

Mind The GAPP Vol. 39

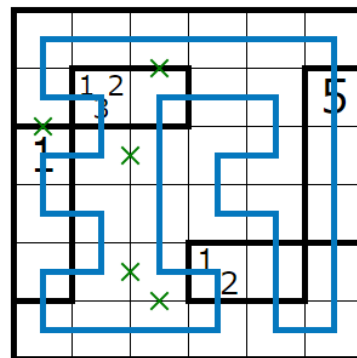
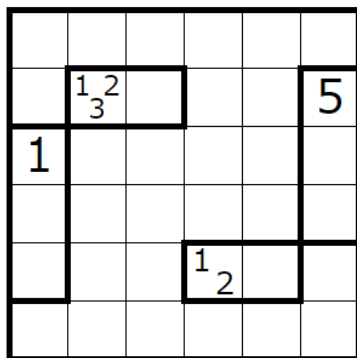
Genuinely Approachable Pencil Puzzles from the CtC Discord
January 1, 2025 - January 31, 2025

Happy New Year!! This year is the square of the sum of every integer from 1 to 9, which is pretty neat.

Puzzle GP 2025 has also started, which means the otters are back! As always, you can get an otter by participating in the contest.

This time we have 4 bonus puzzles. Enjoy!

It's 2025!!!!!!! Happy new year! Let's start off the year with a **Rail Pool** for a ✨ *Wacky Width Wednesday* ✨. Because 2025 is a square number, I've even made the puzzle on a grid with square cells.



Example (puzz.link) by Freddie: <https://tinyurl.com/2p9s2ast>
 Puzzle (puzz.link, landscape): <https://tinyurl.com/596x7tkv>
 Puzzle (puzz.link, portrait): <https://tinyurl.com/4wr8v4ds>

January 2, 2025: Nibunnogo | bakpao

Happy new year to everyone!

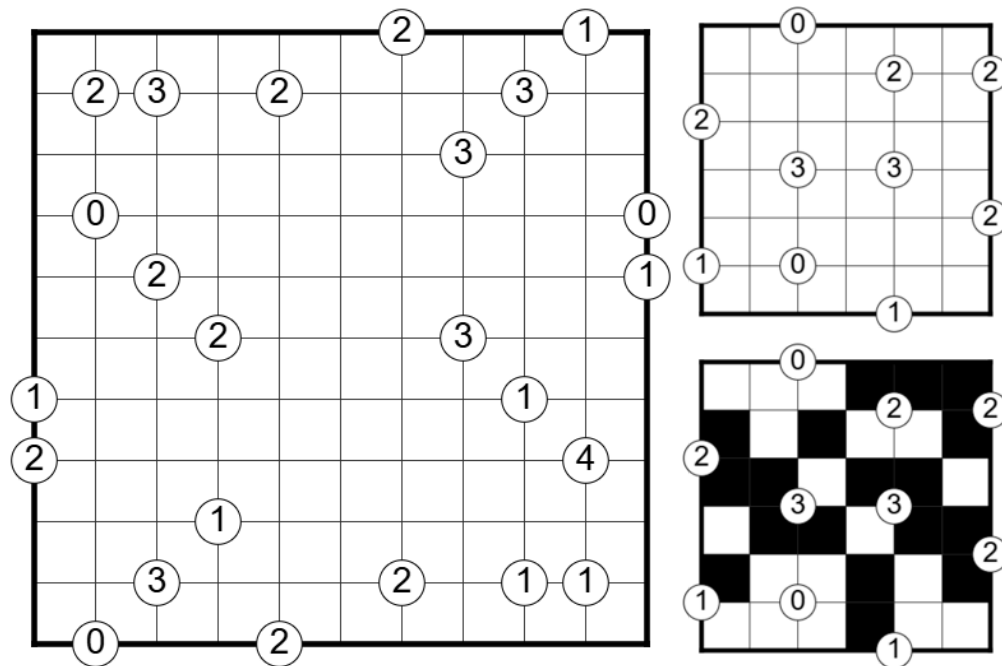
I'd like to start today's post by spotlighting the newest issue of Pulze, volume 3, which has been a long time in the making and is now finally released: <https://www.tam-box.com/current-issue>! This magazine is full of wonderful puzzles (of all difficulties), interviews and other intriguing puzzle content, created and curated by a very talented team of authors and artists.

Volume 3 is math themed, but if that isn't your thing, fear not! There are plenty of other genres to enjoy as well. I particularly liked the 2nd titan puzzle this volume, which links 8 word genres together through a shared word list, leaving it up to the solver to decide which word belongs to which grid 🧐.

If you are interested, consider getting a copy of your own! There's also a free sample you can download first, to get a feel for what to expect.

For today's GAPP we revisit **Nibunnogo**! This genre was also recently implemented in the pzprxs fork.

Rules: Shade some cells so that there exists no orthogonally connected area of more than five cells which is entirely shaded or unshaded. A clue represents how many of the (up to) four cells it touches are shaded.



Example (pzprxs) by Freddie: <https://tinyurl.com/wers38nd>

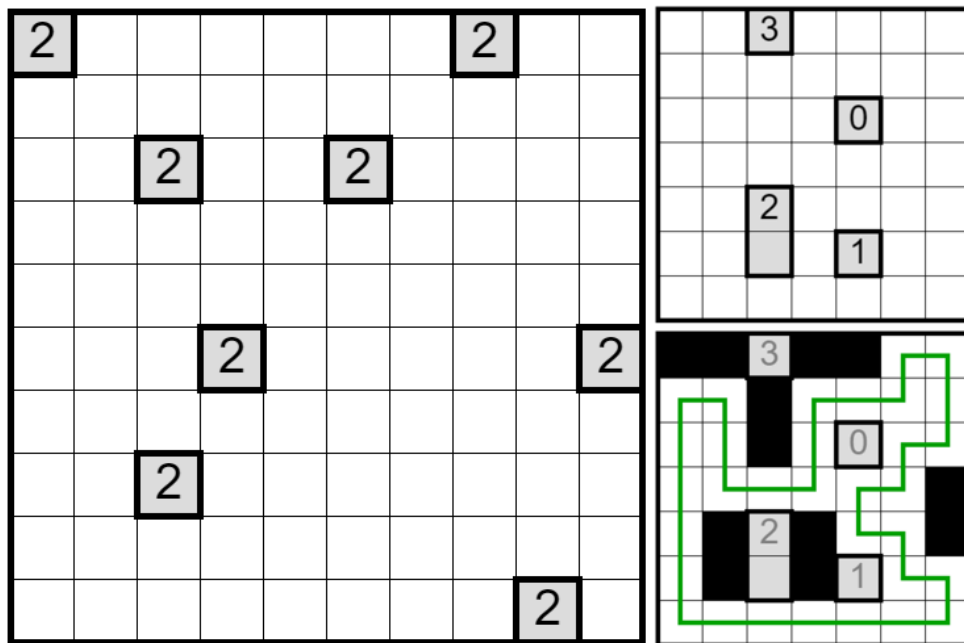
Main puzzle (pzprxs): <https://tinyurl.com/mwdjd2ed>

January 3, 2025: Koburin (Dominoes) | Menderbug

Happy new year from me as well! I really like domino variants of genres where you can normally only shade individual cells. So here's one I haven't seen before: **Koburin (Dominoes)**

Rules: Shade some cells so that all shaded groups contain exactly two cells and draw a non-intersecting loop through the centres of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells orthogonally adjacent to it.

 **Interface note:**  As usual with variant puzzles, the pzprxs version will not be able to check your solution automatically. If you enable "Settings -> Check multiple errors" and press the "Check base type" button at the end, your solution is correct if the *only* error is "Some shaded cells are adjacent." and all your shaded cells appear in dominoes. You can use the Penpa+ version to get automatic answer check, but you won't be able to check for individual rule violations mid-solve.



Example (pzprxs): <https://tinyurl.com/3u26nubz>

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

Puzzle (pzprxs): <https://tinyurl.com/2wc3k9ck>

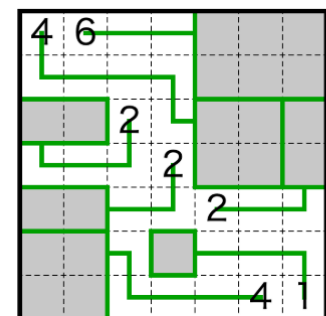
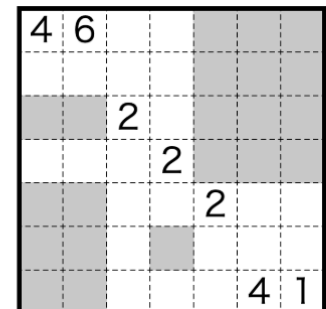
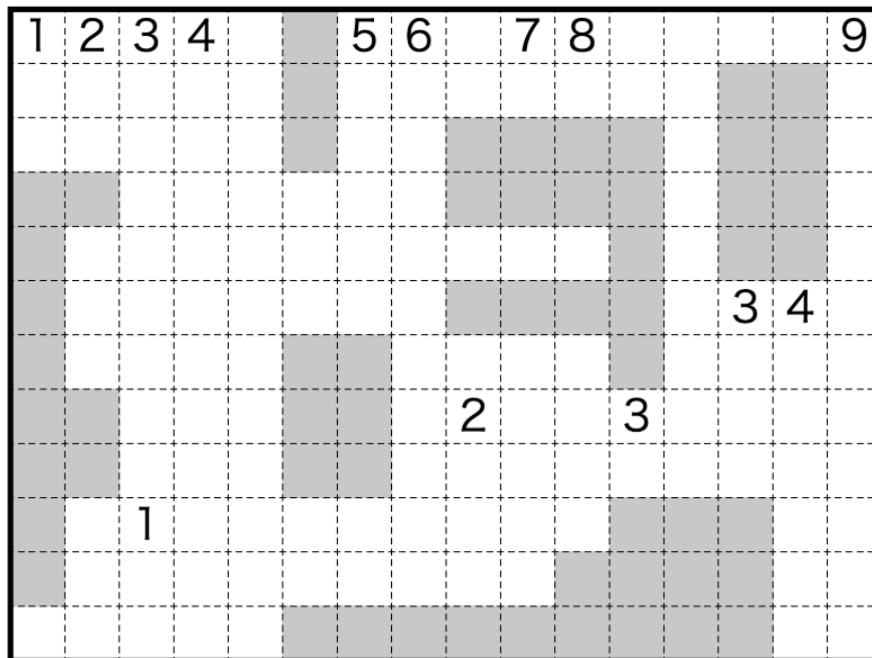
Puzzle (Penpa+): <https://tinyurl.com/22pm3d74>

January 4, 2025: Balloon Box | Freddie Hand

As we continue to milk the new year for GAPP intros with a countup and balloons, let's not forget the folks whose birthdays have been rather overshadowed. It must suck to only receive one pair of socks instead of two. To you, I gift a Useful Pot, or a Supersized **Balloon Box** (though I suspect only a small proportion of you will appreciate this present).

Meanwhile, Bobbins the Cat laps extra creamy Jersey milk while reclining in his armchair. He's earned a well-deserved rest after a fruitful career of arboreal cultivation - his wife, Mittens the Cat, is handling the decoration this year. She bought a plastic tree with LED branches for extra colour, and less pesky needles. Even Bobbins is tired of those.

Rules: Draw several non-intersecting paths such that each path starts at a given clue and ends at a grey cell, and divide the grey cells into rectangular regions such that the area of the region is equal to the number clue that the region is connected to via its path. Each region connects to exactly one path. All empty cells in the grid must be used by a path or connected region. Different paths and regions cannot overlap. Cells used by the same path (which are not consecutive line segments) do not touch orthogonally.



Example (pzprxs), by bakpao: <https://tinyurl.com/2psvenv2>

Puzzle (pzprxs, landscape): <https://tinyurl.com/4vcn8z2j>

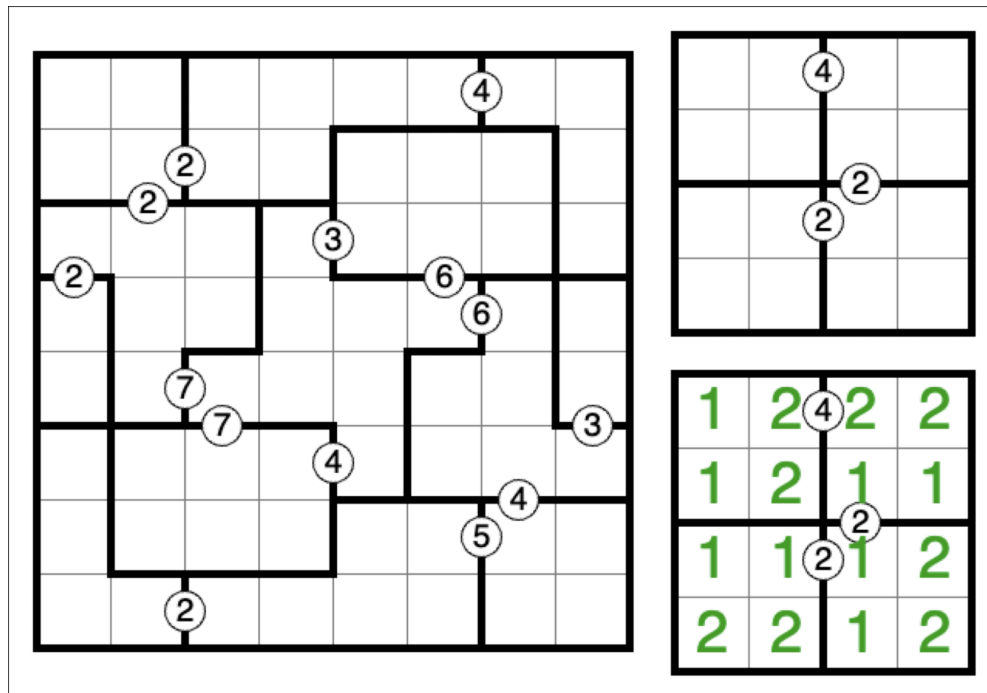
Puzzle (pzprxs, portrait): <https://tinyurl.com/2zfracv7>

January 5, 2025: Kazunori Room | Walker

Feeling a bit sick today, here's a quick post! **Kazunori Room**

Rules: Place a number from 1 to N into each cell so that each region contains each number from 1 to N exactly twice each, where N is half the number of cells in the region. Two numbers of the same value within a region must be orthogonally adjacent. No 2x2 area may consist of cells which all contain the same number. Clues represent the sum of the numbers in the cells they touch.

(Essentially, you're placing dominoes containing two copies of a digit.)



Example (puzz.link), from the rules page: <https://tinyurl.com/76z5h5w9>

Puzzle (puzz.link): <https://tinyurl.com/mecju6v>

January 6, 2025: Docchi Link / どっちリンク | Lavaloid

[Rickrolls](#) and [puzzles](#) and [teapots with kittens](#)

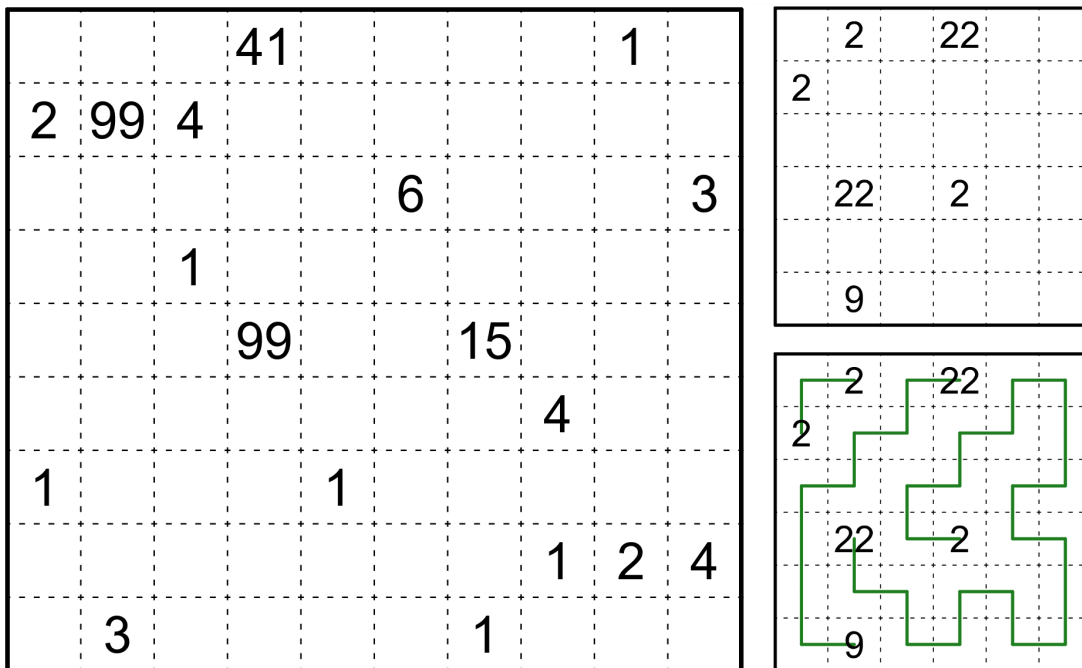
[One Blåhaj finder](#) and [list of all chickens](#)

That guy from Zelda who dresses up in green

These are a few of my favorite links

Today's GAPP is a **Docchi Link** / どっちリンク!

Rules: Draw non-overlapping orthogonal paths that connect pairs of numbers such that each number is one of the endpoints of a path and every cell is used by a path. The length of a path must be one of the numbers on that path.



Example (Penpa+): <https://tinyurl.com/2btfpsn9>

Puzzle (Penpa+): <https://tinyurl.com/2bs3uhjw>

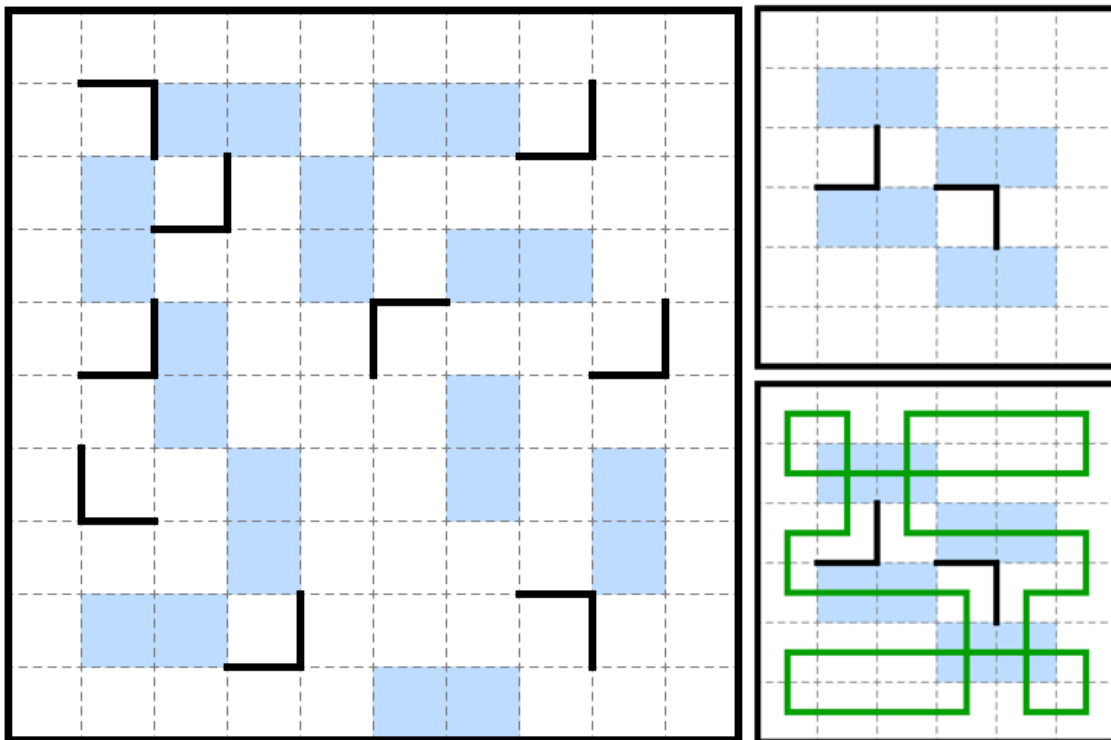
January 7, 2025: Barns | bakpao

In my previous post, I mentioned the new installment of Pulze. More good news coming out of TamBox - It looks like the Bulletins are also back! This free weekly publication typically includes a sudoku, pencil puzzle, a word/visual/trivia puzzle and the latest news from the puzzling world. Feel free to check it out here: <https://www.tam-box.com/blog!>

While looking through old GAPPs for inspiration for today's puzzle I landed on **Barns**, which we haven't covered in over two years. I think I may have taken a bit too much inspiration though, as my visual theme came out very similar to the previous installment. Hopefully Eric won't mind.

Rules: Draw a loop through the centers of all cells, which may not pass through bold borders. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The loop may not turn on icy cells.

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



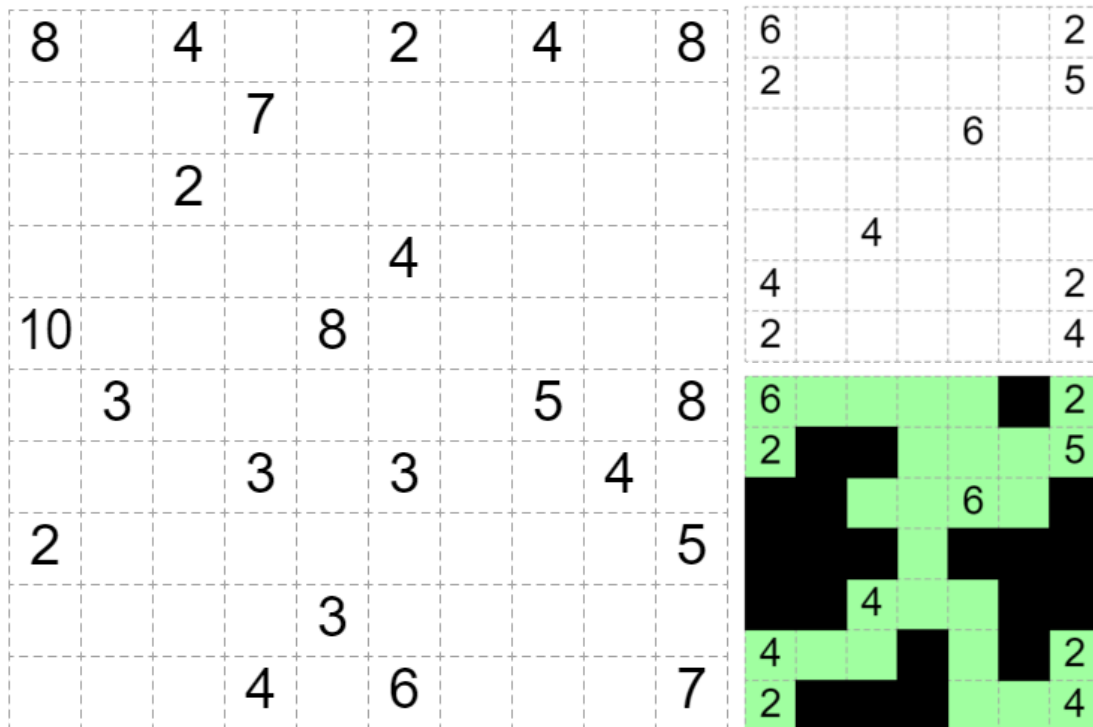
Example (puzz.link, by Eric): <https://tinyurl.com/k2arafwp>

Main puzzle (puzz.link): <https://tinyurl.com/3vw63can>

January 8, 2025: Cave | Menderbug

We haven't had a whole lot of shading puzzles lately. Let's fix that with a classic: **Cave**.

Rules: Shade some cells so that the shaded cells are all connected orthogonally by other shaded cells to the edge of the grid, and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight line vertically or horizontally, including itself.



Example (pzprxs) by Tyrgannus: <https://tinyurl.com/563eddpe>

Puzzle (pzprxs): <https://tinyurl.com/4wbwzbh2>

January 9, 2025: Star Battle (Myopia) | Freddie Hand

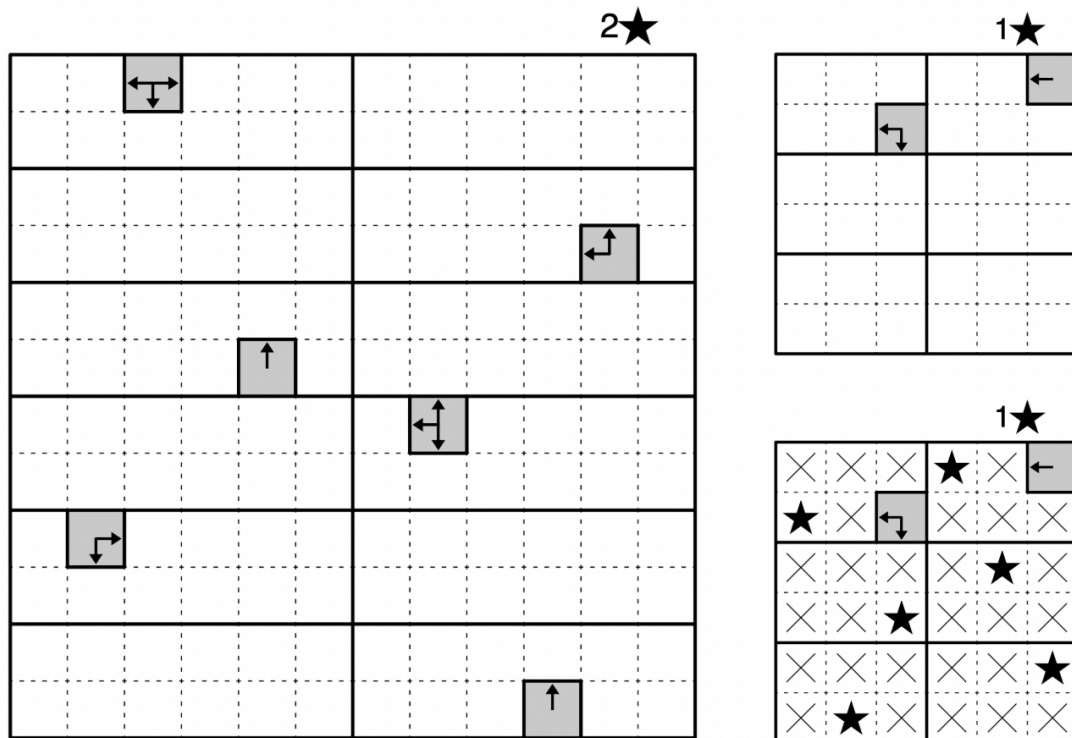
We haven't had a genre with the Myopia modifier in a while. So here's a **Star Battle (Myopia)**. Not to be confused with Myopia (Star Battle).

If you're myopic (or just squint really hard), the pattern of clues might look like a subset of Orion.

Rules: Place stars into some cells such that each row, column, and outlined region contains exactly N stars. The value of N is given outside the grid. Stars may not touch one another, not even diagonally. Clued cells cannot contain stars, and contain arrows indicating all of the orthogonal directions which tie for having a star appearing closest to the clued cell. At least one star must appear in the direction of an arrow.

Warning As with other Myopia variants, the clues have a negative constraint - if a direction does not have an arrow, then the first star in that direction cannot be (tied for) closest to the clue.

A little **GAPP 101**: (ROT13) Jngpu bhg sbe ebjf/pbyhzaf jvgu irel yvggyr ebbz sbe fgnef nf jryy nf ertvbaf!



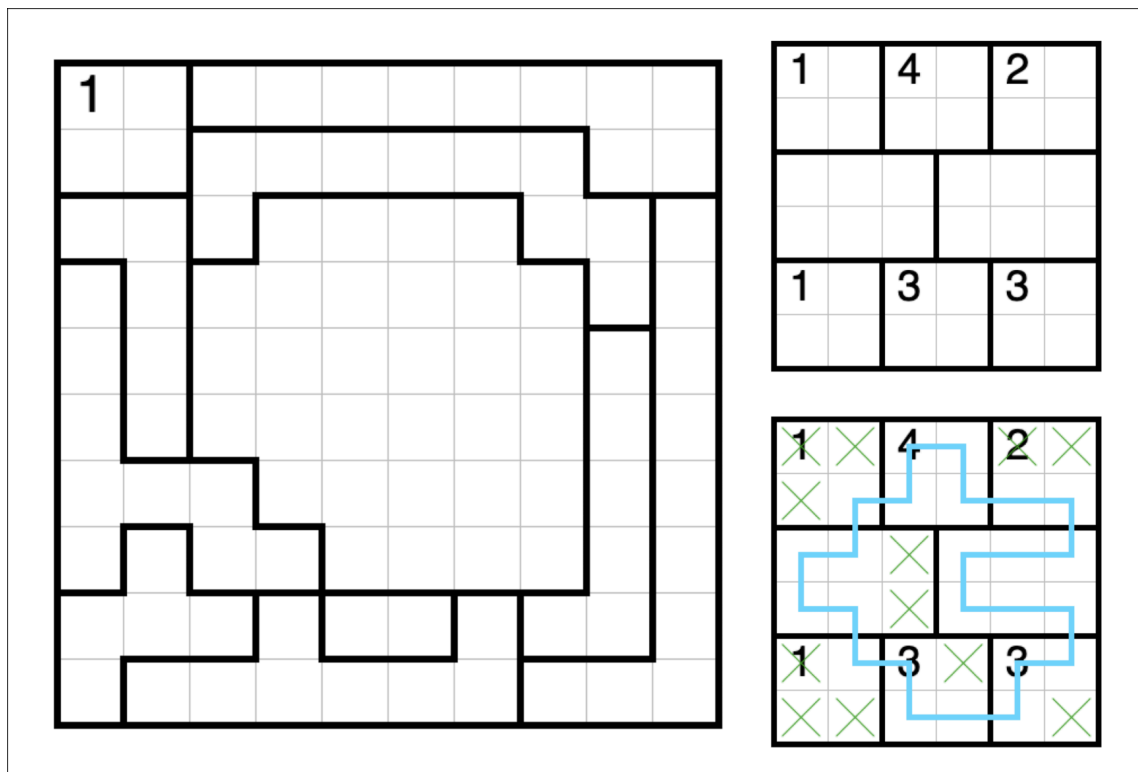
Example (Penpa+): <https://tinyurl.com/22h72cco>

Puzzle (Penpa+): <https://tinyurl.com/2yx4t7cn>

January 10, 2025: Country Road | Walker

On a road trip, driving down a **Country Road**, I came across Clueless County, population 0. It's a strange open space, free of any landmarks like numbers, circles or arrow clues. I was intending to drive straight through, but the road had other plans... 🚗

Rules: Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. A number in a region represents how many cells in the region are visited by the loop. Orthogonally adjacent cells across a region border may not both be unused.



Example (puzz.link), by Eric: <https://tinyurl.com/5c4tpty3>

Puzzle (puzz.link): <https://tinyurl.com/yc7fjbv5>

January 11, 2025: Dotchi Loop | Lavaloid

Rail Pool and Detour and Domino Slithers

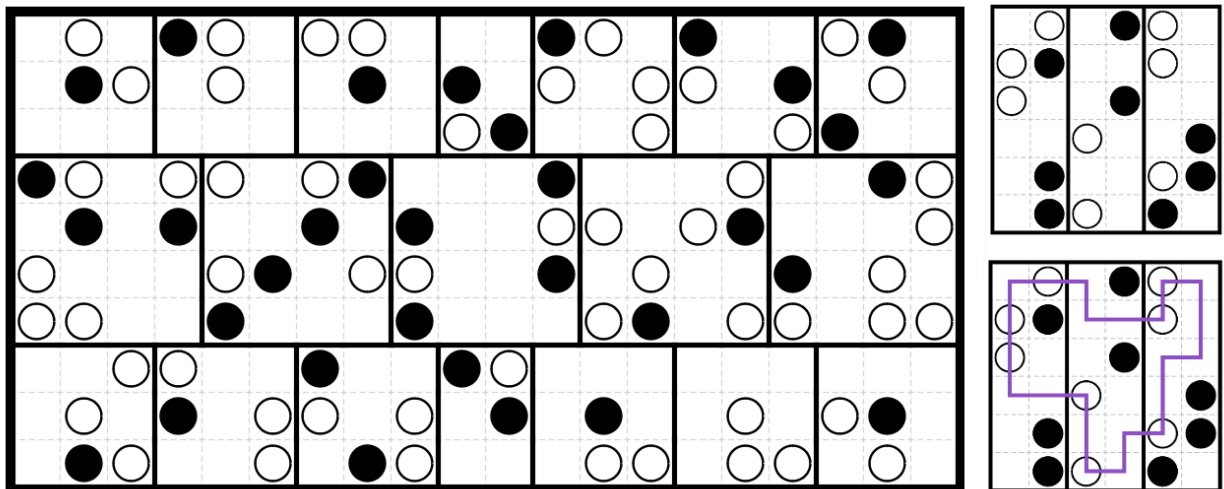
Pilgrimage, Double Back, Masyu, Linesweepers

The one where you draw rectangular rings

These are a few of my favorite... loops? 🤔

Today's ✨ *Supersized Saturday* ✨ is a **Dotchi Loop**!

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every white circle and no black circles. Within a region, the loop must either turn on every white circle or pass straight through every white circle.



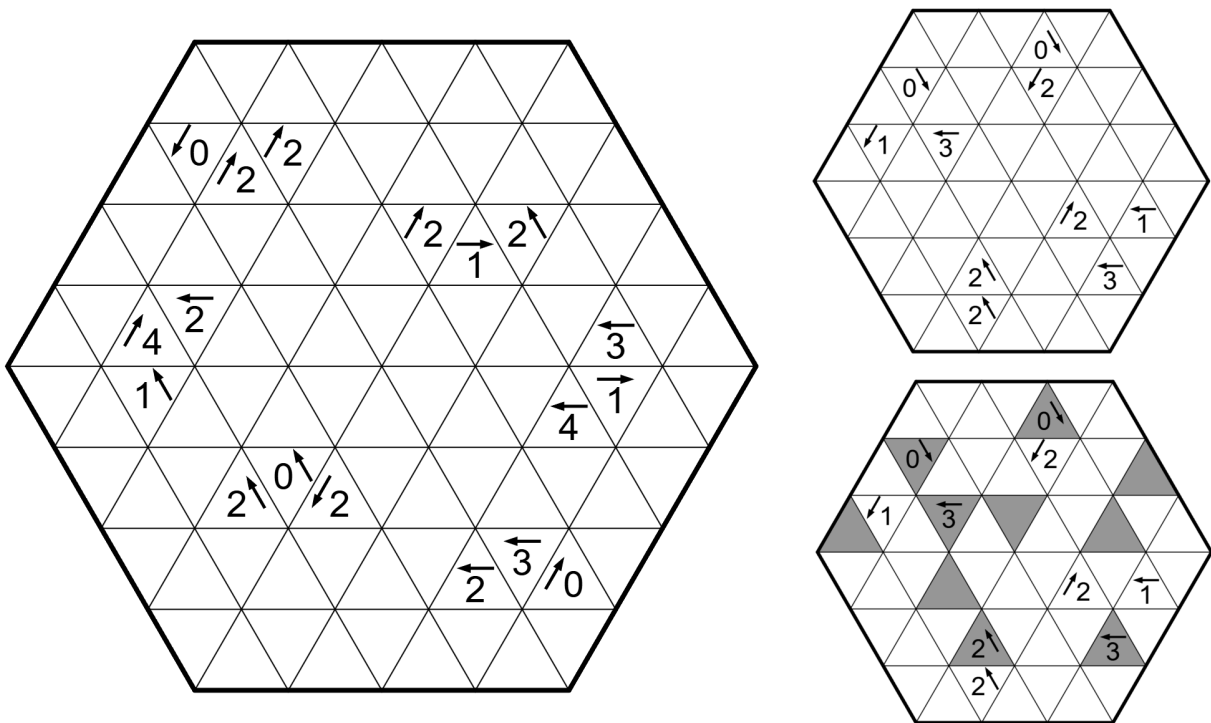
Example (puzz.link) by shye: <https://tinyurl.com/yx3ubawc>
Puzzle (puzz.link, landscape): <https://tinyurl.com/bdfvmphm>
Puzzle (puzz.link, portrait): <https://tinyurl.com/bdfnej2j>

January 12, 2025: Yajisan-Kazusan (Triangular) | bakpao

Inspiration for today's puzzle comes from 2024's World Puzzle Championship. Not much else to mention - enjoy your Sunday! Today's puzzle is a **Yajisan-Kazusan (Triangular)**!

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) Pbaarpgvivil vf irel pbafigenvarq va n gevnathyne tevq! Xrrc na rlr bhg sbe pbeevqbef guebhtu juvpu gur hafunqrq pryyf unir gb pbaarpg naq znxr fher lbh qba'g phg gurz bss jvgu gur funqrq pryyf.



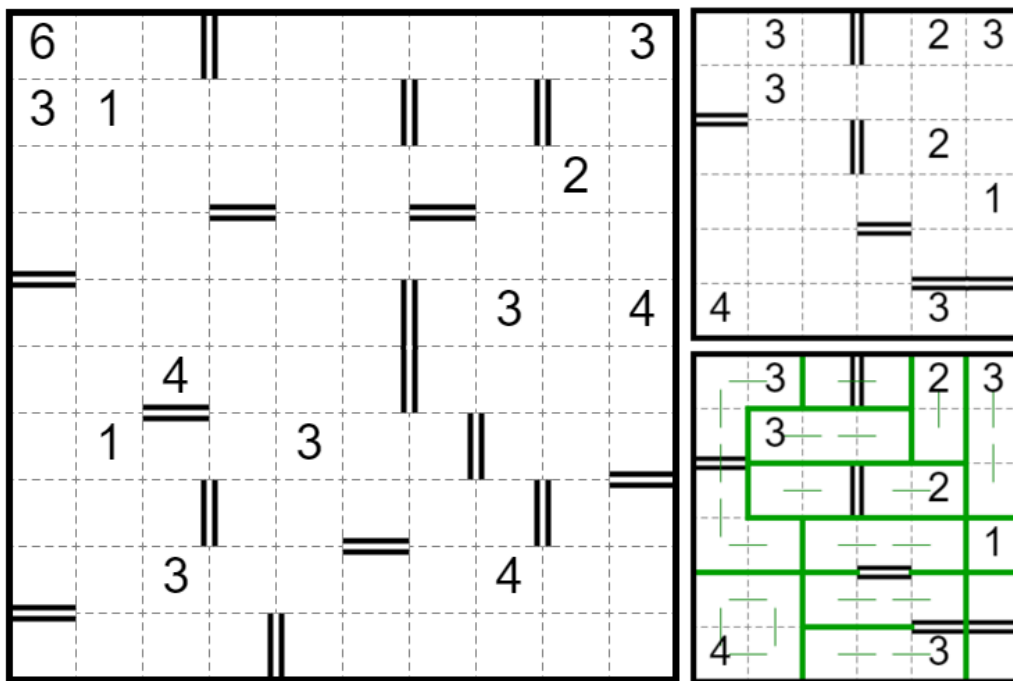
Example (Penpa+): <https://tinyurl.com/228mpwmt>
Puzzle (Penpa+): <https://tinyurl.com/2ahxlvxt>

January 13, 2025: Mirror Block | Menderbug

Mirror, Mirror on the Wall, who is fastest of them all? Today's puzzle is a **Mirror Block**.

Rules: Divide the grid into regions of orthogonally connected cells. A number indicates the number of cells in its region, and no region may contain more than one number. A double line represents a mirror, and divides two regions. These regions must have reflectional symmetry across the mirror.

Some clarifications: A region and its reflected equivalent count as two separate regions, so each may contain a number. Not all regions have to touch mirrors. Not all regions need to contain a number.



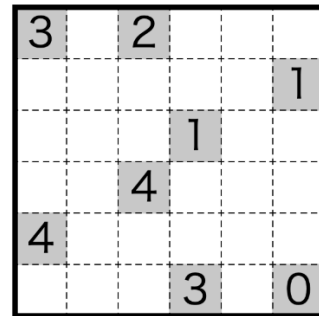
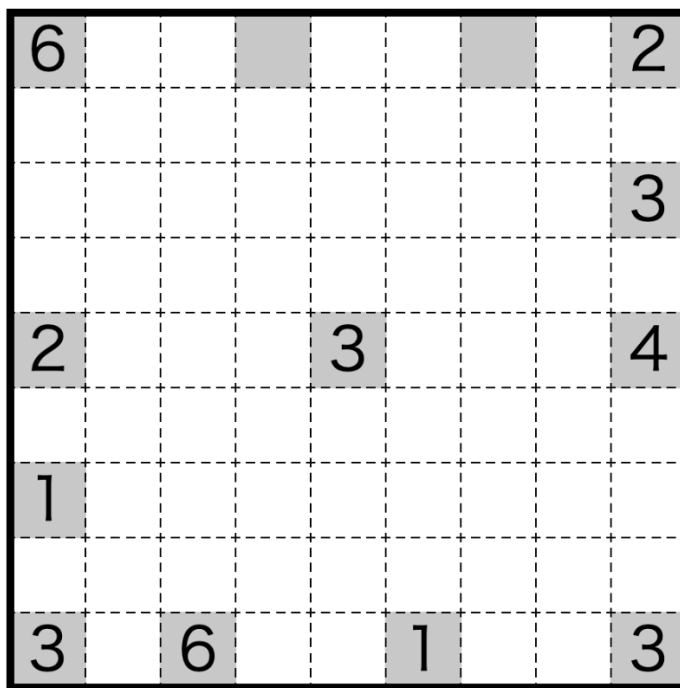
Example (pzprxs) taken from pzprxs: <https://tinyurl.com/4fhxstee>
Puzzle (pzprxs): <https://tinyurl.com/2avxt42h>

January 14, 2025: Patchwork | Freddie Hand

We've had a **Patchwork** before, but not in the pzprxs interface. This was implemented a while ago, so apologies to all the patient Patchwork fans out there.

Rules: Divide the grid into square regions of orthogonally connected cells and shade some white cells black. Cells separated by a region border may not both be black or both be white. Grey cells have no such restriction. A number in a region indicates how many black cells the region contains.

A little **GAPP 101**/reminder: (ROT13) Vs gjb arvtuobhevat pryf ner obgu funqrq be obgu hafunqrq, gurl zhfg or cneg bs gur fnzr ertvba.



Example (pzprxs), by bakpao: <https://tinyurl.com/2f82aua8>
Puzzle (pzprxs): <https://tinyurl.com/ysab3h46>

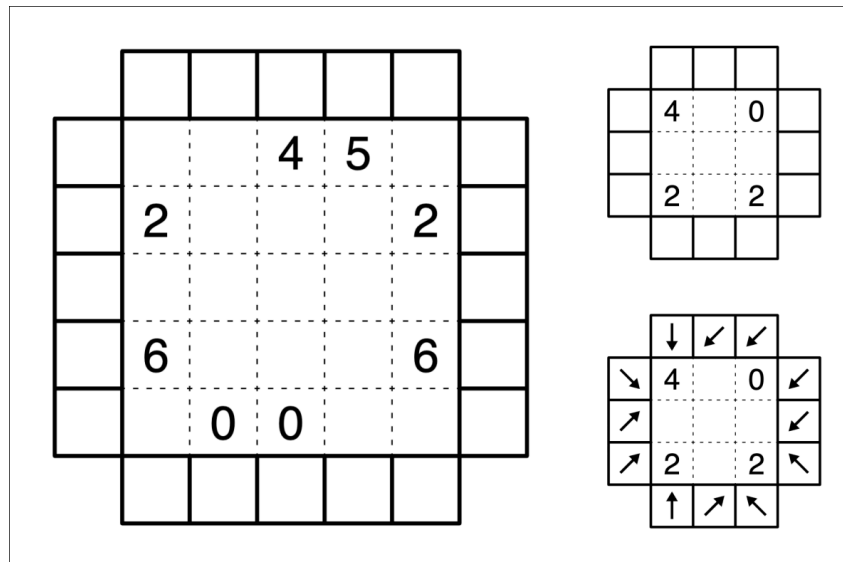
January 15, 2025: Arrows | Walker

Arrows is another classic puzzle genre, and has a reputation for being fairly tricky. Hopefully this one is an approachable introduction! (The interface can be tricky as well, so times are flexible.)



Rules: Place an arrow into each indicated space outside the grid facing one of the eight main directions. Each arrow must point to at least one cell inside the grid, and a number inside the grid indicates how many arrows are pointing at it.

Here's a **GAPP 101** with some useful advice: (ROT13) Ybbx bhg sbe obgu znkvzny naq zvavzny pyhrf! Vg pna or urycshy gb funqr pyhrf bapr lbh'ir cynprq nyy bs gurve neebjf.



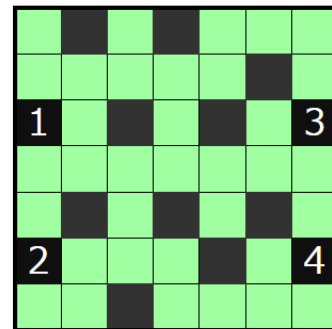
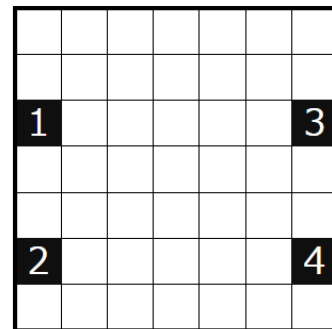
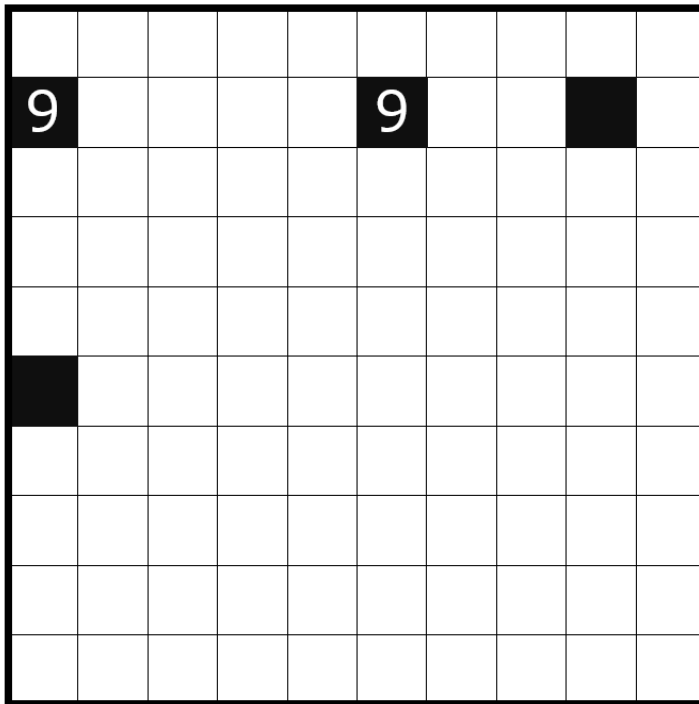
Example (Penpa+): <https://tinyurl.com/23xuscpg>
Puzzle (Penpa+): <https://tinyurl.com/2672dhon>

January 16, 2025: Aquapelago | Lavaloid

Aquapelago with few

clues

Rules: Shade some cells so that no two shaded cells 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 shaded cells in the diagonally connected group they belong to.



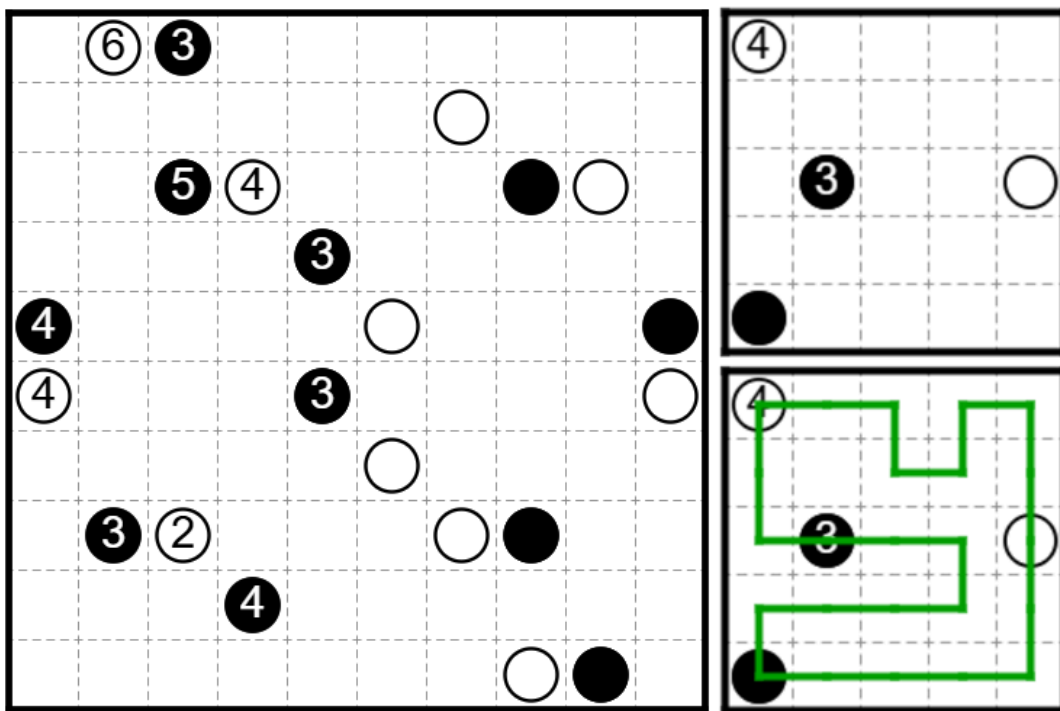
Example (puzz.link) by shye: <https://tinyurl.com/2p954yhv>

Puzzle (puzz.link): <https://tinyurl.com/5aeptmvm>

January 17, 2025: Balance Loop | bakpao

We haven't had a **Balance Loop** puzzle in a while. Time to make up for this gross negligence. Unfortunately I tripped in a hurry and half of the numbers fell off! Sometimes that's just how it goes here at GAPP HQ. Hopefully the puzzle still works...

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>

Puzzle (puzz.link): <https://tinyurl.com/yc6nwyr7>

January 18, 2025: Kropki | Menderbug

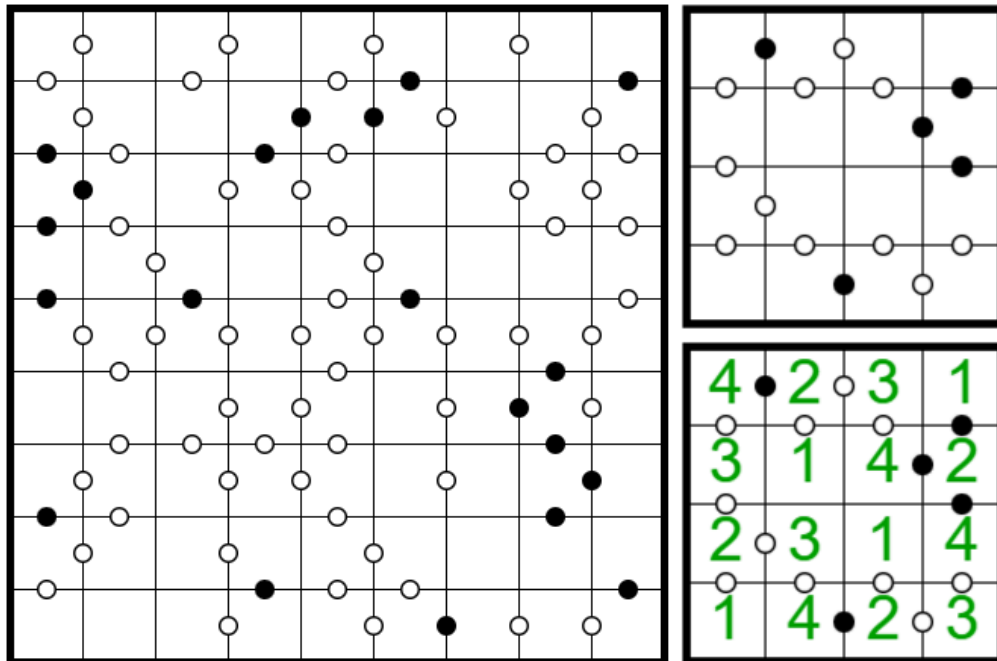
The time has come for The Puzzle That Was Promised: the supersized **Kropki** you've all been waiting for.

Though I am now doubting how supersized this puzzle really is: after I sent it to the GAPP team for testing, bakpao posted a photo of a 29x29 Kropki he had recently solved. 🤖

Oh, I almost forgot:

🌟BEE 🌟DOO 🌟BEE 🌟DOO 🌟 **NEGATIVE CONSTRAINT ALERT**
🌟BEE 🌟DOO 🌟BEE 🌟DOO 🌟

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. All pairs of orthogonally adjacent cells containing numbers with a 1:2 ratio are marked with a black dot. All pairs of orthogonally adjacent cells containing consecutive numbers are marked with a white dot. A 1 next to a 2 may be marked with either dot.



Example by Tyrgannus:

(pzprxs) <https://tinyurl.com/wz8ypubx>

(Penpa+) <https://tinyurl.com/2brczso4>

(SudokuPad) <https://sudokupad.app/3qd7ukrd9s>

Puzzle:

(pzprxs) <https://tinyurl.com/39bdv3es>

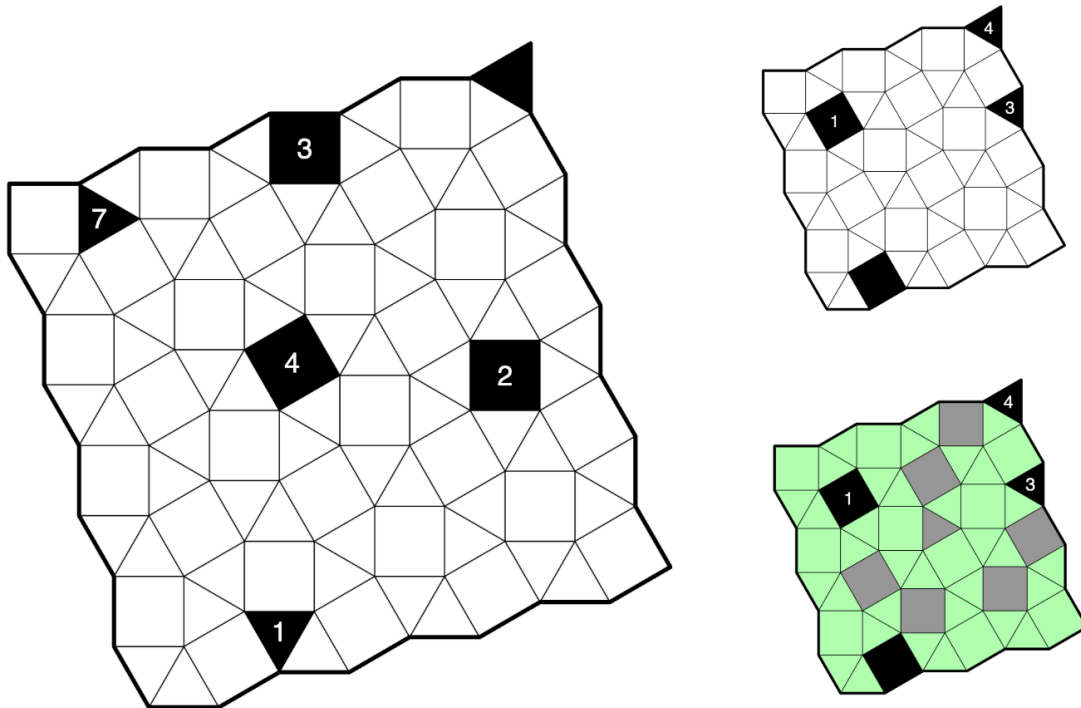
(Penpa+) <https://tinyurl.com/23ujlj6q>

(SudokuPad) <https://sudokupad.app/733hu83pb8>

January 19, 2025: Aquapelago (Snub Square) | Freddie Hand

Here's another **Aquapelago** on a **Snub Square**, a geometry that has been somewhat snubbed on GAPP.

Rules: Shade some cells so that no two shaded cells share an edge and the remaining unshaded cells form one edge-connected area. No internal grid vertex can be surrounded entirely by unshaded cells. Clued cells must be shaded, and indicate the number of shaded cells in the vertex-connected group they belong to.



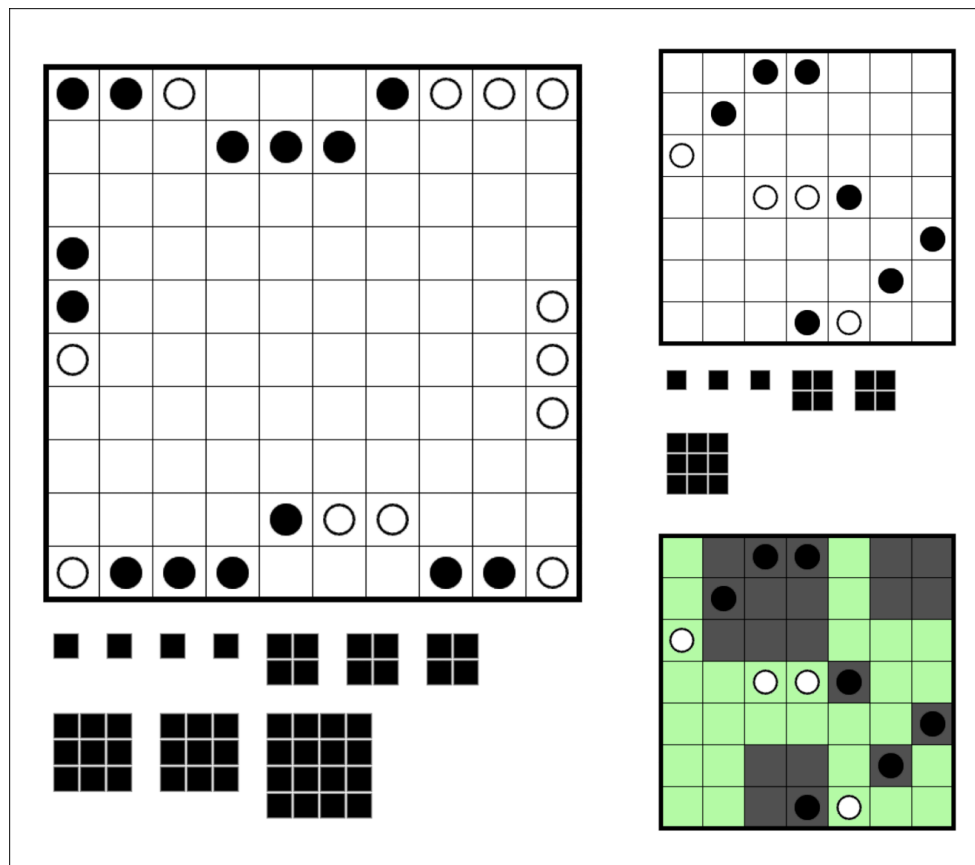
Example (Penpa+): <https://tinyurl.com/29dp3srj>

Puzzle (Penpa+): <https://tinyurl.com/23nfbfxp>

January 20, 2025: Statue Park | Walker

I'm visiting the renowned **Statue Park!** 🌲 🗿 This park is known for its walkable gardens, featuring statues in a variety of shapes. Right now, I'm in the Cubist garden, so-named because all of the statues are large cubes. The highlight of the section is the large 4x4x4 cube which can be seen from other sections of the park. During the holidays, the cubes are decorated with lights!

Rules: Place each shape from the bank given outside the grid into the grid so that no two shapes share an edge and all unused cells form one orthogonally connected area. Rotating and reflecting shapes is allowed. Cells with black circles must be used by a shape, and cells with white circles must not be used by a shape.



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

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

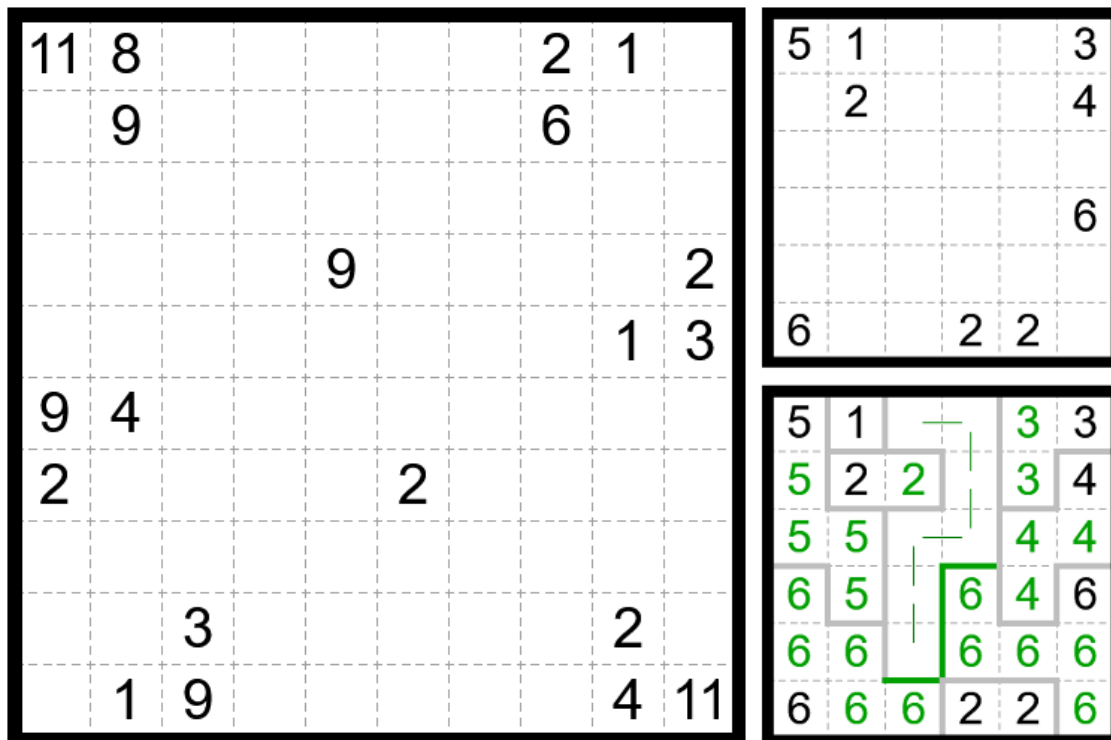
January 21, 2025: Fillomino (Line) | Lavaloid

Today's GAPP is a **Fillomino (Line)**, which ironically discourages straight lines that are too long.

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. No region may contain a line of more than three consecutive cells horizontally or vertically.

Interface note:

- If you're using Penpa+, to trigger answer check you will need to fill in every region border.
- If you're using puzz.link, the Check base type button will only check for standard Fillomino rules. You will need to manually verify the variant rule yourself.



Example (Penpa+): <https://tinyurl.com/2y9orsr8>

Example (puzz.link): <https://tinyurl.com/58cyxsya>

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

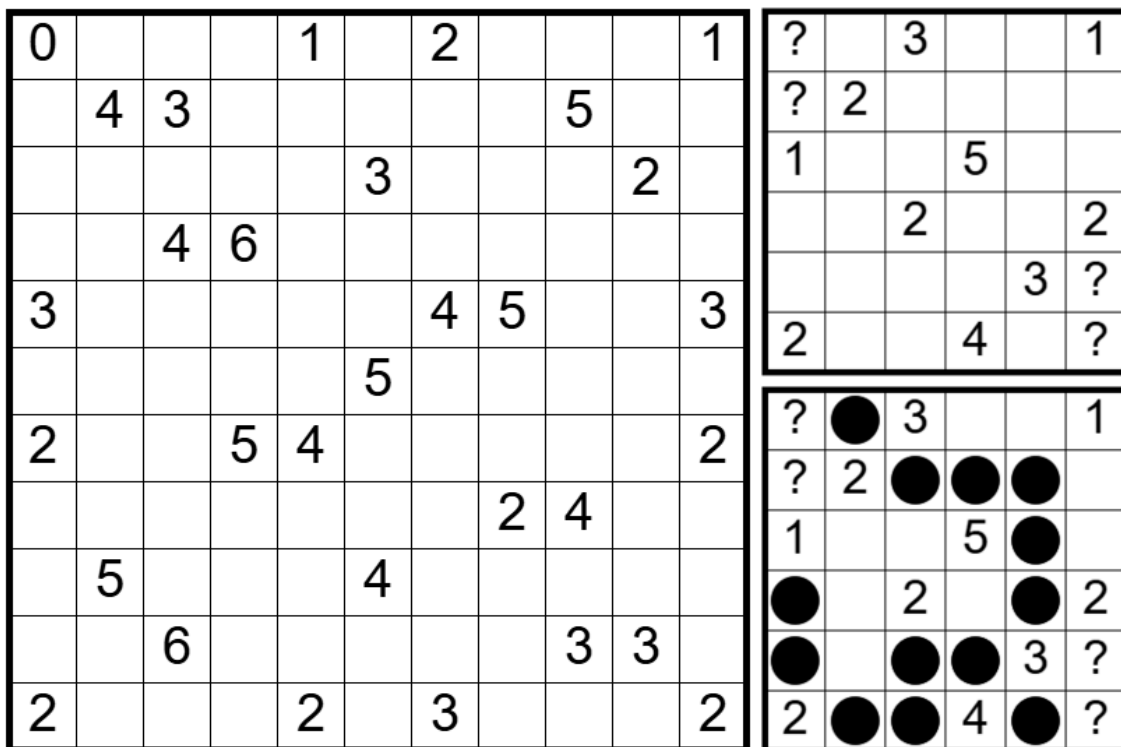
Puzzle (puzz.link): <https://tinyurl.com/3ssz64xz>

January 22, 2025: Minesweeper | bakpao

The Puzzle Grand Prix is back! Round 1, authored by India, starts this Friday and runs until next Wednesday. Interested in participating? Check out <https://gp.worldpuzzle.org/content/puzzle-gp> for the instruction booklet and solving instructions!

We occasionally like featuring genres from upcoming contests in GAPP. I spent a while trying to write a puzzle in one of the GP round's genres, but unfortunately inspiration did not strike. Instead, I dove into our spreadsheet again to see which genres haven't featured for a long time, and I was surprised to find we've only ever had one **Minesweeper** all the way back in 2021. Today we revisit this classic!

Rules: Place mines into some empty cells so that each clue has the indicated number of mines in the (up to) eight surrounding cells. Clued cells cannot be mines. A ? clue indicates an unknown amount of mines.



Example (puzz.link), by Tyrgannus: <https://tinyurl.com/yjev7duu>

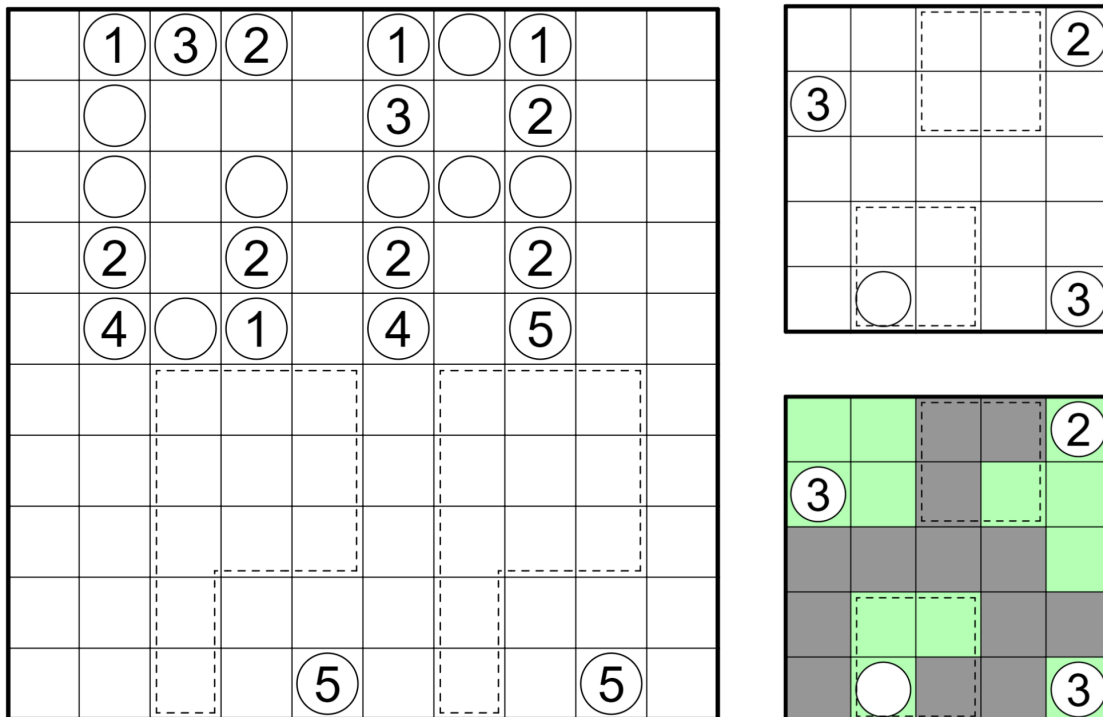
Puzzle (puzz.link): <https://tinyurl.com/2dyzd8p9>

January 23, 2025: Canal View (Windows) | Menderbug

Let's check out one of the rulesets from the upcoming Puzzle Grand Prix. The structure of the round is such that there are six classic genres across the usual categories, and each has two vanilla puzzles and one variant. We've featured all of the classics before, so here is one of the variants: **Canal View (Windows)**. The GP calls the variant "Anti-clone", but Windows has been in use for a long time, so I'll stick with that.

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.
- *Windows*: The two outlined regions match in shape and orientation. If a cell in one region is shaded, then the matching cell in the other region must be unshaded. If a cell in one region is unshaded, then the matching cell in the other region must be shaded.



Example (Penpa+), from the GP's instruction booklet: <https://tinyurl.com/23mwec63>
Puzzle (Penpa+): <https://tinyurl.com/2bp8gyn8>

January 24, 2025: Skyscrapers (With Gaps, Distinct Diagonals) | Freddie Hand

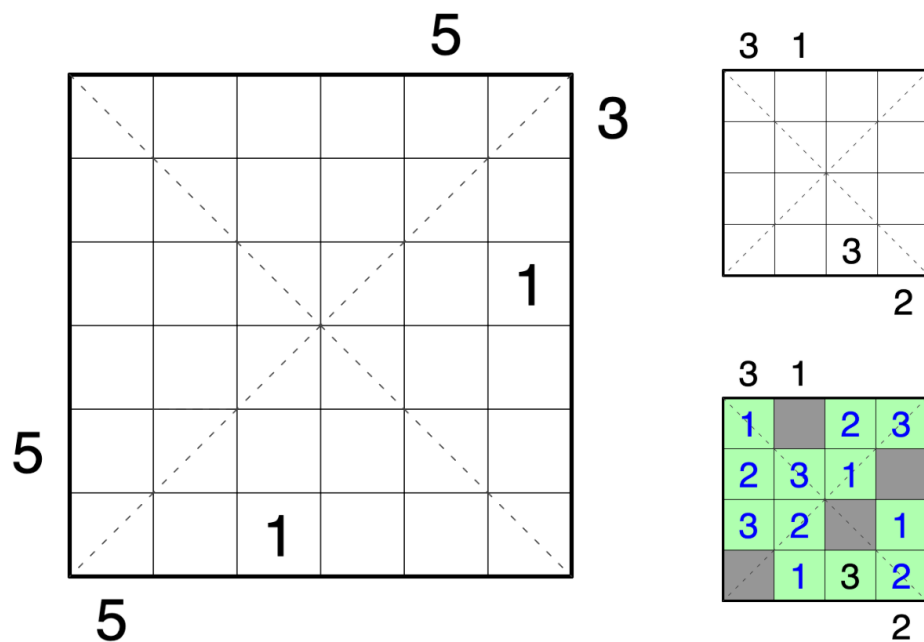
The Puzzle GP is upon us! We'll be awarding bonus otters 🦦 for anyone who gives the contest a go. Today's **Skyscrapers (With Gaps, Distinct Diagonals)** is another genre that will be appearing in the round - for instructions, see <https://gp.worldpuzzle.org/content/puzzle-gp>. Also a reminder that number placement puzzles are pencil puzzles!

Rules: Place a number from 1 to N-1 into some cells so that each row and column contains every number from that range with no repeats. (N is the side length of the grid). Each number in the grid represents the height of a building and the clues on the outside of the grid indicate how many buildings can be "seen" when looking from that direction. Taller buildings block the view of smaller buildings. (*Alternatively, a clue outside the grid represents how many cells in the corresponding row or column contain a larger number than all cells before it in that row or column from the direction of the clue*).

Additionally, each number must appear exactly once on each main diagonal. Note that each row, column and main diagonal will contain exactly one empty cell.

Notation Tip: It's recommended to mark empty cells as shaded and mark numbered cells as green - you can use the tab button to change between the Surface and Sudoku modes.

A little **GAPP 101** too: (ROT13) 5 pyhrf zhfg frr 12345 va beqre; rira jvgu tncf, guvf vf dhvgr erfgevpgrq! Sbe rknzcyr, gur 1 zhfg nccrne va gur svefg gjb prryf sebz gur qverpgvba bs gur 5, gur 2 zhfg nccrne va gur frpbaq be guveq prry, rgp.



Example (Penpa+): <https://tinyurl.com/29hpttzt>
Puzzle (Penpa+): <https://tinyurl.com/24ff7gy2>

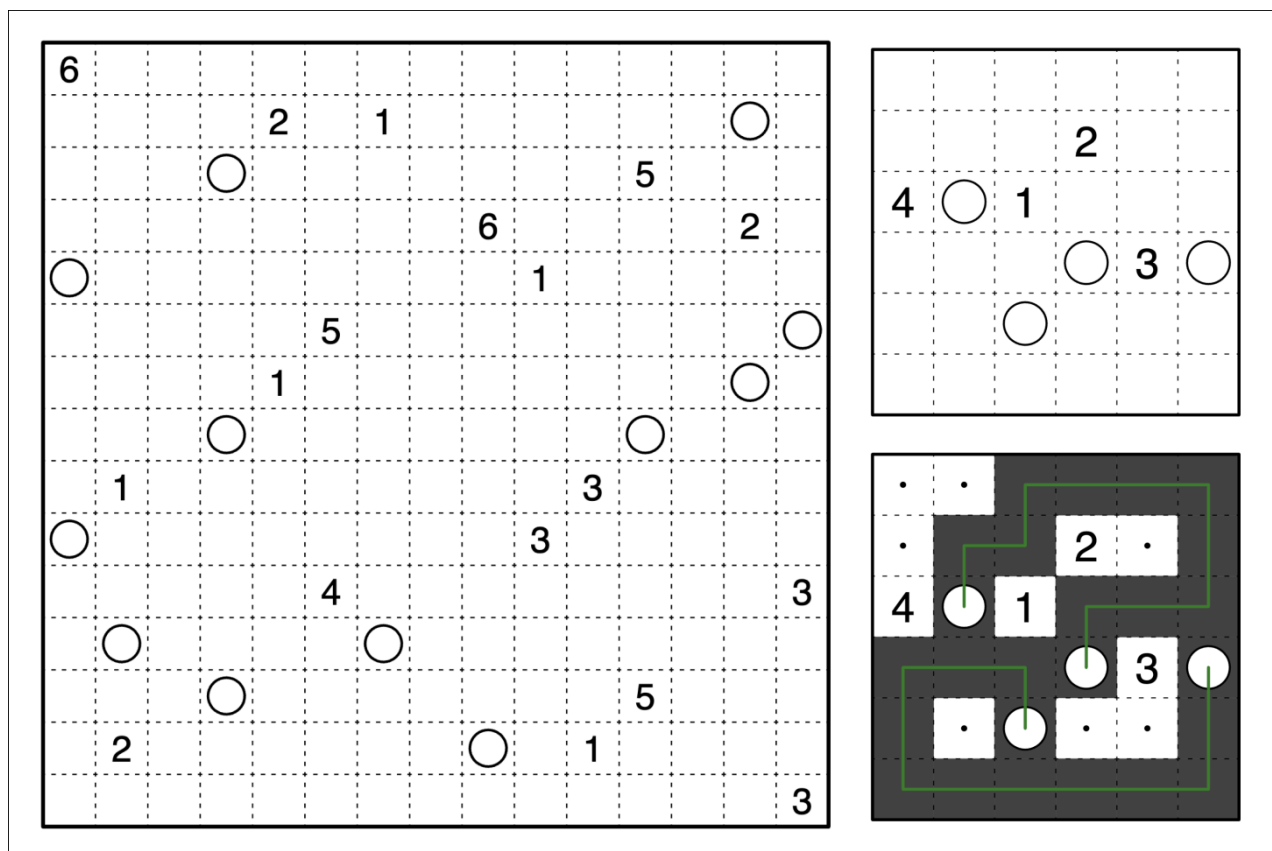
January 25, 2025: Golem Grad | Walker

Golem Grad has been added to Kudamono! To celebrate, here's a **Supersized Golem Grad**. The genre is named after the island Golem Grad, also called Snake Island, referring to the combination of snake-like paths and Nurikabe-like islands! 🐍 🌴

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

To clarify: Each area of unshaded cells contains either 0 or 1 numbers. If an area contains a number, it's the number of cells in the area.

Interface Note: The provided input is Yajilin, which can mark shaded cells/dots and draw paths. You might prefer Composite > Loop > Line/OX, which provides O and X for marking paths / areas.

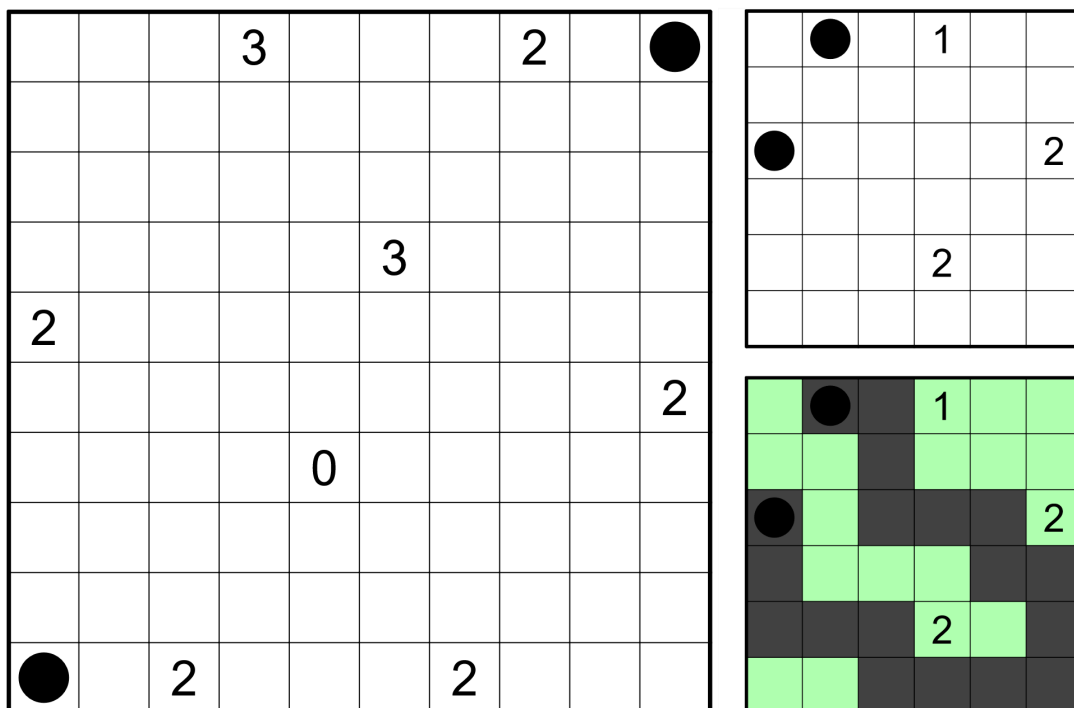


Example (Penpa+): <https://tinyurl.com/2xs8nozn>
Example (Kudamono): <https://tinyurl.com/nazvjftm>
Puzzle (Penpa+): <https://tinyurl.com/25lh5kz6>
Puzzle (Kudamono): <https://tinyurl.com/3b9n6e98>

January 26, 2025: Snake (Slitherlink) | Lavaloid

It will be Chinese New Year in three days, and this year is the Year of the Snake! To maximize the snakiness, let's have a snaky genre with a snaky variant. Today's GAPP is a **Snake (Slitherlink)**!

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. Clued cells cannot be shaded, and indicate the number of shaded cells which are orthogonally adjacent to the clue.



Example (Penpa+): <https://tinyurl.com/2798uf5z>

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

January 27, 2025: Ichimaga | bakpao

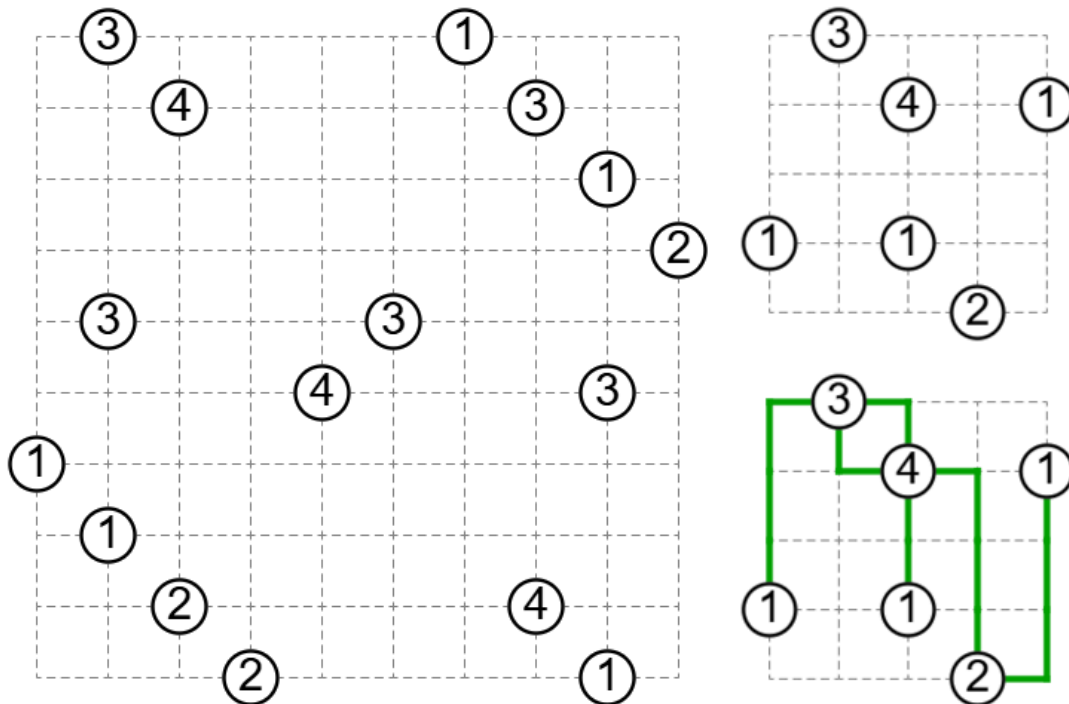
Hello, puzzle enthusiasts!

Today's puzzle is a fun treat: we're revisiting the world of **Ichimaga** (and intros written by ~~ChatGPT~~!) Whether you've tried one before or this is your first encounter, this puzzle offers just the right mix of challenge and logic to keep your mind sharp and entertained.

Ichimaga puzzles can range from light mental warm-ups to real brain-bending exercises, but no matter the difficulty, they're always rewarding. Remember, it's not about how fast you solve it—it's about enjoying the process and the little "aha!" moments along the way.

Ready to give it a go? Open up the solving interface, and see how you do—happy solving!

Rules: Draw paths along the grid lines connecting pairs of circles such that all circles form *one connected network*. Paths may not cross each other or themselves, and a path may not turn more than once. A number in a circle indicates how many paths are connected to it.



Example (puzz.link, adapted from puzz.link rules page): <https://tinyurl.com/4u9bcupd>

Puzzle (puzz.link): <https://tinyurl.com/yckpjcp4>

January 28, 2025: Lookouts | Menderbug

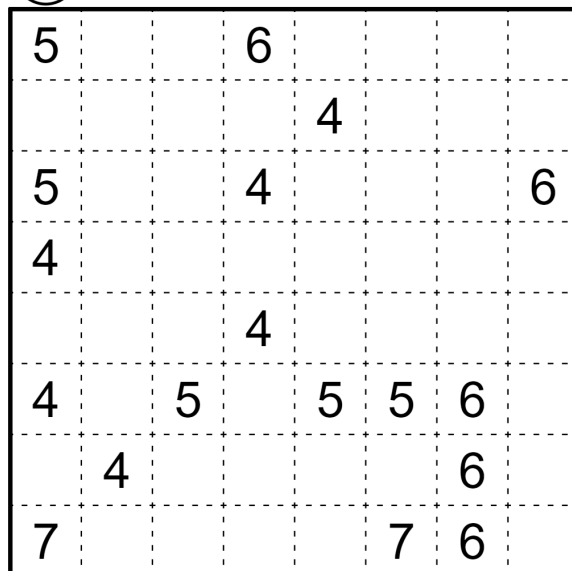
Yesterday, I finished the **Lookouts** chapter in Toketa Vol. 5. I love this genre, so now you all have to solve one as well. Lookouts was originally published as *Aussichtspunkte* in [a German contest back in 2013](#) (incidentally, the same contest that introduced Corridors, which was featured by Walker in October), and the ruleset has evolved a little since then. The original rules specified that there would be exactly N regions of size N. When the genre got picked up by Toketa (and later when it was featured at WPC 2019), this was generalised to a list of given region sizes. For today's puzzle, I'm going with this updated presentation, but the puzzles follow the original ruleset anyway. Other than th—

🚨BEE🚨DOO🚨BEE🚨DOO🚨 **NEGATIVE CONSTRAINT ALERT**
🚨BEE🚨DOO🚨BEE🚨DOO🚨

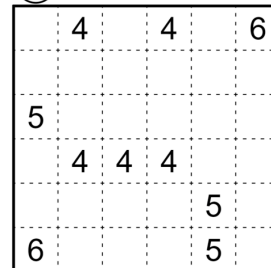
Rules: Divide the grid into regions of the sizes given above the grid. Each number indicates the total number of cells within its region that can be seen horizontally or vertically from that cell, including the numbered cell itself (line of sight is blocked by region boundaries). *All numbers that are maximal within their region are given, and no other numbers are given.*

A little **GAPP 101** for some immediate but maybe not completely obvious consequences of the negative constraint: (ROT13) Rnpu ertvba pbagnvaf ng yrnfg bar pyhr. Nyy pyhrf jvguva n ertvba unir gur fnzr inyhr. Nyy hapyhrq prryf jvguva n ertvba frr srjre prryf guna gur ertvba'f pyhrf qb.

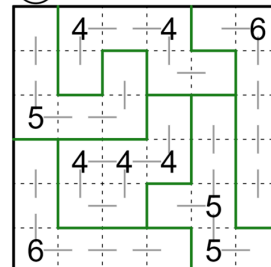
⑧ × 8



⑥ × 6



⑥ × 6



Example (Penpa+): <https://tinyurl.com/27p2rg4b>

Puzzle (Penpa+): <https://tinyurl.com/23qehnmj>

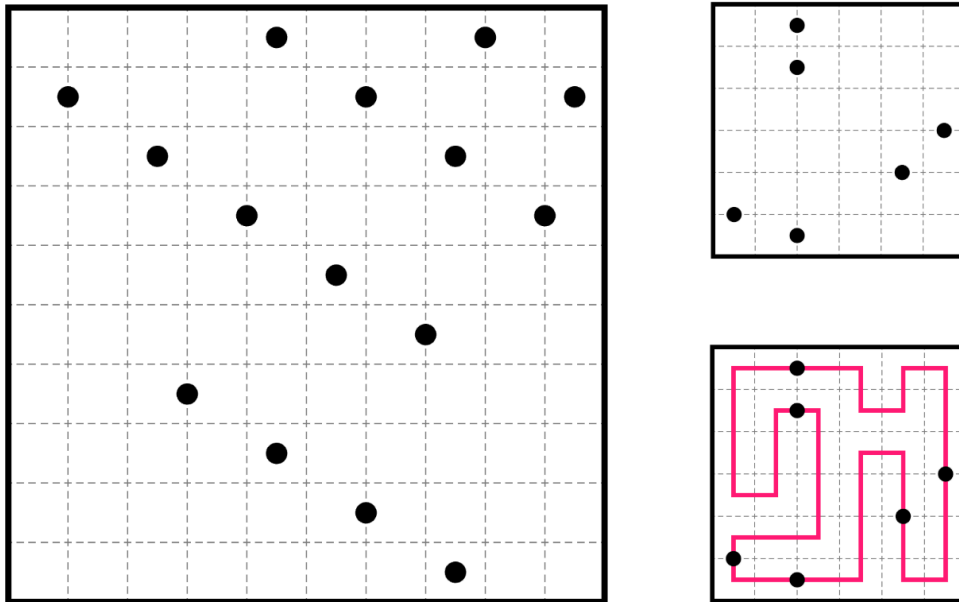
January 29, 2025: Midloop (Full) | Freddie Hand

If you're a big fan of today's genre, you might react "oo" to this **Midloop (Full)**. As you also might if you solve too many cryptic crosswords. I've been trying to beat Simon on the Times Quick Cryptic recently, and I can tell you that he's pretty quick. The closest I've gotten is a 2:16 to his 2:12. I was so confident I'd won...

Recently, pzprxs gained the "full" (visits all cells) variant support for quite a few loop genres. So here we are. Drawing those first 8 segments really gives you a bit of a kick.

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. Each circle marks the center of the straight line segment it lies on.

Variant: The loop must pass through all cells.



Example (pzprxs) by jovi: <https://tinyurl.com/bdf9vsdw>

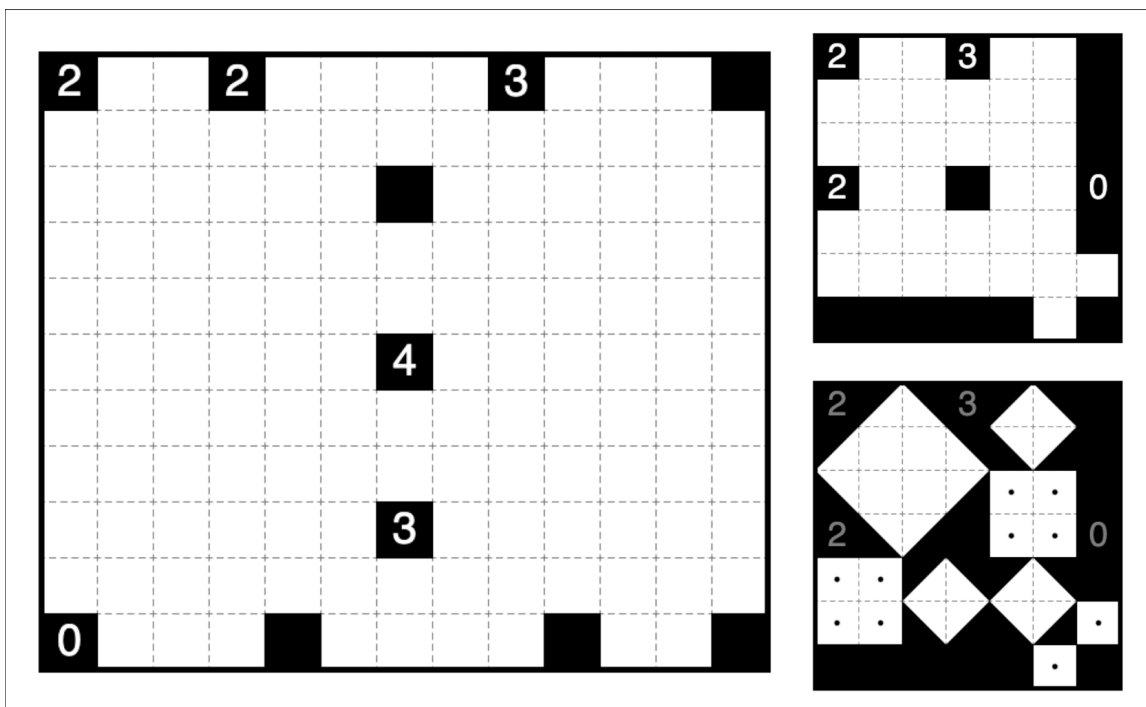
Puzzle (pzprxs): <https://tinyurl.com/5bbh9axe>

January 30, 2025: Shakashaka (Squares) | Walker

Welcome to the second episode of *Will It Square!*, the puzzle series that asks the simple question: will it square?  The first episode looked at Statue Park, and in this one, we'll be looking at **Shakashaka (Squares)**. This genre is particularly interesting because it can include both diagonal and edge-aligned squares. Without further ado... *will it square?*

Rules: Shade a right triangle in some empty cells, each of which occupies exactly half the cell it's in. Each unshaded area must be rectangular in shape. A number in a cell represents how many of the (up to) four cells orthogonally adjacent to the clue contain triangles. Additionally, **all unshaded areas must be squares**.

Note: All unshaded areas must be square; this includes both diagonal and edge-aligned squares, and includes 1x1 squares!



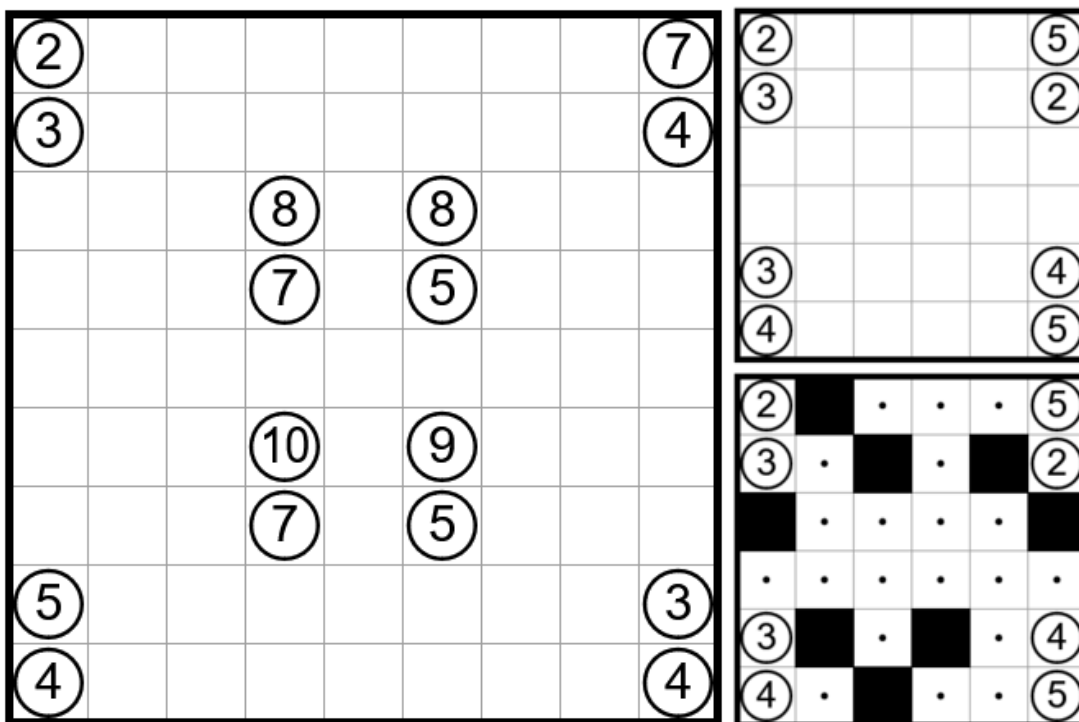
Example (puzz.link): <https://tinyurl.com/45j6zexc>

Puzzle (puzz.link): <https://tinyurl.com/3sec454w>

January 31, 2025: Kurodoko | Jovi

Hi everyone! It's your favorite washed-up puzzle author back to post a GAPP since Lavaloid needed today off. Nothing particularly fancy today, just a **Kurodoko** that I hope brings you some joy.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded and represent the total number of unshaded cells that can be seen in a straight line vertically or horizontally, including itself.

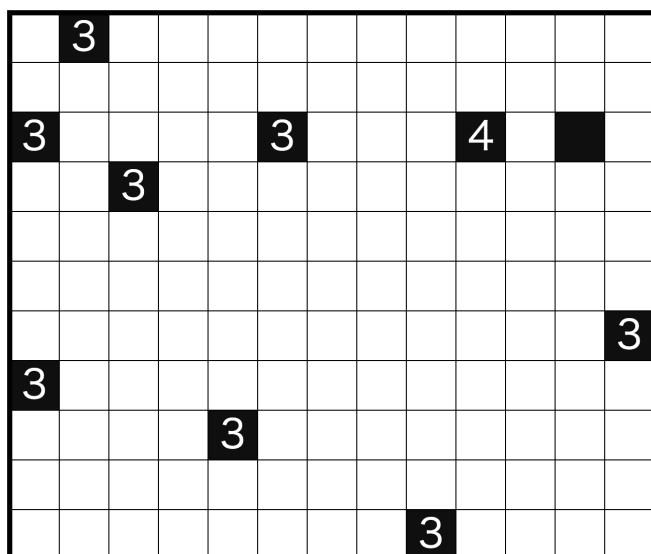


Example (puzz.link): <https://tinyurl.com/29f76fj9>

Puzzle (puzz.link): <https://tinyurl.com/yc6cpyem>

Bonus 1: Archipelago | Freddie Hand

Rules: Shade some cells to form groups of orthogonally adjacent shaded cells called islands. Some shaded cells are given and may contain number clues, indicating the number of cells in their island. Islands form diagonally connected networks (archipelagos) of at least two islands. An archipelago consisting of N islands must contain exactly one island of each size from 1 to N.

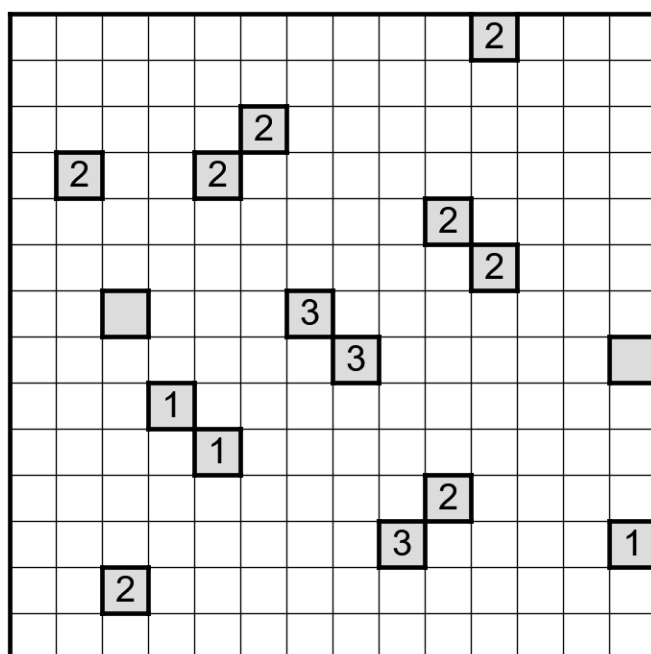


Example (pzprxs) from the pzprxs Rules page:

<https://tinyurl.com/2ssnrz5r>

Bonus (pzprxs): <https://tinyurl.com/2ny9rk3c>

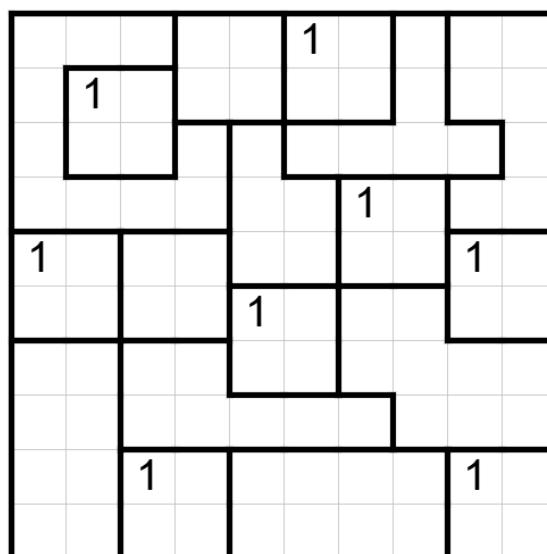
Bonus 3: Koburin (Dominoes) | Menderbug



Example (pzprxs): <https://tinyurl.com/3u26nubz>

Bonus (pzprxs): <https://tinyurl.com/4yevc9av>

Bonus 2: Country Road | Walker



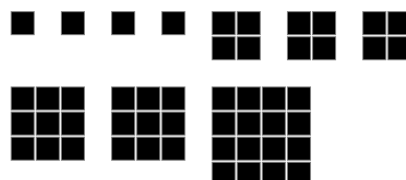
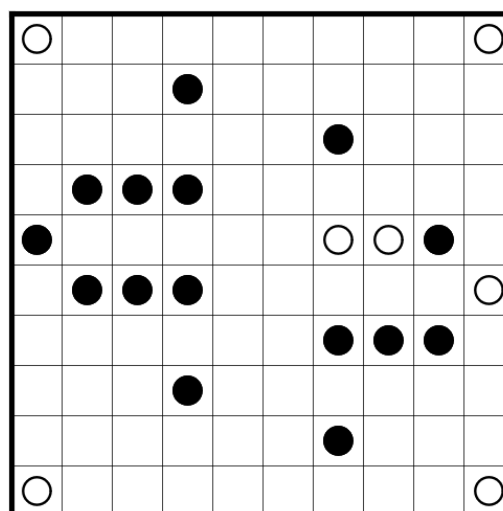
Example (puzz.link), by Eric:

<https://tinyurl.com/5c4tpty3>

Bonus (puzz.link):

<https://tinyurl.com/3rxmx2m5>

Bonus 4: Statue Park | Walker



Example (puzz.link):

<https://tinyurl.com/zbnnnkxw>

Bonus (puzz.link):

<https://tinyurl.com/2akm827d>

Date	Sloth Time	Crab Time	
01 Jan 2025	0:03:00	0:06:00	New Year Pool Rail
02 Jan 2025	0:02:00	0:04:00	Resolute Redthroat
03 Jan 2025	0:01:30	0:03:00	Dominant Ringneck
04 Jan 2025	0:03:45	0:06:30	Buoyant Bugun Liocichla
05 Jan 2025	0:02:30	0:04:30	Morning Maasai Apalis
06 Jan 2025	0:02:00	0:04:00	Docchickadee
07 Jan 2025	0:01:45	0:03:30	Copycat Chickadee
08 Jan 2025	0:02:00	0:04:00	Cave Swiftlet
09 Jan 2025	0:04:00	0:08:00	Solar Solomons Monarch
10 Jan 2025	0:02:00	0:04:00	Ghost Town Gadwall
11 Jan 2025	0:03:30	0:07:00	Dotchickadee (?)
12 Jan 2025	0:03:00	0:06:00	Forthright Firecrest
13 Jan 2025	0:02:30	0:05:00	TU-WHIT-TU-WHOO'ing Tawny Owl
14 Jan 2025	0:02:45	0:05:15	Knitting Knysna Turaco
15 Jan 2025	0:04:00	0:06:00	Arrow Archer's Lark
16 Jan 2025	0:01:20	0:03:00	Namaqua Dovepelago
17 Jan 2025	0:02:30	0:05:00	Suspicious Scoter
18 Jan 2025	0:05:00	0:10:00	Outkrop Kingfisher
19 Jan 2025	0:02:30	0:04:30	Quadrille Quailfinch
20 Jan 2025	0:02:00	0:04:00	Garden Green Rosella
21 Jan 2025	0:02:10	0:04:20	Oline Straightbillomino
22 Jan 2025	0:01:45	0:03:30	Competitive Coastal Miner
23 Jan 2025	0:01:45	0:03:30	Renamed Reedling
24 Jan 2025	0:03:30	0:06:30	Otarine Osprey
25 Jan 2025	0:10:00	0:20:00	Pelican Island Pelican
26 Jan 2025	0:02:00	0:04:00	Snakebird
27 Jan 2025	0:02:00	0:04:00	AI Ani
28 Jan 2025	0:04:00	0:08:00	Watchful Wattle-Eye
29 Jan 2025	0:01:45	0:03:15	Complete Compact Weaver
30 Jan 2025	0:02:30	0:04:30	Square Squacco Heron
31 Jan 2025	0:02:30	0:05:45	Returning Tern