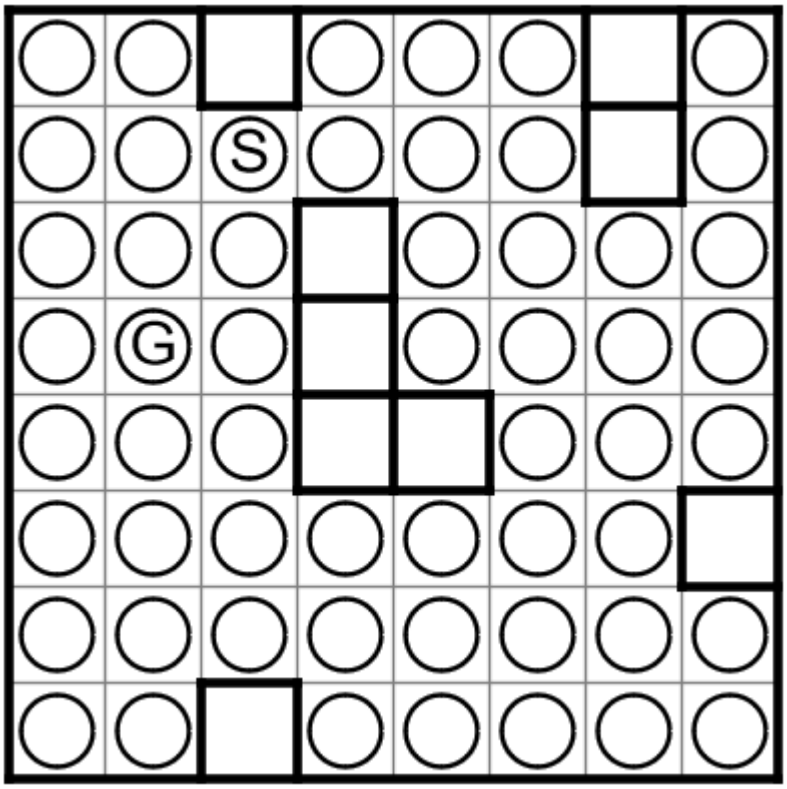


Example (Penpa+): http://tinyurl.com/ysfzmgr3
Bonus (Penpa+): http://tinyurl.com/yuhemyjq

Bonus 3: Kaisu

Walker

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

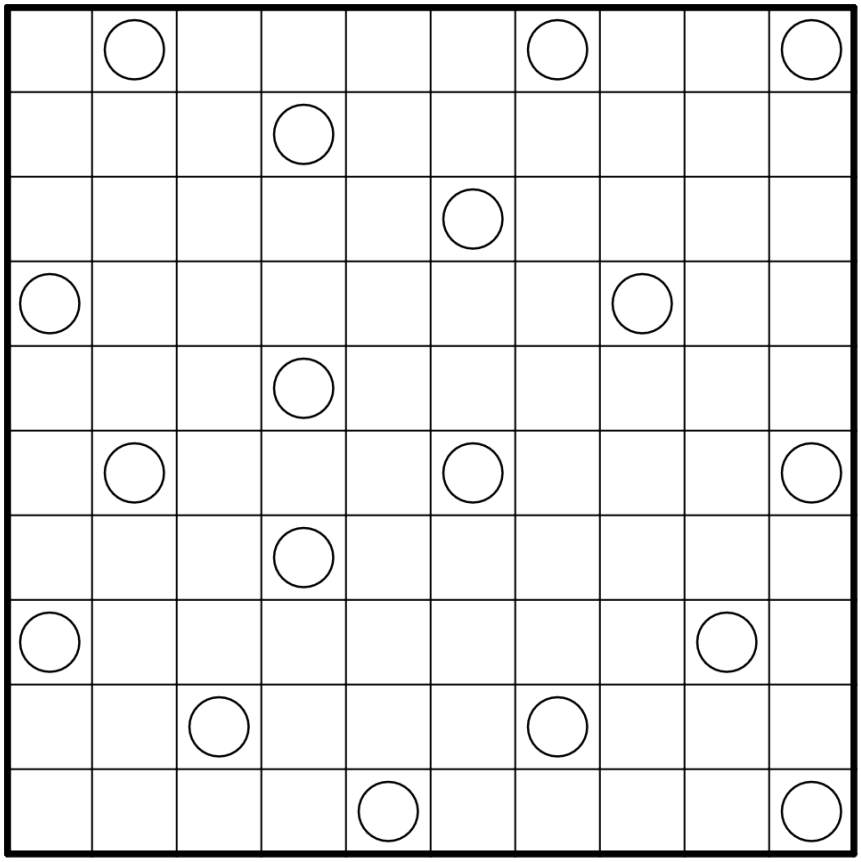


Example (puzz.link): http://tinyurl.com/4yvrrtmv
Bonus (puzz.link): http://tinyurl.com/3ate2rp9

Bonus 4: Octopus Legs

Menderbug

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. Circle clues must be shaded. Black circles indicate a dead end of the shaded area. White circles indicate a turn or branch of the shaded area.

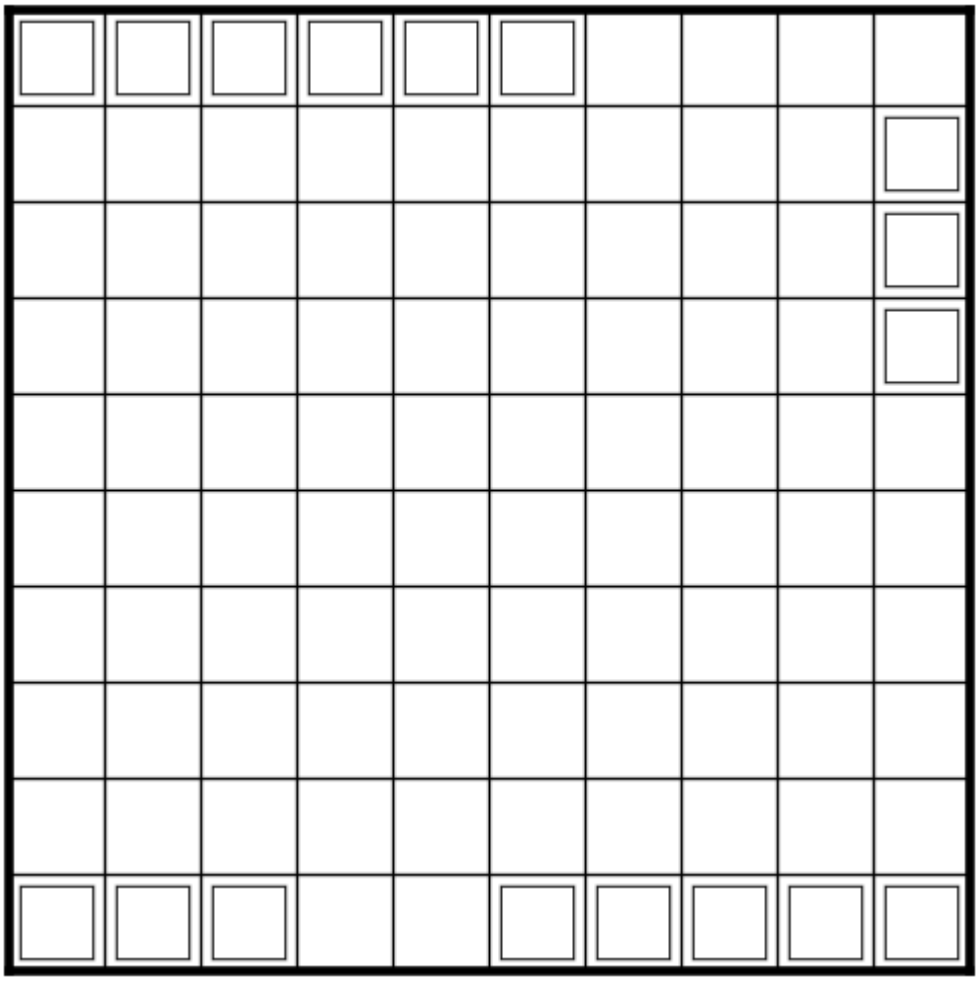


Example (Penpa+): https://tinyurl.com/ykvphxoc
Bonus (Penpa+): https://tinyurl.com/yl6eml3a

Bonus 5: Tasquare

shye

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a square and the remaining unshaded cells form one orthogonally connected area. Clued cells cannot be shaded, and represent the total size of the shaded squares that share an edge with the clue. If a clue has no number, it must share an edge with at least one shaded square.

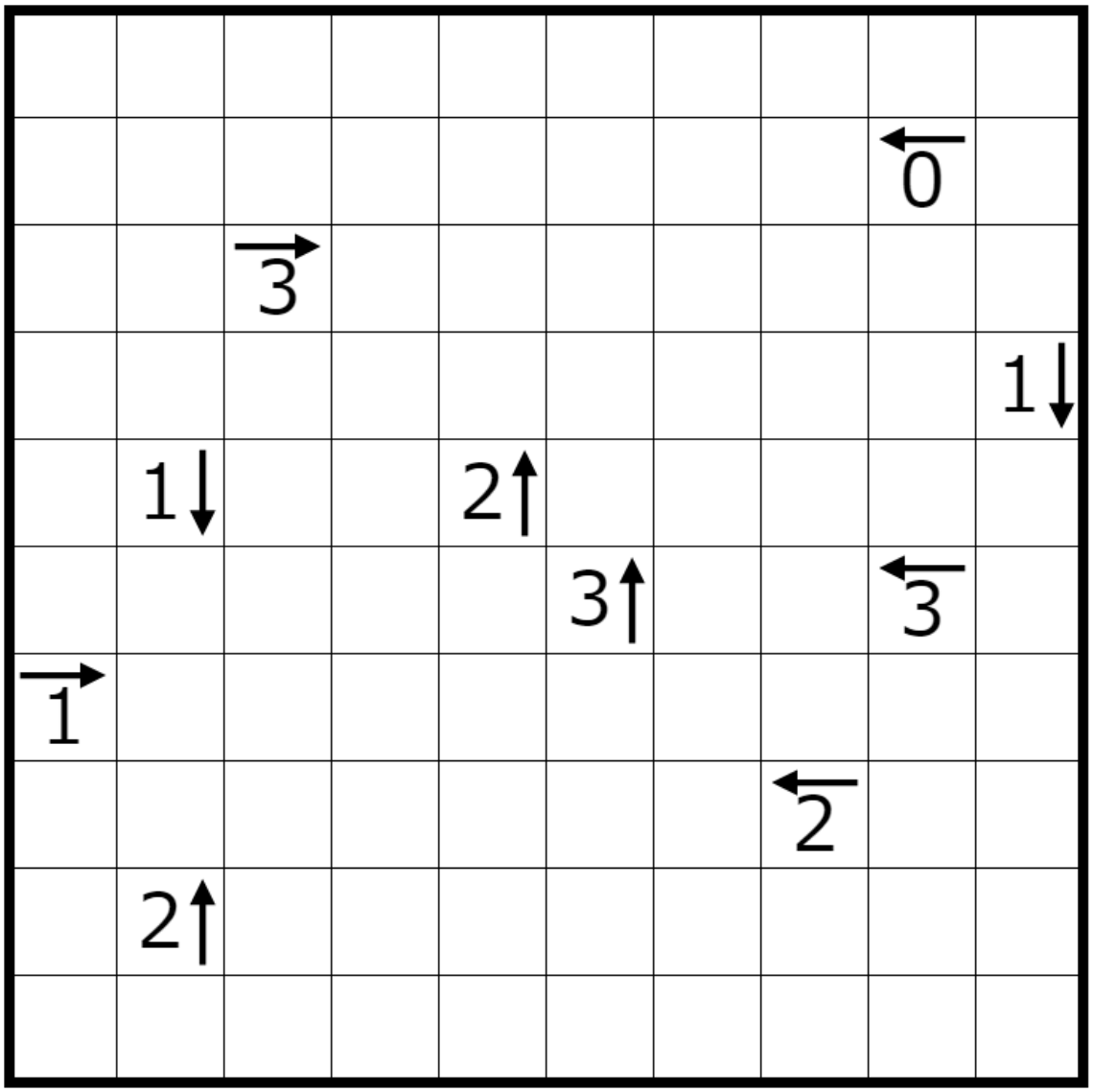


Example (puzz.link): https://tinyurl.com/2s4baa4d
Bonus (puzz.link): http://tinyurl.com/25pv5p9h

Bonus 6: Tetrochain

shye

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other orthogonally, but all tetrominoes form one diagonally connected network. Two tetrominoes of the same shape may not touch diagonally, counting rotations and reflections as the same. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction.



Example (puzz.link) by Eric Fox: http://tinyurl.com/24xk35wx
Bonus (puzz.link): http://tinyurl.com/mw27mu3z

Date	Sloth Time	Crab Time	🐦
01 Dec 2023	2:45	6:15	Dragon 🐉 (That's a bird right?)
02 Dec 2023	5:00	9:00	Patient Palila
03 Dec 2023	1:30	3:00	Amorphous Amazon
04 Dec 2023	2:45	6:00	Grave Gyrfalcon
05 Dec 2023	3:30	7:00	Double Dunnock
06 Dec 2023	1:45	3:30	Reserve Red Rail
07 Dec 2023	3:00	6:00	Simple Songbird
08 Dec 2023	2:00	4:00	Eight-legged Owl
09 Dec 2023	6:15	12:30	Grilled Grandala
10 Dec 2023	2:00	4:00	Diagonal Diamond Dove
11 Dec 2023	2:00	4:00	Loopy Loon
12 Dec 2023	2:30	4:30	Lucky Ducky
13 Dec 2023	2:00	4:00	Standing Grandala
14 Dec 2023	4:30	9:00	Grave Gyrfalcon
15 Dec 2023	2:30	4:30	Frosty Froster's Tern
16 Dec 2023	3:00	6:00	Familiar Chat
17 Dec 2023	2:20	4:20	Prepared Partridge
18 Dec 2023	1:30	3:00	Square-Tailed Nightjar
19 Dec 2023	3:30	7:00	Taijitu Taliabu Myzomela
20 Dec 2023	2:00	4:00	Black-and-White Spotted Woodpecker
21 Dec 2023	3:30	6:30	Binary Blackcap
22 Dec 2023	2:34	4:56	Queer Quelea

23 Dec 2023	5:00	10:00	Double-Banded Pygmy Tyrant
24 Dec 2023	2:00	4:15	Causeway Coleto
25 Dec 2023	7:00	14:00	Geomalia of Good Cheer
26 Dec 2023	4:00	10:00	Diagonal-Village-Weaver-Like Loop (?)
27 Dec 2023	0:50	2:00	Sparkling Violetear
28 Dec 2023	1:45	3:30	Kashmirroring Nuthatch
29 Dec 2023	3:00	6:15	Metropolitan Millerbird
30 Dec 2023	5:00	10:00	Counting Downy Woodpecker
31 Dec 2023	3:30	7:00	New Year's Emu