

Mind The GAPP Vol. 51

Genuinely Approachable Pencil Puzzles from the CtC Discord
January 1, 2025 - January 31, 2026

Happy new year! Let's have a wonderful GAPP year this year too. With the new year, the first round of Puzzle Ramayan 2026 is back, and as always we give an otter 🦦 for anyone who participates in the round.

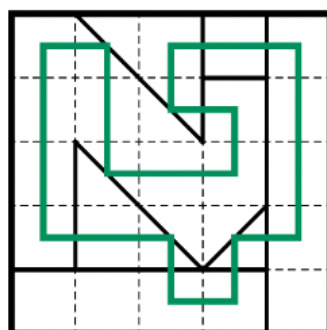
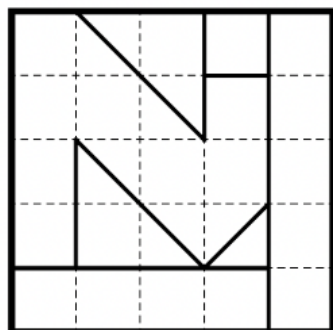
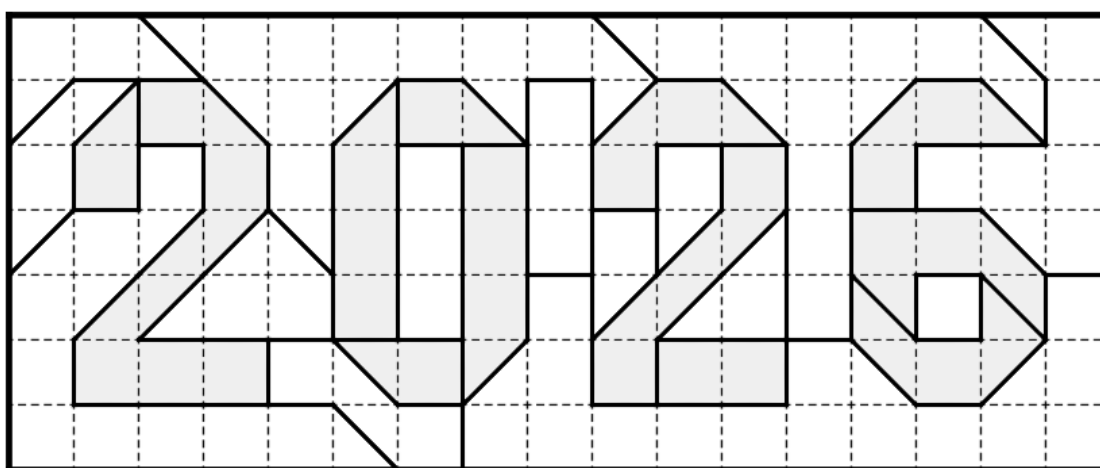
It's been quite an eventful month for GAPP as well. As of this month, Walker is no longer a regular setter. In their place, Rook is joining the team! The GAPP team enjoys his puzzles and we're glad to have him on the team. We also had *Walk Week* this month, a week where we post different Walk genres every day, ending with Walker's final puzzle: a giant mashup of Walk genres.

Finally, we have 4 bonus puzzles this time. Enjoy!

January 01, 2026: Nanameguri | Lavaloid

Happy new year!!!!!! Let's start off 2026 with a **Nanameguri**. What a coincidence that I get to do the first puzzle of the year again this year. Almost as if 365 is divisible by 5 😊

Rules: Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. Each cell containing a diagonal portion of a region boundary must be used by the loop, but the diagonal portion cannot be passed through. In other words, the loop must make a 90° turn, as though reflected off of it. (The loop cannot reflect off the diagonal line on both sides)



Example (puzz.link) from puzz.link rules page: <https://tinyurl.com/5aaff8me>

Puzzle (pzprxs, Landscape): <https://tinyurl.com/27t55td2>

Puzzle (pzprxs, Portrait): <https://tinyurl.com/39vwjnyk>

January 02, 2026: Tapa (Transparent) | Prasanna Seshadri (posted by bakpao)

Hello! I'm finally back from my holiday and ready to start posting GAPP again!

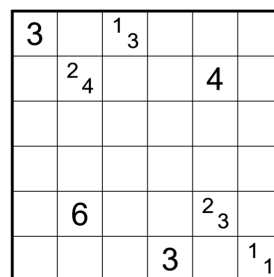
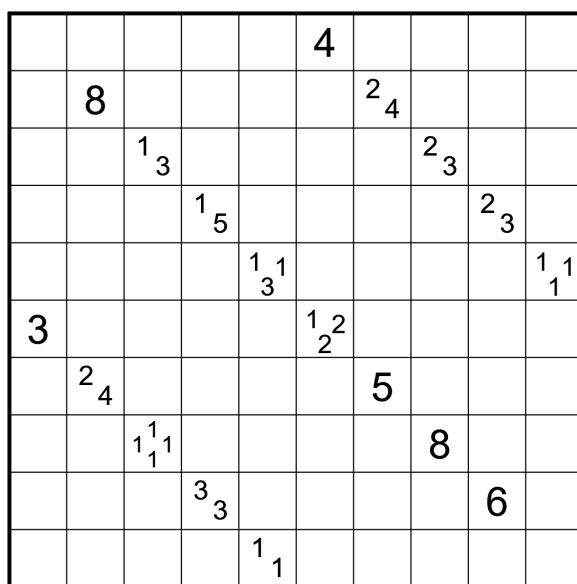
... Well, not quite. I've been hanging out with Prasanna and invited him to write a GAPP for today as a guest author, and he agreed! I'm sure most of you have solved Prasanna's puzzles before, whether in this discord or in the many contests, championships, magazines or blogs he has contributed puzzles to. Enjoy his GAPP debut!

Today's GAPP is a **Tapa (Transparent)**! Transparent is a common variant in which clues can be shaded. It's our first time featuring it in GAPP!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues may or may not be shaded, and represent the sizes of the groups of orthogonally connected shaded cells in the (up to) 3x3 area surrounding the clue.

Today's puzzle comes with a **GAPP 101** consisting of two parts. The second part provides a bigger hint than the first.

1. (ROT13) Va znal pnfrf, lbh jbhqy abg or noyr gb shysvyy n pyhr vs lbh funqr gur pyhr pryy vgfrys. Sbphf ba svaqvaf gurfr pyhrf!
2. (ROT13) Va guvf fcrpvsvp chmmyr, pyhrf gung pna abg or funqrq ner: gjb barf, guerr barf, sbhe barf, n bar jvgu gjb gjbf, n gjb jvgu n guerr, n gjb jvgu n sbhe, gjb guerrf, naq na rvtug



Example (Penpa+): <https://tinyurl.com/3n9nzp7f> (the example is on the trickier side today!)

Main (Penpa+): <https://tinyurl.com/5dbwc3jd>

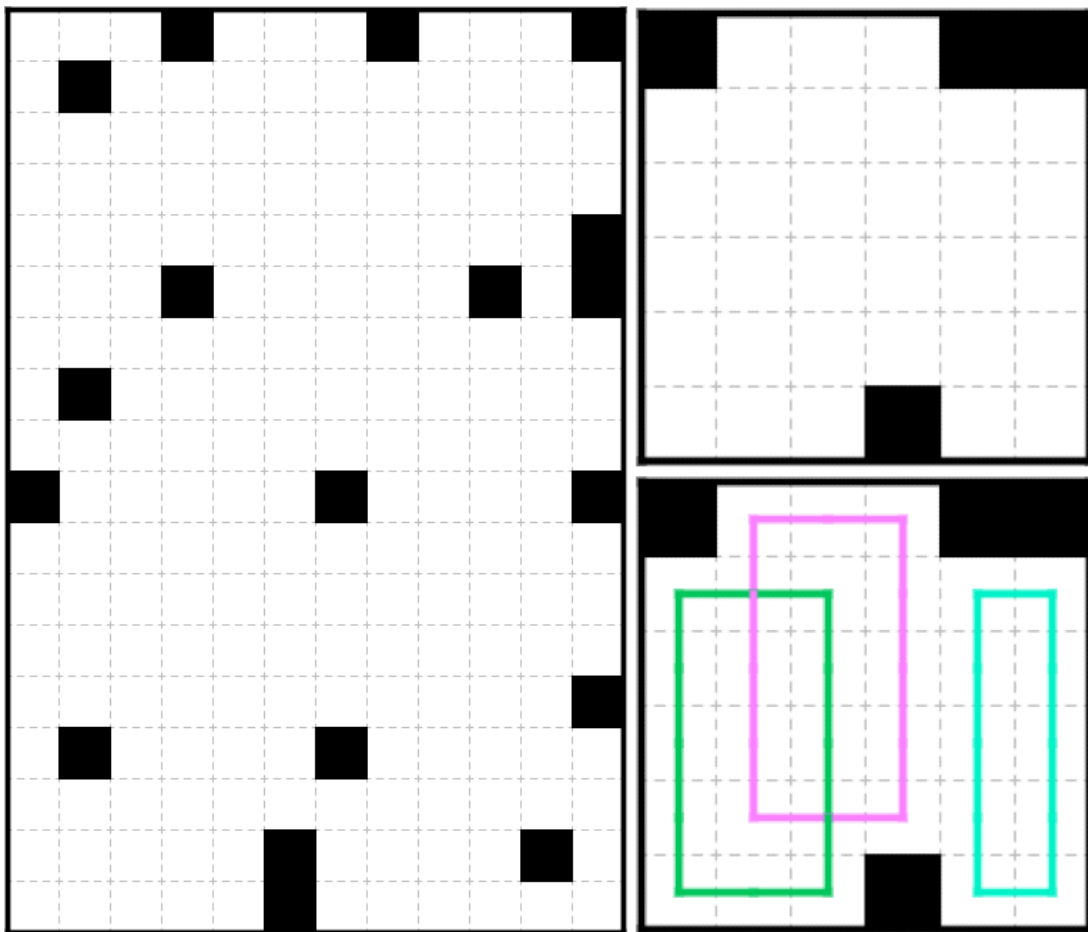
January 03, 2026: Ring-Ring (No Squares) | jovi_al

It's **Supersized Saturday**, so I wanna give a shoutout to a very supersized recently finished project over three years in the making! 50 puzzlers (including me!) contributed to one big logic puzzle in "exquisite corpse" style. The whole endeavor was organized by Menderbug, and it is much, much harder than GAPP. I figured some of you might be interested in it and might not know about it already! You can find it here:

<https://brokensign.com/puzzle/2025/12/31/rorschachs-river.html>

Today's puzzle is a **Ring-Ring (No Squares)**!

Rules: Draw non-square rectangles by connecting the centers of orthogonally adjacent cells such that all empty cells are occupied. Rectangles must not share edges or corners.



Example: <https://tinyurl.com/79ythvri>

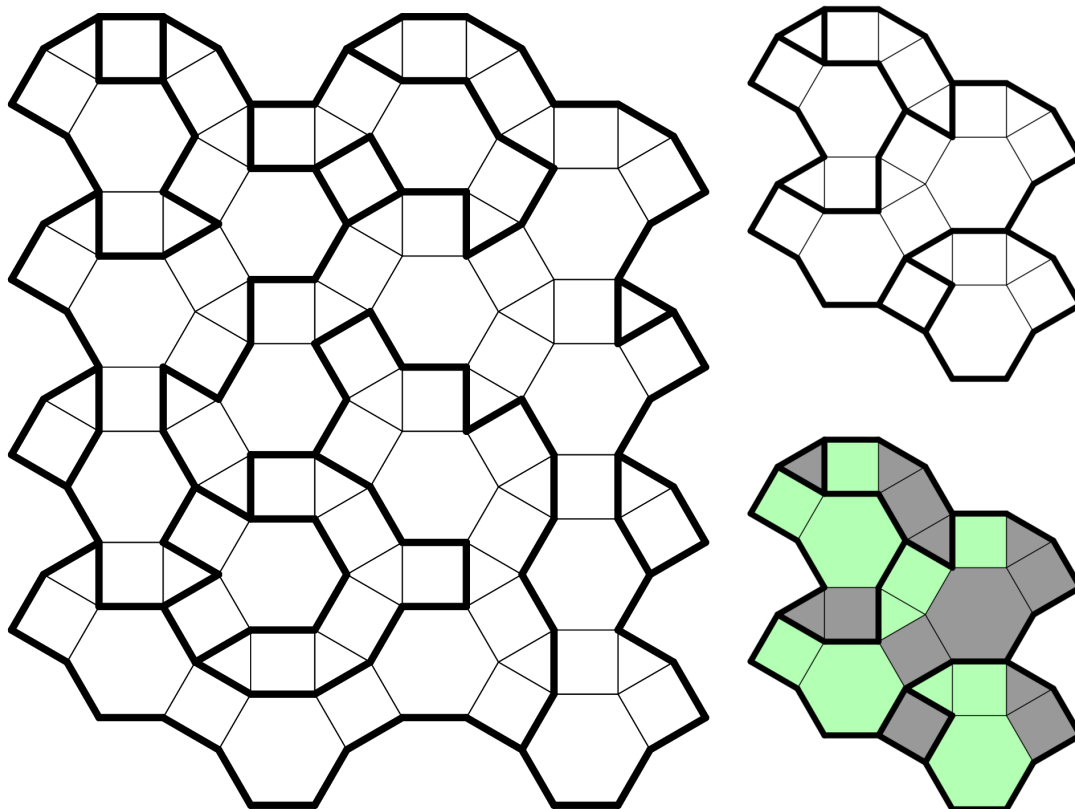
Puzzle (Portrait): <https://tinyurl.com/y99swa8a>

Puzzle (Landscape) (courtesy of Haocurious): <https://tinyurl.com/4htv7ndu>

January 04, 2026: Shimaguni (Rhombitrihexagonal) | Freddie Hand

This puzzle was chosen by picking a random shading genre and a random grid shape. It's a **Shimaguni** on a **Rhombitrihexagonal** grid, which works surprisingly ok for a totally random pairing. Although it could have been my fifth roll and none of you would ever know...

Rules: Shade a single group of edge-connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. Each region must contain at least one shaded cell, and no two adjacent regions may contain the same number of shaded cells.



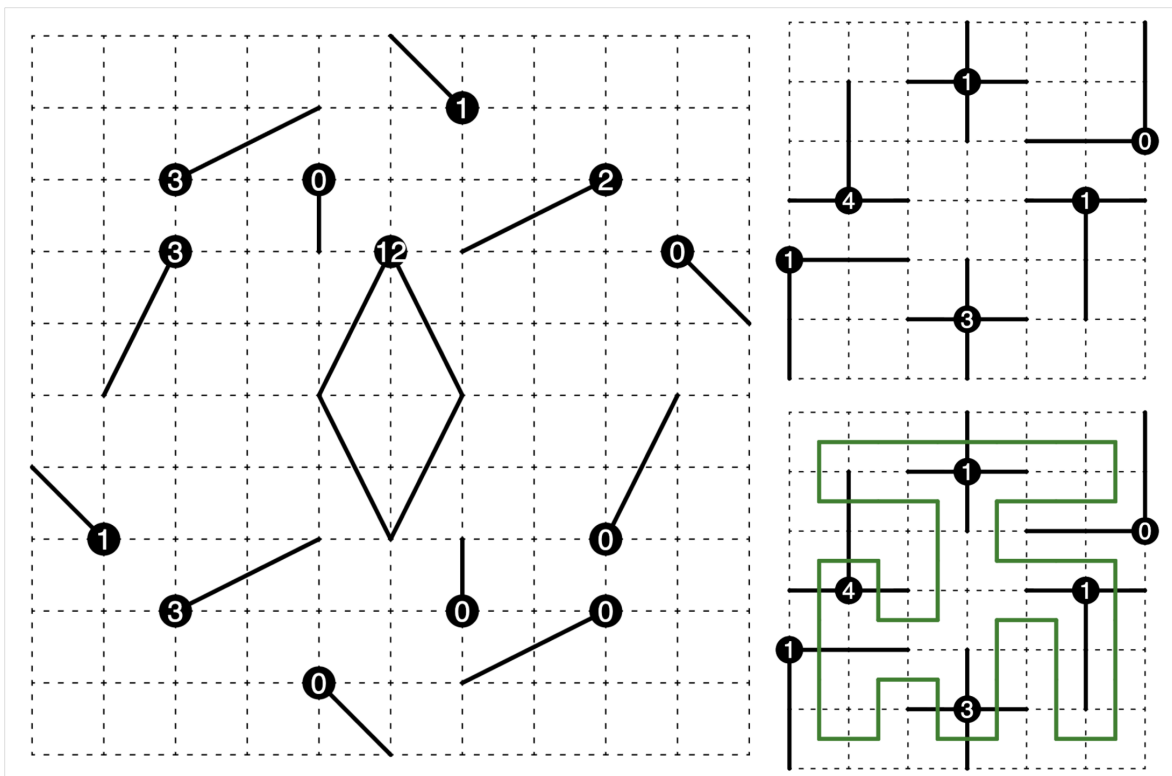
Example (Penpa+): <https://tinyurl.com/2t6us6md>

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

January 05, 2026: Crossroads | Walker

At a **Crossroads**, I stumbled upon this strange diamond-shaped traffic sign with a 12. What does it mean?

Rules: Draw an orthogonal loop that goes through the centers of all cells. Number clues indicate the amount of times the loop crosses the attached network.



Example (Penpa+): <https://tinyurl.com/2xj4llym>

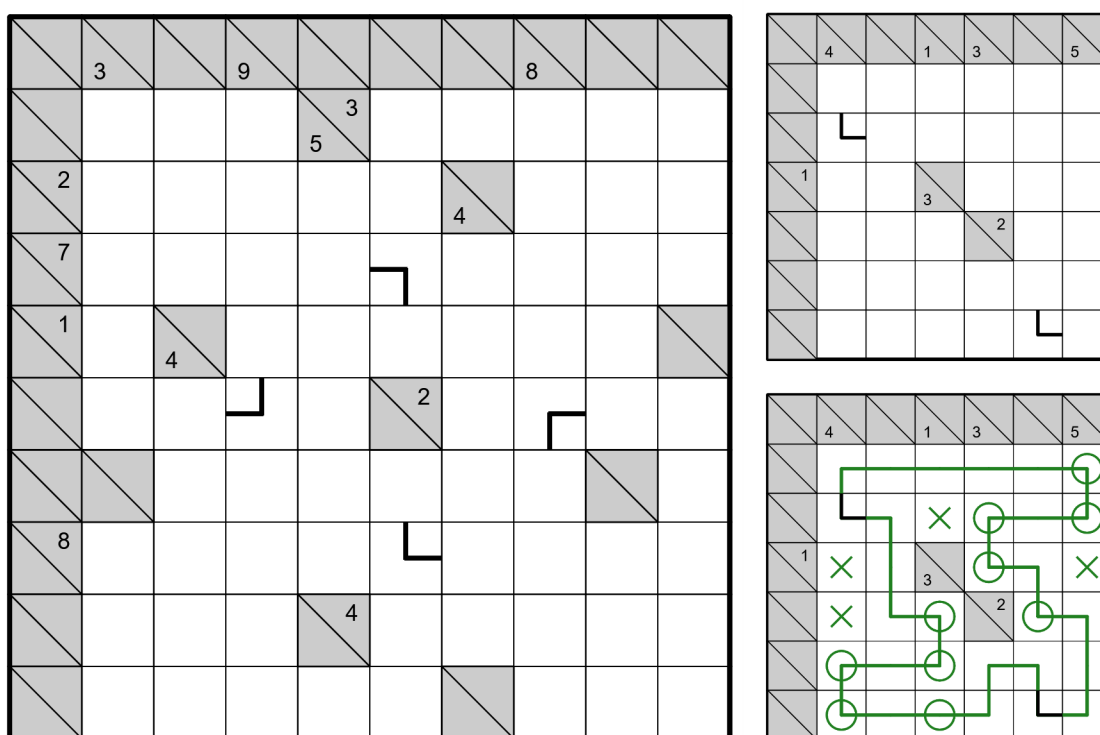
Puzzle (Penpa+): <https://tinyurl.com/53tjhx8a>

January 06, 2026: Shimenawa 2 | Lavaloid

Today's GAPP is **Shimenawa 2**, which for some reason we featured after Shimenawa 4.

Rules:

- Draw an orthogonal loop through the centers of some cells that does not branch or cross itself. *Some loop segments have been given.*
- A clue on the bottom of a blocked cell indicates how many cells in a straight line below it are used by the loop until the edge of the grid or another blocked cell.
- A clue on the right side of a blocked cell indicates how many cells in a straight line to its right are used by the loop until the edge of the grid or another blocked cell.



Example (Penpa+): <https://tinyurl.com/3zbathtd>

Puzzle (Penpa+): <https://tinyurl.com/yc4h73st>

This puzzle also comes with a **101**: (ROT13) Rirel oynpx pvepyr arrqf gb unir n fgenvtug firtzag
bs ng yrnfq gjb prryf pbzvat bhq bs vg. Jurer lbh pna cynpr guvf firtzag vf bsgra irel pbafgenvarq!

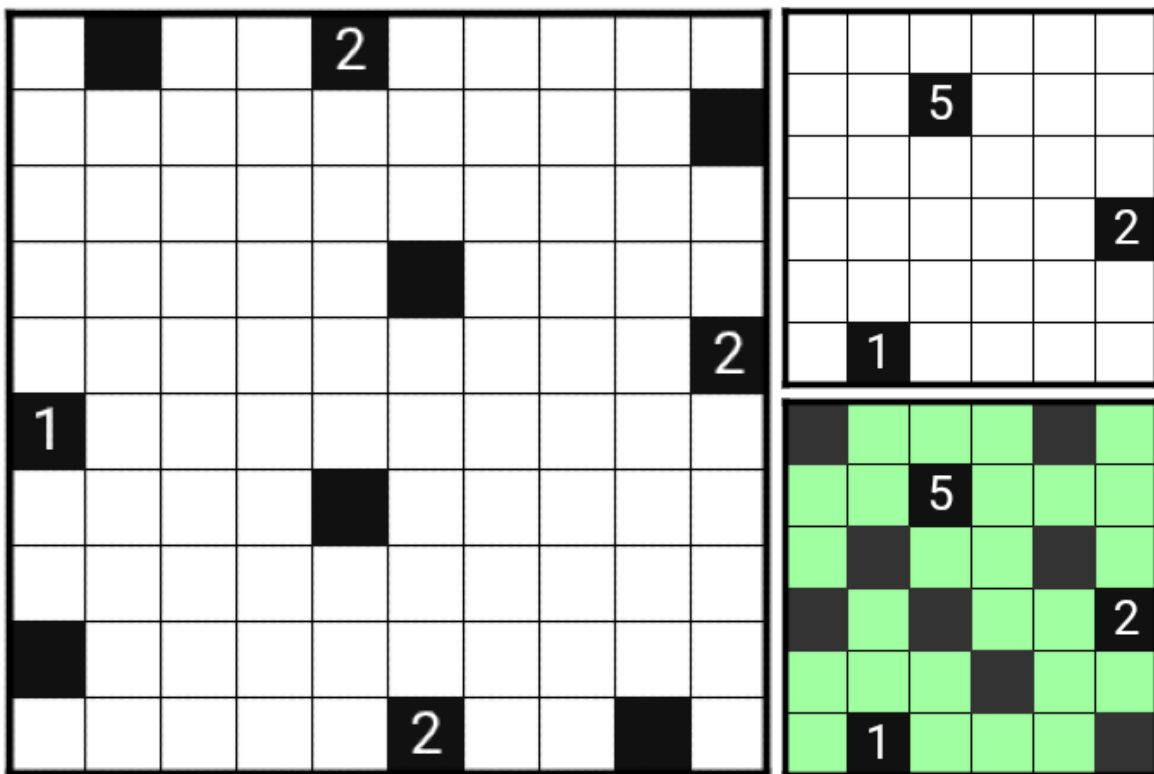
January 08, 2026: Aquapelago | jovi_al

Hi everyone! Today's puzzle is an **Aquapelago**, designed to show off a very common pattern in the genre (given as a GAPP 101 later). The example is also built around it, so I'd recommend fiddling around there and figuring it out, if you wish to (or you can just read the GAPP 101).

Enjoy!

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected area with no 2x2 entirely unshaded. Clues are shaded cells, and a number in a clue indicates the number of shaded cells in the diagonal chain of shaded cells containing the clue.

GAPP 101: (ROT13) N gjb pyhr ba gur rqtr unf guerr rkgen hafunqrq pryyf. Vs nal bs gurz jrer funqrq, gur gjb jbhyq or sbepqr gb or ng yrnfg n guerr.



Example: <https://tinyurl.com/2s6rxn49>

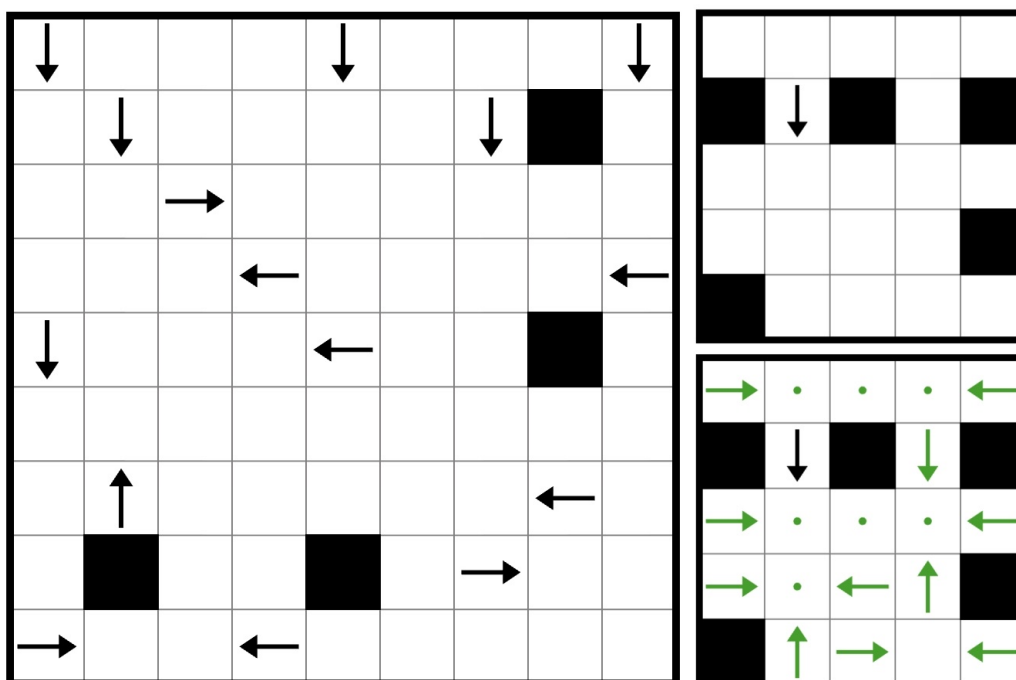
Puzzle: <https://tinyurl.com/bdftan96>

January 09, 2026: Yajirushi | Freddie Hand

Yajirushi quietly released on pzprxs 9 months ago. And it feels nothing like Yajirushi 2, which we covered a while ago. Why is it always the weirdest genres that have numbered variants?

Feeling inspired, I've begun working on a new Yajirushi variant. It will be called Yajirushi 4.

Rules: Place arrows in some empty cells. Two arrows which point toward each other form a pair. All arrows must be paired. Paired arrows must not be in adjacent cells, and all cells between a pair of arrows must be empty (in particular, arrows cannot point through shaded cells). All empty cells must be located between at least one pair of arrows.



Example (pzprxs) from pzprxs rules page: <https://tinyurl.com/3dhphum8>

Puzzle (pzprxs): <https://tinyurl.com/mr3y6fpv>

January 10, 2026: Domino Domino | Walker

Here's a **Supersized** for one of my favorite niche genres, **Domino Domino**! It's such a fun genre that I've written it twice 🍫🍫 [There's no domino emoji, 🍫 the chocolate bar is a pretty consistent 1x2 rectangle across major browsers.] After placing all the dominoes, you can knock them down in a domino run!

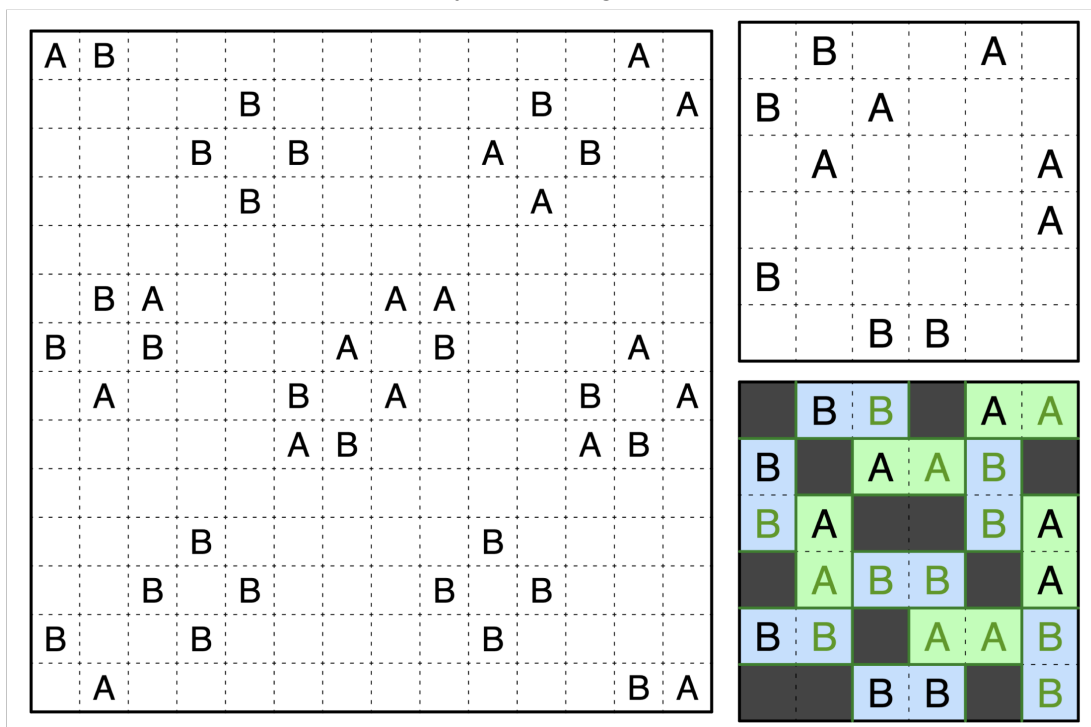
Rules: Place 1x2 blocks in the grid, each with either two As or two Bs, which don't overlap each other. Blocks of the same letter may not touch one another orthogonally. All of the blocks must form a single orthogonally connected area, but cannot fully occupy any 2x2 region. Cells with letters must be occupied by a domino of the indicated letter.

Here's a **GAPP 101** for a step that shows up a few times: (ROT13) Va n guerr ol guerr obk pbagnvatat n evat bs sbhe Of, gur bgure svir pryyf zhfg or funqrq; gurer'f ab jnl gb cynpr na N qbzvab va bar bs gubfr pryyf jvgubhg perngvat n gjb ol gjb nern bs qbzvabrf.

Note: Answer check will activate on any one of the following:

- shading all cells that don't contain dominoes
- drawing all edges of dominoes inside the grid
- placing all (non-given) capital letters inside dominoes

Feel free to use whatever notation makes sense for you! Personally, I like to shade the dominoes green (A) and blue (B), which lets me stay in Shading mode for the entire solve.



Example (Penpa+): <https://tinyurl.com/24h3kw4a>

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

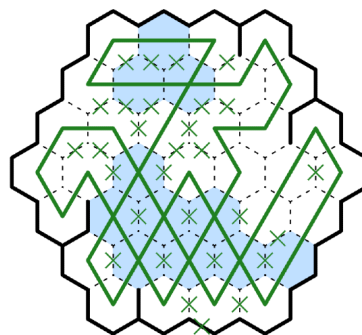
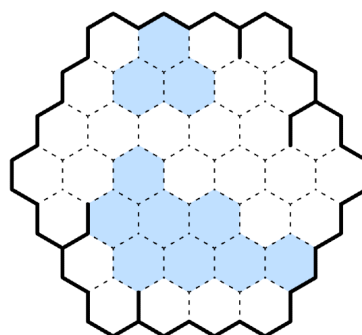
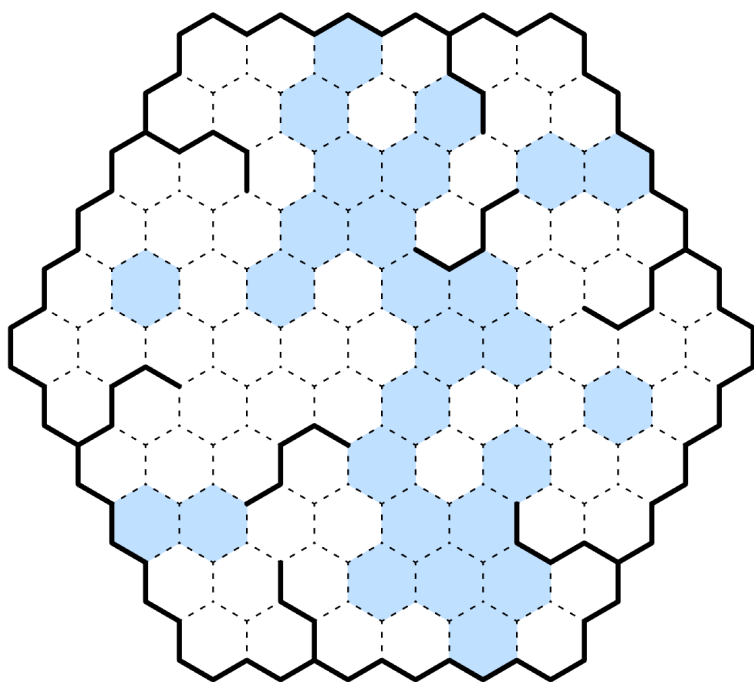
January 11, 2026: Barns (Hexagonal) | jovi_al

Hi everyone! Lavaloid is away, so I'm filling in for her on this **Strange-Shaped Sunday** with a **Barns (Hexagonal)**! There's a GAPP 101 and an interface tip for today.

Rules: Draw a loop by connecting the centers of adjacent cells, passing perpendicularly over cell edges. All cells must be visited by the loop. The loop must not pass through thick borders. Blue cells indicate "ice." The loop must not turn on ice cells. The loop may intersect itself, but it must only do so on ice cells.

Interface tip: Diligently aux marking will be very very useful for this puzzle!

GAPP 101: (ROT13) Fvapr gur ybbc pnaabg ghea ba na vpr pryy, vs lbh unir na nhk znex ba bar rqtr, lbh pna znex gur bccbfvgr rqtr. Vairefryl, jura gur ybbc ragref na vpr pryy, vg zhfg yrnir ba gur bccbfvgr fvqr. Fvapr gur ybbc zhfg ivfg rirel pryy, or pnershy abg gb yrnir na vpr pryy jvgu bayl gjb rkvgf gung nera'g bccbfvgr gb rnpu bgure.



Example: <https://tinyurl.com/2ykotyss>

Puzzle: <https://tinyurl.com/27fw554>

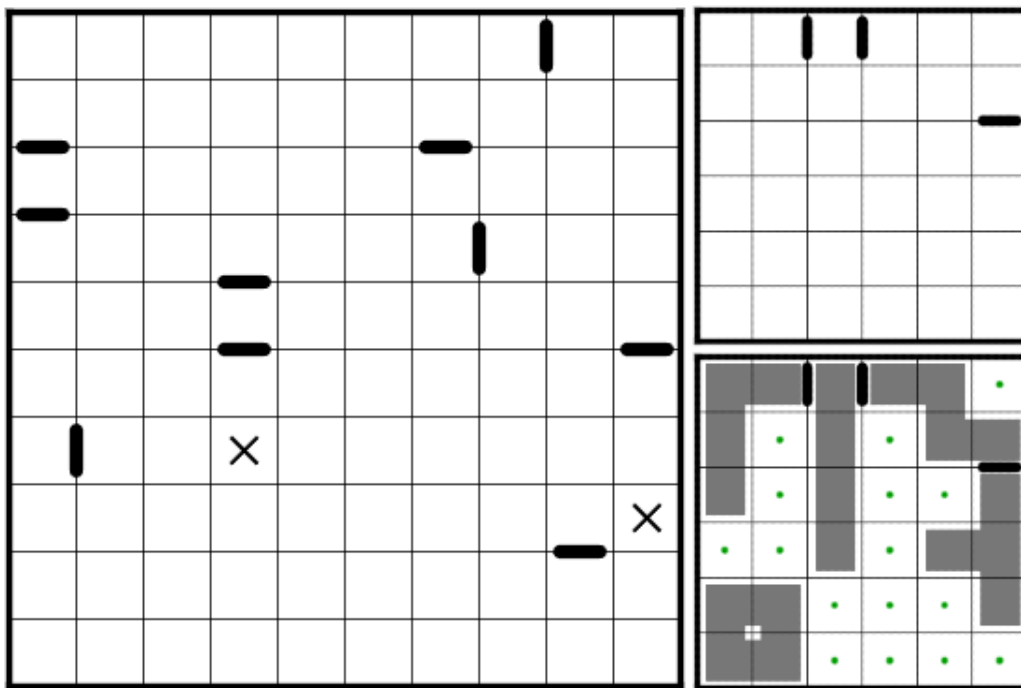
January 12, 2026: Kissing Polyominoes | bakpao

Hello! It's me again, for real real this time. I just came back from the airport to see Prasanna off - I hope you enjoyed his GAPPs!

Unfortunately that means no more being lazy for me... Or well, I'm allowing myself one more 'skipped' turn. Today's puzzle has been on the backlog for 7 months!

Today's GAPP is a **Kissing Polyominoes**!

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. Cells marked with an X cannot be used by any shapes.



Example (pzprxs, single tetromino bank, by Menderbug): <https://tinyurl.com/3p7kvdcw>

Main (pzprxs, full pentomino bank): <https://tinyurl.com/sw7cb63s>

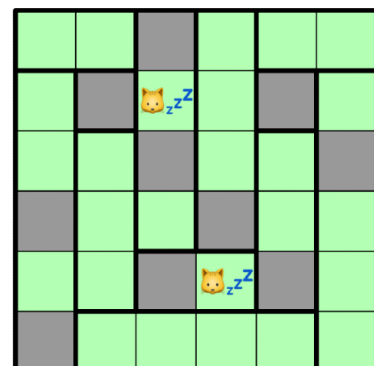
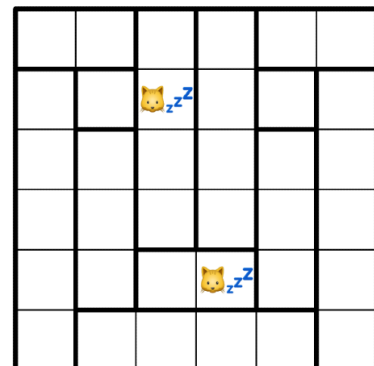
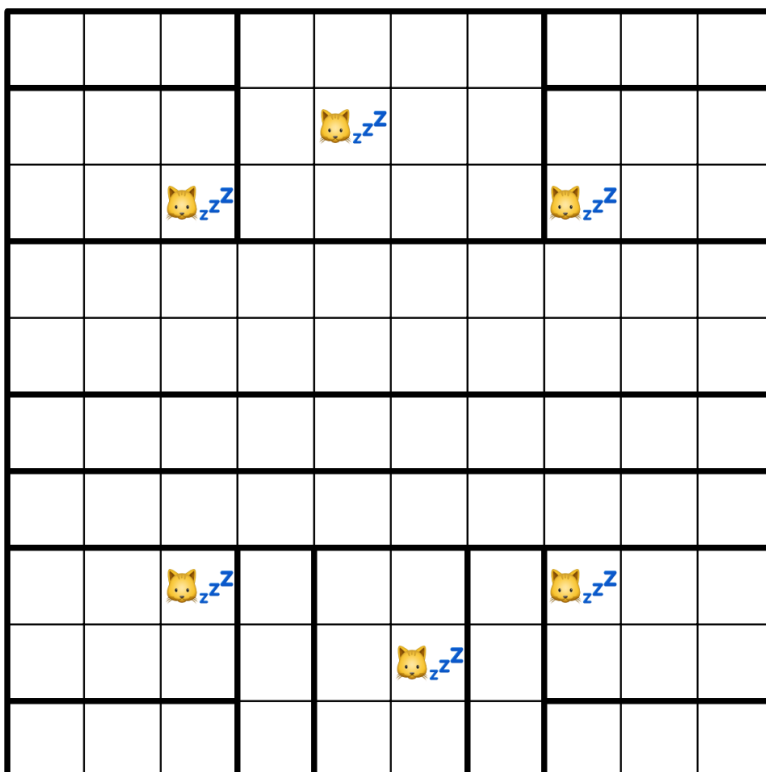
January 13, 2026: Heyasleep | jovi_al

Hey everyone! Today's puzzle comes with a GAPP 101, making it my third consecutive puzzle with one.

The beloved genre *Heyawake* is often mispronounced as the two English words "hey awake." Today's **Heyasleep** is dedicated to those of you who say it that way. Shoutout to David Millar for this ruleset and idea, originally published on The Griddle! Dave's a great member of the puzzling community and a friend to many people here.

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected network. No horizontal or vertical line of unshaded cells may cross more than one region border. Sleeping cats must be orthogonally adjacent to three shaded cells.

GAPP 101: (ROT13) Pbaxrq-bhg xvggvrf zhfg unir curve qvntbany arvtuobef hafunqrq---funqvaf bar jvyy sbepr n znkvzhz bs gjb funqrq pryf arkg gb n sngvthrq sryvar!



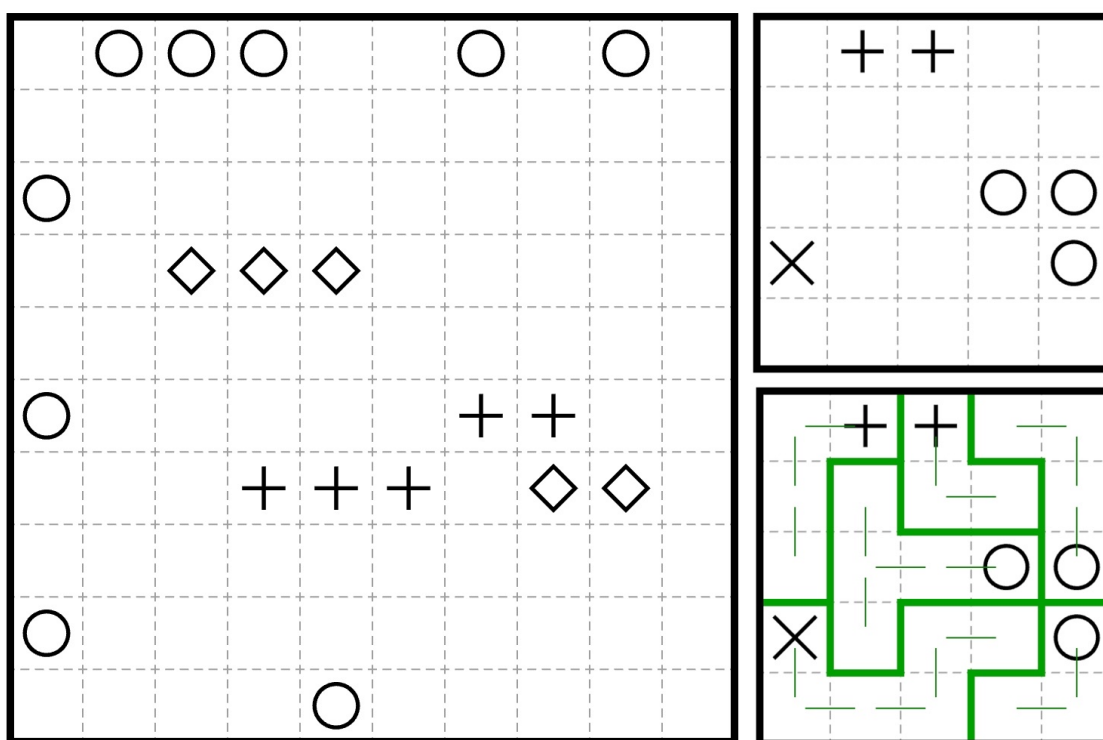
Example: <https://tinyurl.com/2bty4zhj>

Puzzle: <https://tinyurl.com/24o5ey9a>

January 14, 2026: Narrowfence | Freddie Hand

I enjoy when genres use playstation buttons as clues. Unfortunately if you look a bit harder, you'll notice that's not exactly true for this **Narrowfence**. Sometimes it's better to just live in blissful ignorance.

Rules: Divide the grid into regions of orthogonally connected cells, such that each region contains *exactly* one symbol. Regions cannot be rectangular in shape. Two regions containing the same symbol must have a different shape, counting rotations and reflections as the same. No 2x2 block may consist of cells which all belong to regions with the same symbol.



Example (pzprxs): <https://tinyurl.com/bdhv2dmp>

Puzzle (pzprxs): <https://tinyurl.com/2d9s3fb6>

January 15, 2026: Bhai Bahan | Walker

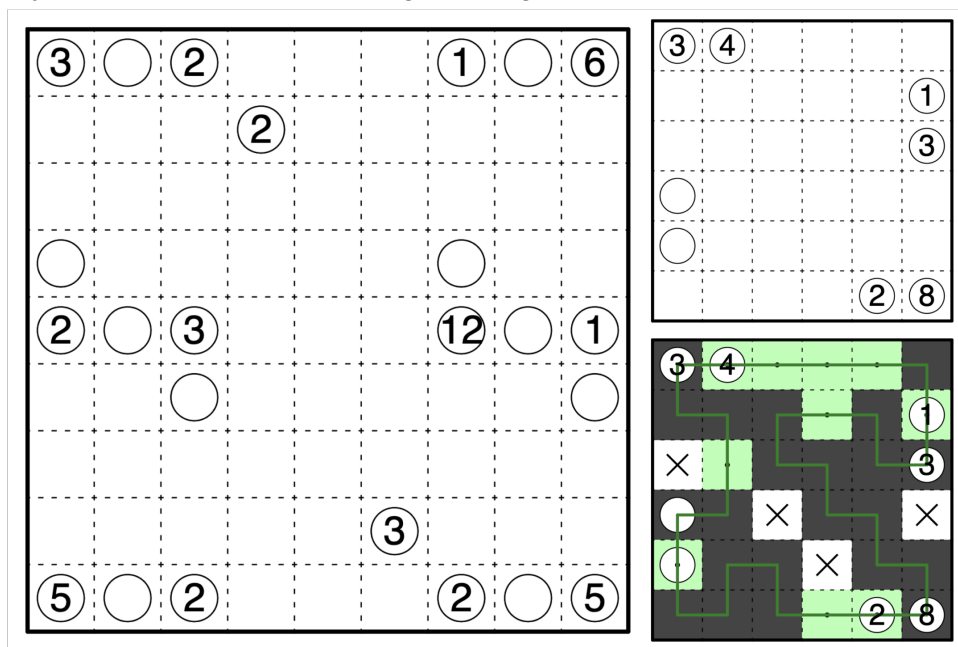
Big news: I am retiring from the GAPP team! I've been busier lately, both with work and with puzzle contests I'm writing for (like the upcoming Puzzle Ramayan Round 2). I'll be posting two more puzzles after this one, and then staying on as the "baklog" constructor to contribute occasional puzzles when regular setters are busy. I've so thankful that I've had the opportunity to contribute to GAPP, and for everyone that's enjoyed solving my puzzles! 🧡🐶 (<- blahaj)

We've already selected the new setter who will be taking over my spot. Who could it be... 🧐

Today's puzzle is a **Bhai Bahan**! This genre is Prasanna's invention, and appeared in Rorschach's River, a collaborative puzzle organized by Menderbug that jovi linked at the start of the month.

Rules: The loop visits every circle. When two circles are orthogonally adjacent, the loop goes straight in one and turns in the other. Consider the loop split into segments, alternating between segments where the loop turns in every cell and segments where the loop goes straight in every cell. Number clues indicate the length of the current segment.

Interface Note: In the example solution, turns and straights are marked using shaded and unshaded cells: look at how the 8 clue is in a loop segment containing 8 consecutive turns. In Yajilin mode, you can mark turns and straights using shaded cells and dots.



Example (Penpa+): <https://tinyurl.com/34zy57ew>

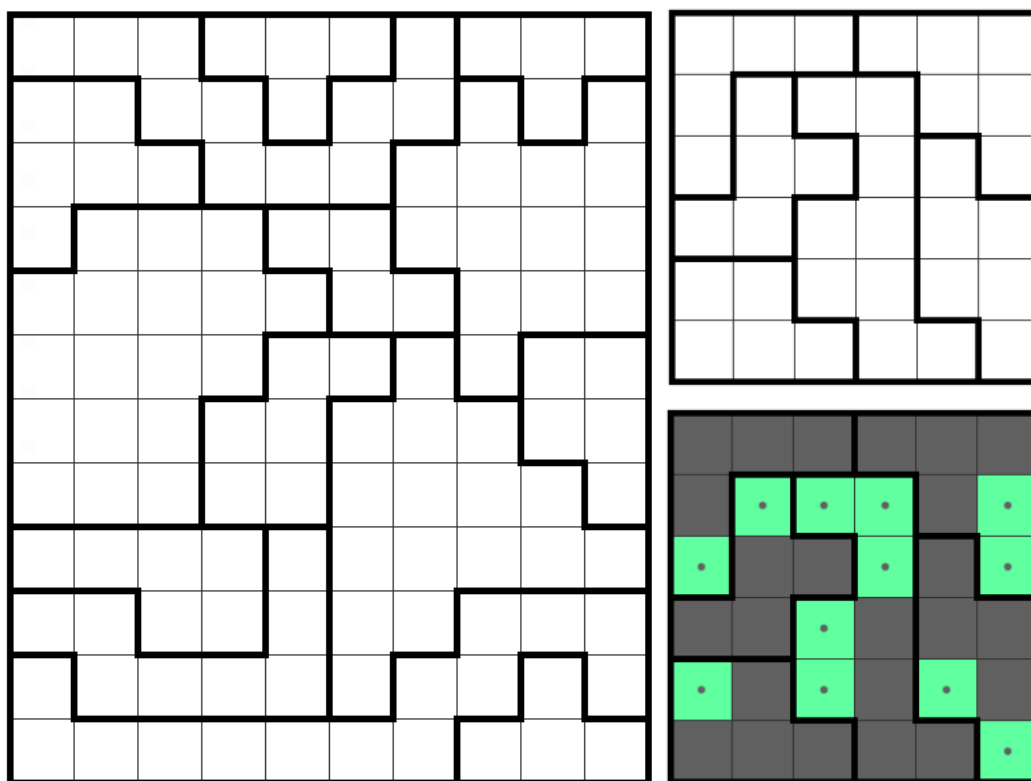
Puzzle (Penpa+): <https://tinyurl.com/bdmzxj6b>

January 16, 2026: LITS | Lavaloid

Today's GAPP is **LITS**, a genre featured in the first round of this year's Puzzle Ramayan! The round has already started, and as always, we give out *bonus offers* 🍷 to anyone who participates in the round. You can check it out here:

<https://logicmastersindia.com/live/?contest=PR202601>

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.



Example (puzz.link) by jovi: <https://tinyurl.com/bdcvrzfn>

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

January 17, 2026: Circles and Squares | bakpao

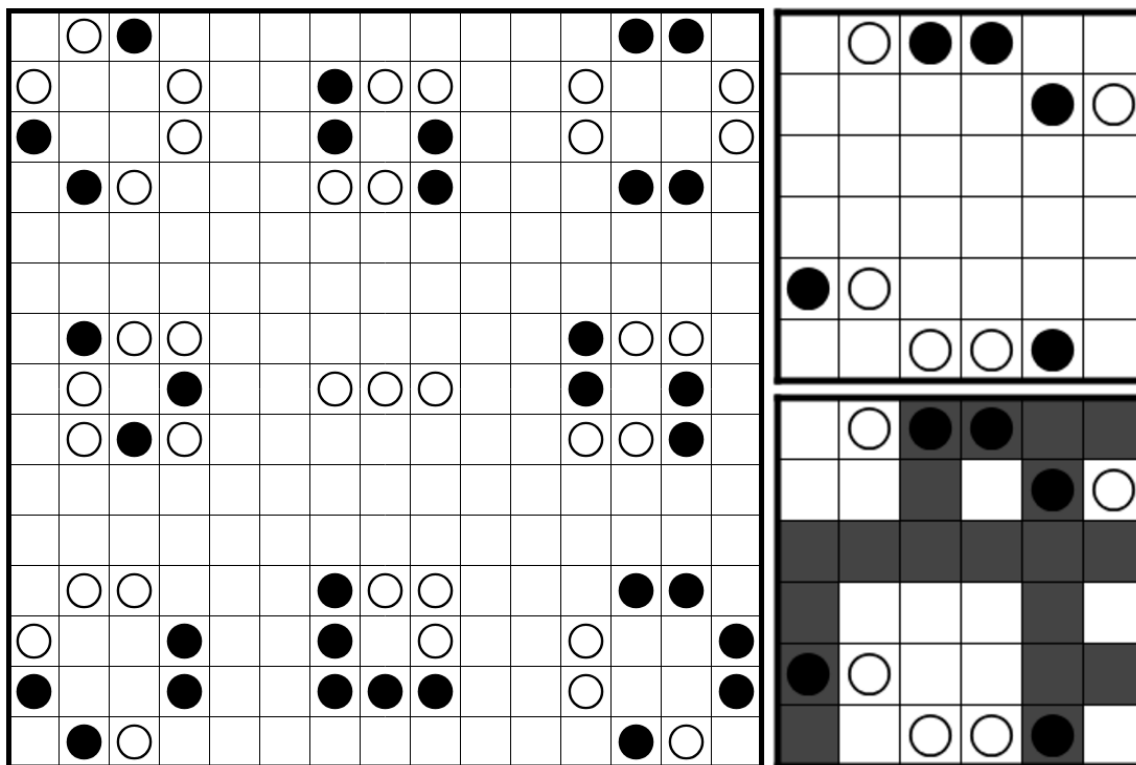
I was ready to write a GAPP this morning, which would have been my first puzzle authored since December 8th, but what do you know - I found another puzzle in my backlog and it just so happens to be supersized. My lazy streak lives on!

Today's GAPP is a SUPERSIZED **Circles and Squares**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and each orthogonally connected area of unshaded cells is in the shape of a square. Cells with black circles must be shaded, and cells with white circles must not be shaded. No 2x2 region may be entirely shaded.

This puzzle came with a **GAPP 101** that also applies today: (ROT13) Jung pna lbh fnl nobhg guvf cnggrea, n bar-fcnpr tnc orgjrra n cnve bs oynpx pvepyrf naq n cnve bs juvgr pvepyrf?

<https://puzz.link/p?circlesquare/7/6/000003i1600000>



Example (pzprxs, by Eric Fox): <https://tinyurl.com/u3h6ndtc>

Main (pzprxs): <https://tinyurl.com/an9tt767>

January 18, 2026: Ice Walk (Hexagonal) | jovi_al

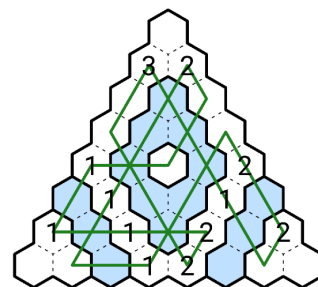
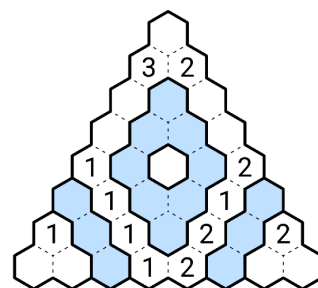
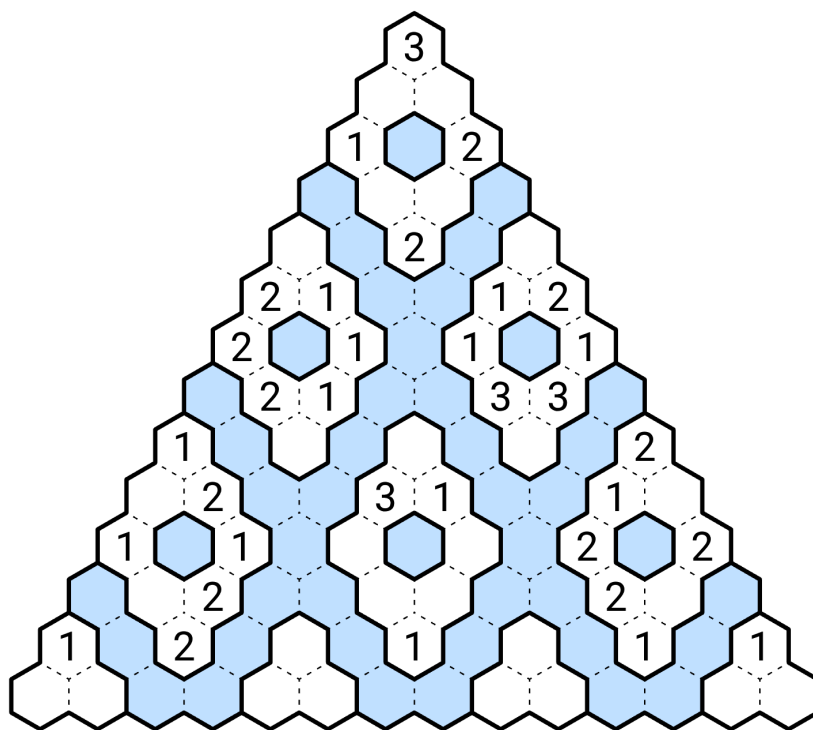
Welcome to **Walk Week**! This week we'll be covering different "walk" genres. We've done a few themed weeks at this point, and I hope you enjoy!

Last week, I covered Lavaloid's *Strange-Shaped Sunday* with a hexagonal ice puzzle. Today, on my normal turn, I'm giving you a hexagonal **Ice Walk**. What can I say? Ice genres are fun on hexagonal grids!

And besides that, I've heavily enjoyed going on "ice walks" myself, though it hasn't been cold enough in Seattle to produce much ice...

Rules: Draw a loop connecting the centers of edge-adjacent cells. The loop must pass through all cells with numbers. Blue cells indicate "ice." The loop must not turn on ice cells. The loop may intersect itself, but it must only do so on ice cells. Numbers indicate the number of cells in the non-ice section of the loop the number is visited in.

Interface Note: Diligently marking "X"s will be very useful for this puzzle!



Example: <https://tinyurl.com/2cyrwj8w>

Puzzle: <https://tinyurl.com/264q2f59>

January 19, 2026: Bug Walk | Freddie Hand

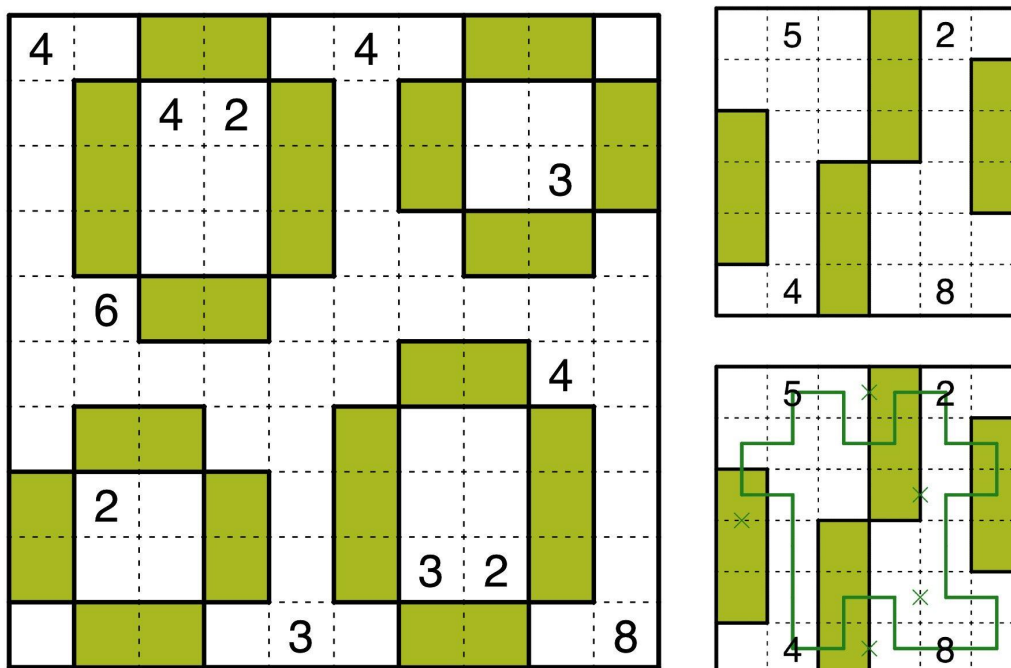
We're continuing walk week with a **Bug Walk**. This genre comes courtesy of Calump, and it's quite neat.

Rules: Draw a non-intersecting loop through the centres of some cells which passes through all numbered cells. Numbers indicate the number of cells in the unshaded section of the loop the number is visited in.

If a straight loop segment intersects any cells of a yellowy-green region, it must have length equal to 1.

Clarification: Note that the last rule means that a straight loop segment of length 2 or longer cannot even be partly contained in a yellow-green cell.

(If you're familiar with rail pool, the yellowy-green regions are essentially rail pool regions with a 1 clue)



Example (Penpa+): <https://tinyurl.com/34cw7s37>

Puzzle (Penpa+): <https://tinyurl.com/4kzp2smm>

January 20, 2026: Energy Walk | Walker

For walk week, here's one of my favorite walk genres, **Energy Walk**! There are rectangular power stations around the city. Can you wire them all together? 🏠 ⚡

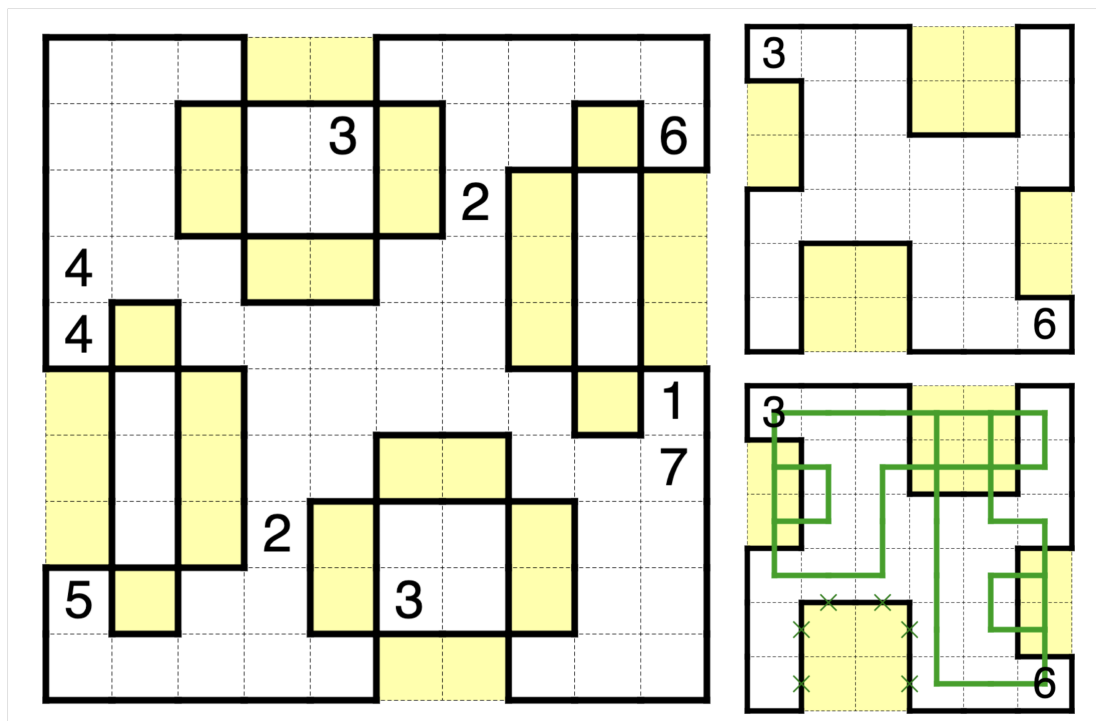
Rules: Draw lines to form a single connected network (i.e. there cannot be multiple separate networks) that goes through every numbered cell. Yellow cells represent energy, while regular cells represent ground.

The network must branch at each energy cell it visits in every possible direction (ignoring the map boundary). The network must not connect an energy cell to itself via only ground cells.

The network must not branch or form a dead end outside of energy cells. A number indicates how many cells make up the continuous grounded section of the network that the number is on.

Note: The rules forbid connecting an energy cell to itself, but you can connect a group of energy cells to itself at a different cell (which happens with each group in the example.)

Here's a **GAPP 101** about a key property of the genre: (ROT13) Va rnpu tebhc bs raretl pryyf, gur argjbex pebffrf nyy gur obeqref bs gur tebhc be abar bs gurz. Nf n erfhyg, vs lbh cynpr n fvatyr K arkg gb n tebhc bs raretl pryyf, lbh pna cynpr Kf nebhaq gur ragver tebhc.



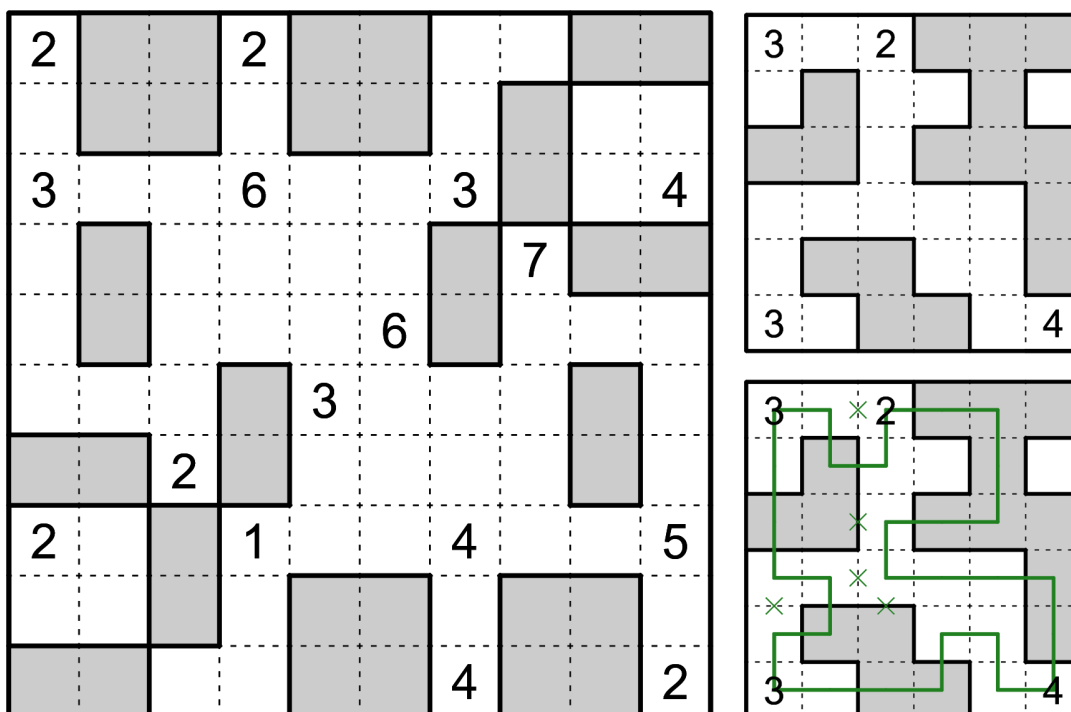
Example (pzprxs): <https://tinyurl.com/5uhr3ref>

Puzzle (pzprxs): <https://tinyurl.com/bdha7dvz>

January 21, 2026: Robotic Walk | Lavaloid

Today's **Robotic Walk** has been commissioned by the Ministry of Silly Walks to promote more silly walking. The ministry set a target of 50% sillier walks by 2030.

Rules: Draw an orthogonal loop through all numbers that does not branch or cross itself. Numbers indicate the number of cells in the unshaded section of the loop the number is visited in. For any two (not necessarily adjacent) shaded cells that the loop visits consecutively, the loop must go straight through one of them and make a turn in the other.



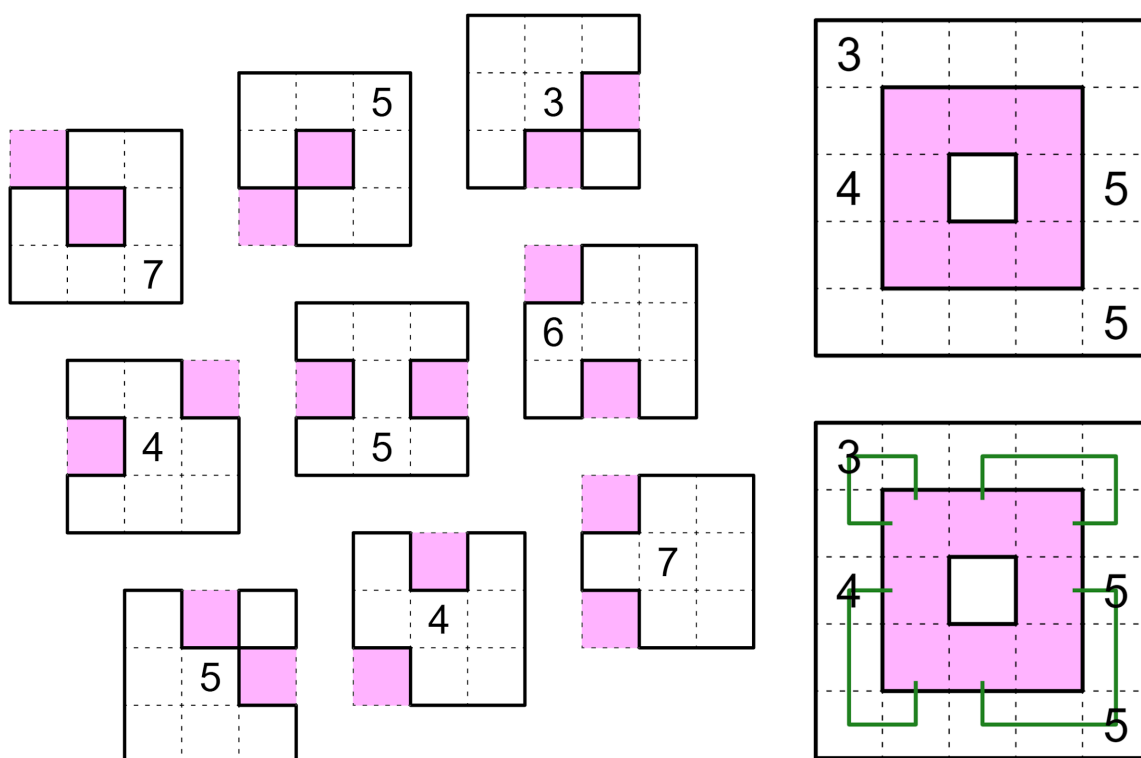
Example (Penpa+): <https://tinyurl.com/4273apj5>

Puzzle (Penpa+): <https://tinyurl.com/2c9n2nc4>

January 22, 2026: Aether Walk | Menderbug

Oh hi, long time no see! Bakpao was at risk of having to write a puzzle today. I couldn't let that happen, so I'm filling in with a guest puzzle. Either that or I didn't want to miss out on Walk Week. Today we have an **Aether Walk**, another ruleset by Parachor who also brought you Energy Walk (and a few others). This walk is also quite similar to an earlier Earth Walk prototype by TwoHoleStraw, though I believe they were invented independently.

Rules: Draw a non-intersecting loop through the centres of some cells. When the loop enters a pink aether cell, it jumps ahead to another aether cell in its current direction of travel and exits that cell in the same direction, skipping over all cells in between. There can be at most one horizontal (vertical) jump in each row (column). An aether cell may be used both horizontally and vertically, without connecting the two loop ends. The loop visits every number clue, which indicates how many cells make up the continuous non-aether section of the loop that the number is on.



Example (Penpa+): <https://tinyurl.com/yhkt2tuy>

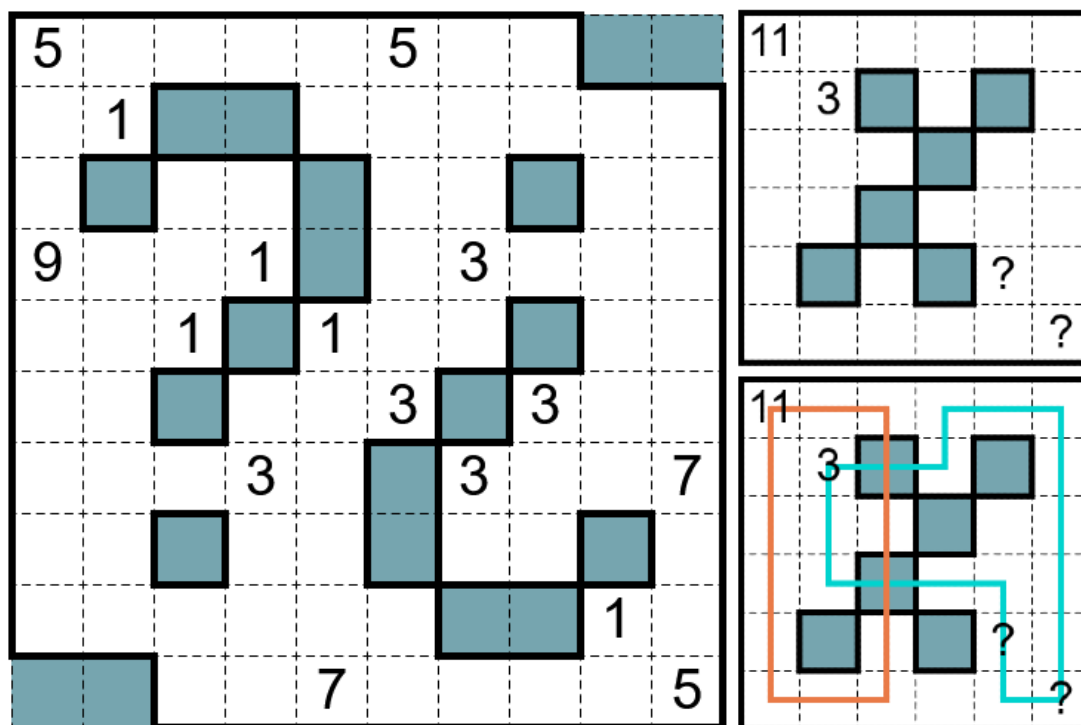
Puzzle (Penpa+): <https://tinyurl.com/3y4rt23b>

January 23, 2026: Circuit Walk | jovi_al

Puzzles ask a lot of questions. Questions end in question marks. Question marks are in this puzzle. Question can be clued as *Pursue particle problem (8)*. Marks are the Bosnian and Herzegovinian currency. Currency has the same etymological root as current. I'm currently marking the question "How did Parachor come up with so many banger Walk genres?"

Today's *Walk Week* puzzle is a **Circuit Walk**, a spiritual sibling to Energy Walk, with multiple loops instead of a branching network. Enjoy!

Rules: Connect the centers of orthogonally adjacent cells to form one or more loops. Loops must not share edges or corners. Loops may intersect, but only on shaded cells. Two different loops intersect each other on every visited shaded cell. A number indicates the number of cells in the continuous non-shaded section of a loop containing the number. All numbers must be visited by a loop. All loops must form one connected network.



Example (courtesy of Freddie) (pzprxs): <https://tinyurl.com/yen585z2>

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

Example (pzprxs): <https://tinyurl.com/yz3ajaeu>
Puzzle (pzprxs): <https://tinyurl.com/ycxd9at3>

January 25, 2026: Walk Mashup | Walker

Here it is, my final GAPP puzzle as a regular setter! My first GAPP was a Water Walk, which at the time was a new variant on Ice Walk. Since then, there have been so many great walk genres! And so it feels fitting to end on a **Walk Mashup**, including both some classic walk genres and some more recent inventions. (After testing I decided to stick to loop genres; maybe we'll see that Energy / Circuit mashup someday.)

⚠️ This puzzle is larger than a normal GAPP! ⚠️ All of the deductions are GAPP-level, but it may be tricky because of the size and number of rules to remember. Menderbug's post on the GAPP1K mashup has a list of **tips for solving large and complex puzzles** that apply just as well here! I've also recorded a **walkthrough** for the puzzle (<https://youtu.be/XUT3uWoBle4>).

I'm so thankful that I've had the opportunity to write for GAPP. As a setter, many of the GAPPs that I'm most proud of are ones that tutorialize fundamental deductions of the genre. I'm happy that there are so many genres the team has covered, and so many on-ramps to other parts of the puzzle community. And in addition, I think that the process of writing GAPPs like this has changed some of how I think about puzzle setting. What are this genre's most important ideas, and how can I present them so that someone new to the genre can understand them? My mathematics teachers taught me that you can learn math step by step, each idea building on the previous, until you can look back and appreciate how much you've accomplished, the grand scope of what you've come to understand. In the same way, I hope that GAPPs can be a step on your puzzle-solving journey, and one day, a way to remember how far you've come and how much you've learned. 🧡

Rules: Draw lines to form a single loop that goes through every numbered cell.

The grid contains five types of walk cells, each a different color, as well as ground cells, which are white. A number indicates how many cells make up the continuous ground section of the network that the number is on. Walk cells follow the rule of the corresponding genre:

Bug (green / letter B): If a straight loop segment intersects any cells of a bug region, it must have length equal to 1. [If you're familiar with Rail Pool, bug regions behave like Rail Pool regions with "1" clues.]

Water (dark blue / letter W): The loop may not travel through more than two water cells consecutively.

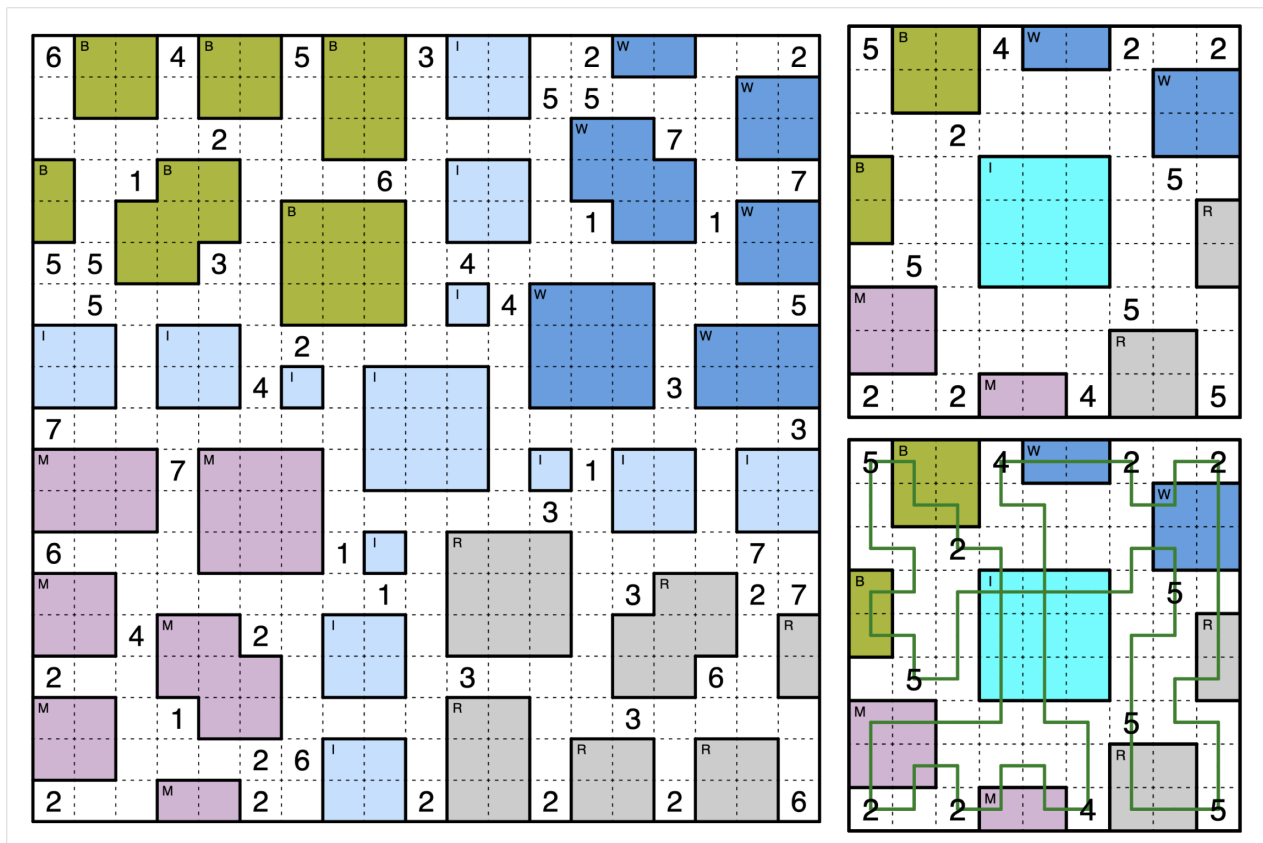
Morning (purple / letter M): The length of a loop section within a morning region must be different from the length of the two successive ground sections.

Robotic (gray / letter R): For any two (not necessarily adjacent) robotic cells that the loop visits consecutively, the loop must go straight through one of them and make a turn in the other. This does not apply when the loop visits other types of walk cells between visiting two robotic cells. (In short, you can ignore the robotic condition when the loop leaves the robotic area.)

Ice (light blue / letter I): When the loop passes over ice cells, it must continue without turning until it reaches a ground cell. The loop may cross itself, but only on ice cells.

↓ Puzzle on the next page ↓

↑ Intro on the previous page ↑



Example (Penpa+): <https://tinyurl.com/3kk677h5>

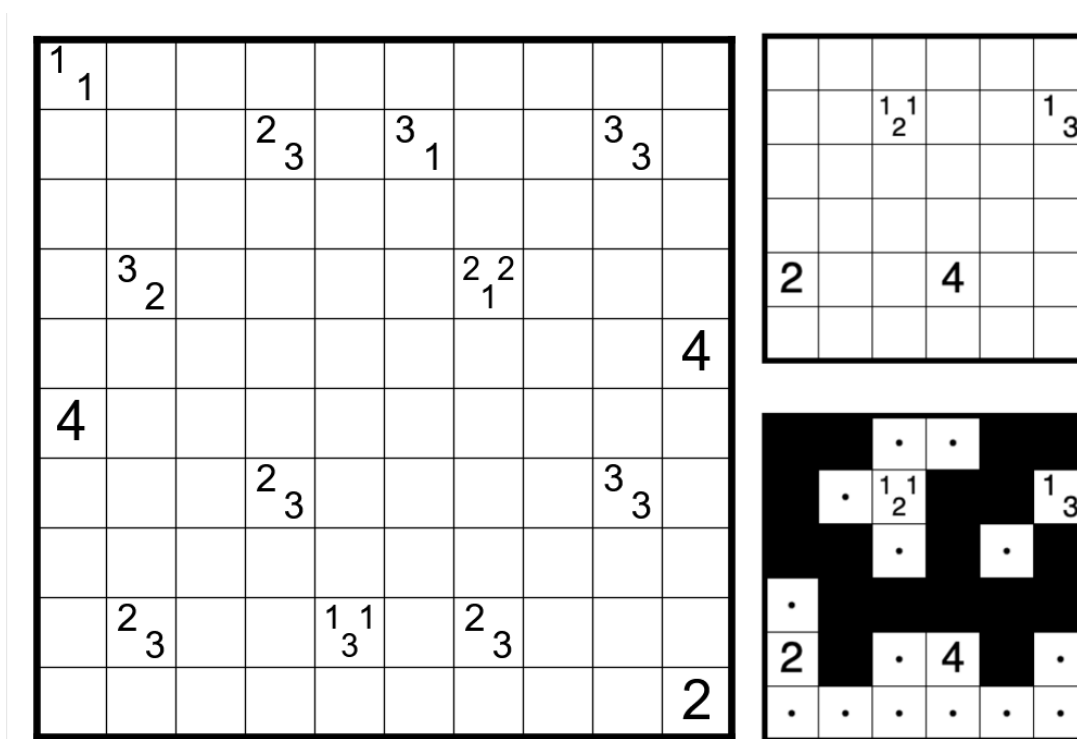
Puzzle (Penpa+): <https://tinyurl.com/yjh4wce3>

January 26, 2026: Tapa | Lavaloid

Today's GAPP is a **Tapa** with a slightly more advanced logical theme. Do check out previous features of the genre if you're not familiar. If you're stuck, check out the GAPP 101.

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.

GAPP 101: (ROT13) Gurur ner fbzr cbvagf qhevat gur fbyir jurer n tebhc bs funqrq pryyf zhfg gnxr bar bs gjb cnguf gb pbaarpg gb gur erfg bs gur tevq. Vs lbh pna cebir gung gnxvat bar bs gurfr cnguf oernx gur chmmyr (fhpu nf ol ivbyngvat n pyhr), gura gur bgure cngu zhfg or gnxra.



Example (puzz.link) by Eric Fox: <https://tinyurl.com/3e68574j>

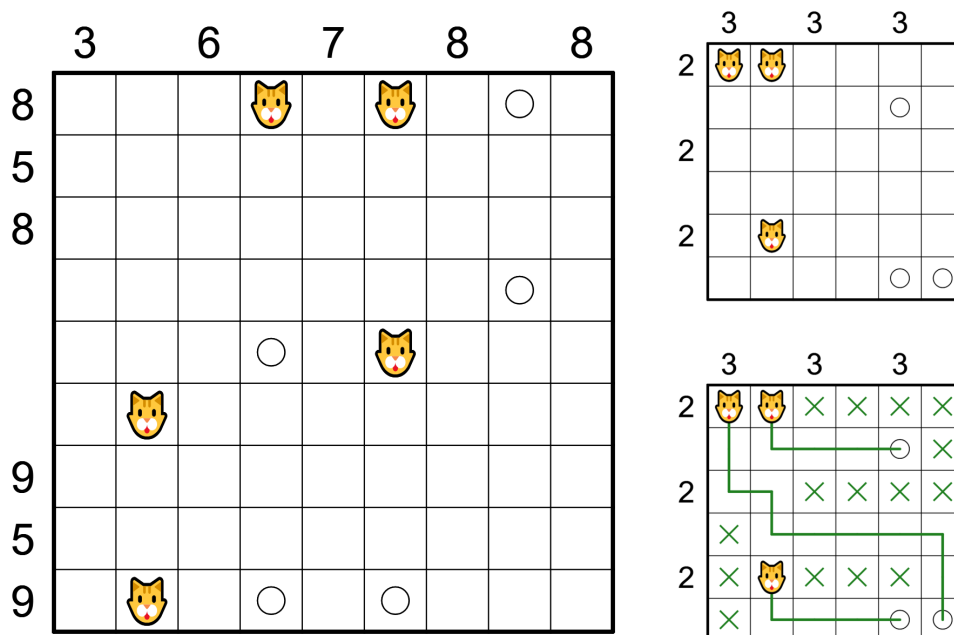
Puzzle (pzprxs): <https://tinyurl.com/3z64fzdx>

January 27, 2026: Cat Walk | bakpao

Hello, it's me! Looks like I've finally run out of excuses to prolong my lazy streak. Here is my contribution to Walk Week!

Today's GAPP is a **Cat Walk**!

Rules: Draw non-intersecting paths through the centers of some cells, each leading a cat to a bowl of milk. Cats don't share bowls. A clue outside the grid indicates how many cells are used by paths in the corresponding row or column, counting cells with cats or bowls.



Example (Penpa+) by shye: <https://tinyurl.com/224c7c83>

Main (Penpa+): <https://tinyurl.com/yhh2mxwk>

January 28, 2026: Achtelwenden | jovi_al

Hi friends! Today is another crossing loop genre from me, **Achtelwenden**. From a more genuine note, this genre looks really scary, but I promise today's puzzle is gentle. I've also included some tips at the bottom to hopefully make it less daunting. This puzzle is also designed to be solved without needing auxiliary marks like Xs to be more conducive to solving with the Line (Diagonal) mode, but feel free to still use them!

Speaking of "daunting," our new setter premieres soon! Who could it be... 🧐

Rules: Draw a loop by connecting the centers of orthogonally or diagonally adjacent cells that passes through every cell exactly once. The loop may intersect itself. Clues indicate the smaller of the two angles the loop forms with itself in that cell, counting up by 45 degrees.

Tip #1: (ROT13) barf naq guerrf obgu zhfg unir n qvntbany pbzcbarg gb gurz. Bsgra, bayl bar qvntbany vf ninvynoyr.

Tip #2: (ROT13) gjbf naq sbhef zhfg rvгурe unir mreb be gjb qvntbany pbzcbargf. Vs gurv vf bayl bar qvntbany ninvynoyr, gurl zhfga'g hfr vg!

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

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

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

Example (Penpa+): <https://tinyurl.com/2da2gf38>

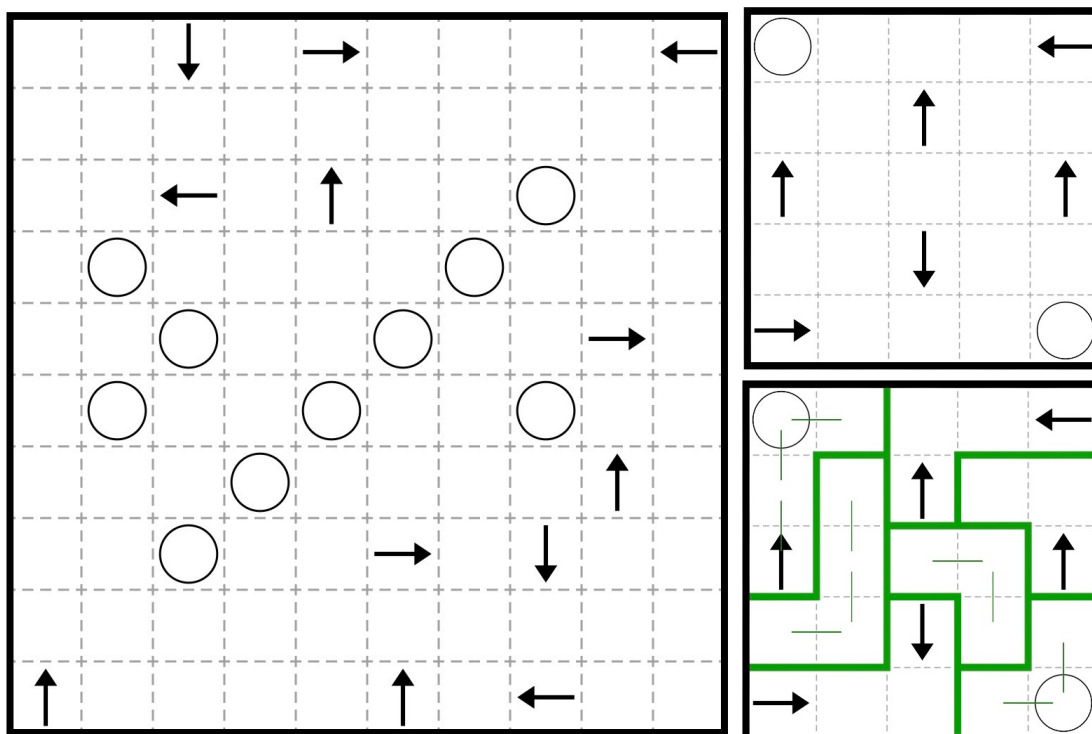
Puzzle (Penpa+): <https://tinyurl.com/23fast59>

January 29, 2026: L-Route | Freddie Hand

Even as we enter the 51st month of GAPP, a few genres in pzprxs are yet to have their turn in the limelight. Some are too unwieldy to ever be approachable. Others are truly bottom-of-the-barrel.

L-Route is neither, but I'll let you figure out why it hasn't been featured until now.

Rules: Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Arrows must lie at one end of an L and point toward the bend. Circles must lie at the bend of an L.



Example (pzprxs), from pzprxs rules page: <https://tinyurl.com/swmcc5sd>

Puzzle (pzprxs): <https://tinyurl.com/243z8pc3>

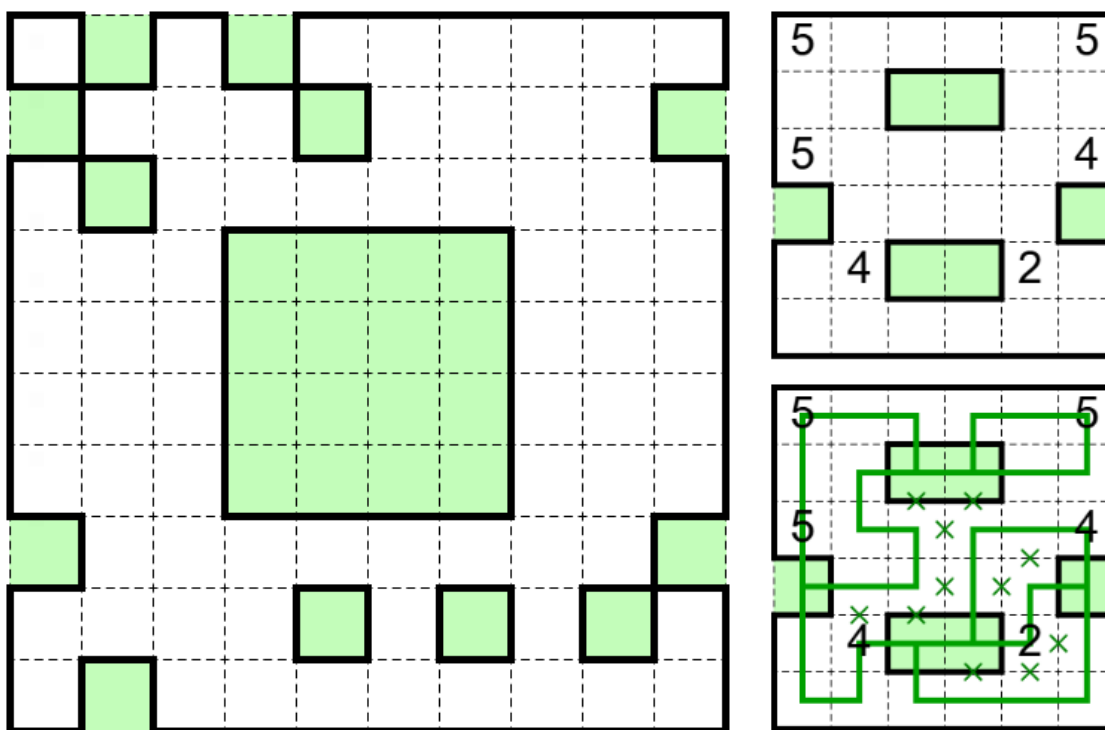
January 30, 2026: Forest Walk (Full) | Rook

Hi everybody! I'm the new GAPP setter that's taking over Walker's spot. I'm deeply honored that I was offered a place here, because GAPP inspired me to make puzzles in the first place. And step by step, puzzle after puzzle, I've arrived here! I'm looking forward to contributing to this wonderful project :)

It seems that during the course of Walk Week I got myself lost in the center of this **Forest Walk (Full)**, and I can't find a trace of a number to help me out. 🤖

Rules: Draw lines to form a single connected network (i.e. there cannot be multiple separate networks) that goes through every numbered cell. The network cannot have dead ends or 4-way crossings. Every visited forest cell must have a T-junction. There can be no T-junctions outside of forest cells. A number indicates how many cells make up the continuous non-forest section of the network that the number is on.

Variant: All cells (forest and non-forest) must be visited.



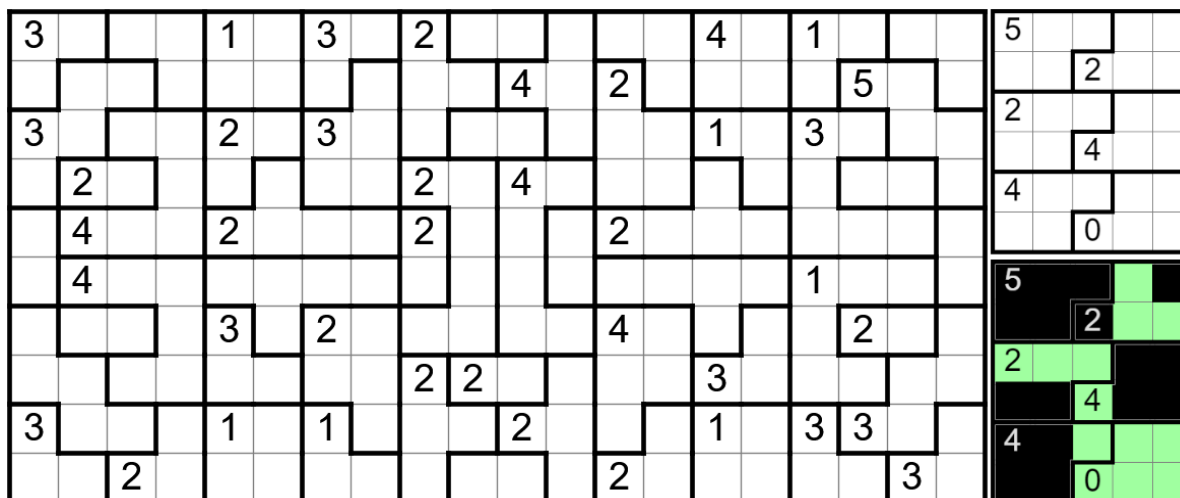
Example (pzprxs): <https://tinyurl.com/3tethzde> (slightly tricky)

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

January 31, 2026: Chocona | Lavaloid

Today's ✨ *Supersized Saturday* ✨ is a **Chocona**, which surprisingly hasn't been supersized until today.

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. Regions with numbers must contain the indicated amount of shaded cells.

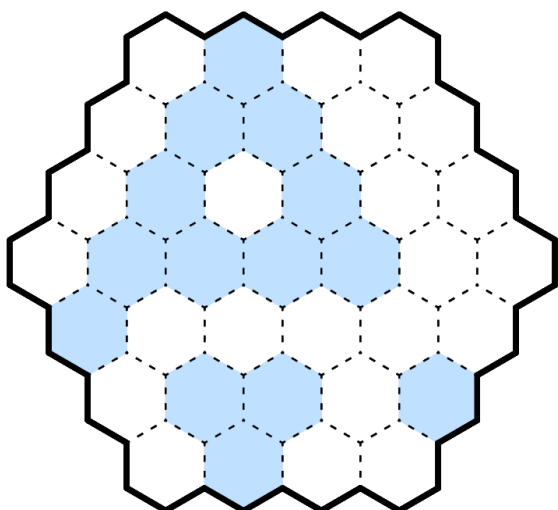


Example (puzz.link) by Shye: <https://tinyurl.com/2p9ydaxk>

Puzzle (pzprxs, Landscape): <https://tinyurl.com/k8vd98js>

Puzzle (pzprxs, Portrait): <https://tinyurl.com/44xb8p5r>

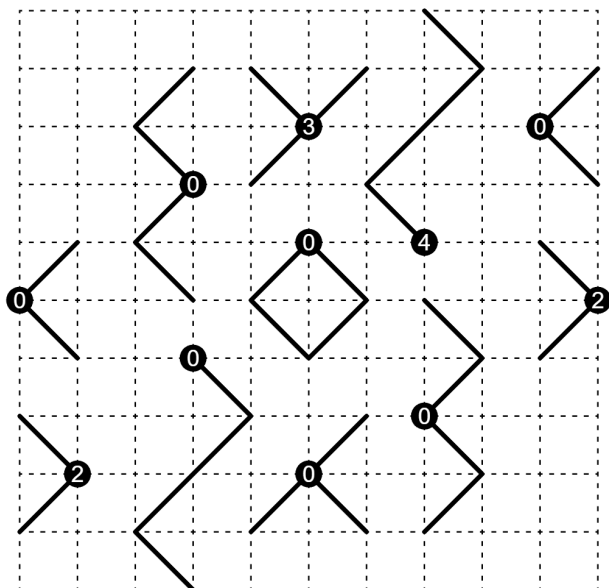
Bonus 1: Barns (Hexagonal) | jovi_al



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

Bonus (Penpa+): <https://tinyurl.com/2bxc5gxn>

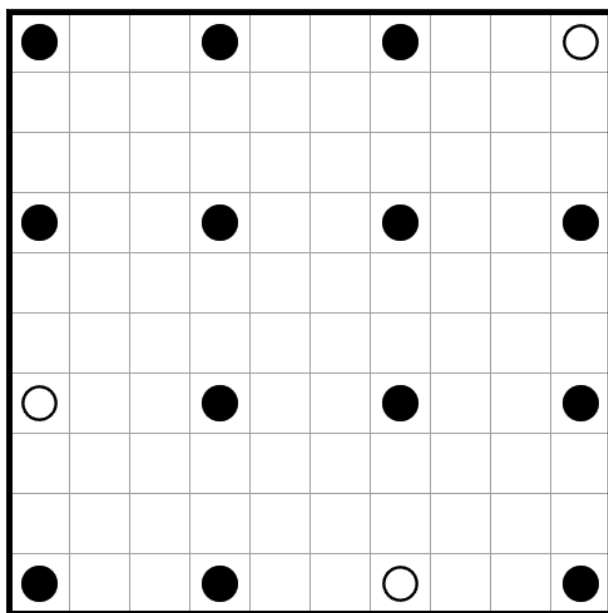
Bonus 2: Crossroads | Rook



Example (Penpa+): <https://tinyurl.com/2xj4llym>

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

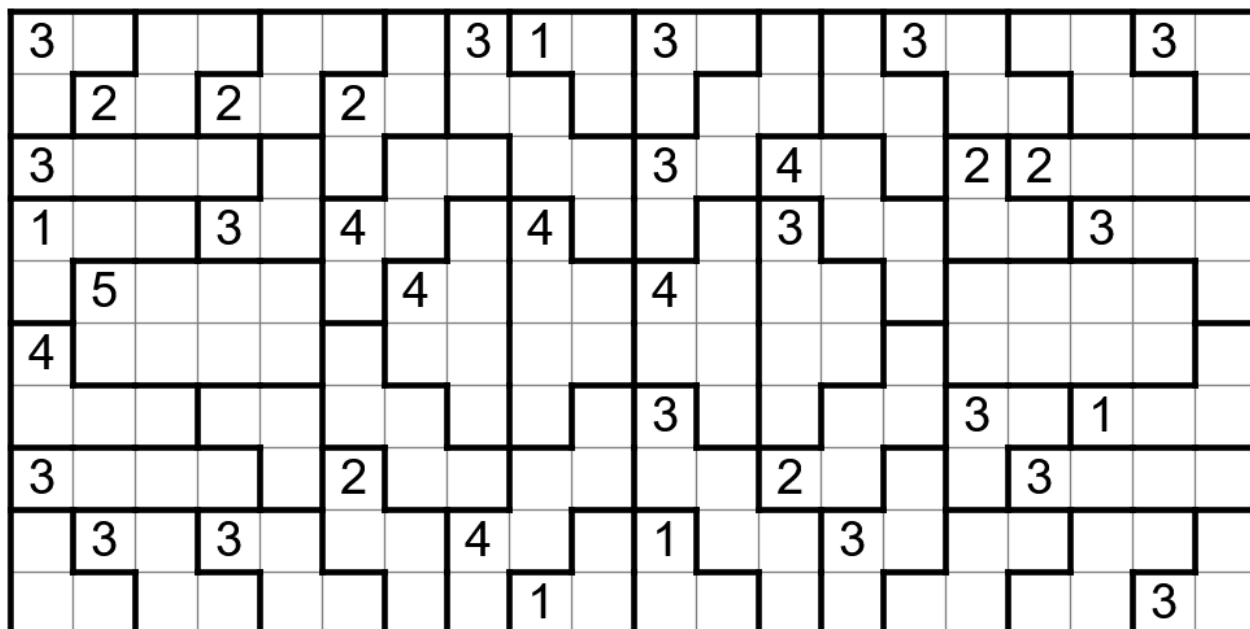
Bonus 3: Isowatari | Rook



Example (pzprxs): <https://tinyurl.com/mvrk3h89>

Bonus (pzprxs): <https://tinyurl.com/4a8b9k79>

Bonus 4: Chocona | Lavaloid



Example (puzz.link) by Shye: <https://tinyurl.com/2p9ydaxk>

Bonus (pzprxs, landscape): <https://tinyurl.com/25kwjssh>

Bonus (pzprxs, portrait): <https://tinyurl.com/bde5rts2>

Date	Sloth Time	Crab Time	
01 Jan 2026	0:03:30	0:07:00	New Year's Emu
02 Jan 2026	0:04:00	0:08:00	Snowy Owl
03 Jan 2026	0:05:00	0:11:15	Therapeutic Thrush
04 Jan 2026	0:02:00	0:04:00	Random Rand's Warbler
05 Jan 2026	0:02:15	0:04:30	Tram-Driving Trumpeter Hornbill
06 Jan 2026	0:02:00	0:04:00	Out-of-order O'ahu 'ō'ō
07 Jan 2026	0:03:30	0:07:00	Black and White Warbler
08 Jan 2026	0:02:30	0:05:40	Painted 'I'iwi
09 Jan 2026	0:03:15	0:06:15	Neglected Nepal Cupwing
10 Jan 2026	0:08:00	0:16:00	Circus Caica Parrot
11 Jan 2026	0:05:00	0:11:15	Soapy Snipe
12 Jan 2026	0:02:30	0:05:00	Desperate Depleted Dunlin
13 Jan 2026	0:02:00	0:04:30	Eepy Emu
14 Jan 2026	0:05:00	0:09:00	Undecided Uluguru Bushshrike
15 Jan 2026	0:02:30	0:05:00	Extra Extra Exclamatory Paradise Whydah
16 Jan 2026	0:01:30	0:03:00	Ramayan Rain Quail
17 Jan 2026	0:03:00	0:06:00	Resourceful Redthroat
18 Jan 2026	0:06:00	0:13:30	Soapy Spine (but Slipperier)
19 Jan 2026	0:03:00	0:06:00	Arthropod Arfak Astrapia
20 Jan 2026	0:04:00	0:08:00	Zealous Zapdos
21 Jan 2026	0:03:00	0:06:00	Millerbird of Silly Walks
22 Jan 2026	0:03:00	0:06:00	Perambulating Parakeet
23 Jan 2026	0:04:00	0:09:00	Walker Already Took Zapdos So I Guess I'll Go With Kilowattrel
24 Jan 2026	0:05:30	0:10:00	Dawn Daurian Jackdaw
25 Jan 2026	0:20:00	0:40:00	Step-by-Step South Polar Skua
26 Jan 2026	0:02:10	0:04:20	Tapa Tapajos Antpitta
27 Jan 2026	0:02:15	0:04:30	Clueless Caracara
28 Jan 2026	0:04:44	0:10:30	Frightened Light-crowned Spinetail
29 Jan 2026	0:03:15	0:06:00	Neglected Neergaard's Sunbird
30 Jan 2026	0:02:30	0:05:00	Cryptic Forest Falcon
31 Jan 2026	0:03:33	0:07:00	Chocolate-Covered Chicken