

Mind The GAPP Vol. 36

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

We have something quite special happening this month: As of 27 October 2024, GAPP has turned three years old! Time flies, doesn't it? We really appreciate all of you for solving our puzzles.

This time we have 4 bonus puzzles. Enjoy!

October 1, 2024: Double or Nothing | Freddie Hand

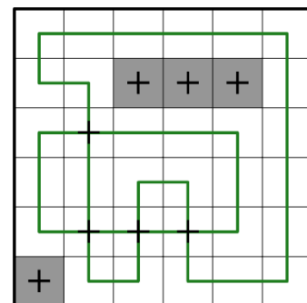
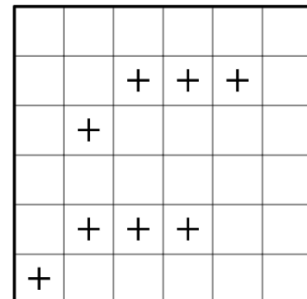
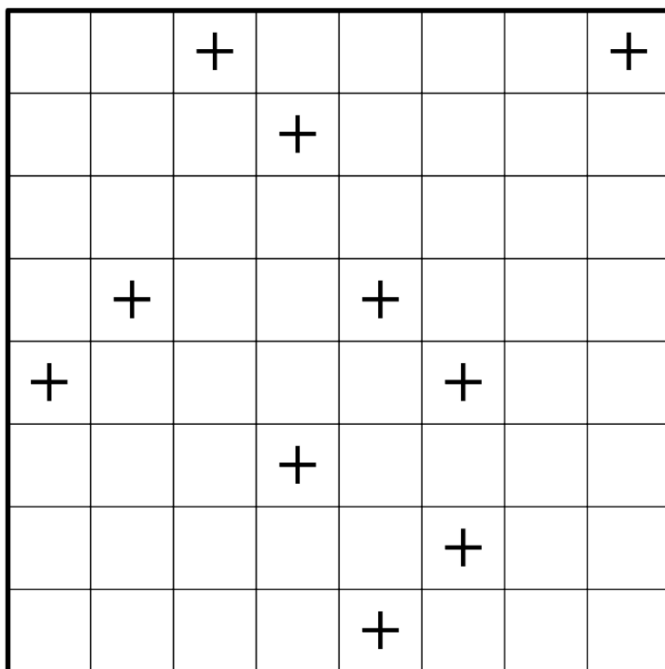
Today's puzzle is a **Double or Nothing**. I've also double or nothinged the number of intros. Luckily, it looks like you're getting another one!

Today's puzzle is a **Double or Nothing**. I've also double or nothinged the number of intros. Luckily, it looks like you're getting another one!

Double or Nothing

Rules: Draw two loops that passes orthogonally through centers of some cells, so that *each loop does not intersect itself*. Each empty cell must be used by exactly one of the loops. Each cell containing a "+" symbol must either be used by both loops (which intersect each other orthogonally there) or neither loop.

Note: Penpa+ only checks for green lines - if you wish to draw the two loops in different colours (for which you'll also need to switch to line mode), don't forget to trace over the non-green loop with green at the end!



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

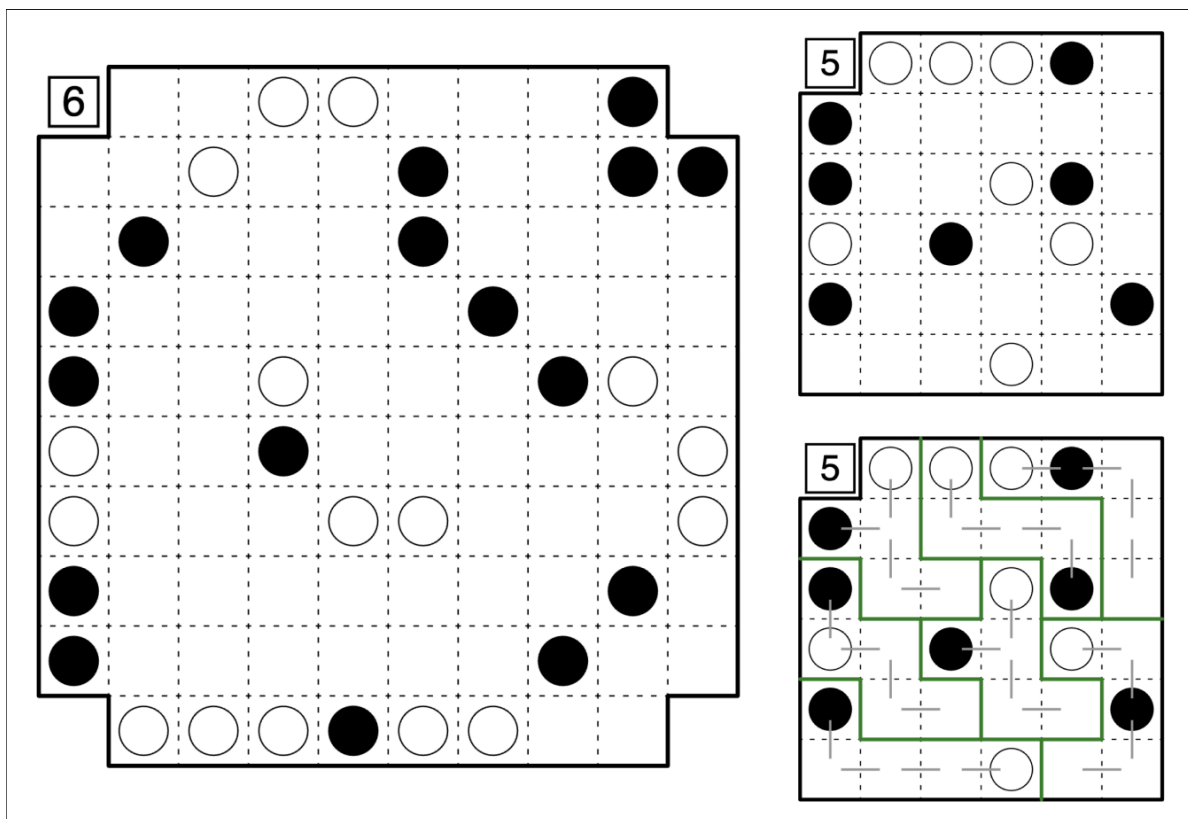
Puzzle (Penpa+): <https://tinyurl.com/2a9hvpwo>

October 2, 2024: Corridors | Walker

The 2024 WSC / WPC is just around the corner! I won't be competing this year (a bit too busy with other travel) but I'm super excited for everyone that's going!

The WPC instruction booklet V1 was just released a few days ago, and is available under the Downloads tab at <https://2024wscwpc.worlddartmuseum.cn/wpc>. There are lots of genres, including several that have never been featured on GAPP! Here's one, a **Corridors** (which was already on my list of potential genres to feature.) For simplicity in this first GAPP, we're not including regions of different sizes and not relying on 2x2 rule deductions (which can be tricky). I think the clue layout looks like an apple 🍏 😊

Rules: Divide the grid into regions of orthogonally connected cells such that each region contains one black circle and one white circle. Regions may not contain 2x2 areas. All regions have the same area, which is indicated by the boxed number outside the grid.



Example (Penpa+): <https://tinyurl.com/2yfyd2f5>

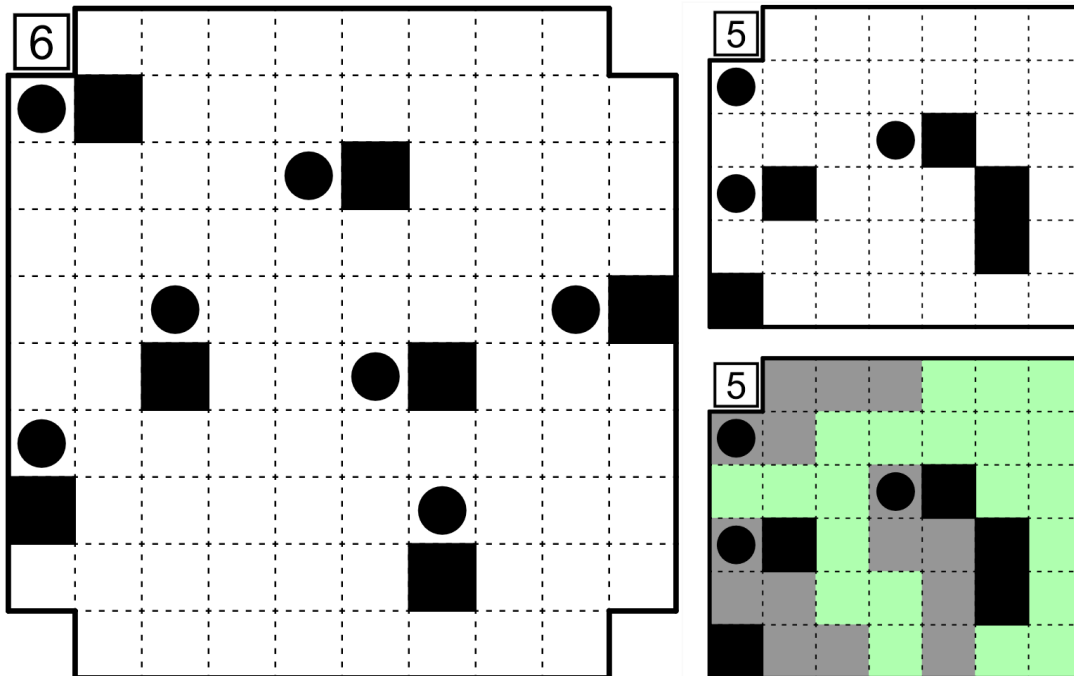
Puzzle (Penpa+): <https://tinyurl.com/28vc26h8>

October 3, 2024: Worms | Lavaloid

I liked yesterday's grid so I used it again. Today's GAPP is **Worms**, a genre where you place snakes. I suppose worms are tiny snakes.

Rules:

- Shade some one-cell-wide snakes, whose lengths (in cells) are indicated by the boxed number outside the grid.
- Exactly one end of each snake must be at one of the cells with a black circle, and each black circle must be used by exactly one snake.
- Snakes cannot touch themselves or each other, even diagonally.



Example (Penpa+): <https://tinyurl.com/2xh2lrrm>

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

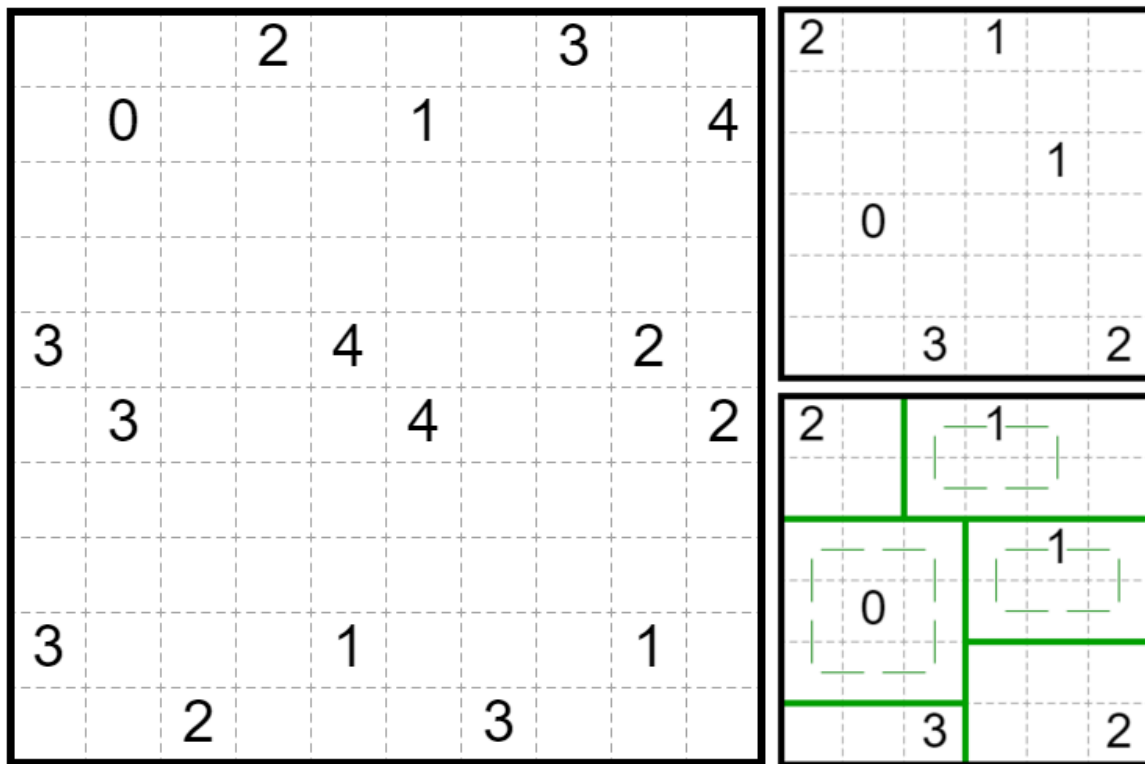
October 4, 2024: Nawabari | bakpao

The genres from the past few days were all selected from the IB for the upcoming WPC. I would have done the same if I weren't super busy preparing for the championship, writing practice puzzles, wrapping up work and packing all my stuff. You'll have to wait a bit longer for that Symmetry Area + Snake Pit + Wafusuma + Subomino hybrid.

Unfortunately this year I'm the only representative of team GAPP attending the 🙄 event . I'll do my best to make everyone 🙌 proud . Wish me luck!

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

Rules: Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one clue, the value of which represents the number of region borders or grid borders surrounding the clue.



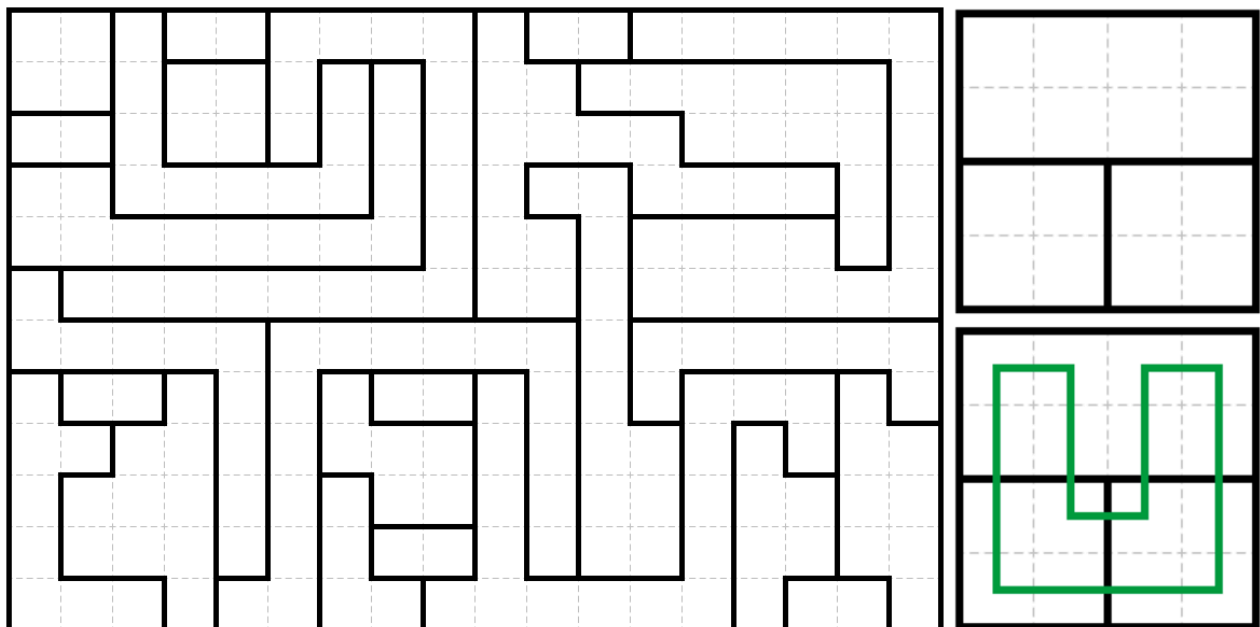
Example (puzz.link, by Jovi): <https://tinyurl.com/yckk4b8f>

Main puzzle (puzz.link): <https://tinyurl.com/hjysx6vs>

October 5, 2024: Double Back | Menderbug

We continue our coverage of WPC genres. I was looking through the earliest-featured (GAPP) genres which have not yet appeared on a Saturday, and which will be part of WPC this year. I skipped the first few options as they either had a slightly different ruleset, would be a pain to make supersized, or are just not in my wheelhouse, and so I ended up with **Double Back**, which first appeared as GAPP #28.

Rules: Draw a non-intersecting, non-branching loop through the centres of all cells which passes through each region exactly twice.

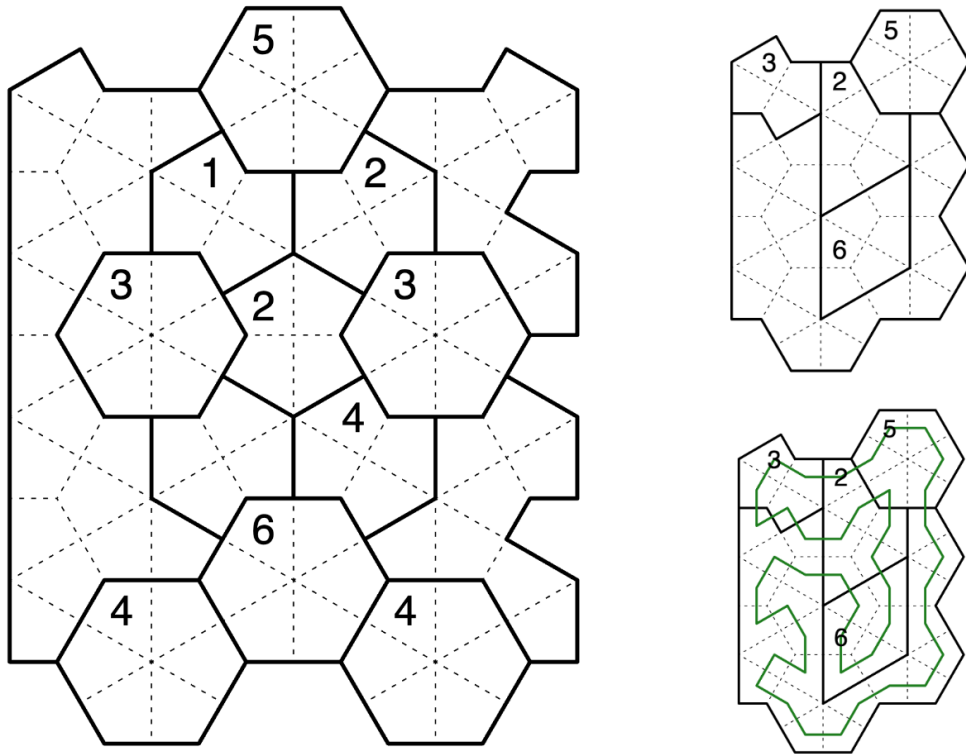


Example (pzprxs) by Jovi: <https://tinyurl.com/yduwz3uh>
Puzzle, Landscape (pzprxs): <https://tinyurl.com/bdezvtaf>
Puzzle, Portrait (pzprxs): <https://tinyurl.com/34rvr28y>

October 6, 2024: Maxi Loop (Deltoidal Trihexagonal) | Freddie Hand

For today's Sunday offering, here's a **Maxi Loop** on a **Deltoidal Trihexagonal** grid. Though I've used this layout so many times that maybe it no longer classifies as strange. In fact, a puzzle on a rectangular grid would be probably be weirder for a Sunday 😊

Rules: Draw a non-intersecting loop through the centers of all cells. A number in a region represents the number of cells occupied by the largest continuous loop segment within the region. (Note this does not have to be the strictly largest loop section - there can be multiple sections of this length)



Example (Penpa+): <https://tinyurl.com/ymy9jlnm>

Puzzle (Penpa+): <https://tinyurl.com/yrlkyj3q>

October 7, 2024: Lighthouses | Walker

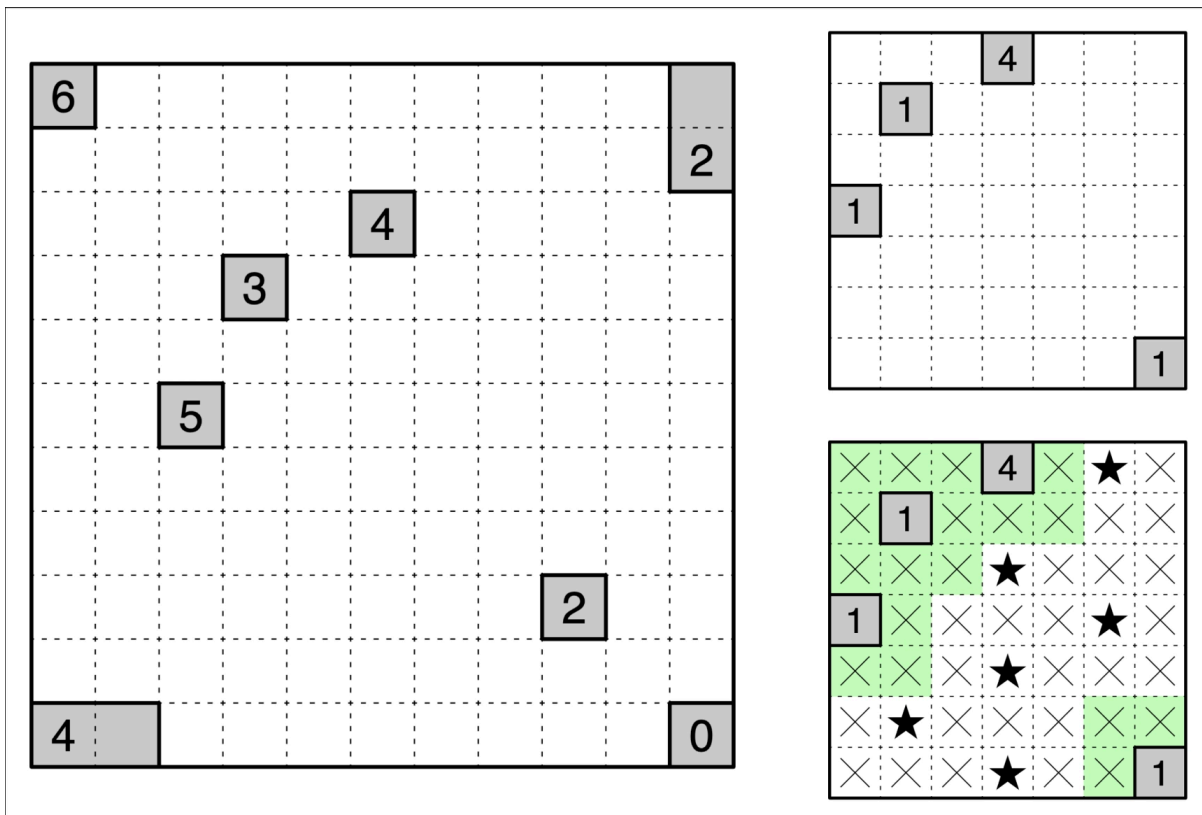
Today's GAPP is a **Lighthouses**, another genre both in the WPC and on my backlog! 🗼 🌟

Rules: Place boats into some cells so that each given lighthouse illuminates the indicated number of boats. Lighthouses illuminate all cells in a straight line vertically and horizontally. Boats and other lighthouses do not block the light. Boats may not touch each other or the lighthouses, not even diagonally.

Gray cells without numbers are also lighthouses, and can't touch boats.

Here's a **GAPP 101**: (ROT13) Vs n qbzvab zhfg pbagnva n obng, lbh pna znex rzogl gur pryyf arkg gb gur qbzvab'f ybat fvqr. Nyfb ybbx bhg sbe yvarf bs qbzvabrf, yvyr gjb obngf va n bar-ol-sbhe erpgnatyr.

Interface Note: In Penpa, mark boats with either shaded cells or stars. (These require fewer clicks than submarines / water cells in Battleship mode.)



Example (Penpa): <https://tinyurl.com/ysnylv3a>

Example (Kudamono): <https://tinyurl.com/2summ5xe>

Puzzle (Penpa): <https://tinyurl.com/yohvx3oz>

Puzzle (Kudamono): <https://tinyurl.com/2bp3kwbb>

October 8, 2024: Kurohappo | Lavaloid

So apparently there's a baby pigmy hippo named Moo Deng in Thailand that went viral recently. One way you can describe her is "cutehippo", which is kind of close to **Kurohappo**, the name of today's KuroGAPPo. You should look up pictures of her, it might make you Kurohappy.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbers indicate the number of shaded cells in the eight cell surrounding it.

Note: The cell itself is not counted. Also, numbers may be shaded or unshaded.

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

				2	
		4	3		1
2					0
					2
		1			

				2	
		4	3		1
2					0
					2
		1			

Example (Kudamono): <https://tinyurl.com/bxad78np>

Example (Penpa+): <https://tinyurl.com/ysch99aw>

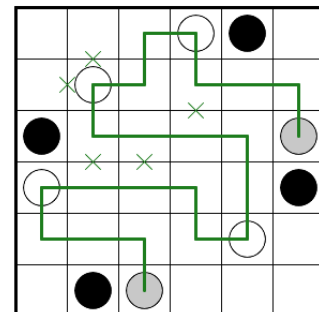
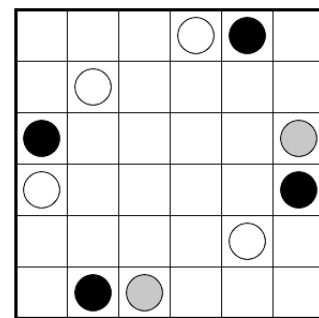
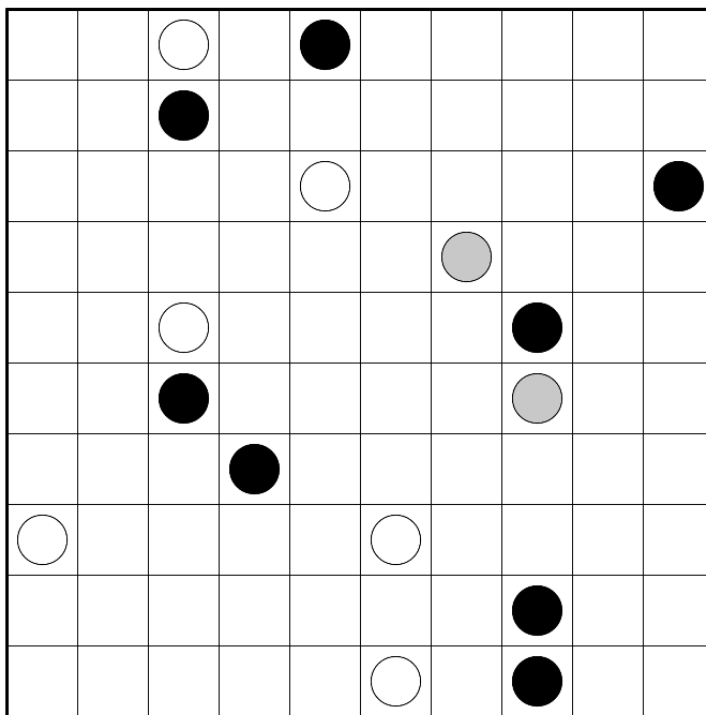
Puzzle (Kudamono): <https://tinyurl.com/yeypm96m>

Puzzle (Penpa+): <https://tinyurl.com/yw5wwskw>

October 9, 2024: S-Bends | shy

Hellooooo, been a while! I took a setting break for a bit but I'm doing better now 😊 Today's puzzle is a variant of U-Turns that was created very recently by @jubale is puzzled & @kinoseidon, hope you enjoy today's **S-Bends**!

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 opposite directions



Example (Penpa+): <https://tinyurl.com/2a4udo6t>

Puzzle (Penpa+): <https://tinyurl.com/2ap88wkd>

October 10, 2024: Heavy Dots | Menderbug

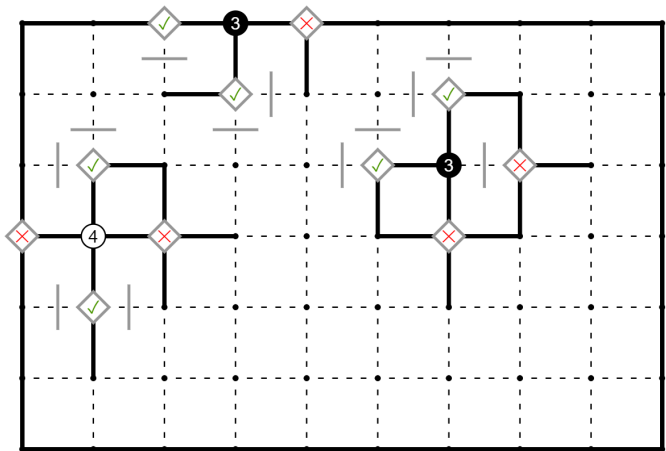
Heavy Dots is an old (and fairly obscure) genre by Prasanna which will be featured at WPC. It's got quite a lot of rules, but they make for some interest—

🔴 BEE 🔴 DOO 🔴 BEE 🔴 DOO 🔴 **NEGATIVE CONSTRAINT ALERT**
🔴 BEE 🔴 DOO 🔴 BEE 🔴 DOO 🔴

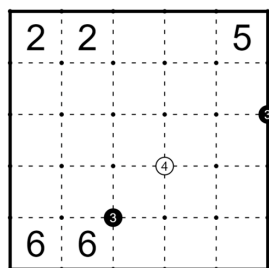
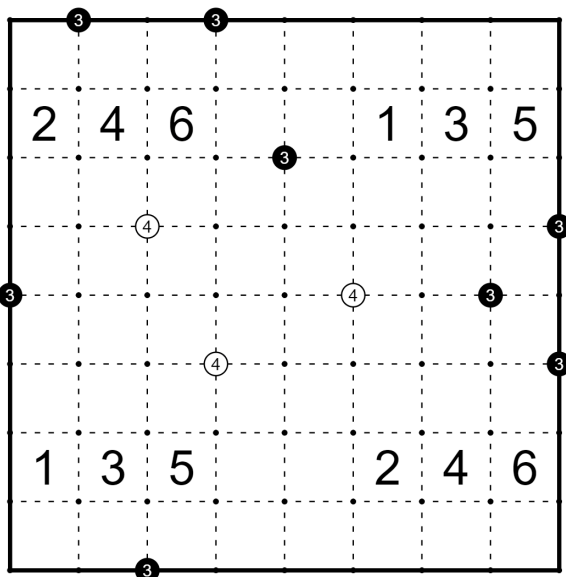
Rules:

- Divide the grid into regions along dashed gridlines so that no region contains a 2×2 group of cells. (*Equivalently, every gridpoint has at least two region borders connecting to it.*)
- Each region may contain at most one number, indicating the area of the region.
- Black dots must have exactly three region borders extending out of it, while white dots must have exactly four region borders. (The black and white dots contain a small “3” and “4” respectively as a reminder.)
- **Not** all possible black and white dots are necessarily marked, but **unmarked gridpoints adjacent to a black or white dot must have exactly two region borders connected to them.** (This includes gridpoints on the edge of the grid.)

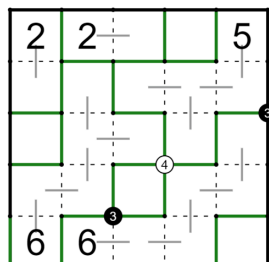
See the diagram to the side for some examples violating the last rule.



Notation tip : Drag across an edge to place a faint "skeleton line" (see example solution), indicating the absence of a region border. This is particularly useful to keep track of vertices which already have all the borders they're allowed to have.



Example (Penpa+):
<https://tinyurl.com/ysse2xtg>



Puzzle (Penpa+):
<https://tinyurl.com/yvad2fc2>

October 11, 2024: Mini Loop | Freddie Hand

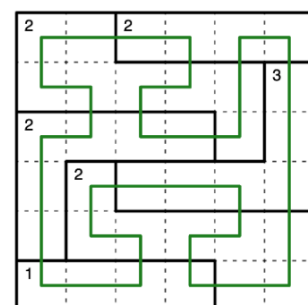
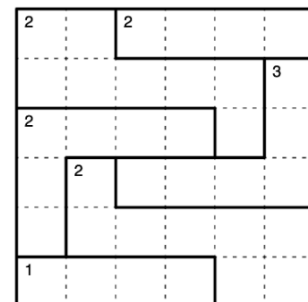
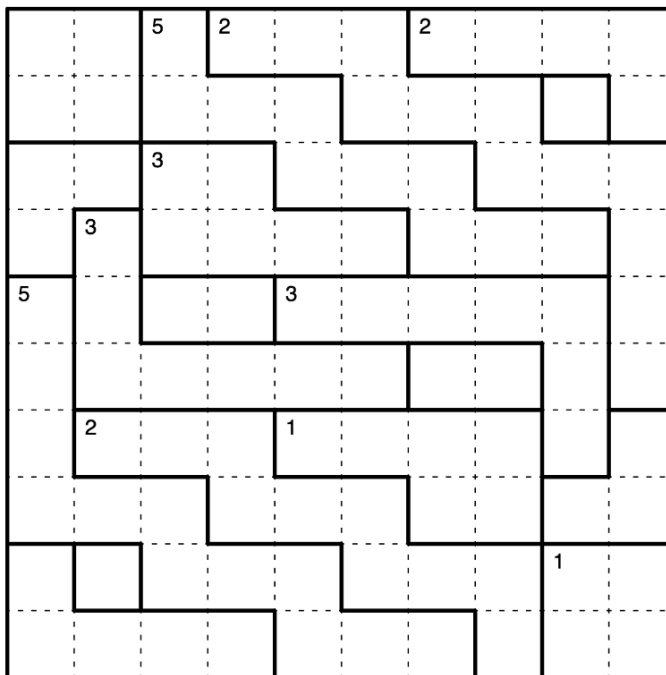
We had a Maxi Loop last time. So today's puzzle is exactly the opposite, and also happens to be on the agenda for WPC 2024 - a **Mini Loop**.

In addition to today's GAPP, I have an extra mini loop for you today:

<https://puzz.link/p?mashu/2/2/00>.

Rules: Draw a non-intersecting loop through the centers of all cells. A number in a region represents the number of cells occupied by the smallest continuous loop segment within the region. **The minimum must be attained in some visit.** (Note this does not have to be the strictly smallest loop section - there can be multiple sections of this length)

Here's a little **GAPP 101**: (ROT13) lbh pna qenj yvar frtzagf sebz n qrnq raq va n ertvba vs vg pbagnvaf n pyhr terngre guna bar.



Example (Penpa+): <https://tinyurl.com/2bde5lyj>

Puzzle (Penpa+): <https://tinyurl.com/2yg8e85w>

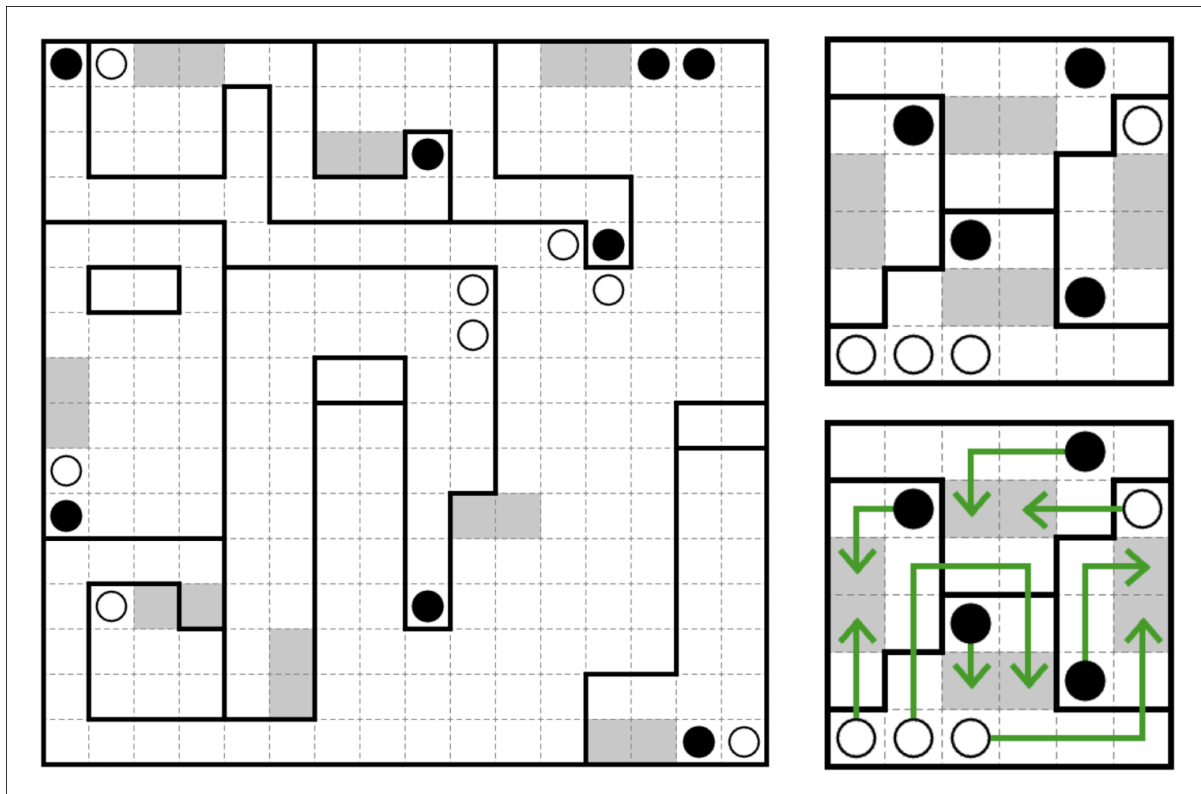
October 12, 2024: Oyakodori | Walker

Today, I'm visiting the **Oyakodori** Forest of Birds! 🌲 In this **Supersized** forest, there's room for many nests. The birds here love puzzles, and eagerly await their turn to be the featured bird of the day! After a busy day, they fly back to this forest and find their way back to the nest. There are a lot flying around today! 🐦 🐧 🐣 🦉 🦜

🔔 **Important Interface Note:** Oyakodori has a "Display as object moving" option at the top. I highly recommend **unchecking** it, which makes this genre's logic easier to see. (You can toggle it on while solving to see which birds are in nests.)

Rules: Move all of the circles (birds) into shaded cells such that each orthogonally connected group of shaded cells (nest) contains one black circle and one white circle. A circle may move vertically and horizontally any number of times. Each cell may be used at most once: as a circle's starting point, part of a path, or a circle's final destination. White circles must each cross at least one region boundary. Black circles may not cross region boundaries.

Here's a **GAPP 101** about a key idea in this puzzle: (ROT13) Frireny juvgr pvepyrf arrq gb geniry sne gb pebff n ertvba obhaqnel.



Example (puzz.link) by Eric: <https://tinyurl.com/mf9fwk4f>

Puzzle (puzz.link): <https://tinyurl.com/m7hn5dke>

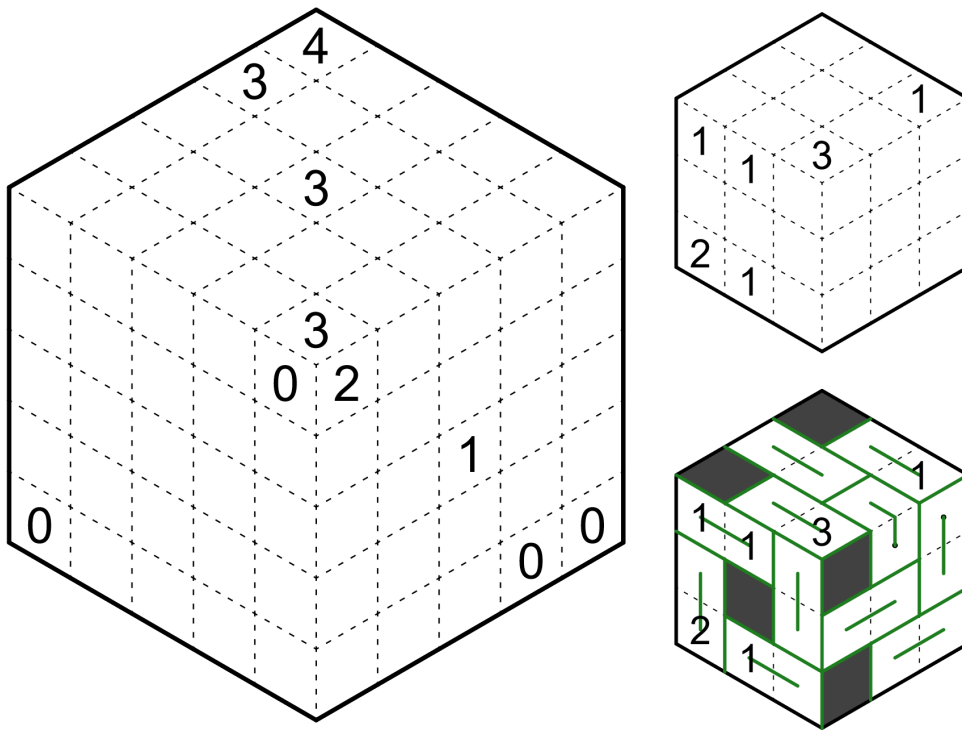
October 13, 2024: La Paz (Cube) | Lavaloid

I've been playing Geoguessr a lot lately, but I'm not very good at the game yet. One of the region I really struggle with is South America. For example, I thought today's GAPP is a Cusco, but it's actually a strange-shaped **La Paz (Cube)**.

Rules:

- Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into two-cell regions. Clued cells cannot be shaded.
- A clue indicates the number of shaded cells which lie entirely within the same "row" as the region containing the clue.
- "Rows" bend across the surface of the apparent cube to travel in a "straight" line.

Interface note: Answer check only checks Edge or Line. You may use Line (through Composite > Yajilin) to mark the dominoes or Edge mode to draw the boundaries. If using Edge mode, boundaries touching a shaded cell must still be drawn.



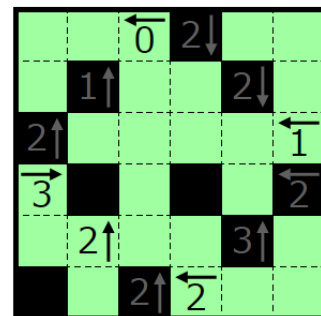
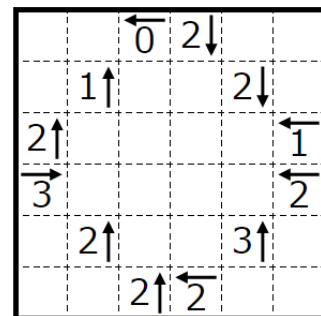
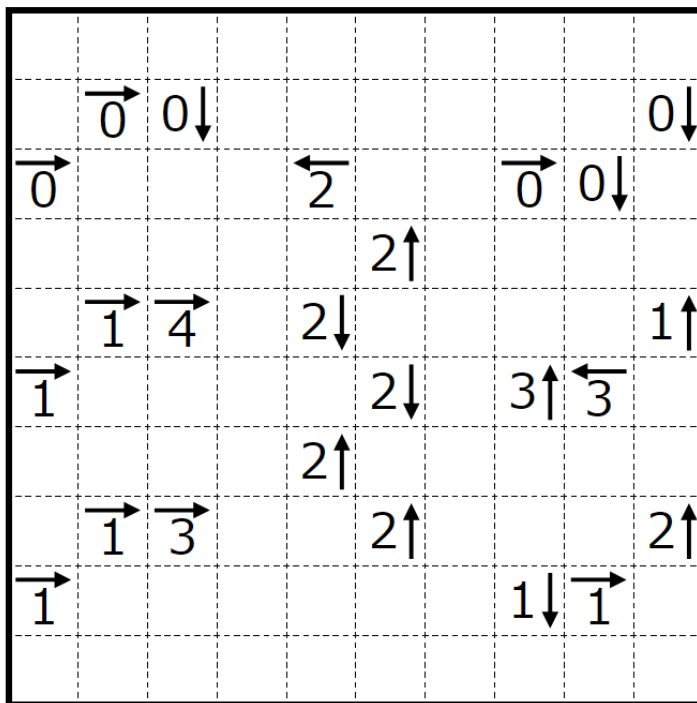
Example (Penpa+): <https://tinyurl.com/258owpca>
Puzzle (Penpa+): <https://tinyurl.com/22zauey9>

October 14, 2024: Yajisan-Kazusan | shyee

Did you know that the word President is a shorthand for the term "Powerful Resident"? That's not actually true, because I made it up. You'll need to be keen-eyed to notice lies like that when you solve today's **Yajisan-Kazusan**

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

GAPP 101: (ROT13) mreb pyhrf ner n tbbq cynpr gb fgneg va Lnwwfna-Xnmhfna orpnhfr gurl nyjnlf unir n pbzzbanyvgl ertneqyrff vs gurler funqrq be hafunqrq



Example (puzz.link) by Jovi: <https://tinyurl.com/3zt5dxhd>

Puzzle (puzz.link): <https://tinyurl.com/yc26939y>

October 15, 2024: Vista | Menderbug

As I am writing this, the finals for this year's WSC have just started (assuming they're running on schedule), which means in about one and a half days, WPC will begin! Hence, here is my last genre picked from the event: **Vista** (formerly known as **Office**, I'm sure there's a Microsoft joke here) is what you get when you take Kurodoko and draw edges instead of shading cells. I'm curious if this would also work well for other dynasty genres like Guide Arrow, Oasis or Territory.

Rules: Place some walls between cells so that all cells of the grid remains connected. Each clue indicates the total number of cells that can be seen in a straight line vertically or horizontally, including itself. Clues cannot see through walls.

 **Interface note** : Kudamono has recently received some improvements to placing aux marks in region division and loop genres. Placing them where you want them feels much more reliable now, maybe give it a go! On PC, the default (auto) mode lets you place aux lines with right-click. On mobile, you'll have to switch to aux line mode instead (yellow button with a vertical bar) and then back to drawing edges (green button with an asterisk or red button with a pen).

6		6		3	3
10	6	11		6	
				6	3
9	5				
	4		7	5	3
5	6		5		2

4	2		
		2	4
3	5		
		2	4

4	2		
		2	4
3	5		
		2	4

Example (Penpa+): <https://tinyurl.com/27yhd2xc>
Example (Kudamono): <https://tinyurl.com/5d5v2p9d>
Puzzle (Penpa+): <https://tinyurl.com/28bgksyw>
Puzzle (Kudamono): <https://tinyurl.com/4ykt9sn9>

October 16, 2024: Smullyanic Dynasty | Freddie Hand

Today's puzzle is a **Smullyanic Dynasty**, of knights and knaves (and multiple things besides) fame.

So here's another bonus puzzle! There are four people, named Angela, Brian, Charles and Zac. Precisely two of them are knights (always tells the truth) and the others are knaves (always lie). They make the following statements:

Angela: Candy Crush is a good genre.

Brian: Loop Special is a good genre.

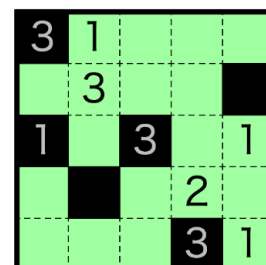
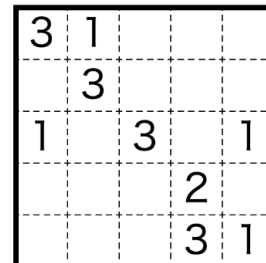
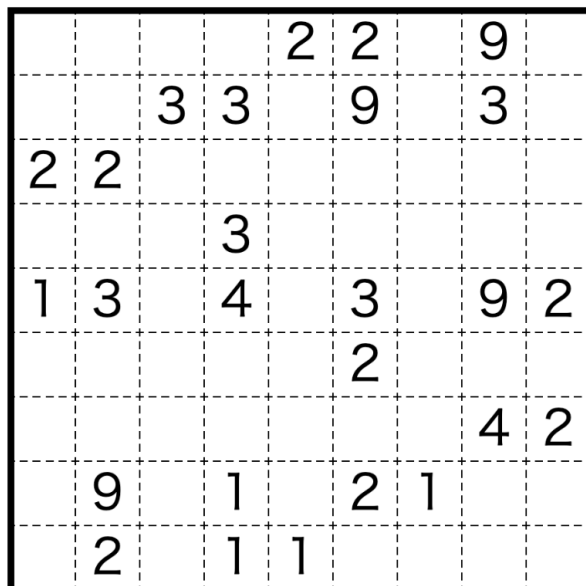
Charles: Nondango is a good genre.

Zac: Kouchoku is a good genre.

Can you identify the knights and knaves?

Apologies to those who were expecting an actual puzzle. You will find that at the end of this post - it also involves truthful and lying clues.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Unshaded clues indicate the number of shaded cells in the surrounding 3x3 area (for clues on the edge, this is the 2x3 area surrounding the clue, and the 2x2 area for clues in the corner). Shaded clues must be different from the number of shaded cells in the surrounding 3x3 area, i.e. shaded clues are liars.



Example (pzprxs): <https://tinyurl.com/ykz45vst>

Puzzle (pzprxs): <https://tinyurl.com/4wmddpth>

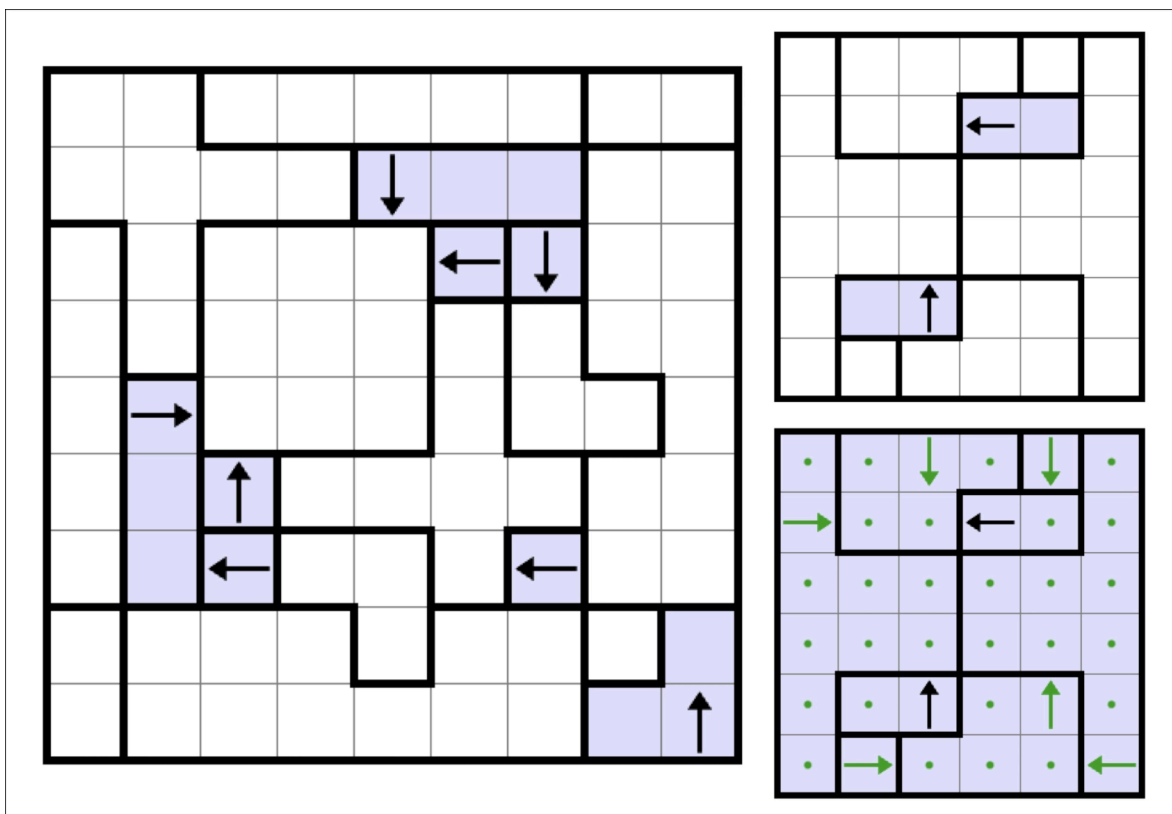
October 17, 2024: Toichika | Walker

What else do arrows do?

Arrows Go Back and Forth

(Toichika)

Rules: Place an arrow into some cells each pointing in one of the four orthogonal directions. Each region must contain exactly one arrow. Each arrow must be one in a pair of arrows which point toward each other with no other arrows between them. The two arrows in a pair may not be in regions which share an edge.



Example (puzz.link): <https://tinyurl.com/4hfw9k55>

Puzzle (puzz.link): <https://tinyurl.com/4jmrc2jz>

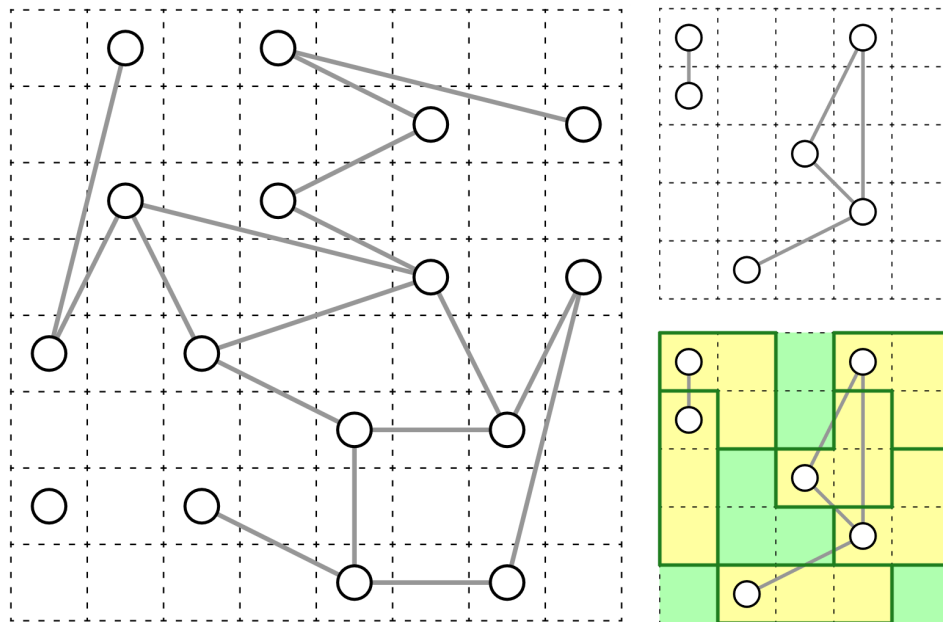
October 18, 2024: Petri Net / ペトリネット | Lavaloid

Today's GAPP may look a bit strange-shaped, but it really isn't. You may still celebrate a ✨
Funky Form Friday ✨ if you want though. It's another Naoki Inaba genre, **Petri Net** (or ペトリネット)!

Rules:

- Place some trominoes (3-cell blocks) such that each tromino contains exactly one circle and each circle has a tromino.
- Each pair of circles that are connected by a line must have orthogonally adjacent trominoes.
- If two circles are NOT connected by a line, the corresponding trominoes must NOT orthogonally touch.

Interface note: Answer check will only check the Edge of the trominoes. Shading will not be checked.



Example (Penpa+): <https://tinyurl.com/2xo6fovg>

Puzzle (Penpa+): <https://tinyurl.com/28oqlzor>

October 19, 2024: Canal View | shy

I grew up in northern Victoria, an agricultural hotspot with canals everywhere, we had one running right outside our house and even used to go swimming in it on hot summer days (at least my family did, I more often just watched, too icky 🤢)

Today's **Supersized Canal View** takes me back to my farmgirl days, lets all have a dip together as the weather here warms up 🌊

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 number of shaded cells connected in a straight line horizontally or vertically to the clue

			2				4				3			
	8				3					5			3	
														4
7					2		4							
											5			
	3				8		3			1			2	
			2											
						3			1					8
8														
	1				3					5			2	
			2				2					5		

8						4	
			4				
	2						2

			.		.	.	.
8						4	.
	.		4		.	.	.
	2	.	.				2
						.	.

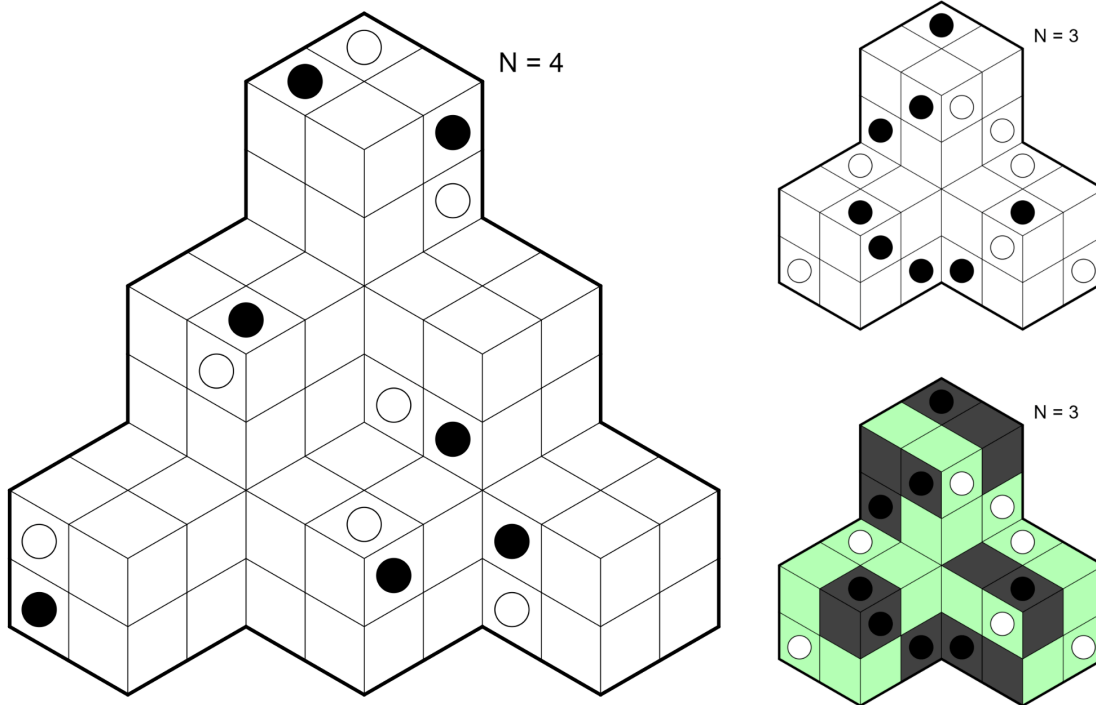
Example (puzz.link): <https://tinyurl.com/4n7pajxy>
Puzzle (puzz.link, horizontal): <https://tinyurl.com/dmvvwjc3>
Puzzle (puzz.link, vertical): <https://tinyurl.com/ysa8bah3>

October 20, 2024: Isowatari (Isometric) | Menderbug

Penpa's built-in isometric grid always feels a little disappointing to me because there's really only one spot in the grid where it's meaningfully different from a square grid. There's a lot of interesting things you could do on arbitrary diamond tilings, but of course implementing those would be a lot more challenging than any of the existing grids. That said, if you get a bit creative, you can fake diamond tilings via other means (with some caveats, see below). Here's an **Isometric Isowatari**. An Isometari, if you will.

Rules: Shade some cells so that all unshaded cells form one connected area and no vertex (point where edges meet) is entirely surrounded by unshaded cells. Black circles must be shaded and white circles must be unshaded. All groups of shaded cells must be the size indicated above the grid. (**Note:** the example uses size 3, but the main puzzle uses size 4.)

 **Interface note** : For technical reasons, each cell in the grid is actually made up of two triangles, which you'll have to shade/unshade separately.



Example (Penpa+): <https://tinyurl.com/22hqtsa4>

Puzzle (Penpa+): <https://tinyurl.com/22hevve7>

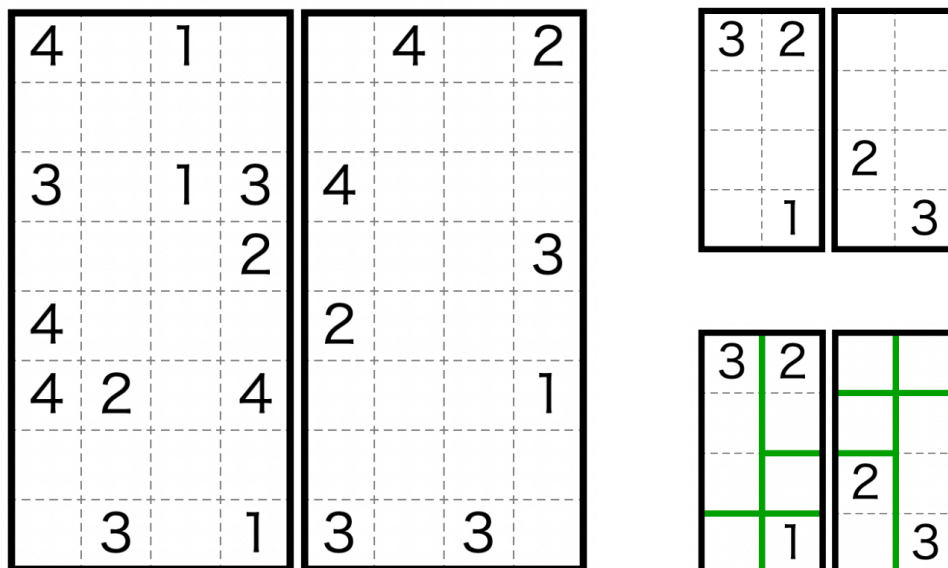
October 21, 2024: Tachiawase Block | Freddie Hand

The 17th WSC and the 31st WPC in Beijing have recently concluded. The WSC podium was swept by Chinese contestants - Letian Ming in 1st, Qiu Suzhe (under 18) in 2nd (though technically unofficial), and TanTan Dai coming in the bronze position. The WPC concluded as many anticipated - with Ken Endo far out in front. The rest of the podium was made up of Kota Morinishi in 2nd and Christian König in 3rd after a competitive playoff. Our esteemed @bakpao finished in a very respectable 38th, but was edged out by his compatriot @Frostini in 34th. Well done to everyone who took part!

Today's puzzle is a **Tachiawase Block**.

Rules: Divide the two grids into regions along dashed gridlines. A number indicates the size of the region it is contained in. A region can contain one or more numbers, or none at all.

Both grids must be divided into the *same set of blocks* (not just same set of sizes!), counting rotations and reflections as the same. When the two grids are overlaid on top of each other (without rotation or reflection), a block cannot overlap another block of the same size.



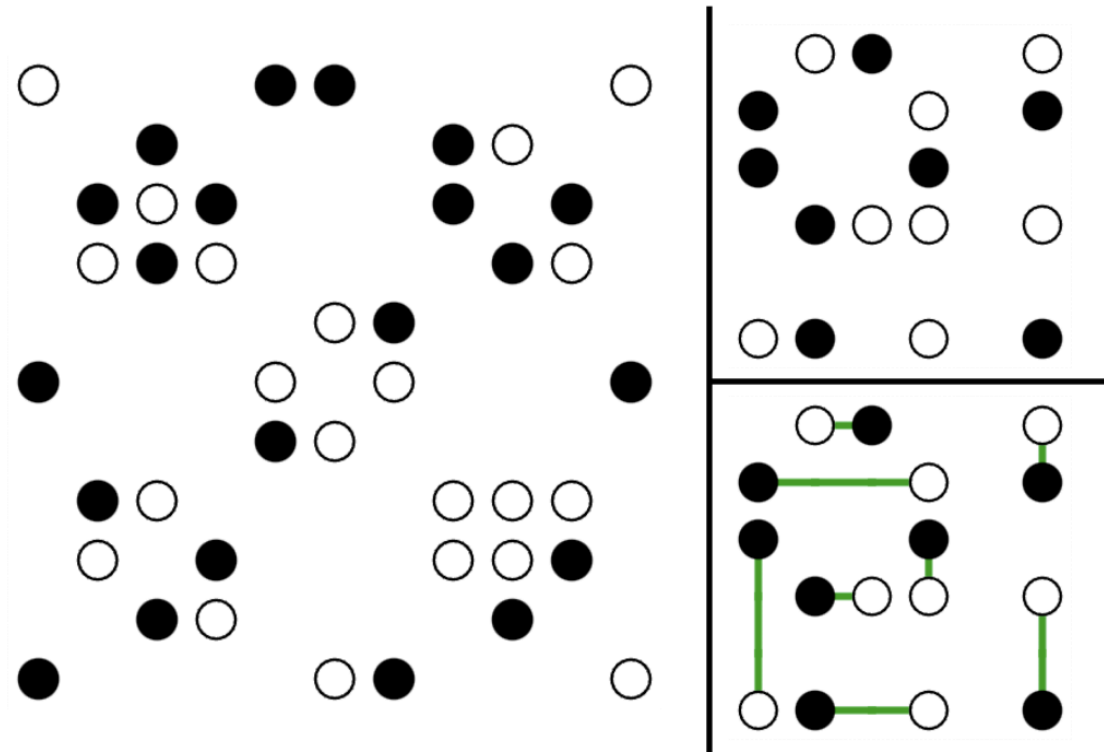
Example (puzz.link): <https://tinyurl.com/ynsde3wf>

Puzzle (puzz.link): <https://tinyurl.com/k8uukrrr>

October 22, 2024: Shirokuro-Link | Walker

Today's GAPP is a **Shirokuro-Link**! Did you know that it's Shirokuro-Link but Kuroshiro Loop?

Rules: Connect pairs of circles horizontally or vertically so that every circle belongs to one pair. Connections may not cross over each other, and circles cannot be connected to other circles of the same color.

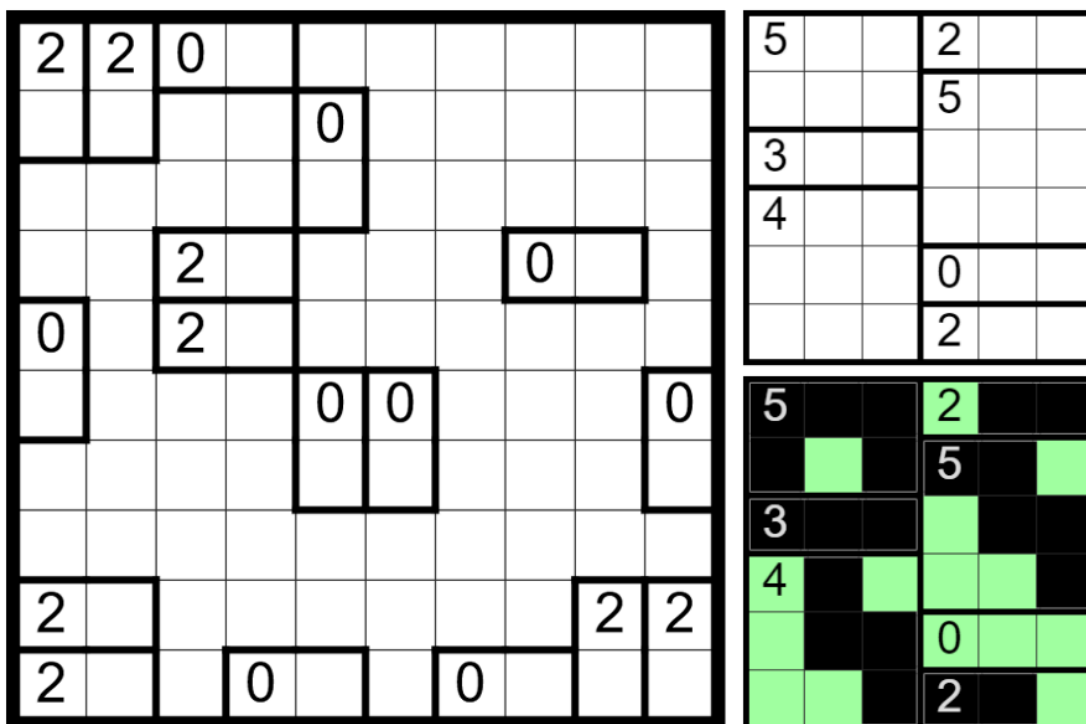


Example (puzz.link): <https://tinyurl.com/yjt6trcf>
Puzzle (puzz.link): <https://tinyurl.com/5n6xr9mu>

October 23, 2024: Aqre | Lavaloid

Today's GAPP is an **Aqre** that's intended to teach an advanced technique. The **GAPP 101** in [Appendix 1](#) will help a lot with solving the puzzle, but I've spoiled it in case you want to solve without it.

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.



Example (puzz.link) by Shye: <https://tinyurl.com/2bu3f7rs>

Puzzle (Penpa+): <https://tinyurl.com/2yd7c856>

Puzzle (Kudamono): <https://tinyurl.com/3st6bzzd>

October 24, 2024: Pentopia | shy

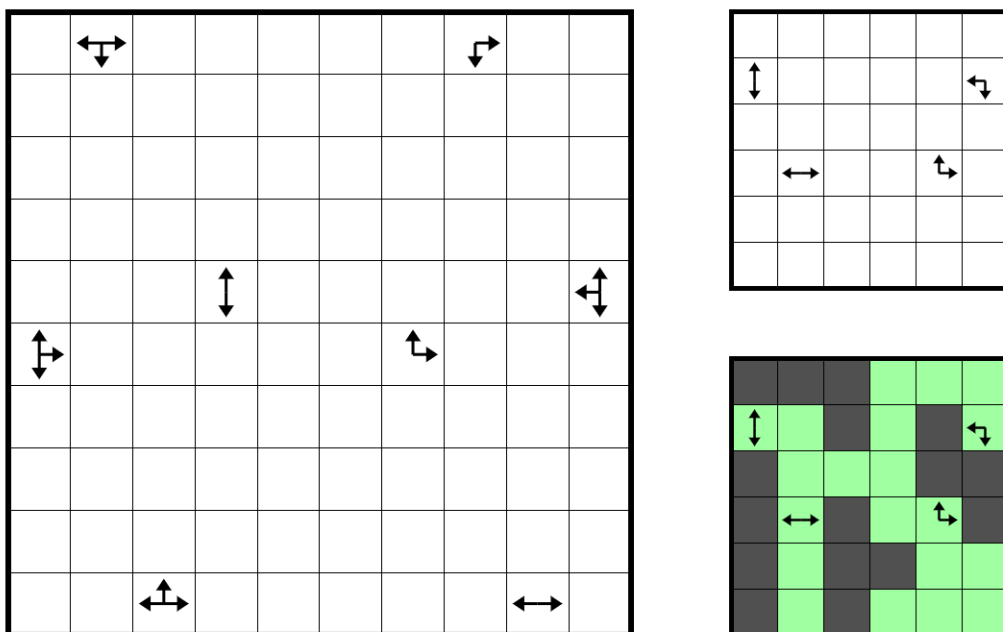
This'll be my last GAPP post for a while now that bakpao is bak again, sorry, duty calls (I throw my cape over my shoulder and run off awkwardly)

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

Rules: Shade some pentominoes (connected group of 5 shaded cells) so that no pentominoes touch one another, not even diagonally. No two pentominoes may be the same shape, counting rotations and reflections as the same. Clued cells cannot be shaded, and contain arrows indicating all of the orthogonal directions in which a shaded cell appears closest to the clued cell. At least one shaded cell must appear in the direction of an arrow

Note: The rules for the example puzzle are different due to the smaller dimensions, shaded groups must be 4 cells in size

A shape bank is given in each link to keep track of remaining possible polyominoes, keep in mind not all shapes must necessarily be used



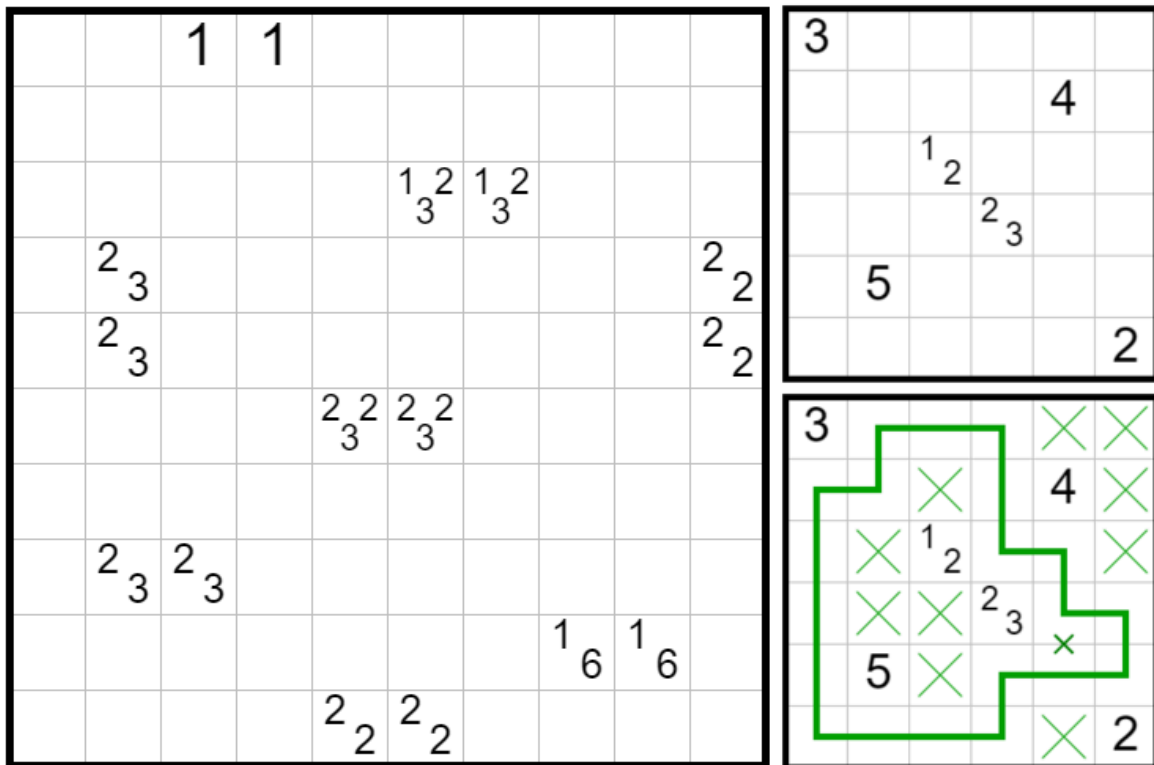
Example (puzz.link): <https://tinyurl.com/mr2crm23>

Puzzle (puzz.link): <https://tinyurl.com/2p8tuzjn>

October 25, 2024: Tapa-Like Loop | Menderbug

It's been almost two years since our last **Tapa-Like Loop!** 🤖 To make up for this gross negligence I wanted to make two puzzles, but the team said I couldn't do that. So you only get one puzzle as usual, but I doubled all the clues.

Rules: Draw a non-intersecting loop through the centers of some empty cells. Clues represent the numbers of consecutive cells occupied by the loop each time it enters the (up to) eight cells surrounding the clue, in no particular order.



Example (pzprxs) by Jovi: <https://tinyurl.com/3p7ya7ey>

Puzzle (pzprxs): <https://tinyurl.com/3a6hwsbr>

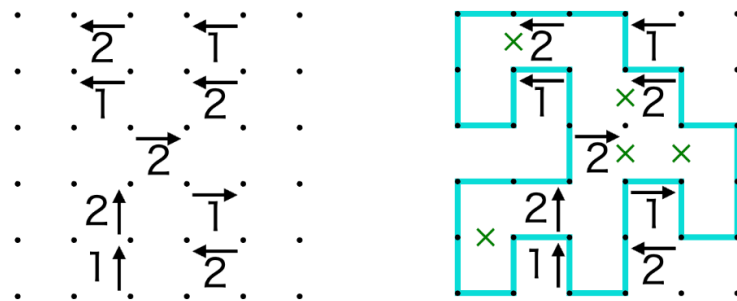
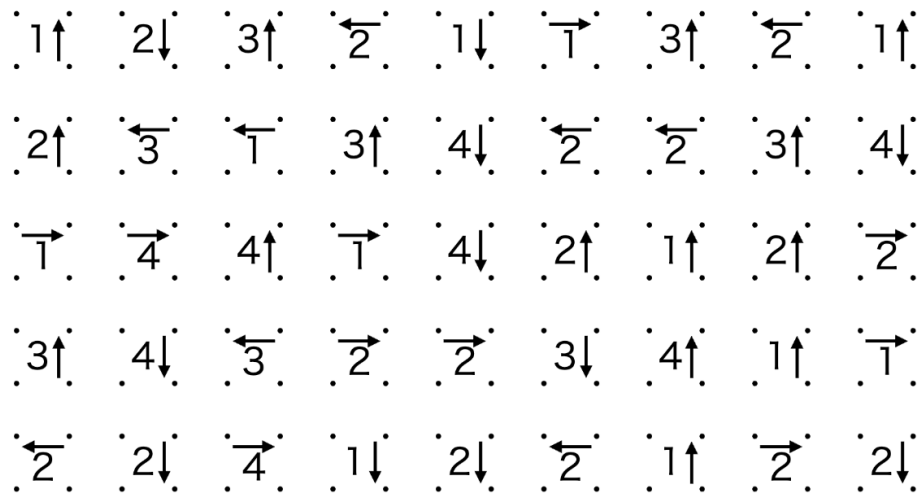
October 26, 2024: Line of Sight | Freddie Hand

We haven't had a "we haven't had an X in a while" intro in a while.

We haven't had a **Line of Sight** in a while.

Some of you might remember a fairly challenging puzzle in this genre back in June's MTG. Unfortunately that one generated a strongly repulsive electromagnetic field around itself. This one should be more approachable.

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>

Puzzle (puzz.link, landscape): <https://tinyurl.com/4zp5yknf>

Puzzle (puzz.link, portrait): <https://tinyurl.com/mpv8xv5j>

October 27, 2024: Third Anniversary Pack

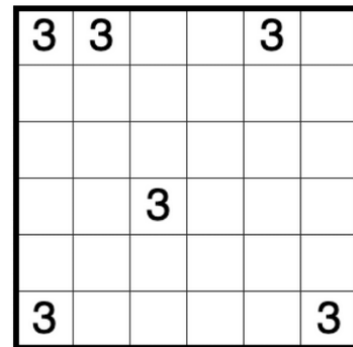
Canal View, Curve Data, Fillomino, Firefly / Hotaru Beam, Mochikoro, Rail Pool, Reflect Link, Sashigane, Voxas, Yajisan-Kazusan (Dominoes)

bakpao, Freddie Hand, Lavaloid, Menderbug, Walker — posted by Walker

Today is GAPP's **third anniversary**! 🥳🍰📅 The first GAPP, a Heyawake by jovi, was posted on October 27, 2021. To celebrate three years of GAPP, we've compiled a GAPP guessing game! Each setter (bakpao, Freddie, Lavaloid, Menderbug, Walker) has written two of the ten puzzles below. Can you match the puzzles with their authors?

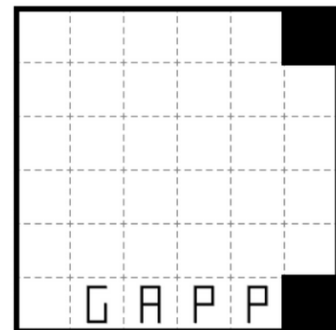
Canal View: <https://tinyurl.com/3fjh2vuw>

Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.



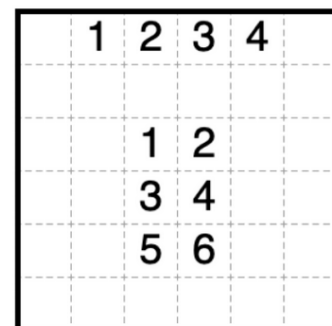
Curve Data: <https://tinyurl.com/vj34tcts>

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



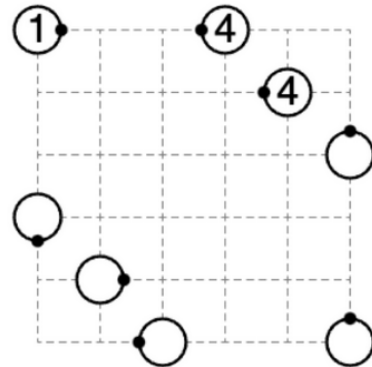
Fillomino: <https://tinyurl.com/3byj5z kf>

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.)



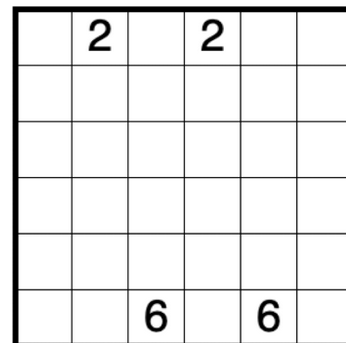
Firefly / Hotaru Beam: <https://tinyurl.com/2p8r7hs3>

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.



Mochikoro: <https://tinyurl.com/mm4uv9v9>

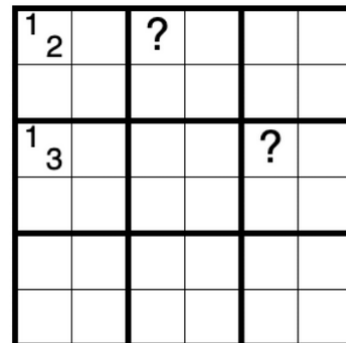
Shade some cells so that all areas of orthogonally connected unshaded cells are rectangular. The unshaded rectangles must all be connected diagonally. Clues cannot be shaded, and represent the number of cells in the unshaded area they belong to. An unshaded area of cells cannot contain more than one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



Rail Pool: <https://tinyurl.com/yfa6crrh>

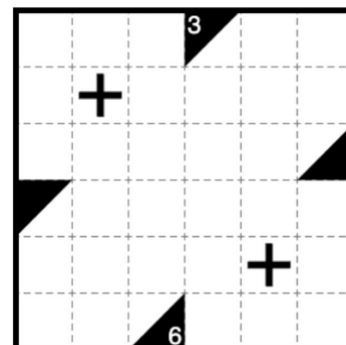
Draw a non-intersecting loop through the centers of all cells. Some boldly outlined regions contain number clues. If a straight loop segment visits any cells of a clued region, its length must match one of these numbers. Each number must correspond to at least one such loop segment. (Note for segments contained partially within the region, the number still refers to the total length of the segment)

In addition, a ? clue can replace any number, as long as no number is repeated in that region.



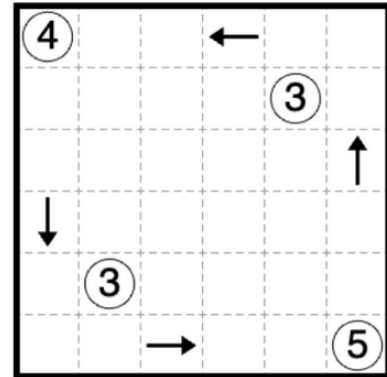
Reflect Link: <https://tinyurl.com/4bybsdft>

Draw a loop through the centers of some cells. All instances of the loop crossing itself are marked with a +. 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.



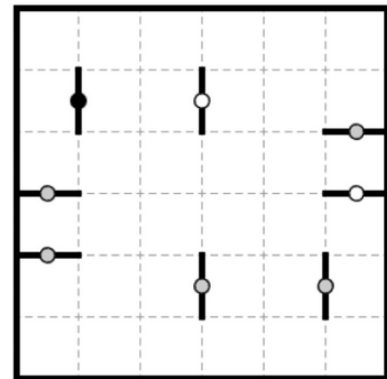
Sashigane: <https://tinyurl.com/3exdcd64>

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



Voxas: <https://tinyurl.com/yrfx52pp>

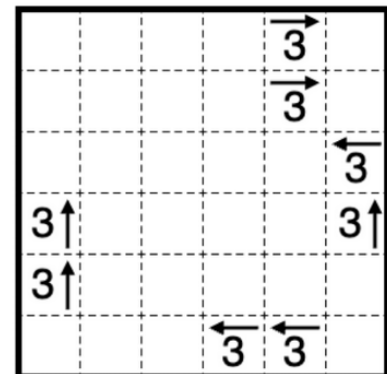
Divide the grid into 1x2 and 1x3 regions. Borders must separate two different regions. Borders with white dots separate regions with the same size and orientation. Borders with black dots separate regions with neither the same size nor the same orientation. Borders with grey dots separate regions with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



Yajisan-Kazusan (Dominoes): <https://tinyurl.com/2dlcs7dm>

Shade some dominoes of cells so that no two shaded dominoes are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area.

If a cell with a number in it is unshaded, the number represents how many shaded cells are in a straight line in the indicated direction. If a cell with a number in it is shaded, the number is meaningless, and may be true or false.



October 28, 2024: Tapa (Restoration) | Lavaloid

Reetings, wondeful weathr oday! Ufortunately, keybard boken :(Threfore interreting maning's ough or intr t oday's Apa (Restoation).

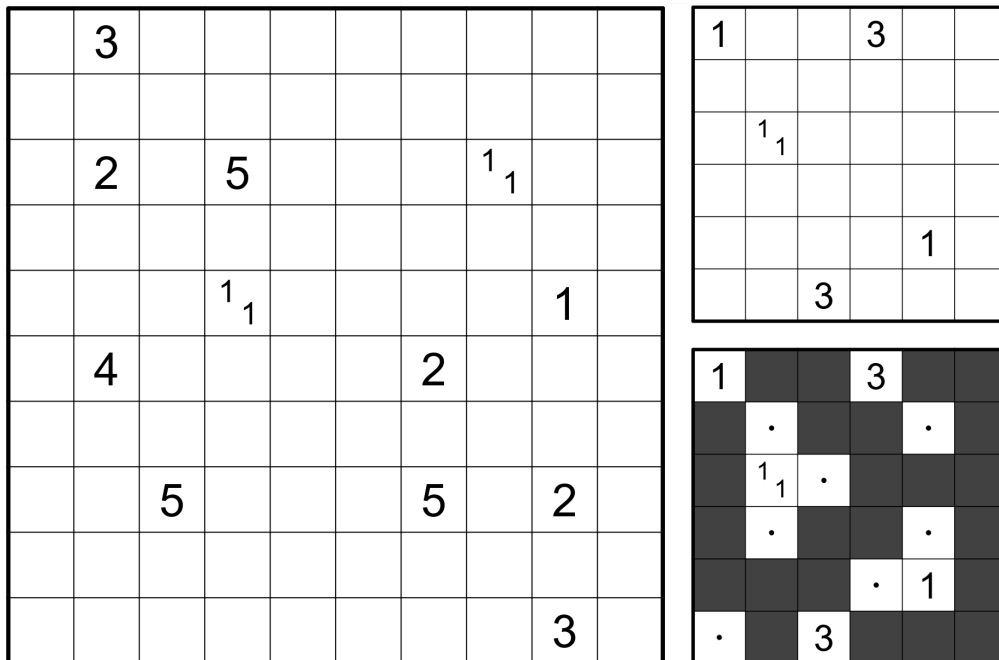
...Never mind, I have a working keyboard lying around. Today's GAPP is **Tapa (Restoration)**! Also, here are yesterday's authors. How well did you do?

Editor's note: The author names have been moved to [Appendix 2](#).

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.

Variant: Each clue is missing exactly one number, which is to be deduced.

Interface note: If you're using the puzz.link interface, you will have to check the answer manually.



Example (Penpa+): <https://tinyurl.com/26bmm2to>

Example (puzz.link): <https://tinyurl.com/5cacs2nx>

Puzzle (Penpa+): <https://tinyurl.com/2c8t6c98>

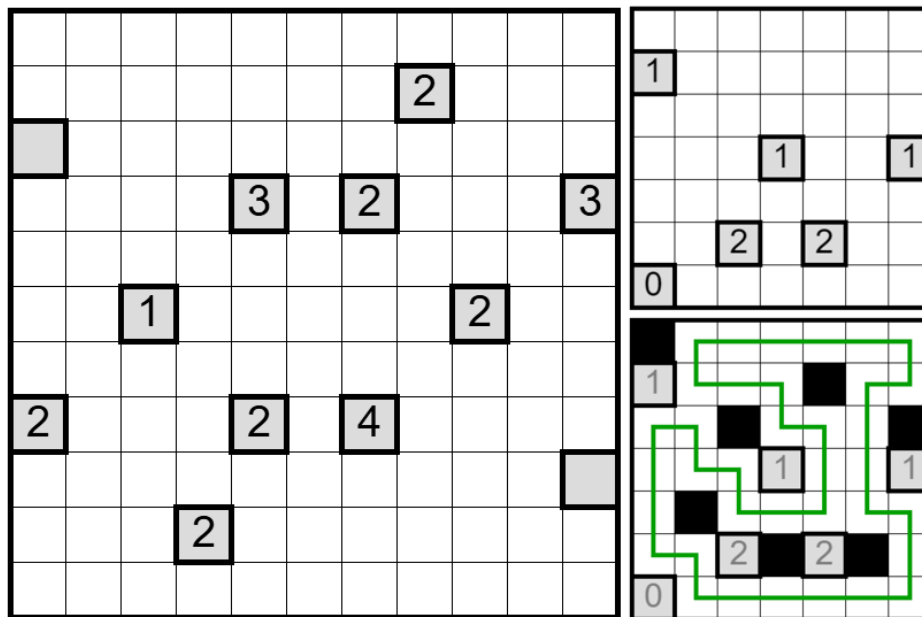
Puzzle (puzz.link): <https://tinyurl.com/4d6t852r>

October 29, 2024: Koburin (Minesweeper) | bakpao

I'm back! Sorry for the late post, I'm having some trouble readjusting to my normal schedule... I'll keep my intro short today - perhaps in an upcoming intro I'll talk a bit about my experience at WSPC!

Today's puzzle is a **Koburin (Minesweeper)**!

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 the (up to 8) cells surrounding the clue.



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

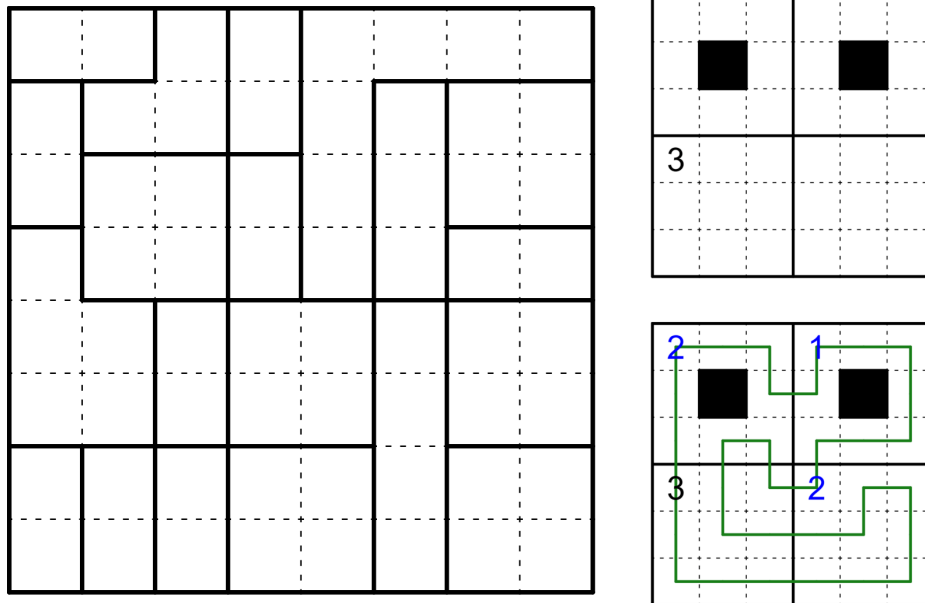
Puzzle (puzz.link): <https://tinyurl.com/38mrp4d5>

October 30, 2024: Vagabond | Menderbug

I'm travelling this week, staying in another place most nights, much like a **Vagabond**, so I don't have time for a witty intro.

Rules: Draw a non-intersecting loop through the centres of all empty cells. A number in a region indicates the number of times the loop visits that region. Orthogonally adjacent regions must not be visited the same number of times.

 **Notation tip:**  You can switch to Number or Sudoku mode to keep track of how often a region has to be visited.



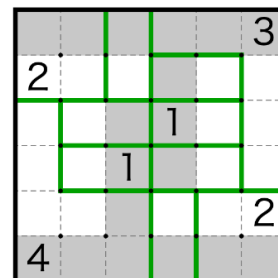
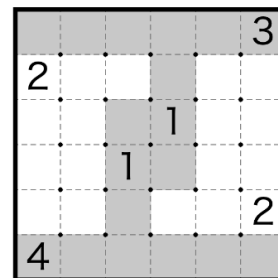
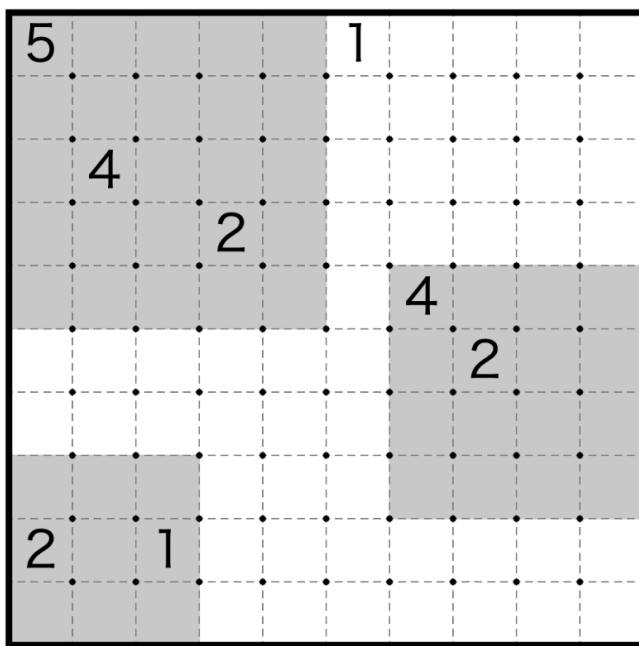
Example (Penpa+) by Jovi: <https://tinyurl.com/2crukkzl>

Puzzle (Penpa+): <https://tinyurl.com/24exgm5n>

October 31, 2024: Double Choco | Freddie Hand

There's a Double Choco contest on PuzzleDuel that's happening over the next month. To celebrate, here's a **Double Choco**, with thanks to Pythagoras.

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

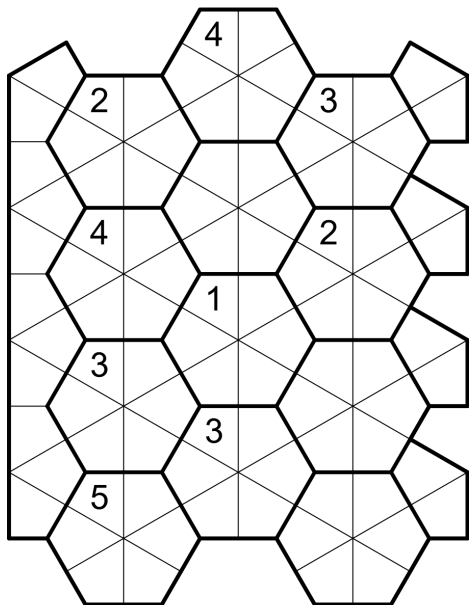


Example (puzz.link) by jovi: <https://tinyurl.com/mvwexdn2>

Puzzle (puzz.link): <https://tinyurl.com/yruh6e6c>

Bonus 1: Maxi Loop (Deltoidal Trihexagonal)

Freddie Hand

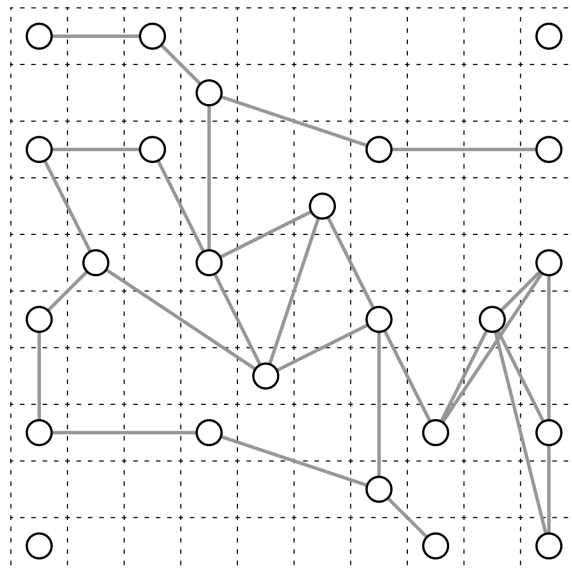


Example (Penpa+): <https://tinyurl.com/ymy9jlnm>

Bonus (Penpa+): <https://tinyurl.com/5akhycnu>

Bonus 2: Petri Net / ペトリネット

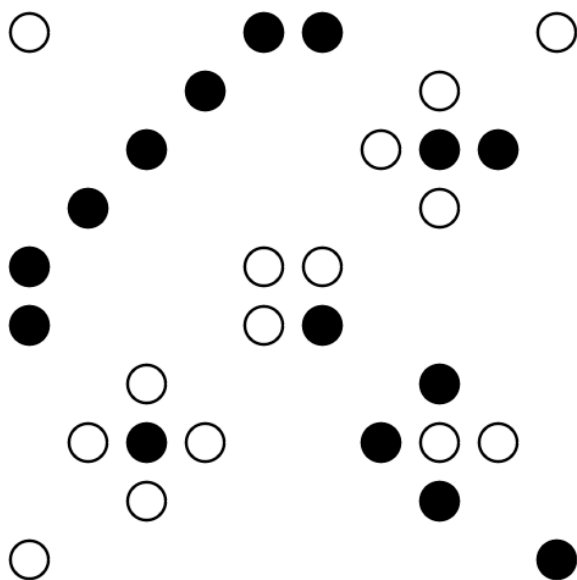
Lavaloid



Example (Penpa+): <https://tinyurl.com/2xo6fovg>

Bonus (Penpa+): <https://tinyurl.com/23j2rpgo>

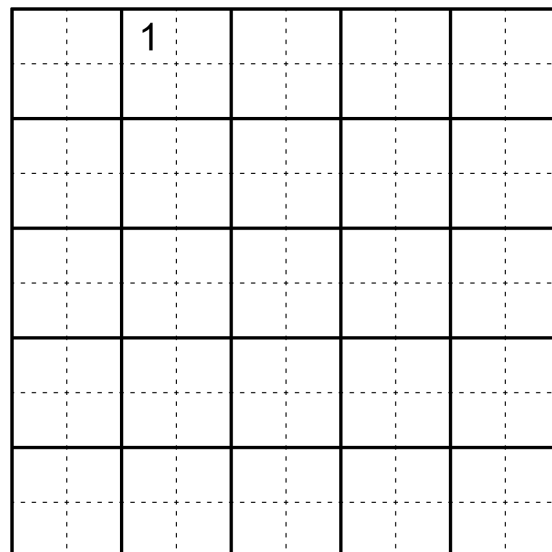
Bonus 3: Shirokuro-Link | Walker



Example (puzz.link): <https://tinyurl.com/yjt6trcf>

Bonus (puzz.link): <https://tinyurl.com/3whzb62j>

Bonus 4: Vagabond | Menderbug



Example (Penpa+) by Jovi:

<https://tinyurl.com/2crukzkl>

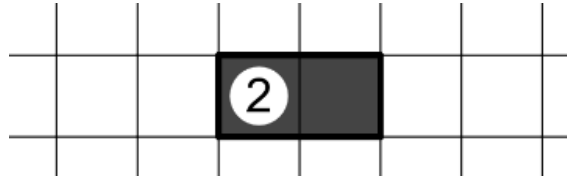
Bonus (Penpa+):

<https://tinyurl.com/2ahzawnu>

Date	Sloth Time	Crab Time	
01 Oct 2024	0:02:15	0:04:15	Gambling Gambel's Quail
02 Oct 2024	0:02:30	0:04:30	Hallway Hawk
03 Oct 2024	0:01:11	0:02:22	Squirmy Squacco Heron
04 Oct 2024	0:02:30	0:05:00	Champion Chinese Hwamei
05 Oct 2024	0:03:00	0:06:00	Crimson-backed Flameback
06 Oct 2024	0:03:15	0:06:30	Yachting Yunnan Nuthatch
07 Oct 2024	0:02:30	0:04:30	Light House Sparrow
08 Oct 2024	0:01:45	0:03:45	Happo Hoopoe
09 Oct 2024	0:01:20	0:02:40	S-Bendire's Thrasher
10 Oct 2024	0:03:30	0:07:00	Heavy Dotterel
11 Oct 2024	0:02:45	0:05:30	Automobile Audubon's Oriole
12 Oct 2024	0:05:00	0:09:00	Gathering Garganey
13 Oct 2024	0:03:00	0:07:00	Mmm yes this water tank looks like Turkey
14 Oct 2024	0:02:00	0:04:30	Fancy-Named Totally-Not-Made-Up-Bird
15 Oct 2024	0:03:00	0:06:00	Scenic Serin
16 Oct 2024	0:01:45	0:03:30	Recreational Recurvebill
17 Oct 2024	0:02:15	0:04:00	Back and Forth Balearic Warbler
18 Oct 2024	0:04:00	0:09:00	Not Very Strange Weaver
19 Oct 2024	0:04:00	0:08:00	Paddling Australian Pelican
20 Oct 2024	0:02:00	0:04:00	Cubist Cuban Crow
21 Oct 2024	0:03:45	0:07:15	Dissectional Diuca Finch
22 Oct 2024	0:01:15	0:02:30	Black-Capped White-Eye
23 Oct 2024	0:03:00	0:07:00	Pauraq[r]e
24 Oct 2024	0:03:30	0:06:30	Five-colored Munia
25 Oct 2024	0:02:00	0:04:00	Petinent Caracara
26 Oct 2024	0:06:00	0:12:00	Visionary Visayan Rhabdornis
27 Oct 2024	0:10:00	0:20:00	Three-Year Thamnornis
28 Oct 2024	0:01:45	0:03:30	Ray-ried haw
29 Oct 2024	0:03:00	0:06:00	Delayed Dunlin
30 Oct 2024	0:03:00	0:06:00	Wandering Warbler
31 Oct 2024	0:02:00	0:04:00	Praline Prairie Falcon

Appendix 1: Aqre (23 Oct) GAPP 101

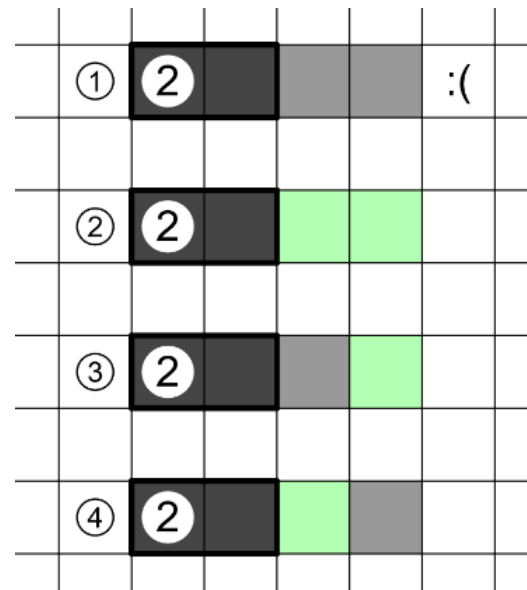
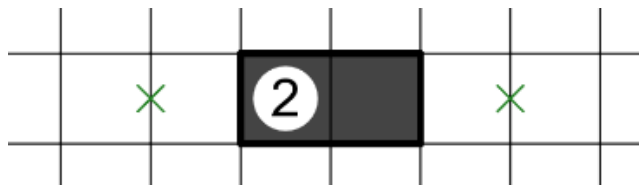
The deduction has to do with how shaded dominoes affect connectivity. Consider the following image:



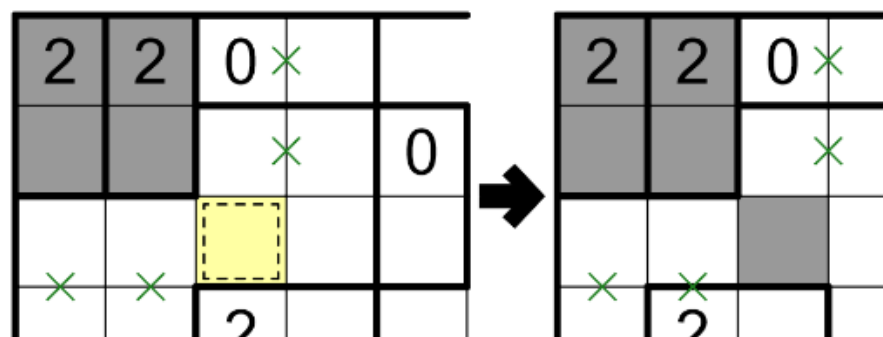
There are four ways of shading the two cells to its right, labeled (1) to (4) on the image to the right.

If we shade the two cells to its right, it will create four shaded cells in a row, breaking the puzzle. So, case (1) can't happen! However, case (2), (3), and (4) are still possible.

They have something in common: *shaded cells can't connect through those two cells!* We can keep track of this by marking the edge between the two cells with X's:



Now, let's see it in action in the main puzzle. With the deduction above, we can immediately make four X marks (left image). Notice that in order for this region to connect to the rest of the grid, it must go through the caged cell. Therefore, we can shade this cell.



You will find this deduction used several times in the puzzle. Good luck!

Appendix 2: Authors of the Third Anniversary Pack

Puzzle	Author
Canal View	Freddie Hand
Curve Data	Freddie Hand
Fillomino	Menderbug
Hotaru Beam / Firefly	bakpao
Mochikoro	Walker
Rail Pool	Lavaloid
Reflect Link	Walker
Sashigane	bakpao
Voxas	Lavaloid
Yajisan-Kazusan (Dominoes)	Menderbug