Mind The GAPP Vol. 35

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

Ba-dee-ya, say, do you remember?
Ba-dee-ya, GAPPin' in September
Ba-dee-ya, never was a cloudy day


We don't have anything of note happening this month, so instead here are two questions:

- Have you ever printed any Mind the GAPP volumes, or do you plan to print Mind the GAPP volumes in the future?
- If yes, are you interested in a compact version of Mind the GAPP which excludes the intro, times/birds, links, and possibly the rules?

This is only to gauge interest. If there's enough demand, we may consider it. However, we won't promise that it *will* happen, as it will be a bit more work for each volume.

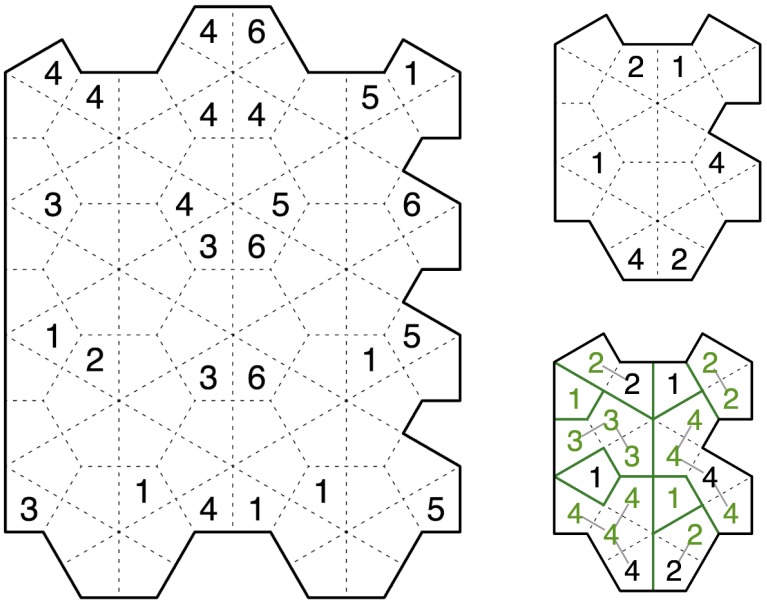
Also, we have 7 bonus puzzles this time. Enjoy!

September 1, 2024: Fillomino (Deltoidal Trihexagonal) | Freddie Hand

Unfortunately no-one guessed today's **Fillomino**, on a deltoidal trihexagonal grid. Not that we would have given out otters if anyone had, since the August guessing game is now over. Though of course you are welcome to keep guessing for the reward of great satisfaction, much like the feeling of solving the wordle in 1 try. In other words, there's nothing to stop you from attempting!

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

Note: The interface checks for either region borders or numbers, so take your pick! The links have edgesub mode preselected, which works nicely for Fillomino.



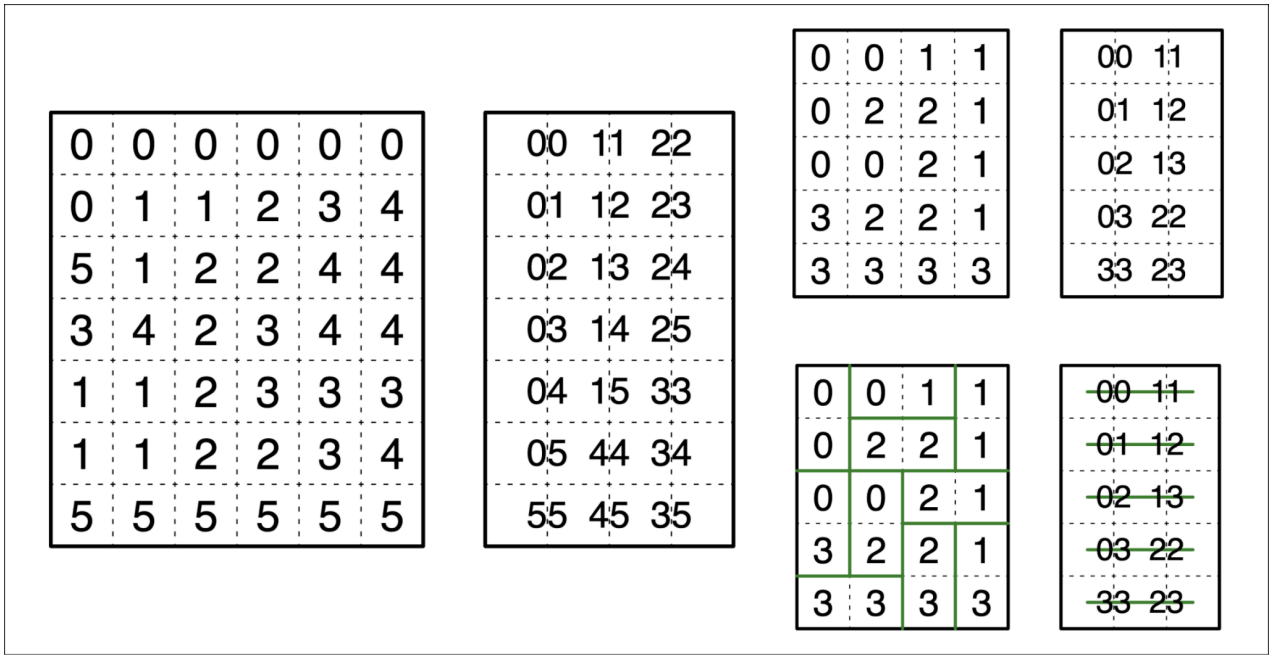
Example (Penpa+): https://tinyurl.com/23wrq2ph
Puzzle (Penpa+): https://tinyurl.com/286bqv4e

September 2, 2024: Domino Hunt | Walker

Domino Hunt is another classic genre we haven't yet covered, and one of the oldest puzzle genres; it was patented in 1893 by Richard Osa, under the name "Dominosa Omnibus". Though the scanning can be a bit tedious, it has a surprising amount of depth, both in possible deductions and capacity for variations. After finding all the dominoes, you can set them up in a chain and watch them topple!

Rules: Divide the grid into two-cell regions. The pairs of numbers which must appear in the regions are given outside the grid, and must each be represented exactly once. (The numbers in the domino can be in either order.)

Interface Note: All the dominoes in the grid are given to the right. You can cross them out horizontally with the sub in edgesub mode, or switch to line mode. (Don't cross them out with normal edges - it will interfere with answer check.)



Example (Penpa+): https://tinyurl.com/2dhc2pvx
Puzzle (Penpa+): https://tinyurl.com/2859lngz

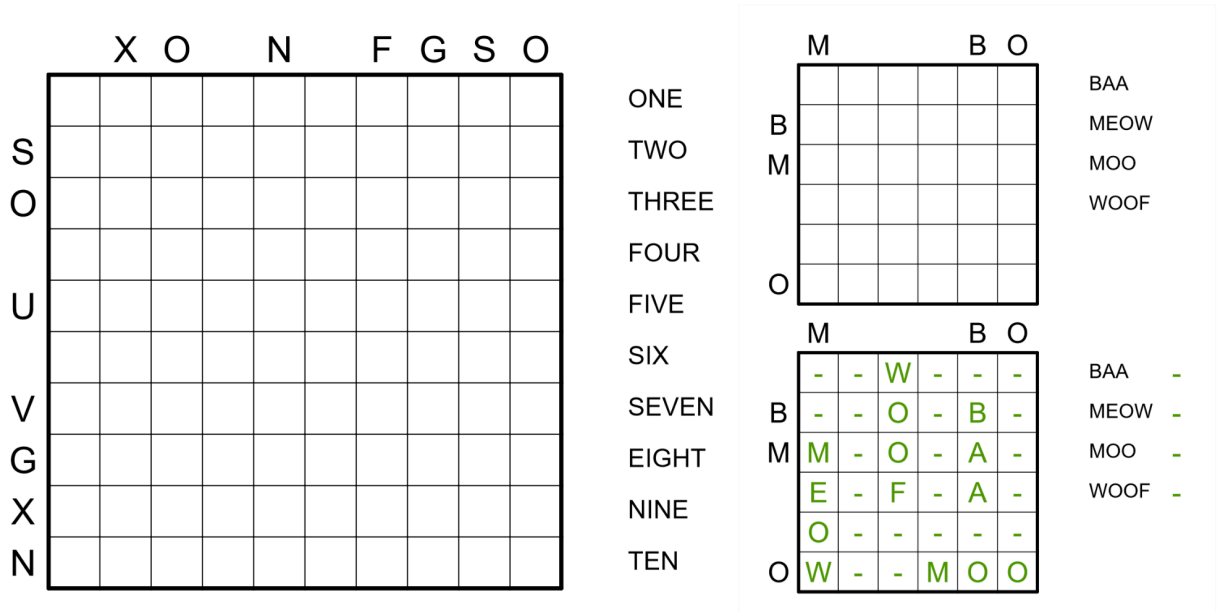
September 3, 2024: Hidden Words | Lavaloid

Today's GAPP is **Hidden Words**. Unrelatedly, here are some random sentences, please ignore them:

- Before the start of the marathon, everyone gathered around the start line.
- Don't egg on Nathan!
- That's something I've thought about before.
- Ever tried mayo? Underrated.
- Lou passed.

Rules: Place all given words in the grid in straight lines of consecutive cells going left-to-right or top-to-bottom, such that words cannot touch each other, even diagonally. The letters outside the grid indicate that they must appear in that row or column at least once.

Interface note: You can use - to mark cells that cannot have letters, or to mark used words. It will be ignored by the answer checker.



Example (Penpa+): https://tinyurl.com/2ac7g9yd
Puzzle (Penpa+): https://tinyurl.com/2xh3rlez

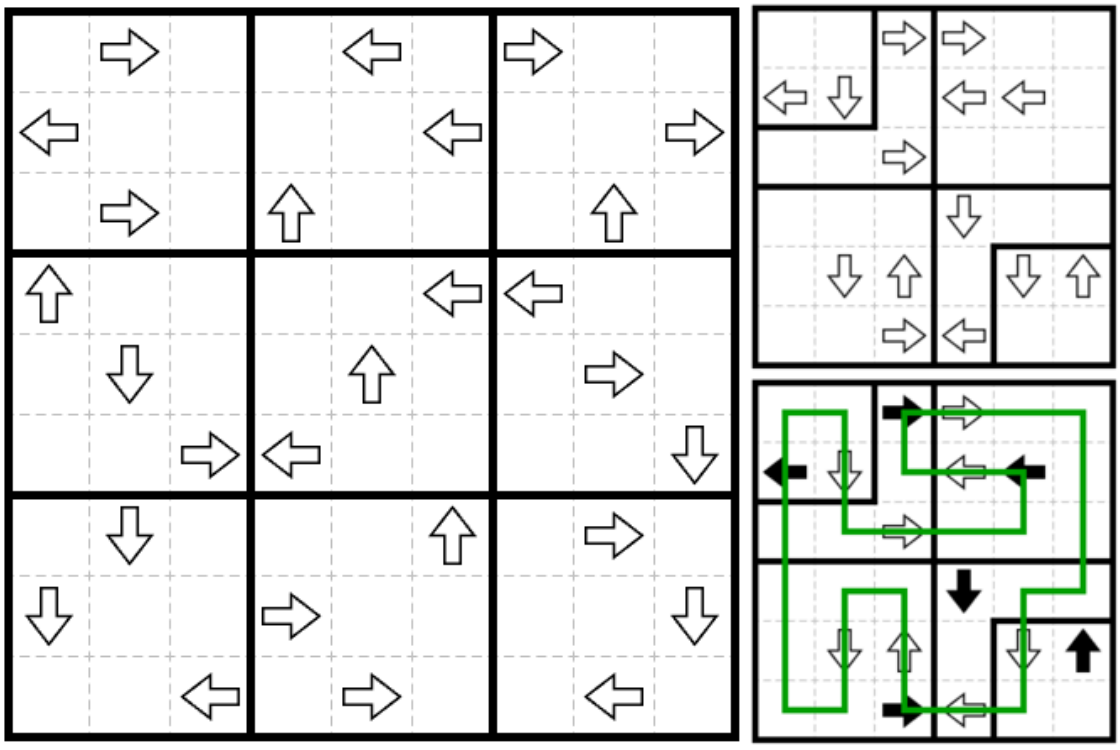
September 4, 2024: Fake Arrow | bakpao

Now that August is over, I can finally return to my favorite type of puzzle to feature in GAPP - Nikoli Omopa genres. Today's genre is from Nikoli's quarterly Puzzle Communication magazine (a few editions ago) and was conveniently implemented in pzprxs last month as well.

Today's puzzle is a **Fake Arrow**!

Rules: Draw a non-intersecting directed loop through the centers of some cells. The loop must pass straight through arrow cells, in the direction the arrow points at. However, in each outlined region, exactly one arrow is lying (which means the loop doesn't pass through the arrow, turns on that cell, or goes straight in the wrong direction). Lying arrows may not be horizontally or vertically adjacent.

Interface note: Marking all the liars is required for the answer check to work in this implementation. Click on an arrow to shade it, indicating it is a liar. ~~I've added 9 seconds to the benchmark times to make up for it.~~



Example (pzprxs): https://tinyurl.com/nhc8yp2d
Main puzzle (pzprxs): https://tinyurl.com/mr3dsy64

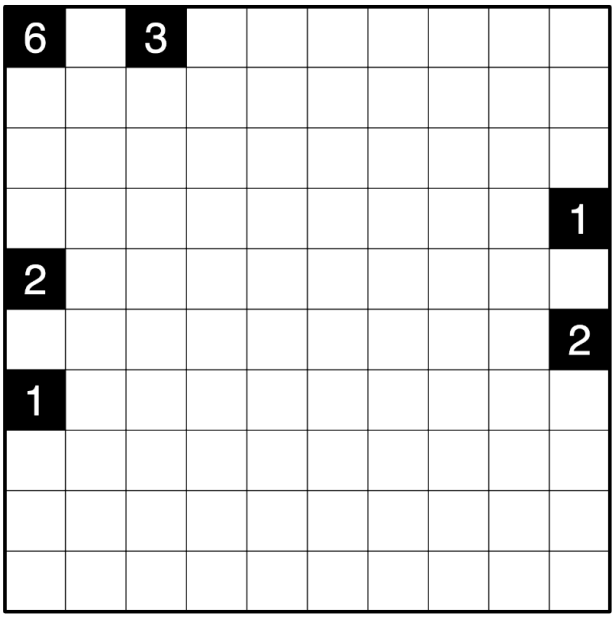
September 5, 2024: Aquapelago (Dominoes) | Menderbug (posted by Freddie Hand)

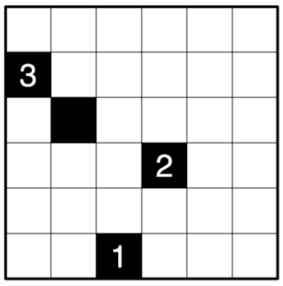
Hello. I'm posting this **Aquapelago (Dominoes)** on behalf of Menderbug today.

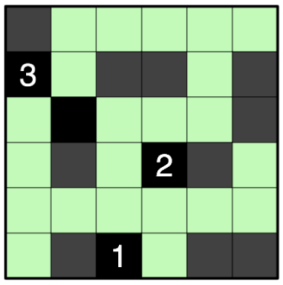
Today, I learnt that the word "aquapelago" was coined as recently as 2012, in the *Shima* online journal (I know what that means! Thanks, Shimaguni). I'm sure in 2112 we'll look back on this moment as one of the humanity's great breakthroughs. Also today, the word "Pauritius" was invented by me to make the bird name alliterate. History might not treat this invention so kindly.

Also no-one looks at the birds anyway. I bet none of you had any idea that I've used 4 wrens in the last couple of months. Today's sloth and crab times are 20 seconds to force you to appreciate our aviculture. Good luck Sam. (The actual time standards are in the spoilers as always)

Rules: Shade some dominoes of cells so that no two shaded dominoes are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Clued cells must be shaded, and indicate the number of dominoes in the diagonally connected group they belong to.







Example (Penpa+): https://tinyurl.com/2afhv8e5
Puzzle (Penpa+): https://tinyurl.com/25yvro66

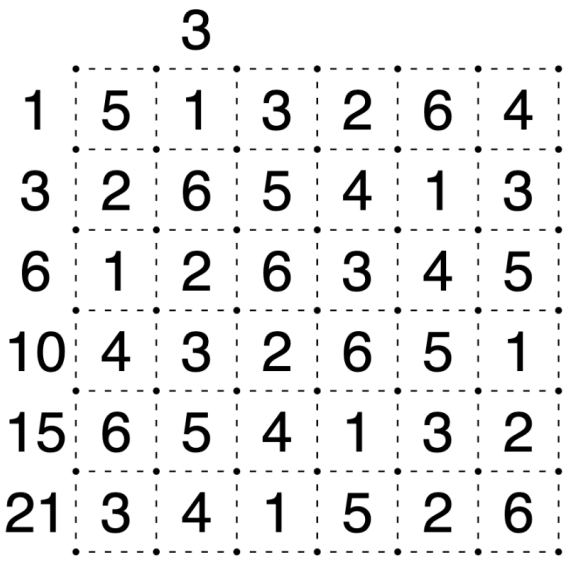
September 6, 2024: Hideout Fences | Freddie Hand

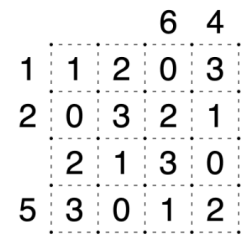
Hi it's me again, with a **Hideout Fences**. It's only one letter away from a Hideous Fences, but fortunately this one is beautiful. If you want to make it even more beautiful I recommend colouring each number in a different hue. Still does not hold a candle to Ugly Tapa. Sorry to all hideout fences fans out there.

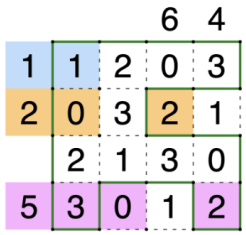
~~Usually this genre would have negative numbers, but for the purposes of GAPP, I've only made use of non-negative ones.~~ This is a terrible and cursed idea that no-one should think about or try.

Rules: Draw a closed loop along the dotted lines that uses each grid point at most once. The numbers outside the grid indicate the sum of the numbers directly behind loop edges in the respective row or column.

Note: There's some colouring in the example solution to indicate which cells are "hidden" in each of the coloured rows.





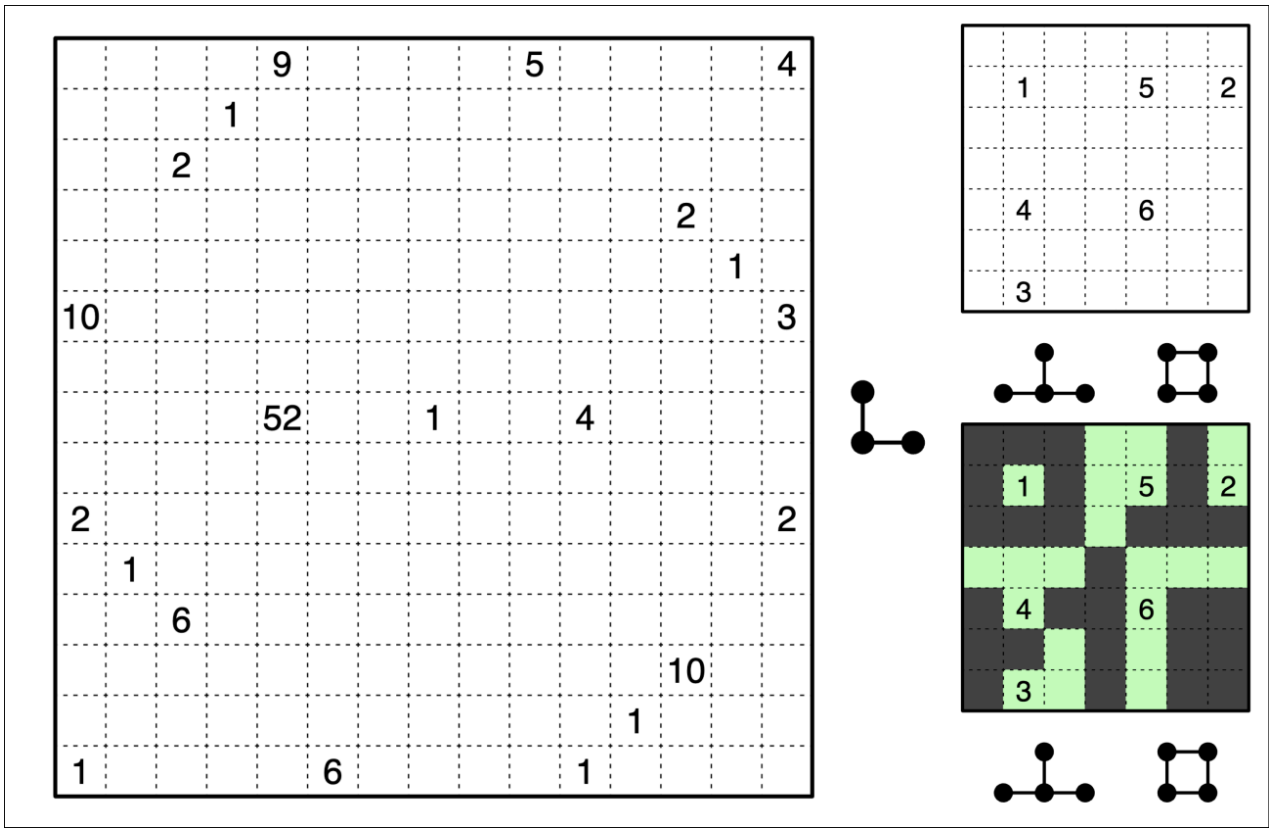


Example (Penpa+): https://tinyurl.com/27d9rt4b
Puzzle (Penpa+): https://tinyurl.com/2xkl3wss

September 7, 2024: Surf | Walker

It's been hot recently, which means that it's a great time to head to the ocean! 🌊 Personally, I like to visit the small parks and lookout spots atop cliffs, which have beautiful views over the horizon. From up here, you can watch the transient L-shaped ripples in the water. The largest ones become **Supersized** waves, breaking upon the shore into the **Surf…**

Rules: Shade some cells such that each connected group of shaded cells is of one of the shapes given outside the grid: A line segment represents a one-wide straight path of at least two cells, and a node represents a turn, branch, or endpoint. Rotations and reflections are permitted. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area.



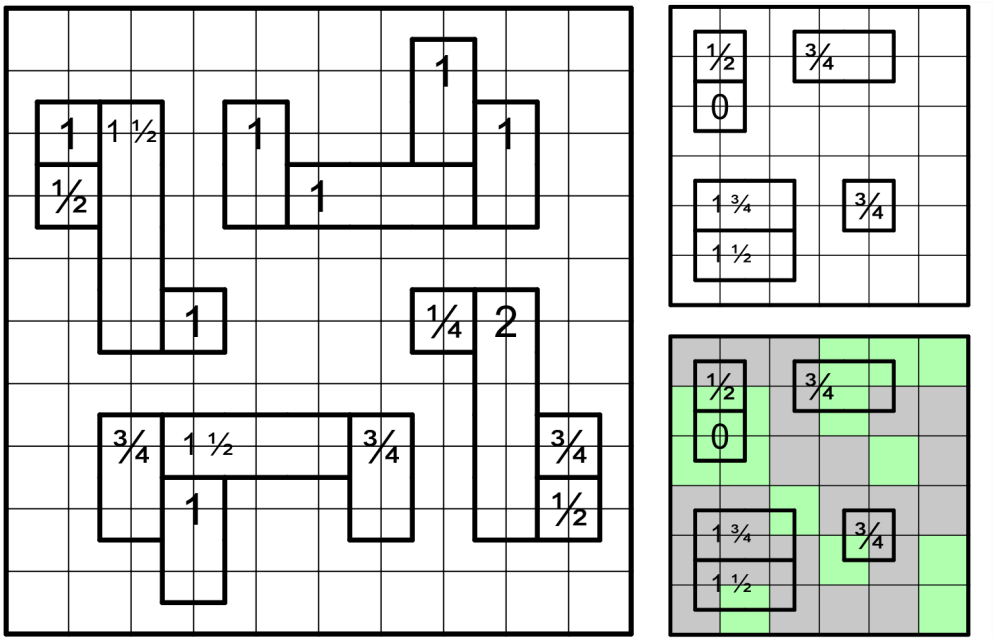
Example (Penpa+): https://tinyurl.com/2as7s3xo
Puzzle (Penpa+): https://tinyurl.com/26xb7dvw

September 8, 2024: Aqre (Arbitrary Regions) | Lavaloid

The strange shape store is out of stock today, so let's have a ✨ *Square-Shaped Sunday* ✨ instead. Today's puzzle is an **Aqre (Arbitrary Regions)**!

Rules:

- Shade some cells so that all shaded cells form one orthogonally connected area.
- There may not exist a run of more than three consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.
- Regions with numbers must contain the indicated <u>area</u> of shaded cells. (The area of one cell is 1.)



Example (Penpa+): https://tinyurl.com/2ckvfteb
Puzzle (Penpa+): https://tinyurl.com/2b8axmyg

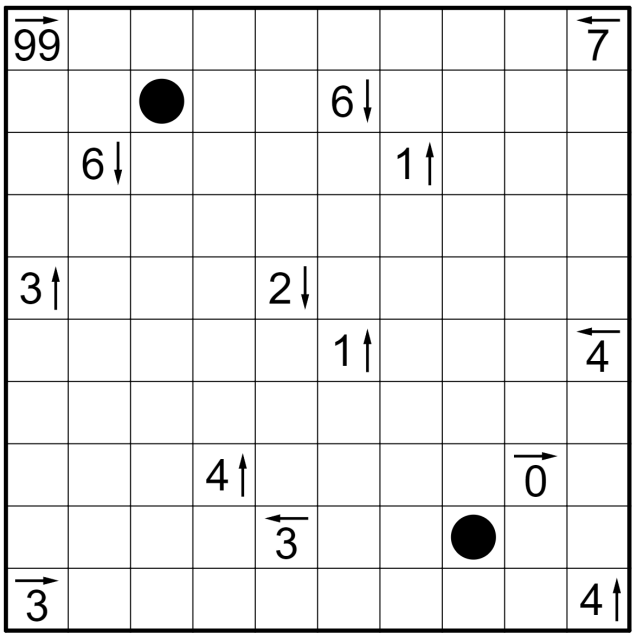
September 9, 2024: Snake (True False) | bakpao

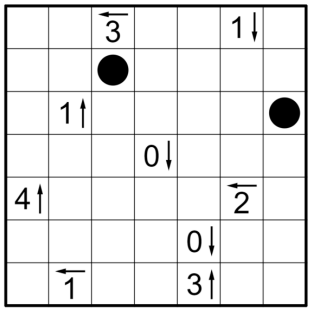
Happy 9th of September to everyone! I have no idea what we're celebrating today, but I figured I'd put a 99 clue in the puzzle to observe the occasion anyway. Busy day ahead, so that's all from me - enjoy your Monday!

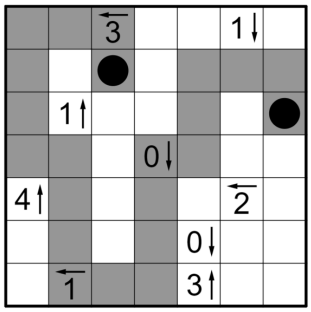
Today's puzzle is a **Snake (True False)**!

Rules: Shade some cells to form a non-intersecting path which does not touch itself, not even diagonally. Circles mark the ends of the path. If a cell with a number in it is unshaded, it must be true: the number represents how many shaded cells are in the indicated direction. If a cell with a number in it is shaded, it must be false: the number cannot be equal to the number of shaded cells in the indicated direction.

Beware of the negative constraint! If for example R2C1 is shaded, and there is an arrow with a 1 clue pointing left in R2C2, then that arrow cannot be shaded, because its value would be true while the fact that the clue is shaded would indicate its value is false. The opposite is also true (if R2C1 were unshaded, the left-pointing 1 arrow in R2C2 would need to be shaded)!





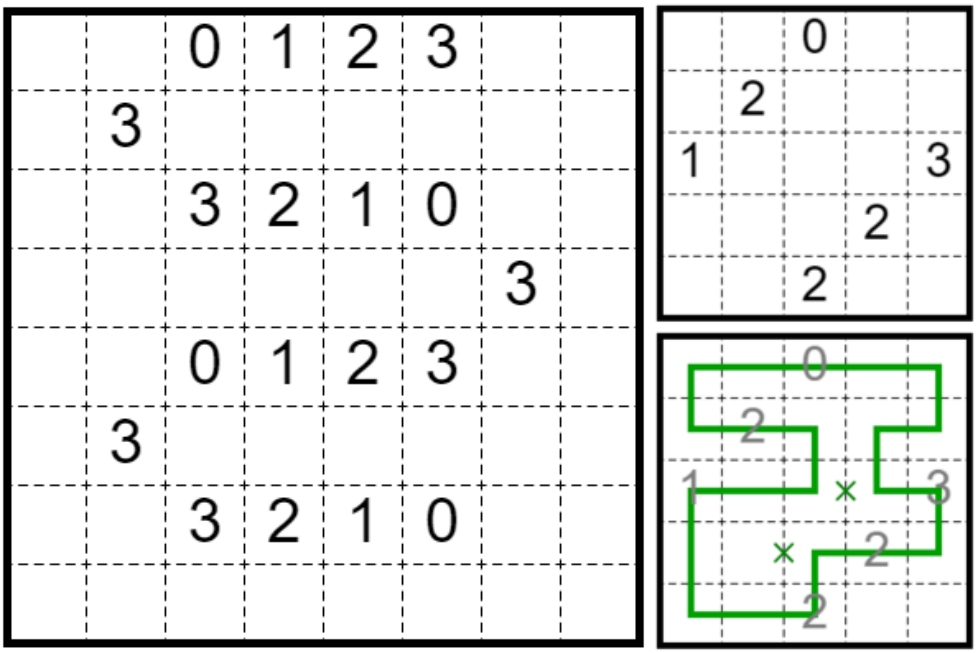


Example (Penpa+): https://tinyurl.com/24fynx3m
Main (Penpa+): https://tinyurl.com/245rdrk4

September 10, 2024: Turnaround | Menderbug

Turnaround. Bright eyes.

Rules: Draw a non-intersecting loop through the centres of some cells that passes through every number clue. Clues count how often the loop turns in three cells: the cell containing the clue, the cell before and the cell after (along the loop).



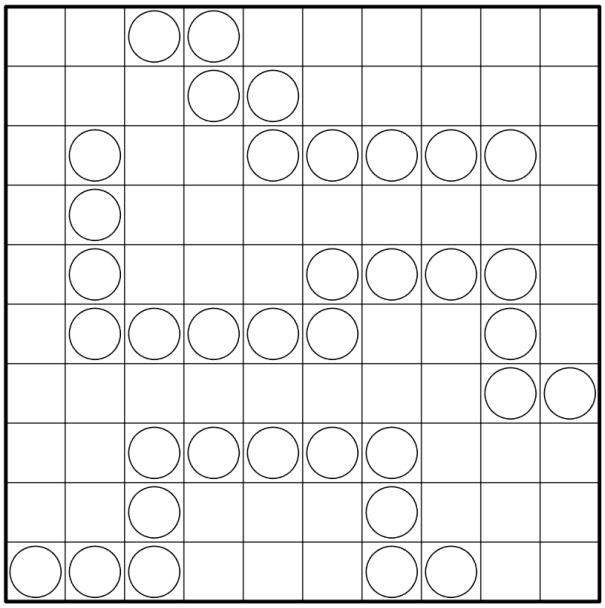
Example (pzprxs): https://tinyurl.com/4n5ab77v
Puzzle (pzprxs): https://tinyurl.com/3yv34wmc

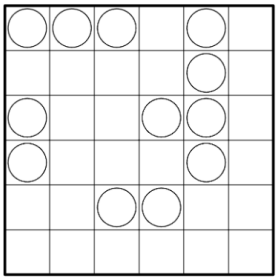
September 11, 2024: Ripple Loop | Freddie Hand

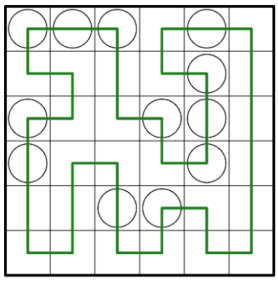
Today's puzzle is a **Ripple Loop**. I'm off to get some raspberry ripple ice cream. If you don't know this (amazing) flavour, don't forget "ice cream" when searching it up, or you might be in for a bit of a shock. Cockney rhyming slang is wild.

Rules: Draw a non-intersecting loop through the centres of all cells. Wherever two circles are in vertically or horizontally adjacent cells, the loop must go straight through one, and make a turn in the other.

Note: It might be helpful to shade circles once you've determined that they're turns.







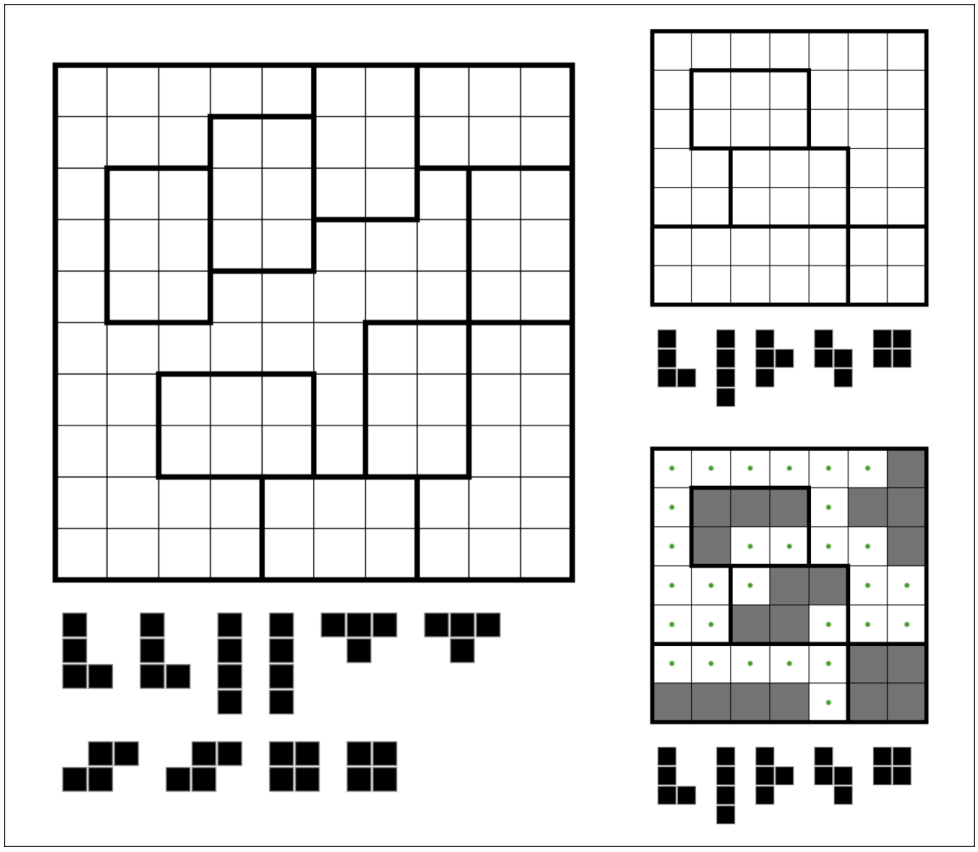
Example (Penpa+): https://tinyurl.com/2739crpy
Puzzle (Penpa+): https://tinyurl.com/26o73q9p
Puzzle (Kudamono): https://tinyurl.com/4fv5y2zj

September 12, 2024: Regional Polyominoes | Walker

I'm here for a behind-the-scenes tour at the **Regional Polyominoes** distribution center. 🏭 Here, polyominoes are stored until they're ready to be shipped off in puzzles. It's important that the polyominoes don't touch, even diagonally - just think of all the genres where that's forbidden! So we store them in these individual containers. Even so, we need to ensure that the polyominoes don't touch through the walls of the containers, either…

Rules: Place each shape from the bank given outside the grid so that no two shapes touch, not even diagonally. Each region contains exactly one shape, and shapes do not cross region borders.

Here's an important **GAPP 101**: (ROT13) Gur xrl gb guvf traer vf guvaxvat nobhg pryyf bhgfvqr ertvbaf! Lbh pna znex n pryy bhgfvqr n ertvba nf hafunqrq vs funqvat vg jbhyqa'g yrnir rabhtu fcnpr va gur ertvba gb svg n grgebzvab, be jbhyq bayl yrnir fcnpr sbe n grgebzvab lbh'ir nyernql hfrq.

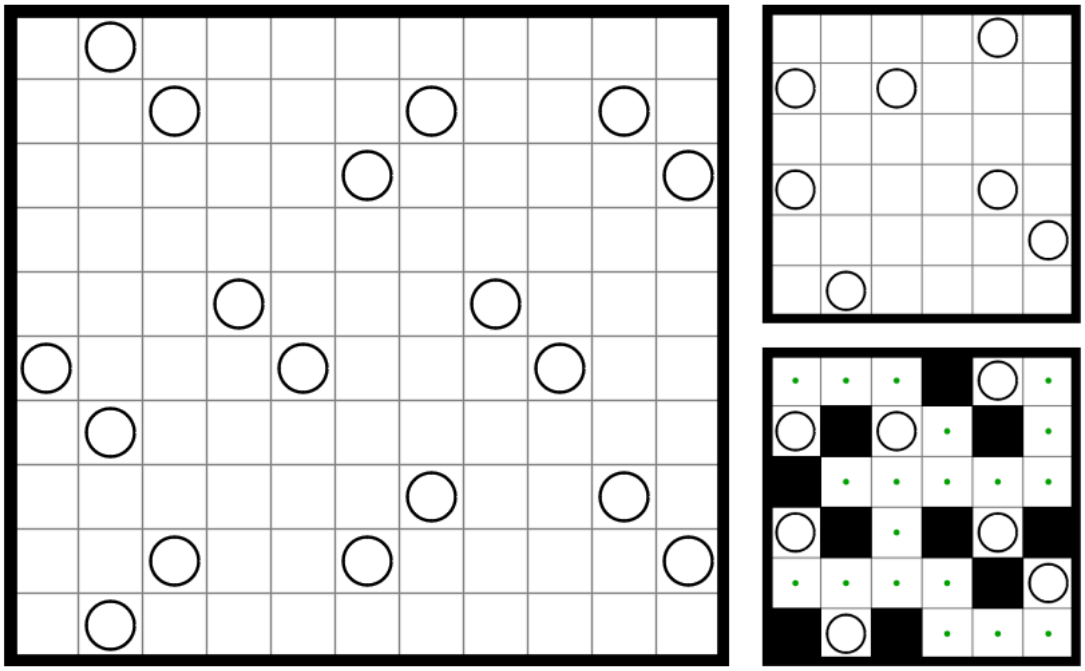


Example (pzprxs): https://tinyurl.com/4a34fctm
Puzzle (pzprxs): https://tinyurl.com/4j3hepv

September 13, 2024: Curving Road | Lavaloid

🎵 **Curving Road**, take me home 🎵
🎵 Wait a sec, that was wrong 🎵
🎵 Fix the lyrics I'm not gonna 🎵
🎵 Because Country Road is a completely different genre from Curving Road so the intro wouldn't make that much sense 🎵

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected group. Circles cannot be shaded, and every possible orthogonal path between two circles through only unshaded cells must take at least two turns.



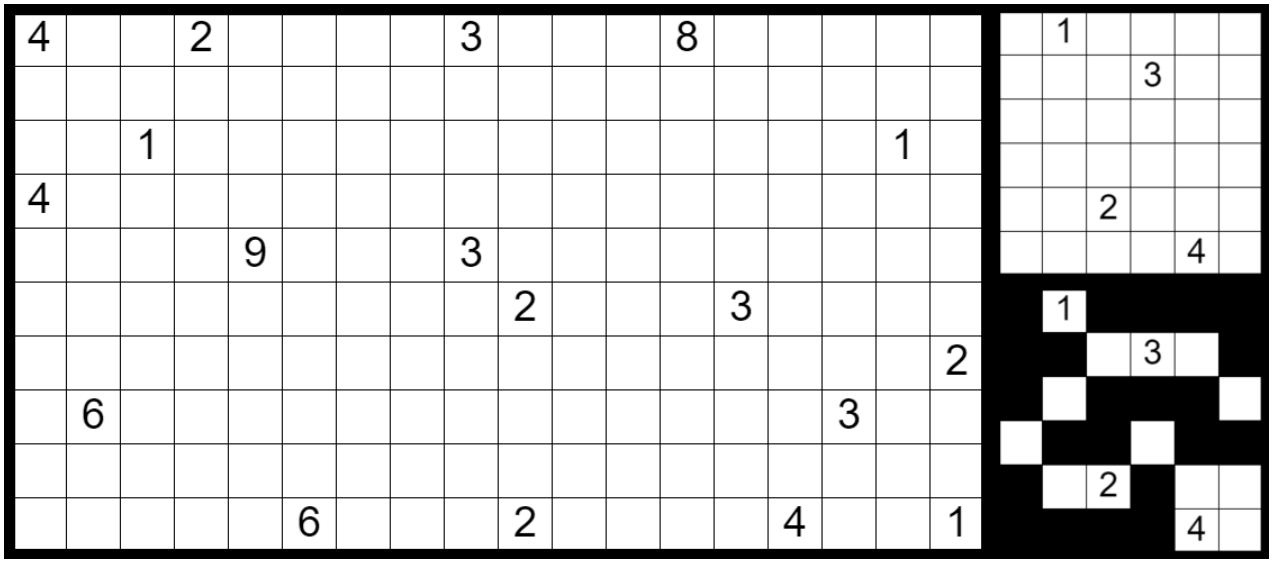
Example (pzprxs): https://tinyurl.com/3xstv38f
Puzzle (pzprxs): https://tinyurl.com/4vu9t36j

September 14, 2024: Mochinyoro | bakpao

I'll be working on my baklog of GAPP puzzles over the course of the next few days. I need to have puzzles ready for about 6 of my upcoming turns because I'll be busy with (preparing for) WSPC for a while soon. Open to suggestions!

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

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



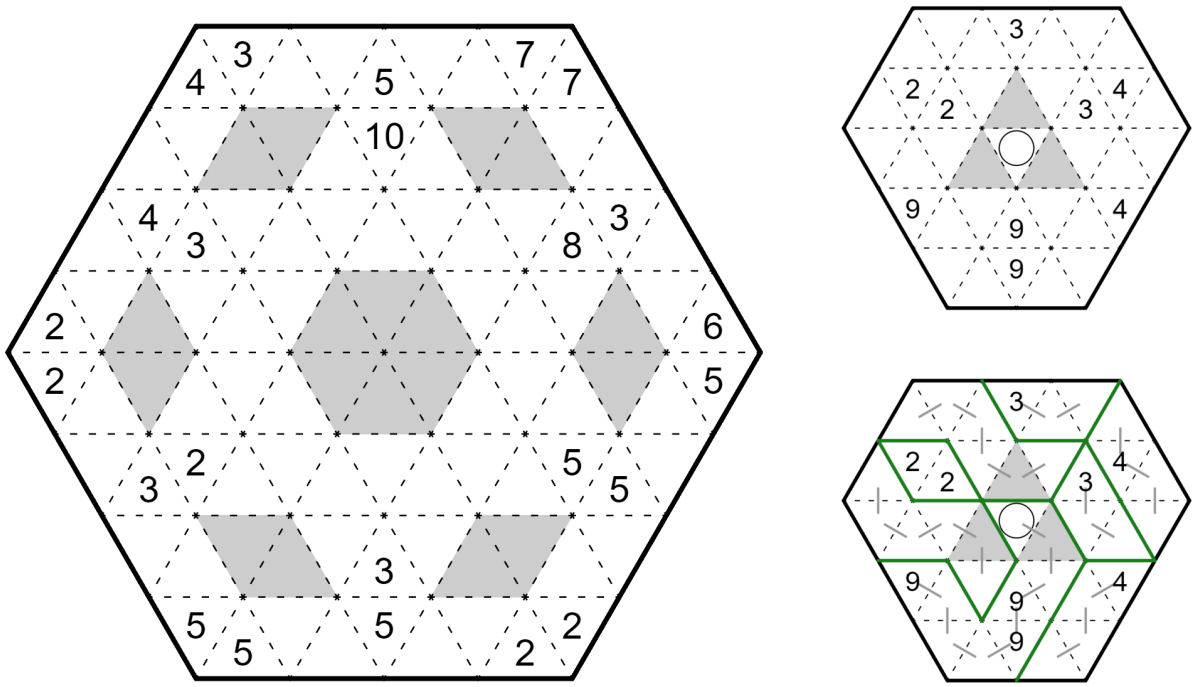
Example (puzz.link): https://tinyurl.com/3p5dkmbs
Main puzzle (puzz.link, landscape): https://tinyurl.com/47tdys6c
Main puzzle (puzz.link, portrait): https://tinyurl.com/59vn3fea

September 15, 2024: Snake Pit (Triangular) | Menderbug

I really liked how that triangular Snake turned out a couple of months ago, so I wanted to revisit that idea. But I also wanted to make a region division puzzle on this lovely Strange-Shaped Sunday. So here's a **Triangular Snake Pit**.

Rules: Draw non-intersecting, non-branching 1 cell wide paths so that all cells are used by exactly one path. A path may not touch itself, not even at a point. Two paths of the same length may not share an edge. Numbers must lie on paths occupying the indicated number of cells. Circles must be at the end of a path, and grey cells cannot be the end of a path. Paths are at least two cells long.

Interface note: Snake Pit is normally solved as a region division puzzle (as shown in the example image). But if you prefer, the answer checker also accepts (a) drawing lines along each snake in green or (b) entering the length of each snake into each of its cells, as you might do for Fillomino.



Example (Penpa+): https://tinyurl.com/299oftty
Puzzle (Penpa+): https://tinyurl.com/23qpmhbc

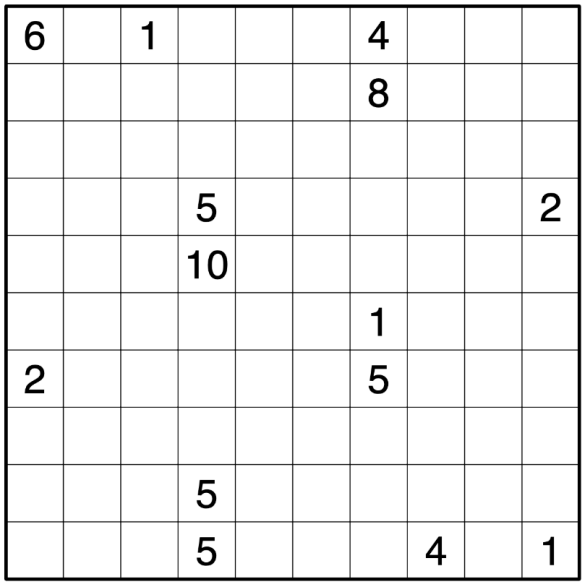
September 16, 2024: Diagonal Chains | Freddie Hand

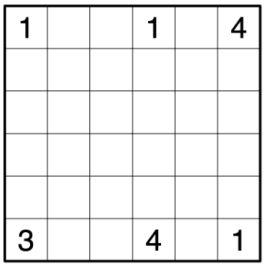
Today's puzzle is a **Diagonal Chains**, another genre from the Innovations round from the 2019 World Puzzle Championship (the recent Hideout Fences was also taken from here). You've also seen Equality. The other genres on that list might not make it so far.

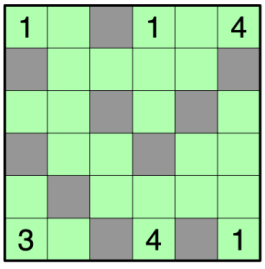
Rules: Shade some cells to create diagonal chains. Shaded cells cannot be orthogonally adjacent, and no shaded cell can touch more than two other shaded cells diagonally. Furthermore, there can be no 'loops' of shaded cells – in other words, each group of diagonally connected cells must have at least one shaded cell with less than two diagonally touching shaded neighbours. Cells with numbers cannot be shaded.

The numbers indicate the sum of the lengths of all such chains where at least one shaded cell is horizontally, vertically or diagonally neighbouring to the numbered cell.

Note: The "no shaded cell can touch more than two other shaded cells diagonally" means that the shaded cells must form non-branching networks. And the example is a bit tricky!







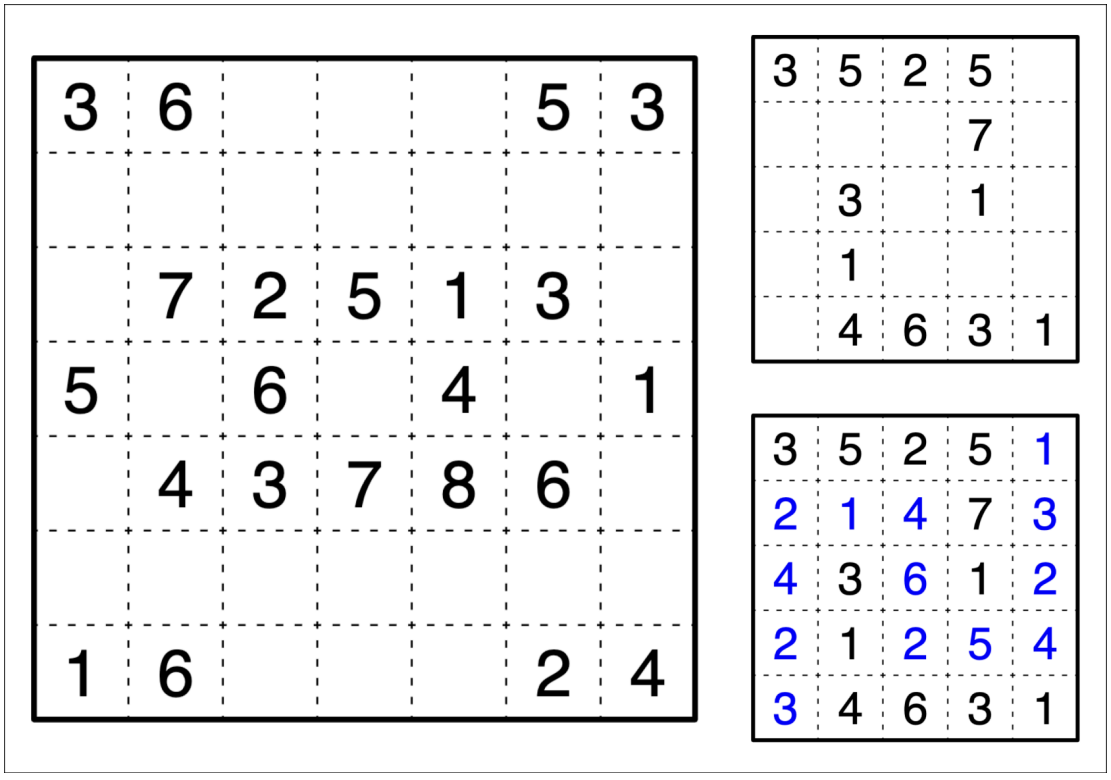
Example (Penpa+): https://tinyurl.com/2xq7nfzr
Puzzle (Penpa+): https://tinyurl.com/2yjyhgo6

September 17, 2024: Offspring | Walker

Today's GAPP is an **Offspring**! This genre first appeared in the Oguz Atay Puzzle Contest, a 10-round monthly contest leading up to the 2009 World Puzzle Championship in Antalya. In that competition, there were four Offspring puzzles, shaped like the letters OAPC! This genre has a simple and elegant ruleset, though the scanning can sometimes be a bit difficult.

Rules: Place a number from 1 to 9 into each empty cell such that no two adjacent cells contain the same number, even diagonally. For each cell, each possible number less than the number the cell contains must appear at least once in the (up to) eight surrounding cells.

Interface Note: This type can be tricky to scan! To keep track, I recommend shading numbers once they contain all lower numbers in their surrounding cells. (The times are a bit looser to accommodate shading and mobile entry.)

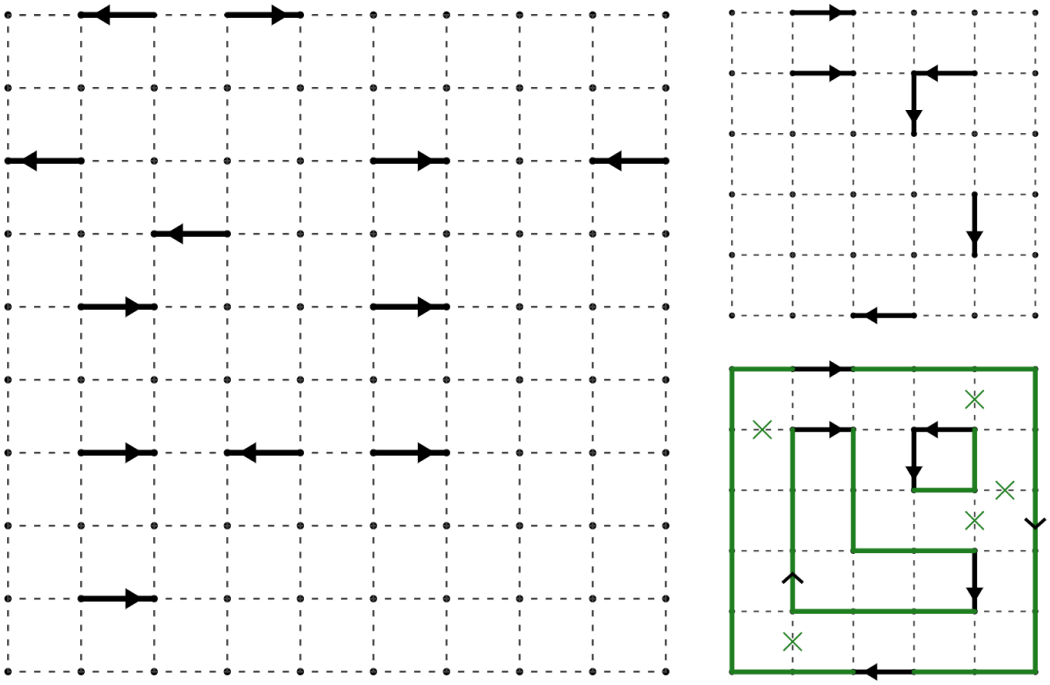


Example (Penpa+): https://tinyurl.com/2bzuf7kf
Puzzle (Penpa+): https://tinyurl.com/28hhh7a8

September 18, 2024: Arrow Ring | Lavaloid

Today's GAPP is **Arrow Ring**. If you add "sp" in front of each word, you get "sparrow" and "spring", both English words. Can you find a different pair of words of the form "___arrow" and "___ring"?

Rules: Draw several loops on the board such that each loop contains exactly two arrows and each gridpoint belongs to exactly one loop. Within each loop, both arrows must be oriented in the same direction.



Example (Penpa+): https://tinyurl.com/2ae65mut
Puzzle (Penpa+): https://tinyurl.com/2y6jaazk

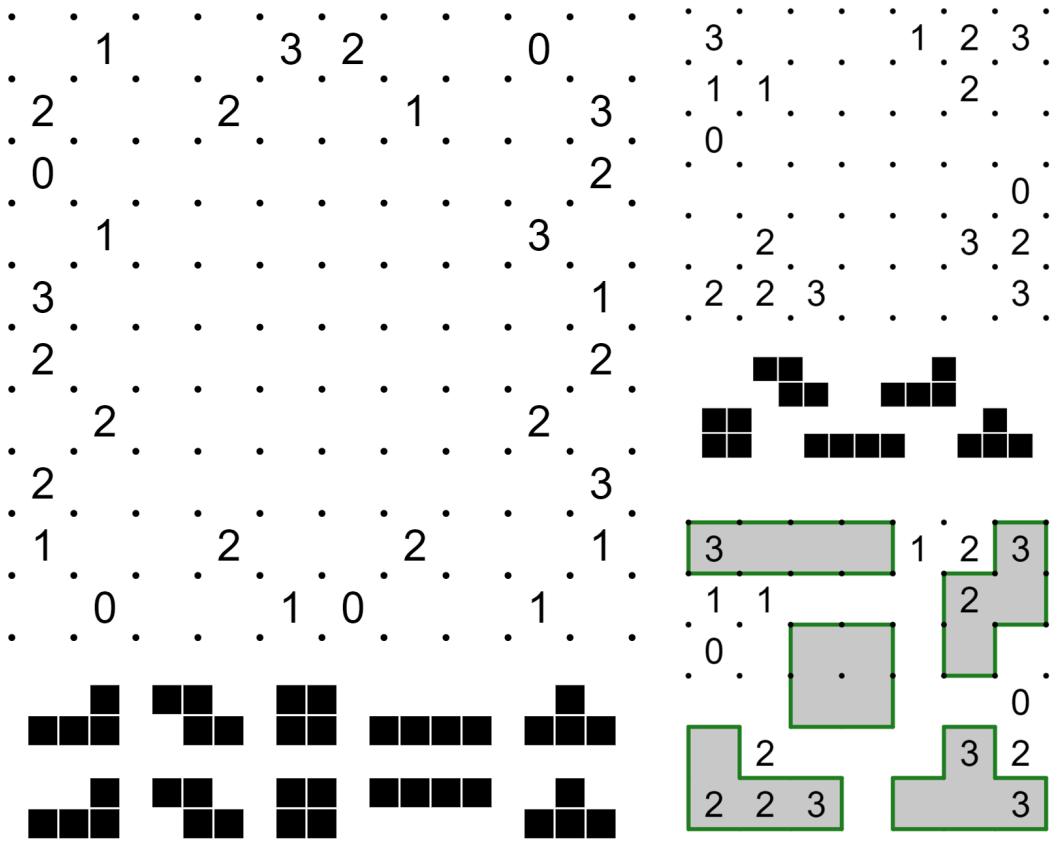
September 19, 2024: Slitherlink (Tetrominous) | bakpao

Last post I mentioned I was going to work on my baklog. Ironically today's puzzle was already finished before then, and since posting my previous puzzle I'd say I've spent about 6-8 hours trying to write GAPPs but failing to come up with anything I like enough... If someone happens to find my inspiration out there, I would very much like it back. Finder's fee is a pat on the back from YAGPAO. Anyway, I sure hope you liked drawing multiple loops yesterday, because today we'll be drawing even more!

Today's puzzle is a **Slitherlink (Tetromino)**! Using pentominoes is much more common for this variation, but I found that not very compatible with GAPP, so this puzzle uses tetrominoes instead.

Rules: Connect some pairs of orthogonally adjacent dots to form ten non-intersecting loops (*five in the example*) with exactly four cells on the inside, each corresponding to a shape from the bank given outside the grid, counting rotations and reflections as the same. Clues represent the number of edges drawn surrounding the clue (up to four).

Interface note: Answer check works on both edges drawn and shading, so you can solve with whichever method you prefer. If you use shading, shade the inside of each loop.



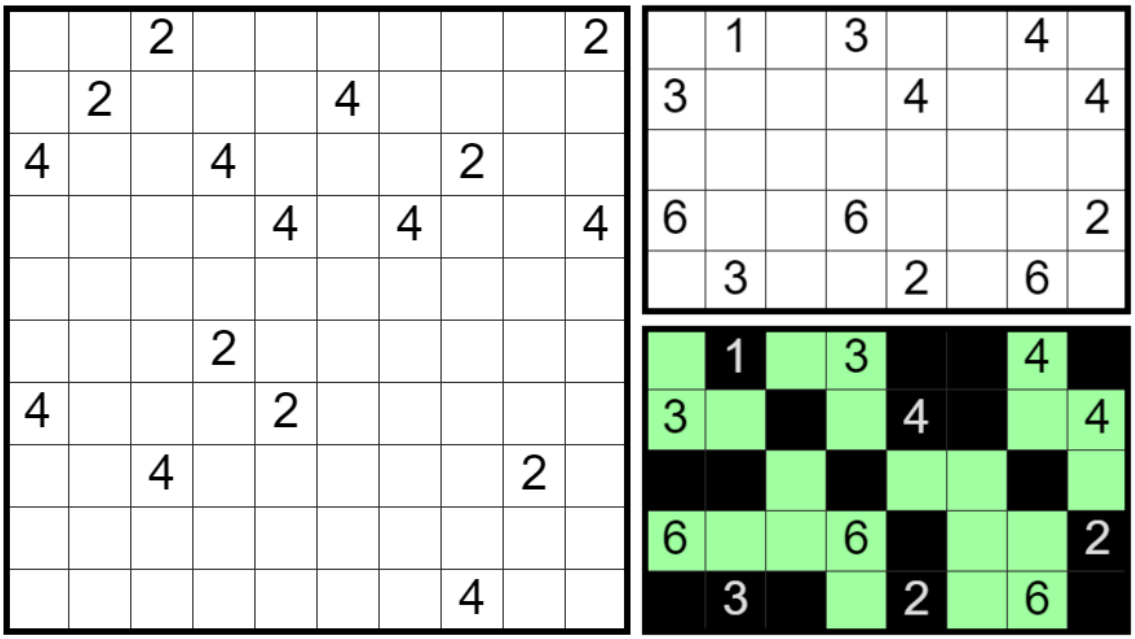
Example (Penpa+), single tetromino bank: https://tinyurl.com/27vlslfp

Main (Penpa+), double tetromino bank: https://tinyurl.com/24uqv68b

September 20, 2024: Choco Banana | Menderbug

I struggled picking a genre for today's puzzle, so I just ended up making my comfort food, **Choco Banana**.

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



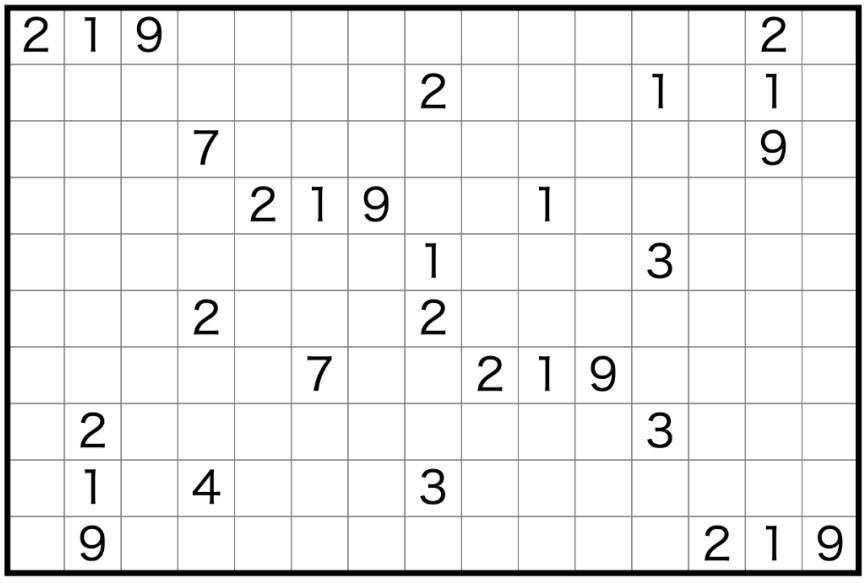
Example (pzprxs) by Shye: https://tinyurl.com/mw6t7vv7
Puzzle (pzprxs): https://tinyurl.com/yc78sb55

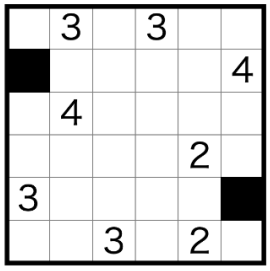
September 21, 2024: Four Winds | Freddie Hand

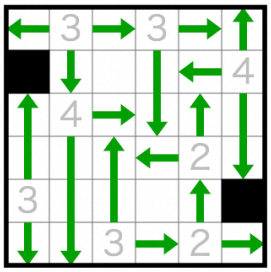
Say, do you remember what day it is today? We haven't had any fire or earth-themed puzzles on GAPP, so here's a supersized **Four Winds** (aka *Wall Logic*) to commemorate the occasion.

Rules: Draw one or more straight arrows extending from each clue. A clue indicates the sum of the lengths of the arrows extending from it. Arrows may not cross each other or clued cells, nor can they pass through shaded cells.

Note: Contrary to the last four winds in GAPP by bakpao, not all cells need to used by an arrow!





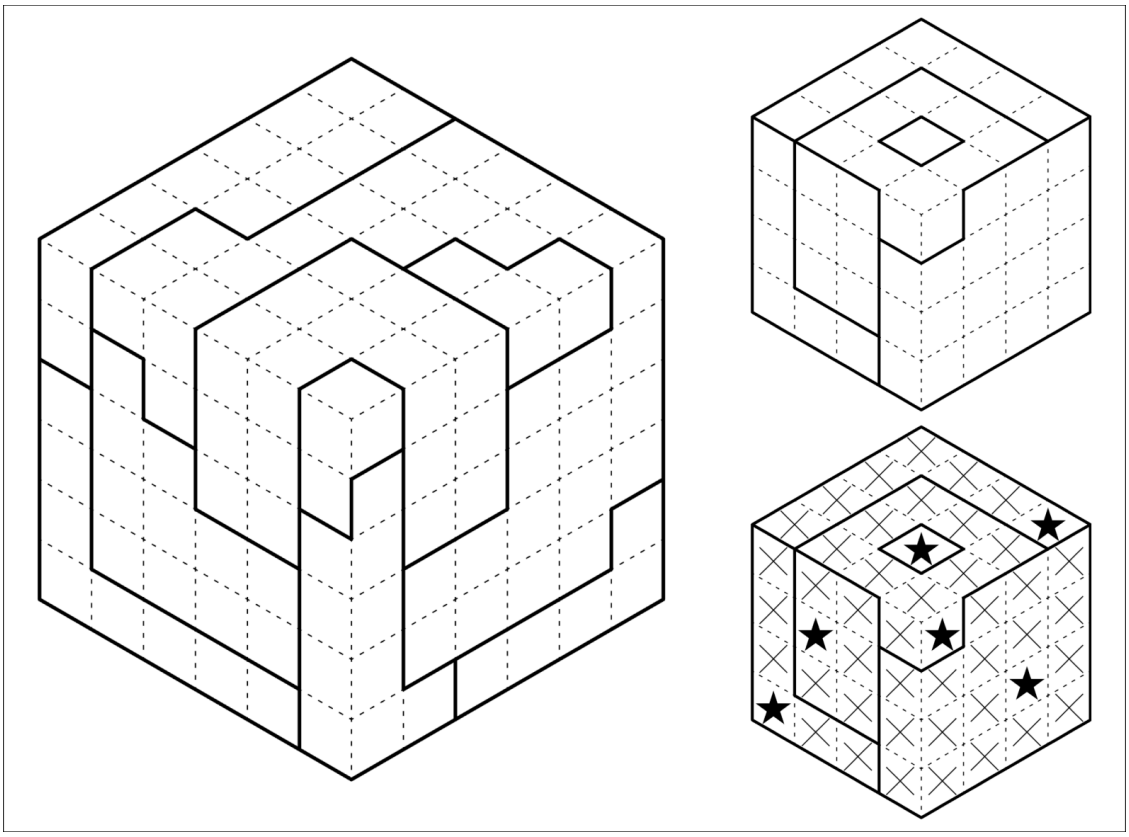


Example, by Tyrgannus (Puzz.link): https://tinyurl.com/4cayyenv
Puzzle (Puzz.link): https://tinyurl.com/kv35e6sa

September 22, 2024: Star Battle (Isometric) | Walker

Hi everyone! Right now, I'm off stargazing as part of the 2024 Galactic Puzzle Hunt (https://2024.galacticpuzzlehunt.com/). 🏕️ It's a relaxing camping trip, described as "far from the hubbub, far from the stress, and most importantly, far from the puzzles". I'm hoping to relax, get some fresh air, and gaze up into the night sky. 🌌 Though I did bring along one puzzle; my isometric **Star Battle** brand lantern, which illuminates the surroundings with twinkling starlight. ✨🫶

Rules: Place stars into some cells such that each "row" and outlined region contains exactly two stars (one in the example). "Rows" bend across the surface of the apparent cube to travel in a "straight" line. Stars may not touch one another, not even diagonally.

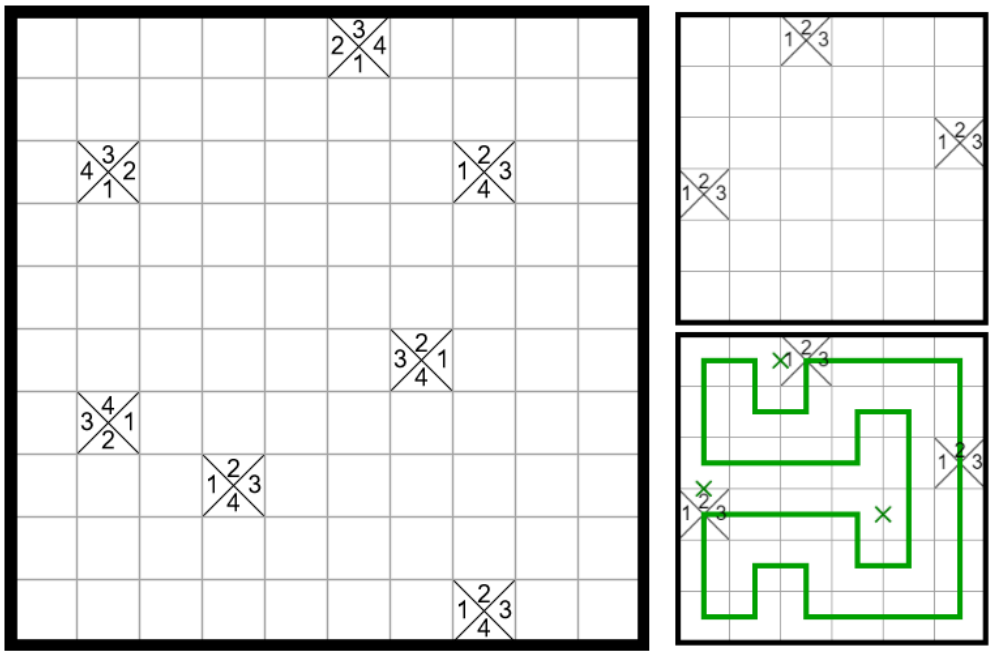


Example (Penpa+): https://tinyurl.com/2bcczq9s
Puzzle (Penpa+): https://tinyurl.com/2bs9csj9

September 23, 2024: Mukkonn Enn | Lavaloid

I stargazed too hard and forgot to make a puzzle, so here's something from my back(up)log. Today's GAPP 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.



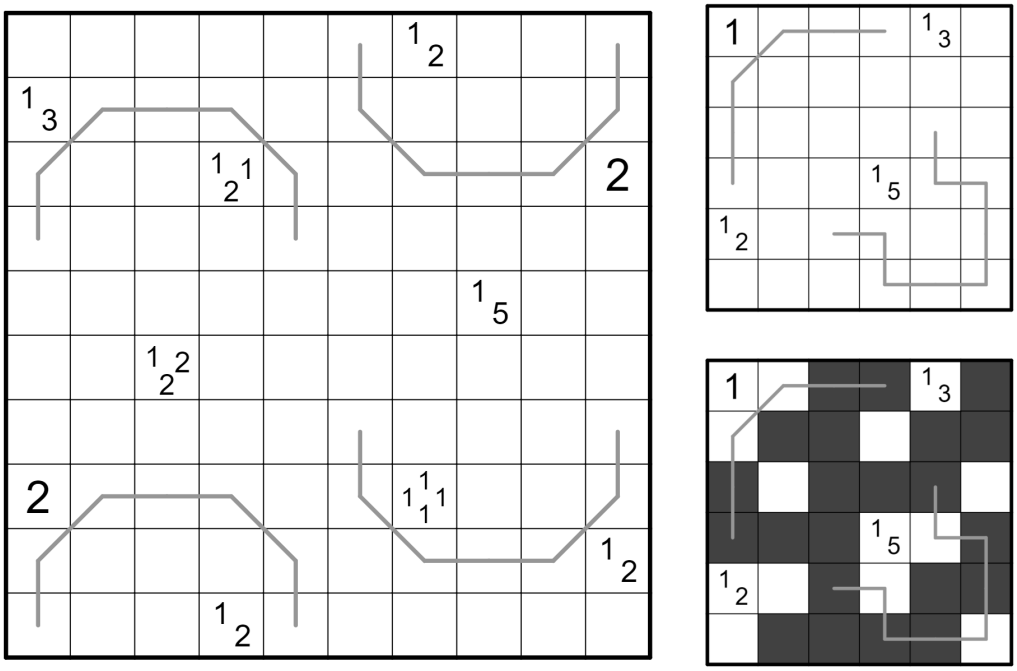
Example (puzz.link) by Menderbug: https://tinyurl.com/mmmwdhyy
Puzzle (puzz.link): https://tinyurl.com/ybywd9jx

September 24, 2024: Tapa (Palindrome) | bakpao

I found some inspiration in last year's tapa week! We love slapping variants onto tapa puzzles, and I noticed to date we've never used the palindrome variation for any GAPP puzzle, so today we combine the two. This particular combination was also the prompt for a speedsetting session back in 2021, so if you want to dive into it a bit deeper, feel free to check out those puzzles as well!

Today's puzzle is a **Tapa (Palindrome)**!

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. The Xth cell from one direction of a line and the Xth cell from the other direction of that line must both be shaded or both be unshaded.



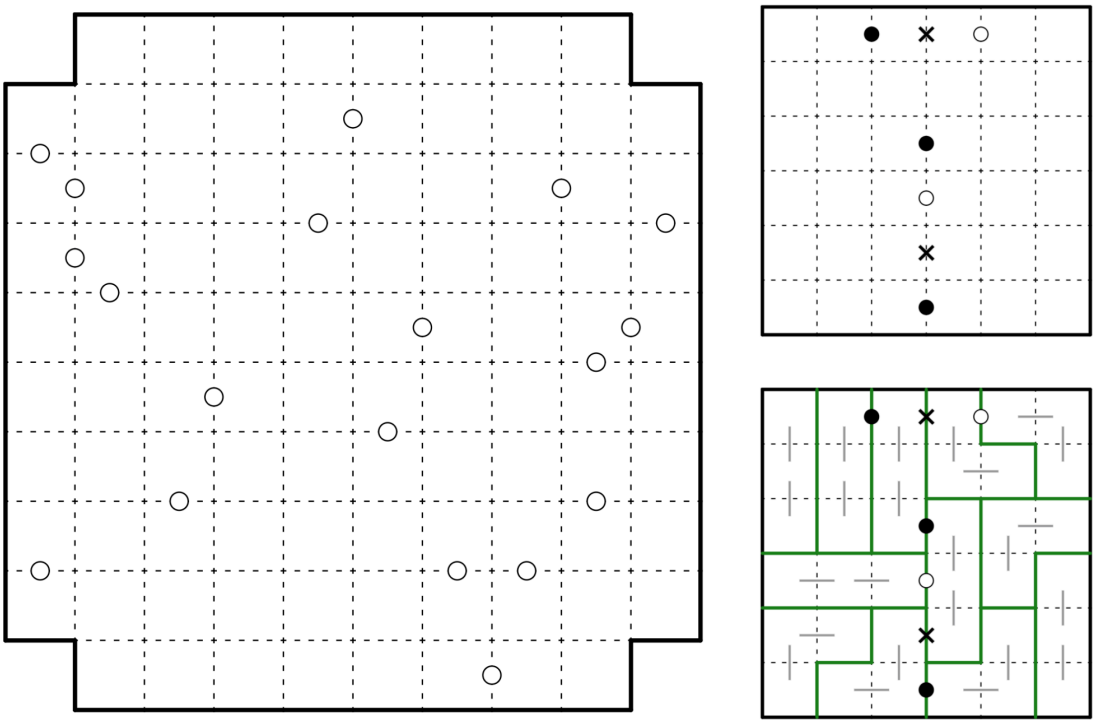
Example (Penpa+): https://tinyurl.com/249qc5n5
Main (Penpa+): https://tinyurl.com/29zqgyfv

September 25, 2024: Tromino Divide | Menderbug

I still owe you the third **Tromino Divide** I promised.

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.



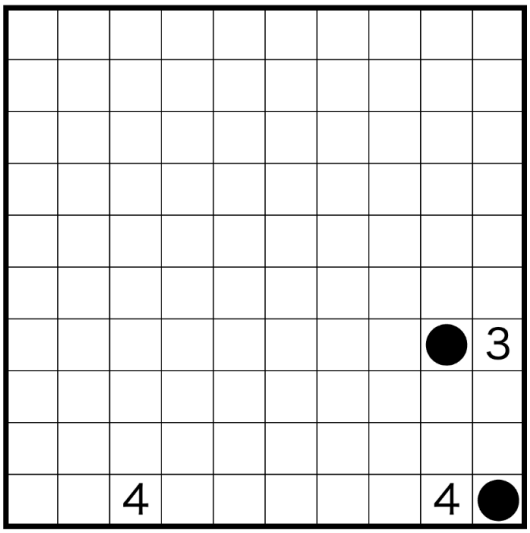
Example (Penpa+): https://tinyurl.com/2xvcp6c2
Puzzle (Penpa+): https://tinyurl.com/2b2hhxne

September 26, 2024: Snake Egg | Freddie Hand

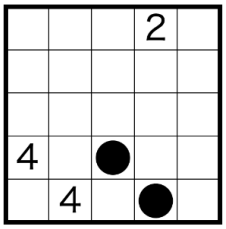
We haven't had a **Snake Egg** in a while. Now available on pzprxs!

Rules: Shade some cells to form a non-intersecting path which does not touch itself orthogonally. Circles mark the ends of the path. Exactly one orthogonally connected area of unshaded cells must exist of each size from the collection of numbers given outside the grid. Cells with numbers cannot be shaded, and represent the size of the area they're in.

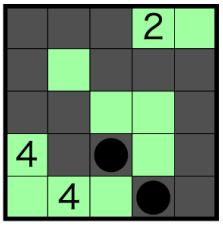
Note: Pay careful attention to the size bank - it is *not* the usual 1-N (!)



③ ④ ④ ④ ④ ④ ④ ④ ④
④ ④



① ② ③ ④



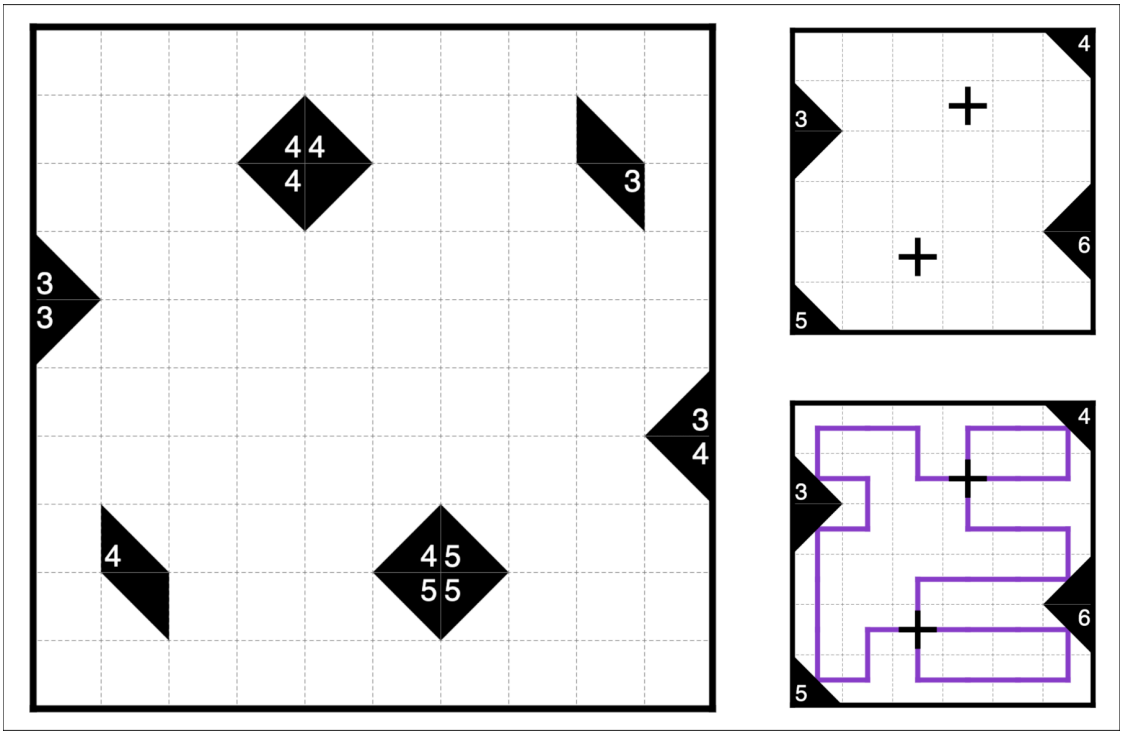
① ② ③ ④

Example, by Walker (Pzprxs): https://tinyurl.com/ytws8ef2
Puzzle (Pzprxs): https://tinyurl.com/yxwrxbuj

September 27, 2024: Reflect Link | Walker

Still a bit tired after Galactic Hunt. Here's one of my favorite genres, **Reflect Link**!

Rules: Draw a loop through the centers 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.



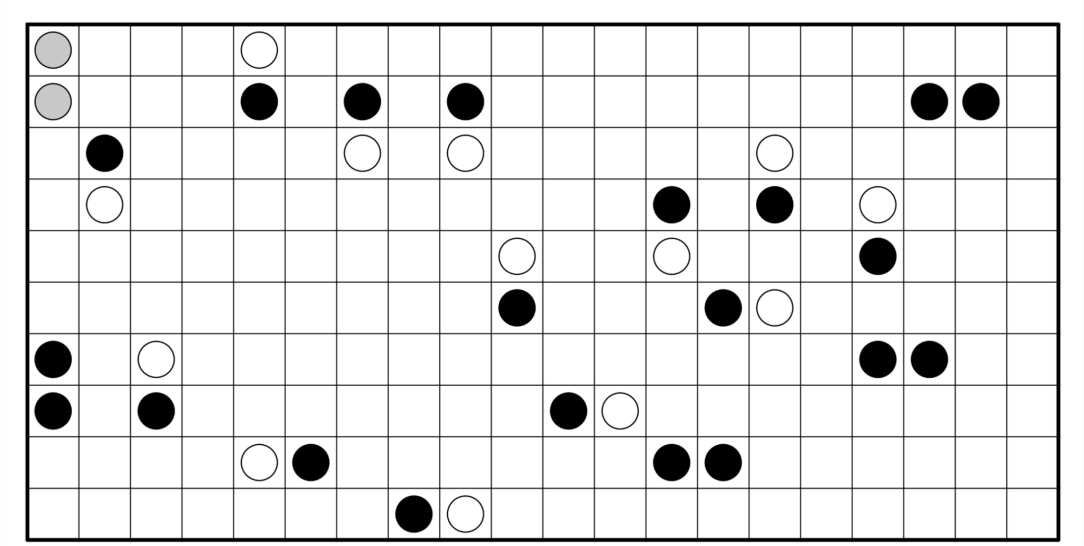
Example (puzz.link) by jovi: https://tinyurl.com/ye27cb2d
Puzzle (puzz.link): https://tinyurl.com/2p9r2k7b

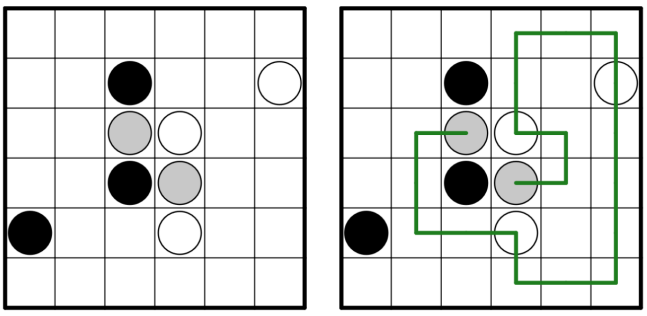
September 28, 2024: U-Turns | Lavaloid

U ⊃∩⊂ U ⊃∩⊂ U ⊃∩⊂ U ⊃∩⊂

Hey look! The supersized **U-Turns**!

Rules: Draw a non-intersecting path through the centers of some cells which passes through every white circle and no black circles. Grey circles mark the ends of the path. Between each pair of circles the path uses, the path must turn exactly twice, and both turns must be in the same direction.





Example (Penpa+) by Eric: https://tinyurl.com/4wjawsnp
Puzzle (Penpa+, landscape): https://tinyurl.com/2xhwgsnw
Puzzle (Penpa+, portrait): https://tinyurl.com/28rn7sl2

September 29, 2024: Nurikabe (Triangular) | bakpao

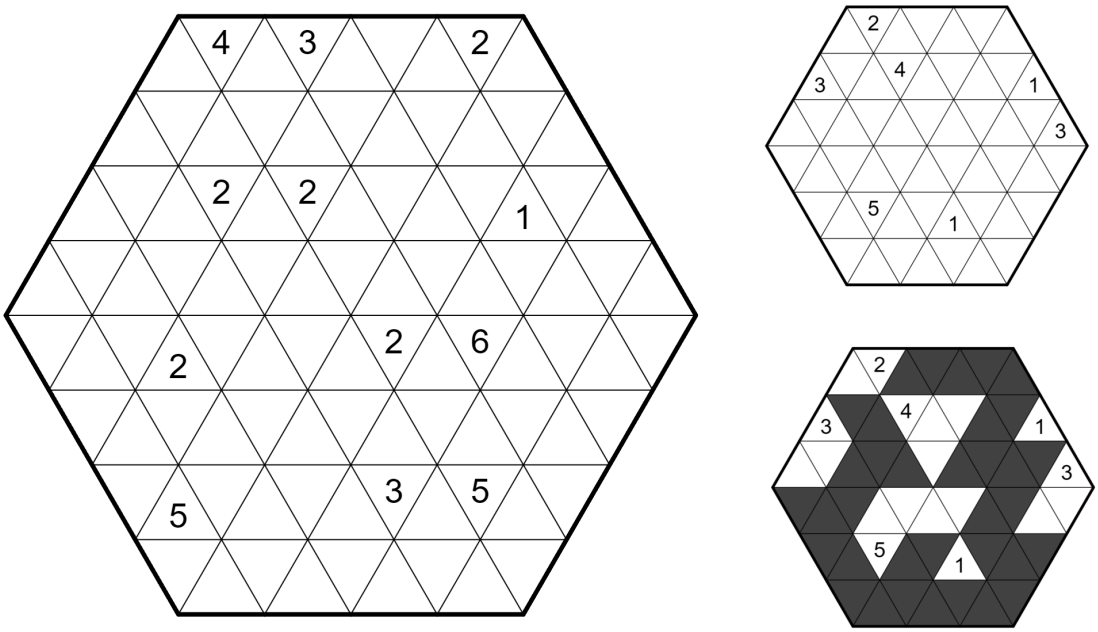
While I'm very happy that my baklog is sufficiently replenished by now, it's perhaps even greater news that `@shye` will be covering for me while I'm gone! 🤯Technically I'm still covering for shye though, so my turns will be covered by the person I'm covering for. But then if shye were to suddenly be unable to post and one of my baklog puzzles gets posted instead, I'd be covering for shye who was covering my turn which was covering shye's turn..? 🤷

Anyway, inspiration for today's strange shaped Sunday comes from this year's 24HPC!

Today's puzzle is a **Nurikabe (Triangular)**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 6-cell hexagon is entirely shaded. 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.

GAPP 101 🧐**:** (ROT13) Pbaarpgvivgl vf zber pbafgenvarq guna hfhny ba guvf tevq glcr. Cnl pnershy nggragvba gb juvpu pryyf unir gb or funqrq va beqre sbe nyy funqrq pryyf gb pbaarpg gb rnpu bgure!



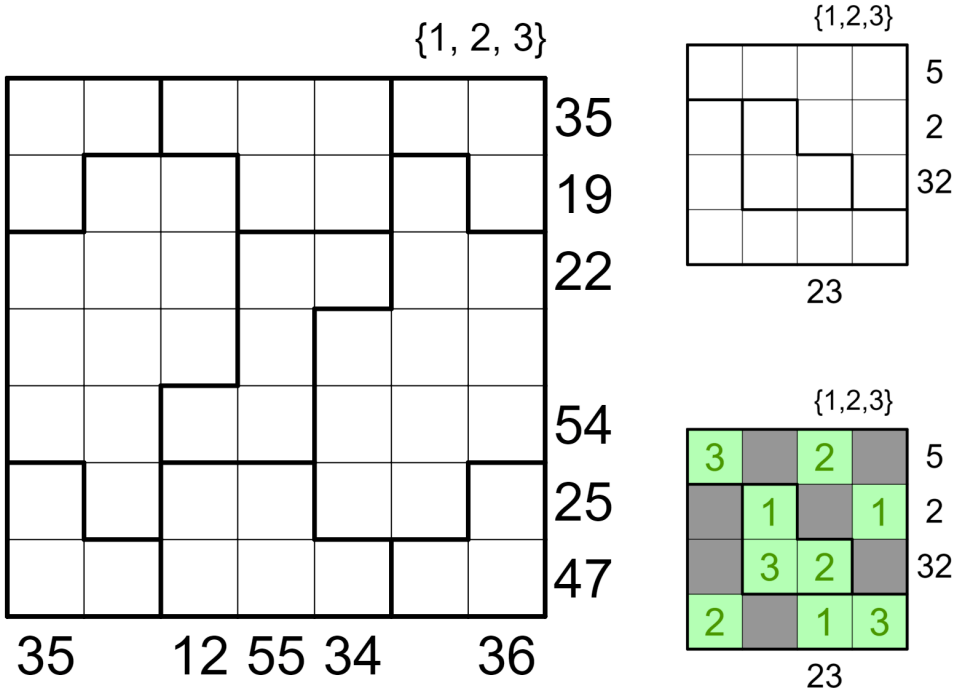
Example (Penpa+): https://tinyurl.com/278ftkkh
Main (Penpa+): https://tinyurl.com/25ludkj8

September 30, 2024: Summon | Menderbug

Mathsy Monday is a great excuse to make a puzzle in my favourite arithmetic genre, **Summon**.

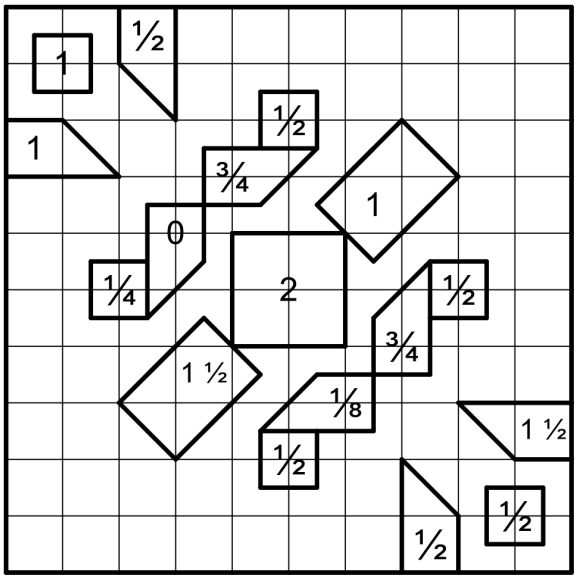
Rules: Place numbers into some cells such that cells with the same digit don't touch, not even diagonally, and each region contains exactly the list of digits outside the grid. Groups of consecutive cells containing digits in a row or column form numbers by reading the digits left to right or top to bottom, respectively. Clues outside the grid indicate the sum of such numbers in the corresponding row or column.

📝 **Notation tip** 📝**:** Use shading (Surface mode in Penpa+) to indicate cells which you know must or cannot a digit (as shown in the example solution).



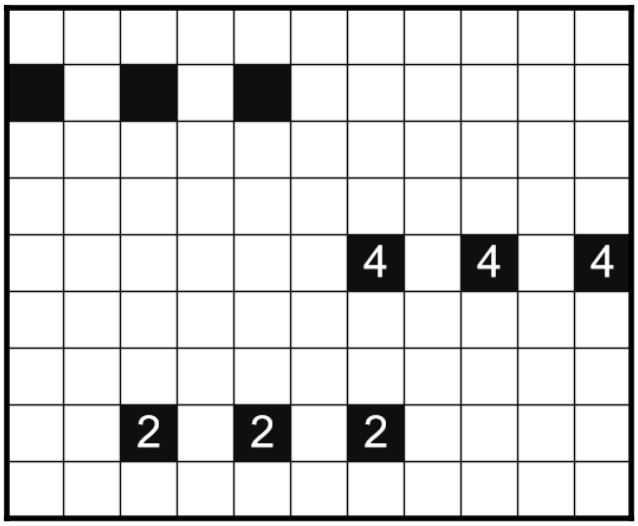
Example (Penpa+) from WSPC 2019 IB, adapted by Freddie: https://tinyurl.com/2cpt8egc
Puzzle (Penpa+): https://tinyurl.com/26kxkcag

Bonus 1: Aqre (Arbitrary Regions) | Lavaloid



Example (Penpa+): https://tinyurl.com/2ckvfteb
Bonus (Penpa+): https://tinyurl.com/2xofc3jb

Bonus 2: Aquapelago (Dominoes) | Menderbug

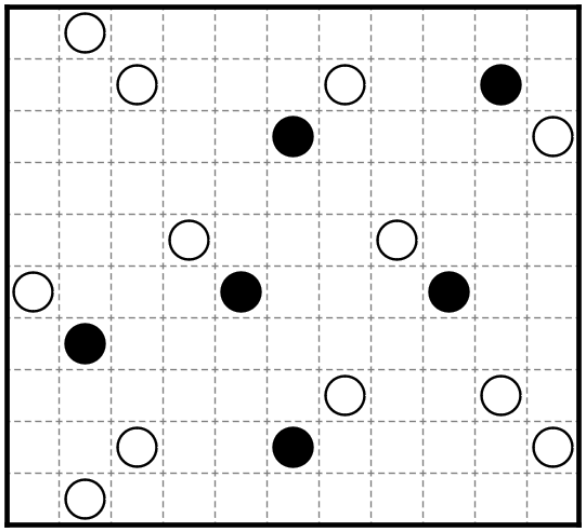


Example (Penpa+): https://tinyurl.com/2afhv8e5
Bonus (puzz.link): https://tinyurl.com/44n55ytf

Bonus 3: Masyu (Full) | Freddie Hand

Rules: Draw a non-intersecting loop through the centers of all cells. The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.

Example (puzz.link): https://tinyurl.com/pnr46p8a
Bonus (puzz.link): https://tinyurl.com/48jhp4ya

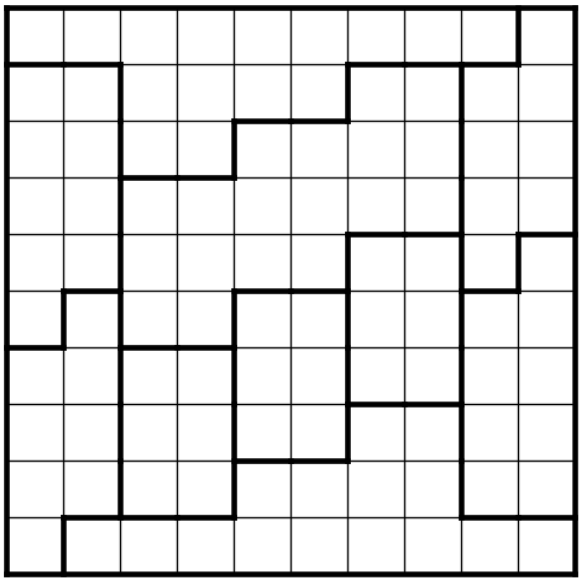


Bonus 4: Offspring | Walker

3	5	2			2		
2					3		
6		5		6	7	6	5
					3		
		6					
6	3	7	3		2		6
		6					1
		1			5	2	3

Example (Penpa+): https://tinyurl.com/2bzuf7kf
Bonus (Penpa+): https://tinyurl.com/2a3xxfcc

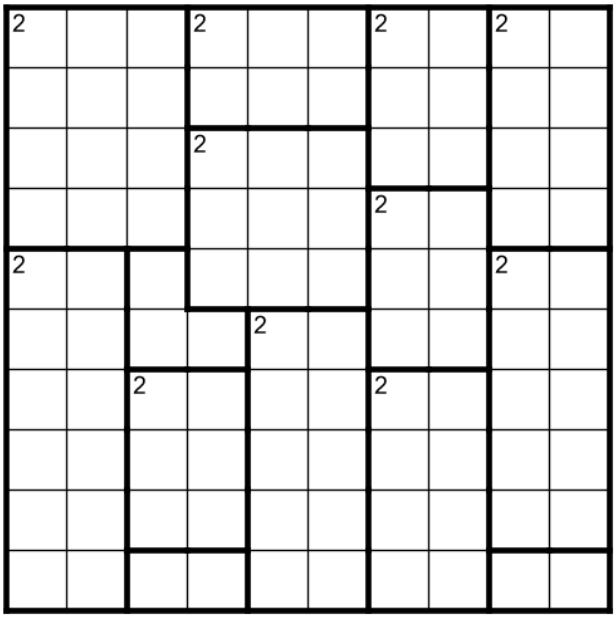
Bonus 5: Regional Polyominoes | Walker



Example (pzprxs): https://tinyurl.com/4a34fctm
Bonus (pzprxs): https://tinyurl.com/3fnwtr8x

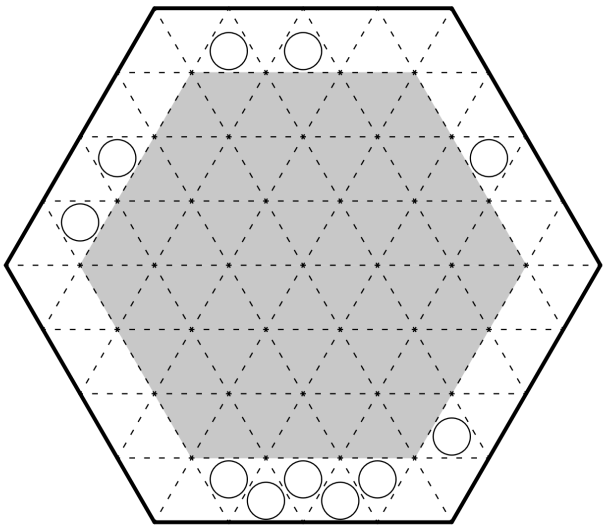
Bonus 6: Regional Yajilin | Freddie Hand

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).



Example (Puzz.link) by jovi_al:
https://tinyurl.com/yhdk9ejf
Bonus (puzz.link): https://tinyurl.com/48v9cpkb

Bonus 7: Snake Pit (Triangular) | Menderbug



Example (Penpa+): https://tinyurl.com/299oftty
Bonus (Penpa+): https://tinyurl.com/24satjtt

Date	Sloth Time	Crab Time	🐦
01 Sep 2024	0:03:00	0:06:15	Kite-Shaped Kite
02 Sep 2024	0:01:45	0:03:00	Topple Tapajos Fire-eye
03 Sep 2024	0:04:30	0:10:00	Older Omani Owl
04 Sep 2024	0:03:39	0:07:09	Phony Phalarope
05 Sep 2024	0:01:30	0:03:00	Polynesian Pauritius Owl
06 Sep 2024	0:02:30	0:04:45	Concealed Congo Martin
07 Sep 2024	0:04:30	0:09:00	Sea Foam Fairy Tern
08 Sep 2024	0:04:30	0:10:00	Fractional Flamingo
09 Sep 2024	0:02:30	0:05:00	Clueless Celebratory Cisticola
10 Sep 2024	0:02:00	0:04:00	Eclipsing Eclectus Parrot
11 Sep 2024	0:02:15	0:04:30	Wavey Waigeo Brushturkey
12 Sep 2024	0:02:15	0:04:30	Docker Dolphin Gull
13 Sep 2024	0:02:00	0:04:00	Curve-billed scythebill
14 Sep 2024	0:03:45	0:07:30	Lakard Lapwing
15 Sep 2024	0:03:00	0:06:00	Delta Amacuro Softtail
16 Sep 2024	0:02:00	0:04:00	Mononesian Monotonous Lark
17 Sep 2024	0:04:30	0:07:30	Lesser Number Sand-Plover
18 Sep 2024	0:02:30	0:05:00	Sparrow in the Spring
19 Sep 2024	0:03:00	0:06:00	Wrybill with Writer's Block
20 Sep 2024	0:01:45	0:03:30	Lazy Cisticola
21 Sep 2024	0:03:30	0:07:00	Cloudless Cisticola
22 Sep 2024	0:03:00	0:06:00	Laid-Back Campina Thrush
23 Sep 2024	0:01:30	0:03:00	Stargazing Starling
24 Sep 2024	0:03:00	0:06:00	Liar Rail
25 Sep 2024	0:02:00	0:04:00	Third Thistletail
26 Sep 2024	0:01:30	0:03:00	Slithery Poolink Poorwill
27 Sep 2024	0:02:00	0:04:00	Starfall Finch
28 Sep 2024	0:04:30	0:09:00	U-Turnstone
29 Sep 2024	0:03:00	0:06:00	Inception Ibis
30 Sep 2024	0:03:30	0:07:00	Summer Tanager