Mind The GAPP Vol. 53

Genuinely Approachable Pencil Puzzles from the CtC Discord

March 1, 2026 - March 31, 2026

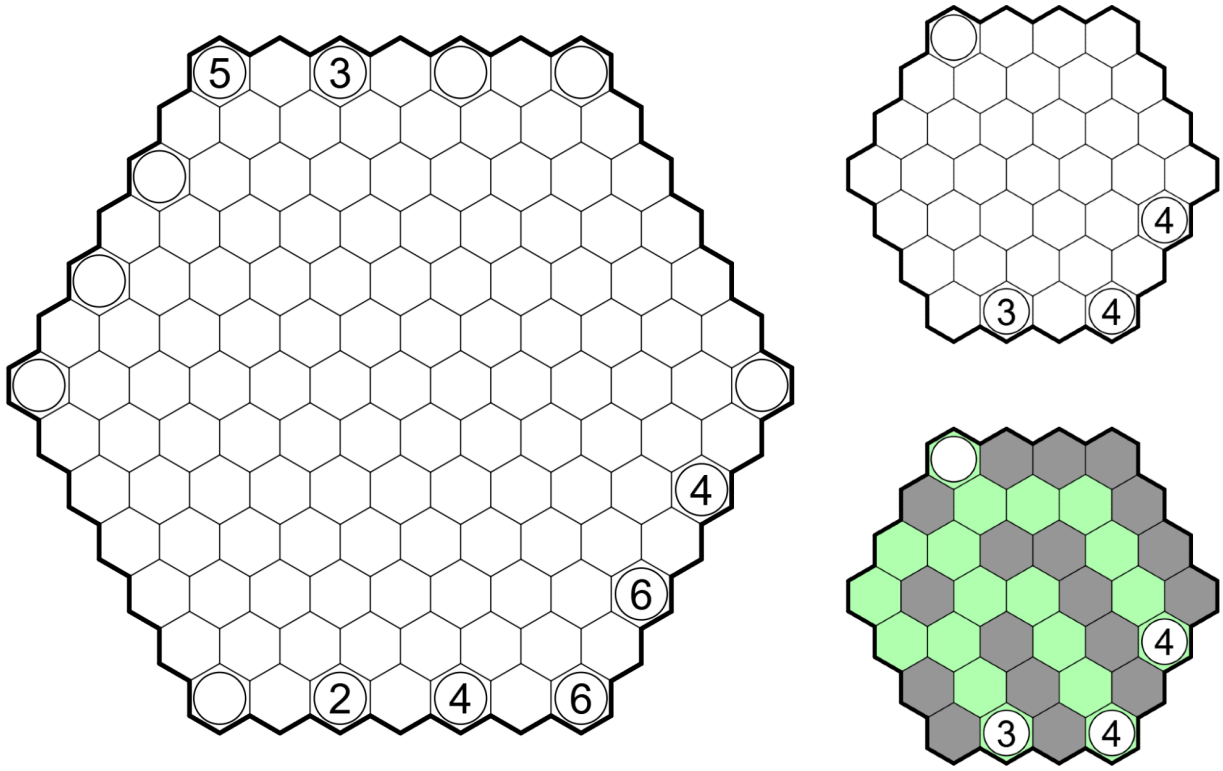
Nothing special this month, but in the last volume I (Lavaloid) accidentally left the years in the document as 2025 instead of 2026 in every date except for one. The template has been updated to replace all instances of 2025 to 2026, so this shouldn't happen again (until next year, at least).

We have 5 bonus puzzles this time. Enjoy!

March 1, 2026: Hexagonal Nurimisaki | Rook

My contribution to Strange-Shaped Sunday is a totally normal and serious **Hexagonal Nurimisaki**!

Rules: Shade some cells so that the remaining unshaded cells form one contiguous area. No internal vertex may be entirely surrounded by shaded or unshaded cells. Circles mark every instance of a cell which is unshaded and edge-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.



Example (Penpa+): https://tinyurl.com/279bd55h
Main (Penpa+): https://tinyurl.com/43sz96r6

March 2, 2026: Inturnal | Lavaloid

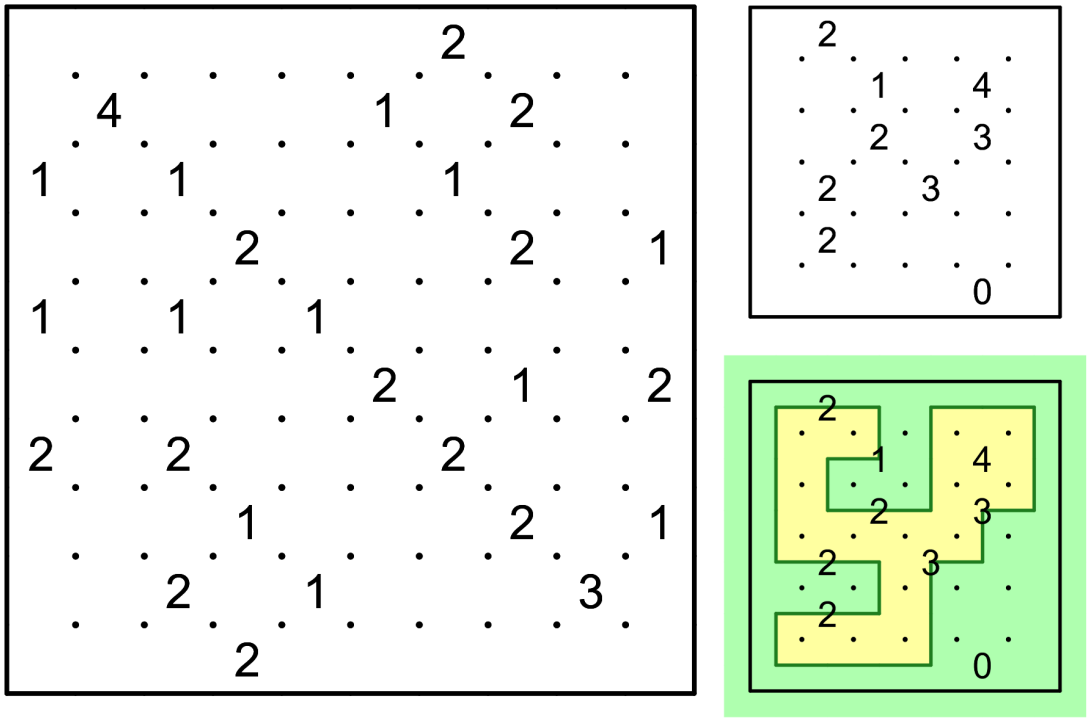
Today's GAPP is **Inturnal**, which is basically Cave (creek) but a loop.

Rules: Draw a non-branching, non-intersecting loop through the centers of some cells. A number in a cell indicates how many of the corners of the cell are contained inside the loop.

Interface note: The grid has been offset so that shading (to mark gridpoints as inside/outside the loop) will work on gridpoints instead of cells. To satisfy the answer check, you can do one of these:

- Draw the loop
- Shade all gridpoints according to whether they're inside/outside the loop, including the grid borders.

GAPP 101: (ROT13) Lbh pnaabg unir n purpxreobneq bs vafvqr/bhgfvqr cbvagf, bgurejvfr gur ybbc jbhyq vagrefrpg vgfrys.

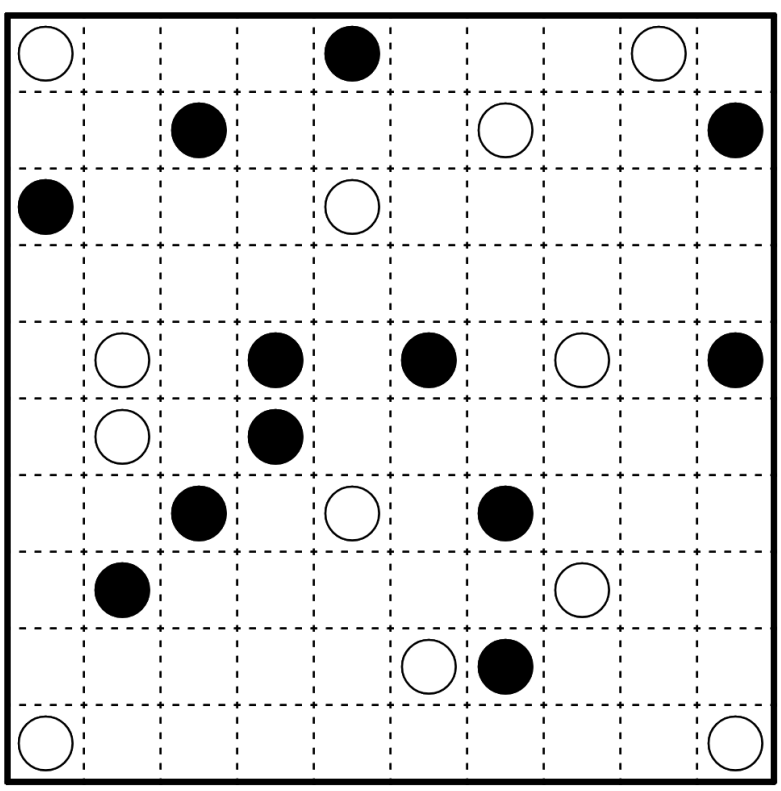


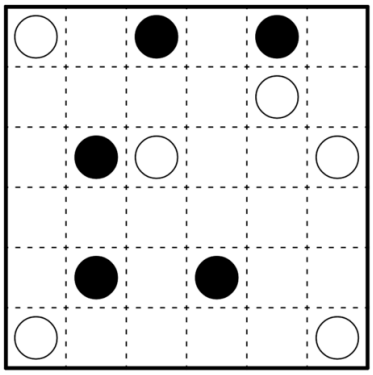
Example (Penpa+): https://tinyurl.com/4swchxnb
Puzzle (Penpa+): https://tinyurl.com/mujnwz4w

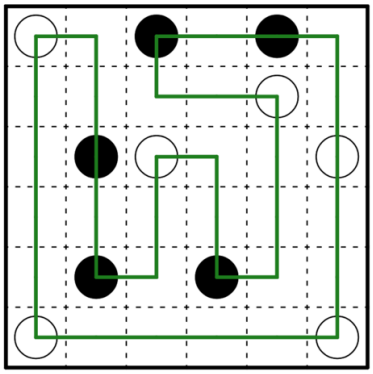
March 3, 2026: Kuroshiro Loop | bakpao

Today's GAPP is a **Kuroshiro Loop**! This genre tends to pop up both as a partial and a full loop genre - I must admit I have no idea which is 'correct' but I prefer solving it as a full loop so that's what I went with for today's puzzle!

Rules: Draw a non-intersecting loop through the centers of all cells. Between two successively passed circles of the same color, the loop must not turn. Between two successively passed circles of different colors, the loop must turn exactly once.







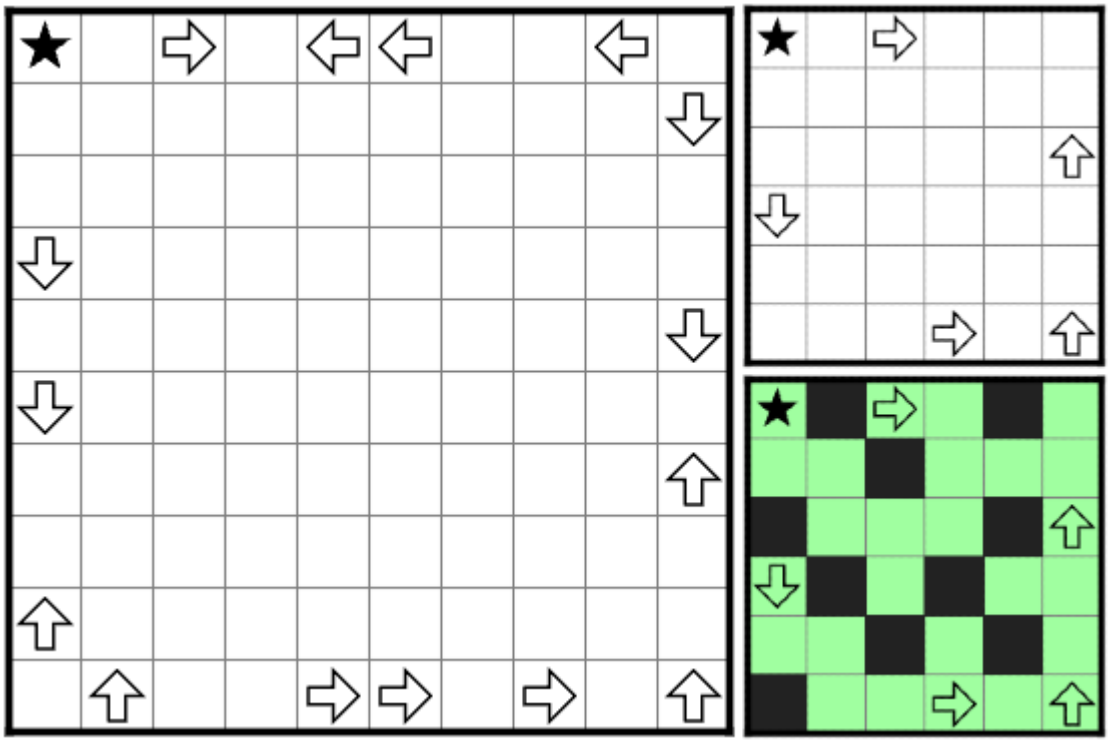
Example (Penpa+): https://tinyurl.com/3ekrj9bd
Puzzle (Penpa+): https://tinyurl.com/2fr2486f

March 4, 2026: Guide Arrow | jovi_al

I once climbed a mountain alongside a great and wise shaman. After much climbing, a thick fog settled across us. We continued climbing, then suddenly stopped. "Where are we?" I asked, frightened. "**Guide Arrow**," she whispered. And that's how I knew we were at the peak.

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected network containing no fully unshaded loops (including 2x2s). Arrow clues and the star clue must be unshaded. Arrows indicate the direction the shortest path of only unshaded cells from the arrow to the star travels from that cell.

Tip (not quite GAPP 101 level, but hopefully helpful): (ROT13) Gjb neebjf pnaabg or pbaarpgrq nybat gur hafunqrq pryy argjbex vs arvgure vf cbvagvat gbjneqf gur bgure.



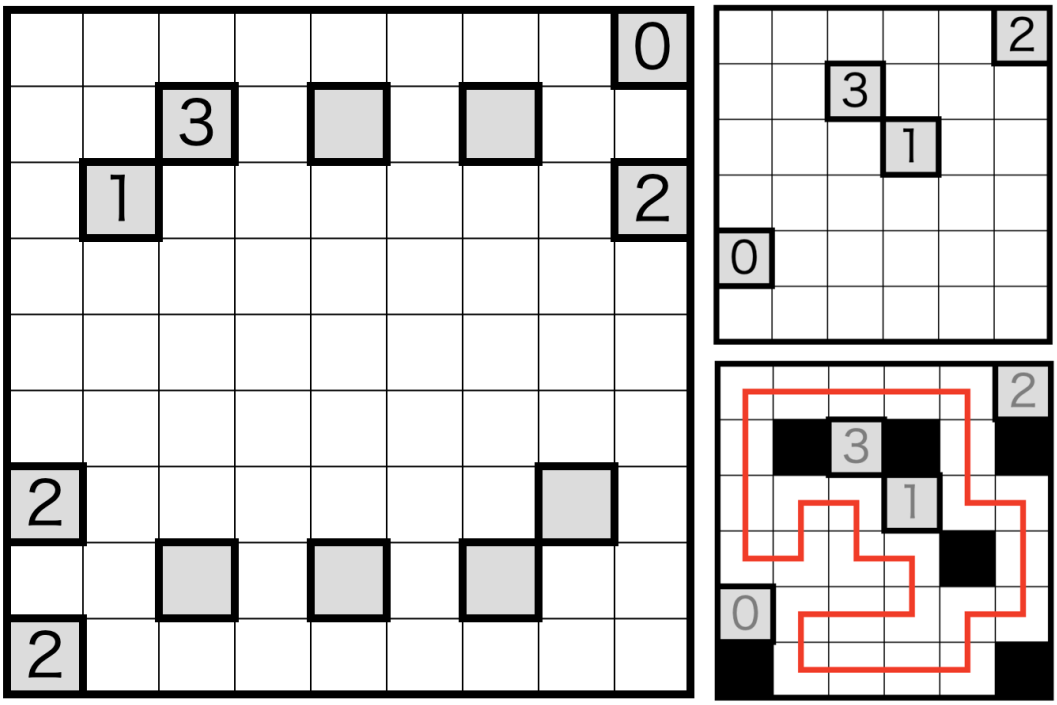
Example (pzprxs): https://tinyurl.com/22j92ppy
Puzzle (pzprxs): https://tinyurl.com/ynu9dxzb

March 5, 2026: Retsurin | Freddie Hand

Hello! Here is a **Retsurin**. I'm a bit surprised that someone hasn't made one for GAPP already. Another one ticked off the bucket list...

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues cannot be shaded. If a clue has a number, it indicates either the number of shaded cells in the same row as the clue, or the number of shaded cells in the same column as the clue, 🚨 **but it cannot indicate both** 🚨 .

In other words, if a clue has the number N, it cannot be the case that the row has N shaded cells and the column also has N shaded cells.



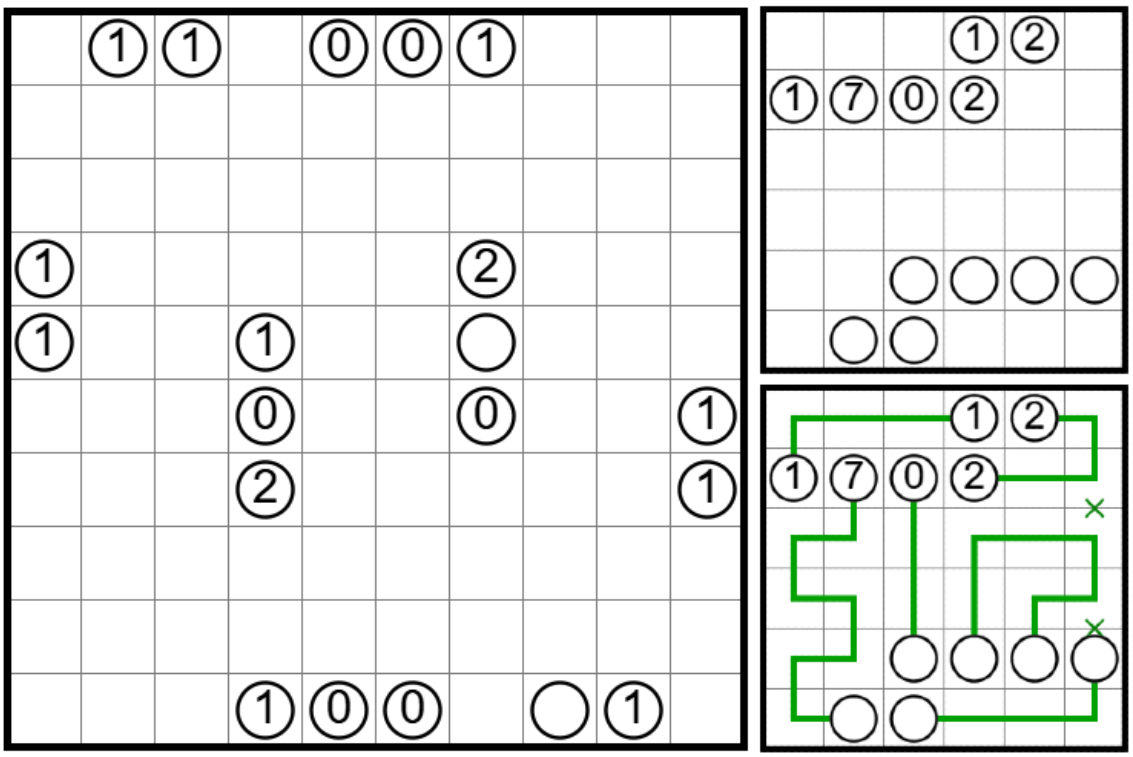
Example (pzprxs): https://tinyurl.com/y4v8pzjk
Puzzle (pzprxs): https://tinyurl.com/35mt78pz

March 6, 2026: Mintonette | Rook

I looked at my Fitbit this morning and discovered that it now tells me how many 90 degree turns I've taken throughout the day (just like in **Mintonette**!) I thought it was a weird feature, but I've been wanting to get more in shape recently, so I set a definitive goal for myself: take 500 turns every day, and if I go over, some multiple of 10 would be fine.

... I really should've been more careful when I started tracking my turns. It's been a little uncomfortable sleeping sideways on my bed, but I'm sure I'll get used to it.

Rules: Draw paths through the centers of cells connecting each circle to exactly one other. Paths may not cross each other or themselves, and every cell must be used by a path. Numbers in circles represent the number of turns of the path that starts from that circle.

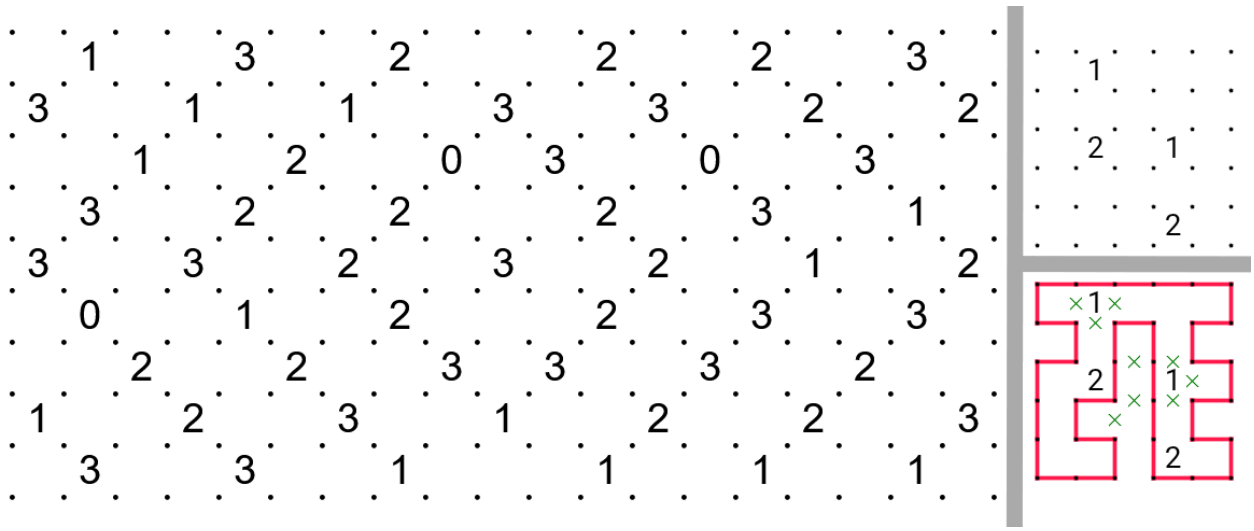


Example (pzprxs) by Walker: https://tinyurl.com/yphk4tem
Main (pzprxs): https://tinyurl.com/ywv3rbks

March 7, 2026: Slitherlink (Full) | Lavaloid

Today's ✨ *Supersized Saturday* ✨ is a **Slitherlink (Full)**, which apparently hasn't been featured as a supersized before.

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.



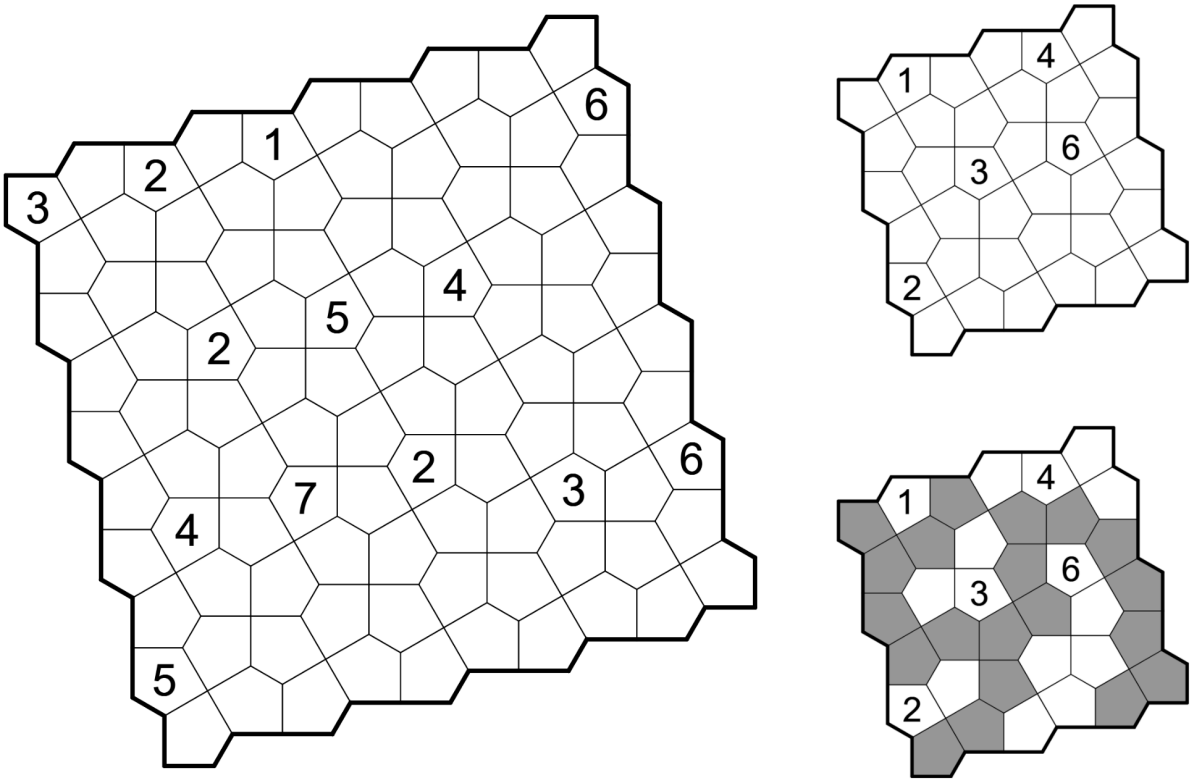
Example (pzprxs) by jovi: https://tinyurl.com/2s45pmkt
Puzzle (pzprxs, portrait): https://tinyurl.com/4aezahvx
Puzzle (pzprxs, landscape): https://tinyurl.com/mt8pahuj

March 8, 2026: Nurikabe | bakpao

The tried and tested Sunday Tetrakis grid cheat code unfortunately let me down today. Instead we're going wall shading genre on a Cairo Pentagonal grid, which works so well that it makes me wonder why we've never done this combination before.

Today's GAPP is a **Nurikabe** on a Cairo Pentagonal grid!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no internal vertex is entirely surrounded by shaded cells. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area.



Example (Penpa+): https://tinyurl.com/45rwfeza
Puzzle (Penpa+): https://tinyurl.com/3zhruhj5

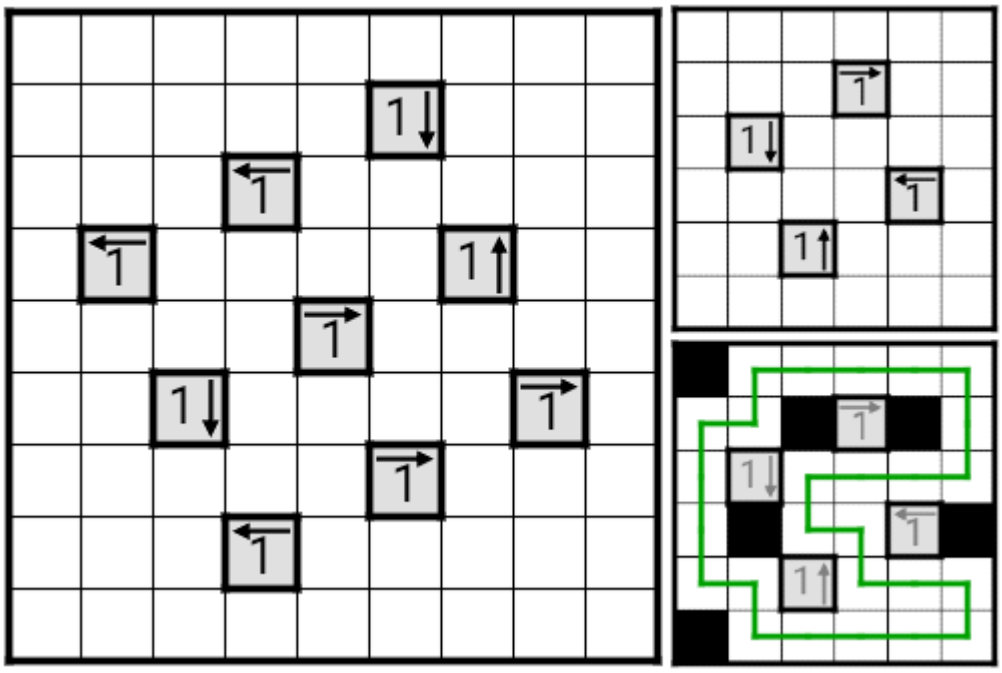
March 9, 2026: Yajilin | jovi_al

I've got a sizeable "baklog" of puzzles for you, but I'm skipping the queue with a **Yajilin** I made a few days ago. It comes with a tip that I think is a little trickier than our typical GAPP 101, so it has a **GAPP 201**! I hope this puzzle serves as a suitable introduction to an advanced technique, a la this Simple Loop by Walker and this Masyu by Lavaloid.

Rules: Shade some cells such that no clues are shaded and no two shaded cells are edge-adjacent. Draw a non-intersecting loop by connecting the centers of edge-adjacent cells such that all non-shaded and non-clue cells are visited by the loop. A clue indicates how many shaded cells are between the clue and the edge of the grid in the direction the clue's arrow points.

GAPP 201: (ROT13) Va chmmyr traerf gung qvfnyybj obgu qrnq raqf naq guerr-jnl vagrefrpgvbaf jurer bar be zber cnguf naq/be ybbcf ner qenja, bar zhfg abg yrnir na bqq ahzore bs ybbfr raqf va na nern jvgu ab zber cbgragvny rkvgf.

Why is this true?
(ROT13) Riraghnyyl, nyy bs gur ybbfr raqf zhfg pbaarpg gb rnpu bgure gb ernpu gur fbyirq fgngr, naq jura na raq pbaarpgf gb nabgure, vg erzbirf obgu vg naq gur pbaarpgrq gb raq sebz gur frg bs erznvavat raqf. Va bgure jbeqf, gur ahzore bs erznvavat raqf nyjnlf tbrf hc naq qbja va cnvef, naq vs lbh yrnir na bqq ahzore va n pybfrq bss nern, gurer jvyy riraghnyyl or n ybar raq jvgu abguvat gb pbaarpg gb! Guvf pynff bs qrqhpgvba vf trarenyyl ersreerq gb nf "ragenapr pbhagvat."



Example (pzprxs): https://tinyurl.com/y485esbe
Puzzle (pzprxs): https://tinyurl.com/tvcz27at

March 10, 2026: Pentomino Islands | Freddie Hand

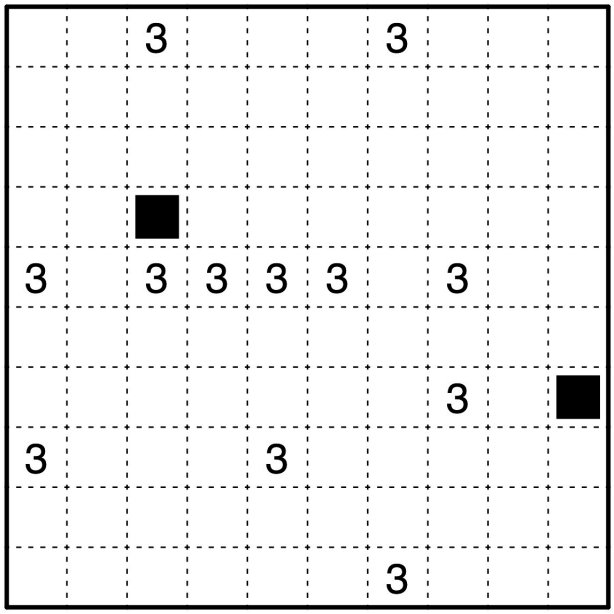
Here is a **Pentomino Islands**. This is one of the genres that appeared in round 2 of the WPF Puzzle GP, which I guess makes this puzzle a warm down. Well done to anyone who gave the round a try.

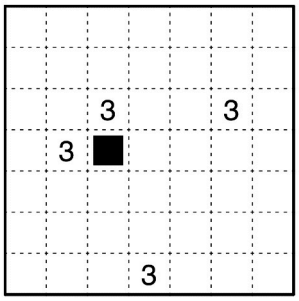
🚨 NEGATIVE CONSTRAINT ALERT 🚨

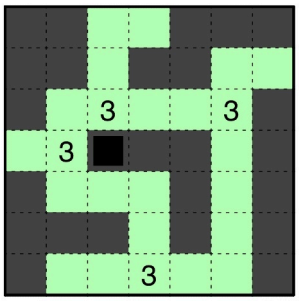
Rules: Shade some pentominoes (connected groups of 5 shaded cells) such that no two pentominoes touch one another, not even diagonally. No two pentominoes may be the same shape, counting rotations and reflections as the same. Number clues cannot be shaded, and cells contain black squares must be shaded.

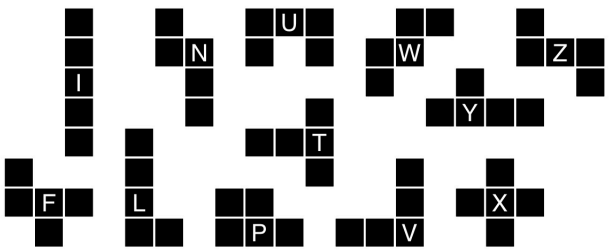
All unshaded cells must form one edge-connected area, and no 2x2 region may be entirely unshaded. Cells labeled ‘3’ must touch 3 unshaded cells along an edge; cells labeled ‘4’ must touch 4 unshaded cells along an edge. 🚨 **All other unshaded cells must touch 2 or less unshaded cells along an edge** 🚨. In other words, "all possible 3's and 4's are given".

Note: The set of pentominoes is given outside the grid for your convenience. If you use shading to mark them as used, remember to remove your shading at the end!









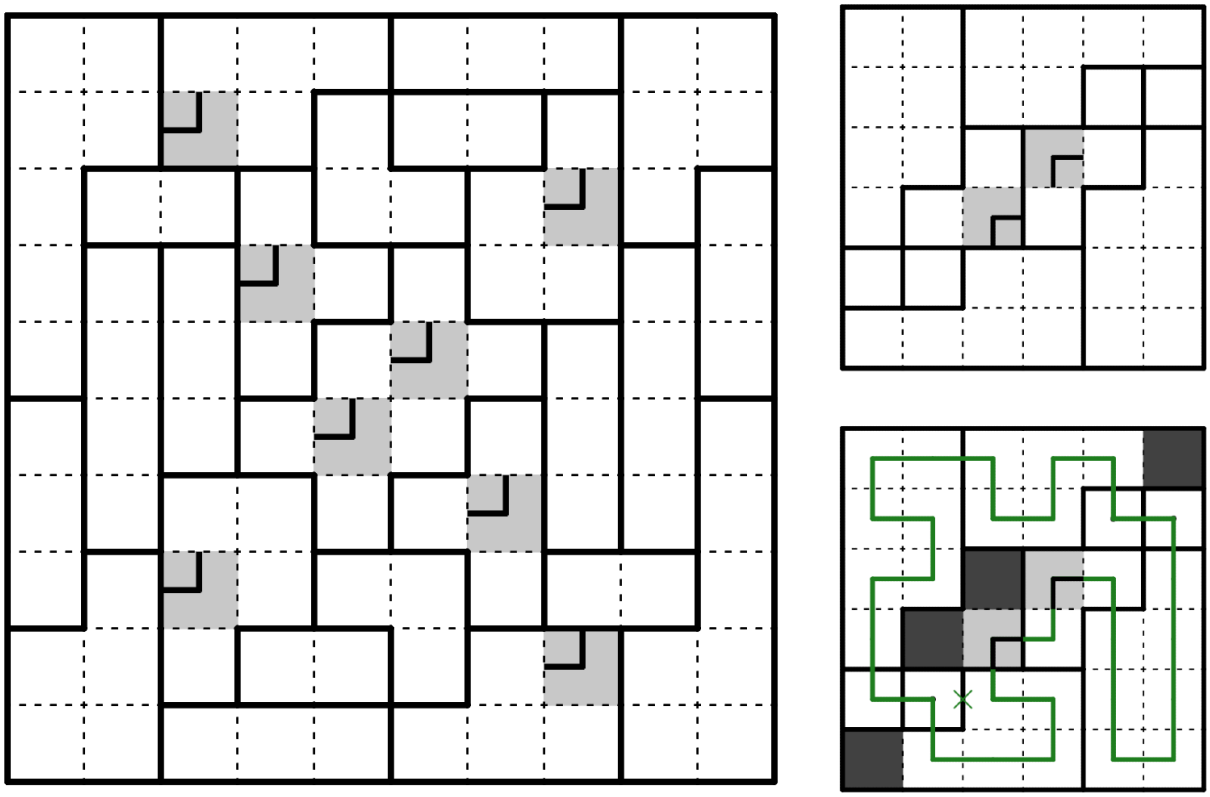
Example (Penpa+):
https://tinyurl.com/3d76jftm

Puzzle (Penpa+):
https://tinyurl.com/bdhu794w

March 11, 2026: A Clean Sweep | Rook

I found this cute genre called **A Clean Sweep** in a bonus section of a Professor Layton game! It's definitely my favorite out of the other genres shown. I remember there was Hashi, Shikaku, and Shakashaka... but for some reason the Shakashaka just gave you all the triangles, and you just had to rotate them to arrive at the solution

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent, and draw a non-intersecting, orthogonal loop through the remaining non-shaded cells. Some cells have given loop segments, that show how the loop must travel through that cell. The loop must pass through each region exactly once.

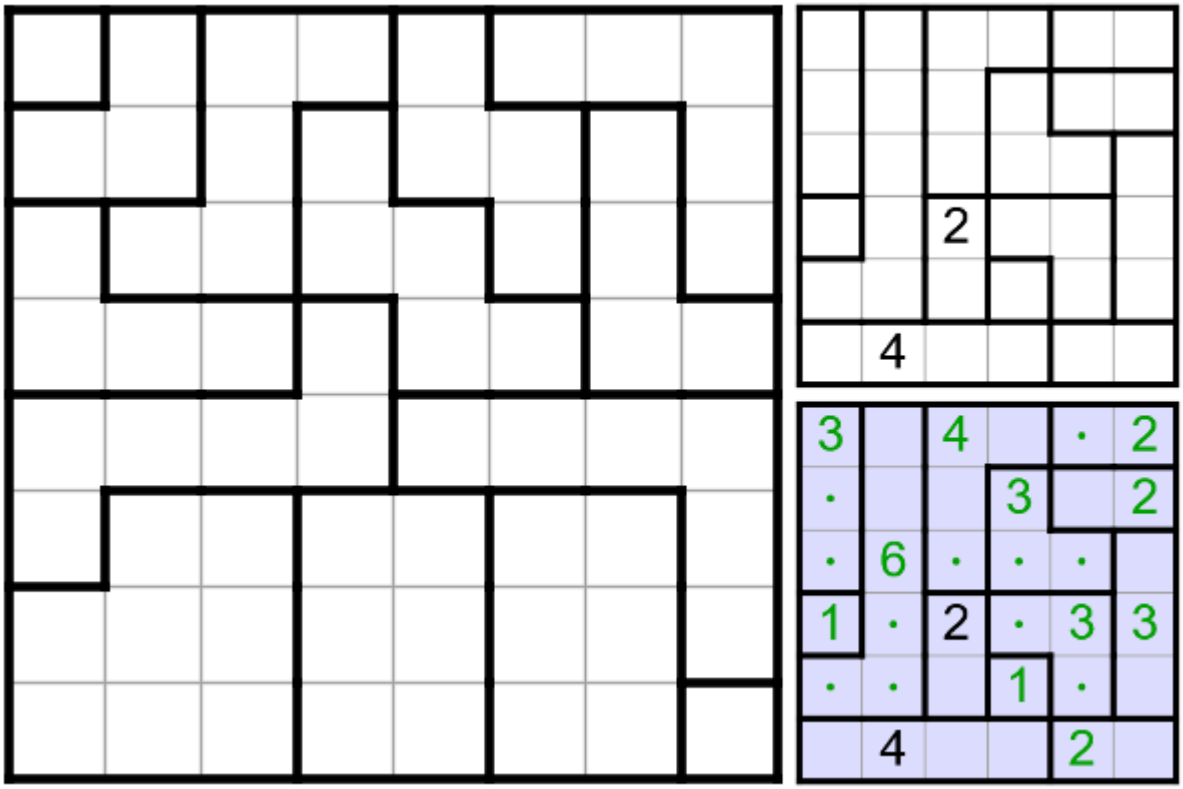


Example (Penpa+): https://tinyurl.com/zs9f8uzw
Rook (Penpa+): https://tinyurl.com/57z7pv5d

March 12, 2026: Hanare-gumi | Lavaloid

Here's another puzz.link genre which hasn't been featured yet: **Hanare-gumi**!

Rules: Place one number in a cell of each region on the board. The number in the region should be equal to the size of the region. If two numbers share a row or column, and have no other numbers between them, they must be separated by N empty cells, where N is equal to the difference between the two numbers.



Example (pzprxs) by うまや天国: https://tinyurl.com/25xkpw3x
Puzzle (pzprxs, portrait): https://tinyurl.com/4juztr9t

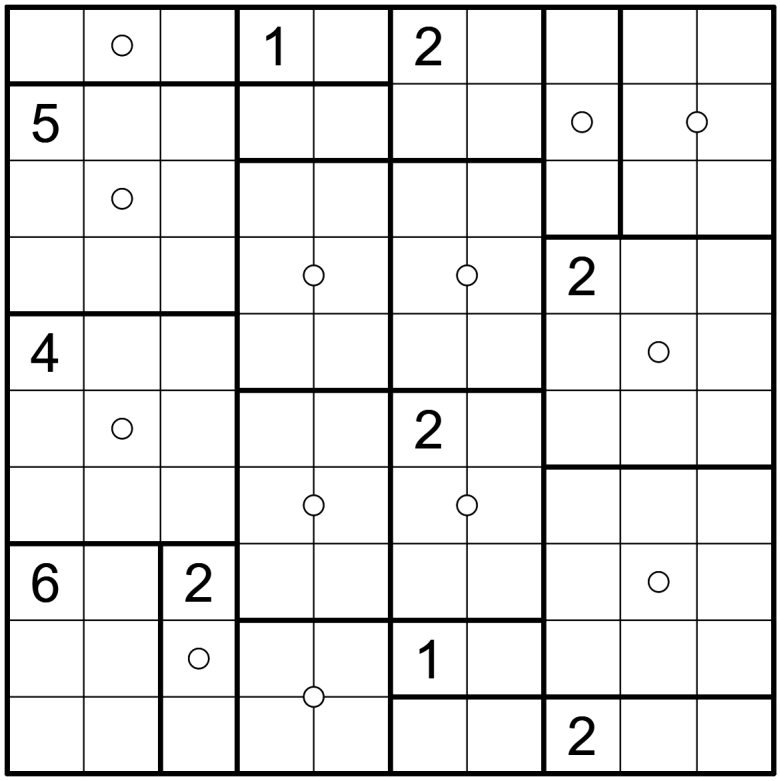
March 13, 2026: Aqre (Symmetry) | bakpao

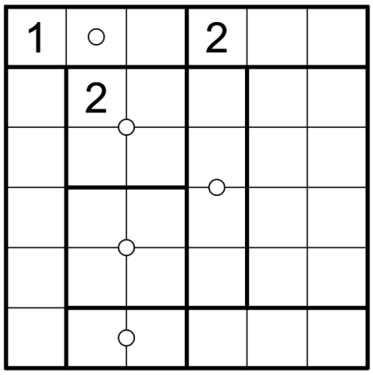
The third round of LMI's Puzzle Ramayan has started! This installment, featuring Object Placement and Region Division puzzles, is written by... me . It's a great honour getting to write a round for PR, and I'd love to see all of you give the puzzles a try! Be sure to also claim your **bonus otter** when you do! Find all the relevant information here. Good luck!

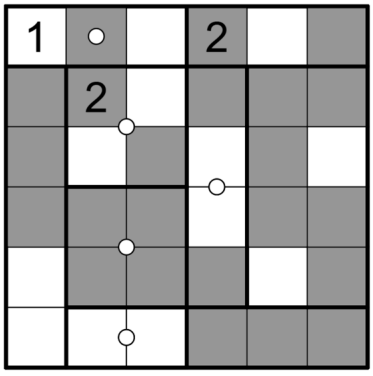
Today's GAPP is an **Aqre (Symmetry)**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Regions with numbers must contain the indicated amount of shaded cells. The shaded cells within a region marked with a dot must have 180° rotational symmetry around the region's center. There may not exist a run of more than three consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.

Note that the shaded cells in regions without a dot may still be symmetric.







Example (Penpa+): https://tinyurl.com/yr9dn3cm
Puzzle (Penpa+): https://tinyurl.com/3xxwrtzu

March 14, 2026: Pentominous | jovi_al

Some local puzzle friends of mine got together for Puzzled Pint, but I couldn't go because of work.

"Hey, how were the puzzles?" I asked.

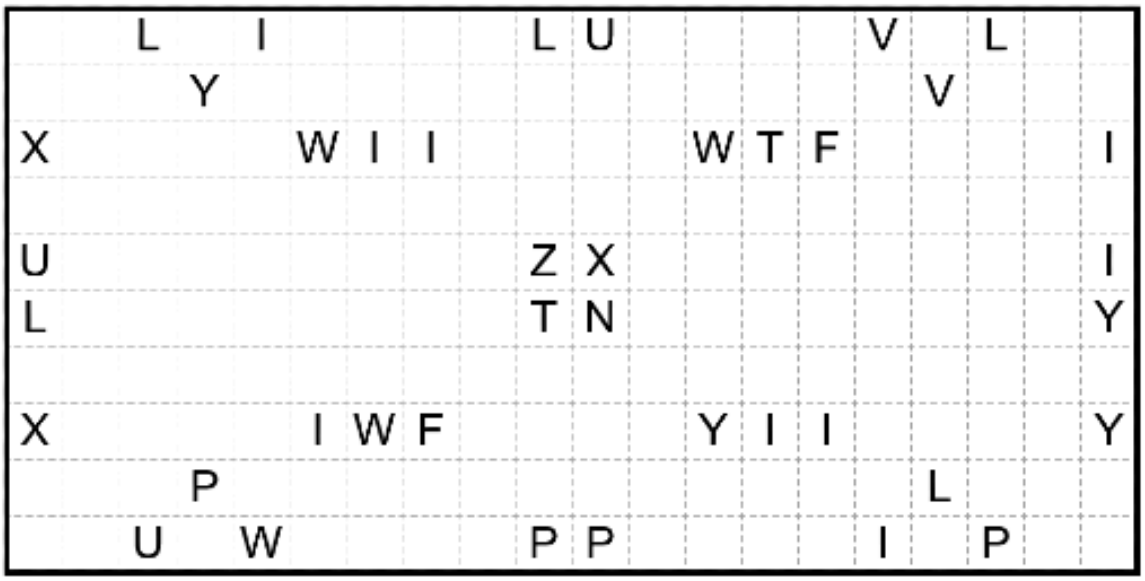
"**Pentominous**," one replied.

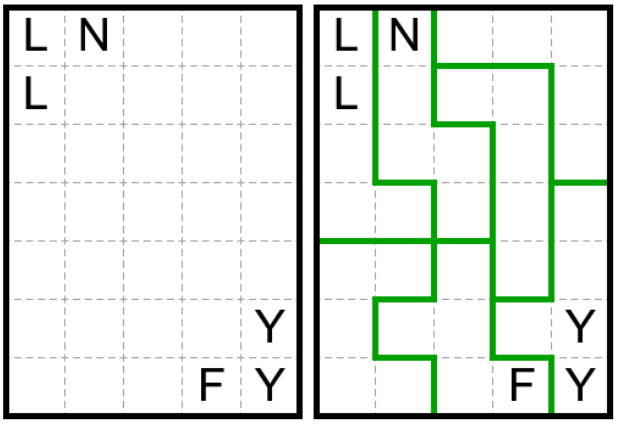
"...Puzzled Pint did a Pentominous set? That's surprising," I said.

"No, he just means that the puzzles were really good. He's started saying 'Pentominous' as a stand-in for 'awesome'."

"Oh... okay..."

Rules: Divide the grid into regions of edge-adjacent cells such that there are five cells in every region. A region containing a letter must be that shape. No two edge-adjacent regions may be the same shape, counting rotations and reflections as the same.





Example (pzprxs):
https://tinyurl.com/34nrwne2

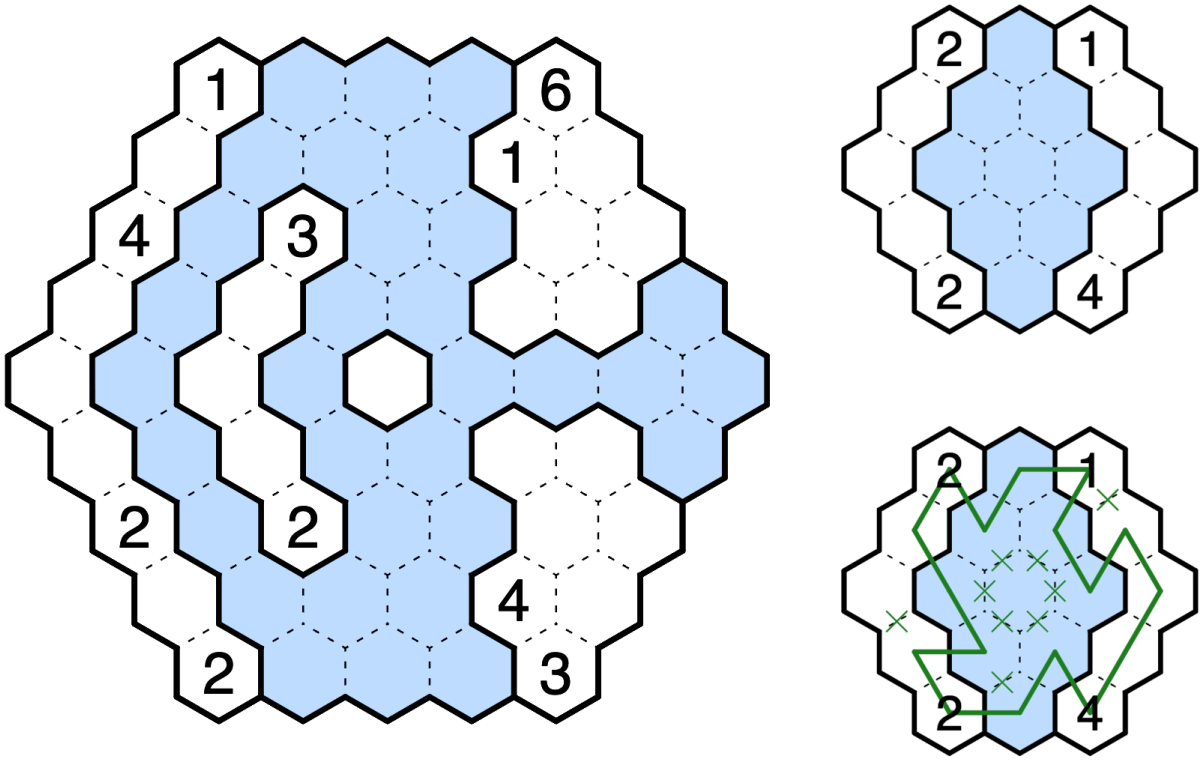
Puzzle (Landscape) (pzprxs):
https://tinyurl.com/2vtms5na
Puzzle (Portrait) (pzprxs):
https://tinyurl.com/4n284bpc

March 15, 2026: Puddle Walk (Hex) | Freddie Hand

Today we have a **Puddle Walk (Hex)**. It's a small twist on Water Walk that was born out of necessity (it turns out that water walk is quite hard to make unique on a hex grid...)

Rules: Draw a non-intersecting loop through the centres of some cells which passes through each numbered cell. The loop must pass through exactly 2 water cells in a row each time it visits water. 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.)

Here's a little **GAPP 101** that you might find helpful: (ROT13) Rirel ivfvgrq jngre pryy pbaarpgf gb rknpgyl bar jngre pryy naq bar tebhaq pryy.



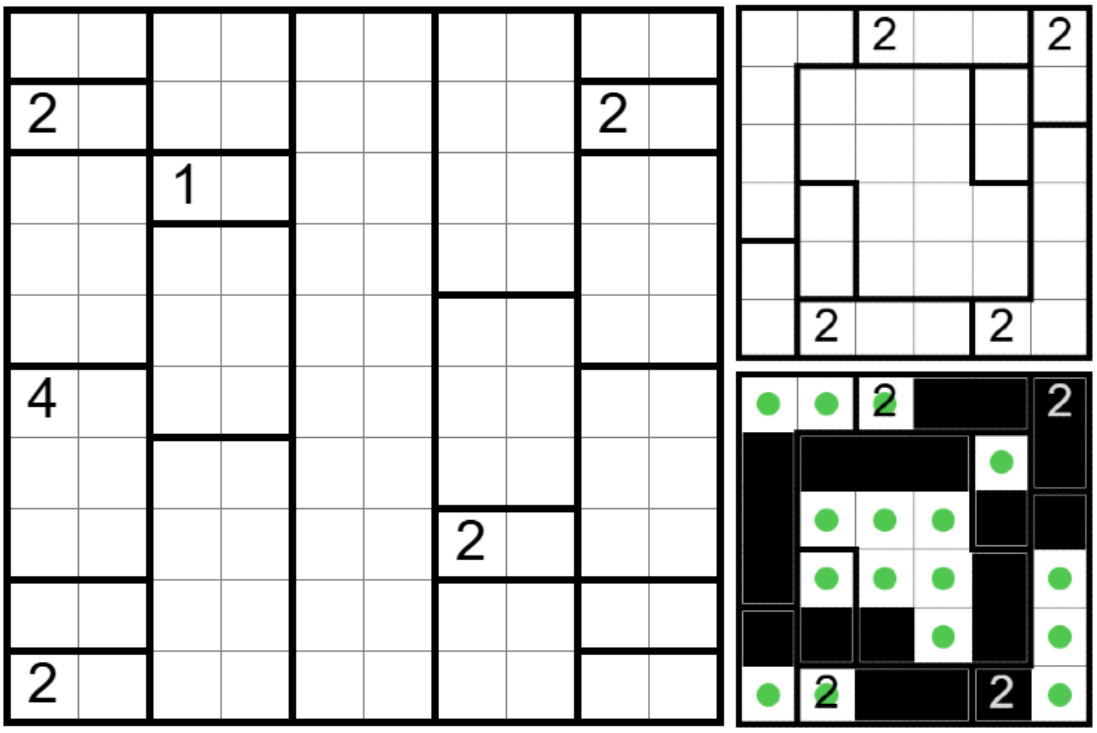
Example (Penpa+): https://tinyurl.com/59jva52p
Puzzle (Penpa+): https://tinyurl.com/t2ersbm7

March 16, 2026: Marutaring | Rook

Today's GAPP is a **Marutaring** with a brand new pzprxs implementation and a visual theme I definitely haven't done recently . . . 👓 It's not plagiarism when you steal from yourself, right? 😏 I've included a GAPP 101 if you get stuck!

Rules: Shade some cells on the board to form a loop. Every shaded cell is adjacent to exactly 2 other shaded cells. Each group of shaded cells within a region must be a rectangle or square. A region may have multiple non-adjacent groups of shaded cells. Numbered regions must contain the indicated amount of shaded cells. *Regions without numbers must contain at least one shaded cell.*

GAPP 101: (ROT13) Gur ybbc pnaabg ghea jvguva n ertvba vs obgu bs gur pryyf nqwnprag gb gur ghea ner va gur fnzr ertvba nf gur ghea, orpnhfr gung funqrq oybpx jvguva gung ertvba jbhyq or aba-erpgnathyne. Gurersber, vs lbh unir n pryy gung jbhyq sbepr n ghea vagb pryyf jvguva gur fnzr ertvba, gura gung pryy zhfg or hafunqrq.



Example (pzprxs): https://tinyurl.com/bdesmfas
Puzzle (pzprxs): https://tinyurl.com/2uy2y6cr

March 17, 2026: Ayeheyan't | Lavaloid

Oh no! I already prepared a Heyawake for today, but I tripped in a hurry and all of the numbers fell off! Good thing I remembered that every region had an asymmetrical pattern of shaded cells, which is why today's GAPP is an **Ayeheyan't**.

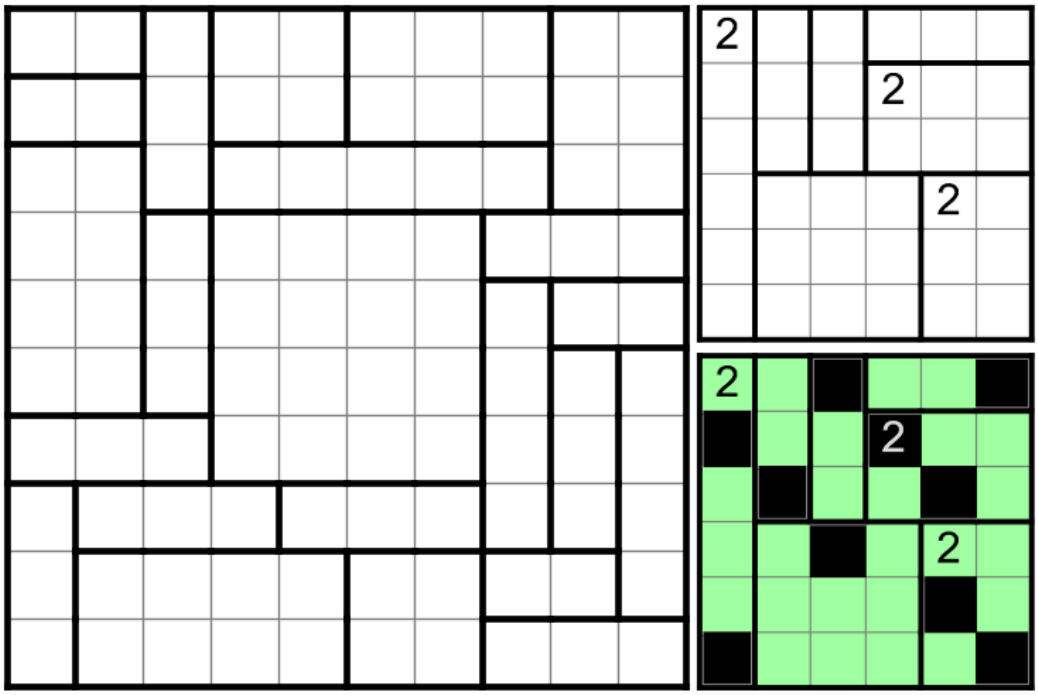
Now you might be thinking, isn't that a weirdly specific thing to remember about this puzzle? Good question, but fortunately for us, verisimilitude isn't of much concern in GAPP intros. By the way, "verisimilitude" is a cool word, isn't it? I just remembered this word existed and had the opportunity to use it in this intro. But now I've gone off topic several times, including another one in this sentence so I should probably stop before I do it ag

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. Every region must NOT have a rotationally symmetric pattern of shaded cells.

We have two **GAPP 101s**:

1. (ROT13) Nyy ertvbaf zhfg unir ng yrnfg bar funqrq pryy.
2. (ROT13) Bar ol guerr ertvbaf pnaabg unir vgf zvqqyr pryy or funqrq.

Interface note: For pzprxs, you will need to verify by yourself that each region is asymmetrical.



Example (Penpa+): https://tinyurl.com/54spfyzj Puzzle (Penpa+): https://tinyurl.com/4y52fswb
Example (pzprxs): https://tinyurl.com/33u2v6b5 Puzzle (pzprxs): https://tinyurl.com/yte8djaf

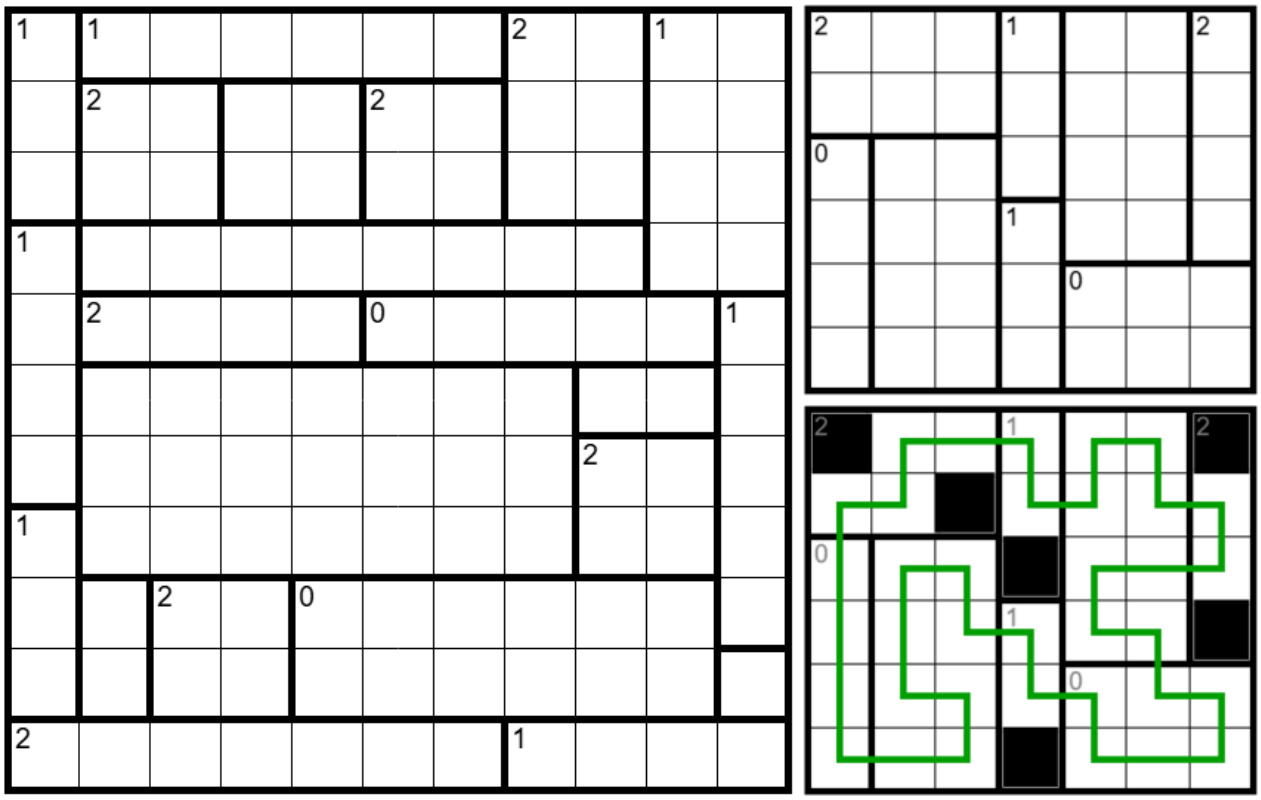
March 18, 2026: Regional Yajilin | bakpao

As mentioned in my previous post, the 3rd installment of this year's Puzzle Ramayan, authored by me, is currently happening over on LMI! You have two more days to try the contest and claim a bonus participation otter 🦦. I've been having a lot of fun following along with all your results and the feedback on the round so far has been wonderful! Be sure to give the puzzles a try if you're interested!

Today's GAPP is a **Regional Yajilin**!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all remaining cells. Numbered regions must contain the indicated amount of shaded cells (unnumbered regions can have any number, including zero).

GAPP 101 🧐 : (ROT13) Nal gjb ol guerr nern va gur tevq pna pbagnva ng zbfg gjb funqrq pryyf. Nf n pbafrdhrapr, vs n gjb ol gjb nern jvgu n gjb pyhr va vg nccrnef, abar bs gur pryyf begubtbanyyl nqwnprag gb vg pna pbagnva n funqrq pryy.

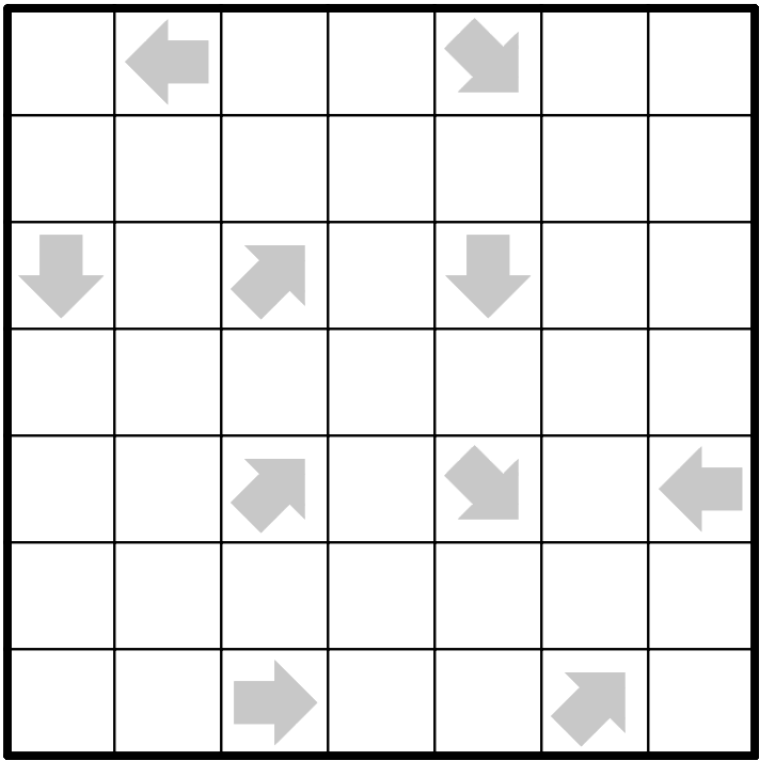


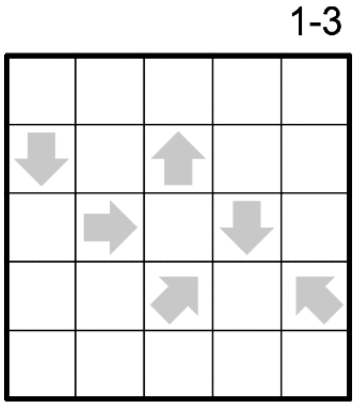
Example (pzprxs) by jovi: https://tinyurl.com/3umvctmb
Puzzle (pzprxs): https://tinyurl.com/3kzzcbt4

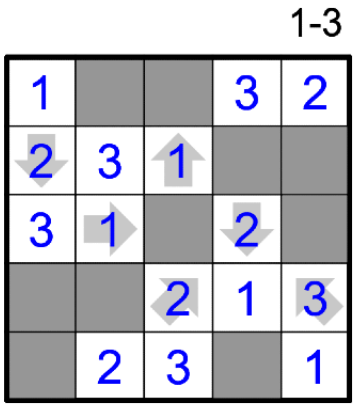
March 19, 2026: Nemo (Diagonals) | jovi_al

The last four puzzles have all come with GAPP 101s. Good news: today's puzzle is easy enough that it doesn't have one. The bad news, of course, is that it's number placement. Today's puzzle is a natural extension of a genre I quite like (natural enough that I'm not even sure it can be classified as a variant), **Nemo (Diagonals)**. The ruleset's wording doesn't even change!

Rules: Place a number from the range given outside the grid into some cells so that each row and column contains every number from that range with no repeats, and shade all of the remaining cells. Cells with arrows must contain a number that represents the distance to the first shaded cell appearing in the indicated direction.





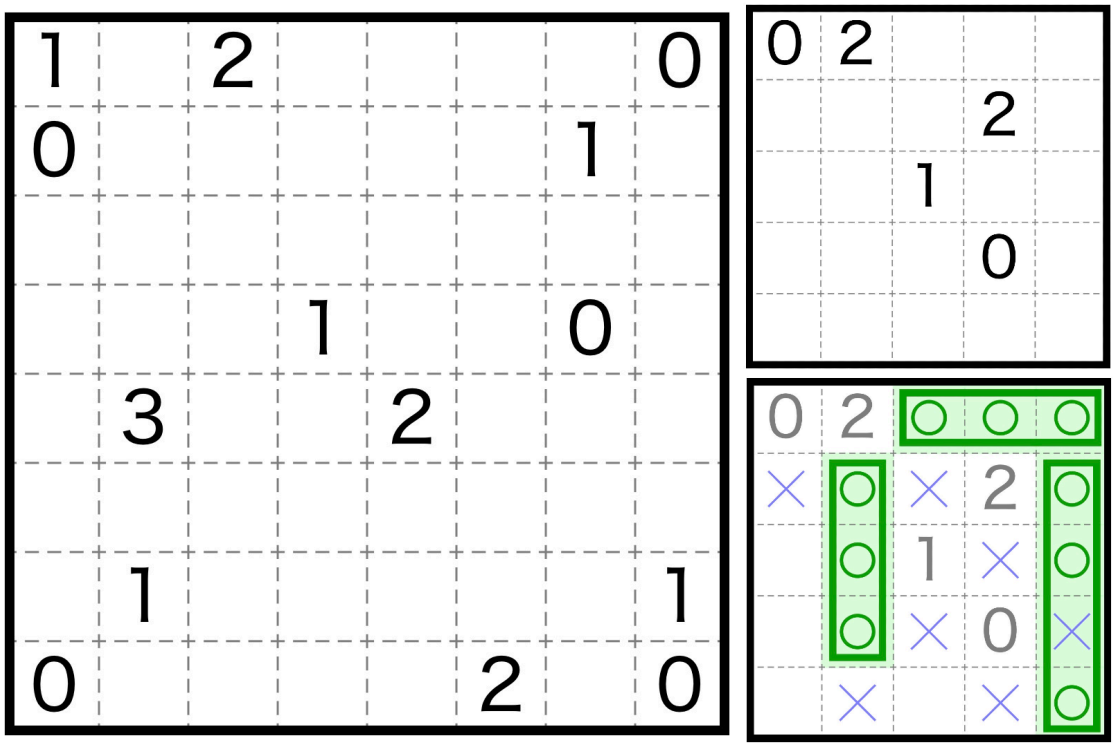


Example (Penpa+): https://tinyurl.com/2aglsjbq
Puzzle (Penpa+): https://tinyurl.com/2abqbczb

March 20, 2026: Edamame | Freddie Hand

Hello! Today's puzzle is an **Edamame**. Have fun!

Rules: Locate some 1xN blocks in the grid which may not overlap each other or the clues. Each block must be at least 3 cells long, and three circles must be placed into each one: one in the cell on each end, and another in one of the middle cells. A clue represents how many of the (up to) four surrounding cells contain circles. All cells which aren't used by blocks must form one orthogonally connected area.



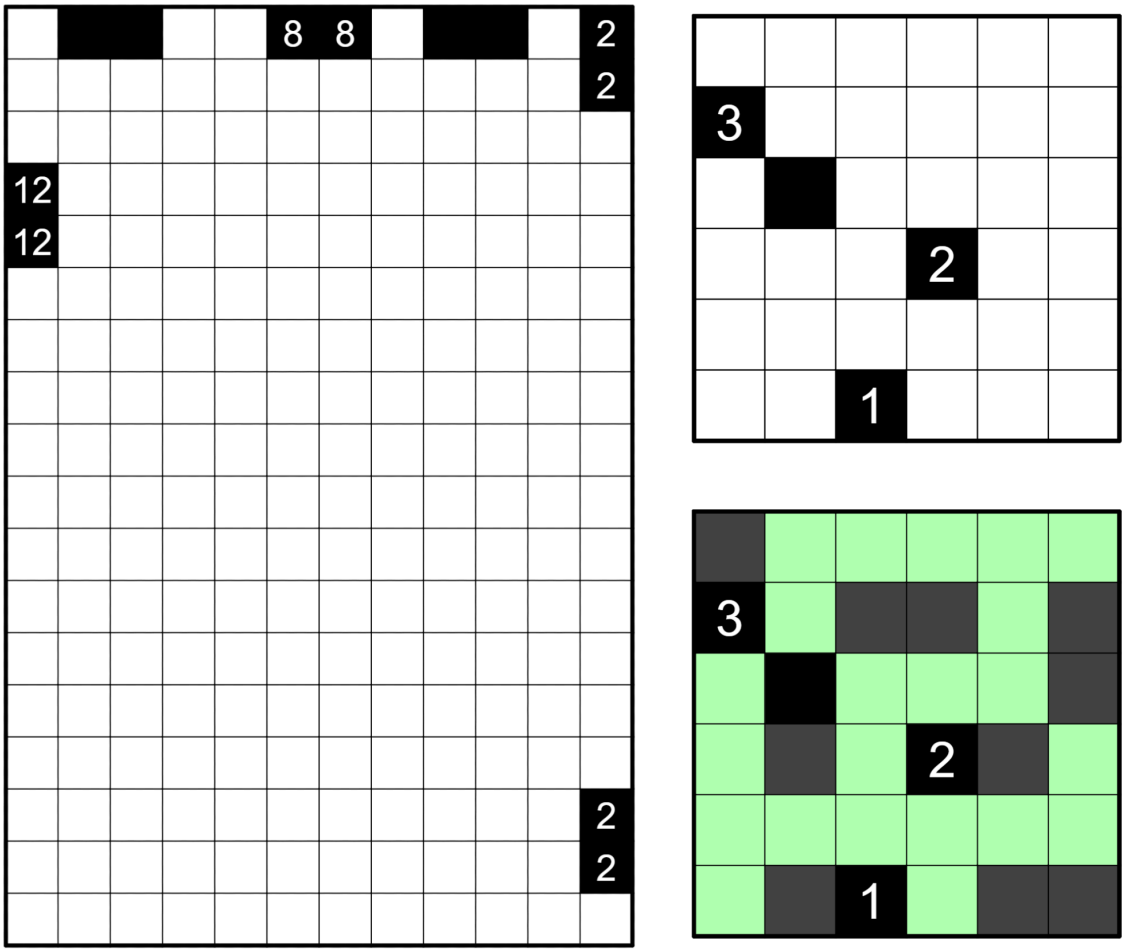
Example (pzprxs), from pzprxs rules page: https://tinyurl.com/23arju44
Puzzle (pzprxs): https://tinyurl.com/yjh4hhza

March 21, 2026: Aquapelago (Dominoes) | Rook

Today's GAPP is a Supersized **Aquapelago (Dominoes)** !

Making big puzzles can be hard. Having to clue a grid that's double the usual size can be taxing, so why not double the genre too? That'll balance things out. . .
. . .
. . . right?

Rules: Shade some dominoes of cells so that no two shaded dominoes are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Clued cells must be shaded, and indicate the number of dominoes in the diagonally connected group they belong to.

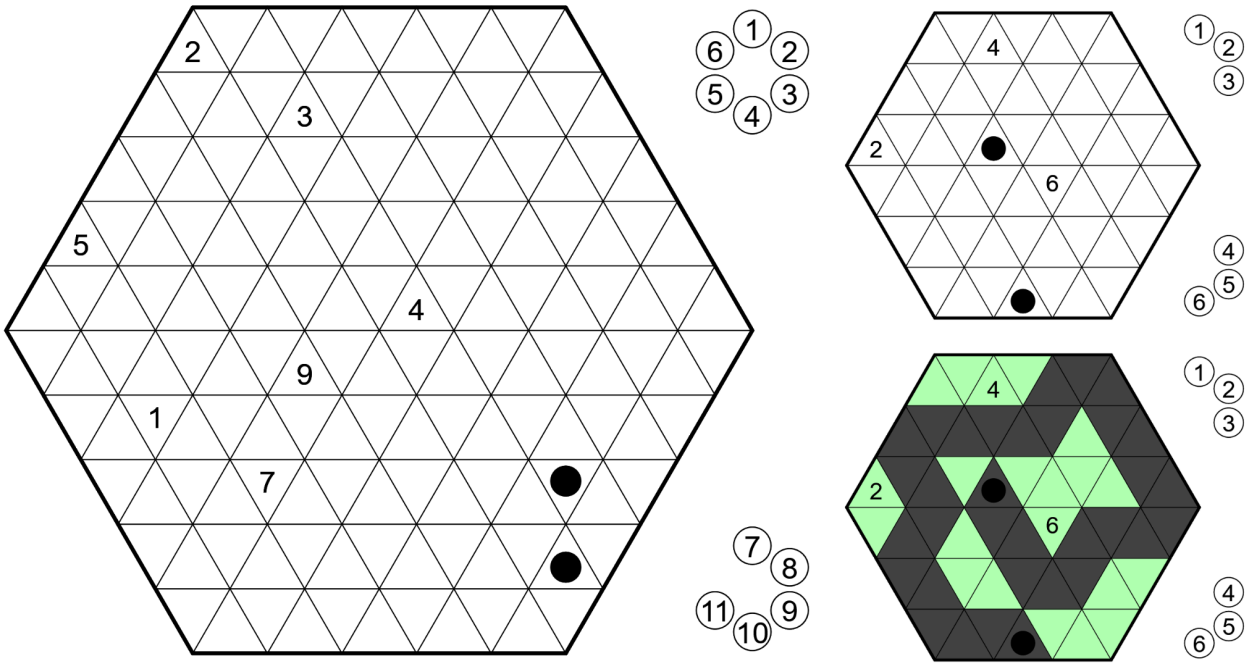


Example (Penpa+) by Menderbug: https://tinyurl.com/2afhv8e5
Puzzle (vertical) (Penpa+): https://tinyurl.com/3deus2h5
Puzzle (horizontal) (Penpa+): https://tinyurl.com/mssnvubv

March 22, 2026: Snake Egg (Triangular) | Lavaloid

Today's ✨ *Strange-Shaped Sunday* ✨ is a **Snake Egg (Triangular)**! A while ago, Menderbug did a Snake (Triangular) which was a great match, so I wanted to see if it works well with a different snake genre. In this case, the grid turned out to be very restrictive when combined with the size bank.

Rules: Shade some cells to form a non-intersecting path which does not touch itself orthogonally. Circles mark the ends of the path. Exactly one orthogonally connected area of unshaded cells must exist of each size from the range given outside the grid. Cells with numbers cannot be shaded, and represent the size of the area they're in.

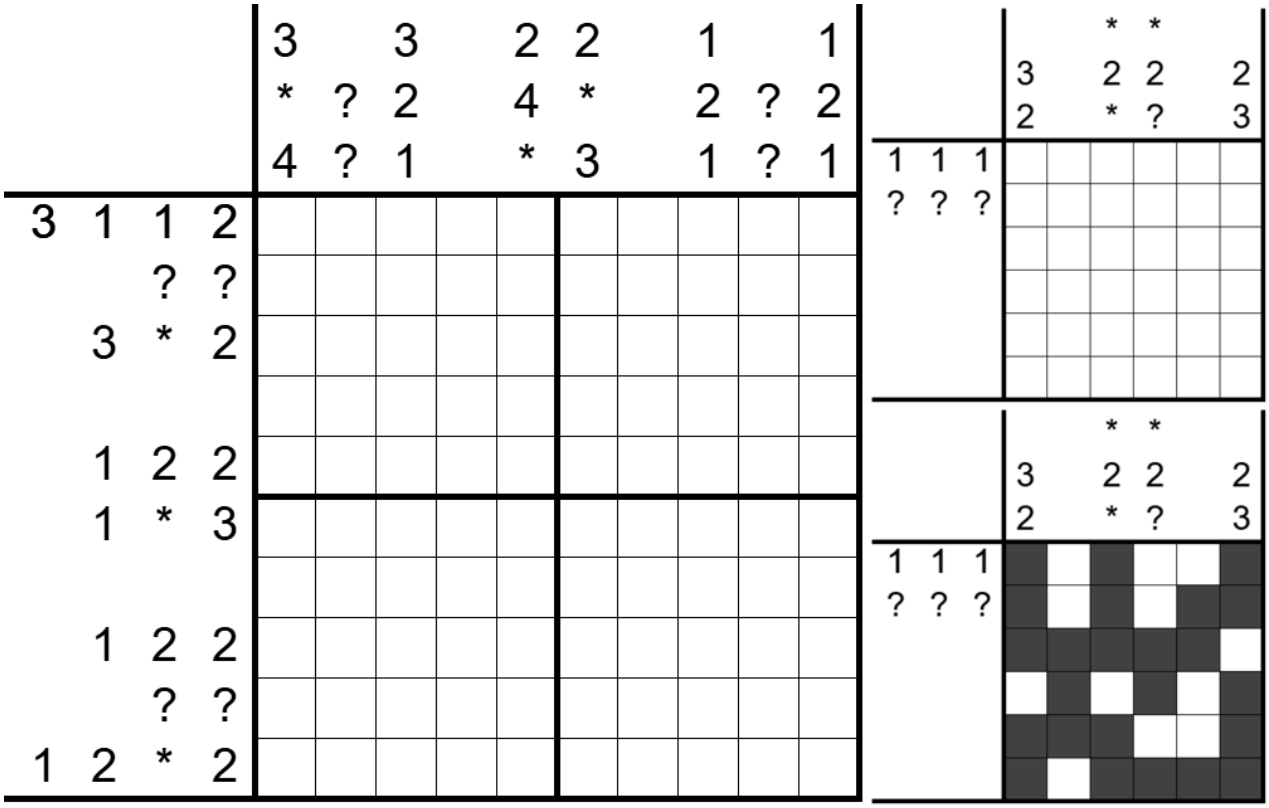


Example (Penpa+): https://tinyurl.com/ydprpuam
Puzzle (Penpa+): https://tinyurl.com/y36hhnjt

March 23, 2026: Cross the Streams | bakpao

Today's GAPP is a **Cross the Streams**!

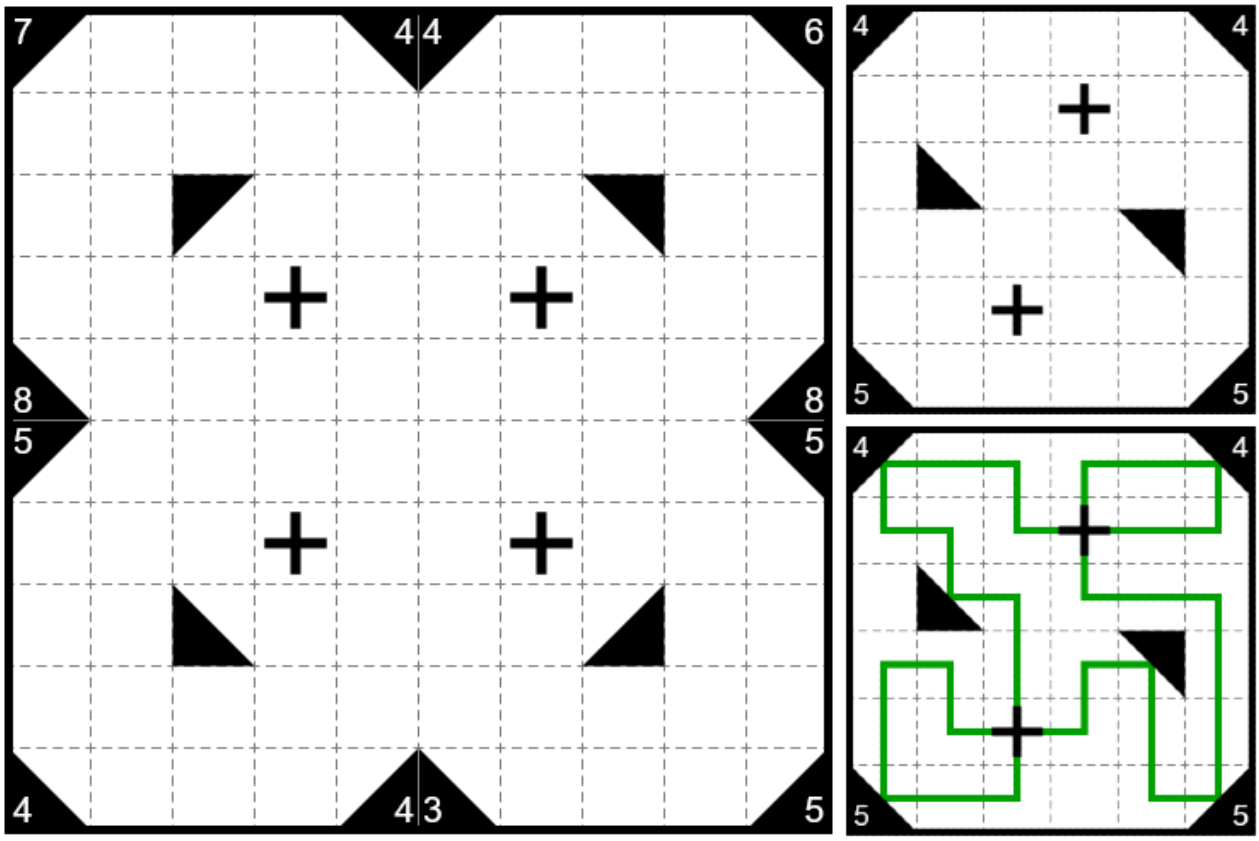
Rules: Shade some cells so that all shaded cells form one orthogonally connected area. No 2x2 region may be entirely shaded. Clues outside the grid represent the lengths of the blocks of consecutive shaded cells in the corresponding row or column, in order. A question mark represents one block of an unknown number of cells. An asterisk represents any number of blocks of shaded cells, including none at all.



Example (pzprxs) by Eric: https://tinyurl.com/c9ek5vm5
Puzzle (pzprxs): https://tinyurl.com/5x7uawrx

March 24, 2026: Reflect Link | jovi_al

Rules: Draw a loop by connecting the centers of edge-adjacent cells. The loop must intersect itself on the given four-way intersections and nowhere else. The loop must not pass through triangles, but it must visit the diagonals of all triangles. Triangles reflect the loop at right angles, and a number in a triangle indicates the number of cells that the loop segments touching that triangle travel without turning, including the cell containing the triangle.



Example (pzprxs): https://tinyurl.com/47mrj4y4
Puzzle (pzprxs): https://tinyurl.com/2pb7jerj

March 25, 2026: Yin-Yang (Windows) | Freddie Hand

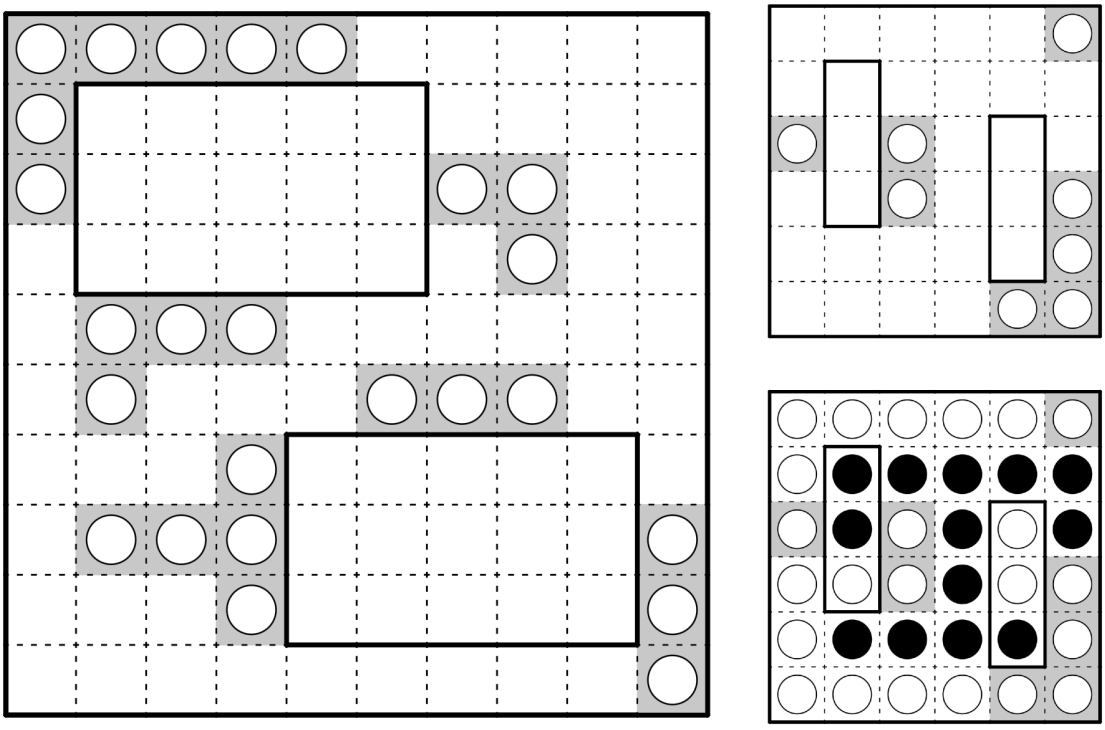
The 3rd round of the puzzle GP will be brought to you by the authors of Poland. You can find the instructions booklet here: https://gp.worldpuzzle.org/content/instruction-booklet-2. The contest starts this Friday and ends on Wednesday. I encourage everyone to give it a go! 🦫🦫

Yin-Yang (Windows) is one of the many genres that will be appearing.

Rules: Place a white circle or a black circle into every cell such that all cells with white circles form one orthogonally connected network, and all cells with black circles form one orthogonally connected network. No 2x2 of cells may contain only one circle type.

Cells in the same positions in the corresponding windows (the two rectangular regions marked in the grid) must contain circles of opposite colours.

Note: You can use shading or circles for answer check. The shading on the given circles is to distinguish given circles from circles inputted by the solver - they can otherwise be ignored.

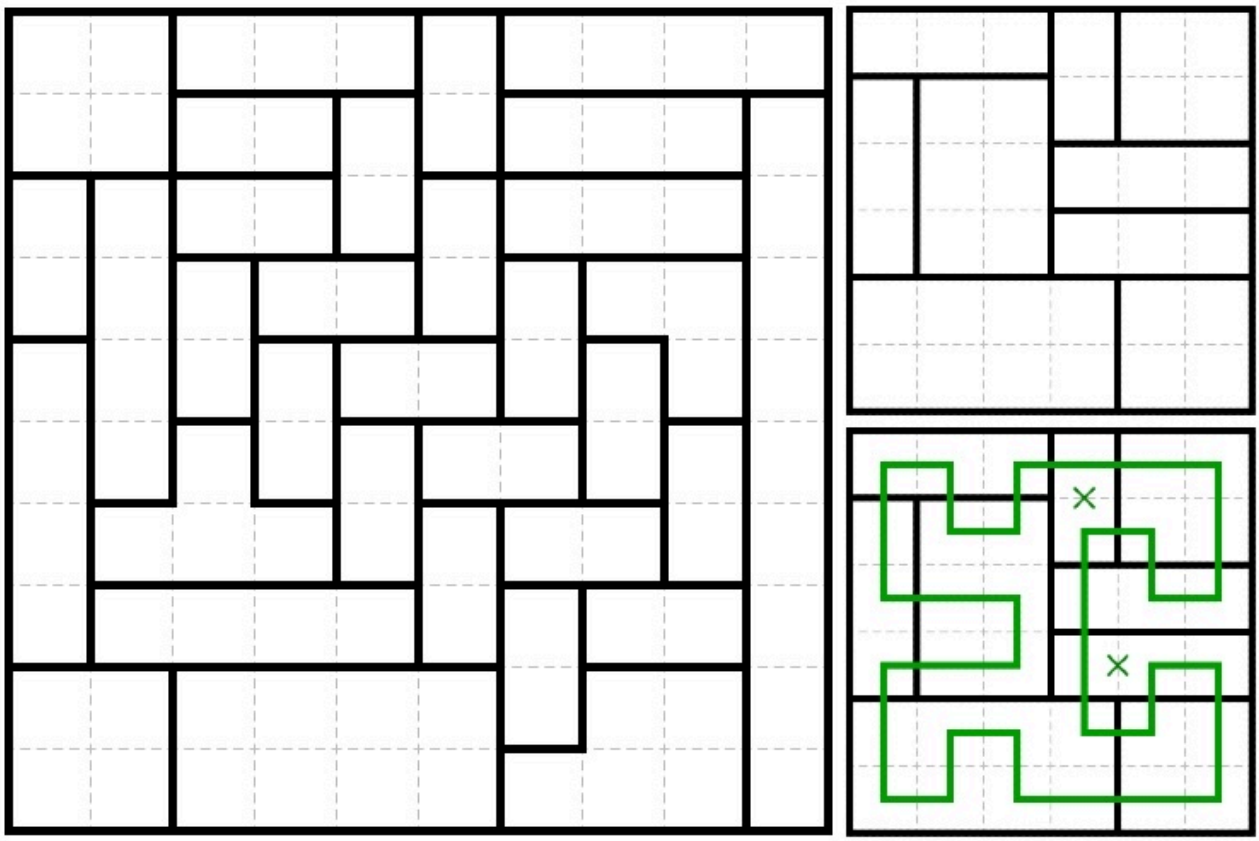


Example (Penpa+): https://tinyurl.com/5ha9zz7h
Puzzle (Penpa+): https://tinyurl.com/yc4hvucf

March 26, 2026: Double Back | Rook

Today's GAPP is a **Double Back**! Unfortunately this is my first puzzle of the genre for GAPP so I can't say "I'm doubling back to Double Back." :(
However! I can say “I'm singling back to Double Back!” 

Rules: Draw a non-intersecting, non-branching loop through the centers of all cells which passes through each region exactly twice.



Example (pzprxs) by Jovi: https://tinyurl.com/yc8mzccz
Puzzle (pzprxs): https://tinyurl.com/4y9zhtue

March 27, 2026: LITS Sorted | Lavaloid

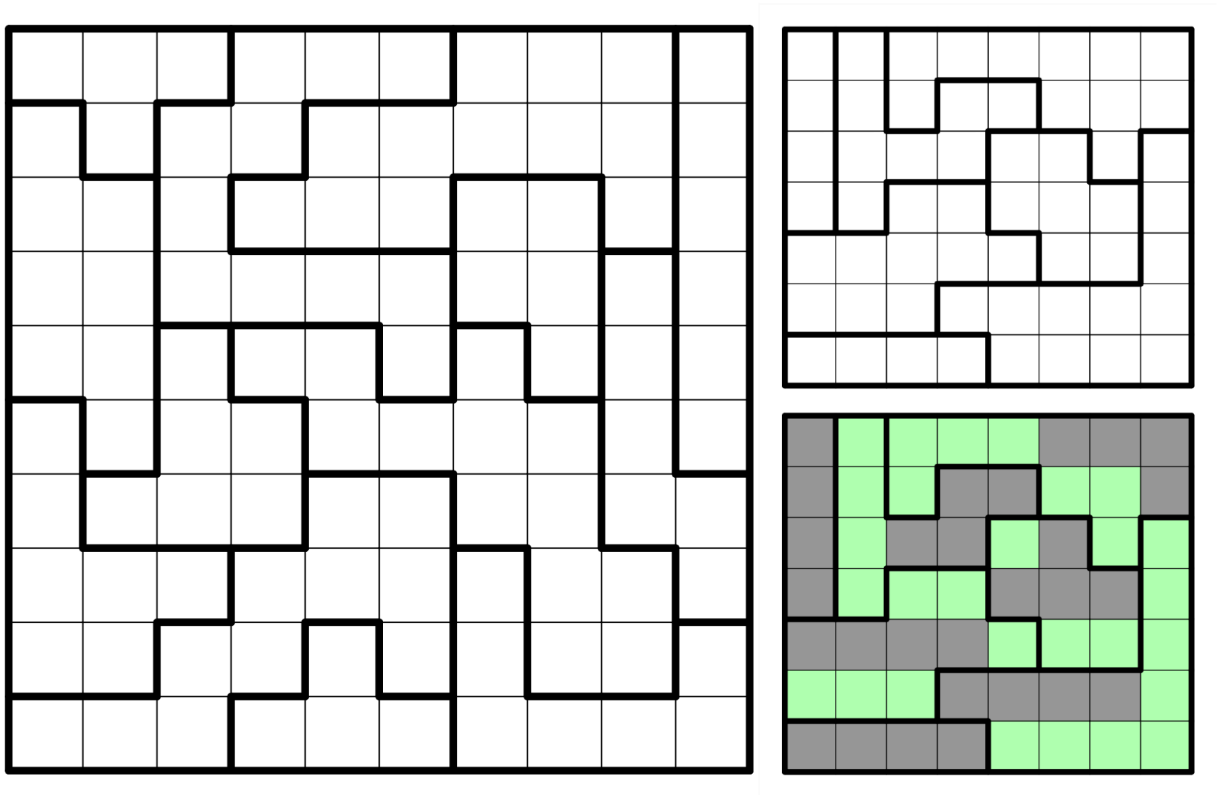
I felt like writing a cryptic clue, so here's a clue for today's genre:

Today's GAPP is ILST (4, 6)

Today's GAPP is a **LITS Sorted**!

Rules:

- Shade one tetromino of cells in each region. No 2x2 region may be entirely shaded.
- Two tetrominoes of different shapes must not touch orthogonally, and all tetrominoes that are of the same shape must form one orthogonally connected area.
- Two tetrominoes are considered the same shape if one can be rotated and reflected into the other shape.



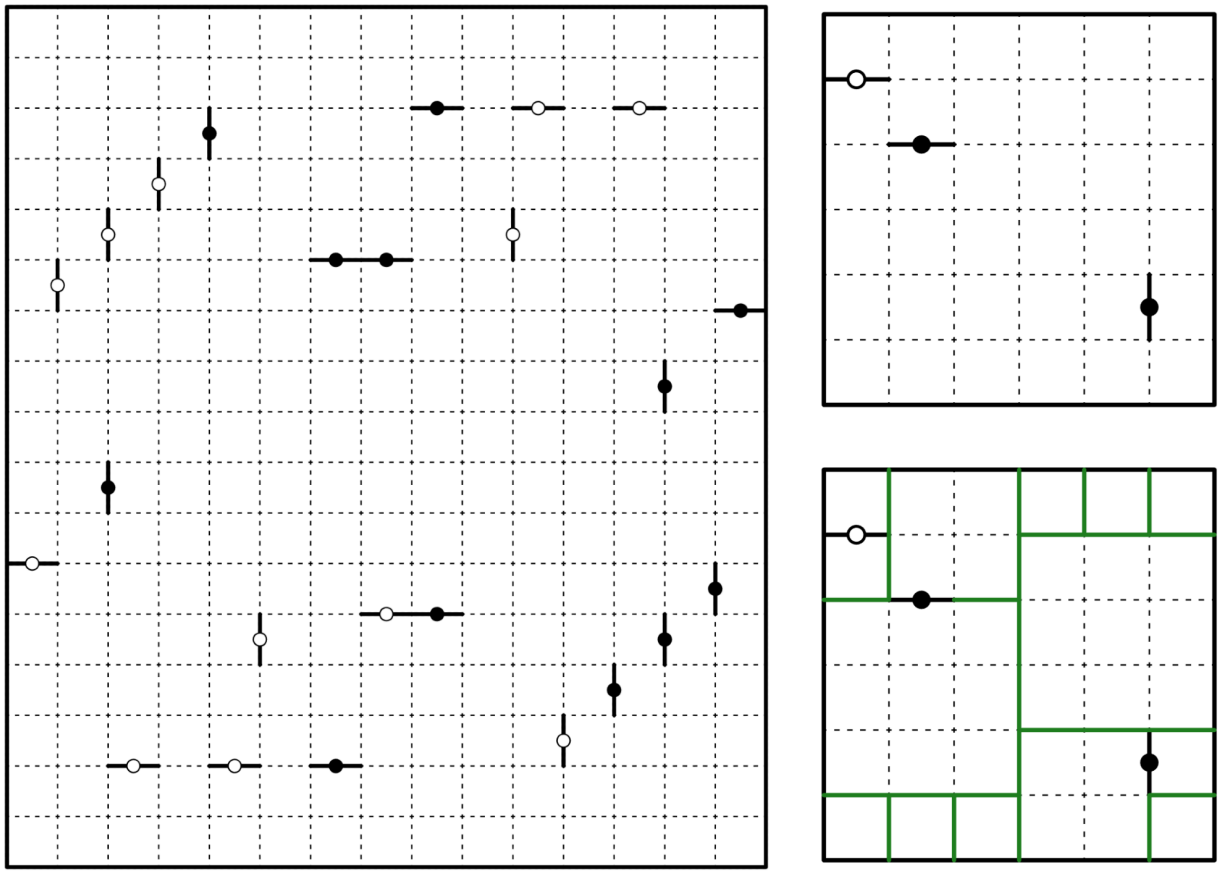
Example (Penpa+): https://tinyurl.com/38zp64h8
Puzzle (Penpa+): https://tinyurl.com/y2efh443

March 28, 2026: Square Jam (Voxas) | bakpao

Apologies for the late post - having a long and exhausting travel day!

Today's GAPP is a SUPERSIZED **Square Jam (Voxas)**!

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



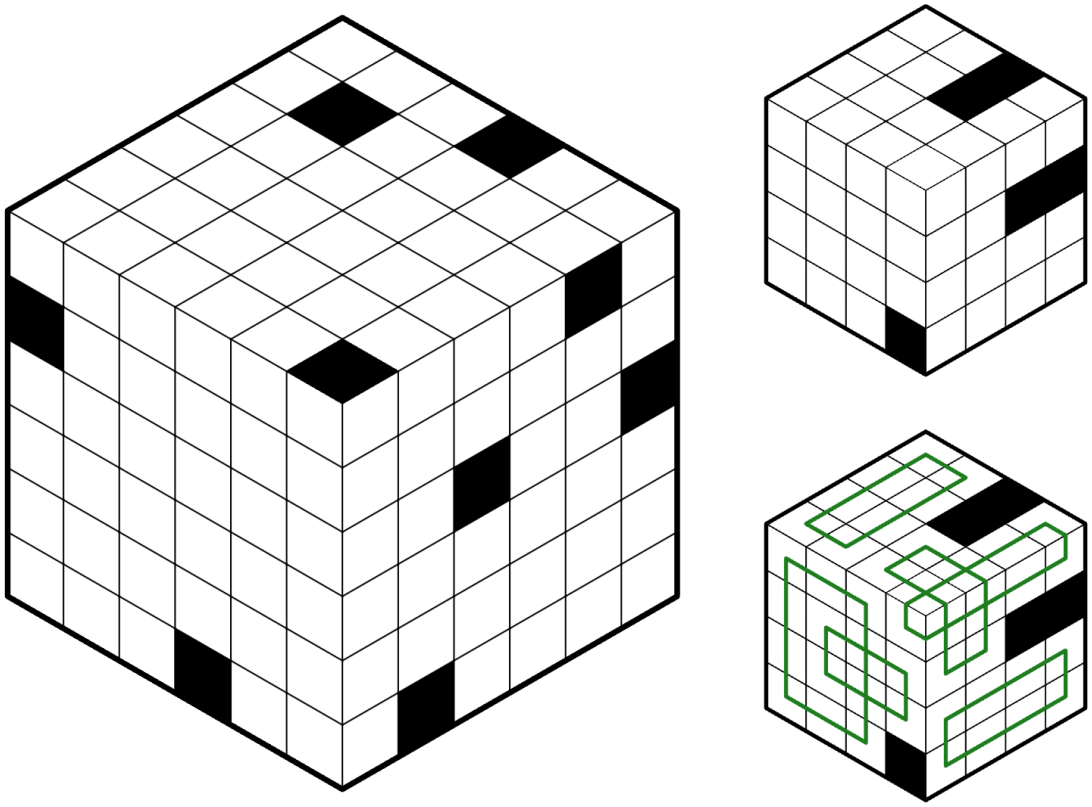
Example (Penpa+) by Lavaloid: https://tinyurl.com/rud6j2af
Puzzle (Penpa+): https://tinyurl.com/m5bx97me

March 29, 2026: Ring-Ring (No Squares) (Cube) | jovi_al

Today's *Strange-Shaped Sunday* puzzle is a **Ring-Ring (No Squares) (Cube)** because I thought that was funny.

Rules: Draw non-square rectangles by connecting the centers of edge-adjacent cells such that all empty cells are used by at least one rectangle. The rectangles may overlap, but they must not share edges or corners.

(A rectangle is a closed loop where all internal angles are 90°. A rectangle may use one, two, or all three visible faces of the cube. In the case where a rectangle visits all three faces, it will only have three internal angles, as moving from one face to another does not constitute a turn. A "square" is measured by number of cells travelled through between each internal angle---that is, a square is any loop with all equal side lengths, regardless if three or four sided).

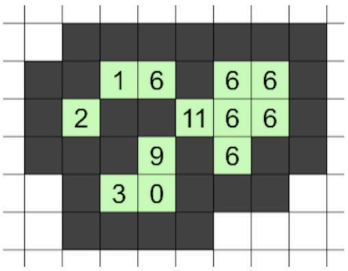


Example (Penpa+): https://tinyurl.com/2bmf6vty
Puzzle (Penpa+): https://tinyurl.com/23kaj5py

March 30, 2026: Hasu No Mura | Freddie Hand

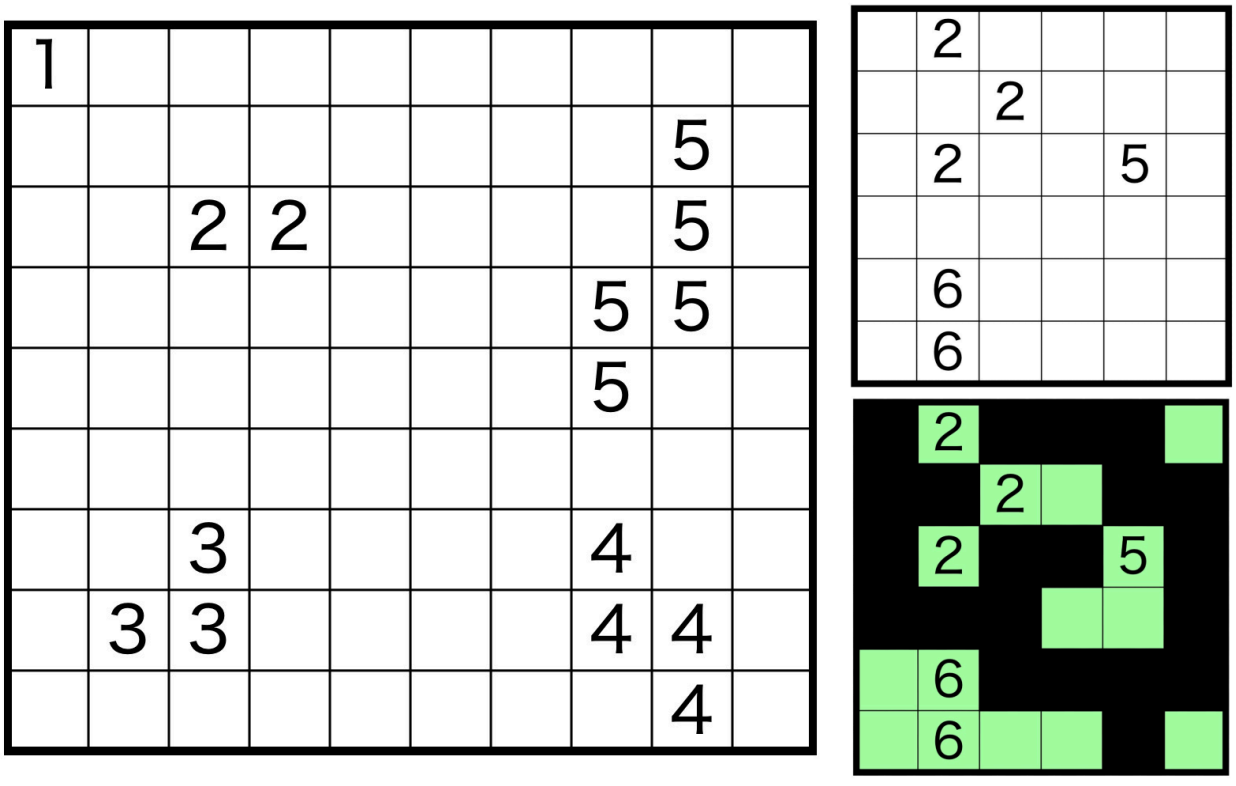
Today's puzzle is a **Hasu No Mura**, to celebrate its recent release on pzprxs! It's also technically the first Hasu No Mura in GAPP that can be inputted in pzprxs.

Example clues:



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 indicate the sum of the areas of the unshaded regions using the (up to 4) cells diagonally adjacent to the clue. *(This may include the region the clue is in, and if a region uses multiple diagonal neighbours, it is only counted once.)*

The rules are a bit confusing, so there is attached an image with some example clues.

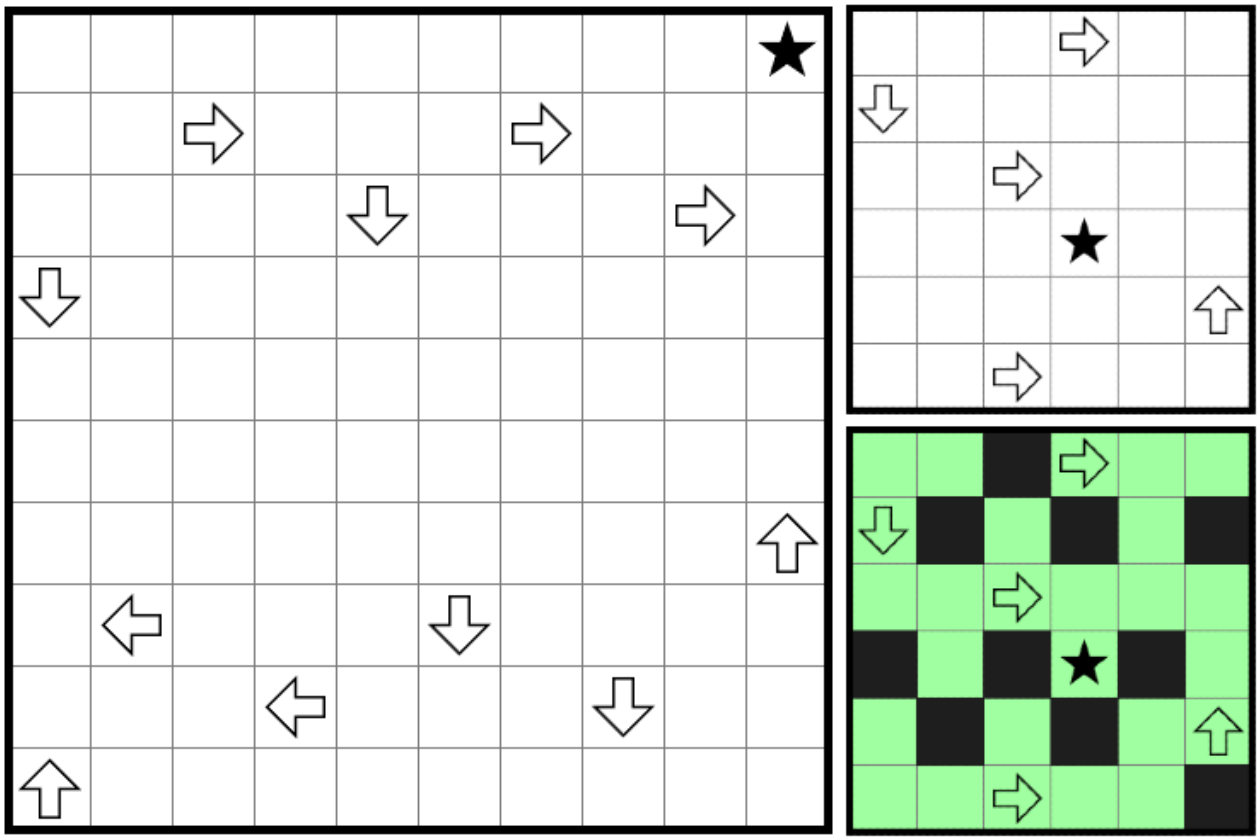


Example (pzprxs), from pzprxs rules page: https://tinyurl.com/2m5yv95u
Puzzle (pzprxs): https://tinyurl.com/3dme5fhp

March 31, 2026: Guide Arrow | Rook

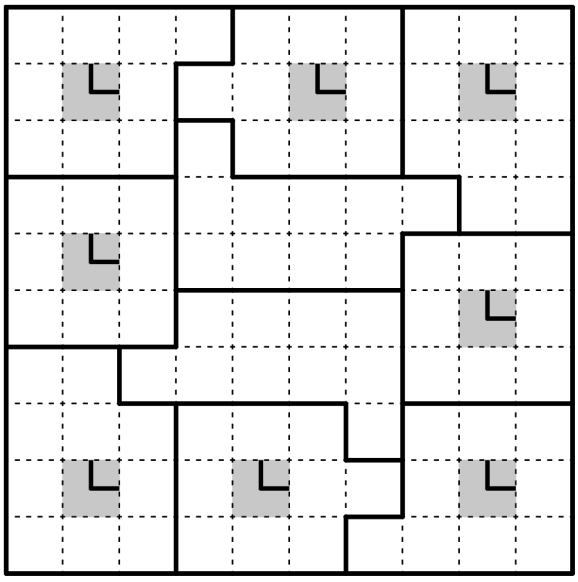
Today's **Guide Arrow** Pencil Puzzle is a GAPP!

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected network containing no fully unshaded loops (including 2x2s). Arrow clues and the star clue must be unshaded. Arrows indicate the direction the shortest path of only unshaded cells from the arrow to the star travels from that cell.



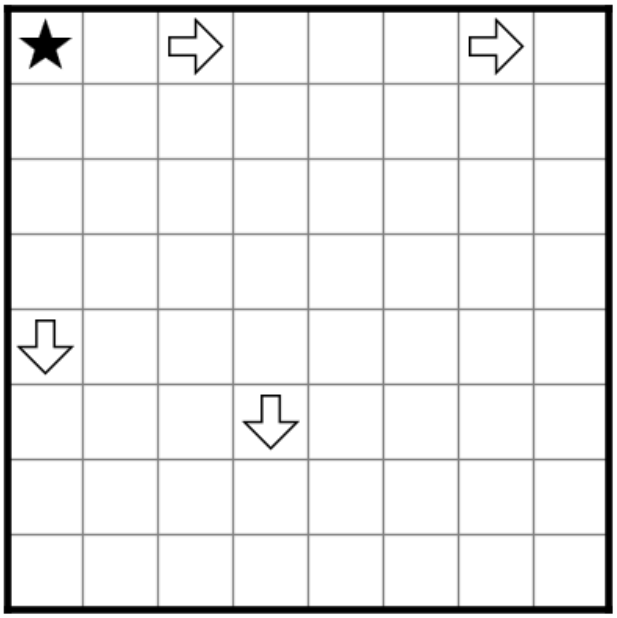
Example (pzprxs) by Jovi: https://tinyurl.com/ys9d6kvx
Puzzle (pzprxs): https://tinyurl.com/2vxree5b

Bonus 1: A Clean Sweep | Rook



Example (Penpa+): https://tinyurl.com/zs9f8uzw
Bonus (Penpa+): https://tinyurl.com/4stfd6mu

Bonus 2: Guide Arrow | jovi_al

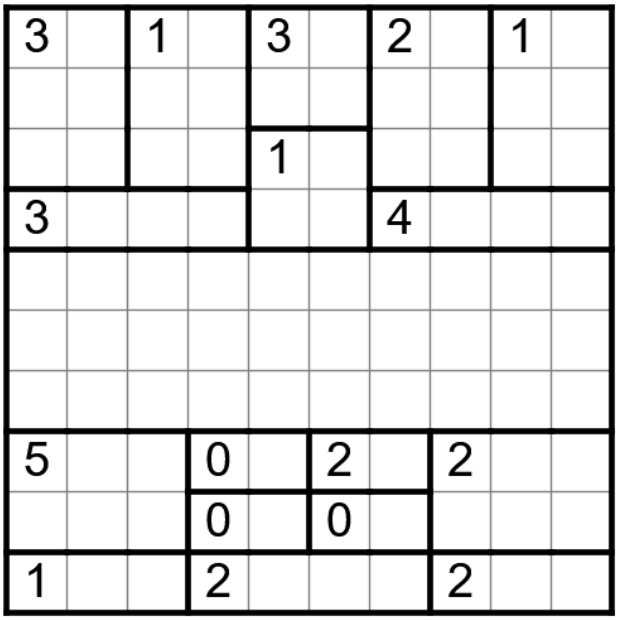


Example (pzprxs): https://tinyurl.com/22j92ppy
Bonus (pzprxs): https://tinyurl.com/2kvrhfbe

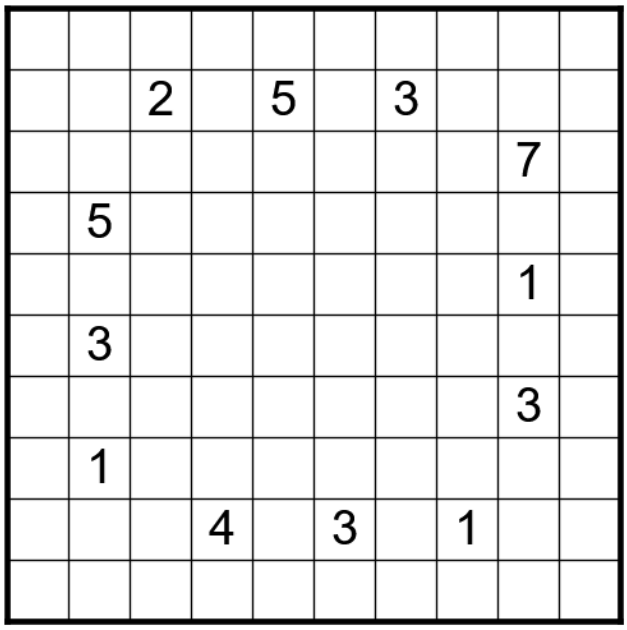
Bonus 3: Cocktail Lamp | Rook

Rules: Shade some cells such that all shaded cells within a region form a single orthogonally connected group. Shaded groups may not be orthogonally adjacent, but must all form a single diagonally connected network. Regions with numbers must contain the indicated amount of shaded cells. No 2x2 region may be entirely shaded.

Example (pzprxs): https://tinyurl.com/mr3wdcj7
Bonus (pzprxs): https://tinyurl.com/3e7rf8se

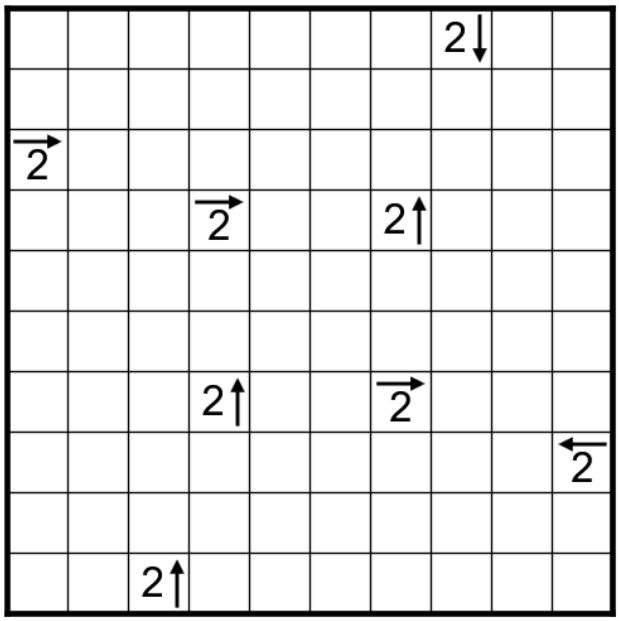


Bonus 4: Hasu No Mura | Freddie Hand



Example (pzprxs): https://tinyurl.com/2m5yv95u
Bonus (pzprxs): https://tinyurl.com/bdcrzj7r

Bonus 5: Yajilin | jovi_al



Example (pzprxs): https://tinyurl.com/y485esbe
Bonus (pzprxs): https://tinyurl.com/33br5ste

Date	Sloth Time	Crab Time	🐦
01 Mar 2026	0:03:00	0:06:00	Hexican Violetear
02 Mar 2026	0:02:30	0:05:00	Shading Shade bush warbler
03 Mar 2026	0:03:00	0:06:00	Black-and-white Becard
04 Mar 2026	0:02:30	0:05:40	Absolute Cinema Admiralty Cicadabird
05 Mar 2026	0:02:00	0:04:00	Omnidirectional Omani Owl
06 Mar 2026	0:01:30	0:03:00	Turner's Eremomela
07 Mar 2026	0:03:00	0:06:00	Full Flamingo
08 Mar 2026	0:02:30	0:05:00	Egyptian Egret
09 Mar 2026	0:02:30	0:05:40	Counting Vampire Bat
10 Mar 2026	0:03:15	0:06:30	Tractor Tractrac Chat
11 Mar 2026	0:03:00	0:06:00	Dusty-Tailed Flatbill
12 Mar 2026	0:03:30	0:07:30	Verdin, but very far away
13 Mar 2026	0:03:00	0:06:00	Honoured Huia
14 Mar 2026	0:04:00	0:09:00	Australian Crake
15 Mar 2026	0:02:30	0:05:00	Wading Waigeo Brushturkey
16 Mar 2026	0:02:45	0:05:30	Circular Chowchilla
17 Mar 2026	0:02:00	0:05:00	Asymmetrical ashy minivet
18 Mar 2026	0:03:00	0:06:00	Observant Oilbird
19 Mar 2026	0:03:00	0:06:45	Referenceless Ruff
20 Mar 2026	0:02:45	0:05:30	Popping Green Peafowl
21 Mar 2026	0:03:00	0:06:00	Greater Double-Collared Sunbird
22 Mar 2026	0:03:00	0:06:00	Briangular(?) Brown Snake Eagle
23 Mar 2026	0:04:00	0:08:00	Traveling Twite
24 Mar 2026	0:02:00	0:04:30	Nacunda Nighthawk Needing No Introduction
25 Mar 2026	0:02:00	0:04:00	Pierogi Pied Puffbird
26 Mar 2026	0:02:22	0:04:44	Singling Bush Lark
27 Mar 2026	0:01:45	0:03:30	bdir (4, 6)
28 Mar 2026	0:04:00	0:08:00	Exhausted Eagle
29 Mar 2026	0:03:00	0:06:45	Folded-up Forest Thrush
30 Mar 2026	0:02:30	0:05:00	Revisiting
31 Mar 2026	0:02:30	0:05:00	Revisiting Réunion Cuckooshrike