

Mind The GAPP Vol. 47

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

No special news this month. Have a good day :)

We have 6 bonus puzzles this time.

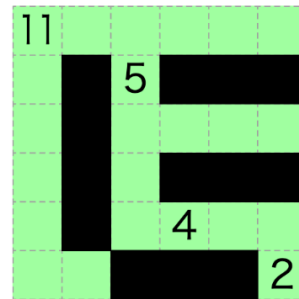
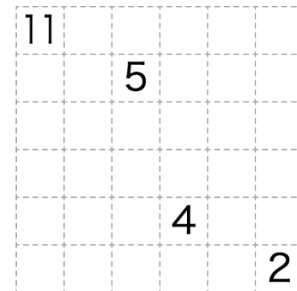
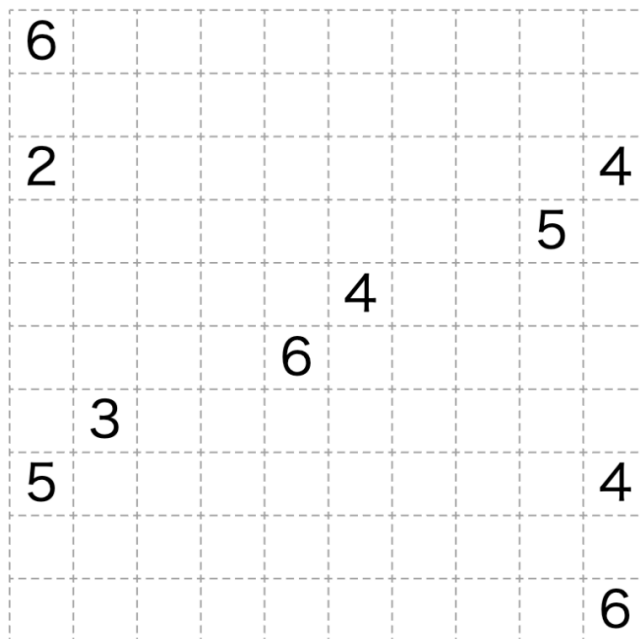
September 1, 2025: City Space | Freddie Hand

Unfortunately none of you predicted that today's puzzle would be a **City Space**. Not that there was any way to guess, since it doesn't follow the pattern (though if you're familiar with what puzzles I tend to pick, you'll know I'm a big fan of jumping on the latest pzprxs releases). I hope you enjoy the little bit of extra disorder in your life now.

I will be busy after September 4th for certain reasons so this will be the last post from me in a while. (I'm joking!)

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a one-wide rectangle of at least two cells. All unshaded cells must form one orthogonally connected area, which contains no complete loops of cells (this includes 2x2s). 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.

Note: The example might be a little trickier than usual.



Example (pzprxs) by shye: <https://tinyurl.com/45hmaze>

Puzzle (pzprxs): <https://tinyurl.com/3tfvde84>

September 2, 2025: Sukoro | Walker

Here's a **Sukoro**!

Rules: Place a number into some cells so that all cells with numbers form one orthogonally connected area. Numbers represent how many of the (up to) four orthogonally adjacent cells contain numbers. No two orthogonally adjacent cells may contain the same number.

Interface Note: In puzzlink, you can mark whether cells contain numbers or are empty.

	1		3		1		2		2
		2		2		1		1	
	1								
								3	
	1		3		2		2		
2		2		1		1		3	

	4		2	
		2		
	1		1	

×	1	×	×	1
1	4	3	2	3
×	3	2	×	2
×	1	×	1	3
×	×	×	×	1

Example (puzz.link) by jovi: <https://tinyurl.com/yms9xnse>
Puzzle (puzz.link): <https://tinyurl.com/3upf25ve>

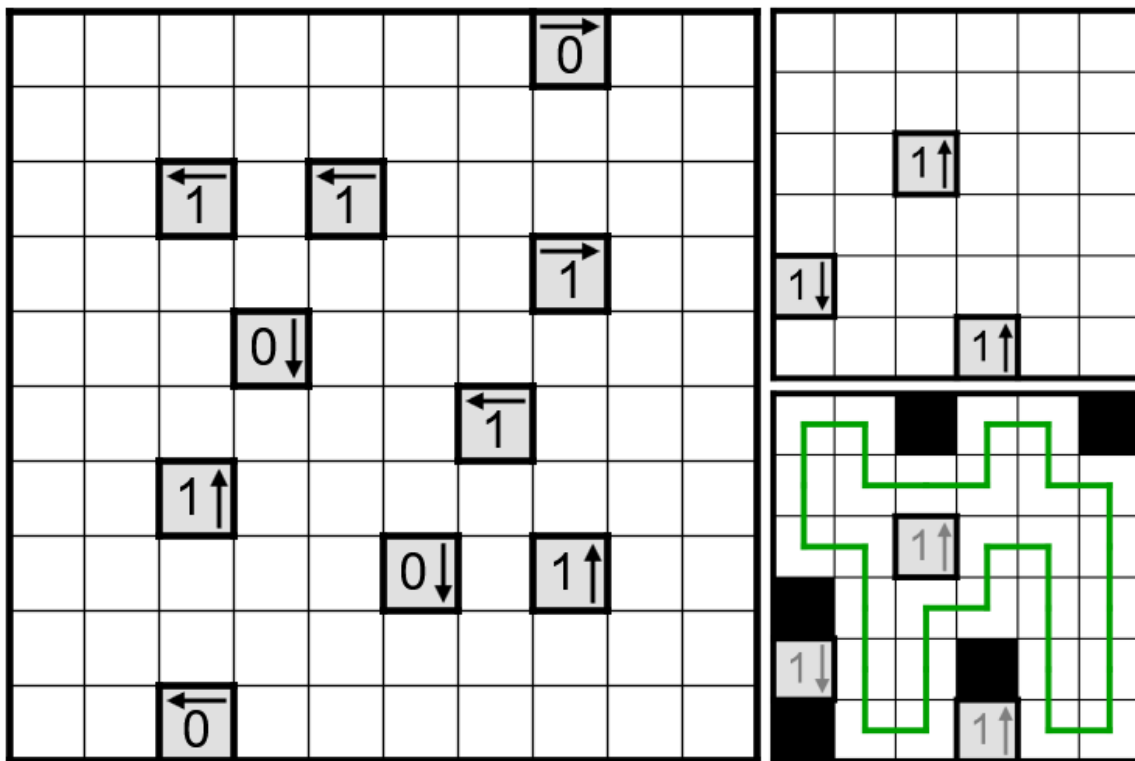
September 3, 2025: Yajilin (Yajilout) | Lavaloid

Today's GAPP is a **Yajilout** which is sort of an evil twin to Yajilin. Or maybe an evil part of Yajilin would be more fitting, given Yajilin doesn't require shaded cells to be inside the loop.

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.

Variant: All shaded cells must be outside the loop.

GAPP 101: (ROT13) Znrx fher gb ybbx bhg sbe pryyf gung ner qrsvavgryl vafvqr gur ybbc, nf gurfr pna or znexrq nf hafunqrq.



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

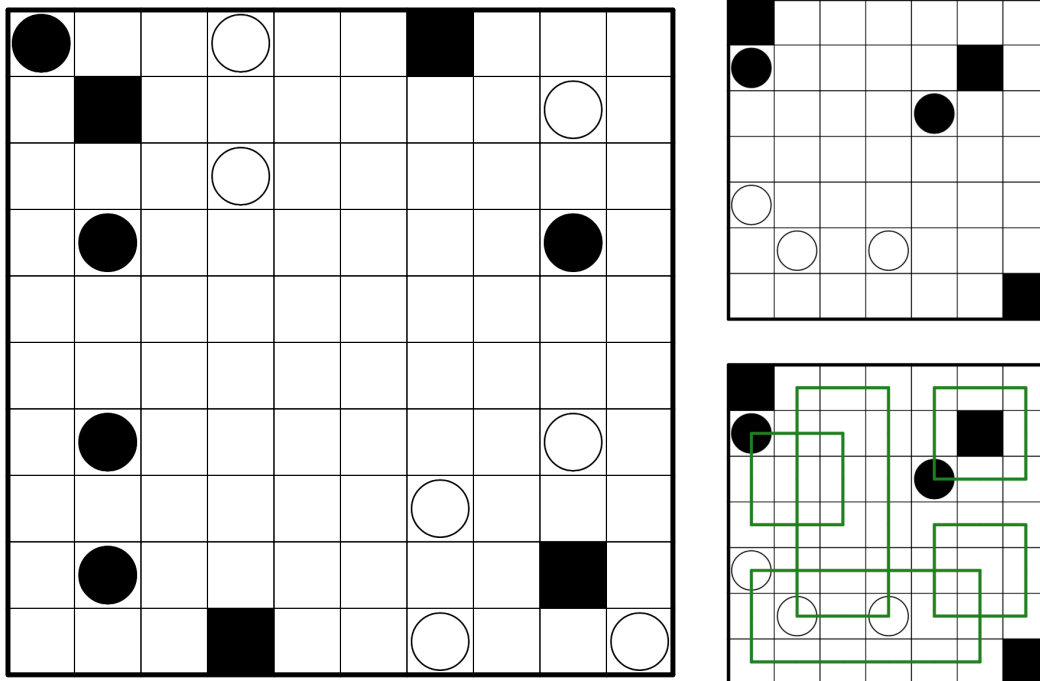
Puzzle (pzprxs): <https://tinyurl.com/4njhhc6v>

September 4, 2025: Ring-Ring (Black & White) | bakpao

Today's GAPP is a **Ring-Ring (Black & White)**!

There's a month-long Ring-Ring contest currently happening over at [Puzzle Duel](https://puzzle-king.com/). This is one of the variants featured (called Black Ring White Ring on the website) which I thought was quite nice. I don't think I'll set a puzzle for the variant featured today, though...

Rules: Draw rectangular loops through the centers of cells so that every cell gets used. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap. Given circles must lie at the corners of rectangles. If a circle is black, the rectangle it is a part of must be square. If a circle is white, the rectangle it is a part of must not be square. *Note: Loops may contain multiple circles!*



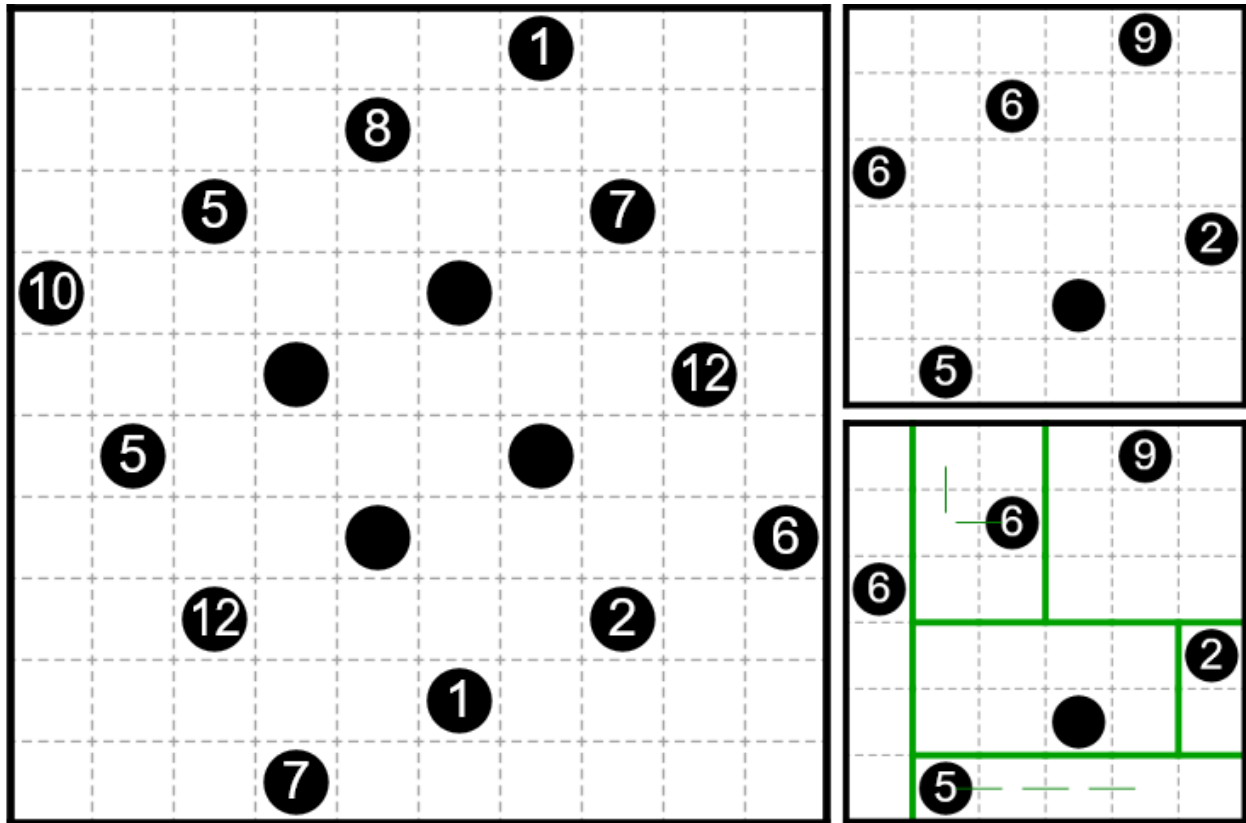
Example (Penpa+): <https://tinyurl.com/27q3ekcl>

Puzzle (Penpa+): <https://tinyurl.com/2bryp8eh>

September 5, 2025: Shikaku | jovi_al

Good day, everyone! Sorry for being late. Today's puzzle is a **Shikaku**!

Rules: Along cell borders, divide the grid into rectangular regions, each containing exactly one circle. If a circle contains a number, it indicates the number of cells in the rectangle containing it.



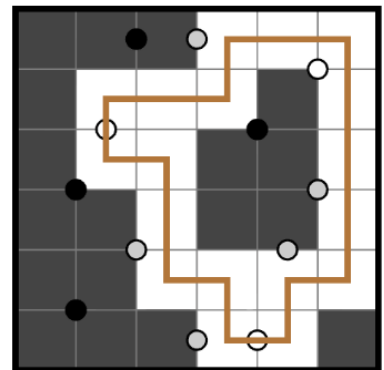
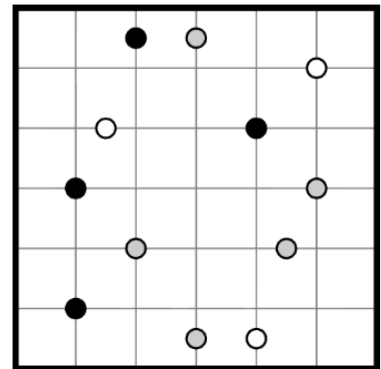
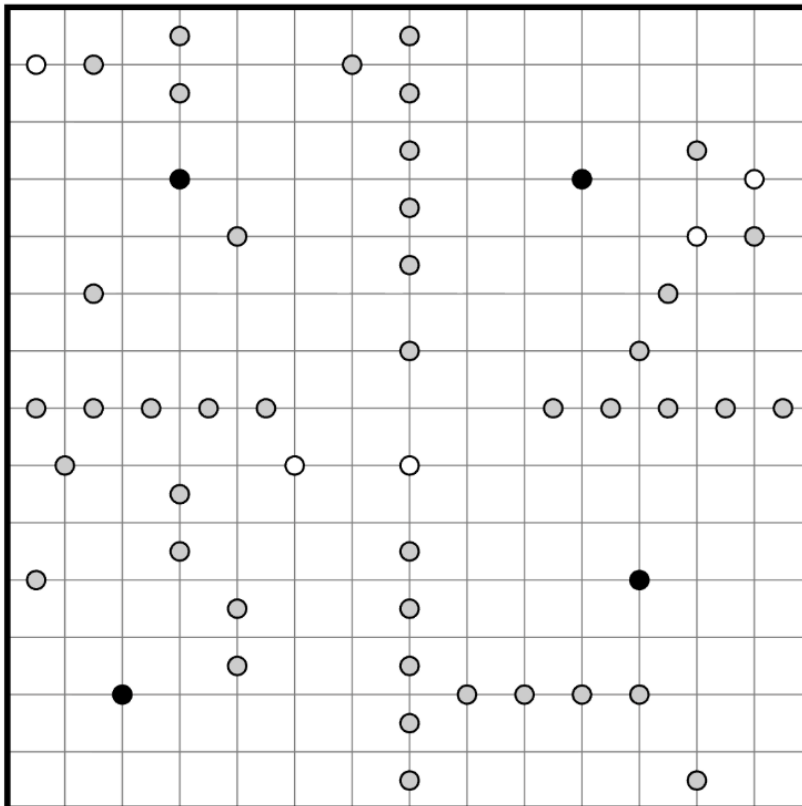
Example (pzprxs): <https://tinyurl.com/shvet93r>

Puzzle (pzprxs): <https://tinyurl.com/3j5up24v>

September 6, 2025: Kurarin | Freddie Hand

Happy Saturday! Here is a supersized **Kurarin**, and a reminder to everyone to stay hydrated.

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.



Example (pzprxs): <https://tinyurl.com/3tet8kpr>

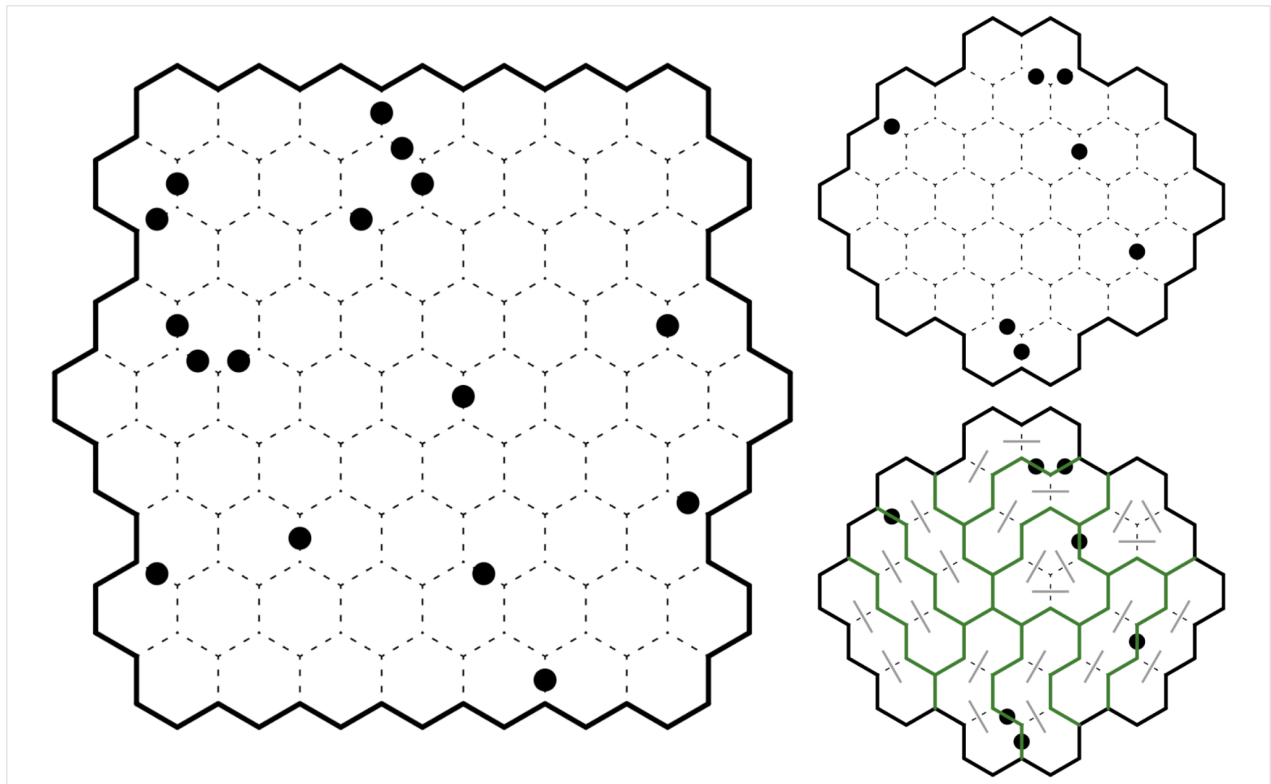
Puzzle (pzprxs): <https://tinyurl.com/238d8d4w>

September 7, 2025: Tromino Divide | Walker

Tromino Divide ports naturally to a hex grid. This puzzle uses **only black circles**, the same theme as Menderbug's first Tromino Divide on a square grid. Maybe we'll see the others in a future hex puzzle!

Rules: Divide the grid along dotted lines into regions of exactly three cells. Clues separate two different regions with the following conditions:

- A black dot separates two regions with the same shape and orientation.
- A white dot separates two regions with the same shape but different orientations.
- A cross separates two regions with different shapes.



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

Puzzle (Penpa+): <https://tinyurl.com/2a9bbzcv>

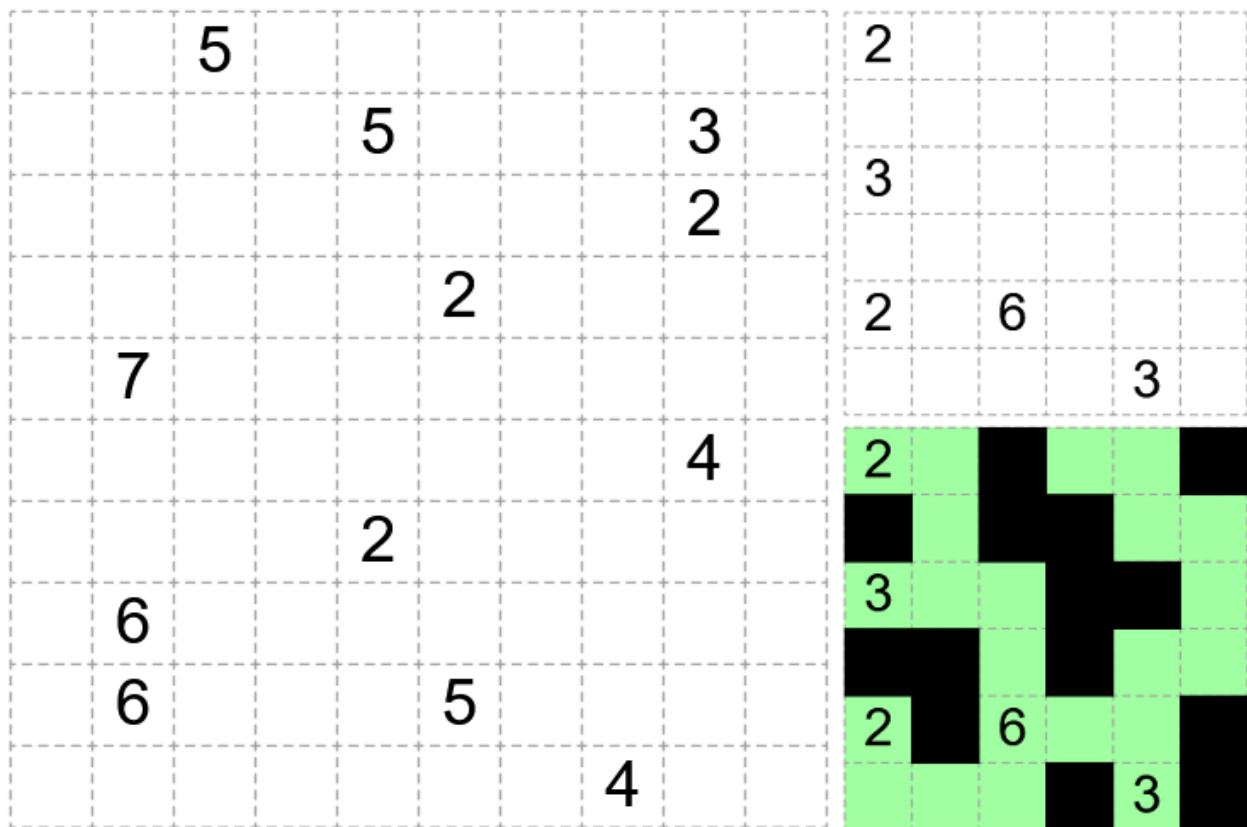
September 8, 2025: Cave (No 2x2) | Lavaloid

I've been having fun playing Silksong, though it turns out to be a pretty difficult game. Hopefully, today's **Cave (No 2x2)** won't be as difficult.

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

Variant: No 2x2 areas can be entirely shaded or entirely unshaded.

GAPP 101: (ROT13) Nal gjb ol gjb nern bs n pnir chmmyr pnaabg or n purpxreobneq bs funqrq naq hafunqrq pryyf. Guvf vf orpnhr gb pbaarpg gur hafunqrq pryyf naq unir whfg bar fvatyr pnir, lbh jbhyq unir gb jenc nebhaq bar bs gur funqrq pryyf, naq va ghea fgbc vg sebz pbaarpgvat gb gur rqtr bs gur tevq.



Example (Penpa+): <https://tinyurl.com/2yylmjv8>

Example (pzprxs): <https://tinyurl.com/y6madhtu>

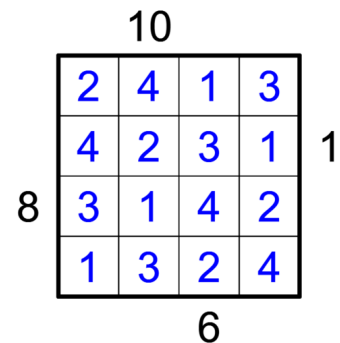
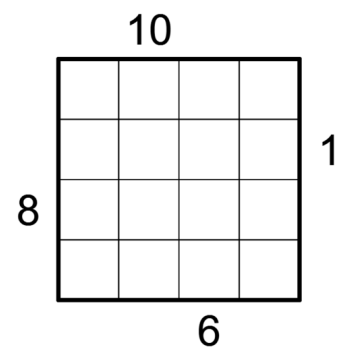
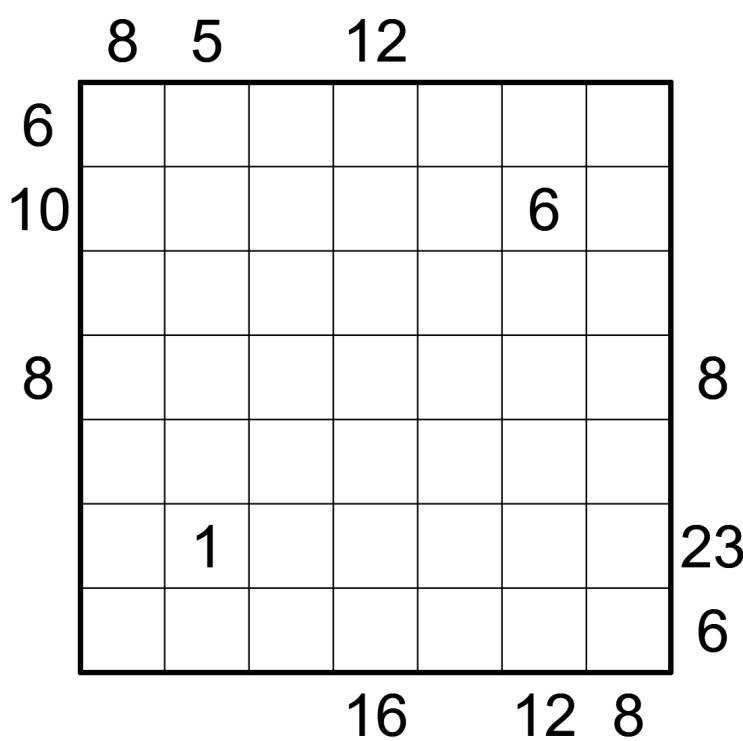
Puzzle (Penpa+): <https://tinyurl.com/2arra4h8>

Puzzle (pzprxs): <https://tinyurl.com/yc5j5u7c>

September 9, 2025: X-Sums | bakpao

Today's GAPP is an **X-Sums**!

Rules: Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. A clue outside the grid indicates the sum of the first X numbers in the corresponding row or column from the direction of the clue, where X is the first number in that row or column from the direction of the clue.

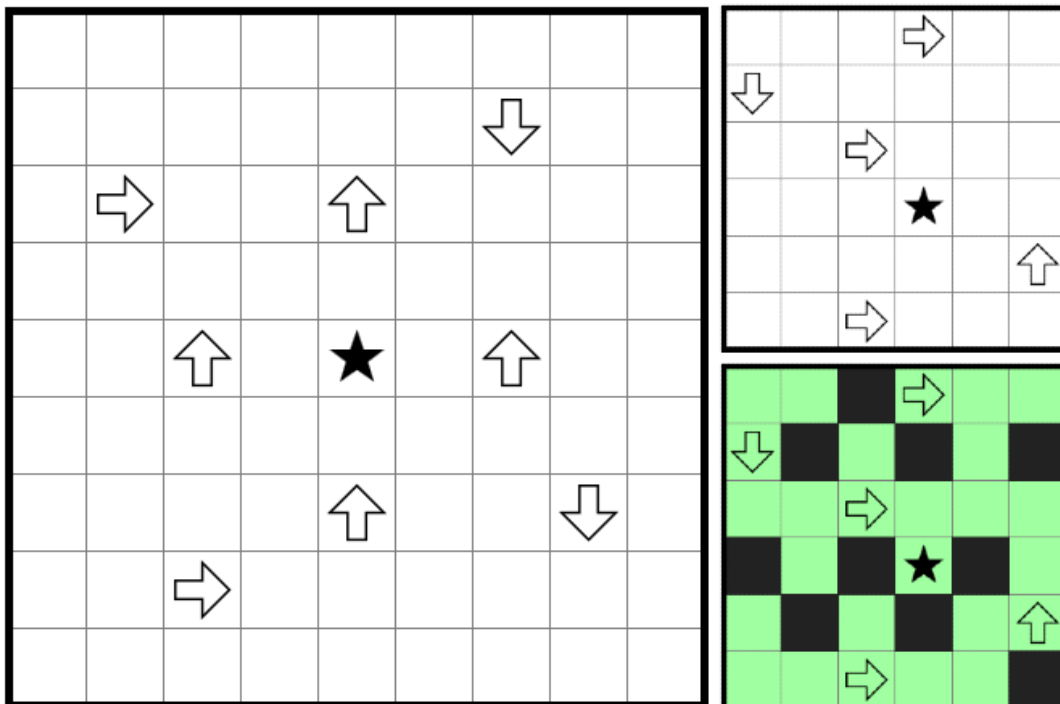


Example (Penpa+): <https://tinyurl.com/2gm7an3t>
Puzzle (Penpa+): <https://tinyurl.com/2yhtjhkx>

September 10, 2025: Guide Arrow | jovi_al

Guide Arrow today!

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking.



Example (puzz.link): <https://tinyurl.com/ymbbtaw6>

Puzzle (pzprxs): <https://tinyurl.com/2u3c3wnb>

September 11, 2025: Hitori (Fillomino) | Freddie Hand

The instructions booklet for this year's World Puzzle Championship has been released! You can find it linked [here](#). **Hitori (Fillomino)** is one of the variants appearing in the Hitori round, which should really only have one puzzle.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No two cells in the same row or column containing the same number may both be unshaded.

Then, divide the remaining unshaded cells into regions of orthogonally connected cells. Two regions of the same size cannot share an edge. Clues in unshaded cells must belong to a region containing the indicated number of cells. Clues in shaded cells convey no information.

Notation note: Unfortunately a bit fiddly. I recommend alternating between shading mode (for the Hitori part) and edgesub (for the Fillomino part).

Answer check note: The answer checker requires both shaded cells and edges to be drawn. It draws implicit borders between adjacent cells with different shading, so you won't have to draw all of the edges around shaded cells for answer check to pop up, *but you will need to colour all unshaded cells in green for this to work. There is no number checking.*

4	4	4					7
			6	6	6		7
4		2		3			7
4		2		3			6
4		2		3			6
				2		3	3
	6			2			5
					6		5
	3	4	4		6		5

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

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

Example (Penpa+): <https://tinyurl.com/282pygfk>

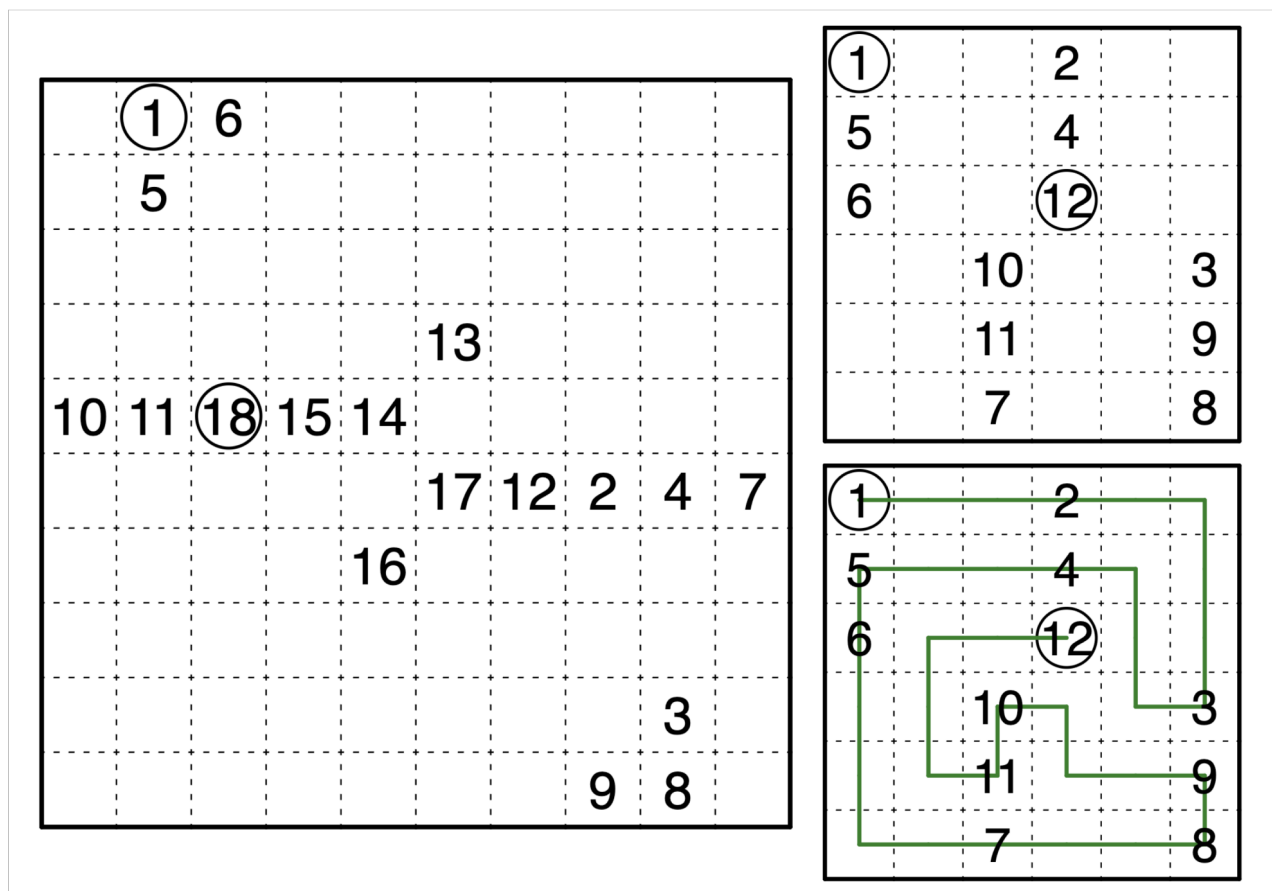
Puzzle (Penpa+): <https://tinyurl.com/278fyvyo>

September 12, 2025: Thread | Walker

Here's a **Thread**! At least, that's the name I first encountered for this genre. I've also seen it as Number Connection (in the LMI test Japanese Puzzle Land 2), and more recently, as Zip, published on LinkedIn Games and GMPuzzles. It's a natural ruleset comparable to genres like Numberlink.

Rules: Draw a nonintersecting path through the centers of some cells that starts in the cell with number 1, passes through all numbered cells consecutively and ends in the cell with the largest number.

Interface Note: I've marked the 1 and the largest number with circles.

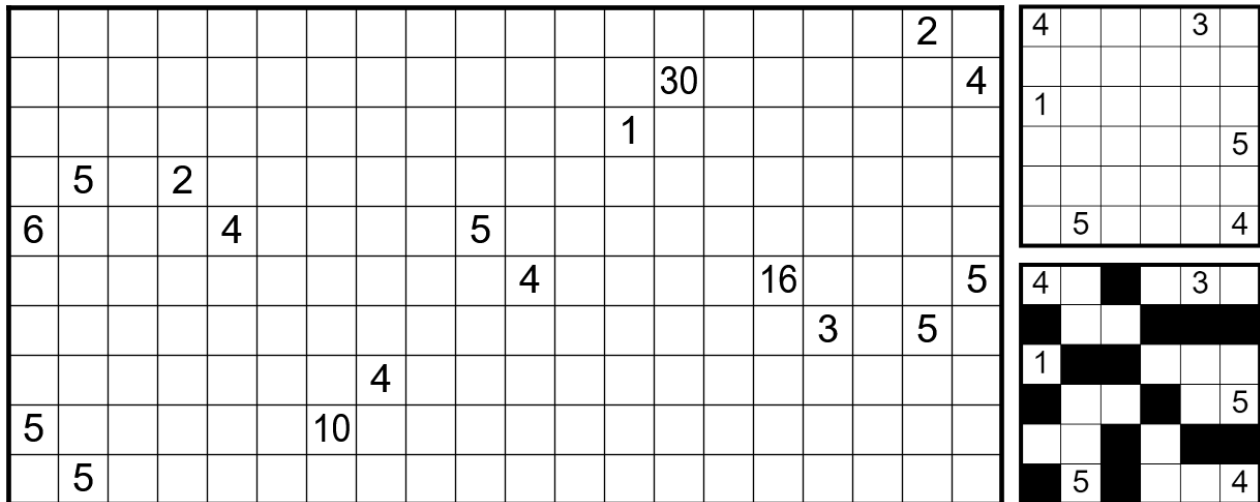


Example (Penpa+): <https://tinyurl.com/2ysng9xa>
Puzzle (Penpa+): <https://tinyurl.com/22ogjchd>

September 13, 2025: Nuribou | Lavaloid

Today's ✨ *Supersized Saturday* ✨ is a **Nuribou**! I hope the evil and intimidating 30 clue doesn't scare you. Don't worry, it won't bite :)

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a one-wide (1xN) rectangle. Rectangles of the same length may not touch diagonally. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area.



Example (puzz.link) by bakpao: <https://tinyurl.com/53t84dmf>

Puzzle (puzz.link, Portrait): <https://tinyurl.com/3wmzs4cz>

Puzzle (puzz.link, Landscape): <https://tinyurl.com/h88r4mvm>

September 14, 2025: Heyawake (Triangular) | bakpao

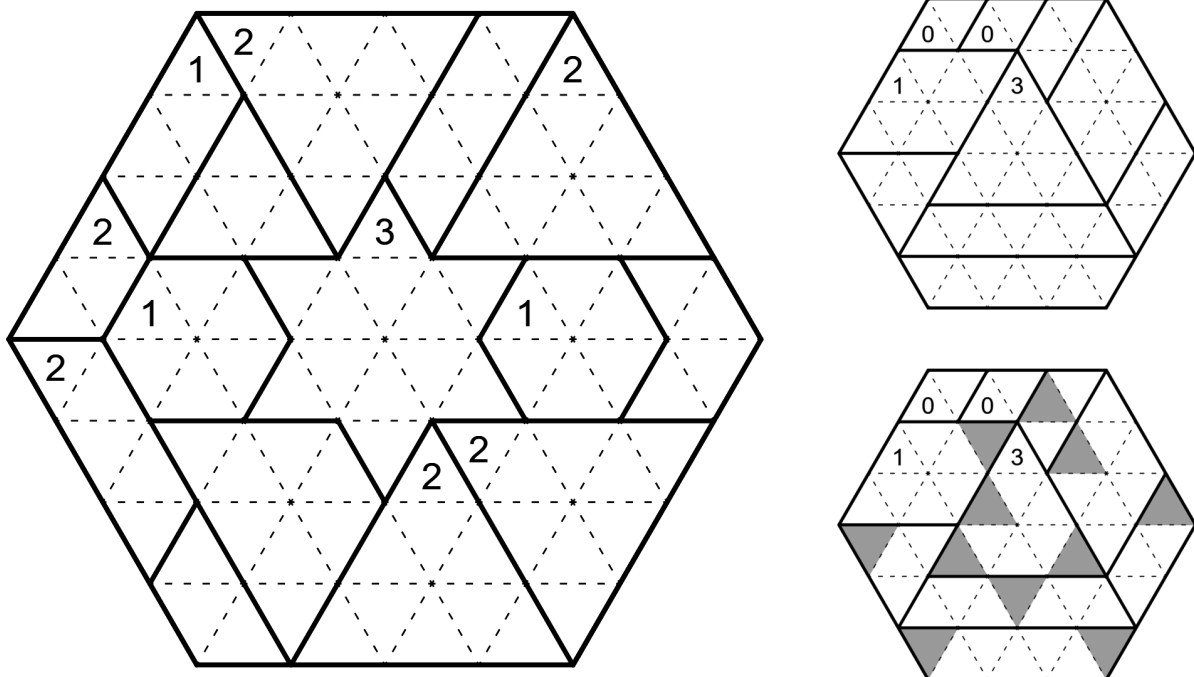
With the [WPC IB](#) getting released last week and Nikoli's new [Puzzle Communication](#) being delivered yesterday, there's plenty of new sources to draw inspiration from for GAPP. Unfortunately I already have my next five GAPPs ready to go as every moment of free time I have is spent preparing for the tournament. After all, I need to show up strong if I want to hang on to my title of highest ranked GAPP author in WPC. We don't talk about the fact that I was the only one there last year.

Instead, here's something I found browsing through the latest [PuzSQ Wave](#).

Today's GAPP is a **Heyawake (Triangular)**!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A straight line of consecutive unshaded cells (parallel to one of the grid lines) may not cross more than one bold border.

Tip: (ROT13) Gur obeqre ehvr vf irel fgebat ba guvf tevq glcr. Vs lbh trg fgphx, gel fpnaavat sbe yvarf bs hafunqrq pryvf gung nyernql pebff bar obeqre naq znxr fher gurl qba'g pebff n frpbaq bar.

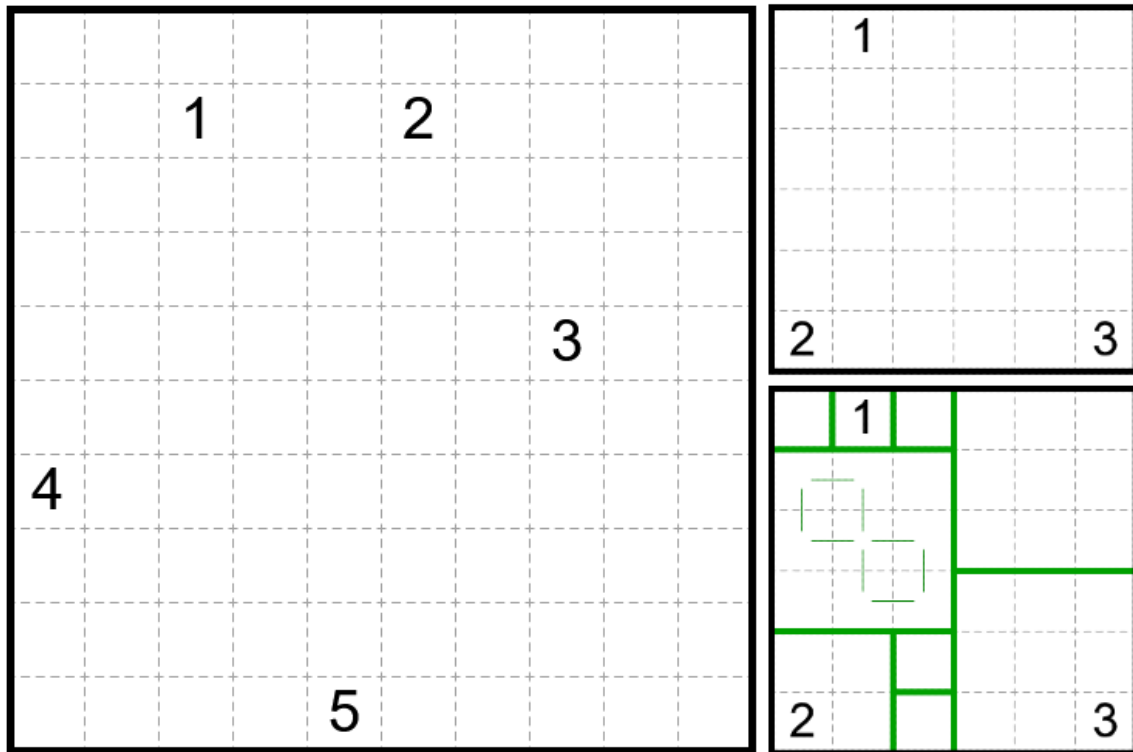


Example (Penpa+): <https://tinyurl.com/27s87qya>
Puzzle (Penpa+): <https://tinyurl.com/25cbhajt>

September 15, 2025: Square Jam | jovi_al

Square Jam is a genre I appreciate for its flow and simplicity. I hope you'll enjoy this one by me.

Rules: Divide the grid into square regions along dashed cell borders. A number indicates the side length of the square containing it. There must not exist any four-way intersections.



Example (pzprxs): <https://tinyurl.com/2sx79rx6>

Puzzle (pzprxs): <https://tinyurl.com/559kkuft>

September 16, 2025: Cave (All 3's) | Freddie Hand

Time for another WPC puzzle (well, almost). **Cave (All 3's)**



!!!!!! **NEGATIVE CONSTRAINT ALERT** !!!!!

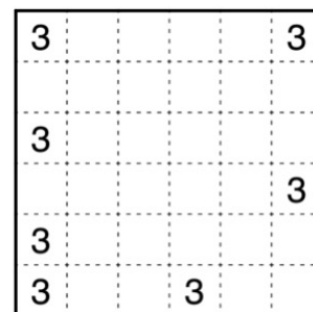
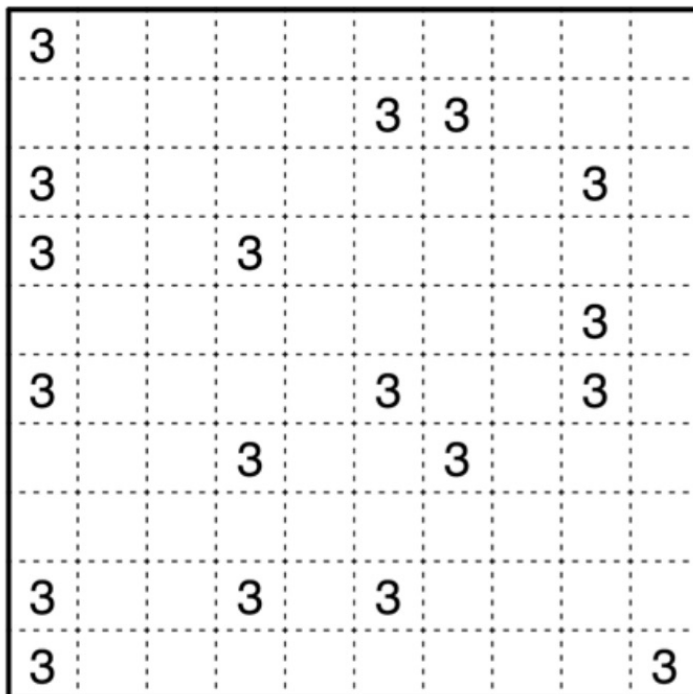


Rules: Shade some cells so that the shaded cells are all connected orthogonally by other shaded cells to the edge of the grid, and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight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

Additionally, all possible 3 clues are given, i.e.  if a cell is unshaded and does not contain a 3, then it cannot see exactly 3 cells .

This puzzle also comes with an important GAPP 101. Some of you can probably guess what it is.

GAPP 101: (ROT13) Nal gjb ol gjb nern bs n pnir chmmyr pnaabg or n purpxreobneq bs funqrq naq hafunqrq pryyf. Guvf vf orpnhfr gb pbaarpg gur hafunqrq pryyf naq unir whfg bar fvatyr pnir, lbh jbhyq unir gb jenc nebhaq bar bs gur funqrq pryyf, naq va ghea fgbc vg sebz pbaarpgvat gb gur rqtr bs gur tevq.

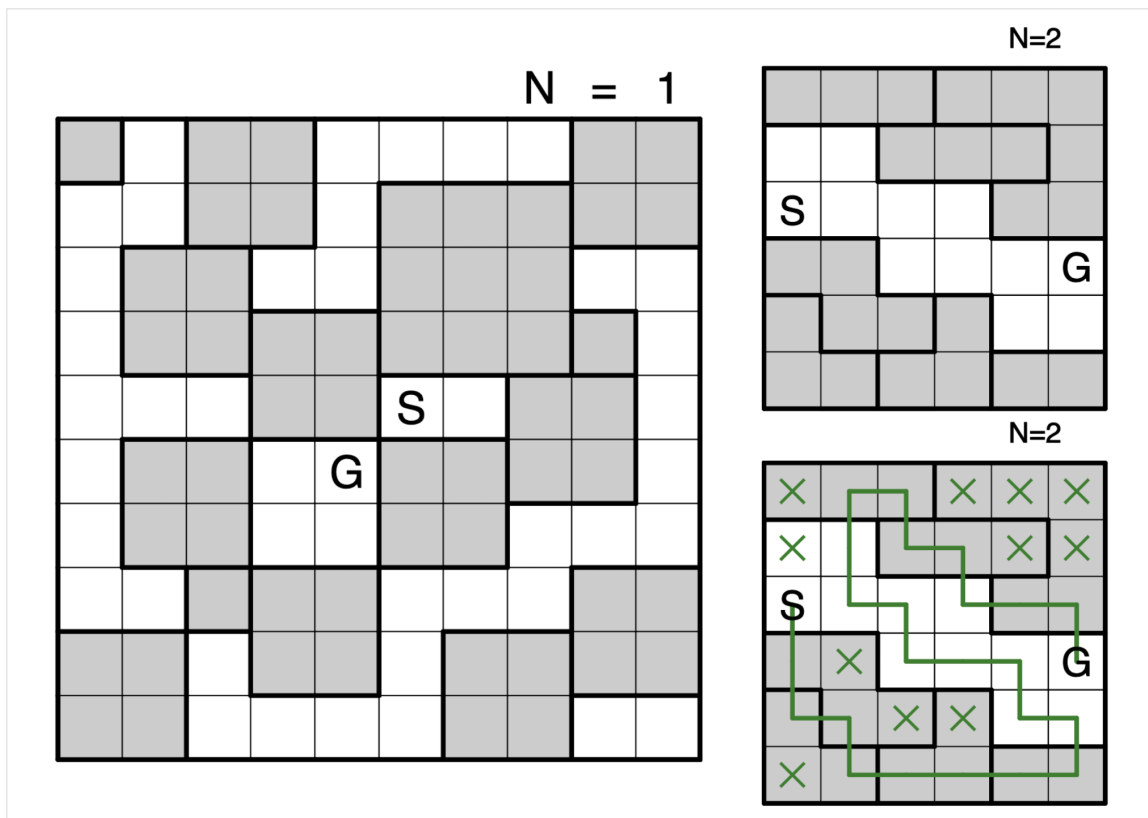


Example (Penpa+): <https://tinyurl.com/yswwqaj5>
Puzzle (Penpa+): <https://tinyurl.com/28efjz94>

September 17, 2025: Block Maze | Walker

I've been building up a GAPP backlog in advance of the World Puzzle Championship. Here's a puzzle off the backlog, a **Block Maze**! It's another **Will It Square!** 

Rules: Draw a non-intersecting path through the centers of some cells, starting from the S (start) and finishing at the G (goal). In each bolded grey region, exactly N cells are visited by the path. The value of N is given outside the grid.



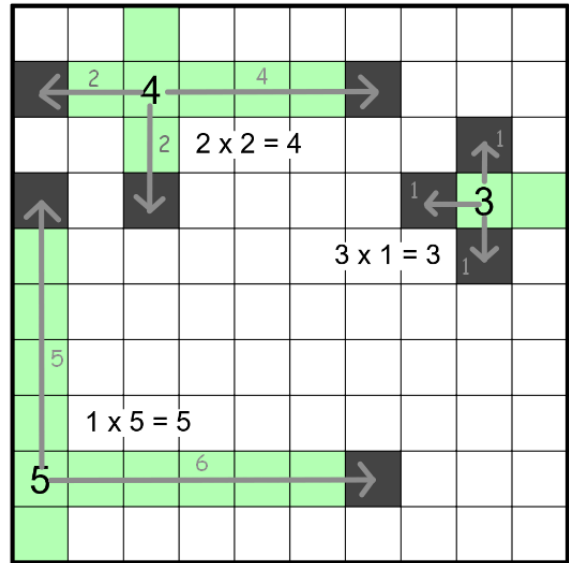
Example (Penpa+): <https://tinyurl.com/22p9tz25>
Puzzle (Penpa+): <https://tinyurl.com/ymyojyba>

September 18, 2025: Distopia | Lavaloid

Today's GAPP is a **Distopia**, a portmanteau of [dist]ance and pen[topia], which is itself a portmanteau of [pento]mino and my[opia]. Someone should invent a variant of this genre, so we can have a portmanteau of a portmanteau of a portmanteau. I typed portmanteau so many times it doesn't feel like a real word anymore. Portmanteau portmanteau portmanteau portmanteau portmanteau portmanteau

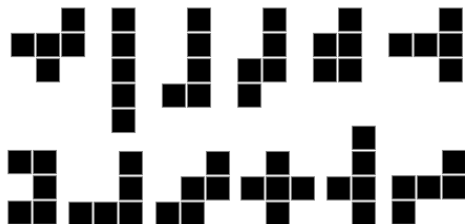
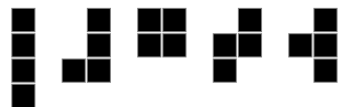
Rules:

- Place some shapes from the bank into the grid. Shapes can be rotated or mirrored. A shape can be used no more than once. There cannot be shapes in the grid that aren't present in the bank.
- Two shapes cannot be orthogonally or diagonally adjacent.
- A number indicates the shortest distance to a shaded cell in the 4 cardinal directions, multiplied by the amount of directions where the distance is minimal. (See image.)
- A cell with a clue cannot overlap a shape.



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

					4	
		2				2
5			6			
					4	



					4	
		2				2
5			6			
					4	

Example (pzprxs)
from rules page:

<https://tinyurl.com/487emtr>

Puzzle (pzprxs):

<https://tinyurl.com/2f2ty9c4>

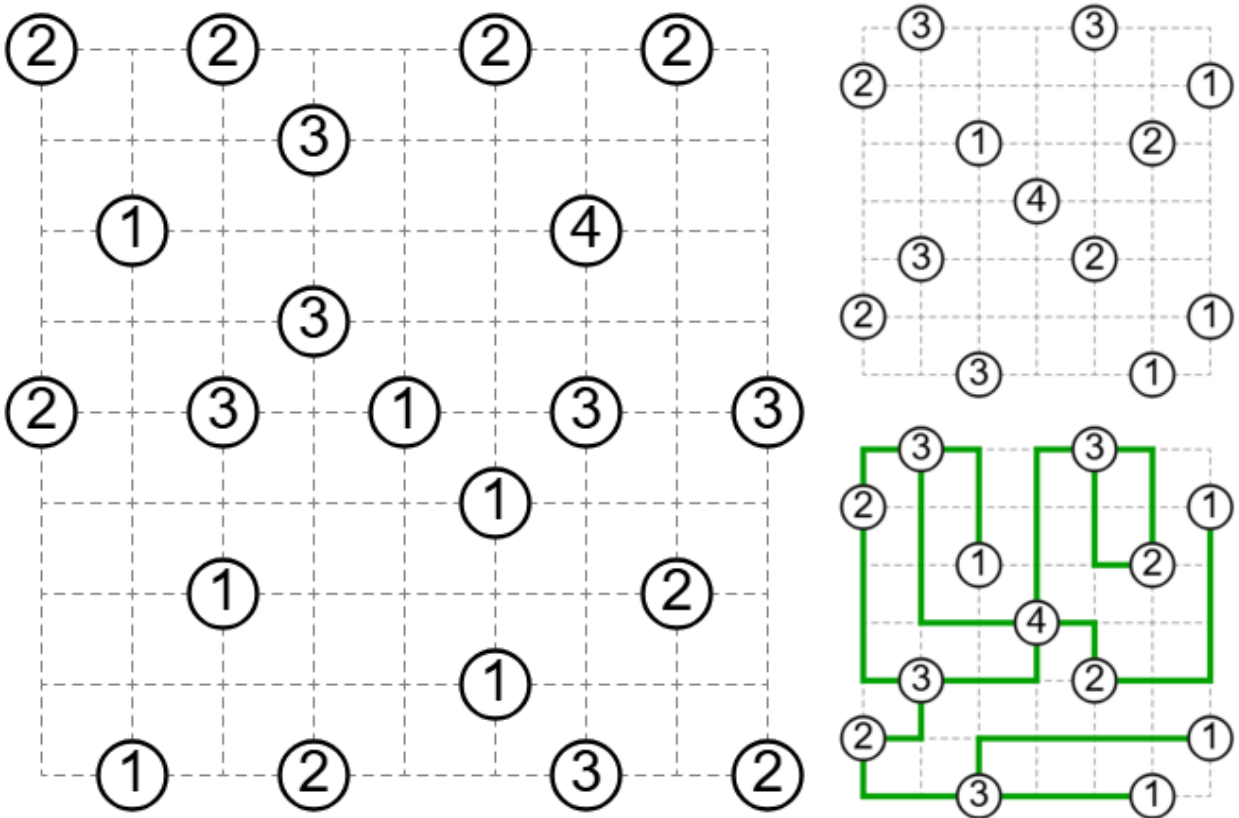
September 19, 2025: Magnetic Ichimaga | bakpao

Oops, forgot it's my turn today. This is my last post before heading off to WSPC. Wish me luck!



Today's GAPP is a **Magnetic Ichimaga**!

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



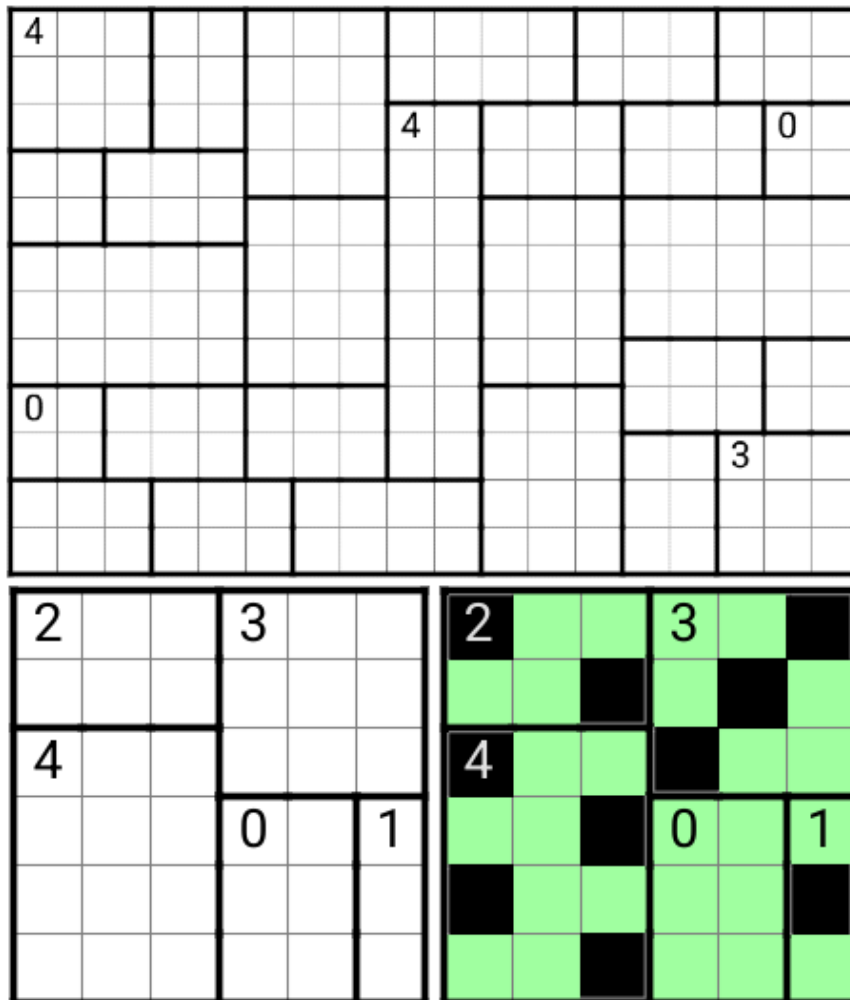
Example (pzprxs): <https://tinyurl.com/3ckfam5x>

Puzzle (pzprxs): <https://tinyurl.com/4kfb95aj>

September 20, 2025: Ayeheya | jovi_al

Today's Supersized Saturday puzzle is an **Ayeheya**! Shimmy tree time.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. The shaded cells within a region must have 180° rotational symmetry around the region's center. A line of consecutive unshaded cells may not cross more than one bold border.



Example (pzprxs):
<https://tinyurl.com/4wmxr9vf>

Puzzle (pzprxs, horizontal):
<https://tinyurl.com/msyu22ds>

Puzzle (pzprxs, vertical):
<https://tinyurl.com/2p9p59sf>

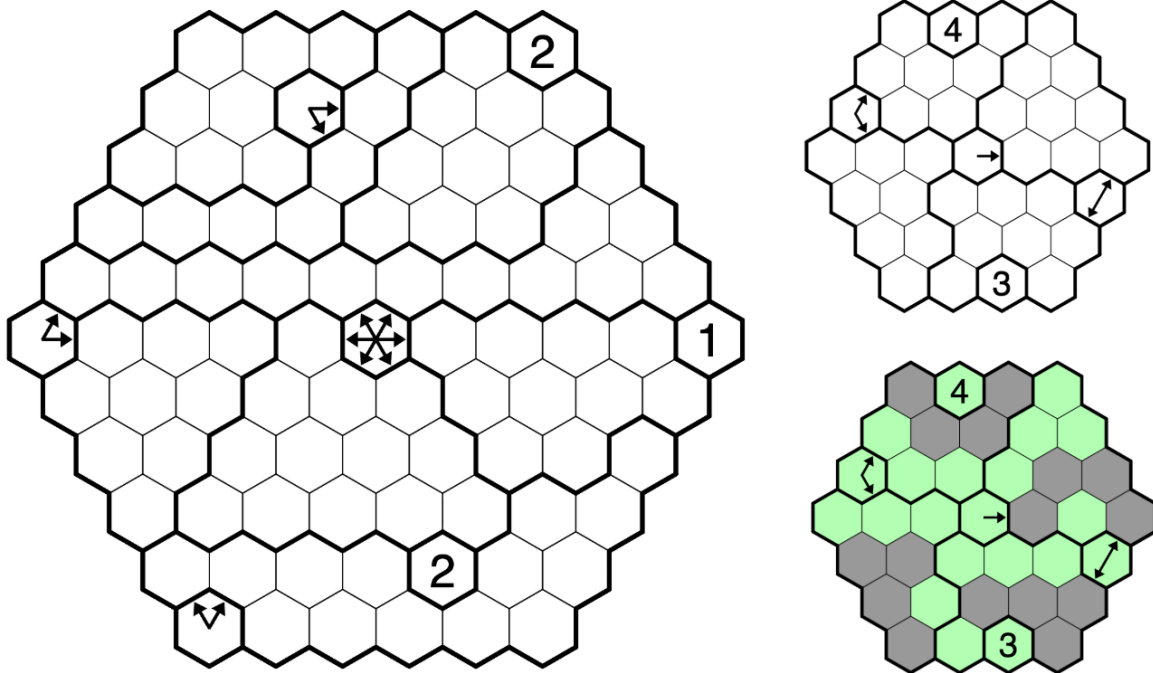
September 21, 2025: Hexa Hungary (Tetromino) | Freddie Hand

Today we have a **Hexa Hungary (Tetromino)**, again a genre that will be in the WPC, but in much bigger form. The sudoku folk will mostly be in Hungary by now for the WSC. I'll be heading over in a few days with the sole aim of beating bakpao at a wordsearch.

Might as well keep a 🚫 **NEGATIVE CONSTRAINT** 🚫 alert (for the arrow clues).

Rules: Shade some cells in the grid so that there are exactly four connected shaded cells in every region. If two adjacent cells belong to different regions, they cannot both be shaded, i.e. shaded cells cannot be adjacent across a border.

- Number clues indicate the number of the adjacent cells (out of up to six) that are shaded.
- Arrow clues indicate all directions (out of up to six) where shaded cells appear closest to the clue (so if a direction does not have an arrow, the shaded cell in that direction is not the closest to the clue). The arrows' range of visibility is not blocked by clue cells, region or puzzle boundaries.
- Clues cannot be shaded.



Example (Penpa+): <https://tinyurl.com/54c5uz3x>

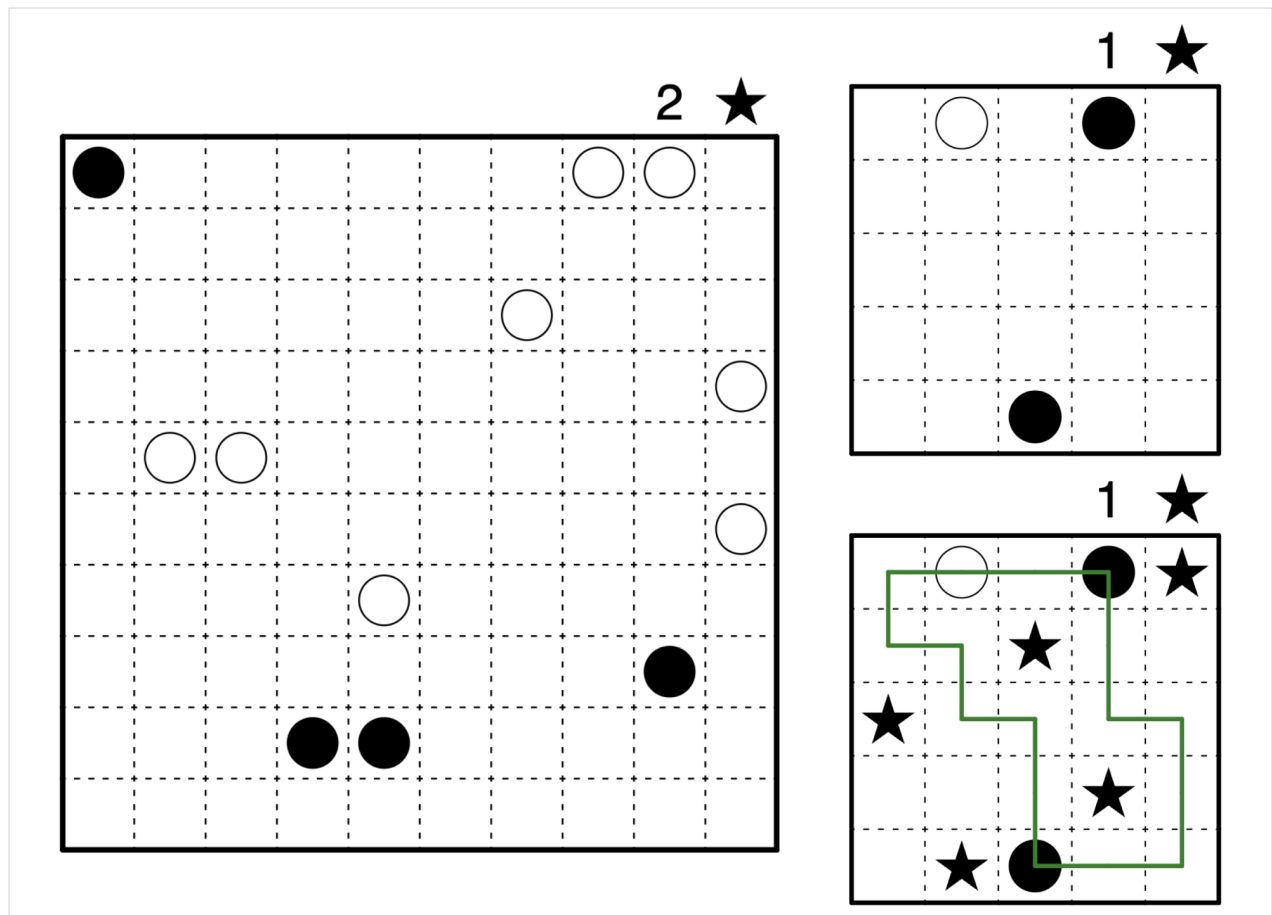
Puzzle (Penpa+): <https://tinyurl.com/y4h4nw3a>

September 22, 2025: Masyu (Star Battle) | Walker

This is my last GAPP before the WPC! Here's **Masyu (Star Battle)**, a variant appearing in the championship this year.

Rules: (*classic 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. (*variant*) Additionally, place stars into some cells such that each row and column contains exactly N stars, where N is given outside the grid. Stars may not touch one another, not even diagonally. The loop must not pass through cells containing stars.

Interface Note: For ease of entry, answer check is on the loop only! You can mark stars using the star in Shape > Special1 > [stars], with shaded and empty cells, or any other way you'd like.



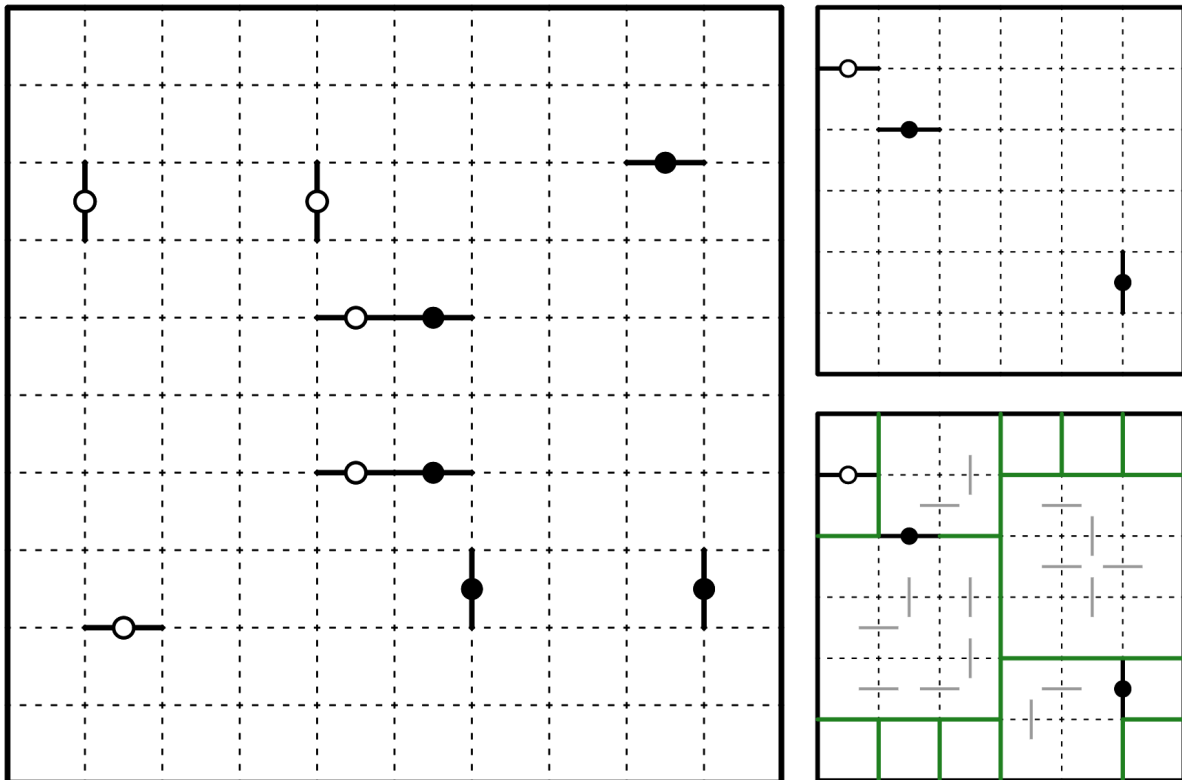
Example (Penpa+): <https://tinyurl.com/2tdxx69f>

Puzzle (Penpa+): <https://tinyurl.com/dxj35v5b>

September 23, 2025: Square Jam (Voxas) | Lavaloid

There are actually two puzzle competitions happening in Eger, Hungary at the end of September this year, the second one being the 24 Hours Puzzle Championship. Today's GAPP is a **Square Jam (Voxas)**, a variant featured in 24HPC.

Rules: Divide the grid along dotted lines into square regions. No four regions may meet at a corner. The given dots must be at region borders. White dots separate regions with the same size. Black dots separate regions with different sizes.



Example (Penpa+): <https://tinyurl.com/rud6j2af>
Puzzle (Penpa+): <https://tinyurl.com/cakv2htz>

September 24, 2025: Tapa (Touch) | bakpao

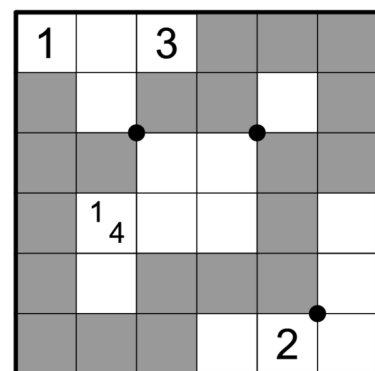
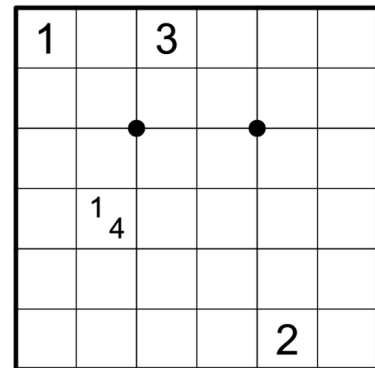
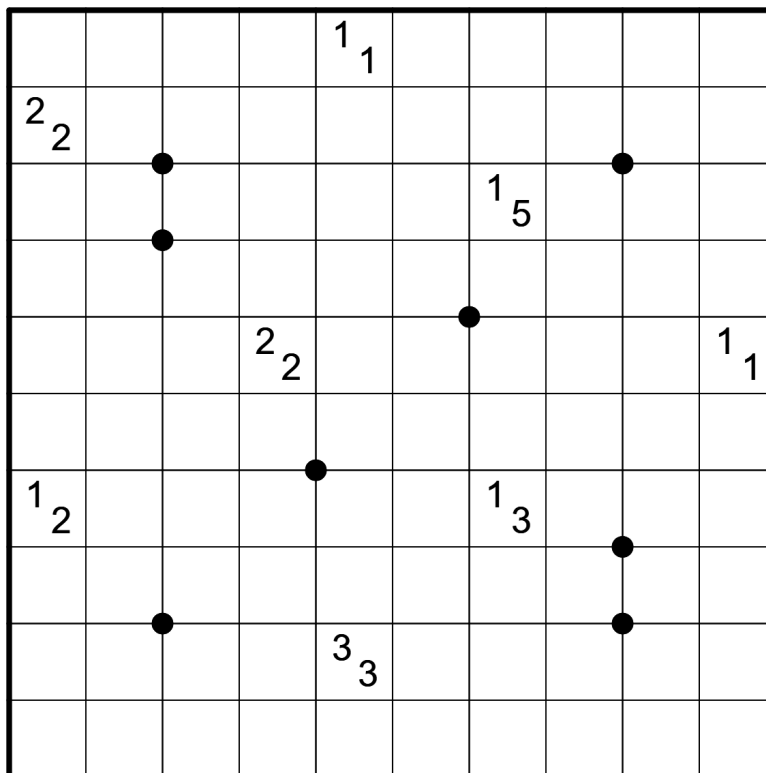
Coming to you live from Eger, Hungary, where the World Sudoku Championship concluded just yesterday! I finished 29th overall (25th official) and first among Dutch participants, all new personal bests!

Today's GAPP is a **Tapa (Touch)**!

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. All 2x2 areas containing a checkerboard pattern of shaded cells are marked with a circle.

⚠ Note that a negative constraint applies! ⚠

Minor error: The example solution image contains an extra dot in the bottom right which is not supposed to be there, please ignore it.



Example (Penpa+): <https://tinyurl.com/2cgrgt9a>

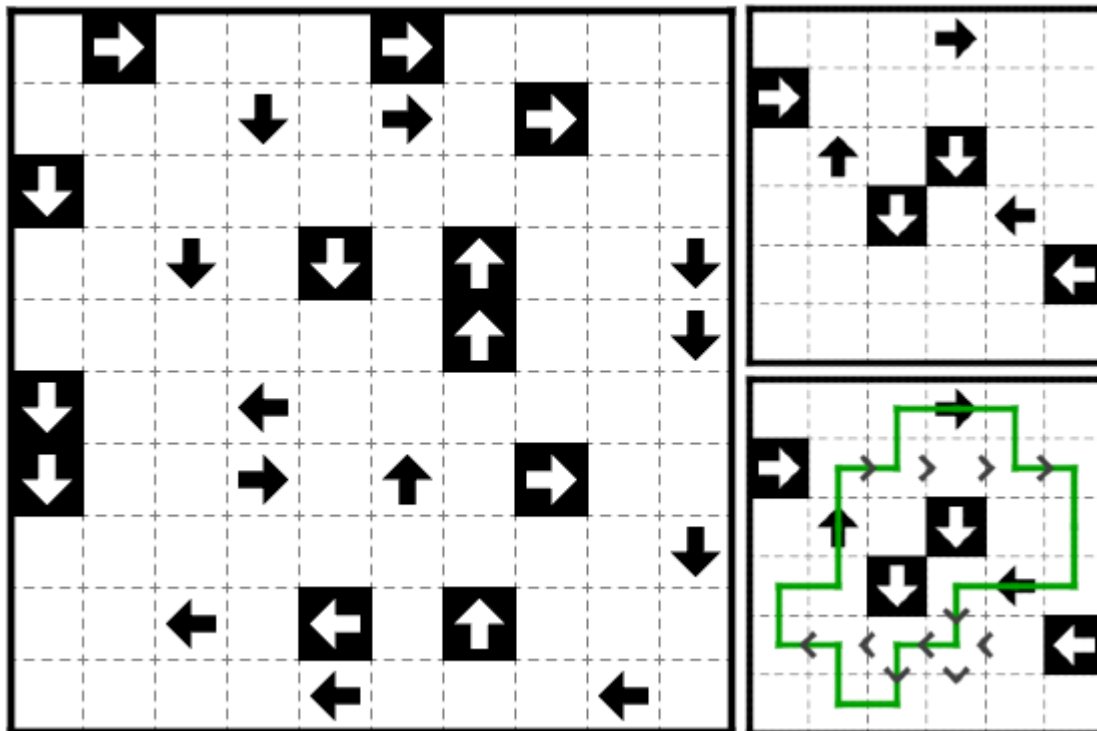
Puzzle (Penpa+): <https://tinyurl.com/2y6w5e9k>

September 25, 2025: Nagareru-Loop | jovi_al

Nagareru-Loop! 🎵 Any way the wind blows... 🎵

Rules: Draw a non-intersecting loop through the centers of some cells and define its direction of travel. The loop may not travel through black cells. Whenever the loop moves into the line of sight of an arrow on a black cell, it must move at least one cell in the direction the arrow points. Arrows on black cells see in a straight line, and cannot see through other black cells. The loop must travel straight through arrows in white cells in the direction of the arrow.

Solving tip: use directional aux marks to keep track of what the black cells see.



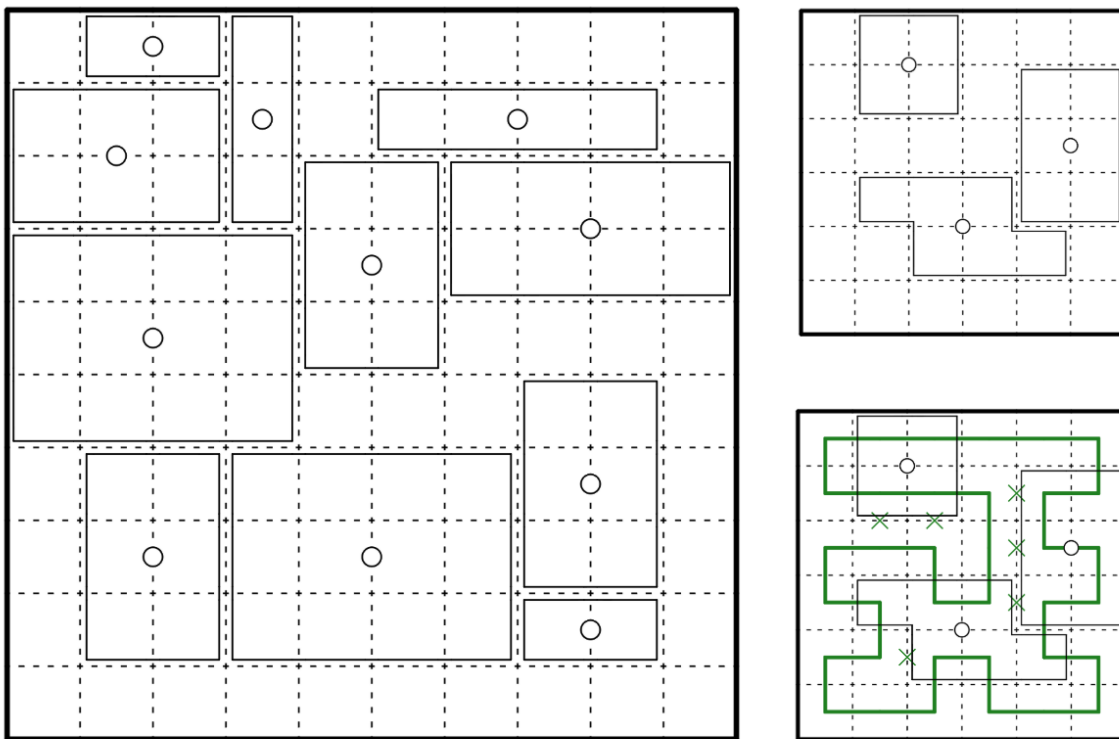
Example (pzprxs) by Walker: <https://tinyurl.com/yeym9ptv>
Puzzle (pzprxs): <https://tinyurl.com/fw9vprk7>

September 26, 2025: Symmetry Regions Loop (Full) | Freddie Hand

Here is a **Symmetry Regions Loop (Full)**. Have fun!

Rules: Draw a non-intersecting loop through the centres of all cells. The contents of each cage must be rotationally symmetric about its centre (marked by a white dot), including half-segments.

Here is a little **GAPP 101**: (ROT13) k znexvatf pbcl bire gb gur pbeerfcbaqvaf rqtr jura ebgngqr. Sbe rknzcyr, vs na rqtr bs n ertvba gbhpurf gur obeqre bs gur tevq, gura gur bccbfvgr rqtr pnaabg or pebffrq.



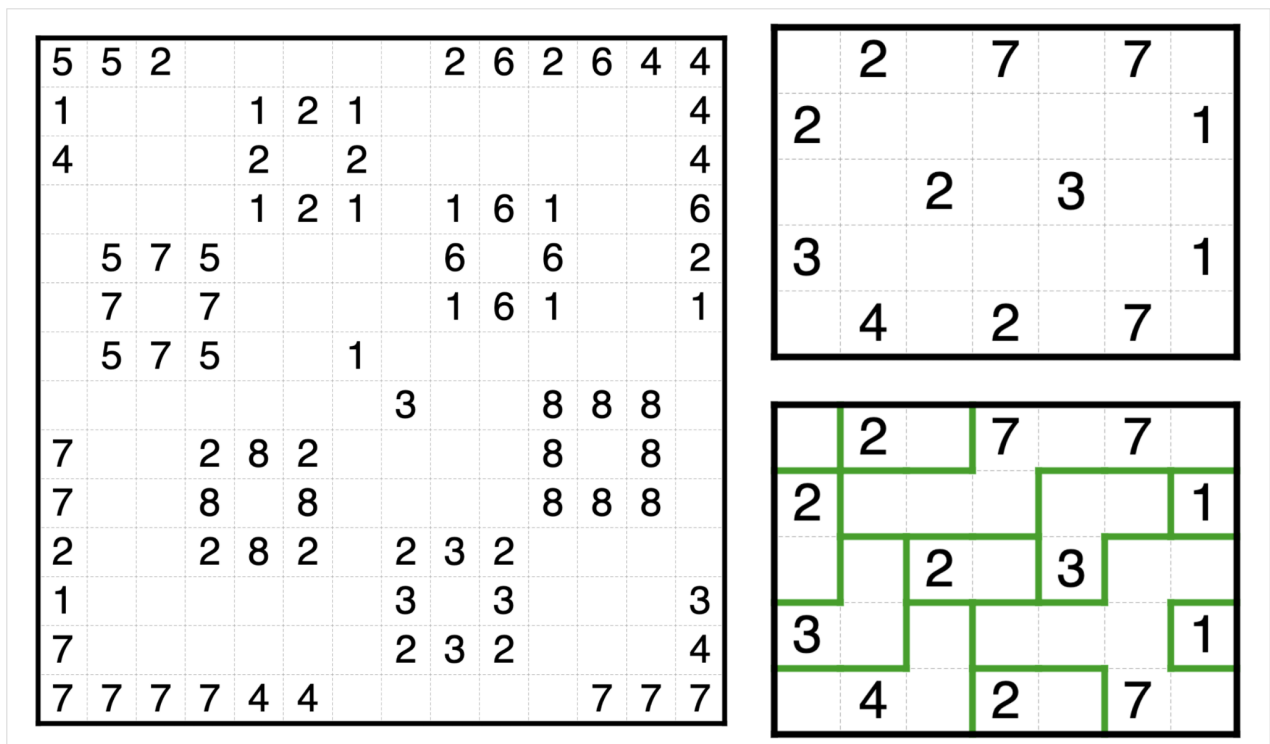
Example (Penpa+): <https://tinyurl.com/2dmcyb7l>

Puzzle (Penpa+): <https://tinyurl.com/29xtqg43>

September 27, 2025: Fillomino | Walker

Hello from the World Puzzle Championship! I wrote a backlog of puzzles to post during the event but forgot that I would need a supersized puzzle. This **Supersized Fillomino** was written during a break, while chatting with the other members of the GAPP team that are here!

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.



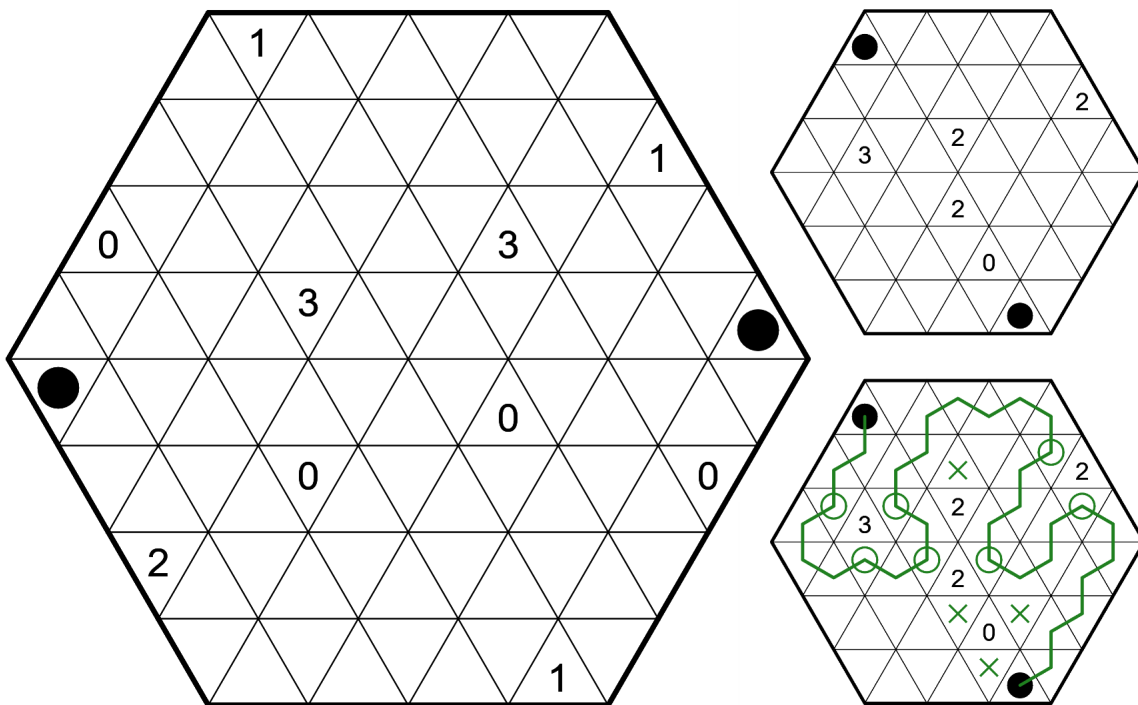
Example (puzz.link): <https://tinyurl.com/3hx9k9v4>

Puzzle (puzz.link): <https://tinyurl.com/bd3rufa4>

September 28, 2025: Triangle Maze | Lavaloid

Hello from my house, which is not where the World Puzzle Championship is taking place.
Today's ✨ *Strange-Shaped Sunday* ✨ is a **Triangle Maze**!

Rules: Draw a single continuous line through the centres of edge-adjacent triangles. The line cannot overlap or cross itself, and connects the two black dots. Numbers indicate how many of their neighbouring triangles are visited by the line (out of up to three). Numbers cannot be visited by the line.



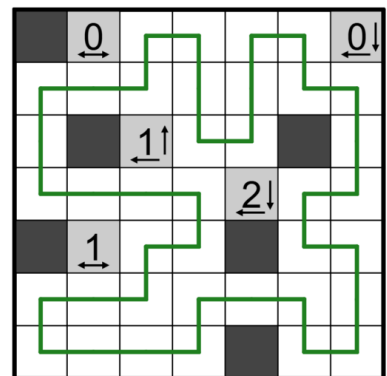
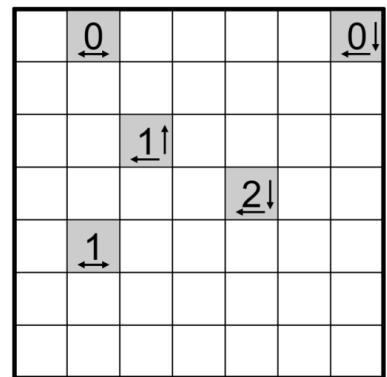
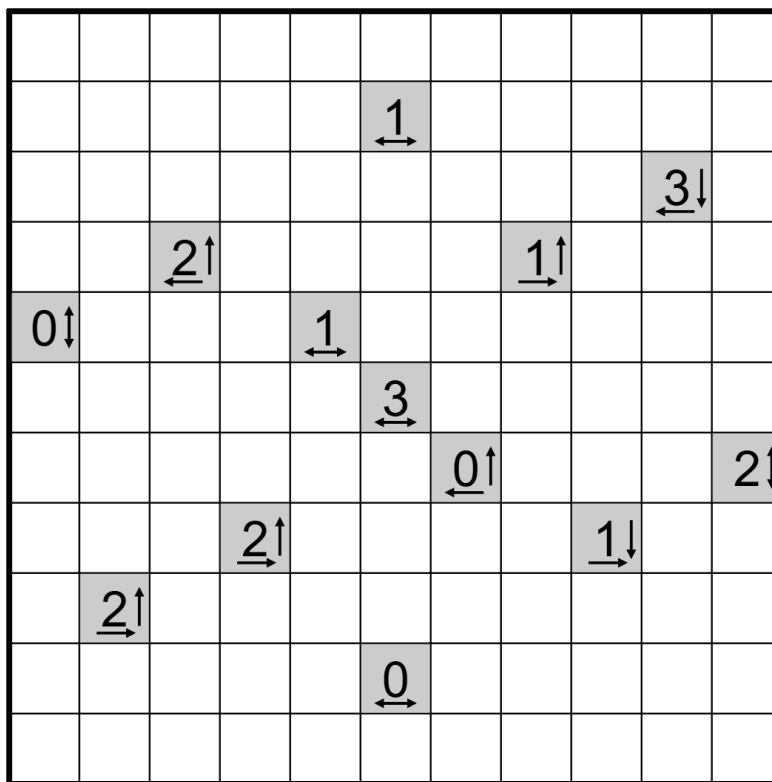
Example (Penpa+): <https://tinyurl.com/5y84ey8h>
Puzzle (Penpa+): <https://tinyurl.com/2x82a5ys>

September 29, 2025: Yajilin (One Of) | bakpao

I'm posting today's GAPP in the middle of a break between two 24HPC rounds! We've only done 3/13 rounds and I'm already exhausted 😴

Today's GAPP is a **Yajilin (One Of)**!

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 at least one of the indicated directions.



Example (Penpa+): <https://tinyurl.com/2y3knhqd>

Puzzle (Penpa+): <https://tinyurl.com/2cqc74vb>

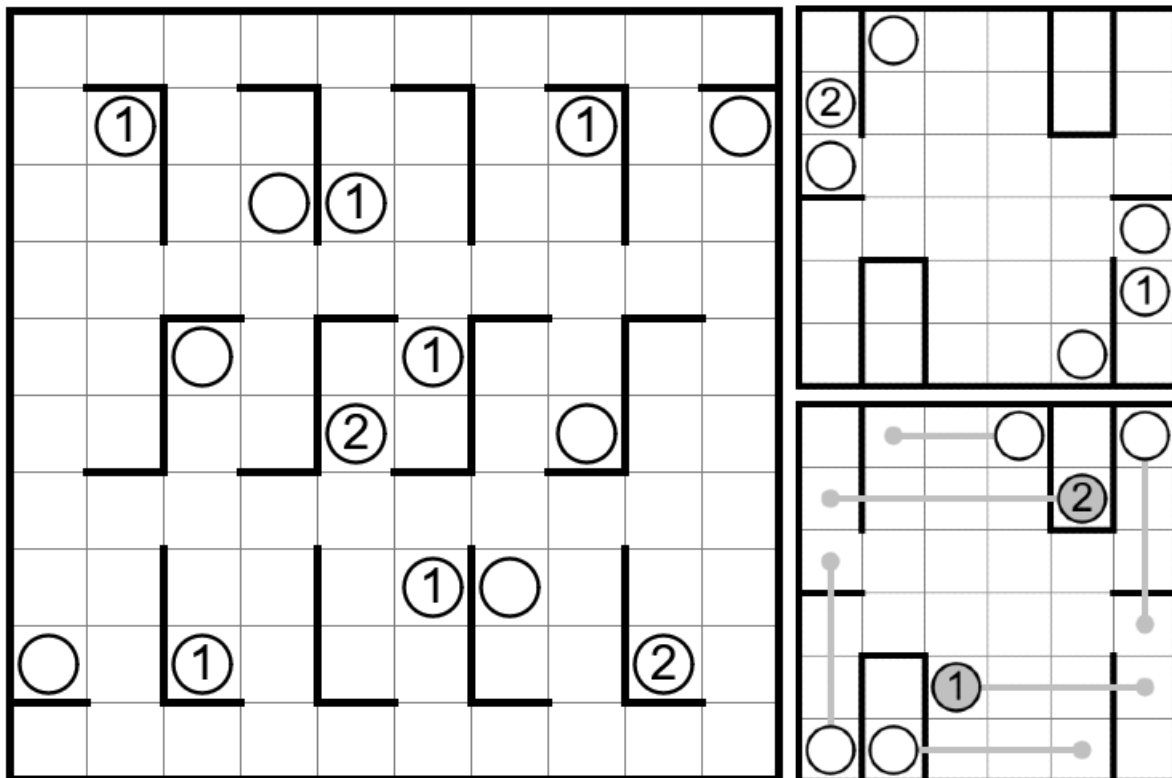
September 30, 2025: Blind Rush | jovi_al

Today's puzzle is a **Blind Rush**, a genre that has been on pzprxs for about a month. I made today's puzzle on the day it was added... and it sat in my backlog until now! Whoops.

The rules to this one are a little weird compared to other movement genres, so please pay attention!

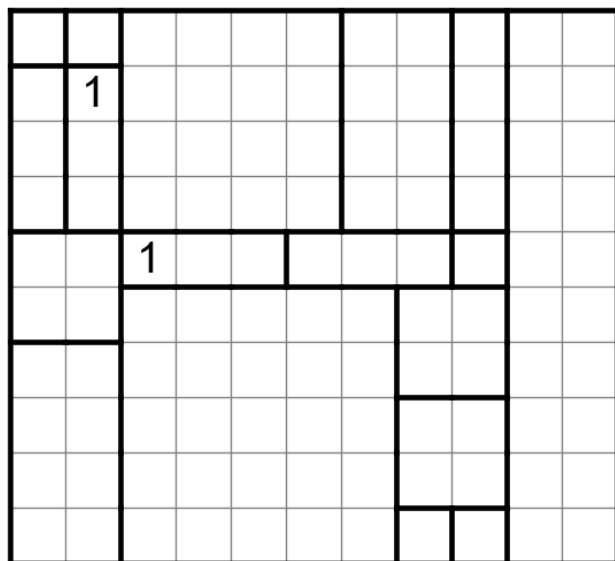
Rules: Move every circle horizontally or vertically. Movement paths must not turn or overlap each other, including at the start and end. Connected groups of thick lines (excluding grid borders) are called walls. Every movement path must end at a grid border or a wall. Every wall is crossed exactly once. A number in a circle indicates how many walls that circle passes through.

I want to emphasize the "every wall is crossed exactly once" rule. The example should help clear it up, but walls are connected sections of thick lines. It leads to some interesting logic in this genre! I also want to emphasize that circles and their movement paths are not walls, for the sake of ending a movement path.



Example (pzprxs): <https://tinyurl.com/yv9ndd37>

Puzzle (pzprxs): <https://tinyurl.com/49eanjfc>

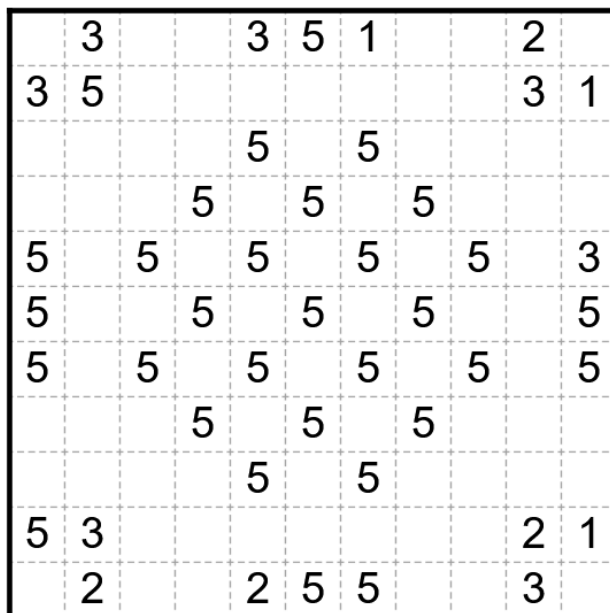
Bonus 1: Ayeheya | Lavaloid

Example (pzprxs):

<https://tinyurl.com/4wmxr9vf>

Bonus (pzprxs):

<https://tinyurl.com/ffjhzvse>

Bonus 2: Fillomino | Walker

Example (puzz.link):

<https://tinyurl.com/3hx9k9v4>

Bonus (pzprxs):

<https://tinyurl.com/3synws3x>

Bonus 3: Masyu | jovi_al

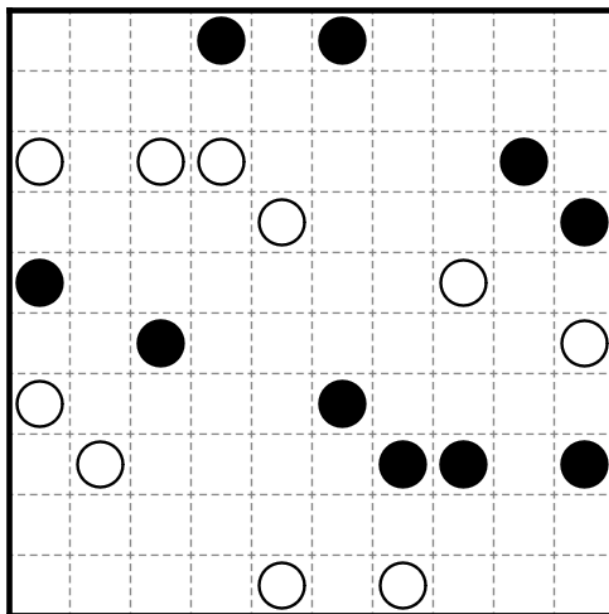
Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.

Example (puzz.link):

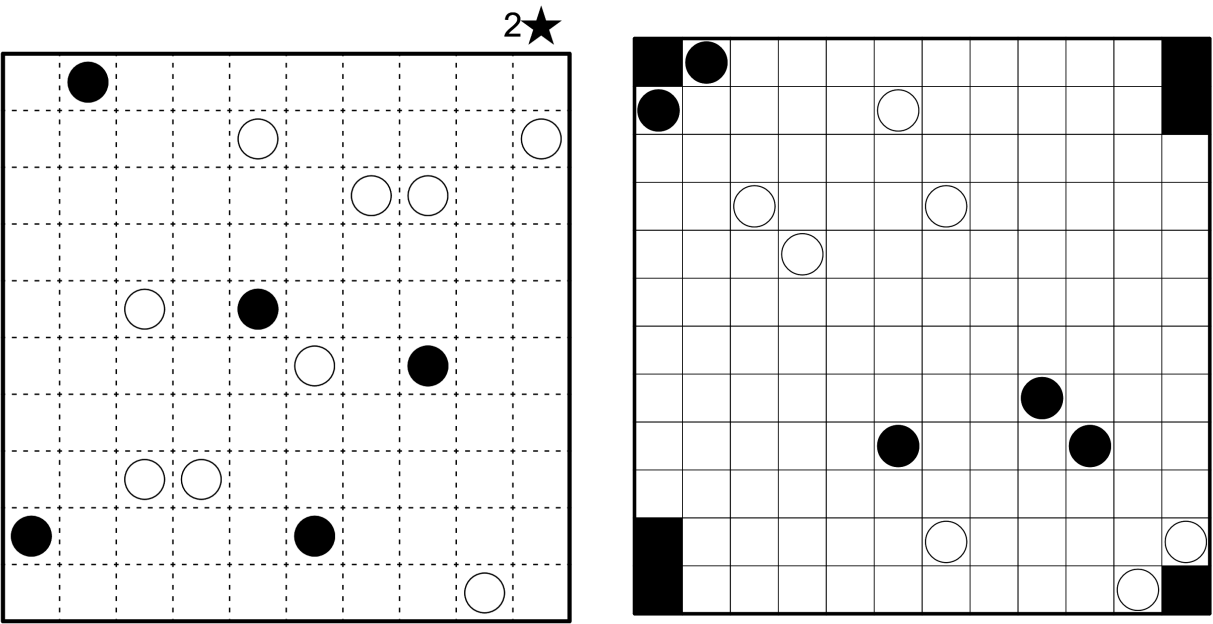
<https://tinyurl.com/37kxaswe>

Bonus (puzz.link):

<https://tinyurl.com/ybrd7bwy>

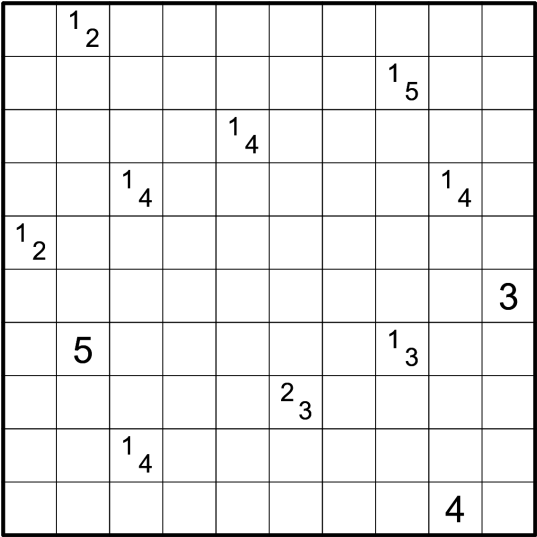


Bonus 4: Masyu (Star Battle) | Freddie Hand **Bonus 5: Ring-Ring (Black & White) | bakpao**



Example (Penpa+): <https://tinyurl.com/2tdxx69f> Example (Penpa+): <https://tinyurl.com/27q3ekcl>
Bonus (Penpa+): <https://tinyurl.com/25at2kd6> Bonus (Penpa+): <https://tinyurl.com/bde5stxw>

Bonus 6: Tapa (Touch) | Freddie Hand



Example (Penpa+): <https://tinyurl.com/2cgrrt9a>
Bonus (Penpa+): <https://tinyurl.com/2uept9vc>

Date	Sloth Time	Crab Time	
01 Sep 2025	0:02:15	0:04:30	Metropolitan Metallic Starling
02 Sep 2025	0:03:30	0:06:00	Eepy Epaulet Oriole
03 Sep 2025	0:01:45	0:03:30	Penguout
04 Sep 2025	0:02:00	0:04:00	Rectangular Redhead
05 Sep 2025	0:01:15	0:02:50	Late Lake Duck
06 Sep 2025	0:03:15	0:06:30	Silky Sillem's Rosefinch
07 Sep 2025	0:02:30	0:05:00	Redux Red Fox Sparrow
08 Sep 2025	0:02:22	0:04:44	Red go-SHAW!-k
09 Sep 2025	0:04:00	0:08:00	Xcited Xenops
10 Sep 2025	0:01:30	0:03:25	Guiding Gull
11 Sep 2025	0:04:30	0:09:00	Hybrid Highland Elaenia
12 Sep 2025	0:01:30	0:03:00	Knitting Knysna Turaco
13 Sep 2025	0:03:33	0:07:30	Evil and intimidating Ethiopian oriole
14 Sep 2025	0:03:00	0:06:00	Hopeless Hoatzin
15 Sep 2025	0:01:15	0:02:50	Squarular Squab
16 Sep 2025	0:04:00	0:08:00	Eger Eared Pitta
17 Sep 2025	0:01:30	0:03:00	Jenga Josephine's Lorikeet
18 Sep 2025	0:03:33	0:07:30	Dystopian desert owl
19 Sep 2025	0:03:00	0:06:00	Distracted Dowitcher
20 Sep 2025	0:07:00	0:15:45	Civic Tit
21 Sep 2025	0:03:15	0:06:30	Impending Imperial Snipe
22 Sep 2025	0:03:30	0:06:00	Traveling Torrent-Lark
23 Sep 2025	0:02:10	0:04:20	"If I had a nickel..." Ibis
24 Sep 2025	0:02:30	0:05:00	Proud Puffin
25 Sep 2025	0:03:00	0:06:45	Windy Whinchat
26 Sep 2025	0:03:00	0:06:00	Galactic Galapagos Hawk
27 Sep 2025	0:05:00	0:10:00	Meet-Up Millerbird
28 Sep 2025	0:01:30	0:03:00	World Puffin Championship
29 Sep 2025	0:04:00	0:08:00	Sorry I Forgot To Replace The Placeholder Bird
30 Sep 2025	0:01:45	0:04:00	Blind Blackstart