

Mind The GAPP Vol. 30

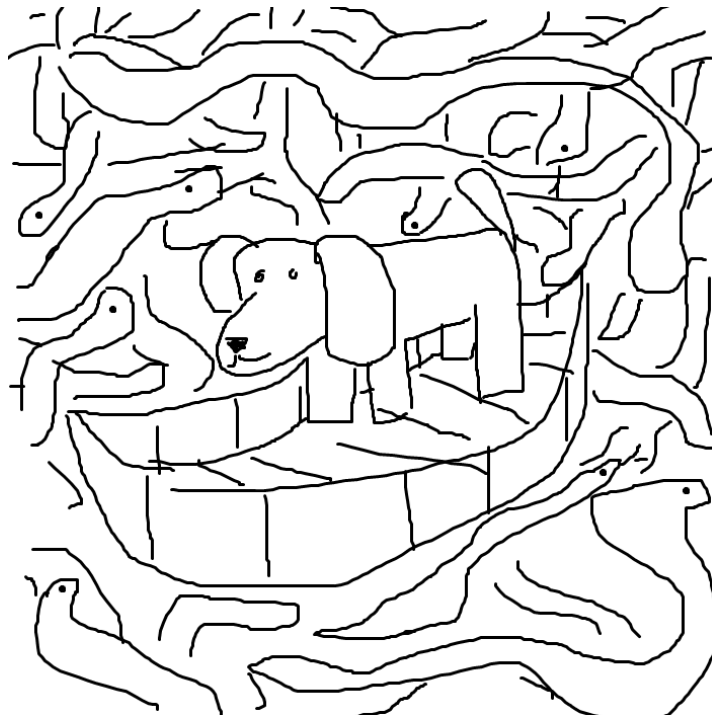
Genuinely Approachable Pencil Puzzles from the CtC Discord
April 1, 2024 - April 30, 2024

April is here, which means the most important GAPP day in the GAPP year -- April Fools! This year we have three puzzles from Freddie Hand with something April Fools-y about them. You'll have to solve the puzzles to find out what it is.

You may have noticed the lack of shy posts last month, and that's because she's currently on a hiatus. She will be back in the future, but in the meantime, bakpao will be filling in for her.

This month, we have the 24 Hour Puzzle Competition, which we didn't offer any otters for as it's a paid in-person event. However, we did have Puzzle Ramayan round 4 and Puzzle GP round 4 at the end of the month (at the same time!).

Finally, here's "a dog on a boat in a sea of snakes".



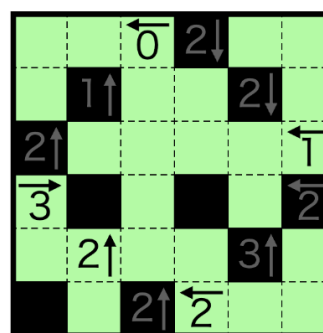
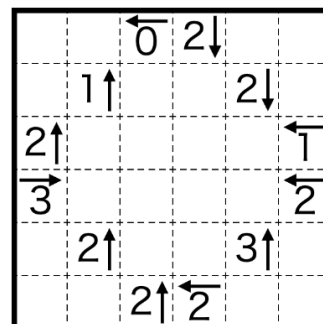
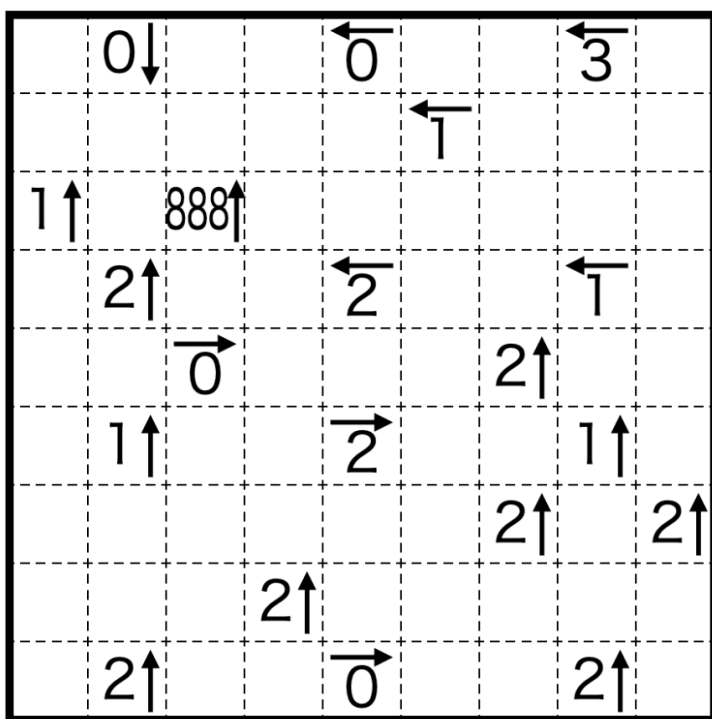
April 1, 2024 (puzzle 1): Yajisan-Kazusan

Freddie Hand

I see a lot of folks pointing fingers and declaiming "we know what's going to happen today! Best believe we're not gonna fall for any of your tricks! And we're not solving any of your sudoku!"

Those folks are *all lying*. Here at GAPP we take pencil puzzles and milestones extremely seriously, more so than any holidays or customs. So forget about Edible Book Day and Boomer Bonus Day, this **Yajisan-Kazusan** is purely to celebrate the 888th GAPP.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. If a cell with a number in it is unshaded, the number represents how many shaded cells are in a straight line in the indicated direction. If a cell with a number in it is shaded, the number is meaningless.



Example (Puzz.link) by jovi: <https://tinyurl.com/3zt5dxhd>
GAPP (Puzz.link): <https://tinyurl.com/ykd5yr6h>

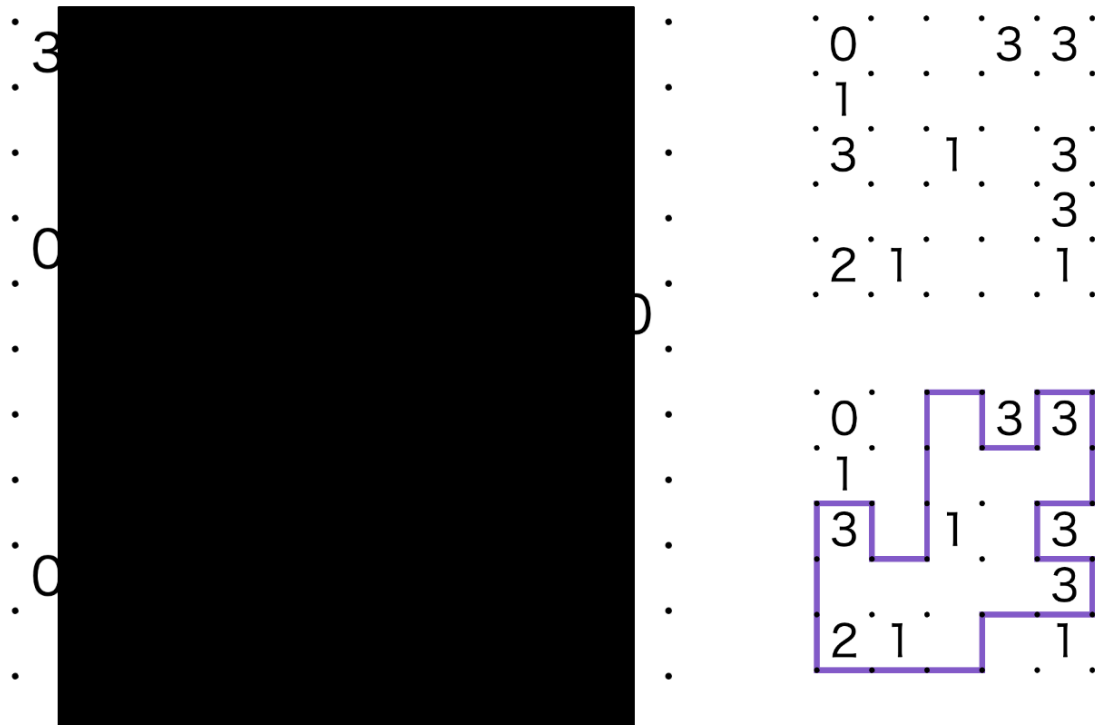
April 1, 2024 (puzzle 2): Slitherlink

Freddie Hand

We've just reached 57 sloths on the Yajisan-Kazusan!! To celebrate, here's a bonus **Slitherlink!**

Don't worry about the censoring, all puzzles in the GAPP channel are perfectly SFW. I just had a technical glitch and I don't know how to get rid of it. The whole formatting system feels like a black box to me.

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



Example (puzz.link): <https://tinyurl.com/2f5r9pkf>
do make sure to attempt this, it will be very important for the GAPP

GAPP (puzz.link): <https://tinyurl.com/4m8sk9ud>

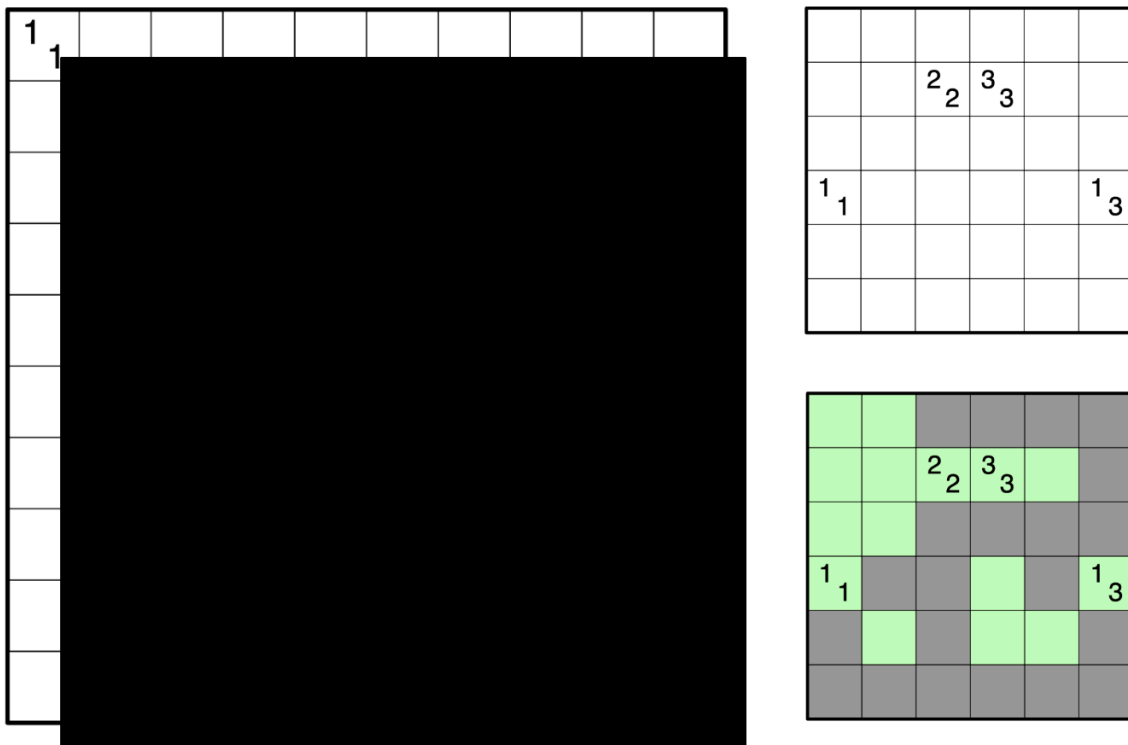
April 1, 2024 (puzzle 3): Tapa

name

Much like buses, puzzles always come in threes. So here's another one, this time it's a **Tapa**.

Again, don't worry about the obstruction, I really tried everything I could to remove it... the whole puzzle will be visible in the Penpa link, and I can guarantee that it contains absolutely nothing even remotely questionable.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue.



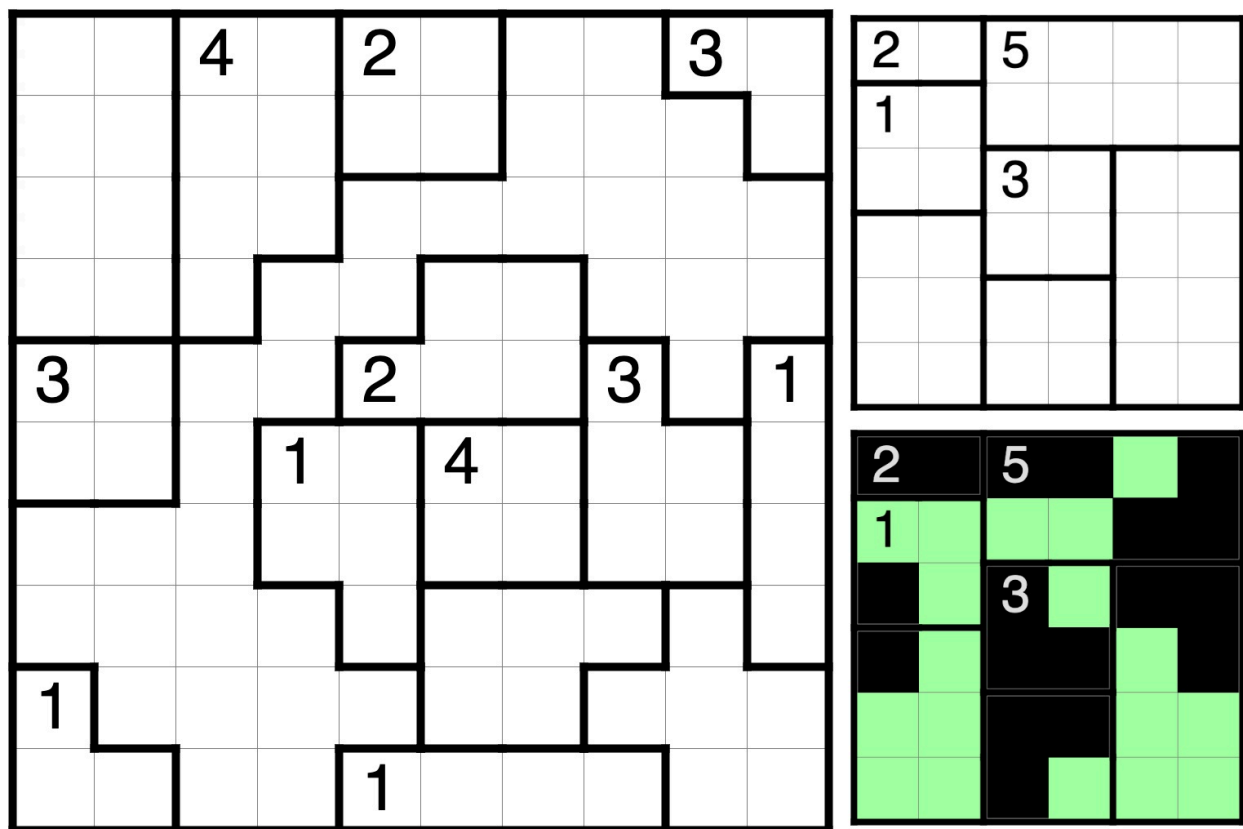
Example (Penpa+) by shye: <https://tinyurl.com/22o22zox>
GAPP (Penpa+): <https://tinyurl.com/2cq29heo>

April 2, 2024: Hinge

Walker

Here's a **Hinge**, a genre we haven't featured since 2022. Have fun!

Rules: Shade some cells such that each group of orthogonally connected shaded cells is cut only once by a single straight segment of region borders, across which it must have reflectional symmetry. Numbered regions must contain the indicated amount of shaded cells.



Example (Penpa+): <https://tinyurl.com/8373zf37>

GAPP (Penpa+): <https://tinyurl.com/mrybm5de>

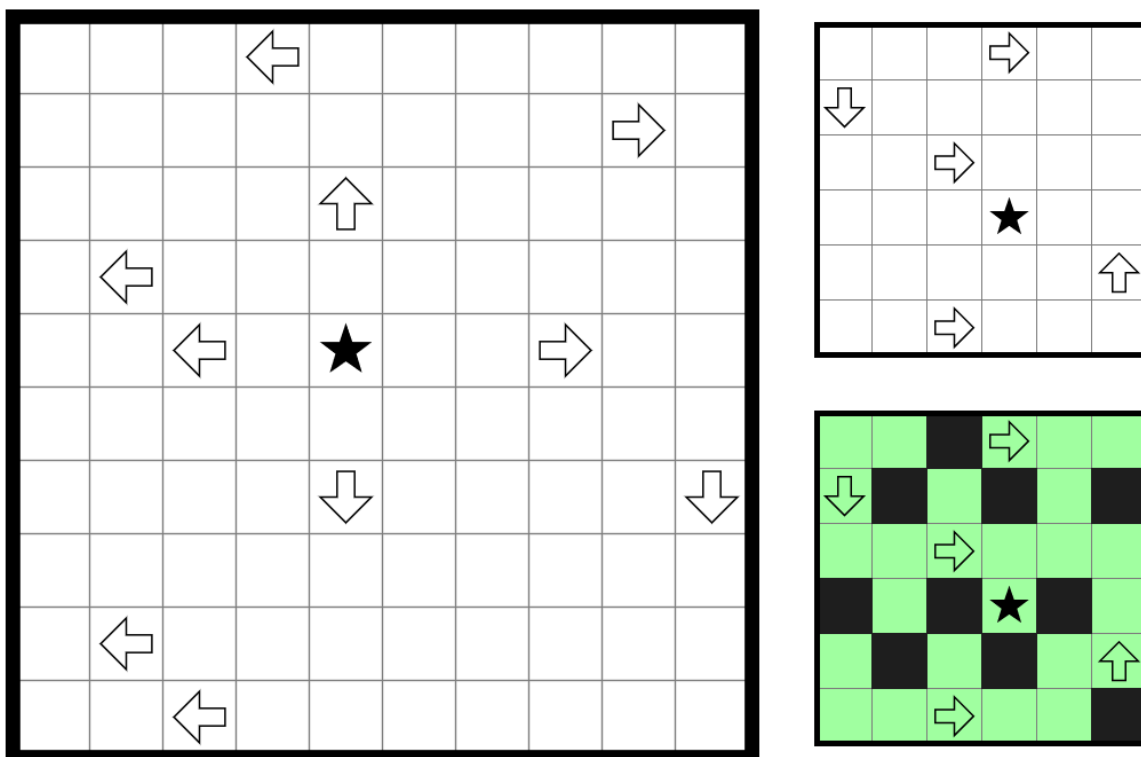
April 3, 2024: Guide Arrow

Lavaloid

Guide Arrow is a great genre that is unfortunately rarely featured in GAPP, so here's one to remedy this situation. It's also a diagram that shows the direction that the light from a star travels (i.e. outwards).

You can search the previous instances of this genre by typing `guide arrow in:daily-pencil-puzzles` in the search bar.

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



Example (puzz.link) by Jovi: <https://tinyurl.com/ymbbtaw6>

Puzzle (puzz.link): <https://tinyurl.com/2yvbztj>

April 4, 2024: Sansa Road

bakpao

I was asked to cover for shye's slot today. I just started writing practice puzzles for the 21st 24 hour puzzle championship (which takes place next week) though, so I had to scramble a bit to get a puzzle put together. I didn't really know what to write, but thankfully there's always some inspiration to be found in Nikoli books!

Today's puzzle is a **Sansa Road** (サンサロード)!

This is a cute puzzle type featured in Nikoli's most recent two Puzzle Communications (vol. 185 and 186).

Rules:

- Shade some cells so that the remaining unshaded cells form one orthogonally connected area. No 2x2 region may be entirely unshaded.
- All unshaded cells have exactly two or three unshaded orthogonal neighbours. Triangles mark every unshaded cell with three unshaded neighbours.
- A black circle indicates there are more shaded cells than unshaded cells among the cells the circle overlaps. A white circle indicates there are more unshaded cells. A grey circle indicates there is an equal amount of unshaded and shaded cells.

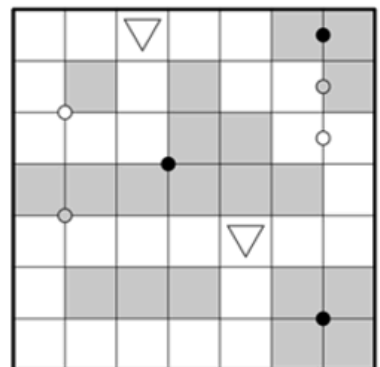
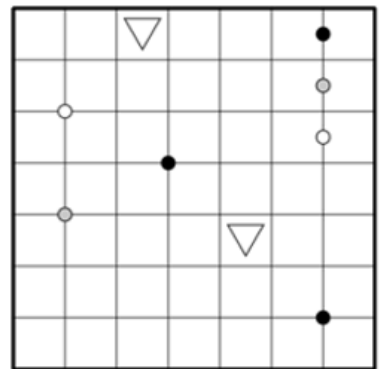
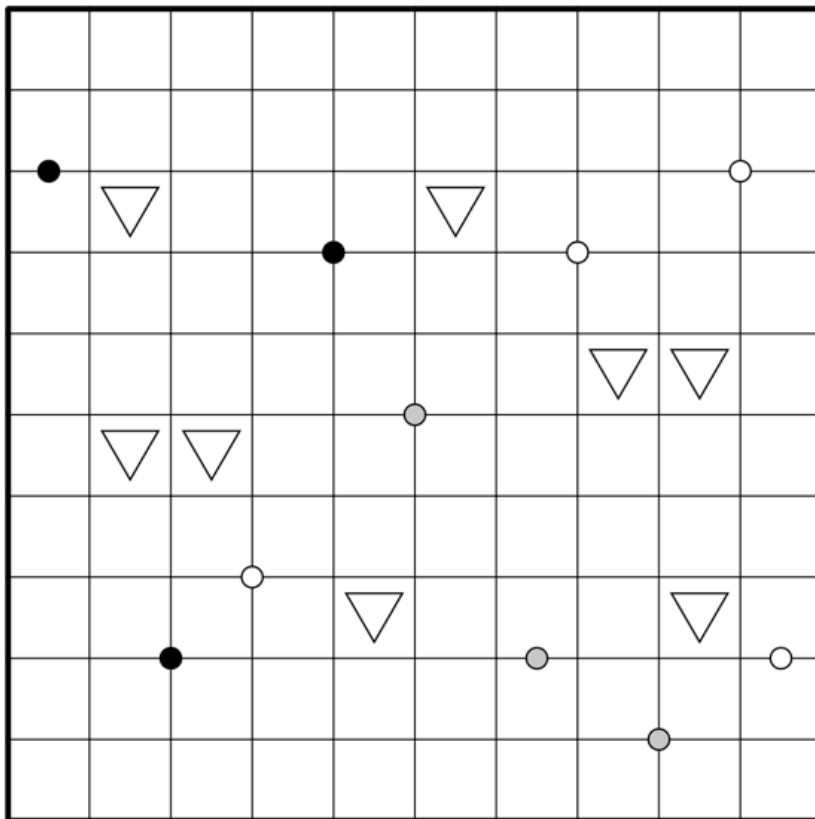
⚠ BEE DOO BEE DOO ⚠ It's the negative constraint alarm again! Note that all triangles are given, meaning there can be no other three way junctions of unshaded cells anywhere in the grid, which therefore also means every other unshaded cell has exactly two unshaded neighbours.

↓ Puzzle is on the next page ↓

↑ Rules are on the previous page ↑

Rules:

- Shade some cells so that the remaining unshaded cells form one orthogonally connected area. No 2x2 region may be entirely unshaded.
- All unshaded cells have exactly two or three unshaded orthogonal neighbours. Triangles mark every unshaded cell with three unshaded neighbours.
- A black circle indicates there are more shaded cells than unshaded cells among the cells the circle overlaps. A white circle indicates there are more unshaded cells. A grey circle indicates there is an equal amount of unshaded and shaded cells.



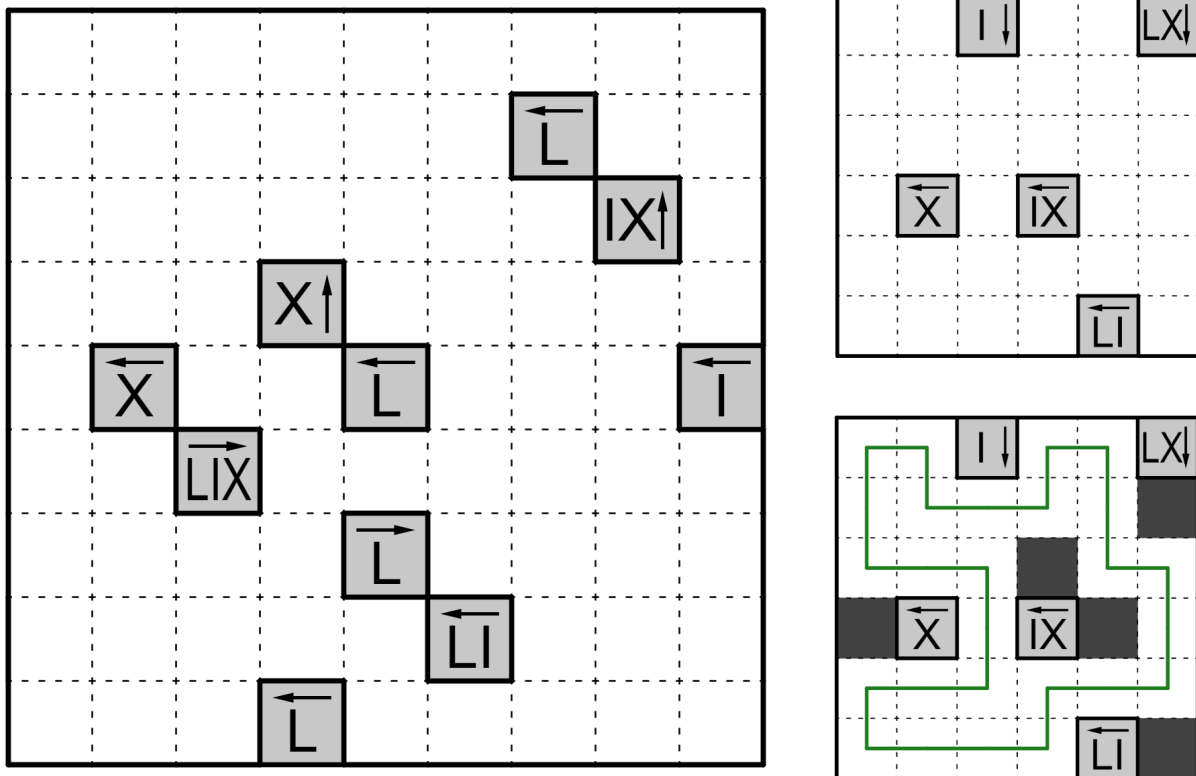
Example (Penpa+): <https://tinyurl.com/25gg86un>
GAPP (Penpa+): <https://tinyurl.com/25629tnu>
Walkthrough: <https://youtu.be/JonqScHgS3Y>

April 5, 2024: LIX Loop

Menderbug

There's a fun new Yajilin derivative on the market, by Japanese constructor Yu-ri, called **LIX Loop** (personally, I think it really should've been called Yajilix but what can you do). Instead of counting shaded cells, the clues tell you which type(s) of cell appears most frequently in their line of sight, which changes the dynamics of the genre quite a lot.

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centres of all the remaining empty cells. L, I and X refer to cells containing a turn, cells containing a straight loop segment and shaded cells, respectively. Clues represent the majority of these cell types in a straight line in the indicated direction. If multiple cell types are tied for the majority, all of them are listed in the clue. (Note that clues can see through, but ignore other clues.)



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

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

Walkthrough: <https://youtu.be/XUNsDR6KF3Y>

April 6, 2024: Touch Slitherlink

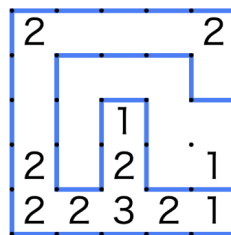
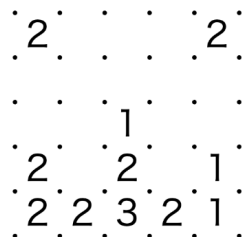
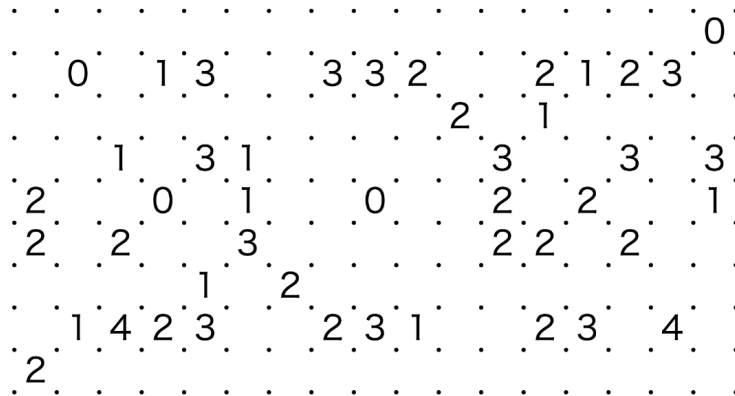
Freddie Hand

BREAKING ANIMAL NEWS! In the Thai city of Lopburi, 2500 monkeys are to be rounded up and placed in large enclosures after causing a little too much mischief. I was lucky enough to avoid the same fate after Monday's shenanigans.

Our animals are friendly and won't try to steal your food. Even today's bird - responsible for many an ice cream heist - has been trained and fed on a diet of chocolate and bananas. So solve this supersized **Touch Slitherlink** at your leisure.

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. A clue represents the number of times the loop visits the group of vertices adjacent to the clue. (Note that this is not the same as the total number of vertices adjacent to the clue that are visited!)

A little **GAPP 101** which is generally useful for this variant: (ROT13) gjbf va gur pbeare naq guerrf va gur rqtr pna obgu or pbzcyrgryl erfbyirq.



Example (puzz.link) adapted from puzz.link rules page: <https://tinyurl.com/yeynxrvf>

Puzzle (puzz.link, Landscape): <https://tinyurl.com/47ktruap>

Puzzle (puzz.link, Portrait): <https://tinyurl.com/ydecjmvvt>

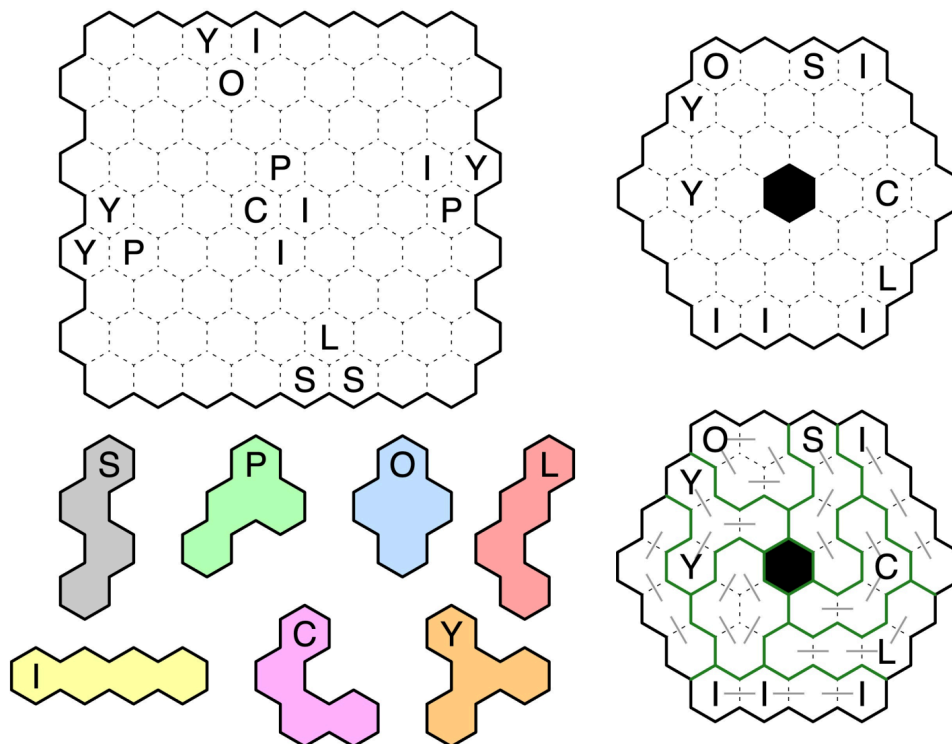
April 7, 2024: Tetrominous (Hex)

Walker

GAPP has featured Pentominous several times, but as far as I can tell, never on a hex grid. There are 22 pentahexes, which can be a bit too many to work with or label; so here's a **Tetrominous (Hex)**, featuring the 7 tetrahexes. And for a **bonus otter** 🦦, can you answer these clues with words made from just the letters in SPOLICY?

- a flavor
- a capital of a country
- a mythical creature
- a musical instrument
- a puzzlink genre [not abbreviated, "sloop" doesn't count!]

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



Example (Penpa+): <https://tinyurl.com/2cyorlg3>

GAPP (Penpa+): <https://tinyurl.com/2c8uqd87>

April 8, 2024: Remaze

Lavaloid

In a few days, the 21st 24 Hours Puzzle Championship (24HPC) will begin! Solvers from all over the world will be coming to Budapest to solve puzzles for 24 hours straight. This is a paid in-person event, so we won't be giving out any otters for it. Regardless, you can find the instruction booklets [here](#).

Today's **Remaze** is one of the genres featured in 24HPC, specifically in the Puzzlers Club Zodiac Round. Not to be confused with Build a Maze, another maze-drawing genre which was previously feat-- **LOUD SIREN NOISE**

⚠️ NEGATIVE CONSTRAINT ALERT ⚠️ NEGATIVE CONSTRAINT ALERT ⚠️

Rules:

- Draw some borders to form a maze. The maze has two exits as indicated. The maze cannot contain any cycles, and all cells should be reachable. The maze doesn't have any 4-way intersection.
- Each O indicates a 3-way intersection, and all intersections are marked. Each X indicates a dead end, and all dead ends are marked.
- From each intersection, exactly one branch leads to a dead end; the other two branches lead to other intersections or an exit. Put another way, the unique path through the maze passes through all intersections.

Interface note: The answer checker accepts drawing either the borders (using *Composite > Edge/Aux Line*) or the paths of the maze (using *Line* mode).

↓ Puzzle is on the next page ↓

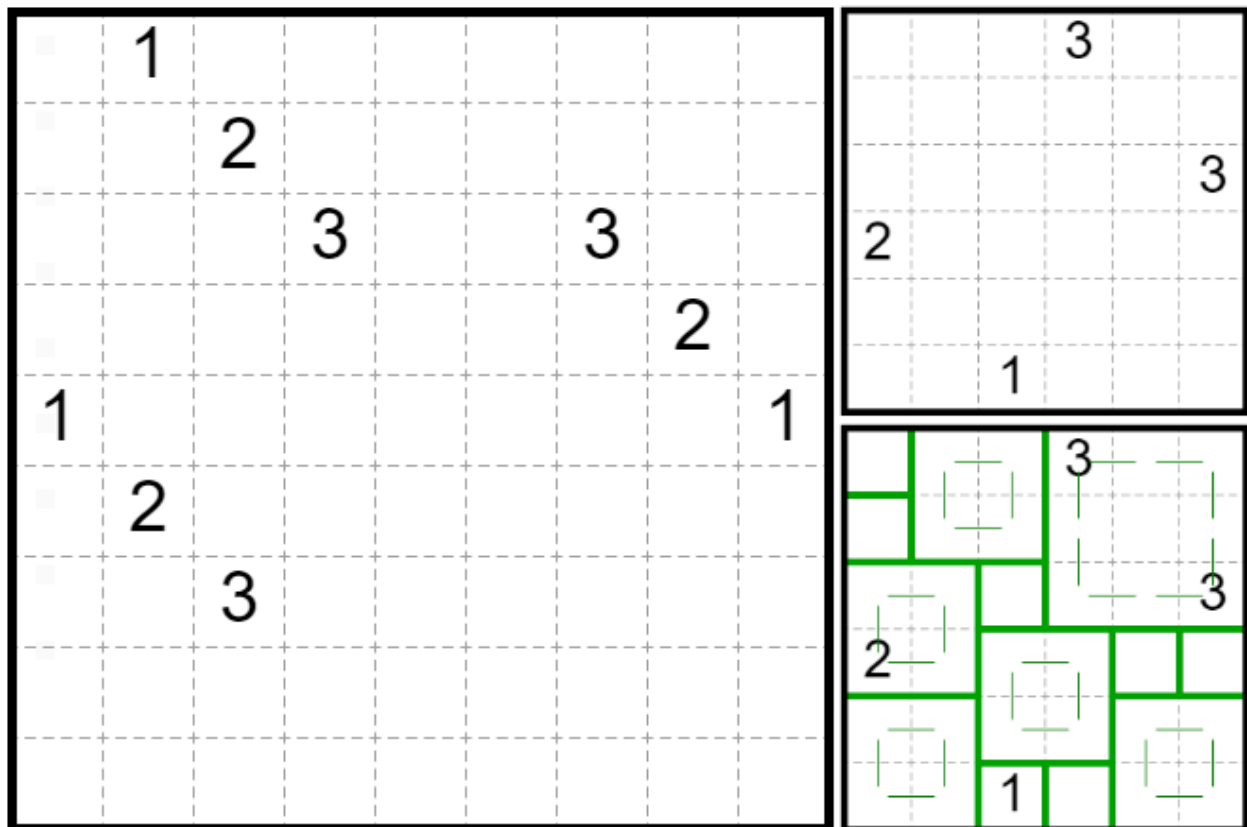
April 9, 2024: Square Jam

Menderbug

Sometimes you just need to eat some comfort food, such as a nice toast with **Square Jam**, or two, or three. Yum!

(There are actually two bonus puzzles here. Look for square-shaped subgrids of today's puzzle which follow the same theme, i.e. which contain only complete 1-2-3 diagonals. One of them even appears twice.)

Rules: Divide the grid into square regions of orthogonally connected cells. A number indicates the side length of the square it's in. Region borders may not form any four-way intersections.



Example (puzz.link), by Eric: <https://tinyurl.com/y284zd7b>

GAPP (puzz.link): <https://tinyurl.com/2jzy6sjv>

April 10, 2024: Tapa Egg

Freddie Hand

Looking through the 24HPC instruction booklets, I see the old and the new, the tried-and-tested and the obscure, and just a smattering of the have-no-right-to-be-a-genre. But there is only one true genre to rule them all, the **Tapa Egg**. Be careful about how you bind the darkness in this puzzle.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue. Exactly one orthogonally connected area of unshaded cells must exist of each size from the range given outside the grid (for the example this is 1-5; for the GAPP it is 1-9).

Note: It may be helpful to mark the sizes given below the grid as you form regions - but if you are shading them grey, remember to unshade them/shade them green at the end for the answer checker to work!

	1 ₃							2 ₂
4				6			1 ₃	1 ₁
			1 ₁	1 ₁				
							5	
		1 ₃						
					1 ₄			
	6			1 ₄				1 ₂
	4							2

1 2 3 4 5 6 7 8 9

								2
			2 ₄					
1 ₂								3
					1 ₅			
1 ₁								

1 2 3 4 5

								2
			2 ₄					
1 ₂								3
					1 ₅			
1 ₁								

1 2 3 4 5

Example (Penpa+): <https://tinyurl.com/2cc94tqc>

GAPP (Penpa+): <https://tinyurl.com/25xs5ha7>

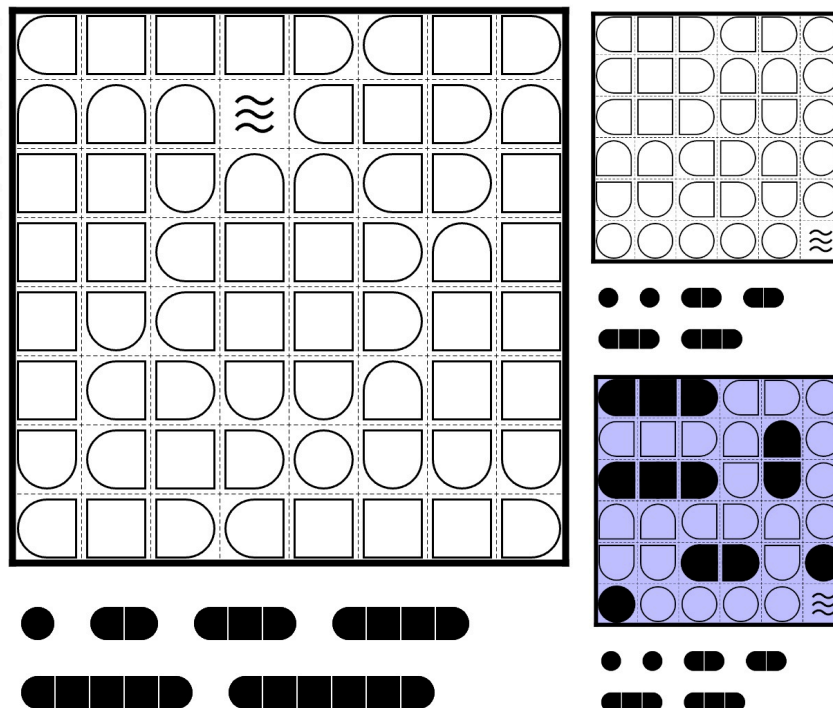
April 11, 2024: Retrograde Battleships

Walker

GAPP is visiting the marina today, to see some **Retrograde Battleships!** 🚢 🚢 I selected six in particular that we should visit, but have a bit of a problem. The good news or the bad news first, hmm... Well, the good news is that they're all already marked on the map here! 🗺️ And now the bad news - I got a bit carried away and marked lots of other ships too. The ones in our set of six aren't touching, so we should be able to figure out which they are.

Rules: Place the given fleet of ships into the grid so that no two ships are touching, not even diagonally. Rotating ships is permitted. If a given ship segment is used in a ship, it must be used as the part of a ship that its shape represents.

⚠️ **Note:** This puzzle doesn't use the standard 10x10 Battleships fleet! ⚠️



Example (puzz.link): <https://tinyurl.com/45zc3hfz>

GAPP (puzz.link): <https://tinyurl.com/2pd66fs4>

April 12, 2024: Norinorinori

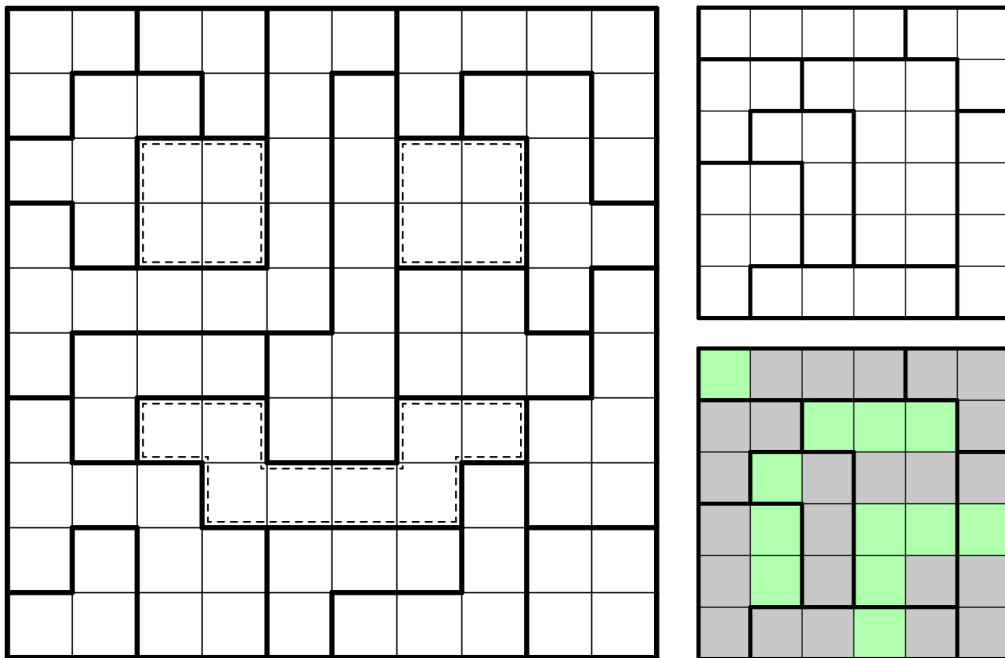
Lavaloid

Norin'o RINO ri **Norinorinori!** Norinorinorin O rin'o rino rin ori norin orin orin or inor'i n orin: Orin ori nor ino ri nori nor inor ino ri nor inorino rino rin? "Or inori!"
Norinorinorinorinorinorinorinorinorinori

Nori norinor ino rinorin or SudokuExp1orer ino rinorinor in ORI nori:
<https://logic-masters.de/Raetselportal/Raetsel/zeigen.php?id=000659>. Nori, nori'n o rinorinori no rinorinor inor inori: <https://open.spotify.com/track/36XwiQMIO4x8cdeEejrCgg>

Nori: Shade exactly three cells in each region. Every shaded cell must be orthogonally adjacent to exactly two other shaded cells.

NORI 101: (ROT13) Rirel tebhc bs funqrrq pryf zhfg or rvigure n gjb ol gjb be n fanxr-yvxr ybbc.



Example (Penpa+): <https://tinyurl.com/2yawrfyz>
GAPP (Penpa+): <https://tinyurl.com/29k323nc>
Walkthrough: <https://youtu.be/KuxvtEhFHVl>

April 13, 2024: Bramble

Menderbug

Happy GAPP #900! On a Supersized Saturday no less, which made it much easier to theme the puzzle. I've been meaning to revisit **Bramble**, since it seemed quite well received on its first appearance. And it was implemented on Kudamono just earlier this week, so that worked out nicely. Since there are also landscape and portrait orientation versions of the puzzle, you have quite a few links to choose from today.

Rules: Shade some blocks of one or two cells such that no two blocks are orthogonally adjacent and no block crosses a region boundary. All blocks form a diagonally connected network without loops. Two blocks which touch diagonally cannot both be single cells. Number clues indicate the amount of shaded cells in their region. (The thicker region borders are irrelevant, they only emphasise the theme.)

2			2			4			3				2				
3		1	1				1			1				3	1		
			4												0		
				1				2					2		1		
1									4								
			3												2		
															1		
3							2			1		2		3			

2				3					
2								1	
2		2							

2				3					
2								1	
2		2							

Example (Kudamono): <https://tinyurl.com/yc857atd>

Example (Penpa+): <http://tinyurl.com/25f2awpn>

GAPP (Kudamono, Landscape): <https://tinyurl.com/uzdzke55>

GAPP (Kudamono, Portrait): <https://tinyurl.com/yskeywtz>

GAPP (Penpa+, Landscape): <https://tinyurl.com/26p6f5kr>

GAPP (Penpa+, Portrait): <https://tinyurl.com/2xl26sa5>

Walkthrough: https://youtu.be/Kd_FYLXUNjk

April 14, 2024: Kurotto (Triangular)

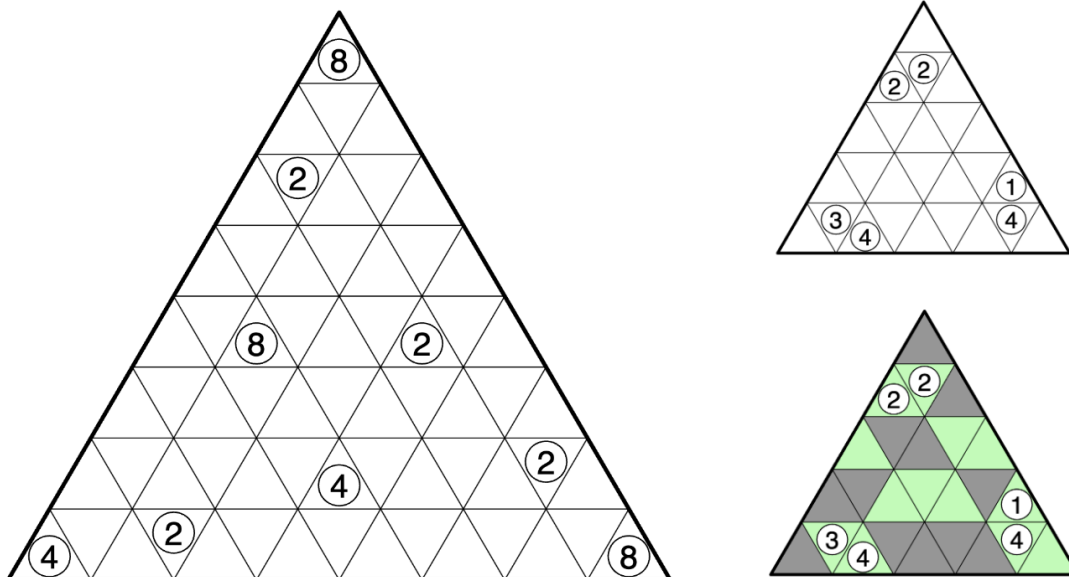
Freddie Hand

It's been a while since our last Kurotto.

Wait, it's only been just over 2 weeks? Wow, it felt like ages to me, which is also how 24 hours felt to the intrepid 24 Hour Puzzle Championship contestants, that just finished earlier today (well done to bakpao and others for surviving!). As usual, Ken Endo trounced the field, conceding a total of only 2 "I beat Ken Endo in a round" awards. (Yes, this is a real award that's given out!) (I think)

Anyway here's a toblerone-flavoured **Triangular Kurotto** to wake you up a little.

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



Example (Penpa+): <https://tinyurl.com/23kk75vz>

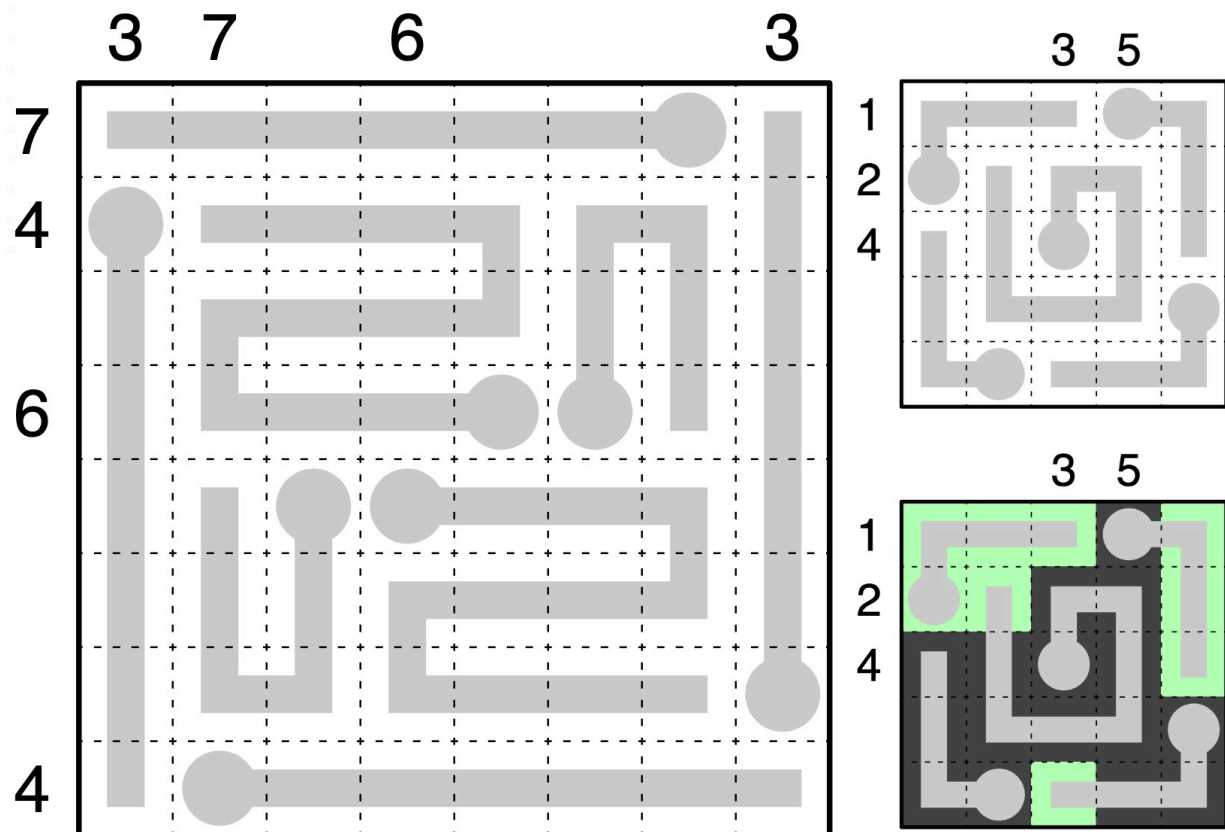
GAPP (Penpa+): <https://tinyurl.com/2ylffug6>

April 15, 2024: Thermometers

Walker

A thermo on GAPP? 🌡️ 🐱 Today's puzzle is a **Thermometers**! I was curious about which genre came first, but wasn't able to determine the answer. I believe Thermo Sudoku first appeared in the Mutant Sudoku book in 2009; and the WPC Wiki says that Thermometers appeared in the 2010 World Puzzle Championship, but was probably published in Puzzler magazine before then. It's nice that the thermometers get filled in with mercury here; but without numbers, it's difficult to know what temperature it is 😊

Rules: Add shaded cells to some thermometers such that the numbers outside the grid indicate how many cells in their corresponding row or column are filled. Shaded cells always start filling a thermometer from the bulb and moves toward each end.



Example (Penpa+): <https://tinyurl.com/2d2v3x8f>

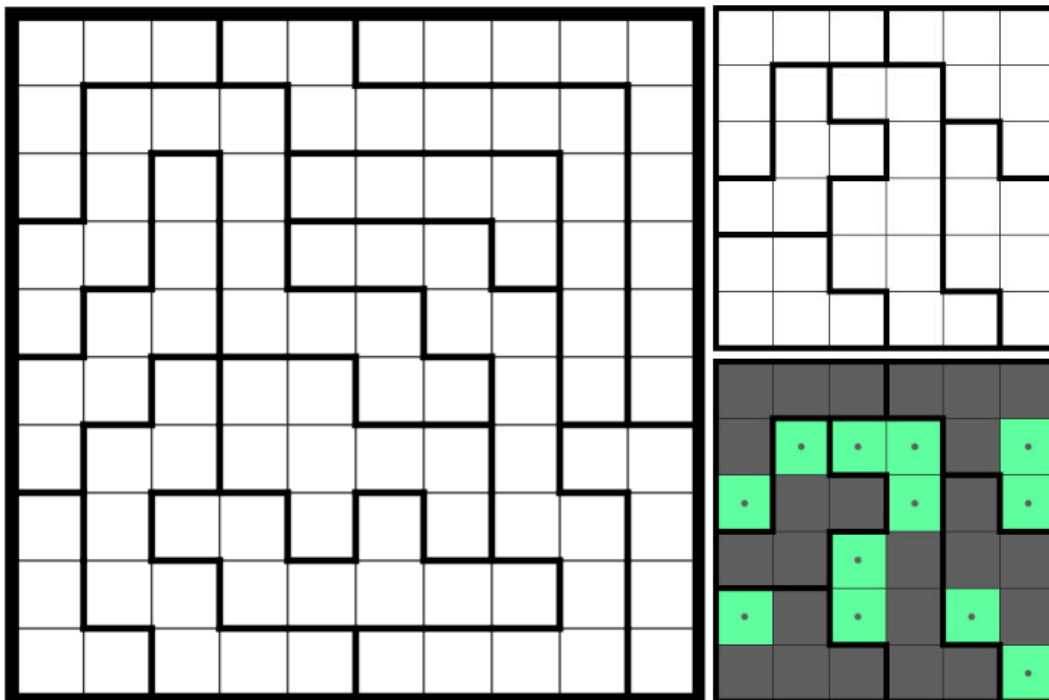
GAPP (Penpa+): <https://tinyurl.com/22mmgd8l>

April 16, 2024: LITS

Lavaloid

After setting today's **LITS**, I realize that the theme of the puzzle may be deeper than I first realize. I call this piece "A dog on a boat in a sea of snakes". This grotesque display is an allegory of living life in an increasingly incomprehensible world.

Rules: Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.



Example (puzz.link) by Jovi: <https://tinyurl.com/bdcvrzfn>

GAPP (puzz.link): <https://tinyurl.com/62x2jxmu>

April 17, 2024: Cross Border Parity Loop

Menderbug

Today's genre goes by the catchy name **Cross Border Parity Loop**. It was invented by @puzzlecraig and first introduced at last year's World Puzzle Championship. The full ruleset is a little more general than what we're using here (allowing for question mark clues and internal borders), but let's keep it simple for now.

Rules: Draw a single, non-intersecting loop that has two states, which are white and black. Whenever the loop crosses a region border (and only then), it changes state from white to black or from black to white. A black circled clue provides the number of cells in each area that the loop traverses in the black state, and a white circled clue provides the number of cells in each area that the loop traverses in the white state.

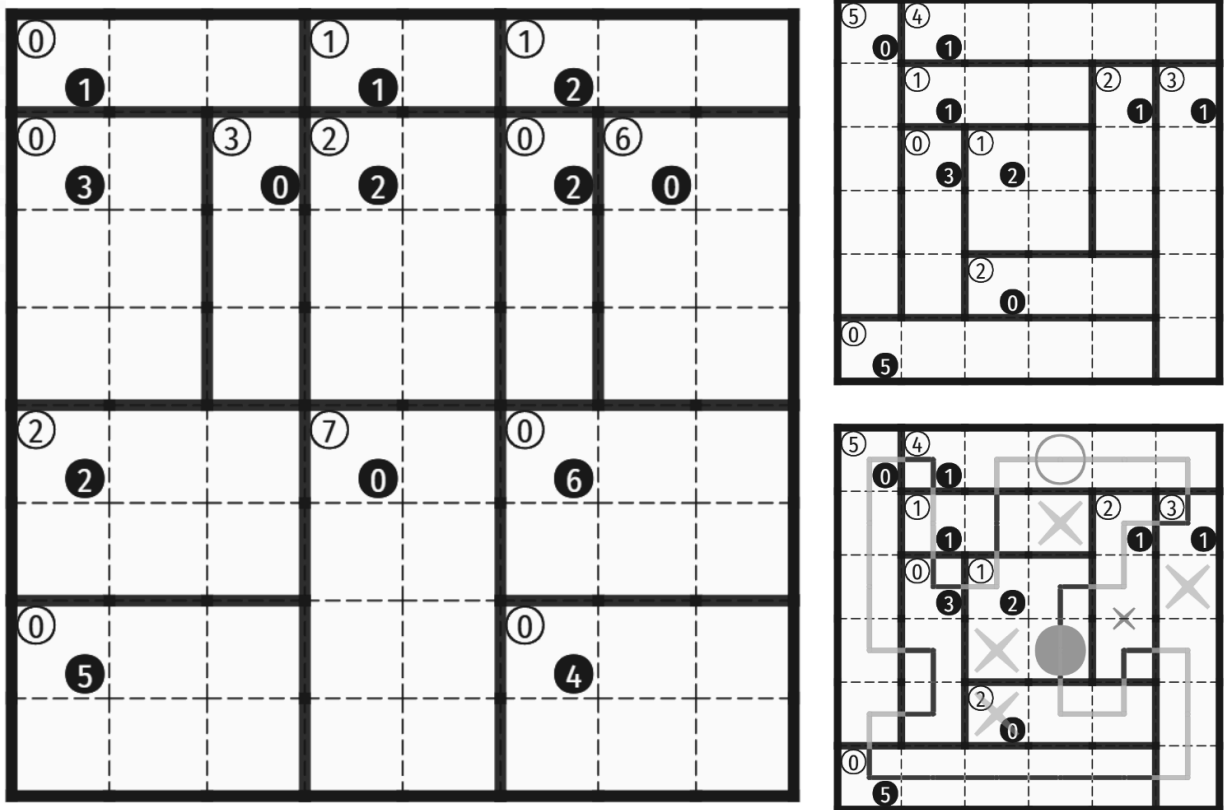
Notation tips:

- On Kudamono, you can place a white or black circle on the loop to define the state of the loop in that cell. The editor will then automatically colour the rest of that loop segment for you (switching states at every region boundary). ⚠ **You'll have to place at least one such circle to trigger answer check at the end.** ⚠
- On Penpa, you can either use the auxiliary X and O markings from the pre-selected mode, or you can switch to Surface mode and shade cells in two different colours to keep track of the loop's state (e.g. if you want to use X and O to mark empty and visited cells instead). However, the answer checker here only cares about the loop itself.

↓ Puzzle is on the next page ↓

↑ Rules are on the previous page ↑

Rules: Draw a single, non-intersecting loop that has two states, which are white and black. Whenever the loop crosses a region border (and only then), it changes state from white to black or from black to white. A black circled clue provides the number of cells in each area that the loop traverses in the black state, and a white circled clue provides the number of cells in each area that the loop traverses in the white state.



Example (Kudamono): <https://tinyurl.com/4s3sy2z7>

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

GAPP (Kudamono): <https://tinyurl.com/3c9jtz2j>

GAPP (Penpa+): <https://tinyurl.com/2xhe2qlo>

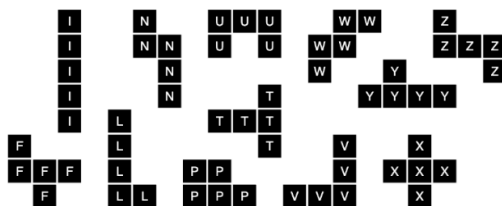
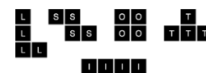
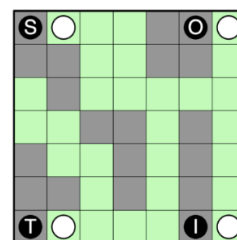
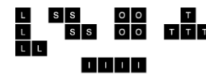
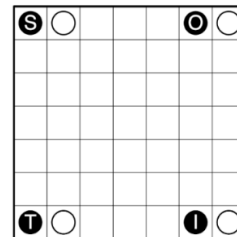
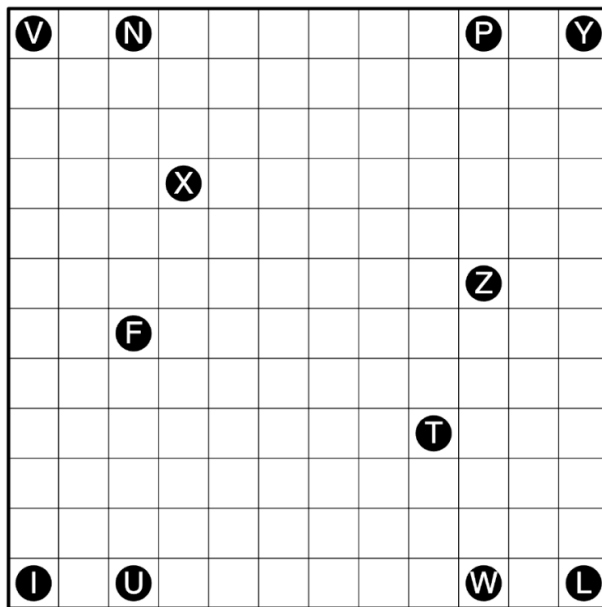
April 18, 2024: Statue Park (Labels)

Freddie Hand

Today's **Statue Park (Labels)** is, technically speaking, not a variant. The inventor of this genre, Palmer Mebane, mentioned labels here as an additional feature of the genre, but never found the need to use them in any statue park puzzles.

If this surprised you, then you'll be shocked to learn that X was originally called Twitter. Yeah, I have no idea how pentomino puzzles worked back then either.

Rules: Place each shape from the shape bank into the grid exactly once such that no two shapes share an edge, and all unused cells form one orthogonally connected area. Rotating and reflecting shapes is allowed. Cells containing a black circle must be used by a shape, and cells containing a white circle must not be used by a shape. Additionally, some black circles are labelled. The shape containing a labelled black circle must have a matching label.



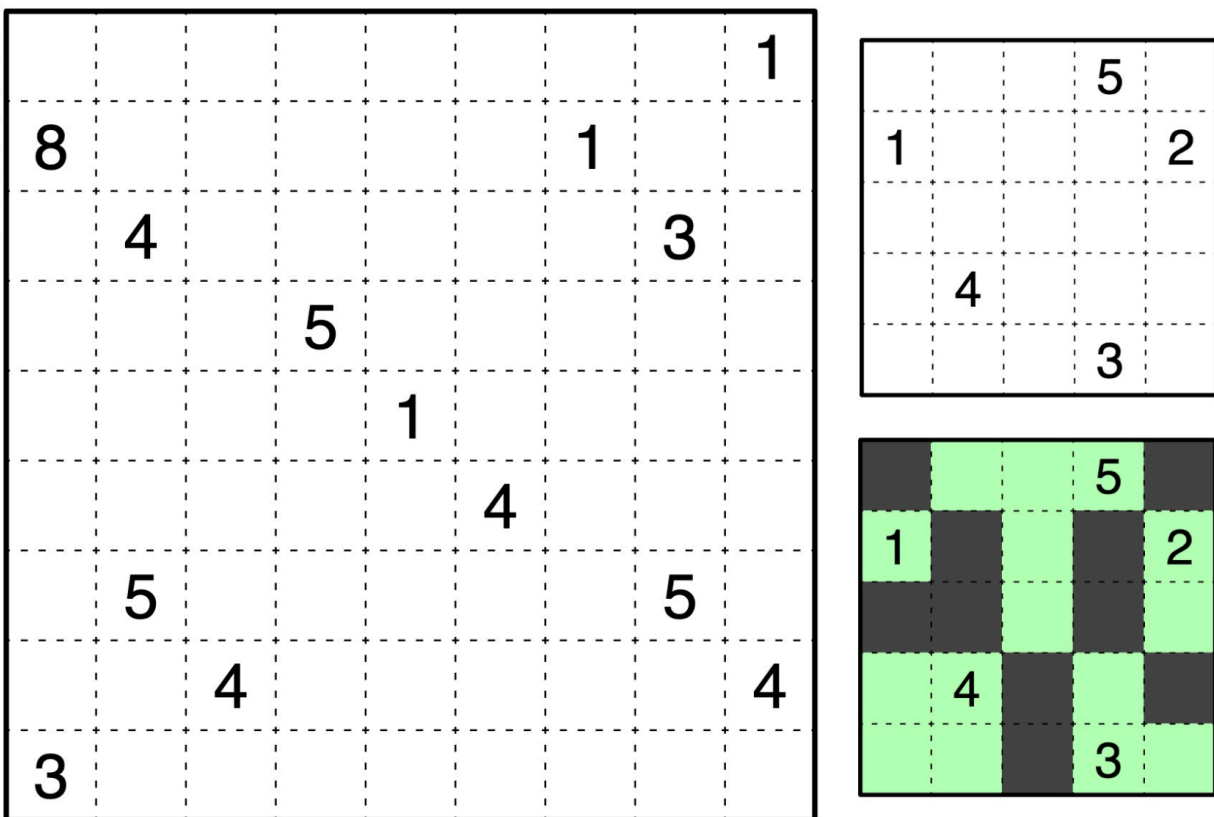
Example (Penpa+): <https://tinyurl.com/26ny4cec> (<https://4d0u.short.gy/ihliXi>)
GAPP (Penpa+): <https://tinyurl.com/bdwbxmpb> (<https://4d0u.short.gy/p2DkaG>)
(Additional links in case tinyurl is not working)

April 19, 2024: Lakes

Walker

Today's GAPP is a **Lakes!** 🌊 I've seen this type referred to as a Nurikabe variant before. But is it really a variant if you're taking rules away? It makes me curious what other genres could result from removing rules from existing genres...

Rules: Shade some empty cells so that 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/22baqcrg>

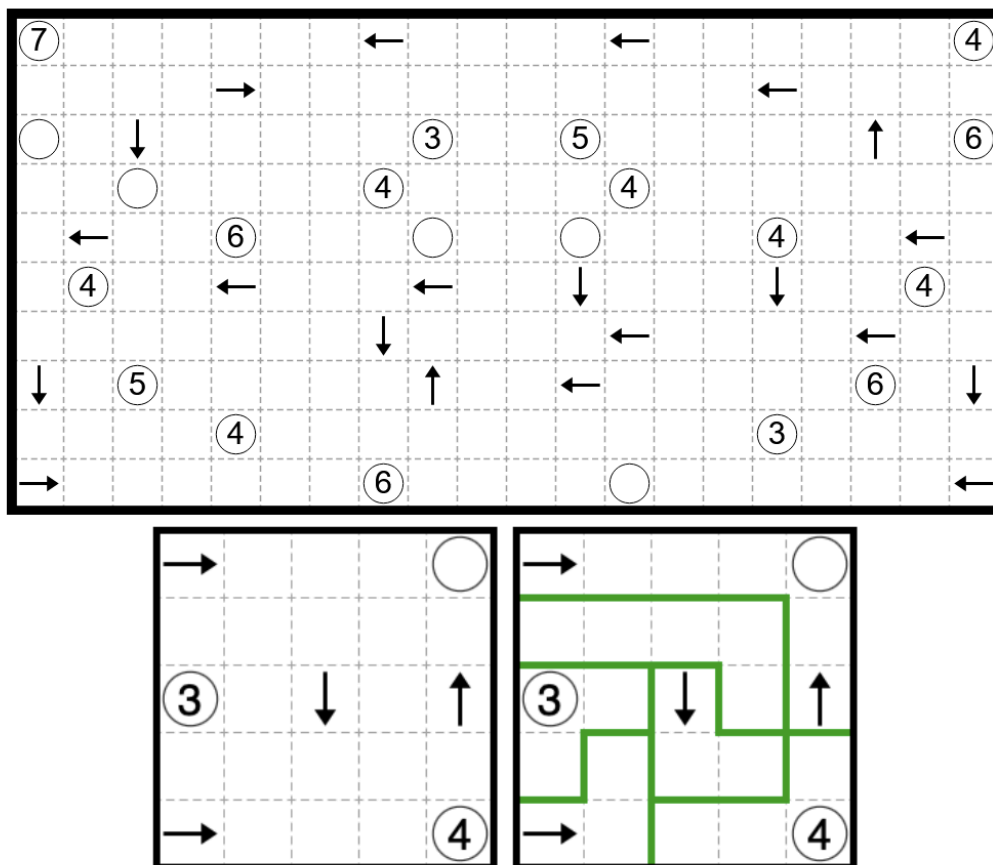
GAPP (Penpa+): <https://tinyurl.com/2bjxxbeh>

April 20, 2024: Sashigane

Lavaloid

Recently, Menderbug added a feature in the GAPP team's internal spreadsheet to keep track of which genres have been featured but haven't been supersized yet. There were a few genres that I was surprised to find unsupersized, and Sashigane is one of them. Or rather it was, because today's ✨ *Supersized Saturday* ✨ is a **Sashigane**.

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



Example (puzz.link) from the puzz.link rules page: <https://tinyurl.com/59dd3a4t>

GAPP (puzz.link, Horizontal): <https://tinyurl.com/5endta45>

GAPP (puzz.link, Vertical): <https://tinyurl.com/bdd68ujs>

April 22, 2024: Star Battle

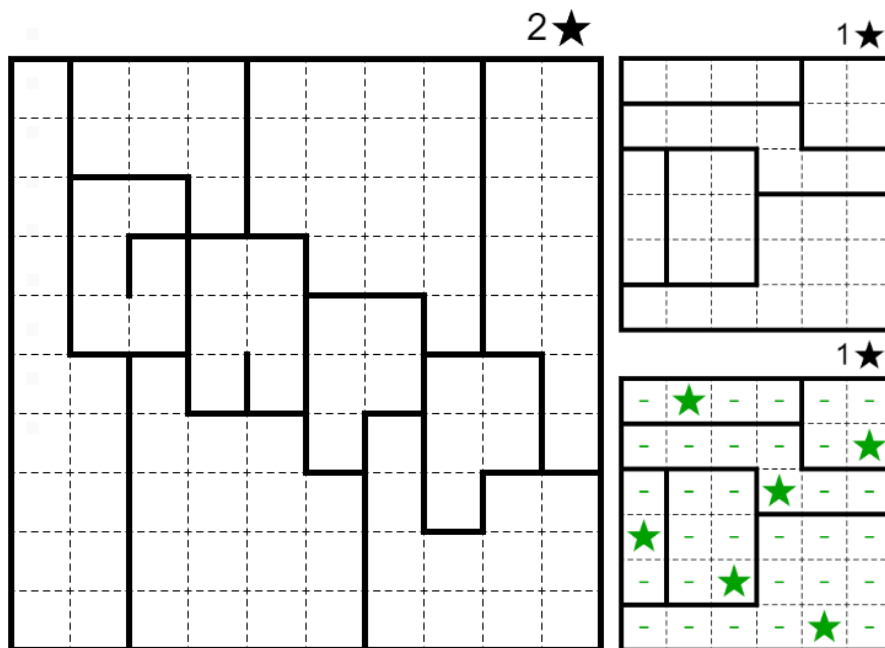
Menderbug

I'm trying to have more revisits of classics in my GAPP schedule, and it turns out we haven't had a (non-variant) **Star Battle** in over a year! Time to fix that.

Rules: Place stars into some cells such that each row, column, and outlined region contains exactly N stars. The value of N is given outside the grid. Stars may not touch one another, not even diagonally. (*Internal region borders are purely for theming purposes.*)

Notation tip: You can right-click an edge or vertex to place a dot, to remind yourself that the surrounding 1x2 or 2x2 must contain a star. On mobile, you'll have to switch to the "Dots" input mode to place these. puzz.link will automatically remove the dot for you when you place a star next to it.

And a little **GAPP 101:** (ROT13) Vs lbh xabj gung gurer'f n fgne va bar bs gjb nqwnprag pryvf, lbh trg hc gb sbhe qnfurf va arvtuobhevat pryvf, orpnhfr n fgne gurer jbhyyq cerirag obgu bs lbhe bcgvbaf.



Example (puzz.link) by clover: <https://tinyurl.com/3fsh6amy>

GAPP (puzz.link): <https://tinyurl.com/f6bkhjrt>

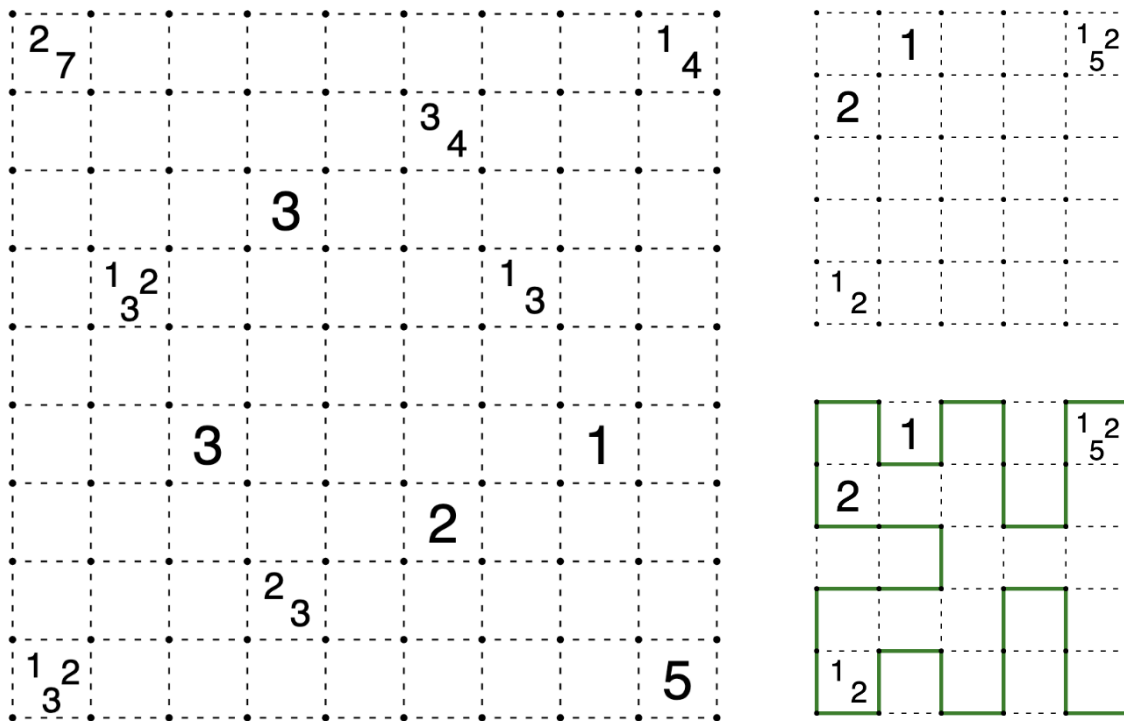
April 23, 2024: Slitherail Poolink

Freddie Hand

In the information age, the internet often overloads us with incredible amounts of junk, particularly in the last year or two. If you want to improve the quality of your googling, you might want to start your searches with "before: 2023".

Or perhaps not, since you'd be missing out on the singular **Slitherail Poolink** on the internet.

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop which passes through **all** dots. Clues represent all the different lengths of the straight line segments that share an edge with the clue. Each number in a clue must be represented by at least one line segment.






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

GAPP (Penpa+): <https://tinyurl.com/28hx9zmu>

April 24, 2024: Hidato

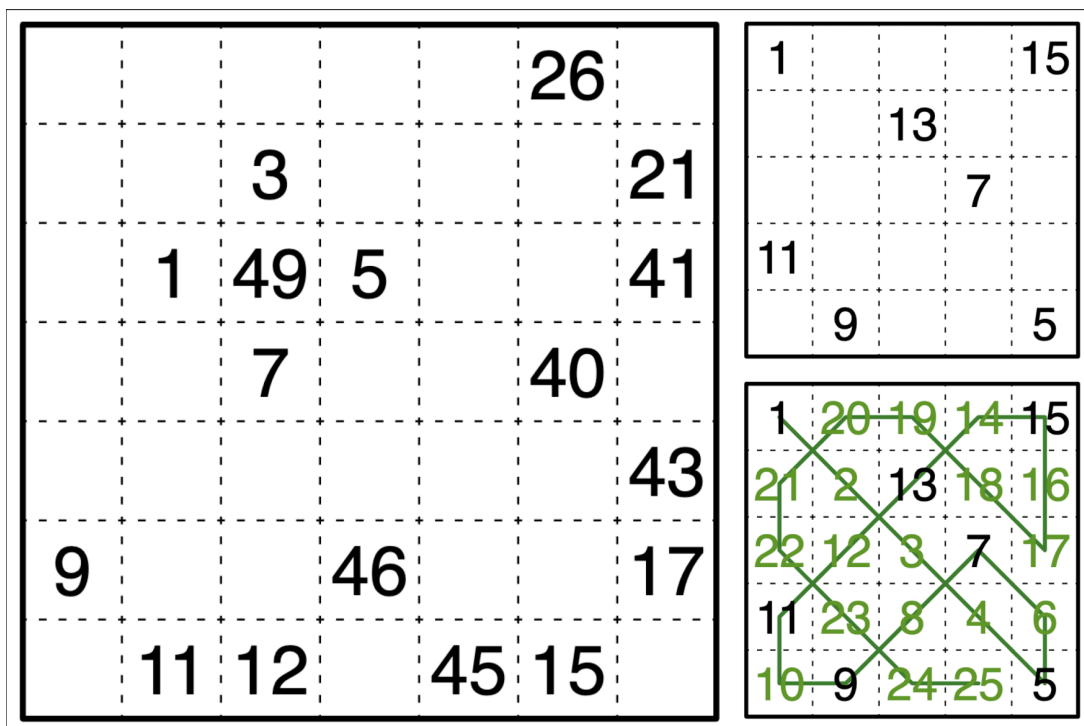
Walker

On my last puzzle I mentioned genres could result from removing rules from existing genres. And today we have one: my favorite Math Path variant, **Hidato!** 

... Well, Hidato did come first... but GAPP covered Math Path before Hidato, which counts for something. To be honest, I assumed GAPP must have done Hidato already when I wrote Math Path, and only realized we hadn't when writing up the post. 
So now, after over 900 GAPPs, it's finally time to cover this genre famous enough to have a Wikipedia article 

Rules: Place a number from 1 to N into each cell so that every number appears once, where N is the total number of cells in the grid. Every number must be adjacent (orthogonally or diagonally) to all numbers in the grid that are consecutive with it. (Equivalently, the numbers form a path from 1 to N.)

Interface Note: Answer check will accept either all the numbers or a line (diagonal submode) from 1 to 49.



Example (Penpa+): <https://tinyurl.com/226p42t4>

GAPP (Penpa+): <https://tinyurl.com/2czcgq4g>

April 25, 2024: Squares & Rectangles

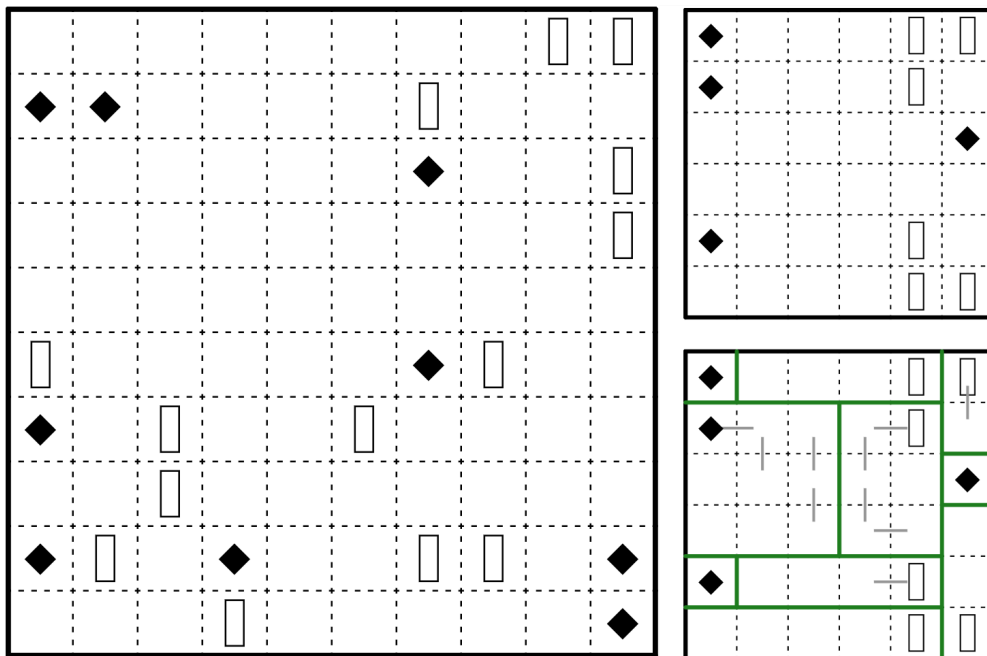
Lavaloid

I had prepared a different puzzle for today, then I realized that [Puzzle GP round 4](#) and [Puzzle Ramayan round 4](#) will both be starting tomorrow and I wanted to set a puzzle from one of them. As always, there is an *Otter Offer* 🦦 available: anyone who participates in a round can claim an otter. If you participate in both, you can get two otters! 🦦🦦

Today's puzzle is a genre from Puzzle GP round 4 called **Squares & Rectangles**.

Rules:

- Divide the grid into rectangles along the grid lines such that each cell is in exactly one rectangle and each rectangle contains exactly one clue (a black diamond or a white bar).
- Each black diamond must be in a rectangle where the height and the width are the same (i.e. a square). Each white bar must be in a rectangle where the height and the width are different.
- Any two orthogonally adjacent regions must have different areas.



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

GAPP (Penpa+): <https://tinyurl.com/2ah38y4t>

April 26, 2024: Loop (Pentomino Walls)

bakpao

This weekend we have 4th installment of both the Puzzle Ramayan (Word & Object Placement) and the Puzzle GP (authored by Switzerland). Lavaloid already presented you with a Squares & Rectangles yesterday and today we have another puzzle for you from the GP round. Reminder that the offer for 🦦 **BONUS OTTERS** 🦦 is still active, one for participation in one contest, two for participation in both!


Check out the contests here:

- Puzzle Ramayan <https://logicmastersindia.com/live/?contest=PR202404>
- Puzzle GP <https://gp.worldpuzzle.org/content/puzzle-gp>

Today's puzzle is a **Loop (Pentomino Walls)**!

Rules: Shade some cells and draw a non-intersecting loop that passes through the centers of all remaining unshaded cells. All shaded cells must be pentominoes (contiguous regions of five cells) that do not touch other pentominoes, not even diagonally. Each pentomino must contain exactly one letter clue, corresponding to the shape of the pentomino, counting rotations and reflections as the same.

Note that if the same letter clue is given multiple times, each instance of that letter is part of a separate pentomino.

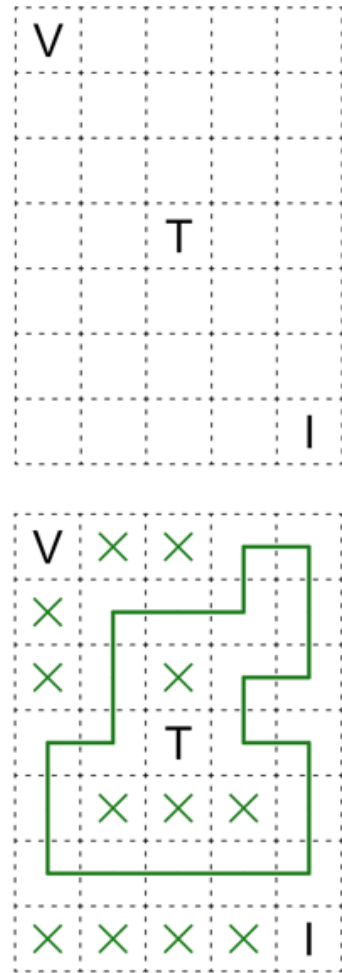
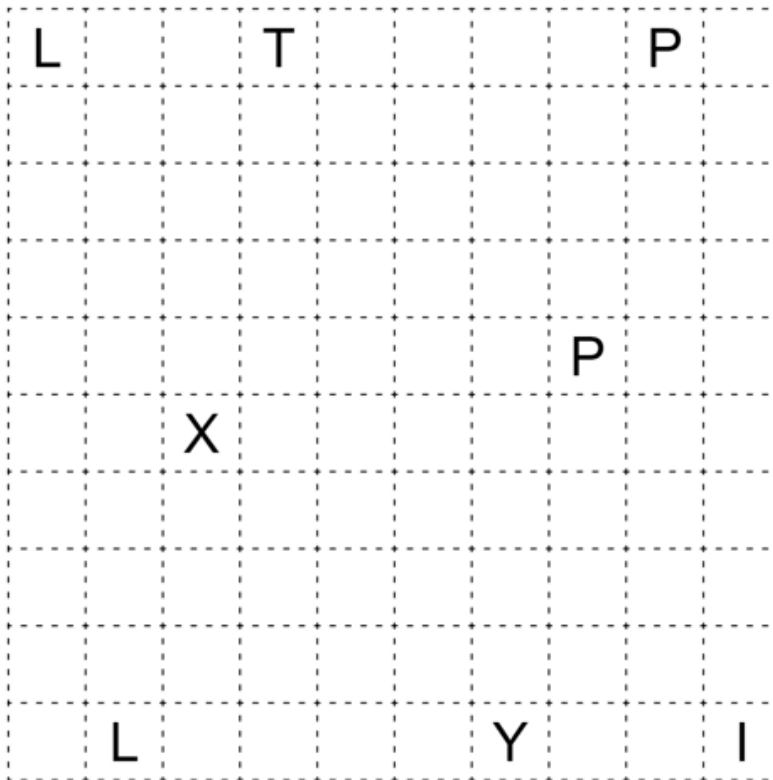
 **Interface note:** The answer check only checks for the loop. To mark pentominoes you can use Xes or Os in the preselected Lineox mode, or switch to Surface and use shading. None of these will interfere with answer check. Also note that while they do not appear in the image on this post, the actual links contain a shape bank with the relevant pentominoes for that puzzle.

↓ Puzzle is on the next page ↓

↑ Rules are on the previous page ↑

Rules: Shade some cells and draw a non-intersecting loop that passes through the centers of all remaining unshaded cells. All shaded cells must be pentominoes (contiguous regions of five cells) that do not touch other pentominoes, not even diagonally. Each pentomino must contain exactly one letter clue, corresponding to the shape of the pentomino, counting rotations and reflections as the same.

Note that if the same letter clue is given multiple times, each instance of that letter is part of a separate pentomino.



Example (Penpa+): <https://tinyurl.com/2ae6cnu9>
GAPP (Penpa+): <https://tinyurl.com/2y1f7z73>

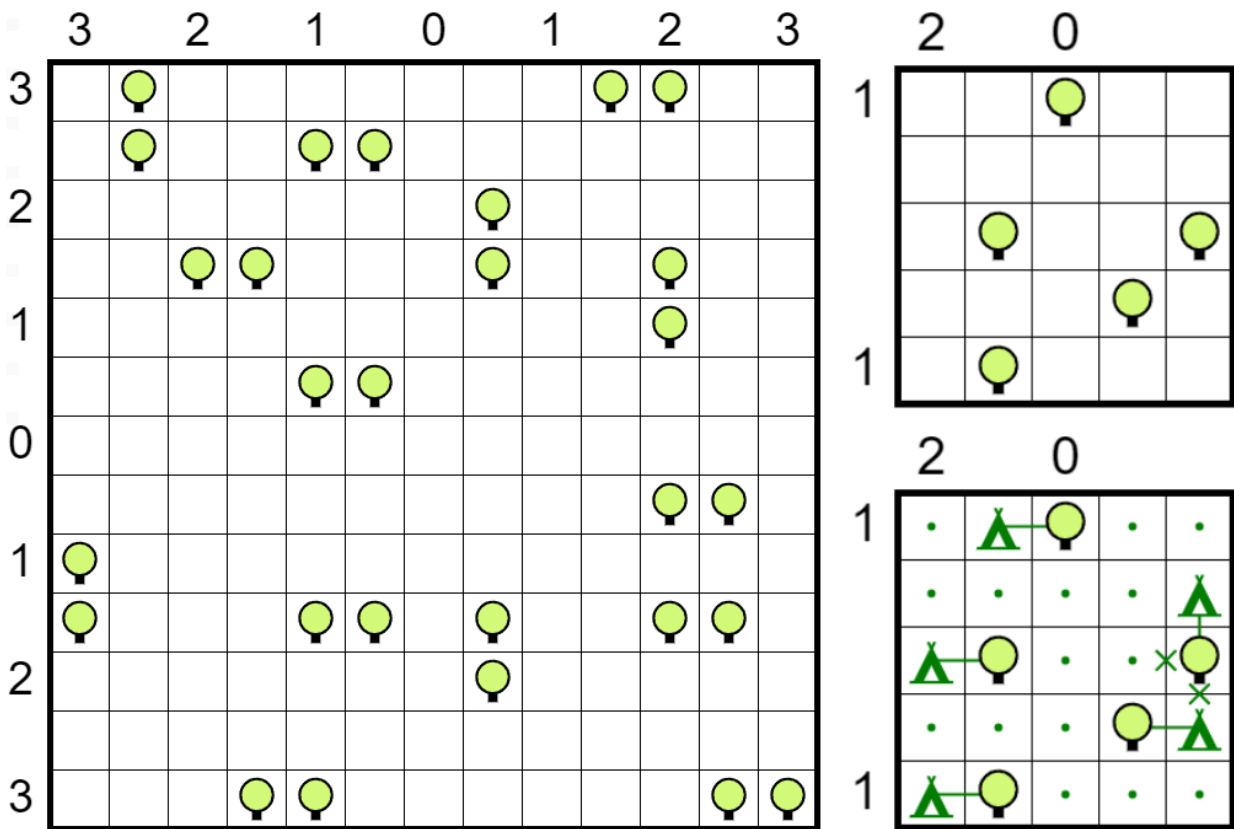
April 27, 2024: Tents

Menderbug

Since the last two days covered Grand Prix genres, I thought I'd pick something from the ongoing Puzzle Ramayan round for today. Amazingly, we haven't covered Tents since its first appearance back in 2022.

Remember to claim your **bonus otters** 🦦 if you participate in either contest.

Rules: For each tree in the grid, place a tent in an empty orthogonally adjacent cell, connecting to it. Tents may not touch one another, not even diagonally. A clue given outside the grid represents the number of tents in the corresponding row or column.



Example (puzz.link) from the puzz.link rules page: <https://tinyurl.com/5ed8pbcj>

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

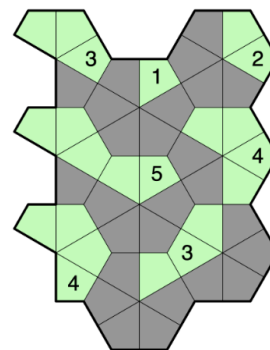
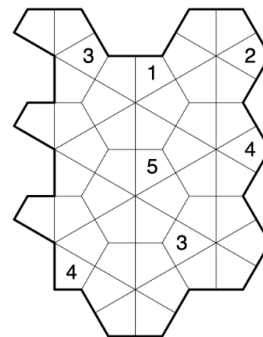
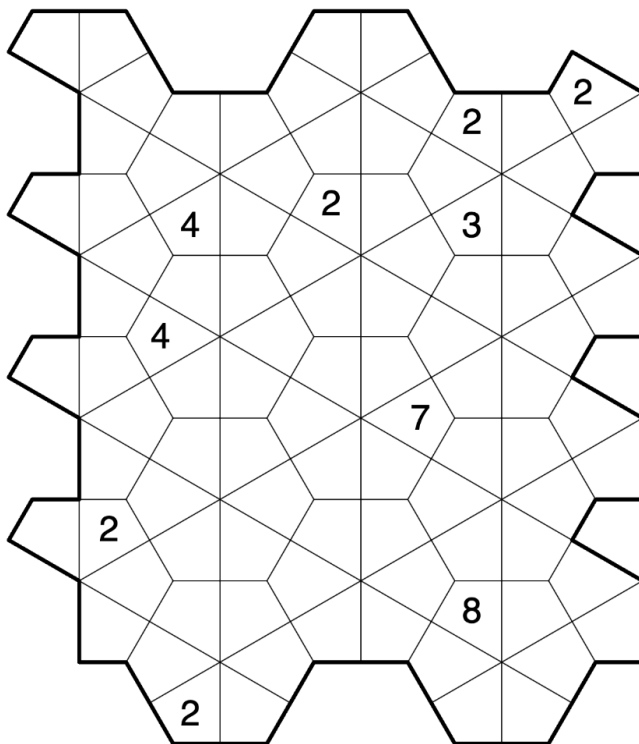
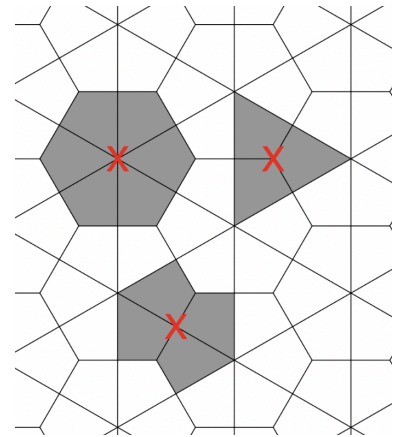
April 28, 2024: Nurikabe (Deltoidal Trihexagonal)

Freddie Hand

It's Sunday, which makes it a great day to rest and sit back from puzzle contest fever. Here's a nice gentle **Nurikabe**. Don't mind the **Deltoidal Trihexagonal** grid.

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 internal vertex can be entirely surrounded by shaded cells.

Note: The three examples of forbidden patterns are attached.



Example (Penpa+): <https://tinyurl.com/26eh3knj>
GAPP (Penpa+): <https://tinyurl.com/22vnkbwh>

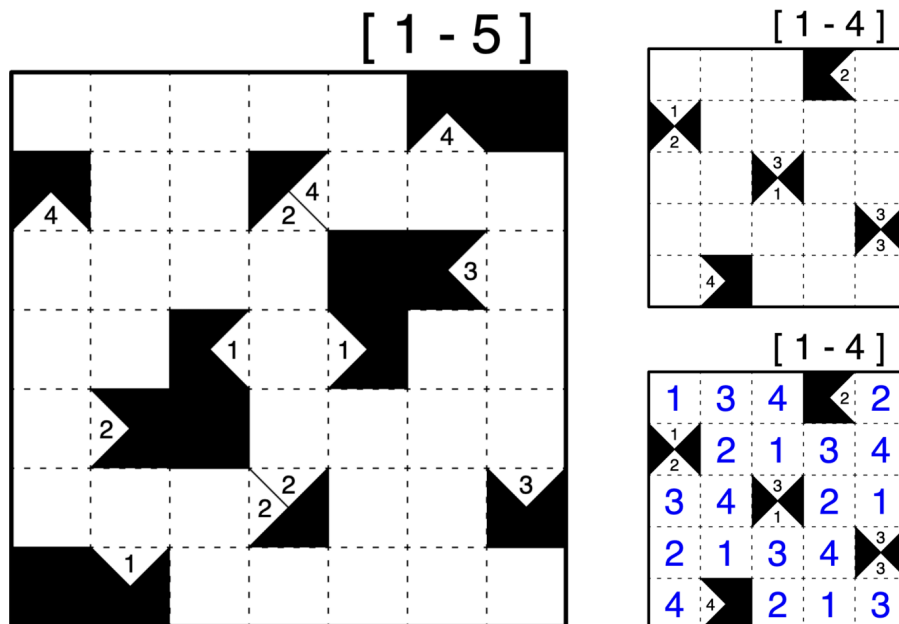
April 29, 2024: Range

Walker

There are still a few days left to participate in Puzzle Ramayan and Puzzle Grand Prix, if you haven't already! Remember that you can claim a **bonus offer** 🐾 for participating!

Today, GAPP is visiting Free **Range** Farm, to check out the petting zoo! 🧑🌾🐑 The animals have lots of space to roam around, and they have numbered tags so the farmers can keep track of them. There are some numbered signs set up to help visitors determine where the animals are. Once we've figured it out, we can go on a petting tour! 🐄🐮🐾🐓

Rules: Place a number from the range given outside the grid into each empty cell such that each row and column contains every number from that range with no repeats. A clue in a shaded cell represents the difference between the largest and smallest numbers placed in a straight line in the indicated direction not obstructed by another shaded cell. If only one cell is visible, the clue instead gives the number in that cell. (For instance, the 4 clue in the top row only sees the cell beneath it, not the whole column.)



Example (Penpa+): <https://tinyurl.com/23py7e3j>

GAPP (Penpa+): <https://tinyurl.com/2bno38ob>

April 30, 2024: Star Battle (Builder)

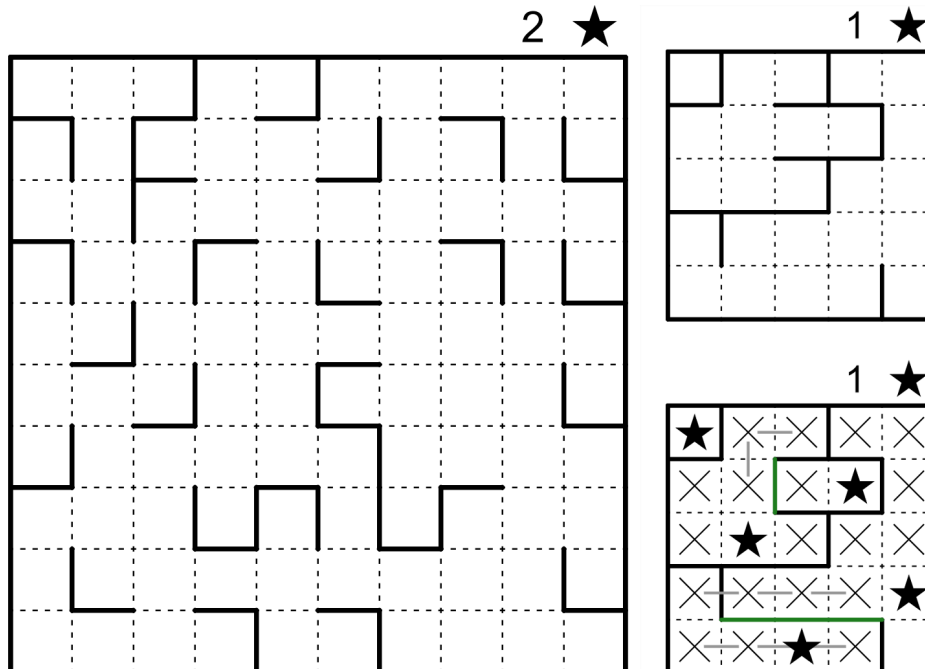
Lavaloid

Oh no, I'd already set a Star Battle for today, but I tripped in a hurry and all of the borders fell off! I tried to put back the ones I remember, but you'll have to find the remaining ones.

Today's GAPP is a **Star Battle (Builder)**! No, this isn't the puzzle I had prepared for the last post, it's a genre from Puzzle Ramayan round 4. There's quite a lot to do in this puzzle and the input method is quite fiddly, so the sloth/crab times for today are very generous. I highly recommend solving the previous Star Battle first. It will teach you some logical steps that you will need for this puzzle!

Rules:

- Place stars in some cells such that every row, column, and outlined region contains exactly 2 stars. Each cell can only contain at most 1 star. Stars may not touch each other, even diagonally.
- However, some complete regions are not given and are to be deduced by the solver. Some borders are given, and each border must separate two different regions (i.e. there must be no dangling borders).



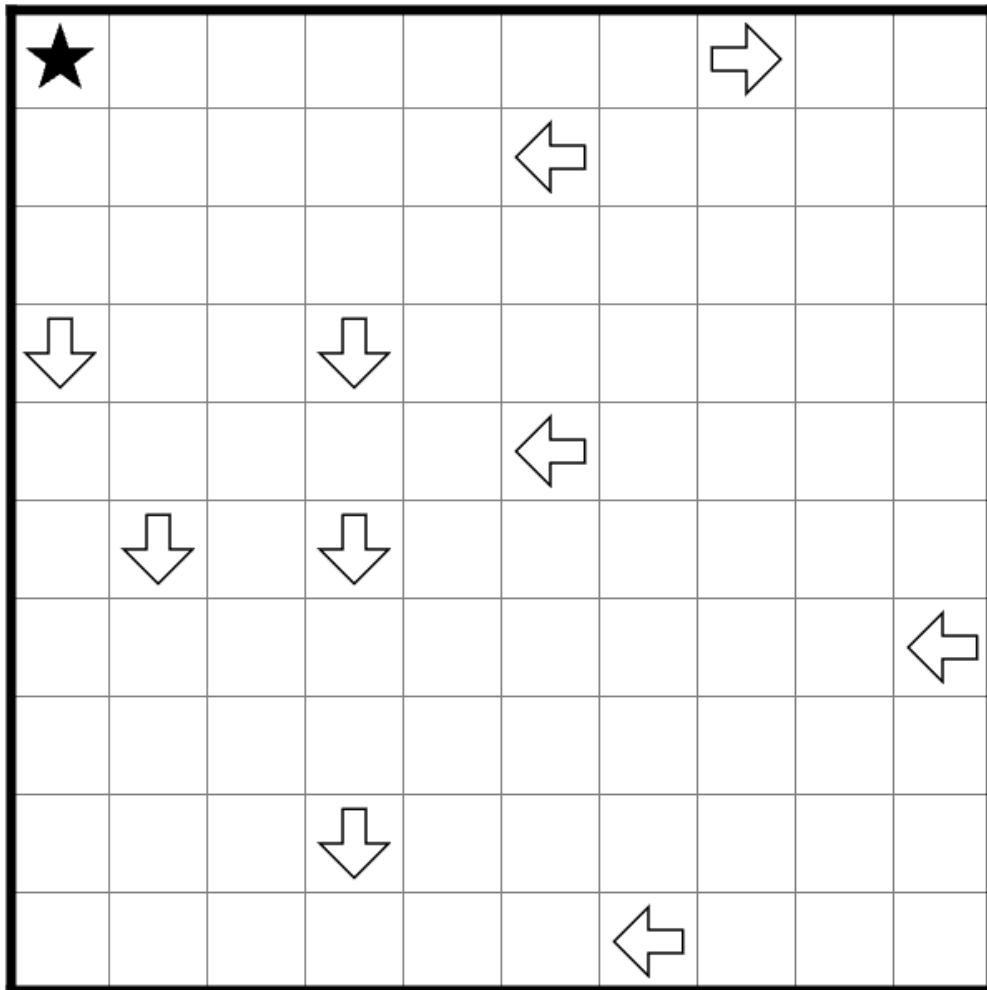
Example (Penpa+): <https://tinyurl.com/22rdqtmh>

GAPP (Penpa+): <https://tinyurl.com/235weukw>

Bonus 1: Guide Arrow

Lavaloid

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



Example (puzz.link, by jovi): <https://tinyurl.com/ymbbtaw6>

Bonus (puzz.link): <https://tinyurl.com/3f7xfc3m>

Bonus 2: Hidato

Walker

Rules: Place a number from 1 to N into each cell so that every number appears once, where N is the total number of cells in the grid. Every number must be adjacent (orthogonally or diagonally) to all numbers in the grid that are consecutive with it. (Equivalently, the numbers form a path from 1 to N.)

25			7			2
	27			9		
		29			11	
46			31			13
60				33		16
	58				35	
		56				37
64			54			39

Example (Penpa+): <https://tinyurl.com/226p42t4>

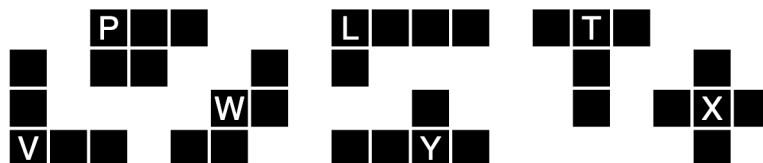
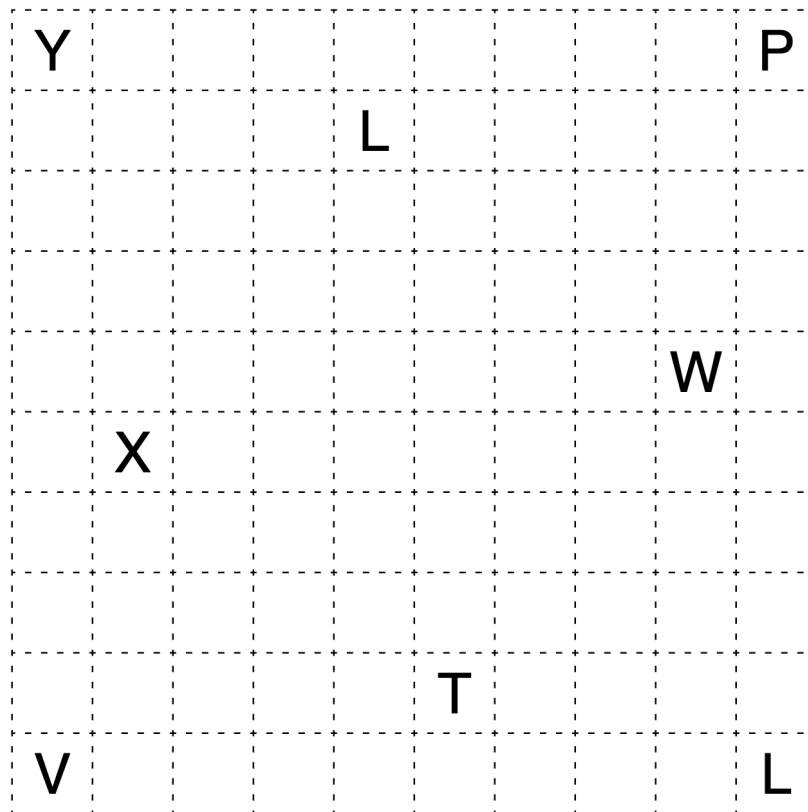
Bonus (Penpa+): <https://tinyurl.com/yln59j>

Bonus 3: Loop (Pentomino Walls)

bakpao

Rules: Shade some cells and draw a non-intersecting loop that passes through the centers of all remaining unshaded cells. All shaded cells must be pentominoes (contiguous regions of five cells) that do not touch other pentominoes, not even diagonally. Each pentomino must contain exactly one letter clue, corresponding to the shape of the pentomino, counting rotations and reflections as the same.

Note that if the same letter clue is given multiple times, each instance of that letter is part of a separate pentomino.



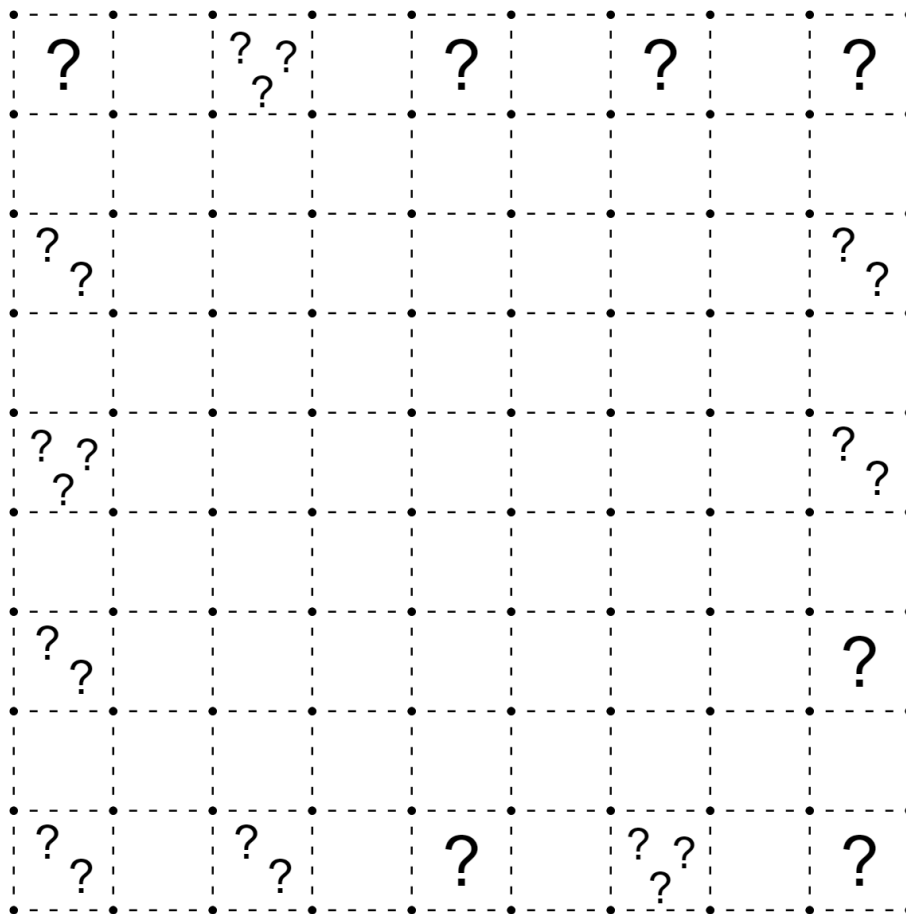
Example (Penpa+): <https://tinyurl.com/2ae6cnu9>

Bonus (Penpa+): <https://tinyurl.com/28phhjvj>

Bonus 5: Slitherail Poolink

Menderbug

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop which passes through **all** dots. Clues represent all the different lengths of the straight line segments that share an edge with the clue. Each number in a clue must be represented by at least one line segment.



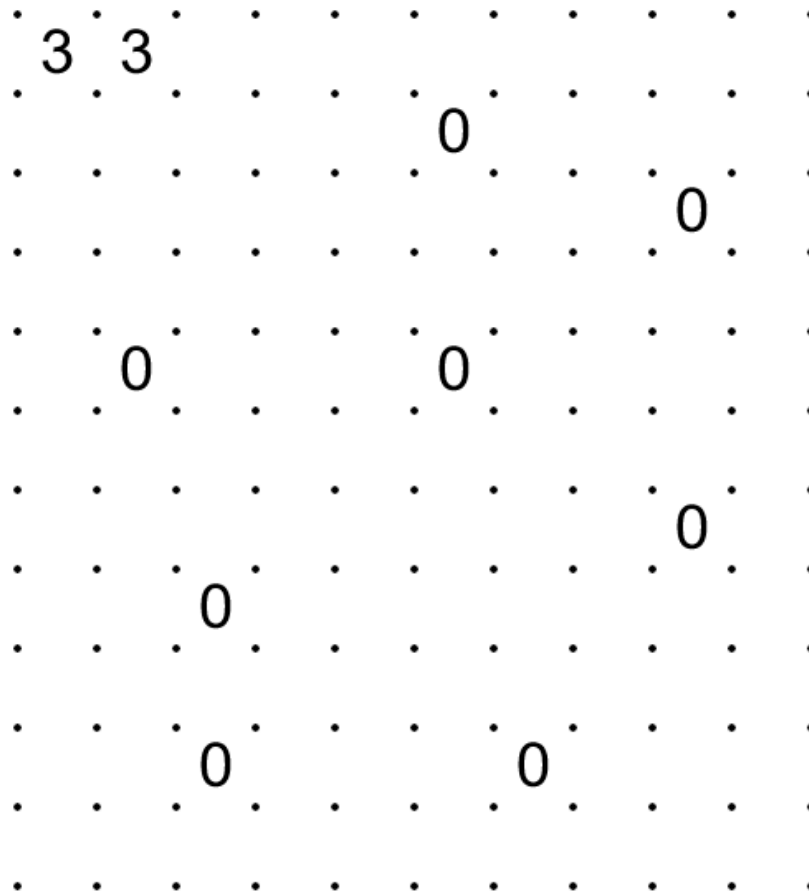
Example (Penpa+) by Freddie: <https://tinyurl.com/24kleyue>

Bonus (Penpa+): <https://tinyurl.com/29lhx7jf>

Bonus 6: Slitherlink (Full)

Lavaloid

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue (up to four). Every dot must be used by the loop.



Example (Penpa+) by Jovi: <https://tinyurl.com/2afzewjz>

Bonus (Penpa+): <https://tinyurl.com/257vj5nu>

Bonus (puzz.link): <https://tinyurl.com/294btx26> -- no answer check

Date	Sloth Time	Crab Time	
01 Apr 2024 (1)	0:02:00	0:04:00	Party Hat Papuan Harrier
01 Apr 2024 (2)	0:00:03	0:03:33	Milestone Merlin
01 Apr 2024 (3)	0:01:00	0:02:00	Triple Taita Thrush
02 Apr 2024	0:02:00	0:04:00	WD-40 Whinchat
03 Apr 2024	0:01:45	0:03:30	Guide Sparrow
04 Apr 2024	0:02:30	0:05:00	Westerosi Willet
05 Apr 2024	0:02:30	0:05:00	LIX Leiothrix
06 Apr 2024	0:05:00	0:10:00	Slithery Seagull
07 Apr 2024	0:02:30	0:05:00	Silly Piopio
08 Apr 2024	0:02:00	0:04:00	OX-pecker
09 Apr 2024	0:01:00	0:02:00	Jumpscare Crow
10 Apr 2024	0:02:15	0:04:30	Omelette Omani Owl
11 Apr 2024	0:01:30	0:03:00	Retro Rock Bunting
12 Apr 2024	0:02:15	0:04:30	Norinori Nori Nori
13 Apr 2024	0:07:30	0:15:00	Screech
14 Apr 2024	0:01:30	0:03:00	Equilateral Equatorial Akalat
15 Apr 2024	0:02:30	0:04:30	Temperate Temminck's Lark
16 Apr 2024	0:01:45	0:04:00	Artistic Antwren
17 Apr 2024	0:02:30	0:05:00	Black-and-White Crossbill
18 Apr 2024	0:02:00	0:04:00	Renaissance Rockrunner
19 Apr 2024	0:01:30	0:03:00	Subtractive Smew
20 Apr 2024	0:06:30	0:13:00	L-taking Lava Gull
21 Apr 2024	0:04:00	0:08:00	Odd-Shaped Oropendola
22 Apr 2024	0:02:30	0:05:00	Vanilla Star Finch

23 Apr 2024	0:03:00	0:06:00	Whirlpool Inaccessible Island Rail
24 Apr 2024	0:02:30	0:04:00	Long-Awaited Fantail
25 Apr 2024	0:02:20	0:04:40	Last Minute Little Minivet
26 Apr 2024	0:03:00	0:06:00	Swiss Serin
27 Apr 2024	0:02:30	0:05:00	Camping Thrush
28 Apr 2024	0:02:45	0:05:30	Reposing Rose Robin
29 Apr 2024	0:01:45	0:03:00	Range Rooster
30 Apr 2024	0:07:30	0:15:00	Bobolink the Builder