Mind The GAPP Vol. 48

Genuinely Approachable Pencil Puzzles from the CtC Discord

October 1, 2025 - October 31, 2025



4th Year Anniversary!!!



As of October 27, GAPP is 4 years old! We celebrated this with a pack of 9 tetromino-based puzzles. Thank you everyone for solving our puzzles, regardless of whether you've been here since the beginning or if you just started solving. We appreciate all of you ♥

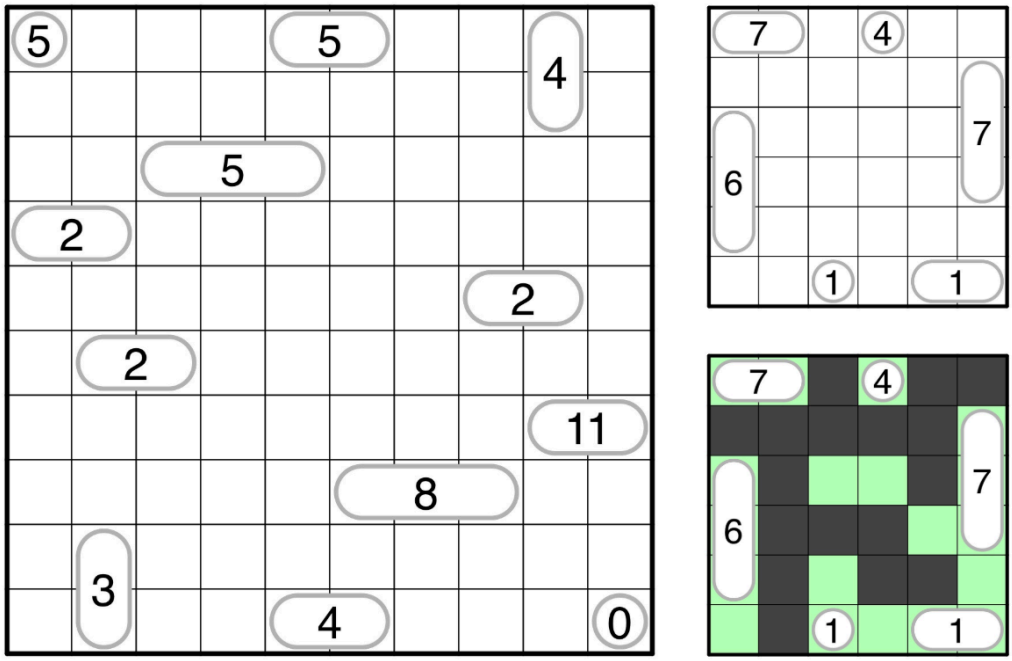
Also, we have 4 bonus puzzles this time. (How thematic!) Enjoy!

October 1, 2025: Canal View (Big Clues) | Freddie Hand

Here is a **Canal View (Big Clues)**, borrowing inspiration from bakpao's 24 hour puzzle championship round. I was fortunate enough not to be subjected to that onslaught, and can take as much time as I want solving the puzzles afterwards.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.

Note: One way to look at big clues is to think of them as multiple individual clues which sum to the number in the big clue.



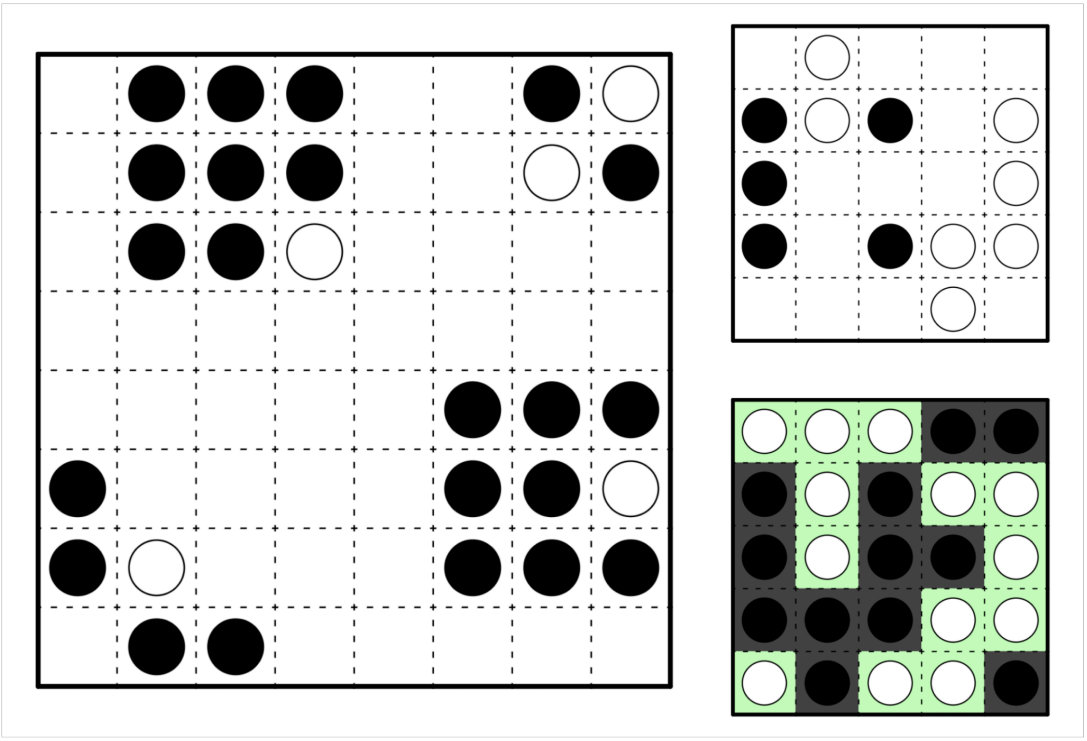
Example (Penpa+): https://tinyurl.com/45ym7mh9
Puzzle (Penpa+): https://tinyurl.com/yc6j85rh

October 2, 2025: No Four in a Row | Walker

We're just in time for the Connect Four world championship! The finalists this year appear to be evenly matched, so it's likely we'll see **No Four in a Row**…

Rules: Fill in all empty cells with either a shaded or empty circle so that no four identical circles appear in horizontally, vertically or diagonally consecutive cells anywhere in the grid.

Interface Note: For answer check, you can either ~~place circles~~ or shade cells with black circles. (Update: the placing circles answer check doesn't work 🦃, please use shading!) If you shade, you'll need to shade in the given black circles.



Example (Penpa+): https://tinyurl.com/54jz5tck
Puzzle (Penpa+): https://tinyurl.com/3se8xfht

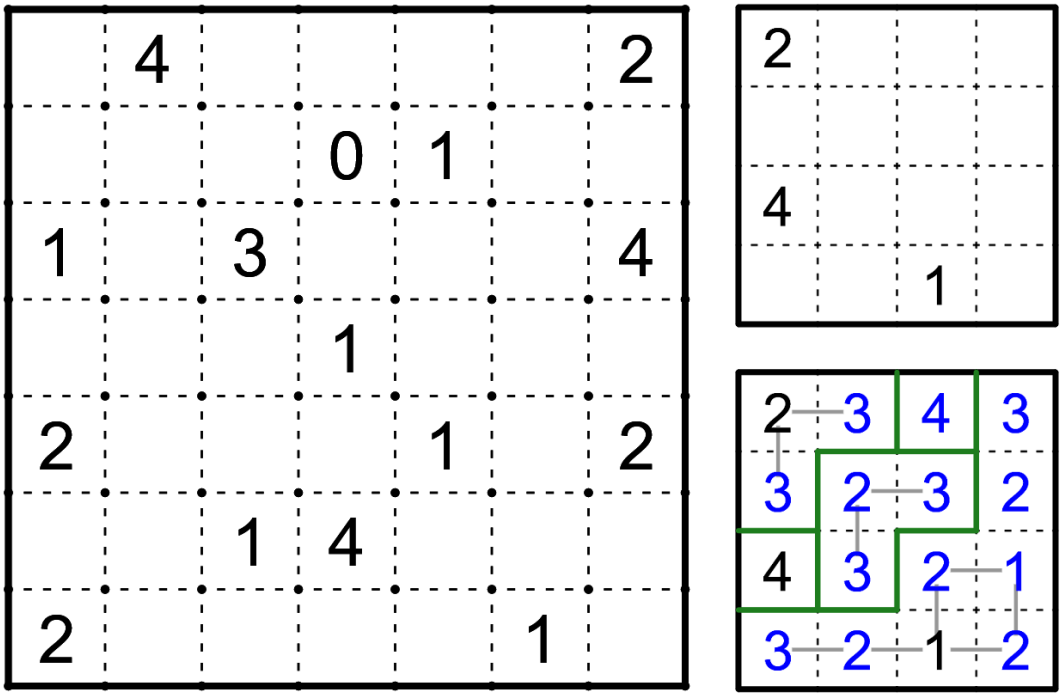
October 3, 2025: Kazuburo | Lavaloid

Today's GAPP is a **Kazuburo**, a somewhat cursed genre.

Rules:

- Divide the grid along dotted lines into regions and place a digit from 0 to 4 in each cell. Some numbers may already be given.
- All drawn lines must separate two different regions.
- Numbers must indicate the amount of edges surrounding the cell which contain a border, including the outer edges of the grid. Orthogonally adjacent numbers must be different.

Solving Tip: Marking all of the candidates will be very useful for scanning in this puzzle!



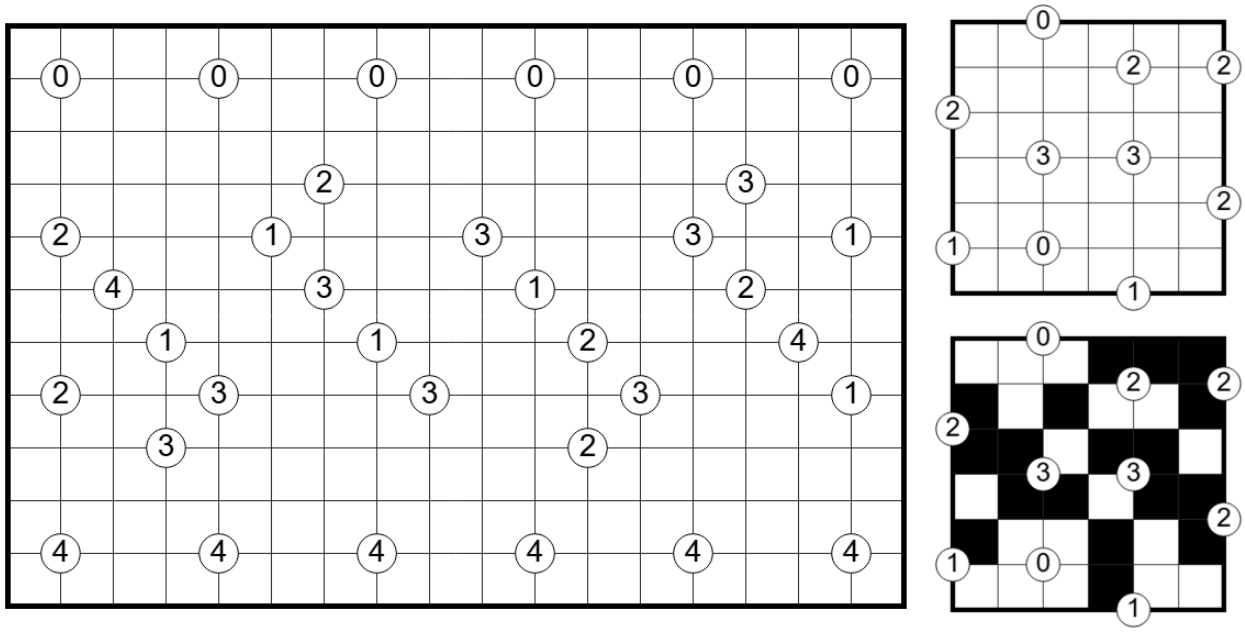
Example (Penpa+): https://tinyurl.com/338xsp86
Puzzle (Penpa+): https://tinyurl.com/3a4zrssf

October 4, 2025: Nibunnogo | bakpao

Last post from the WSPC backlog!

Today's GAPP is a **SUPERSIZED Nibunnogo**!

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

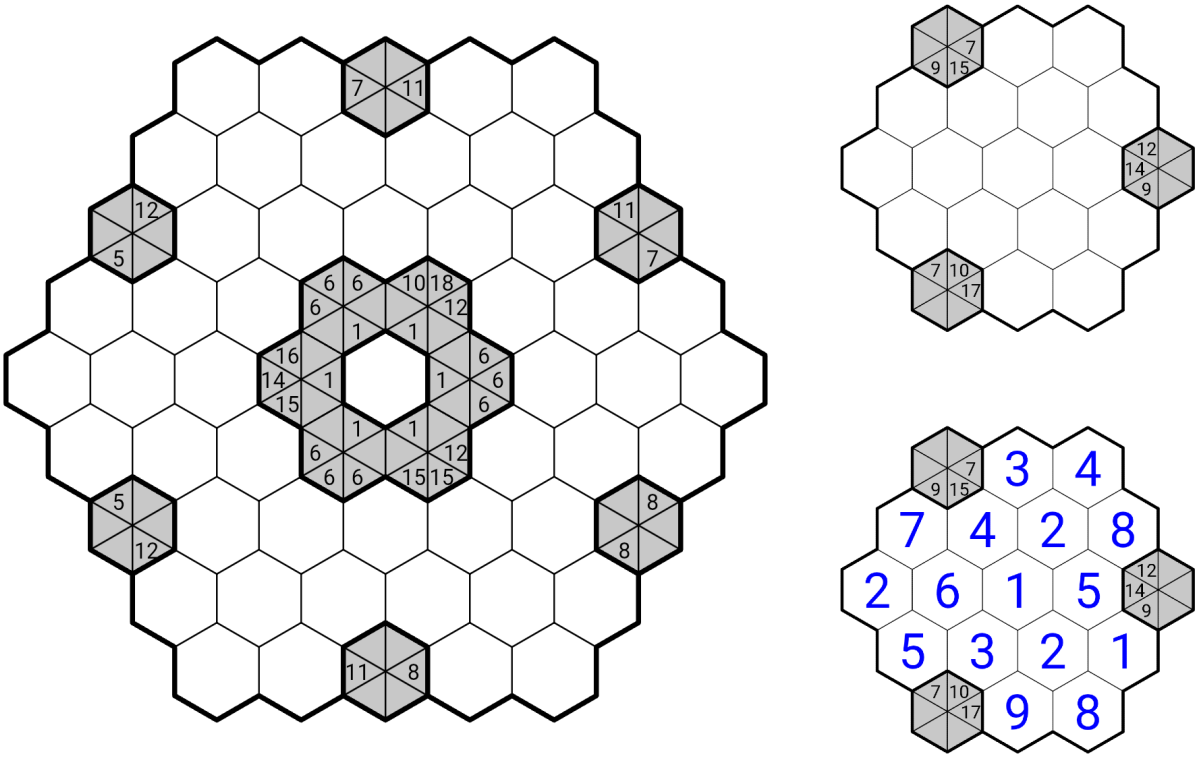


Example (pzprxs, by Freddie): https://tinyurl.com/wers38nd
Puzzle (pzprxs, landscape): https://tinyurl.com/mue3mhbt
Puzzle (pzprxs, portrait): https://tinyurl.com/47pumb3k

October 5, 2025: Kakuro | jovi_al

Today's strangely-shaped **Kakuro** is brought to you by *Beeswax*. No one really knows how they make money, but at least they don't hijack affiliate links.

Rules: Place a number from 1 to 9 into each empty cell so that no number is repeated in any unobstructed line. A number clue represents the sum of the numbers in that direction. Clues cannot see numbers through other blocked cells.



Example (Penpa+) by Freddie: https://tinyurl.com/28hr275l
Puzzle (Penpa+): https://tinyurl.com/ysl6s49o

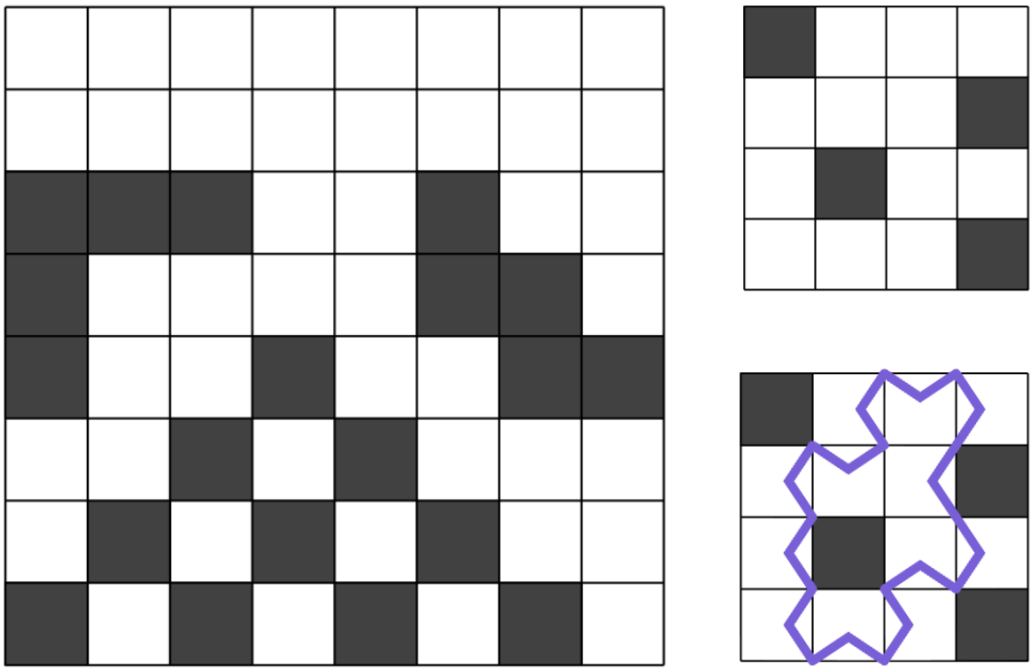
October 6, 2025: Bunnyhop | Freddie Hand

Let's leap into Monday with a **Bunnyhop**, fittingly invented by the creator of Baba is You.

Rules: Draw lines along the edges of cells to form a loop. Every line segment goes through a cell, connecting two diagonal corners along the same edge. Every cell must be visited exactly once. The loop cannot branch off or cross itself. Black cells cannot be visited.

Just reading the rules might not make things totally clear, so I recommend having a look at the example solution before heading into the real thing.

Interface Notes: The easiest way to draw a line is to drag parallel to the edge, but slightly to one side. You can also tap near the corner to draw a half-segment - a cell with two half-segments drawn will automatically complete to a whole segment.



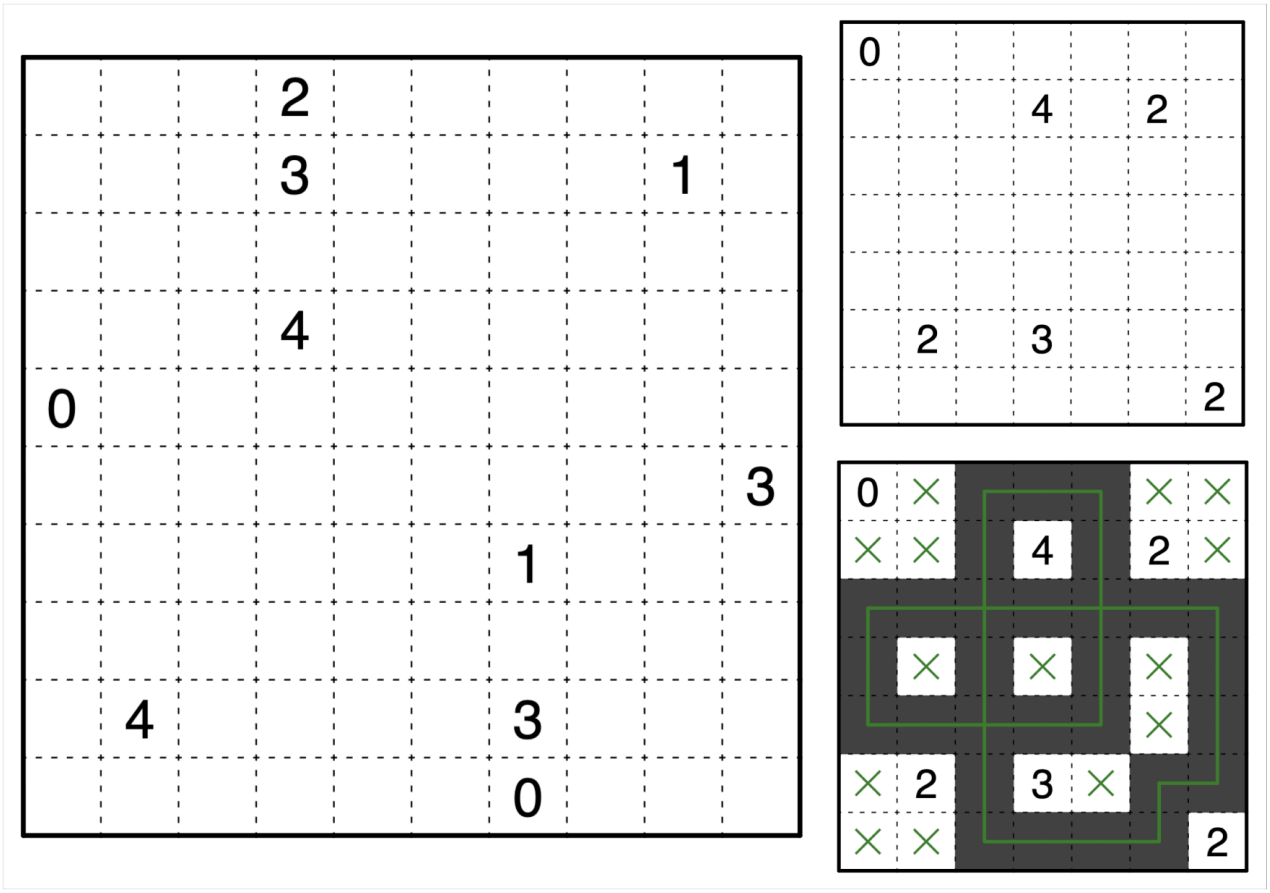
Example (pzprxs), from pzprxs rules page: https://tinyurl.com/ya6j2b2r
Puzzle (pzprxs): https://tinyurl.com/ynb6w6pu

October 7, 2025: Black Belt | Walker

This puzzle is another step along the way to earning a **Black Belt** in puzzle solving!

Rules: Draw a single closed loop of shaded cells, connecting squares horizontally or vertically. The loop may cross itself but otherwise may not touch itself orthogonally (that is, the black cells cannot form a 2x2 block or a T-shape). Clue cells may not be shaded and depict the number of vertically or horizontally adjacent cells (up to 4) which are shaded.

Interface Note: For answer check, you can either draw the loop or shade all the cells in the loop.



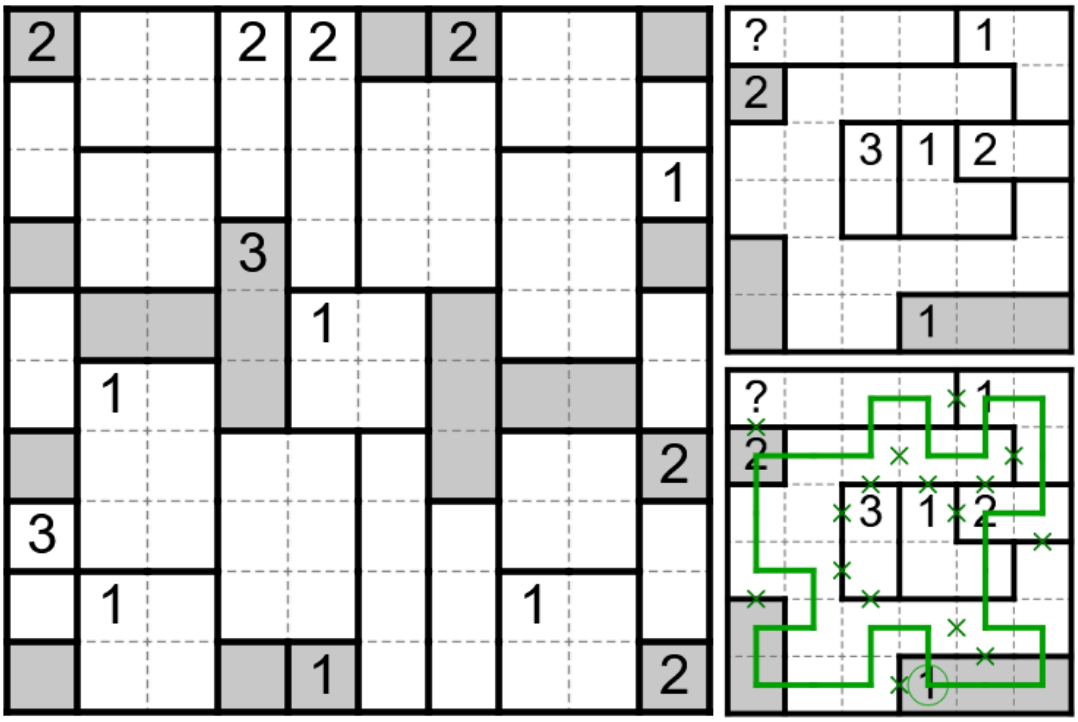
Example (Penpa+): https://tinyurl.com/59n5schm
Puzzle (Penpa+): https://tinyurl.com/57hphvxy

October 8, 2025: Ovotovata | Lavaloid

There are still a few puzz.link genres which we haven't featured yet. **Ovotovata** was one of them, until today :D

Rules:

- Draw lines through orthogonally adjacent cells to form a loop. The loop cannot branch off or cross itself.
- When the loop exits a numbered region in any direction, it must travel in a straight line for the indicated number of cells, and then turn. e.g. A number 1 means that the loop must turn immediately after leaving that region.
- A question mark can be replaced with any number.
- All shaded regions must be visited at least once.



Example (pzprxs): https://tinyurl.com/2zzvacyp
Puzzle (pzprxs): https://tinyurl.com/3ddrp44h

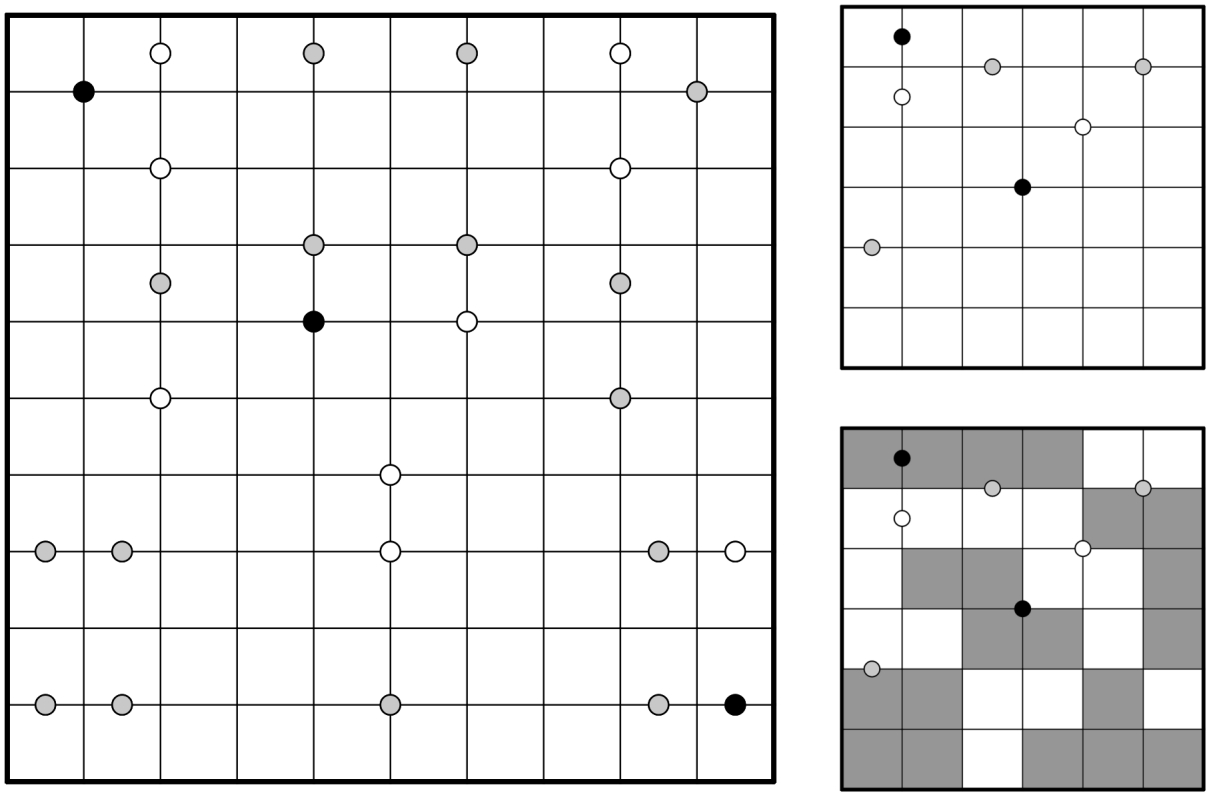
October 9, 2025: Tetrochain-K | bakpao

Now that I'm back home and rested from WSPC and setting puzzles for GAPP again, I can finally pick some genres from all the new sources that became available in the past month or so. First up is a new omopa genre from Nikoli's most recent Puzzle Communication!

Also, if you'd like to read about my WSPC experience or take a stab at the practice puzzles I wrote for the event (note these are not necessarily GAPP level), have a look at my recap here!

Today's GAPP is a **Tetrochain-K**, the latest addition to the Tetrochain family!

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other orthogonally, but all tetrominoes form one diagonally connected network. Two tetrominoes of the same shape may not touch diagonally, counting rotations and reflections as the same. 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.



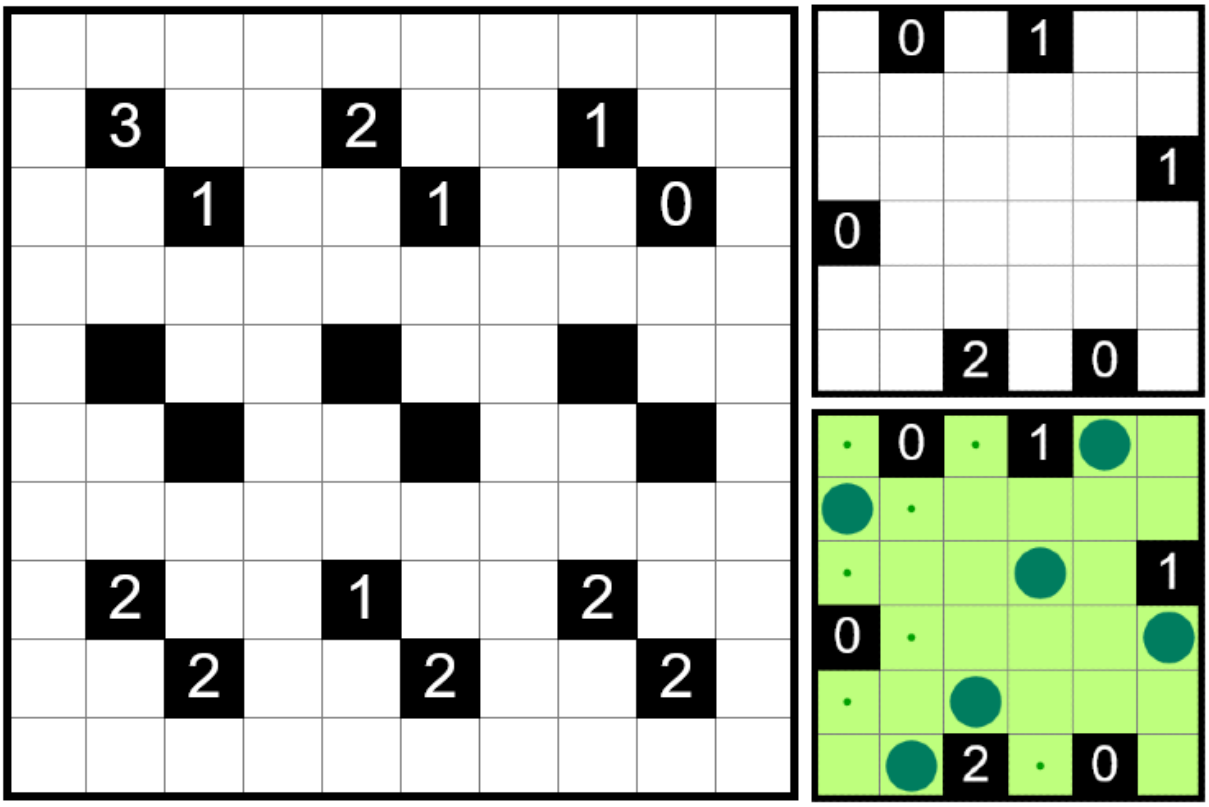
Example (Penpa+): https://tinyurl.com/58s3h3cj
Puzzle (Penpa+): https://tinyurl.com/mukwnrtc

October 10, 2025: Akari | jovi_al

Today's puzzle is a good, old-fashioned **Akari**.

Rules: Place lights into some empty cells so that every cell is illuminated. Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Clues represent the number of lights in the (up to) four cells surrounding the clue.

GAPP 101: (ROT13) N qvntbanyyl nqwnprag bar naq guerr pyhrf zva-znk rnpu bgure. Gur bar pyhr zhfg or shysvyyrq ol bar bs gur yvtugf nqwnprag gb gur guerr pyhr. Guvf zrnaf gung gur gjb pryyf nqwnprag gb gur guerr naq abg gur bar zhfg obgu unir yvtugf, naq gur gjb pryyf nqwnprag gb gur bar naq abg gur guerr zhfg abg unir yvtugf. Lbh znl or noyr gb nccyl fvzvyne qrqhpgvbaf bhgfvqr bs gung fcrpvsvp pnfr, gbb.



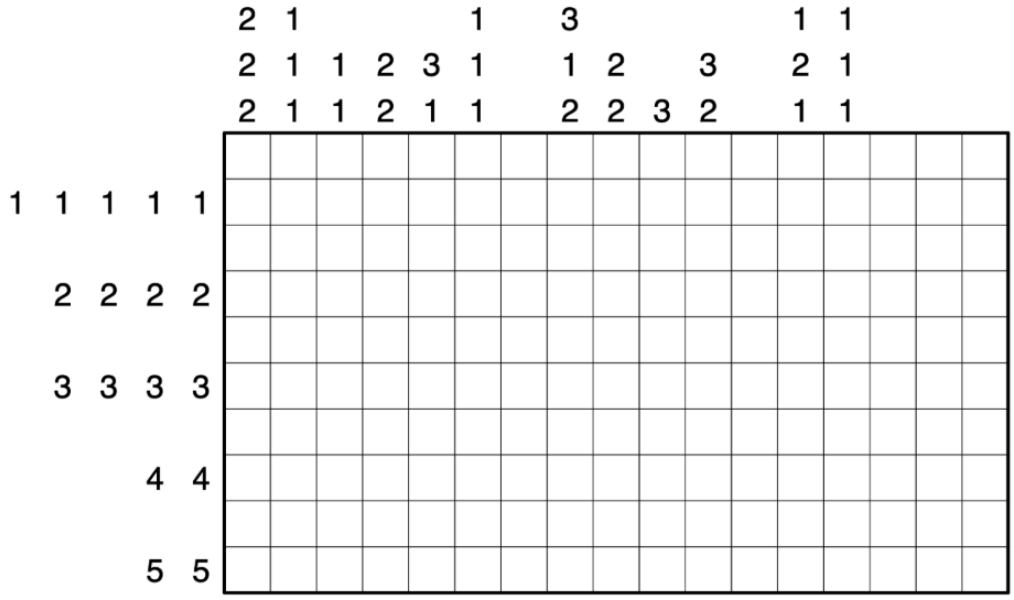
Example (puzz.link): https://tinyurl.com/yfcacbsp
Puzzle (puzz.link): https://tinyurl.com/z34vb5ny

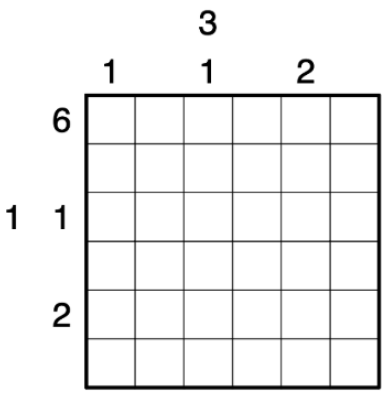
October 11, 2025: Graffiti | Freddie Hand

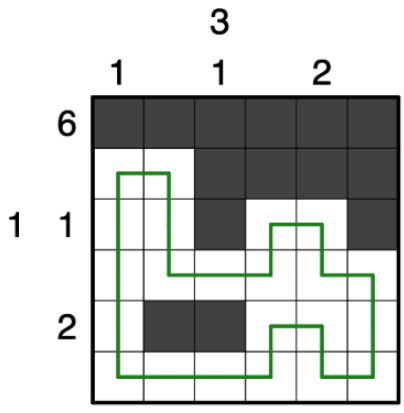
Did you know that **Graffiti** is the plural of Graffito? Much like spaghetto and broccolo, this singular form has fallen out of fashion. But today we're bringing back a genre from Neolithic GAPP times, last featured on March 2022. You'll have to wait until I become a bit braver before seeing a supersized Numbered Rooms or Vama.

Rules: Shade some cells and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues outside the grid represent the lengths of the blocks of consecutive shaded cells in the corresponding row or column, in order.

Interface Note: Yajilin mode works well for this genre, but it can be a little unresponsive, particularly on mobile, so you might prefer to switch between Surface and Line modes.





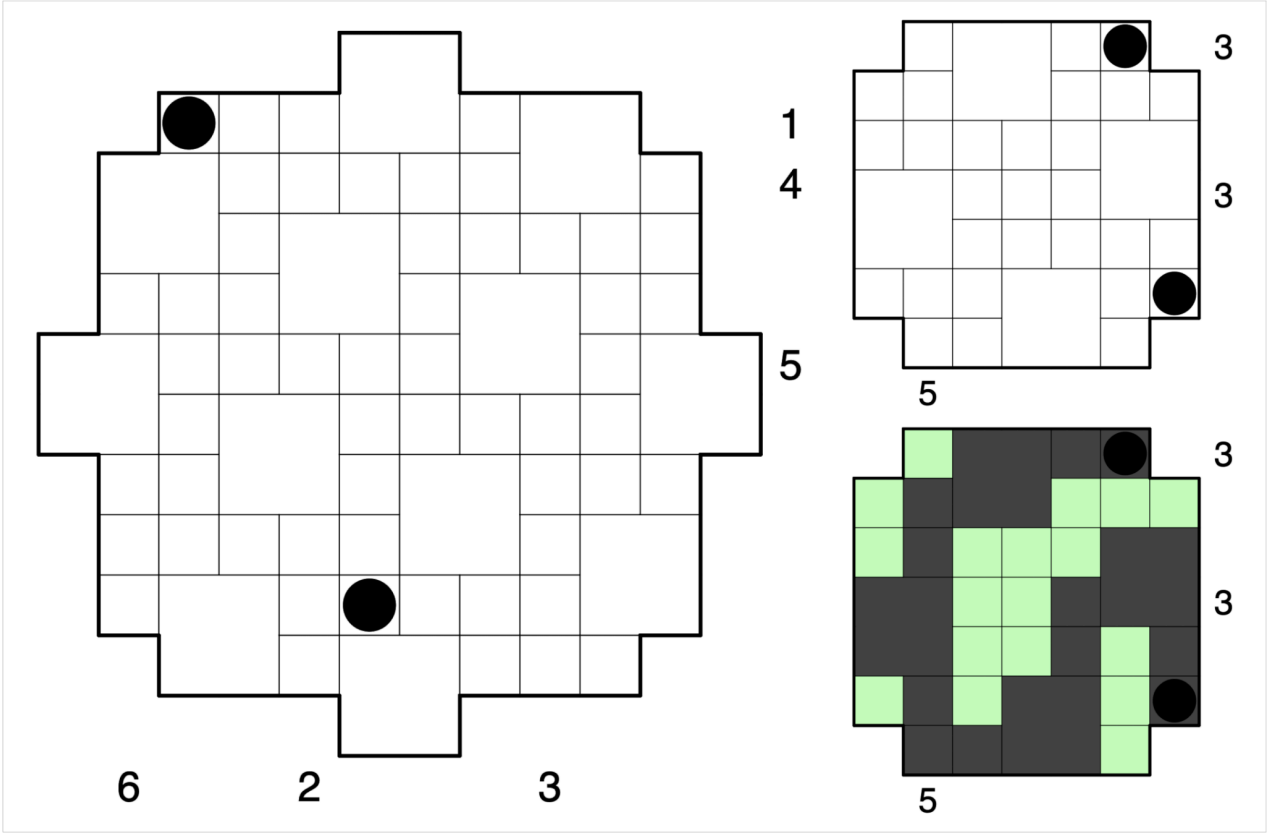


Example (Penpa+), by shye: https://tinyurl.com/2p9atw5v
Puzzle (Penpa+, Landscape): https://tinyurl.com/yc3p3vp6
Puzzle (Penpa+, Portrait): https://tinyurl.com/yc4aap2m

October 12, 2025: Snake (Large Cells) | Walker

Here's a **Snake (Large Cells)**! I think it looks like a cookie 🍪 This is a variant from the 24 Hour Puzzle Championship, specifically Round 2 (which bakpao and two others wrote)! All of the puzzles from this year's 24HPC are now available at https://drive.google.com/drive/u/0/folders/1nQSFkfGqm4vuuK9aB7460b1aU3296jTG. I've now solved most of Rounds 1-3, plus Rounds 6 and 7 which I testsolved. The puzzles are great, would definitely recommend checking them out!

Rules: Shade some cells to form a non-intersecting path which does not touch itself, not even diagonally. Black circles must lie on one end of the path. A number outside the grid represents how many cells in the corresponding row or column are shaded. **Large cells count as a single cell for number clues.**



Example (Penpa+): https://tinyurl.com/t6fehd7v
Puzzle (Penpa+): https://tinyurl.com/ya6deuss

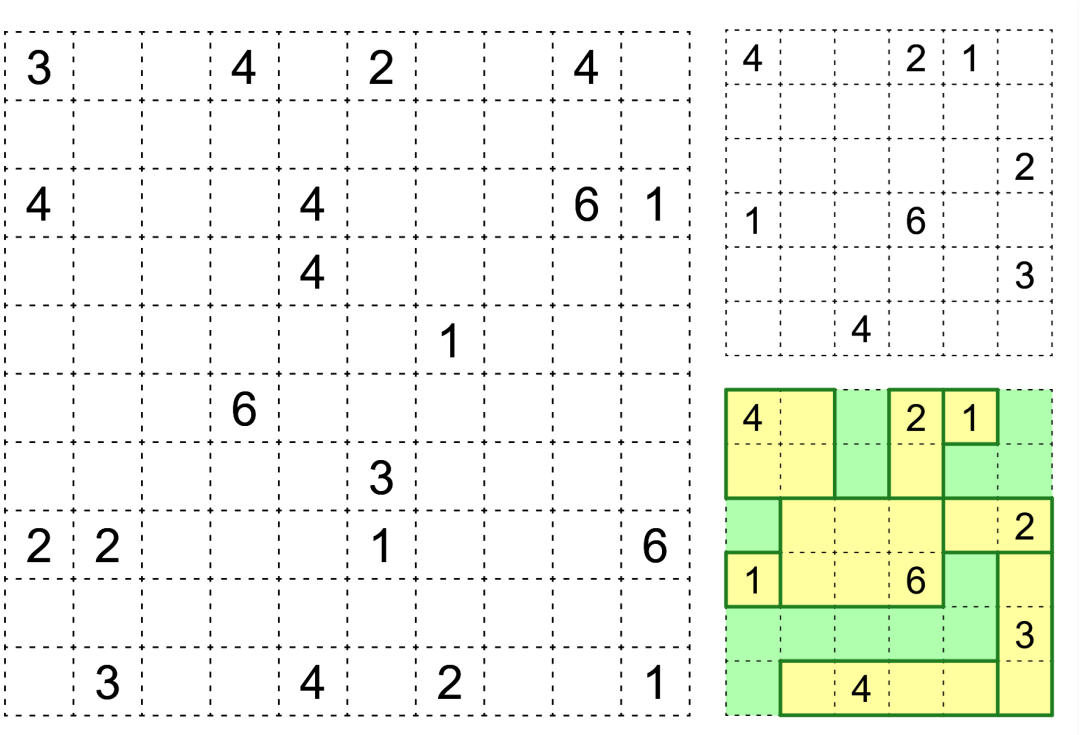
October 13, 2025: Suite Room | Lavaloid

Welcome to GAPP Hotel! Thank you for choosing to stay in our five-star **Suite Room**. You may check in after we move every guest to the room with the number one higher than their current room number. Wait, that might be a different hotel...

Rules:

- Draw rectangles that each contain exactly one number such that the boundaries are over dotted lines. These rectangles are called "rooms". All rooms must be orthogonally connected.
- Numbers represent the area of the room it is a part of.
- There cannot be any horizontal or vertical straight lines that span three or more rooms without passing through blank space.

Notation tip: You can click in the middle of cells to color them, which you can use to mark cells as part of a room or not part of a room.



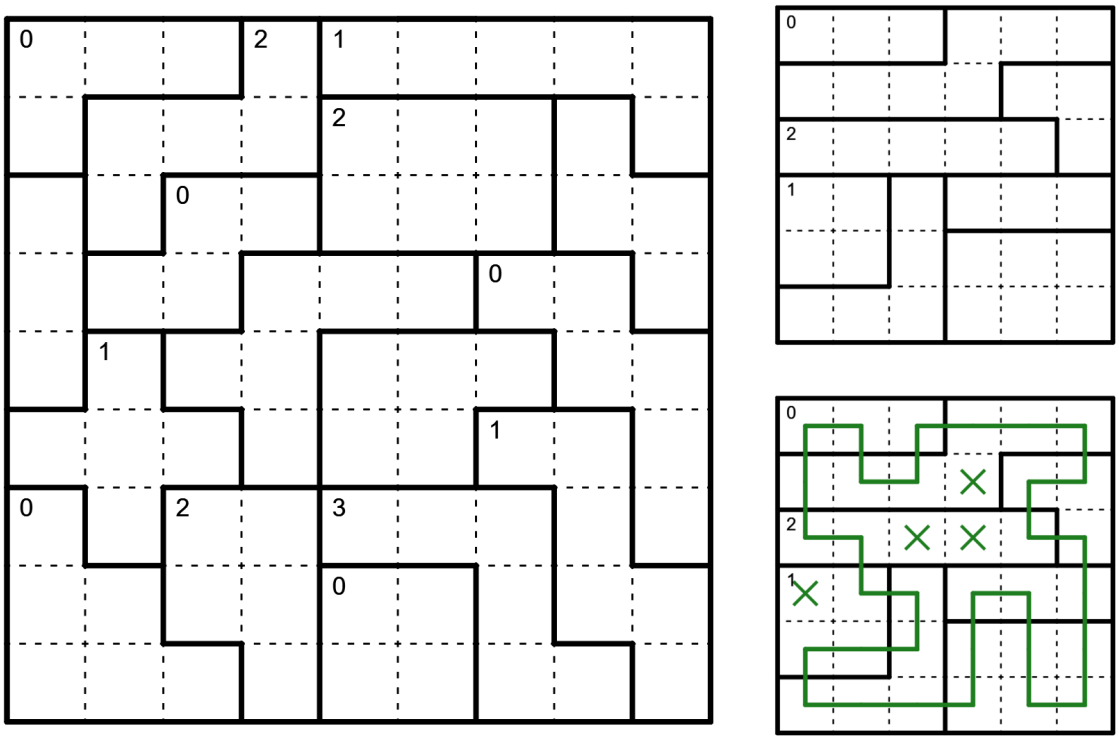
Example (Penpa+): https://tinyurl.com/4akxw3up
Puzzle (Penpa+): https://tinyurl.com/2523yuc5

October 14, 2025: Inequality | bakpao

Today's GAPP is an **Inequality**! Inspiration comes from the 24HPC round authored by the Chinese team. This type is very similar to Equality, which we've featured twice in the past, with the only difference being that the lengths of the loop's visits to a region must be different instead of the same.

Rules: Draw a non-intersecting loop that passes orthogonally through centers of some cells. The loop must visit each region at least twice. Any two visits to the same region must visit a different number of cells. Numbers indicate the number of cells not visited by the loop in the region.

Interface note: The preselected input mode is 'Line OX', so you can mark which cells must and must not be visited by the loop. If you want to use auxiliary cross marks on cell borders instead, switch to 'Line x' within the Composite -> Loop menu or use Edge -> Helper.

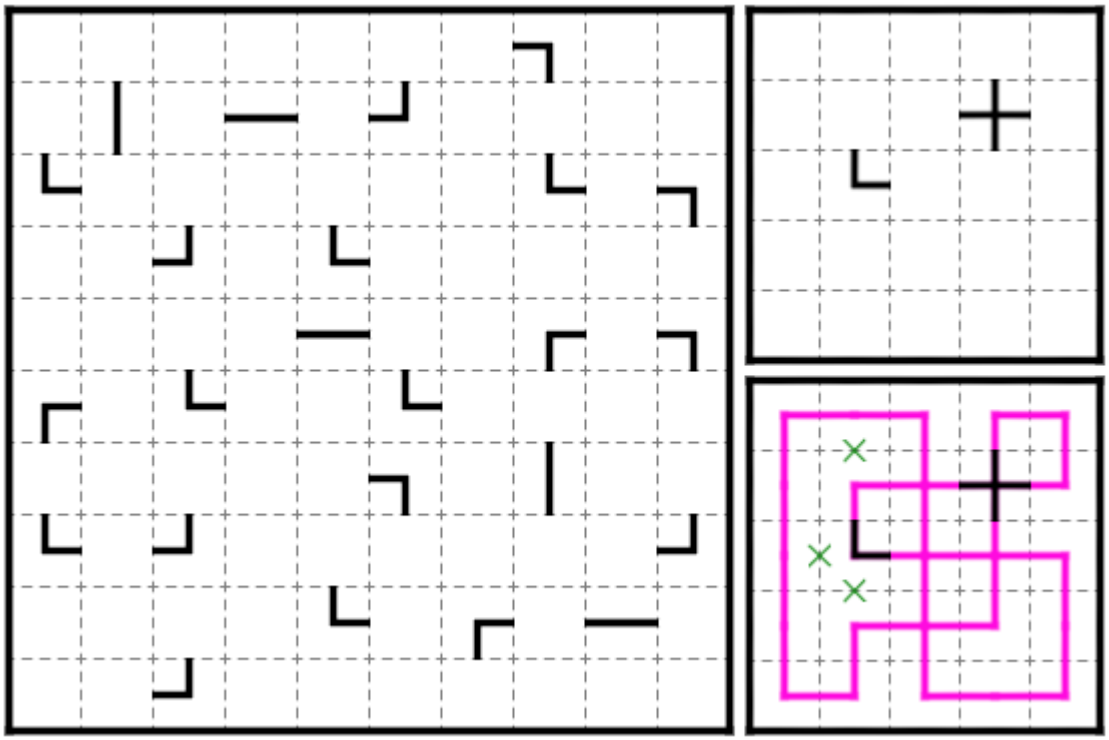


Example (Penpa+): https://tinyurl.com/ycxtjedr
Puzzle (Penpa+): https://tinyurl.com/2b8ddfv5

October 15, 2025: Pipelink | jovi_al

It has been a while since I made a **Pipelink** for GAPP. I had a bit of a fixation on this genre for a while in 2022, and I still love it!

Rules: Draw a loop that passes through all cells by connecting the centers of orthogonally adjacent cells. The loop may intersect itself, but it must not turn at its intersection or otherwise overlap. A clue shows how the loop crosses through the cell it's in.



Example (pzprxs): https://tinyurl.com/mrr5wvbe
Puzzle (pzprxs): https://tinyurl.com/4ap8xbpv

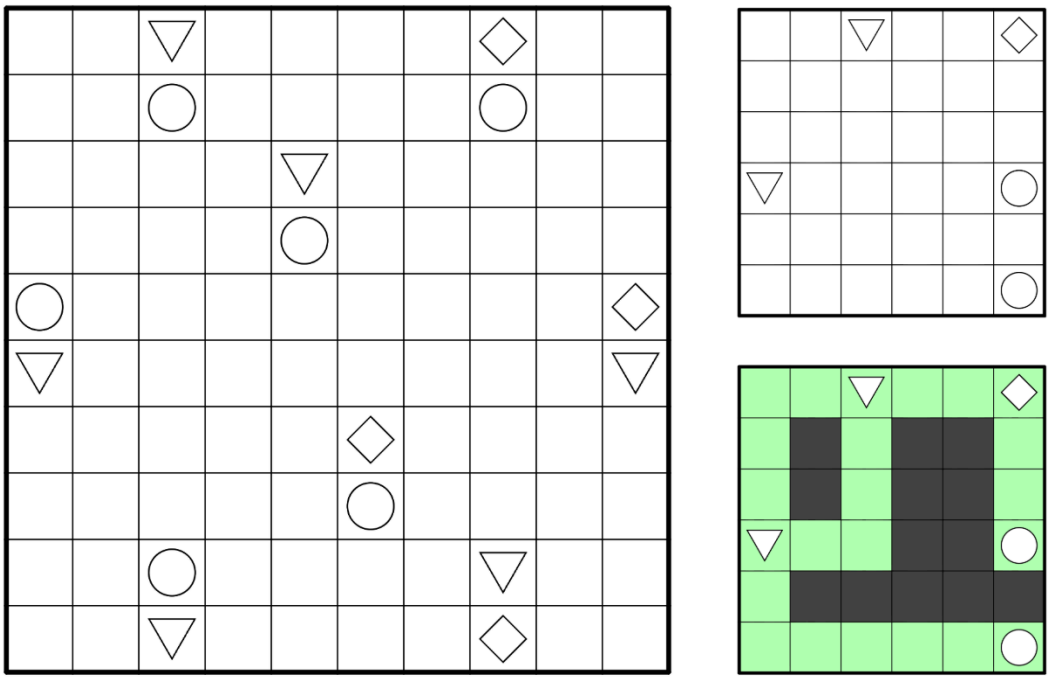
October 16, 2025: Michinari / みちなり | Freddie Hand

Here is a **Michinari**/みちなり. No idea what the name means, but it sounds cool. Not to be confused with missionary.

Rules: Shade some cells on the board such that the remaining unshaded cells form one orthogonally connected area. There cannot be a 2x2 square of all unshaded cells. Circles, Triangles, and Diamonds remain unshaded.

- Circles mark every instance of a cell which is orthogonally adjacent to exactly one other unshaded cell.
- Triangles mark every instance of a cell which is orthogonally adjacent to exactly three other unshaded cells.
- All other unshaded cells (including diamonds) are orthogonally adjacent to exactly two other unshaded cells.

Here's a handy way to remember the symbol meanings - a circle has one side, a triangle has three sides, and a diamond has two sides (an inside and an outside). I'm still working on it.

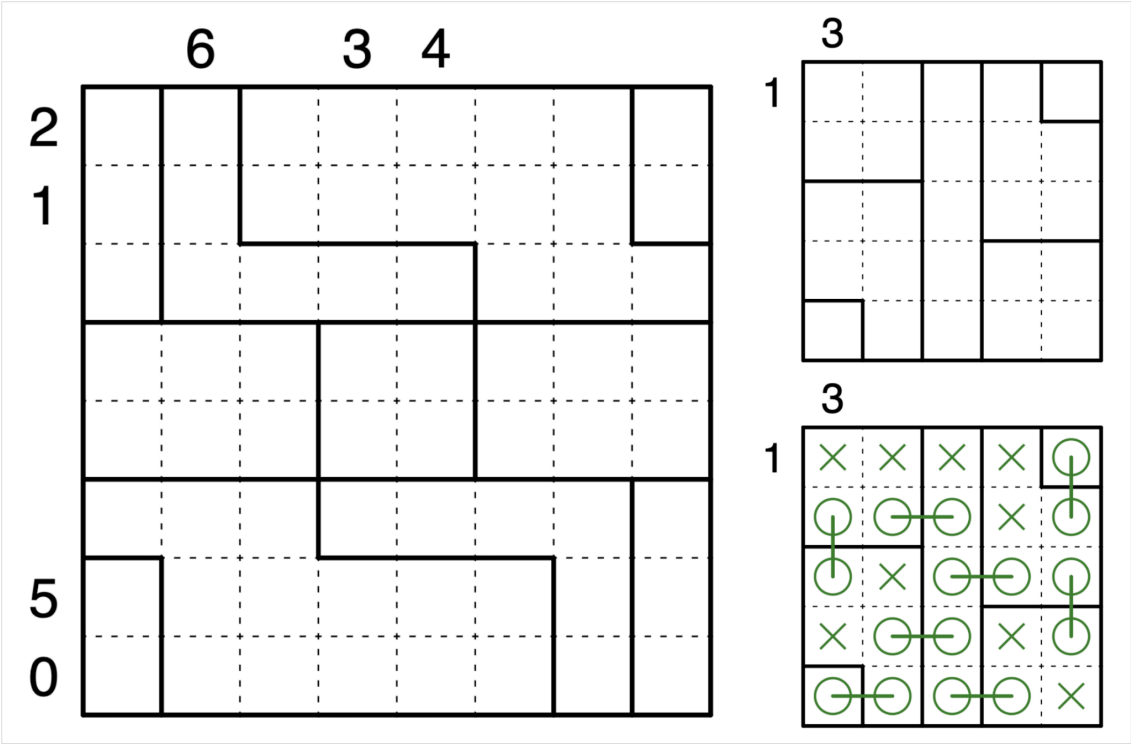


Example (Penpa+): https://tinyurl.com/2s4er3wm
Puzzle (Penpa+): https://tinyurl.com/ktzcst42

October 17, 2025: Stitches | Walker

It's been a while since my Regional Yajilin quilt, so I thought it was time for another patchwork puzzle! Here's a **Stitches**, a genre about connecting all the patches in the grid.

Rules: Connect each region to every one of its adjacent regions by exactly one stitch. A stitch is a line segment spanning two orthogonally adjacent cells from different regions. Two stitches cannot share an endpoint. The numbers on the left and top indicate the number of stitch endpoints in the corresponding row or column.

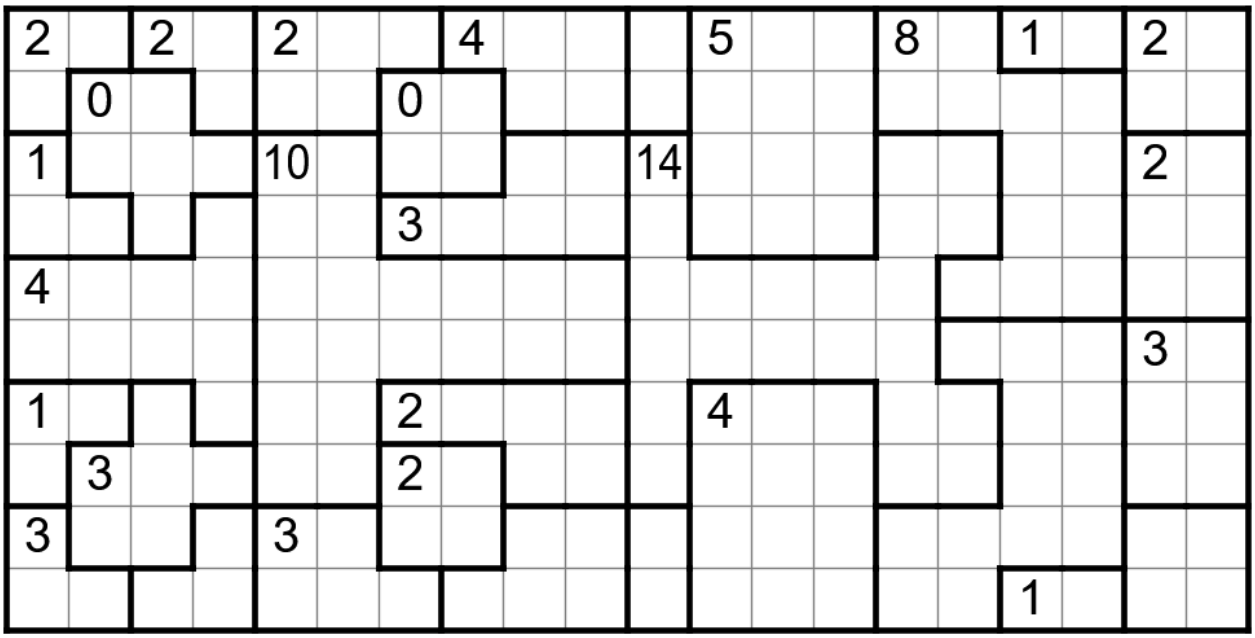


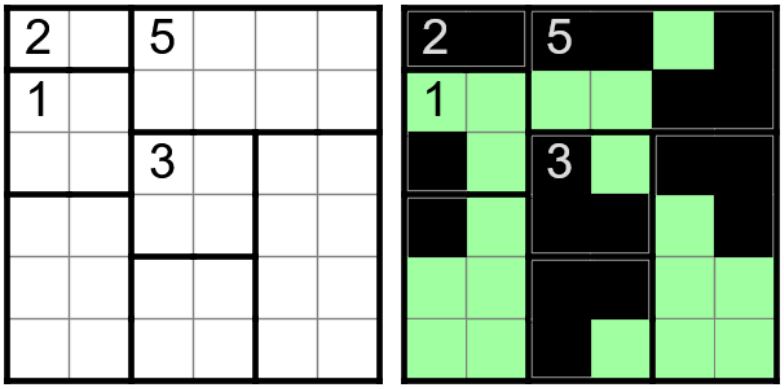
Example (Penpa+): https://tinyurl.com/yb2yd57h
Puzzle (Penpa+): https://tinyurl.com/3szf8n8f

October 18, 2025: Hinge | Lavaloid

Today's GAPP is a somewhat silly ✨ *Supersized* ✨ **Hinge**.

Rules: Shade some cells such that each group of orthogonally connected shaded cells is cut only once by a single straight segment of region borders, across which it must have reflectional symmetry. Numbered regions must contain the indicated amount of shaded cells.





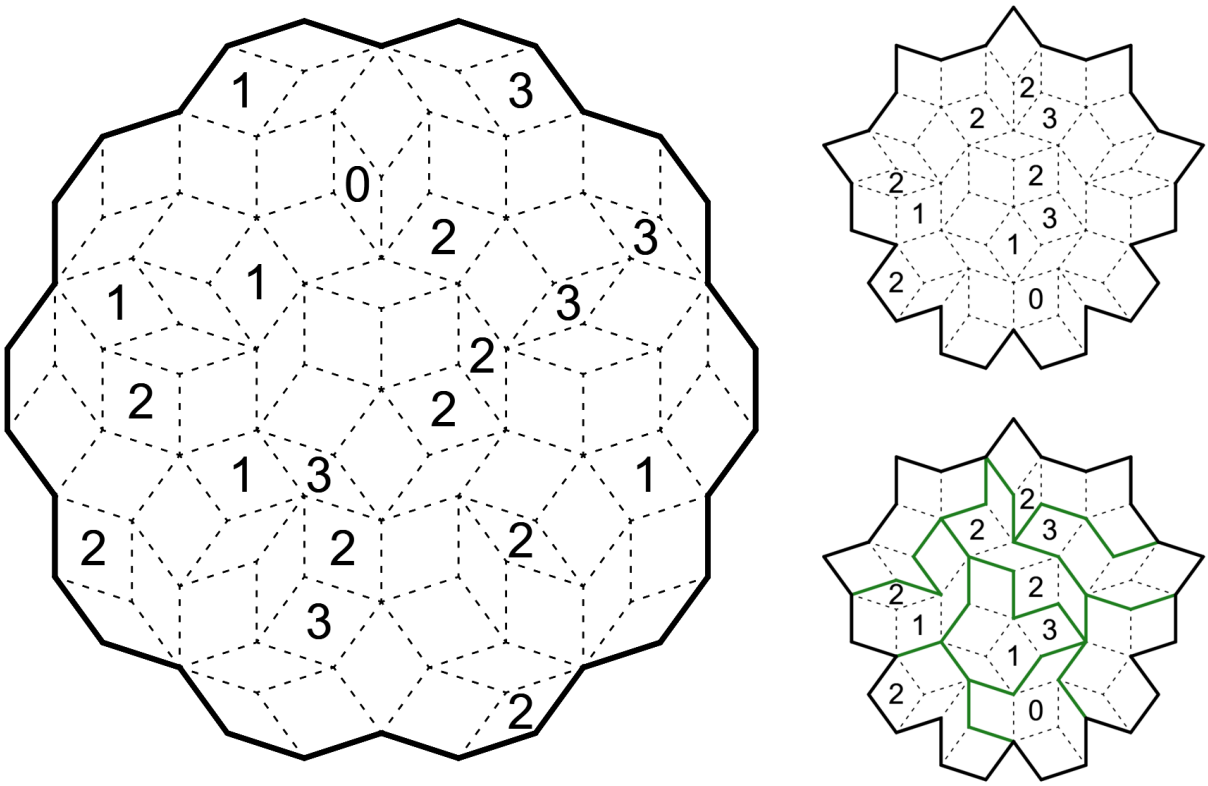
Example (pzprxs) by Jovi: https://tinyurl.com/8373zf37
Puzzle (pzprxs, portrait): https://tinyurl.com/bdemv6p3
Puzzle (pzprxs, landscape): https://tinyurl.com/3fneatuc

October 19, 2025: FiveCells | bakpao

I meant to post today's puzzle earlier, but I got distracted with a 128x128 Shakashaka and a 100x100 Square Jam. Apologies for my addiction to huge puzzles.

Today's GAPP is a **FiveCells** on a penrose grid!

Rules: Divide the grid into regions of 5 cells. Clued cells must have the indicated number of region borders or grid borders surrounding them. All borders must be used to divide two regions.

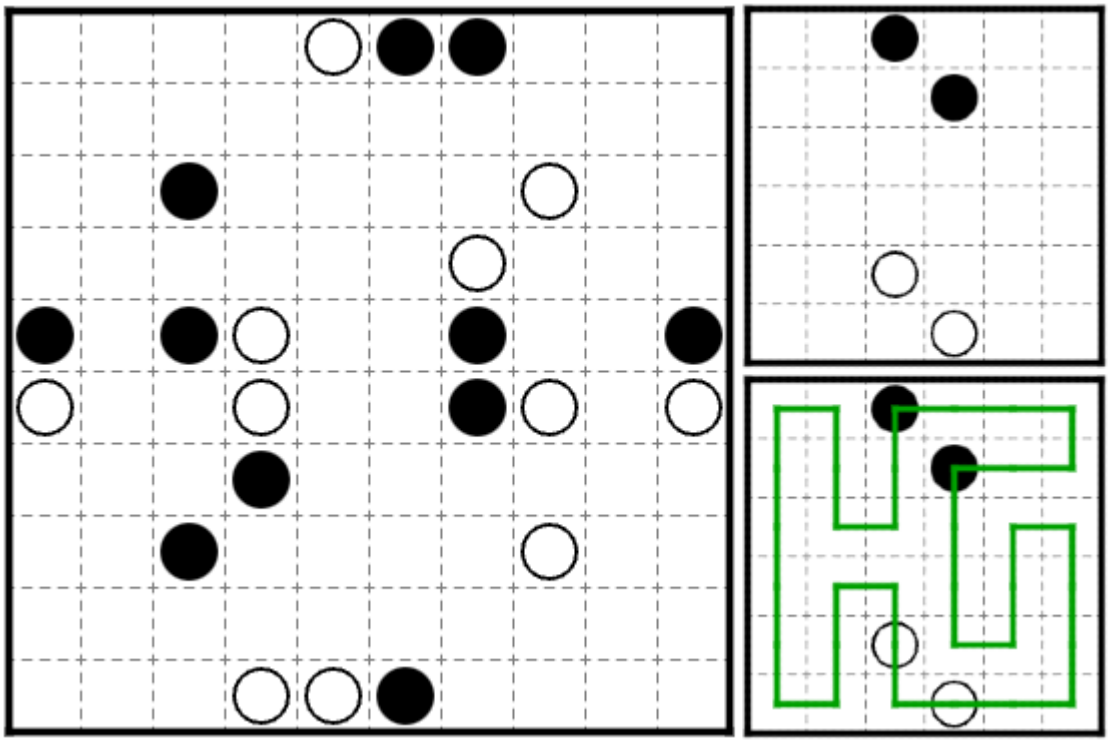


Example (Penpa+): https://tinyurl.com/443rnz7t
Puzzle (Penpa+): https://tinyurl.com/bd92m56c

October 20, 2025: Masyu (Full) | jovi_al

Just like my last contribution to GAPP, Masyu is a genre I fixated on a few years ago. I love many of its variants, too, so here's a **Masyu (Full)**!

Rules: Draw a non-intersecting loop by connecting the centers of orthogonally adjacent cells such that all cells are visited. The loop must turn on a black circle but must not turn in the cells before and after it. The loop must not turn on a white circle but must turn in at least one of the cells before and after it.



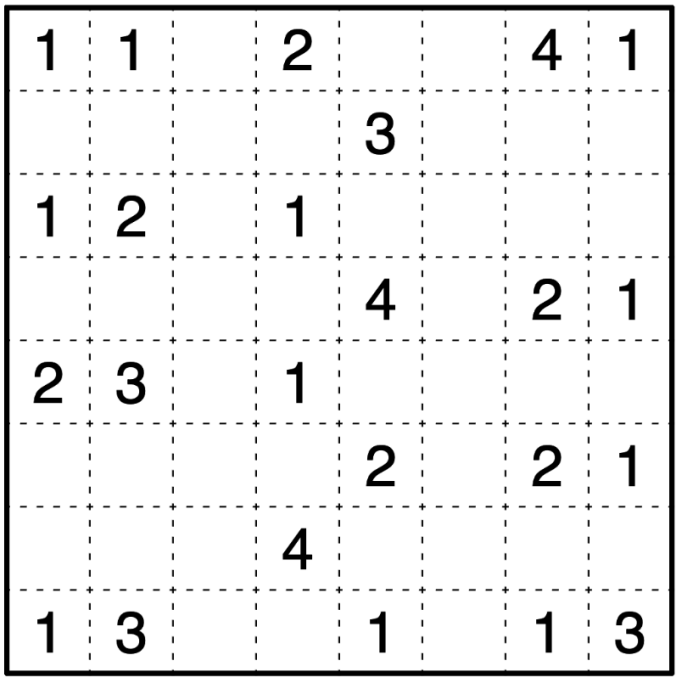
Example (pzprxs): https://tinyurl.com/bddvtv6c
Puzzle (pzprxs): https://tinyurl.com/bddv2uch

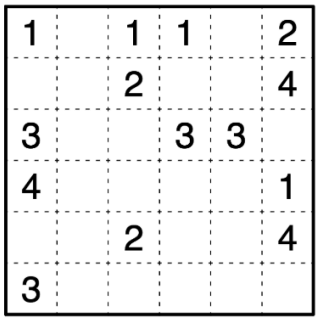
October 21, 2025: Four-Colour Tatami | Freddie Hand

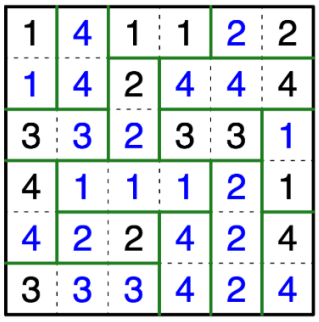
If you're a GAPP OG, you might remember a certain four-color tiles by Eric Fox. This **Four-Colour Tatami** is fairly similar, and also has the correct spelling of hue.

Rules: Divide the grid into tatamis that are 1x2 or 1x3 in shape, and write a number from 1-4 in every cell. All cells in a tatami contain the same number, and tatamis containing the same number cannot touch orthogonally. There cannot be any four-way intersection of tatami borders.

Notation: I recommend switching between sudoku mode (to input numbers) and composite mode (to draw edges). Answer check only requires numbers. You are welcome to colour as well, but you will need to put in the numbers afterwards.







Example (Penpa+): https://tinyurl.com/2zchf26h
Puzzle (Penpa+): https://tinyurl.com/4n7bs4e3

October 22, 2025: Miti | Walker

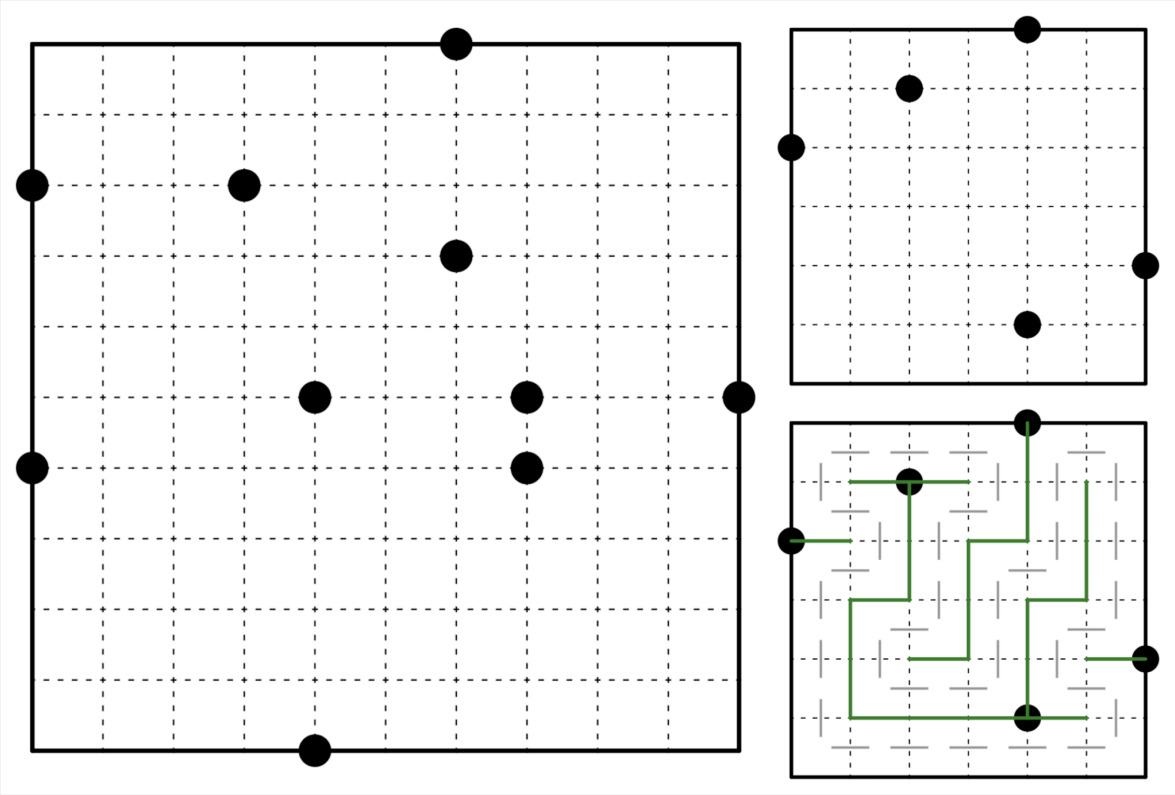
Here's a **Miti**! It has a relatively simple ruleset, but has a negative constraint, which means the negative constraint alarm is going to go off any minute. I get a bit nervous when I know an alarm is planning to go off soon, but luckily I have time to prepare. I've headed outside GAPP HQ to a nearby quiet park, and am listening to music on my headphones, so I should be safe and avoid the alarm entirely! 🎧🏞️

Back at HQ… 🚨 **negative constraint alert** 🚨

Rules: Draw segments on the dotted lines to create a loop one cell wide which passes through all squares. Black circles indicate all vertices, including those on the edge, where exactly three lines meet at a point. There may be no vertices where four lines meet.

⚠️ **Negative Constraint Alert:** ⚠️ If there is not a dot at a point, there can be at most two lines meeting there! (This includes along the edge, where all points already have at least two lines!)

Interface Note: It's easy to forget to draw a border in this genre - if answer check isn't going off, scan the grid to see if you're missing one.

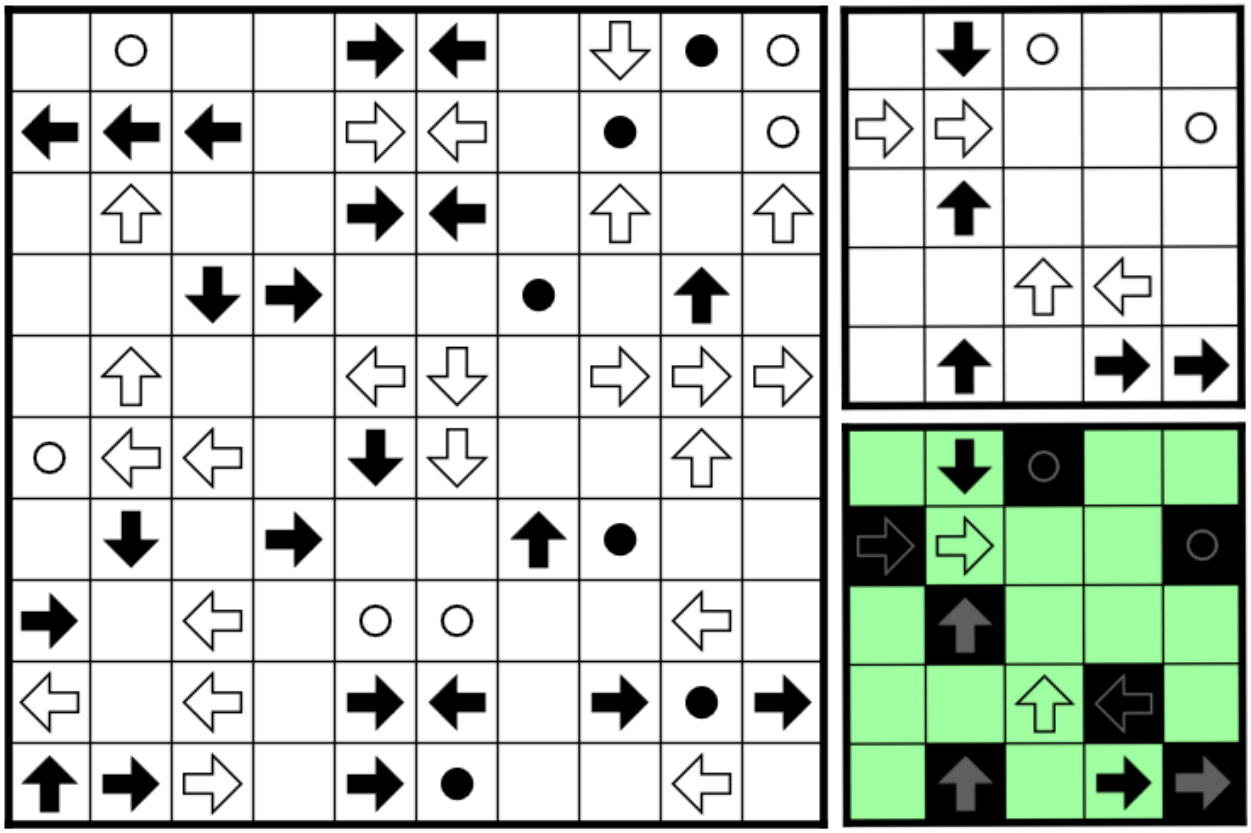


Example (Penpa+): https://tinyurl.com/y2xdwusj
Puzzle (Penpa+): https://tinyurl.com/34h5h57k

October 23, 2025: Out of Sight | Lavaloid

Out of Sight
Out of mind

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. An unshaded cell may not contain an arrow that points to another unshaded cell with a symbol of the same color. Arrows can point past shaded cells.



Example (pzprxs) from pzprxs rules page: https://tinyurl.com/mu9m7yx3
Puzzle (pzprxs): https://tinyurl.com/ct8zyxzj

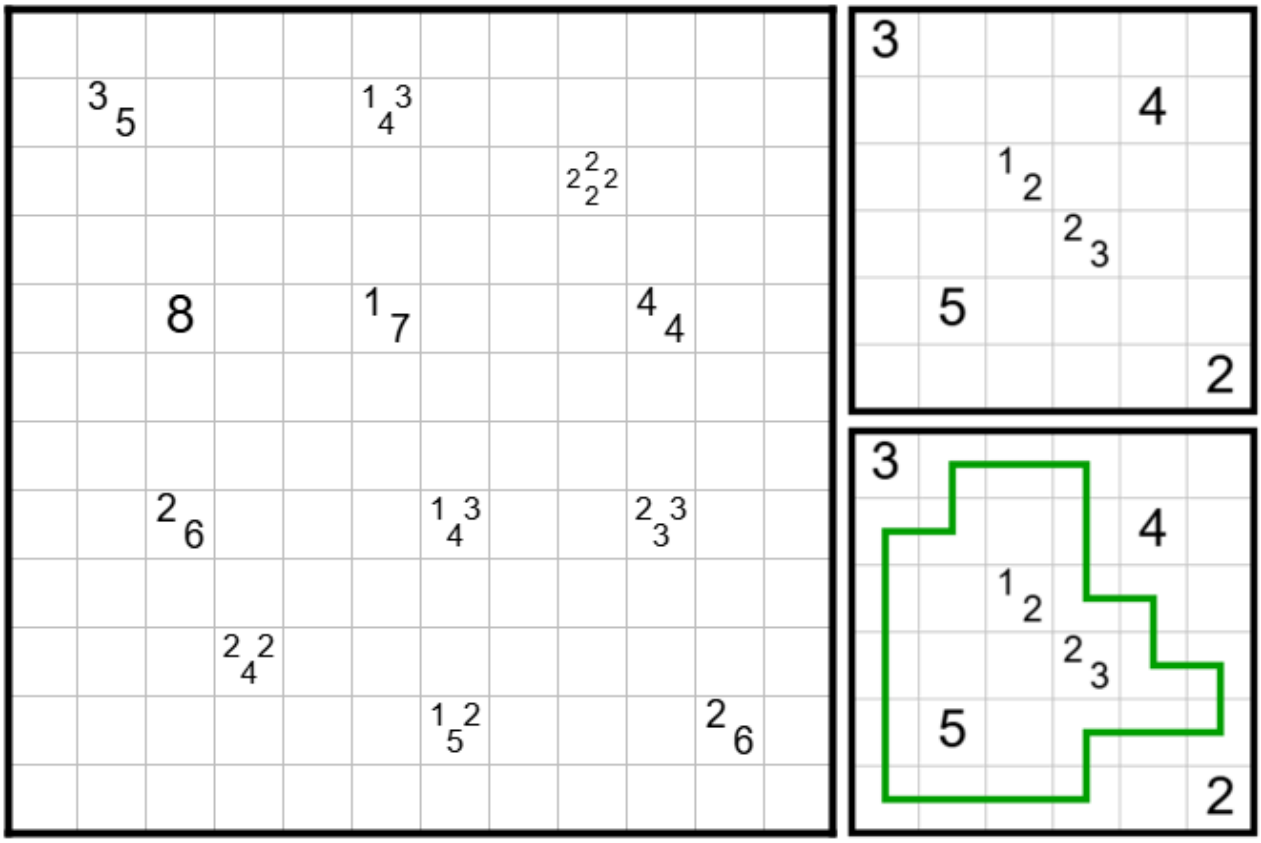
October 24, 2025: Tapa-Like Loop | bakpao

No giant puzzles to distract me today sadly.

Today's GAPP is a **Tapa-Like Loop**!

Rules: Draw a non-intersecting loop through the centers of some empty cells. Clues represent the numbers of consecutive cells occupied by the loop each time it enters the (up to) eight cells surrounding the clue, in no particular order.

GAPP 101 🧐: (ROT13) Jura gur ahzoref va n pyhr fhz gb rvtug, nyy pryyf nebhaq gur pyhr zhfg or ivfvgrq ol gur ybbc.

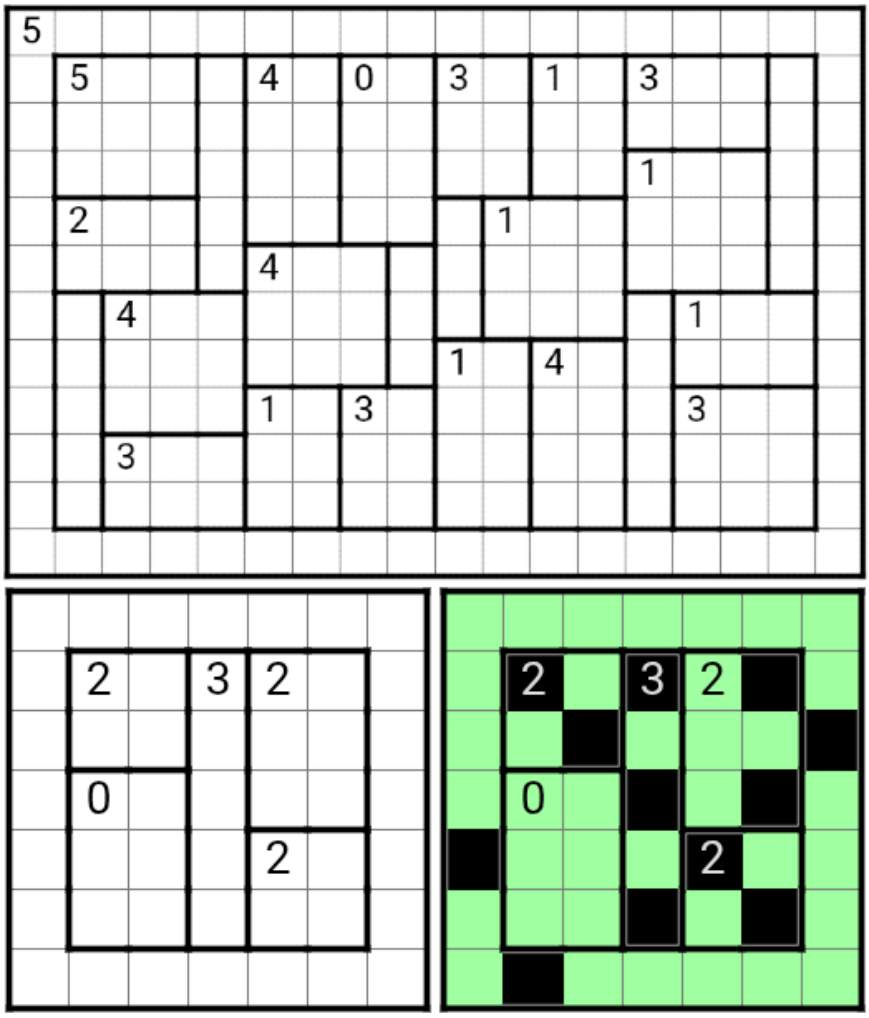


Example (pzprxs, by Jovi): https://tinyurl.com/3p7ya7ey
Puzzle (pzprxs): https://tinyurl.com/34mzh9my

October 25, 2025: Heyawake | jovi_al

Today's **Supersized Saturday** puzzle is a **Heyawake**, the first genre we ever covered in this series, which began four years ago as of Monday (stay tuned for what we have in store for that 👀)! It's also the first non-Sudoku pencil puzzle genre I ever learned.

Rules: Shade some cells such that no two orthogonally adjacent cells are both shaded and all unshaded cells form one orthogonally connected network. A number in a region indicates the number of shaded cells in that region. A continuous horizontal or vertical line of unshaded cells must not cross more than one region border.



Example (pzprxs):
https://tinyurl.com/2b34ctkb

Puzzle (pzprxs, Vertical):
https://tinyurl.com/y3zfy6zm

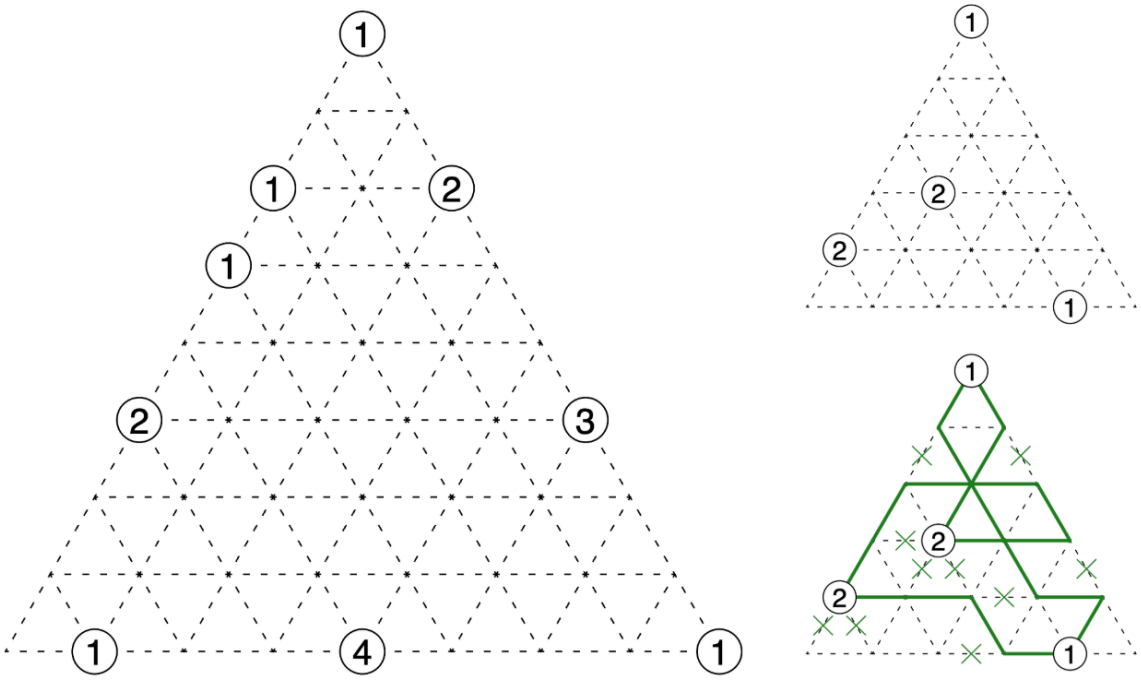
Puzzle (pzprxs, Horizontal):
https://tinyurl.com/53f6r4t6

October 26, 2025: Triangle Group /トライアングループ | Freddie Hand

Hello! Here is a **Triangle Group /**トライアングループ for your distorted-shape Dimanche needs. It's another genre I found while fishing around in the depths of Puzzle Square. We don't need to mention that it's basically a Geradeweg variant.

Rules: Draw a loop along dotted edges that passes through every circle. The loop may intersect itself, but it must not turn at its intersection or otherwise overlap (i.e. the loop must pass straight through any intersections). The loop must turn on circles, and the length of the two straight line segments touching the clue must be equal to the value in the circle.

Notation: I strongly recommend using x marks to indicate where there cannot be a loop segment. It might be a bit fiddly on mobile, the times are adjusted a bit to account for this.



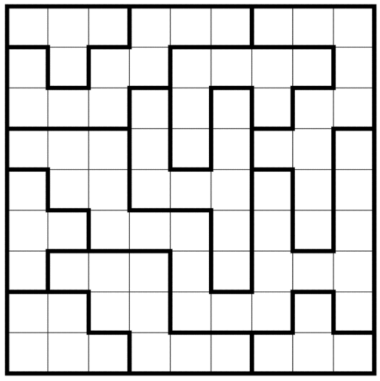
Example (Penpa+): https://tinyurl.com/5bfjjdry
Puzzle (Penpa+): https://tinyurl.com/vet3bw3k

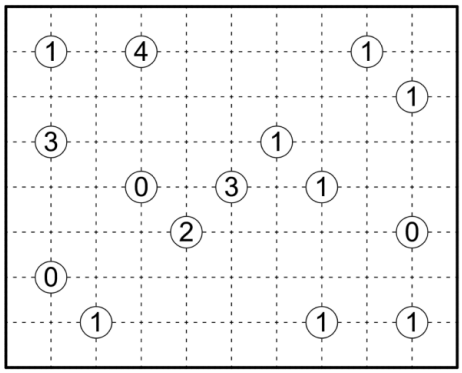
October 27, 2025: 4th Year Anniversary Pack | GAPP setters & testers

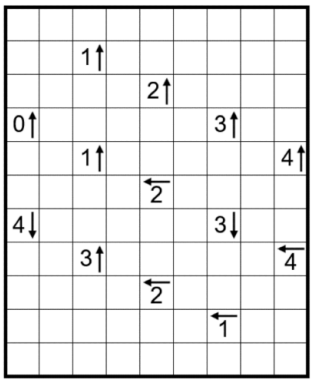
🐦 🦀 🦥 🦫 🥳 **Happy 4 Years of GAPP!** 🥳 🦫 🦥 🦀 🐦

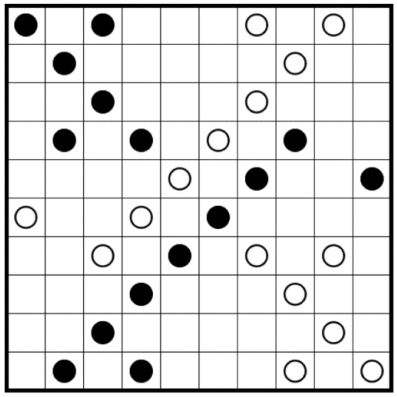
Today is the **4th anniversary** of the GAPP series! The first GAPP, a Heyawake by jovi, was posted on Oct 27, 2021. Since then, we've covered over 800 different genres, posted hundreds of supersized and strange-shaped puzzles, and offered over 100 potential bonus otters, mostly during special August events. Other GAPP authors also will be posting their stats and thoughts; I've got a lot to type and a limited message character count, so I'll just say: thank you to everyone involved in writing and solving GAPP, and I'm excited for many more puzzles! 🫶

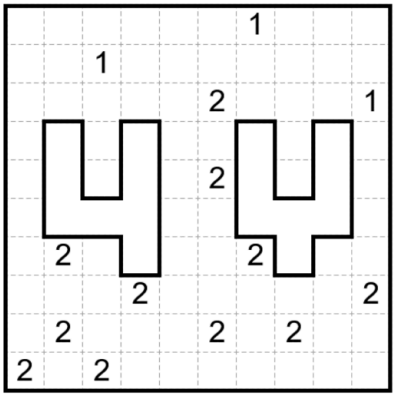
For the anniversary, the GAPP authors have written **nine puzzles**, each in a genre involving **tetrominoes**. For examples and past GAPPs in these genres, check the messages below this one. Have fun solving!

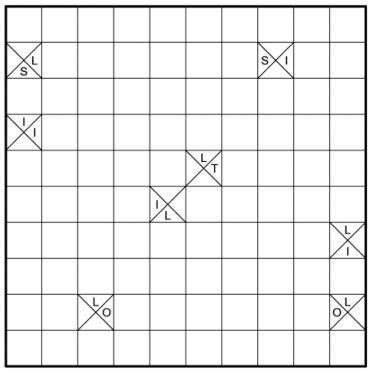


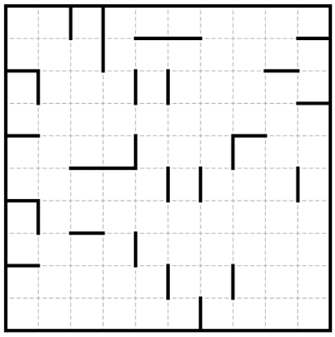


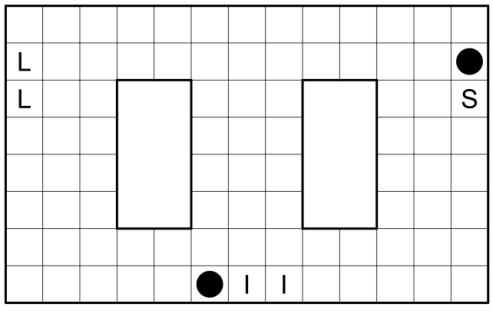


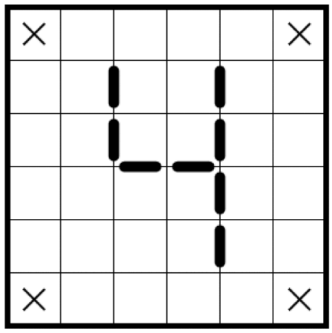












LITS by Lavaloid

Rules: Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not share a bold border, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.

Puzzle (pzprxs): https://tinyurl.com/r535cymj

Tetroscope by Walker

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other, not even diagonally. Exactly one tetromino must be placed of each of the seven possible shapes, counting rotations as the same but reflections as different. A clue represents how many of the (up to) four cells it touches are shaded.

Puzzle (Penpa+): https://tinyurl.com/4hdf3k69

Tetrochain-Y by shye

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other orthogonally, but all tetrominoes form one diagonally connected network. Two tetrominoes of the same shape may not touch diagonally, counting rotations and reflections as the same. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction.

Puzzle (pzprxs): https://tinyurl.com/4x8anzff

Statue Park by jovi_al

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

Puzzle (pzprxs): https://tinyurl.com/5525pf3b

Four Cells by Freddie Hand

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

Puzzle (pzprxs): https://tinyurl.com/mvryv4b9

Tetraview by bakpao

Rules: Shade some tetrominoes of cells so that no two tetrominoes touch each other orthogonally. Clued cells cannot be shaded, and a clue means that the first tetromino seen in a straight line in the indicated direction is of the shape associated with that letter.

Puzzle (Penpa+): https://tinyurl.com/4rvv68fe

Tetrominous (Borders) by Tyrgannus

Rules: Separate the grid into sets of four orthogonally connected cells. Tetrominoes of the same type cannot share an edge orthogonally, but they can touch diagonally. Borders must separate two different tetrominoes.

Puzzle (pzprxs): https://tinyurl.com/3r5mvf9b

Tetrosnake by Eric Fox

Rules: Shade some cells to form a non-intersecting path which does not touch itself orthogonally. Circles mark the ends of the path. Each orthogonally connected area of unshaded cells must be exactly four cells in size. Clues cannot be shaded, and contain the letter associated with the tetromino shape of their unshaded area.

Puzzle (Penpa+): https://tinyurl.com/25njugdd

Kissing Polyominoes by Menderbug

Rules: Place each shape from the bank given outside the grid into the grid without overlap. Rotating and reflecting shapes is allowed. All edges along which two shapes touch are marked with thick bars.

Puzzle (pzprxs): https://tinyurl.com/37x5aky9

~~~~ Additional message from Jovi ~~~~

4 years! I want to extend a massive THANK YOU! to everyone who has solved over the years. Whether you're just joining us and solving your first pencil puzzles, or you're a long-time veteran slothing day in, day out, we see you and appreciate you! We wouldn't still be doing this if you weren't solving every day. I also want to extend a massive THANK YOU! to all of the authors who have contributed over the last four years. Thousands of hours of collective work have poured into this project, and it wouldn't be where it was today if everyone didn't put their heart into their work, consistently producing absolute bangers.

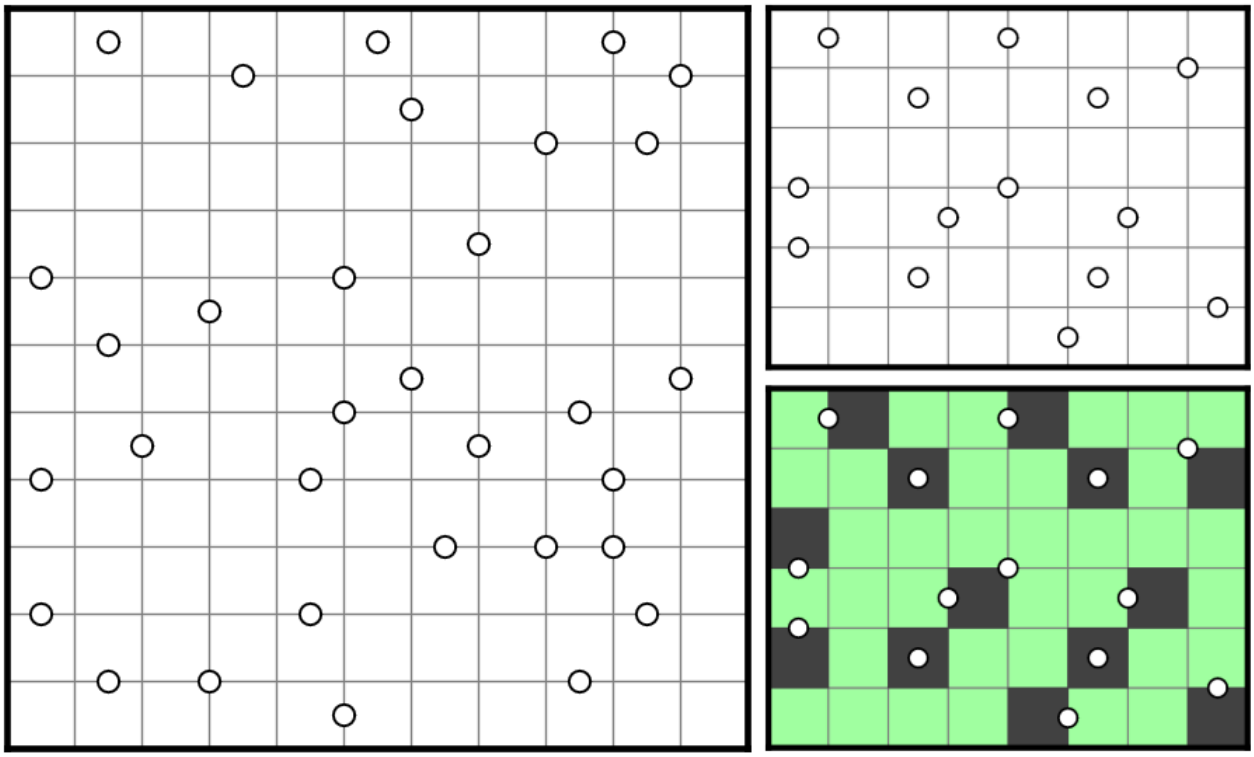
On a personal note, when this started, I anticipated it going for a year or two. I definitely didn't expect that it'd still be going after four years, and also that I'd still be involved (even though I did leave the team for exactly 600 days). My own life has changed so much during this time, as I'm sure all of yours have, and it's been so beautiful to watch this project become what it is and to watch the storylines and (sometimes infamous) regular characters in the discussion channel. I feel lucky I have gotten to be a part of this project, and I appreciate everyone coming along for the ride!

October 28, 2025: No Three | Lavaloid

Yesterday, GAPP became 4 years old. In other words, it's no longer three. Enjoy today's **No Three**!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Each circle must touch exactly one shaded cell (no more, no fewer). Three consecutive shaded cells within the same row or column may not be evenly spaced.

Here's a **solving tip** which I recommend you only use if you get stuck: (ROT13) Lbh znl arrq gb cynpr nqqvgvbany funqrq pryyf gb oernx hc guerr rirayl fcnprq funqrq pryyf, vafgrnq bs whfg hafunqvat pryyf gung oernx gur ehyr.

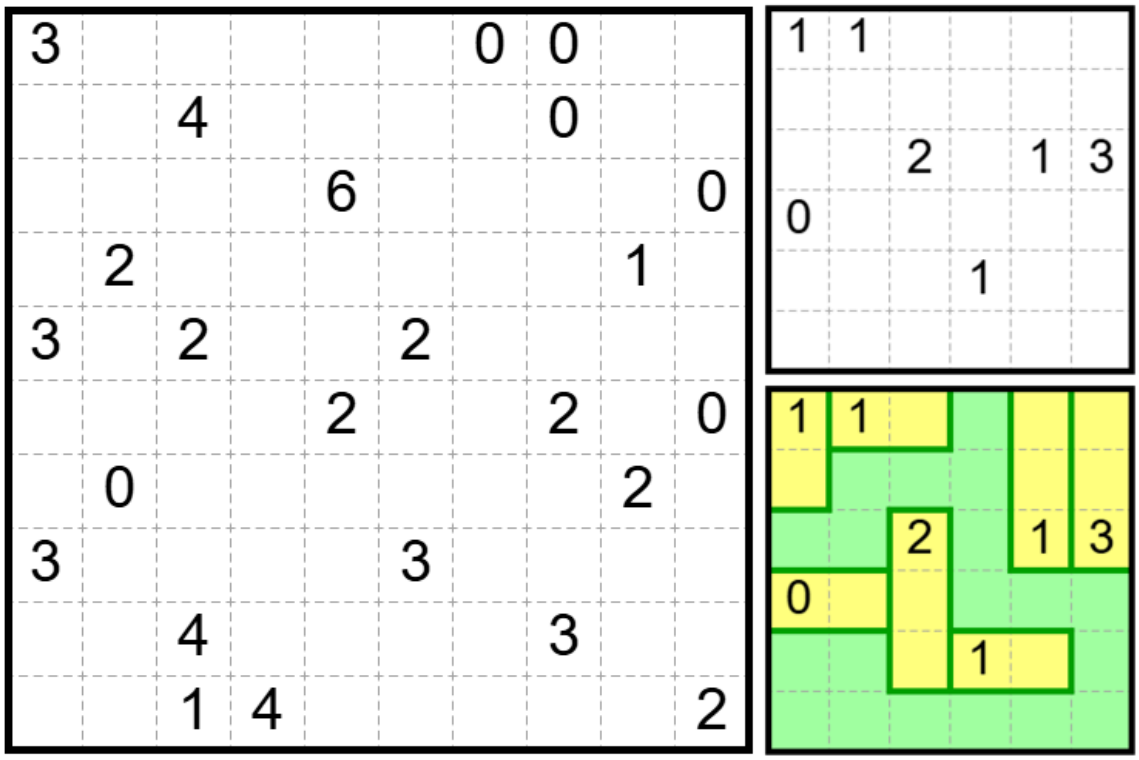


Example (pzprxs): https://tinyurl.com/yv9rtz8z
Puzzle (pzprxs): https://tinyurl.com/4nprjxw5

October 29, 2025: New Tren | bakpao

Today's GAPP is a **New Tren**!

Rules: Locate some blocks in the grid, each of which are either 1x2 or 1x3, which may not overlap each other. Each clue must be used by a block and each block must contain exactly one clue, the value of which represents to how many different locations the block can be moved by sliding it in the direction of its short end without overlapping another block or going out of the grid. Staying stationary does not count as one of these locations. All unused cells must form one orthogonally connected area.

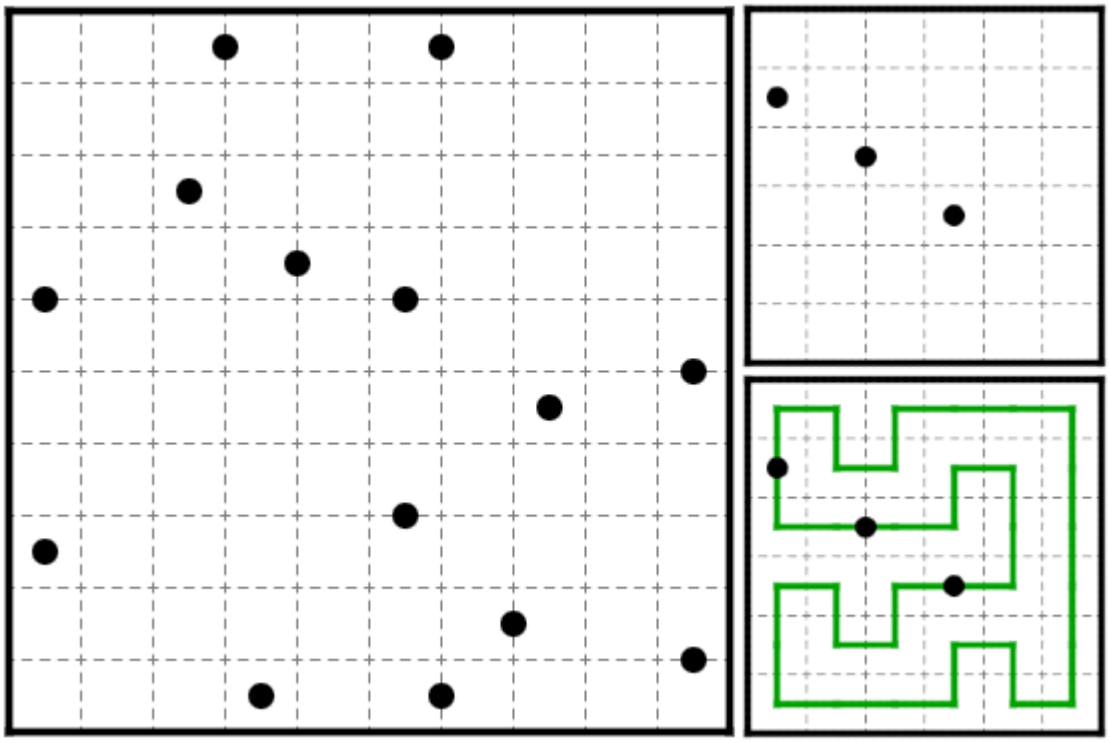


Example (pzprxs): https://tinyurl.com/374cs2ff
Puzzle (pzprxs): https://tinyurl.com/yc2jfs48

October 30, 2025: Midloop (Full) | jovi_al

Hi everyone! Today's puzzle is a **Midloop (Full)**, which marks yet another revisit of a genre I fixated on for a bit a few years ago. I'm quite happy with how today's puzzle turned out, and I hope you will be too!

Rules: Draw a non-branching, non-intersecting loop by connecting the centers of orthogonally adjacent cells such that all cells are visited by the loop. Black dots are on the center of their respective loop segments.



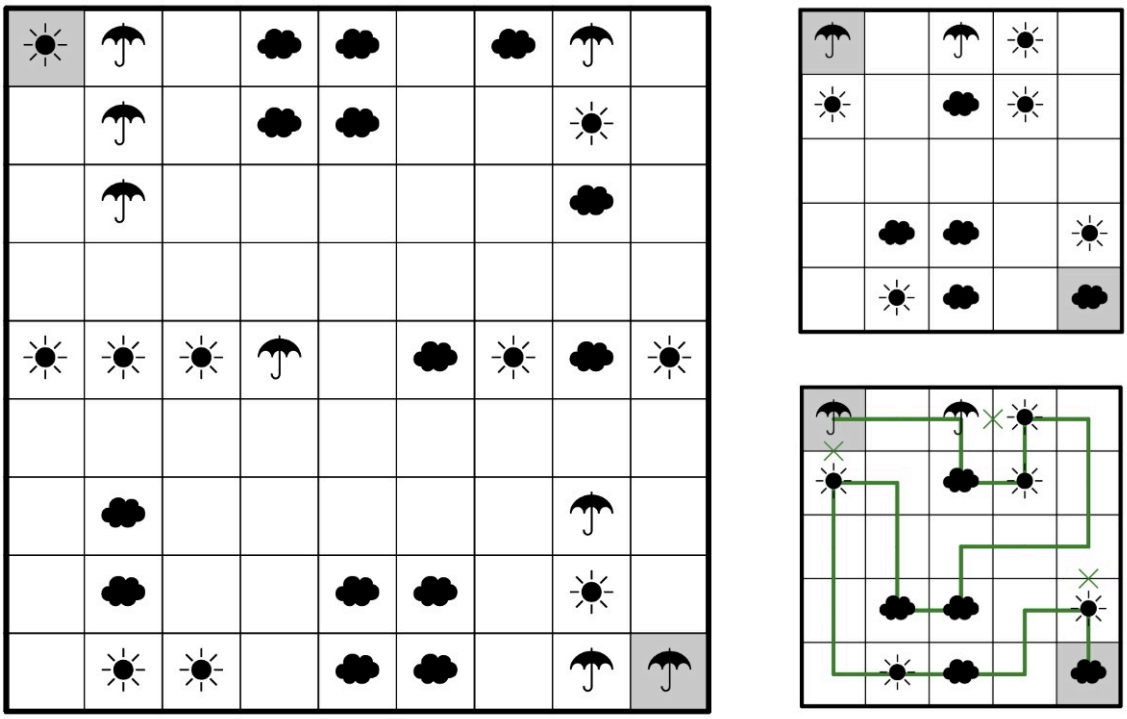
Example (pzprxs): https://tinyurl.com/2yc83mnm
Puzzle (pzprxs): https://tinyurl.com/4j59u46t

October 31, 2025: I Hope It's Sunny | Freddie Hand

Posting this **I Hope It's Sunny** during another gloomy day in the UK.

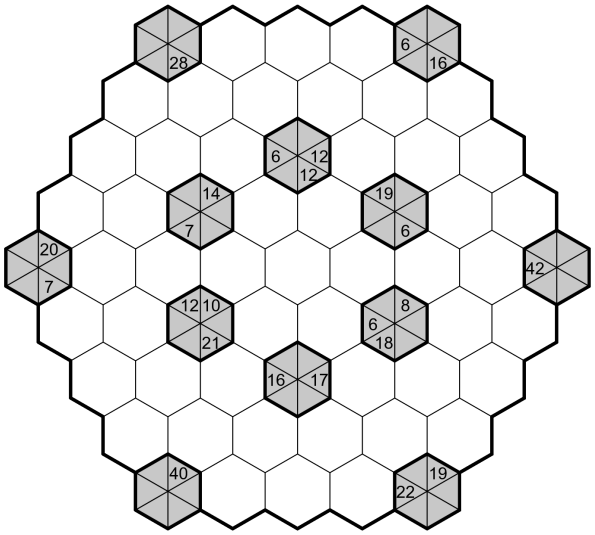
Rules: Draw a non-intersecting path through the centers of all cells, starting from the top left cell and ending in the bottom right. When the path enters a cell with a sun, clouds, or rain (indicated by an umbrella), the weather changes to match the symbol. The weather may not change from sunny to rainy or from rainy to sunny without being cloudy in between. The path may not visit three cells with the same symbol in a row. (The shaded cells mark the start and end point of the path).

Note: Just for clarity, the example doesn't demonstrate it, but you also cannot pass through 3 umbrellas consecutively along the loop.



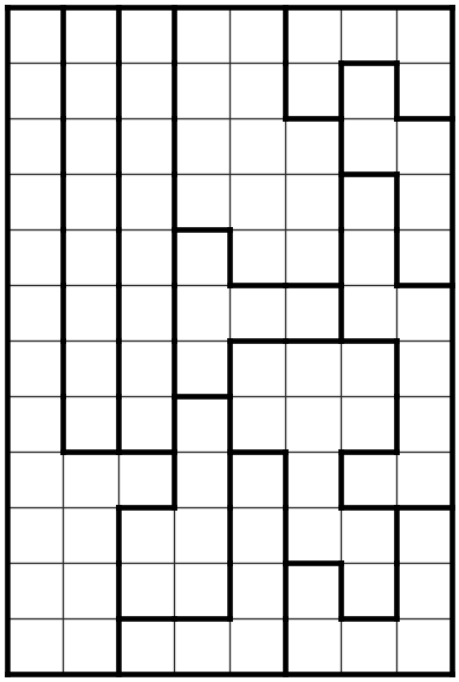
Example (Penpa+): https://tinyurl.com/36mesd9p
Puzzle (Penpa+): https://tinyurl.com/379579vr

Bonus 1: Kakuro (Hexagonal) | jovi_al



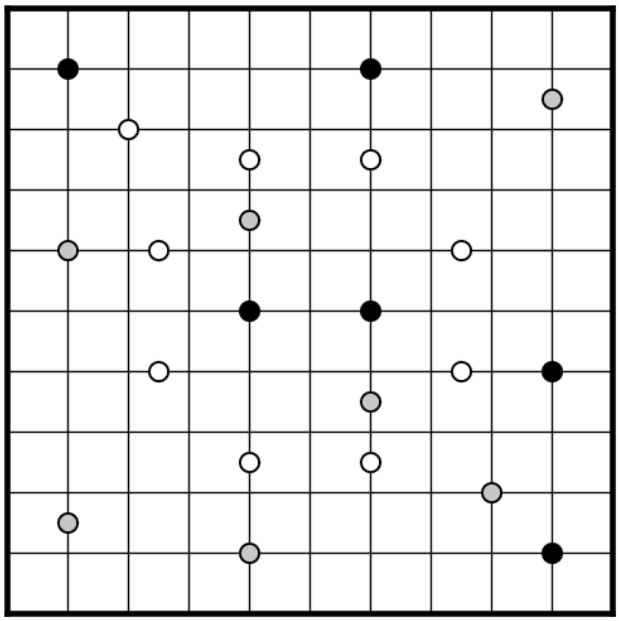
Example (Penpa+): https://tinyurl.com/28hr275l
Bonus (Penpa+): https://tinyurl.com/22x7skka

Bonus 2: LITS | jovi_al



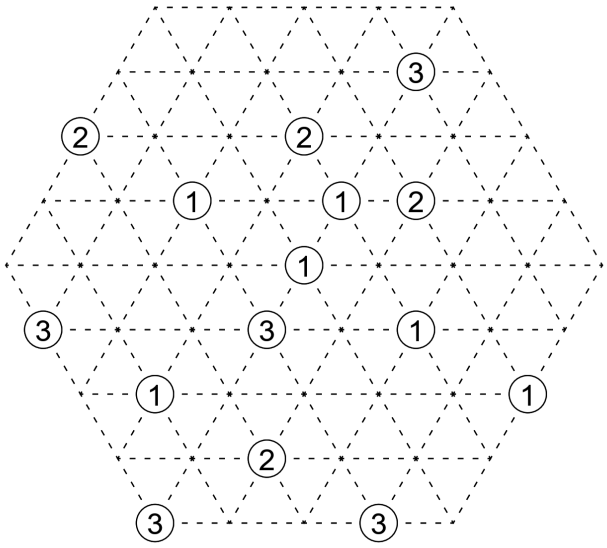
Example (puzz.link): https://tinyurl.com/bdcvrzfn
Bonus (pzprxs): https://tinyurl.com/4nvacyce

Bonus 3: Tetrochain-K | bakpao



Example (Penpa+): https://tinyurl.com/58s3h3cj
Bonus (pzprxs): https://tinyurl.com/yc5ekbd2

Bonus 4: Triangle Group | bakpao



Example (Penpa+): https://tinyurl.com/5bfjjdry
Bonus (Penpa+): https://tinyurl.com/3p7esb6t

Date	Sloth Time	Crab Time	🐦
01 Oct 2025	0:02:15	0:04:30	Expanded Esmeraldas Woodstar
02 Oct 2025	0:02:45	0:05:30	Fourier Fox Kestrel
03 Oct 2025	0:04:00	0:08:00	Cursed Crestless Curassow
04 Oct 2025	0:04:00	0:08:00	Homecoming Hamerkop
05 Oct 2025	0:05:30	0:12:25	Sponsored Honeyguide Greenbul
06 Oct 2025	0:02:50	0:05:40	Lapine Lapland Longspur
07 Oct 2025	0:01:30	0:03:00	Practice Peregrine Falcon
08 Oct 2025	0:03:00	0:06:00	Oviparous Ovenbird
09 Oct 2025	0:02:00	0:04:00	Terrific Kittiwake
10 Oct 2025	0:01:00	0:02:15	Lit Limpkin
11 Oct 2025	0:06:00	0:12:00	Sprayed Spruce Grouse
12 Oct 2025	0:03:00	0:06:00	Cookie Monster’s Petrel
13 Oct 2025	0:04:00	0:08:00	Hilbert's Hoatzin
14 Oct 2025	0:02:30	0:05:00	Square Stilt
15 Oct 2025	0:02:00	0:04:30	Plink Plushcap
16 Oct 2025	0:02:45	0:05:30	Squid Casqued Cacique
17 Oct 2025	0:02:00	0:04:00	Cool Compact Weaver
18 Oct 2025	0:04:30	0:09:00	Silly Silvereye
19 Oct 2025	0:03:00	0:06:00	Colossal Cassowary
20 Oct 2025	0:02:00	0:04:30	Pearly Pelican
21 Oct 2025	0:04:00	0:08:00	Matted Matinan Blue Flycatcher
22 Oct 2025	0:02:15	0:04:30	Nervous Niau Kingfisher
23 Oct 2025	0:03:00	0:06:00	Hidden Hermit Thrush
24 Oct 2025	0:02:45	0:05:30	Marvelous Mohoua
25 Oct 2025	0:04:00	0:09:00	Nostalgic Neddicky
26 Oct 2025	0:04:30	0:09:00	Crossy Crowned Woodnymph
27 Oct 2025	0:44:44	1:44:44	Four-Year Fieldfare
28 Oct 2025	0:03:00	0:06:00	No Three-Toed Swiftlet
29 Oct 2025	0:03:15	0:06:30	Parker's Spinetail
30 Oct 2025	0:02:00	0:04:30	Brimming Brolga
31 Oct 2025	0:02:30	0:05:00	Climate Cliff Parakeet