

Mind The GAPP Vol. 45

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

This month is quite special due to us hosting the **Instructionless Week!** Every day from July 7th to July 13th, we post an instructionless puzzle, where the rules are not explicitly given, but must be deduced based on the example.

The volume number (45) is also quite special, since we have NINE (!!!) bonus puzzles this month -- one for each instructionless plus two extra puzzles -- and 45 is the sum of all integers from one to *nine*. Also, 45 is the square root of 2025. Coincidence? (Yes)

Because of how special this volume is, we'd like to remind everyone that all past volumes of Mind the GAPP are available in the pins section at #daily-pencil-puzzles as well as at the following link:
<https://drive.google.com/drive/folders/1X9XrQwP70GXH4bPN5ejmmBIXmRpjNKKG?usp=sharing>

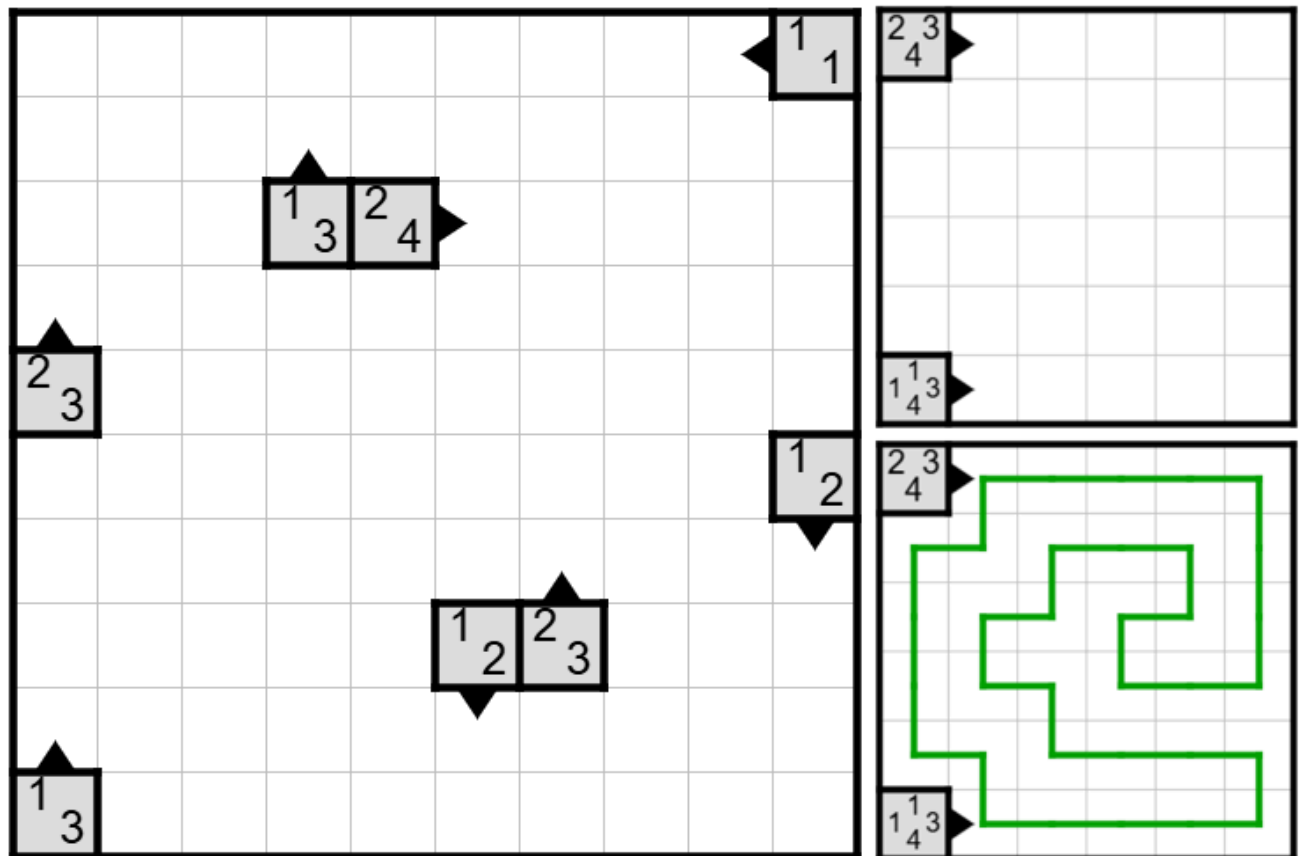
Finally, an **important note** regarding the bonus puzzles: the genre names will spoil the rules, so if you haven't solved the instructionless set yet, you should do so before solving the bonus puzzles.

Enjoy!

July 1, 2025: Disorderly Loop (Full) | bakpao

Today's GAPP is a **Disorderly Loop (Full)**!

Rules: Draw a non-intersecting loop through the centers of all cells. Clued cells may not be used by the loop. Clues represent the lengths of the next N line segments appearing in the loop, not necessarily in order, starting with a line in the cell adjacent to the clue in the direction of its arrow and moving in the direction of the arrow, where N is the amount of numbers in the clue.



Example (pzprxs): <https://tinyurl.com/yej9jyhy>

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

July 2, 2025: Kuromenbun | Nellifluous

Hi everyone! Sorry for being so late with today's puzzle. I've been dealing with a lot of IRL stuff and some nontrivial medical issues that have majorly thrown off my neurochemistry, meaning I'm running a bit more slowly than normal and am unable to focus on previously simple things. I'll recover, don't worry!

Unrelated, I'm a bunny-flavored furry! I picked today's genre, **Kuromenbun**, because it has "bun" in the name, and then I realized that "bun" commonly shows up in region division puzzle genre names. Why? I'll leave that for the reader to discover.

While setting this, I fell in love with this genre. At first, I was frustrated that I couldn't make it work how I wanted it to, and then it clicked and I realized just how much there is to it! If you give making these a go, a word of warning: it is extremely, extremely easy to accidentally make assumptions and produce non-unique puzzles. I caught every instance of this while setting, but it would be pretty easy to let one fall through the cracks.

Rules: Shade some cells. Both region borders and shaded cells indicate the boundaries of unshaded blocks. Numbers must not be shaded and give the number of shaded cells vertically or horizontally adjacent to the block the number is in. A block has at most one number.

3			3				4
		0				1	
3			2	5			2
2			4	2			5
		2				3	
4				4			1

2			2	1
3				
		4		
				1
1	3			1

2			2	1
3				
		4		
				1
1	3			1

Example (pzprxs): <https://tinyurl.com/yeyr3f3p>
 Puzzle (pzprxs): <https://tinyurl.com/5amvhy3y>

Example (Penpa+): <https://tinyurl.com/2chlv5k5>
 Puzzle (Penpa+): <https://tinyurl.com/2cssl9mn>

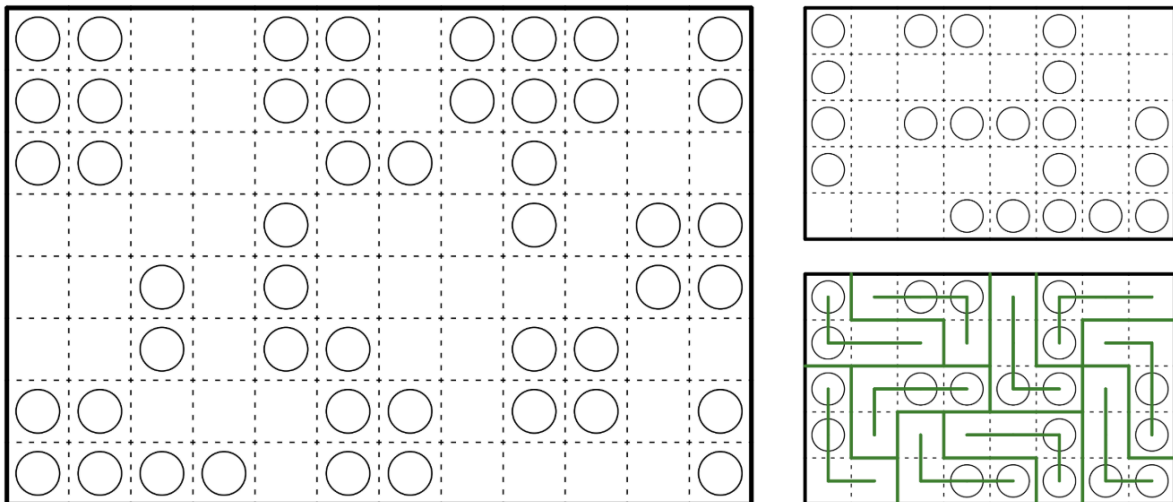
July 3, 2025: Circular Reasoning | Freddie Hand

This year's World Puzzle Championship is due to take place in Eger, Hungary. I was taking a look through the 2011 WPC which is the most recent Hungarian championship, also in Eger. **Circular Reasoning** stood out with its very simple ruleset (though I have altered the rules a little for this GAPP!)

You might be wondering why the main puzzle isn't 10 by 10. I'll phrase the answer in terms of a puzzle: *Suppose an n by m grid can be tiled with L tetrominoes. Prove that 8 divides nm .*

Rules: Divide the grid into L tetrominoes such that each L tetromino contains exactly two circles. (An L tetromino is shape of 4 cells that looks like an L - see the example solution)

Rules Note: Strictly speaking, the original rules state "Divide the grid into L-shapes of the same size such that each L-shape contains 2 circles". Both puzzles work under this ruleset because you can work out the size each L-shape needs to be by counting the number of circles - I've decided to save you that effort.



Example (Penpa+): <https://tinyurl.com/249moxe6>

Puzzle (Penpa+): <https://tinyurl.com/269zv4kn>

July 4, 2025: Overlapping Squares | Walker

Will It Square! Here's an **Overlapping Squares**, my second consecutive genre starting with O!

Rules: Trace some gridlines to draw squares in the grid. Exactly one square must exist of each size within the range given outside the grid. The sides of different squares may intersect each other, but not turn at their intersection or otherwise overlap. A clue indicates the sum of the side lengths of the squares which contain the clue.

			7				
	10			12			
						11	
7							
	7						
							0
		0					
							0
				0			

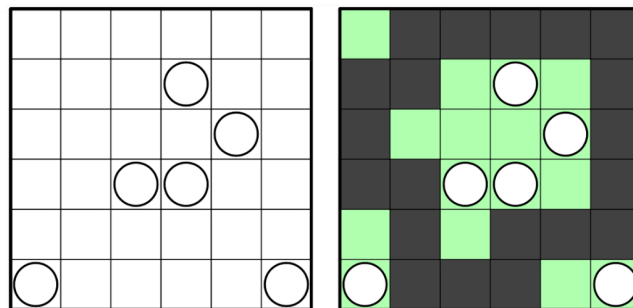
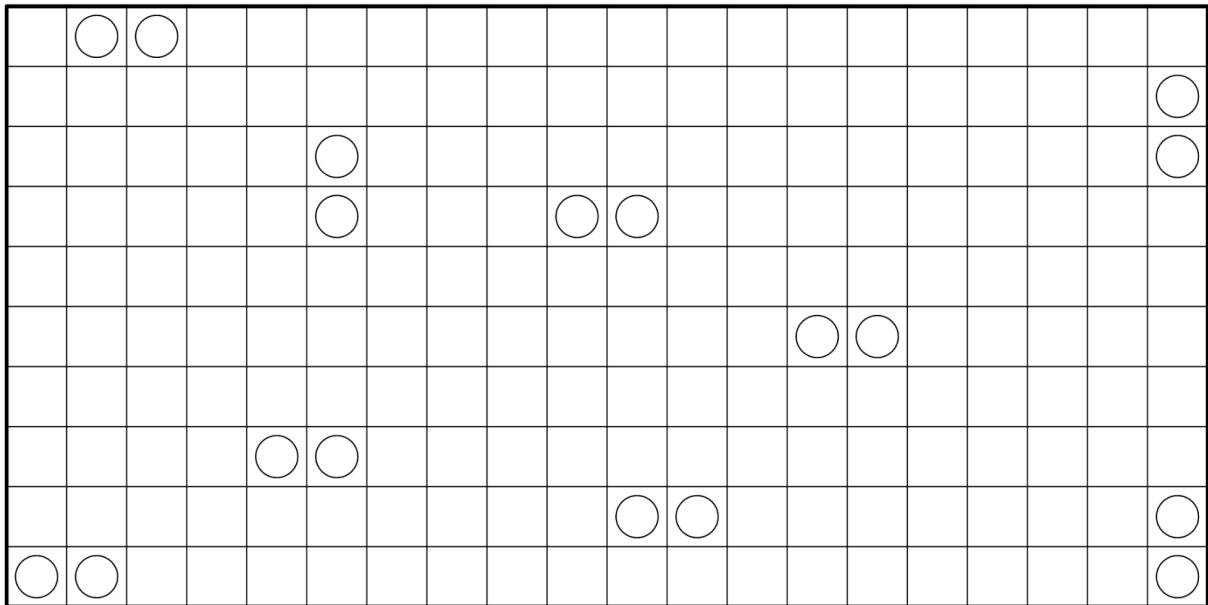
1-7	0	4					1-4
			4		6		1
1		7		4			2
2							3
3					0	0	4
4	0	4					1-4
5							
6			4		6		1
7		7		4			2
							3
					0	0	4

Example (Penpa+): <https://tinyurl.com/2ahujqre>
 Puzzle (Penpa+): <https://tinyurl.com/2yy63qjn>

July 5, 2025: Xerophile | Lavaloid

Today's ✨ *Supersized Saturday* ✨ is **Xerophile**, a rare genre that starts with X.

Rules: Shade some cells to form a non-intersecting loop (i.e a 'snake' whose head and tail are the same) which does not touch itself orthogonally (but may touch itself diagonally). Every cell which is orthogonally adjacent to exactly one shaded cell is marked with a circle, i.e if a cell is not marked with a circle, it is not orthogonally adjacent to exactly one shaded cell.



Example (Penpa+), by Eric: <https://tinyurl.com/2ogv726o>
Puzzle (Penpa+, landscape): <https://tinyurl.com/yw2f844f>
Puzzle (Penpa+, portrait): <https://tinyurl.com/2bme9dvv>

July 6, 2025: Ring-ring (Cube) | bakpao

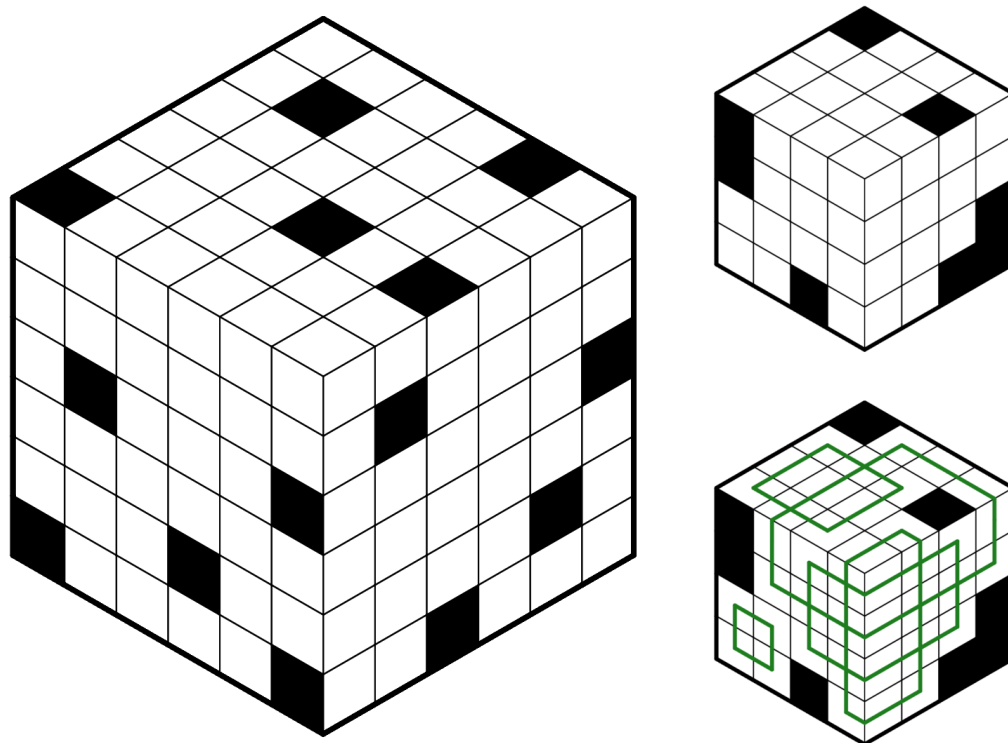
Apologies for the late post! I just got back from a long and exhausting day of travel a few hours ago and needed some time to recover some much-needed energy.

Before we dive into today's GAPP, a special announcement: Remember how when Menderbug stepped down from the team a while ago, we teased he'd be back for one last surprise soon? The time has come!

Next week will be a very exciting one for GAPP as we'll be doing something special all week long! I won't spoil the surprise of what we have in store for you just quite yet, but we are all super excited about it and we hope you will enjoy it! More info tomorrow, stay tuned!

Today's GAPP is a **Ring-Ring** on a cube!

Rules: Draw rectangular loops through the centers of empty cells so that every empty cell gets used. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap. *Note: By "rectangular" loop is meant a closed path where all interior angles are 90 degree angles. A loop may use one, two, or all three sides of the cube. Crossing from one side of the cube to another does not count as an angle. In the case where a loop uses all three sides, the loop will have only three interior angles. See also the extra image highlighting some valid and invalid loops.*



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

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

July 7, 2025: Instructionless | Menderbug

Hey everyone, I'm back for one day to kick off **Instructionless Week** here at GAPP! Things are going to work a little differently this week:

- All seven puzzles this week use original rulesets (to the best of our knowledge).
- You will not be given the rules to each puzzle.* Instead, you need to figure out the rules based on the solved example puzzle and the main puzzle. Both will always have a unique solution under the same ruleset.
- *If you're stumped, or you just *really* dislike instructionless puzzles, we will be providing spoilers with (a) a hint, and (b) the full ruleset, but we strongly encourage everyone to give the rule discovery aspect a go.
- There won't be any target times. Instead, you can obtain a **Sly Sloth** 🦥 by solving the main puzzle without clicking either spoiler, and a **Crafty Crab** 🦀 for using the hint but not checking the full rules. As always, there will be a bird 🐦 if you solve the puzzle at all.

If you've never solved an instructionless puzzle before, here are some general tips:

- Your biggest clue is always the solved example. Take a look at the solution and start forming some hypotheses. Which part or property of the solution might the clues refer to? Does the solution have any interesting structural properties that might be part of the rules?
- **Solve the example puzzle!** Many of you do this anyway, but it's particularly important this week, because it's the easiest way to check your hypothesis. If the example has multiple solutions under your ruleset, you're either missing another rule component or you're on the wrong track.
- Once you've found a working ruleset for the example, it's time for the main puzzle! Ideally, this will just be a regular GAPP solve at this point. It is however possible that you'll run into a contradiction. The most likely cause for this is that your ruleset contained an extra rule that wasn't required to make the example unique, so it's time to review your assumptions.

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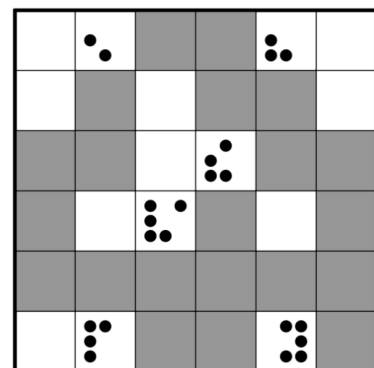
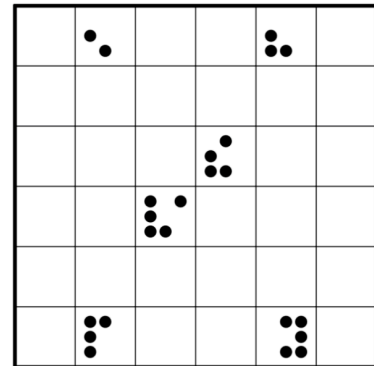
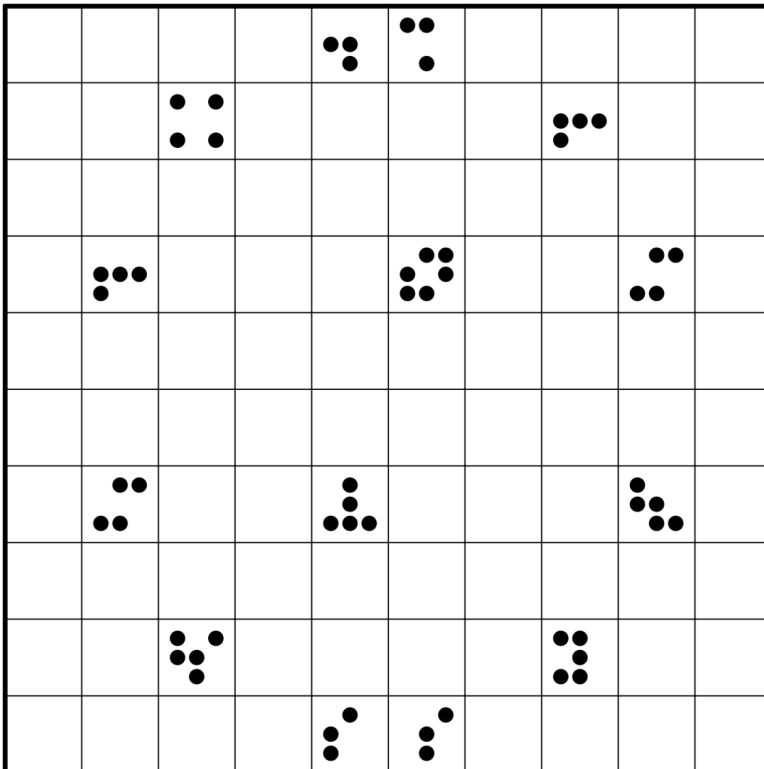
↑ Continued from the previous page ↑

So without further ado, here's your first **Instructionless** GAPP. Again, only click the hint (or the full rules) if you're completely stumped on what the rules might be.

Hint: (ROT13) ⚠ Jura n pryy pbagnvaf qbgf, gurl nyjnlf snyy bagb n guerr ol guerr tevq. Pbzcnr gur cnggreaf gb gur guerr ol guerr arvtuobheubbq bs gur pyhrq pryy. ⚠

Full rules: (ROT13)

⚠ ⚠ Funqr fbzr pryyf fhpu gung nyy funqrq pryyf sbez bar begubtbanyyl pbaarpgrq nern. Pyhrf vaqvpngr gur cnggrea bs funqrq pryyf va gur guerr ol guerr arvtuobheubbq bs gur pyhrq pryy. Guvf cnggrea znl or ebgngqr, ohg abg ersyrpgrq. (Pryyf bhgfvqr gur tevq ner pbafvqrerq hafunqrq.) ⚠ ⚠



Example (Penpa+): <https://tinyurl.com/23g5lvvk>

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

Combined: <https://tinyurl.com/ykqe7fs2>

(solve the lefthand example grid and the main puzzle for answer check)

July 8, 2025: Instructionless | Freddie Hand

It's very rare in GAPP that we feature the same genre two days in a row. But I can assure you that **Instructionless** is one of the most versatile genres out there. Do check out Mender's post yesterday if you just got here and are very confused, and a reminder to not reveal the hint/full ruleset unless you're stumped on what the rules might be.

Hint: (ROT13) ⚠️ Ahzore pyhrf ner zvarfjrrcre-yvxr, naq pbhag gur ahzore bs fbzrguvat nebhaq gurz. ⚠️

Full rules: (ROT13)

⚠️⚠️ Qenj n aba-vagrefrpgvat ybbc guebhtu gur pragref bs fbzr rzogl pryf. Pyhrf ercerfrag ubj znal bs gur (hc gb) rvtug pryf fheebhaqvat gur pyhr pbagnva n ghea. ⚠️⚠️

		5					3	
					1			
						5		
	5							5
0								1
		4						
				2				
	1						0	

2								
4				1				
			6				1	
								0

2								
4				1				
			6				1	
								0

Example (Penpa+): <https://tinyurl.com/yvxqefn3>

Puzzle (Penpa+): <https://tinyurl.com/26sz2ww9>

Combined: <https://tinyurl.com/ytvdaglo>

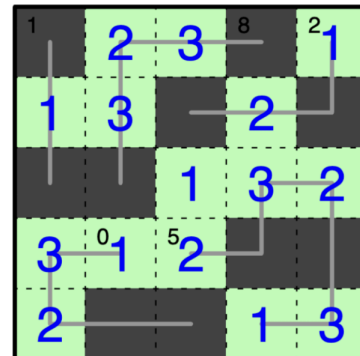
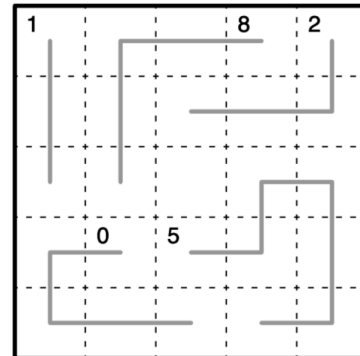
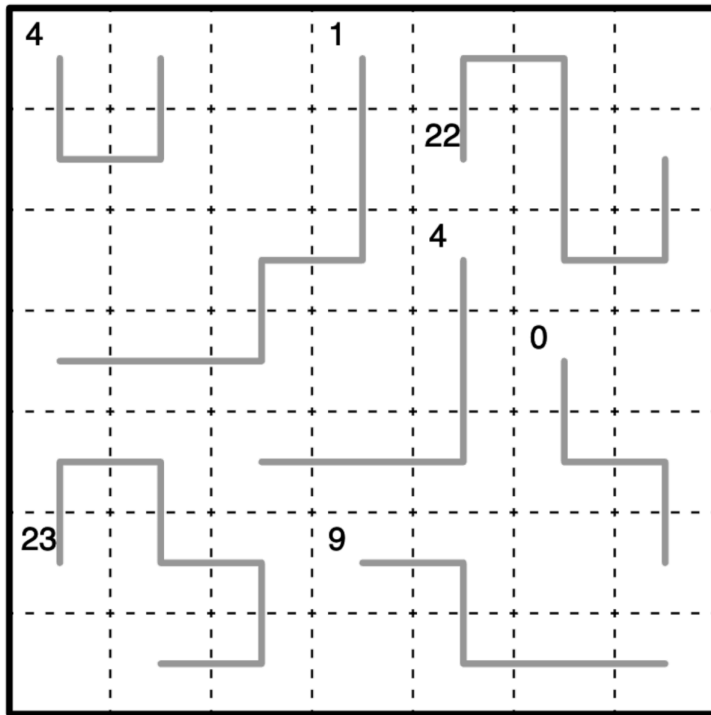
(solve the lefthand example grid and the main puzzle using green line for answer check)

July 9, 2025: Instructionless | Walker

We're receiving a covert communication... 🧑🏻‍🔬 🗺️ "Greetings, GAPP secret agents! I've forwarded to you an **Instructionless** map detailing the location of your next mission. This map was sent to me alongside an important message containing the rules used to decode the map. Unfortunately, I didn't realize that the message would self-destruct after reading, and I've already forgotten what it said. Well, I'm sure you'll be fine without it!" Ah. Well, if you need more info about what's going on, you can check Mender's post from two days ago! 📌

Hint: (ROT13) ⚠️ Gur tvira fznyy qvtvgf ner fhzf, naq ner fvzvyne gb nabgure ahzore cynprzrag traer jvgu funqrq pryf. ⚠️

Full Rules: (ROT13) ⚠️ ⚠️ Cynpr n ahzore sebz 1 gb A-2 vagb fbzr pryf fb gung rnpu ebj naq pbyhza pbagnvaf rirel ahzore sebz gung enatr jvgu ab ercngf, jurer A vf gur fvqr yratgu bs gur tevq, naq funqr gur ernvavat gjb pryf bs rnpu ebj naq pbyhza. Gurer ner rknpgyl gjb funqrq pryf ba rnpu yvar, naq n pyhr ba n yvar vaqvpngrf gur fhz bs gur qvtvgf juvpu nccrne orgjrra gur gjb funqrq pryf nybat gur yvar. ⚠️ ⚠️



Example (Penpa+): <https://tinyurl.com/2xhxj2n2>
 Puzzle (Penpa+): <https://tinyurl.com/ysr5reya>
 Combined (Penpa+): <https://tinyurl.com/ywjyo4u2>
 (fill in numbers in the left example grid and main grid for answer check)

July 10, 2025: Instructionless | Lavaloid (ruleset by Menderbug)

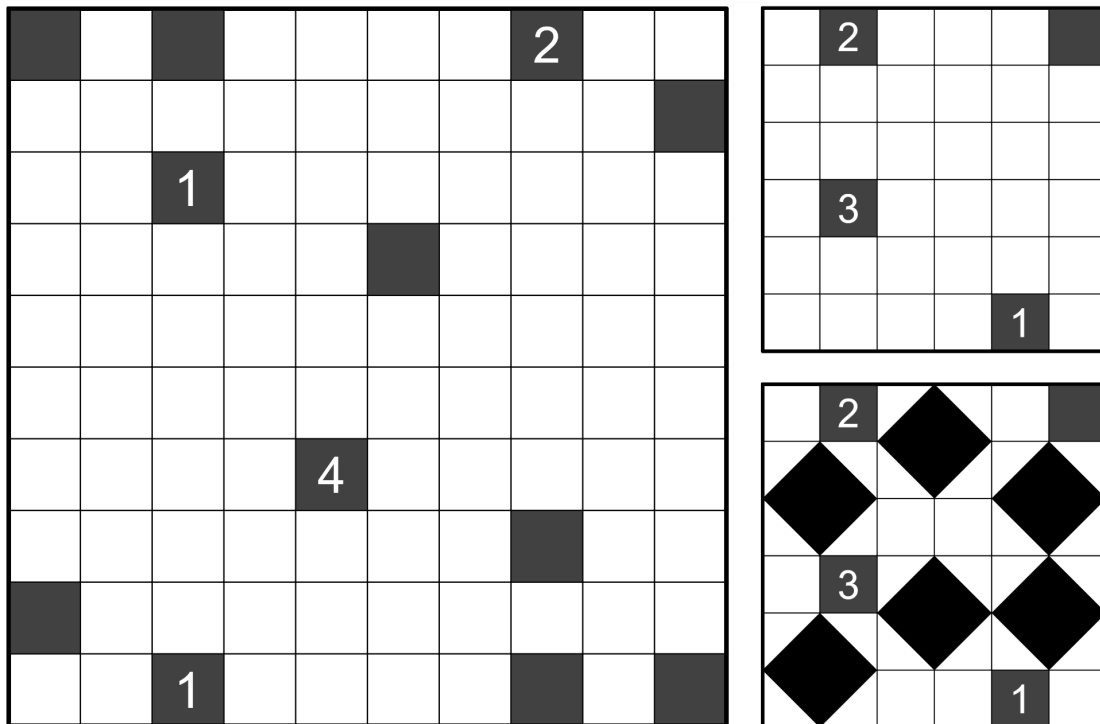
Oh no! I already prepared a puzzle for today's GAPP, but I tripped in a hurry but all of the rules fell off! Oh, it's **Instructionless** Week? What a coincidence.

Hint: (ROT13) ⚠ Erzrzore gung gur fbyhgvba gb gur rknczcyr zhfg or havdhr. Fcrpvsvpnyyl, jul qb jr arrq gb cynpr gur gbc evtug qvnzbaq, naq jul ner gur cynprzrag bs gur qvnzbaqf nebhaq gur guerr pyhr havdhr? ⚠

Full rules: (ROT13)

⚠⚠ Cynpr gjb ol gjb qvnzbaqf vagb gur tevq fhpu gung gur funqrq pryrf naq gur qvnzbaqf pbzovarq sbez n fvaty qvntbanyyl pbaarpgrq ertvba. Qvnzbaqf zhfg abg funer na rqtr. Ahzoref pbhag gur nzbhag bs qvnzbaqf gung gbhpu vgf pryf. ⚠⚠

Interface note: The answer is drawn cell-by-cell using the **Composite > Paint > Shakashaka** mode. Click at the center of a cell, then drag in the direction of the black half of the cell.



Example (Penpa+): <https://tinyurl.com/yrfq5xdq>
Puzzle (Penpa+): <https://tinyurl.com/ypukqs9m>
Combined: <https://tinyurl.com/yowz88h5>
(solve the lefthand example grid and the main puzzle for answer check)

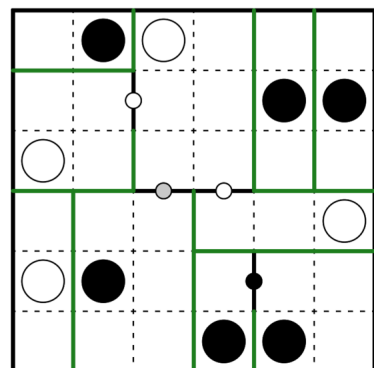
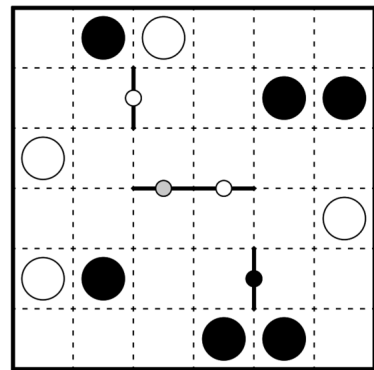
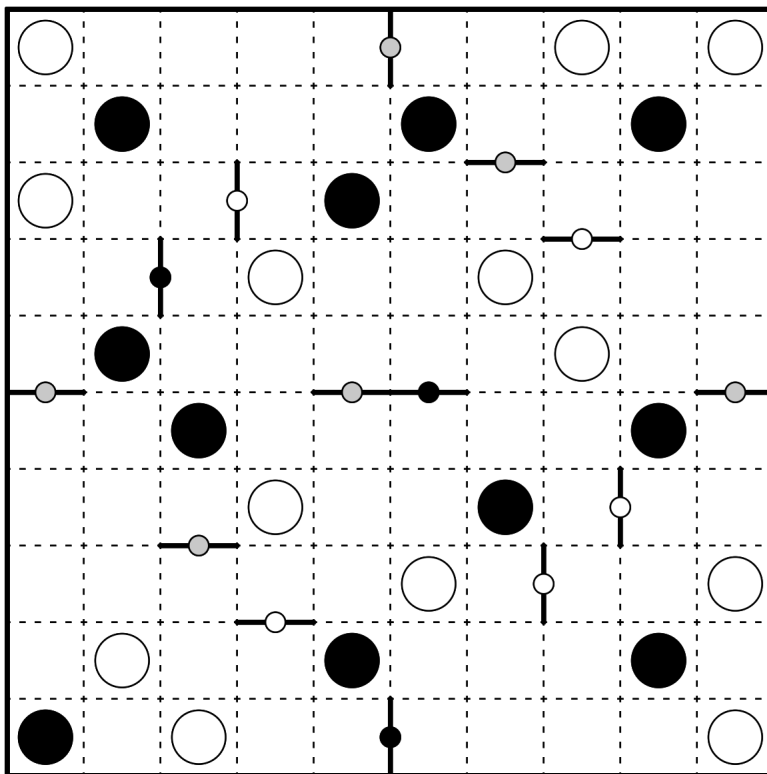
July 11, 2025: Instructionless | bakpao

I went through the entire chat, but unfortunately it appears nobody guessed today's genre **Instructionless** correctly, so there will be no bonus otters handed out today. Better luck next time. ... What's that? Wrong event? ... Never mind me then.

Hint: (ROT13) ⚠ Frr vs lbh pna svther bhg gur ubj gur fznyy pvepyrf naq ynetr pvepyrf zvtug or eryngrq gb rnpu bgure. ⚠

Full rules: (ROT13)

⚠⚠ Qvivqr gur tevq vagb erpgnathyne ertvbaf. Rnpu ertvba zhfg pbagnva rknpgyl bar pvepyr. Obeqref jvgu oynpx qbgf frcnengr gjb ertvbaf jvgu oynpx pvepyrf va gurz. Obeqref jvgu juvgr qbgf frcnengr gjb ertvbaf jvgu juvgr pvepyrf va gurz. Obeqref jvgu terl qbgf frcnengr n ertvba jvgu n oynpx pvepyr va vg naq n ertvba jvgu n juvgr pvepyr va vg. ⚠⚠



Example (Penpa+): <https://tinyurl.com/yryj39xl>

Puzzle (Penpa+): <https://tinyurl.com/24kht5nt>

Combined (Penpa+): <https://tinyurl.com/ykdj2rcj>

(solve the lefthand example grid and the main puzzle using green edges for answer check)

July 12, 2025: Instructionless | Nellifluous

Hello everyone! We have a rule in GAPP that we can't cover a genre in **Supersized Saturday** unless it's appeared before as a normal puzzle. Luckily, we've had five other **Instructionless** puzzles this week, so this rule remains unbroken.

For those of you who have been suggesting genre names, I'm curious what you come up with for this. A wiggly little otter will be rewarded to the first person who comes up with the same name I did (one guess per person please)!

This puzzle has **two** examples.

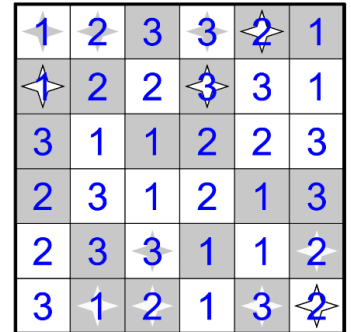
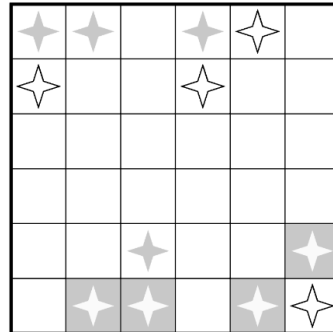
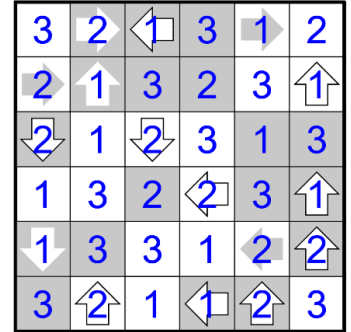
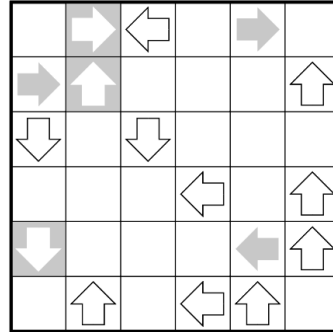
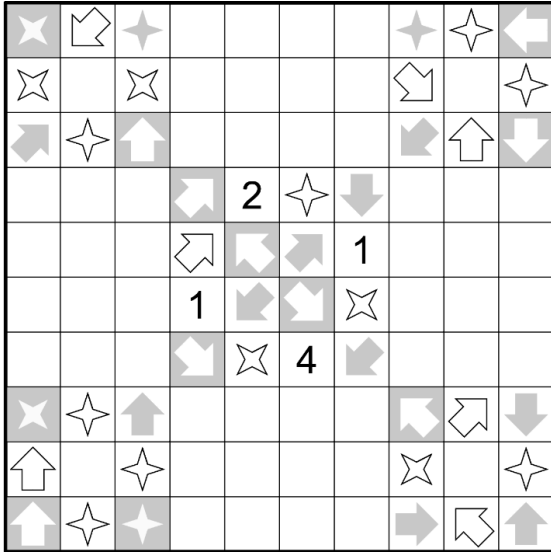
Hint: (ROT13) ⚠ Gurer ner gjb pyhr glcrf va guvf traer. Obgu ner qverpgvbany, naq obgu pbhag fbzrguvat. ⚠

Full Rules: (ROT13)

⚠⚠ Cynpr n jubyr ahzore sebz 1 gb A/2 (jurer A vf gur fvqr yratgu bs gur tevq) vagb rnpu pryy fhpu gung rirel ahzore sebz gung enatr nccrnef gjvpr va rnpu ebj naq pbyhza: bapr funqrq, naq bapr hafunqrq. N fgne pyhr vaqvpngrf gur ahzore bs pryyf jvgu bccbfvgr funqvat nqwnprag gb gur pyhrq pryy va gur qverpgvbaf gur fgne cbvagf. Na neebj pyhr vaqvpngrf gur ahzore bs pryyf jvgu vqragvpny funqvat va gur qverpgvba gur neebj cbvagf. Tenl pyhrf ner hafunqrq, juvgr pyhrf pna or funqrq be hafunqrq, naq pyhrf va funqrq pryyf ner funqrq. ⚠⚠

↓ Puzzle on the next page ↓

↑ Intro on the previous page ↑



Example 1 (Penpa+): <https://tinyurl.com/yw47ueqv>

Example 2 (Penpa+): <https://tinyurl.com/ylhxr6ho>

Puzzle (Penpa+): <https://tinyurl.com/ynwxv3xn>

Combined (Penpa+): <https://tinyurl.com/ytd4soa4>

(solve both examples and the main puzzle for answer check)

July 13, 2025: Instructionless | Lavaloid

And for the final puzzle of **Instructionless** Week, we have a strange-shaped puzzle! Thank you everyone for your support throughout the week. We will return tomorrow with an instructionless puzzle.

Because the rules can be difficult to formalize, I've included two versions of the rules today. If one version is too difficult to reason about, you may try using the alternate version.

Hint: (ROT13) ⚠ Gel funqvat gur tevq hfvat guerr pbybef fhpu gung ab nqwnprag ertvbaf ner gur fnzr pbybe. ⚠

Alternate hint: ⚠ Gel shegure qvqvqvat gur ertvbaf vagb qvnzbaqf. ⚠

Full rules: (ROT13) ⚠⚠

- Qvivr gur tevq ol pbaarpgvat nqwnprag tevqcbvagf fhpu gung gur erfhygvat vznr vf na vfbzrgevp ivrj bs n 3Q bowrpg ohvyg hfvat crecraqvphyne havg fdhnerf fhpu gung ab fhesnpr vf cnegvnyyl bofpherq.
- Ahzoref vaqvpngr gur fvmr bs gur fhesnpr vg vf n cneg bs. Gjb fdhnerf gung ner cneg bs gur fnzr fhesnpr zhfg abg unlr rqrtrf qenja orgjrra gurz.

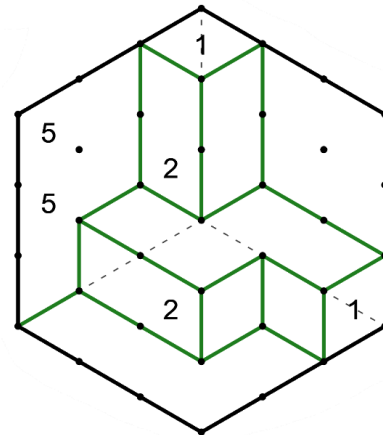
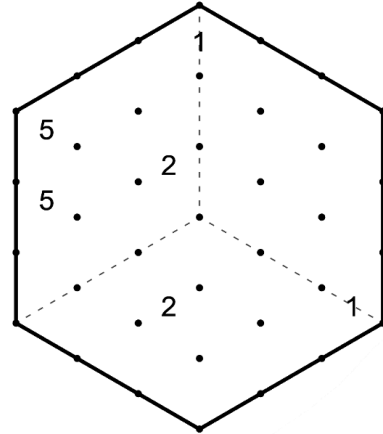
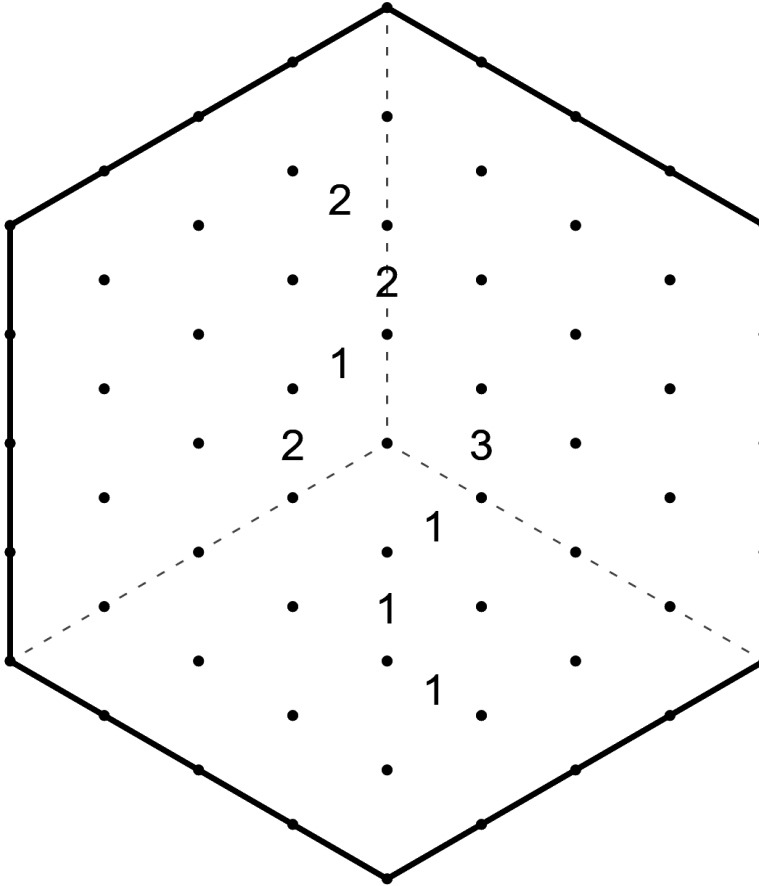


Alternate full rules: (ROT13)

⚠⚠ Qvivr gur tevq ol pbaarpgvat nqwnprag tevqcbvagf vagb qvnzbaqf, fhpu gung vg sbezf tebhcf bs begubtbanyyl pbaarpgvrq qvnzbaqf gung ner va gur fnzr bevragnvba. Qvnzbaqf jvguva n tebhcf zhfg abg unlr rqrtrf qenja orgjrra gurz. Begubtbanyyl nqwnprag tebhcf zhfg unlr qvssreragyl bevragnvba qvnzbaqf. Ahzoref pbhag gur ahzore bs qvnzbaqf va gur tebhcf vg vf n cneg bs. ⚠⚠

↓ Puzzle on the next page ↓

↑ Intro on the previous page ↑



Example (Penpa+): <https://tinyurl.com/yvn44re9>

Puzzle (Penpa+): <https://tinyurl.com/ywcneaf6>

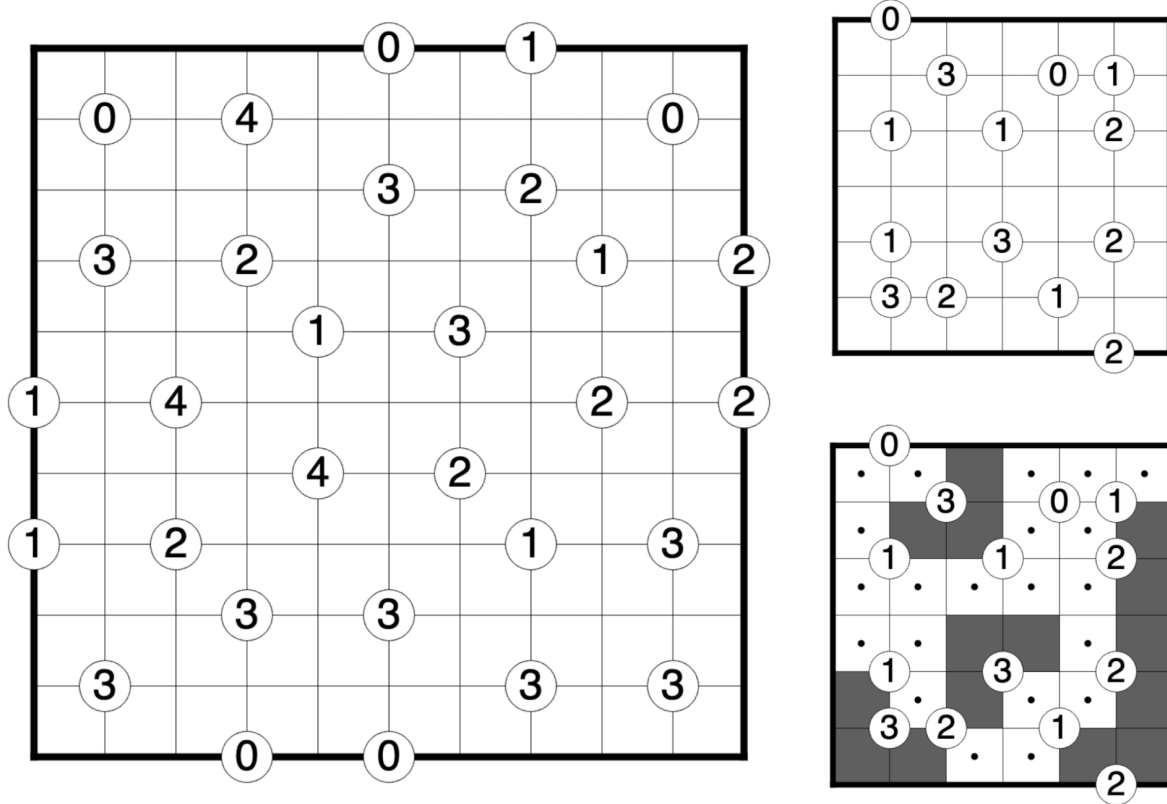
Combined (Penpa+): <https://tinyurl.com/yuj7kgpr>

(solve the lefthand example grid and the main puzzle for answer check)

July 14, 2025: Creek | Walker

After all those instructionless puzzles, it's time to relax with a boat ride down the **Creek!** 🚣
 Unfortunately, we have an excess of instructions, and need to use some of them up: 🗨️ Make sure to keep your arms and legs inside the boat at all times. Each rider has been provided with a life jacket for safety. Watch out for rapids - it's difficult to solve the puzzle on a bumpy ride! Each boat has a VHF radio, which you can use to report times and discuss the puzzle, but make sure to surround any spoilers with two vertical bar noises. There are also binoculars, to help you spot the sloth, crab, and bird along the ride! Overall, the most important rule is to have fun 😊

Rules: Shade some cells so that the remaining unshaded cells form one orthogonally connected area. A clue represents how many of the (up to) four cells it touches are shaded.



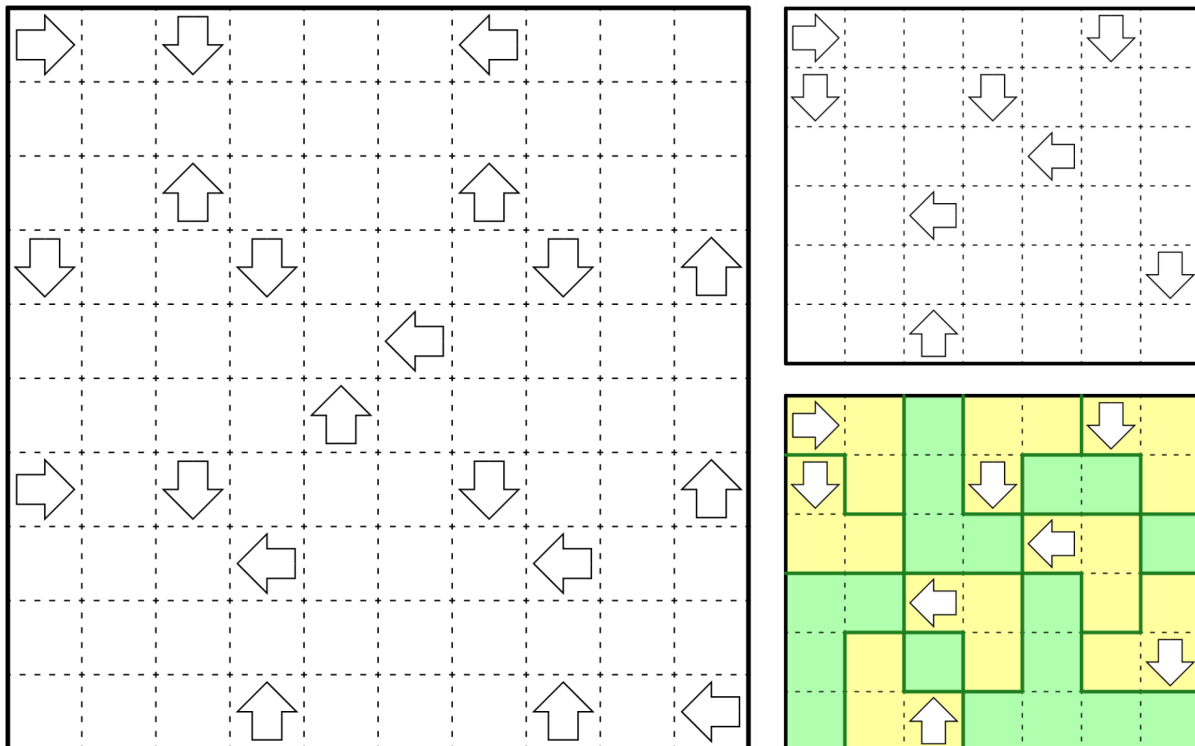
Example (puzzlink) by Tyrgannus: <https://tinyurl.com/ykzru29m>
 Puzzle (puzzlink): <https://tinyurl.com/227m83ds>

July 15, 2025: Slide Block (L's only) | Lavaloid

Today's GAPP was actually intended for Instructionless Week, but it was scrapped during testing because the rule deduction was too hard. (If you skip the next two paragraphs you can probably still solve it as an instructionless.)

Later, I found out that this ruleset is almost exactly the same as an existing genre by Naoki Inaba, the only difference being that my ruleset only allows L trominoes. Which leads to a weird situation where the variant of a genre is posted before the original, but I guess that saves me the effort of naming the genre. Enjoy today's **Slide Block / スライドブロック (L's only)**!

Rules: Place L trominoes (a group of three orthogonally adjacent cells that form an L) on the grid such that each tromino contains exactly one arrow, and each arrow is part of exactly one tromino. Each tromino must be able to move at least one block in the direction of the arrow without overlapping any other trominoes.



Example (Penpa+): <https://tinyurl.com/yusbs9zk>
Puzzle (Penpa+): <https://tinyurl.com/yqy7xdfz>

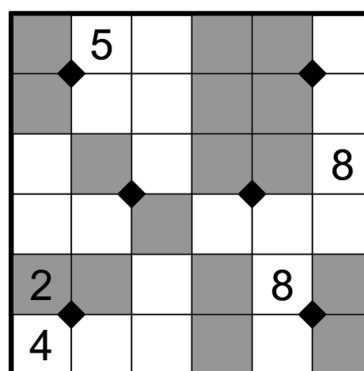
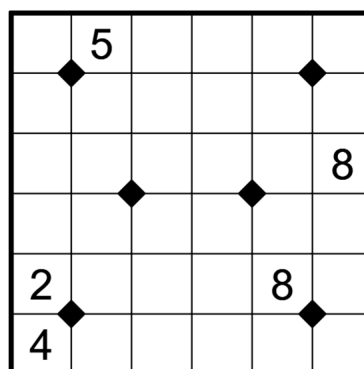
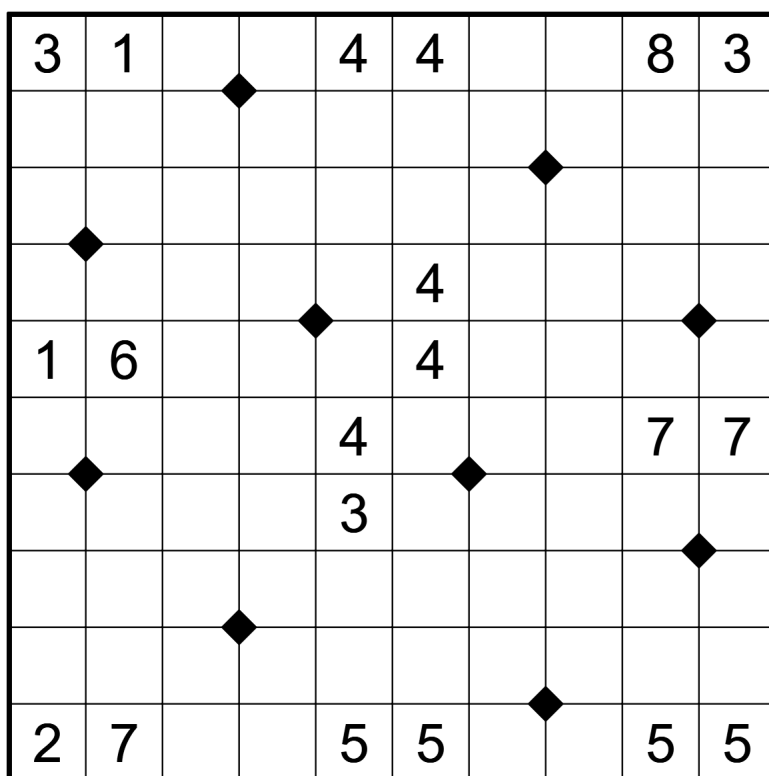
July 16, 2025: Chocolate Banana (Split) | bakpao

While we were doing Instructionless week, we completely forgot to mention that Puzzle GP round 7, authored by the Czech Republic, is also ongoing currently! If you haven't done it yet, today is the last day you can still take the contest, it closes in about 16 hours - give it a shot [here!](#) Feel free to claim a bonus participation offer too!

Today's GAPP is a **Chocolate Banana (Split)**, one of the genres featuring in the GP round!



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. Diamonds must touch exactly two shaded cells and two unshaded cells.



Example (Penpa+): <https://tinyurl.com/yst4h4hd>
 Puzzle (Penpa+): <https://tinyurl.com/yvqlbu7z>

July 17, 2025: Ripple Effect | Nellifluous

Hi everyone! I'm sorry for my last puzzle being 10x10 number placement. Anyways, here's a **Ripple Effect**.

Rules: Place a whole number into each cell. Numbers within a region must be 1-N, where N is the number of cells in the region. Two identical numbers in the same row or column must have at least that number of cells between them.

4			2			1			2	2				4								
			1						2				1			2						
	2									1				1								
1												5				4						
						4	6					5				1						
						2	4					3				3						
6															1	2	3	5	6	4	3	
	5														2	6	1	4	1	5	2	
		2								1				4	2	1	3	2	4			
2			1														3	1	2	4	3	1
																	5	4	1	2	1	6
																	2	3	6	5	4	3

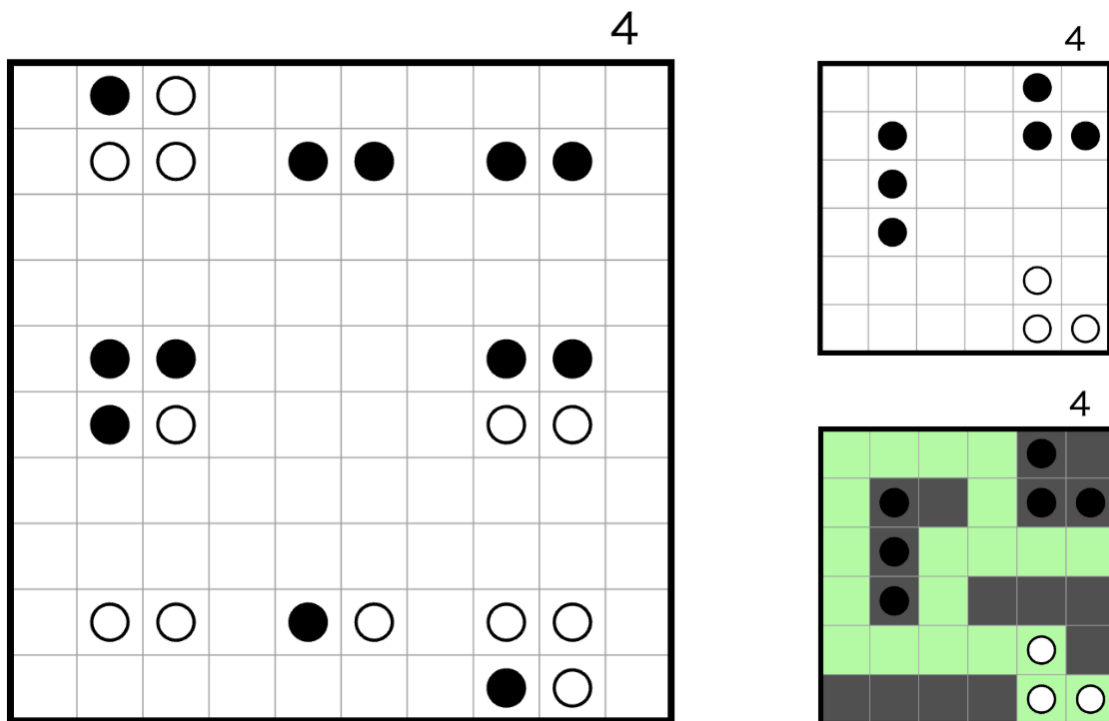
Example (puzzlink): <https://tinyurl.com/mwjf57n8>

Puzzle (puzzlink): <https://tinyurl.com/5v45m3s2>

July 18, 2025: Isowatari | Freddie Hand

With the recent release of its pzprxs implementation, here's another **Isowatari**. We've never actually had a normal-shaped N = 4 Iso before today... now balance has been restored to the universe. No, N = 0 and N = 1 have not been forgotten.

Rules: 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.



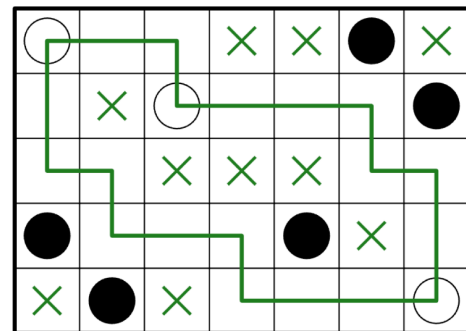
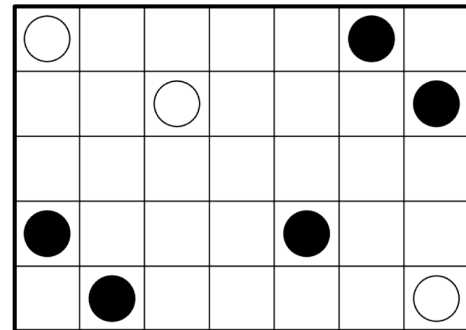
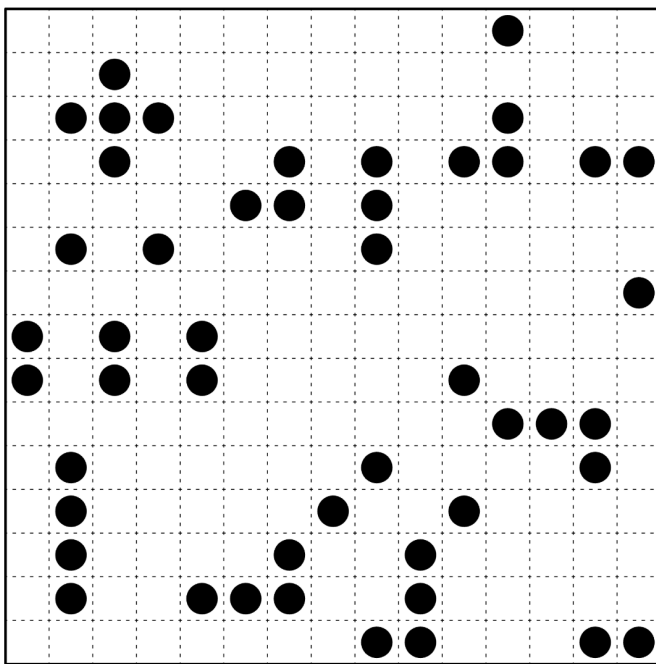
Example (pzprxs): <https://tinyurl.com/zhjh7z6c>
Puzzle (pzprxs): <https://tinyurl.com/2jptpf25>

July 19, 2025: Patrol | Walker

The weekend is a great time to go on a long walk! I'm headed out on a **Supersized Patrol** of the local boulder field. If these circles were oil barrels, it could be a Petrol! Would be a good opportunity for a Petrel, except that Shye used that bird last time 😊

Rules: Draw a non-intersecting loop through the centers of some cells which passes through every white circle and no black circles. No 2x2 area of the grid may be entirely used or unused by the loop.

Here's a **GAPP 101**, repeated from the original GAPP Patrol: (rot13) N gjb pryy jvqr abbx va zbfgybbc traerf vf rnfl gb trg vagb, ohg qbvat fb va Cngeby jvyy ivbyngr gur 2k2 ehvr! Jvgu guvf va zvaq, guvax nobhg ubj gb ragre naq rkvgn guerr pryy jvqr abbx.



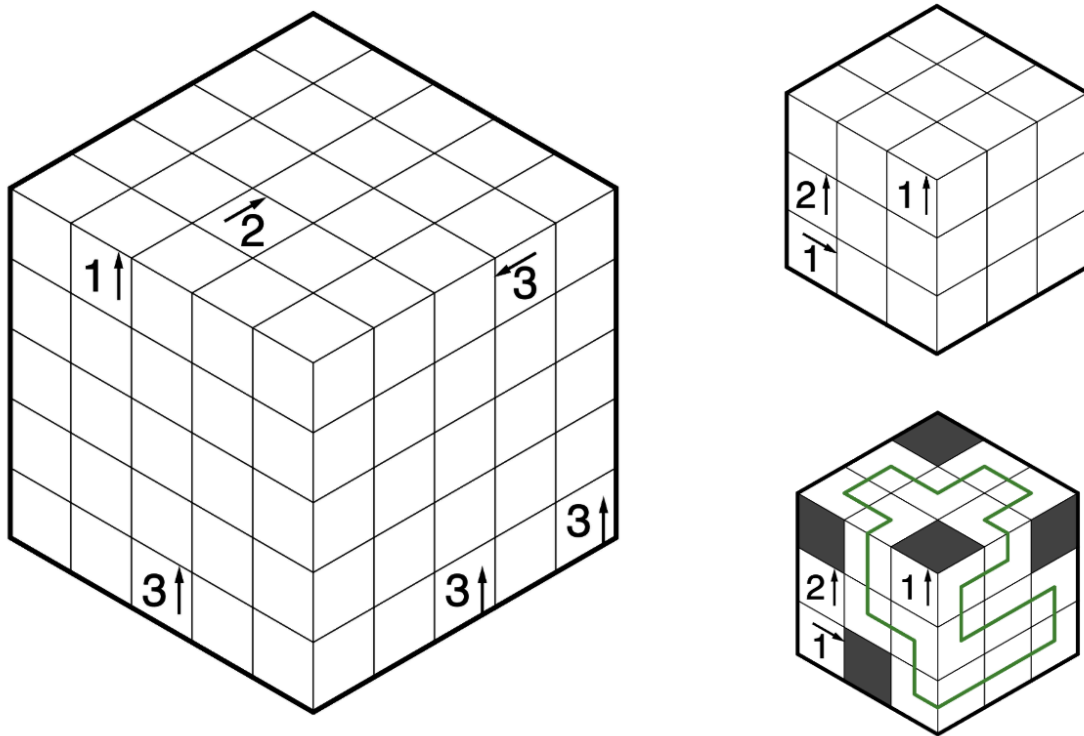
Example (Penpa+) by shye: <https://tinyurl.com/2dxvsfzy>
Puzzle (Penpa+): <https://tinyurl.com/24x7p9fb>

July 20, 2025: Yajilin (Cube) | Freddie Hand

Here's a **Yajilin (Cube)**. Up to you whether it's 75 cells or 125 cells.

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, where "straight" lines bend across the surface of the apparent cube.

Interface note: Yajilin mode may be annoying to use on mobile - you could instead alternate between shading mode and line mode.



Example (Penpa+): <https://tinyurl.com/277u32e8>

Puzzle (Penpa+): <https://tinyurl.com/2542tou9>

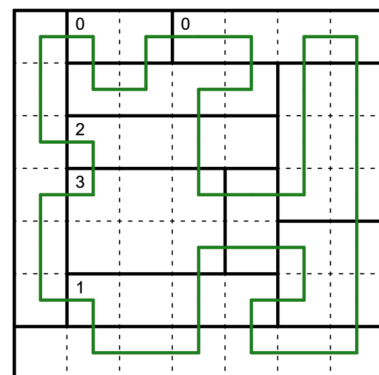
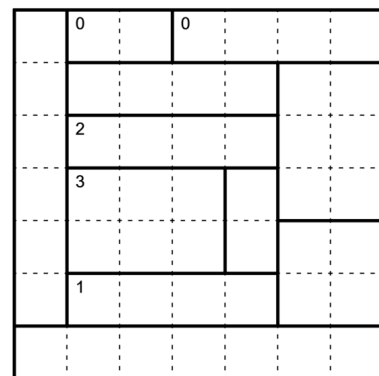
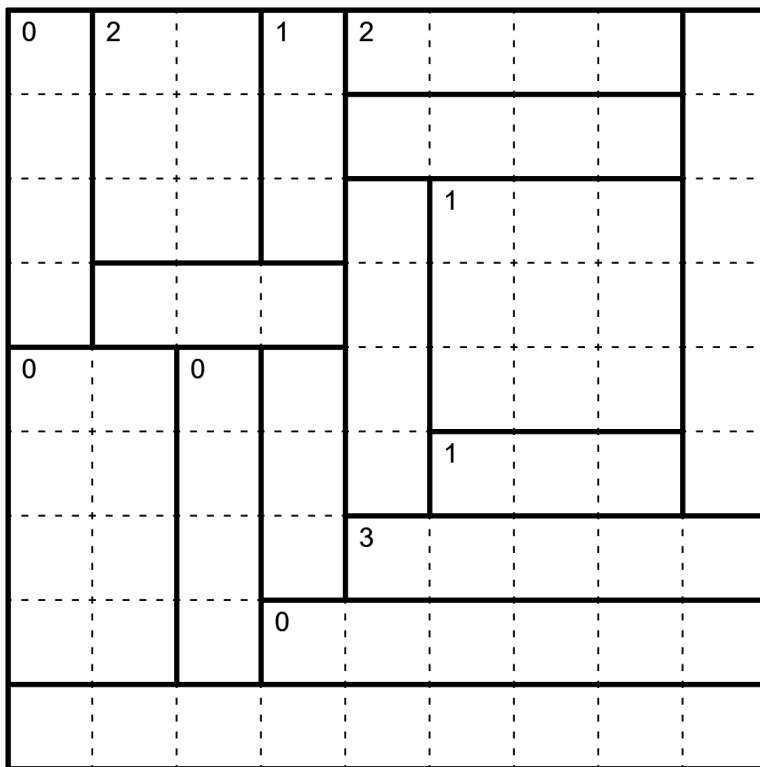
July 21, 2025: Equality | bakpao

Once more, GAPP will show this cool loop type. Sorry, rules again cause silly intro. Please ignore though, puzzle awaits solver!

Today's GAPP is an **Equality**!

Rules: Draw a non-intersecting loop through the centers of some cells which passes through each region at least twice. Every visit to a particular region must occupy an equal number of cells. A clue in a region indicates the number of cells which are not visited by the loop.

GAPP 101: (rot13) 1k3 ertvabf ner irel erfgevpgrq. N ybbc frtzrag ragrevat fhpu n ertvba pna bayl pbire bar pryy cre ivfvg.



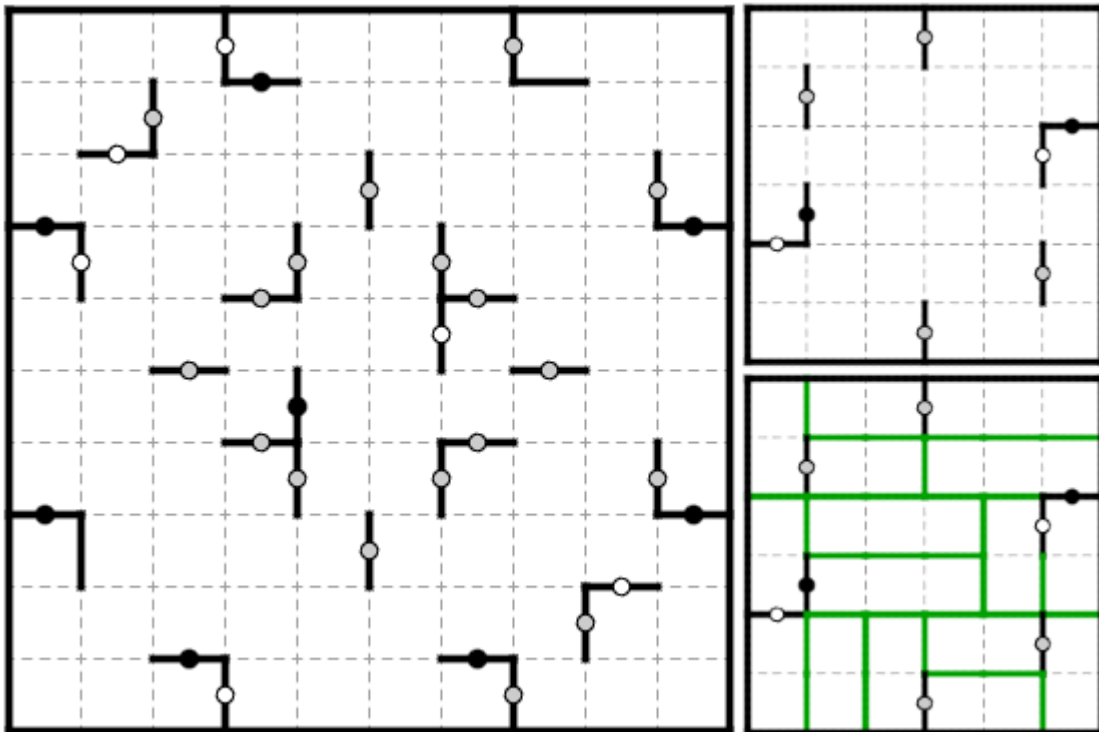
Example (Penpa+): <https://tinyurl.com/23p5se4o>

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

July 22, 2025: Voxas | Nellifluous

Voxas time!

Rules: Divide the grid into 1x2 and 1x3 regions. Circles indicate something about the regions they separate, with black meaning different size and orientation, white meaning same size and orientation, and gray meaning either same size or orientation but not both.



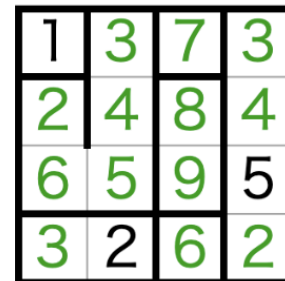
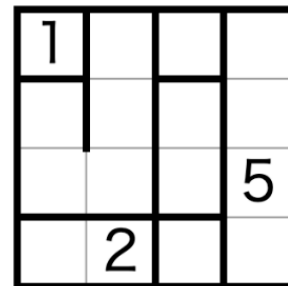
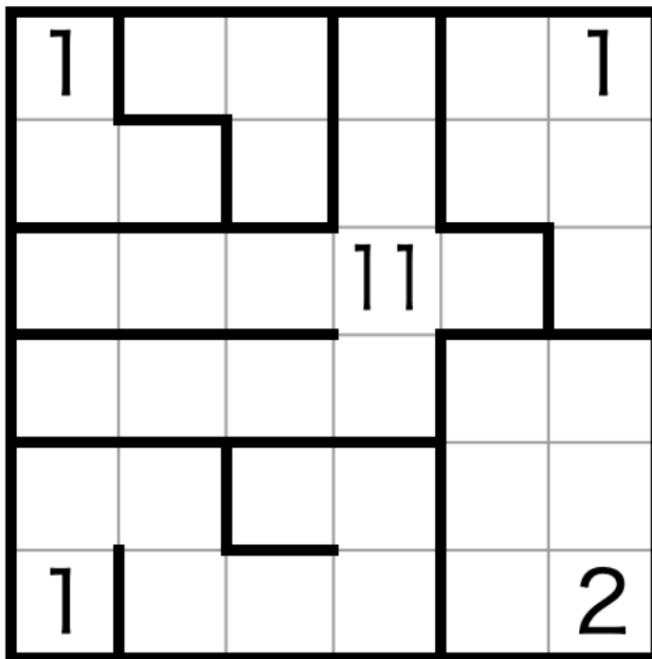
Example (pzprxs): <https://tinyurl.com/2p8nekdy>

Puzzle (pzprxs): <https://tinyurl.com/2jm4j685>

July 23, 2025: Renban-Madoguchi | Freddie Hand


Renban-Madoguchi is one of those genres people whisper about in dark alleys and candlelit basements. But arguably the constraints are greater on the setter than the solver. Hopefully this puzzle will prove to you that it is undeserving of such a late feature on GAPP. Or perhaps not.

Rules: Place a positive integer into each empty cell. The numbers in each region must all form a consecutive sequence, in any order. The difference between two numbers separated by a bold border must be equal to the length of the straight line of borders between them.

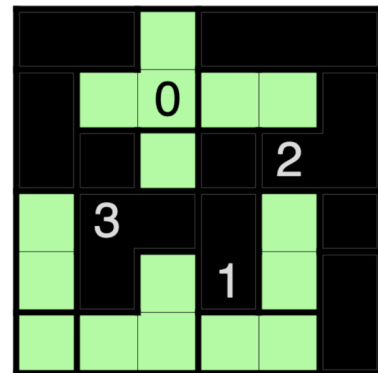
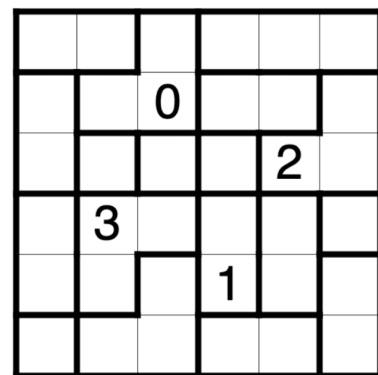
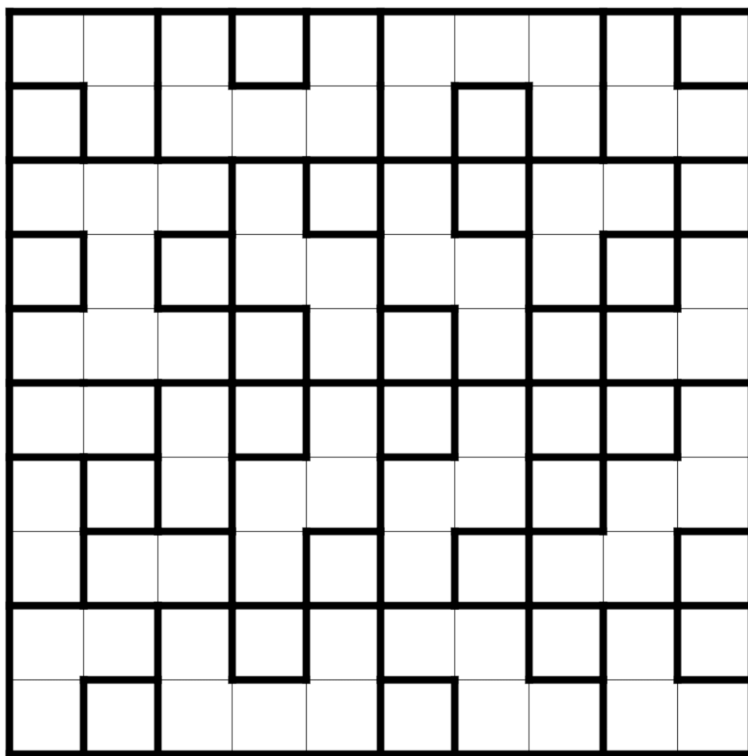


Example (pzprxs) from pzprxs rules page: <https://tinyurl.com/bdhwmsxf>
Puzzle (pzprxs): <https://tinyurl.com/yy9b9b9y>

July 24, 2025: Paintarea | Walker

Here's a Paintarea! This type is a lot like Paint by Numbers, in a way. Wait - where are the numbers 

Rules: Shade some cells so that each region is either fully shaded or fully unshaded and all shaded cells form one orthogonally connected area. No 2x2 area may be entirely shaded or unshaded. A clue represents how many of the (up to) four orthogonally adjacent cells are shaded.



Example (puzzlink) by Tyrgannus: <https://tinyurl.com/yc83szpb>
Puzzle (puzzlink): <https://tinyurl.com/2kszu5y4>

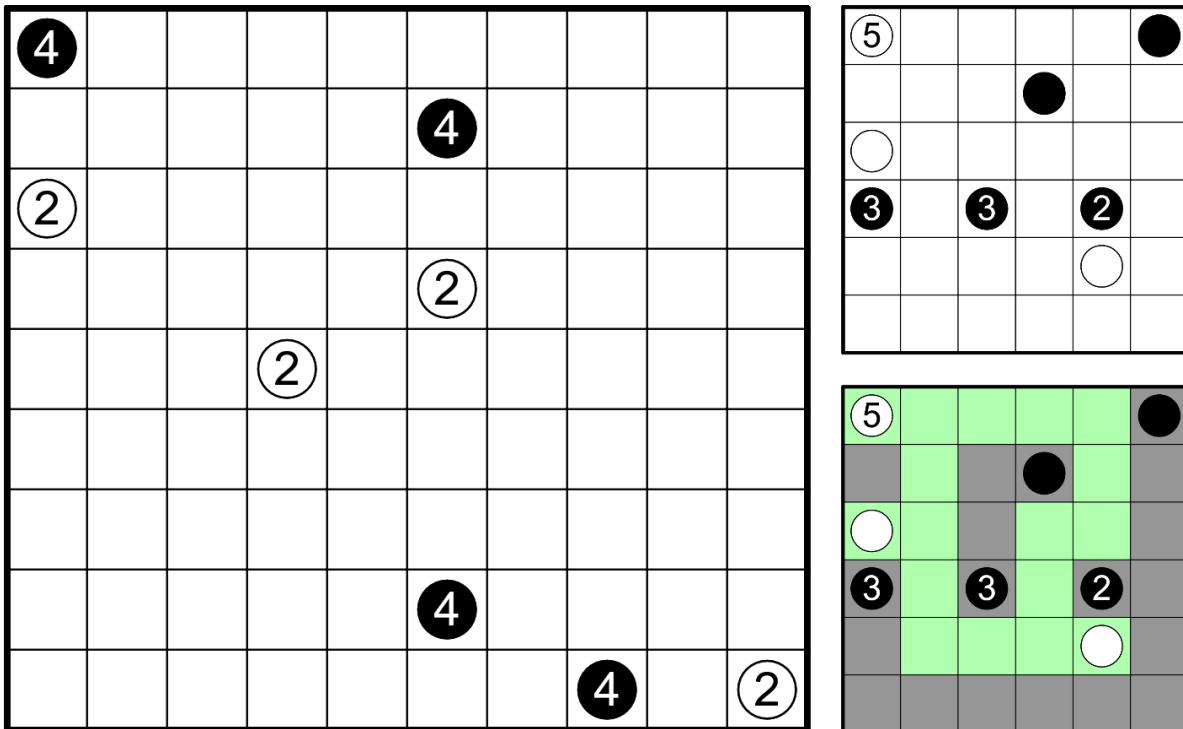
July 25, 2025: Shiromisaki Kuromisaki | Lavaloid

I had an idea for an intro but it ended up not working out, so I'll just point out that today's **Shiromisaki Kuromisaki** was set on a ferry and I think that's pretty cool

Rules:

- Shade some cells so that the remaining unshaded cells form one orthogonally connected area. No 2x2 region may be entirely shaded or unshaded.
- Circles mark every instance of a cell that is adjacent to exactly one cell of the same color. All white circles must be unshaded, and all black circles must be shaded.
- If a circle contains a number, it indicates how many cells are in the straight line of cells of the same color coming out of the cell with the circle, including itself.

GAPP 101: (rot13) Vs na hapyhrq funqrq pry unf guerr hafunqrq arvtuobef, gur ynfg arvtuobe zhfg nyfb or hafunqrq.



Example (Penpa+): <https://tinyurl.com/2bzazgas>
Puzzle (Penpa+): <https://tinyurl.com/244x4znq>

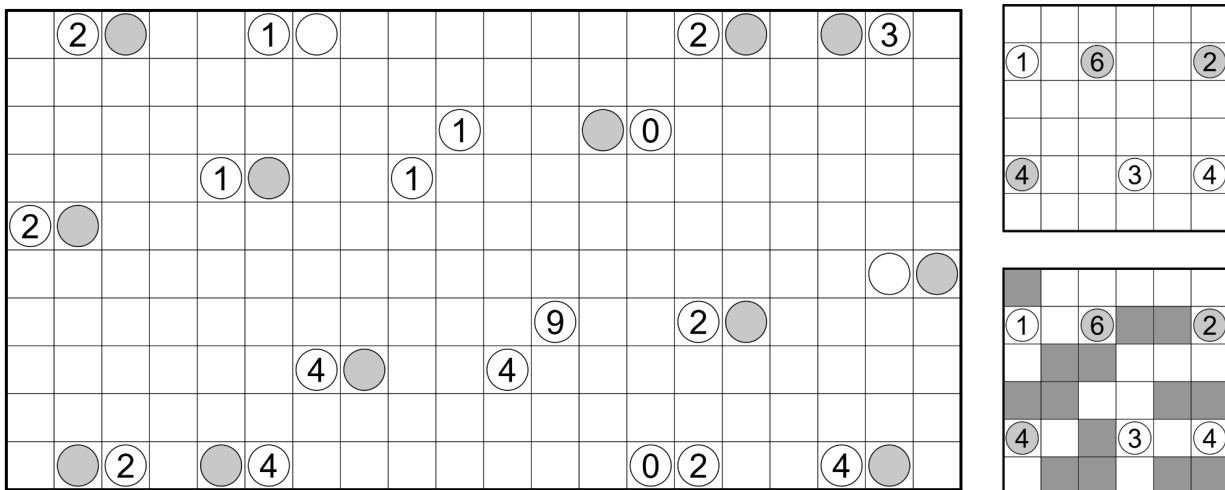
July 26, 2025: Kurotto (Connections) | bakpao

Selecting a genre for today's supersized puzzle proved somewhat challenging. In our spreadsheet, we track how many supersized features we've had by category and when each category last appeared. Initially I landed on Network or Snake (neither of which has been supersized this year), but no inspiration struck looking at available genres. Then I tried Path (last supersized in February) and wrote an Icelom, but ultimately decided having an ice puzzle with clues going up to 32 would maybe not be the best idea for GAPP. Eventually I just gave in and fell back on my trusted Kurotto, saving me once again.

Today's GAPP is a SUPERSIZED **Kurotto (Connections)**!

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. Clues in grey circles must share at least one shaded group of cells with another clue. Clues in white circles must not share any shaded groups of cells with other clues.

Tip: (rot13) Vs lbh svaq lbhefrys fgkpx, xrrc gur ineavnag ehyr va zvaq. Qvntbanyyl nqwnprag juvgr pyhrf tvir fbzr vzrrqvngv cebterff nf n pbafrdhrapr bs gur ehyrf, juvpu pna or rnfl gb bireybbx!

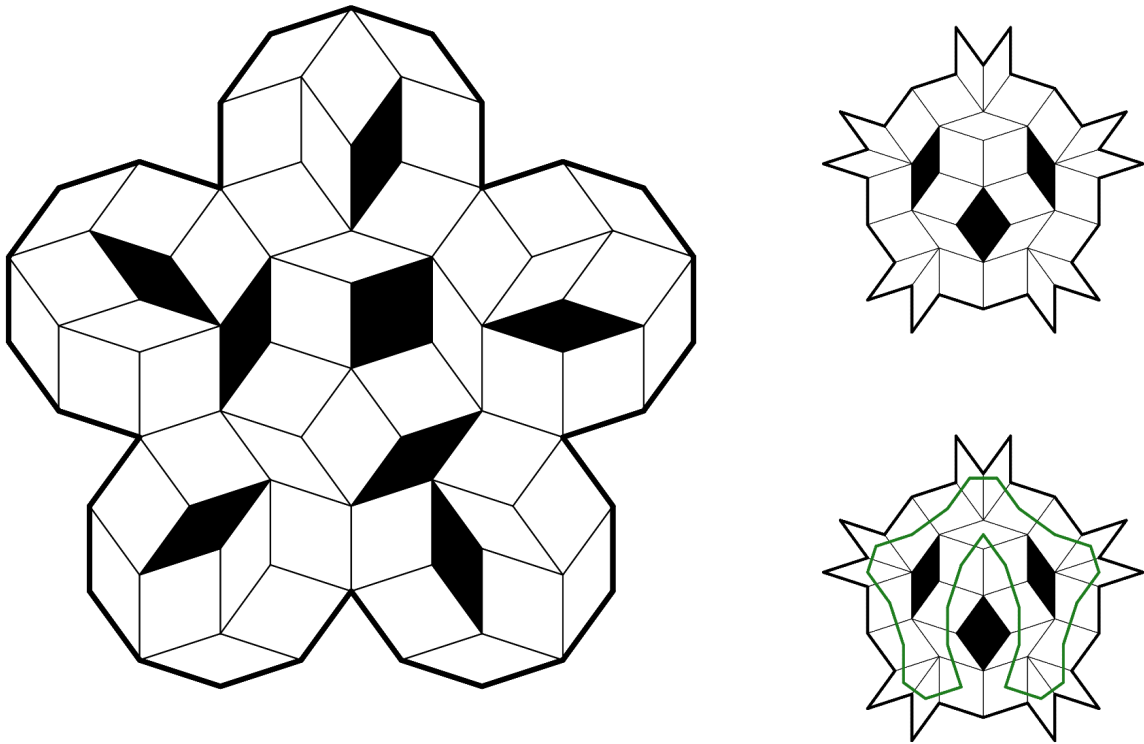


Example (Penpa+) by Freddie: <https://tinyurl.com/29lmcyof>
Puzzle (Penpa+, landscape): <https://tinyurl.com/2d8ax3y4>
Puzzle (Penpa+, portrait): <https://tinyurl.com/22wsdxxs>

July 27, 2025: Simple Loop (Penrose) | Nellifluous

Today's puzzle is a **Simple Loop**, a genre that has only appeared in one other instance of **Strange-Shaped Sunday**.

Rules: Draw a loop that connects the centers of adjacent cells and passes through all empty cells.



Example (Penpa+): <https://tinyurl.com/23lneozy>
Puzzle (Penpa+): <https://tinyurl.com/23243gfs>

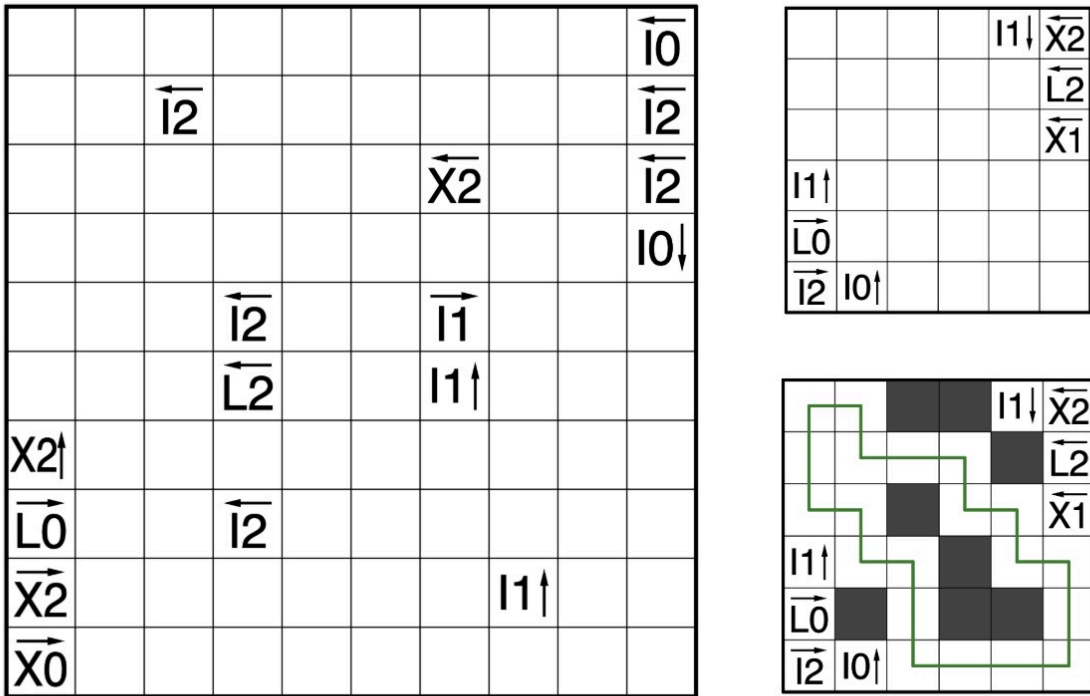
July 28, 2025: Yajilix | Freddie Hand

When we covered LIX Loop, Menderbug mentioned that **Yajilix** would have been a better name. Unfortunately this is now taken. I propose we call LIX Loop "Return of the Yajilix".

Rules: Draw a non-intersecting loop through the center of some cells. Clues indicate the amount of cells in which the loop turns (L), in which the loop goes straight (I) or which the loop does not visit (X) in the direction of the arrow. The loop cannot visit clue cells.

Clarifications

- X clues do **not** count clue cells; they only count empty cells that are not passed through by the loop, i.e. "shaded cells". (See the top right clue in the example)
- Clues point through other clues (again see the top right clue).
- Unlike in Yajilin and other Yajilin-likes, shaded cells may be adjacent.



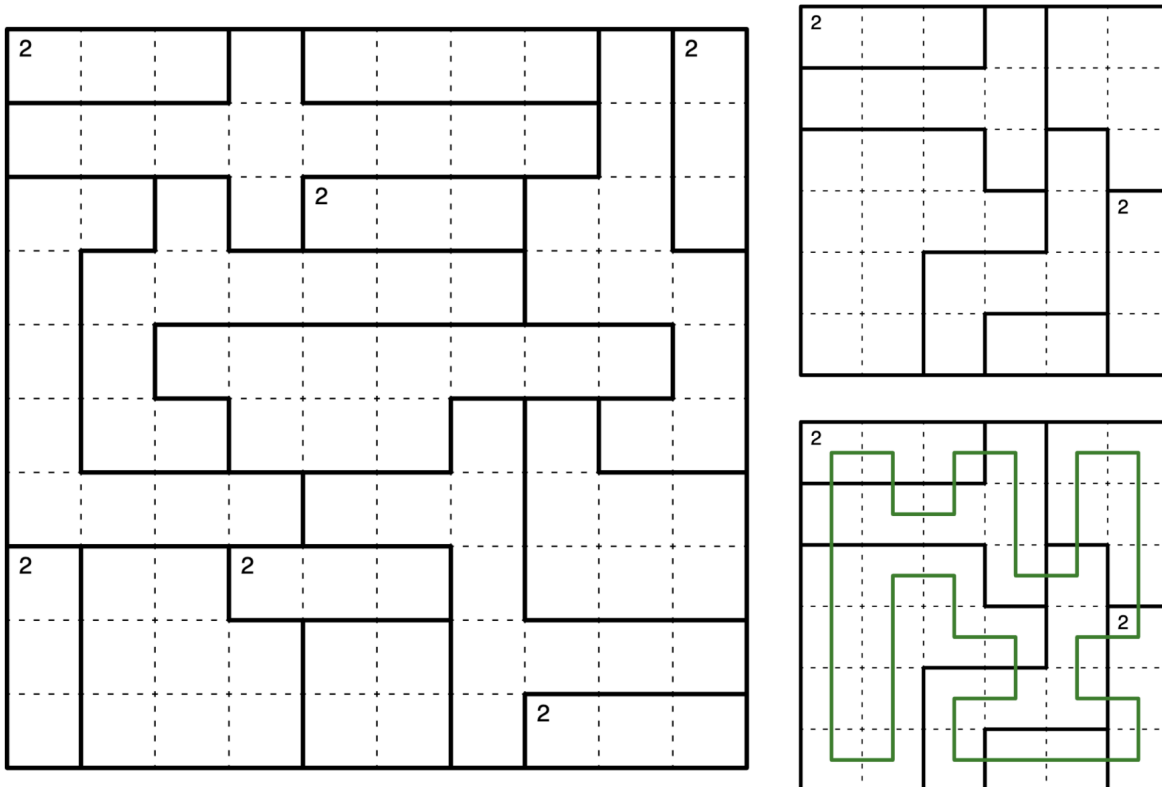
Example (Penpa+): <https://tinyurl.com/2ct8ubhs>
Puzzle (Penpa+): <https://tinyurl.com/26sdl3ze>

July 29, 2025: Pilgrimage | Walker

Today's GAPP is a **Pilgrimage**! I'm amazed how many loop genres there are on regions with numbers, and that there are more we still haven't covered 🐱

Rules: Draw a non-intersecting loop through the centers of all cells. No two visits to a particular region may occupy the same number of cells. A number in a region indicates how many times it's visited by the loop.

Here's a **GAPP 101**: (ROT13) Vs lbh'ir nyernql sbhaq gur yratgu 1 frtzag va n ertvba, lbh pna qenj frtzagf rkgraqvat sebz gur ertvba'f qrnq raqf (fb gurl'er va ivfvgf bs ng yrnfg 2 pryyf). Ybbx bhg sbe ertvaf jurer gur fznyy-yratgu frtzagf unir nyernql orra hfrq!



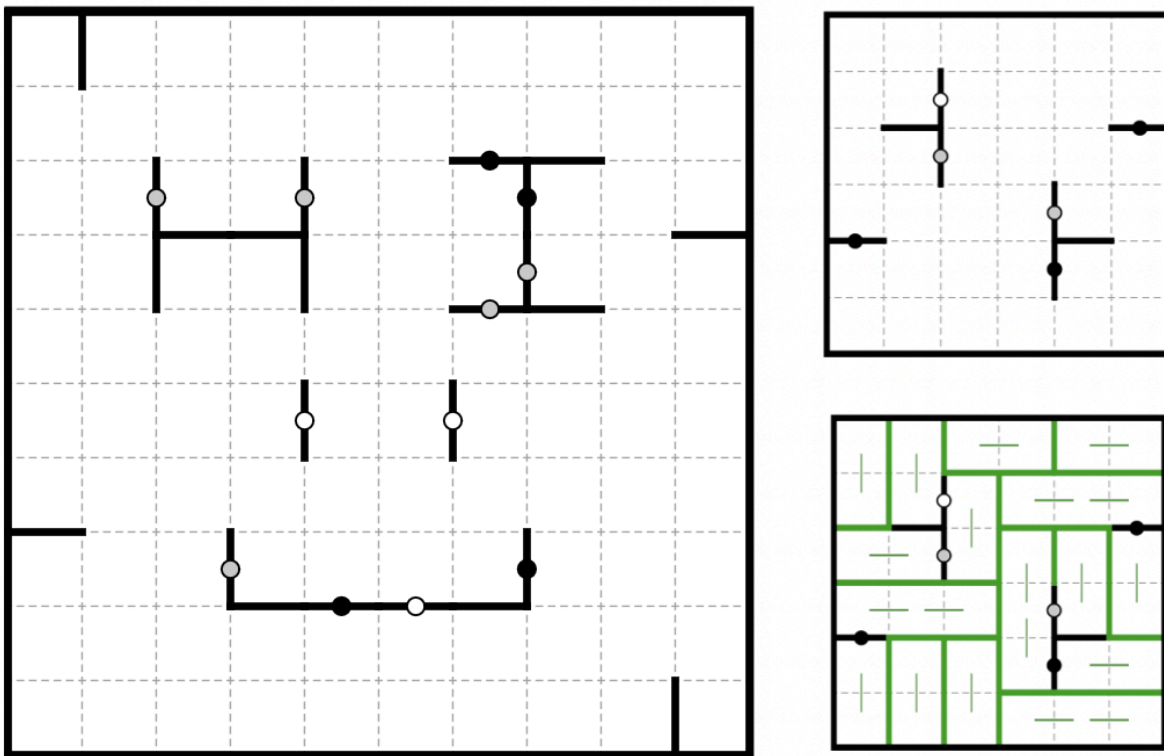
Example (Penpa+): <https://tinyurl.com/2b2r6hv9>
Puzzle (Penpa+): <https://tinyurl.com/ysm584rz>

July 30, 2025: Voxas (Tatami) | Lavaloid

HI :] I hope today's Voxas (Tatami) doesn't leave you feeling nonplussed.

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

Variant: Region borders may not form any four-way intersections.



Example (pzprxs) by Freddie: <https://tinyurl.com/yhw27m4t>
Puzzle (pzprxs): <https://tinyurl.com/ymsr8js4>

July 31, 2025: Magnets | bakpao

Today is July 31st, which means it's time for everyone's favorite guessing game again! Like in previous years, starting today and throughout the entire month of August, you'll be able to earn **bonus offers** for correctly guessing what the next day's genre will be! 🙄🤝

Remember to keep all your guesses in spoiler tags. From all of us, we hope you have fun! 😊

Today's GAPP is a **Magnets**! This genre got its own shiny pzprxs implementation in May 2023, but we haven't featured it since July 2022 😞. About time to spotlight it again!

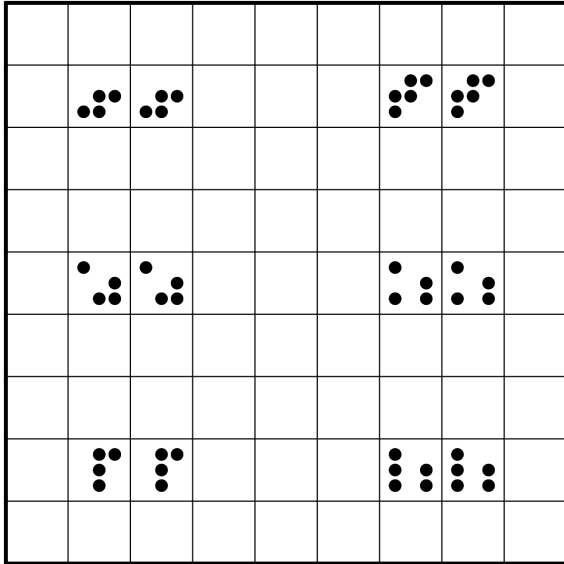
Rules: Place pluses and minuses into some cells such that the numbers outside the grid show how many of the indicated symbol appear in the corresponding row or column. An outlined domino either contains no pluses and no minuses, or one cell with a plus and one cell with a minus. No two symbols of the same type may appear in orthogonally adjacent cells.

		+	4	2				3	2		+	0			1		
	+	-	3	2		1	3		2	1	+	-	2	2		0	3
4	3										2						
2	3										2						
3	1										1						
2	2										2						
2	1										1						

Example (pzprxs): <https://tinyurl.com/4wz5r7mc>
 Puzzle (pzprxs): <https://tinyurl.com/5n76kseh>

Bonus 1: Dot Matrix (Instructionless #1)

Menderbug

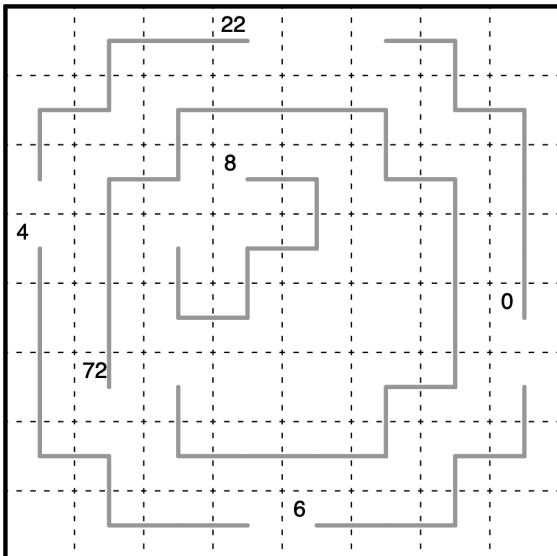


Example (Penpa+): <https://tinyurl.com/23g5lvvk>

Bonus (Penpa+): <https://tinyurl.com/227qha45>

Bonus 3: Doppelblock (Ropes)

(Instructionless #3) | Walker

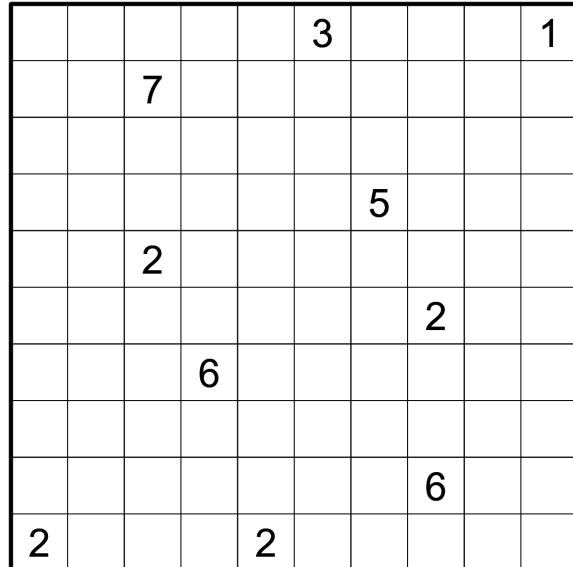


Example (Penpa+): <https://tinyurl.com/2xhxi2n2>

Bonus (Penpa+): <https://tinyurl.com/2y4uctha>

Bonus 2: Turnsweeper (Instructionless #2)

Freddie Hand

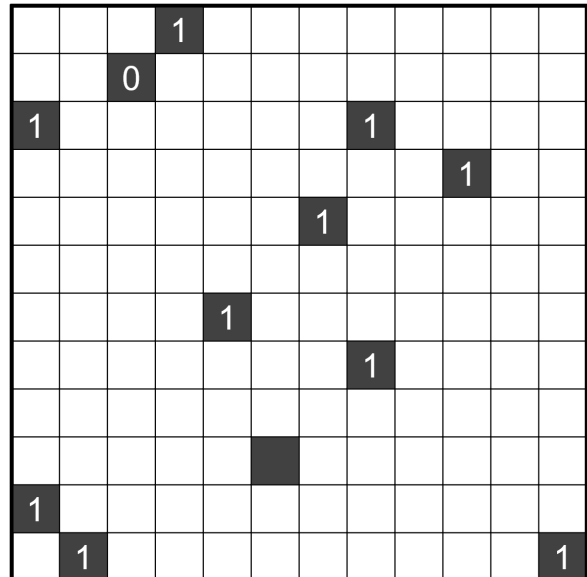


Example (Penpa+): <https://tinyurl.com/yvxqefn3>

Bonus (Penpa+): <https://tinyurl.com/2d4l5kkk>

Bonus 4: Diamond Chain (Instructionless #4)

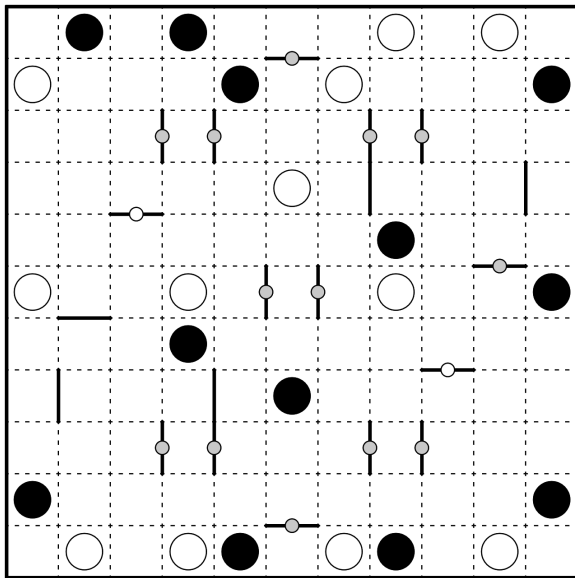
Lavaloid



Example (Penpa+): <https://tinyurl.com/yrfq5xdg>

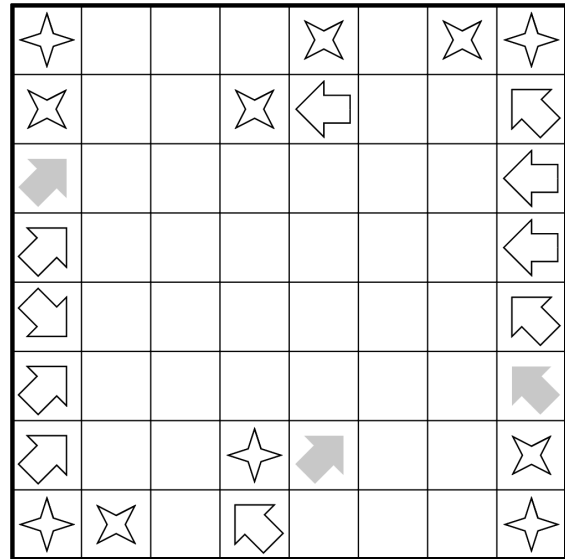
Bonus (Penpa+): <https://tinyurl.com/285uo2ke>

Bonus 5: Nieuwe Beelding (Instructionless #5) | bakpao



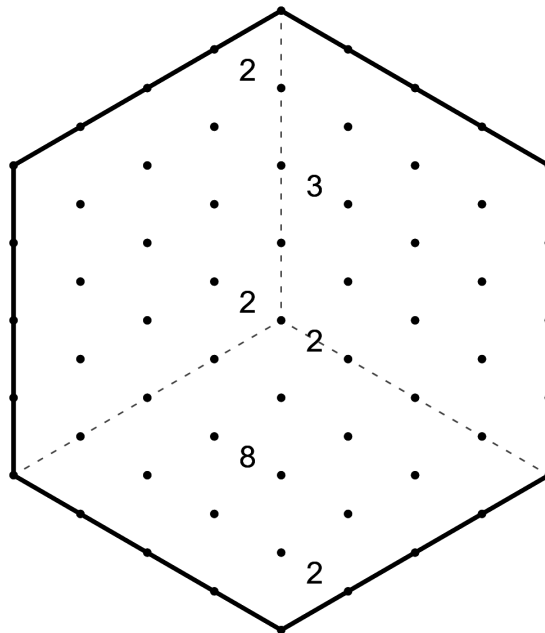
Example (Penpa+): <https://tinyurl.com/yryj39xl>
 Bonus (Penpa+): <https://tinyurl.com/27sl6m5e>

Bonus 6: Tetration (Instructionless #6) | Nellifluous



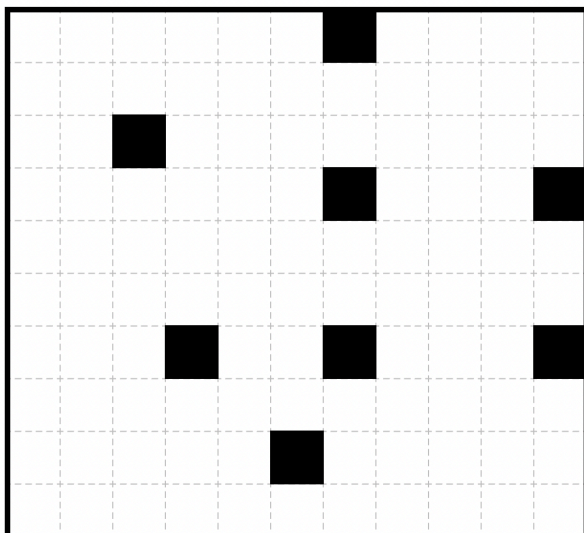
Example 1 (Penpa+): <https://tinyurl.com/yw47ueqv>
 Example 2 (Penpa+): <https://tinyurl.com/ylhxr6ho>
 Bonus (Penpa+): <https://tinyurl.com/259b3x38>

Bonus 7: Isocube (Instructionless #7) | Lavaloid



Example (Penpa+): <https://tinyurl.com/yvn44re9>
 Bonus (Penpa+): <https://tinyurl.com/2c3qrcym>

Bonus 8: Ring-ring | Nellifluous



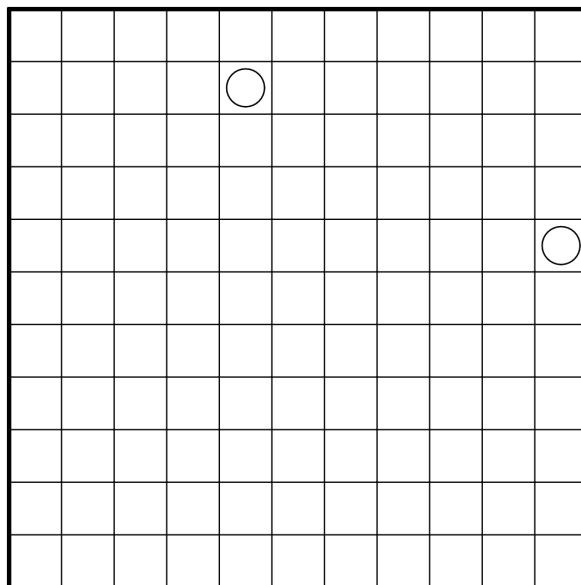
Example (puzz.link) by shye:

<https://tinyurl.com/36y3yb3k>

Bonus (puzz.link):

<https://tinyurl.com/5dc5hkyz>

Bonus 9: Shiromisaki Kuromisaki | Lavaloid



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

Bonus (Penpa+): <https://tinyurl.com/ywo4ltv3>

Date	Sloth Time	Crab Time	
01 Jul 2025	0:01:45	0:03:30	Absent Avocet
02 Jul 2025	0:03:00	0:06:45	Bird in a Bunny Costume
03 Jul 2025	0:01:30	0:03:00	Hungarian Hunter's Cisticola
04 Jul 2025	0:02:30	0:05:00	Over Lapland Longspur
05 Jul 2025	0:04:30	0:09:00	X-ray of a Xenops
06 Jul 2025	0:02:00	0:04:00	Overnight Oilbird
07 Jul 2025	Solve without hints or full ruleset	Solve with hints, but without full ruleset	Bamboozled Bamboowren
08 Jul 2025			Redacted Redpoll
09 Jul 2025			Secretive Saffron Siskin
10 Jul 2025			Clumsy Crow
11 Jul 2025			Befuddled Bulbul
12 Jul 2025			Gargantuan Grey Go-Away-Bird
13 Jul 2025			Final Flamingo
14 Jul 2025	0:02:00	0:04:00	Jungle Cruise River Tern
15 Jul 2025	0:03:00	0:06:00	Rejected Robin
16 Jul 2025	0:02:30	0:04:30	Banded Spoonbill
17 Jul 2025	0:05:00	0:11:15	Oh No 'ō'ō
18 Jul 2025	0:01:30	0:03:00	Breakout Brewer's Blackbird
19 Jul 2025	0:04:00	0:08:00	Patrolling Pectoral-Patch Cisticola
20 Jul 2025	0:02:00	0:04:00	Pointing Pohnpei Fantail
21 Jul 2025	0:03:00	0:06:00	Round Robin
22 Jul 2025	0:03:00	0:06:45	Early Morning Mourning Dove
23 Jul 2025	0:03:00	0:06:00	Bizarre Bimaculated Lark
24 Jul 2025	0:01:15	0:02:15	Clear Clarión Wren
25 Jul 2025	0:03:00	0:06:00	Seafaring Seaside
26 Jul 2025	0:04:30	0:08:30	Networking Neddicky
27 Jul 2025	0:01:00	0:02:15	Simple Silvereye
28 Jul 2025	0:03:30	0:07:00	Elixir Elliot's Laughingthrush
29 Jul 2025	0:02:30	0:05:00	Destination Dunlin
30 Jul 2025	0:03:00	0:06:00	Nonplussed Nene
31 Jul 2025	0:03:00	0:06:00	Foresighted Fieldfare