Mind The GAPP Vol. 43

Genuinely Approachable Pencil Puzzles from the CtC Discord

May 1, 2025 - May 31, 2025

It's May! As usual, we gave out otters for Puzzle GP, but as Puzzle Ramayan only has 5 rounds, we don't have any PR otters this month.

We've already mentioned this last month, but this month Menderbug is stepping down as a setter, after 2 years of being part of the team. In his place, an old setter is returning! You may already know her as Jovi, but we will be using Nellie for all of her puzzles from now on.

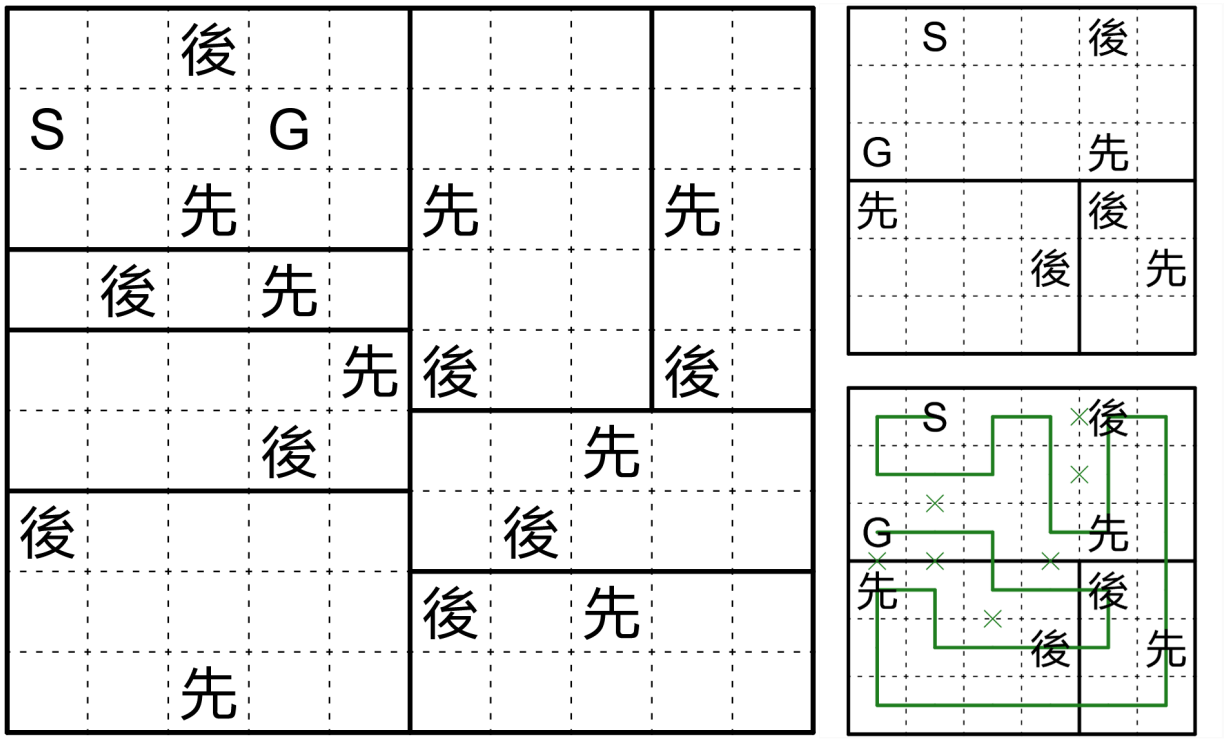
Finally, we have 5 bonus puzzles this time. Enjoy!

May 1, 2025: Atosaki Maze / 後先メイズ | Lavaloid

Here's another entry into the list of GAPP genres that use Kanji clues: **Atosaki Maze / 後先メイズ**! I didn't check if this puzzle is still unique if you got the characters the wrong way around, but feel free to try (not recommended).

Rules: Draw an orthogonal path through centers of cells from S (start) to G (goal) that passes through every cell. In each region, the cell marked 先 (before) must be passed before the cell marked 後 (after).

Interface tip: The `linedir` mode is pre-selected in the interface, which you can use to pencil mark path direction. This will help a lot when spotting certain steps in the puzzle!

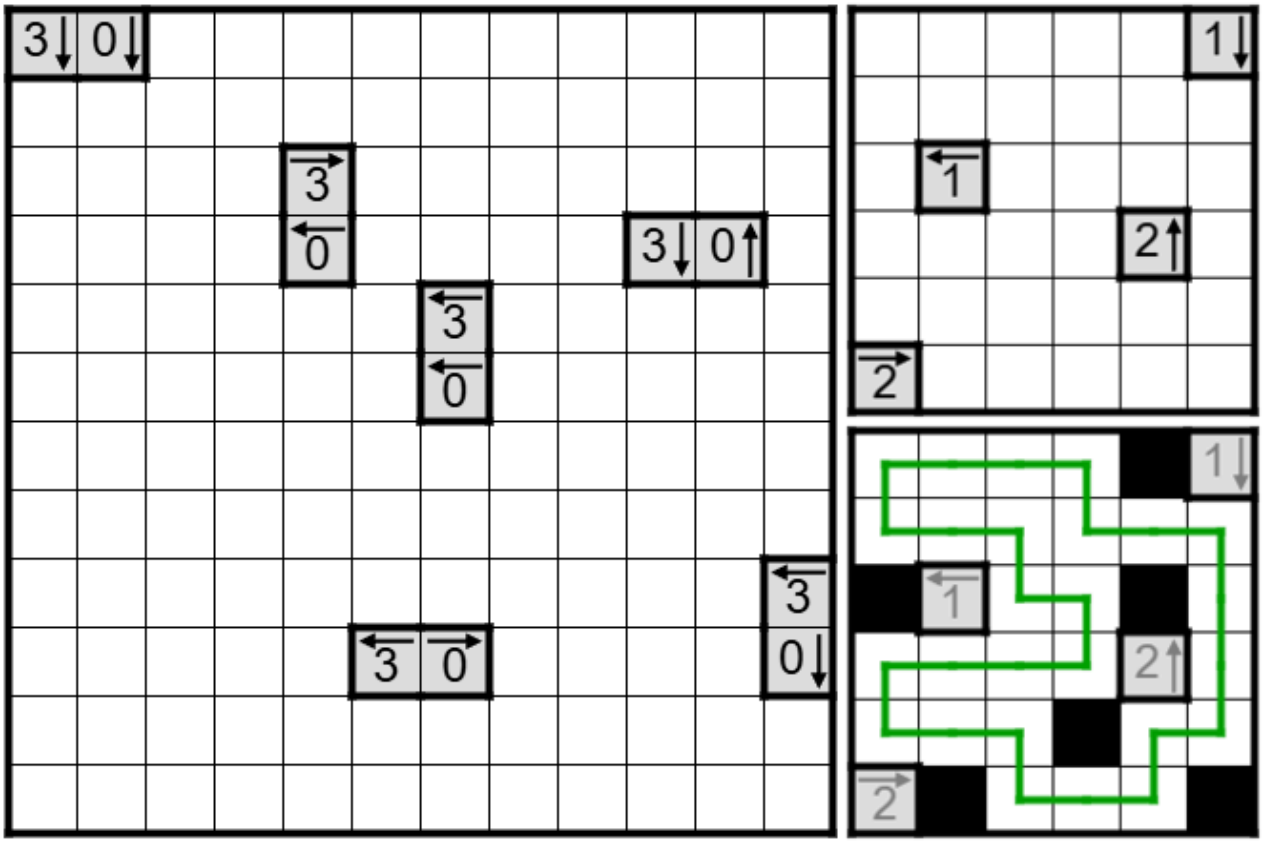


Example (Penpa+): https://tinyurl.com/27jp9zc5
Puzzle (Penpa+): https://tinyurl.com/2bhggm58

May 2, 2025: Yajilin | bakpao

It was my birthday a few days ago! Let's celebrate with a good old classic **Yajilin**! Can you guess how old I turned?

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



Example (puzz.link, by shye): http://tinyurl.com/bdzdc5be
Puzzle (puzz.link): https://tinyurl.com/4p94t7jc

May 3, 2025: Masyu + Isowatari (Permaculture) | Menderbug

I hope everyone is having a lovely *Supersized Saturday*! And what could possibly be more supersized than *two puzzles in a single grid*. Today's puzzle is a type of hybrid puzzle known as a **Permaculture**, specifically a mashup of **Masyu** and **Isowatari**. While the difficulty of the puzzle should be appropriate for GAPP, I strongly recommend that you've solved at least one standard Masyu and one standard Isowatari before.

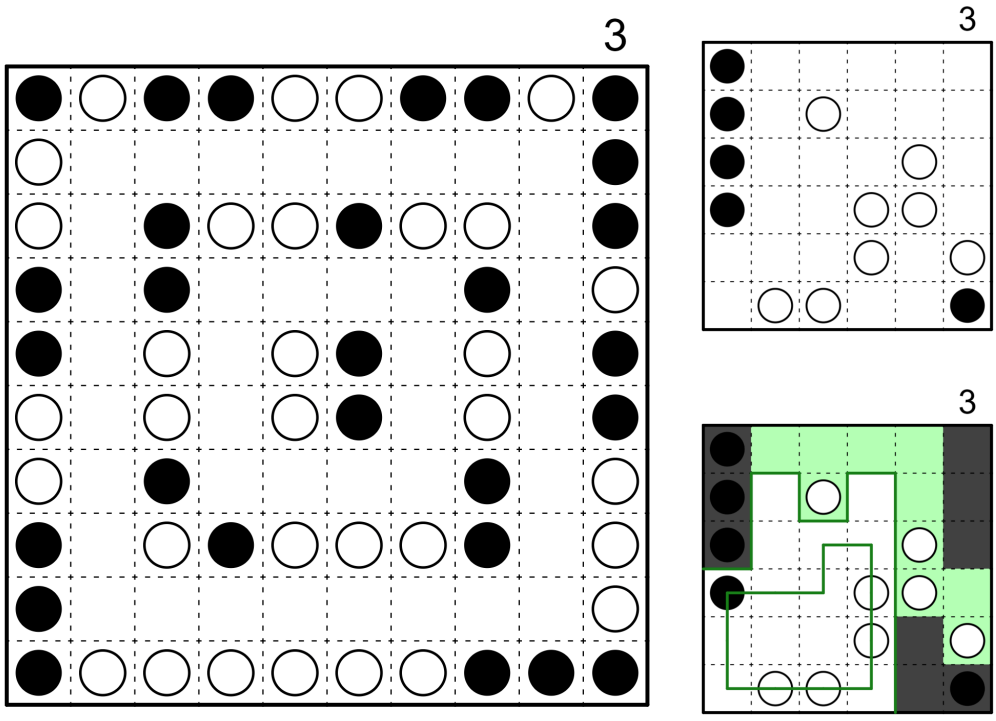
Rules:

Permaculture: Divide the grid into two regions along dashed lines. Solve one region as a Masyu and the other as an Isowatari.

Masyu: Draw a non-intersecting loop through the centers of some cells that passes through every circle. 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.

Isowatari: Shade some cells so that all unshaded cells form one orthogonally connected area and no 2x2 region is entirely unshaded. Black circles must be shaded and white circles must be unshaded. All orthogonally connected groups of shaded cells must be the size indicated above the grid.

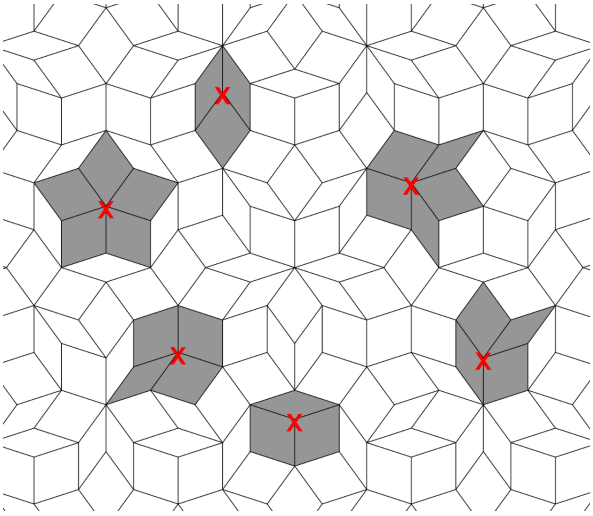
Answer check looks for the loop in Masyu (Line or Composite mode), the shaded cells in Isowatari (Surface mode), and the boundary between them (Edge mode)



Example (Penpa+): https://tinyurl.com/2d48qhah
Puzzle (Penpa+): https://tinyurl.com/24s8r3wp

May 4, 2025: Nurikabe (Penrose) | Freddie Hand

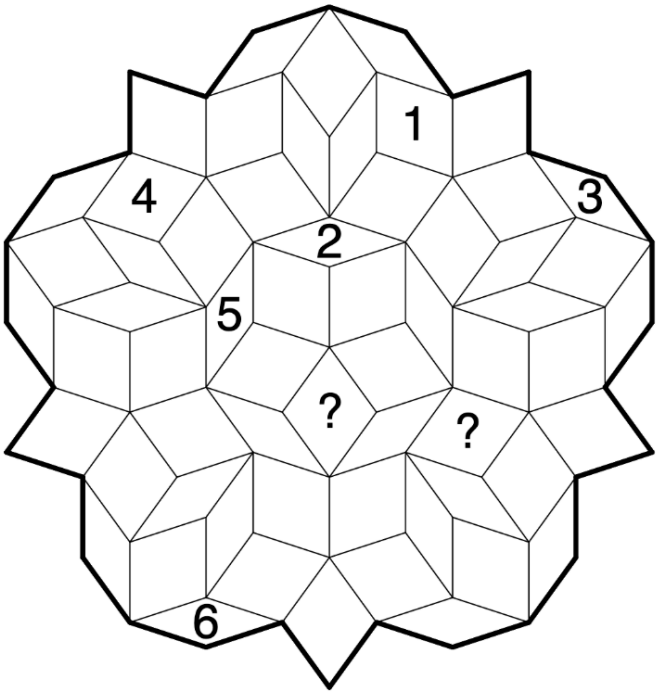
The **Penrose** grid was recently released on Penpa+. Some of the grid shapes are *weird*. You won't believe what an order 4 tiling looks like!

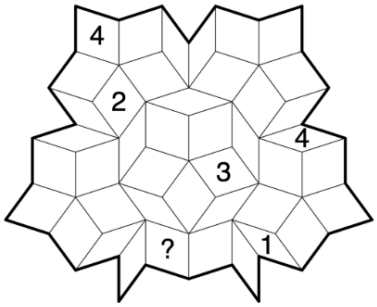


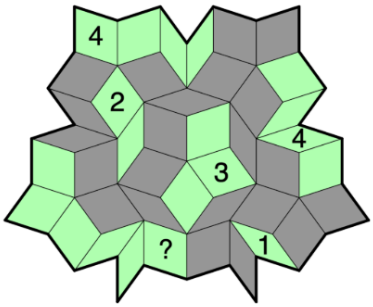
As per GAPP tradition, here is a **Nurikabe** on this geometry.

Rules: Shade some cells so that all shaded cells form one edge-connected area. Clues cannot be shaded, and every edge-connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area. No internal vertex (a vertex that is not on the border of the grid) can be entirely surrounded by shaded cells. ? clues can represent any positive integer.

Note: Some examples of forbidden shapes are attached. The penrose grid is highly irregular so it would be hard/unhelpful to show them all.





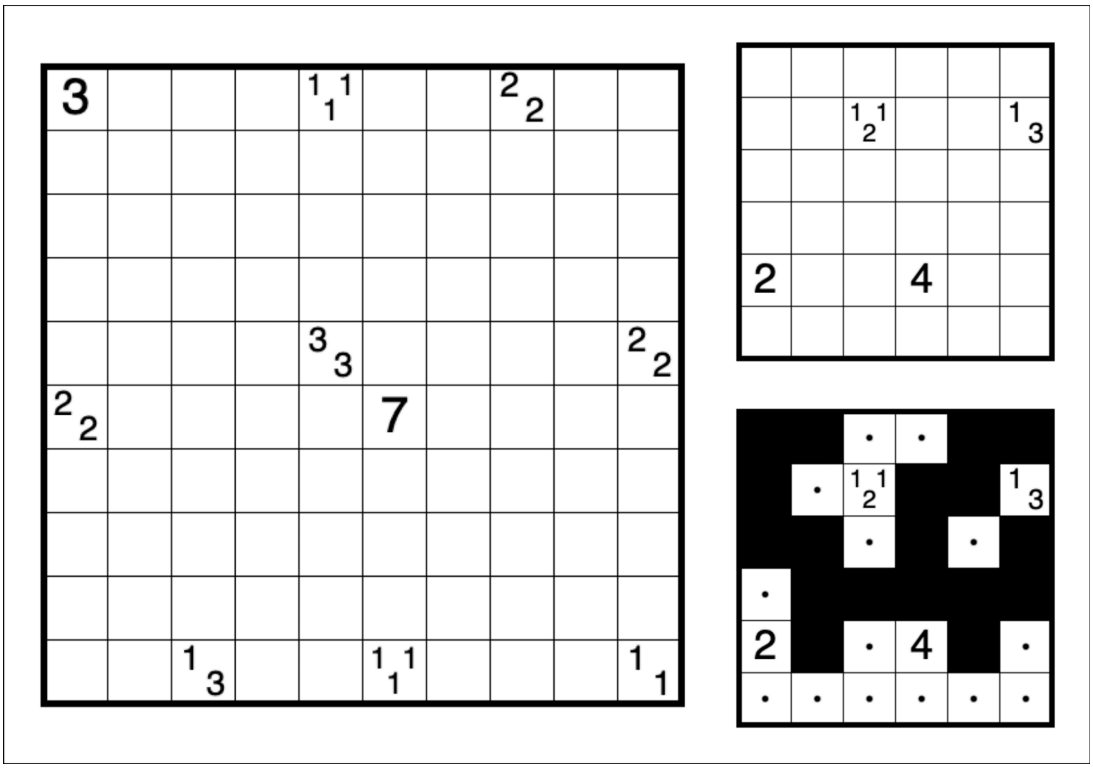


Example (Penpa+): https://tinyurl.com/2bv86cl6
Puzzle (Penpa+): https://tinyurl.com/2xwbwuj3

May 5, 2025: Tapa | Walker

My other two ideas didn't work out so here is a **Tapa**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue. No 2x2 region may be entirely shaded.



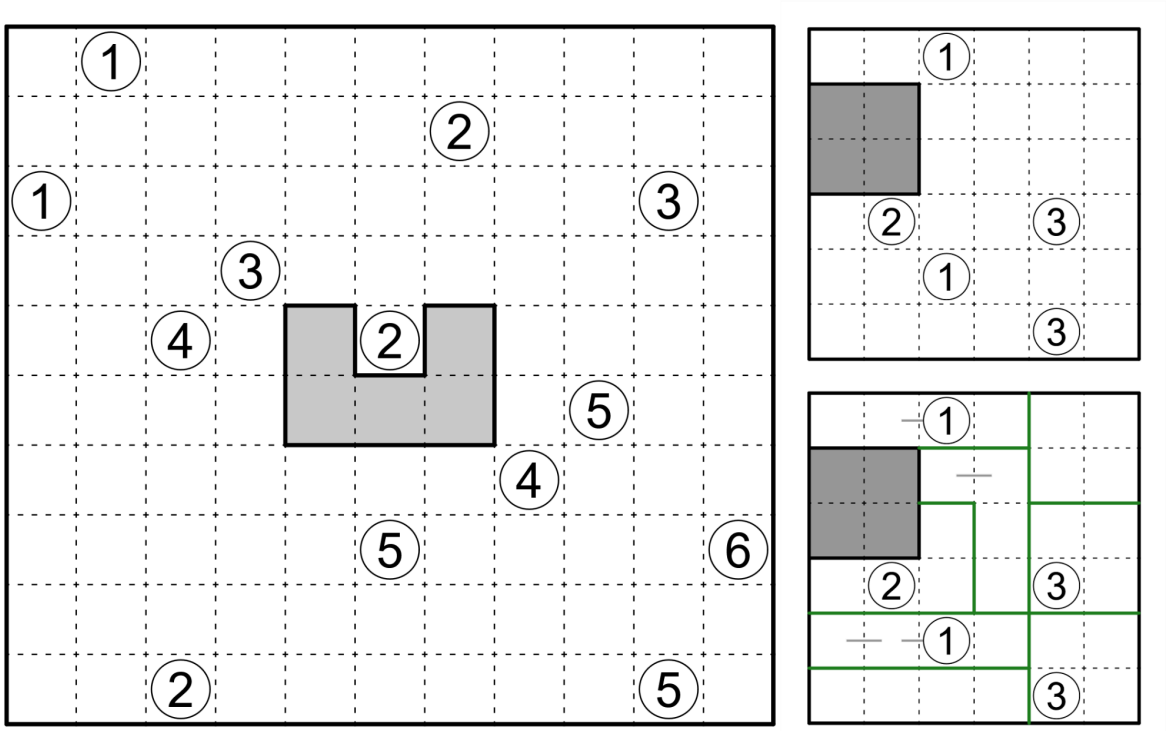
Example (puzz.link, by Eric Fox): https://tinyurl.com/3e68574j
Puzzle (puzz.link): https://tinyurl.com/2s45xpb5

May 6, 2025: IKOJI | Lavaloid

Oh no! I've already set a NIKOJI for today's GAPP, but I tripped in a hurry and the N fell off! Now all I have left is an **IKOJI**. Enjoy?

Rules:

- Divide the grid along dotted lines into regions that all have the same area as the gray region. A region can have at most one number.
- Regions with the same number must be exactly identical in shape, orientation, and position relative to the clue. Regions with different numbers may not be the same shape, counting rotations and reflections as the same.
- Regions with no numbers are not restricted, except in its area.

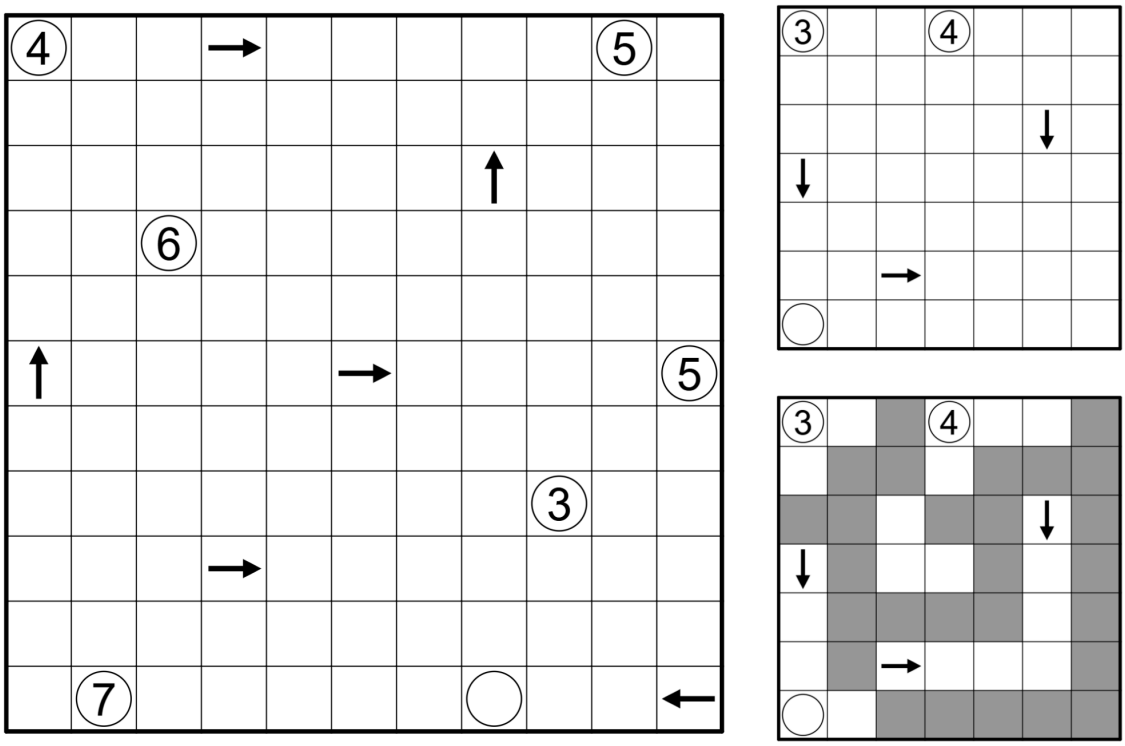


Example (Penpa+): https://tinyurl.com/2d98mhsu
Puzzle (Penpa+): https://tinyurl.com/282v8cmc

May 7, 2025: Sashikabe | bakpao

This is my 99th GAPP! I've been thinking about what genre to select for my 100th feature, but haven't found anything I like so far. Can you inspire me? Today's GAPP is a **Sashikabe**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and no 2x2 region may be entirely shaded. Each unshaded area 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 is inside must contain the indicated amount of cells.

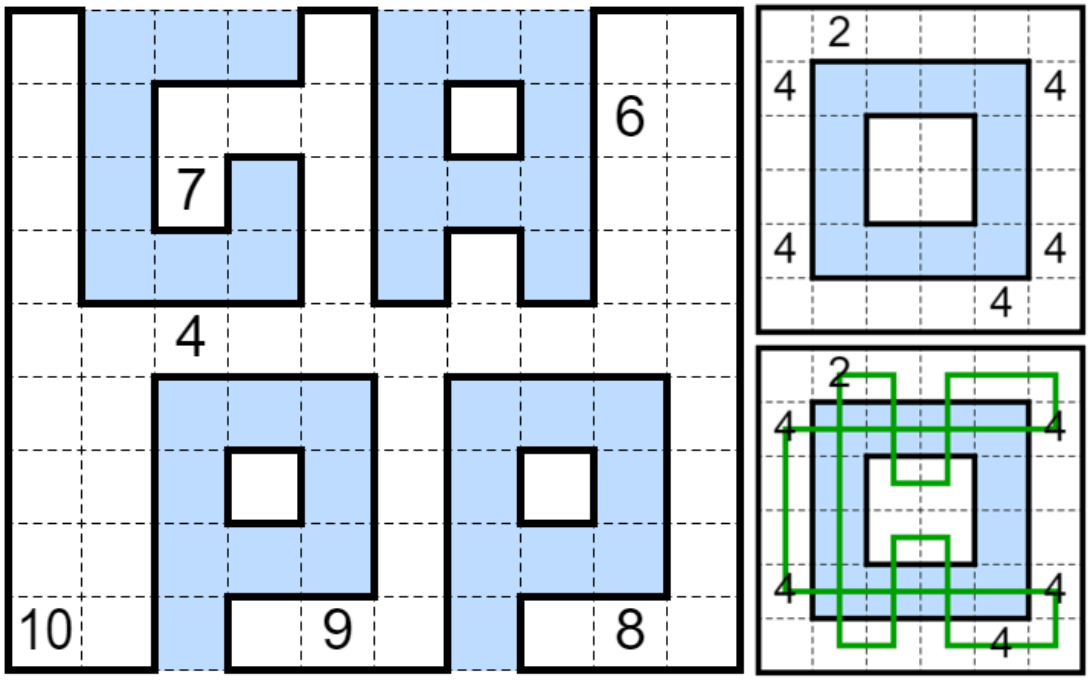


Example (Penpa+): https://tinyurl.com/26gr2bmb
Main (Penpa+): https://tinyurl.com/2cy28f8h

May 8, 2025: Ice Walk | Menderbug

I feel like something's missing from today's **Ice Walk** but I can't quite put my finger on it.

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



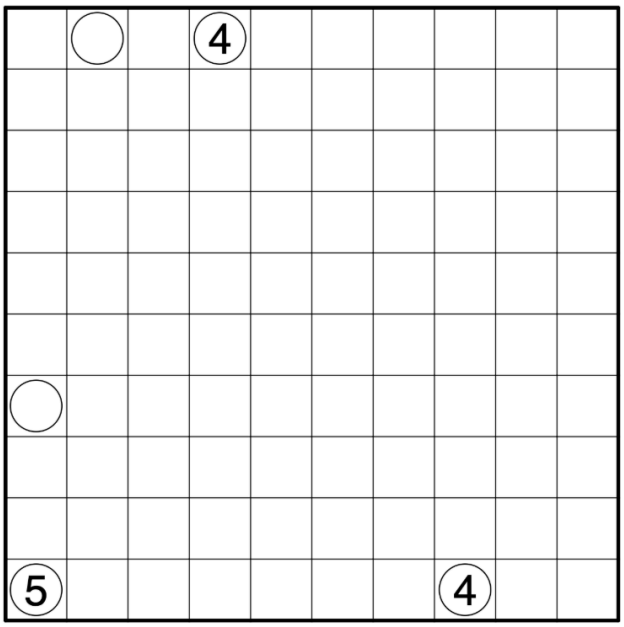
Example (pzprxs): https://tinyurl.com/tt3wb836
Puzzle (pzprxs): https://tinyurl.com/39ycxh7w

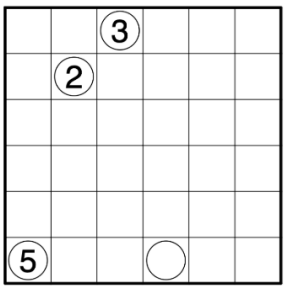
May 9, 2025: Nurimisaki (Domino) | Freddie Hand

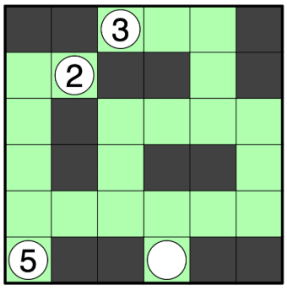
Today's genre is appearing on the Swiss WPC Qualifier, which is happening over this weekend, hosted on LMD, and is live as of roughly 4 hours ago. **Nurimisaki (Domino)** is one of the variants that will be appearing (or as I like to call it, Norinorimisaki). You're very welcome to claim a bonus otter 🦦 if you do try the contest! (You will need to be logged in to LMD to see the details)

Rules: Shade some 1x2 dominoes of cells so that the remaining unshaded cells form one orthogonally connected area. Dominoes cannot be orthogonally adjacent (but may be diagonally adjacent). No 2x2 region may be entirely unshaded.

Circles mark *every* instance of a cell which is unshaded and orthogonally adjacent to exactly one other unshaded cell (i.e. every circle is a 'dead end', and there are no other dead ends). If a circle contains a number, it indicates how many cells are in the straight line of unshaded cells coming out of the cell with the circle, including itself.







Example (Penpa+): https://tinyurl.com/275qfqlr
Puzzle (Penpa+): https://tinyurl.com/2cjjrnfc

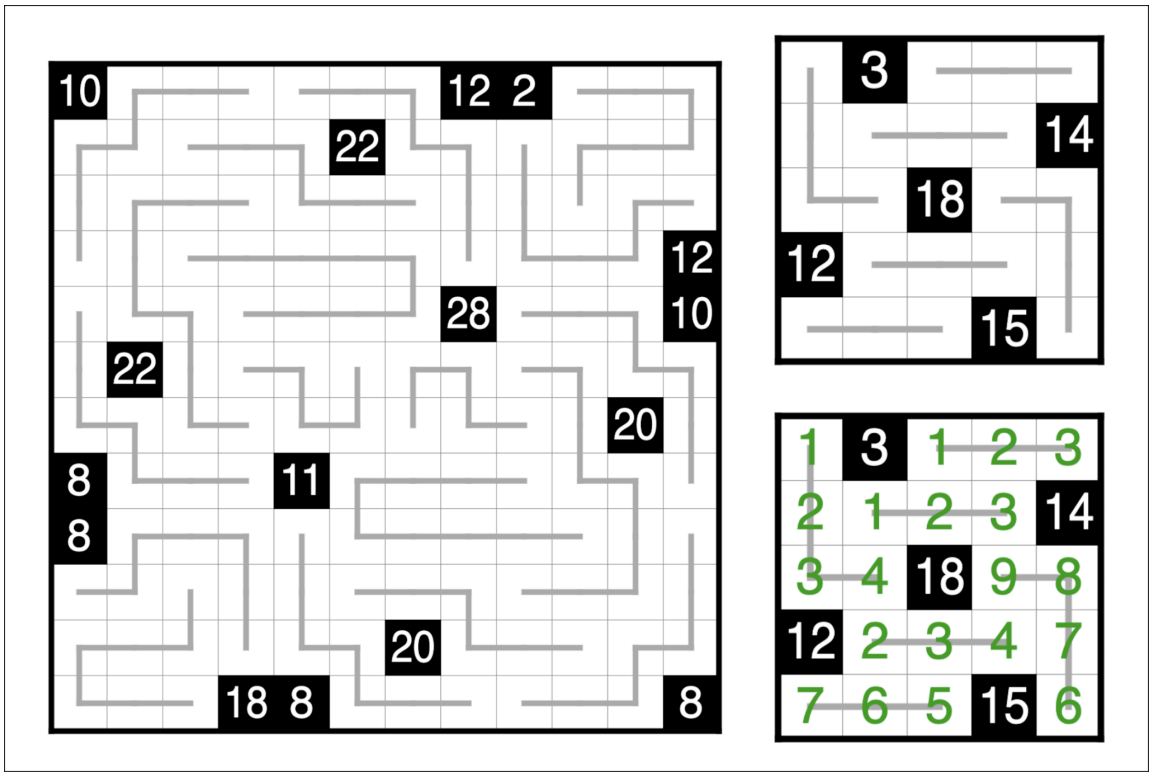
May 10, 2025: Number Rope | Walker

Here's a Supersized **Number Rope**!

Rules: Place a number from 1 to 9 into each white cell. No two orthogonally adjacent cells may contain the same number. Numbers along a rope must form a sequence of consecutive numbers, in order. A clue in a black cell indicates the sum of the numbers in the orthogonally adjacent white cells.

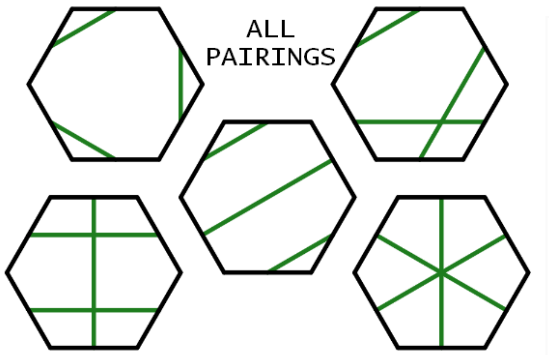
Here's a **GAPP 101** for a frequent deduction: (ROT13) Vs gur gjb erznvavat pryyf arkg gb n ahzore pyhr ner ba gur fnzr ebcr, gurer ner bayl gjb cbffvovyvgvrf sbe gur ebcr!

Interface Note: You can hold a number and drag on a line to draw increasing numbers in order!



Example (puzz.link, by shye): https://tinyurl.com/t37ur8au
Puzzle (puzz.link): https://tinyurl.com/mtpkv8y7

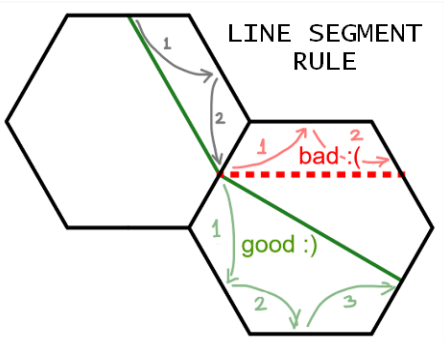
May 11, 2025: Tsuroku | Lavaloid

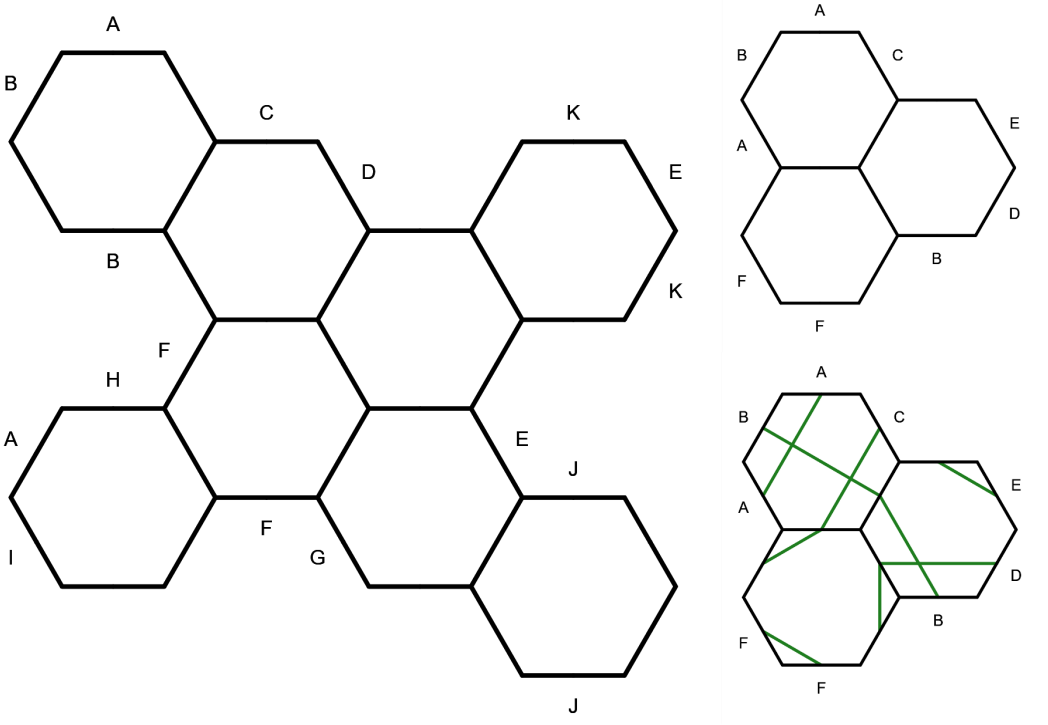


In our internal spreadsheet, we keep track of various stats related to the puzzles, and one of them is the cell count. Before today, the puzzle with the fewest cells was Walker's Arithmetic Square with 9 cells. Today's ✨ *Strange-Shaped Sunday* ✨ is a **Tsuroku** with 8 cells, which beats the record!

Rules:

- Within each hexagon, draw three line segments that connect the midpoints of two sides, so that no two of them share an endpoint. Two adjacent hexagons cannot have the same pairings, even when rotated or reflected. (*See image for all possible pairings.*)
- Every line segment must belong to a path that starts and ends on the edge of the grid. Every letter marks the endpoint of one of the paths; identical letters correspond to the same path, different letters correspond to different paths.
- Along any path, no two consecutive line segments can be of the same length. (Or equivalently, consecutive line segments must take different amounts of "steps" around the hexagon. *See the image for explanation.*)





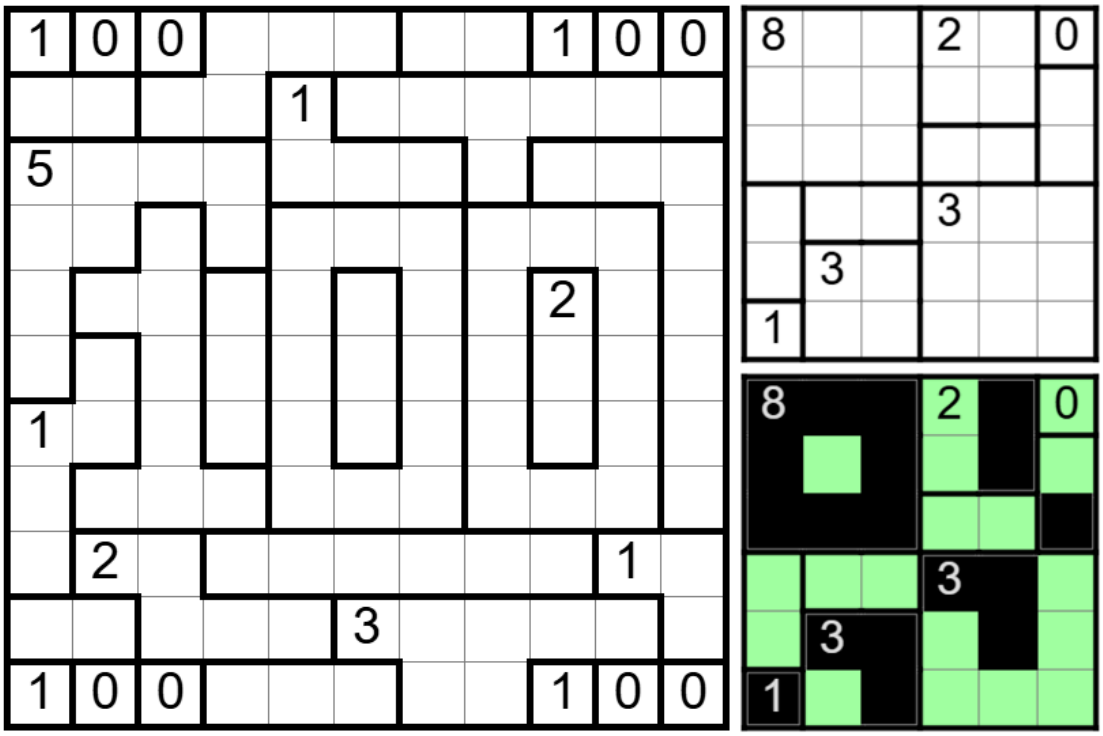
Example (Penpa+): https://tinyurl.com/26vzvfus
Puzzle (Penpa+): https://tinyurl.com/2bvv2cau

May 12, 2025: Cocktail Lamp | bakpao

It's a double cause for celebration!
This past weekend I fulfilled a goal I have had for a long time: I won my first tournament and became the 2025 Dutch Sudoku champion! 🎉🥳
Also, this puzzle marks my 100th appearance in GAPP! Hopefully you are all still enjoying the puzzles I contribute to this project - I certainly look forward to writing many more!

Today's GAPP is a celebratory **Cocktail Lamp**!

Rules: Shade some cells such that all shaded cells within a region form a single orthogonally connected group. Shaded groups may not be orthogonally adjacent, but must all form a single diagonally connected network. Regions with numbers must contain the indicated amount of shaded cells. No 2x2 region may be entirely shaded.



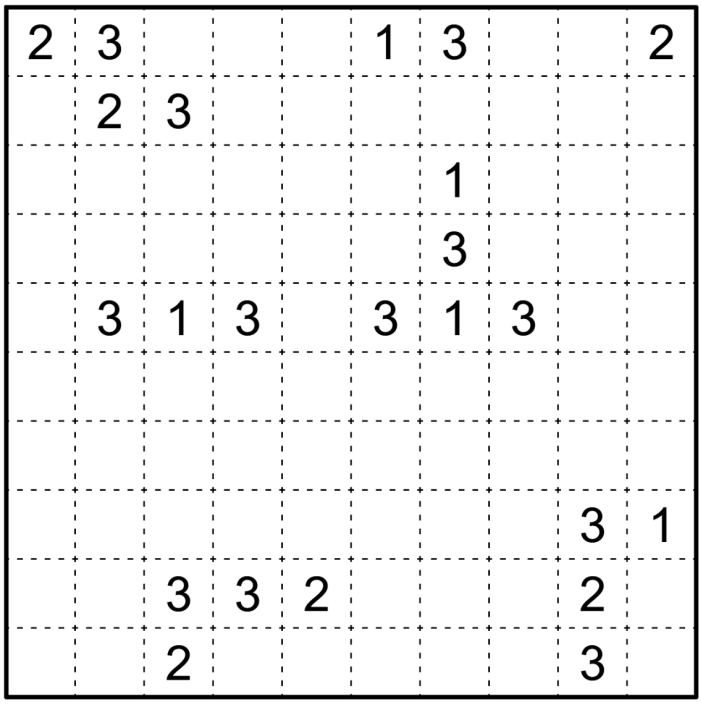
Example (puzz.link, by Tyrg): https://tinyurl.com/mr3wdcj7
Main puzzle (puzz.link): https://tinyurl.com/yzhts42s

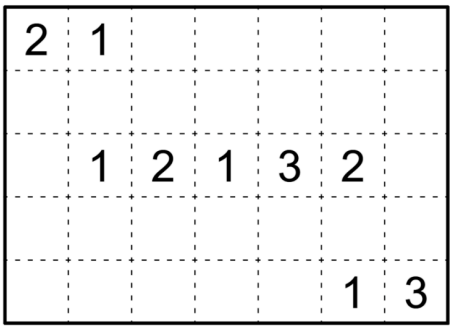
May 13, 2025: FiveCells (Pentominous) | Menderbug

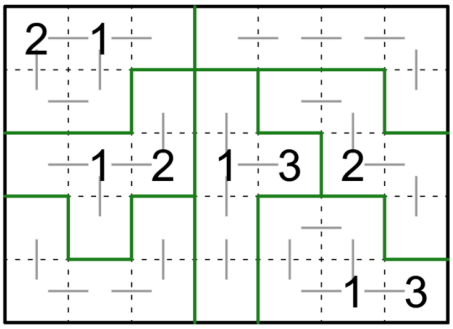
Round 5 of the Puzzle Grand Prix is upon us next weekend and the instruction booklet was released a couple of days ago. There are lots of interesting variants. Today, we'll be revisiting **FiveCells (Pentominous)** which previously appeared on GAPP as *FiveCells (Different Neighbours)*.

In other news, my next puzzle will be a day early on Saturday and will be my final puzzle on regular rotation. That said, I'll pop back in for a one-off in a few weeks for a Thing we've been planning for a while.

Rules: Divide the grid into regions of five orthogonally connected cells. Clued cells must have the indicated number of region borders or grid borders surrounding them (e.g. a 3 in the corner takes two grid borders and one drawn edge). Two regions which share an edge may not be the same shape, counting rotations and reflections as the same.







Example (Penpa+): https://tinyurl.com/2z6h8nw6
Puzzle (Penpa+): https://tinyurl.com/2c4la9qd

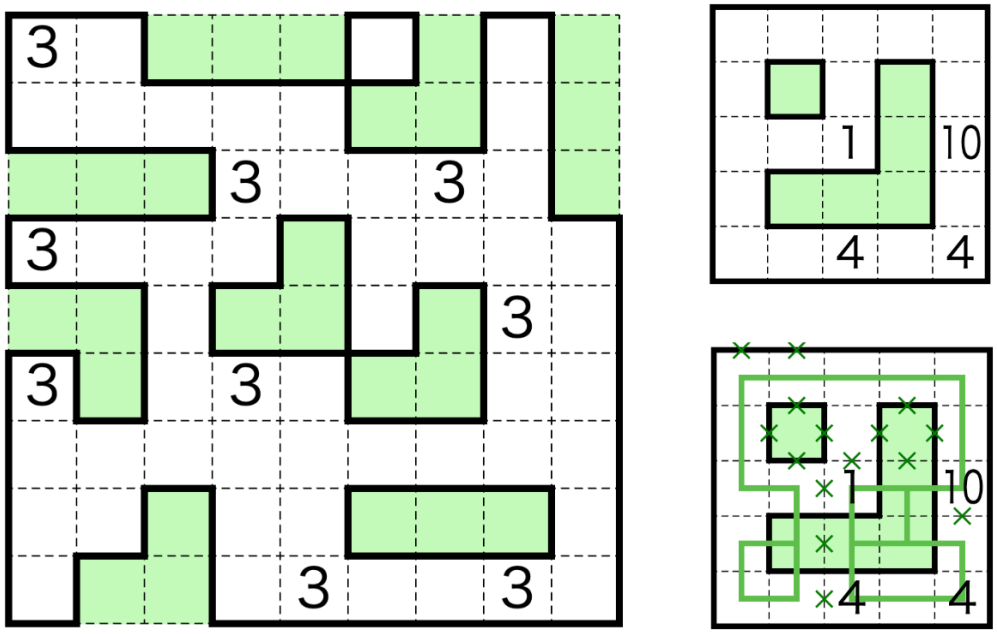
May 14, 2025: Forest Walk | Freddie Hand

Here is a **Forest Walk**, the newest entry on pzprxs, invented by Menderbug! Hopefully it takes less than TREE(3) seconds to complete.

Rules: Draw lines to form a **single** connected network (i.e. there cannot be multiple separate networks) that goes through every numbered cell. The network cannot have dead ends or 4-way crossings. Every visited forest cell must have a T-junction (not all forest cells are necessarily visited). There can be no T-junctions outside of forest cells.

A number indicates how many cells make up the continuous non-forest section of the network that the number is on.

Here's an important **GAPP 101** (and notation tip) for this genre: (ROT13) serdhrag hfr bs K znexvatf vf uvtuyl erpbzzraqrq. Va cnegvphyne, vs n sberfg pryy unf gjb K znexf nebhaq vg, gung pryy pnaabg or ivfvgrq. Abgr gung n sberfg pryy va n pbeare rssrpgviryl nyernql unf gjb K znexf nebhaq vg, fb nal pbeare sberfg pryyf pnaabg or ivfvgrq.

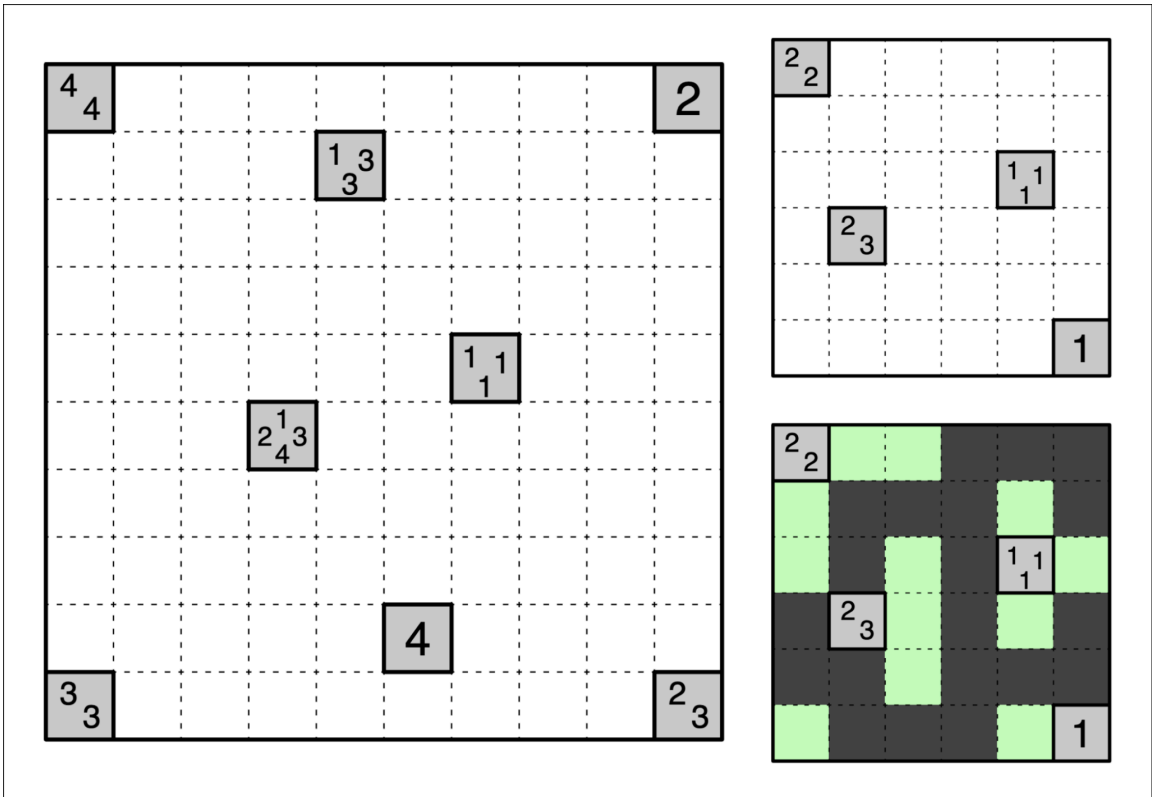


Example (pzprxs), by Menderbug: https://tinyurl.com/3unuyr8u
Puzzle (pzprxs): https://tinyurl.com/5crt77f8

May 15, 2025: Island Pool | Walker

Today's GAPP is an **Island Pool**! I love genres with Tapa-like clues 

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 areas of all unshaded regions which contain at least one of the (up to eight) surrounding cells. Gray clue cells are considered neither shaded nor unshaded.

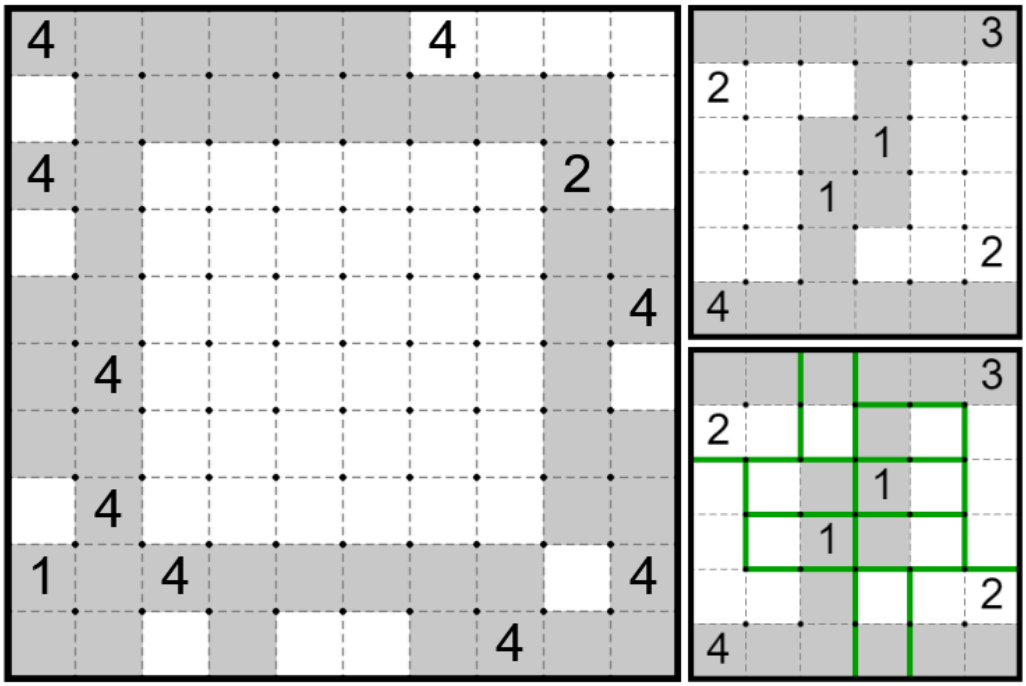


Example (Penpa+): https://tinyurl.com/ywhqlaca
Puzzle (Penpa+): https://tinyurl.com/ymhobd9x

May 16, 2025: Double Choco | Lavaloid

Today's GAPP is a **Double Choco**! I'm not sure where the middle part of the puzzle went, but I'm sure y'all could still figure it out.

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/mrxcfxje

May 17, 2025: Choco Banana | Menderbug

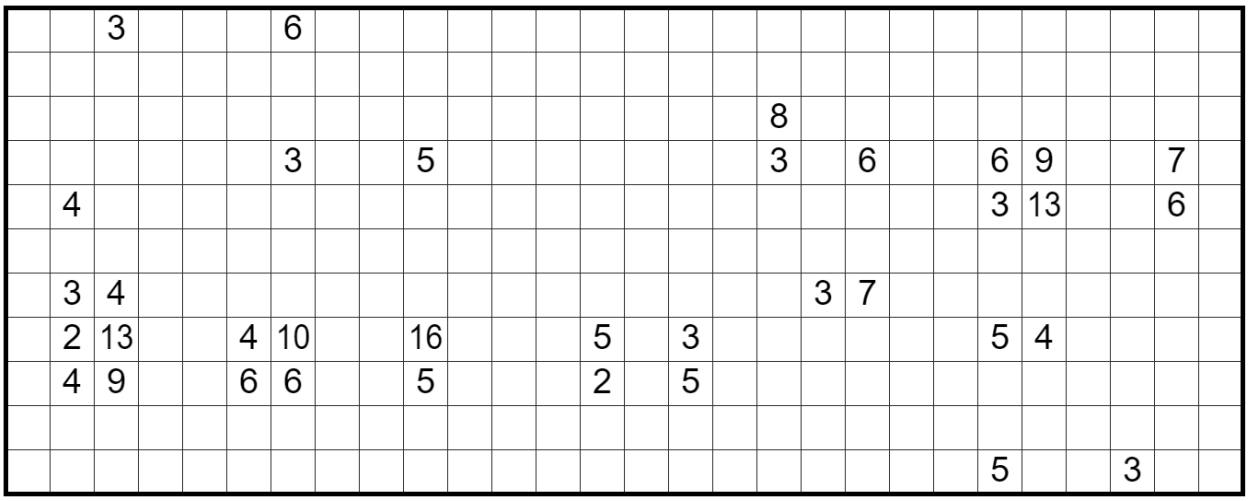
Yesterday was my second anniversary on the GAPP team, so this is going to be my final (regularly scheduled) puzzle. And what else could it be than a supersized **Choco Banana**. Thanks for having me for these past two years! I'd like to think I learned a lot about making interesting easy puzzles. Anyway, I was curious and put together some stats about my time here from our internal tracking sheet:

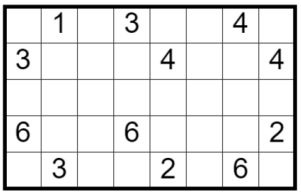
- I wrote 152 puzzles not counting bonus or collaborative puzzles, which puts me just barely in second place (I'm a handful of puzzles ahead of Walker, Shye and Jovi, so I won't keep that spot for long).
- Coincidentally, those were split exactly half and half between new genres and revisits.
- The category breakdown is 52 for shading, 52 for loop/path/network/snake/sliding/line drawing, 30 for region division, 12 for object placement, 7 for number/word placement.
- My most commonly featured genre was, you'll never guess it, Choco Banana, with 7 puzzles including variants. Isowatari is in second with 5 puzzles.

I hope you enjoyed solving the puzzles as much as I enjoyed writing them!

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.

Sorry about the lack of portrait orientation today. If you really want to solve this one on mobile, you can zoom and pan with two fingers, but be careful about accidentally shading a cell while doing this.





Example (pzprxs) by Shye:
https://tinyurl.com/mw6t7vv7
Puzzle (pzrpxs):
https://tinyurl.com/muy3tufu

May 18, 2025: Dominion (Triangular) | bakpao

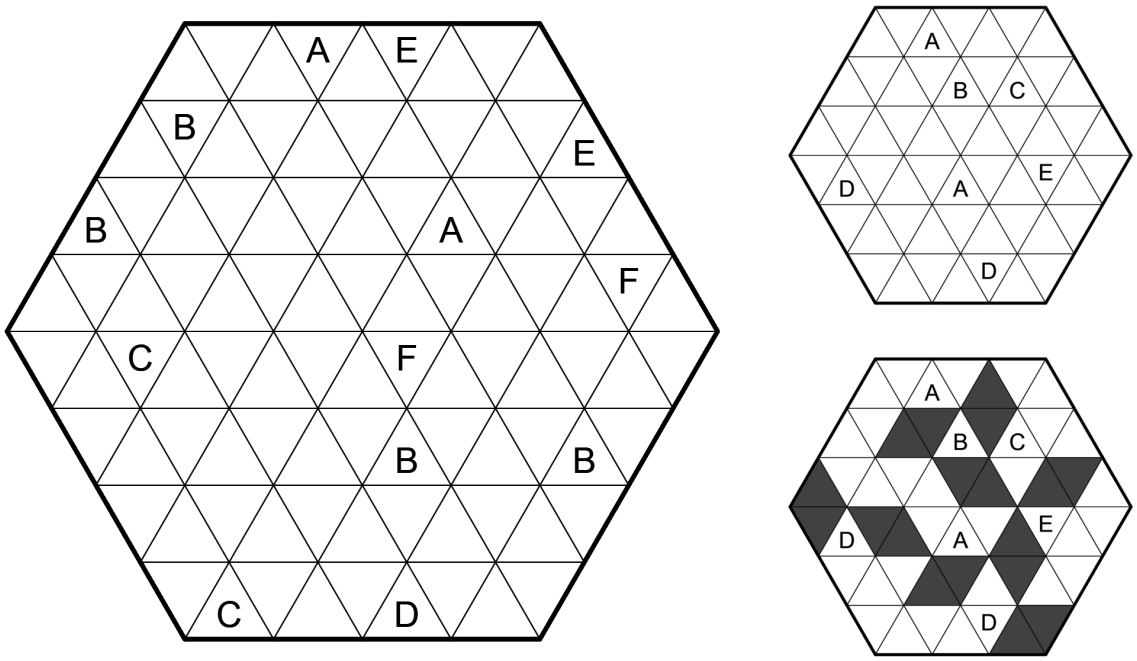
It is with a heavy heart that we said farewell to Menderbug as he stepped down from the GAPP team yesterday. On behalf of the entire team, I'd like to express our gratitude and send some more much deserved praise his way. Not only did he write over 150 top quality puzzles for GAPP and many more for MTG, he's also been an invaluable member of the team in many other ways: Getting our internal spreadsheet organised (in which, painful as it is at times, we also keep track of cell counts! https://i.imgur.com/zi5OBMU.png), leading and absolutely carrying the GAPP1K anniversary project, coming up with fun ideas for our traditional August shenanigans and in general just always being around to test any new puzzle and provide important feedback - Menderbug will be missed very dearly by us all. Thank you for all you've done for GAPP! ❤️

Keep your eyes peeled though - perhaps he has one more parting surprise for you all soon... 👀

In other news, don't forget that Puzzle GP round 5, authored by Aubin Danzo of France, is currently ongoing! Give it a try and claim your bonus 🦦 participation otter 🦦 if you do!

Now on to today's GAPP - a **Dominion** on a triangular grid!

Rules: Shade some dominoes of cells to divide the grid into unshaded areas. Shaded dominoes may not touch orthogonally. Clues cannot be shaded, and each orthogonally connected area of unshaded cells contains exactly one type of clue, and all instances of it.



Example (Penpa+): https://tinyurl.com/yuvdjde8
Main (Penpa+): https://tinyurl.com/yw3dn69a

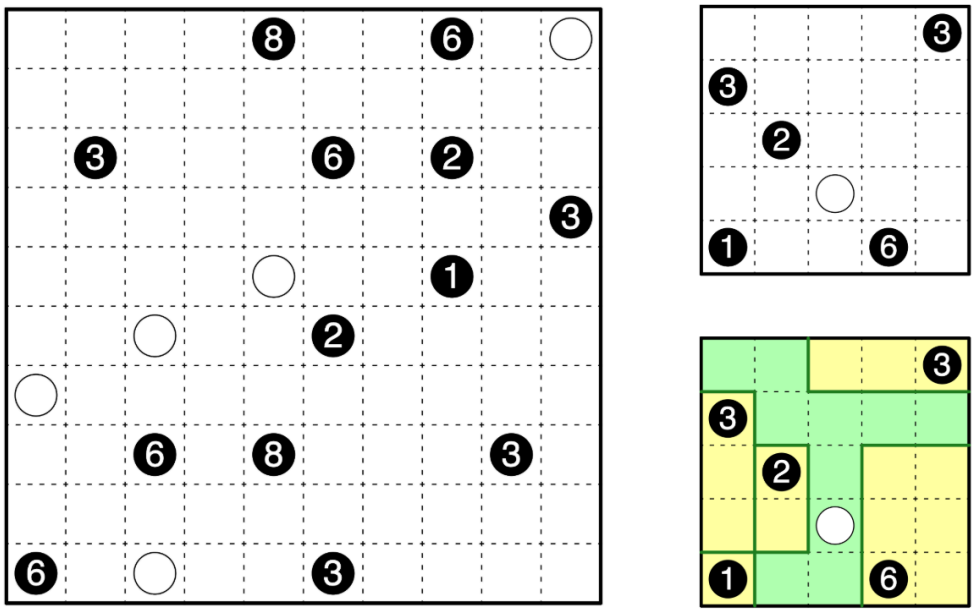
May 19, 2025: Hanami | Freddie Hand

Here's a reminder that the fifth round of the WPF Puzzle GP is open until Wednesday, with a bonus otter 🦦 on offer for giving it a go!

While **Hanami** won't be appearing, it is basically an easier version of Tren which is in the contest. This little-known genre first surfaced in the 24 hour puzzle championship about 10 years ago and had a themed ruleset involving 'placing sheets in the park', with white circles representing cherry flowers. If you understand a bit of Japanese this probably makes a lot of sense.

Rules: Place some rectangles in the grid such that the remaining cells form one orthogonally connected area. Each rectangle contains exactly one black circle, with the number in the circle representing the number of cells in the rectangle, and every black circle is contained in a rectangle. White circles cannot be in a rectangle.

Note: The answer checker only looks for edges - colours might be helpful to indicate which cells are part of rectangles, and which are not.



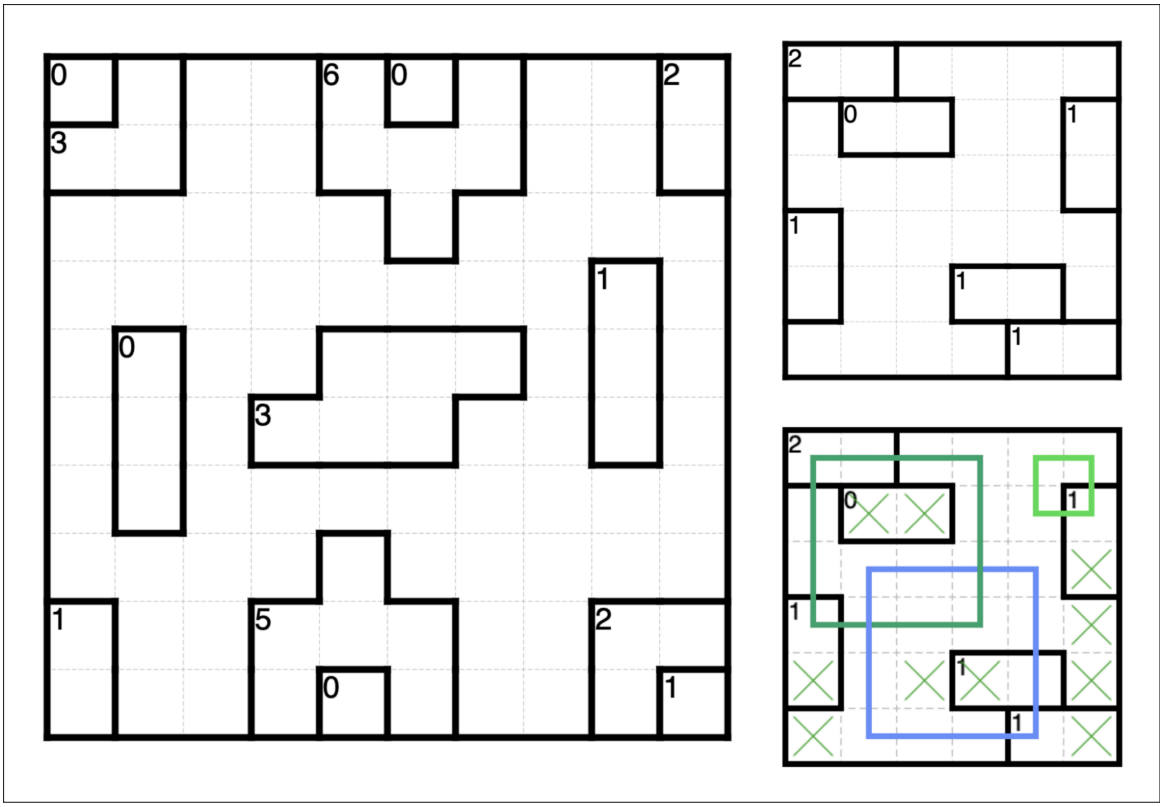
Example (Penpa+): https://tinyurl.com/yo72um47
Puzzle (Penpa+): https://tinyurl.com/yr4kq9uc

May 20, 2025: Nagenawa (Squares) | Walker

It is the return of the long-awaited **Will It Square**! Featuring the variant **Nagenawa (Squares)**, a genre that's similar to Ring-Ring. Will It Square? 🟦

Rules: Draw rectangular loops through the centers of some empty cells. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap. A number in a region represents how many cells in the region are visited by the loops.
Variant: All rectangle loops must be squares.

Interface Note: There is no automatic answer check! You can click Check Base Type to verify that you've followed the classic Nagenawa rules.



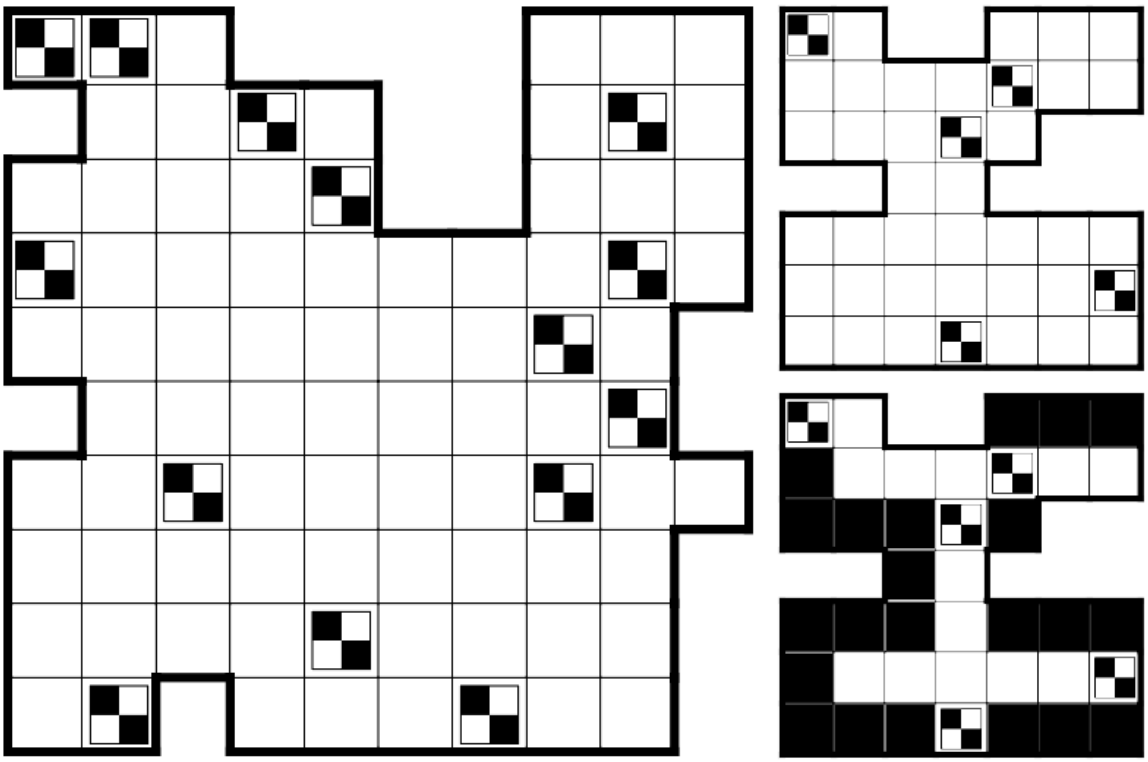
Example (puzz.link): https://tinyurl.com/3ytfdbjk
Puzzle (puzz.link): https://tinyurl.com/yc7bj894

May 21, 2025: Dungeon Map | Lavaloid

Today's GAPP is **Dungeon Map**. I made the main puzzle one month ago, but couldn't get an example that requires the 2x2 rule, then procrastinated on the example for an entire month before finally making one that works. The ruleset can be kind of tricky to get used to, so the time standards will be pretty lenient.

Rules:

- Shade some cells such that no 2x2 squares are entirely shaded or entirely unshaded. Both shaded cells and unshaded cells must form a single orthogonally connected region.
- A straight line of multiple cells of the same color is called a "corridor". All shaded corridors must be odd in length. All unshaded corridors must be even in length.
- A checkerboard cell is both shaded and unshaded at the same time.

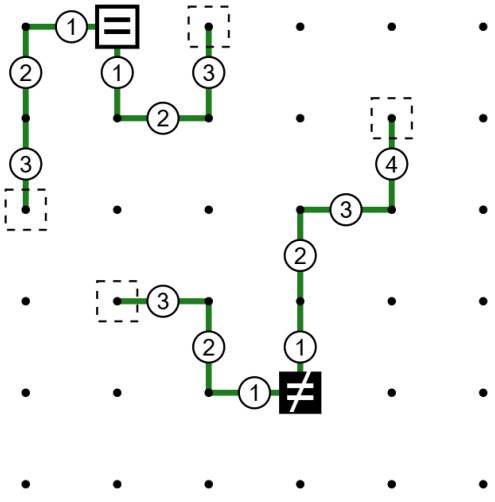


Example (Kudamono): https://tinyurl.com/3za6mz6k
Example (Penpa+): https://tinyurl.com/ymk6kgok
Puzzle (Kudamono): https://tinyurl.com/2p9tuvhv
Puzzle (Penpa+): https://tinyurl.com/236osz5b

May 22, 2025: Waypoints | bakpao

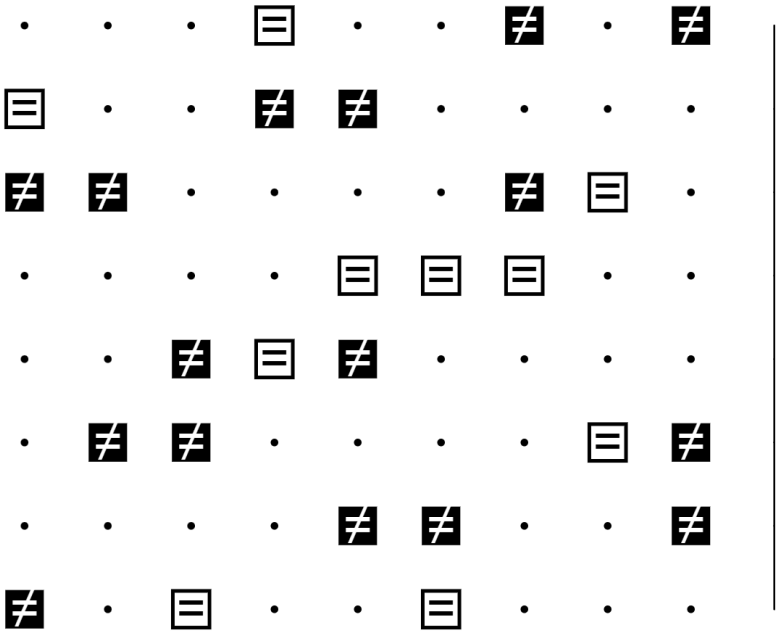
Heading out early today, so gotta keep it short!

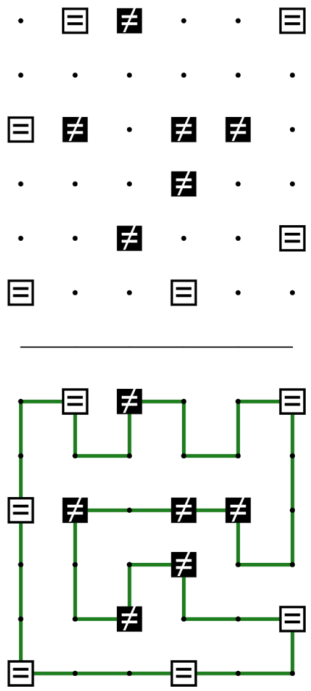
Today's GAPP is a **Waypoints**! This is another genre that I got introduced to through the Japanese puzzle book Selected Puzlova.



Rules: Connect pairs of orthogonally adjacent dots to form a non-intersecting loop which visits all dots exactly once. For clues with an equals sign (=), the loop segments up to the previous visited clue and up to the next visited clue must have equal total length. For clues with a not-equal sign (≠), the loop segments up to the previous visited clue and up to the next visited clue must not have equal total length.

See the extra image for an example of how the clues work. Note that there is no restriction on individual line segments on opposite sides of a clue, only on the total length of all segments.



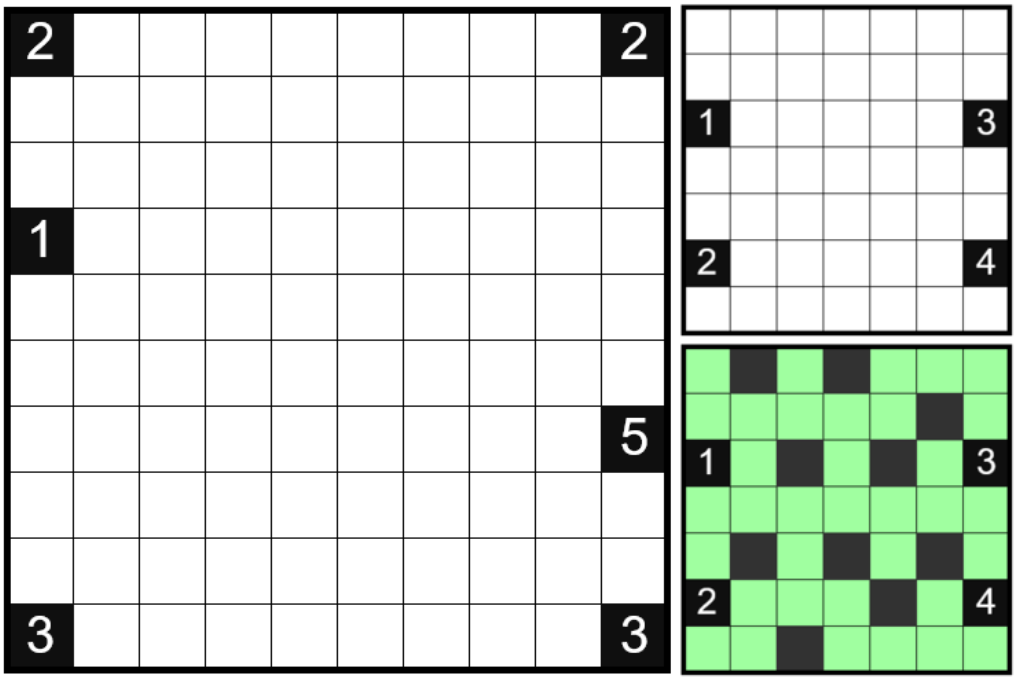


Example (Penpa+): https://tinyurl.com/yqhp3n8q
Main (Penpa+): https://tinyurl.com/ytmzev86

May 23, 2025: Aquapelago | Nellie

Hey everyone! My name is Nellie, and I'm excited to be on the GAPP team again! Why yes, I am the same person as Jovi, but I don't use that name online anymore. Nothing much more to say---today's an Archipelago! er... **Aquapelago**! I've been playing a lot of multiworld randomizers lately...

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.



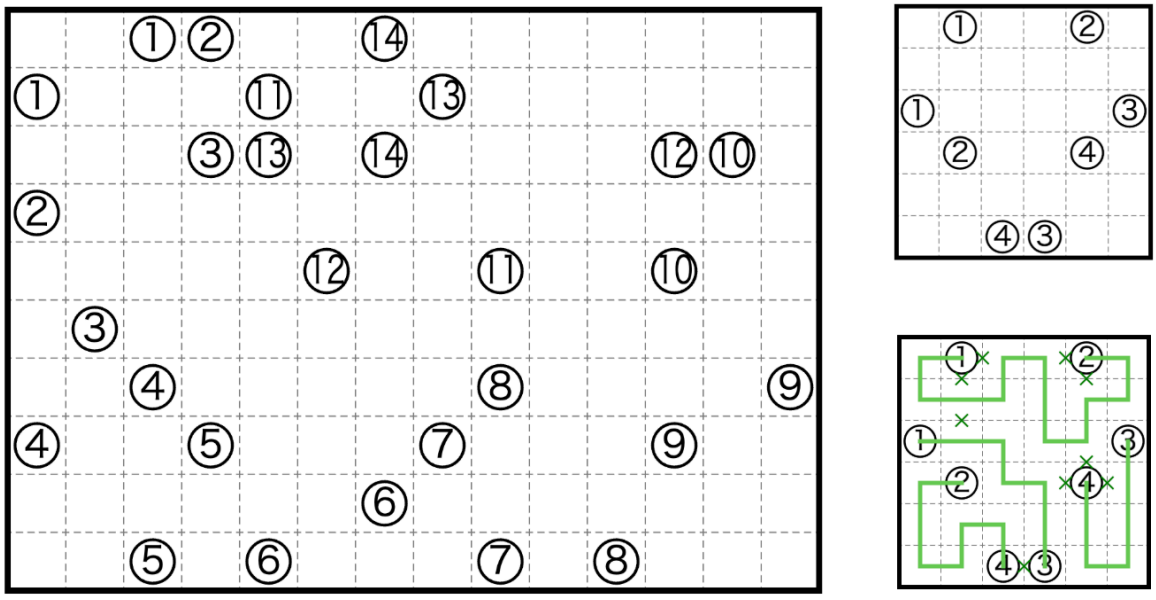
Example (puzz.link) by shye: https://tinyurl.com/2p954yhv
Main puzzle (puzz.link): https://tinyurl.com/4d4v9een

May 24, 2025: Portal Loop | Freddie Hand

Here's a Supersized **Portal Loop** which has leapt through time and space to reach your screen today. It's gotten a shiny new pzprxs implementation (not-too-)recently, though has mostly flown under the radar - I wonder how many of you even remember the existence of this genre.

Rules: Draw a non-intersecting loop through the centers of all cells. When the loop enters a portal with a number, it must teleport to the corresponding portal and continue in the same direction. For clarity, portals must be used exactly once, i.e. you cannot pass through a portal multiple times.

Interface note: Now that this genre has been ported to pzprxs, you can make use of the 'colour each line' tool.



Example (pzprxs), by shye: https://tinyurl.com/5hye3zec
Puzzle (pzprxs): https://tinyurl.com/5ph3cu7j

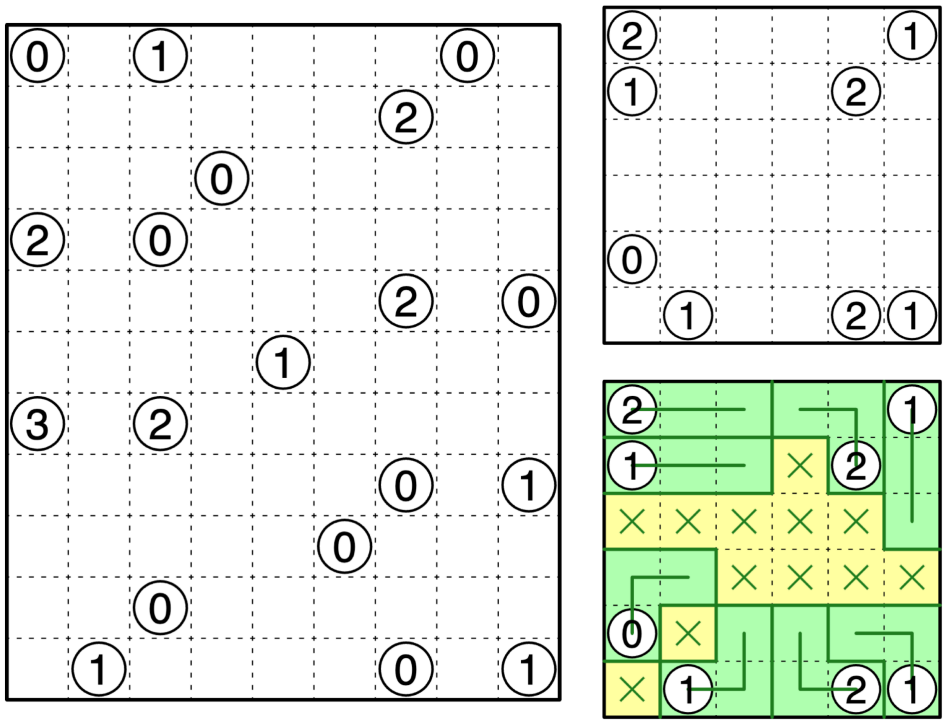
May 25, 2025: Touch Match | Walker

The US Puzzle Championship (https://wpc.puzzles.com/uspc2025/) is ongoing this weekend! It's used to select the US team, but is open to solvers from around the world. At 3 hours long, it's much longer than Puzzle Ramayan or Puzzle Grand Prix rounds. The puzzles are worth checking out, either to solve in the contest or to try after without the time pressure!

Here's **Touch Match**, one of the genres in the contest! I wanted to write a puzzle with more unusual cell shapes, but we've run out of everything but squares 😭 I've used a rectangle grid shape for this puzzle, and hopefully more will arrive by my next puzzle!

Rules: Place several triominoes on the board. Each triomino contains exactly one circle. Numbers in circles equal the number of triominoes which orthogonally touch the triomino containing the circle.

Interface Note: The composite modes Line OX and Edge IO both work well for this genre! Feel free to select whichever you prefer, the checker will accept either. (In the example solution, both modes are drawn.)



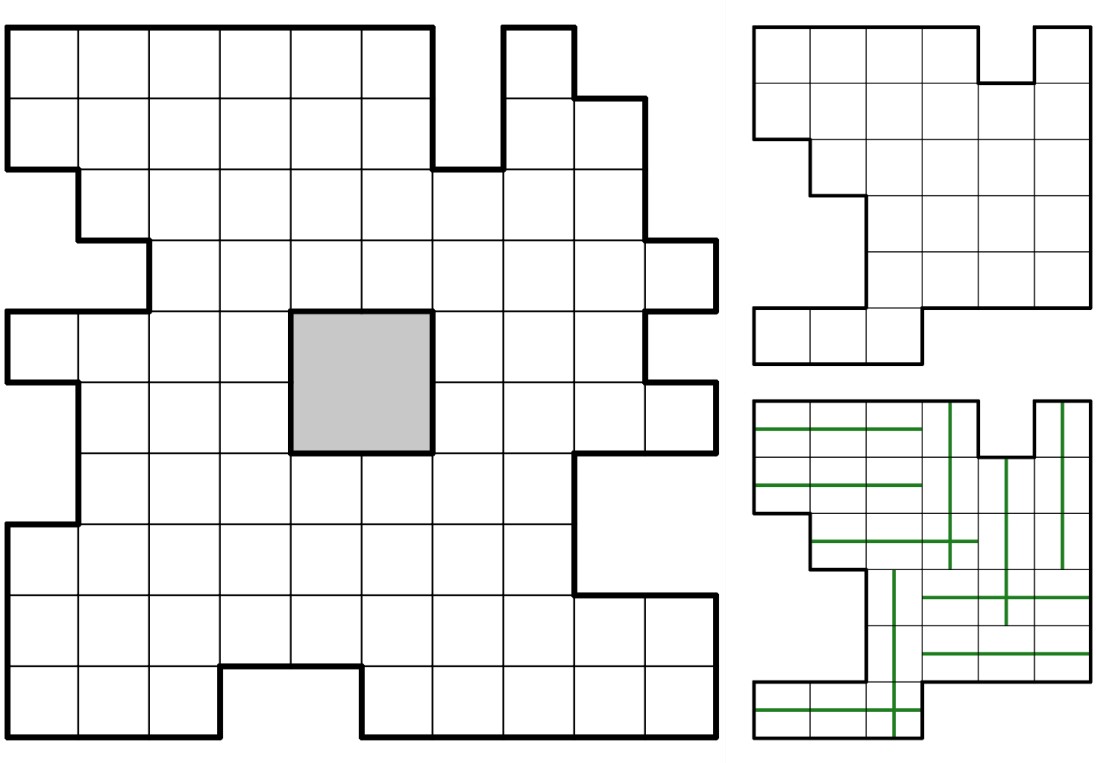
Example (Penpa+): https://tinyurl.com/2yaawvwr
Puzzle (Penpa+): https://tinyurl.com/2djrpdyd

May 26, 2025: Rule of Three | Lavaloid

Rule of Three
Rule of Three
Rule of Three

Rules: Fill each empty cell with either a horizontal segment, vertical segment, or their intersection, such that each resulting straight line must have the length of exactly 3. Cells containing intersections must not touch orthogonally.

Interface tip: You can use *Surface* mode in Penpa+ or the circle in Kudamono to mark intersections and make them easier to spot.

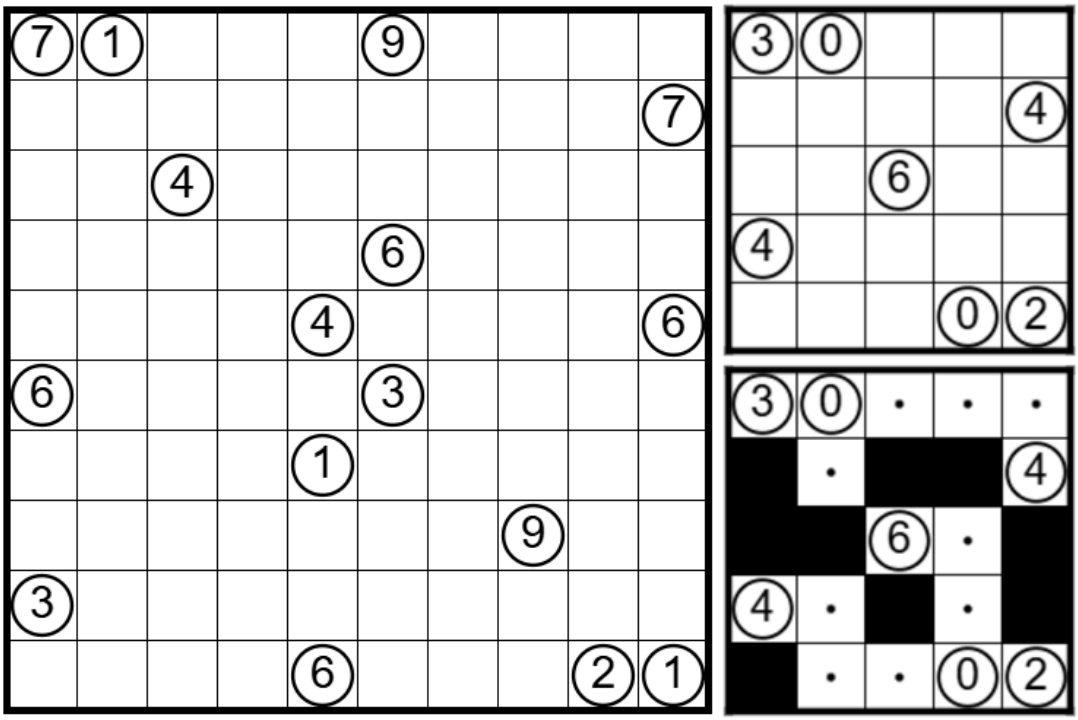


Example (Kudamono): https://tinyurl.com/yebvuyr9
Example (Penpa+): https://tinyurl.com/25d88tfy
Puzzle (Kudamono): https://tinyurl.com/4vxsd3s3
Puzzle (Penpa+): https://tinyurl.com/2afqotdq

May 27, 2025: Kurotto | bakpao

Sometimes you just have one of those days where you spend hours and hours trying to write puzzles, yet fail to come up with anything you like. Yesterday was one of those days, as I just couldn't write a GAPP for the life of me. I tried again today and decided to try to write a **Kurotto**, a genre that I've not revisited much ever since hosting Kurotto Kingdom on LMI a few years ago and using up every idea I had for it. Most of the time I spend trying to write Kurotto nowadays ends up in more wasted effort, but thankfully the genre came to my rescue today.

Rules: Shade some cells so that clues represent the total size of the orthogonally connected areas of shaded cells that share an edge with the clue. Clued cells cannot be shaded.



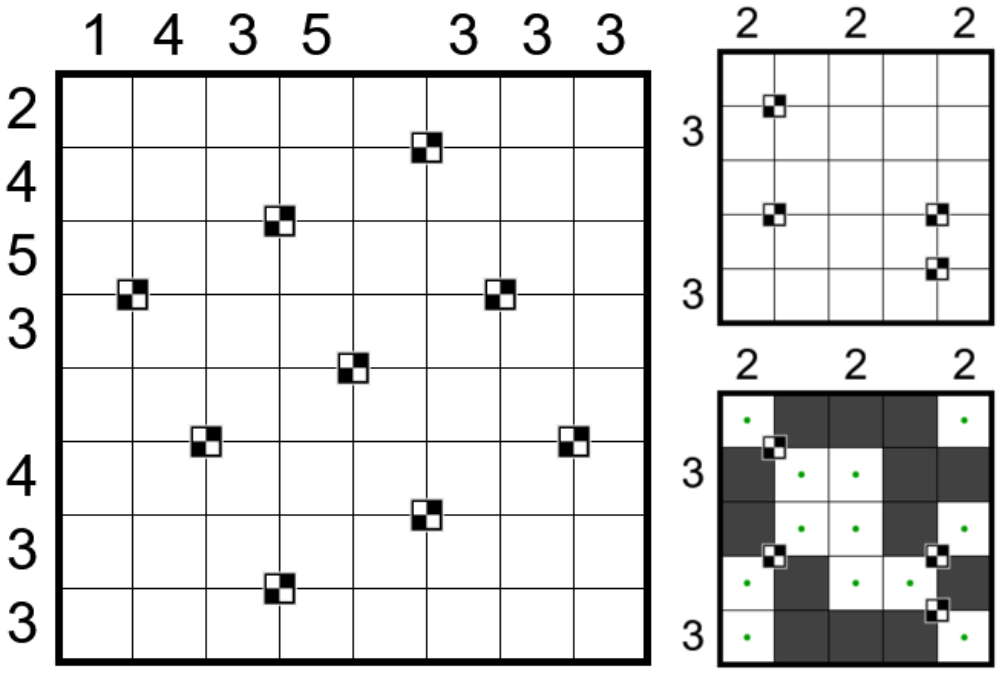
Example (pzprxs, from puzz.link rules page): https://tinyurl.com/ckc6m2a3
Main puzzle (pzprxs): https://tinyurl.com/rzzux3uy

May 28, 2025: Battenberg Painting | Nellie

Today's genre is a **Battenberg Painting**, a genre with a negative constraint, so make sure you read the rules carefully! I don't have much more to say other than you may notice a similarity in both name and appearance to a semi-popular Sudoku variant, though curiously that one is spelled slightly differently.

Rules: Shade some cells. The numbers outside the grid indicate the number of shaded cells in that row or column. A checkerboard symbol marks a grid vertex surrounded by a 2x2 checkerboard pattern. **All such checkerboard symbols are given.**

The GAPP team tell me it's a good idea to include a **GAPP 101** with this one: (ROT13) Fvapr n tvira purpxreobneq pyhr vaqvpngrf n purpxreobneq cnggrea, vgf gjb-ol-gjb pna bayl unir gjb funqrqf va vg: bar ba gbc, bar ba obggbz, bar ba gur yrsg, naq bar ba gur evtug. Lbh pna hfr guvf gb urnivyl erfgevpg ubj fbzr pyhrf zhfg or shysvyyrq!



Example (from pzprxs): https://tinyurl.com/mpy436ny
Today's puzzle (pzprxs): https://tinyurl.com/ns9shb66

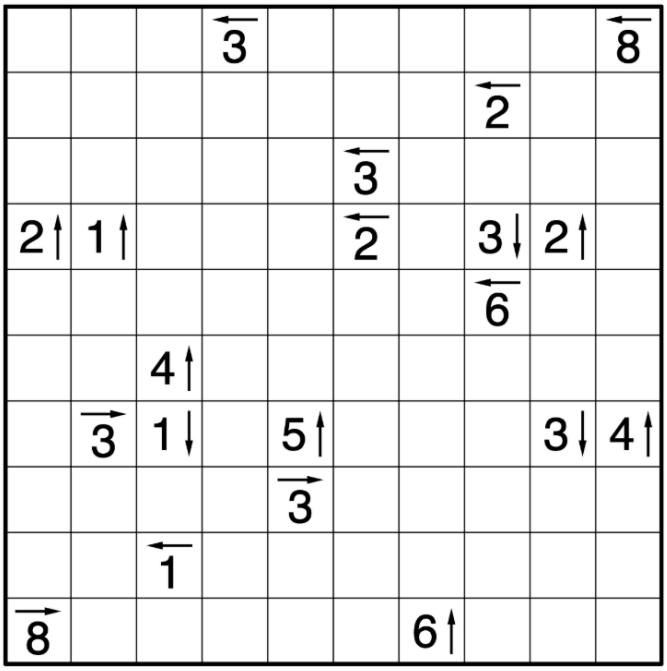
May 29, 2025: Yajikabe | Freddie Hand

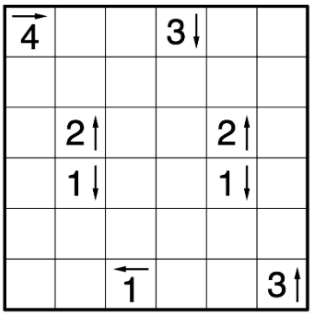
Here's a **Yajikabe**. I propose some ideas for variants on this genre:

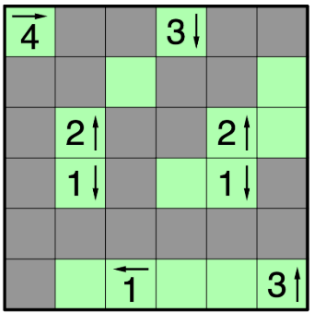
- *Yajikabe (Yajisan-Kazusan)*: clues can be shaded, and may be false if shaded.
- *Yajikabe (Twilight)*: clues can be shaded, and if shaded instead give the number of unshaded cells in the given direction.

These might seem fun, but you'll probably quickly realise why neither of these will appear on GAPP anytime soon.

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 in a straight line in the indicated direction.







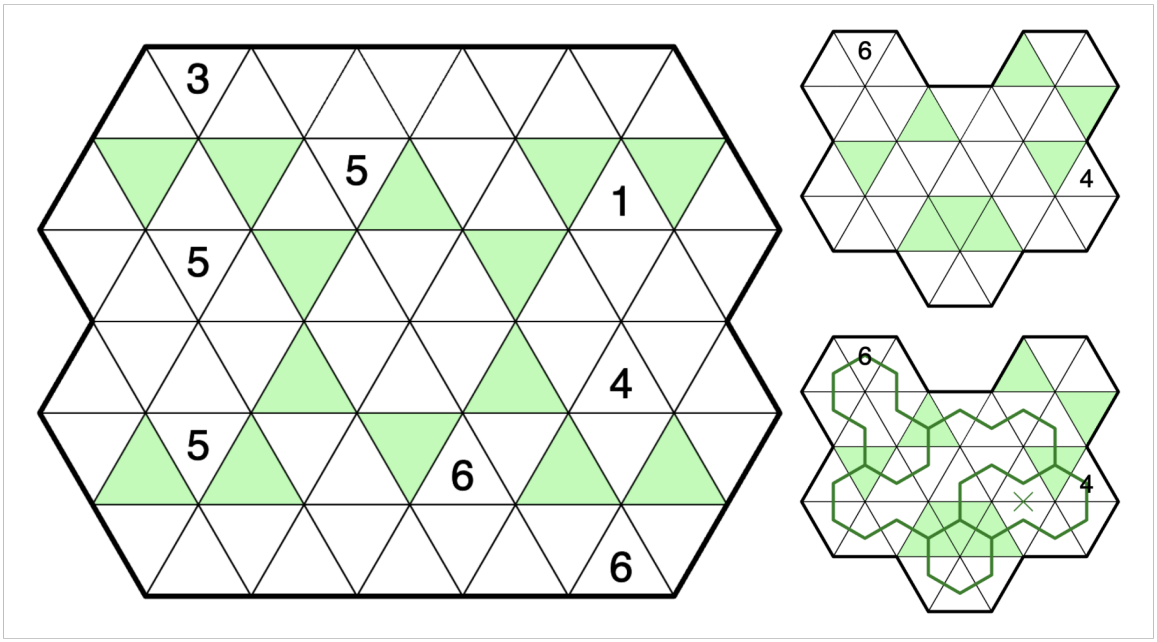
Example (Penpa+): https://tinyurl.com/23ntfwct
Example (Kudamono): https://tinyurl.com/3schnckj
Puzzle (Penpa+): https://tinyurl.com/24jpurrb
Puzzle (Kudamono): https://tinyurl.com/yxkxs5yy

May 30, 2025: Forest Walk (Triangle) | Walker

The shipment of triangles has arrived! Here's a **Forest Walk (Triangle)** - I think this type is very natural on a triangle grid!

Rules: Draw lines to form a single connected network (i.e. there cannot be multiple separate networks) that goes through every numbered cell. The network cannot have dead ends. Every visited forest cell must have a three way Y-junction (not all forest cells are necessarily visited). There can be no Y-junctions outside of forest cells. A number indicates how many cells make up the continuous non-forest section of the network that the number is on.

Here's a **GAPP 101**: (ROT13) Vs n sberfg pryy unf n fvatyr K nqwnprag gb vg, vg pna'g or ivfvgrq!

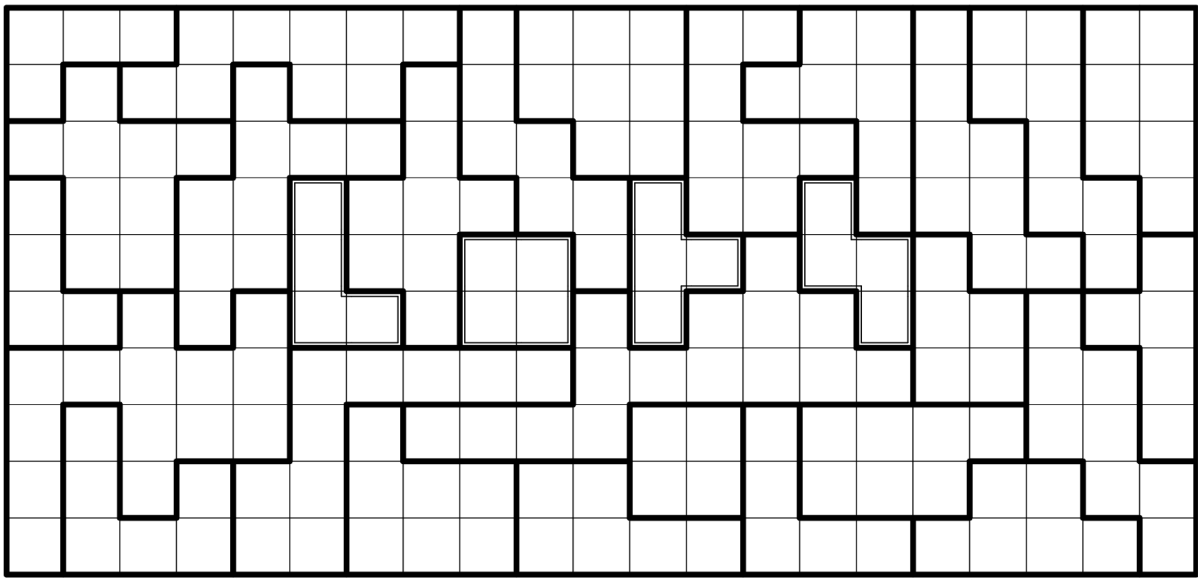


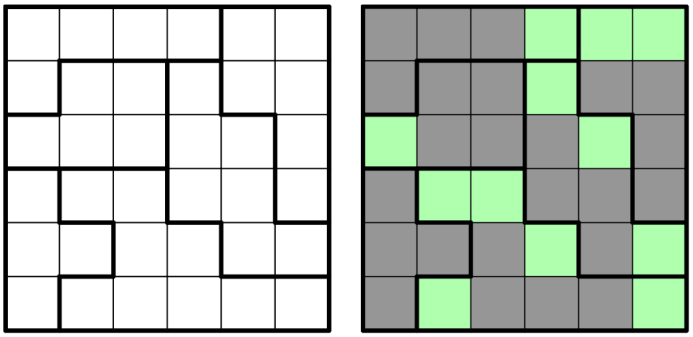
Example (Penpa+): https://tinyurl.com/2avkhz96
Puzzle (Penpa+): https://tinyurl.com/28tamzox

May 31, 2025: LOTS | Lavaloid

LOTS gaming

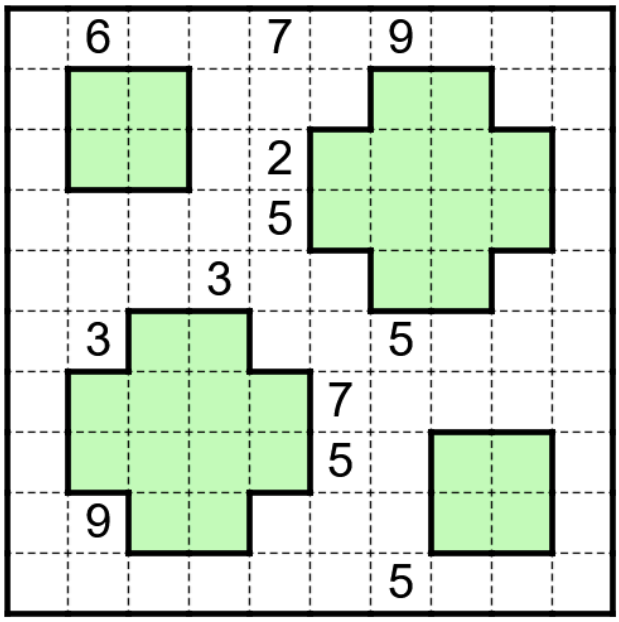
Rules: Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. There may not exist a run of more than three consecutive shaded cells horizontally or vertically anywhere in the grid.





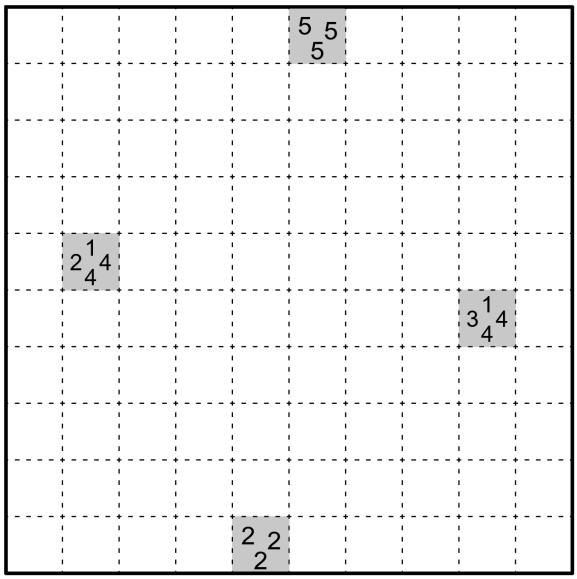
Example (Penpa+) by Freddie: https://tinyurl.com/2a3ompqa
Example (Kudamono): https://tinyurl.com/5n6uf5z3
Puzzle (Penpa+, landscape): https://tinyurl.com/ynx2hrah
Puzzle (Kudamono, landscape): https://tinyurl.com/2w7c4vjp
Puzzle (Penpa+, portrait): https://tinyurl.com/yt4u964e
Puzzle (Kudamono, portrait): https://tinyurl.com/y9rb53j6

Bonus 1: Forest Walk | Menderbug



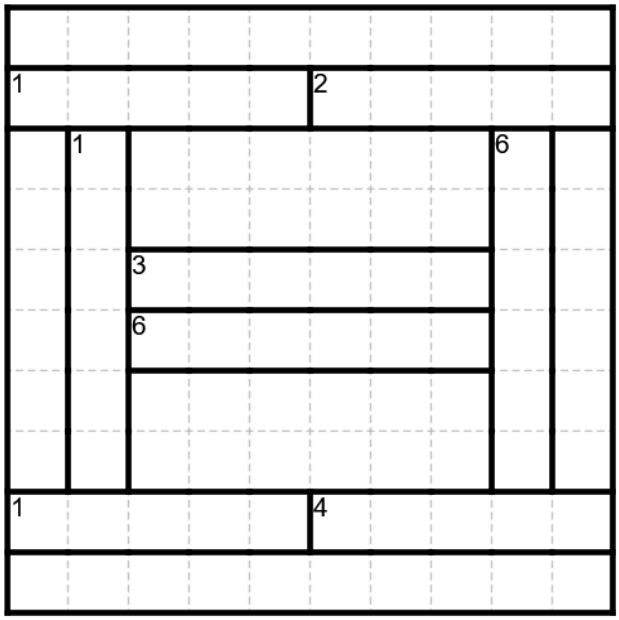
Example (pzprxs): https://tinyurl.com/3unuyr8u
Bonus (pzprxs): https://tinyurl.com/4t48knuy

Bonus 2: Island Pool | Walker



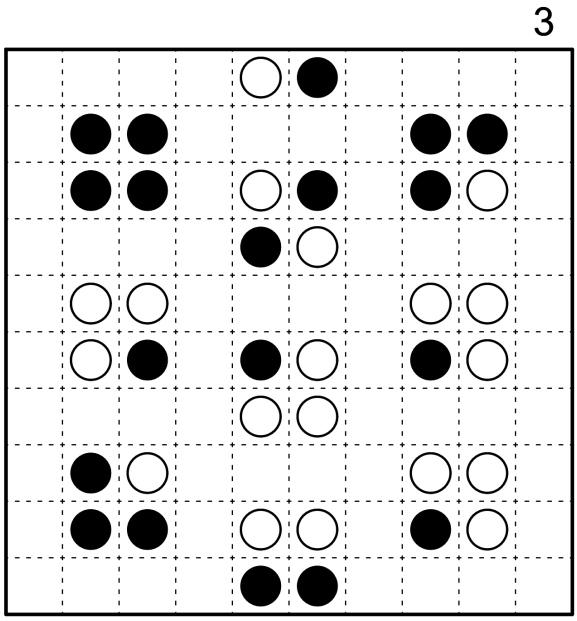
Example (Penpa+): https://tinyurl.com/ywhqlaca
Bonus (Penpa+): https://tinyurl.com/23v6s3y7

Bonus 3: Nagenawa (Squares) | Walker



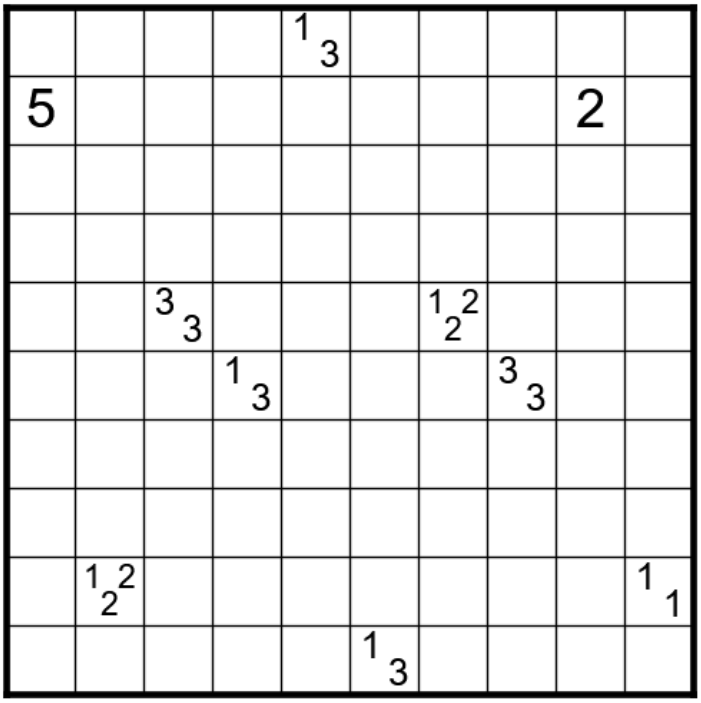
Example (puzz.link):
https://tinyurl.com/3ytfdbjk
Bonus (puzz.link):
https://tinyurl.com/yc3m7u77

Bonus 4: Masyu + Isowatari (Permaculture) | Menderbug



Example (Penpa+):
https://tinyurl.com/2d48qhah
Bonus (Penpa+):
https://tinyurl.com/252rnc37

Bonus 5: Tapa | Walker



Example (puzz.link, by Eric Fox): https://tinyurl.com/3e68574j
Bonus (puzz.link): https://tinyurl.com/pm3syu8w

Date	Sloth Time	Crab Time	🐦
01 May 2025	0:03:00	0:06:00	先`(??)
02 May 2025	0:03:00	0:06:00	Elderly 'Elepaio
03 May 2025	0:04:00	0:08:00	Hybrid Hyliota
04 May 2025	0:01:30	0:03:00	Aperiodic Apostlebird
05 May 2025	0:02:00	0:04:00	Classic Calandra Lark
06 May 2025	0:03:30	0:07:00	_ew Ha_over Ma__iki_
07 May 2025	0:02:30	0:05:00	Pensive Pyrrhuloxia
08 May 2025	0:01:30	0:03:00	Incomplete Inca
09 May 2025	0:01:30	0:03:00	Toblerone Tomtit
10 May 2025	0:07:00	0:13:00	Rope Oropendola
11 May 2025	0:02:45	0:06:00	Hexagonal Heron
12 May 2025	0:02:30	0:05:00	Jubilant Junco
13 May 2025	0:02:00	0:04:00	Frabjous Francolin
14 May 2025	0:04:00	0:08:00	Arborial Arabian Babbler
15 May 2025	0:02:30	0:05:00	Bismark Island Pool Thrush
16 May 2025	0:02:00	0:04:00	Missing Middle Millerbird
17 May 2025	0:04:00	0:08:00	Grateful Great Grebe
18 May 2025	0:02:30	0:05:00	Grateful Greenfinch
19 May 2025	0:01:20	0:02:40	Blooming Blossom-headed Parakeet
20 May 2025	0:02:15	0:04:15	Will It Square-Tailed Kite
21 May 2025	0:03:45	0:07:30	Schrödinger's Catbird
22 May 2025	0:02:45	0:05:30	Westward Waxwing
23 May 2025	0:01:30	0:03:25	Mellifluous Mockingbird
24 May 2025	0:03:00	0:06:00	Warping Warsangli Linnet
25 May 2025	0:02:00	0:04:00	Friendly Flameback
26 May 2025	0:02:45	0:05:30	Duck, Duck, Goose
27 May 2025	0:01:45	0:03:30	Royal Redstart
28 May 2025	0:03:00	0:06:45	Damier Damara Tern
29 May 2025	0:02:15	0:04:30	Truthful Trumpet Manucode
30 May 2025	0:02:30	0:05:00	Three Season Thrush
31 May 2025	0:03:45	0:07:30	Lots of Lories