

Mind The GAPP Vol. 31

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

We've done intros with the same structure for the last few volumes, so let's get the usual stuff out of the way: Puzzle Ramayan round 5 and Puzzle GP round 5 happened, others for all, 7 bonus puzzles.

...I was planning to write something more here, but ended up not having the time to do it. Oh well.

May 1, 2024: Cave

bakpao

It's time to revisit Cave! It's been a while since we last featured a vanilla one. I wrote this a few days ago, to have a backup puzzle available in case I don't manage to write anything else for GAPP in time. Coincidentally, the IB for Puzzle Ramayan round 5 was published just yesterday, and it just so happens to include Cave as a genre - perfect timing 😊

Bonus otters are still active for PR R4 and GP R4, and starting Friday you'll be able to collect a third for participating in the new PR round! 🦉🦉🦉

See the IB here: <https://logicmastersindia.com/live/?contest=PR202405>

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

Rules: Shade some cells so that the shaded cells are all connected orthogonally by other shaded cells to the edge of the grid, and the remaining unshaded cells form one orthogonally connected area. 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.

GAPP 101: (ROT13) Nal 2k2 nern bs n pnir chmmyr pnaabg or n purpxreobneq bs funqrq naq hafunqrq pryyf. Guvf vf orpnhfr gb pbaarpg gur hafunqrq pryyf naq unir whfg bar fvatyr pnir, lbh jbhyyq unir gb jenc nebhaq bar bs gur funqrq pryyf, naq va ghea fgbc vg sebz pbaarpgvat gb gur rqtr bs gur tevq.

↓ Puzzle is on the next page ↓

↑ Rules are on the previous page ↑

Rules: Shade some cells so that the shaded cells are all connected orthogonally by other shaded cells to the edge of the grid, and the remaining unshaded cells form one orthogonally connected area. 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.

10						8	4
5							
			6	7			
		3					
		4			6		
					5		
			2	3			
							3
4	2						6

6				2
2				5
			6	
	4			
4				2
2				4

6						2
2						5
			6			
			4			
4						2
2						4

Example (puzz.link) by Tyrgannus: <https://tinyurl.com/2p883637>
GAPP (puzz.link): <https://tinyurl.com/zwrzfrkh>

May 2, 2024: Five Cells (Symmetry)

Menderbug (posted by bakpao)

Don't worry, it's not me two days in a row! I'm just posting on behalf of Menderbug, who is unable to post today.

The upcoming round of Puzzle Ramayan will cover *Shading & Regions* with various genres. bakpao's Cave took care of the Shading part yesterday, so I picked a genre from the Regions list for today's puzzle. The round includes a fun variant of **FiveCells** called **Symmetry**, where in addition to the usual palisade clues you, wait, what's— **LOUD SIREN NOISE**

NEGATIVE CONSTRAINT ALERT **NEGATIVE CONSTRAINT ALERT**

Rules: Divide the grid into regions of 5 orthogonally connected cells. Clued cells must have the indicated number of region borders or grid borders surrounding them. Circles indicate the centre of a rotationally symmetric region. All such circles are given.

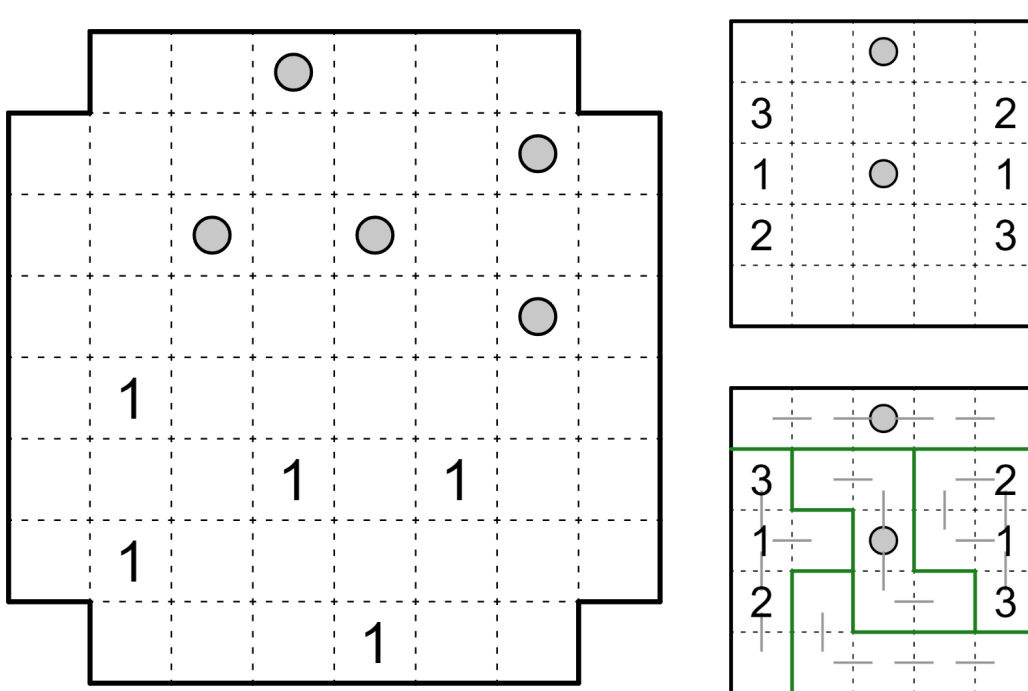
You get two **GAPP 101s** today, not because you'll need them for this puzzle (though they may speed up your solve), but because they might help you if you decide to participate in the contest: (ROT13)

1. Gur bayl ebgngvbanyyl flzzrgevp cragbzvabrf ner V, K naq M.
2. N fvatyr ertvba jvyy arire pbagnva gjb 1 pyhrf, nf lbh jbhyq arrq ng yrnfg fvk pryf gb fngvfl obgu.

↓ Puzzle is on the next page ↓

↑ Rules are on the previous page ↑

Rules: Divide the grid into regions of 5 orthogonally connected cells. Clued cells must have the indicated number of region borders or grid borders surrounding them. Circles indicate the centre of a rotationally symmetric region. All such circles are given.



Example (Penpa+): <https://tinyurl.com/ysojezao>
GAPP (Penpa+): <https://tinyurl.com/ymaumunw>

May 3, 2024: Reflect Link

Freddie Hand

Here's a **Reflect Link**. Let's cut to the chase, shall we?

Puzzle (Puzz.link): [rw9vecn2/moc.lruynit//:sptth](https://puzz.link/rw9vecn2/moc.lruynit//:sptth)

Example (Puzz.link) by jovi: [d2bc72ey/moc.lruynit//:sptth](https://puzz.link/d2bc72ey/moc.lruynit//:sptth)

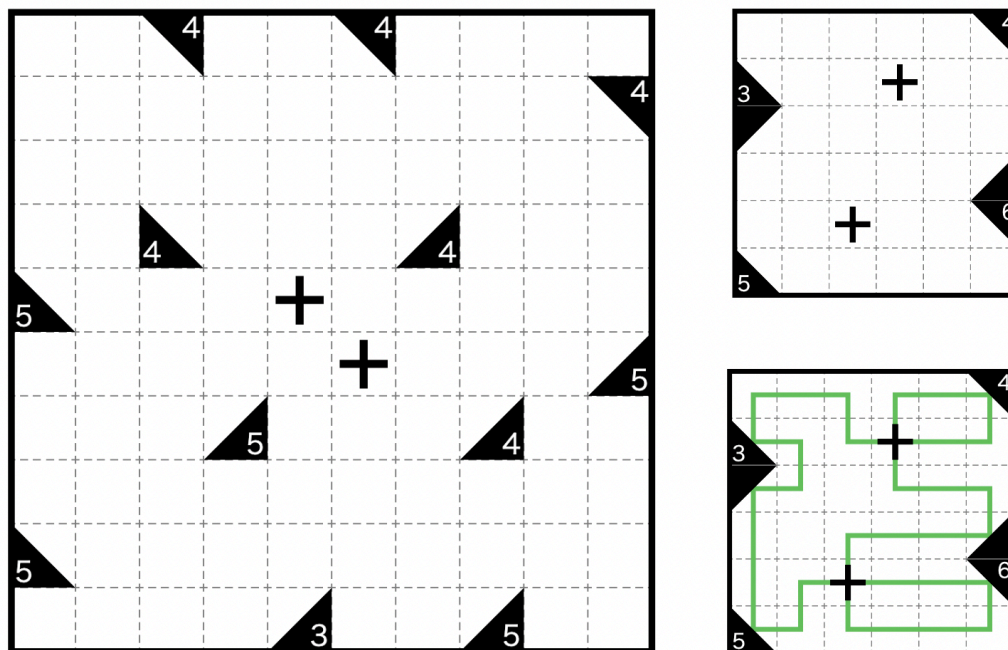
I assume most of you won't read this far. So as a special treat, here's some of my poetry.

A bifurcation

One guard lies, one guard tells truths

I guessed wrong and died

Rules: Draw a loop through the centres of some cells. All instances of the loop crossing itself are marked with a +, and all + clues are visited by the loop. Every triangle must be touched by the loop. Triangles reflect the loop at right angles, and a number in a triangle indicates the total number of cells that the lines coming out of it travel to before turning, including the cell the triangle is in.



Example (Puzz.link) by jovi: <https://tinyurl.com/ye27cb2d>

GAPP (Puzz.link): <https://tinyurl.com/2ncev9wr>

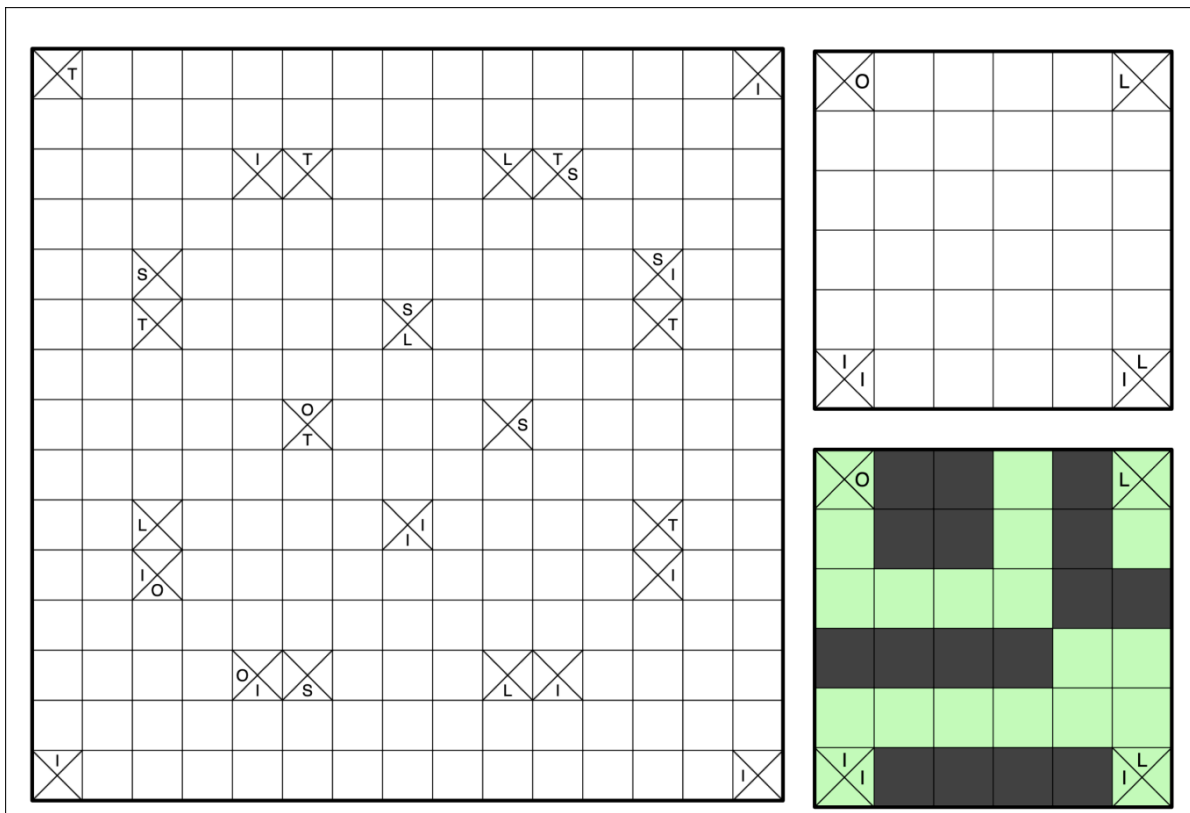
May 4, 2024: Tetraview

Walker

Today, we're out on another GAPP hiking adventure, this time to the bouldery Mount Tetromino. 🏔️🧑🏃 It's named for the **Supersized** rocks scattered across its hills, which climbers weave between on their way to the top. On the way up, you can see some nearby boulders from one of the eight lookout benches; but I'm most excited to get the top. I hear the **Tetraview** is well worth it!

Rules: Shade some tetrominoes of cells so that no two tetrominoes touch each other orthogonally. Clued cells cannot be shaded, and a clue means that the first tetromino seen in a straight line in the indicated direction is of the shape associated with that letter.

Here's a **GAPP 101** to help with the climb: (ROT13) Gur cnvef bs pyhrf snpvat gur obeqre ner irel pbafgenvarq orpnhfr gur grgebzvabrf pna'g gbhpu. Gel hfvat gur pyhrf va gur pbearef gb qrgrezvar juvpu bs gur gjb bcvbaf vf pbeerpg.



Example (Penpa+) by Eric Fox:

<https://tinyurl.com/y9ojbxad>

GAPP (Penpa+):

<https://tinyurl.com/22dfugbh>

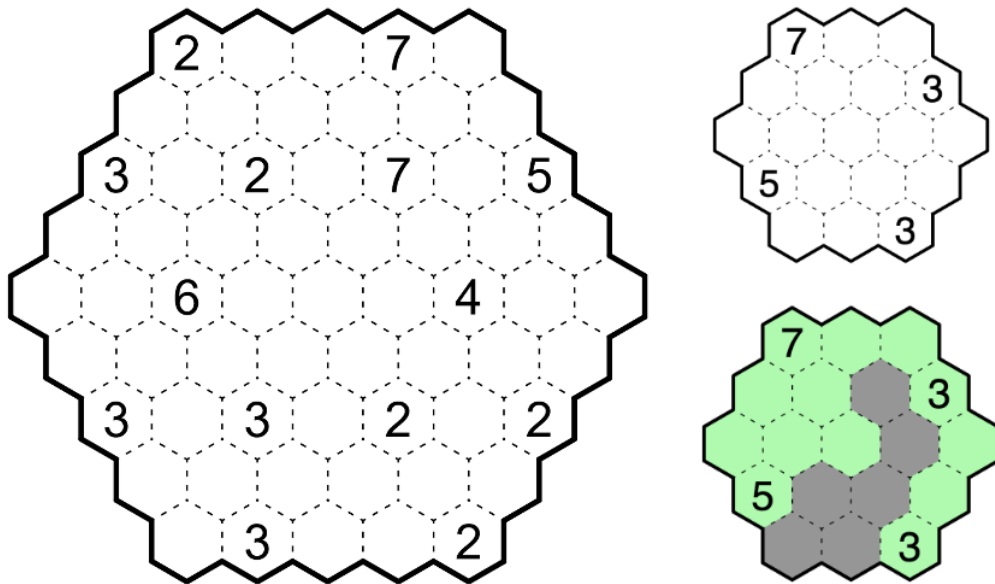
May 5, 2024: Cave (Hexagonal)

Lavaloid

Do you know what time it is? It's time for another ✨ *Strange-Shaped Sunday* ✨, a day where we're legally obligated to set a genre on a non-standard grid. Today's GAPP is a **Cave (Hexagonal)**, which isn't in Puzzle Ramayan round 5 but it's a variant of Cave, which is in the round. PR R5 is still going, and the others are still available 🤖. Go get it while you can! <https://logicmastersindia.com/live/?contest=PR202405>

Rules:

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



Example (Penpa+) by Freddie: <http://tinyurl.com/ykhdkrww>
GAPP (Penpa+): <https://tinyurl.com/ymtpekp2>

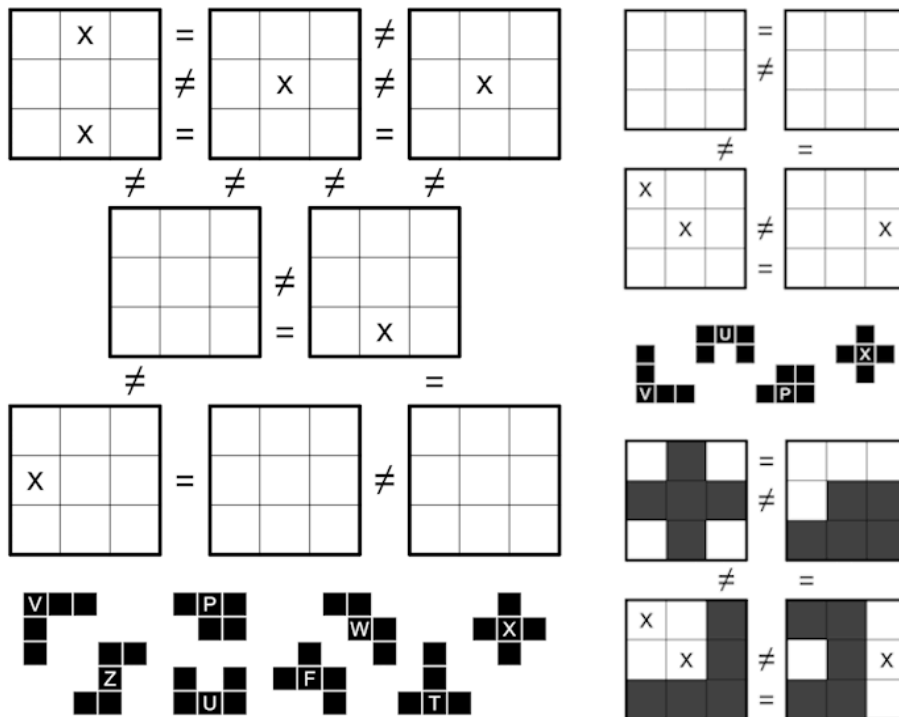
May 6, 2024: Pentomino Room

bakpao

Recently I worked my way through *Selected Puzlova*, a puzzle book that was being sold by the Japanese team at WSPC 2023 in Toronto. It is an English compilation of some of the best puzzles from the Japan Puzzle Federation's magazine *Puzlova* vol. 1-7, and can be found online here: <https://jpf.booth.pm/items/5288768>. A very fun book with many wonderful puzzles, well worth spending all those hours on. But of course, way more importantly, I also found a couple of genres that don't show up very often and which I would like to try writing a GAPP in. Here is one of them!

Today's puzzle is a **Pentomino Room!**

Rules: Shade one pentomino (a contiguous region of five cells) in each outlined 3x3 area, such that every pentomino from the shape bank given outside the grid is used exactly once. Rotating and reflecting shapes is allowed. An equality (=) sign indicates the two cells adjacent to it are either both shaded or both unshaded. An inequality sign (\neq) indicates that of the two cells adjacent to it, exactly one is shaded. Cells containing a cross mark cannot be shaded.



Example (Penpa+): <https://tinyurl.com/2c97rqnw>

GAPP (Penpa+): <https://tinyurl.com/36dtgd4m>

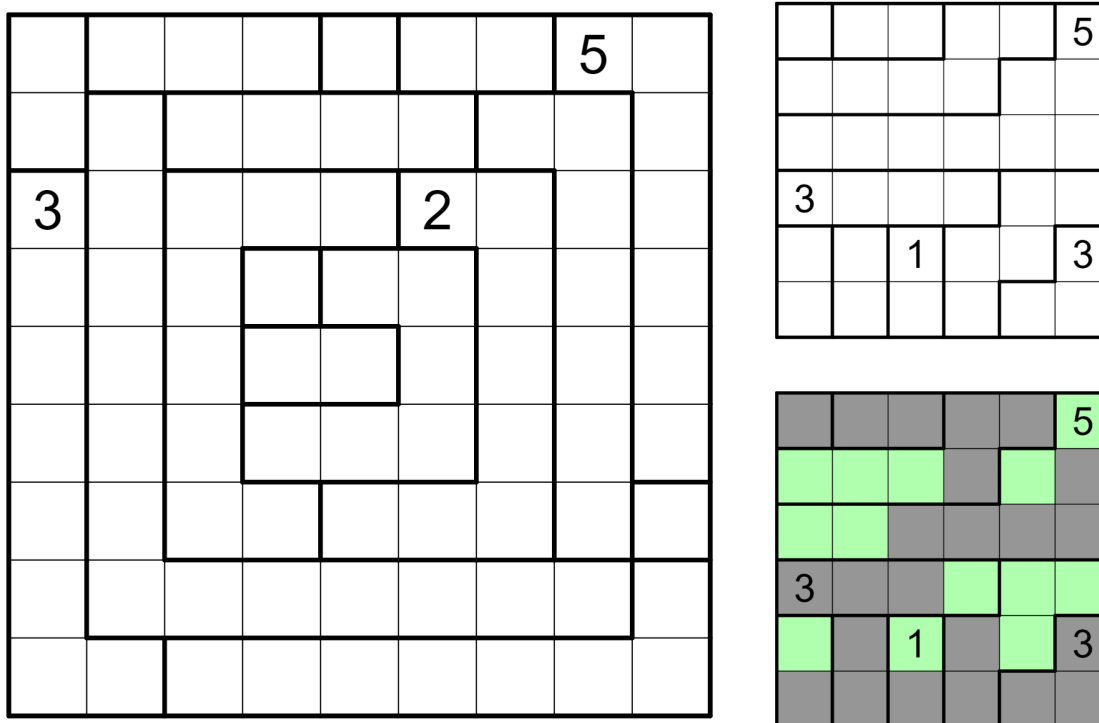
May 7, 2024: Alike

Menderbug

It seems that Hempuli got the pencil puzzle bug again and has been inventing [some new genres](#) lately. That said, today we're not covering one of those, but one of their older inventions, **Alike**. It feels like a mix of Shimaguni/Islands and a wall-shading genre like LITS (though the no-2x2 rule has been generalised to no-loops, watch out for that).

Rules: Shade an orthogonally connected group of at least one cell within each region such that all shaded cells form one orthogonally connected area with no loops (including 2x2s). A number indicates how many cells are shaded within its region. No two regions which share an edge may contain the same number of shaded cells.

Notation tip: You can switch to Number or Sudoku mode to keep track of the number of shaded cells in unclued regions.



Example (Penpa+): <https://tinyurl.com/2ywyoeo8>

GAPP (Penpa+): <https://tinyurl.com/27yqmg1b>

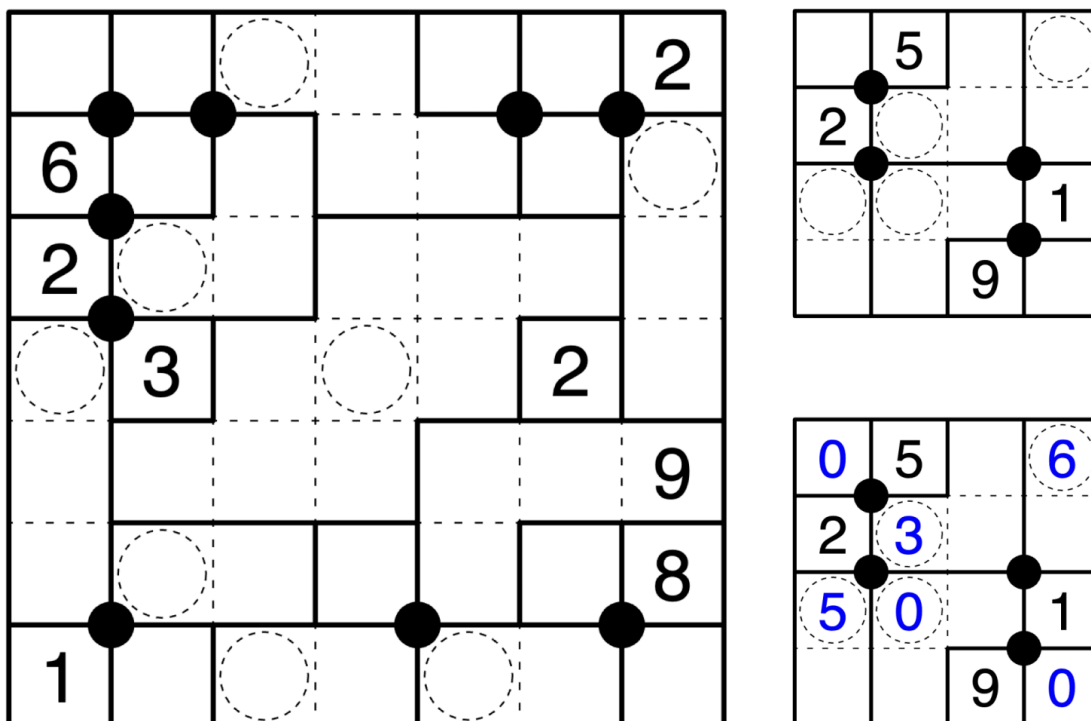
May 9, 2024: Terra X

Walker

Today's GAPP is a **Terra X**! I imagine "terra" refers to the separated land regions in the grid, but what does the X mean? Is it referencing the four-way X-shaped boundaries between regions, which are all clued? Is it the Roman numeral for 10, which is the sum at these locations? Or is a reference to "X marks the spot", pointing to a hidden treasure somewhere in these land regions? Or maybe it's a diagonal plus sign, pointing to the existence of a Terra + variant 🌟 **IMPORTANT INTERFACE NOTE** 🌟

Rules: Place a digit from 0 to 9 into each region. Regions which share an edge may not contain the same digit. All groups of regions which meet at a four-way intersection (marked with a dot) must contain digits summing to 10.

⚠️ **Interface Note** ⚠️: For answer check, place numbers for multi-cell regions in the dotted circles!



Example (Penpa+): <https://tinyurl.com/2cpnytww>
GAPP (Penpa+): <https://tinyurl.com/2bv2a2p7>

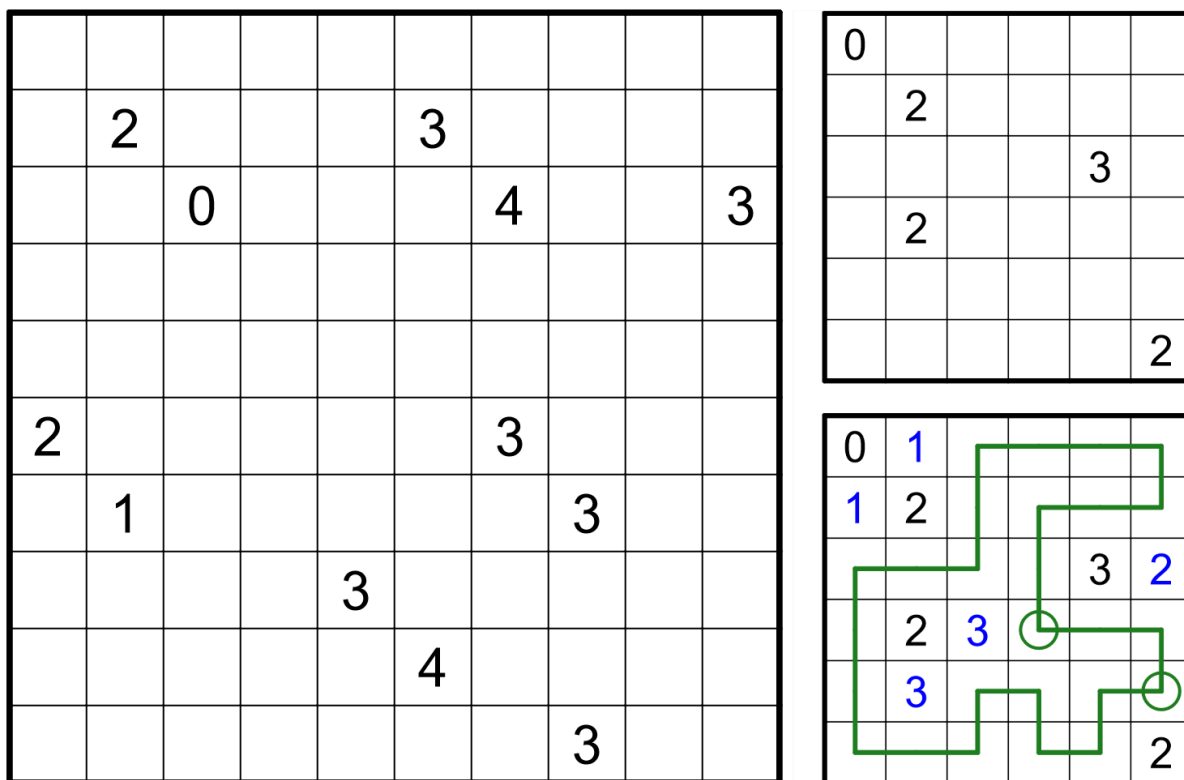
May 10, 2024: Extended Four-way Link

Lavaloid

Remember that puzzle I said I had prepared before replacing it with a different genre? That was so long ago, but I can finally post it since we have no running contests to distract us. Today's GAPP is 拡張四方リンク, which I chose to translate as **Extended Four-way Link**.

Rules: Draw an orthogonal non-crossing loop through the center of some cells and fill the remaining cells with exactly one of the digits 0-4. Some digits are already given. Numbers count how many of the cells orthogonally adjacent to it are visited by the loop. Orthogonally adjacent cells cannot contain the same number.

Interface note: The answer checker only checks the loop, so you don't need to fill in every number. However, it's still helpful for keeping track of the numbers.



Example (Penpa+): <https://tinyurl.com/2ckrfkkm>
Puzzle (Penpa+): <https://tinyurl.com/2bvfv7tc>

May 11, 2024: Scrin

bakpao

It's finally time! We took care of me never having done strange-shaped Sunday a few weeks ago, and today we complete the list. This is my 29th GAPP, but only my first supersized one! 🐉

It's been almost exactly a year since we did Scrin - a great time to feature one again. Enjoy your weekend!

Today's puzzle is a **SUPERSIZED Scrin!**

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. The shaded rectangles must all form a single loop through diagonal connections, with no branches. All cells with circles must be shaded and must belong to different shaded rectangles. If a circle contains a number, its shaded rectangle must contain the indicated number of cells.

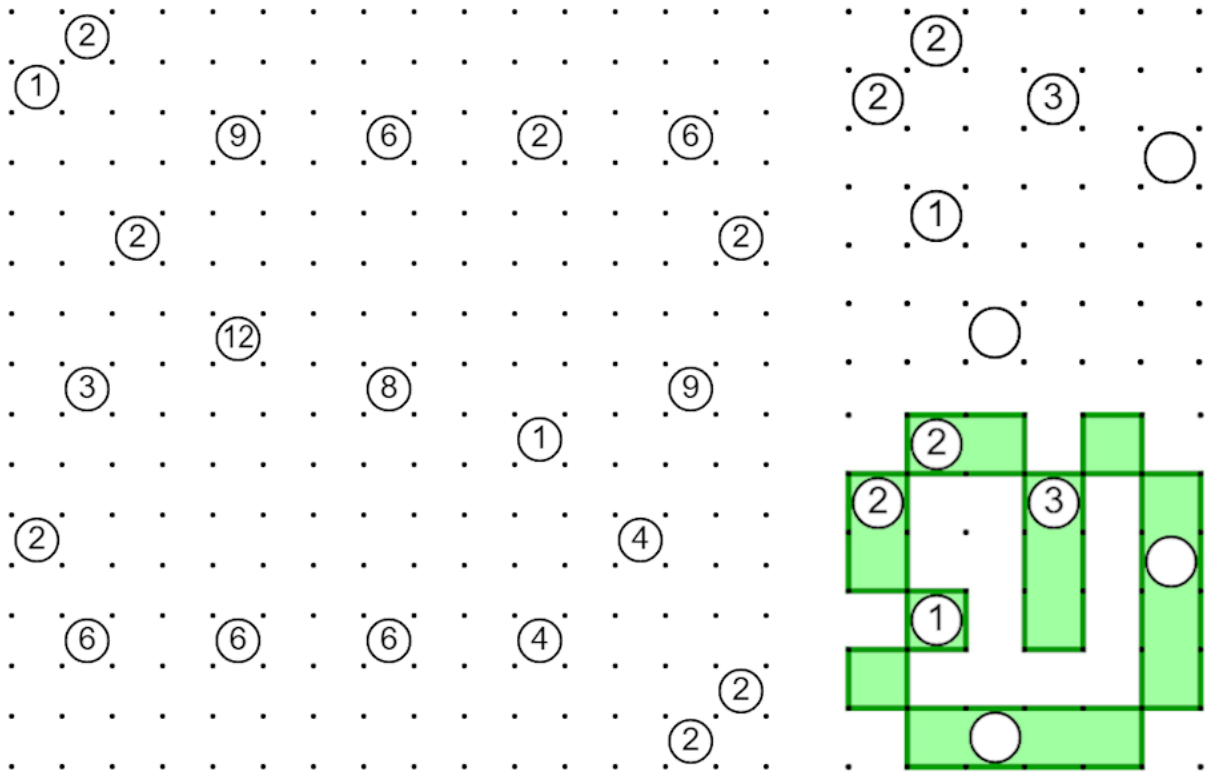
Some tips for this puzzle/genre: (ROT13)

- Rnpu pbzcygrq erpgnatyr jvyy unlr rknpgyl gjb qvntbany pbaarpvgvaf. Gurersber, vs gjb bs gur sbhe pryf qvntbanyyl nqwnprag gb gur pbearef bs n pbzcygrq erpgnatyr ner nyernql pebffrq bhg, gur bgure gjb zhfg or hfrq ol gur ybbc. Ivpr irefn, vs gjb ner nyernql hfrq, gur bgure gjb pnaabg or hfrq.
- Qba'g sbetrg gb xrrc na rlr bhg sbe abg pybfvat gur ybbc cerzngbery!

↓ Puzzle is on the next page ↓

↑ Rules are on the previous page ↑

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. The shaded rectangles must all form a single loop through diagonal connections, with no branches. All cells with circles must be shaded and must belong to different shaded rectangles. If a circle contains a number, its shaded rectangle must contain the indicated number of cells.



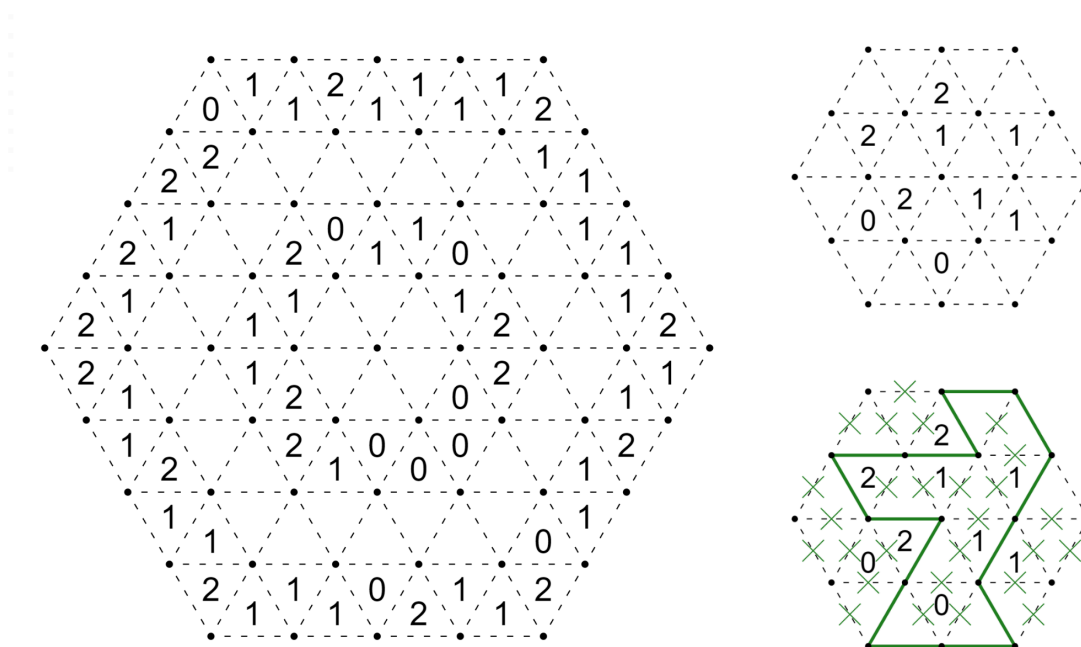
Example (puzz.link) by shye: <https://tinyurl.com/4xwhy6vs>
GAPP (puzz.link): <https://tinyurl.com/muusux89>

May 12, 2024: Slitherlink (Triangular)

Menderbug

I hope you're all having a wonderful *Strange-shaped Sunday*! Few genres are as forgiving as **Slitherlink** when it comes to moving them to non-square grids. You can make this genre work on pretty much any graph you want. Maybe this is why a hexagonal Slitherlink was the first ever GAPP to use a different grid shape. So today we're going to be slithering around a **Triangular** grid.

Rules: Connect some grid points along dotted lines to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue (up to three).



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

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

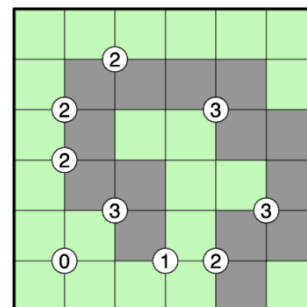
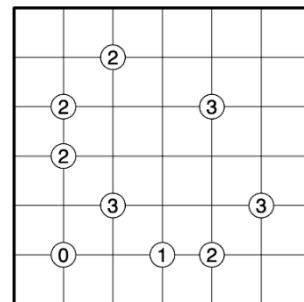
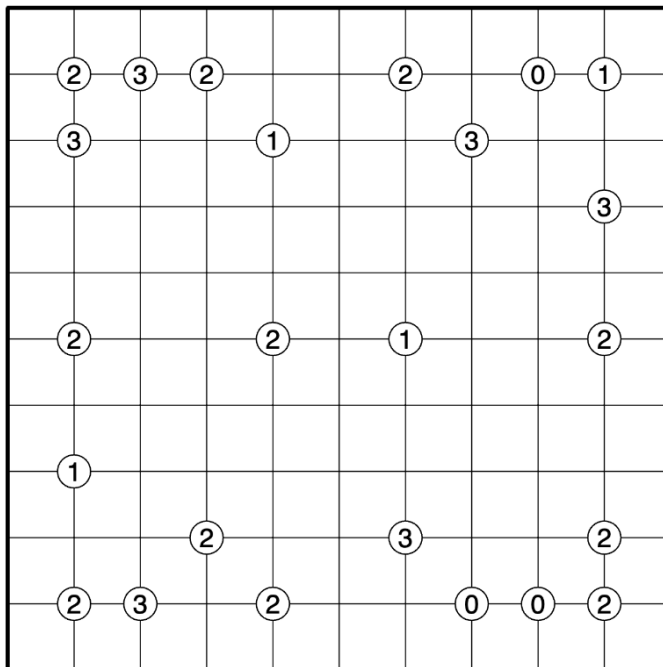
May 13, 2024: Snakescope

Freddie Hand

I used to play the maracas in a band. I have no idea why I got kicked. I always kept my rattlesnake in a cage, and I even brought a professional snake exterminator to hang from the ceiling. He had a specially designed **Snakescope** for his gun.

I would be playing in an orchestra right now if I hadn't loaded the cannon for Tchaikovsky's 1812 overture or brought an entire zoo to Saint-Saëns' carnival of the animals. I just wanted to honour the composer's intentions...

Rules: Shade some cells to form a non-intersecting path which does not touch itself, not even diagonally. A clue represents how many of the (up to) four cells it touches are shaded.



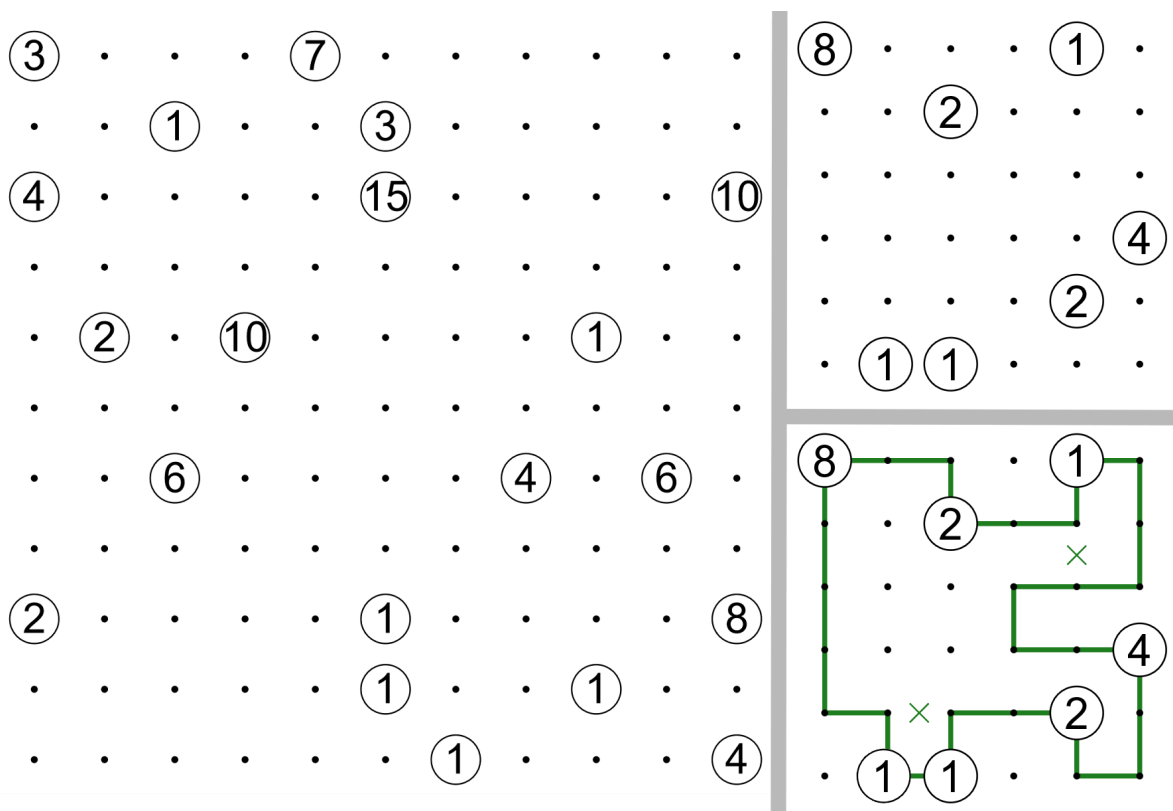
Example (Penpa+): <https://tinyurl.com/26tesdcz>
GAPP (Penpa+): <https://tinyurl.com/2xusqemw>

May 15, 2024: Multiplication Link

Lavaloid

I hope the Supersized Scrin taught you how to multiply, because today's GAPP is a **Multiplication Link** (or 掛け算リンク), which was recently released on Kudamono! And I hope you will keep remembering how to multiply after this, because my next GAPP will also involve multiplication.

Rules: Draw a single orthogonal closed loop through some gridpoints (*in Kudamono version*: through the centers of some cells). The loop must turn at cells with circles and numbers give the product of lengths extending from the clue.



Example (Kudamono): <https://tinyurl.com/2rk5xhkt>

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

GAPP (Kudamono): <https://tinyurl.com/5azauxr5>

GAPP (Penpa+): <https://tinyurl.com/22pv7f8x>

May 16, 2024: Nanro (Signpost)

bakpao

You know that feeling when you go and write a puzzle in a genre you've never written before, end up using the wrong rules and accidentally invent a cool variant that then goes on to become popular? No? Me neither. Prasanna Seshadri, credited with inventing today's variant Nanro type, evidently does. Read more here:

<https://discord.com/channels/709370620642852885/709373125212635207/824007660218351677>

Today's puzzle is a **Nanro (Signpost)**!

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

GAPP 101 🤔 (ROT13)

Jura n ertvba bs fvmr A+1 unf n A pyhr va vg (v.r. rknpgyl bar pryy va vg jvyy or hahfrq), lbh pna bsgra ybbx sbe fznyy frpgvbaf bs gur ertvba jurer hfvat nyy pryyf va gung frpgvba jbhyq perngr n gjb ol gjb, gb yvzvg qbja gur cbfvgvba bs gur hahfrq pryy gb gung frpgvba. Guvf gura gryyf lbh nyy bgure pryyf va gur ertvba zhfg or hfrq ol ahzoref.

Interface Note 🖥️

The puzzle can be solved using shading or numbers. When using shading, shade the cells with numbers in them, leave empty cells unshaded.

↓ Puzzle is on the next page ↓

↑ Rules are on the previous page ↑

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

The image shows three grid puzzles illustrating the rules. The leftmost grid is a 9x9 grid with various numbers placed in cells. The middle grid is a 6x6 grid with numbers placed in cells. The rightmost grid is a 6x6 grid with numbers placed in cells, some of which are highlighted in blue and some in grey.

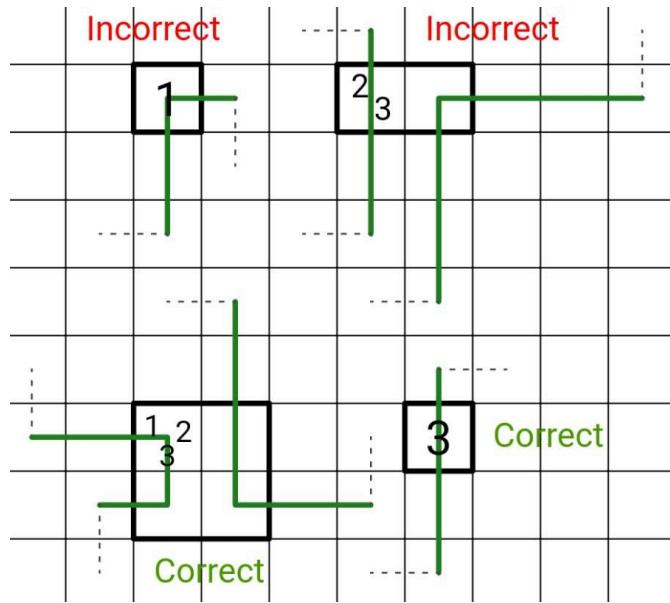
Example (Penpa+): <https://tinyurl.com/28pk6rek>
 GAPP (Penpa+): <https://tinyurl.com/23fvecol>

May 17, 2024: Rail Pool

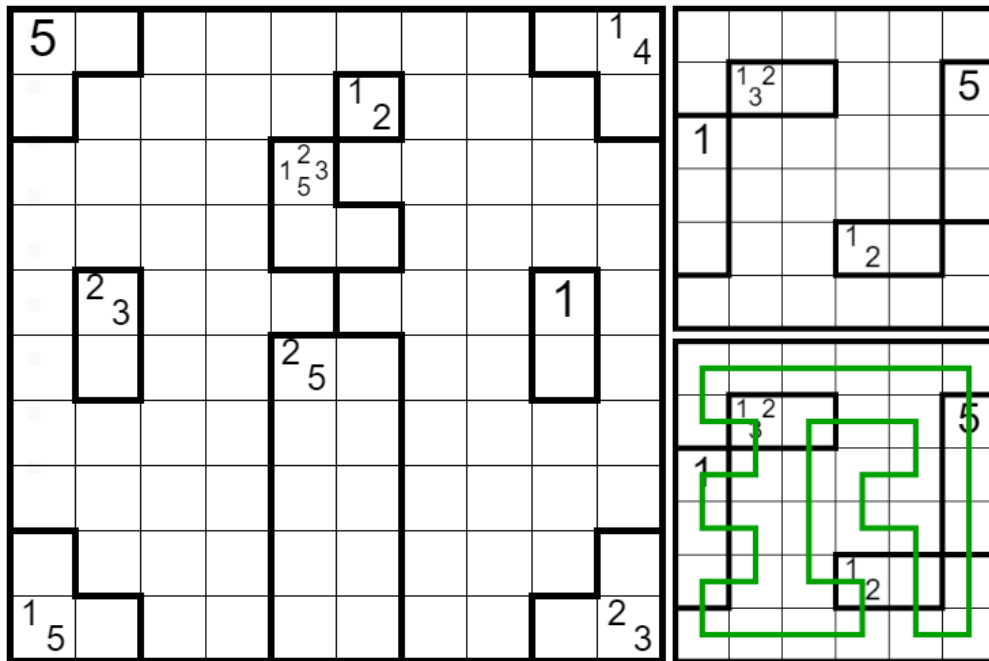
Menderbug

Yesterday marked one year since my first GAPP! I was wondering what I should do to celebrate. While **Rail Pool** has been featured a few times, I've been a little reluctant to make one myself for GAPP. But I figured today I could indulge a little.

Rules: Draw a non-intersecting loop through the centres of all cells. Some boldly outlined regions contain number clues. If a straight loop segment visits any cells of a clued region, its length must match one of these numbers. Each number must correspond to at least one such loop segment. (The internal boundary in row 5 has no relevance to the puzzle.)



Note: See the additional diagram to the right for some correct and incorrect examples of a region.



Example (puzz.link) by Freddie: <https://tinyurl.com/2p9s2ast>
 GAPP (puzz.link): <https://tinyurl.com/y52sn2h2>

May 18, 2024: Ice Walk

Freddie Hand

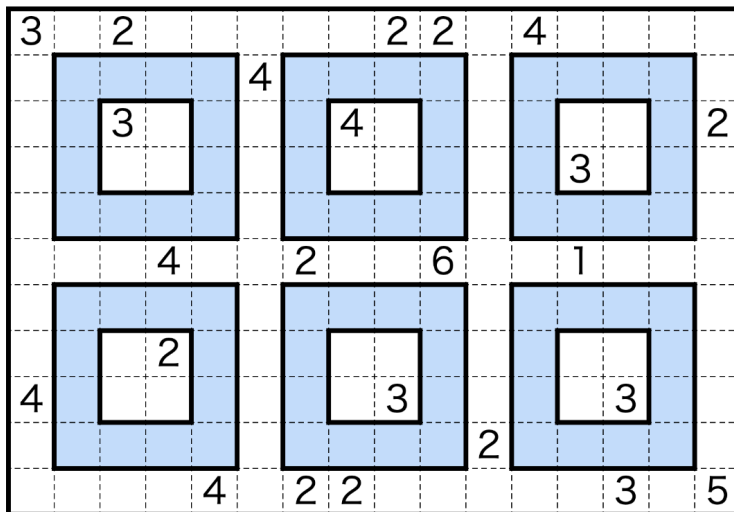
Here are a few things you could do in 4 days:

- Fry 1440 eggs
- Fly around the earth twice
- Watch the entirety of Dexter
- Solve every GAPP and GAS puzzle

Hopefully this puts into perspective how long it has been since the last crossing loop. So here's a supersized **Ice Walk** to change that.

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

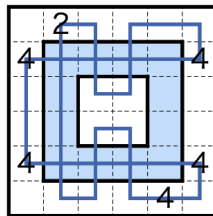
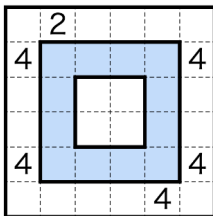
Note: Enabling the "Color each line" option is strongly recommended!



Example (Puzz.link) by jovi:
<https://tinyurl.com/5287ybkx>

GAPP (puzz.link, landscape):
<https://tinyurl.com/3pa42efs>

GAPP (puzz.link, portrait):
<https://tinyurl.com/y2em7x24>



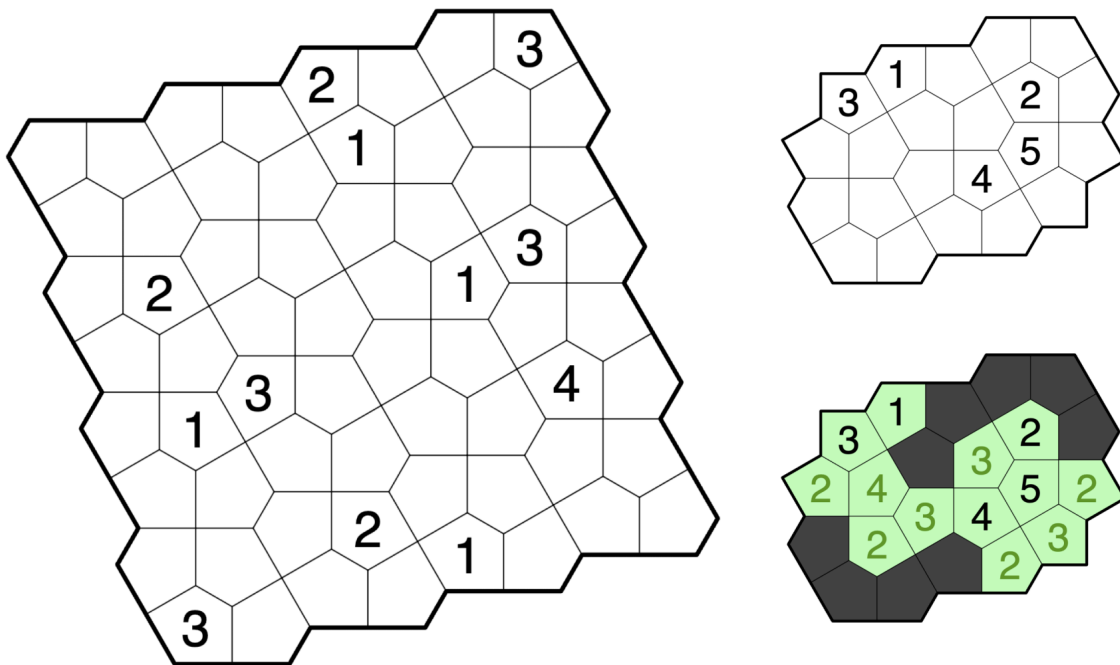
May 19, 2024: Sukoro (Irregular)

Walker

Today's GAPP is a **Sukoro (Irregular)**, on a Cairo Pentagonal grid! It's based on a section in Volume 11 of the puzzle magazine Toketa, which features Sukoro puzzles on a variety of unusual grids. The Cairo Pentagonal grid gives each cell 5 neighbors, but you can get even more; a Hex grid has 6 for each cell, a Truncated Square grid has some cells with 8, and by grouping cells together, you could get a cell with an arbitrarily large number of neighbors!

Rules: Place a number into some cells so that all cells with numbers form one orthogonally connected area. Numbers represent how many of the (up to) five orthogonally adjacent cells contain numbers. No two orthogonally adjacent cells may contain the same number.

Here's a **GAPP 101** that may help if you get stuck: (ROT13) Guvf ehyfrg vf irel pbaqgenvarq, naq gurer ner ybgf bs cynprf gb znxr cebterff. Vs lbh srry fghpx, gel zbivat ng n qvssrerag cneg bs gur tevq, naq ybbx sbe pryf jvgu bayl n fvatyv pubvpr sbe n inyhr qvssrerag sebz gurve arvtuobef.



Example (Penpa+): <https://tinyurl.com/2bfw9hhj>

GAPP (Penpa+): <https://tinyurl.com/2bjpm3mz>

May 20, 2024: Territory

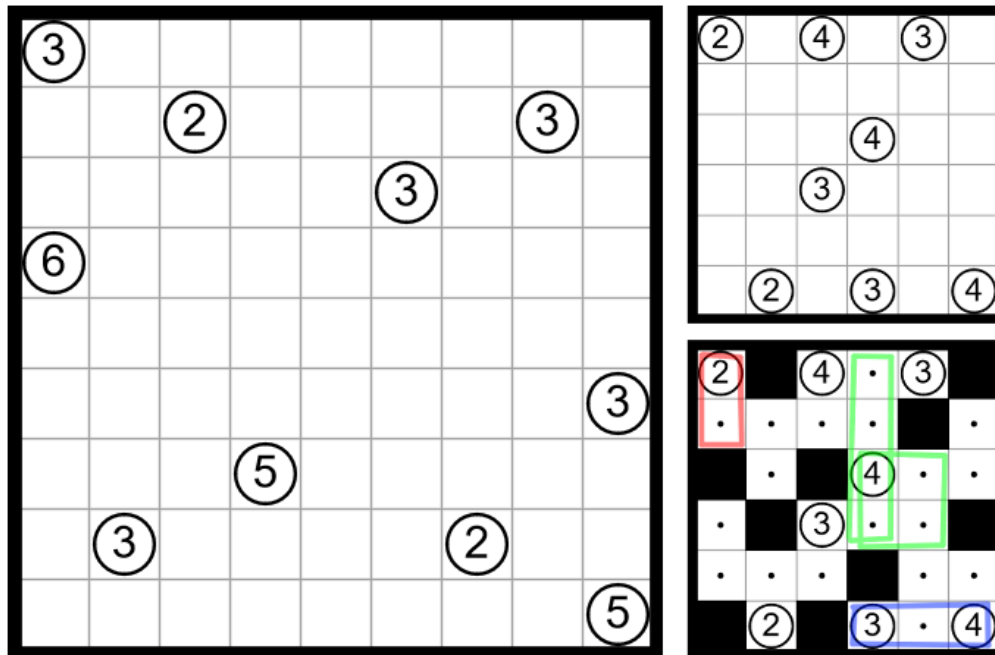
Lavaloid

Today's GAPP is a **Territory**, which was recently implemented in X_Sheep's fork of puzz.link. Something about this puzzle makes me want to eat French bread with margarine, though I can't quite figure out why.

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 area of the largest rectangle of unshaded cells containing the clue.

Note:

- The example image shows some rectangles which satisfy the corresponding clue. There may be multiple rectangles of a given size.
- The bottom right (blue) rectangle belongs to the 3 clue, but it can overlap the 4 clue as the 4 clue overlaps a bigger rectangle.



Example (pzprxs) by Menderbug: <https://tinyurl.com/hhbfiwbc>

GAPP (pzprxs): <https://tinyurl.com/bdz8h4eb>

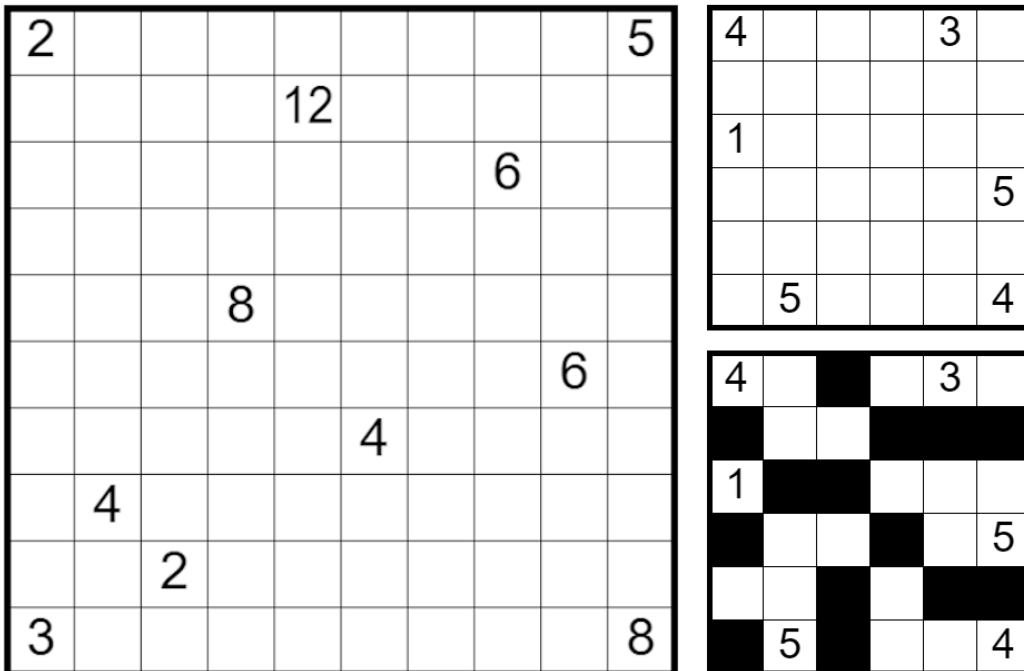
May 21, 2024: Nuribou

bakpao

Today we revisit a classic puzzle type that we have only featured once, all the way back in January 2022. I recently added a list of all previously featured puzzle types sorted by longest ago feature date (not including variants, strange shapes and supersizes) to our GAPP tracker, to help with selecting a genre for my next puzzle when I'm doing revisits. Today's genre occupies the 21st spot on that list. Can you guess which genre is #1? It sure surprised me!

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

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a one-wide (1xN) rectangle. Rectangles of the same length may not touch diagonally. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area.



Example (puzz.link): <https://tinyurl.com/53t84dmf>
GAPP (puzz.link): <https://tinyurl.com/5e7vpkst>

May 22, 2024: Tetrochain-CTB

Menderbug

It's time to come clean. We haven't been entirely honest with you. The genre we've featured several times as Tetrochain is actually called Tetrochain-Y. That's because there's a closely related genre by the name of **Tetrochain-CTB**. Can you guess what the abbreviations are for?

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other orthogonally, but all tetrominoes form one diagonally connected network. Two tetrominoes of the same shape may not touch diagonally, counting rotations and reflections as the same. Regions with numbers must contain the indicated amount of shaded cells. Each tetromino must be part of at least two regions.

1	0						
0							
	0						
0							
1							

2				2	
0					
6		0			
					2

2				2	
0					
6		0			
					2

Example (Penpa+): <https://tinyurl.com/22w7abga>

GAPP (Penpa+): <https://tinyurl.com/29bgdle4>

May 23, 2024: Tetrominous

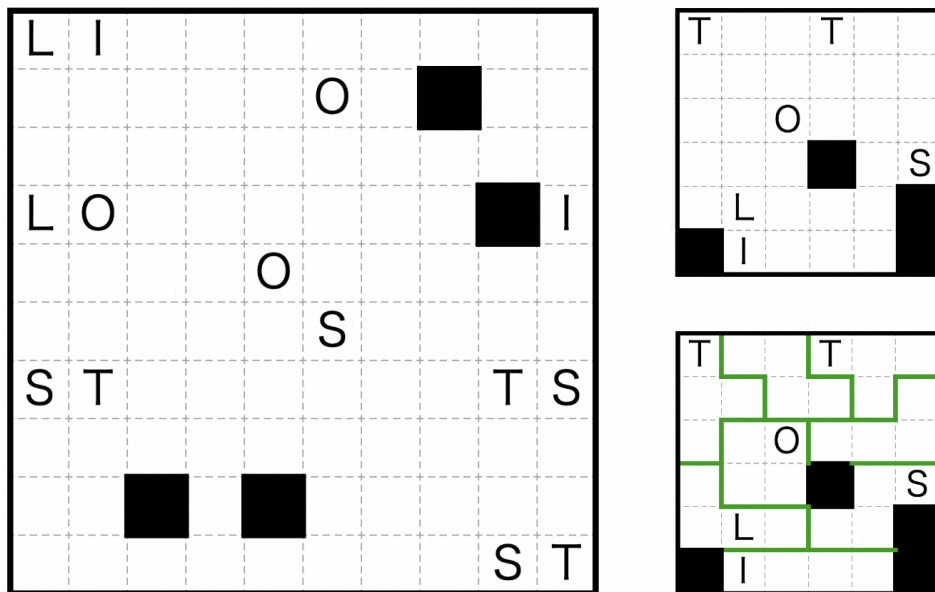
Freddie Hand

We usually don't do variants before genres on GAPP, but this **Tetrominous** was preceded by its hex version. And for nothing at all, can you name a capital city and a puzzlink genre that can be made from the letters in LITSO?

If you can find *two* such capital cities or two such puzzlink genres then you're free to have an otter 🦦 (I didn't check if there are any).

Rules: Divide the grid into regions of four orthogonally connected cells such 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 tetromino shape associated with that letter. Black cells are not part of any region.

Note: If you don't know what the tetromino shapes are, all five of them are shown in the example solution. An easy way to remember them is: I looks like "I", O looks like "O", L looks like "L", T looks like "T" (though a pretty short one), and S looks like "S" (kind of).



Example (puzz.link): <https://tinyurl.com/h6fmase6>

GAPP (puzz.link): <https://tinyurl.com/ym2n5jr7>

May 24, 2024: Pencils

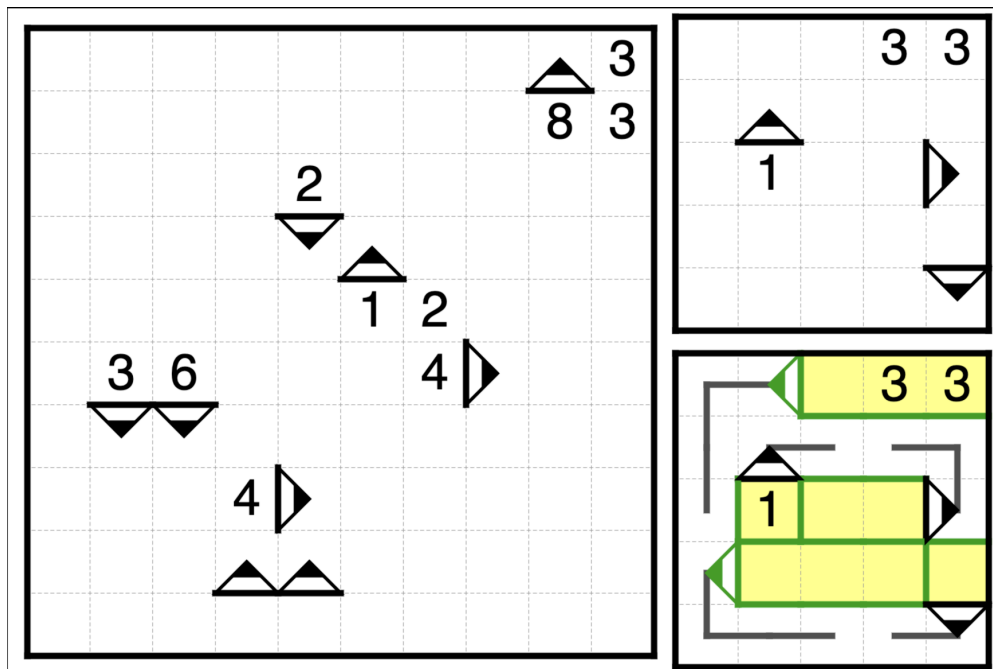
Walker

Here is today's Genuinely Approachable **Pencils** Puzzle! Sorry, no fun intro ideas today; I have a bit of writer's block, and have had trouble putting pen to paper. I've tried to sketch out some ideas, but each one leaves me back at the drawing board...

Rules: Place some pencils in the grid, each consisting of a 1xN body with a tip occupying an extra cell at one end, and draw a path of graphite which is N cells long starting at its tip. Pencils and paths must occupy the entire grid without overlapping one another. A cell with a number must be part of the body of a pencil of the given length. Given pencil tips must be used where they are.

Note: You can have pencils without given number or pencil tip clues! Also, I'd recommend playing around with the interface on the example puzzle; it can be a bit finicky.

Here's a **GAPP 101**: (ROT13) N yrsgbire fcnpr bs nern svir zhfg pbagnva n fvatyv yratgu gjb crapvy (naq yratgu guerr sbe nern friira). Gel gb cynpr gur crapvy fb gung gur yvar rkgraqvavt sebz gur gvc pna svyy gur erznavavat pryvf.



Example (puzz.link): <https://tinyurl.com/4arx4njr>

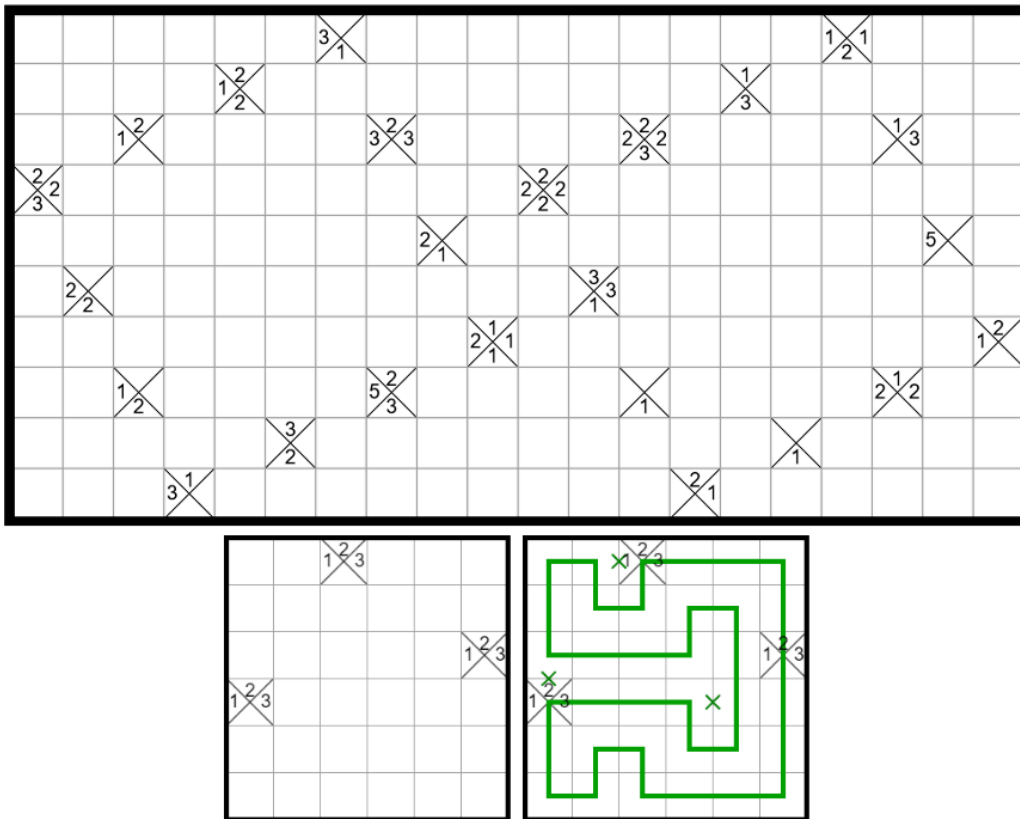
GAPP (puzz.link): <https://tinyurl.com/2ma9zjxf>

May 25, 2024: Mukkonn Enn

Lavaloid

Puzzle GP round 5 is here, this time set by USA setters (and tested by Walker)! Check out the contest here: <https://gp.worldpuzzle.org/content/puzzle-gp>. As always, we have an *Otter Offer* 🦦 for anyone who participates in the contest. Unfortunately, none of the genres have been featured on GAPP yet, so we can't do a ✨ *Supersized Saturday* ✨ version of any of them. Instead, today's puzzle is a **Mukkonn Enn**!

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



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

GAPP (puzz.link, landscape): <https://tinyurl.com/nhkhc5t7>

GAPP (puzz.link, portrait): <https://tinyurl.com/cdu5hh92>

May 26, 2024: Linesweeper (Cairo Pentagonal)

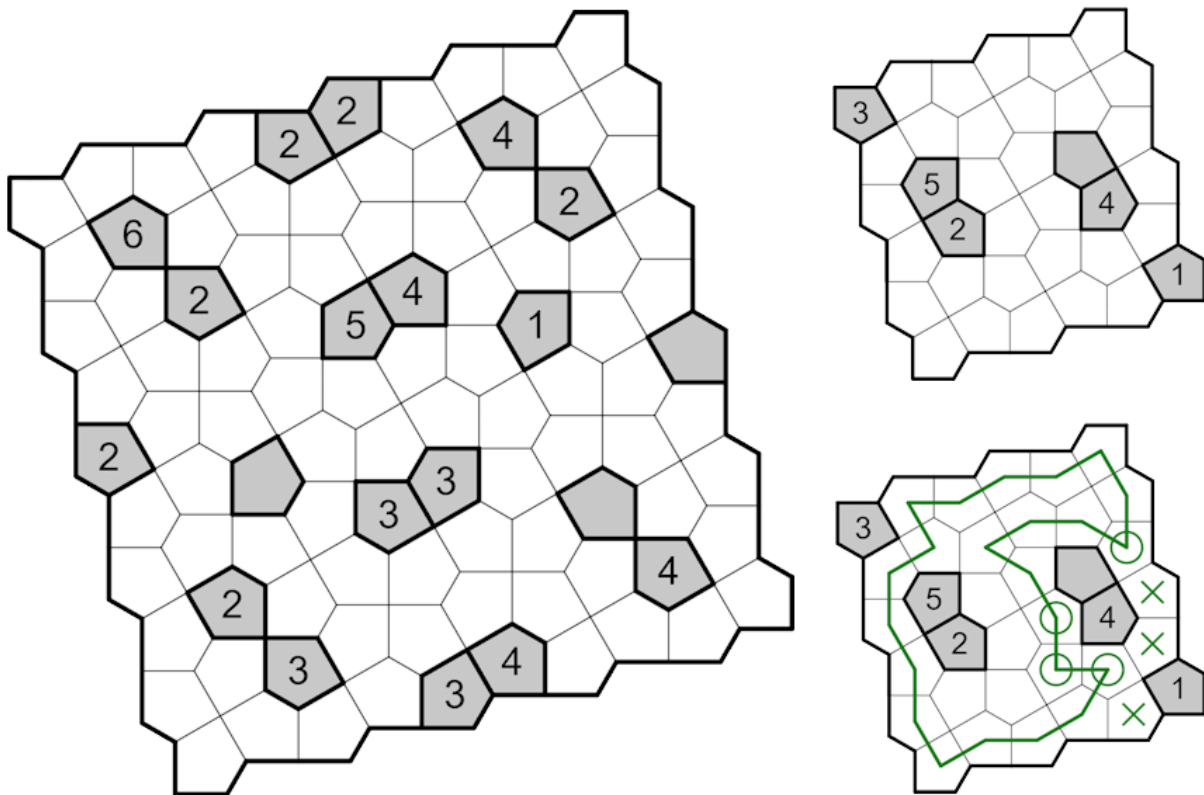
bakpao

In today's edition of Strange-Shaped Sunday we explore the Cairo Pentagonal grid further. Walker brought you an excellent Sukoro last week, in which you had to consider up to 5 neighbouring cells instead of 4 like on a regular, square grid. How about today we balance things out with a loop genre where you will only have to deal with up to 7 surrounding cells instead of the usual 8? Seems fair, right? 😊

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

Rules: Draw a non-intersecting loop through the centers of some empty cells. Clues represent how many of the (up to) seven cells surrounding the clue are used by the loop.

Note that diagonally touching cells also count towards the clues!



Example (Penpa+): <https://tinyurl.com/23zo95r2>

GAPP (Penpa+): <https://tinyurl.com/22scb8j8>

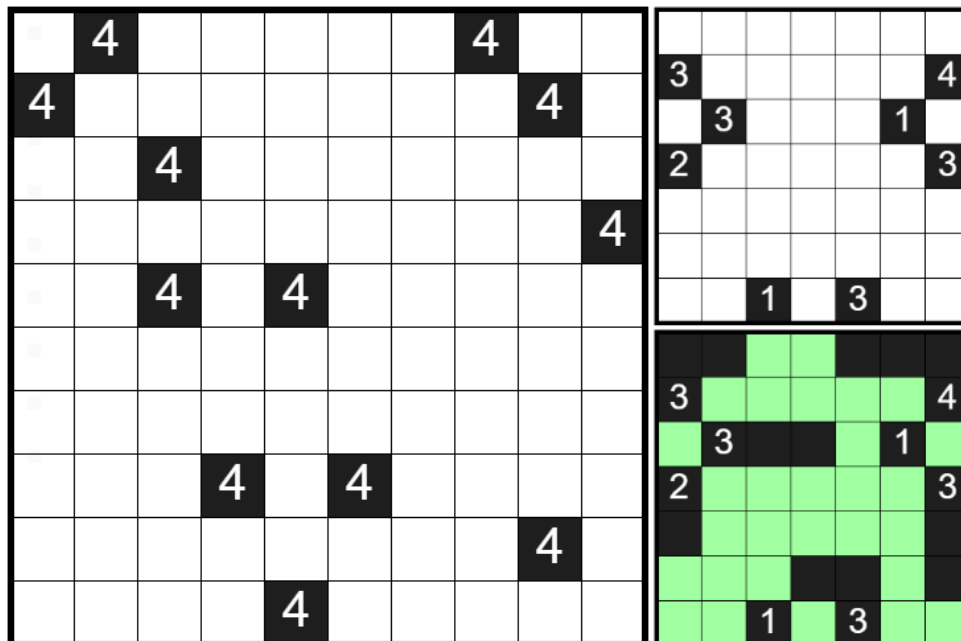
May 27, 2024: Chained Block

Menderbug

Today we celebrate 500 days since GAPP #444 with the 4th **Chained Block** to grace this series.

Rules: Shade some cells such that each connected group of shaded cells contains exactly one clue. Clues must be shaded, and indicate the size of their group of shaded cells. Each group of shaded cells must be connected by a corner to at least one other, forming networks. Two shaded groups belonging to the same network may not have the same shape and size, counting rotations and reflections as the same.

A small **GAPP 101** that you probably don't need if you solved some of the puzzles last week: (ROT13) Gurer ner bayl svir qvssrerag grgebzvabrf (funqrq tebhcf bs fvmr sbhe) hc gb ebgngvba naq ersyrpgvba. Fpebyy guebhtu gur ynfg srj chmmyrf vs lbh arrq n erzvaqre nf gb jung gurl ybbx yvxr.



Example (puzz.link) by Shye: <https://tinyurl.com/yc75rdf3>
GAPP (puzz.link): <https://tinyurl.com/yc5wnthk>

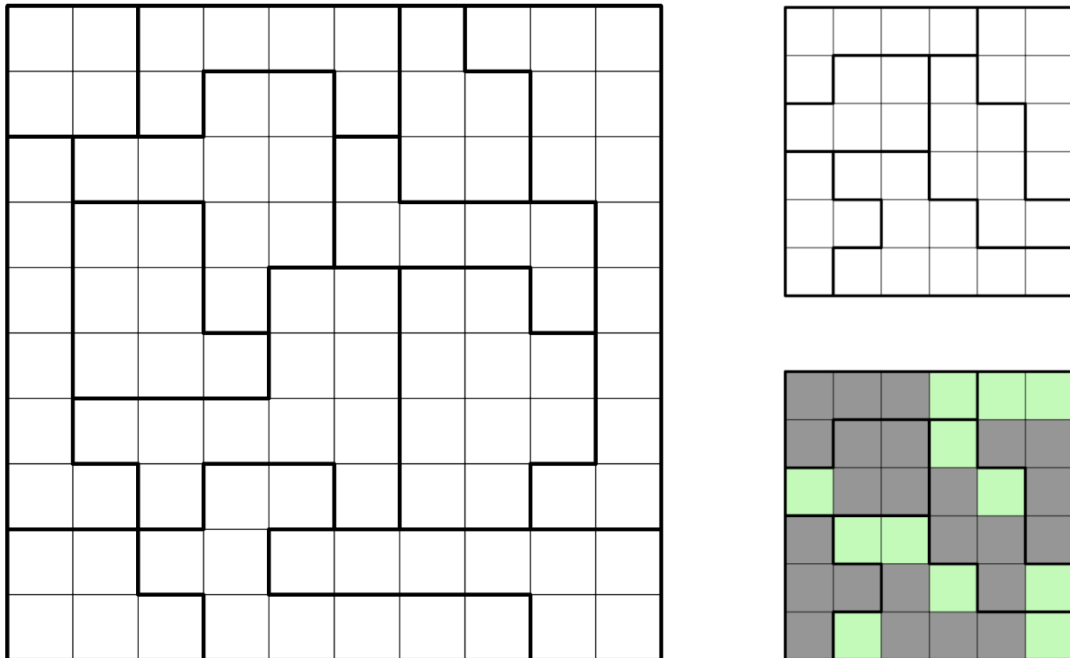
May 28, 2024: LOTS

Freddie Hand

I have changed the usual LITS formula in this creative variation. Will you have **LOTS** of trouble finding the solution? (Don't forget that 2x2 squares are allowed!)

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. There may not exist a run of more than three consecutive shaded cells horizontally or vertically anywhere in the grid.

Note: The example is a little trickier than usual!



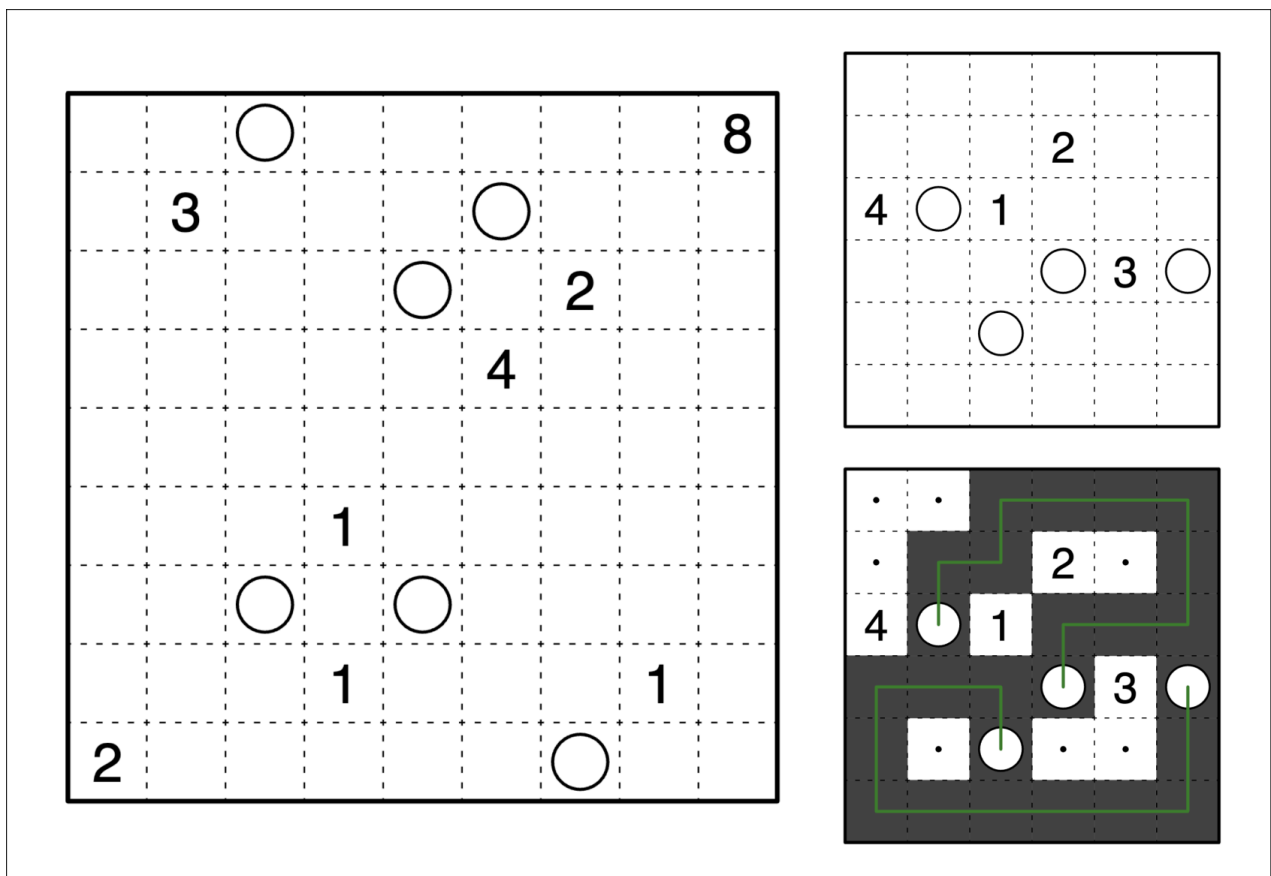
Example (Penpa+): <https://tinyurl.com/2a3ompqa>
Example (Kudamono): <https://tinyurl.com/5n6uf5z3>
GAPP (Penpa+): <https://tinyurl.com/2b64utlj>
GAPP (Kudamono): <https://tinyurl.com/3x7vty32>

May 29, 2024: Golem Grad

Walker

Many legends tell of the Nurikabe, a spirit than can manifest as a wall to block travelers walking at night. But fewer document the **Golem Grad**, a stone creature that lives below the ground. Beware! It can emerge and return via round holes in the earth, leaving a trail of trampled dirt in its wake. But it fears numbers and 2x2 areas; with careful planning, travelers can find a safe place to rest for the night.

Rules: Draw paths through the centers of cells connecting each circle to exactly one other. Paths may not cross each other, themselves, or through cells containing numbers. All cells used by paths (including the cells with circles) must form one orthogonally connected area. Each number represents the size of the area of cells not used by paths that the number is in. No 2x2 region may be entirely used by paths.



Example (Penpa+): <https://tinyurl.com/2dettv7>

GAPP (Penpa+): <https://tinyurl.com/269hnd6e>

May 30, 2024: Ice Dance Pair

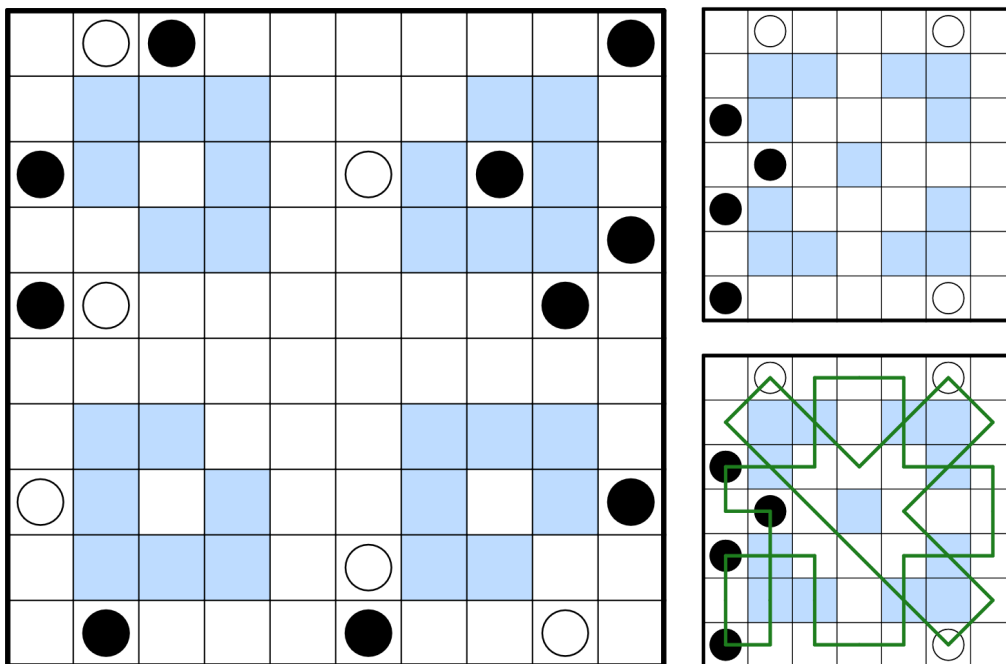
Lavaloid

Ice Dance Pair 🧊🧊🧊🧊🧊🧊

Rules:

- Draw two loops through the centers of some cells; one must travel orthogonally and the other must travel diagonally. The orthogonal loop must visit all black circles and no white circles. The diagonal loop must visit all white circles and no black circles.
- Loops may cross themselves or each other on icy cells. Loop segments may not turn on icy cells. Loops cannot cross themselves or each other on regular cells.

Interface note: If you're solving on Penpa+, the answer check will only trigger if you use the same color for both loops.



Example (Kudamono) by カルコゲン: <https://tinyurl.com/2nmnxff2>

Example (Penpa+): <https://tinyurl.com/2afl6c5j>

Puzzle (Kudamono): <https://tinyurl.com/4k6m9xbv>

Puzzle (Penpa+): <https://tinyurl.com/2cgg62s8>

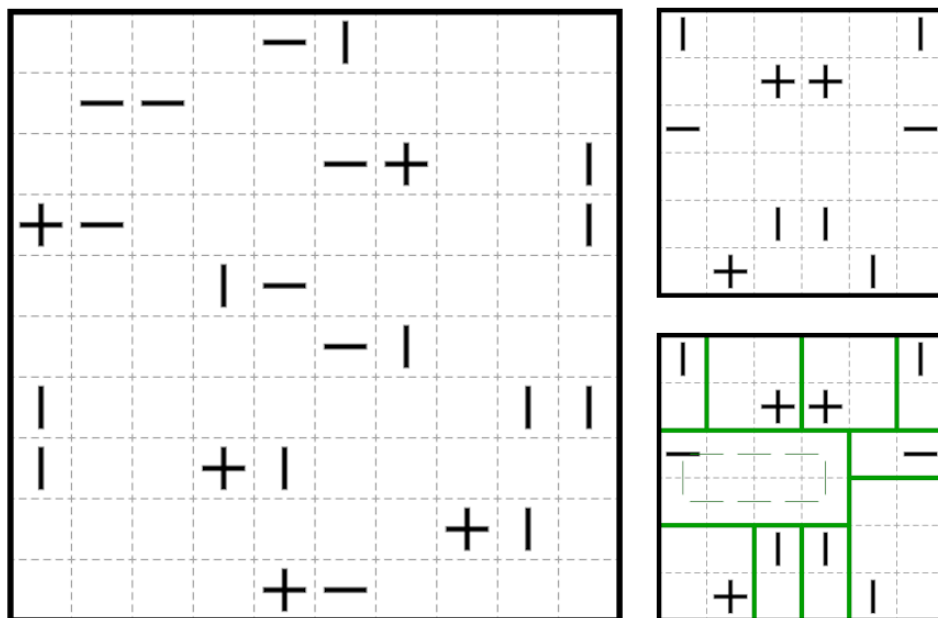
May 31, 2024: Tatamibari

bakpao

Another revisit of a genre we haven't seen in a very long time today. Not feeling very inspired to write an intro - enjoy the puzzle!

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

Rules: Divide the grid into rectangular regions of orthogonally connected cells, each containing exactly one clue. A plus shaped clue means that the region it belongs to is a square. A line shaped clue means that the region it belongs to is a rectangle with the longer edge parallel to the line. Region borders may not form any four-way intersections.



Example (puzz.link) by Shye: <https://tinyurl.com/yckcbznd>
GAPP (puzz.link): <https://tinyurl.com/3pjdfceu>

Bonus 1: Five Cells (Symmetry)

Menderbug

Rules: Divide the grid into regions of 5 orthogonally connected cells. Clued cells must have the indicated number of region borders or grid borders surrounding them. Circles indicate the centre of a rotationally symmetric region. All such circles are given.

	3			2	2			
2				3				
1			3			3	3	
				3	3	2		
		1						
2	3				3		3	
			3	3		2		3
					1		3	
					3			

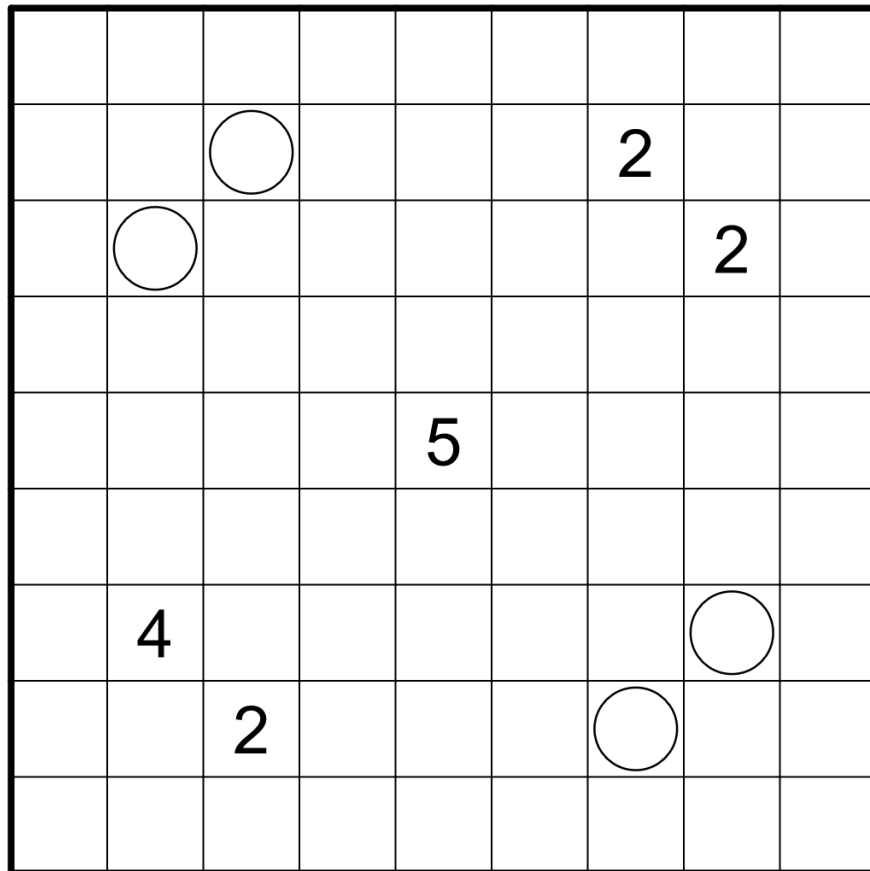
Example (Penpa+): <https://tinyurl.com/ysojezao>

Bonus (Penpa+): <https://tinyurl.com/yqwe2vck>

Bonus 2: Golem Grad

Walker

Rules: Draw paths through the centers of cells connecting each circle to exactly one other. Paths may not cross each other, themselves, or through cells containing numbers. All cells used by paths (including the cells with circles) must form one orthogonally connected area. Each number represents the size of the area of cells not used by paths that the number is in. No 2x2 region may be entirely used by paths.



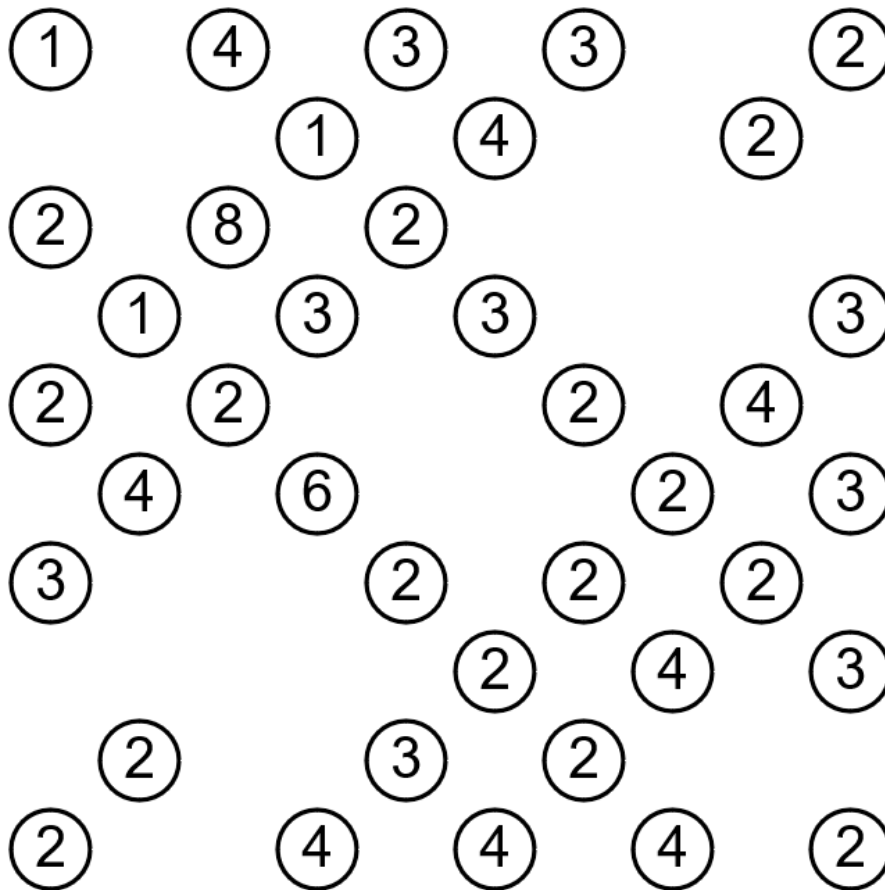
Example (Penpa+): <https://tinyurl.com/2dettv7>

Bonus (Penpa+): <https://tinyurl.com/2yfxnobe>

Bonus 3: Hashiwokakero

shye

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.



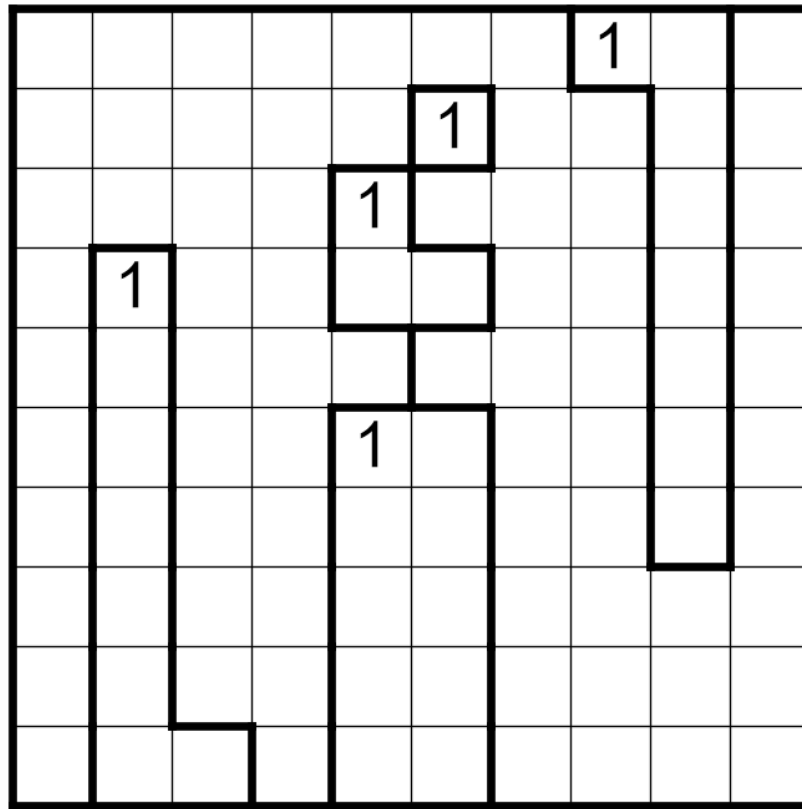
Example (puzz.link): <https://tinyurl.com/395z9ffr>

Bonus (puzz.link): <https://tinyurl.com/3k7bsxdn>

Bonus 4: Rail Pool

Menderbug

Rules: Draw a non-intersecting loop through the centres of all cells. Some boldly outlined regions contain number clues. If a straight loop segment visits any cells of a clued region, its length must match one of these numbers. Each number must correspond to at least one such loop segment. (The internal boundary in row 5 has no relevance to the puzzle.)

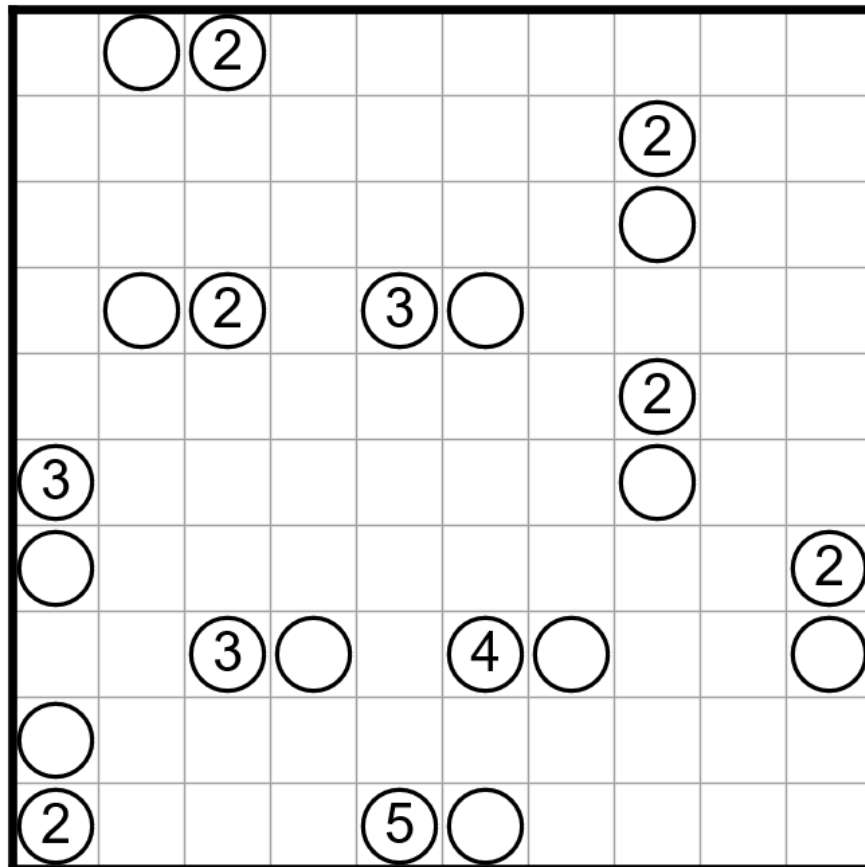


Example (puzz.link) by Freddie: <https://tinyurl.com/2p9s2ast>
Bonus (puzz.link): <https://tinyurl.com/2kaurrcm>

Bonus 5: Territory

Lavaloid

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 area of the largest rectangle of unshaded cells containing the clue.



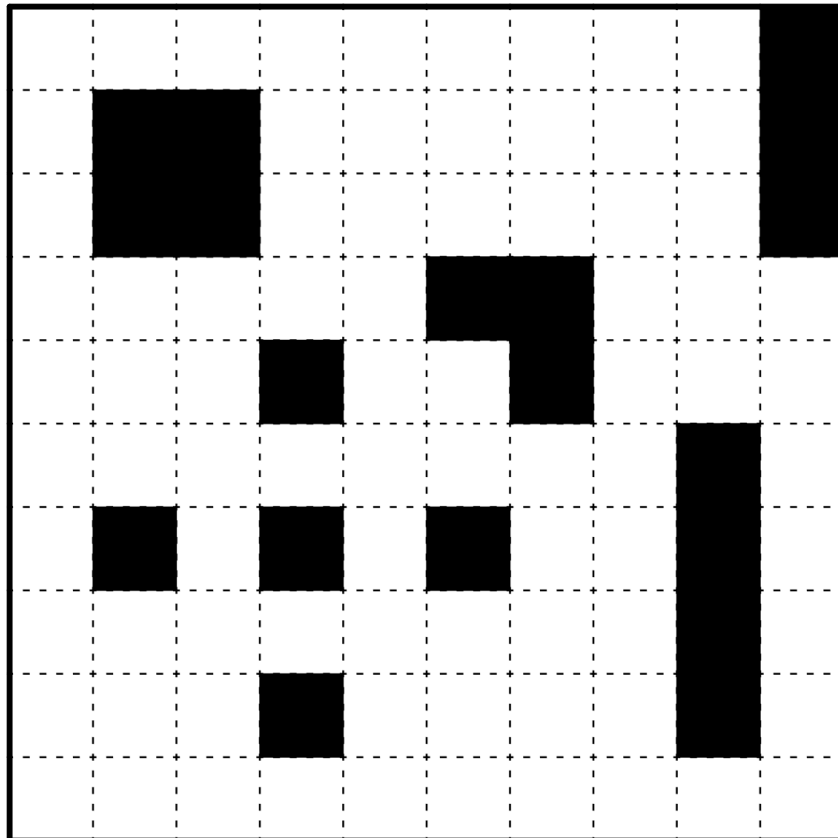
Example (pzprxs) by Menderbug: <https://tinyurl.com/hhbfiwbc>

Bonus (pzprxs): <https://tinyurl.com/3496v3r4>

Bonus 7: Vertigo

Walker

Rules: Draw a directed loop through the centers of all empty cells. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap. All turns the loop makes must be in the same direction.



Example (Penpa+): <https://tinyurl.com/ymjhtm48>

Example (Kudamono): <https://tinyurl.com/3p5d7bvs>

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

Bonus (Kudamono): <https://tinyurl.com/9uspd5wd>

Date	Sloth Time	Crab Time	
01 May 2024	0:02:15	0:04:30	Joyful Jackdaw
02 May 2024	0:01:30	0:03:00	Five-celled Ara
03 May 2024	0:02:00	0:04:00	Headbutting Hoary-headed Grebe
04 May 2024	0:04:44	0:09:00	Rhyolitic Rock Wren
05 May 2024	0:02:15	0:04:40	Very Varied Veery
06 May 2024	0:02:30	0:05:00	Puzlova Palila
07 May 2024	0:03:00	0:06:00	Baba Babbler
08 May 2024	0:02:00	0:04:00	Espresso El Oro Parakeet
09 May 2024	0:03:30	0:06:00	Terra Xavier's Greenbul
10 May 2024	0:02:45	0:06:00	Distracted Dunlin
11 May 2024	0:04:00	0:08:00	Tiberian Twite
12 May 2024	0:03:00	0:06:00	Toblerone-Eating Serpent Eagle
13 May 2024	0:01:45	0:03:30	Anaconda Anambra Waxbill
14 May 2024	0:03:15	0:06:30	Bus Pass Pilotbird
15 May 2024	0:03:00	0:06:00	Multiplying Merlin
16 May 2024	0:03:00	0:06:00	Nocturnal Nene
17 May 2024	0:02:30	0:05:00	Anniversary Rail
18 May 2024	0:06:00	0:12:00	Intersecting Izu Thrush
19 May 2024	0:03:45	0:06:30	Mosaic Mountain Quail
20 May 2024	0:02:15	0:04:40	Territorial Tetraka
21 May 2024	0:02:30	0:05:00	Forgotten Firecrest
22 May 2024	0:01:30	0:03:00	Apologetic Cotinga
23 May 2024	0:01:45	0:03:30	Returning Rain Quail

24 May 2024	0:03:30	0:06:00	Eraserra Finch
25 May 2024	0:04:30	0:09:00	Loopinn' linn(et)
26 May 2024	0:03:30	0:07:00	Swooping Swift
27 May 2024	0:01:30	0:03:00	Forty-four-spotted Pardalote
28 May 2024	0:03:00	0:06:00	Chunky Chilean Elaenia
29 May 2024	0:02:30	0:05:00	Hallowed Hakawai
30 May 2024	0:03:10	0:06:20	Tūī on Ice
31 May 2024	0:02:15	0:04:30	Tattered Treecreeper