

Mind The GAPP Vol. 32

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

June has ended, and as usual, we have the otters from Puzzle Ramayan and Puzzle GP round 6. However, there is something more important happening in June:



To celebrate, here's a *bonus bonus puzzle*. This is a **hunt puzzle** whose answer is the name of a place. Here's an introduction to puzzlehunts if you're not familiar with them: <https://blog.vero.site/post/puzzlehunts>

The puzzle is presented below. You can check your answer in [this page](#).

I love birdwatching! Here are some quite puzzling ones that I've encountered:

- One that is agile
- One that is golfing
- One that is inverted
- One that is oublié
- One that is reaching
- One that is sparkling
- One that is yoquic

Answer:

1st letter; 3rd letter; 1st letter; 4th letter; 2nd letter; 8th letter; 2nd letter

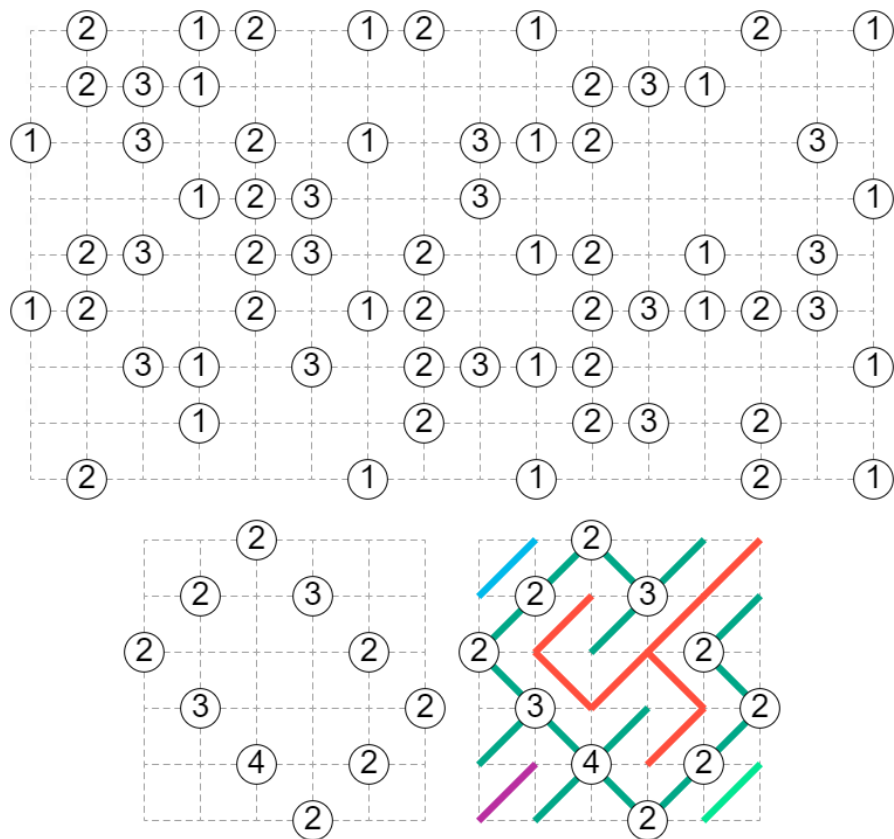
Finally, we have 5 bonus puzzles this time. Enjoy!

June 1, 2024: Slant/Gokigen Naname

Menderbug

I was looking through our internal spreadsheet for the earliest-featured genres that we've never given the supersized treatment. One of those (first featured on day 19 of GAPP) is **Slant / Gokigen Naname**, which works out nicely as I've been solving a couple hundred of them in the last week. It's a fun one! Did you know that the genre is also sometimes called **Slalom**?

Rules: Place a diagonal line into each cell, connecting two opposite corners, such that no loops are formed by the diagonal lines. A clue in a circle indicates how many lines are extending from that circle.



Example (puzz.link) by Shye: <https://tinyurl.com/mus7nzus>

Puzzle (puzz.link, Landscape): <https://tinyurl.com/4b8yvdc7>

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

June 2, 2024: Simple Loop (Toroidal)

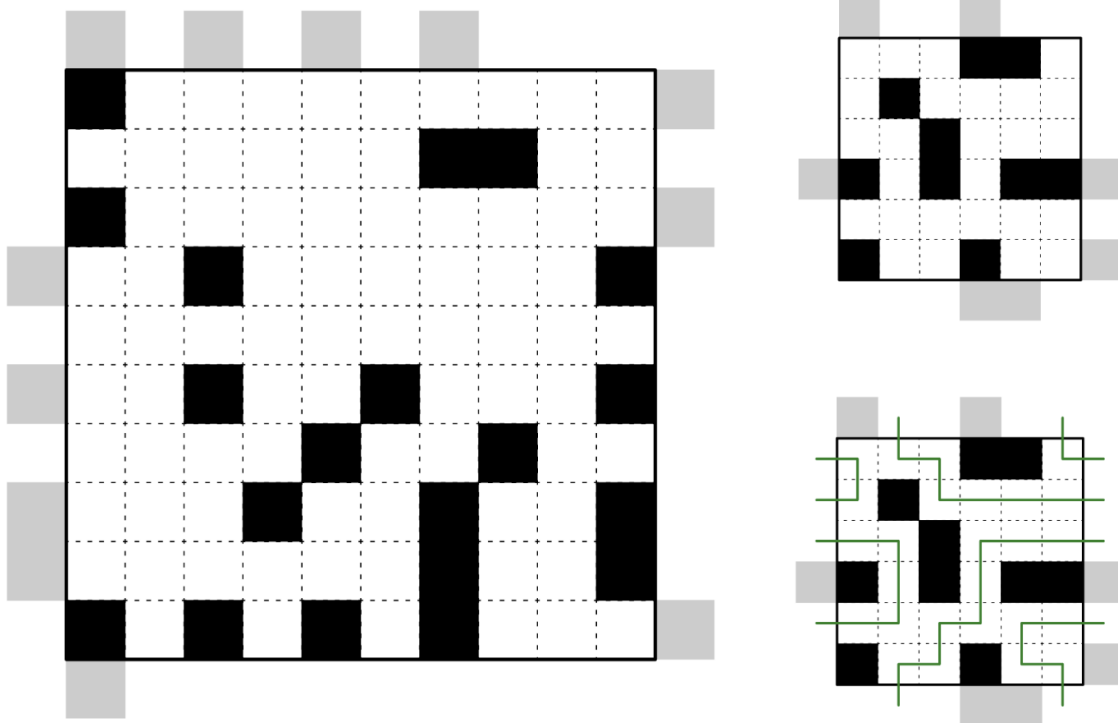
Freddie Hand

It has been absolutely ages since our last classic **Simple Loop** puzzle. So here's one that I made on my coffee mug.

Oh crumbs! I totally forgot that drawing it on a square grid makes it **Toroidal**. Well, hopefully it doesn't bend your mind too much.

Rules: Draw a non-intersecting loop through the centers of all empty cells. The loop may "wrap around" the edges of the grid.

Solving Note: The light grey cells outside of the grid are not part of the puzzle, and are purely for solving convenience - they represent where the shaded cells on the edge of the grid "wrap around" (so you can't draw a line that enters a grey cell). To see how to draw the solution, take a look at the image.



Example (Penpa+): <https://tinyurl.com/2y6wnjmh>

Puzzle (Penpa+): <https://tinyurl.com/29mq22gb>

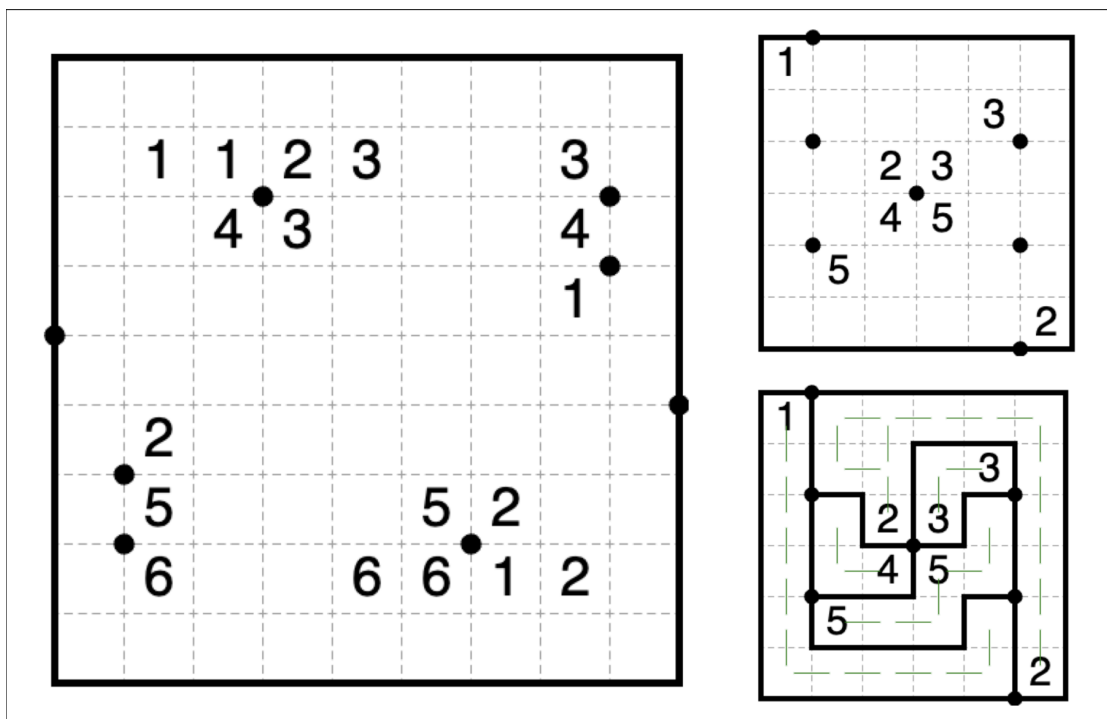
June 3, 2024: Border Block

Walker

Today's GAPP is a **Border Block**, one of the few remaining puzzlink genres new to GAPP! It's also one of the more popular remaining genres; it's one of the ones regularly posted by the author bachelor seal, who's written thousands of puzzles (all of which appear in the puzzlink database!) I may be wrong, but I believe Combi Block is the only other bachelor seal genre that hasn't appeared on GAPP. I'm curious why these genres have taken so long to appear ⚠️ **NEGATIVE CONSTRAINT ALERT** ⚠️

Rules: Divide the grid into regions of orthogonally connected cells such that each region contains exactly one type of clue, and all instances of it. Every grid point (including on the edges) from which three or more region borders or grid borders extend is marked with a dot.

⚠️ If a grid point doesn't have a dot, it can't have three or more region borders! This is particularly important on the **outer edge of the puzzle**.



Example (puzz.link): <https://tinyurl.com/2fz5w3v9>

Puzzle (puzz.link): <https://tinyurl.com/y3a4ny4w>

June 4, 2024: Gender Walk

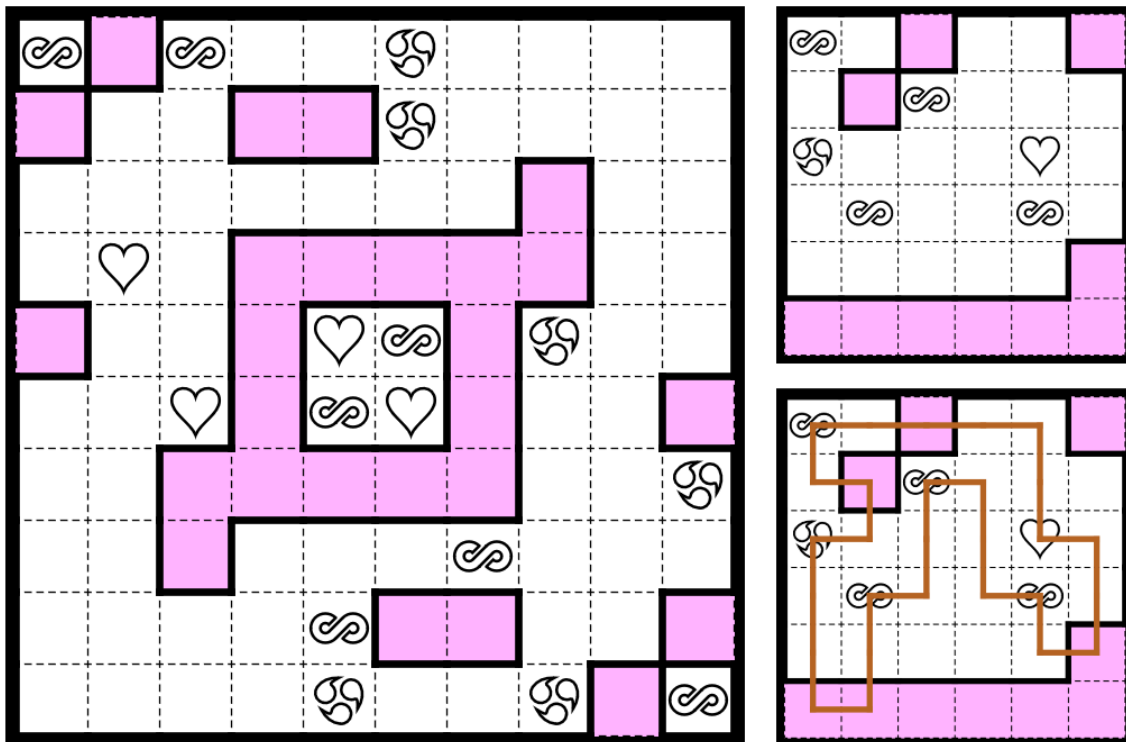
Lavaloid

Wait, it's already June? That means it's time for the Puzzlers Pride 2024 puzzle pack, which was just released a few days ago! Check it out here: <https://l.puz.fun/pp2024>

Today's GAPP is **Gender Walk**, a genre by Seren☆ which is featured in this pack.

Rules:

- Draw a non-crossing, non-branching loop through the centers of some cells which passes through every symbol.
- Pink cells represent the gender fluid, while regular cells represent land. The loop may not go through more than 2 gender fluid cells in a row.
- Every visit of the loop to land must contain at least one symbol, and all those symbols must be the same. Two consecutive visits must go through different symbols.



Example (witscord pzprjs): <https://tinyurl.com/2uy7skvp>

Example (Penpa+): <https://tinyurl.com/2do477dk>

Puzzle (witscord pzprjs): <https://tinyurl.com/58ys4a8b>

Puzzle (Penpa+): <https://tinyurl.com/25b3hbsd>

June 5, 2024: Akari (Myopia)

bakpao

Puzzle Ramayan Episode 6 is coming up in a few days, featuring the Snake & Casual categories! Unfortunately the IB was published a bit too late for me to write a GAPP puzzle from one of its genres for today, but I definitely recommend taking a look at the IB and participating in the contest later this week, it looks like a fun one! Find it here:

<https://logicmastersindia.com/live/?contest=PR202406>

Today's puzzle is an **Akari (Myopia)**!

Rules: Place lights into some empty cells so that every cell is illuminated. Lights illuminate the cell they are in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Clued cells containing arrows indicate all of the orthogonal directions in which a light appears closest to the clued cell.

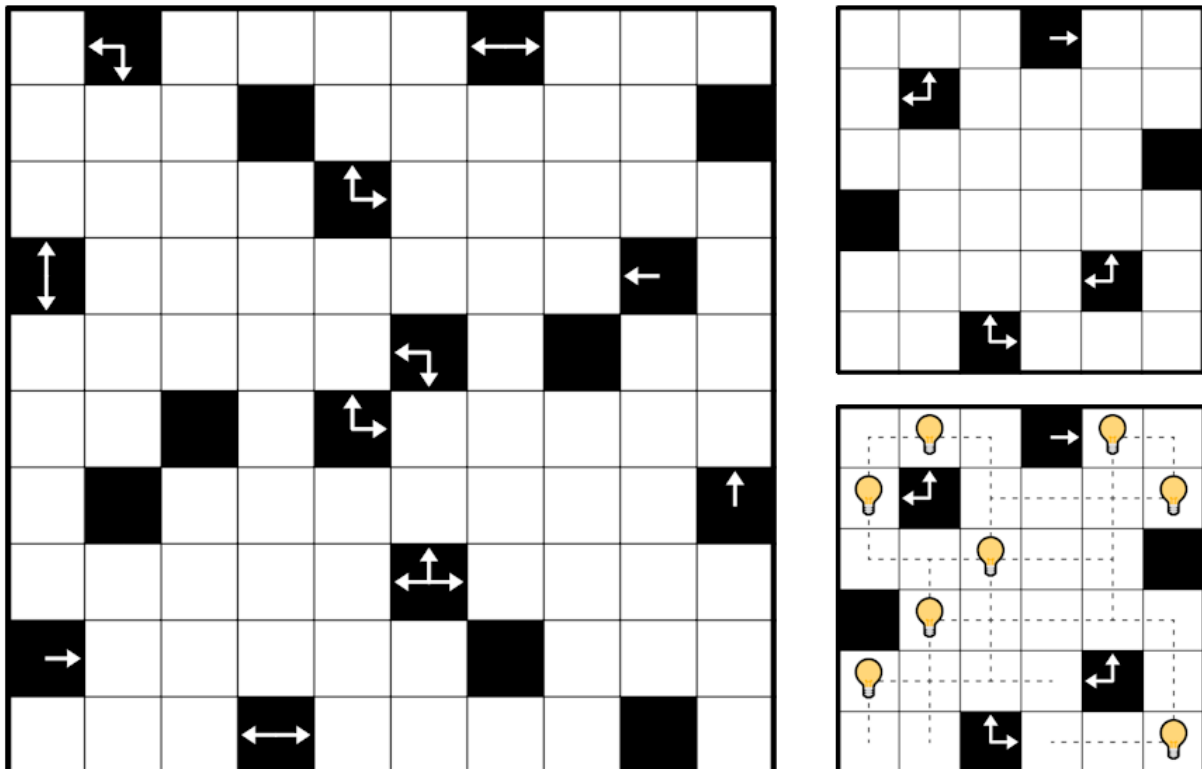
 This puzzle has a **negative constraint**! For any clue with arrows, all its arrows are given, meaning it is always worthwhile to mark all applicable dots in directions that the arrows do not point at. Revisit these directions/dots regularly after placing other lightbulbs to see if there is more progress to be found!

 **Interface note:** The akari composite mode in Penpa allows you to draw lines by dragging straight lines between cell centers, which is useful for marking cells a lightbulb illuminates. You can also place dots in cells that cannot contain lightbulbs (right click with mouse or double tap on mobile) and place cross marks on cell borders to indicate one of two cells must contain a lightbulb (on a border, right click with mouse or tap on mobile)

↓ Puzzle on the next page ↓

↑ Intro on the previous page ↑

Rules: Place lights into some empty cells so that every cell is illuminated. Lights illuminate the cell they are in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Clued cells containing arrows indicate all of the orthogonal directions in which a light appears closest to the clued cell.



Example (Penpa+): <https://tinyurl.com/23zc5gjf>

Puzzle (Penpa+): <https://tinyurl.com/224fd3lu>

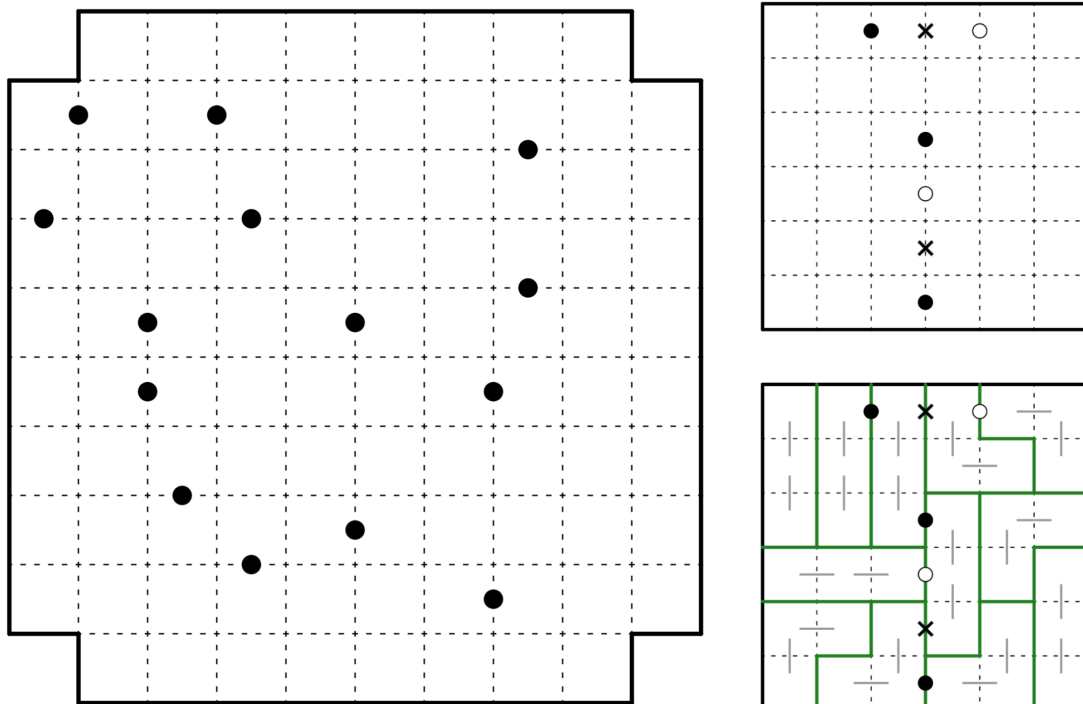
June 6, 2024: Tromino Divide

Menderbug

Logic Masters (Germany's national puzzle championship) is taking place this coming weekend. Which means I'm busy all week constructing and solving practice puzzles, and so you get a genre from the instruction booklet today, **Tromino Divide**. I'm actually really digging this ruleset, so I'm planning to revisit it at some point and save two of the three clue types for later (you can still get a taste of all three in the example puzzle). Just as a note, Eric's puzzle rules document lists this genre with a slightly different style of clues but I'm going with what Logic Masters will use.

Rules: Divide the grid along dotted lines into regions of exactly three cells. Clues separate two different regions with the following conditions:

- A black dot separates two regions with the same shape and orientation.
- A white dot separates two regions with the same shape but different orientations.
- A cross separates two regions with different shapes.



Example (Penpa+): <https://tinyurl.com/2xvcp6c2>

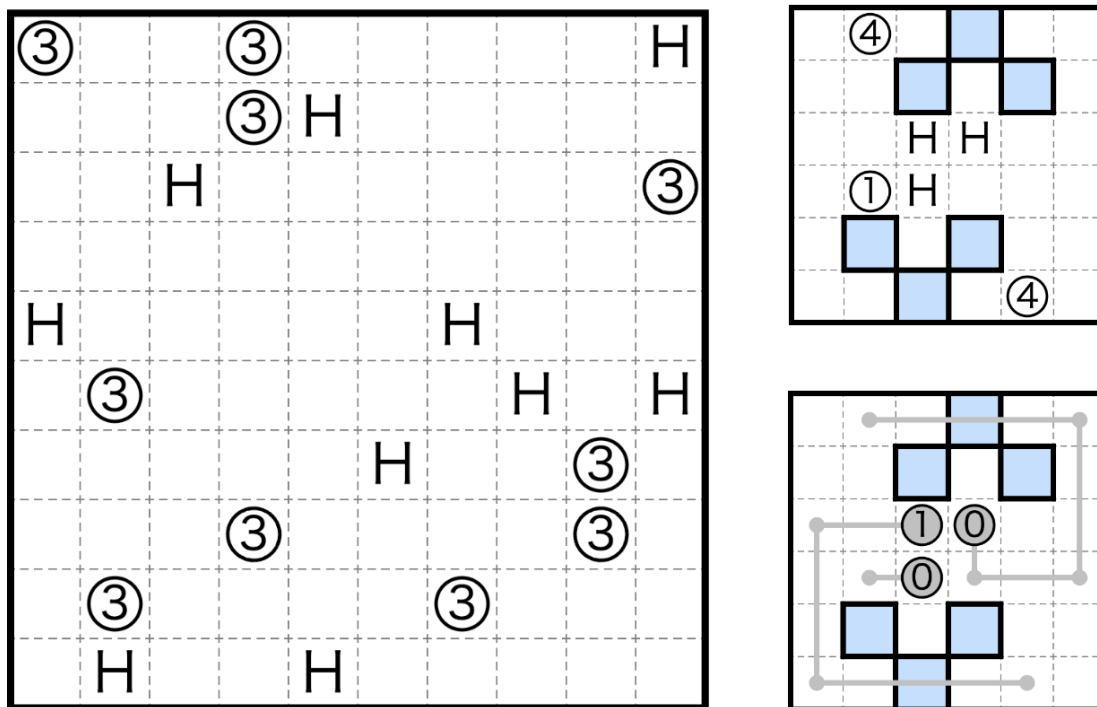
Puzzle (Penpa+): <https://tinyurl.com/273unfph>

June 7, 2024: Herugolf

Freddie Hand

It has been ages since our last classic **Herugolf** puzzle. Don't worry, there's no toroidal nonsense going on today (as fun as that would be). But it's been pretty warm recently, so all the water hazards have dried up, and the balls can't take more than 3 hints before disintegrating.

Rules: Move the circles vertically or horizontally at least once each so that each circle ends up stopping on an H (hole). A ball can go in an H with potential moves still available as long as it lands at the end of a full move. A circle's first move must be in a straight line of the number of cells indicated by the number inside it, and each successive move must be one cell shorter than the previous. Circles' paths may not cross themselves, each other, other circles, or other circles' starting points. They also may not pass over an H without stopping on it, and may not ever stop on a cell with water but can pass over it.



Example (puzz.link), by Tyrg: <https://tinyurl.com/29523wzt>
Puzzle (puzz.link): <https://tinyurl.com/ye2xwj7n>

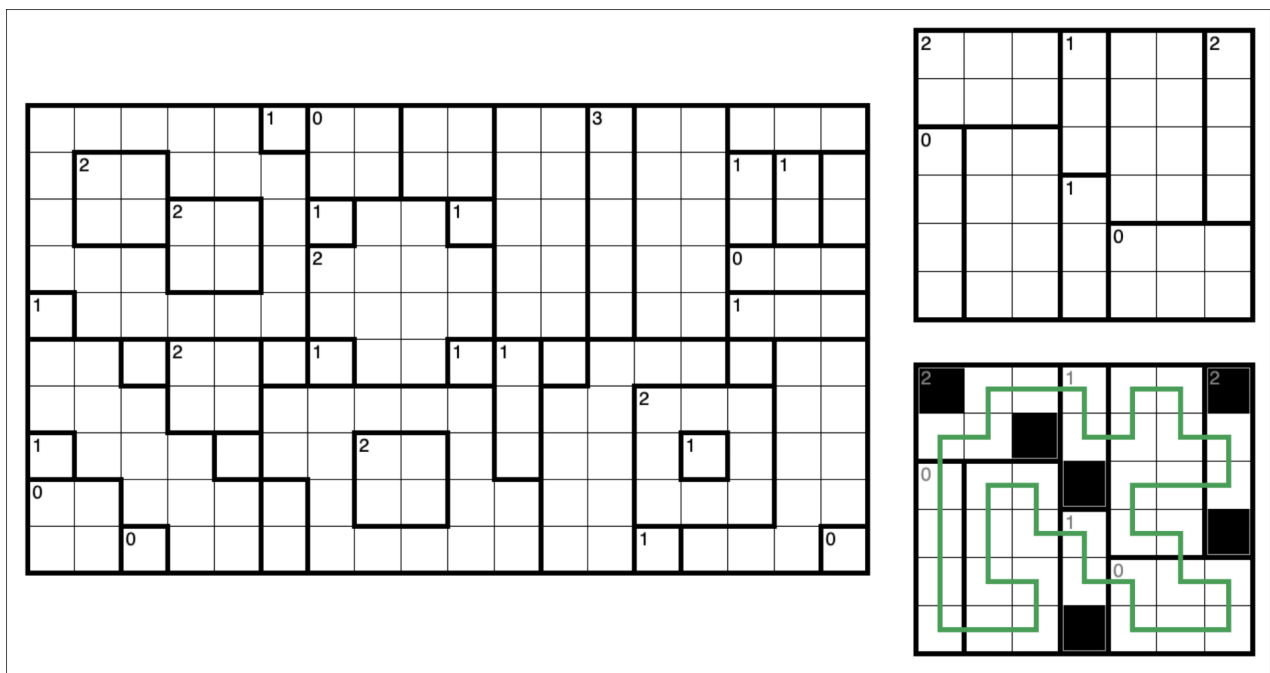
June 8, 2024: Regional Yajilin

Walker

I've been thinking about designing some comfy decor to brighten up the GAPP building. But it can be difficult to make something all at once; I'd prefer to make it piece by piece, or region by region. I finally settled on a **Supersized** quilt, built up from symmetric regions! There are many quilting styles, from regular geometric patterns to irregular "crazy quilts"; I like to think this pattern is somewhere in the middle. And with the right **Regional Yajilin** clues, it can be solvable as a puzzle too 😊

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all remaining cells. Numbered regions must contain the indicated amount of shaded cells (unnumbered regions can have any number, including zero).

Here's a **GAPP 101**: (ROT13) N gjb ol gjb nern jvgu gjb funqrq fdhnerf unf whfg gjb bcvbaf, naq sbe obgu, gur rtug pryyf fheebhaqvaf gur nern zhfg nyy or hafunqrq. Znxr fher gb nibvq cynpvaf funqrq pryyf va n jnl gung yrnirf n qrnq raq sbe gur ybbc.



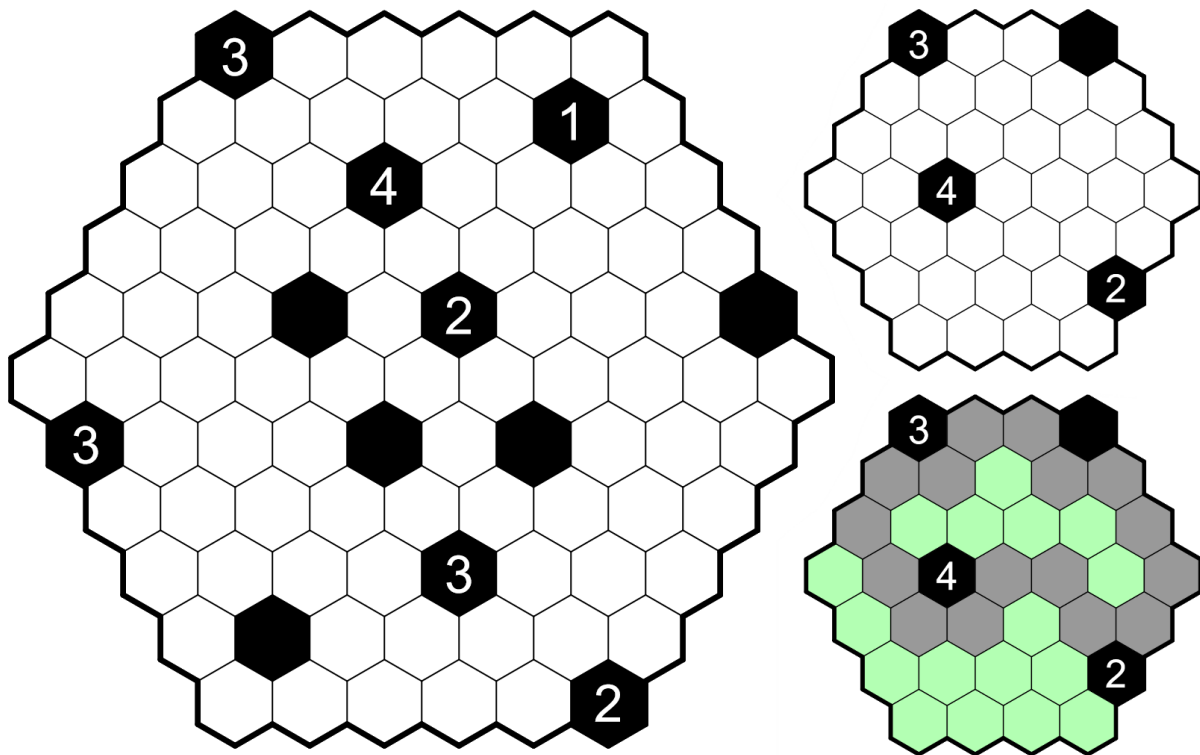
Example (puzzlink), by jovi: <https://tinyurl.com/yhdk9eif>
Puzzle (puzz.link, Landscape): <https://tinyurl.com/y8shxbuf>
Puzzle (puzz.link, Portrait): <https://tinyurl.com/4x3tpvzp>

June 9, 2024: Bosnian Road (Hexagonal)

Lavaloid

[Puzzle Ramayan round 6](#) is ongoing right now, and I made two GAPPs based on it. Unfortunately I can only post one. So today's GAPP is **Bosnian Road (Hexagonal)**, a variant not featured in this round based on a genre that is featured in this round.

Rules: Shade some cells to form a non-intersecting loop which does not touch itself. Clues cannot be shaded, and represent the number of shaded cells in the (up to) six cells surrounding the clue.



Example (Penpa+): <https://tinyurl.com/25qnugpr>

Puzzle (Penpa+): <https://tinyurl.com/29wjzkg6>

June 10, 2024: Stostone

bakpao

I'm so sorry! I was planning to write my GAPP for today before my workday started, but I overslept and now I'm in a huge rush and completely ran out of time 😭. In all my haste I only managed to write something half-done... It'll have to do, hopefully it won't pose too much of a problem - just use your imagination! 🙌

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

Rules: Shade a single group of orthogonally connected cells in each region. A shaded cell in one region cannot share an edge orthogonally with a shaded cell in a different region. Regions with numbers must contain the indicated amount of shaded cells. If all of the shaded groups were to fall straight down without changing shape, they must completely fill the bottom half of the grid.

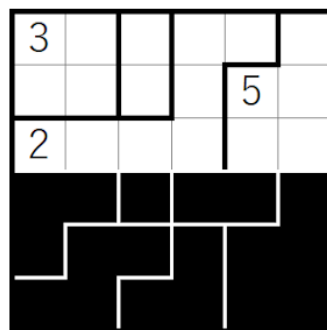
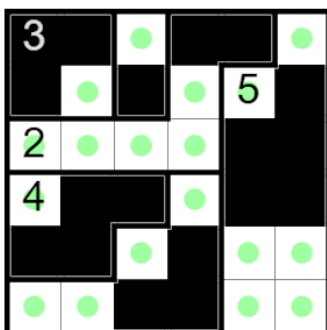
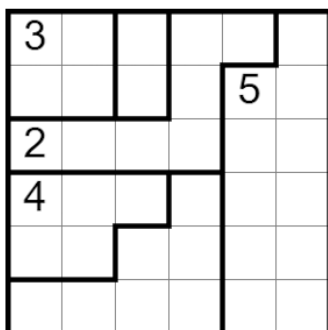
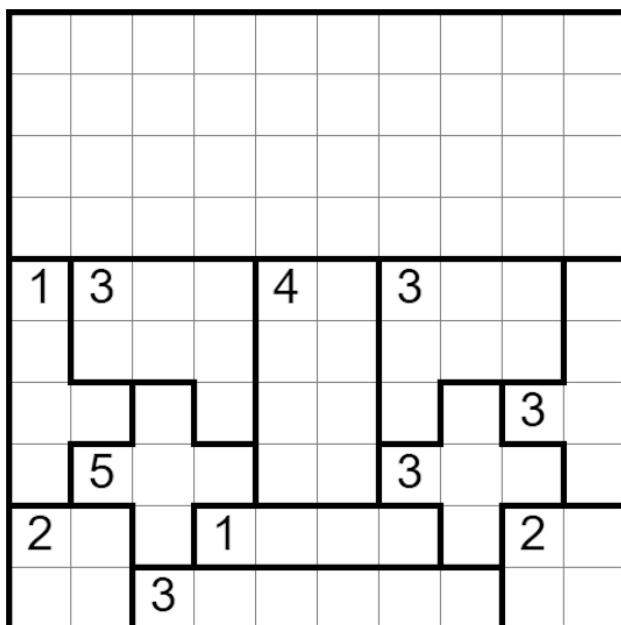
GAPP 101 🤖: (ROT13) Rnpu pbyhza jvyy pbagnva rknpgyl (gbgny ebjf / 2) funqrq pryyf, be svir funqrq pryyf va gbqnl'f chmmyr. Lbh pna bsgra ybbx ng cnegvnyyl pbzcygrq pbyhzaf jvgu n ybg bs hafunqrq pryyf va gurz nyernql gb svaq pryyf gung zhfg or funqrq gb znxr gur pbhag jbex!

Interface note 🖥️: Visualising the blocks falling on top of each other can be challenging. The Drop Blocks button is your friend and will do it for you!

↓ Puzzle on the next page ↓

↑ Intro on the previous page ↑

Rules: Shade a single group of orthogonally connected cells in each region. A shaded cell in one region cannot share an edge orthogonally with a shaded cell in a different region. Regions with numbers must contain the indicated amount of shaded cells. If all of the shaded groups were to fall straight down without changing shape, they must completely fill the bottom half of the grid.



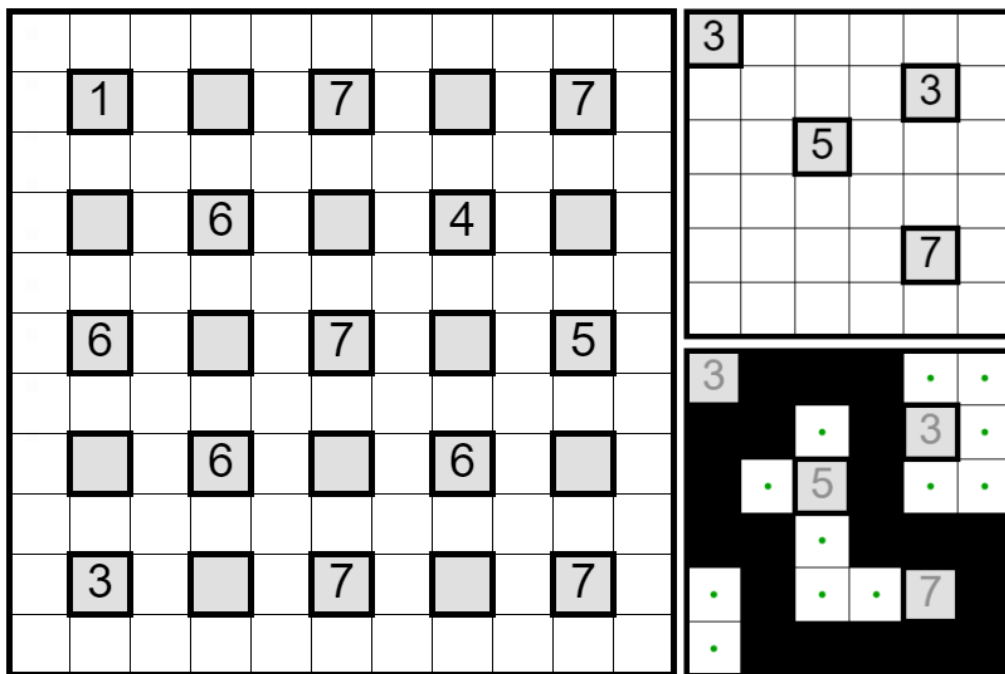
Example (puzz.link, by Tyrg): <https://tinyurl.com/25z45kwx>
Puzzle (puzz.link): <https://tinyurl.com/59d69j5t>

June 11, 2024: Bosnian Road

Menderbug

We only just had a **Bosnian Road** (sort of) on Sunday, but the genre was added to pzprxs yesterday, so here's a vanilla one. Puzzle Ramayan is still going on, so if you haven't participated yet, you can put the practice from these puzzles to good use afterwards and claim your *bonus otter* 🦦.

Rules: Shade some empty cells to form a non-intersecting loop which does not touch itself, not even diagonally. Clues cannot be shaded, and represent the number of shaded cells in the (up to) eight cells surrounding the clue.



Example (puzz.link) by Tyrg: <https://tinyurl.com/mryakcms>

Puzzle (puzz.link): <https://tinyurl.com/4z5t429t>

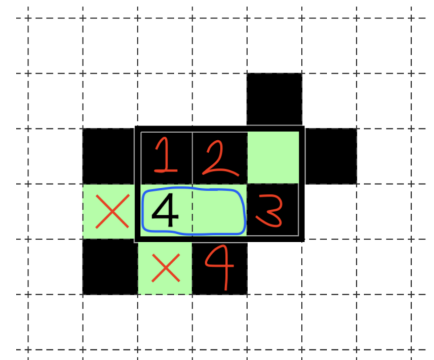
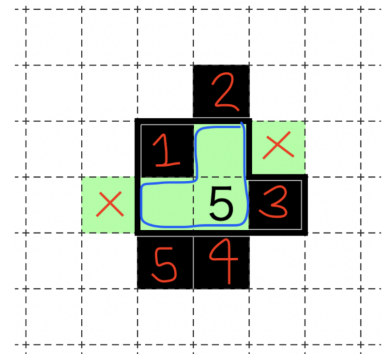
June 12, 2024: Kuromenbun

Freddie Hand

It's been ages since our last classic **Kuromenbun**. Actually, it's been forever because we haven't had one yet. The genre is about as funky as its name, which is probably a portmanteau of KURO (black), banMEN (grid), and BUNdan (division).

Rules: Shade some cells on the board. Numbers cannot be shaded. The combination of given borders and shaded cells divide the unshaded cells into regions. A number indicates how many shaded cells are horizontally or vertically adjacent to the unshaded region it is in, *even if they are on the other side of a border*. Regions can have no more than 1 number (but may have no numbers).

The clues in this genre might be a little confusing to begin with! A few examples of how they work are given to the right, in addition to the example puzzle.



2		1	3	3	0
	4		3		
1		3		5	
	6		3		2
3		4		5	
	3		4		1
2		2		5	
	3		4		2
		3		4	
2	3	2	2		0

			1
	2	1	
4			2
	3	1	
2			

			1
	2	1	
4			2
	3	1	
2			

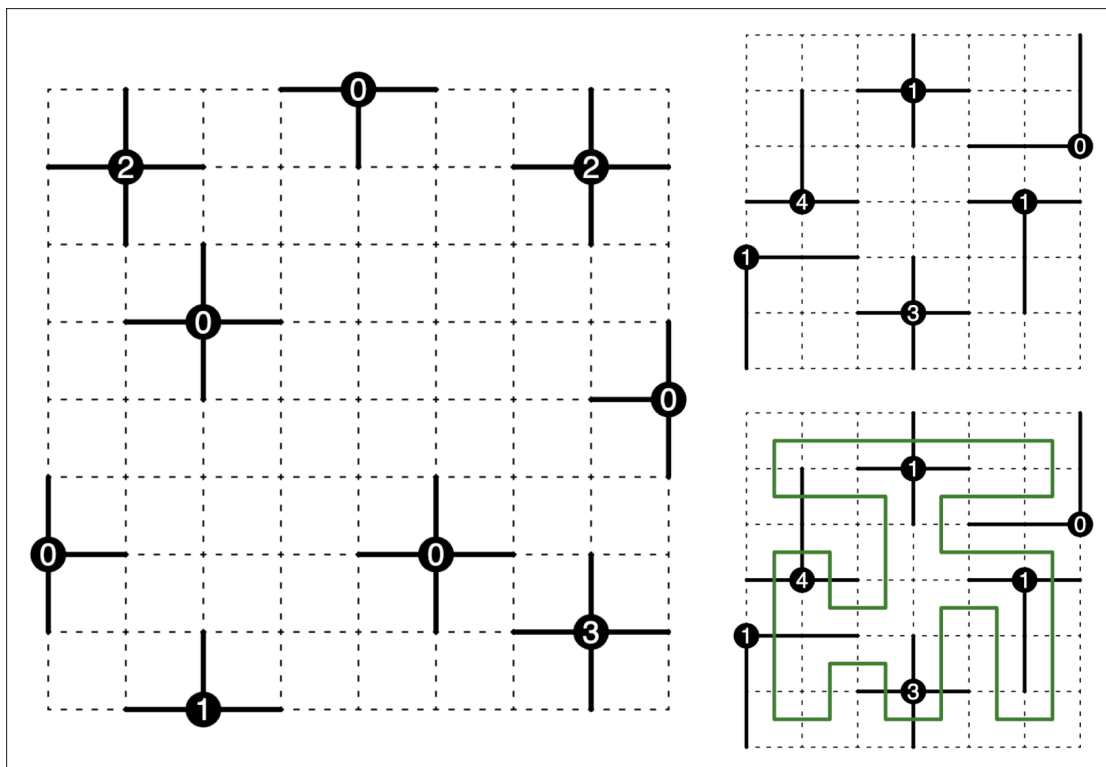
Example (puzz.link): <https://tinyurl.com/32565hb3>
Puzzle (puzz.link): <https://tinyurl.com/bdcmf27b>

June 13, 2024: Crossroads

Walker

After Terra X and Border Block, I've been on the lookout for more genres about four-way intersections! And I found one here with **Crossroads**; though you can draw the lines in clues any way you like, plus shapes work very nicely in the genre, and have the extra benefit of looking like a road crossing. On your walk around, make sure to wait for green lights and cross at the crosswalks! 🚦 🚗

Rules: Draw an orthogonal loop that goes through the centers of all cells. Number clues indicate the amount of times the loop crosses the attached network.



Example (Kudamono): <https://tinyurl.com/36ruds5c>

Example (Penpa+): <https://tinyurl.com/2xj4llym>

Puzzle (Kudamono): <https://tinyurl.com/4p7rcwpc>

Puzzle (Penpa+): <https://tinyurl.com/2bm8kpq8>

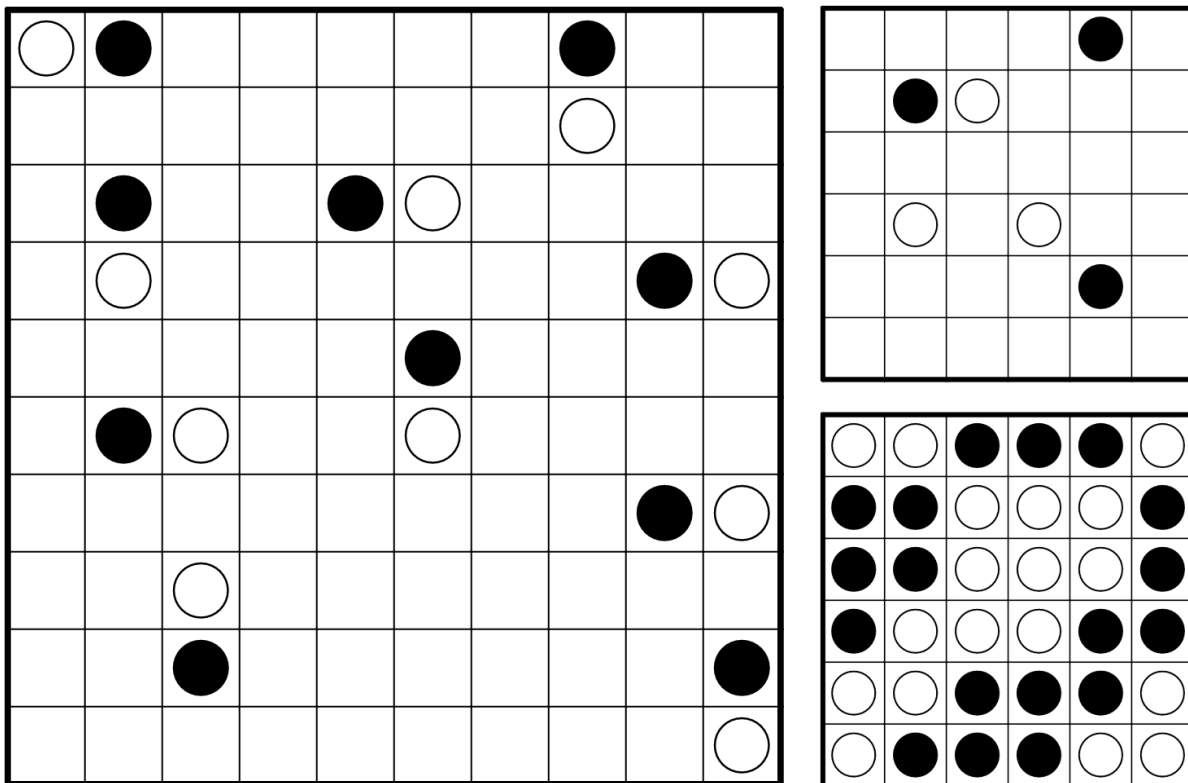
June 14, 2024: Not Alone

Lavaloid

Today's ✨ *Word of the Day* ✨ is "bookkeeper", which has three double-letters in a row, and today's GAPP is a **Not Alone**, which is the other puzzle I made based on PR round 6.

Rules: Place exactly one black or white circle in each cell such that every row and column contains the same amount of white circles and black circles. No circle can be sandwiched between circles of the opposite color, either horizontally or vertically.

Interface note: You can use either *Shading* or *Composite > Yin-Yang* for answer check. For Shading, all black circles must be shaded, even the given clues.



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

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

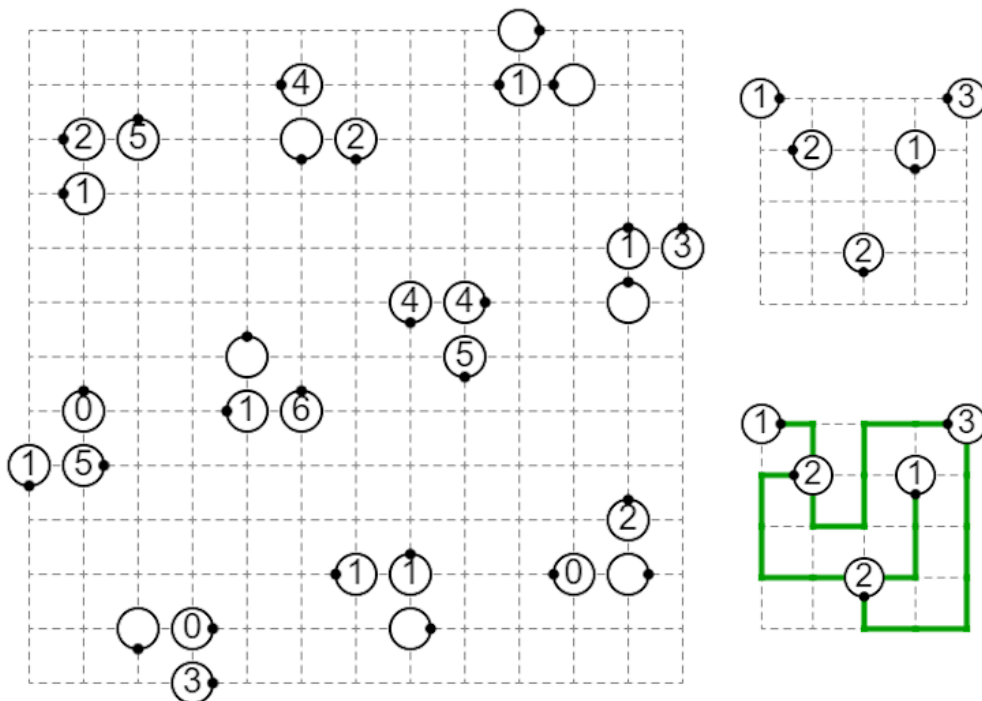
June 15, 2024: Hotaru Beam

bakpao

Last time I made a silly joke about running out of time for that particular GAPP and presenting a seemingly incomplete puzzle - that came back to haunt me! I started writing my supersized for today well in time yesterday, but after many hours of trying failed to write something I was happy with. I tried 4 different genres before eventually landing on Hotaru Beam. Well after midnight I had only a half-finished puzzle and became so tired I decided to call it a night, to resume this morning. After a few more hours, I finally finished writing the puzzle only one hour ago. I'm never joking about this again... 🙄

Today's puzzle is a **SUPERSIZED Hotaru Beam!**

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



Example (puzz.link, by shye): <https://tinyurl.com/2v64m3pw>

Puzzle (puzz.link): <https://tinyurl.com/3bkfejrj>

June 16, 2024: Choco Banana (Tetrakis Square)

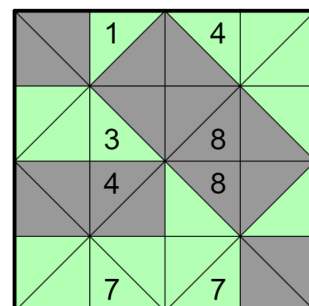
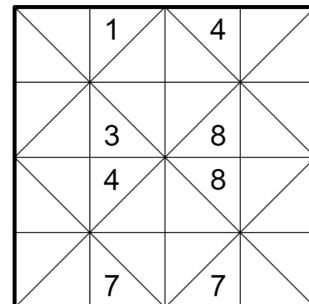
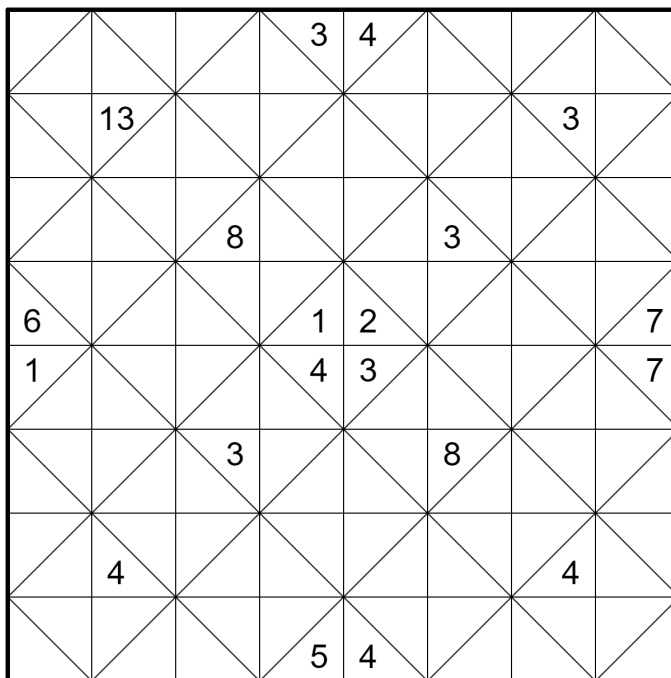
Menderbug

As someone who thinks about committing crimes against puzzle genres by putting them on non-standard grids a lot, I'm a little disappointed how long it took me to think of today's combination. Please enjoy this **Choco Banana (Tetrakis Square)**!

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

GAPP 101: (ROT13) Funqrq ertvbaf nyjnlf pbagnva na rira ahzore bs pryyf.

Shegurezber, qvntbany funqrq ertvbaf pbagnva n zhygvcyr bs sbhe. Hafunqrq ertvbaf pna unir nal fvmr.



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

Puzzle (Penpa+): <https://tinyurl.com/29j5csfw>

June 17, 2024: TomTom

Freddie Hand

Now that *Strange-Shaped Sunday* is (basically) official, the idea of *Mathsy Monday* has fallen into obscurity, and for good reason - after all the weekend silliness, the last thing we need is more japes on Monday (except on bank holidays, maybe?)

The last puzzle in GAPP using all four mathematical operations was Walker's Math Path that happened to land on a Monday. So here's a **TomTom** that also happens to be on Monday. I'm sure that there's some truly marvellous maths that can help explain this apparent coincidence, but this intro is too short to contain it.

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 represents the value obtained by applying an operation iteratively on the numbers in the region the clue is in. If no operation is given, it may be any of +, -, ×, or ÷. Subtraction and division in regions with more than two numbers are handled by taking the largest number and subtracting/dividing all the others.

1		2÷		3×	
9				10	4-
	12				
					5÷
8+			11		
	7			6	

0		3+	
			9
3×			

0	4	3	3+	2	1
	1	2	3	4	
	2	4	1	9	3
3×	3	1	4	2	

Example (Penpa+), by clover: <https://tinyurl.com/2gt5ov5w>

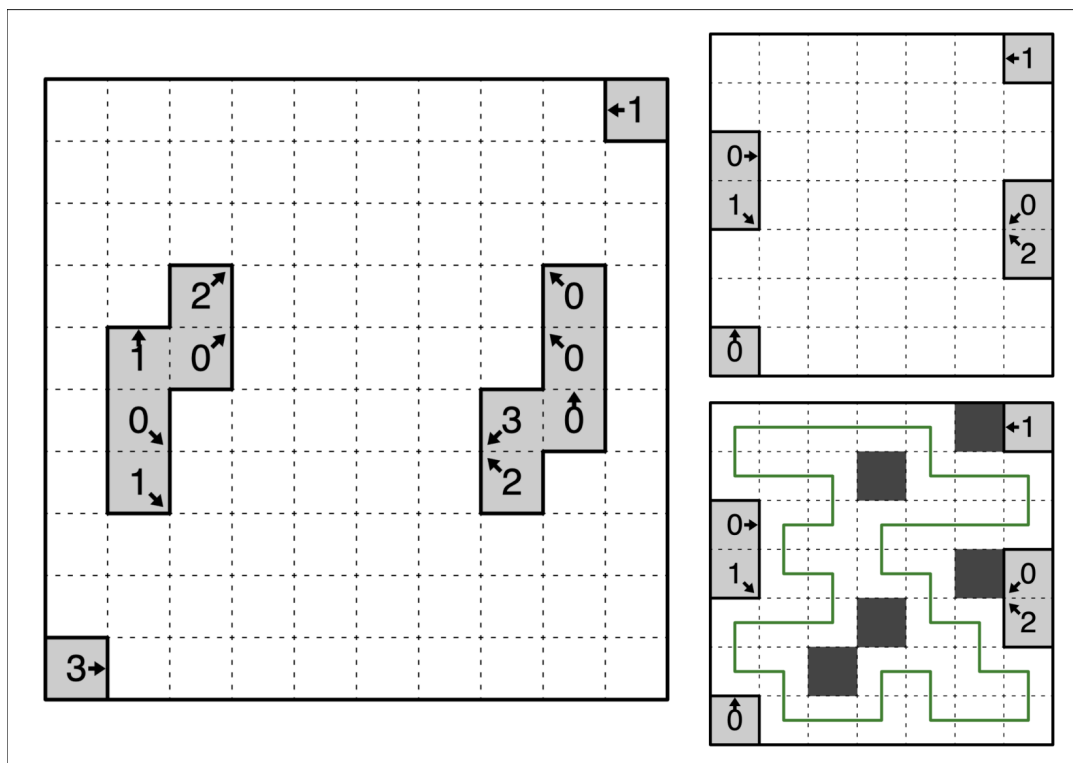
Puzzle (Penpa+): <https://tinyurl.com/24ty3xxj>

June 18, 2024: Yajilin (Diagonal Clues)

Walker

The sixth round of the Puzzle Grand Prix is this weekend! As usual, feel free to claim a bonus offer for participating 🍪🎉 This round features diagonal variants on classic genres, most of which we've featured on GAPP. Here's one of the variants from the competition, **Yajilin (Diagonal Clues)**.

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



Example (Penpa+): <https://tinyurl.com/224j4nx4>

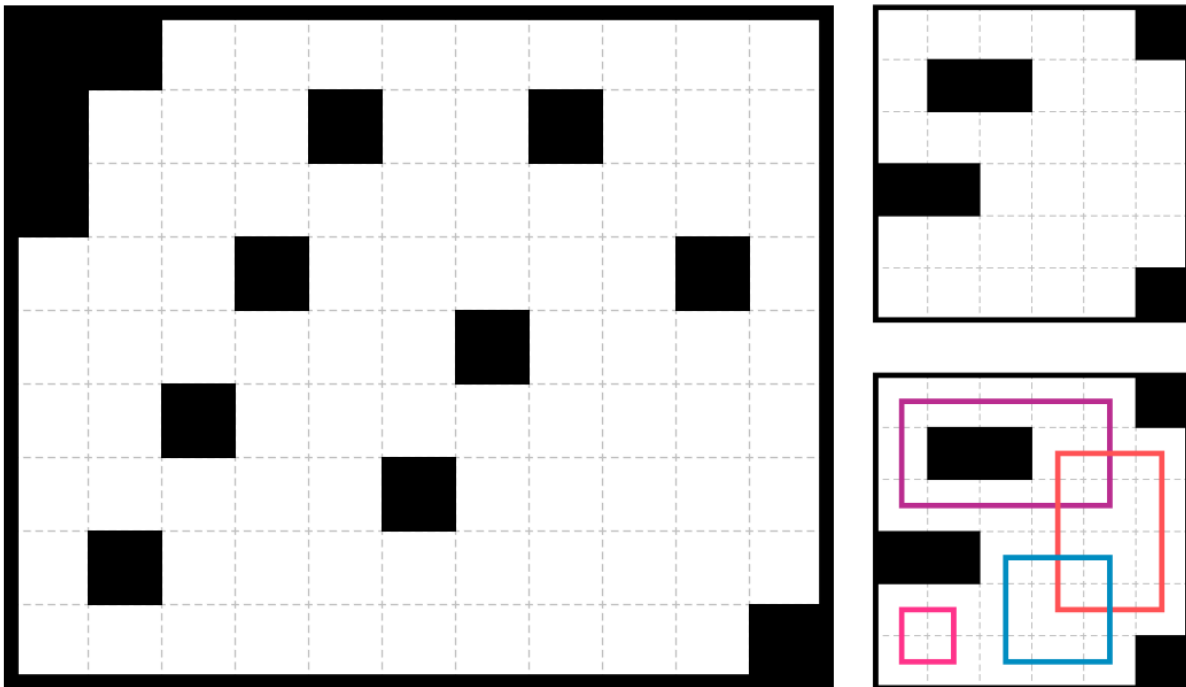
Puzzle (Penpa+): <https://tinyurl.com/2b52lnl5>

June 19, 2024: Ring-Ring

Lavaloid

I've already set a different puzzle for today, but didn't have the time to prepare the post for that. So for today, enjoy this **Ring-Ring** from my back(up)log, since we haven't had one of those for quite a while.

Rules: Draw rectangular loops through the centers of empty cells so that every empty cell gets used. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap.



Example (puzz.link) by shye: <https://tinyurl.com/36y3yb3k>

Puzzle (puzz.link): <https://tinyurl.com/2wcdyx9n>

June 20, 2024: Snake Wall

bakpao

No space and no time for an intro today - enjoy the GAPP!

Today's puzzle is a **Snake Wall**! This is a new puzzle type, from Nikoli's newest [Puzzle Communication](#) (vol. 187).

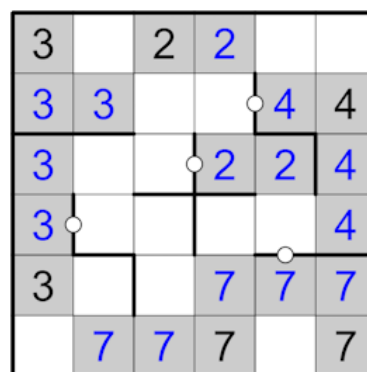
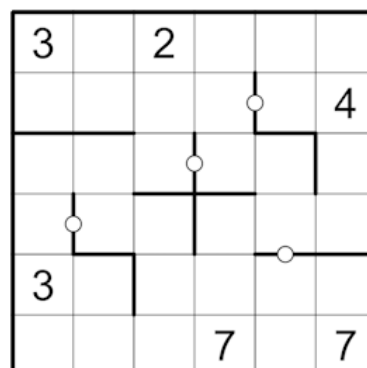
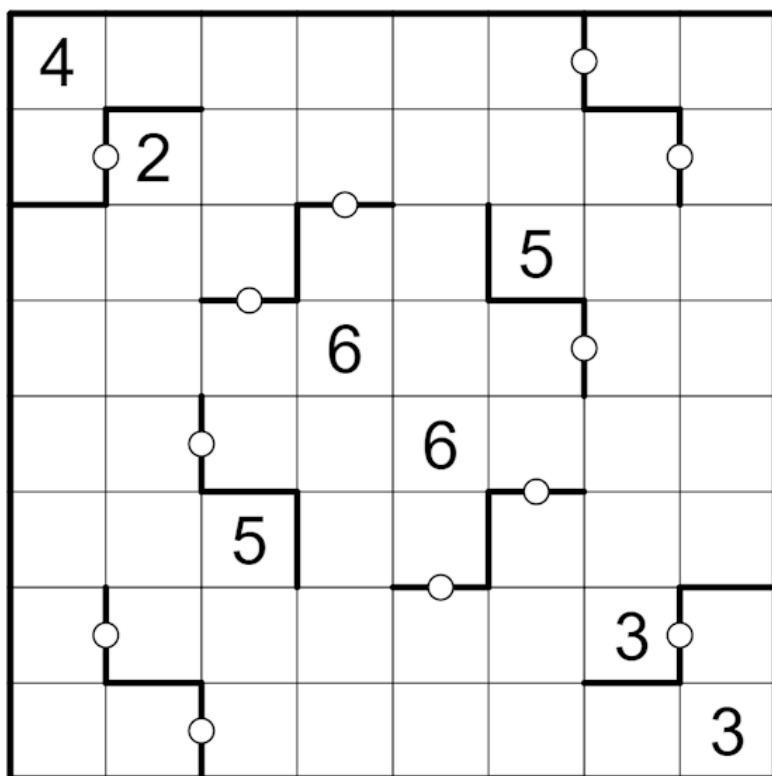
Rules: Place numbers into some cells such that all numbered cells form several one-cell wide paths with a length of at least two cells, which do not touch themselves orthogonally. Each number is equal to the length of the path containing it. Paths cannot pass through walls and cannot touch other paths orthogonally, except if they are separated by a wall. If a wall has a white dot on it, exactly one of the two cells it separates is used by a path. Not all dots are necessarily given.

Rules and interface note: While Nikoli presents the genre as number placement, it is arguably easier to solve as a shading genre. The rules may also be easier to parse this way. Below is an alternate version of the rules, written as a shading genre. Answer check accepts both numbers and shading. If you opt for shading, shade the cells that contain paths.

Shade some cells such that the shaded cells form several one-cell wide paths with a length of at least two cells, which do not touch themselves orthogonally. Clues must be shaded and indicate the length of the path containing the clue. Paths cannot pass through walls and cannot touch other paths orthogonally, except if they are separated by a wall. If a wall has a white dot on it, exactly one of the two cells it separates is used by a path. Not all dots are necessarily given.

↓ Puzzle on the next page ↓

↑ Intro on the previous page ↑



Example (Penpa+): <https://tinyurl.com/276xrlqy>

Puzzle (Penpa+): <https://tinyurl.com/22938c9d>

June 21, 2024: Snake (Diagonal)

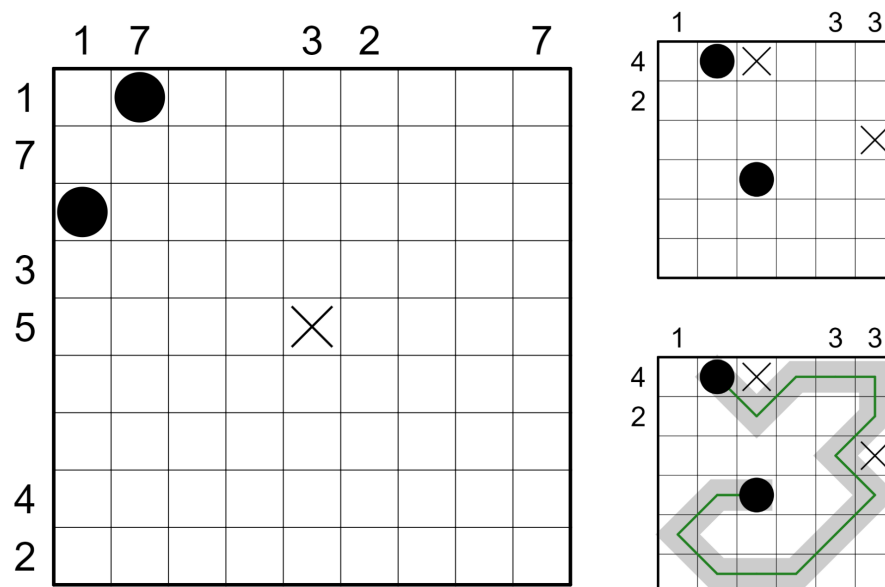
Menderbug

Puzzle GP Round 6 starts in a couple of hours. As usual, you may claim a *bonus otter* 🦦 if you participate (you've got until Wednesday, I believe). Walker already made a prep puzzle earlier this week (the diagonal-clue Yajilin) and today we're going to feature another ruleset from the round: **Snake (Diagonal)**

Rules:

- Draw a non-intersecting path moving orthogonally and diagonally between cell centres, which does not touch itself, not even diagonally. (In other words, if two cells in the snake touch orthogonally, then they must be exactly one cell apart along the path of the snake, and if two cells in the snake touch diagonally, then they must be one or two cells apart along the path of the snake.)
- Black circles must lie on one end of the path.
- Cells marked with a cross cannot be visited by the path.
- A number outside the grid represents how many cells in the corresponding row or column are used by the path.

Interface note: Answer check accepts either a line or shading all the cells that the snake visits. The example solution in the image below uses a thicker path for visual clarity. If you want, you can draw such a path by switching to Special -> Rectangle Frame mode, but answer check will ignore this type of input.



Example (Penpa+): <https://tinyurl.com/2y288ma5>

Puzzle (Penpa+): <https://tinyurl.com/27u26afz>

June 22, 2024: Putteria

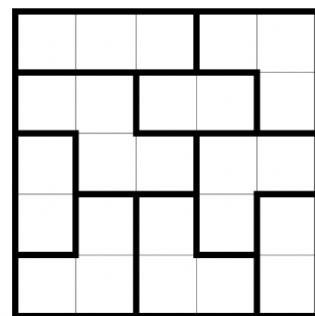
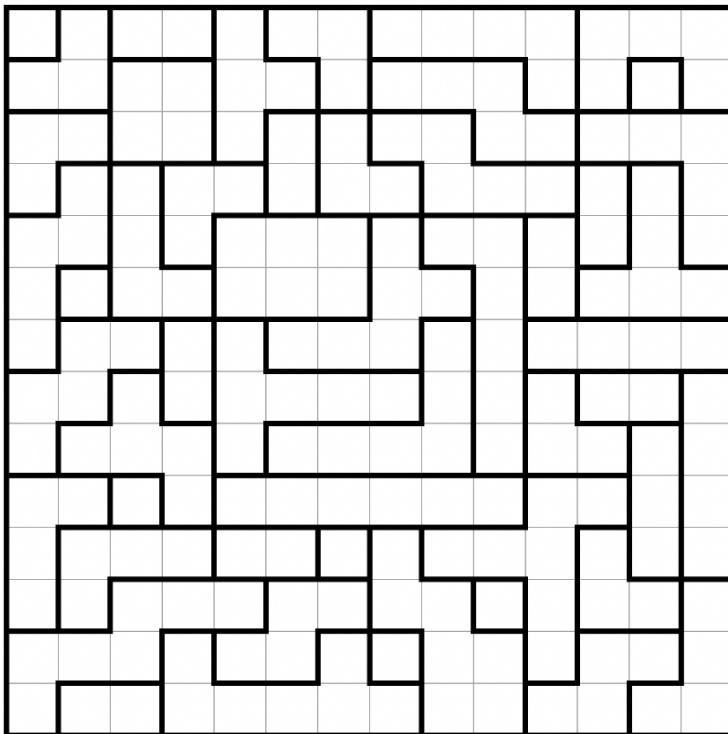
Freddie Hand

It's finally here...

Today's puzzle is the long-anticipated Supersized Sudoku!!! **Putteria!!**

For those of you that breathed a sigh of relief, move on to the puzzle. For the few that breathed a sigh of disappointment, try counting the number of solutions to this puzzle:
<https://tinyurl.com/bdfv733j>.

Rules: Place one number into each region that matches the region's size. Cells containing numbers may not share an edge. Identical numbers may not appear in the same row or column.



3	.	.	.	.
.	.	2	.	3
.	4	.	3	.
2	.	3	.	.
.	3	.	.	2

Example (Puzz.link), by Tyrgannus: <https://tinyurl.com/3wcpx6s>

Puzzle (Puzz.link): <https://tinyurl.com/2vnmcyj8>

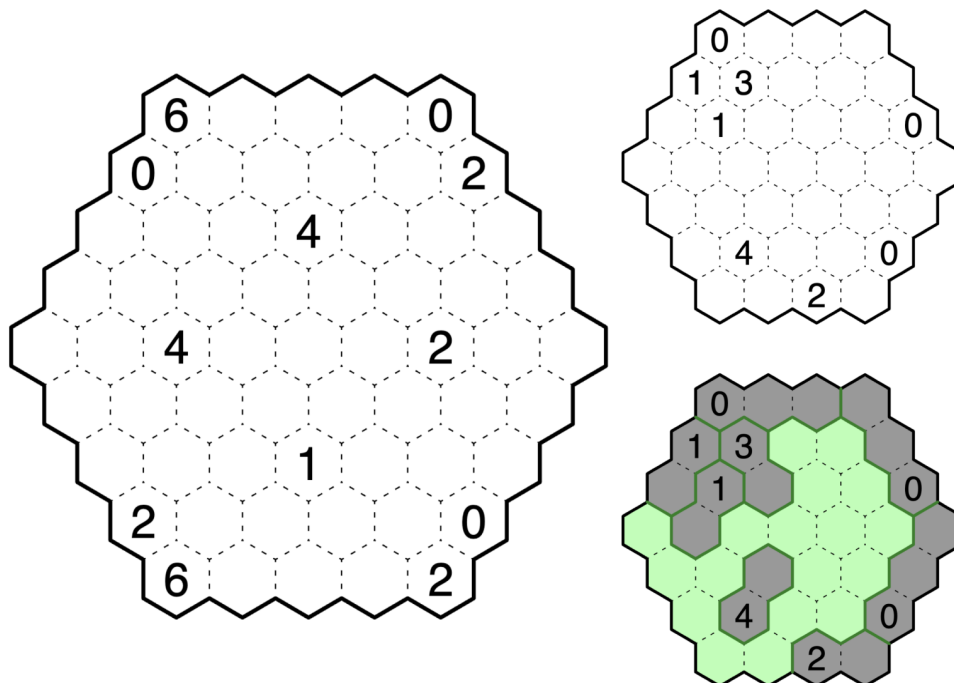
June 23, 2024: Tren (Hexagonal)

Walker

GAPP is visiting the trainyard today! 🚂🚆 The **Tren** storage area has recently undergone a renovation. In the old, square layout, it was easy for the trains to block each other; to get a train out during rush hour, you'd often need to slide other trains out of the way. This new **Hexagonal** layout gives an extra degree of freedom, as trains can point in three directions instead of just two! Surely this will make it easier to move the trains around; I hear the upper right #2 needs to depart from the lower left exit soon...

Rules: Locate some blocks in the grid, each of which are either 1x2 or 1x3, which may not overlap each other. Each clue must be used by a block and each block must contain exactly one clue, the value of which represents how many different locations to which the block can be moved by sliding it in the direction of its short end without overlapping another block or going out of the grid. Staying stationary does not count as one of these locations.

Note: It can be helpful to think of the number as the sum of the numbers of open cells past each end of the train! In particular, a 0 train must be blocked on both ends.



Example (Penpa+): <https://tinyurl.com/27yz8vvo>

Puzzle (Penpa+): <https://tinyurl.com/242exaxq>

June 24, 2024: Hitori

Lavaloid

Good news, I now have the time to prepare a post for the puzzle! 🤖 Today's **Hitori** has a somewhat advanced technique. I highly recommend reading the explanation given in [the appendix](#), but you may skip it if you want to solve it that way.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No two cells in the same row or column containing the same number may both be unshaded.

Interface note: For easier scanning, you can check the "Show overlapped number as red" option at the top that highlights all unshaded numbers in the same row/column.

		1		1					9
5	2	1	2		6		5		4
		1		1	6	4	4	3	3
	2	2	1				5		1
3		3			9				9
5				9			1		1
1		5				2	2	1	
4	1	3	3	9	6		1		
4		5		2		2	6	5	6
9					6		8		

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

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

Example (puzz.link) by Jovi: <http://tinyurl.com/3yestfbs>

Puzzle (puzz.link): <https://tinyurl.com/2andwr8m>

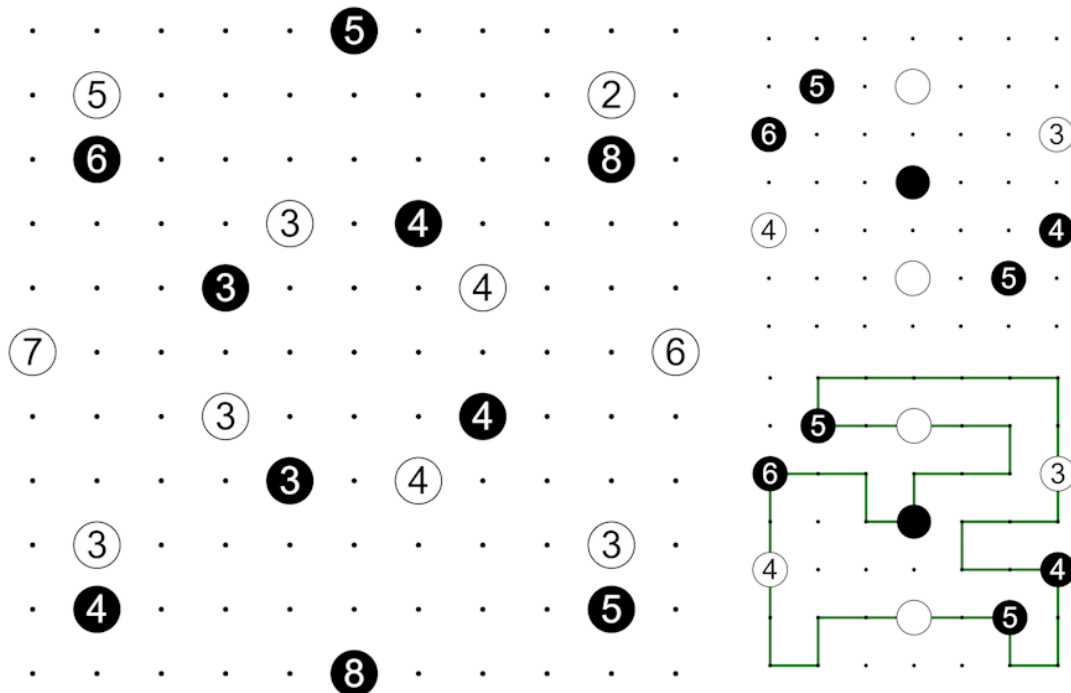
June 25, 2024: Shingoki

bakpao

Today we go back in time, both in the sense that today's puzzle type was only featured once before quite long ago (in May 2022), but also because it is the genre that got me into setting puzzles! Deep in the archives of [#other-testing-submissions](#) and [#discord-puzzle-archive](#), many puzzles of this type can be found, written by myself. The last time I wrote one was May 2021. That was only my 62nd puzzle ever, while I am now well over 1100 puzzles authored!

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

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop that passes through every circle. The loop must turn on black circles and go straight through white circles. A clue in a circle represents the sum of the lengths of the two line segments coming out of it.



Example (Penpa+): <https://tinyurl.com/24poc4zy>

Puzzle (Penpa+): <https://tinyurl.com/25gael9d>

June 26, 2024: San Anko

Menderbug

San Juan

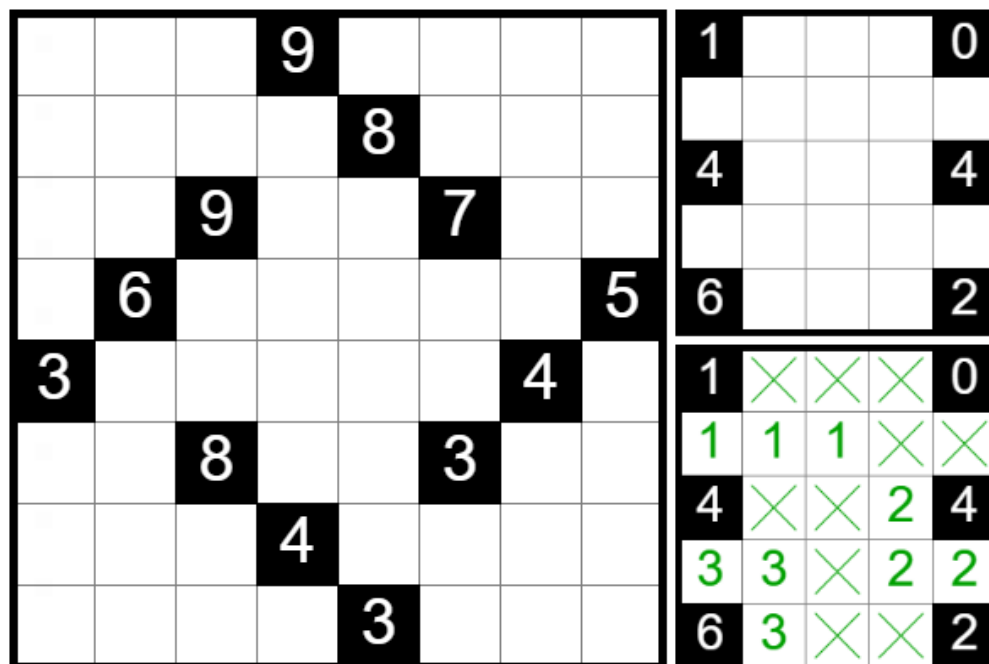
San Marino

San Anko

Rules: In some empty cells, place a number from 1-3 such that numbered cells come in orthogonally connected groups of three cells. Each cell within a group must contain the same number. A clue indicates the sum of the numbers placed orthogonally adjacent to it.

Interface notes: The pzprxs implementation of the genre comes with some useful extra features.

- You can right-click a cell once or twice to place a cross (indicating that there's no number in the cell) or circle (indicating that there's a number of unknown value in the cell). On mobile, just use the corresponding buttons on the number panel.
- You probably won't need this, but you can also add pencil marks. Either click/tap the corner of an already selected cell to enter a number there, or on PC you can press shift to cycle through the pencil mark slots.
- You can click/tap and drag to copy cell contents (this works for digits, aux and pencil marks, and even empty cells).



Example (pzprxs) by Eric: <https://tinyurl.com/mvjfnxht>

Puzzle (pzprxs): <https://tinyurl.com/2axeu4ej>

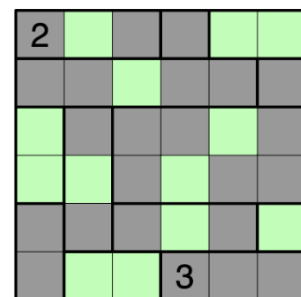
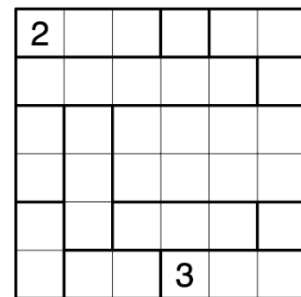
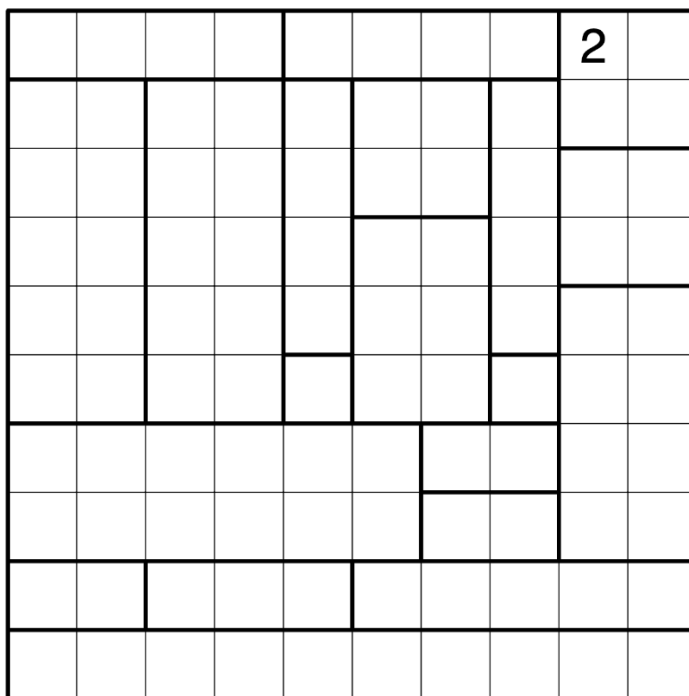
June 27, 2024: Erqaqre

Freddie Hand

Ollehhello. s'yadotoday's PPAGAPP sis nan **Erqaqre**. Sihthis ortnintro dluowould krowork rettebetter nin ehthe SAGAS lannahchannel...

An Ovotovata with this ruleset would be an Atavotovovotovata. So a hybrid with Ovotovatatavotovo would then be an Atavotovovotovatovotovatatavotovo. Look forward to one of these in PPAGAPP soon.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Regions with numbers must contain the indicated amount of shaded cells. There may not exist a run of more than three consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid. Additionally, the shaded cells within a region must have 180° rotational symmetry around the region's center.



Example (Penpa+): <https://tinyurl.com/2j264jt9>

Puzzle (Penpa+): <https://tinyurl.com/234gyckw>

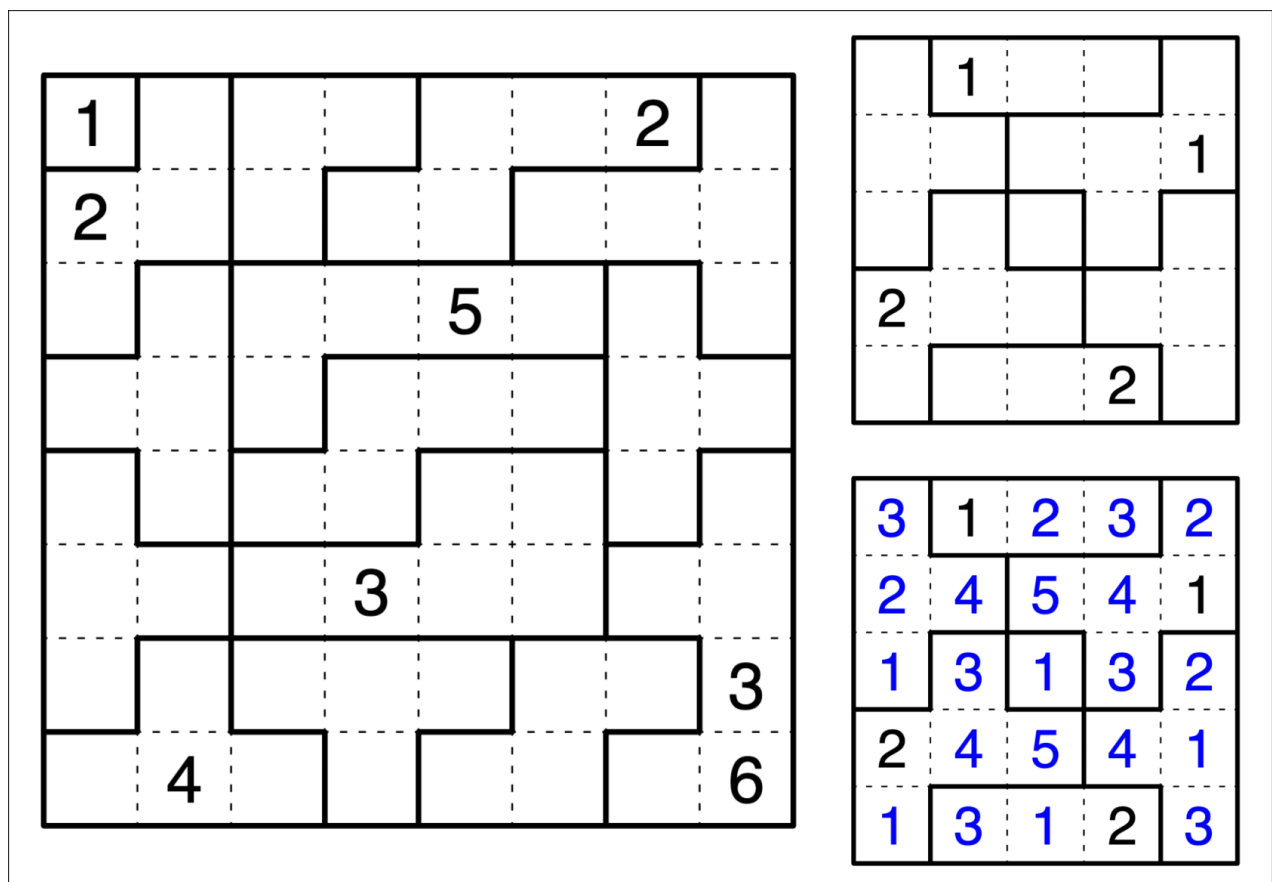
June 28, 2024: Suguru

Walker

Today's GAPP is a **Suguru**, also known as **Capsules**! Though it's a bit loose, this design is meant to look like a striped prize capsule surrounded by a pinwheel background. I wonder what's inside?

For a bonus challenge: my first try at writing this genre was on an 8x8 grid with the four corners removed, where the regions were the 12 pentominoes once each. But it turns out that there are no solvable Suguru puzzles with this theme! Can you determine why?

Rules: Place a number into each cell so that each region contains the numbers from 1 to N with no repeats, where N is the number of cells in the region. Numbers of the same value may not touch one another, not even diagonally.



Example (Penpa+): <https://tinyurl.com/2p4rszc6>

Puzzle (Penpa+): <https://tinyurl.com/2fyfl8hb>

June 29, 2024: Ququ

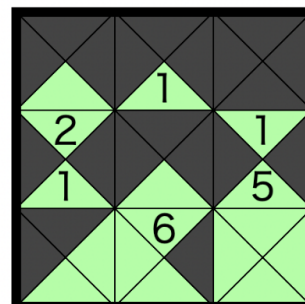
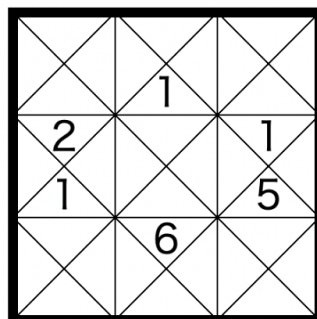
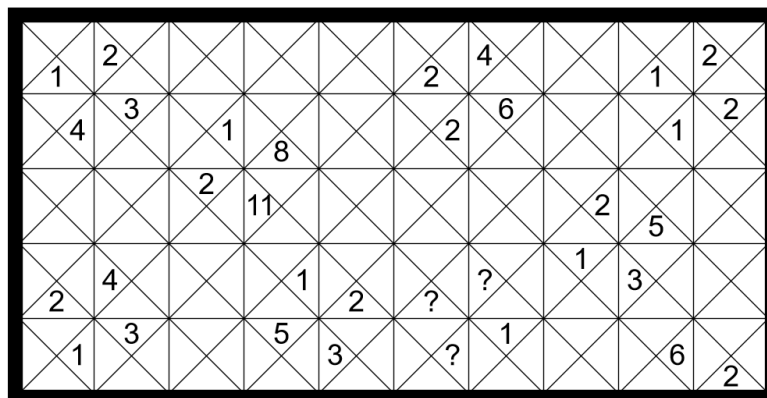
Lavaloid

☒☒☒☒☒☒☒☒☒☒
☒☒☒☒☒☒☒☒☒☒
☒☒☒ **Ququ** ☒☒☒
☒☒☒☒☒☒☒☒☒☒
☒☒☒☒☒☒☒☒☒☒

This time it's ✨ *Supersized* ✨!

Rules:

- Shade some triangles. Clued triangles cannot be shaded.
- Unshaded triangles that share an edge form regions. Each region contains exactly one question mark or number, indicating the size of that region.
- Shaded triangles that share an edge form blocks. Two blocks that touch at corners cannot be the same shape, even when rotated or reflected.



Example (puzz.link) by Jovi: <https://tinyurl.com/bddk4tk9>
Puzzle (puzz.link, portrait): <https://tinyurl.com/mwa4hkxy>
Puzzle (puzz.link, landscape): <https://tinyurl.com/6xdub2f6>

June 30, 2024: Spokes

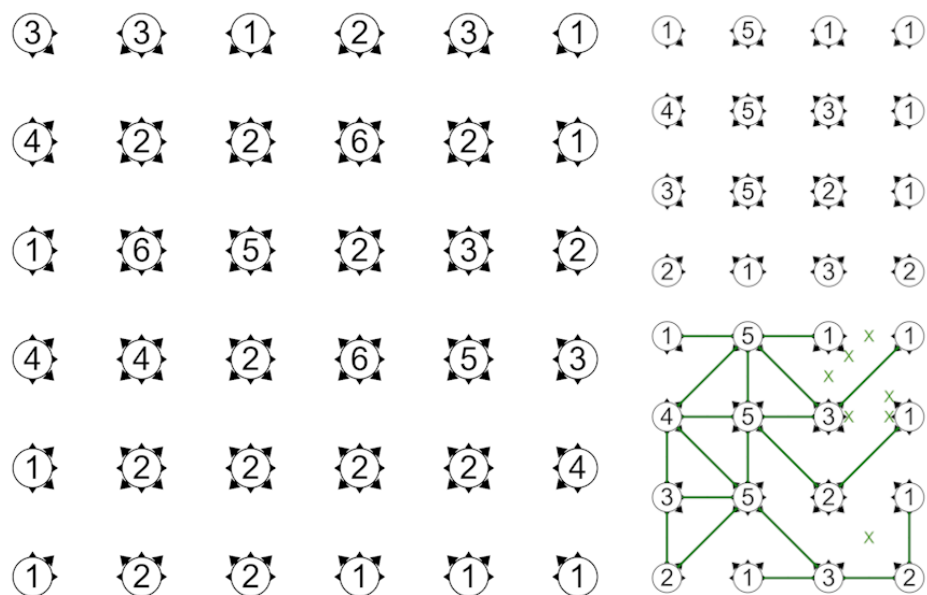
bakpao

Today's puzzle type used to feature frequently in *Breinbrekers*, a Dutch puzzle magazine that was published from 1993 until 2013. I hadn't heard of the type until recently, when I helped the Dutch puzzle organization migrate from Word templates to Penpa, and the traditional cog presentation the type makes use of proved to be a minor hurdle. I know, I know, today is supposed to be a strange-shaped Sunday puzzle, and this isn't *really* that. I think it looks unusual and funky enough that it's not entirely out of place, though!

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

Rules: Draw straight lines connecting circles to other adjacent circles orthogonally and/or diagonally, such that lines do not intersect each other and all circles form one connected network. Clues indicate the number of lines extending from that clue in the (up to 8) possible directions.

Interface note 🖱️: Making auxiliary cross marks is a bit troublesome - I have enabled Number mode, which along with Draw on Edges allows you to place any character you like to indicate a diagonal connection is impossible. You'll have to switch modes to toggle between line input and cross marks though. See also the right half of the example solution.



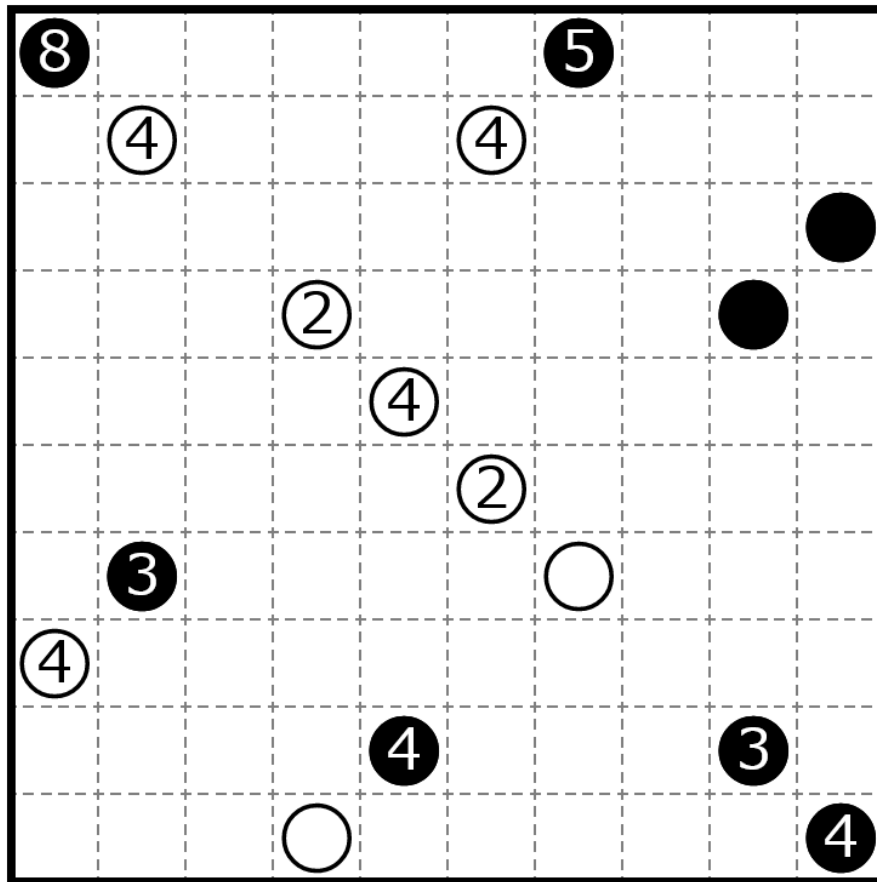
Example (Penpa+): <https://tinyurl.com/2etdyvgg>

Puzzle (Penpa+): <https://tinyurl.com/2eat2rkz>

Bonus 1: Balance Loop

Freddie Hand

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. The straight line segments coming out of a white circle must have equal lengths, while the straight line segments coming out of a black circle must have different lengths. A clue in a circle indicates the sum of the lengths of these two line segments.



Example (puzz.link) by Xoned: <https://tinyurl.com/3u56ffm8>

Bonus (puzz.link): <https://tinyurl.com/358t6sxv>

Bonus 2-3: Crossroads

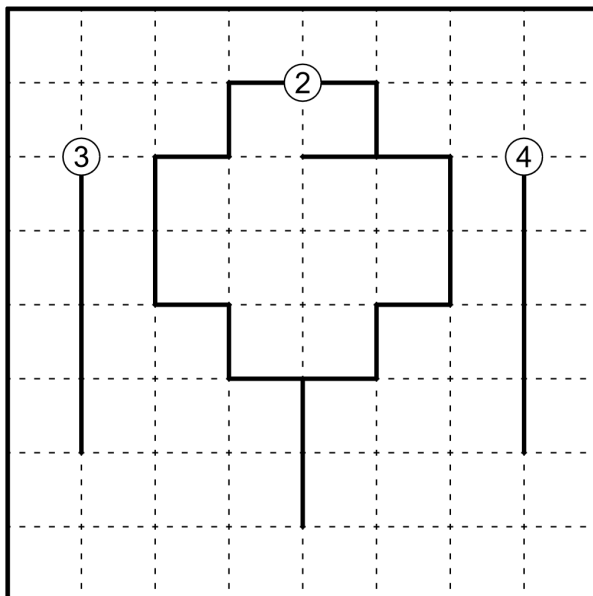
Walker

Rules: Draw an orthogonal loop that goes through the centers of all cells. Number clues indicate the amount of times the loop crosses the attached network.

Example (Kudamono): <https://tinyurl.com/36ruds5c>

Example (Penpa+): <https://tinyurl.com/2xj4llym>

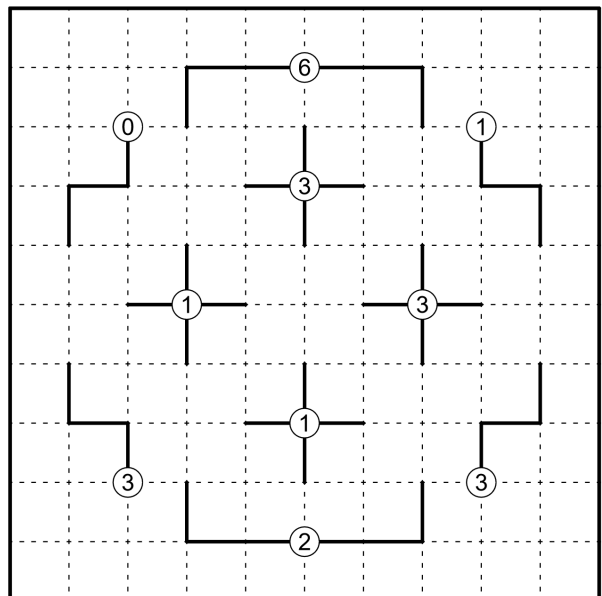
Bonus 2



Bonus 2 (Kudamono):

<https://tinyurl.com/yc4b5xfj>

Bonus 3



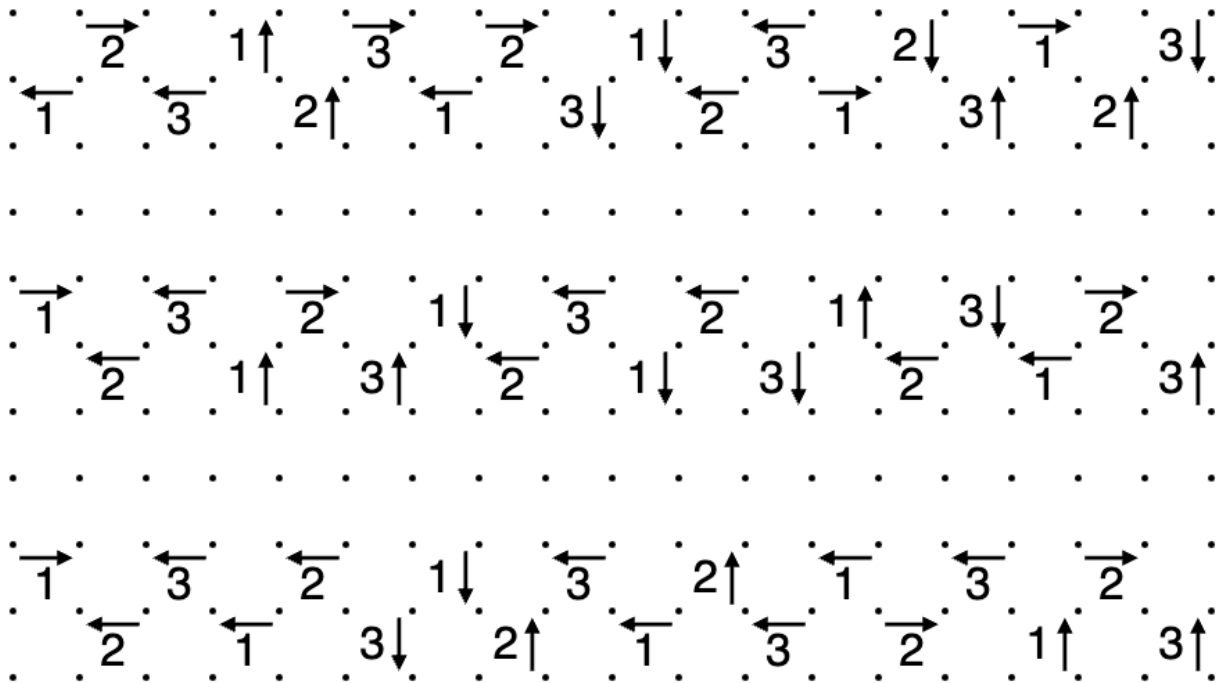
Bonus 3 (Kudamono):

<https://tinyurl.com/5n9xumeb>

Bonus 4: Line of Sight

Freddie Hand

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



Example (puzz.link) by bakpao: <https://tinyurl.com/246pfrx4>

Bonus (puzz.link): <https://tinyurl.com/mpeyw45m>

Bonus 5: San Anko

Menderbug

Rules: In some empty cells, place a number from 1-3 such that numbered cells come in orthogonally connected groups of three cells. Each cell within a group must contain the same number. A clue indicates the sum of the numbers placed orthogonally adjacent to it.

		9				2		
5				7				8
		3				10		
4				2				3
		7				6		

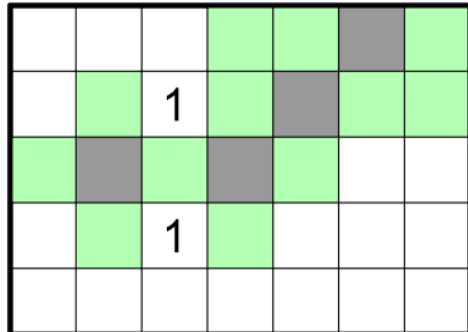
Example (pzprxs) by Eric: <https://tinyurl.com/mvjfnxht>

Bonus (pzprxs): <https://tinyurl.com/56eezsrc>

Date	Sloth Time	Crab Time	
01 Jun 2024	0:03:00	0:06:00	Skiin' Siskin
02 Jun 2024	0:02:30	0:05:00	Donut Dodo
03 Jun 2024	0:02:15	0:04:30	Four Corner Crake
04 Jun 2024	0:03:00	0:06:00	Genderfluid Grey Gull
05 Jun 2024	0:03:00	0:06:00	Distant Doradito
06 Jun 2024	0:02:15	0:04:30	Augsfeld Augur Buzzard
07 Jun 2024	0:01:15	0:02:30	Tiger Woodstar
08 Jun 2024	0:04:30	0:09:00	Quilted Quailfinch
09 Jun 2024	0:01:32	0:03:21	a Swan or a Greater Sage-grouse (choose one!)
10 Jun 2024	0:02:15	0:04:30	Stoic Stonechat
11 Jun 2024	0:02:00	0:04:00	Bosnian Roadrunner
12 Jun 2024	0:03:45	0:07:30	Coiffure Crab-Plover
13 Jun 2024	0:02:00	0:04:00	Green Light Iora
14 Jun 2024	0:03:00	0:06:00	a Swan or a Greater Sage-grouse (choose one!)
15 Jun 2024	0:04:00	0:08:00	Karmic Kākāpō
16 Jun 2024	0:04:00	0:08:00	Tilted Stilt
17 Jun 2024	0:03:00	0:06:00	Arithmetic Arizona Woodpecker
18 Jun 2024	0:02:15	0:04:30	Every Which Wayanad Laughingthrush
19 Jun 2024	0:02:00	0:04:20	Bananaquit
20 Jun 2024	0:02:15	0:04:30	Nikoli Needletail
21 Jun 2024	0:02:00	0:04:00	Diagonally Banded Snake Eagle
22 Jun 2024	0:08:00	0:16:00	Golfing Goldfinch
23 Jun 2024	0:03:15	0:06:00	Turntable Turnstone
24 Jun 2024	0:03:00	0:06:30	Lonely Limpkin

25 Jun 2024	0:02:30	0:05:00	Throwback Tataupa Tinamou
26 Jun 2024	0:01:45	0:03:30	San Andres Vireo
27 Jun 2024	0:03:00	0:06:00	Spiralling Spinifexbird
28 Jun 2024	0:03:15	0:06:00	Sweepstakes Waxbill
29 Jun 2024	0:04:30	0:09:00	Seagull (鸥)
30 Jun 2024	0:04:00	0:08:00	Impostor 'I'iwi

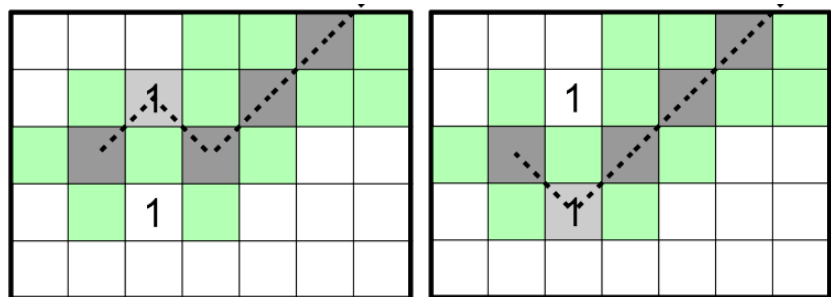
Appendix: Hitori Deduction



The deduction involves the pattern on the left. What can you conclude in this situation?

We know the two 1's are in the same column, therefore at least one of them must be shaded. Let's see what happens when each of them are shaded:

Notice that in both cases the shaded cells form one continuous line. What does this mean, connectivity-wise?



This means the two cells highlighted with cages in the image to the right can't be shaded, as they break the connectivity of the unshaded cells, regardless of which 1's are shaded! (Also note that you can't shade both 1's)

You can think of this like there's an invisible shaded cell in between the two 1's.

