

Mind The GAPP Vol. 50

Genuinely Approachable Pencil Puzzles from the CtC Discord

December 1, 2025 - December 31, 2025

Apologies for the late release! It's been a busy month. Not much to say for this edition, other than that we had a Christmas mini puzzle pack, just like the previous years.

We have 4 bonus puzzles this month. Enjoy!

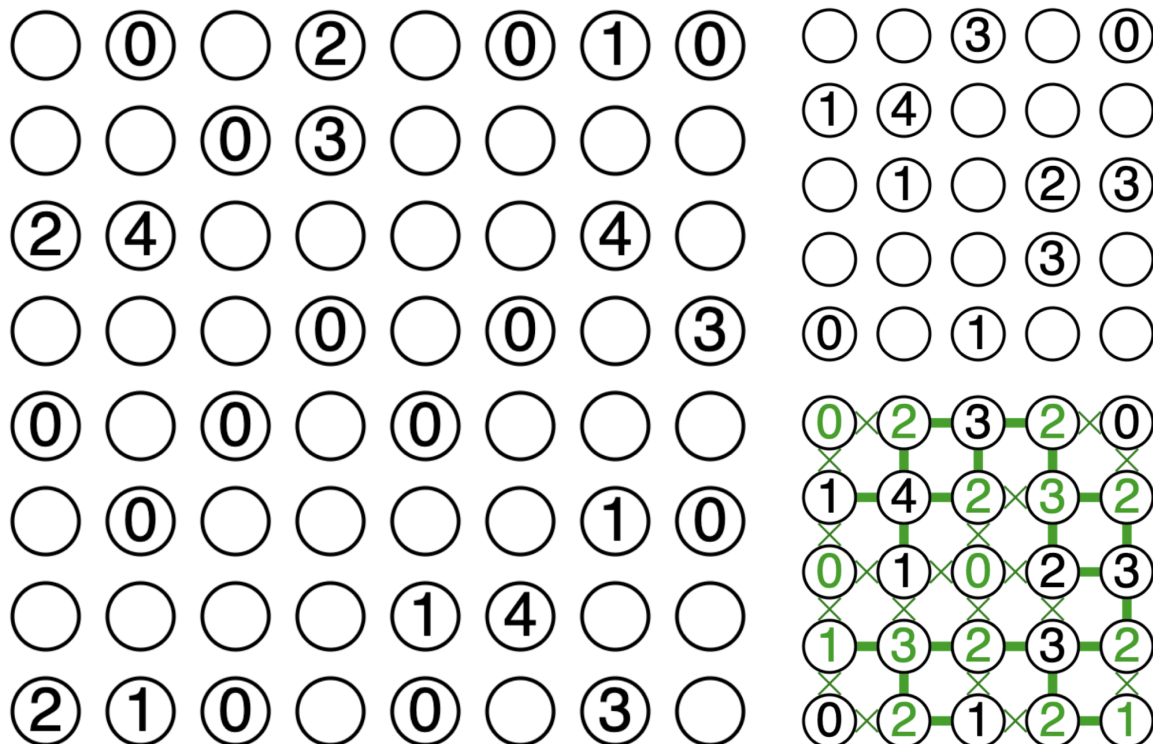
December 01, 2025: Key West | Walker

Here's **Key West**, a genre that was just added to pzprxs! It's also scheduled for December 7 on the 2025 PuzSQ advent calendar

(<https://puzsq.logicpuzzle.app/campaign/advent-calendar/2025>), which will have puzzles from lots of authors in the community. The genre is similar to Sukoro in some ways and different in others. 🗝️ 🤖

Rules: Place a number between 0 and 4 in every island, and draw orthogonal bridges connecting them. Orthogonally adjacent islands cannot have the same number. Numbers indicate how many bridges are connected to this island. All islands with a number above 0 must be connected into a single network.

Interface Note: I recommend placing Xs in places where bridges can't go, particularly if you get stuck! (This is tricky on mobile, you need to switch to the "Cross marks" mode and back; I've made the times more flexible to compensate.)



Example (pzprxs): <https://tinyurl.com/y3zbkp3d>

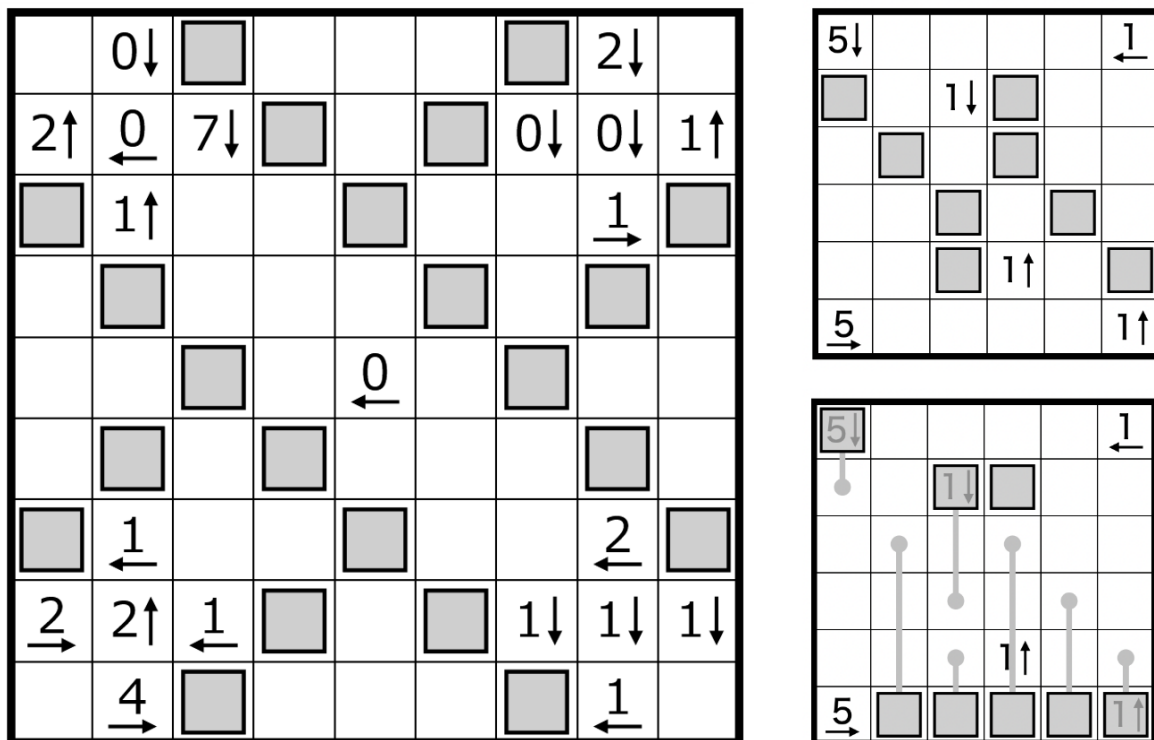
Puzzle (pzprxs): <https://tinyurl.com/2cbc34du>

December 02, 2025: Yajisan-Sokoban | Lavaloid

Today's GAPP is a **Yajisan-Sokoban**! Unlike the April Fools puzzle, there are no shenanigans this time.

Rules: Move some squares in the grid. A square may move only in one straight line vertically or horizontally. Squares' paths may not cross each other, other squares, or other squares' starting points. If a cell with a number in it is not covered by a square, the number represents how many squares are in a straight line in the indicated direction. If a cell with a number in it is covered by a square, the number is meaningless.

Interface note: You can click at the center of a cell to shade it, which you can use as a way to mark whether that cell must or must not have a box.



Example (puzz.link) by Eric: <https://tinyurl.com/ycnfjyys>

Puzzle (pzprxs): <https://tinyurl.com/mv7pn97d>

December 03, 2025: Chocolate Banana (Even Rows and Columns) | bakpao

In my search for more variants to write for GAPP, I noticed we have never featured the Even Rows and Columns constraint, which used to be featured on GMPuzzles (<https://www.gmpuzzles.com/blog/?s=even+rows+and+columns>) quite often across many different genres. I'm not the biggest fan of this variation, but figured I'd give it a shot anyway. I chose a genre that I have never seen it applied to.

Today's GAPP is a **Chocolate Banana (Even Rows and Columns)**!

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. Each row and column must contain an even number of shaded cells.

3	1		3	8					
2	8						1	4	
							8	1	
5					3				
2					3				

			6		
1			6		
	2				
4			1		

			6		
1			6		
	2				
4			1		

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

Example (pzprxs, no answer check): <https://tinyurl.com/43m4vhs8>

Main (Penpa+): <https://tinyurl.com/mr3f5hcz>

Main (pzprxs, no answer check): <https://tinyurl.com/5et9sjnf>

Puzzle: <https://tinyurl.com/3j5j6f3r>

December 05, 2025: Meidjuluk | Freddie Hand

Hello! Today's puzzle is a revisit of **Meidjuluk**, now that it has a shiny new pzprxs implementation.

Rules: Divide the grid into regions of orthogonally connected cells. Exactly one region must exist of each size from the range given outside the grid (for this puzzle, there is one region of each size between 1 and 11). A region may only contain numbers which are factors of the number of cells the region contains. Regions may not contain multiple instances of the same number.

	2		5	5						
2	2			1						
2	2			1	1				7	
				1	1			1		
3										
3				3						

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
⑪

1	1		
1	1		
3			
3		2	2
	2		

① ② ③ ④
⑤ ⑥

1	1		
1	1		
3			
3		2	2
	2		

① ② ③ ④
⑤ ⑥

Example (pzprxs): <https://tinyurl.com/4ztvs4s3>

Puzzle (pzprxs): <https://tinyurl.com/y7yvzx5>

December 06, 2025: Sansa Road | Walker

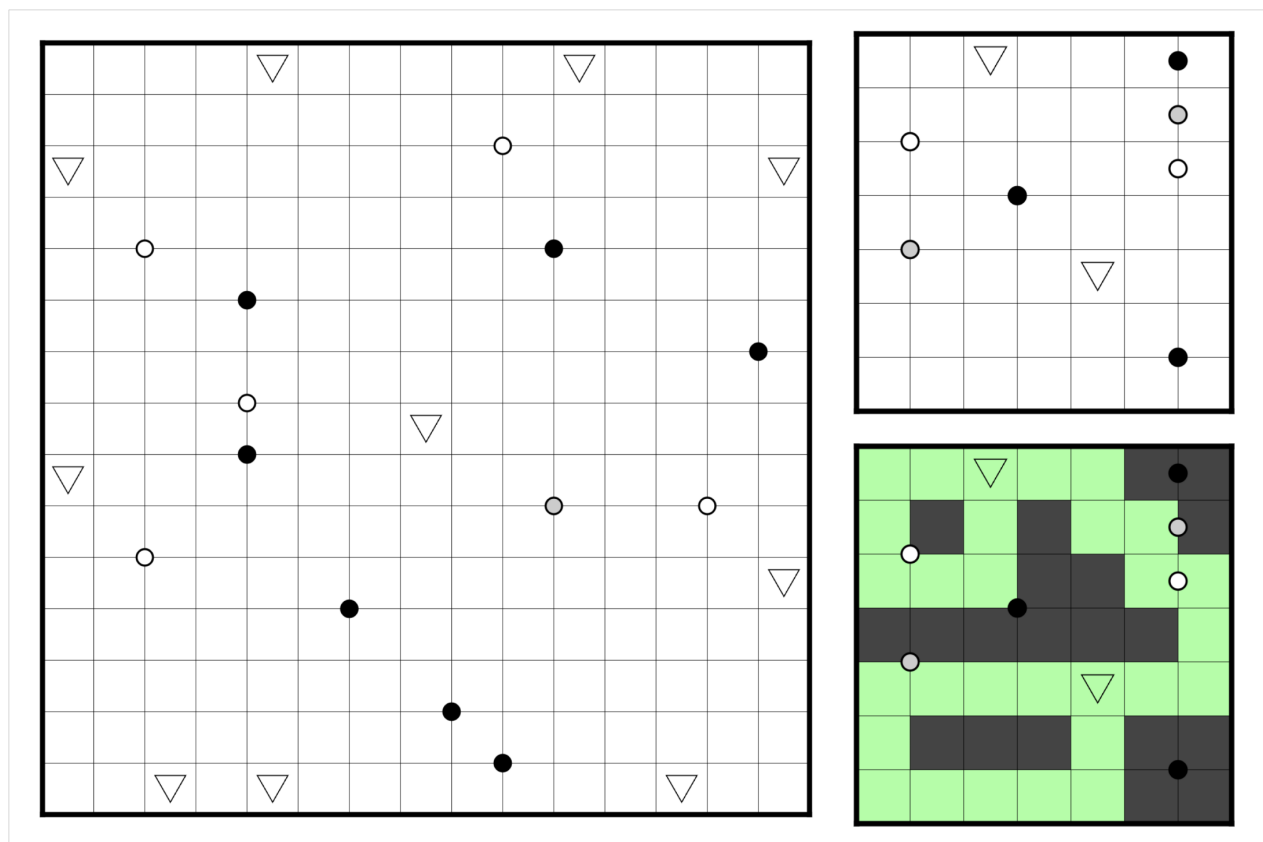
Here's a **Supersized Sansa Road**! This genre recently got a port to pzprxs, so it's time to cover it again!

Rules: Shade some cells so that the remaining unshaded cells form one orthogonally connected area. No 2x2 region may be entirely unshaded.

All unshaded cells have exactly two or three unshaded orthogonal neighbors. Triangles mark every unshaded cell with three unshaded neighbors.

A black circle indicates there are more shaded cells than unshaded cells among the cells the circle overlaps. A white circle indicates there are more unshaded cells. A grey circle indicates there is an equal amount of unshaded and shaded cells.

⚠ Note that all triangles are given, meaning there can be no other three way junctions of unshaded cells anywhere in the grid, which therefore also means **every other unshaded cell has exactly two unshaded neighbors**.



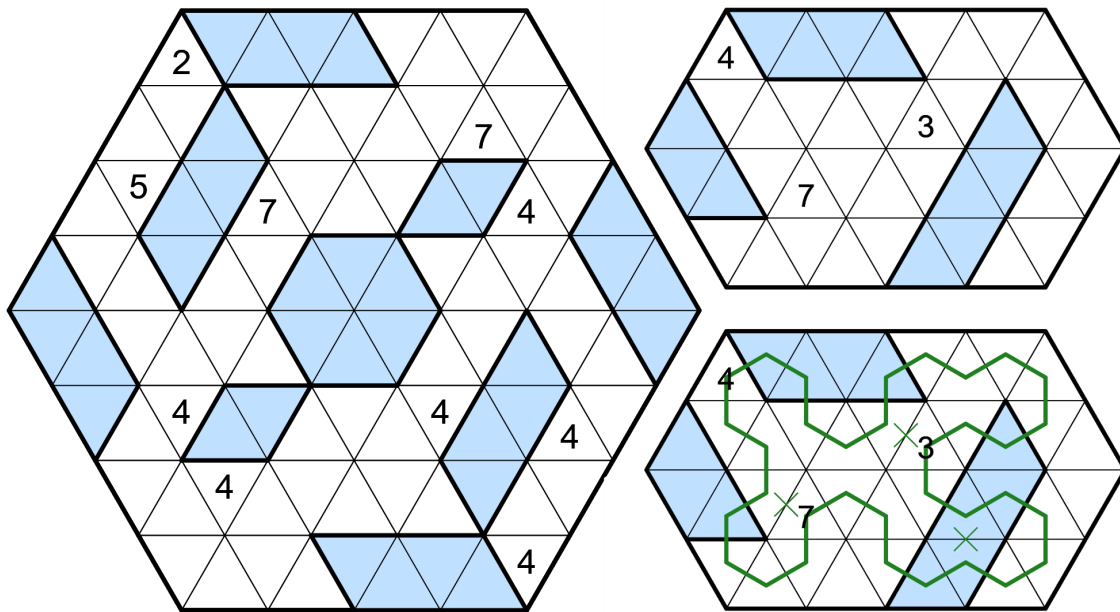
Example (pzprxs, by bakpao): <https://tinyurl.com/5cw459vv>

Puzzle (pxprxs): <https://tinyurl.com/3tntytk2>

December 07, 2025: Water Walk (Triangular) | Lavaloid

Today's GAPP is a **Water Walk (Triangular)**. Also, I'm taking genre suggestions, so if anyone knows of a cool genre do let me know about it!

Rules: Draw a non-intersecting loop through the centres of some cells which passes through each numbered cell. The loop may not travel through more than two water cells in a row. A number indicates how many cells make up the continuous non-water section of the loop that the number is on. (*Note: The loop can't cross itself anywhere, including on water cells.*)



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

Puzzle (Penpa+): <https://tinyurl.com/49pxber7>

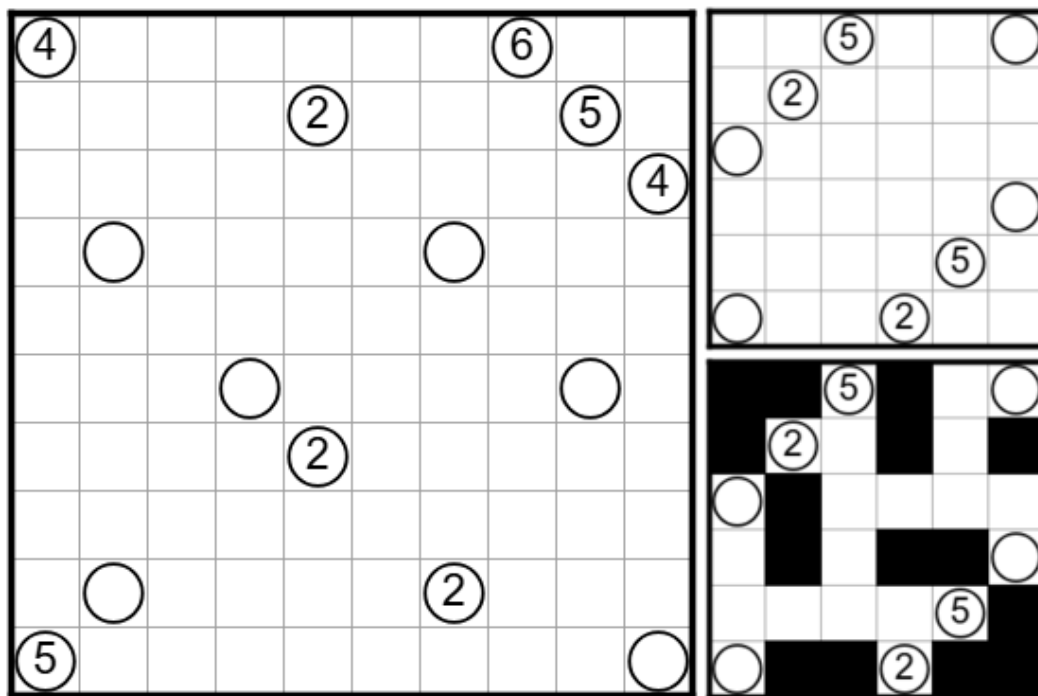
December 08, 2025: Nurimisaki | bakpao

Writing a GAPP for today was a struggle again, and it took ages to get a puzzle I was happy with. Thankfully I have a holiday coming up to recharge my inspiration battery, so this will be my last post in this channel for a while. I'll be back in the new year - see you then! And don't worry, you'll be in very capable hands while I'm gone 😊

Today's GAPP is a **Nurimisaki**!

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 which is unshaded and orthogonally adjacent to exactly one other unshaded cell. If a circle contains a number, it indicates how many cells are in the straight line of unshaded cells coming out of the cell with the circle, including itself.

Today's puzzle comes with a **GAPP 101**, but you should only need it if you find yourself getting stuck halfway through the solve: (rot13) Xrrc va zvaq gung lbh pnaabg pbaarpg gur hafunqrq pryyf guebhtu pvepyrf, nf pvepyrf zhfg nyy or qrnq raqf. Lbh pna nccyl guvf xabjyrqtr gb erfbyir gur 2 va ebj 9!



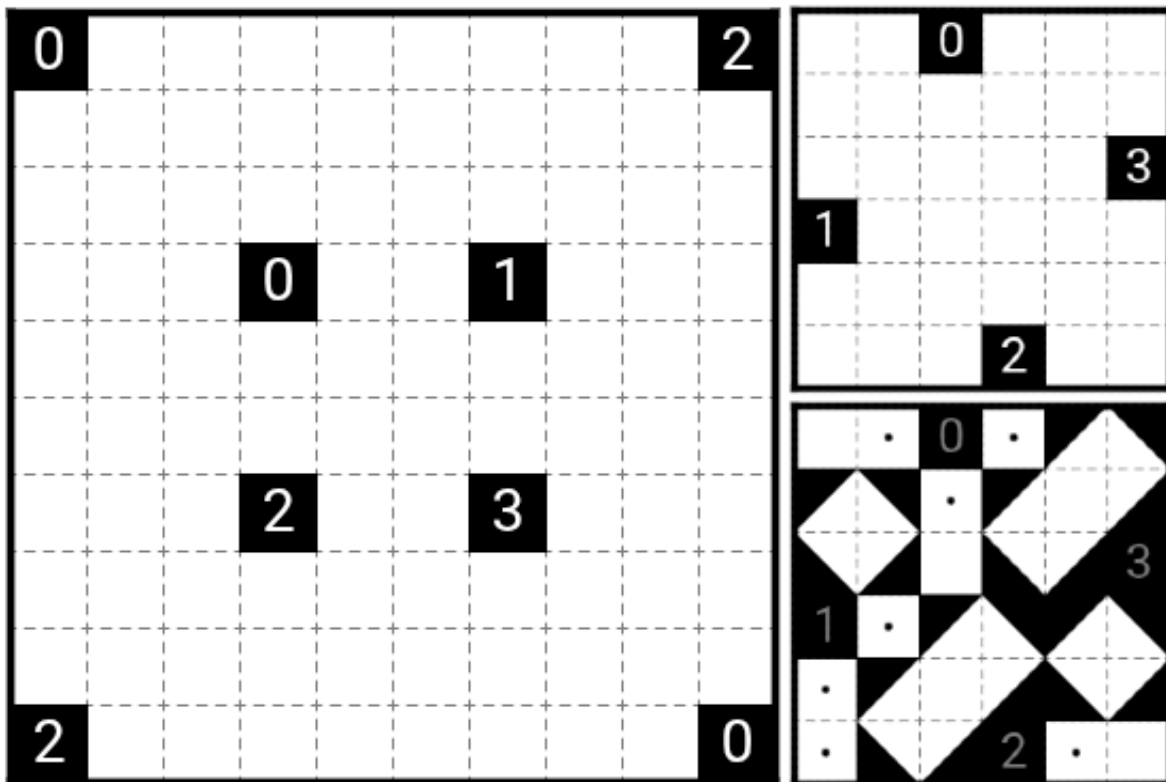
Example (pzprxs, by shye): <https://tinyurl.com/3mkydb8n>

Main (pzprxs): <https://tinyurl.com/5h6s56xt>

December 09, 2025: Shakashaka | jovi_al

Hello! This puzzle is personally dedicated to the guy who reacted 🤔 or 🤨 to my two latest **Shakashaka** posts.

Rules: Shade a right triangle in some empty cells, each of which occupies exactly half the cell it's in. Each unshaded area must be rectangular in shape. A number in a cell represents how many of the (up to) four cells orthogonally adjacent to the clue contain triangles.



Example (puzz.link): <https://tinyurl.com/36emue3c>

Puzzle (pzprxs): <https://tinyurl.com/mwd9pe8h>

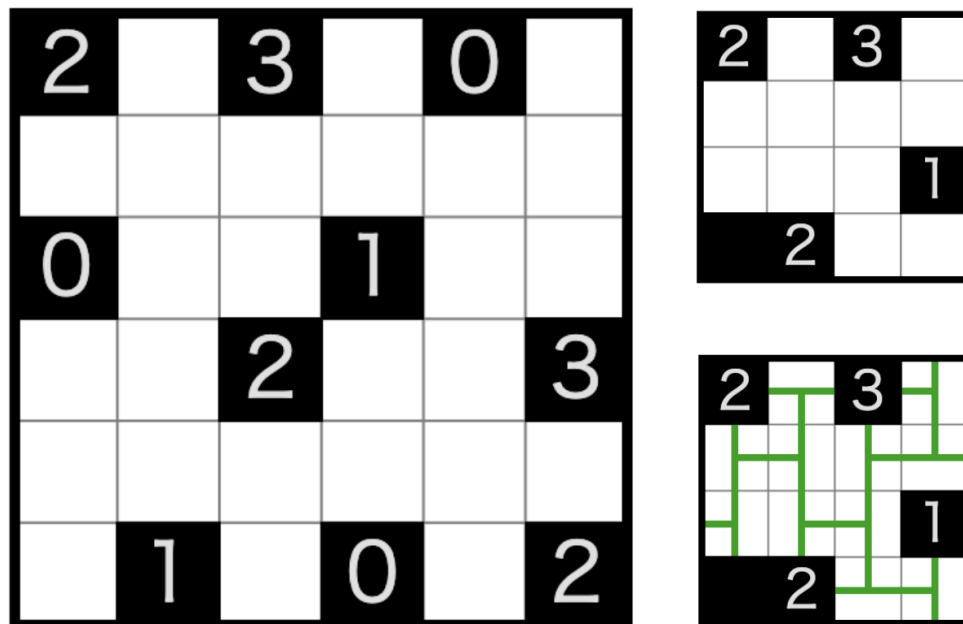
December 10, 2025: T-Junction | Freddie Hand

Hello! Today's puzzle is a **T-Junction** which hasn't seen much love since it was implemented in pzprxs. I feel obliged to a bit more so that the rules aren't twice as long as the introduction, though you might not need all of them.

I hope everyone is enjoying their advent calendars. I finished all 24 chocolates on the first day and Christmas can't come soon enough.

Rules:

- Place a T-junction in every empty cell such that all T-junctions form one connected network.
- Two adjacent cells cannot have T-junctions in the same orientation.
- There can be no "dangling lines", i.e. all lines must connect to other T-junctions, shaded cells, or the edge of the grid.
- A shaded cell may not have multiple T-junctions of the same orientation connect to it.
- A number indicates how many T-junctions connect to this cell.



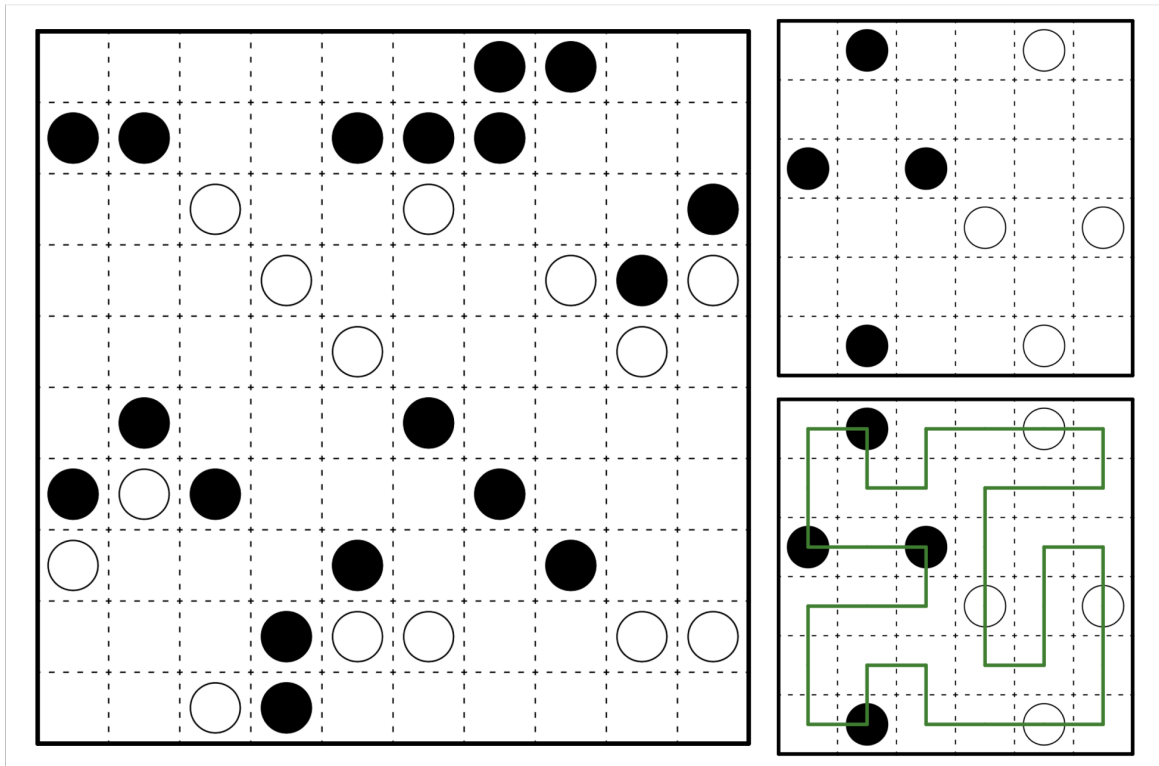
Example (pzprxs): <https://tinyurl.com/8e8z9vrh>

Puzzle (pzprxs): <https://tinyurl.com/5c6dfufx>

December 11, 2025: Dutch Loop | Walker

Here's a **Dutch Loop**, a pretty simple ruleset that we haven't covered since January 2022!

Rules: Draw a single closed loop that passes through all cells of the grid. The loop must turn on black circles and go straight through white circles.



Example (Penpa, by Sam Cappleman-Lynes): <https://tinyurl.com/4x5zavak>

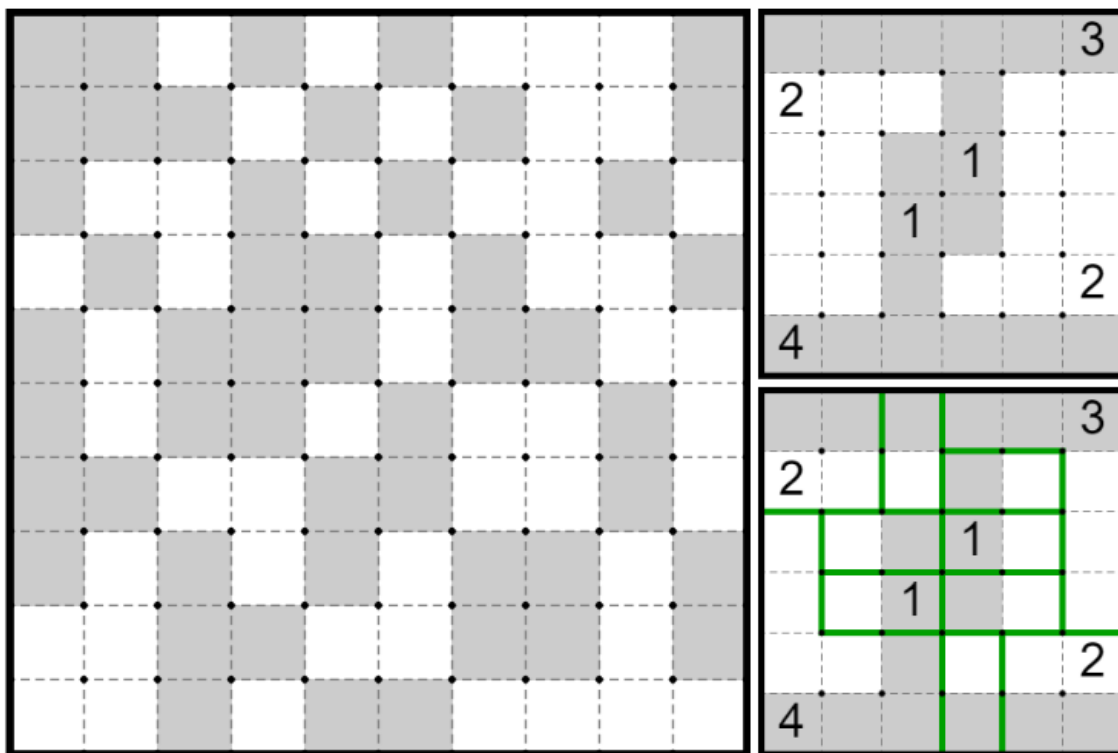
Puzzle (Penpa): <https://tinyurl.com/yj75asz7>

December 12, 2025: Double Choco | Lavaloid

Oh no! I already set a **Double Choco** for today's GAPP, but I tripped in a hurry and all of the numbers fell off! Good thing it's still solvable. If you don't know where to start, checkout the GAPP 101.

Rules: Divide the grid into regions of orthogonally connected cells, each with one shaded and one unshaded component. The unshaded and shaded components must be the same size and shape (rotations and reflections permitted). A number indicates the number of cells in its region's shaded/unshaded components.

GAPP 101: (ROT13) Vs n tebhc bs A funqrq pryvf vf pbzcyrgryl fheebhaqrq ol A hafunqrq pryvf, gura n obeqre pna or qenja rapvepyvat obgu.



Example (puzz.link) by Jovi: <https://tinyurl.com/mvwexdn2>

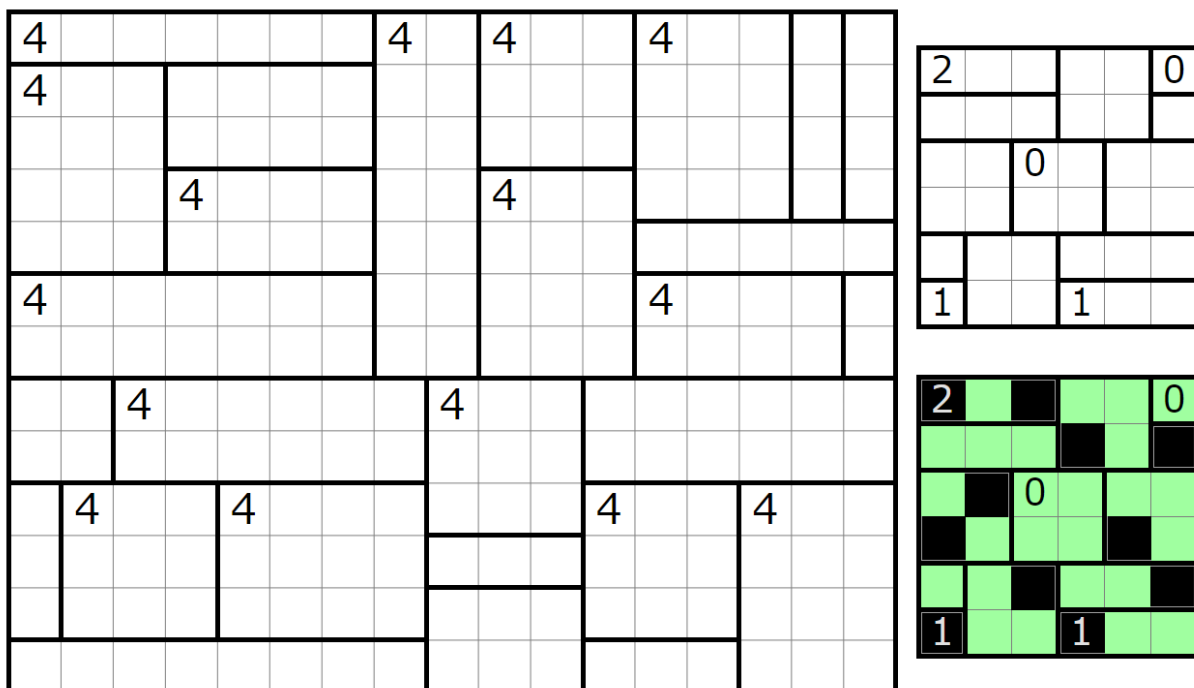
Puzzle (pzprxs): <https://tinyurl.com/mt9uth4x>

December 13, 2025: Heyawake | shyee

Hello hello, I'm filling in for Bak for a bit! I got four, count em, four puzzles locked and loaded, ready for hungry solvers 😊 Starting off with a **Supersized** puzzle, and my namesake, today is a **Heyawake**!

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 line of consecutive unshaded cells may not cross more than one bold border

GAPP 101: (ROT13) cynpvat sbhe funqrq pryyf va n guerr ol guerr nern znl ng svefg frrz haerfgevpgqr, ohg lbh pna cebir gung gurl pnaabg tb ba bar bs gur purpxreobneq pbybef 🙄



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

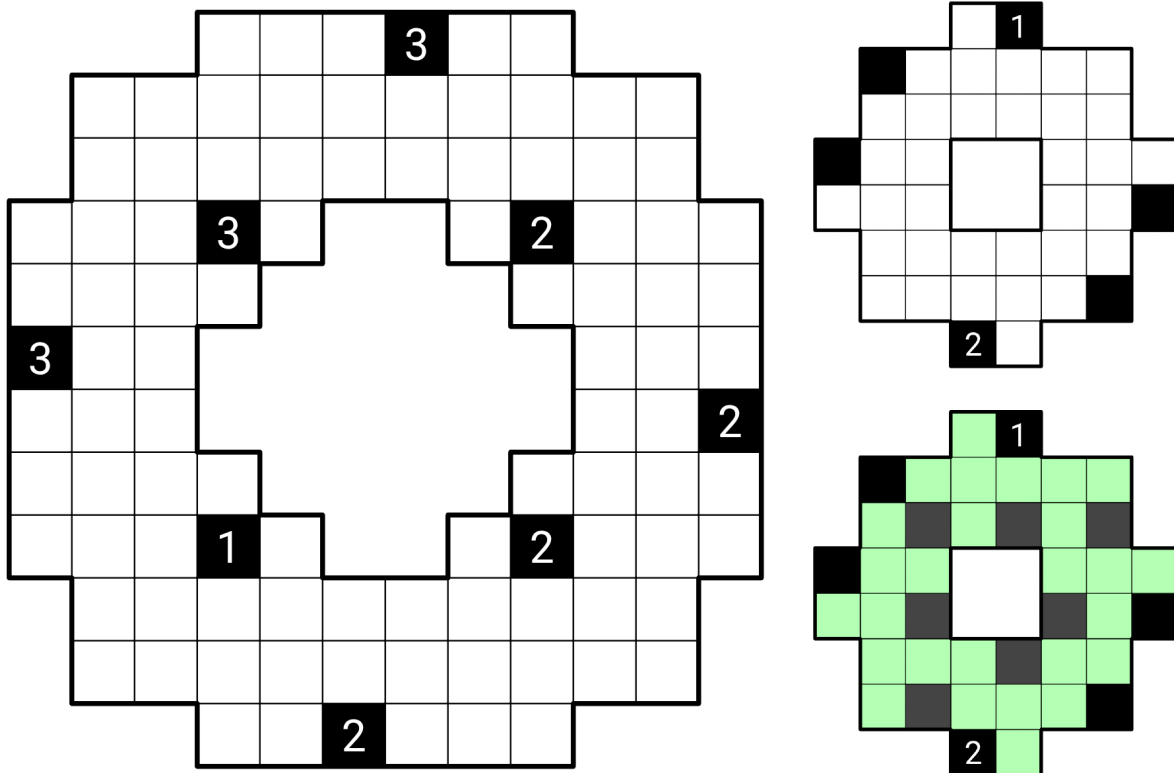
Puzzle (pzprxs): <https://tinyurl.com/mpudshdh>

December 14, 2025: Aquapelago | jovi_al

Today's **Strange-Shaped** puzzle is an **Aquapelago**! Stay tuned for a GAPP 101 that may help!

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected network. No 2x2 of cells may all be unshaded. A clue is a shaded cell indicating the number of shaded cells in the diagonally connected network including the clue.

GAPP 101: (rot13) Fvapr guvf tevq unf n ubyr va vg, na rqtr-gb-rqtr funqrq punva pna unccra rknpqyl bapr jvgubhg oernxvat pbaarpgvivgl. Purpx gb frf vs gur ybpngvba sbe gung punva vf sbepqr, rira vs ubj vg pbaarpgf vfa'g shyyf erfbyirq!



Example (Penpa+): <https://tinyurl.com/26ylta9n>

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

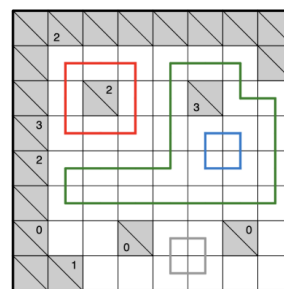
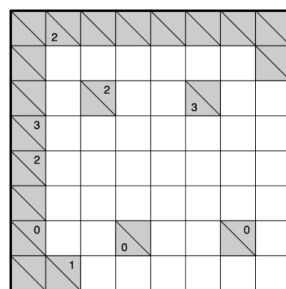
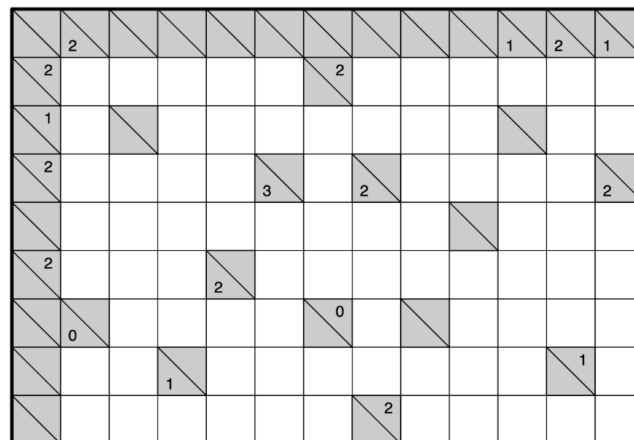
December 15, 2025: Shimenawa 4 | Freddie Hand

Some of you might remember bakpao's Shimenawa from 2023. Well I'm skipping forward to **Shimenawa 4** because it's the best. Just like season 4 of Peep Show.

I also have no idea what Shimenawa 2 or 3 are...

Rules: Draw multiple non-intersecting loops through the centers of some empty cells. Different loops cannot intersect or touch each other. A clue on the bottom of a blocked cell indicates how many different loops pass through the cells below the clue in a straight line until the edge of the grid or another blocked cell. A clue on the right side of a blocked cell indicates how many different loops pass through the cells in a straight line to the right of the clue until the edge of the grid or another blocked cell.

Note: If you want to have working answer check with different colours (like in the example solution), you can turn on "Any color can match green line/edge in solution" in the settings!



Example (Penpa+): <https://tinyurl.com/y8r6wjn9>

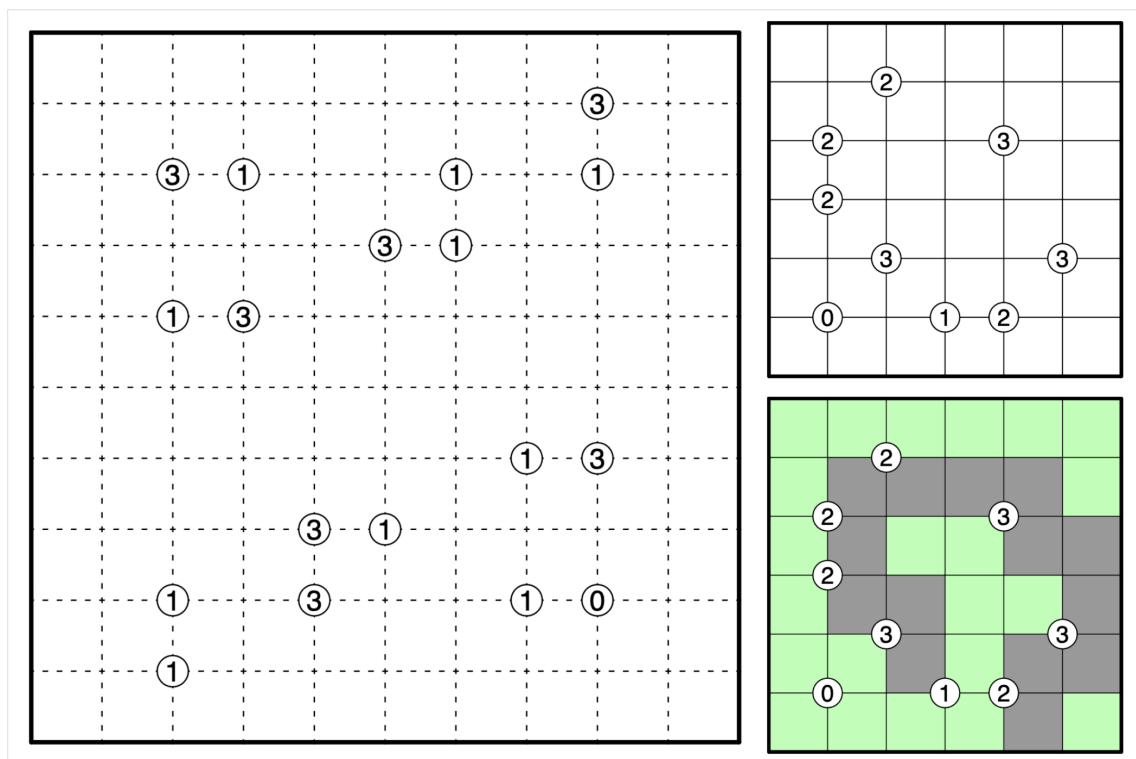
Puzzle (Penpa+): <https://tinyurl.com/yxw2zshc>

December 16, 2025: Snakescope | Walker

Here's a **Snakescope**!

Rules: Shade some cells to form a non-intersecting path which does not touch itself, not even diagonally. A clue represents how many of the (up to) four cells it touches are shaded.

Here's a **GAPP 101**: (rot13) Sebz nqwnprag guerr naq bar pyhrf, lbh pna qrgrezvar gjb funqrq pryyf naq gjb hafunqrq pryyf.



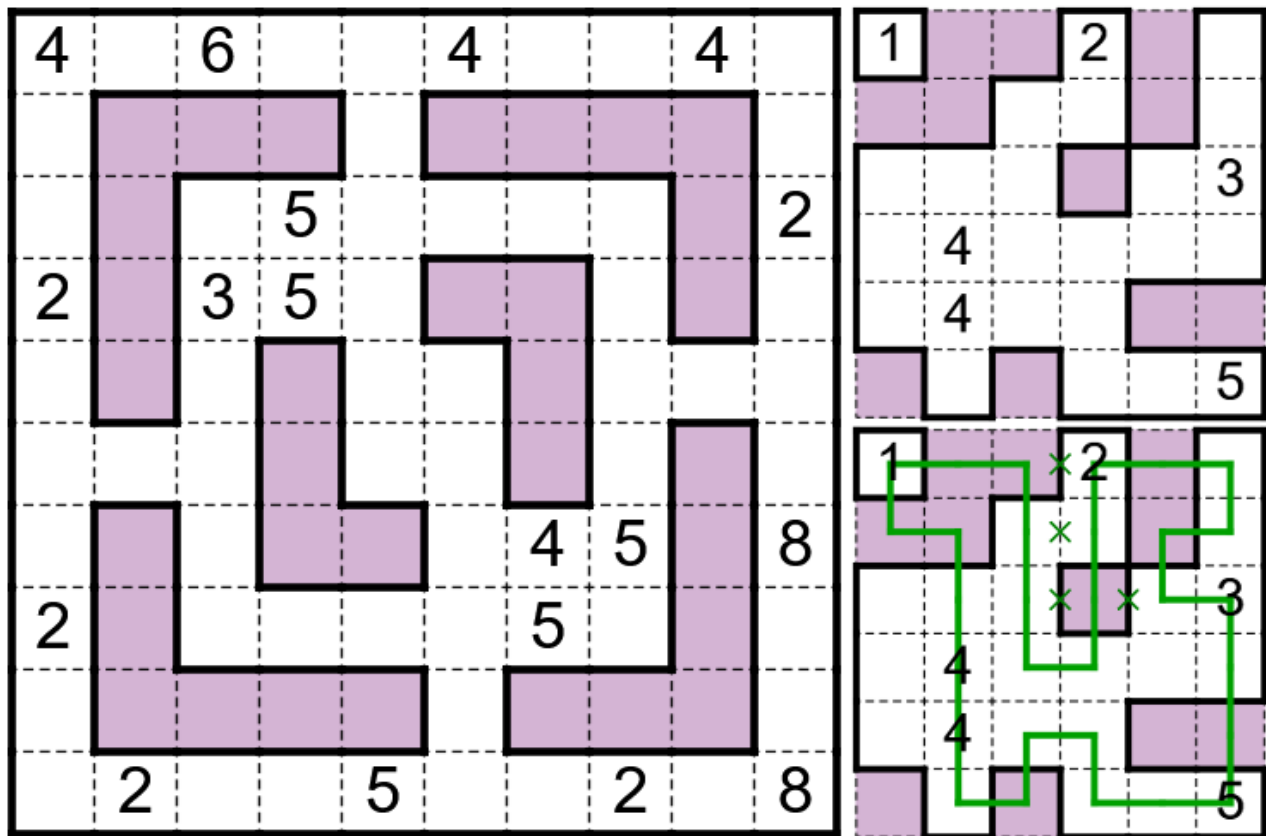
Example (Penpa, by Freddie Hand): <https://tinyurl.com/26tesdcz>

Puzzle (Penpa): <https://tinyurl.com/3fed6drh>

December 17, 2025: Morning Walk | Lavaloid

It would've been quite meta to post today's **Morning Walk** while on a morning walk, but alas it's already afternoon and I am not on a walk. Enjoy?

Rules: Draw a loop that goes through every numbered cell. The loop cannot branch off or cross itself. A number indicates how many cells make up the continuous white section of the loop that the number is on. The lengths of two successive differently coloured sections of the loop must not be equal.



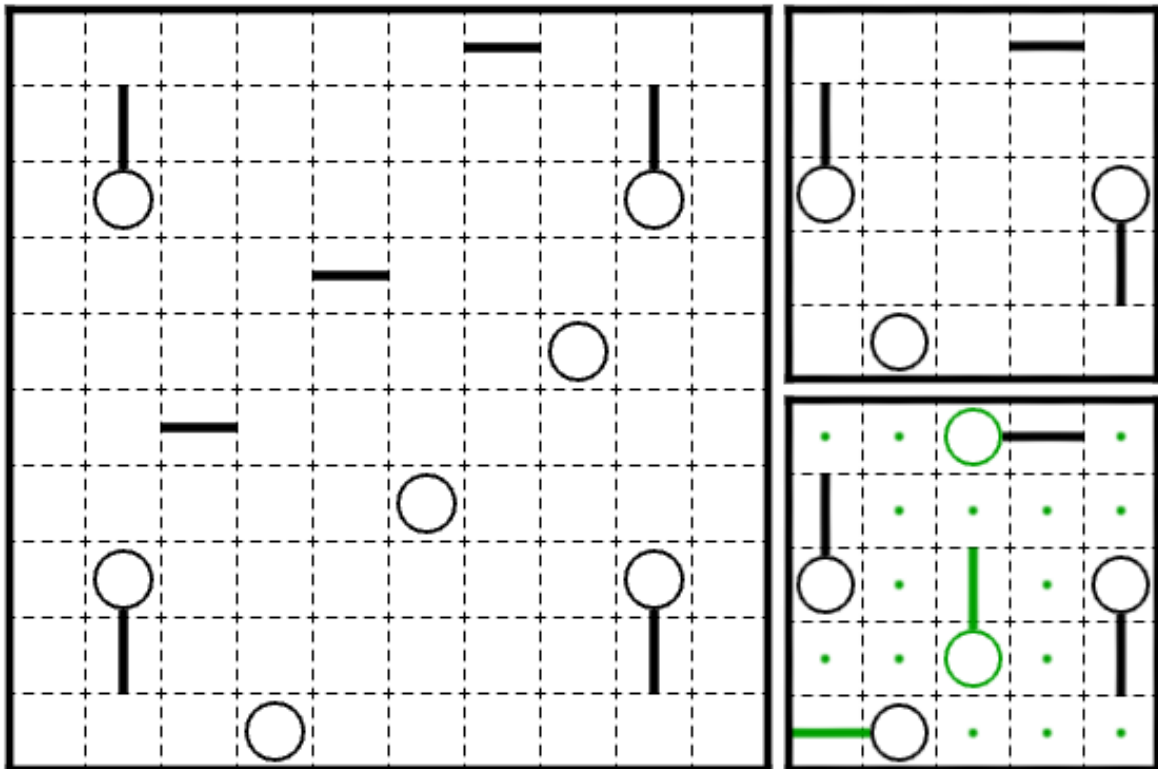
Example (pzprxs): <https://tinyurl.com/yz3ajaeu>

Puzzle (pzprxs): <https://tinyurl.com/3z6mzdtv>

December 18, 2025: Lollipops | shy

Today my computer broke and I had to post from my phone. When I get it fixed I'm gonna treat myself to some **Lollipops** 🍭

Rules: Fill some cells of the grid with a symbol of one of three types: a circle, a horizontal line, or a vertical line. Symbols must form pairs consisting of a circle and a line extending from it. These pairs may not exist orthogonally adjacent to one another. Two symbols of the same type may not exist in the same row or column with nothing between them



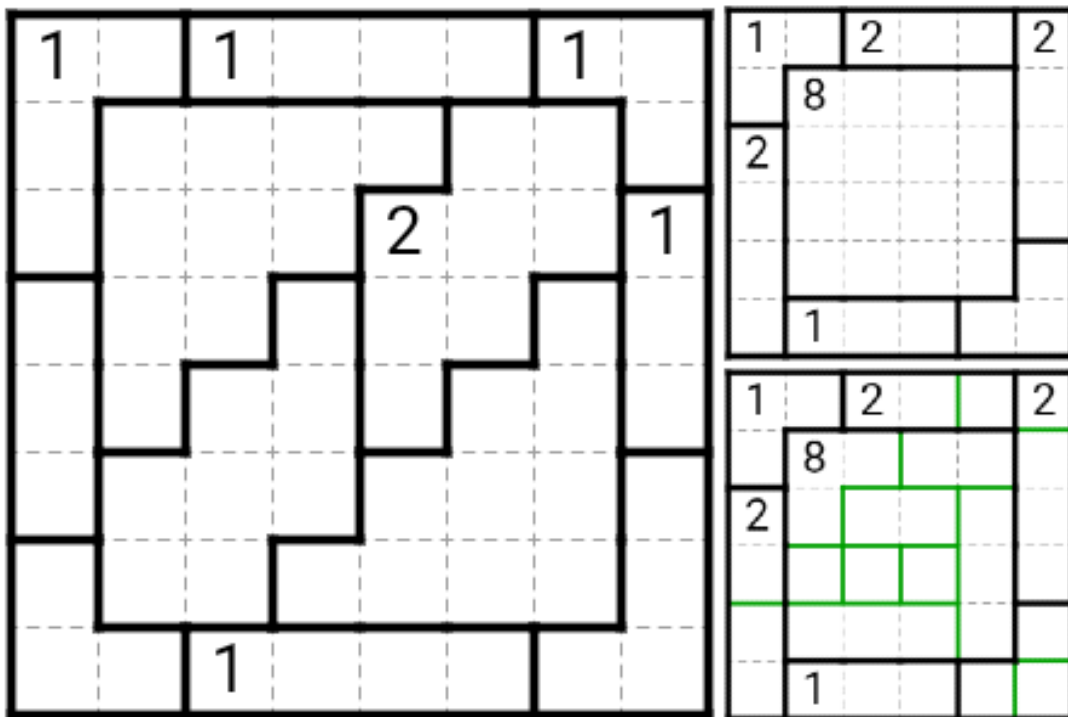
Example (pzprxs): <https://tinyurl.com/mvu9a6bw>

Puzzle (pzprxs): <https://tinyurl.com/yw77jun9>

December 19, 2025: Sendai-Miyagi | jovi_al

Hello everyone! Today's puzzle is (as of writing) the latest genre to be added to pzprxs, **Sendai-Miyagi**! Enjoy!

Rules: Along cell borders, divide regions into subregions. All subregions must be orthogonally adjacent to at least one subregion with the same shape and orientation. A number indicates the number of subregions contained within its region.



Example (pzprxs): <https://tinyurl.com/n9jxkc6f>

Puzzle (pzprxs): <https://tinyurl.com/yp7dcvrw>

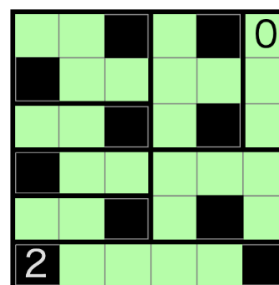
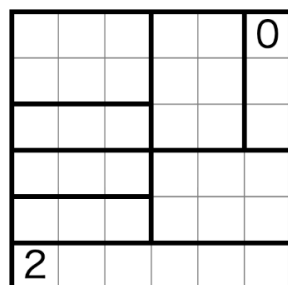
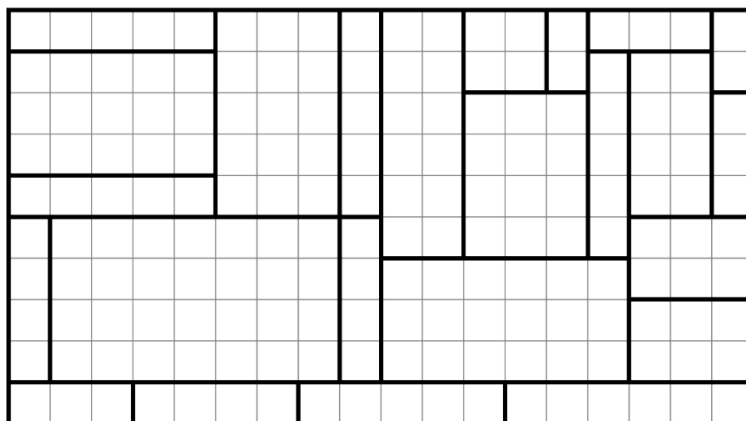
December 20, 2025: One Room One Door | Freddie Hand

Oh no! I already wrote an intro for today's post, but I deleted it in a hurry and I can't remember it! Good thing I can just steal Lava's intro from a week ago.

Oh no! I already set a supersized **One Room One Door** for today's GAPP, but I tripped in a hurry and all of the numbers fell off! Good thing it's still solvable. If you don't know where to start, checkout the GAPP 101.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Unshaded cells within a region must also form one orthogonally connected area within that region. Numbered regions must contain the indicated amount of shaded cells. Between two adjacent regions, there may be no more than one pair of adjacent unshaded cells crossing their boundary.

GAPP 101: (rot13) Va n ertvba funcrq yvxr n bar ol A erpgnatyr, n pryy gung vf abg bar bs gur raqcbvagf bs gur erpgnatyr zhfg or hafunqrq. Vs vg jrер funqrq, gura gur hafunqrq pryyf jvguva gur erpgnatyr jbhyq or qvfpbaarpgrq.

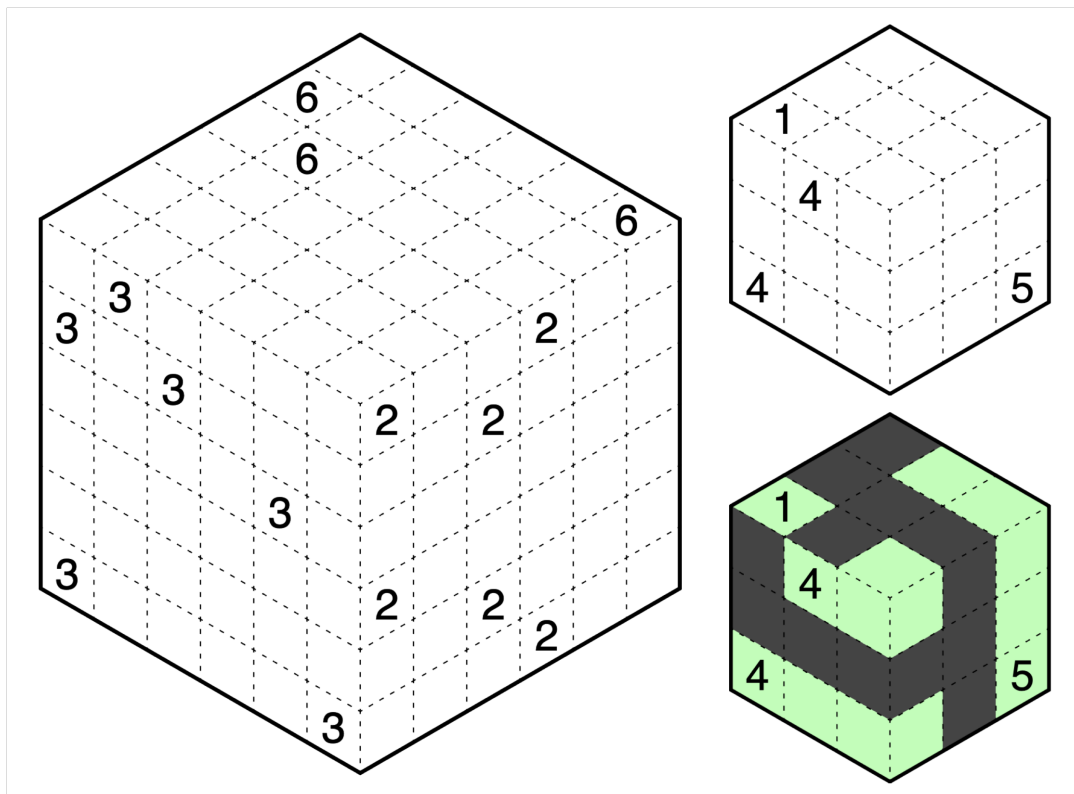


Example (pzprxs) by jovi: <https://tinyurl.com/55y9tp8k>
Puzzle (pzprxs): <https://tinyurl.com/3je5d24d> (Landscape)
Puzzle (pzprxs): <https://tinyurl.com/2t6a9umb> (Portrait)

December 21, 2025: Nurikabe (Cube) | Walker

I got caught up in holiday travel 🤔✈️ But now I'm at home visiting family! I brought this comically large **Nurikabe (Cube)** to use as a dice when we play board games 🎲🎉

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. 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. No internal vertex can be entirely surrounded by shaded cells.



Example (Penpa): <https://tinyurl.com/2ea8t5p4>

Puzzle (Penpa): <https://tinyurl.com/34knx9sc>

December 22, 2025: Choco Banana | Lavaloid

Last time we had a **Choco Banana** was 7 months ago as Menderbug's final* puzzle. Let's have another one today :D

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.

			12	11					
						6			
						1		2	
			9					4	
			8						
3								6	
9				7				8	
				6					

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

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

Example (pzprxs) by Shye: <https://tinyurl.com/mw6t7vv7>

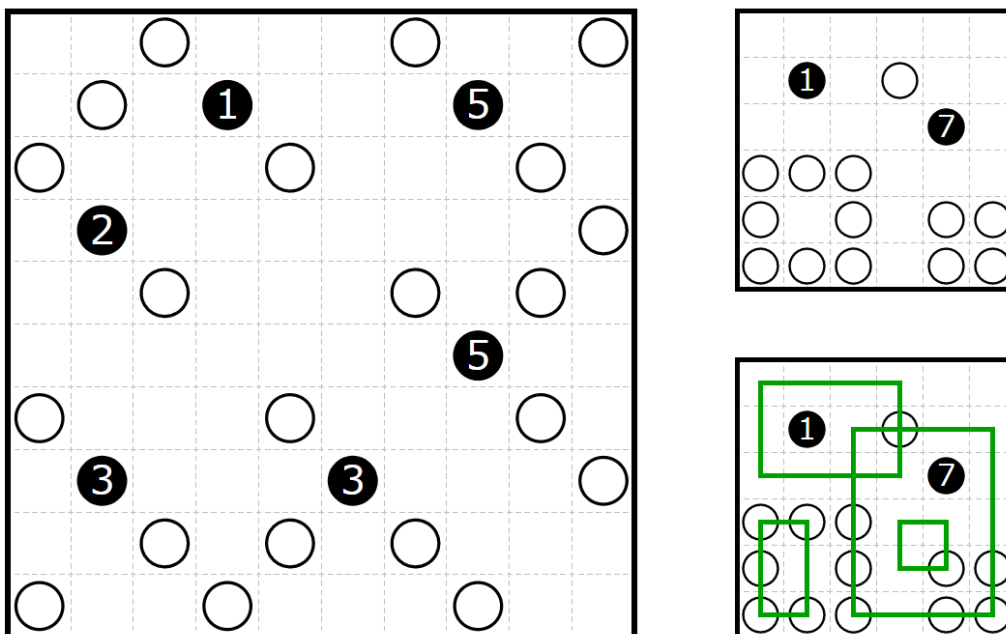
Puzzle (pzprxs): <https://tinyurl.com/4bu3urh5>

December 23, 2025: Orbital | shy

As Christmas approaches and we start to hang up lights on our houses (or just walk around looking at others who did), take these cold nights to look up at the universes OG light show, our beautiful stars ✨ Each a snapshot of an ancient solar system, complete with its own unique **Orbital** paths 🪐

Rules: Draw rectangular loops, called orbits, through the centers of some cells. The sides of different orbits may intersect each other, but not turn at their intersection or otherwise overlap. Cells containing numbers may not be used by orbits, but must lie inside of one, and no orbit can enclose more than one number clue. If an orbit contains a number, the number indicates how many circles the orbit overlaps. Each cell containing a circle must be used by at least one orbit.

GAPP 101: (rot13) Va beqre gb qenj n erpgnatyr nebhaq rnpu ahzore pyhr, gurer jvyy unir gb or n yvar va rnpu pneqvany qverpgvba bs gur pyhr gung ehaf ng yrnfg guerr pryyf, fbzrgvzrf guvf pna or zber erfgenvarq guna vg ybbxf!

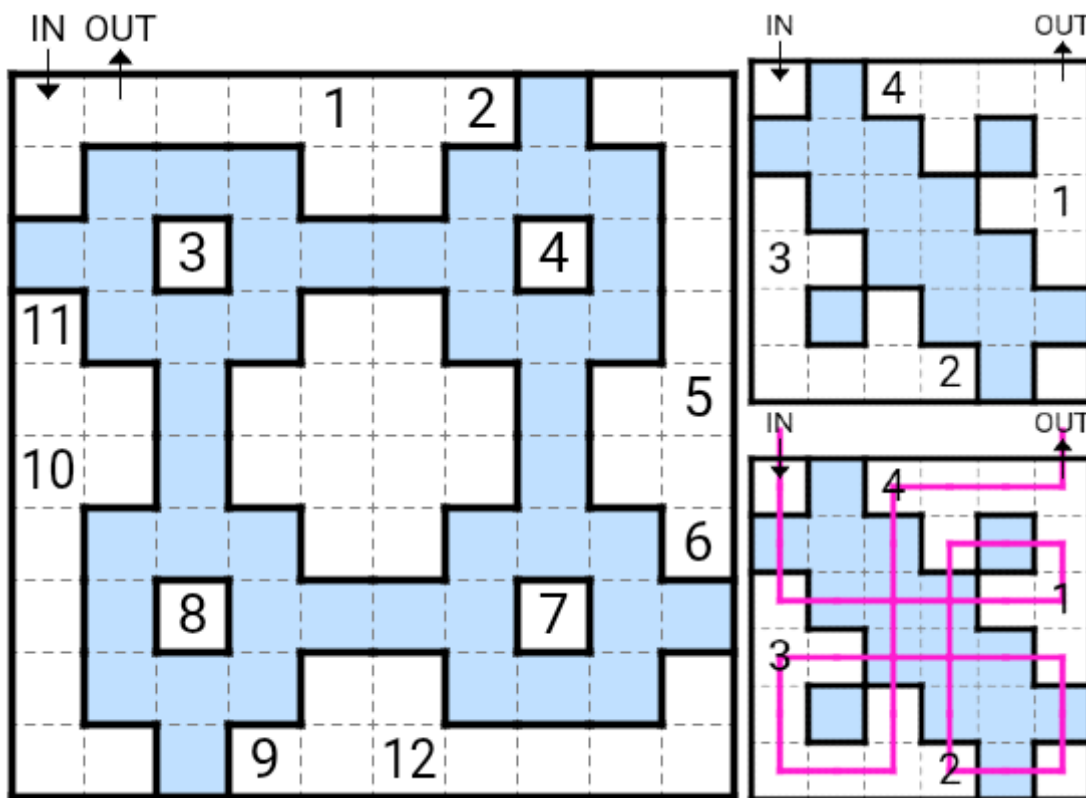


Example (pzprxs) by Menderbug: <https://tinyurl.com/3mu22yycb>
Puzzle (pzprxs): <https://tinyurl.com/5t3djnnz>

December 24, 2025: Icelom | jovi_al

It's Christmas Eve! Well, it isn't for me, yet, but it is for most of the world! In celebration of the cold winter months, here is probably my favorite genre right now, **Icelom**!

Rules: Draw a path by connecting the centers of orthogonally adjacent cells, entering at the "In" arrow and exiting at the "Out" arrow. Blue cells are "ice" cells. On ice cells, the path must not turn, and the path may intersect itself. All non-ice cells must be visited by the path, and on non-ice cells, the path must not branch or intersect. Cells with numbers must be visited in ascending order.



Example (pzprxs): <https://tinyurl.com/2mrnb85b>

Puzzle (pzprxs): <https://tinyurl.com/yac4yyur>

Merry Christmas! I hope everyone was bestowed with fun presents. I received some chocolate sardines and was weirdly disappointed when I discovered they weren't chocolate-flavoured sardines.

Nurimisaki, by Lavaloid: <https://tinyurl.com/yjt22r8u>
Aqre, by shy: <https://tinyurl.com/yc4vu6ky>
Shugaku/School Trip, by jovi: <https://tinyurl.com/2fcm9djj>
Canal View, by Walker: <https://tinyurl.com/3wte98dm>
Choco Banana, by Freddie Hand: <https://tinyurl.com/n47pvc4y>

RULES

Nurimisaki: 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 which is unshaded and orthogonally adjacent to exactly one other unshaded cell. If a circle contains a number, it indicates how many cells are in the straight line of unshaded cells coming out of the cell with the circle, including itself.

Aqre: Shade some cells such that all shaded cells form one orthogonally connected network. A line of shaded or unshaded cells must not be longer than three cells. Regions indicate the number of shaded cells within them.

Shugaku/School Trip: Place some non-overlapping 1x2 beds into the grid such that each bed contains a pillow on one of its cells, and that vertically oriented beds do not have the pillow on the top half. Shade all of the non-bed cells such that each bed is orthogonally adjacent to at least one shaded cell, all shaded cells form one orthogonally connected network, and no 2x2 regions of cells are entirely shaded. Cells containing circles cannot be shaded cells nor beds, and if a circle is numbered, it indicates the number of cells containing pillows orthogonally adjacent to it.

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

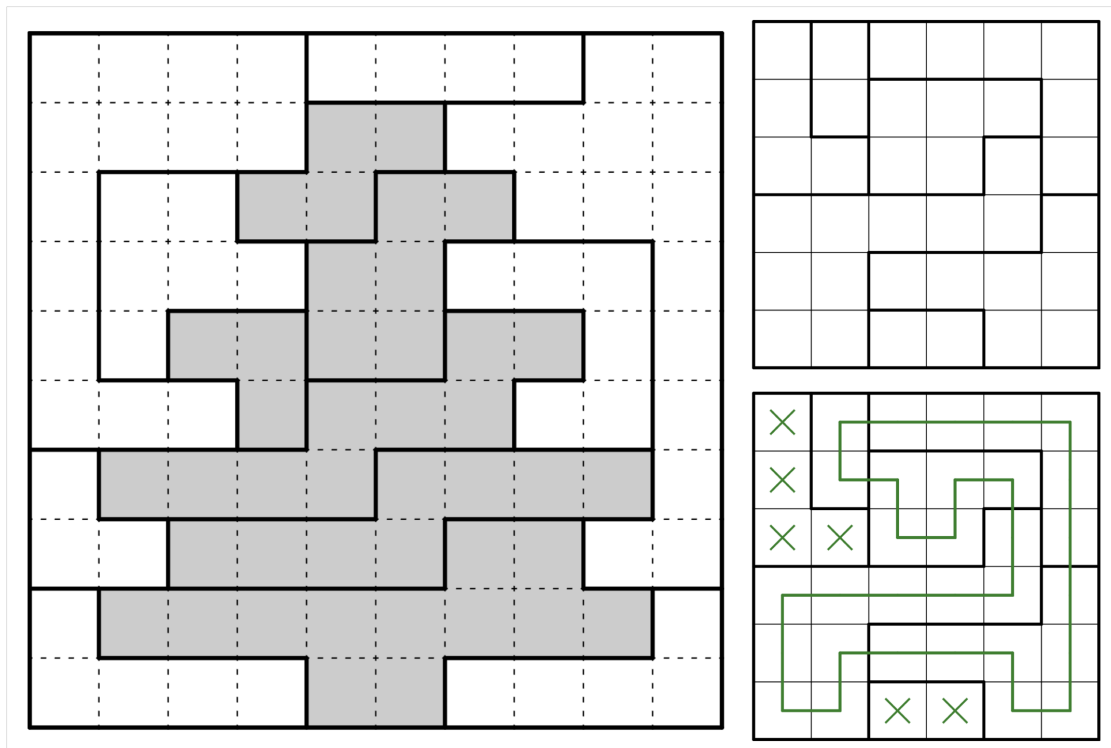
Choco Banana: Shade some cells so that all areas of orthogonally connected shaded cells are rectangular and all areas of orthogonally connected unshaded cells are not rectangular. A clue represents the size of its group of shaded/unshaded cells.

December 26, 2025: All Or Nothing | Walker

Happy holidays! Here's an **All Or Nothing** based on a classic tree layout (<https://www.gmpuzzles.com/blog/2013/12/sunday-surprise-10-christmas-tree-lights/>) [which is 12 years old at this point, wow!] 🌲 Unfortunately, it's not also solvable as a Star Battle or a LITS 🤪

Rules: Draw a non-intersecting loop through the centers of some cells. A region may be visited by the loop at most once, and if it is, all of its cells must be visited. Two orthogonally adjacent regions may not both be unused.

Interface Note: The shading is just to emphasize the theme and is not involved in the solve.



Example (Penpa, by jovi): <https://tinyurl.com/2fpegz24>

Puzzle (Penpa): <https://tinyurl.com/4jshxyns>

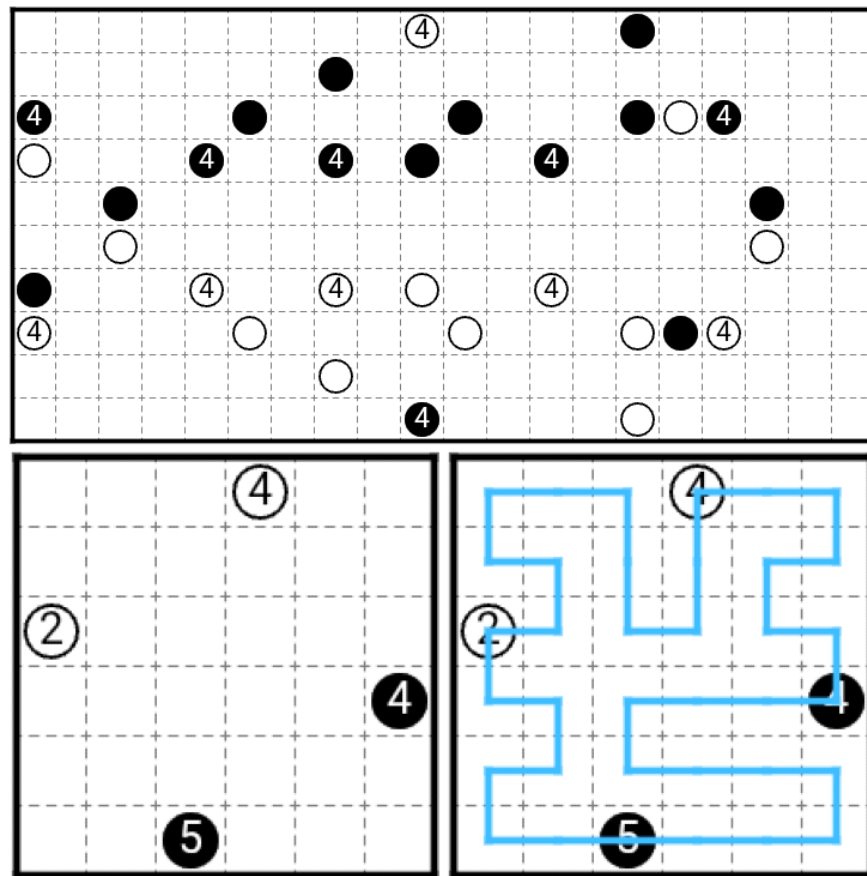
December 27, 2025: Balance Loop (Full) | Lavaloid

Heya! Lava made cool GAPP this time. When puzz uses pale clue, then flip side must have dark clue. Also, each clue with nums make four.

Today's ✨ *Supersized Saturday* ✨ is a **Balance Loop (Full)**!

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. The straight line segments coming out of a white circle must have equal length, while the straight line segments coming out of a black circle must have different lengths. A clue in a circle represents the sum of the lengths of these two line segments.

Variant: The loop must pass through all cells.



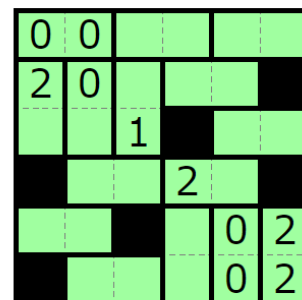
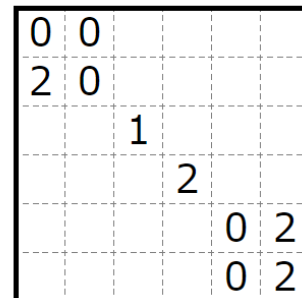
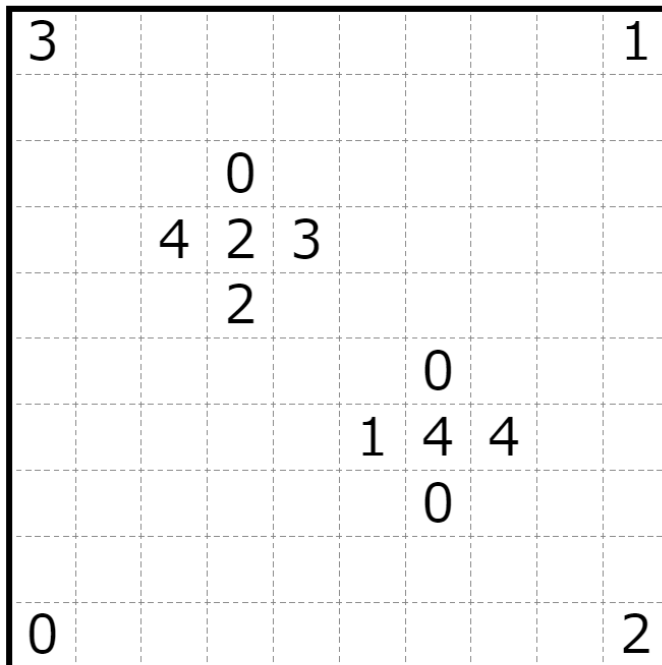
Example (pzprxs) by Jovi: <https://tinyurl.com/bd7465nu>
Puzzle (pzprxs, Landscape): <https://tinyurl.com/5dj3ur7m>
Puzzle (pzprxs, Portrait): <https://tinyurl.com/yc8k8t5r>

December 28, 2025: La Paz | shy

In all these years of strange shaped sunday, there has been an alarming lack of representation for the square tiled grid, and I'm here to change that (I totally didn't forget it existed when preparing my puzzles 😊)

Today's puzzle is a **La Paz**!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into two-cell regions. Clued cells cannot be shaded. A clue indicates the number of shaded cells which lie entirely within the same row or column as the region containing the clue



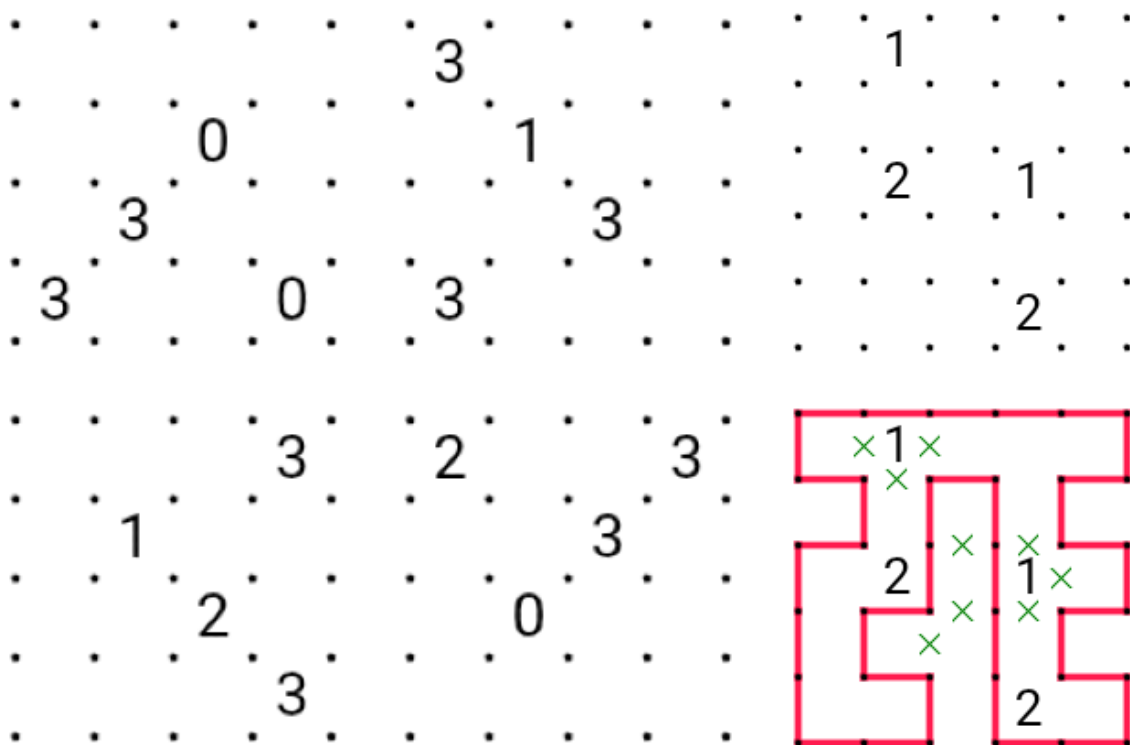
Example (puzz.link): <https://tinyurl.com/4t5a7hf5>

Puzzle (pzprxs): <https://tinyurl.com/355xkzbn>

December 29, 2025: Slitherlink (Full) | jovi_al

I've said for years that I don't like Slitherlink and that I don't understand it. If you look at the stats (shoutout vc2) however, something doesn't add up. I've made dozens of Slitherlinks, suggesting that I like them, but I realized while making today's **Slitherlink (Full)** that I truly have no feelings about the genre. Even though I don't like Slitherlink, I also don't dislike it. I truly feel completely neutral about it, making it One Of The Genres Of All Time.

Rules: Draw a loop by connecting pairs of orthogonally adjacent vertices such that all vertices are visited exactly once by the loop. A number indicates how many of that cell's edges are part of the loop.

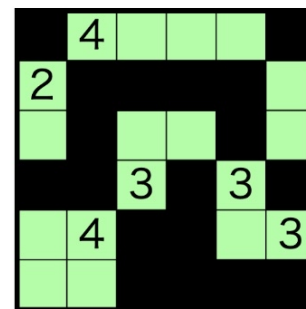
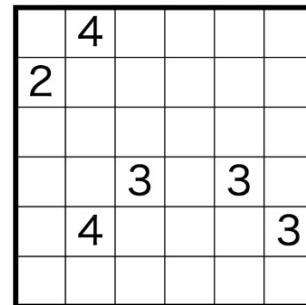
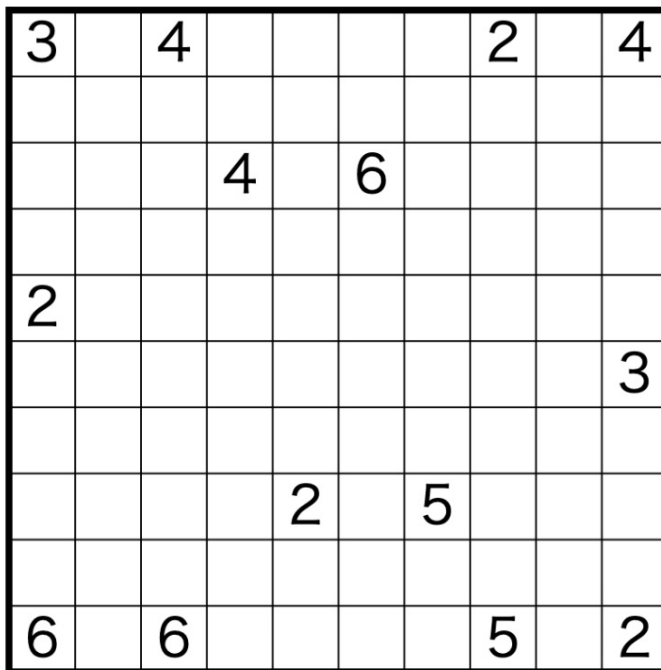


Example (a bit tricky!): <https://tinyurl.com/2s45pmkt>
Puzzle: <https://tinyurl.com/bdcn9mdc>

December 30, 2025: Corner Chain | Freddie Hand

We're paying another visit to **Corner Chain**, after its recent release on pzprxs. I'm trying to make it work with Second Corner and Chained Block so I can make a hybrid called Second Corner Chained Block.

Rules: Shade some cells such that all cells with clues remain unshaded. Clues represent the number of cells in the unshaded area they belong to. A region may contain one or more identical numbers, or none at all. If the number of cells in such a group is even, the area must be rectangular. If the number of cells is odd, the area must not be rectangular. All unshaded areas must be connected diagonally. *Note that there is no restriction on shaded 2x2s, and the odd/even rule applies even to regions without any clues!*



Example (pzprxs) from pzprxs rules page: <https://tinyurl.com/2z68sw96>

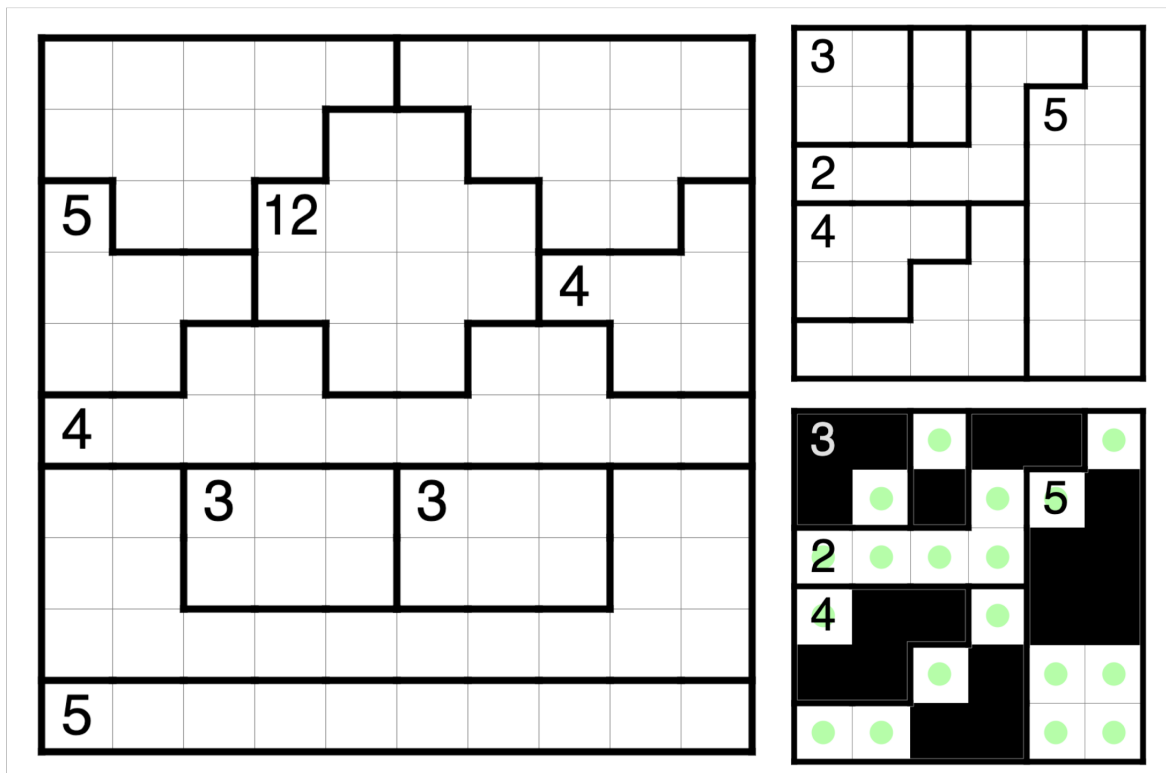
Puzzle (pzprxs): <https://tinyurl.com/yh5j8jay>

December 31, 2025: Stostone | Walker

It's time for the New Year's Eve Ball Drop! 🌟⬇️ The **Stostone** ball is up near the top of the grid, above Times Square. When you're ready, you can press "Drop blocks" to drop it to the bottom!

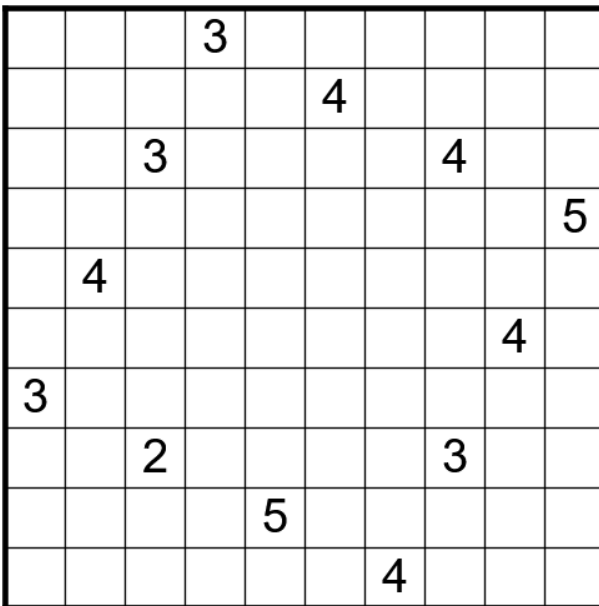
Rules: Shade some cells such that each region has exactly one orthogonally connected group of shaded cells and the shaded groups, if they were to "fall" to the bottom of the grid, take up exactly the bottom half of the grid. Shaded cells must not be adjacent across region borders. A number in a region indicates the size of that region's shaded group.

Here's the usual Stostone **GAPP 101**: (rot13) Rnpu pbyhza zhfg unir unys bs gur tevq urvtug funqrr pryyf va vg (va guvf pnfr svir). Ybbx sbe pbyhzaf jurer svir pryyf ner nyernql funqrr, be jurer nyy ernzvavat pryyf zhfg or funqrr gb ernpu svir.



Example (puzzlink, by Tyrgannus): <https://tinyurl.com/25z45kwx>

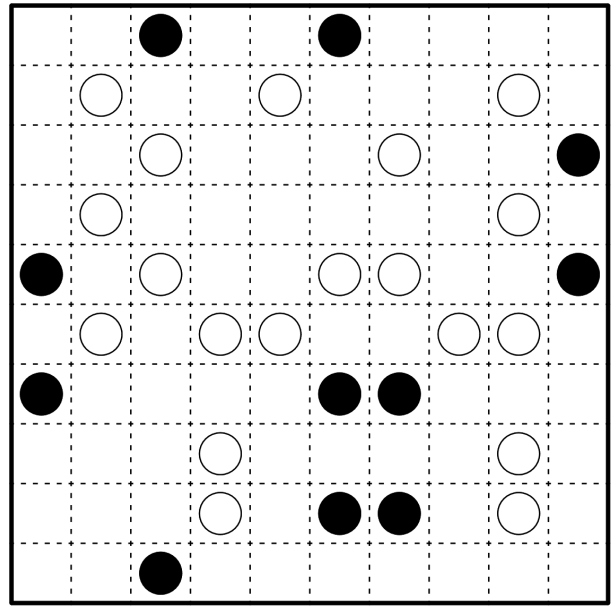
Puzzle (pzprxs): <https://tinyurl.com/44hs2rhbm>

Bonus 1: Corner Chain | Freddie Hand

Example (pzprxs) from pzprxs rules page:

<https://tinyurl.com/2z68sw96>

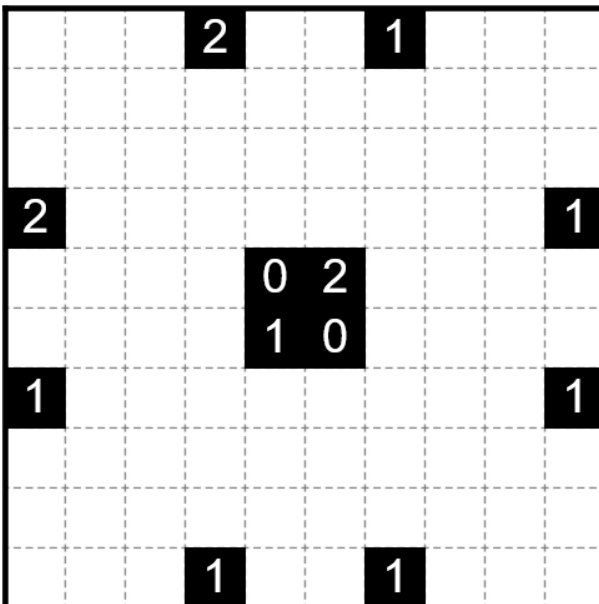
Bonus (pzprxs): <https://tinyurl.com/5cts3fws>

Bonus 2: Dutch Loop | Freddie Hand

Example (Penpa+, by Sam Cappleman-Lynes):

<https://tinyurl.com/4x5zavak>

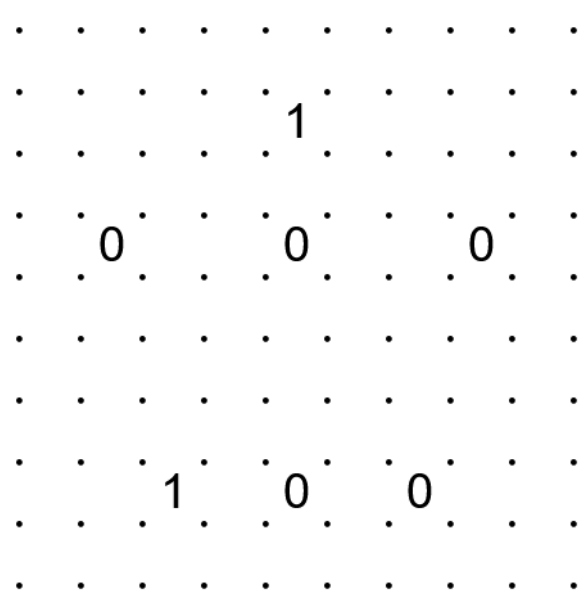
Bonus (pzprxs): <https://tinyurl.com/2r4n8knu>

Bonus 3: Shakashaka | Jovi

Example (puzz.link):

<https://tinyurl.com/36emue3c>

Bonus (pzprxs): <https://tinyurl.com/2cjwmx3t>

Bonus 4: Slitherlink (Full) | Jovi

Example (pzprxs): <https://tinyurl.com/2s45pmkt>

Bonus (pzprxs): <https://tinyurl.com/3cynpvvp>

Date	Sloth Time	Crab Time	
01 Dec 2025	0:04:00	0:07:00	Key West Quail-Dove
02 Dec 2025	0:03:00	0:06:00	Warehouse Wren
03 Dec 2025	0:03:00	0:06:00	Balanced Bellbird
04 Dec 2025	0:01:30	0:03:25	Mucky Enggano Thrush
05 Dec 2025	0:04:30	0:08:30	Peeping Penan Bulbul
06 Dec 2025	0:05:00	0:09:00	Frame Fernwren
07 Dec 2025	0:03:00	0:06:00	Dorito Dodo
08 Dec 2025	0:02:15	0:04:30	Vacationing Verdin
09 Dec 2025	0:03:00	0:06:45	Nauseated Sick's Swift
10 Dec 2025	0:02:15	0:04:30	Unruly Uniform Woodcreeper
11 Dec 2025	0:02:00	0:04:00	Happy Hazel Grouse
12 Dec 2025	0:02:00	0:04:00	Recurring Bit-tern
13 Dec 2025	0:04:44	0:10:00	Frigid Fourster's Tern
14 Dec 2025	0:02:15	0:05:05	Homing Hoatzin
15 Dec 2025	0:03:00	0:06:00	Ropy Roraiman Barbtail
16 Dec 2025	0:02:00	0:04:00	Spiral Schlegel's Asity
17 Dec 2025	0:02:30	0:05:00	early bird
18 Dec 2025	0:03:00	0:06:00	Logical Lorikeet
19 Dec 2025	0:02:00	0:04:30	Urban Ursula's Sunbird
20 Dec 2025	0:06:00	0:12:00	Accidental Acadian Flycatcher
21 Dec 2025	0:02:30	0:04:30	Rolling Romblon Boobook
22 Dec 2025	0:01:45	0:03:30	Chocolate-covered Chicken
23 Dec 2025	0:03:00	0:07:00	Startling Starling
24 Dec 2025	0:02:45	0:06:15	Shrimple Flamingo
25 Dec 2025	0:07:25	0:13:25	Noël Noisy Friarbird
26 Dec 2025	0:02:15	0:03:30	Treetop Torresian Crow
27 Dec 2025	0:05:30	0:11:11	some four-char bird name
28 Dec 2025	0:03:30	0:06:00	Strange Weaver
29 Dec 2025	0:02:00	0:04:30	Wobbly Wallcreeper
30 Dec 2025	0:02:00	0:04:30	Blocky Blood-eared Parakeet
31 Dec 2025	0:02:15	0:04:30	Times Square Thyolo Alethe