

Mind The GAPP Vol. 54

Genuinely Approachable Pencil Puzzles from the CtC Discord
April 1, 2026 - April 30, 2026

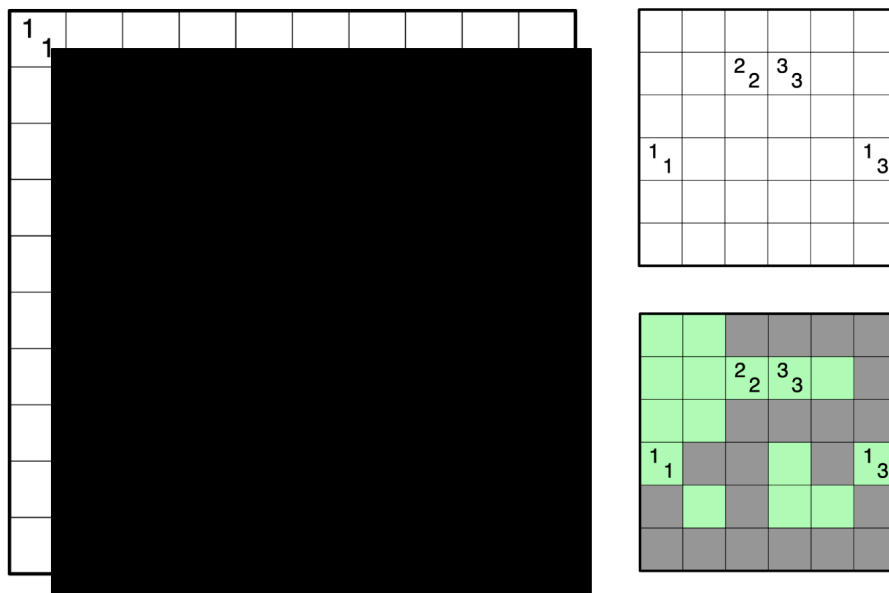
It's April again, which means another April Fools puzzle! This time the puzzles were set by Freddie. As always, the puzzles have some sort of twist, but I won't spoil what it is -- you'll just have to try it yourself.

We have five bonus puzzles this time. Enjoy!

April 1, 2026: Tapa | Freddie Hand

Some of you might remember the "**Tapa**" I posted 2 years ago. Many were outraged, possibly to this day. Well I can assure you that here is a perfectly normal puzzle. It's my way of making it up to you.

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.



Example (Penpa+) by shye: <https://tinyurl.com/2ur2yyas>
Puzzle (Penpa+): <https://tinyurl.com/n2eevf7c>

April 1, 2026: Kurotto, Choco Banana, Hasu No Mura | Freddie Hand

It looks like all the clues fell off the Tapa earlier. I don't know how that happened. But it looks like most of you managed to solve it anyway?? I'm impressed!

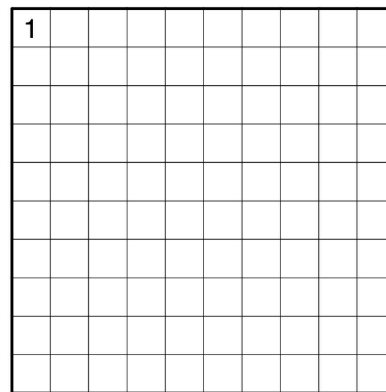
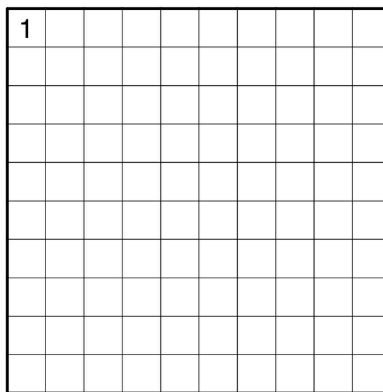
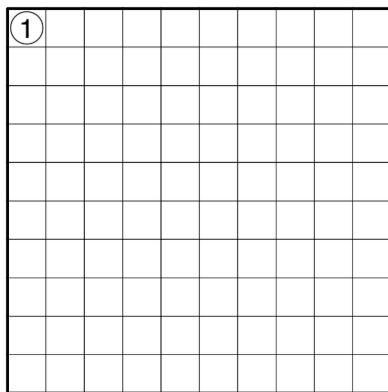
I lost the clues to three more puzzles, but I reckon you can figure it out.

RULES

- **Kurotto:** Shade some cells so that clues represent the total size of the orthogonally connected areas of shaded cells that share an edge with the clue. Clued cells cannot be shaded.
- **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.
- **Hasu No Mura:** 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.)

Interface Note: I recommend going to settings -> Surface Second Colour -> Blue!

Check out the previous appearances linked below for examples..



Kurotto (Penpa+): <https://tinyurl.com/jzd7pjr9>
Choco Banana (Penpa+): <https://tinyurl.com/4s2up5yr>
Hasu No Mura (Penpa+): <https://tinyurl.com/bdff23zc>

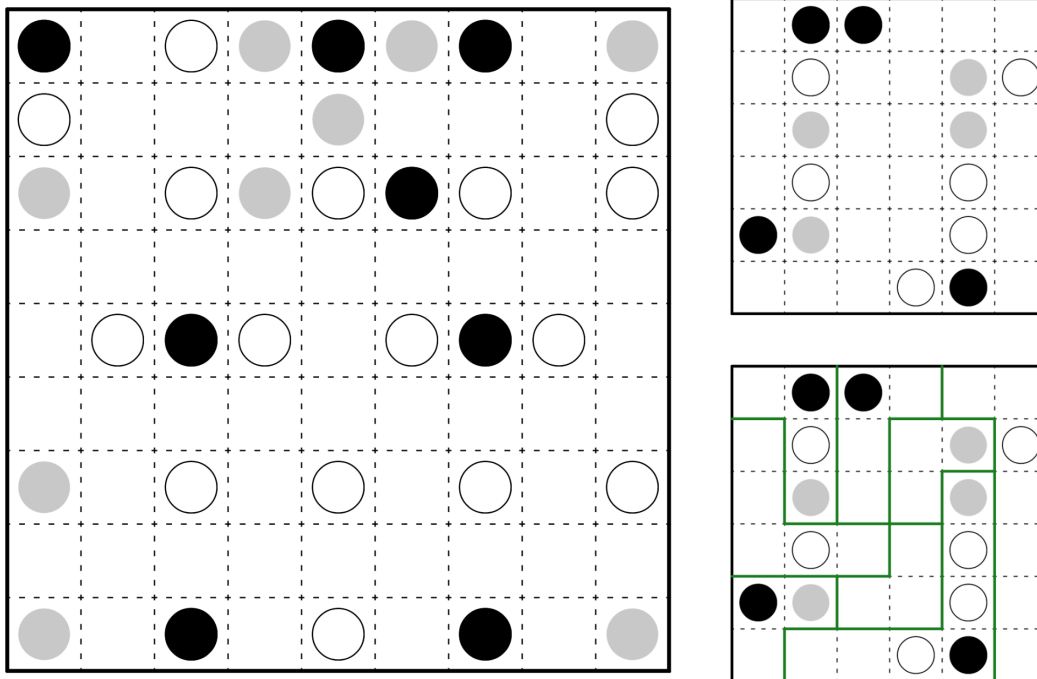
April 2, 2026: L-Labels | bakpao

Today we have a type that will feature in the Dutch championships later this month! It's one of two types using white, black and grey circles where the grid is divided into L-shaped regions. Perhaps we will also see the other type in GAPP soon. I expect the real challenge will be to not mix up the rules!

Today's GAPP is an **L-Labels**!

Rules: Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Black circles must lie at the bend of an L. Grey circles must lie at the end of an L. White circles must lie somewhere in between.

A small tip: (ROT13) Vg pna or hfrshy gb guvax bs juvgr naq oynpx pvepyrf nf fvzvyne gb ubj gurl npx va Znflh, jvgu oynpx pvepyrf ercerfragvat gheaf naq juvgr ercerfragvat fgenvtugf. Qenjvat gur nhkvynel yvarf jvvy or irel urycshy!



Example (Penpa+, by Walker): <https://tinyurl.com/yqcy3v2g>

Main (Penpa+): <https://tinyurl.com/5f7df64t>

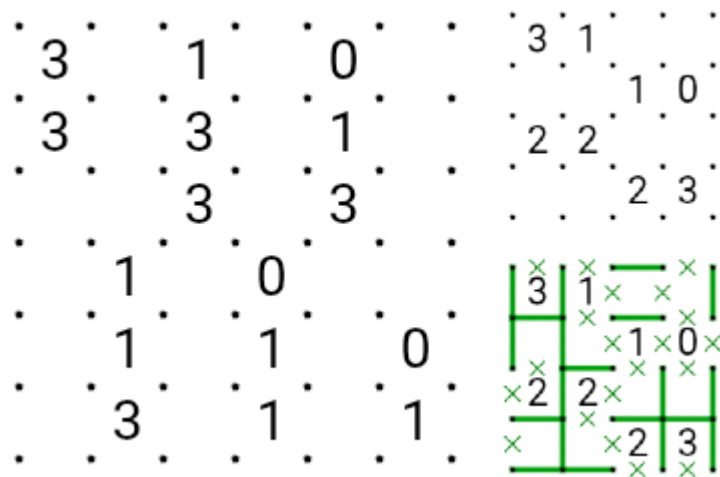
April 3, 2026: Litherslink | jovi_al

Hi! I'm still pulling from the backlog of puzzles I made in early January. Today's is one I had to refresh myself with, but it reminded me why I love Litherlink so much. This puzzle comes with a GAPP 101, and if you need a **Litherlink** refresher, check out previous features of the genre.

The example uses the GAPP 101 technique, so if you'd like, see if you can figure it out from that!
It's quite powerful. c:

Rules: Connect pairs of orthogonally adjacent dots to form multiple trees (groups of connected line segments that form no loops). At every dot, a tree must visit once, three times, or four times. A number indicates how many of its cell's edges are part of trees.

GAPP 101: (ROT13) Vs n gerr grezvangrf ng n iregrk, vg zhfg gnxx abar bs vgf nqwnprag qbgf. Guvf bsgra nssrpgf guerrf. Vs n gerr qbrf abg grezvangr ng n iregrk, vg zhfg gnxx ng yrnfg gjb bs vgf nqwnprag qbgf. Guvf bsgra nssrpgf 1f.



Example (pzprxs): <https://tinyurl.com/2s3zsv79>
Puzzle (pzprxs): <https://tinyurl.com/2mpe5ky9>

April 4, 2026: Context | Freddie Hand

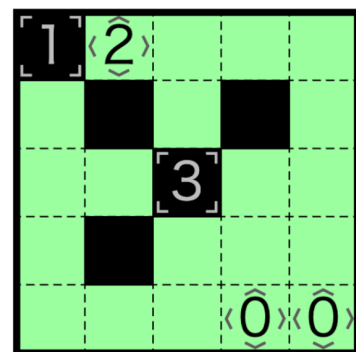
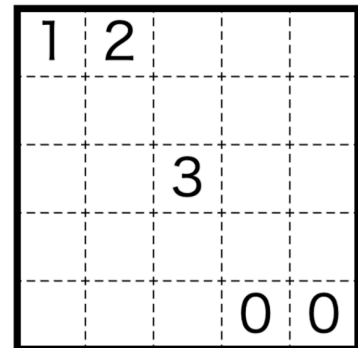
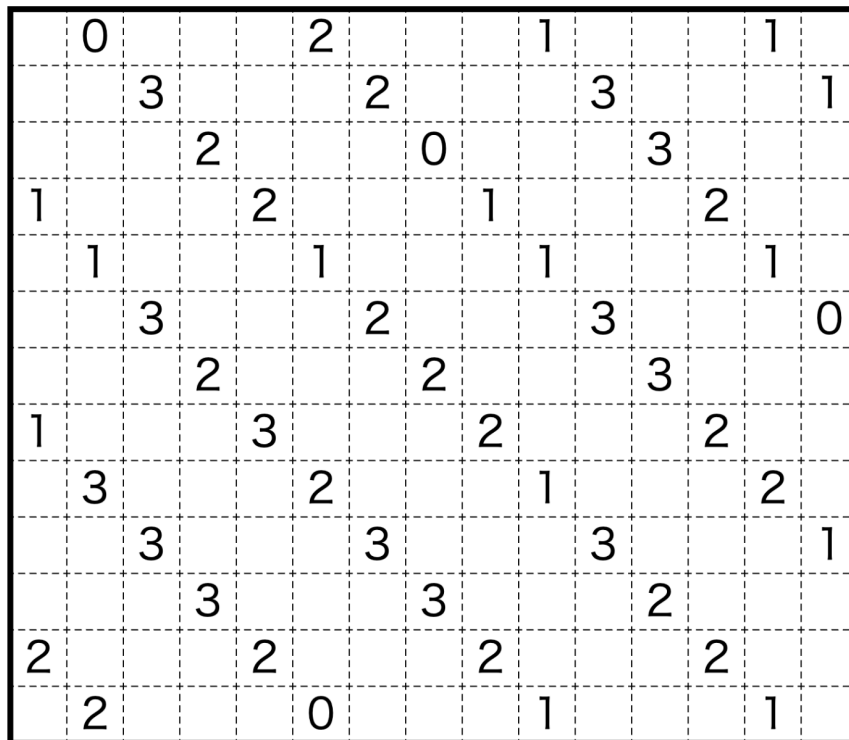
What connects yo-yos, apple pies, and those little plastic sifters you find in kids' sandboxes?

That's right. They all fit in the square hole. Mystery solved.

I can't give you **Context**. I need to go water my venus flytraps.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. An unshaded clue indicates the number of orthogonally adjacent shaded cells. A shaded clue indicates the number of diagonally adjacent shaded cells.

This puzzle comes with a little **GAPP 101** which is useful for getting started: (ROT13) funqvat n pryy begubtbanyyl nqwnprag gb n mreb pyhr jbhyq hafunqr gur pyhr naq oernx vg.



Example (pzprxs): <https://tinyurl.com/mvnj7c4h>

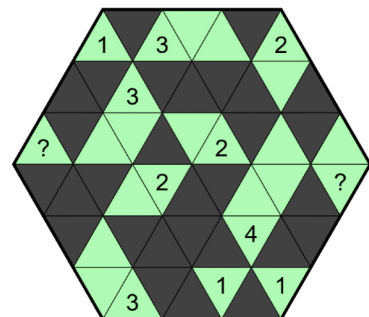
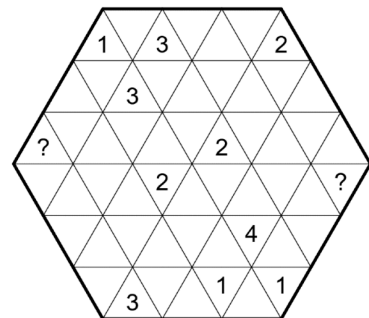
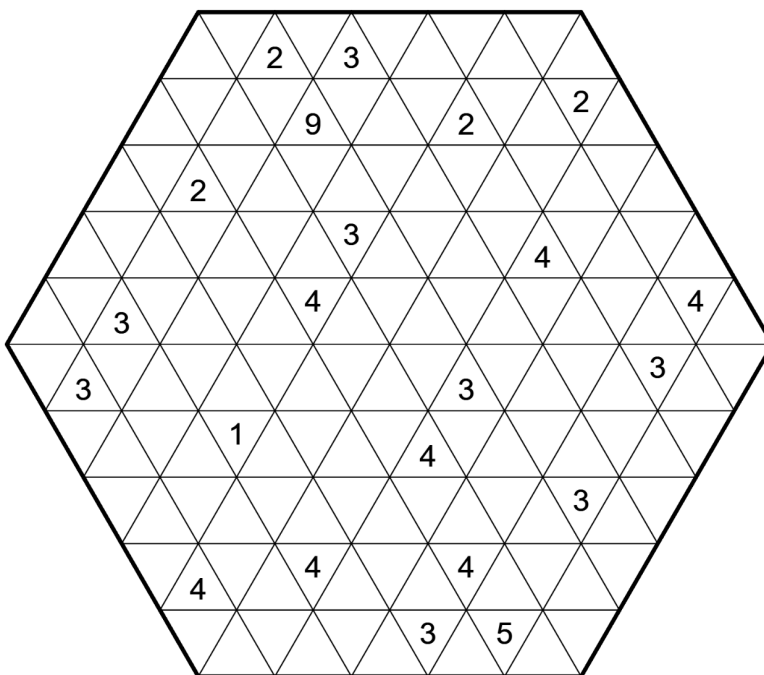
Puzzle (pzprxs): <https://tinyurl.com/mr5f9kkx>

April 5, 2026: Ququ (Triangular) | Rook

I was thinking of what genre I should choose for my next *Strange Shaped Sunday* post, and landed on Ququ, since it's native to the Tetrakis Square grid!

. . . but . . . doesn't that mean that Ququ on a Tetrakis Square grid is . . . normal shaped? Because of this, I was very tempted to make a Ququ (Square), but tragically that's not a very fun combo. So here is today's **Ququ (Triangular)**!

Rules: Shade some cells to form edge-adjacent groups of shaded cells called blocks. No two corner-adjacent blocks may have the same shape (counting rotated and reflected shapes as the same). Numbers must not be shaded, and every unshaded region of edge-adjacent cells must contain exactly one number, indicating the number of cells in that region. Question marks can be any number.



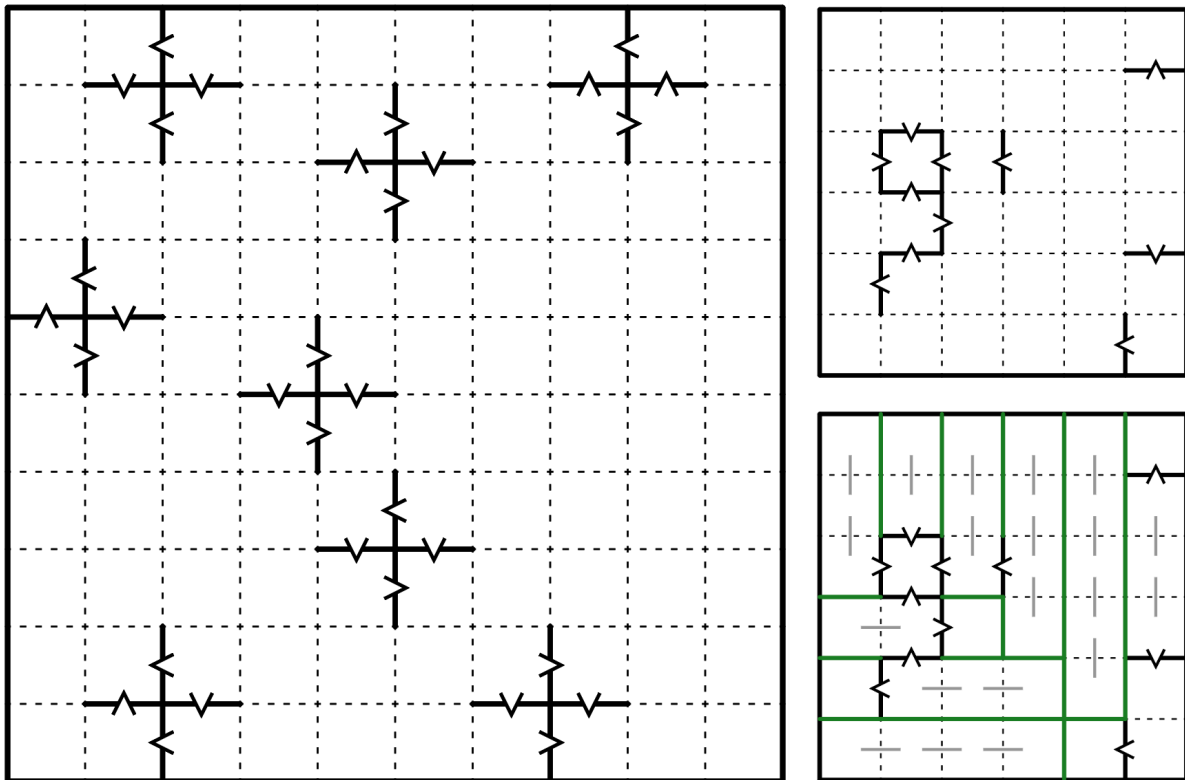
Example (Penpa+): <https://tinyurl.com/44ch6vwb>

Main (Penpa+): <https://tinyurl.com/3xkej6ws>

April 6, 2026: Daisho Bunkatsu | Lavaloid

Today's GAPP is a **Daisho Bunkatsu**. It's quite a long solve, so don't worry about taking too much time.

Rules: Divide the grid into regions, each a one-wide straight line of orthogonally adjacent cells. 1x1 regions are allowed. Two regions of the same size may not share an edge. The sizes of regions separated by an inequality must satisfy the inequality.



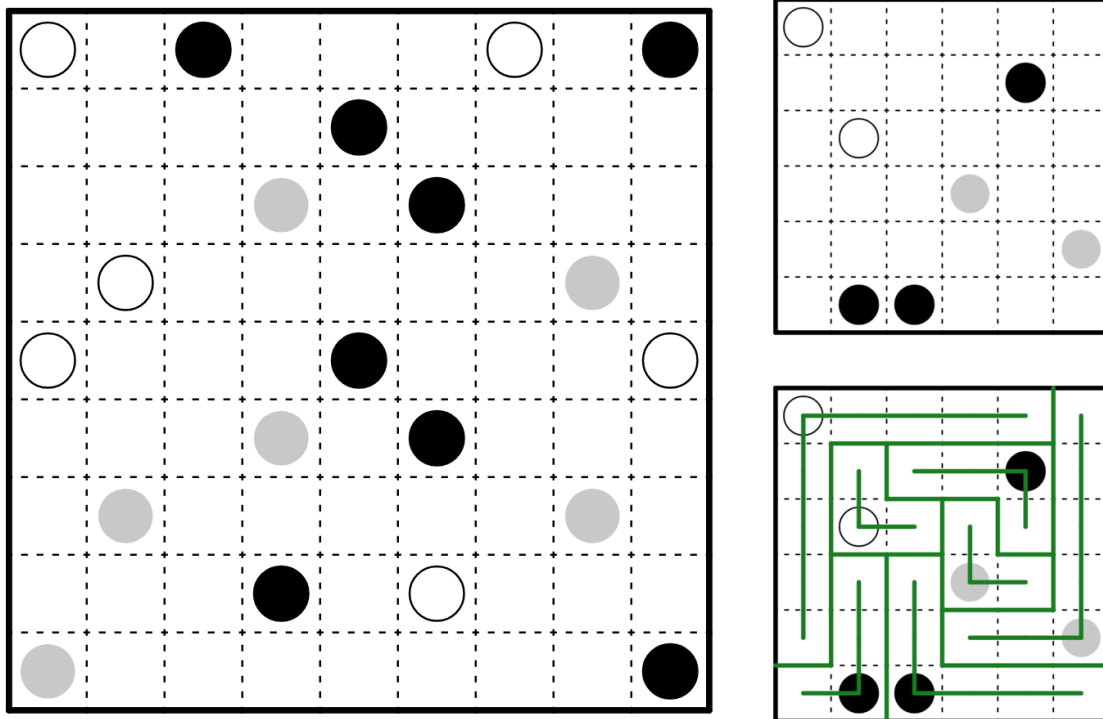
Example (Penpa+): <https://tinyurl.com/4xpx75yd>
Puzzle (Penpa+): <https://tinyurl.com/yucjrba5>

April 7, 2026: Same or Different | bakpao

Here's the other genre where you divide the grid into L shapes that will feature in the Dutch championships in 2 weeks, as mentioned in my previous intro. Can you see why I'm afraid I might accidentally mix up the rules? 🤪

Today's GAPP is a **Same or Different!**

Rules: Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Each region contains exactly one circle, located at its bend. A white circle indicates the region's legs are of equal lengths. A black circle indicates the region's legs are of unequal lengths. A grey circle indicates the region's legs may be either equal or unequal.



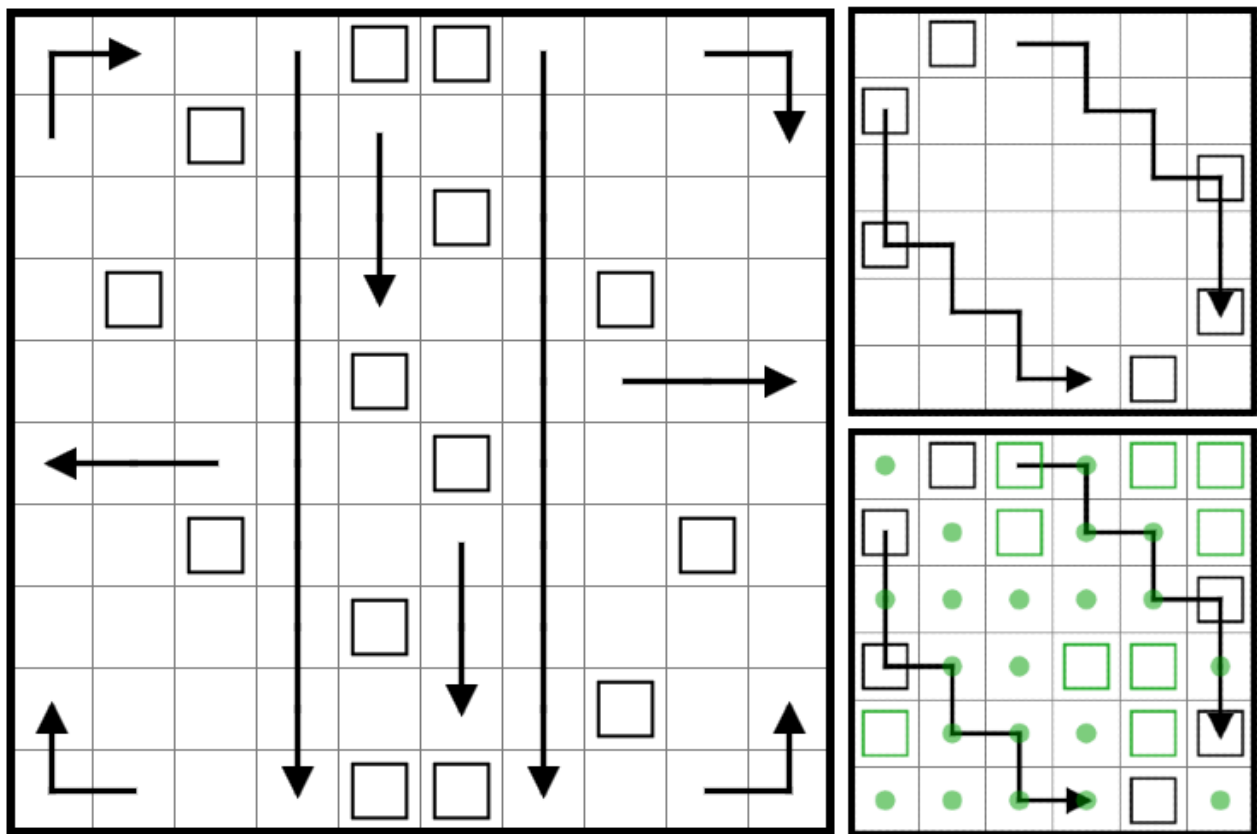
Example (Penpa+): <https://tinyurl.com/2wjzwxeh>

Main (Penpa+): <https://tinyurl.com/2fabnhd8>

April 8, 2026: Evolmino | jovi_al

Hello everyone! Today's puzzle is **Evolmino**... or... is it "Evolomino"? There are reasons to argue for both, but you're wrong if you say "Evolomino."

Rules: Place a square into some cells. Edge-adjacent squares form groups called "polyominoes." Every polyomino must have exactly one of its squares overlapping an arrow. Every arrow must pass through at least two polyominoes. When following an arrow from tail to tip, every polyomino overlapping that arrow must be identical to the previous (without changing orientation) but with one more square added.



Example (pzprxs): <https://tinyurl.com/2k9p8m7p>

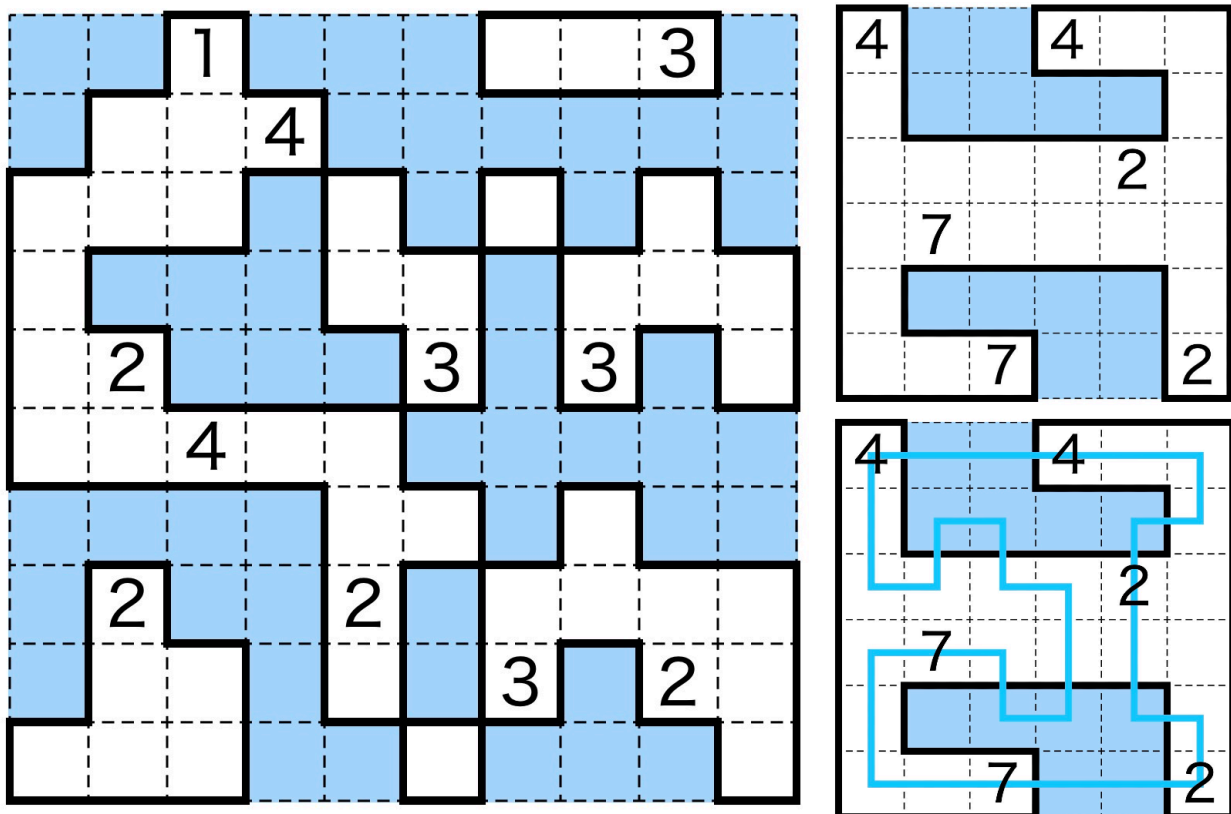
Puzzle (pzprxs): <https://tinyurl.com/mr39farm>

April 9, 2026: Water Walk | Freddie Hand

The fourth round of the LMI Puzzle Ramayan is about to begin!! It features several Shading and Loop genres, brought to you by Menderbug and Wessel Strijkstra. I'm sure it will be a great collection of puzzles. You can read the instructions and start the competition at <https://logicmastersindia.com/live/?contest=PR202604>.

Water Walk is one of the genres that will be appearing on the contest. As usual, 🐼 bonus offer 🐼 up for grabs if you give it a try, regardless of whether you're going for speed!

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 (pzprxs, by Walker): <https://tinyurl.com/3u236hw4>
Puzzle (pzprxs): <https://tinyurl.com/bdfzby65>

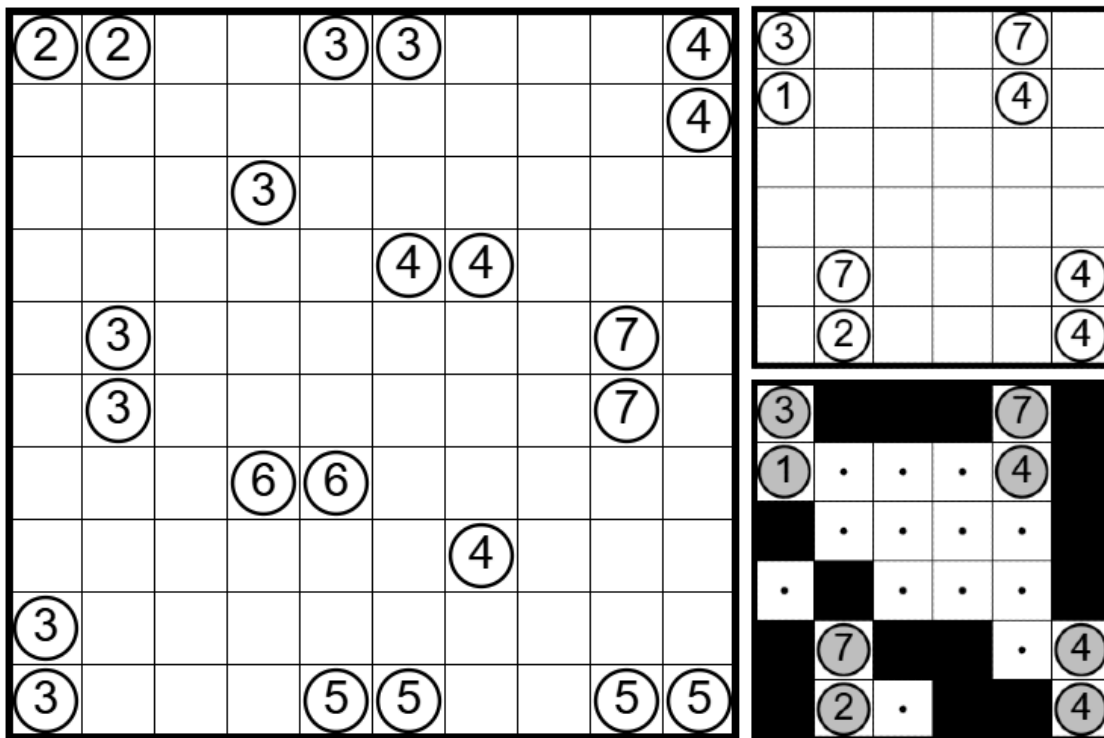
April 10, 2026: Inaba's Island | Rook

I'm taking a vacation to **Inaba's Island** soon! I'm a little scared of flying, but to my surprise there's gonna be ground transportation from here to the island!

Rules: Shade some cells so that clues represent the total size of the orthogonally connected areas of shaded cells that share an edge with the clue. Clued cells cannot be shaded. Together, the clued cells and shaded cells form one orthogonally connected area.

Interface Note:

If you find connectivity difficult to see, there is a "Color each block" feature to help you see the separate blocks!



Example (pzprxs) by Walker: <https://tinyurl.com/3nzpcaud>

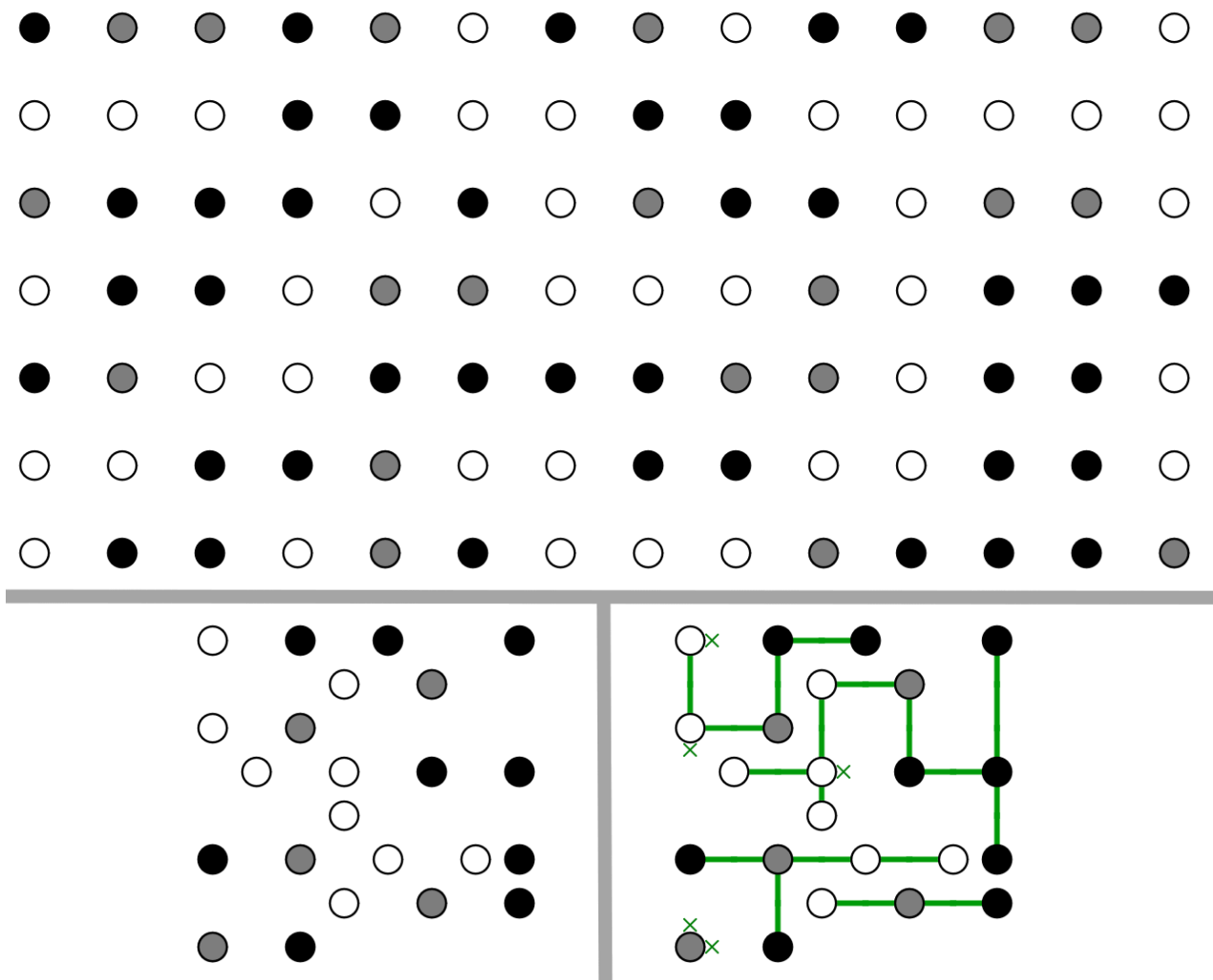
Main (pzprxs): <https://tinyurl.com/433um4sf>

April 11, 2026: Coffee Milk | Lavaloid

Some of you may remember that a while ago I posted a **Coffee Milk** that was non-unique. Now it's time to revisit the genre! (I'm sure it's unique this time...)

Rules: Connect pairs of circles horizontally or vertically forming connected networks. Connections may not cross one another. White circles and black circles may not be directly connected to one another. Each connected network of circles must have the same number of white circles as it has black circles, and must have exactly one grey circle.

Note: A gray circle can be connected to zero white and black circles.



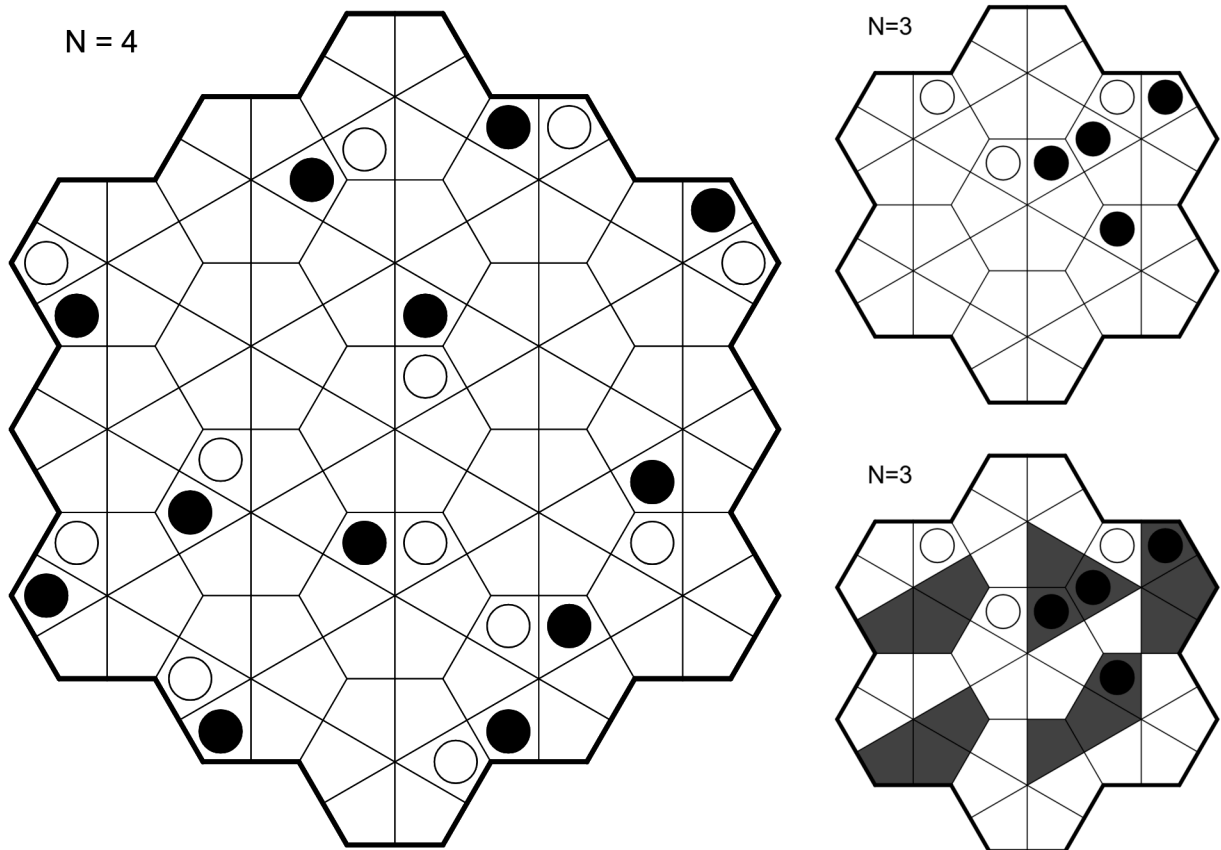
Example (pzprxs): <https://tinyurl.com/yrfm8bk4>
Puzzle (pzprxs, portrait): <https://tinyurl.com/2zazj85z>
Puzzle (pzprxs, landscape): <https://tinyurl.com/5xy9ftsb>

April 12, 2026: Isowatari (Deltoidal Trihexagonal) | bakpao

Reminder that round 4 of Puzzle Ramayan kicked off a few days ago over on LMI! I highly recommend giving the contest a try, the puzzles are great fun! Today's genre also features in the contest, both in its vanilla form and as a hybrid with Water Walk, which was featured by Freddie a few days ago. Check out the contest [here](#)!

Today's GAPP is an **Isowatari** on a Deltoidal Trihexagonal grid!

Rules: Shade some cells so that all unshaded cells form one connected area and no internal vertex (point where edges meet) is entirely surrounded by unshaded cells. Black circles must be shaded and white circles must be unshaded. All groups of shaded cells must be the size indicated above the grid.



Example (Penpa+, N=3): <https://tinyurl.com/5dupkkf3>
Main (Penpa+, N=4): <https://tinyurl.com/mvkuavcc>

April 13, 2026: Sukoro | jovi_al

Hello! Sorry for the late post today.

Today's puzzle is a **Sukoro**! The Penpa+ link is set up so that you can solve it with shading, too, if you wish.

Rules: Place a number from 1-4 into some cells such that all cells with numbers form an orthogonally connected network. Each number indicates how many cells orthogonally adjacent to it also contain numbers. Identical numbers must not be orthogonally adjacent.

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

2		1			
					3
		2			
			4		
2					
			3		1

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

Example (Penpa+): <https://tinyurl.com/237u6k7a>

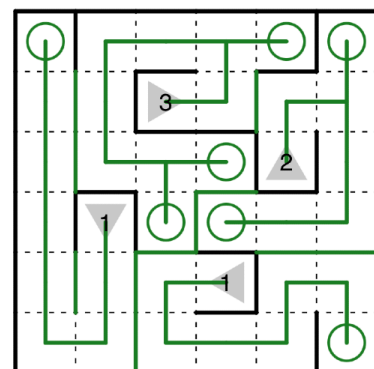
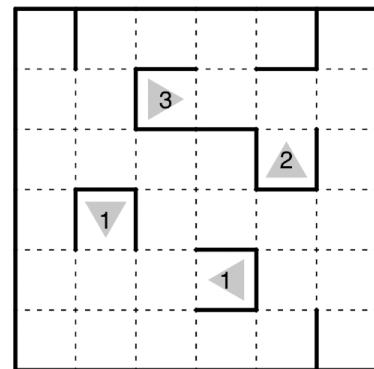
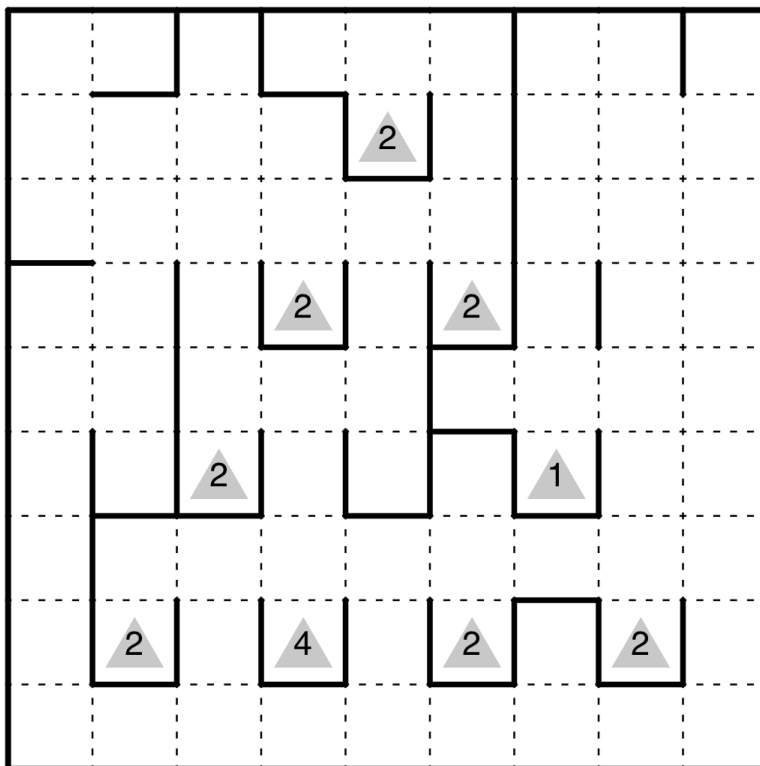
Puzzle (Penpa+): <https://tinyurl.com/275u93zb>

April 14, 2026: Arboretum | Freddie Hand

When I search for **Arboretum** in the CTC discord, the top results are all from Eric's Daily Reflection (RIP 🥹). The puzzle genre appears to have faded from the zeitgeist. Which is unfortunate because I think it's very neat.

Rules: Draw lines connecting the centers of orthogonally adjacent cells to form non-overlapping, non-looping networks, called trees, which together occupy all cells in the grid. Each tree must have exactly one seed (grey triangle). A tree's endpoints (excluding cells with seeds) may not share a row or column. A number in a seed indicates how many non-seed endpoints the tree has. Lines may not pass through bold borders.

Notation Tip: I recommend drawing lines to represent trees, using O to mark endpoints, and possibly using X to mark cells that cannot be endpoints. There is also answer check on edges should you wish to solve that way.



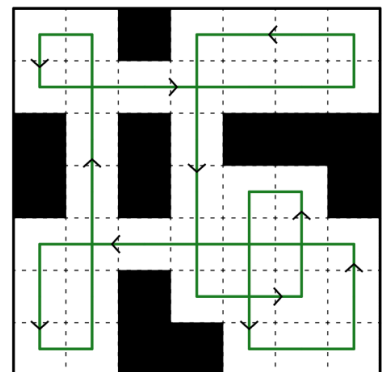
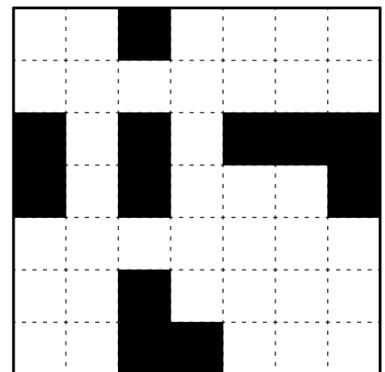
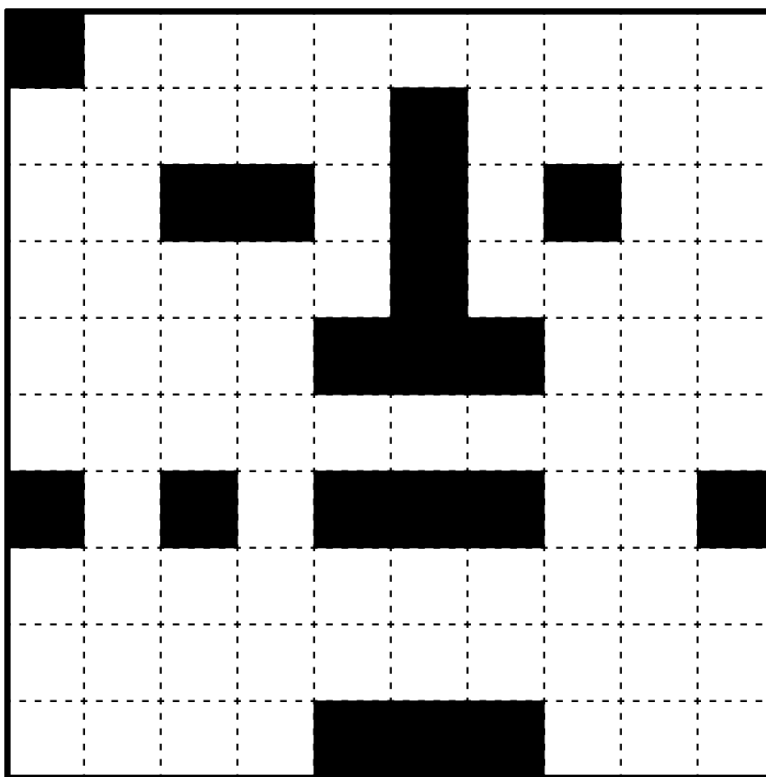
Example (Penpa+): <https://tinyurl.com/57hvpdv>
Puzzle (Penpa+): <https://tinyurl.com/4jtxakvp>

April 15, 2026: Vertigo | Rook

Vertigo! 🤖

kcisleefI
HrtmeVs !
ea ar i e
lp!It h l
pedint z
gopuz

Rules: Draw a directed loop through the centers of all empty cells. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap. All turns the loop makes must be in the same direction.



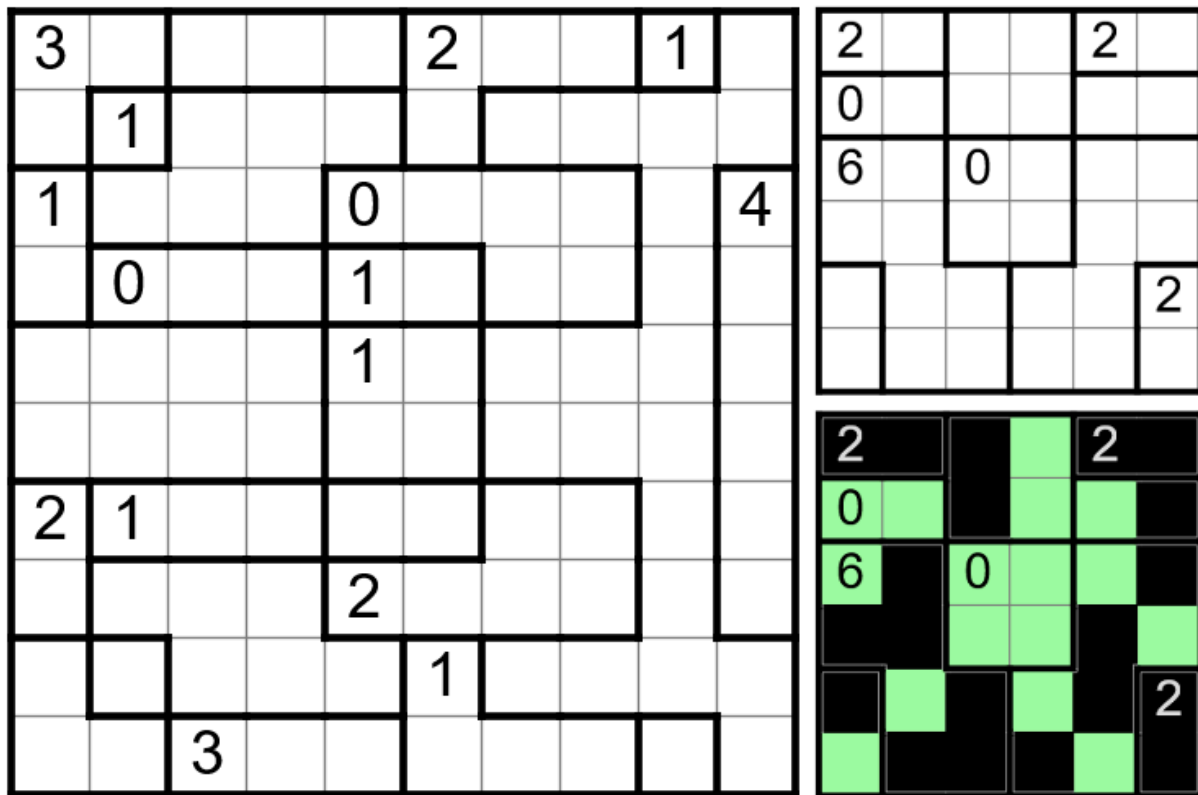
Example (penpa+) by Walker: <https://tinyurl.com/ymjhtm48>

Main (penpa+): <https://tinyurl.com/2dhzuku3>

April 16, 2026: Tetrochain-CTB | Lavaloid

Today's GAPP is a **Tetrochain-CTB**, or as pzprxs calls it, Tetro Chain-CTB. (you're welcome, future person who searched for the genre with a space :)) It was recently implemented in pzprxs, so here's another feature!

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other orthogonally, but all tetrominoes form one diagonally connected network. Two tetrominoes of the same shape may not touch diagonally, counting rotations and reflections as the same. Regions with numbers must contain the indicated amount of shaded cells. Each tetromino must be part of at least two regions.



Example (pzprxs) by Menderbug: <https://tinyurl.com/35cr9ek9>

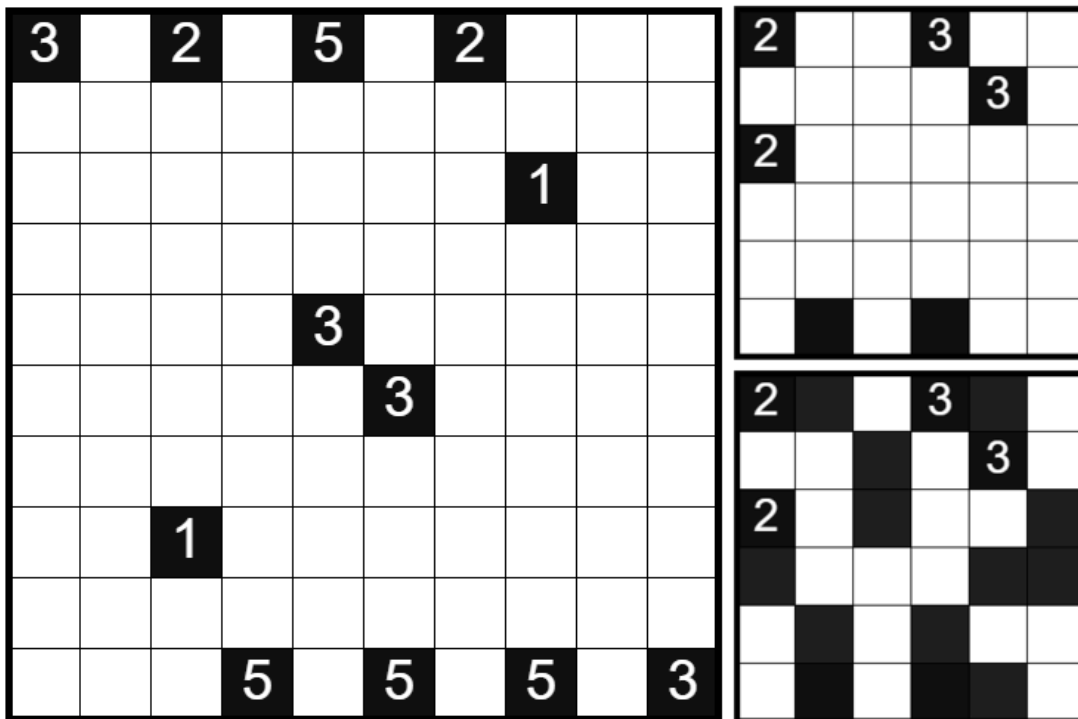
Puzzle (pzprxs): <https://tinyurl.com/436pr6t>

April 17, 2026: Mirroring Tile | bakpao

I'm in full preparation mode for the Dutch Sudoku and Puzzle championships, which are happening tomorrow! Unfortunately that means I didn't have too much time to spend on writing a GAPP, so it's a quick one today. Wish me luck! 🍀

Today's GAPP is a **Mirroring Tile!**

Rules: Shade some cells to form blocks of orthogonally connected shaded cells. Every block must be diagonally adjacent to at least one other block of the same shape, counting rotations and reflections as the same. Some shaded cells are given. Number clues indicate the size of the block they are in.



Example (pzprxs): <https://tinyurl.com/3tx9hdr9>

Main (pzprxs): <https://tinyurl.com/2u479mus>

April 18, 2026: Minesweeper (Or) | jovi_al

Today's puzzle is a few months old, written back when I was playing through *Bombe*, a programming game about Minesweeper. If you play the game, you'll see why. I believe this is also the first puzzle on GAPP with an 11x10 grid size!

Today's puzzle is a **Minesweeper (Or)**! I would recommend solving the example to get a handle on the logic, but the primary tricky thing that appears in both puzzles will also be given as a GAPP 101 later.

Rules: Place mines in some cells. Clues cannot contain mines, and one of the numbers in each clue indicates how many mines appear in the eight cells surrounding the clue.

GAPP 101: (ROT13) Arneol pyhrf bsgra zvaznk rnpu bgure, erfhygvat va fpranevbf jurer gurer zhfg or fbzr ahzore bs zvarf va gur pryyf frra ol gjb pyhrf, naq gur ernvavat pryyf frra ol rnpu pyhrvrgure nyy pbagnva zvarf be nyy qba'g. This logic appears in the example puzzle, so solve that if you're still unsure!

3 4		1 2		0 1		4 5		4 5	
	3 4		4 5		2 3		4 5		0 1
2 3		0 1		4 5		1 2		3 4	
	6 7		2 3		2 3		4 5		0 1
4 5		2 3		0 1		2 3		2 3	
	4 5		0 1		2 3		1 4		3 4

3 4		1 2			
				3 4	
		1 6			0 1
2 3			4 5		
	2 3				
			4 5		0 1

3 4		1 2	×		
		×	×	3 4	×
	×	1 6	×		0 1
2 3	×	×	4 5	×	×
	2 3				×
×	×		4 5	×	0 1

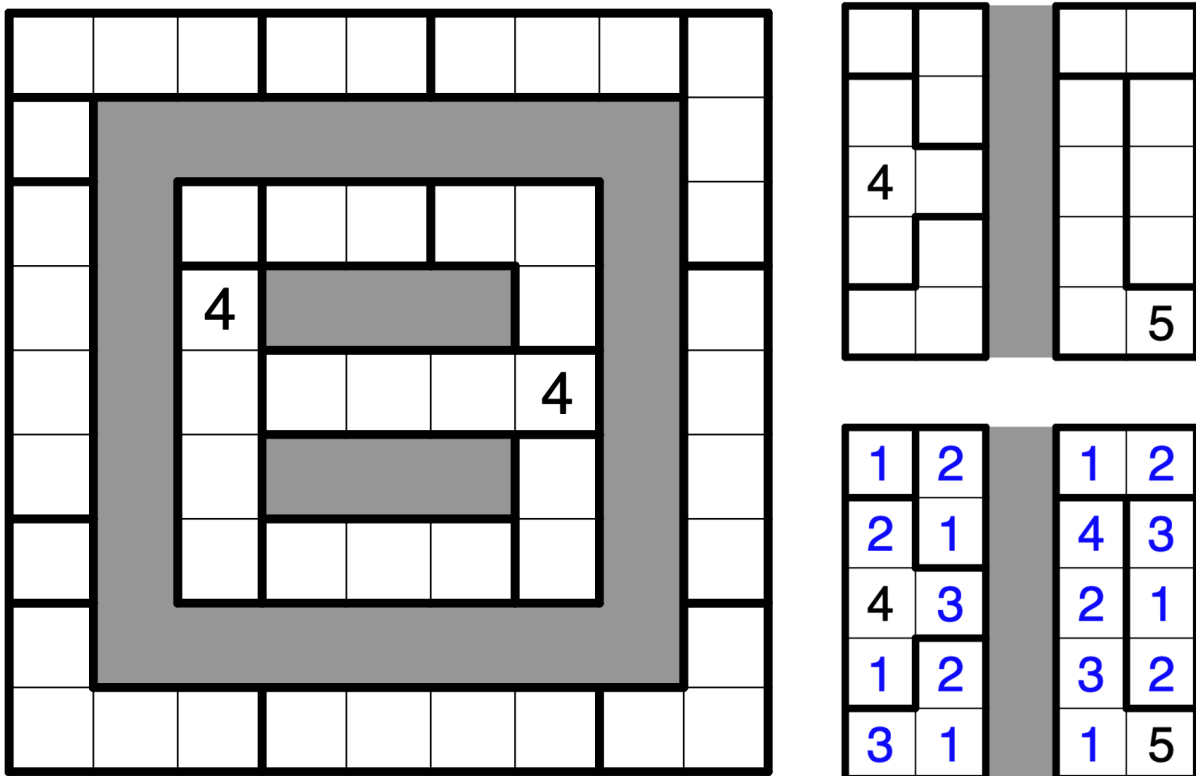
Example (Penpa+): <https://tinyurl.com/24de8h5m>

Puzzle (Penpa+): <https://tinyurl.com/26i5gkyg>

April 19, 2026: Ripple Effect | Freddie Hand

The puzzle site <https://puzzlepicnic.com/> was revived just recently. It's practically ancient history now but it had a great run from ~2011 up until ~2021 when it unfortunately shut down (I'm not too clear on the details). I always liked the site because of the wacky genres and the wacky grid shapes that appeared, particularly for square-cell puzzles. Much like the layout of this **Ripple Effect**, as befitting a Sunday.

Rules: Place a whole number into each (unshaded) cell. Numbers within a region must be 1-N, where N is the number of cells in the region. Two identical numbers in the same row or column must have at least that number of cells between them. **Note that numbers can "see" each other across shaded cells!**



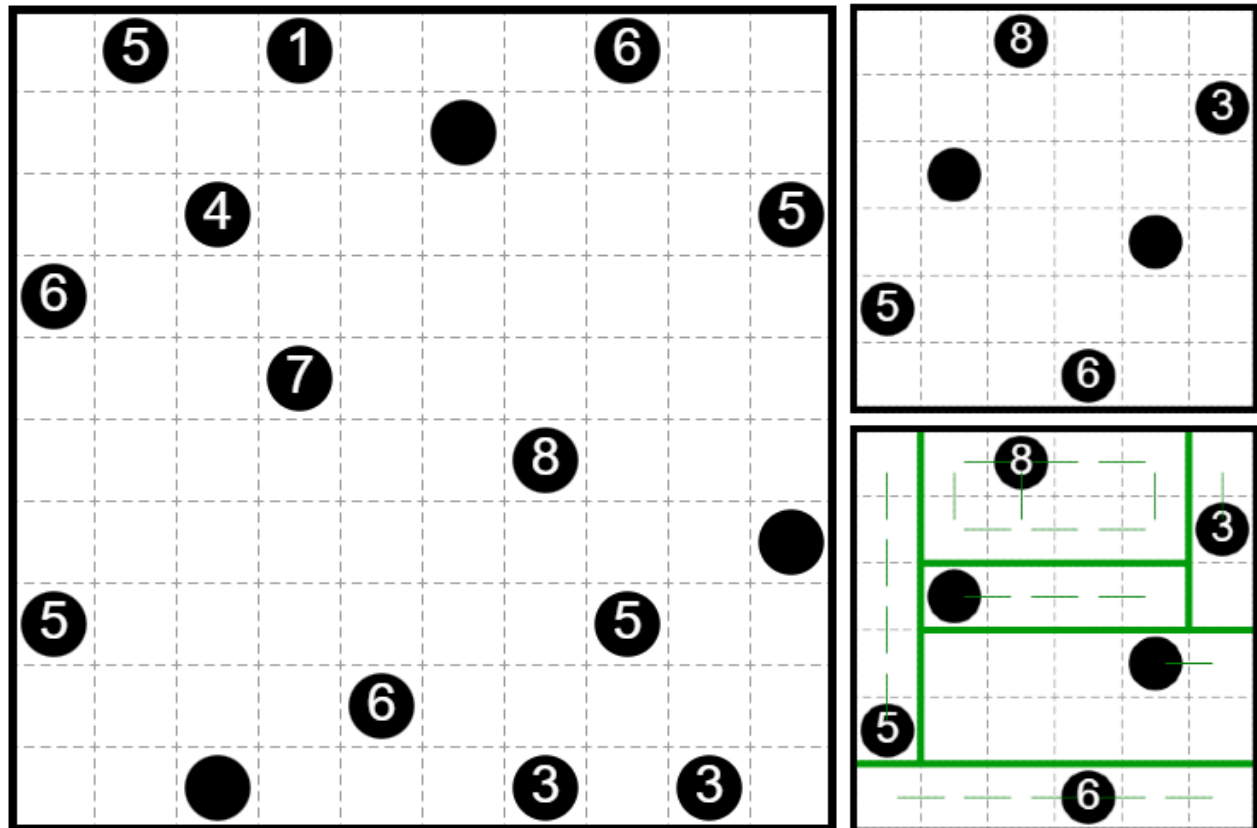
Example (Penpa+): <https://tinyurl.com/4acw5uu5>

Puzzle (Penpa+): <https://tinyurl.com/ycxx563e>

April 20, 2026: Shikaku | Rook

Today's GAPP is a Mime's favorite genre! **Shikaku!**

Rules: Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one circle. A number in a circle represents how many cells are in the region the circle belongs to.



Example (pzprxs) by Jovi: <https://tinyurl.com/2dxatfjx>
Main (pzprxs): <https://tinyurl.com/n2434cpc>

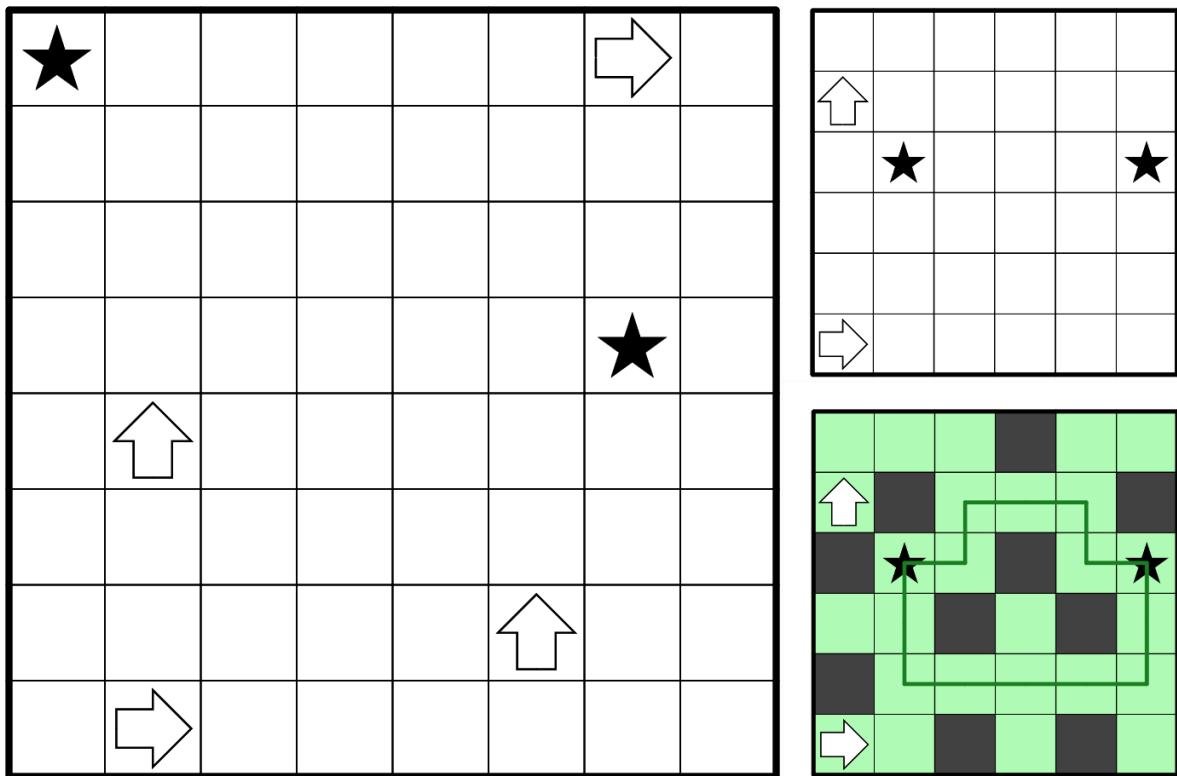
April 21, 2026: Guide Arrow (Loop) | Lavaloid

Have you ever wondered what would happen if you allow loops in a Guide Arrow? No? Too bad. Enjoy today's **Guide Arrow (Loop)**!

Rules:

- Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area.
- There is exactly one loop of unshaded cells (which may be a 2x2). All given stars (if any) are on the loop.
- Each arrow must point towards the loop but is not on the loop.

Interface note: You can use the Line mode to draw the loop, which may help with spotting logic. Drawing the loop is not required for answer check.



Example (Penpa+): <https://tinyurl.com/eumpn8bk>

Puzzle (Penpa+): <https://tinyurl.com/mwsnc77v>

April 22, 2026: Unique Marker | bakpao

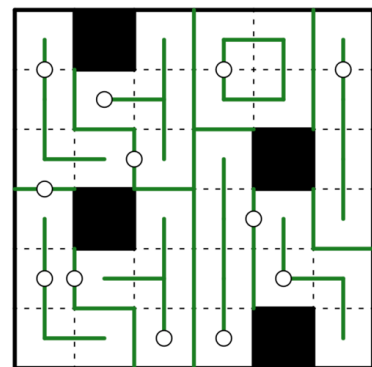
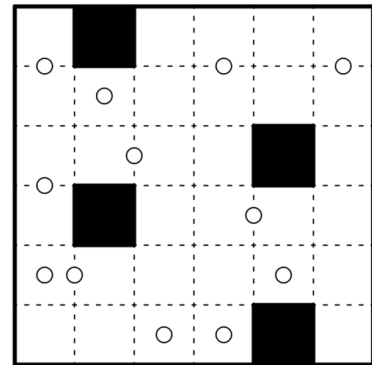
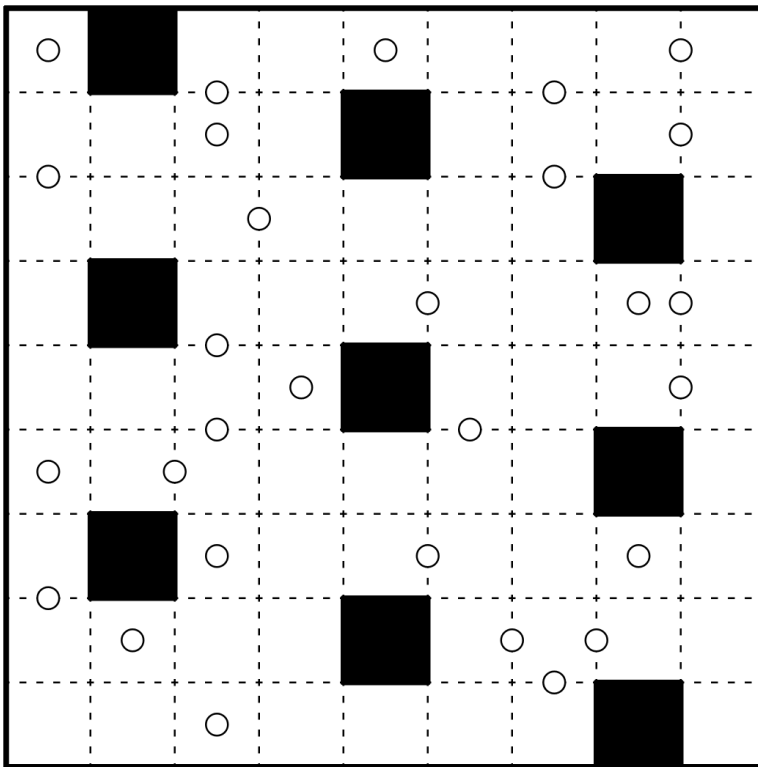
Thank you to everyone who wished me good luck in the Dutch championships after my last post! I had an awesome day and won both the sudoku tournament and the puzzle tournament!



The puzzles from our championship are freely available at this link, feel free to give them a try!
<https://www.wcpn.nl/wcpn-nk-2026/>

Today's GAPP is a **Unique Marker**, an Inaba genre that also featured in our championships!

Rules: Divide the grid into regions of four orthogonally connected cells, such that each region contains exactly one of the given dots entirely within its borders. Shaded cells are not part of any region.



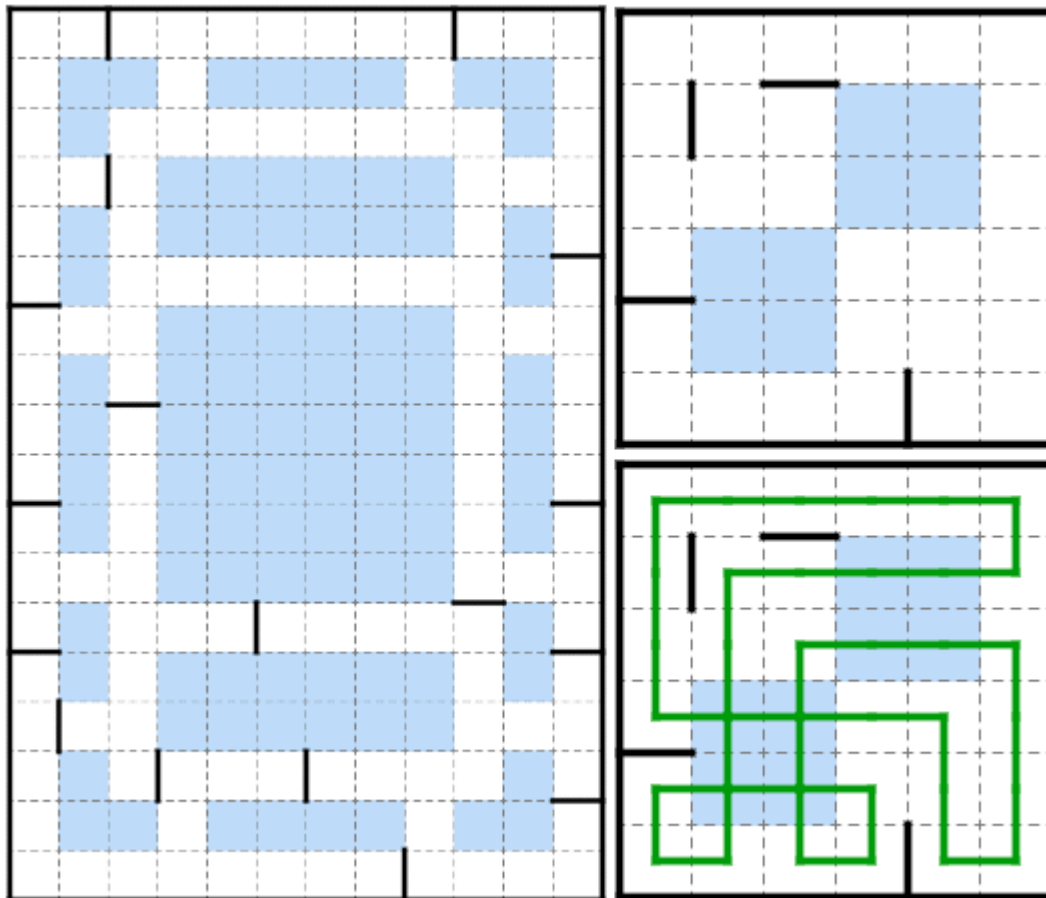
Example (Penpa+): <https://tinyurl.com/jcfzb5v8>

Main (Penpa+): <https://tinyurl.com/3j9nchtp>

April 23, 2026: Barns | jovi_al

Well! I missed Supersized Saturday last week. No one seemed to notice, so I think it's probably fine, but I made a Supersized **Barns** just in case it was missed.

Rules: Draw a loop by connecting the centers of edge-adjacent cells such that all cells are visited by the loop. The loop must not turn on ice cells, and the loop may intersect itself, but only on ice cells. The loop must not pass through given thick cell borders.



Example (pzprxs): <https://tinyurl.com/mskv29k5>

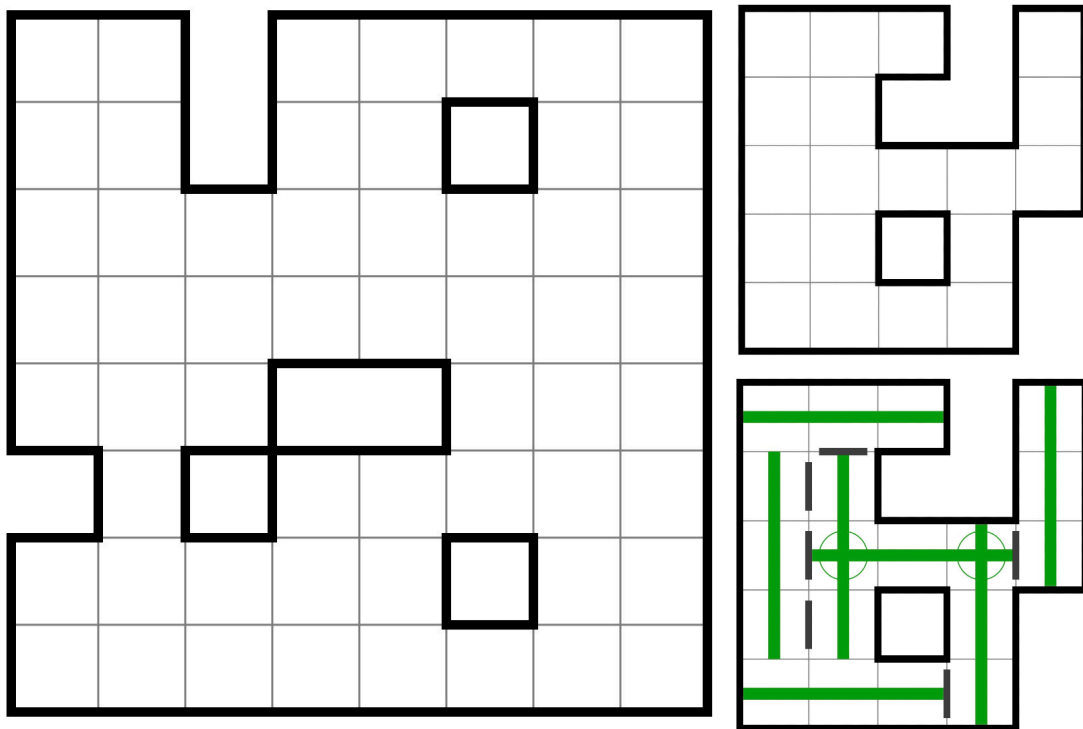
Puzzle (pzprxs): <https://tinyurl.com/msspedcs>

April 24, 2026: Rule of Three | Freddie Hand

Rule of Three was just released on pzprxs. Here's a little puzzle to celebrate!

I also wanted to mention that the fourth round of the WPF puzzle GP has just begun! You can download the instructions from <https://gp.worldpuzzle.org/content/instruction-booklet-2>. This round's gimmick is dice/puzzles on cube nets. It's a bit scary, but I'm sure the puzzles by Menderbug and CJK will be great. As usual attempting the round will garner you a 🦦 **bonus otter** 🦦.

Rules: Draw some 3-cell-long lines connecting edge midpoints, such that every cell contains 1 or 2 lines. Cells where 2 lines cross cannot be orthogonally adjacent. (To clarify, lines cannot overlap or touch end-to-end, but may cross)



Example (pzprxs, from pzprxs rules page): <https://tinyurl.com/5cnx3ecu>

Puzzle (pzprxs): <https://tinyurl.com/3nth3a3>

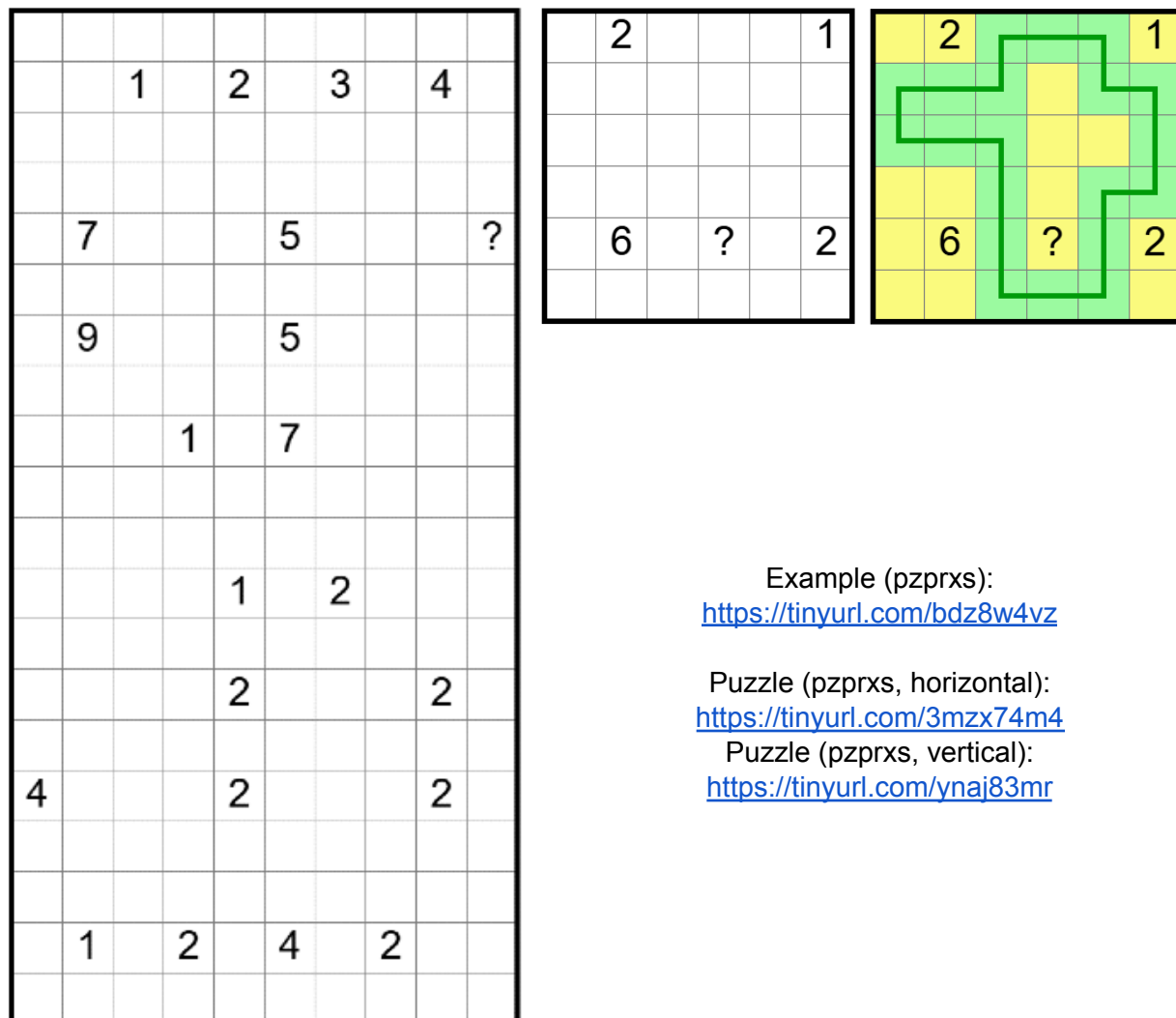
April 25, 2026: Nurikabe Loop | Rook

The implementations for Tren and Slitherlink both have green and yellow shading for aux markings. There is a definitive correct option for which color is "inside" and which is "outside" for notation purposes. **Nurikabe Loop**, also known as Nurikabe-Like Loop, has a similar color scheme. I trust you all will make the correct choice for yellow/green when solving today's puzzle.

I've included a GAPP 101 at the end of the post if you get stuck.

Rules: Draw a non-intersecting loop through the centers of some empty cells. Every orthogonally connected area of cells not visited by the loop contains exactly one clue, the value of which represents the size of the area.

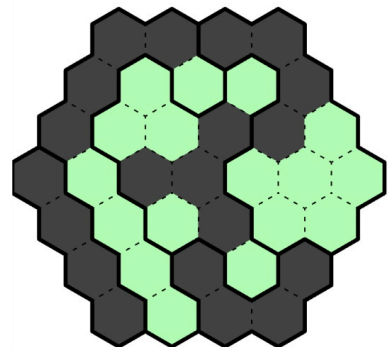
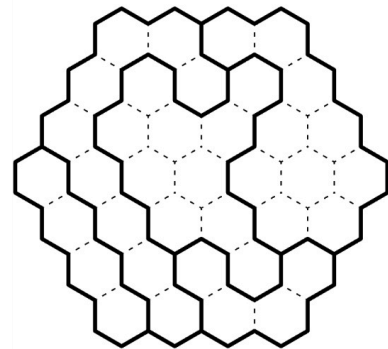
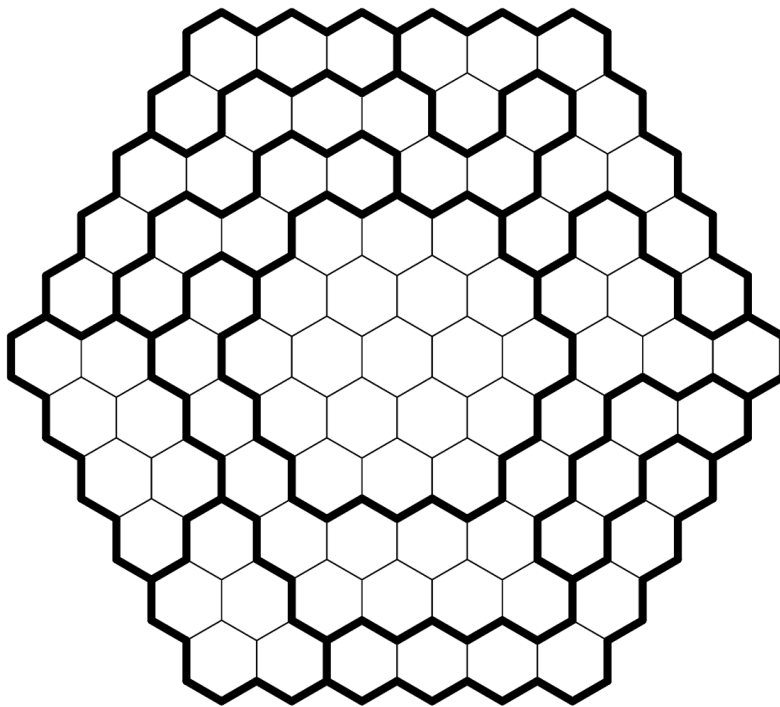
GAPP 101: (ROT13) Znxr fher gb cynpr pebff znexf ba pryyf jvgu pyhrf! Vs lbh qba'g unir gjb bcra rqtrf vagb n pryy, gura lbh pna'g ivfvg vg.



April 26, 2026: SLICY | Lavaloid

Today's ✨ *Strange-Shaped Sunday* ✨ is a **SLICY**, or a LITS (Hex) if you prefer.

Rules: Shade one tetrahex (four orthogonally-connected hexagons) of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrahexes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No three shaded cells may meet at a vertex (i.e. any 'triangle' of 3 cells cannot be entirely shaded).



Example (Penpa+) by Walker: <https://tinyurl.com/2d89suqo>

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

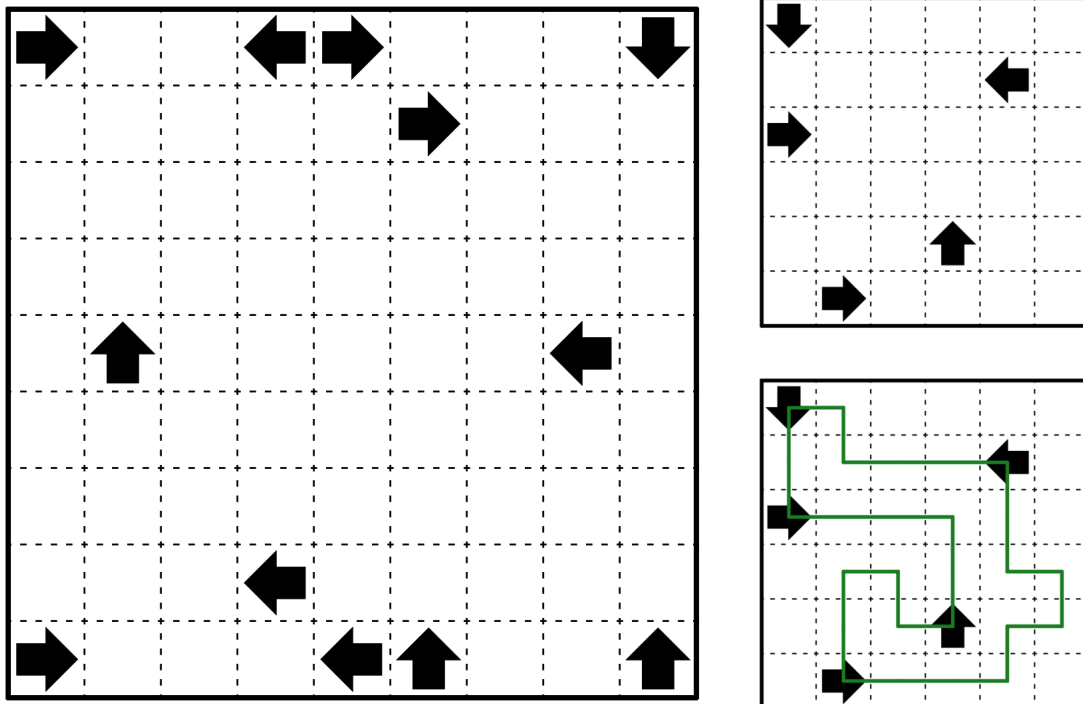
April 27, 2026: L-Ring | bakpao

It's been a while since I last featured a Nikoli omopa genre. [Puzzle Communication volume 193](#), released at the beginning of the year, unfortunately did not contain any new genres that seemed particularly exciting to me, so I was hopeful that the brand new [volume 194](#) would. At first glance it didn't seem like it, and my first thought when I saw today's genre was that it seemed a bit plain and uninteresting. As I spent some time with it though, I think it managed to change my mind - it is basic, but surprisingly fun! What do you think?

Today's GAPP is an **L-Ring**!

Rules: Draw a non-intersecting loop that moves orthogonally through the centres of some cells. The loop must visit all cells with arrows. The loop must turn in a cell with an arrow, and exit the cell in the direction indicated by the arrow. The length of a loop segment exiting from an arrow must be exactly one cell longer than the segment coming into the same arrow.

Note that arrows do not indicate directionality of the loop! (See for example the R3C1 and R5C4 arrows in the example solution)



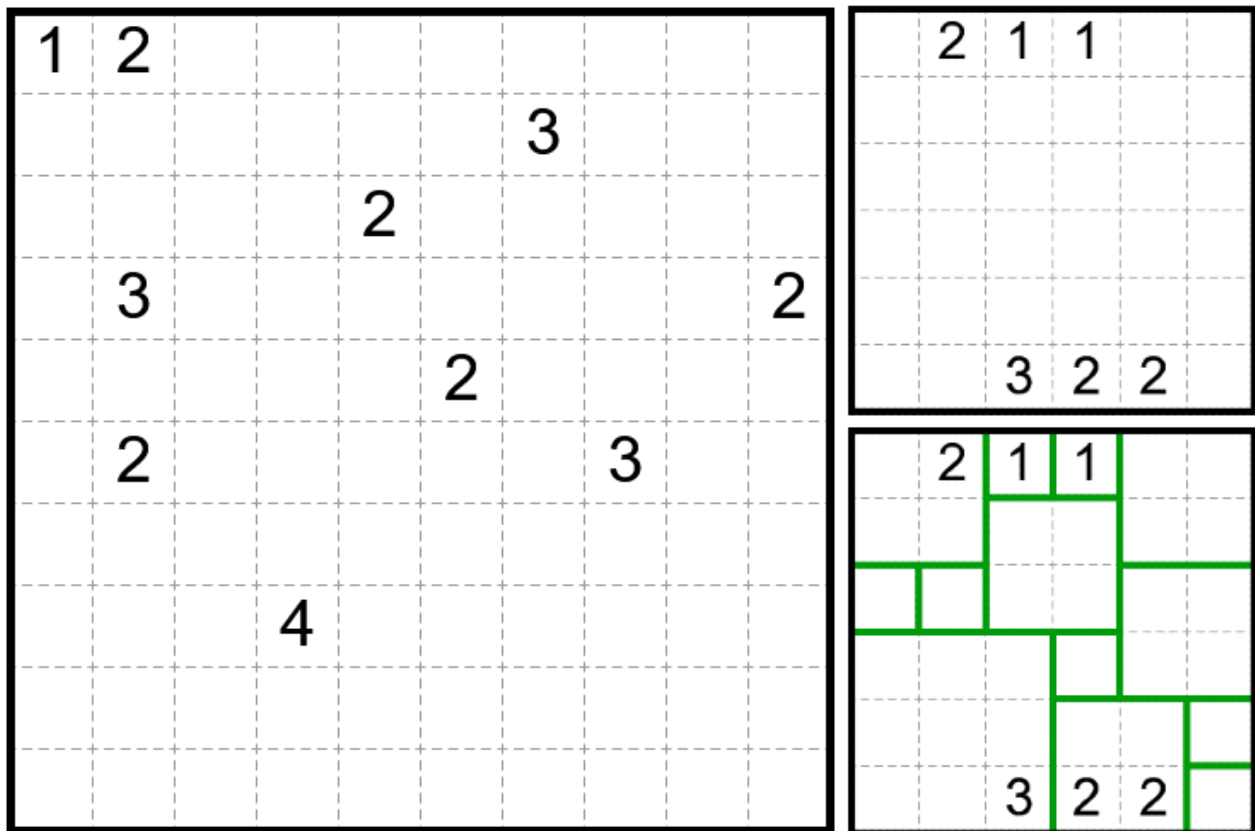
Example (Penpa+): <https://tinyurl.com/3x4b75be>

Puzzle (Penpa+): <https://tinyurl.com/386mswuj>

April 28, 2026: Square Jam | jovi_al

Hello everyone! I have a nice little **Square Jam** for you. If a puzzle by me doesn't have symmetric clue placement, it probably has a theme I consider to be stronger (e.g. all clues being the same). I wonder what the theme for this one is...

Rules: Divide the grid along cell borders into square regions. A region may contain any number of numbers (including none), each of which must indicate the length of one of the sides of the square. No region borders may form four-way intersections.



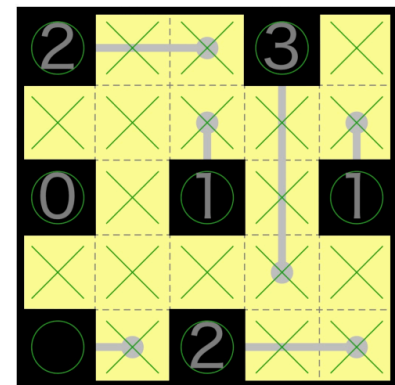
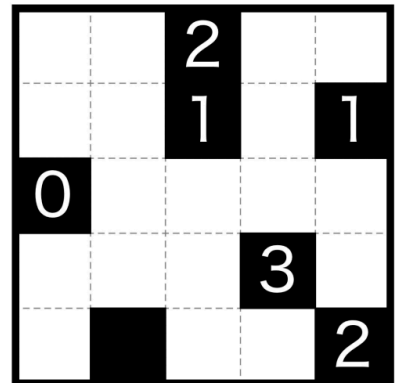
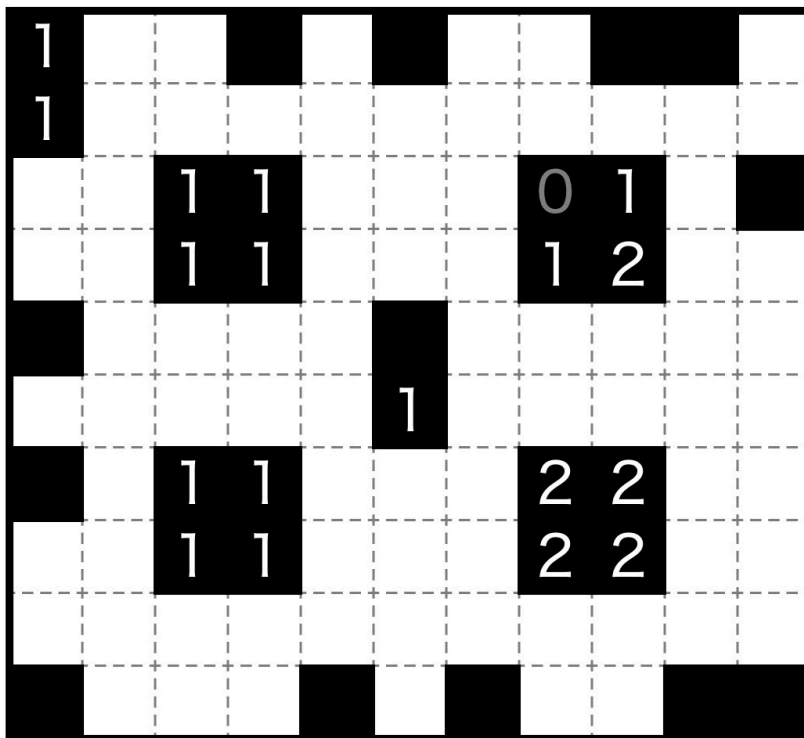
Example (pzprxs): <https://tinyurl.com/bdherzpe>

Puzzle (pzprxs): <https://tinyurl.com/4jasy39>

April 29, 2026: Hamle Paths | Freddie Hand

Hello! Today's puzzle is **Hamle Paths**, a brand new addition to pzprxs. Enjoy!

Rules: Move some black squares (1x1's, and not necessarily all of them) so that no two black squares touch orthogonally, and cells not containing a square form one orthogonally connected area. A square may only move in one straight line vertically or horizontally. Squares' paths may not cross each other, other squares, or other squares' starting points. Squares containing clues must be moved exactly the indicated number of cells.



Example (pzprxs, from pzprxs rules page): <https://tinyurl.com/yeymdf23>

Puzzle (pzprxs): <https://tinyurl.com/m2xhb7nr>

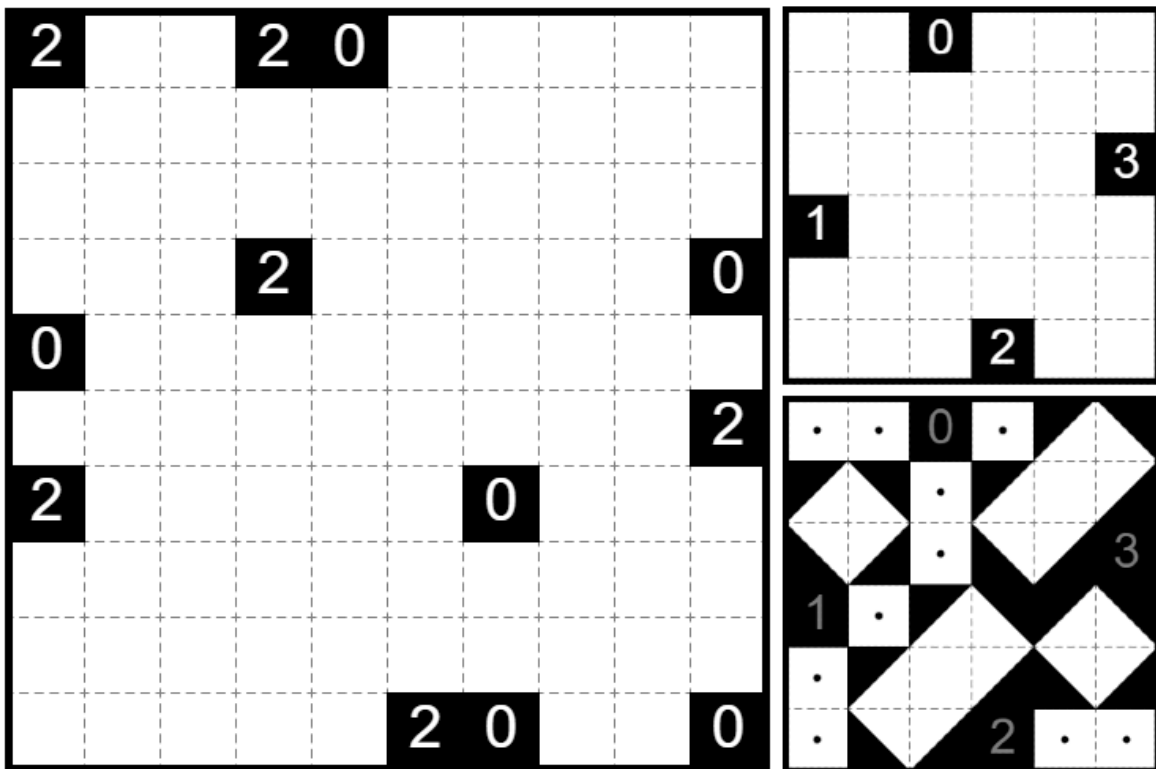
April 30, 2026: Shakashaka | Rook

I've been thinking about how the genre **Shakashaka** got its name. What is a shaka, and why is it repeated?

From a brief google search, I have found that the "shaka sign" is 🍻

This must be related to the fact that whenever I see a new shakashaka puzzle I must always react with the double shaka sign 🍻🤙🍻

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.



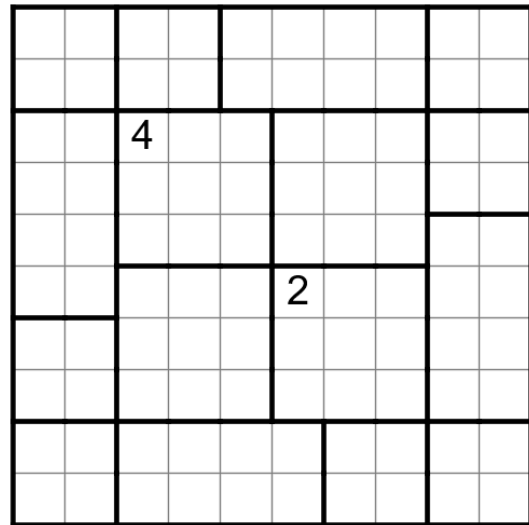
Example (pzprxs) by Jovi: <https://tinyurl.com/etyn2yx5>

Main (pzprxs): <https://tinyurl.com/y7vaemyt>

Bonus 1: Ayeheya | jovi_al

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

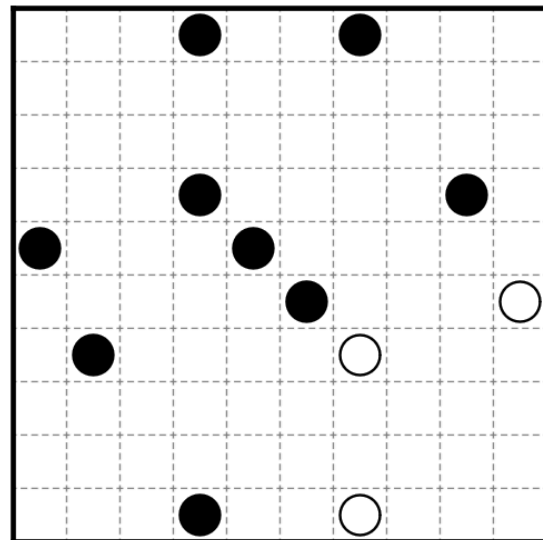
Example (pzprxs): <http://tinyurl.com/bde7dunk>
Bonus (pzprxs): <https://tinyurl.com/438829ph>



Bonus 2: Masyu (Full) | jovi_al

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

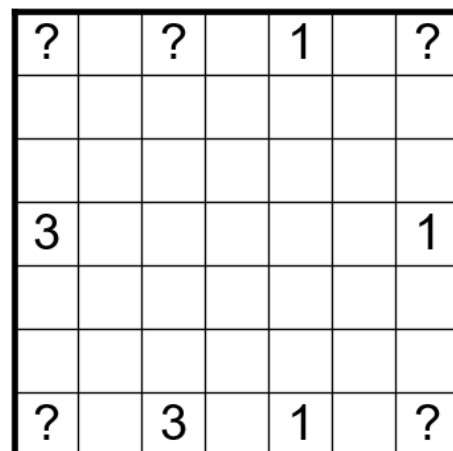
Example (pzprxs): <https://tinyurl.com/bddvtv6c>
Bonus (pzprxs): <https://tinyurl.com/5a9s6dj5>



Bonus 3: Sukoro | jovi_al

Rules: Place a number from 1-4 into some cells such that all cells with numbers form an orthogonally connected network. Each number indicates how many cells orthogonally adjacent to it also contain numbers. Identical numbers must not be orthogonally adjacent.

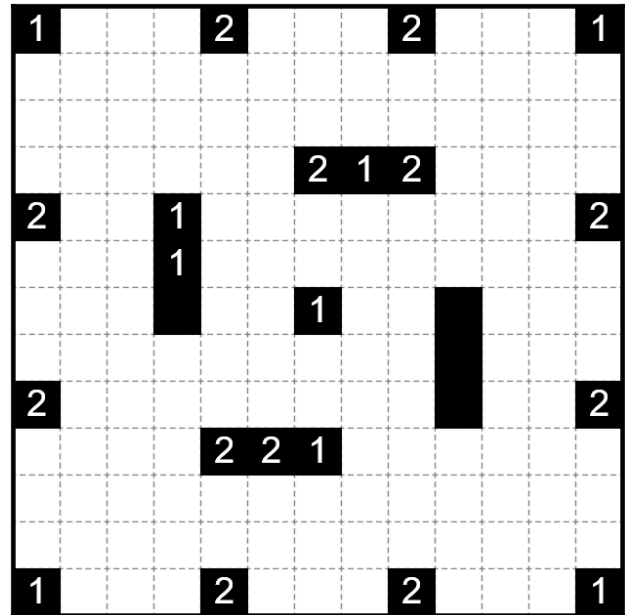
Example (Penpa+): <https://tinyurl.com/237u6k7a>
Bonus (pzprxs): <https://tinyurl.com/3bczrkua>



Bonus 4: Shakashaka | Rook

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.

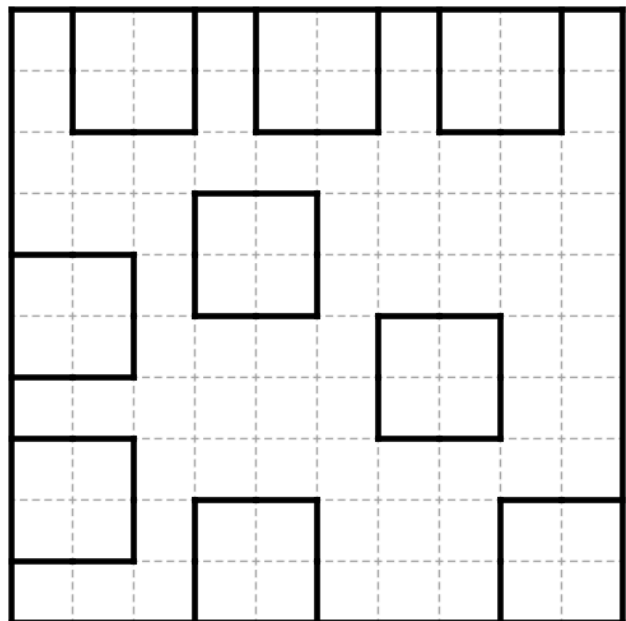
Example (pzprxs): <https://tinyurl.com/36emue3c>
Bonus (pzprxs): <https://tinyurl.com/2vm8wbhz>



Bonus 5: Tetrominous (Borders) | Rook

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

Bonus (pzprxs): <https://tinyurl.com/2e2byhc5>



Date	Sloth Time	Crab Time	
01 Apr 2026	0:02:30	0:05:00	Contrite Congo Martin
01 Apr 2026	0:10:00	0:20:00	Clueless Club-winged Manakin
02 Apr 2026	0:03:00	0:06:00	Champion Chickadee
03 Apr 2026	0:03:00	0:06:45	Snake-eating Secretarybird
04 Apr 2026	0:04:30	0:09:00	Demystified Diamantina Sabrewing
05 Apr 2026	0:04:30	0:09:00	Ququ (Triangular)
06 Apr 2026	0:06:00	0:12:00	Lenient Lesser Lophorina
07 Apr 2026	0:02:30	0:05:00	Confused Cockatoo
08 Apr 2026	0:03:00	0:06:45	Evolving Evening Grosbeak
09 Apr 2026	0:03:00	0:05:30	Anticipatory Andaman Coucal
10 Apr 2026	0:02:30	0:05:00	Green-tailed Trainbearer
11 Apr 2026	0:06:00	0:12:00	Revenge Ryukyu Robin
12 Apr 2026	0:02:30	0:05:00	Idolizing Ibisbill
13 Apr 2026	0:03:30	0:07:55	Foggy Firethroat
14 Apr 2026	0:03:15	0:06:30	Neglected Neddicky
15 Apr 2026	0:03:30	0:07:00	Sickly-Winged Nightjar
16 Apr 2026	0:02:00	0:04:30	Space Sanderling
17 Apr 2026	0:01:30	0:03:00	Eager Egret
18 Apr 2026	0:03:00	0:06:45	Kaboom Kagu
19 Apr 2026	0:03:00	0:06:00	Separated Sepik-Ramu Shrikethrush
20 Apr 2026	0:01:20	0:02:40	Little Penguin
21 Apr 2026	0:02:00	0:04:30	Loopy Leaf-love
22 Apr 2026	0:02:15	0:04:30	Victorious Verdin
23 Apr 2026	0:06:00	0:13:30	Delayed Dickcissel
24 Apr 2026	0:02:15	0:04:30	Dicey Diuca Finch
25 Apr 2026	0:03:30	0:07:00	Lark-Like Bushrunner
26 Apr 2026	0:01:45	0:03:30	Strange Weaver
27 Apr 2026	0:02:00	0:04:00	Unexpected Uguisu
28 Apr 2026	0:01:00	0:02:15	Oovoo Javier Ruvu Weaver
29 Apr 2026	0:02:30	0:05:00	Turkish Turquoise Tanager
30 Apr 2026	0:02:02	0:04:04	Double-Shaked Spurfowl