

# **Mind The GAPP Vol. 44**

Genuinely Approachable Pencil Puzzles from the CtC Discord  
June 1, 2025 - June 30, 2025

We don't have much to announce this month, but next month will have something special. Stay tuned!

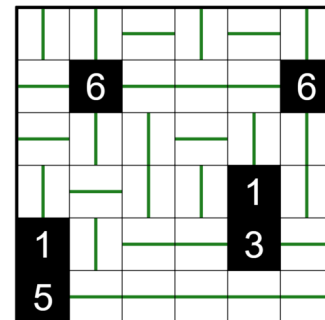
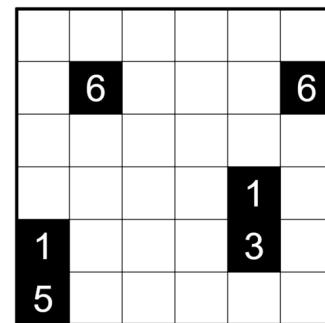
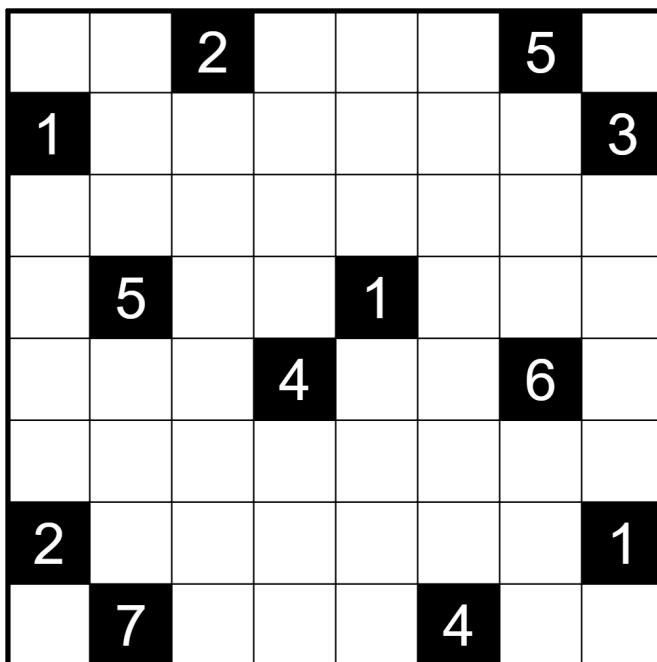
In the meantime, we have 3 bonus puzzles this volume.

**June 1, 2025: Walls (Juosan) | bakpao**

Apologies for the very regular shaped puzzle on this fine Sunday. Good thing Walker already made sure we're meeting our strange shape quota for the week a few days ago.

Today's GAPP is a **Walls (Juosan)**, a fun little mashup of two genres that featured in our national championships recently.

**Rules:** Place a horizontal or vertical line segment into each empty cell, connecting the centers of two opposite edges of the cell. Line segments joined at their ends form longer lines. A clue indicates the sum of the lengths of the lines extending from it. There may not exist a run of three or more consecutive cells containing distinct parallel line segments anywhere in the grid.



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

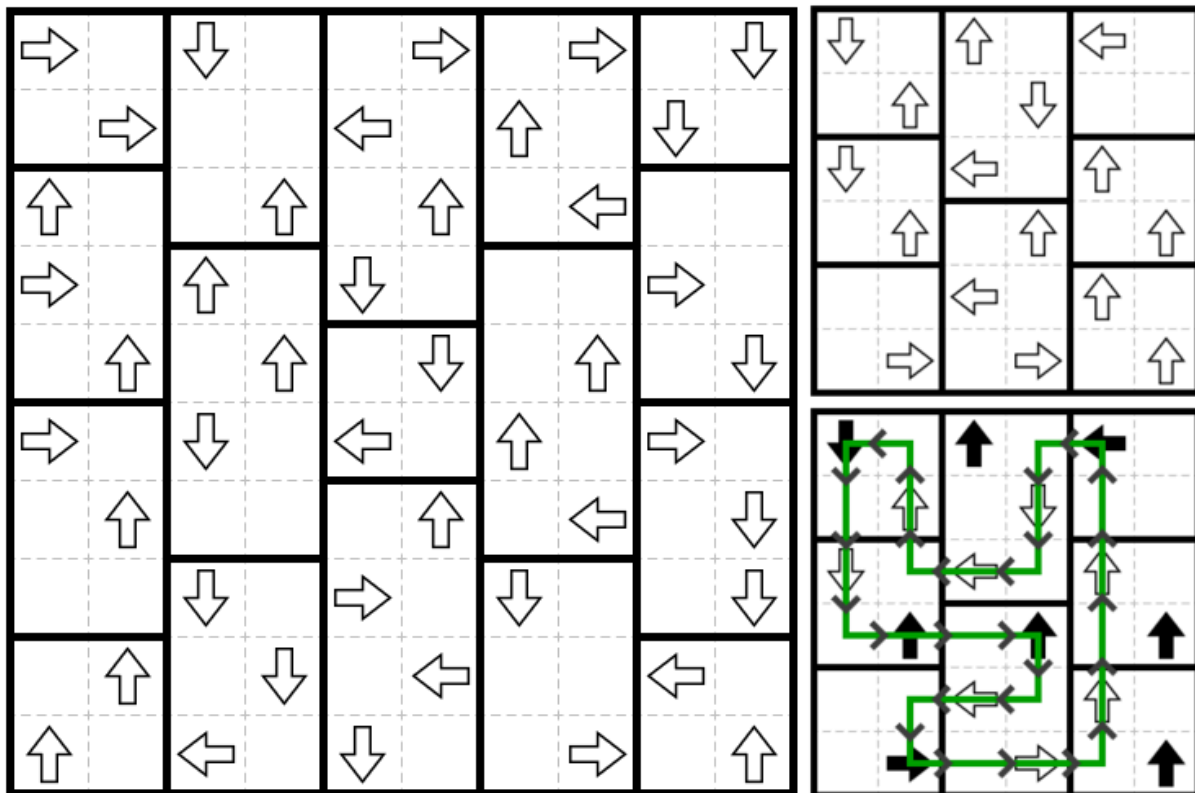
Puzzle (Penpa+): <https://tinyurl.com/23vl7j7n>

June 2, 2025: Fake Arrow | Nellifluous

Today's puzzle is a **Fake Arrow**, a genre I quite enjoy despite its name sounding quite a bit too generic. I promise today's puzzle isn't a Yajisan-Kazusan. Unrelatedly, I just want to shoutout X-Sheep and Pedro again for working so hard on their own puzzle solving softwares that they provide for free and implementing genre after genre so frequently. It's amazing and spectacular work they do out of a love for the community, and I would feel off if I didn't occasionally mention that.

**Rules:** Draw a non-intersecting directed loop that moves orthogonally through the centers of some cells. The grid is divided into regions containing arrows. An arrow indicates that the loop passes straight through it in that direction. **Exactly one arrow in each region must not be satisfied according to the previous rule, and these arrows must not be orthogonally adjacent.**

**Tip:** (ROT13) Funqrq neebjf ner zber cbjreshy guna gurve rdhvinyrag funqrq pyhrf va Lnww-Xnmh, nf vafgrnq bs orpbzvat znavatyrrf, gurl orpbzr artngvir. Lbh znl or noyr gb hfr guvf gb lbhe nqinagnt!



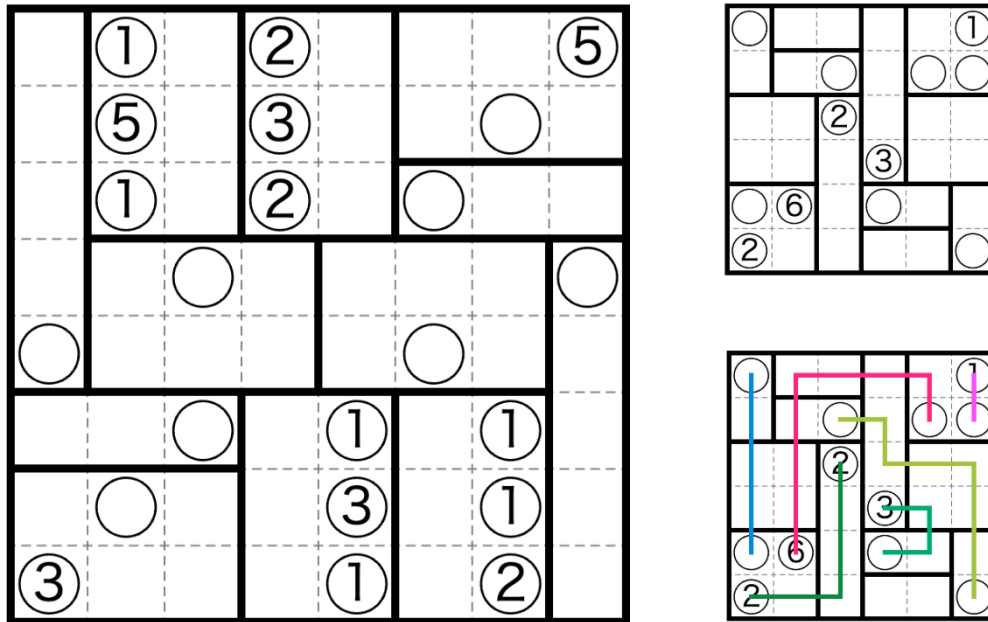
Example (pzprxs): <https://tinyurl.com/4nrv459a>  
Puzzle (pzprxs): <https://tinyurl.com/mfmrkkha>

June 3, 2025: Wataridori | Freddie Hand

Here's a **Wataridori** to celebrate its implementation on pzprxs. I set this having completely forgotten that bakpao already featured one a while back.

The name of this genre means 'migratory bird' in Japanese, and depicts the flight of birds across region borders to reach their nests, like how my memory of this genre migrated to some unknown location. I'm hoping that Wataridori will be pretty new to most of you, or this will be a humbling experience indeed...

**Rules:** Draw non-intersecting paths through the centers of some cells with circles at both ends of each path (and none in between). Numbers, if given, indicate how many regions the corresponding path travels through. Each path may visit each region at most once.



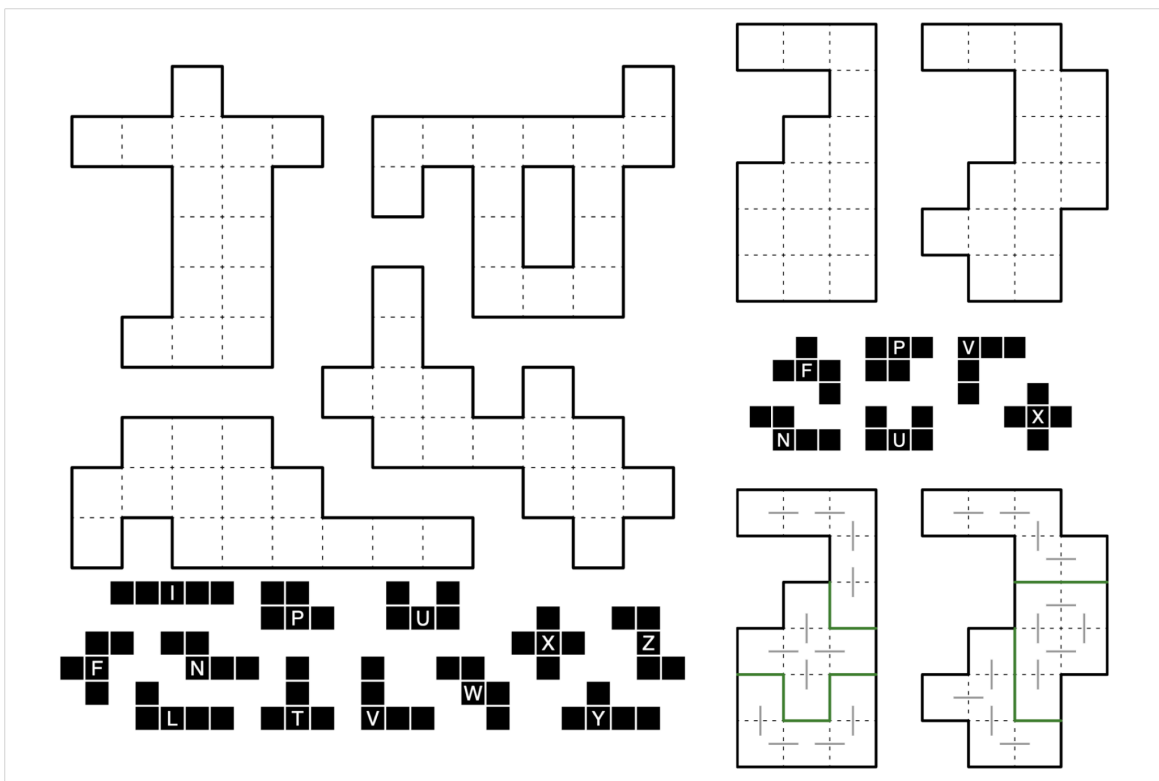
Example (pzprxs), by bakpao: <https://tinyurl.com/zn2dkb9v>  
Puzzle (pzprxs): <https://tinyurl.com/y88cx4se>

## June 4, 2025: Pentomino Puddles | Walker

It rained here today! 🌧️ Afterwards, I like to go outside and look at the puddles. It's a lot like looking up at the clouds! Look at these **Pentomino Puddles** - what do you imagine the shapes could be? 💭

**Rules:** Divide the grids into the twelve pentominoes, so that each pentomino is used exactly once. Pentominoes can be rotated and/or reflected.

**Note:** The example uses just the six pentominoes given below its grid.



Example (Penpa+): <https://tinyurl.com/2554poa6>

Puzzle (Penpa+): <https://tinyurl.com/2yttb39>

**June 5, 2025: Gardens | Lavaloid**

Whoops, I already prepared today's GAPP a whole day in advance, but I forgot to post it, hence the unusually late posting. Today's puzzle is a **Gardens!**

**Rules:** Shade some cells such that the remaining unshaded cells form rectangles made of groups of orthogonally adjacent cells (called "gardens"). Gardens must not touch orthogonally, but they can touch diagonally. Number clues must be unshaded, and each garden contains exactly one number clue indicating the size of the garden it is in. No 2x2 area can be entirely shaded.

4			5					4
							3	
					4			
8								
								4
				6				
		1						
	4					8		4

4					
9				4	
					1

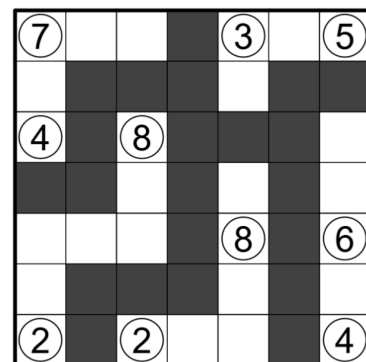
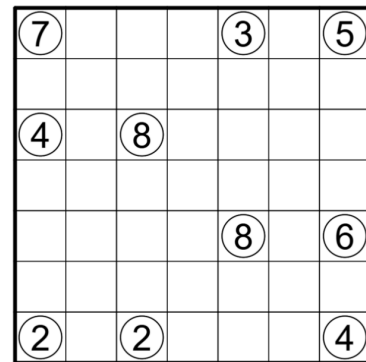
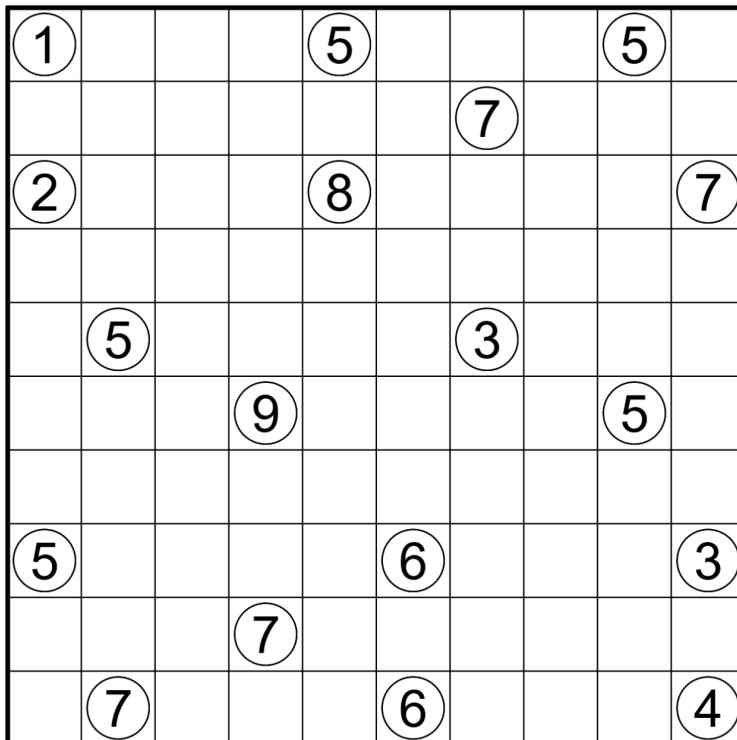
4					
9				4	
					1

Example (Penpa+): <https://tinyurl.com/2967ga8n>  
 Puzzle (Penpa+): <https://tinyurl.com/2578unu8>

June 6, 2025: Nuraf | bakpao

Today's GAPP is a **Nuraf**, a combination of Nurikabe and Araf!

**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. Every orthogonally connected area of unshaded cells contains exactly two circles and has an area that lies between the two numbers in the circles, exclusive.



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

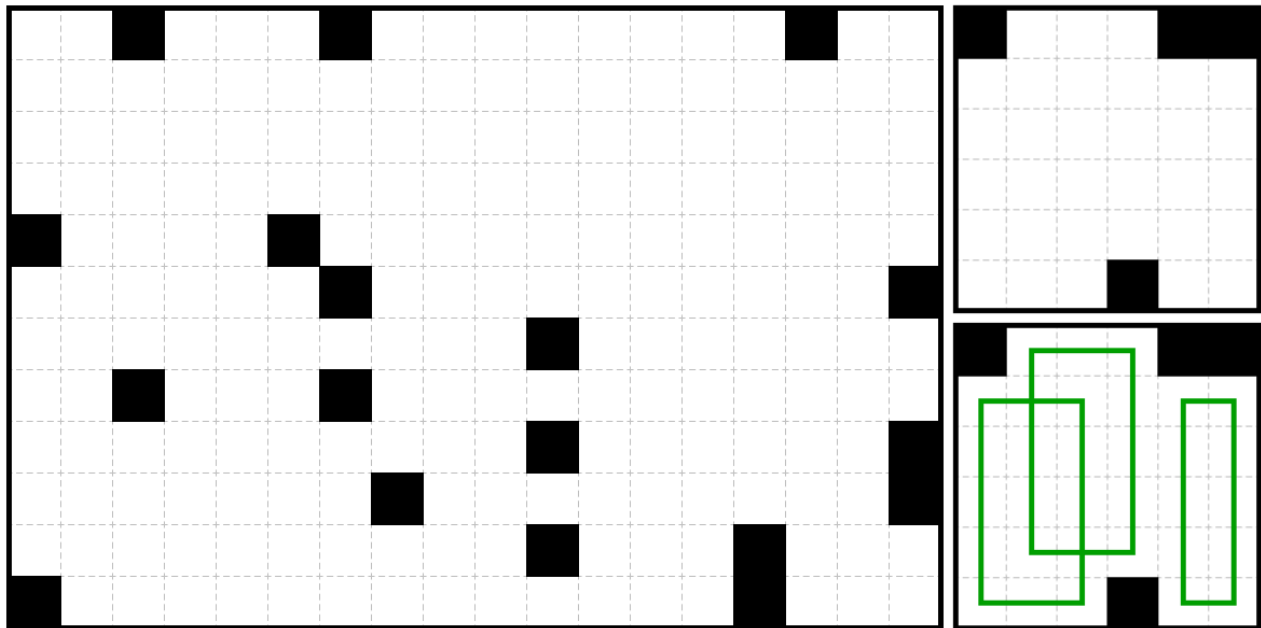
Main (Penpa+): <https://tinyurl.com/2yktaj9n>

**June 7, 2025: Ring-Ring (No Squares) | Nellifluous**

Hi everyone! Apologies for the late **Supersized Saturday** post---I was anticipating this one being quick and easy to set. Unfortunately, perfectionism kicked in, and I had to spend multiple hours on it, especially as it's my favorite variant of my favorite genre. I hope you enjoy today's **Ring-Ring (No Squares)**!

**Rules:** Draw rectangles by connecting the centers of orthogonally adjacent empty cells such that all empty cells are occupied and no two rectangles share edges or corners. None of the rectangles may be squares.

**Note:** As this is a variant, pzprxs will not automatically end the timer upon completion. Click "Check Base Type" and verify your solution!



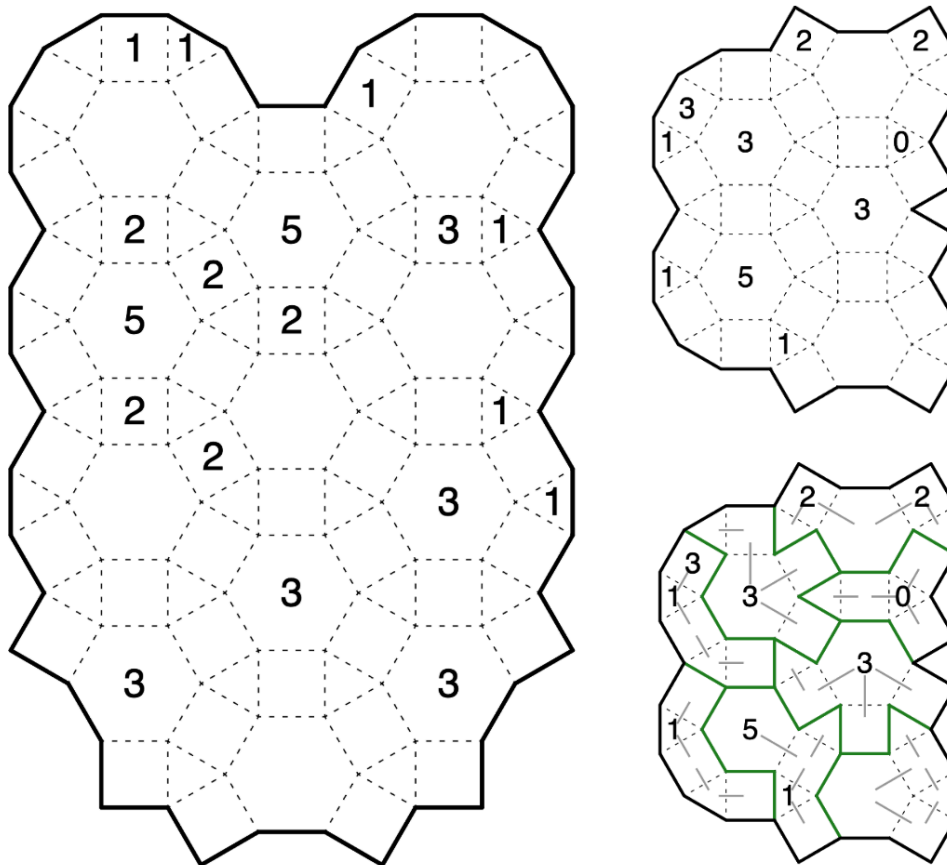
Example (pzprxs): <https://tinyurl.com/79ythvrj>  
Puzzle (pzprxs): <https://tinyurl.com/yfksb862>

## June 8, 2025: FiveCells (Rhombitrihexagonal) | name

There are certain genres that adapt well to different grid shapes while staying fresh, such as Nurikabe, Fillomino, or **FiveCells**, this time on a **Rhombitrihexagonal** grid. Though it's a bit funkier since there are three different kinds of cells.

Anyway, in preparation for a future Pentominous on this grid, I've started to name the possible five-cell shapes in Rhombitrihexagonal, starting with the pentominoes used in the example solution, which are currently labelled U, P, W, Y, E, and q. Hopefully you can match these up to the corresponding shapes!

**Rules:** Divide the grid into regions of 5 cells. Clued cells must have the indicated number of region borders or grid borders surrounding them.



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

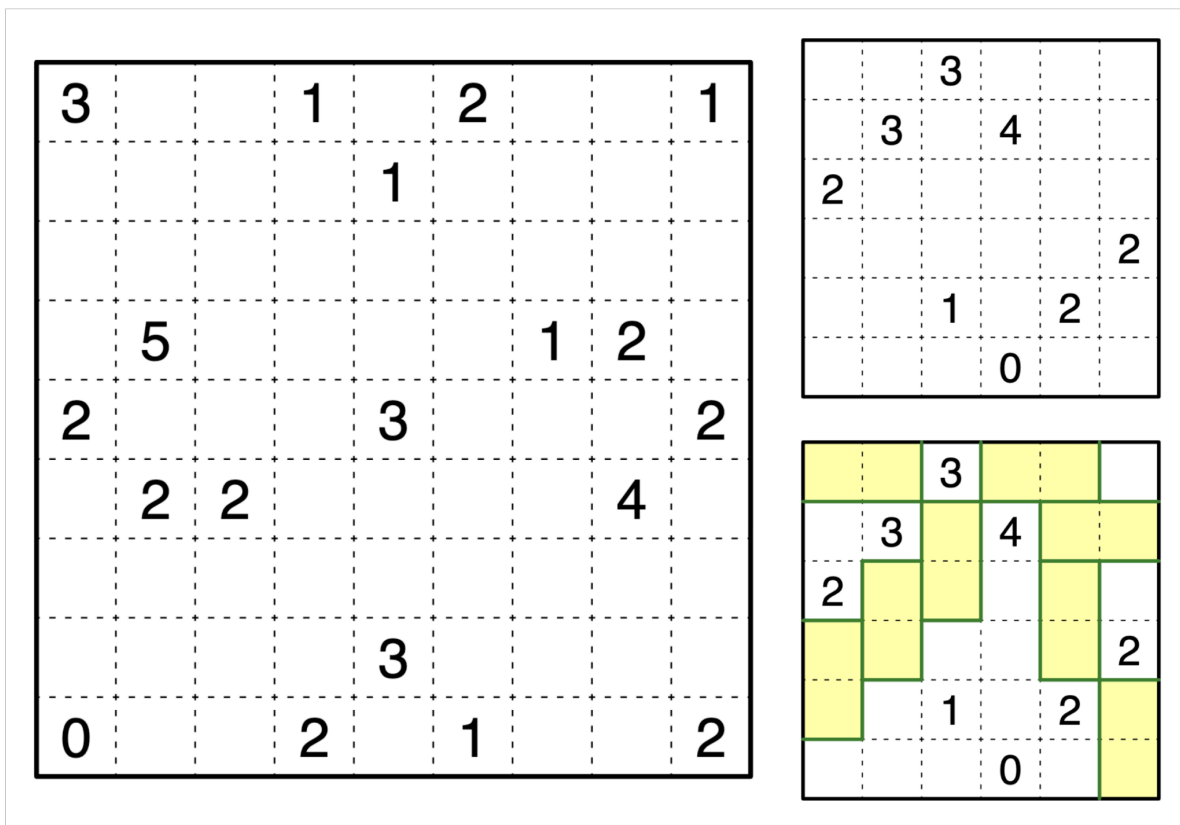
Puzzle (Penpa+): <https://tinyurl.com/23o2uqyp>

June 9, 2025: Dynamites | Walker

Today's GAPP is a **Dynamites**, a genre I saw in Japanese Puzzle Land 2, an LMI contest from just over a decade ago. I like the ruleset, it feels like a slightly more complicated version of Minesweeper. Have fun!

**Rules:** Place some dynamites (1x2 rectangles) without overlapping. Numbers indicate the number of dynamites in orthogonally or diagonally adjacent cells. Dynamites cannot be placed in a cell with a number.

**! Note:** The rules count the number of dynamites, not the number of cells containing dynamites!

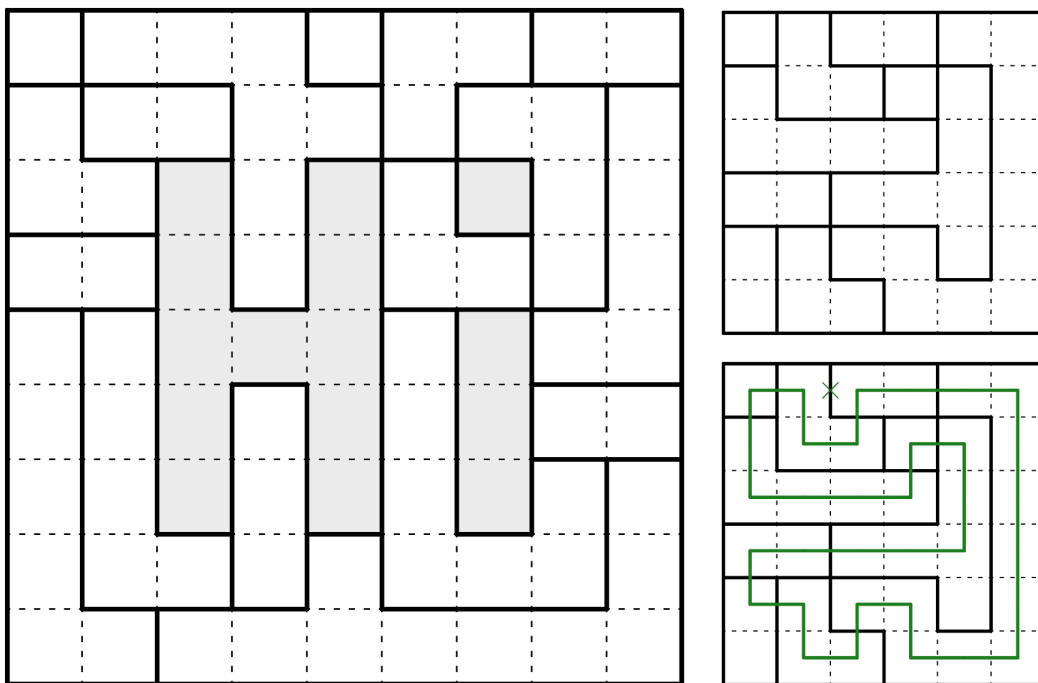


Example (Penpa+): <https://tinyurl.com/24k8yph4>  
Puzzle (Penpa+): <https://tinyurl.com/2cnyu8od>

June 10, 2025: Sister Cities / 姊妹都市 | name

I used to set tiny puzzles that look like the word "Hi" just to send them in the chat as a greeting. There's no actual list since I didn't keep track of them, but if it existed you could consider today's **Sister Cities / 姊妹都市** a new puzzle on that list.

**Rules:** Draw an orthogonal loop through the center of cells that does not branch or intersect itself. Each region must be passed exactly once. All regions that are the same size, shape, and orientation must be passed by the loop in the same way.



Example (Penpa+): <https://tinyurl.com/2xqqd2cw>

Puzzle (Penpa+): <https://tinyurl.com/2xqaua3w>

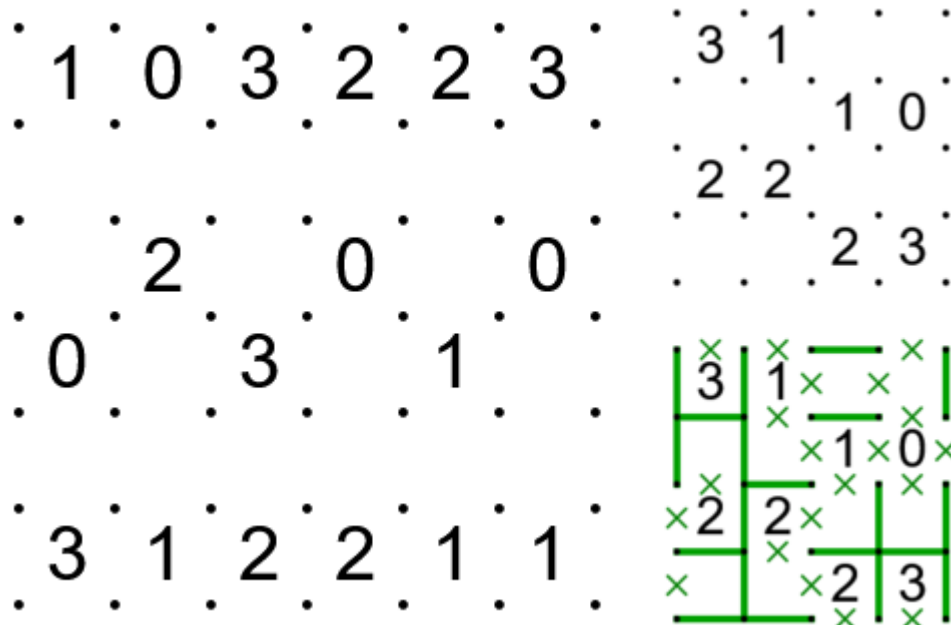


June 12, 2025: LITHERSLINK | Nellifluous

Hi everyone, today's puzzle is a **LITHERSLINK**. Snakes are cool, but have you ever looked at trees? \*chef's kiss\*

**Rules:** Draw more than one network of line segments, visiting every grid vertex in the process. A grid vertex must not have exactly two line segments touching it, and no loops are permitted. Numbers count how many line segments are drawn on the edges of that cell.

**GAPP 101:** (ROT13) Nf n qverpg pbafrdhrapr bs gur svefg gjb fragraprf bs gur ehryf, pbeare iregvprf bs gur tevq zhfg unir rknpgyl bar yvar cebgehqvaf sebz gurz. Guvf vf cbjreshy naq pna uryc bar naq guerr pyhrf va gubfr pbearef or zbfgyf erfbyirq!



Example (pzprxs): <https://tinyurl.com/2s3zsv79>

Puzzle (pzprxs): <https://tinyurl.com/trs2cnmz>



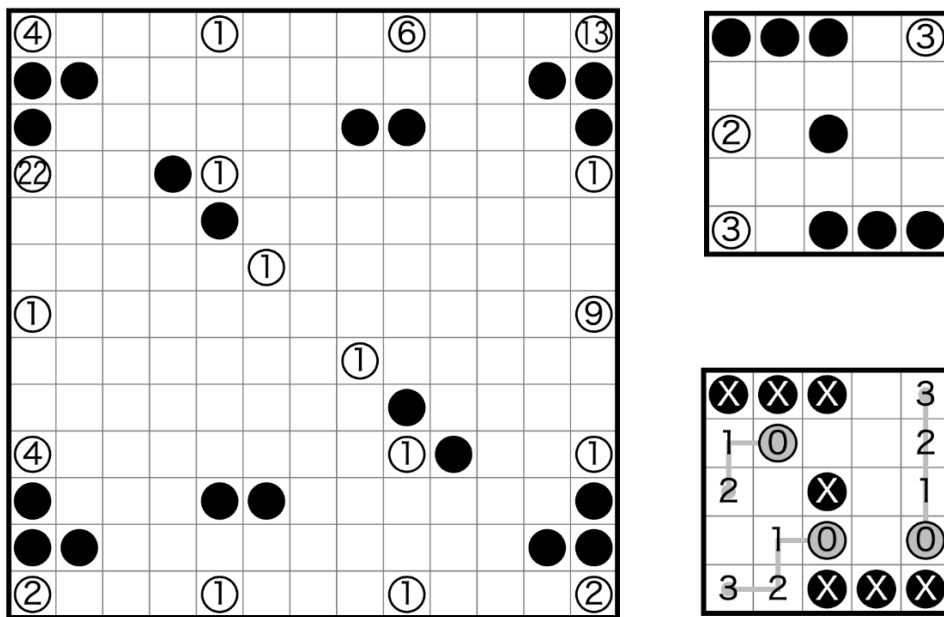
**June 14, 2025: Time Bomb** | Freddie Hand

I'm standing in for Walker today with a ~~Centurion~~ Supersized **Time Bomb**. Puzzle GP round 6 has now started - the competition page is [here](#). As usual, a bonus otter 🦦 is up for grabs if you attempt the contest, which lasts for 90 minutes starting from when you access the password for the puzzle booklet. It's generally fairly tricky but there are several easier puzzles this round (worth less than 20 points).

**Rules:** Move each bomb so that every stone gets blown up. A bomb must take the indicated number of one-cell steps vertically or horizontally and then explode, destroying all stones in the 3x3 area surrounding it in its new location. Bombs may at no point along their path be orthogonally adjacent to another bomb or its path. Bombs may not pass through stones.

**Notation Tip** (as mentioned in Walker's post): You can mark bomb endpoints with dotted 0s, and drag from an endpoint to a bomb. The number in the dotted circle will count up as you drag it. You can also mark exploded stones with X's.

Here's a little **GAPP 101**: (ROT13) Gur cnguf bs nal gjb obzof pnaabg gbhpu rnpu bgure begubtbanyyl. Guvf zrnaf (sbe rknzcyr) gung vs n obzo vf nqwnprag gb n pryy gung arrqf n obzo (n qbggrq pvepyr), gura vg zhfg or guvf obzo juvpu geniryf gb gung pryy.



Example (pzprxs, from rules page): <https://tinyurl.com/2s4crjvd>  
 Puzzle (pzprxs): <https://tinyurl.com/wmkutx9f>

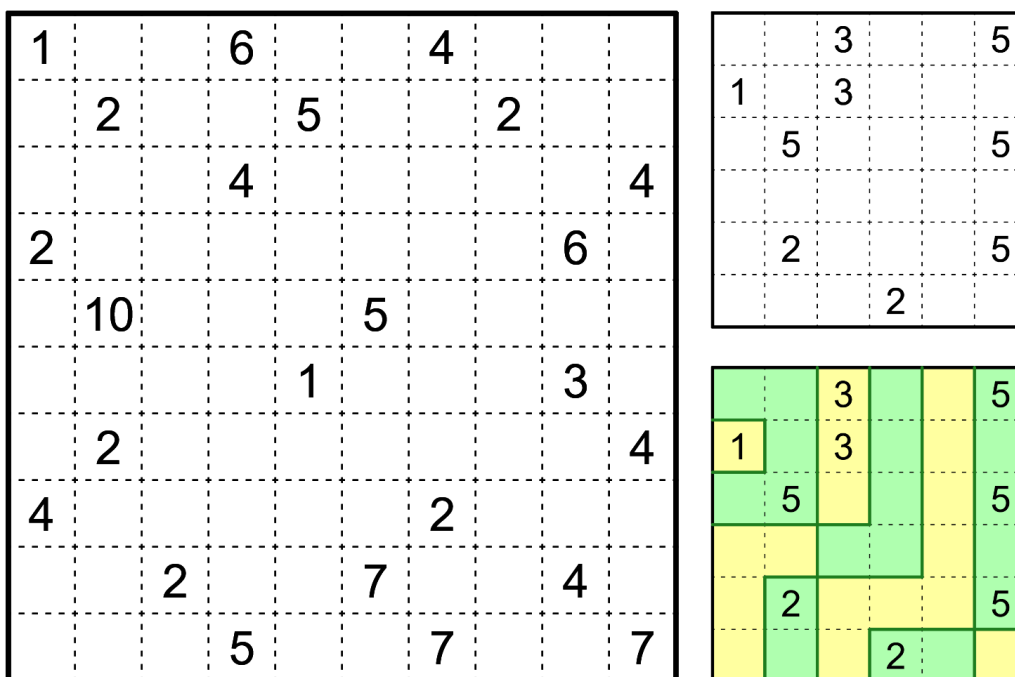
**June 15, 2025: Fillomino (Checked) | Lavaloid**

The strange shape store is out of stock (again?), so today's GAPP is a standard-shaped **Fillomino (Checked)**!

**Rules:**

- Divide the grid into regions of orthogonally connected cells. Two regions of the same size may not share an edge.
- Clued cells must belong to a region containing the indicated number of cells. (A region may contain any number of clues, including none at all.)
- It must be possible to use one of two different colors to shade each region so that no bordering regions are the same color (in other words, the grid must allow a two-color shading).

**Interface note:** Answer check will work on either *Edge* or *Shading*. When using shading, it doesn't matter what color each region is, as long as adjacent regions are two different colors.



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

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

## June 16, 2025: Pentominous (Border Clues) | bakpao

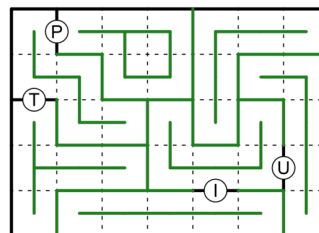
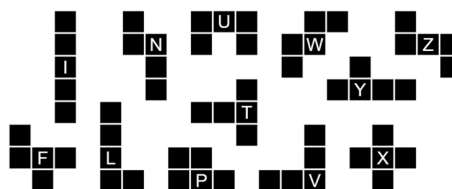
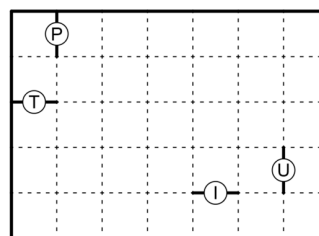
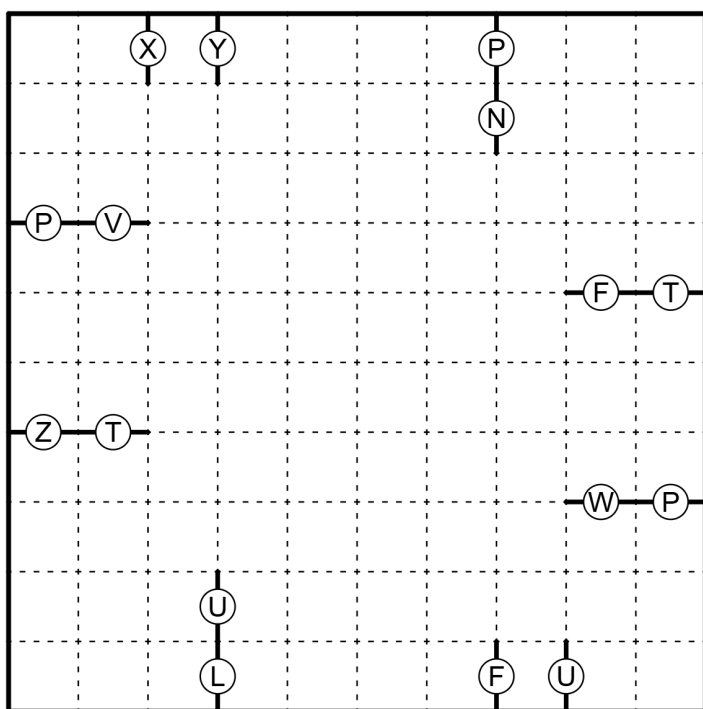
No hybrid today, we're doing a variant of Pentominous instead!

I found this ruleset browsing through past Japanese championships, where it has appeared as a variation on Tetriminous. I tried setting that at first, but Tetriminous and I *really* don't get along and I either kept ending up with no solutions or a not-very-GAPP solve path. Using pentominoes instead worked out great though!

The puzzle's name in the tournament I found it in just translated to Tetrimino Division which is a bit too generic of a name, so I'm going with **Pentominous (Border Clues)** instead.

**Rules:** Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter. Borders must separate two different regions. A clue on a border indicates that pentomino must appear on one side of the border.


**Interface note:** Answer check is set up for edges (default), lines or letters. If using letters, be sure to fill every cell with a capital letter. If using lines, make sure you draw a full square for the 2x2 part of a P pentomino (see example solution).



Example (Penpa+): <https://tinyurl.com/2cnowpn4>

Puzzle (Penpa+): <https://tinyurl.com/29kw66dp>

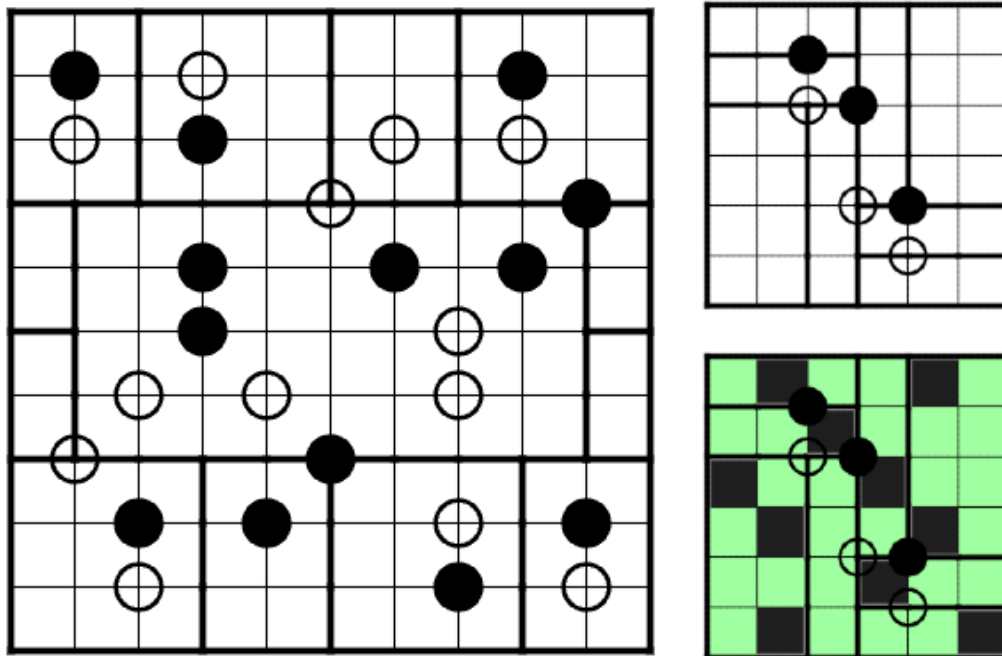
June 17, 2025: Sumiwake | Nellifluous

Today's puzzle is of the very-freshly pzprxs-implemented **Sumiwake**, a fun twist on Heyawake I think a lot of you will enjoy! Also, this is a genre with black and white circles for clues, which means I'm legally required to do an antisymmetric visual theme. 

**Rules:** Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected network. There must not exist a vertical or horizontal line of uninterrupted unshaded cells that crosses more than one region border. White circles indicate that the surrounding 2x2 has one shaded cell, while black circles indicate that the surrounding 2x2 has two shaded cells.

Not a GAPP 101, but a helpful solving tip to those who may find this genre more intractable than others (with varying levels of detail provided in separate bullet points):

- (ROT13) Juvgr pvepyrf begubtbanyyl nqwnprag gb oynpx barf ner erfgevpgrq...
- (ROT13) ...orpnhfr bs gur oynpx pvepyrf univat funqrqf va n purpxreobneq cnggrea nebhaq gurz...
- (ROT13) ...shysvyyvat gur juvgr pvepyr ba gur fvqr snpvat gur oynpx bar.



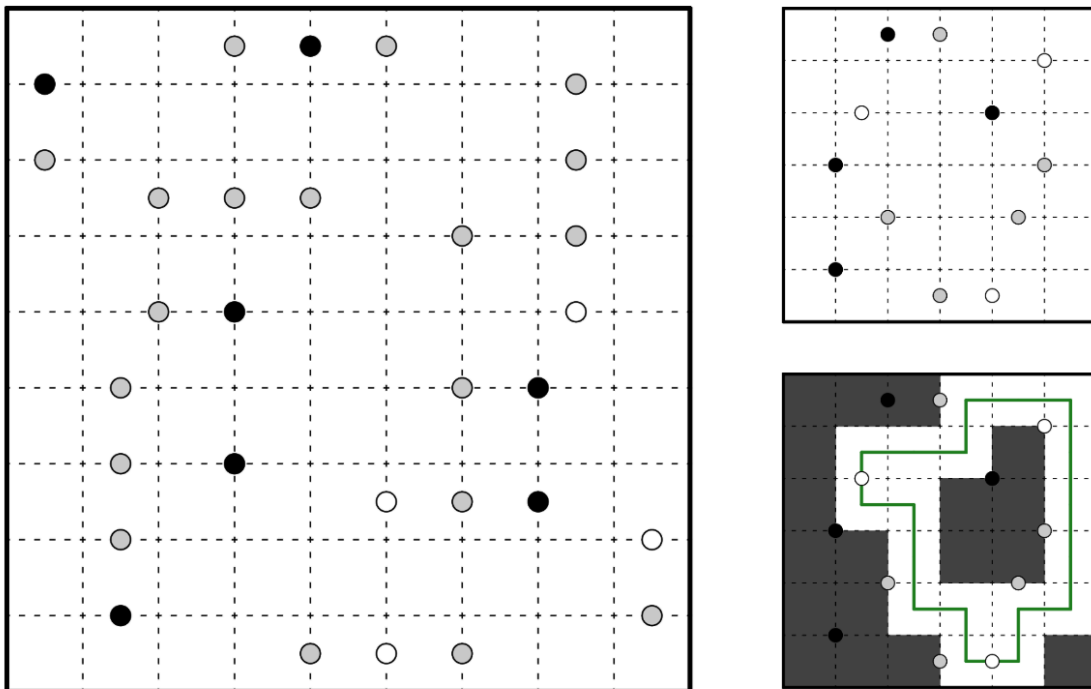
Example (pzprxs): <https://tinyurl.com/44yb8x87>  
Puzzle (pzprxs): <https://tinyurl.com/43wxatx9>

June 18, 2025: Kurarin | Freddie Hand

This **Kurarin** is a recent genre spawned from Nikoli Puzzle Communication Volume 191 (with thanks to bakpao for sharing/translating). It uses the classic loop/shading formula that lends itself to solid puzzles. Maybe it will even become more popular than Yajilin.






**Rules:** Shade some cells and draw a non-intersecting loop through all remaining cells. Black circles indicate there are more shaded than unshaded cells among the cells the circle overlaps. White circles indicate more unshaded cells. Grey circles indicate the amount of shaded and unshaded cells is equal.

**Note:** Shaded cells do not necessarily have to be adjacent to a circle (see the example solution).






Example (Penpa+): <https://tinyurl.com/292lfskg>  
Puzzle (Penpa+): <https://tinyurl.com/29g9yc9n>

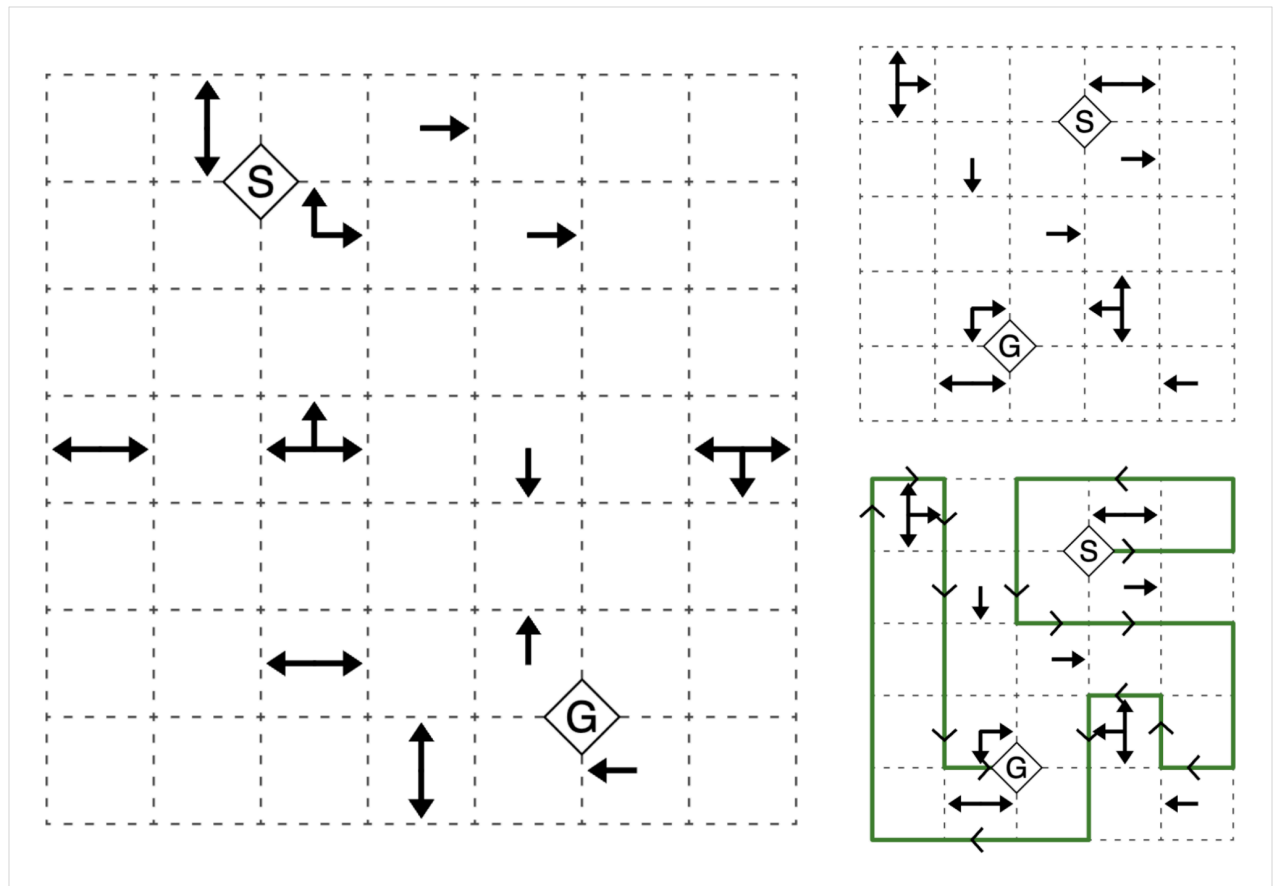
## June 19, 2025: Arrow Connection | Walker

Here's an **Arrow Connection!** Another genre that uses arrow clues     And it takes some shenanigans to get it to work naturally in Penpa 

**Rules:** Draw a non-intersecting directed path from S to G along grid lines. A clued cell indicates all directions the path moves while touching that cell.

**Notes:** There is a  **negative constraint** ! If a clue cell doesn't contain an arrow, the path can't move in that direction next to the cell.

 It's possible for a clue cell to be adjacent to two path segments in the same direction, one on each side. In this situation, the clue contains only one arrow in that direction, not two. (See the example!)



Example (Penpa+): <https://tinyurl.com/27ggu3jk>

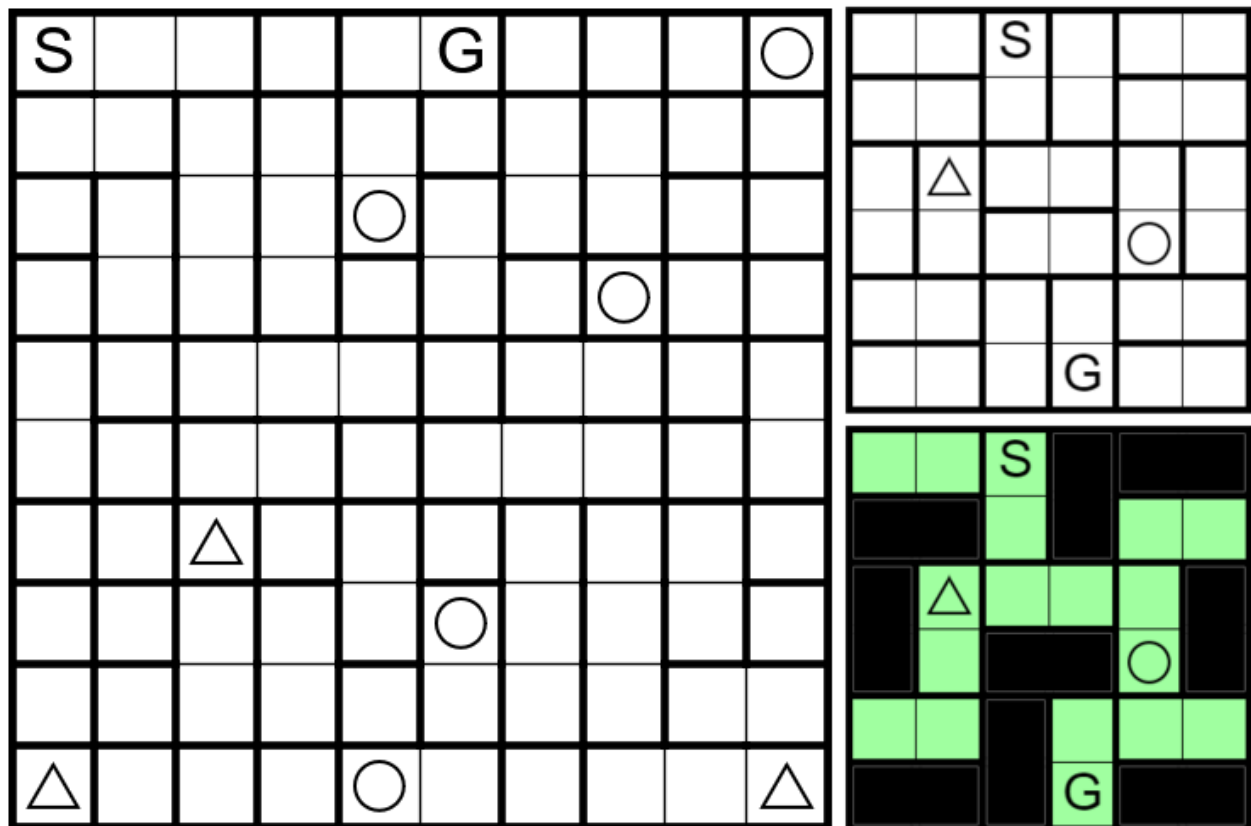
Puzzle (Penpa+): <https://tinyurl.com/25qmss8g>

June 20, 2025: Nuri-Maze | Lavaloid

Today's GAPP is a **Nuri-Maze**

**Rules:**

- Shade some cells so that each region is either fully shaded or fully unshaded and all unshaded cells form one orthogonally connected area with no loops. No 2x2 area may be entirely shaded or unshaded. Clues must be unshaded.
- All circles must lie on the shortest path from the S (start) to the G (goal) (i.e. the only possible path which does not visit any square twice), while triangles must not. (This means that triangles must lie somewhere along a dead end.)



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

Puzzle (pzprxs): <https://tinyurl.com/bv29nm43>

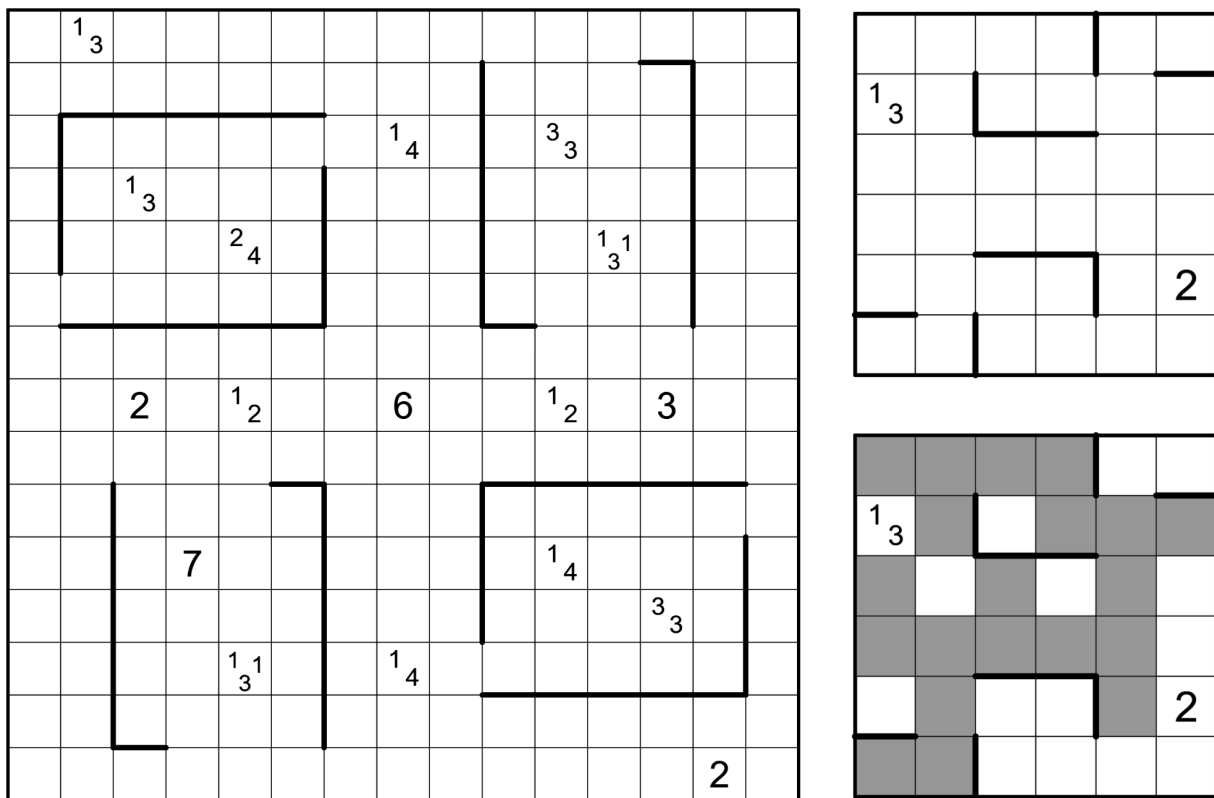
**June 21, 2025: Tapa (Borders) | bakpao**

We haven't had a Tapa variant in a while. We haven't had a supersized wall shading genre in a while. We haven't had a we haven't had a ? in a while intro in a while.

Today's GAPP is a **SUPERSIZED Tapa (Borders)**!

**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. A pair of cells separated by a bold border must contain one shaded cell and one unshaded cell.

**Tip:** (ROT13) Znxr fher gb xrrc genpx bs juvpu tebhcf bs funqrq pryf fgvyv arrq gb pbaarpg gb gur jnyy! Bsgra gurfr tebhcf unir n irel yvzvqvat rssrpg ba arneol pyhrf naq nernf.



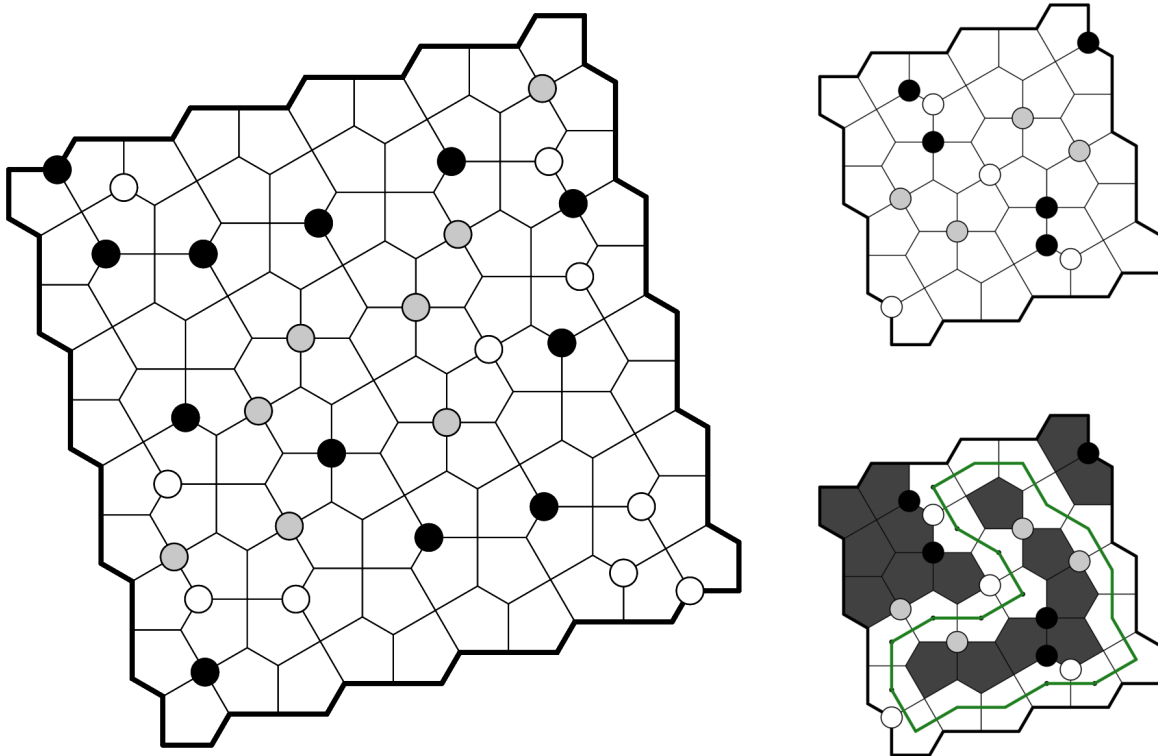
Example (Penpa+, by Freddie): <https://tinyurl.com/4u6mrdw3>  
 Main (Penpa+): <https://tinyurl.com/22rcxl4d>

**June 22, 2025: Kurarin (Cairo Pentagonal) | Nellifluous**

It seems like while I was gone, **Strangely-Shaped Sunday** became a series. No matter, time to hound everyone with a **Kurarin** on a Cairo Pentagonal grid! We at the GAPP team learned of this genre less than a week ago, and we've already made two. I promise there's not an extraction from these two puzzles. Or is there...? No, there's not. But what if...? No! No. There's not.

(Feel free to check out Freddie's regularly-shaped puzzle from earlier this week, if you haven't!)

**Rules:** Draw a non-branching, non-intersecting loop that moves through the center of some cells, crossing cell edges perpendicularly. Shade the remaining cells. Circle clues indicate the number of shaded cells in the cells the circle overlaps, with black circles indicating that there are more shaded than loop cells, white circles indicating that there are more loop cells than shaded cells, and grey circles indicating an equal number of shaded and loop cells.



Example (Penpa+): <https://tinyurl.com/2bzhxbbb>  
Puzzle (Penpa+): <https://tinyurl.com/26vd4fjn>

June 23, 2025: Stairwell | Freddie Hand

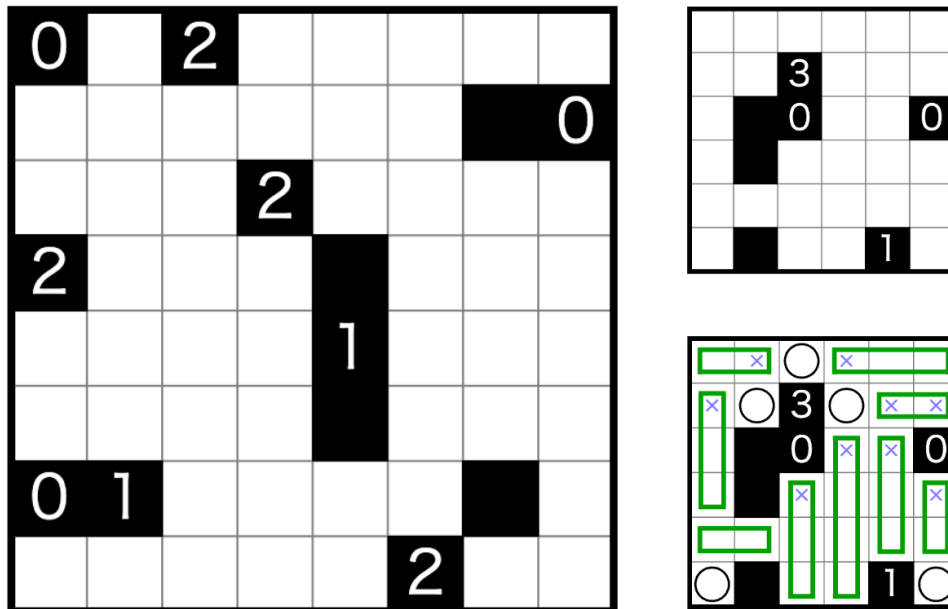
GAPP has been around for a while, so we've mostly exhausted the genres on pzprxs. Of course, there remain some beasts that no one has dared touch so far, either because they are too weird or too hard (or both).

Walker has done great work in this department recently with Nagareru Loop, Combi Block, Bossa Nova, Kazunori-room, and Toichika (and surely others I've missed). You'll definitely never see a Simple Gako.

Today's genre, **Stairwell**, is not too difficult but the rules are a bit of a handful. Well, you probably won't need all of them anyway...

**Rules:**

- Place circles into some cells such that no two circles are orthogonally adjacent and the remaining white cells form a single orthogonally connected area. Clues represent the number of circles in the (up to) four cells surrounding the clue.
- Additionally, divide the remaining white area into 1xN regions, each at least two cells long.
- Two of these regions with the same orientation may not be adjacent along their short end.
- Two regions which touch orthogonally must have a difference in length of **exactly 1**.



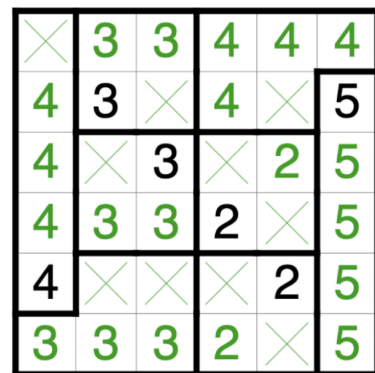
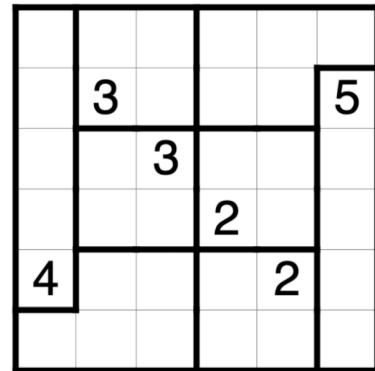
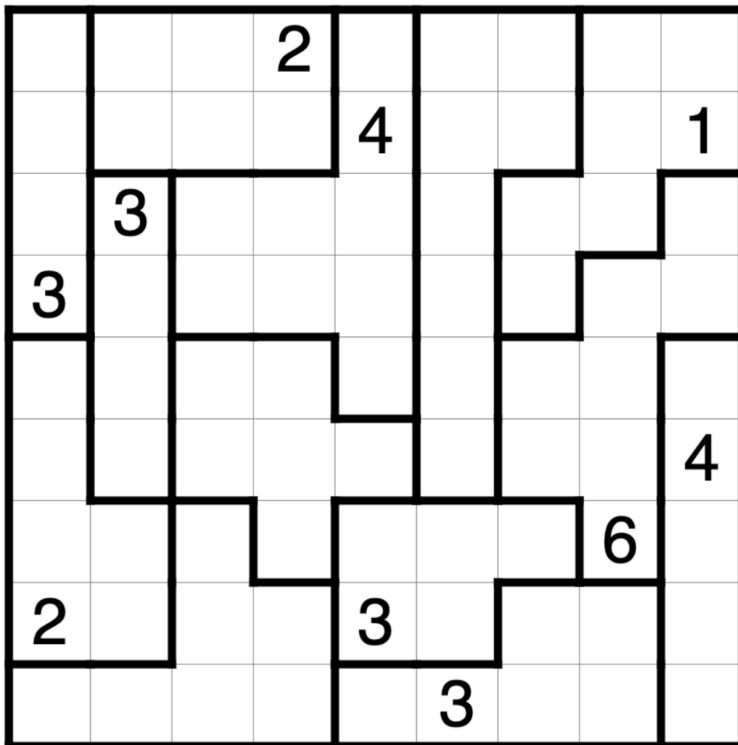
Example (pzprxs): <https://tinyurl.com/2zr85dyz>  
Puzzle (pzprxs): <https://tinyurl.com/5x9r24d5>

June 24, 2025: Nanro | Walker

We've had exactly one **Nanro** each year since 2022. Here's the one for this year! Unless there's another this year 😊

**Rules:** Place a number into some cells so that all cells with numbers form one orthogonally connected area. Each region must contain at least one numbered cell, and every number in the region must be equal to how many numbered cells the region contains. Two cells containing the same number may not share a region border. No 2x2 region may be entirely numbered.

**Interface Note:** Unnumbered circles are useful for marking places where numbers must go! But they can cause a bug with puzzlink answer check, so make sure to fill in all of the unnumbered circles with numbers to get answer check.

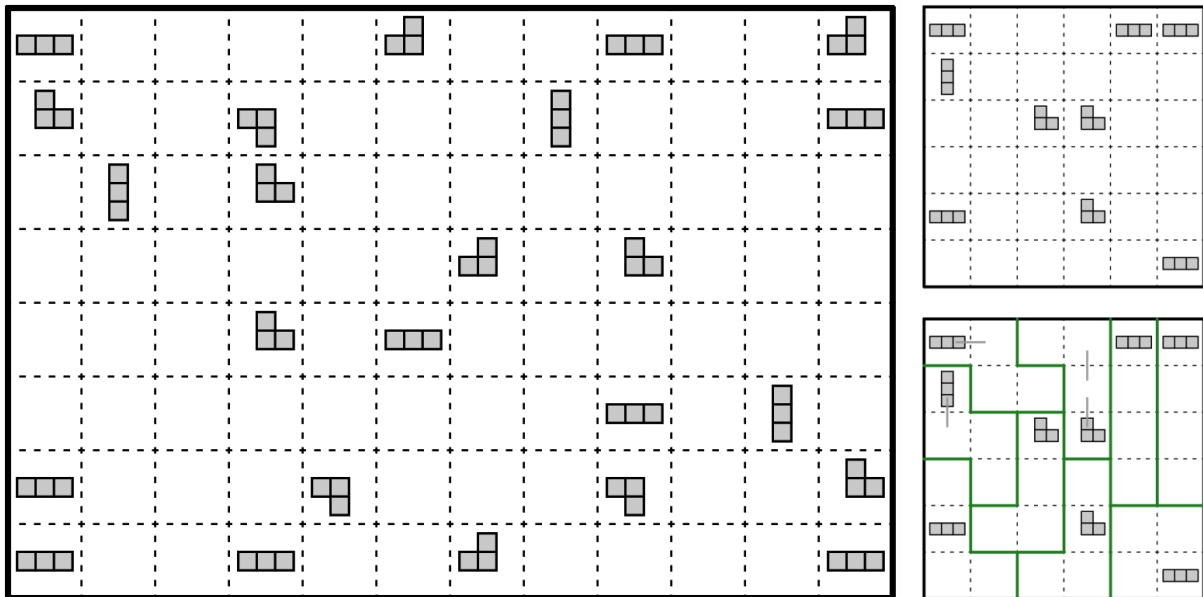


Example (puzz.link): <https://tinyurl.com/2n4r52zu>  
 Puzzle (puzz.link): <https://tinyurl.com/45kebwbc>

June 25, 2025: Unfit / アンフィット | Lavaloid

Oh no! I bought these trominoes from the tromino store, but they don't fit in my tetrominoes! Wait, I guess that's the whole point. Today's GAPP is an **Unfit / アンフィット!**

**Rules:** Divide the grid along dotted lines into tetrominoes (groups of 4 orthogonally adjacent cells) such that each region contains exactly one clue. The shape indicated by the clue must not be able to fit in the tetromino without rotation or reflection.



Example (Penpa+): <https://tinyurl.com/2y2olspa>  
Puzzle (Penpa+): <https://tinyurl.com/26482o3w>

**June 26, 2025: Corner Chain** | bakpao

Every now and then a new genre gains popularity unexpectedly fast. Take Kurarin for example, the brand new genre from Nikoli's Puzzle Communication 191. It already was featured in GAPP twice last week, has a pzprxs implementation, and has 20 puzzles on PuzSq and a couple more on puzz.link. In my opinion the genre definitely deserves its meteoric rise - it's a ton of fun!

I have to admit though, this issue of Puzzle Communication contains 5 new genres and between them, my money wouldn't have been on Kurarin to take off. Instead, my first impression when I skimmed through the magazine was that **Corner Chain**, which we're featuring today, would be a more likely contender. After solving the puzzles in the magazine and writing the GAPP I'm not so sure if I like it as much though. I'm curious to see what you think!

**Rules:** Shade some cells such that all cells with clues remain unshaded. Clues represent the number of cells in the unshaded area they belong to. If the number of cells in such a group is even, the area must be rectangular. If the number of cells is odd, the area must not be rectangular. All unshaded areas must be connected diagonally. *Note that there is no restriction on shaded 2x2s and unshaded regions do not necessarily have to contain clues!*

**GAPP 101:** (ROT13) N fvatyf hafunqrq pryy jvgubhg n pyhr va vg jvyy unlr gb tebj ng yrnfg bar zber pryy gb cerirag vg sebz orvat n erpgnathyne ertvba jvgu na bqq ahzore bs pryyf.

3				3				6
6						3		
			5					
							3	
		6						
						4		
			6					4
4					3			2

				2	
			3		
4				6	
	3				6

				2	
			3		
4				6	
	3				6

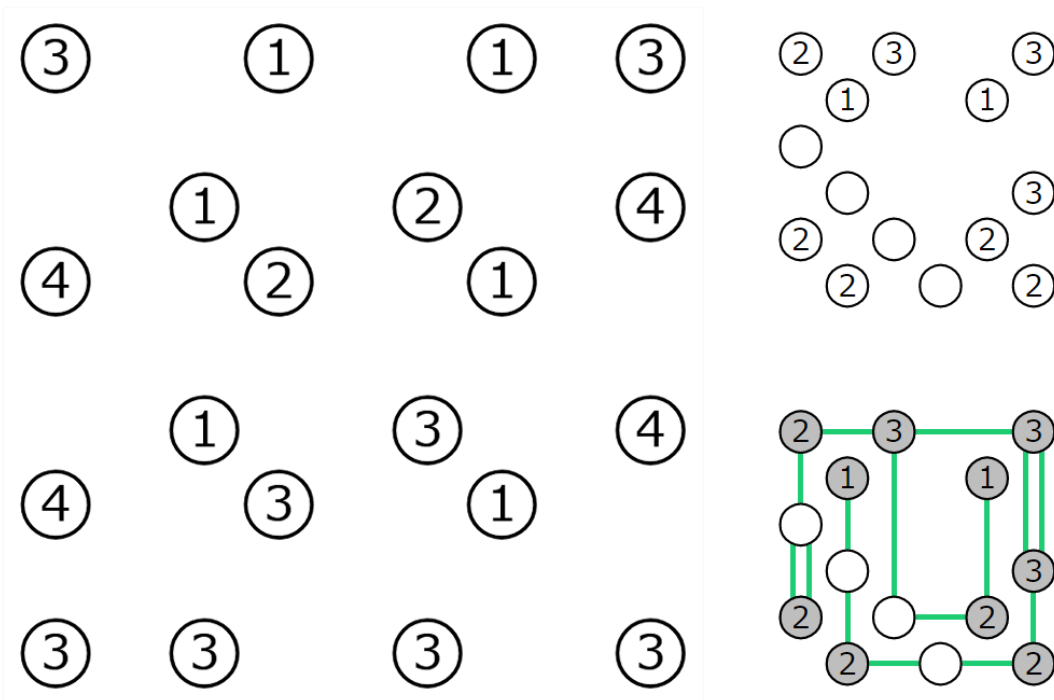
Example (Penpa+): <https://tinyurl.com/24acuu8h>

Puzzle (Penpa+): <https://tinyurl.com/272873b9>

June 27, 2025: Hashiwokakero | Nellifluous

Hi everyone! I'm hearkening back to one of my favorite genres today, **Hashiwokakero**! Nothing more to say c:

**Rules:** Connect pairs of circles horizontally or vertically so that all circles form one connected network. Connections may not cross one another, and any pair of circles may have at most two connections between them. Numbers in circles represent the amount of connections they're a part of.



Example (puzz.link) by shye: <https://tinyurl.com/395z9ffr>

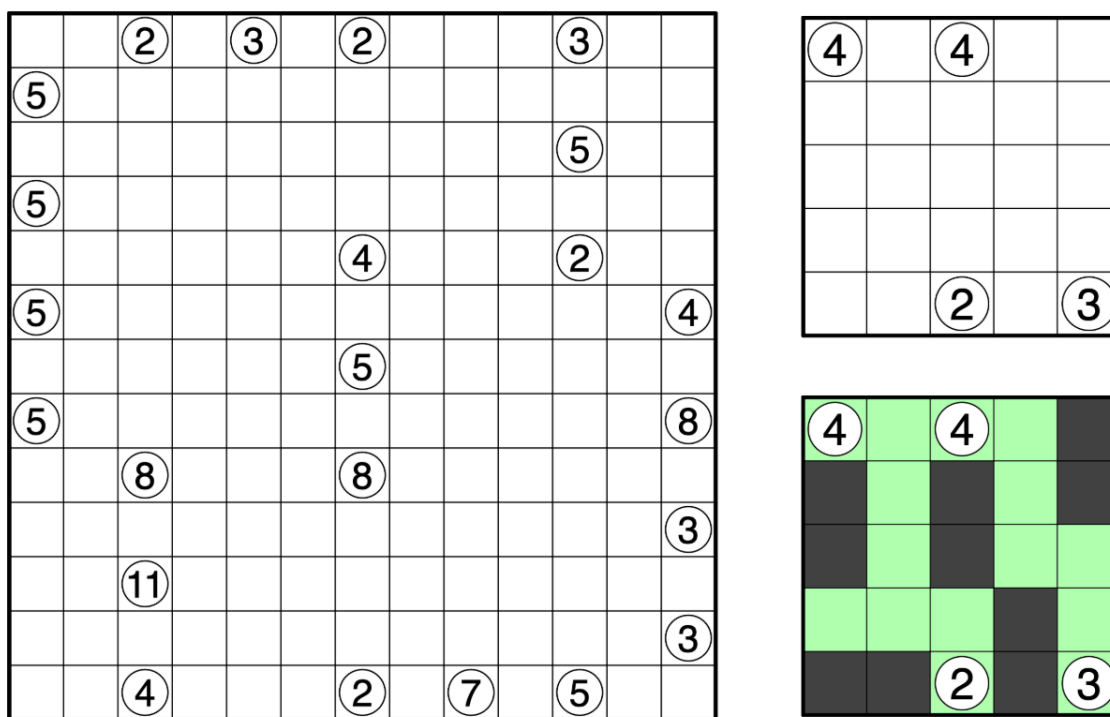
Puzzle (pzprxs): <https://tinyurl.com/ys35n3kn>

## June 28, 2025: Double Kurodoko | Freddie Hand

This Supersized **Double Kurodoko** was my second choice after a Supersized Candy Crush (with powerups), my favourite genre. I'm not sure why but the GAPP team recommended I post this instead.

In contest news, the [UK puzzle championship](#) is currently ongoing, which is 3 hours of puzzling split into two 90-minute contests. If you're a British solver it's also a chance to qualify for the UK team at the 2025 World Puzzle Championship. As usual, feel free to claim a bonus otter 🦦 if you give one of the two parts a go!

**Rules:** Shade some *dominoes* of cells so that no two shaded dominoes are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. 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 (Penpa+), by Eric Fox: <https://tinyurl.com/2d276lrg>  
Puzzle (Penpa+): <https://tinyurl.com/2bmc675g>

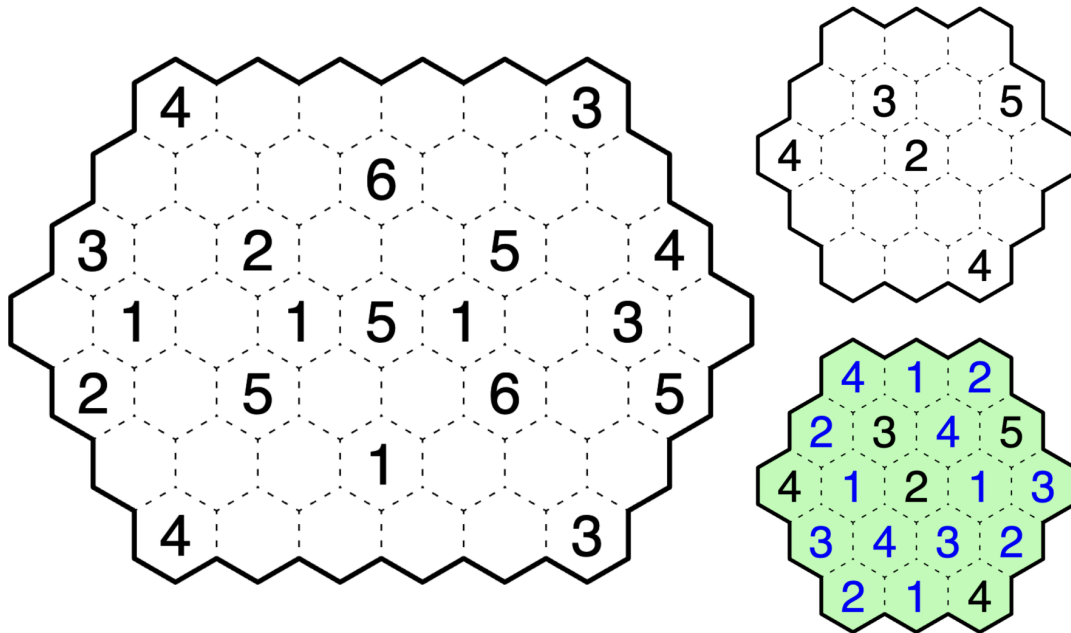
June 29, 2025: Offspring (Hex) | Walker

Here's an **Offspring (Hex)**! I think this genre is really natural on a hexagonal grid. The scanning in this genre can be tricky - it might help to solve the classic GAPP one first, to get a feel for the genre.

**Rules:** Place a number from 1 to 7 into each empty cell such that no two adjacent cells contain the same number. For each cell, each possible number less than the number the cell contains must appear at least once in the (up to) six surrounding cells.

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

Here's a **GAPP 101**: (ROT13) Rnpv gvzr lbh cynpr n ahzore, purpx gb frr vs vg pnfpnqrf gb tvir nqqvgvbany ahzoref, be oybpxf cbffvoyr fcnprf sbe na nqwnprag pyhr'f fznyyre ahzoref! Guvf chmmyr'f fbyir cngu tbrf pybpxjvfr sebz gur yrsg.



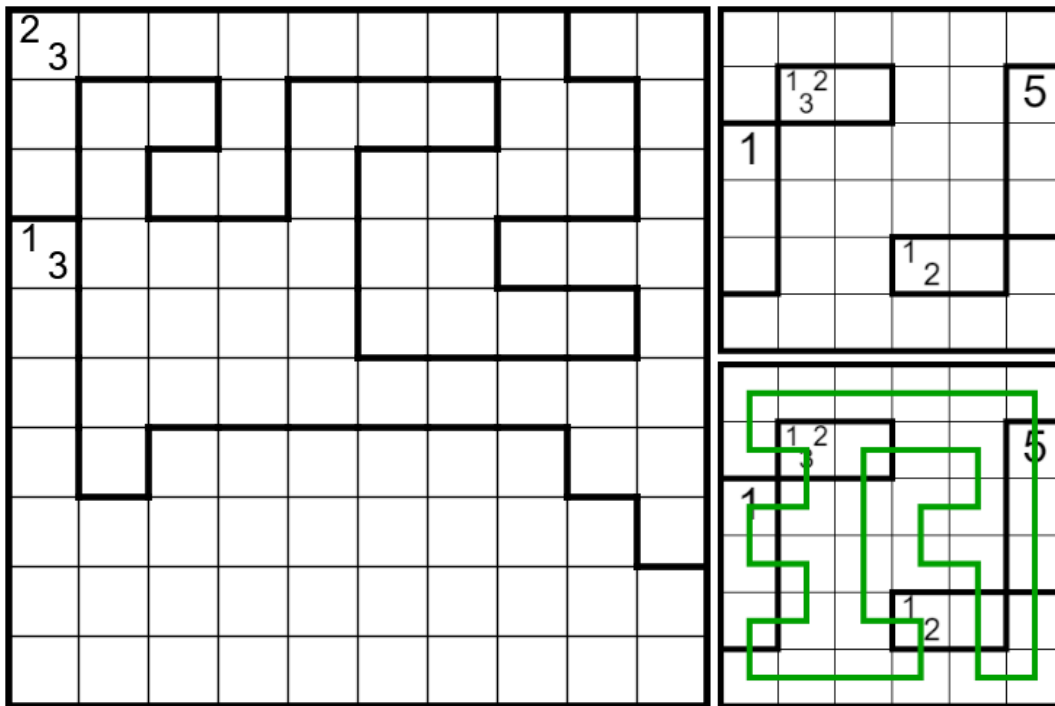
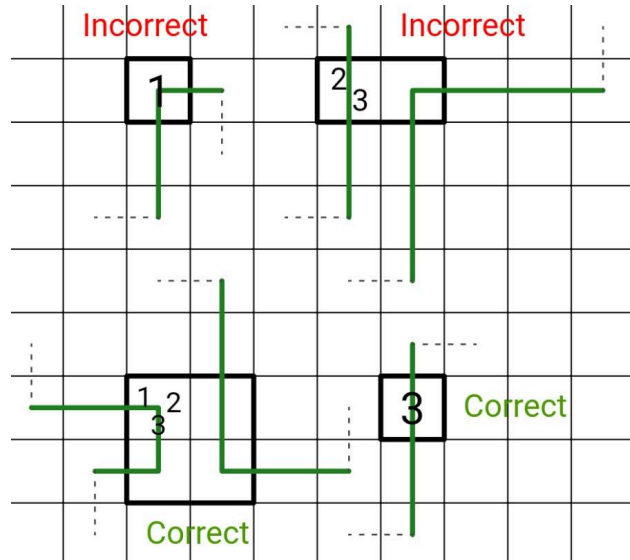
Example (Penpa+): <https://tinyurl.com/264fvquv>  
Puzzle (Penpa+): <https://tinyurl.com/2yzt2h93>

**June 30, 2025: Rail Pool | Lavaloid**

I'm sorry, but as an AI language model, I cannot "write an intro for a **Rail Pool GAPP**". What does that sentence even *mean*? Nowhere in my petabytes of training data is GAPP—short for Generally Accepted Privacy Principles—even remotely connected to swimming pool accessories, let alone the notion of writing an introduction for it. Have you tried writing a coherent sentence?

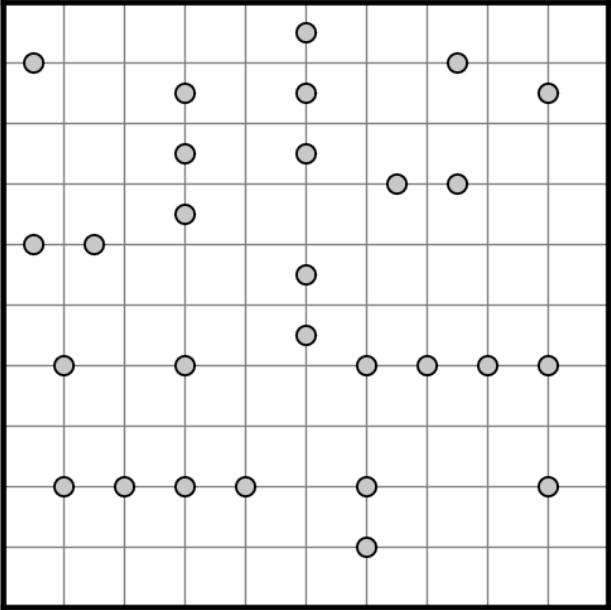
**Rules:** Draw a non-intersecting loop through the centres of all cells. Some boldly outlined regions contain number clues. If a straight loop segment visits any cells of a clued region, its length must match one of these numbers. Each number must correspond to at least one such loop segment.

**Note:** See the additional diagram to the right for some correct and incorrect examples of a region.



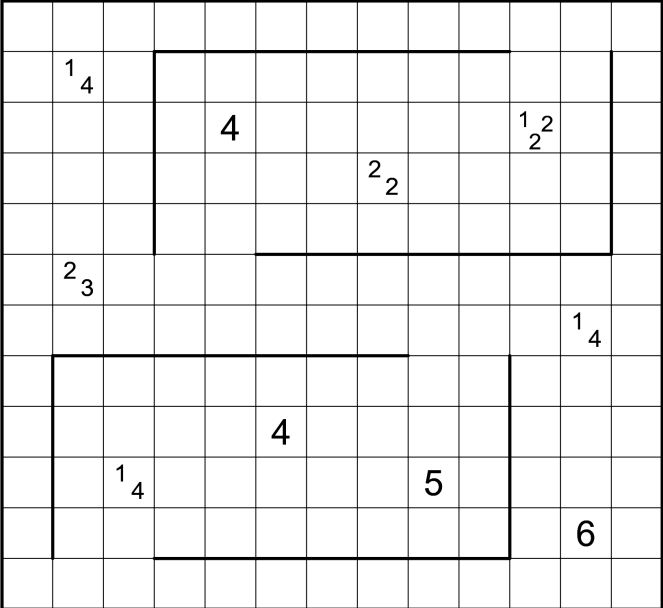
Example (puzz.link) by Freddie: <https://tinyurl.com/2p9s2ast>  
 Puzzle (pzprxs): <https://tinyurl.com/4erjwvuc>

**Bonus 1: Kurarin | Freddie Hand**



Example (Penpa+): <https://tinyurl.com/292lfskg>  
 Bonus (pzprxs): <https://tinyurl.com/tnja89zu>

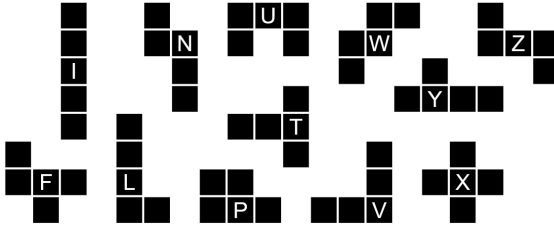
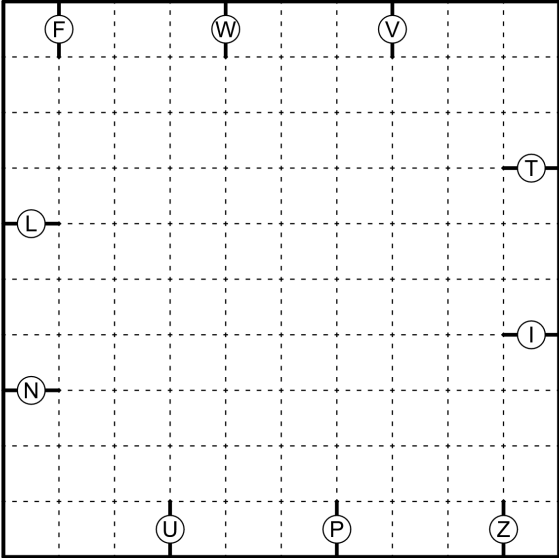
**Bonus 3: Tapa (Borders) | bakpao**



Example (Penpa+, by Freddie):  
<https://tinyurl.com/4u6mrdw3>  
 Bonus (Penpa+): <https://tinyurl.com/2dcd4bh9>

**Bonus 2: Pentominous (Border Clues)**

bakpao



Example (Penpa+):  
<https://tinyurl.com/2cnwopn4>  
 Bonus (Penpa+):  
<https://tinyurl.com/26mzoo7o>

<b>Date</b>	<b>Sloth Time</b>	<b>Crab Time</b>	
01 Jun 2025	0:02:30	0:05:00	Juba Weaver
02 Jun 2025	0:03:30	0:07:55	True False Vampire Bat
03 Jun 2025	0:01:40	0:03:20	Migrating Mindanao Heleia
04 Jun 2025	0:01:30	0:03:00	Weathervane Verdin
05 Jun 2025	0:01:23	0:02:46	A Duel Tern
06 Jun 2025	0:02:30	0:05:00	Nubby Aracari
07 Jun 2025	0:07:00	0:15:45	Spinny Spinifexbird
08 Jun 2025	0:03:30	0:07:00	Versatile Versicolored Barbet
09 Jun 2025	0:02:30	0:05:00	Explosive Paradise Whydah
10 Jun 2025	0:02:00	0:04:00	Greeting grey-chested greenlet
11 Jun 2025	0:02:15	0:04:30	Lovely Lorikeet
12 Jun 2025	0:02:30	0:05:40	Graph Grandala
13 Jun 2025	0:01:30	0:03:00	Fleeting Flesh-footed Shearwater
14 Jun 2025	0:04:30	0:09:30	Short-fused Short-tailed Minivet
15 Jun 2025	0:02:30	0:05:00	Checkered woodpecker
16 Jun 2025	0:03:00	0:06:00	Delayed Drongo
17 Jun 2025	0:01:45	0:03:55	Inked Inca Jay
18 Jun 2025	0:01:45	0:03:30	Fresh Freckled Nightjar
19 Jun 2025	0:03:00	0:05:00	Quiver Quailfinch
20 Jun 2025	0:01:35	0:03:10	A-maze-on parrot
21 Jun 2025	0:04:00	0:08:00	Corny Cotinga
22 Jun 2025	0:03:30	0:07:55	Egyptian Nightjar
23 Jun 2025	0:02:30	0:05:00	Offbeat Ogea Monarch
24 Jun 2025	0:02:45	0:05:00	Nonrandom Nariño Tapaculo
25 Jun 2025	0:02:00	0:04:00	Incongruent Inca wren
26 Jun 2025	0:02:30	0:05:00	Underdog Upupa
27 Jun 2025	0:01:15	0:02:50	Connected Canary
28 Jun 2025	0:04:15	0:08:30	Seeing See-see Partridge
29 Jun 2025	0:05:30	0:09:00	Count-To-Seven Chilean Elaenia
30 Jun 2025	0:03:00	0:06:00	AI-Powered™ African Rail™™