Mind The GAPP Vol. 29

Genuinely Approachable Pencil Puzzles from the CtC Discord
March 1, 2024 - March 31, 2024

Pick up your drums and trumpets, because it's time for Mind the GAPP vol. 29! Actually, I think that was supposed to be a March pun.

You may notice that a lot of the puzzles don't have walkthroughs. This is because everyone in the team who could record was busy (I know we've said this for the last 3 months, but that's just how it is). For the same reason, most of the April puzzles will also be missing walkthroughs. You may see one occasionally, but we currently have no ETA on when regular walkthroughs will be back.

If you're stuck with any of the puzzles, you are always welcome to ask for hints in the `#daily-pencil-puzzles-discussion` channel with a (spoilered!) screenshot of your current progress. There are many people who will be more than happy to help you progress.

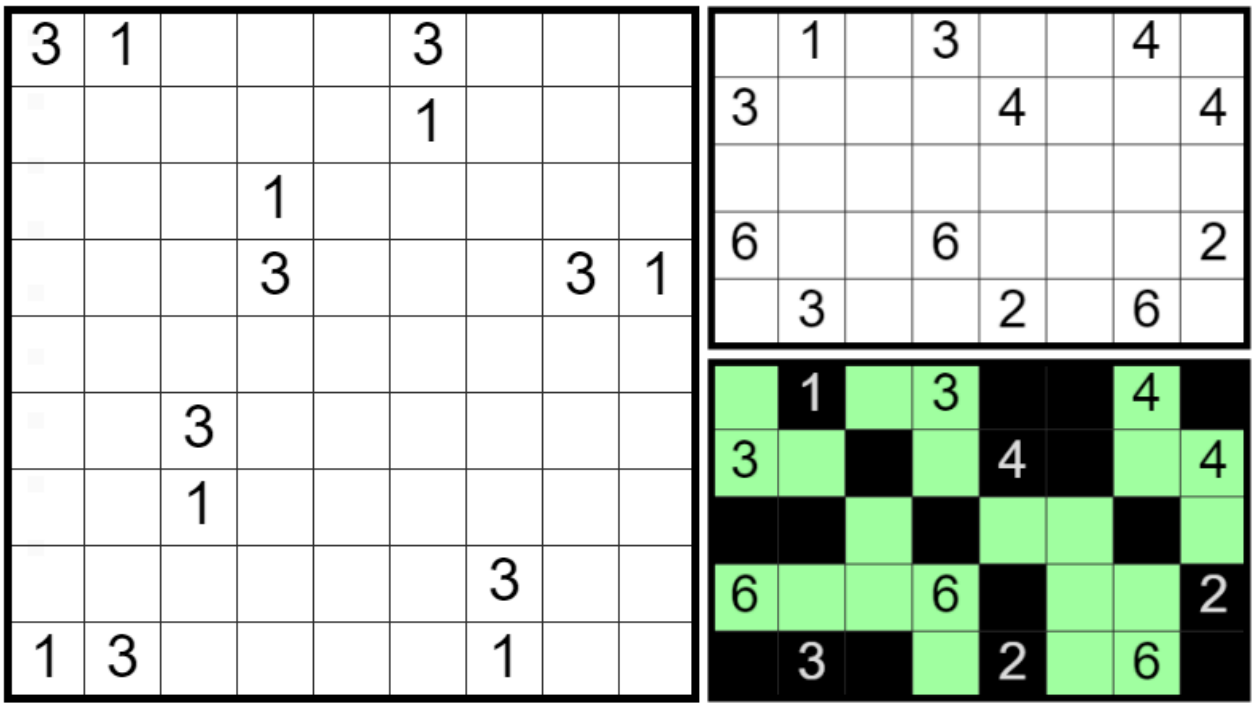
Finally, we have TEN bonus puzzles this month! (Or 8, depending on what you count as one puzzle.) Enjoy them and thanks for solving.

March 1, 2024: Choco Banana

Menderbug

Do you prefer writing the month before the day, or after? Or maybe above or below? Whatever your preferences, the theme of today's **Choco Banana** has you covered. On a related note, have you tried googling "chocobo" lately?

Rules: Shade some cells so that all areas of orthogonally connected shaded cells are rectangular and all areas of orthogonally connected unshaded cells are not rectangular. A clue represents the size of its group of shaded/unshaded cells.



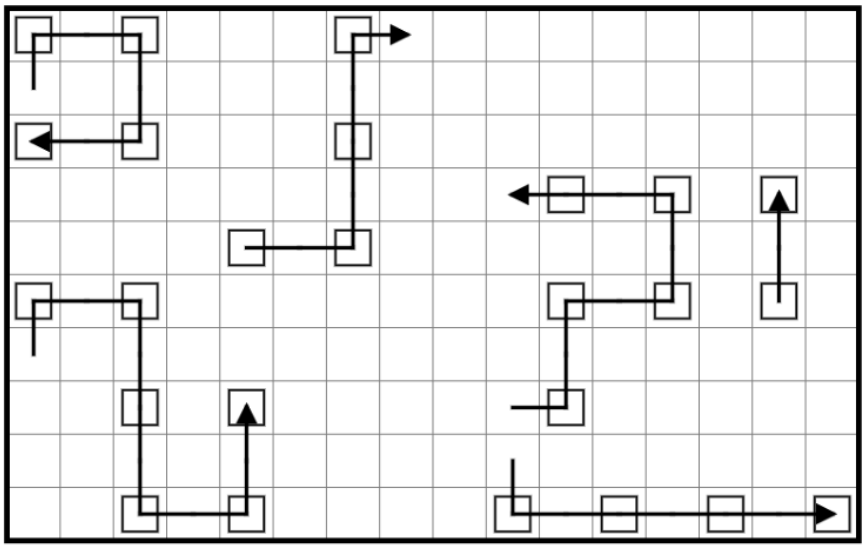
Example (puzz.link): https://tinyurl.com/mw6t7vv7
GAPP (puzz.link): https://tinyurl.com/3juaevvy
Walkthrough: https://youtu.be/NaF7uZeVle8

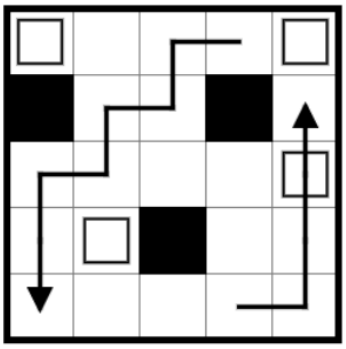
March 2, 2024: Evolmino

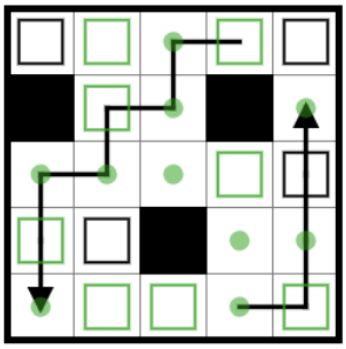
Freddie Hand

No time today, here is a supersized **Evolmino**!

Rules: Place squares into some white cells such that exactly one square in each orthogonally connected group of squares is on part of an arrow. Each arrow must pass through at least two different groups of squares. Each group of squares must be exactly the same shape as the one that came before it on the same arrow (if it exists), without rotation or reflection, plus one additional square.





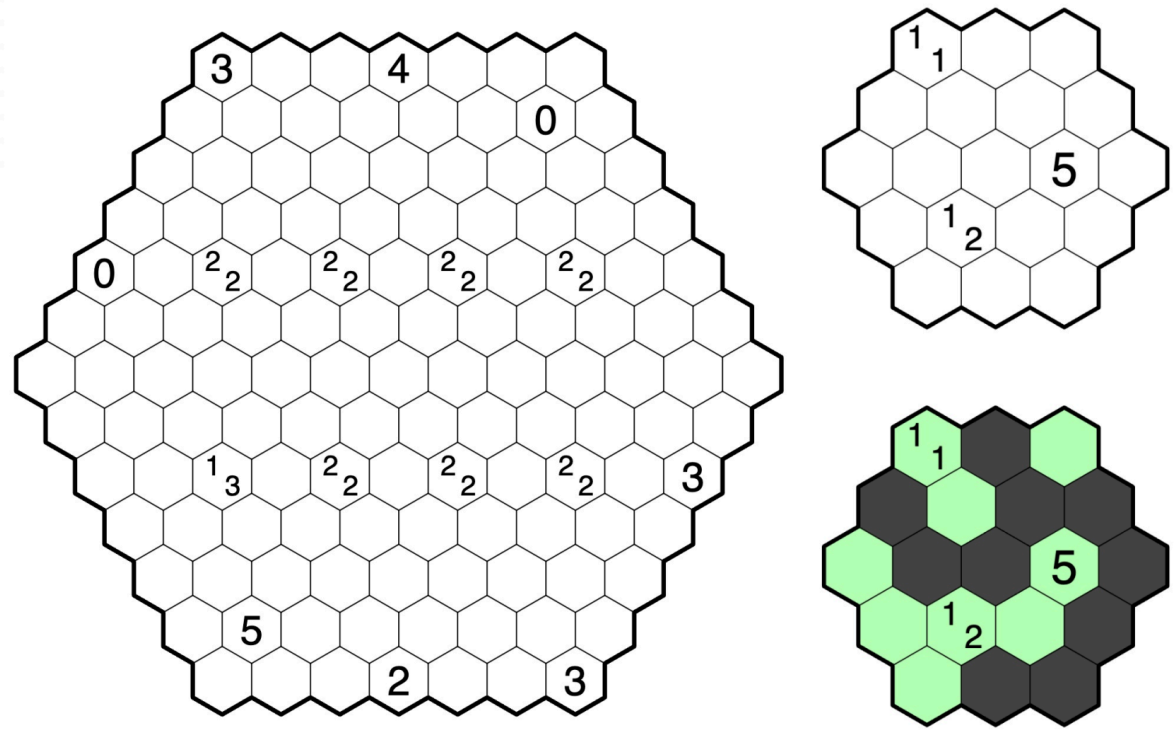


Example (puzz.link) from puzz.link rules page: https://tinyurl.com/yedaxnt6
GAPP (puzz.ink, landscape): https://tinyurl.com/5beu64ax
GAPP (puzz.link, portrait): https://tinyurl.com/2upjnkdj
Walkthrough: https://youtu.be/UoB25R87aH0

March 3, 2024: Tapa (Hexagonal)
Walker

Today's GAPP is a **Tapa (Hexagonal)**! Remember to check the bold rule, which is different from Tapa on a square grid. Not much else to say about this puzzle, enjoy! And do check out today's bird, the sociable weaver 🐦 They're known for building large compound nests, which can last for generations and house hundreds of birds at once. There are some impressive pictures online - they look like haystacks in trees (or on telephone poles)!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) six cells surrounding the clue. **No three shaded cells may meet at a vertex** (i.e. any 'triangle' of 3 cells cannot be entirely shaded).



Example (Penpa+) by Freddie: https://tinyurl.com/2dqarynq
GAPP (Penpa+): https://tinyurl.com/yn79bscf
Walkthrough: https://youtu.be/jvH6BaiIxrQ

March 4, 2024: Yajilin (Yajisan-Kazusan)

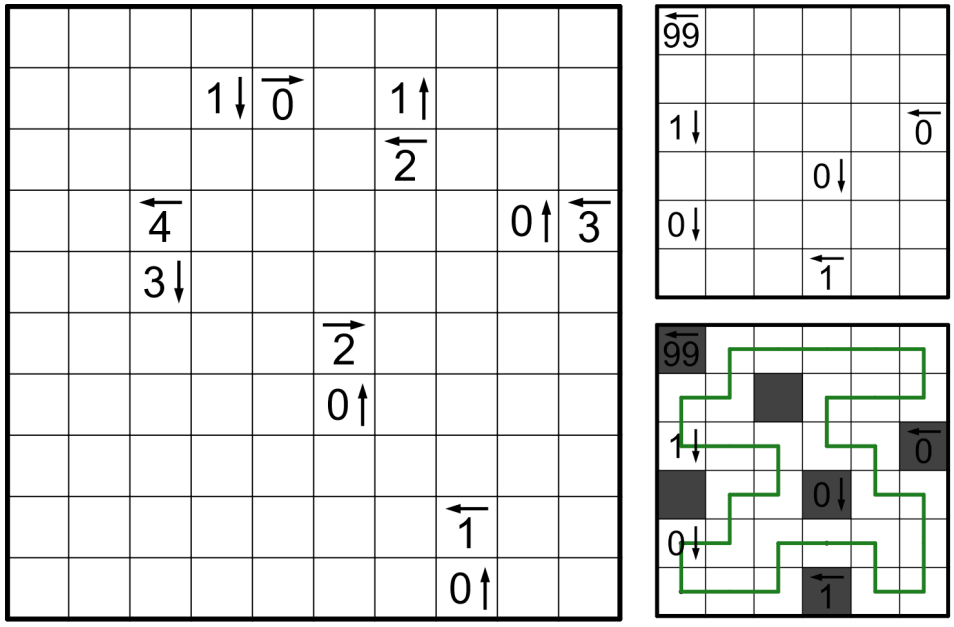
Lavaloid

Enigmarch 2024 is here! In case you didn't know, Enigmarch is an annual event where a prompt is released daily from March 1 to March 31, and people (including you! if you want) construct puzzles based on the prompts. You can check https://enigmarch.com/ for more details.

As for today's puzzle, we're featuring **Yajilin (Yajisan-Kazusan)** based on the prompt for March 2, "false". (That's when I set this puzzle.)

Rules:

- Shade some white cells and then draw a single non-crossing loop through the center of all remaining white cells. Shaded cells must not be orthogonally adjacent with each other.
- Cells with numbered arrows may be shaded or unshaded.
- If the cell is unshaded, it indicates the total number of blackened cells that exist in the direction of the arrow, and the cell must be part of the loop.
- If the cell is shaded, the clue may be ignored.



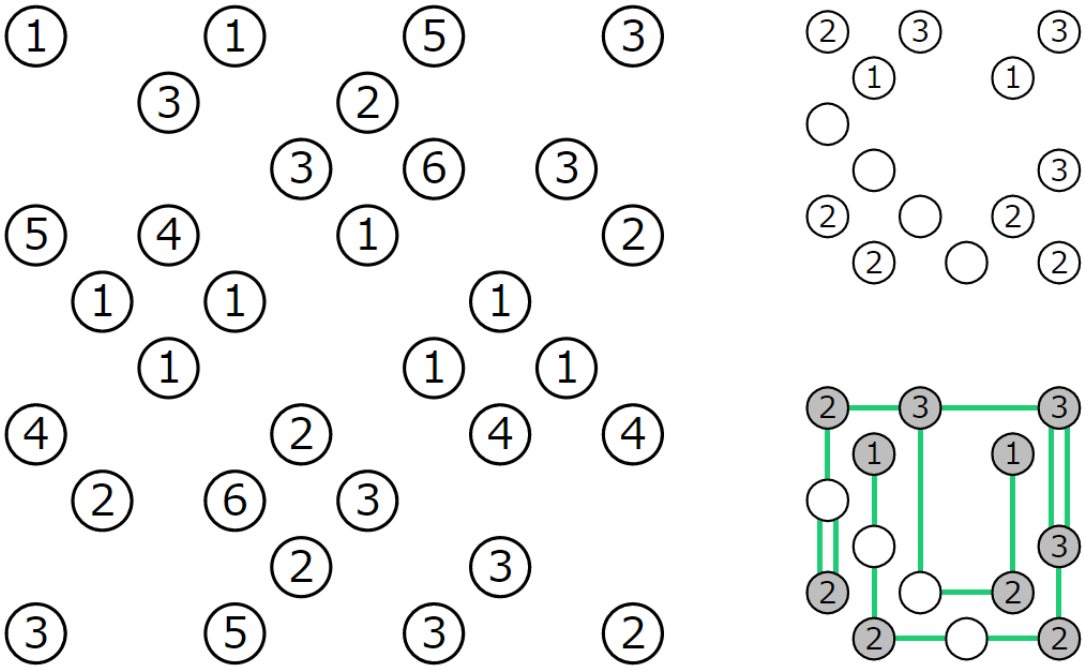
Example (Penpa+): https://tinyurl.com/248smnf4
GAPP (Penpa+): https://tinyurl.com/2d7bpnpx

March 5, 2024: Hashi

shye

I started doing the "Nothing too special today..." intro's as a bit because I was getting lazy and didn't have ideas, but now I'm out of practice :despair: How about we rebuild those bridges with an appropriate **Hashi**, it's been a while since the last!

Rules: Connect pairs of circles horizontally or vertically so that all circles form one connected network. Connections may not cross one another, and any pair of circles may have at most two connections between them. Numbers in circles represent the amount of connections extending from them.



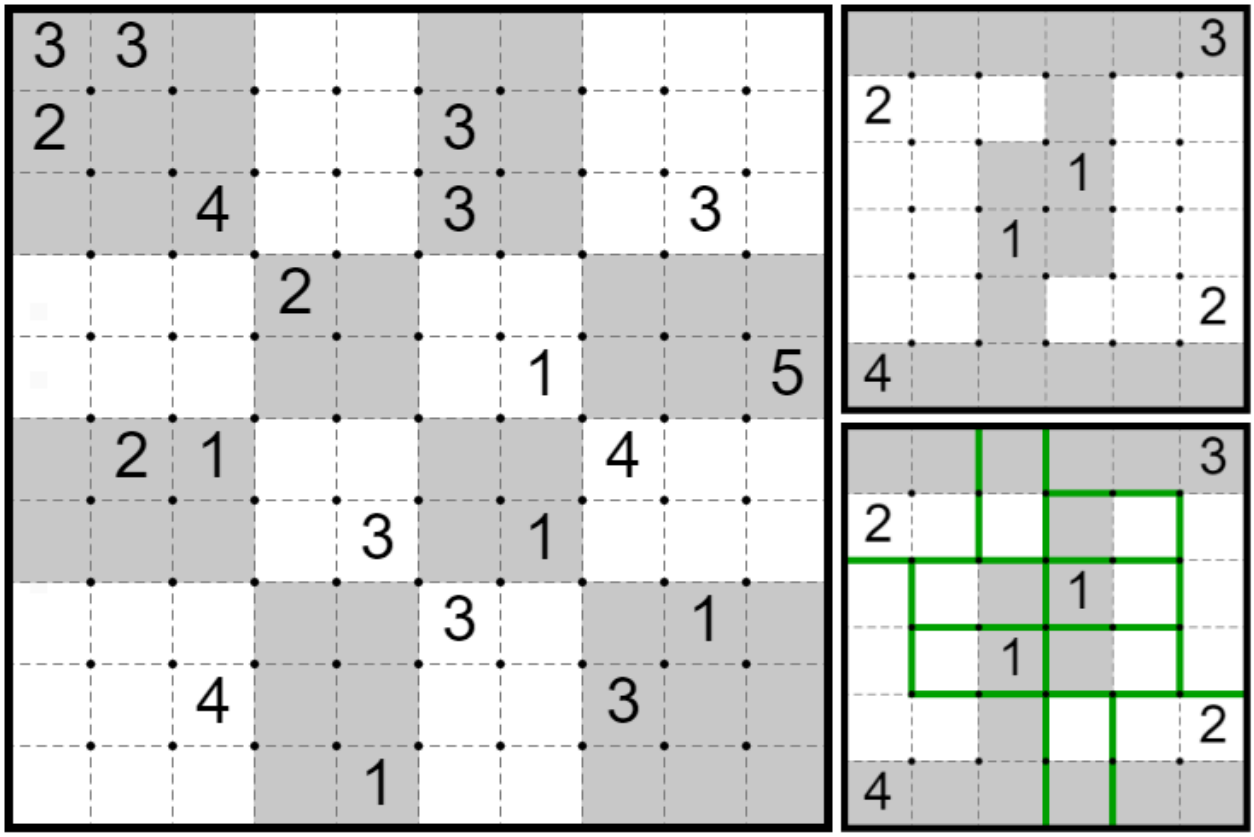
Example (puzz.link): https://tinyurl.com/395z9ffr
GAPP (puzz.link): https://tinyurl.com/2zas44yc
Walkthrough: https://youtu.be/6O08jaI1E40

March 6, 2024: Double Choco

Menderbug

Nothing too special today, just a **Double Choco**.

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



Example (puzz.link) by Jovi: https://tinyurl.com/mvwexdn2
GAPP (puzz.link): https://tinyurl.com/2j739xba
Walkthrough: https://youtu.be/M5Knh3fPEgg

March 7, 2024: Circles and Squares

Freddie Hand

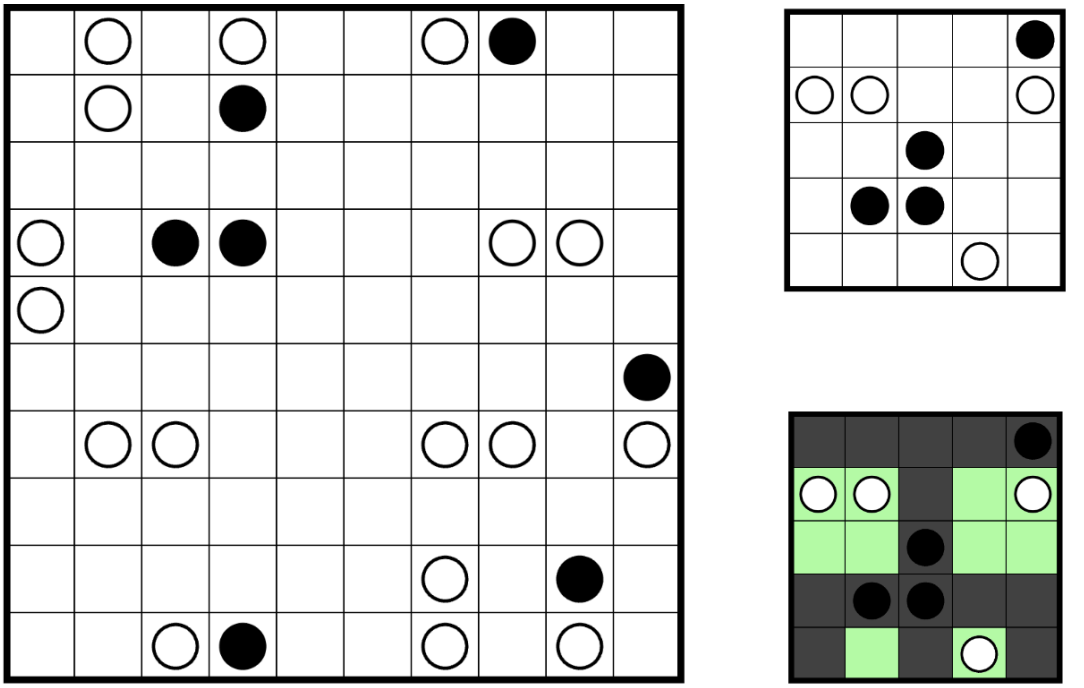
Here at GAPP we post a bird every day but barely ever talk about them... these unsung heroes deserve some recognition! So here are a few bird facts you might not know:

1. Owls cannot move their eyes. Instead they can turn their neck 270 degrees to achieve 360 degree vision.
2. Albatrosses can sleep while flying, but they can only do so in 10-second bursts. The ultimate power-napping strategy.
3. Bluejays sometimes collect paint chips as a source of calcium in the spring.

I would go on and on but I need to spread my wings and learn about dinosaurs.

The puzzle itself, a **Circles and Squares**, is nothing special.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and each orthogonally connected area of unshaded cells is in the shape of a square. Cells with black circles must be shaded, and cells with white circles must not be shaded. No 2x2 region may be entirely shaded.



Example (puzz.link) from puzz.link rules page: https://tinyurl.com/3jw6sue6
GAPP (puzz.link): https://tinyurl.com/45xbh6j3
Walkthrough: https://youtu.be/QrlmdCDdVMA

March 8, 2024: Hit Points
Walker

"At long last, your party of brave adventurers reaches the bottom floor of the Syuma Ruins. Entering from stone doorways at the south and east, you find yourselves in a sturdy, well-constructed room, with walls of sandy brick. Piles of loose rubble cover the outer floor; but in the middle of the room, you see a number of white stone tiles, arranged to form a six-by-six grid. Before you can investigate, you hear a rumbling sound, from the northeast.; as rocks tumble to the floor, a large stone golem stands. You ready for a fight…"

Stone Golem | 21 **Hit Points**

Rules: Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. A clue outside the grid represents the sum of all the numbers where the distance from the clue equals the number.

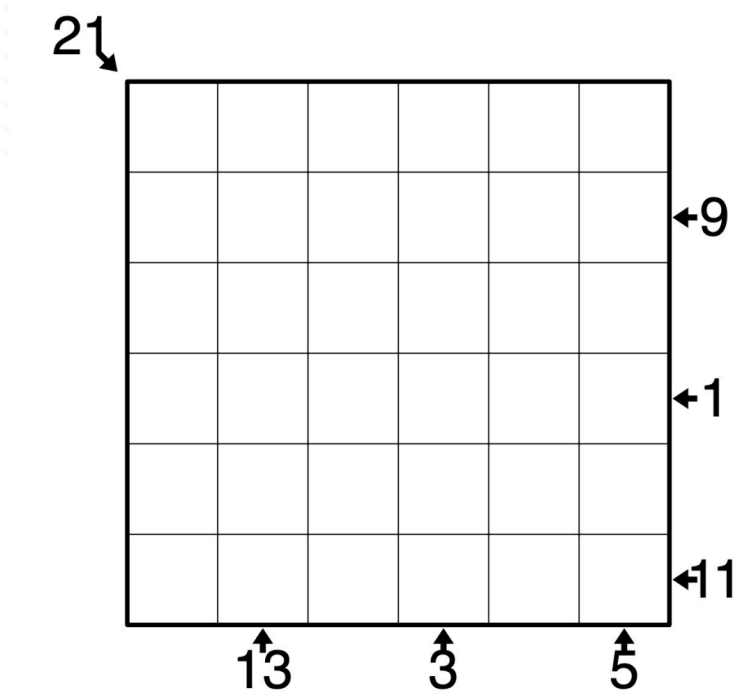
In the example puzzle, the four highlighted clues show which numbers add to the clue's value. For instance, the red clue adds 1 (at distance 1) and 4 (at distance 4) but not 2 (at distance 3) or 3 (at distance 2).

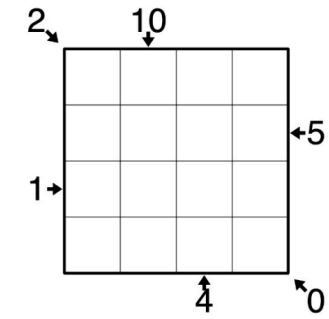
🔍 **Perception Check** 🔍: This puzzle has a negative constraint! If a number N in the grid isn’t part of an outside sum, it can’t appear N cells away from that sum.

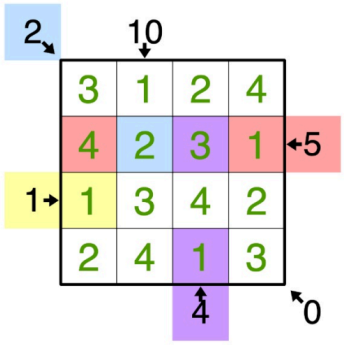
⬇ Puzzle is on the next page ⬇

⬆ Rules are on the previous page ⬆

Rules: Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. A clue outside the grid represents the sum of all the numbers where the distance from the clue equals the number.







Example (Penpa+): https://tinyurl.com/25nbmrhv
Example (Kudamono): https://tinyurl.com/hnbmtewt
GAPP (Penpa+): https://tinyurl.com/26b4junb
GAPP (Kudamono): https://tinyurl.com/5n7v48wj
Walkthrough: https://youtu.be/dOBghZ8Mgwc

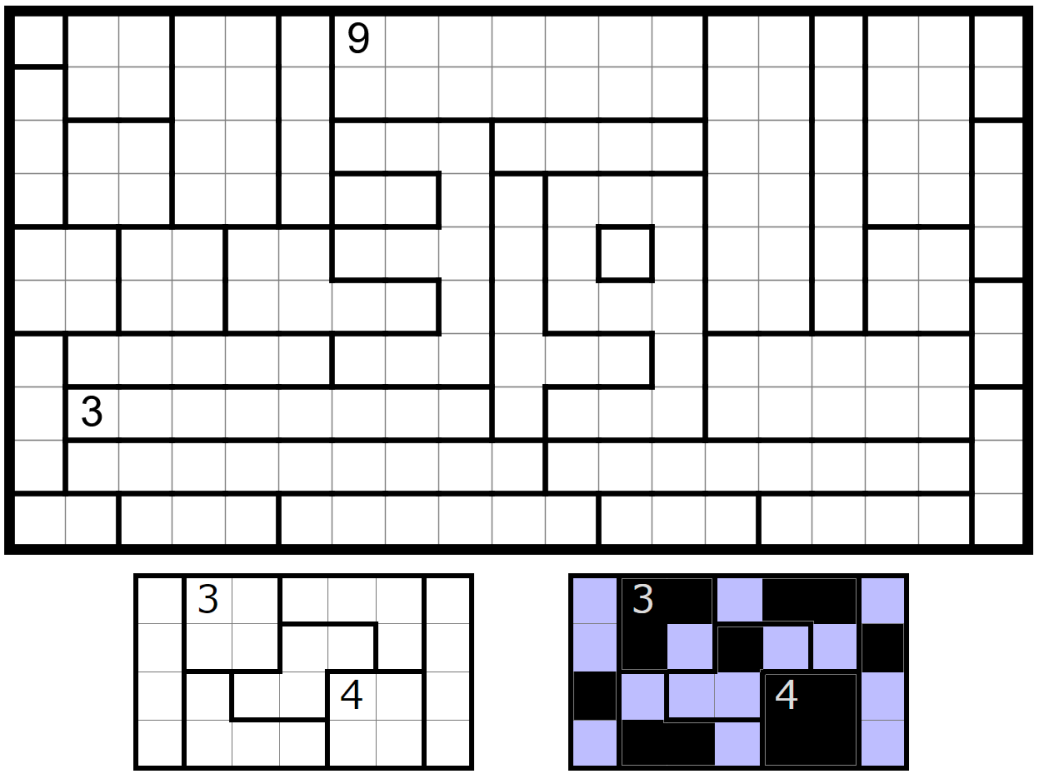
March 9, 2024: Shimaguni

Lavaloid

Did you know that in Japanese, most kanji character have multiple ways of reading them, including numbers? This means that just by using numbers, one can cover a pretty wide range of the Japanese phonology, leading to a type of wordplay called Goroawase, literally meaning "phonetic matching". Anyways, happy Miku Day! Have a 39 (mi-ku) themed SUPERSIZED **Shimaguni**.

Rules: Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. Each region must contain at least one shaded cell, and no two adjacent regions may contain the same number of shaded cells.

Interface note: You can use the Number mode to mark the amount of shaded cells a region must have and make some deductions easier to spot.



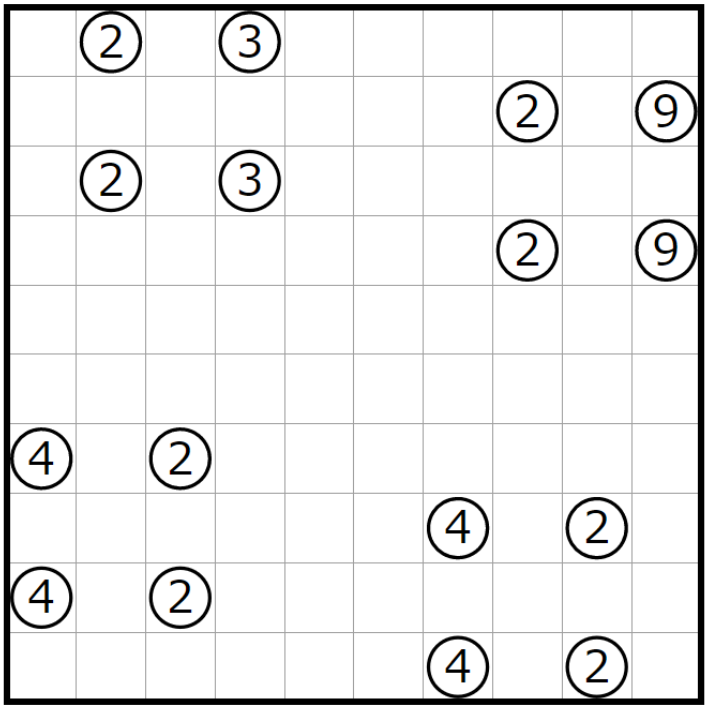
Example (puzz.link) by shye: http://tinyurl.com/4ba3zu6v
GAPP (puzz.link, horizontal): https://tinyurl.com/ybjstd9d
GAPP (puzz.link, vertical): https://tinyurl.com/y3xw8f43

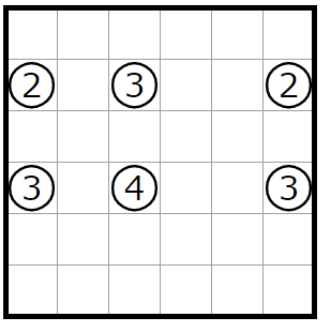
March 10, 2024: Kurodoko

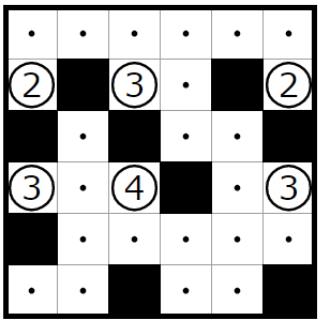
shye

If I had a nickel for every time I designed a **Kurodoko** for GAPP in which you can immediately determine (ROT13) sbhe hfryrff pryyf jvgu havdhrarff, then I'd have two nickels, which isn't a lot but it's weird that it happened twice.

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







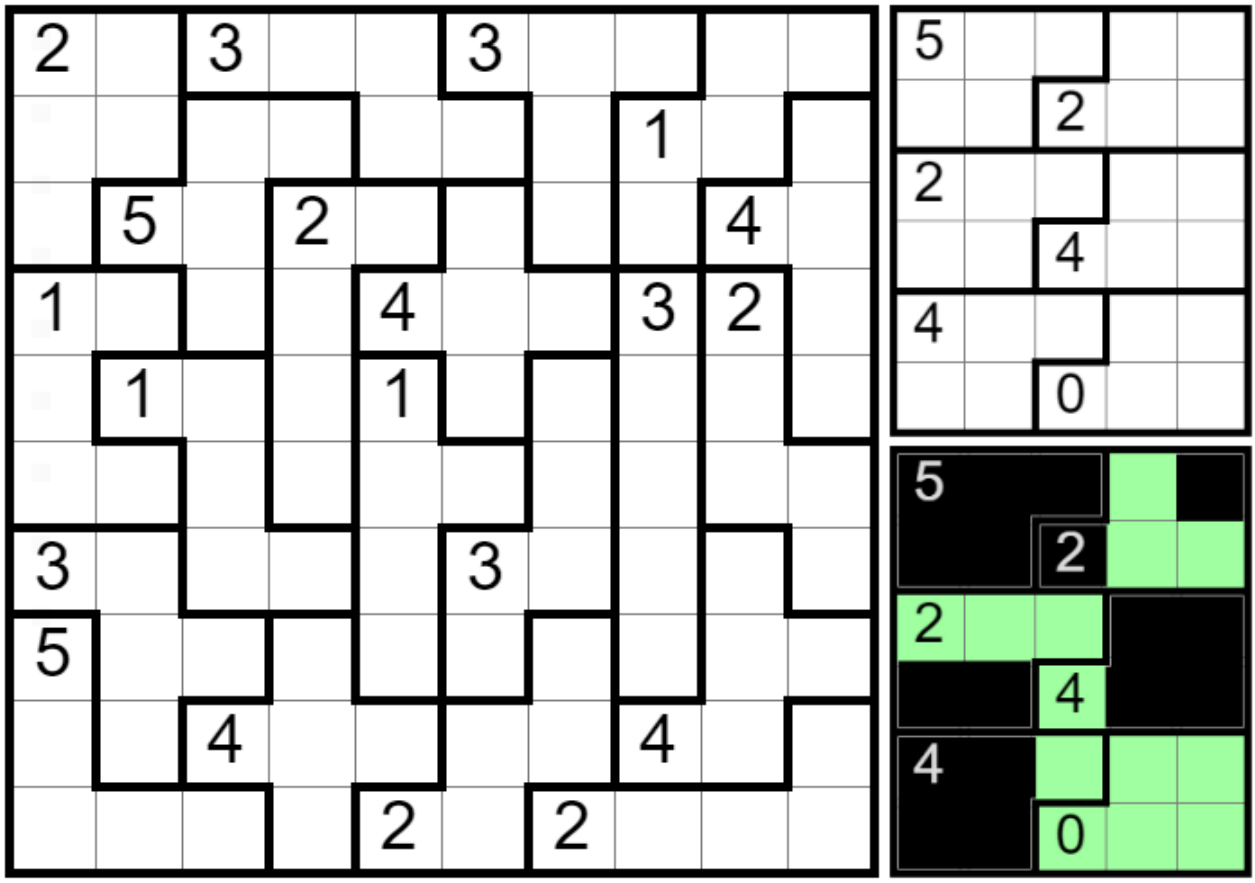
Example (puzz.link): https://tinyurl.com/4nyezry7
GAPP (puzz.link): https://tinyurl.com/mrxny5c8
Walkthrough: https://youtu.be/QS4rgmrU5xc

March 11, 2024: Chocona

Menderbug

It was coincidence that I did Choco Banana and Double Choco for my last two GAPPs, but when I noticed it I had to complete the trifecta with a **Chocona**.

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. Regions with numbers must contain the indicated amount of shaded cells.



Example (puzz.link) by shye: https://tinyurl.com/2p9ydaxk
GAPP (puzz.link): https://tinyurl.com/566w7896
Walkthrough: https://youtu.be/x1tX9XF9Q58

March 12, 2024: Dotchi Loop

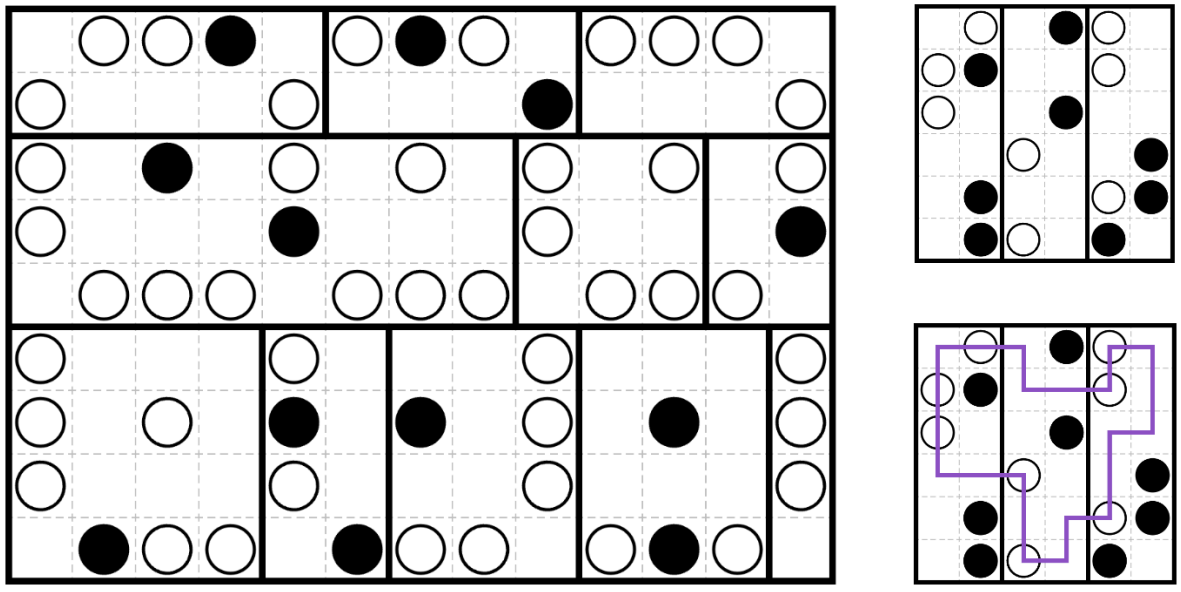
Freddie Hand

Figuring out what percentage cocoa I enjoy my chocolate has been a lifelong conquest for me. Anything above 80% is medicinal. Anything below 50% makes me feel like a 12-year-old eating it. But in between? Well that depends on whether it's Wednesday or if it's raining in Palau. Oh, and white chocolate? Don't be silly.

Here's a (chocolate-wise) rather unappetising **Dotchi Loop**. This time with dots in groups of 3 !

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every white circle and no black circles. Within a region, the loop must either turn on every white circle or pass straight through every white circle.

Here is a **GAPP 101** for this puzzle: (ROT13) Va fbzr fvghngvbaf, gur oynpx pvepyrf naq gur ybbc perngr "qrnq raqf" - ertvbaf gung gur ybbc pnaabg ivfvg (r.t. va gur rknzcyr, gur obggbz evtug naq, yrff boivbhfyl, gur obggbz yrsg). Vg znl or urycshy gb znex gurfr ol k-vat gurz bss.



Example (puzz.link) by shye: https://tinyurl.com/yx3ubawc
GAPP (puzz.link): https://tinyurl.com/mr2p4anm

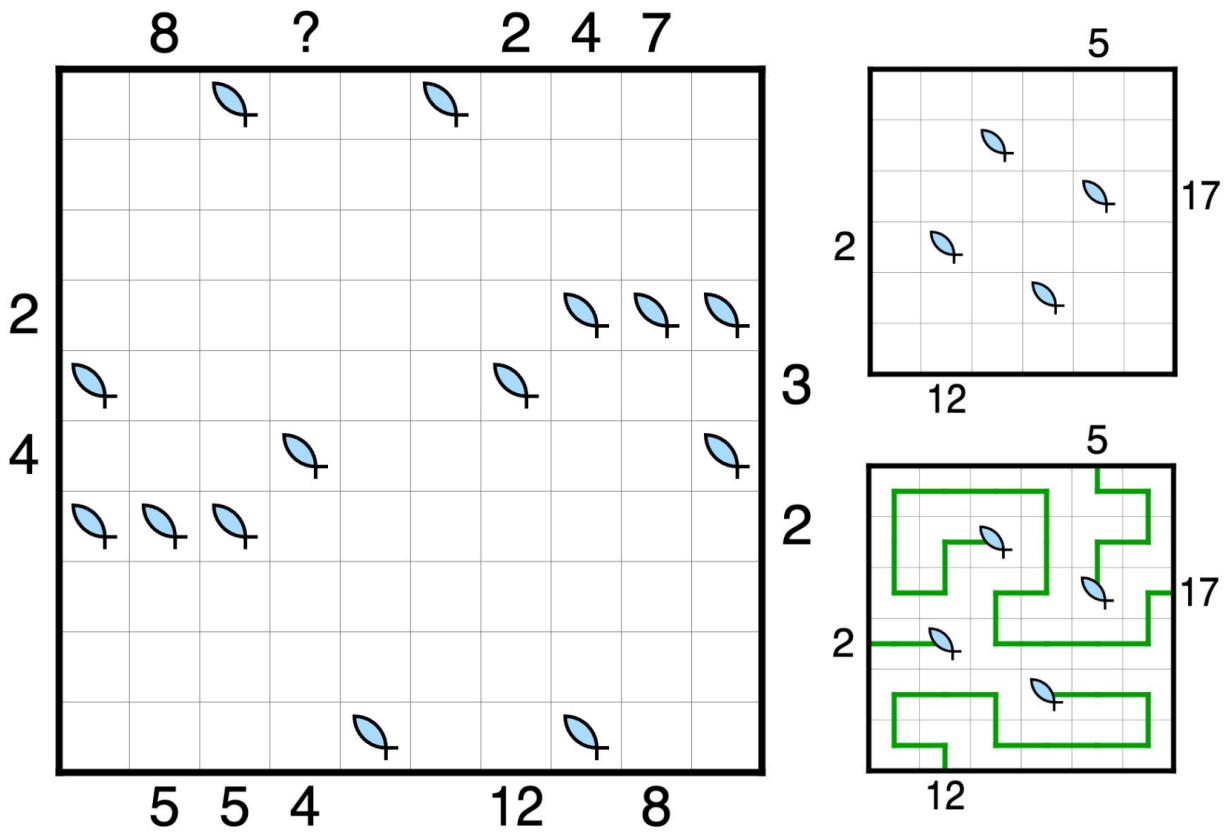
March 13, 2024: Anglers

Walker

Today's GAPP is an **Anglers**! I've heard the big one is somewhere in this pond, and you'll need an extra long line if you want to catch it. 🎣 🥳 And make sure to toss it back into the pond when you're done!

Rules: From each clue outside the grid, draw a path which immediately goes into the nearest cell of the grid and then travels through the centers of some cells until arriving at a fish. All empty cells must be used by a path. Paths may not cross themselves, each other, or fish. A number at the beginning of a path indicates how many cells in the grid the path occupies, including the cell with the fish.

⚠️ Remember that all cells must be used by exactly one path!



Example (puzz.link) by Tyrgannus: https://tinyurl.com/ypddv4ja
GAPP (puzz.link): https://tinyurl.com/5dvtsxyy
Walkthrough:

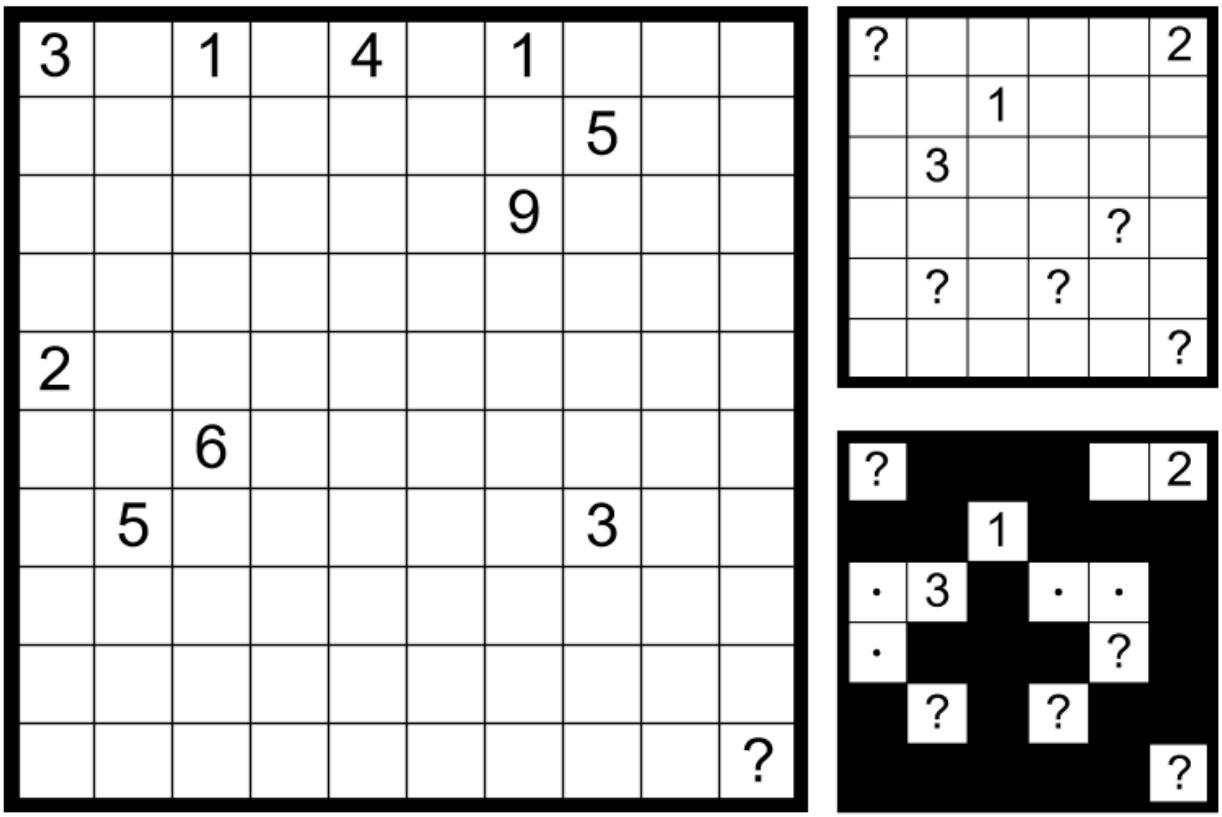
March 14, 2024: Nurikabe

Lavaloid

Happy Pi Day! Did you know that π is objectively the best constant? That's why today's GAPP is a **Nurikabe** whose givens are the digits of π.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. 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. No 2x2 region may be entirely shaded.

? clues can be any number.



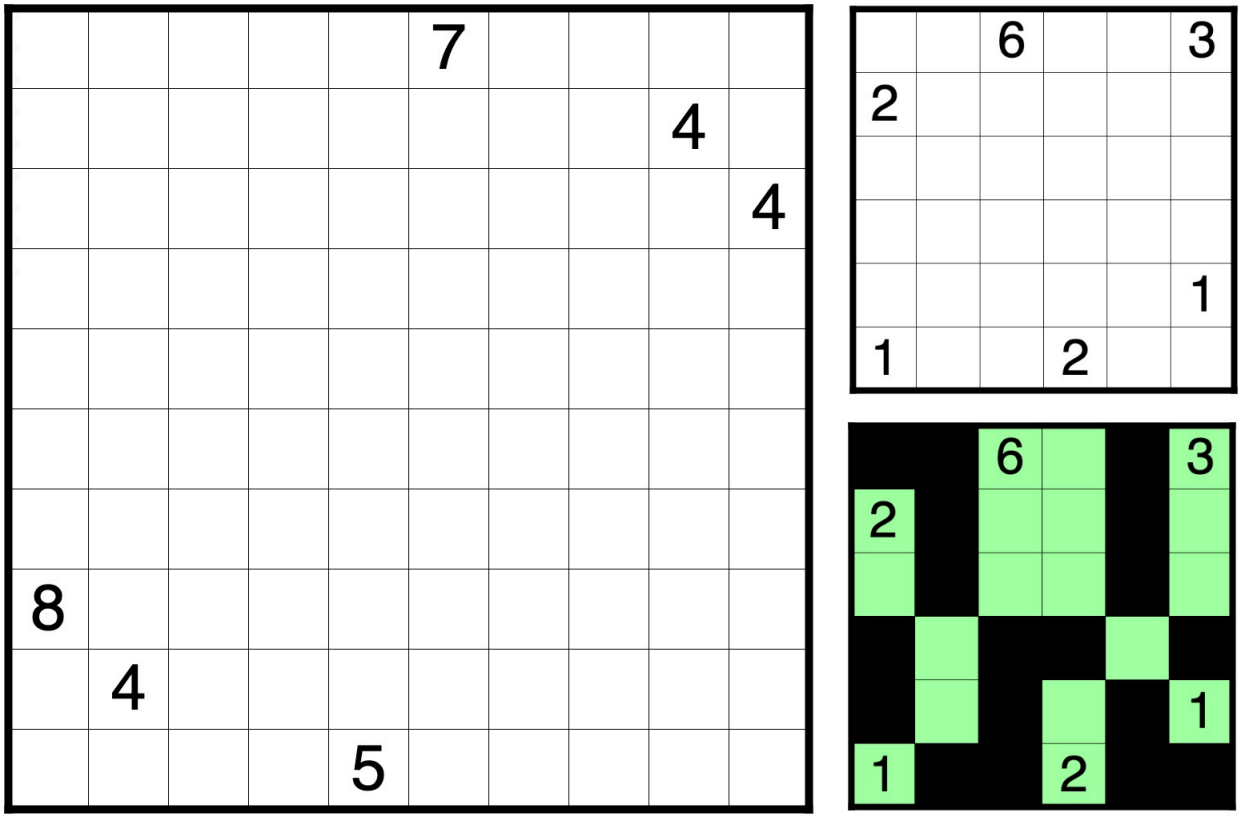
Example (puzz.link) by xoned: https://tinyurl.com/yf3ewwzf
GAPP (puzz.link): https://tinyurl.com/yc48xyjy

March 15, 2024: Mochikoro

Walker

I'm filling in for Shye, who is a bit busy today. Here's a **Mochikoro**, one of my favorite genres!

Rules: Shade some cells so that all areas of orthogonally connected unshaded cells are rectangular. The unshaded rectangles must all be connected diagonally. Clues cannot be shaded, and represent the number of cells in the unshaded area they belong to. An unshaded area of cells cannot contain more than one clue. No 2x2 region may be entirely shaded.



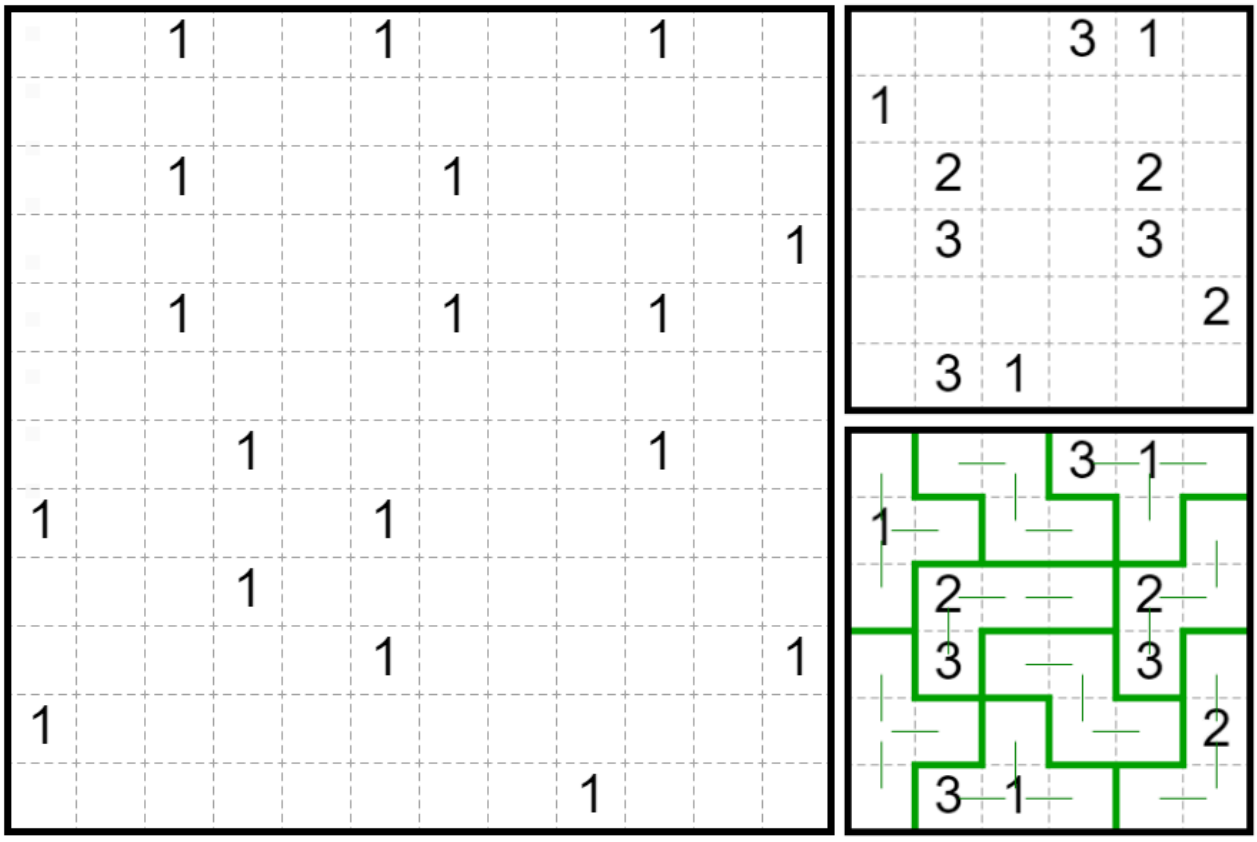
Example (puzz.link) by Sam Cappleman-Lynes: https://tinyurl.com/2p8k6w2x
GAPP (puzz.link): https://tinyurl.com/47tfy8tz

March 16, 2024: FourCells

Menderbug

I'm a bit under the weather so you only get a *Mildly Supersized Saturday* puzzle today, specifically a **FourCells** (the other reason for the fairly moderate size is that there's only so much you can do with the gimmick of this puzzle before it gets repetitive).

Rules: Divide the grid into tetrominoes. Clued cells must have the indicated number of region borders or grid borders surrounding them.



Example (puzz.link) by Tyrg: https://tinyurl.com/bn5vwtz9
GAPP (puzz.link): https://tinyurl.com/mrstvy73

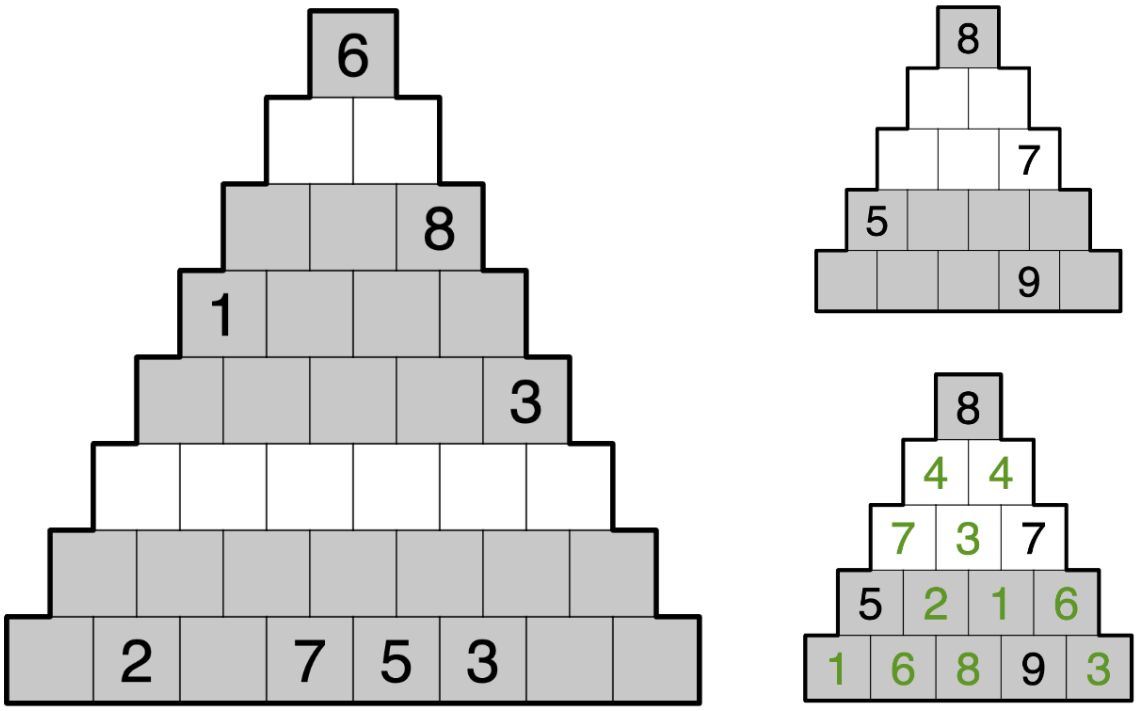
March 17, 2024: Pyramid

Freddie Hand

Did you know that Egypt is not the country with the most **Pyramid**s? That title actually goes to ~~Switzerland~~ Sudan, whose Nubian pyramids number over 200, compared to roughly 118 in Egypt. And while we're at it, Toblerone is named after the Toblerone line, which is a 10km row of pyramidal fortifications aimed at stopping tank invasions.

Unfortunately construction of conventional pyramids nowadays is banned since the sharp corner poses a health and safety risk, just as triangular flapjacks have been phased out in schools. Here's the best legal replacement I have, now with far less dangerous vertices.

Rules: Enter a number from 1 to 9 into each empty cell, so that (with the exception of the bottom row) each number is either the sum or the difference of the two numbers directly below it. Within a shaded row, no number can appear more than once. In an unshaded row there *must* be at least one number appearing more than once.



Example (Penpa+): https://tinyurl.com/22azy2x7
GAPP (Penpa+): https://tinyurl.com/2bnp63qa

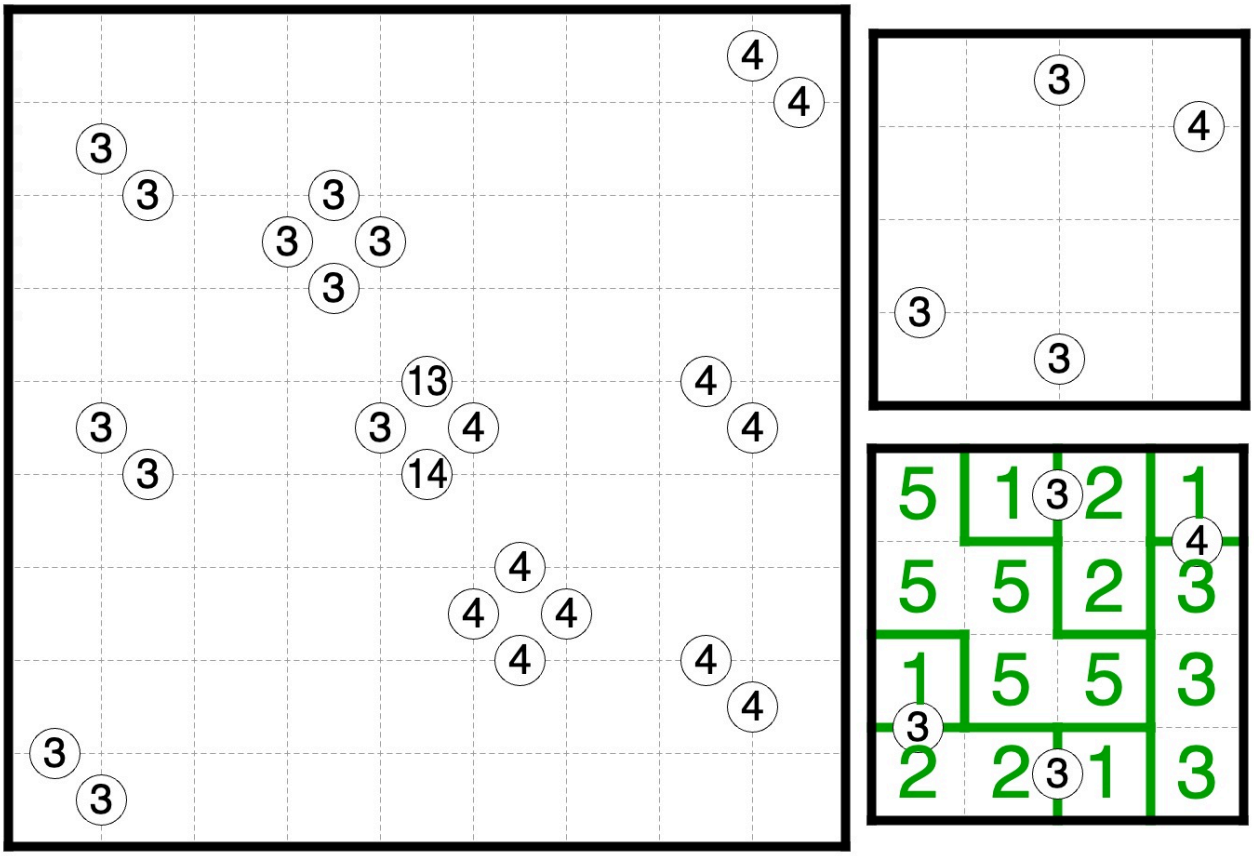
March 18, 2024: Wafusuma

Walker

Today's GAPP is a **Wafusuma**! (Walkthroughs will be coming later; this has been a busy week for the GAPP team.) The first appearance of this genre was on Penpa; now that there's a puzzlink implementation, it seems like a good chance to revisit the genre.

Rules: Divide the grid into regions of orthogonally connected cells. Two regions of the same size may not share an edge. Given clues must separate two different regions. A number on a clue indicates the total number of cells contained in the two regions it separates.

Interface Note: Marking the sizes of regions can be useful when solving! (On mobile, you can tap 2-4 times for numbers between 1 and 3.)



Example (puzz.link) by Eric Fox: https://tinyurl.com/ynvztxz6
GAPP (puzz.link): https://tinyurl.com/48knsu4c

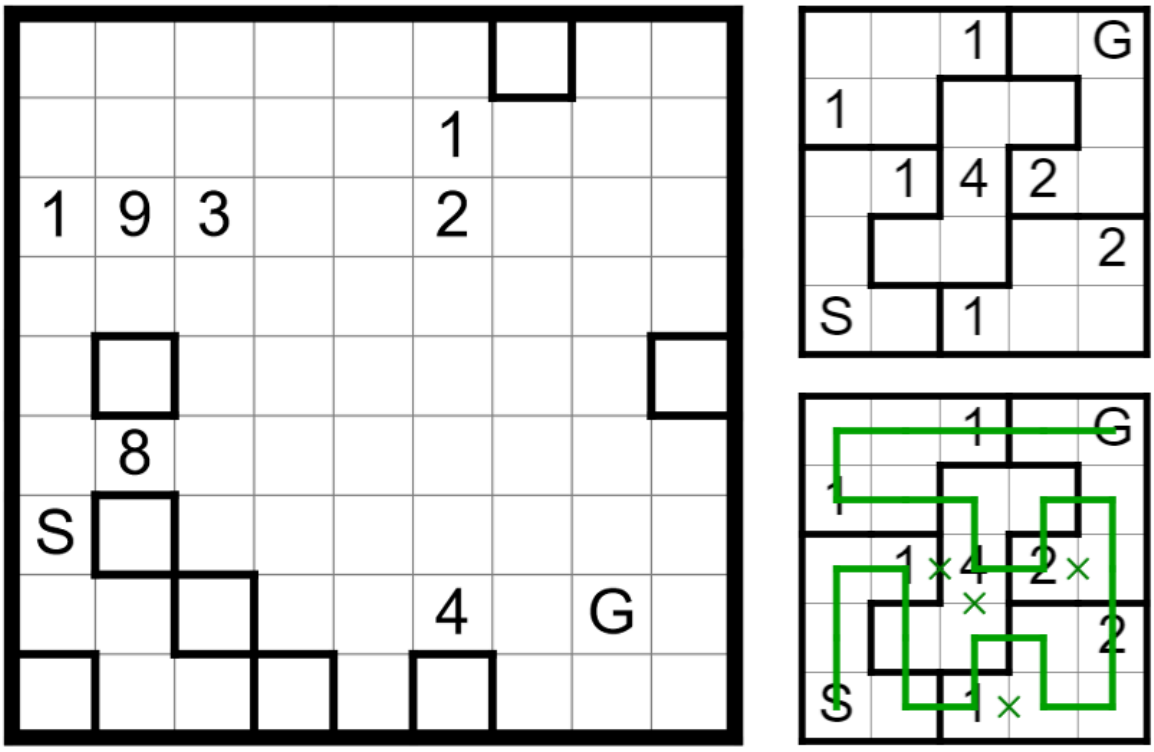
March 19, 2024: Haisu

Lavaloid

My last two GAPPs have been celebrations of some sort, so why not make it three in a row? Happy 193rd anniversary of the [1831 City Bank of New York theft](), the first documented heist in US history! It's quite a happy coincidence to celebrate 193 on 19-3, so let's have a **Haisu** that happens to have a 193 in it.

Also, when I first heard of this genre I thought Haisu was meant to be "heist" but transcribed to Japanese. I later found out that it's a portmanteau of 入る (hairu = enter), 数 (su = number), and ハウス (hausu = house).

Rules: Draw a non-intersecting path through the centers of cells, visiting every cell, starting from the S (start) and finishing at the G (goal). Each clued cell must be traveled through on the path's Nth visit to the region the clue lies within, where N is the value of the clue. (1 is 1st visit, 2 is 2nd etc)



Example (puzz.link) by Tyrgannus: https://tinyurl.com/2hf7fkju
GAPP (puzz.link): https://tinyurl.com/bdz8nyah

March 20, 2024: Cocktail Lamp

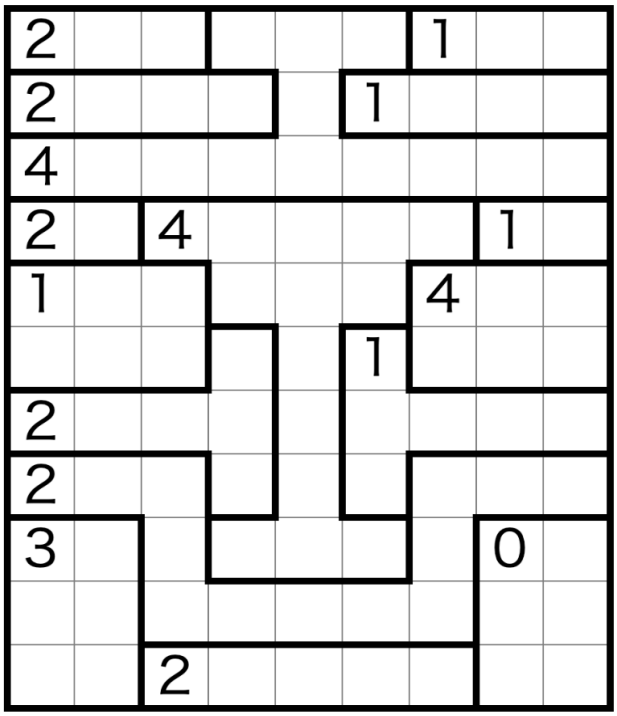
Freddie Hand

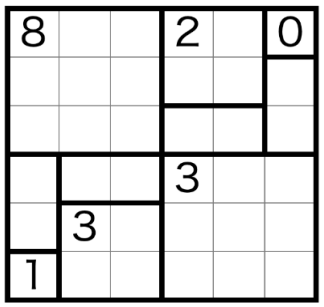
With winter officially ending today, it's time to get in the summer mood with a relaxing book and a **Cocktail Lamp** on the beach (the water's freezing). Actually I'm pretty cold too, so I'll put on a coat and have a hot chocolate instead. Oh, now it's raining. Maybe this wasn't such a good idea.

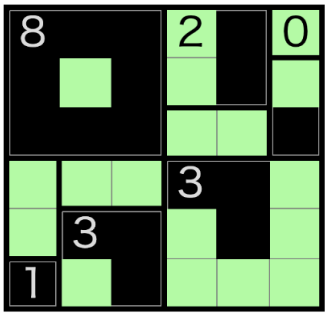
Pretend I'm in Australia instead. Now it's nice and warm and the sun's beaming. Wait, is that a swarm of jellyfish?

For now let's just stay in the safety of home and solve some puzzles. Here's to spring.

Rules: Shade some cells such that all shaded cells within a region form a single orthogonally connected group. Cells separated by a region border can't both be shaded. All groups of shaded cells must diagonally connect across regions to form a single, diagonally connected network. Regions with numbers must contain the indicated amount of shaded cells. A region without a number may contain any number of shaded cells, including 0. No 2x2 region may be entirely shaded.







Example (puzz.link) by Tyrgannus: https://tinyurl.com/3s7z885x
GAPP (puzz.link): https://tinyurl.com/2c6v33ue

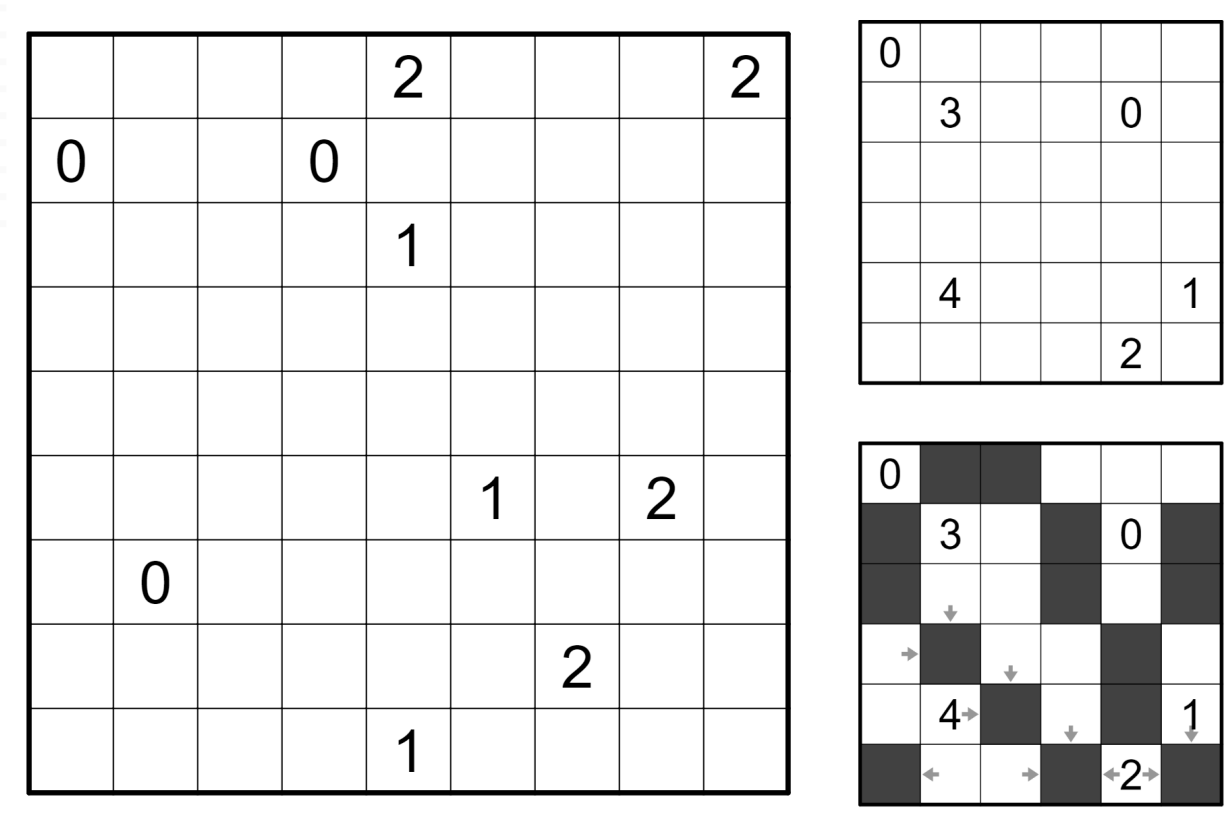
March 21, 2024: One-Two Zone

Menderbug

I made today's puzzle back in January, but was waiting for its Kudamono implementation to get published. That happened earlier this week, so you can finally enjoy this **One-Two Zone**, which is an old Inaba genre.

Rules: Shade some blocks of one or two cells. Number clues cannot be shaded and every orthogonally connected area of unshaded cells contains exactly one number clue, which indicates the number of single-cell blocks the area touches.

In the example solution, I've indicated which blocks are counted by each clue.



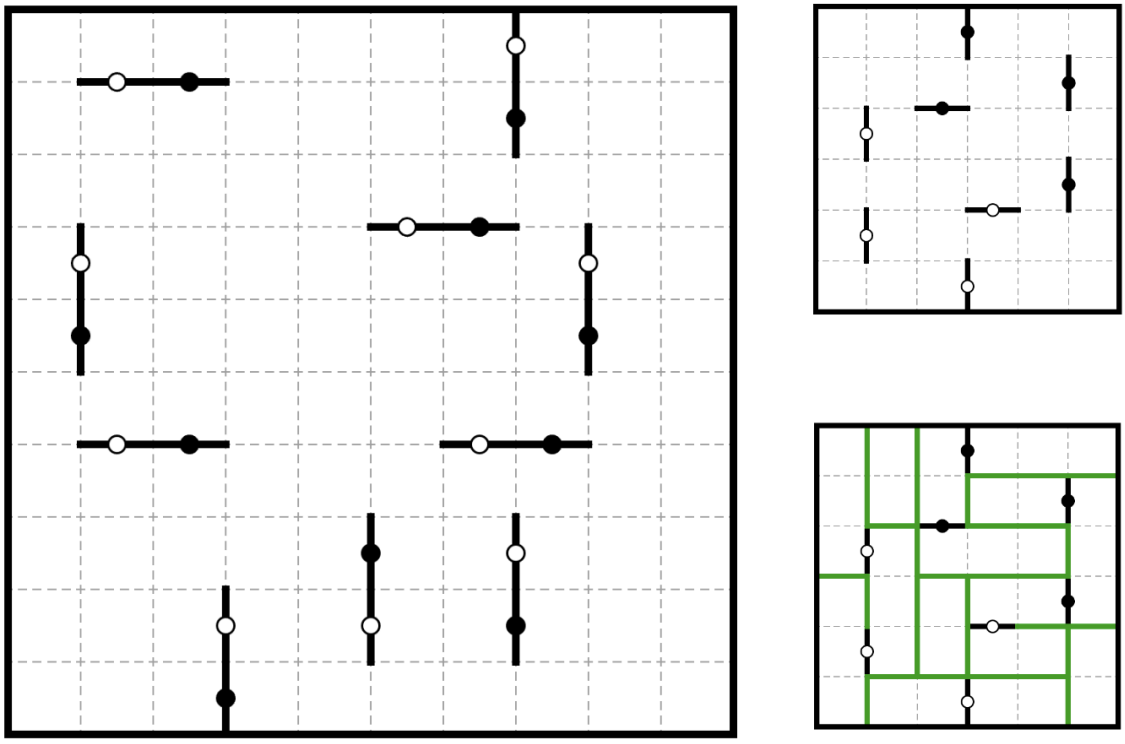
Example (Kudamono): https://tinyurl.com/4v9c9a29
Example (Penpa+): http://tinyurl.com/yv2mx79a
GAPP (Kudamono): https://tinyurl.com/4v599cw8
GAPP (Penpa): http://tinyurl.com/yro6zeea

March 22, 2024: Voxas

Freddie Hand

It's been a while since our last **Voxas** puzzle. Fresh out of the GAPP HQ supermarket, this one has been seasoned with equal parts salt and pepper already, but I recommend oiling then cooking with gas before consuming, possibly with a side of tapas and a chocolate banana dessert.

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



Example (puzz.link) by Jovi: https://tinyurl.com/3tt789u2
GAPP (puzz.link): https://tinyurl.com/326eurts

March 23, 2024: Passage

Walker

Today, the GAPP team is going on a river journey down a Supersized **Passage**, the Kennet and Avon Canal in southern England! 🚢 Many canals have some claim to fame, like the longest (Grand Canal in China) or the widest (Cape Cod Canal in USA). The Kennet and Avon Canal doesn't have the most locks (I think that prize goes to the Canal du Midi in France, with between 65 and 91 depending on the source), but it does have the Caen Hill Locks, a flight of 29 locks over just a 2 mile stretch. I can see 17 of them marked on the map below!

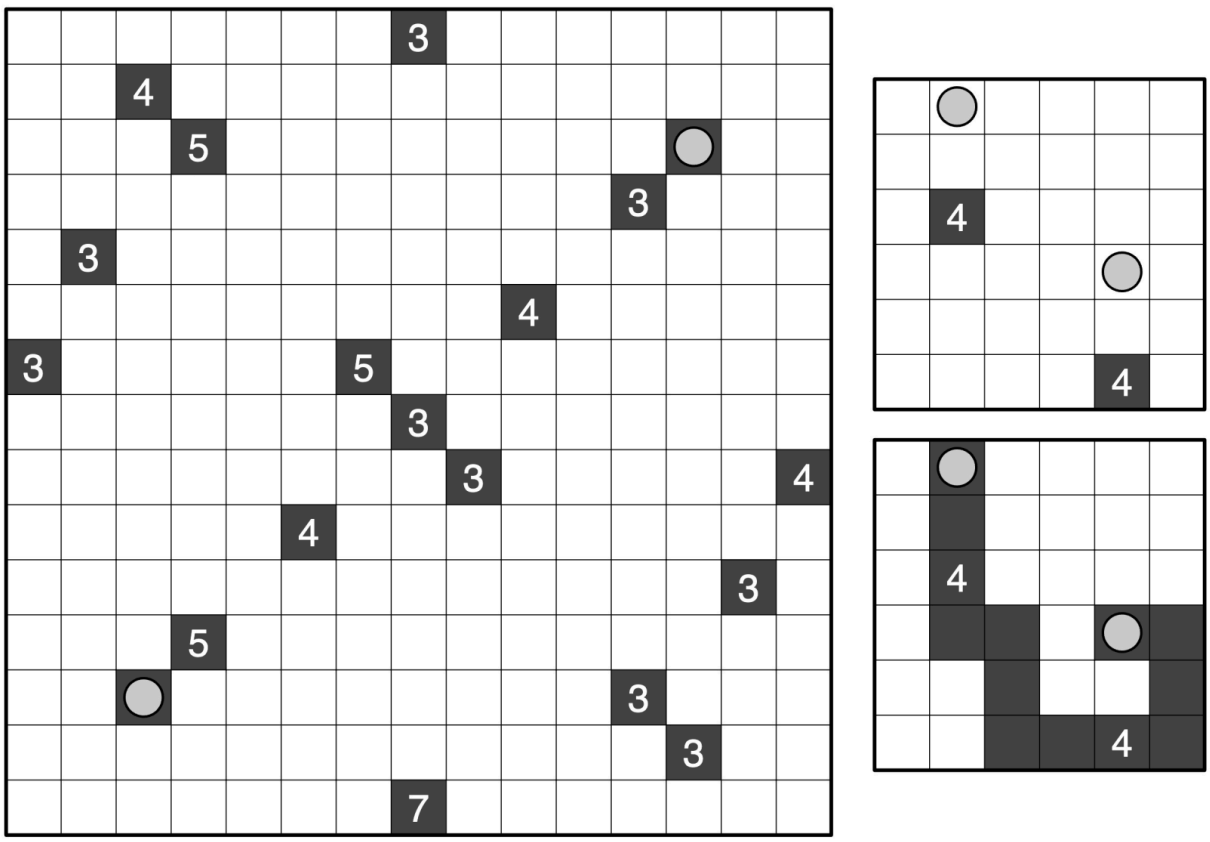
Rules: Shade some cell to create a 'snake' - a chain of blackened squares which doesn't touch itself even diagonally. The start and end of the path are marked with circles. The path should pass straight through all cells with numbers (i.e the path cannot turn on a cell with a number). Numbers represent the length of the corresponding straight segment of the path.

Here's a GAPP 101 that may be helpful: (ROT13) N pyhr gbhpuvat nabgure pyhr qvntbanyyl pna bayl or cnffrq guebhtu va gjb jnlf! Gur fanxr zhfg unir whfg bar pryy va gur qverpgvba bs gur pyhr, naq gur erfg cbvagvat njnl sebz gur pyhr. Lbh bayl arrq gb qrgrezvar vs gur pyhr vf cnffrq guebhtu ubevmbagnyyl be iregvpnyyl.

⬇ Puzzle is on the next page ⬇

⬆ Rules are on the previous page ⬆

Rules: Shade some cell to create a 'snake' - a chain of blackened squares which doesn't touch itself even diagonally. The start and end of the path are marked with circles. The path should pass straight through all cells with numbers (i.e the path cannot turn on a cell with a number). Numbers represent the length of the corresponding straight segment of the path.



Example (Penpa+) by Eric Fox: https://tinyurl.com/y2fzw22n
GAPP (Penpa+): https://tinyurl.com/22wdxp7p

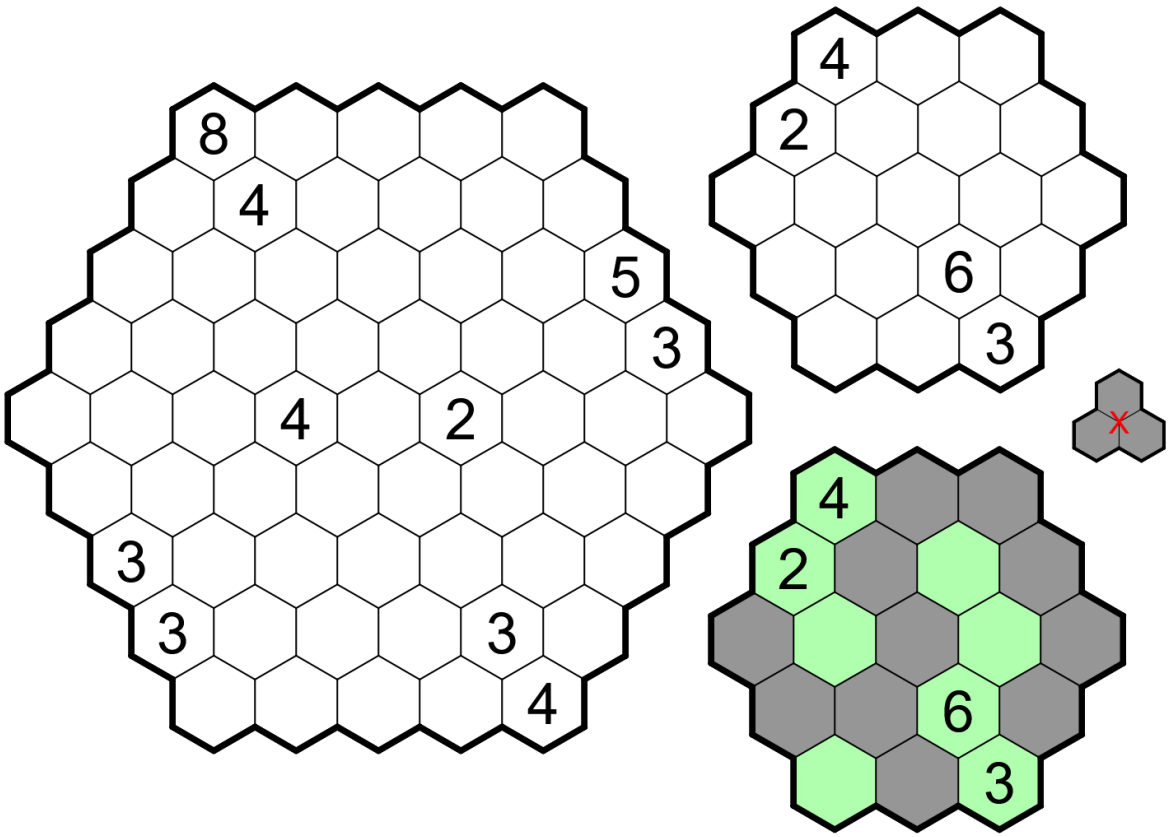
March 24, 2024: Canal View (Hex)

Lavaloid

Well, this is awkward. A few hours after our last update, the GAPP ship ran aground and blocked the Suez Canal! The salvage mission is ongoing, but it will probably take about a week. Seems that for today's ✨ *Strange-Shaped Sunday* ✨ we've been hexed with this view of the canal. A **Canal View (Hex)**, if you will.

Rules:

- Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line to the clue.
- No three shaded cells may meet at a vertex (i.e. any 'triangle' of 3 cells cannot be entirely shaded).



Example (Penpa+): https://tinyurl.com/25ggqljy
GAPP (Penpa+): https://tinyurl.com/272bhv8s

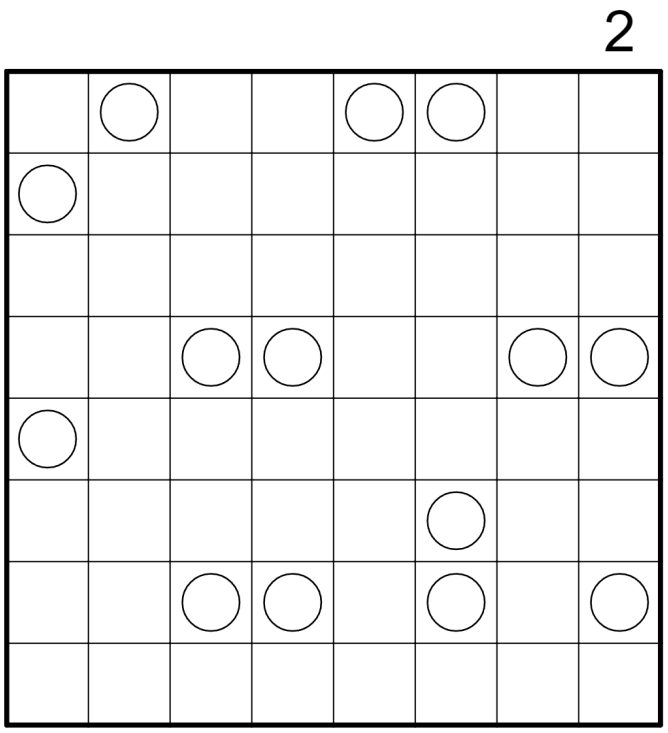
March 25, 2024: Isowatari

Menderbug

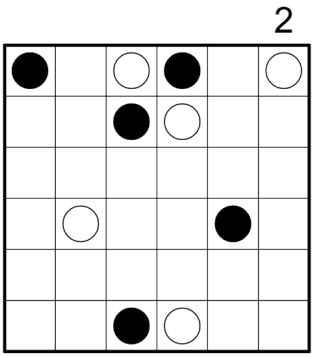
Since the last time we featured **Isowatari** it has been added to Kudamono, so it's time for a revisit. That said, I find the shading on Penpa more readable for this genre, so as usual I've included links to both. Also, the genre feels quite different if you change the group size parameter, so this time we're shading dominoes instead of trominoes.

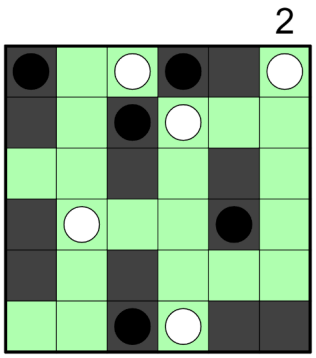
Rules: Shade some cells so that all unshaded cells form one orthogonally connected area and no 2x2 region is entirely unshaded. Black circles must be shaded and white circles must be unshaded. All orthogonally connected groups of shaded cells must be the size indicated above the grid.

Today's puzzle is built around a specific (and generally useful) deduction that is worth discovering for yourself, but in case you're completely stumped the following GAPP 101 gives it away: (ROT13) Jura lbh unir bar funqrq pryy gung pna bayl rkgraq va gjb qverpgvbaf juvpu ner 90 qrterrf ncneg, gur qvntbany arvtuobhe orgjrra gubfr gjb qverpgvbaf zhfg or hafunqrq.



Example (Kudamono):
https://tinyurl.com/4xu5jsxy
Example (Penpa+):
https://tinyurl.com/2csr7un9
GAPP (Kudamono):
https://tinyurl.com/y3kj3bsc
GAPP (Penpa+):
https://tinyurl.com/4vvsk9c4
Walkthrough:
https://youtu.be/CVpH9mm-xEY





March 26, 2024: Rectangle Slider

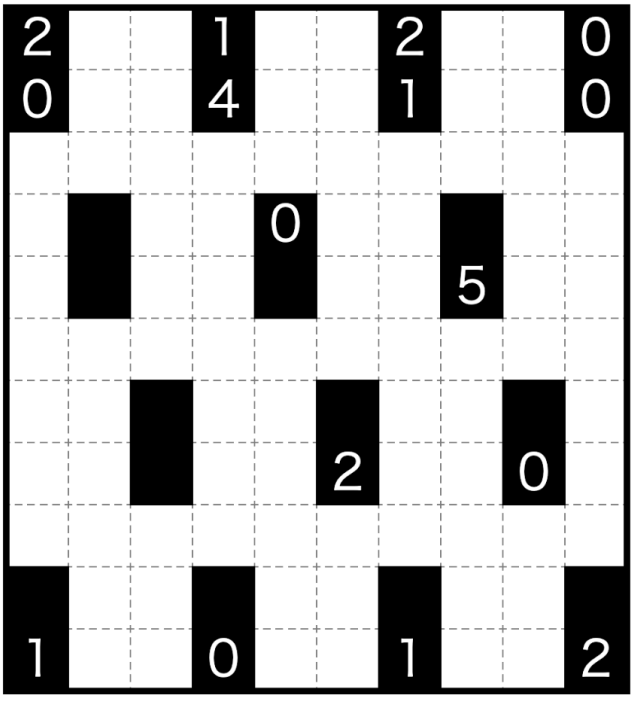
Freddie Hand

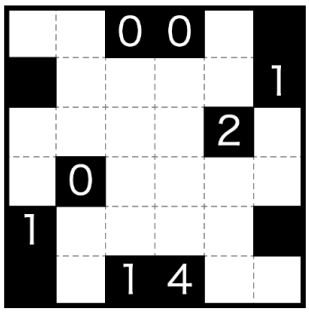
If anyone is printing out these puzzles and solving them on paper: good luck with this **Rectangle Slider**. Just be grateful that it's not a Kouchoku if you don't have a ruler.

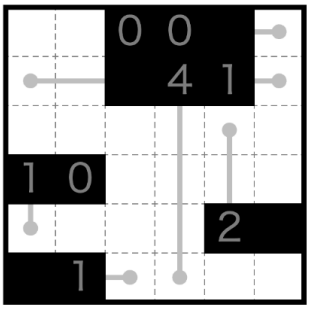
Speaking of Kouchoku... what if blocks could slide diagonally as well? You won't need to worry about the 5 in today's puzzle though, it's totally blocked from any shenanigans.

Rules: Move some black squares (1x1's, and not necessarily all of them) so that each group of orthogonally adjacent squares is rectangular in shape, and no square is left isolated as a 1x1. A square may only move in one straight line vertically or horizontally. Squares' paths may not cross each other, other squares, or other squares' starting points. Squares containing clues must be moved exactly the indicated number of cells.

Tip: The interface allows you to mark cells with O's or X's, indicating whether they are occupied or empty in the final solution - these may be useful for solving. It is also strongly recommended to select the "Display as object moving" option.







Example (puzz.link): https://tinyurl.com/269z8uz7
GAPP (puzz.link): https://tinyurl.com/yc79w7pw

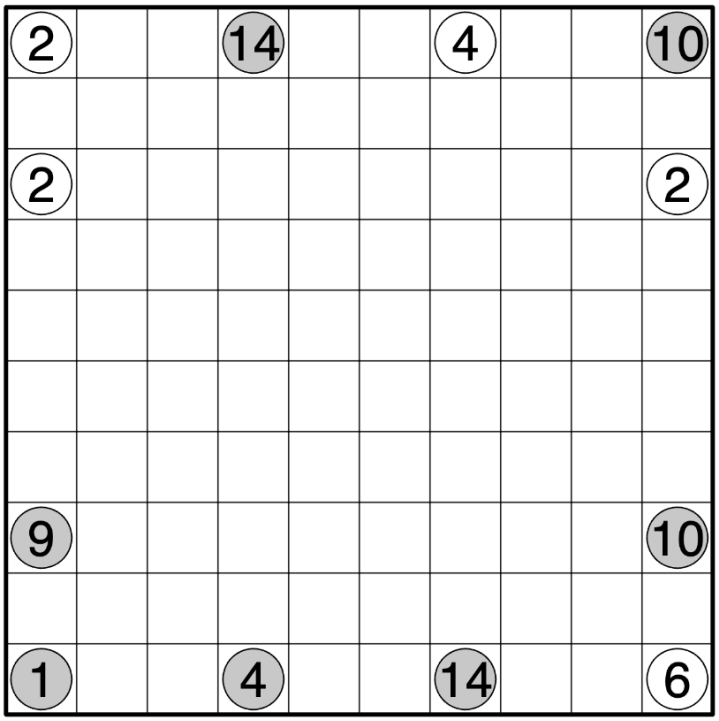
March 27, 2024: Kurotto (Connections)

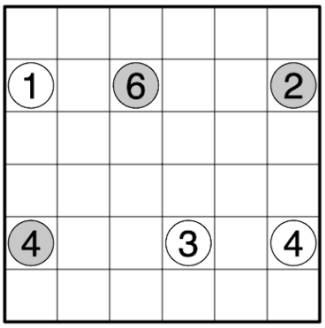
Freddie Hand

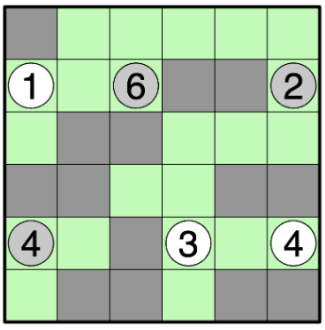
Meet the new boss, same as the old boss. That's right, I'm back with a backpao favourite (see the 16 Kurotto Kingdom puzzles at https://logicmastersindia.com/daily/?contest=D202205K), a **Kurotto (Connections)**! And while I'm plugging puzzle contests I will also mention that both the *LMI Puzzle Ramayan* (https://logicmastersindia.com/live/?contest=PR202403) and the *WPF Puzzle Grand Prix* (instructions at https://gp.worldpuzzle.org/content/instruction-booklet-2) will be running this weekend. Yowza!

Rules: Shade some cells so that clues represent the total size of the orthogonally connected areas of shaded cells that share an edge with the clue. Clued cells cannot be shaded.

Variant: Clues in grey circles must share at least one shaded group of cells with another clue. Clues in white circles must not share any shaded groups of cells with other clues.







Example (Penpa+): https://tinyurl.com/29lmcyof
GAPP (Penpa+): https://tinyurl.com/2cqvzq4j

March 28, 2024: Heterocut

Walker

The third round of Puzzle Ramayan is happening this weekend! It features Evergreens (classic genres) and genres Made in India. You can participate at (https://logicmastersindia.com/live/?contest=PR202403). As usual, GAPP is awarding a **bonus otter** 🦦 to anyone that participates!

Today's GAPP is a **Heterocut**, a genre appearing in the competition. This genre is a bit tricky, so I'd recommend reading the rules carefully and trying the example puzzle first. Also, I'd highly suggest **marking numbers for region sizes** next to arrow clues.

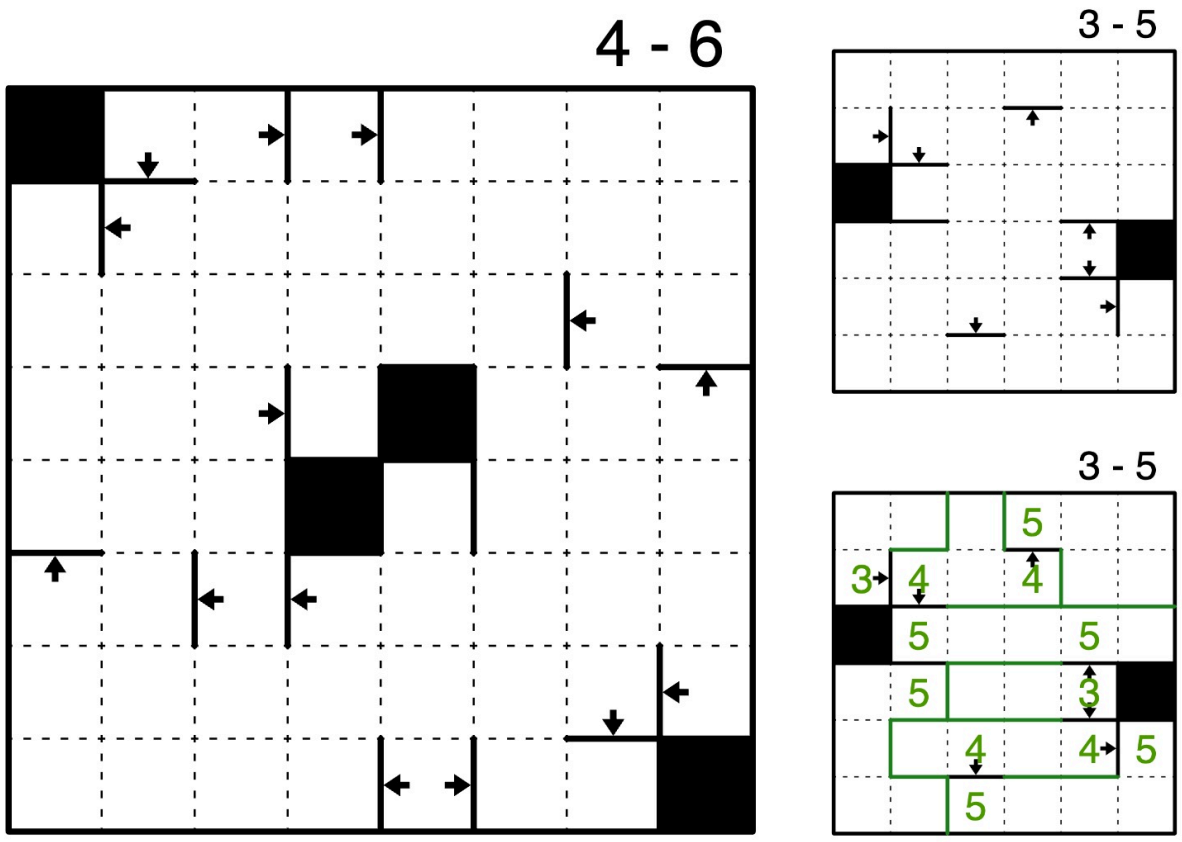
Rules: Divide the grid into regions of orthogonally connected cells, each containing a number of cells within the range given outside the grid. No two regions may be the same size and shape, counting rotations and reflections as the same. Borders must separate two different regions, and an arrow on a border always points toward the larger of the two regions.

(Borders without an arrow don't indicate any information about the size of the adjacent regions; it's possible for either region to be larger, or for them to be the same size.)

⬇ Puzzle is on the next page ⬇

⬆ Rules are on the previous page ⬆

Rules: Divide the grid into regions of orthogonally connected cells, each containing a number of cells within the range given outside the grid. No two regions may be the same size and shape, counting rotations and reflections as the same. Borders must separate two different regions, and an arrow on a border always points toward the larger of the two regions.



Example (Kudamono): https://tinyurl.com/bdfvep3s
Example (Penpa+): https://tinyurl.com/28kwgfzr
GAPP (Kudamono): https://tinyurl.com/2p8xa293
GAPP (Penpa+): https://tinyurl.com/2bedljk6

March 29, 2024: Sew a Loop

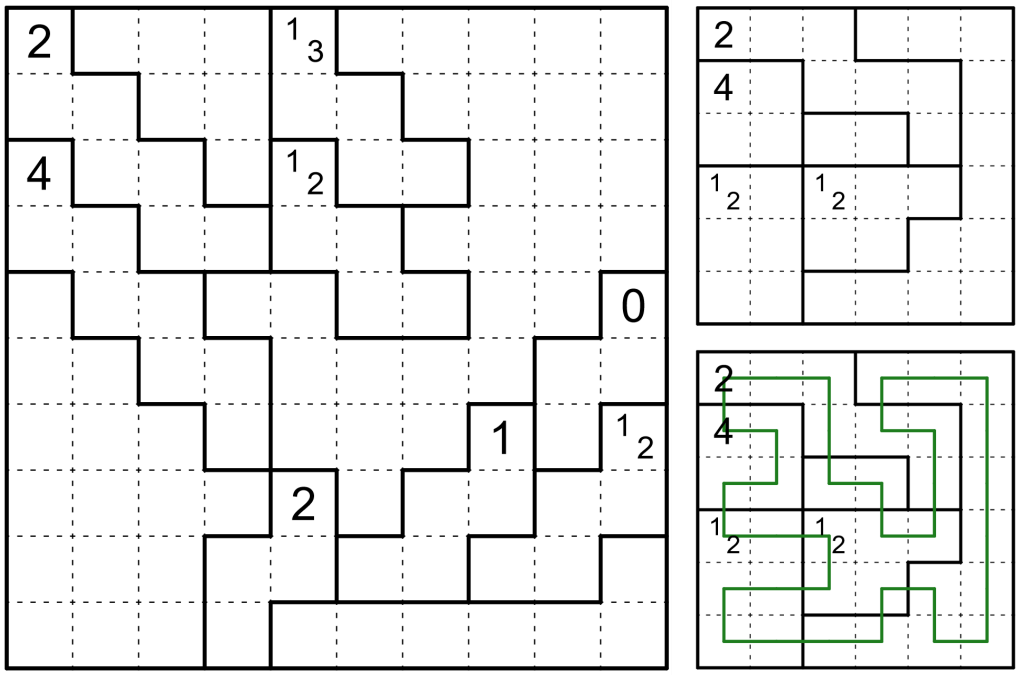
Lavaloid

This weekend, we have TWO contests running simultaneously! [Puzzle GP Round 3] and [Puzzle Ramayan Round 3] are both starting today. As always, we give out *Otters* 🦦 for everyone who participates in these contests. If you participate in both, you can get two otters! 🦦 🦦

What do you get when you cross a Detour with a Rail Pool? This genre, apparently. Today's GAPP is a **Sew a Loop**, which is the first genre we've featured by Blaž Urban Gracar.

Rules:

- Draw a single orthogonal loop through centers of all cells.
- For every visit to a clued region, the number of turns in the loop segment during that visit must be one of the numbers given in the region.
- Each number in a clued region must correspond to <u>at least one</u> loop segment.



Example (Penpa+) - a bit tricky: https://tinyurl.com/263znctd
GAPP (Penpa+): https://tinyurl.com/27x6vcuz

March 30, 2024: Nuri-maze

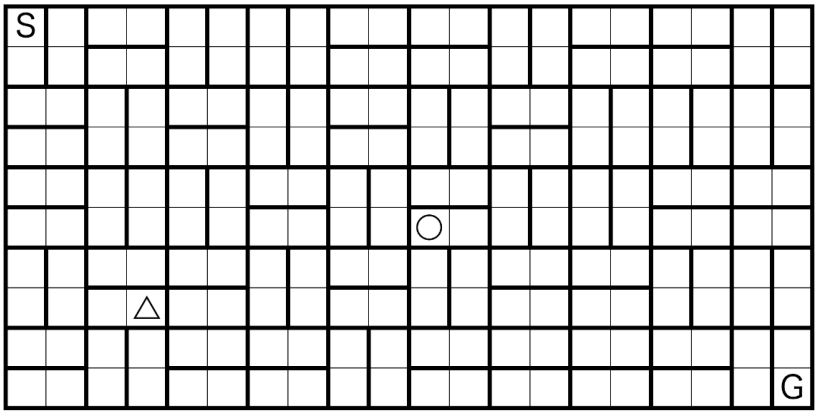
Lavaloid (posted by Freddie Hand)

I'm posting today's supersized **Nuri-maze** on behalf of Lavaloid. A reminder that Puzzle GP Round 3 and Puzzle Ramayan Round 3 are still in progress and there is an otter available for each. 🦦 🦦

You might be aware that April 1 is just around the corner. I'm here to tell you that there will be no 9x9 sudoku (no, there won't be 16x16 sudoku either), but there may be logic or software gimmicks that you wouldn't find on any other days. All of the puzzles will be reasonably solvable. You have been cautioned!

Rules:

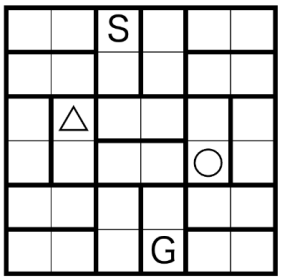
- Shade some cells so that each region is either fully shaded or fully unshaded and all unshaded cells form one orthogonally connected area with no loops. No 2x2 area may be entirely shaded or unshaded. Clues must be unshaded.
- All circles must lie on the shortest path from the S (start) to the G (goal) (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.)

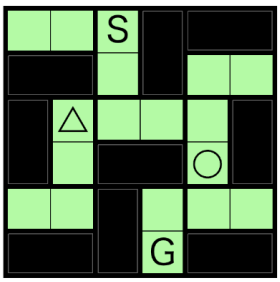


Example (puzz.link) by Eric Fox: https://tinyurl.com/ycx22h3y

GAPP (puzz.link, Landscape): https://tinyurl.com/5332xw9y

GAPP (puzz.link, Portrait): https://tinyurl.com/2m4bzn3j





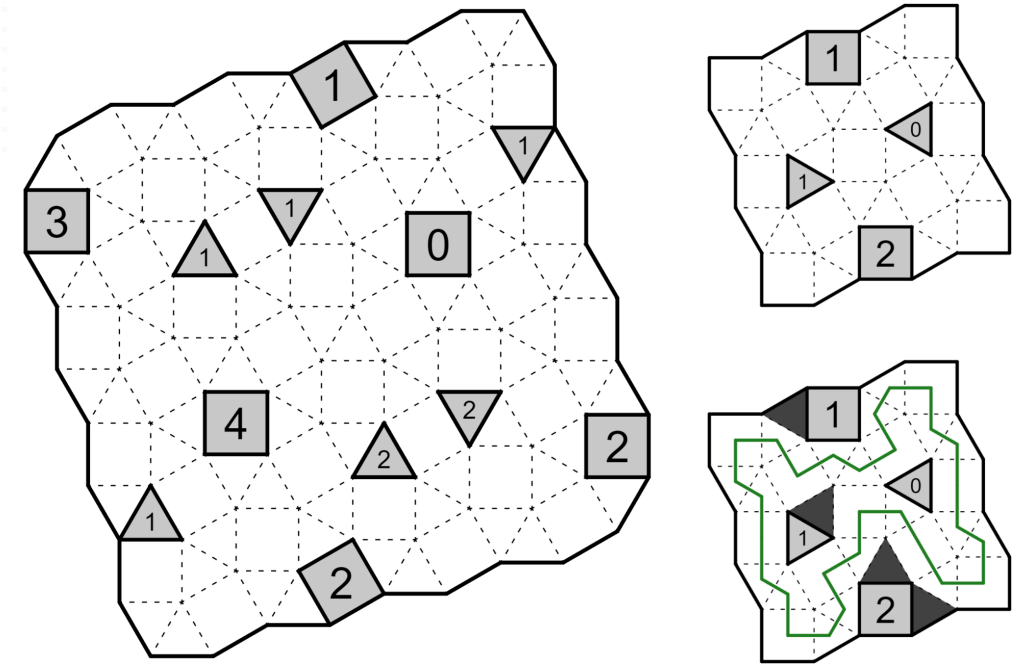
March 31, 2024: Koburin (Snub Square)

Menderbug

Happy Easter to anyone who observes it and Happy Strange-Shaped Sunday! While constructing today's puzzle on a **Snub Square** grid, I ran into an interesting problem: it turns out to be impossible to draw a loop through every cell on today's grid, but proving it is not straightforward. In the end I switched genres to **Koburin**, so the loop doesn't have to go through every cell.

Rules: Shade some empty cells so that no two shaded cells share an edge 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 cells sharing an edge with the clue. (*Note that you can also shade cells which are not adjacent to a clue.*)

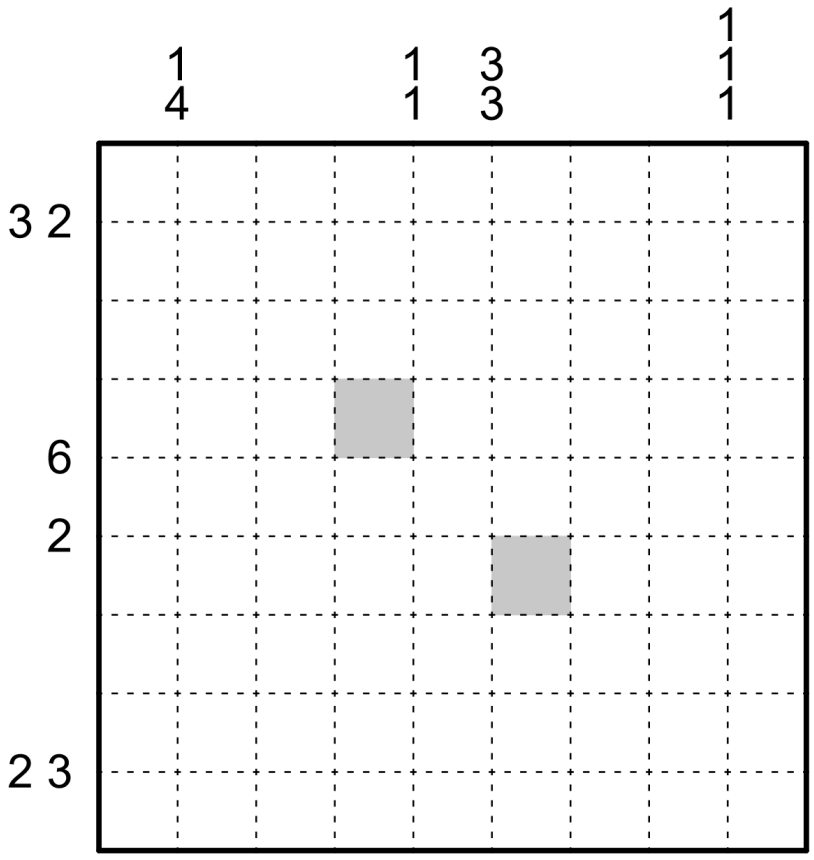
Here's a small **GAPP 101**: (ROT13) Lbh xabj ubj va erthyne Xboheva (be Lnwvyva) lbh pna'g funqr n pryy nqwnprag gb n pbeare? Guvf vf orpnhfr gur pbeare pryy unf gjb cbffvoyr rkvgf, naq ol funqvat bar bs vgf arvtuobhef lbh oybpx bar bs gubfr rkvgf juvyr sbepvat gur ybbc gb ivfvg gur pryy, perngvat n qrnq raq. Guvf fvghngvba pbzrf hc n ybg ba gur faho fdhner tevq ohg zvtug abg nyjnlf or fb boivbhf, fb xrrc na rlr bhg sbe pryyf jvgu bayl gjb cbffvoyr rkvgf.



Example (Penpa+): https://tinyurl.com/22ytp7v9
GAPP (Penpa+): https://tinyurl.com/2yoe8sn6

Bonus 1: Build a Maze
Walker

Rules: Place some walls in the grid, creating a path going from one grey cell to another and visiting every cell exactly once. The path must go through every edge that does not have a wall. Walls are horizontal or vertical lines going along grid lines with their ends at grid nodes.
Digits outside the grid show the lengths of all wall segments in corresponding direction in order. There should be an empty space between two segments.



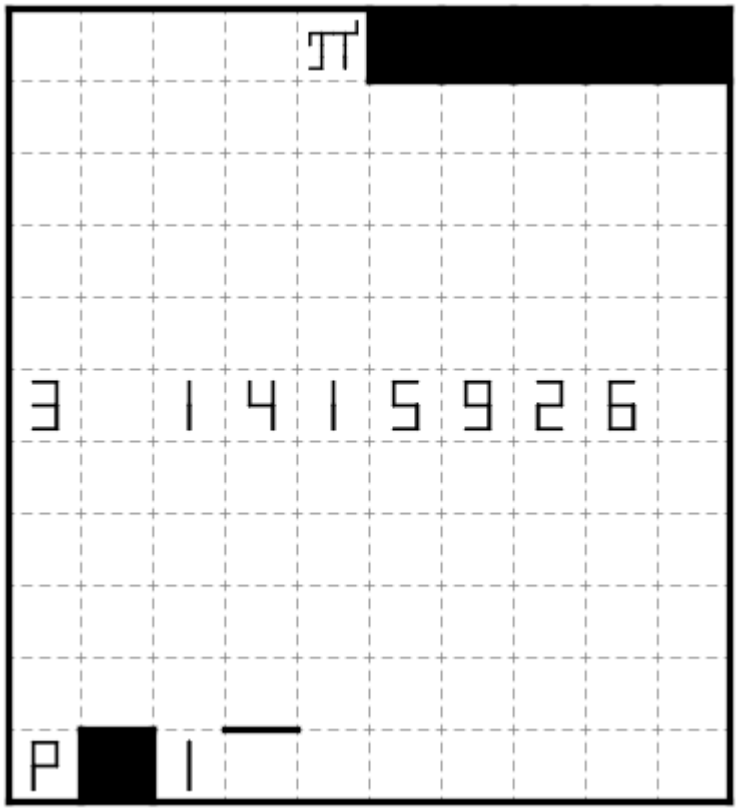
Example (Penpa+): http://tinyurl.com/297qnvpn
Bonus (Penpa+): https://tinyurl.com/2yxxa8wl

Bonus 2: Curve Data

Lavaloid

Rules:

- Draw lines between the centers of cells so that each connected figure goes through exactly one clue, and all cells are used by a figure.
- Clues show how their figures turn and connect with themselves, not allowing rotation or reflection, but <u>do not indicate the lengths (or relative positions) of the line segments.</u>

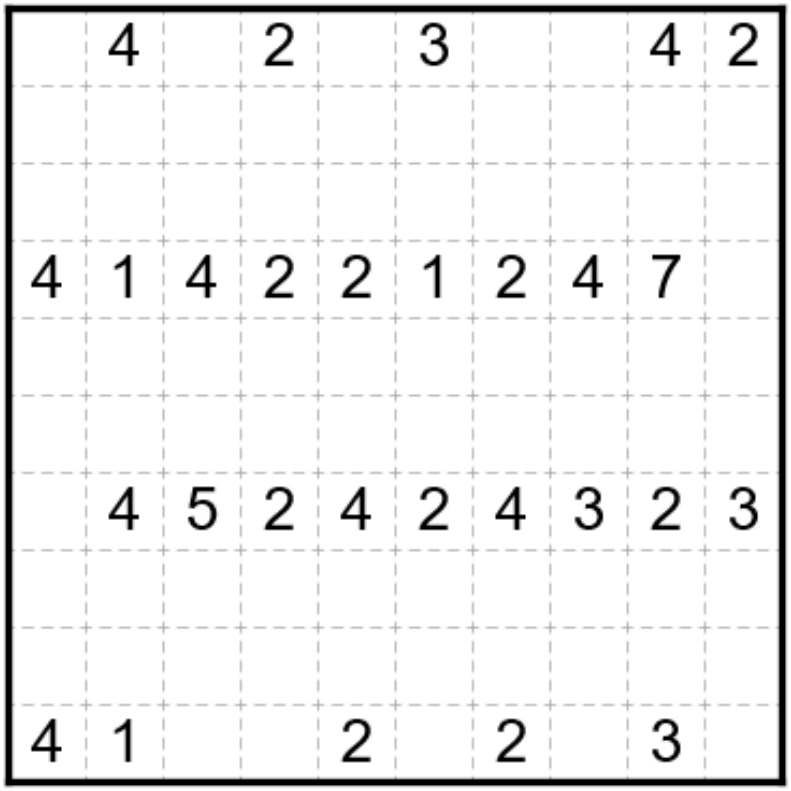


Example (puzz.link) by Jovi: https://tinyurl.com/bdfrsxs5
Bonus (puzz.link): https://tinyurl.com/2uurrydr

Bonus 3: Fillomino

Freddie Hand

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

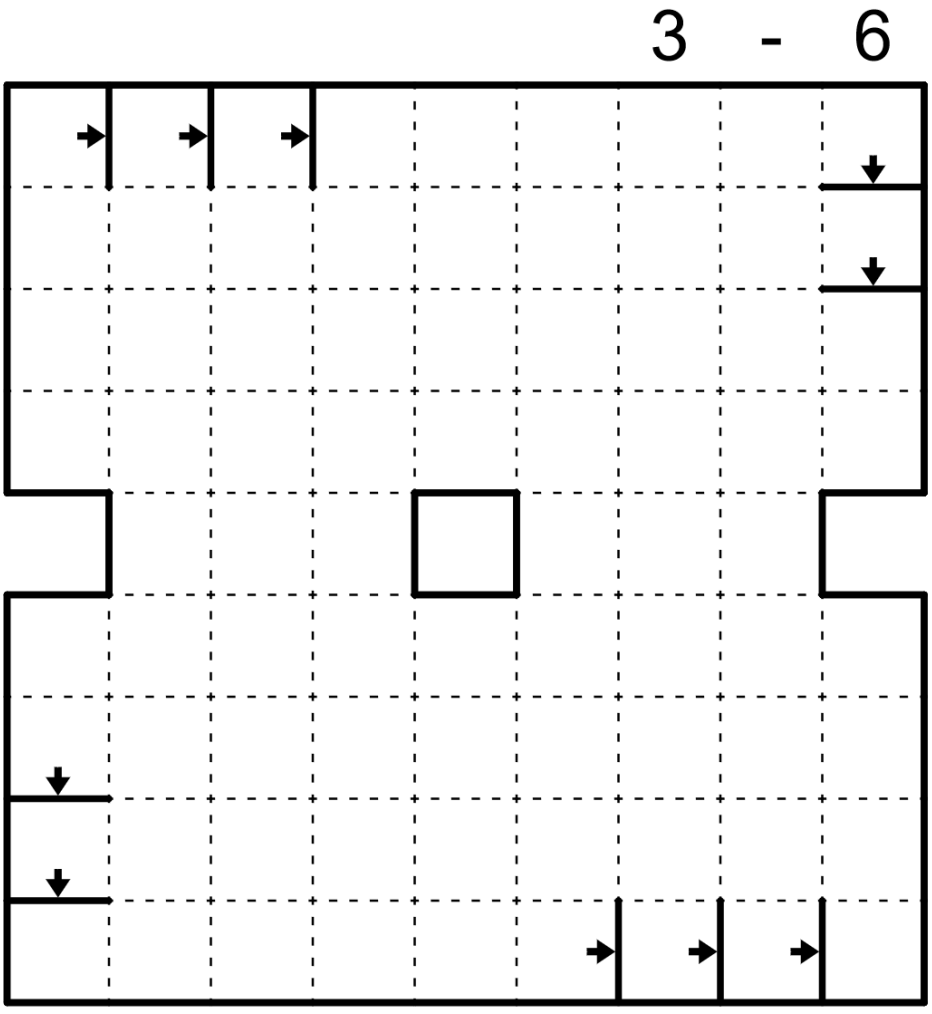


Example (puzz.link) by clover: https://tinyurl.com/2p8kc8mc
Bonus (puzz.link): https://tinyurl.com/4782cfrj

Bonus 4: Heterocut

Walker

Rules: Divide the grid into regions of orthogonally connected cells, each containing a number of cells within the range given outside the grid. No two regions may be the same size and shape, counting rotations and reflections as the same. Borders must separate two different regions, and an arrow on a border always points toward the larger of the two regions.



Example (Kudamono): https://tinyurl.com/bdfvep3s
Example (Penpa+): https://tinyurl.com/28kwgfzr
Bonus (Kudamono): https://tinyurl.com/f6cj8y7p
Bonus (Penpa+): https://tinyurl.com/2cqkmynx

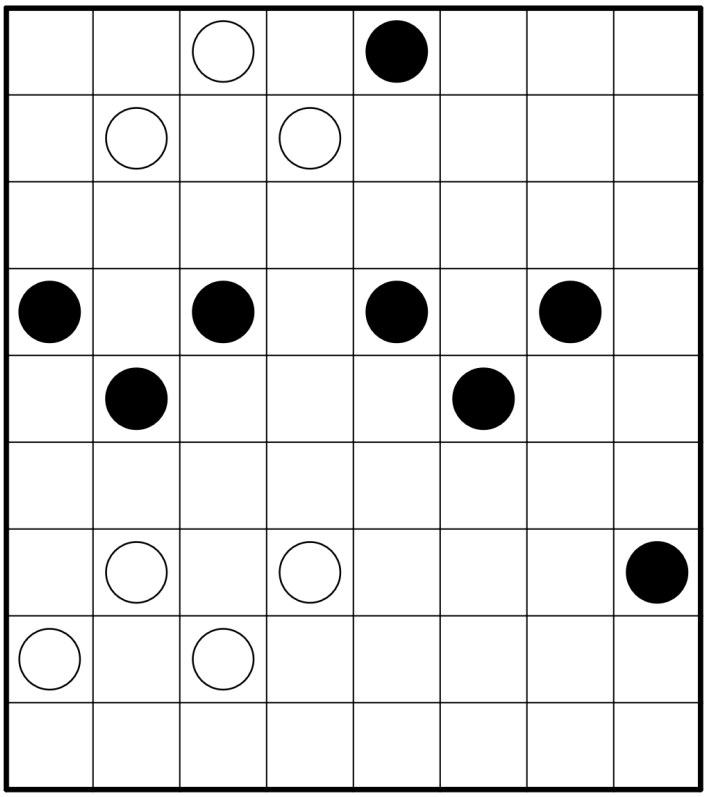
Bonus 5-7: Isowatari

Menderbug

NOTE: Bonus 5-7 is a set of trippelgänger. You can set N to either 2, 3, or 4 and the puzzle will have a unique solution.

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.

N = 2, 3, or 4



Example (Kudamono):
https://tinyurl.com/4xu5jsxy
Example (Penpa+):
https://tinyurl.com/2csr7un9

Bonus 5 — N = 2:
Bonus (Kudamono):
https://tinyurl.com/3rk9tm7z
Bonus (Penpa+):
https://tinyurl.com/2cn7ktsh

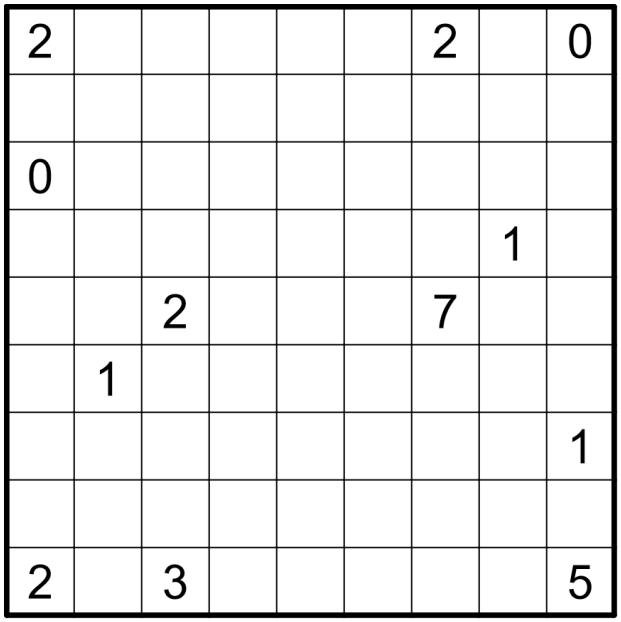
Bonus 6 — N = 3:
Bonus (Kudamono):
https://tinyurl.com/5y9x5ett
Bonus (Penpa+):
https://tinyurl.com/2ybhbtel

Bonus 7 — N = 4:
Bonus (Kudamono):
https://tinyurl.com/mrj26xtm
Bonus (Penpa+):
https://tinyurl.com/27spy542

Bonus 8-9: One-Two Zone

Rules: Shade some blocks of one or two cells. Number clues cannot be shaded and every orthogonally connected area of unshaded cells contains exactly one number clue, which indicates the number of single-cell blocks the area touches.

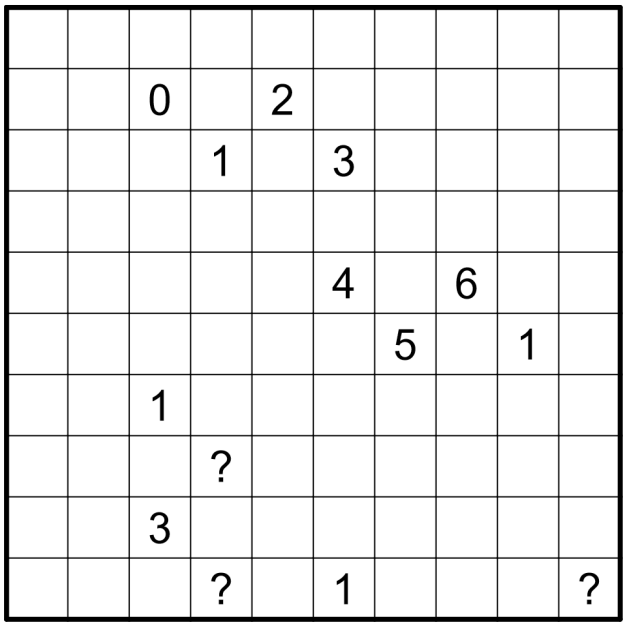
Example (Kudamono): https://tinyurl.com/4v9c9a29
Example (Penpa+): http://tinyurl.com/yv2mx79a



Bonus 8 by Menderbug

Bonus (Kudamono):
https://tinyurl.com/45bm2m97

Bonus (Penpa+):
http://tinyurl.com/yng4bz45



Bonus 9 by Xoned

Bonus (Kudamono):
https://tinyurl.com/hbwuvy9u

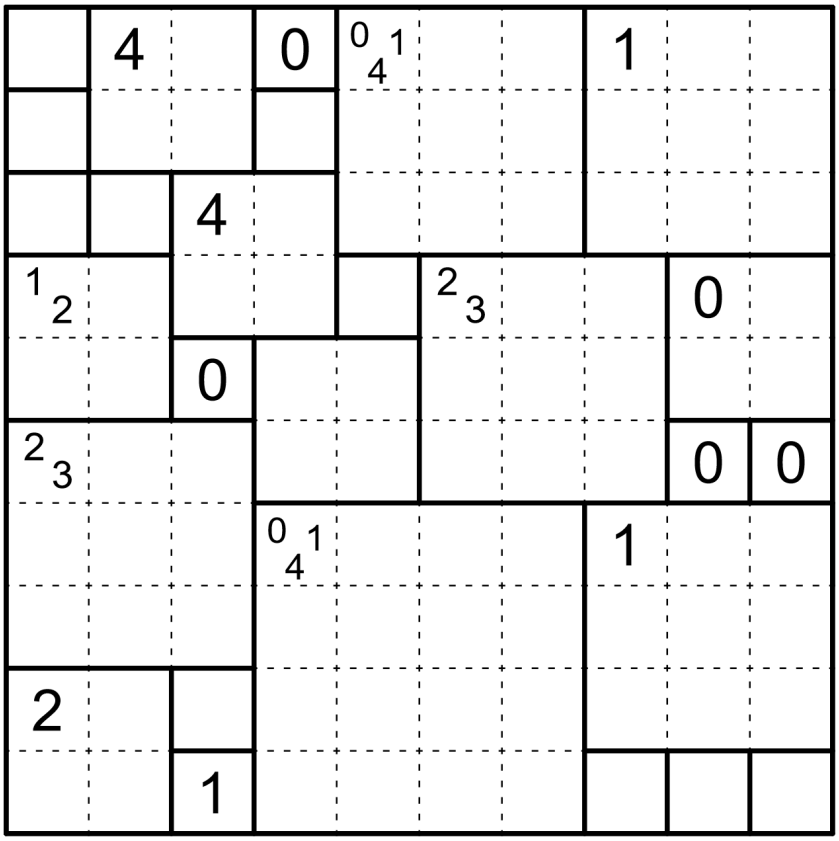
Bonus (Penpa+):
http://tinyurl.com/yuafwuj9

Bonus 10: Sew a Loop

Lavaloid

Rules:

- Draw a single orthogonal loop through centers of all cells.
- For every visit to a clued region, the number of turns in the loop segment during that visit must be one of the numbers given in the region.
- Each number in a clued region must correspond to <u>at least one</u> loop segment.



Example (Penpa+): https://tinyurl.com/263znctd
Bonus (Penpa+): https://tinyurl.com/26ah79ad

Date	Sloth Time	Crab Time	🐦
01 Mar 2024	0:01:03	0:03:01	Bird-mocking Mockingbird
02 Mar 2024	0:04:00	0:09:00	Increasing Ibis
03 Mar 2024	0:02:22	0:04:30	Sunday Sociable Weaver
04 Mar 2024	0:02:45	0:05:30	False Fernwren
05 Mar 2024	0:01:20	0:02:30	Slack Saddleback
06 Mar 2024	0:01:30	0:03:00	Mimic Honeyeater
07 Mar 2024	0:01:45	0:03:30	Roseate Spoonbill
08 Mar 2024	0:02:30	0:05:00	Dungeon Tragopan
09 Mar 2024	0:06:00	0:12:00	Po-ppi-po-ppi-po Pipipi
10 Mar 2024	0:02:30	0:05:00	Nickel Flicker
11 Mar 2024	0:02:00	0:04:00	Tri-chocoloured Heron
12 Mar 2024	0:02:45	0:06:15	Monochrome Chocó Vireo
13 Mar 2024	0:02:45	0:05:00	Flying Fish Crow
14 Mar 2024	0:01:30	0:03:00	ττττ
15 Mar 2024	0:01:45	0:03:30	Friday Flamecrest
16 Mar 2024	0:02:30	0:05:00	Palisade Apalis
17 Mar 2024	0:04:15	0:08:45	Tetrahedral Dusty Tetraka
18 Mar 2024	0:02:15	0:04:00	Wafusumatran Leafbird
19 Mar 2024	0:02:22	0:04:44	Robbin' Robin
20 Mar 2024	0:01:30	0:03:15	Boozy Brant
21 Mar 2024	0:01:45	0:03:30	Zone-Tailed Fruit Dove
22 Mar 2024	0:01:45	0:03:45	Duality Duida Woodcreeper
23 Mar 2024	0:05:00	0:10:00	Canal Canastero
24 Mar 2024	0:02:00	0:04:00	Ever Raven

25 Mar 2024	0:01:00	0:02:00	Steppe-ing Stone Eagle
26 Mar 2024	0:02:15	0:04:30	Slippery Silver Teal
27 Mar 2024	0:02:15	0:04:30	Linkage Bobolink
28 Mar 2024	0:03:00	0:05:30	Cutting Coleto
29 Mar 2024	0:03:00	0:06:00	Tailorbird
30 Mar 2024	0:03:15	0:06:45	Pizza Piapiac
31 Mar 2024	0:03:30	0:07:00	Snub Square-tiled Kite