

Mind The GAPP Vol. 56

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

No special news this month, just another reminder that we now have an archive website: <https://gapp-puzzles.com>

We have four bonus puzzles this time. Enjoy!

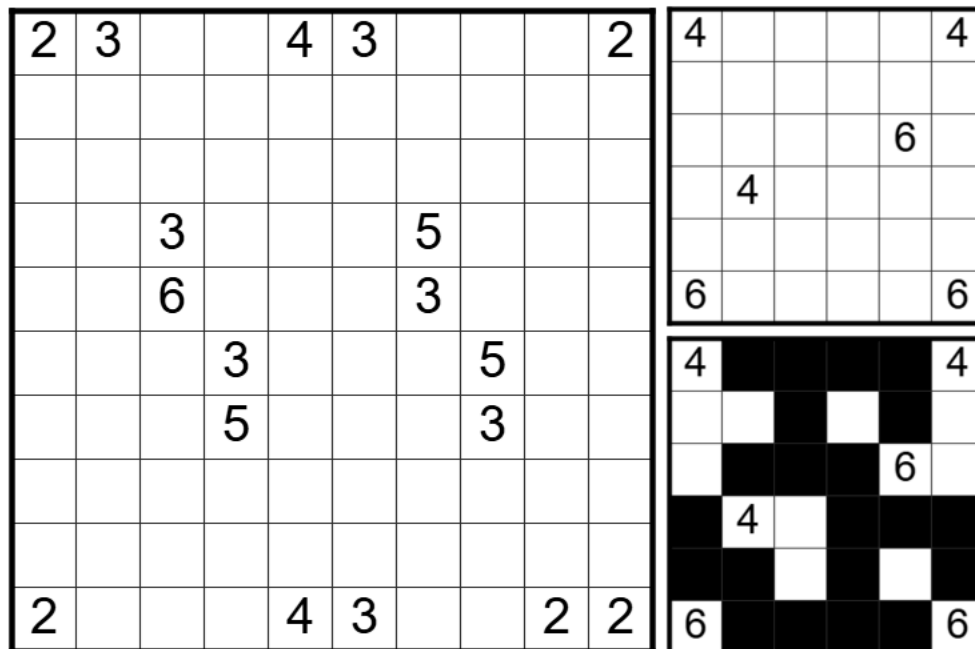
June 1, 2026: Canal View | bakpao

I often spend hours on writing and tweaking my GAPPs to make sure I'm happy with them. Last night I fell asleep before I even had a chance to start writing my puzzle though, and today is a regular workday, so in a race against the clock I wrote today's puzzle just now in about 10 minutes. Funnily enough I think this is one of my better GAPPs in recent times. If only it always went this smoothly... 🙌

Today's GAPP is a **Canal View**!

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 number of shaded cells connected in a straight line horizontally or vertically to the clue.

GAPP 101: (ROT13) Gur nzbhag bs funqrq pryf lbh pna cynpr va bar qverpgvba ba n pyhr vf bsga yvzvgrq ol univat gb nibvq perngvat n gjb ol gjb bs funqrq pryf. Vs lbh'ir nyernql cynprq fbzr funqrq pryf arne n pyhr, or fher gb xrrc na rlr bhg sbe ubj gurl zvtug yvzvq gung pyhr.



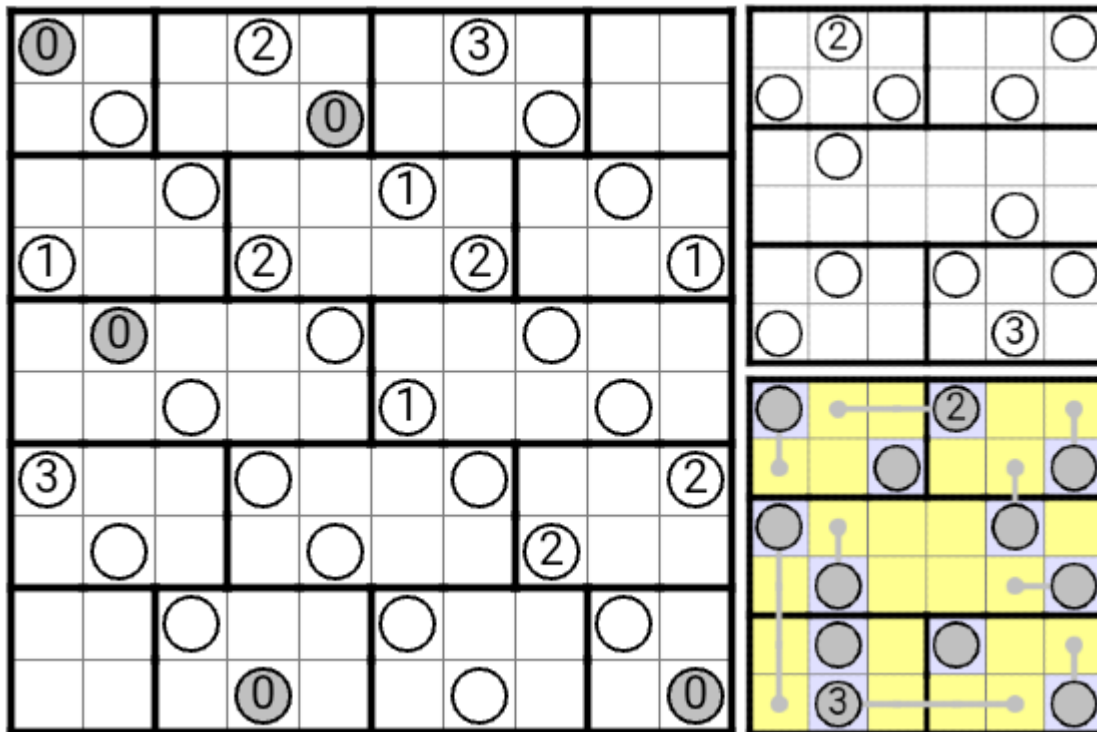
Example (pzprxs) by Eric: <https://tinyurl.com/mwpdkns9>
Main (pzprxs): <https://tinyurl.com/vsz57scs>

June 2, 2026: Heya-Bon | jovi_al

Hey everyone! I was recently reminded that **Heya-Bon** is a genre that both exists and is fun! I hope you enjoy today's puzzle!

Also, happy Pride Month! 🏳️‍🌈

Rules: Move some circles either strictly horizontally or strictly vertically such that all regions contain a 180° symmetric arrangement of circles relative to the region's center. All regions must contain at least one circle, and a number in a circle indicates how many cells that circle moves. Circles may not pass over other circles nor their paths.



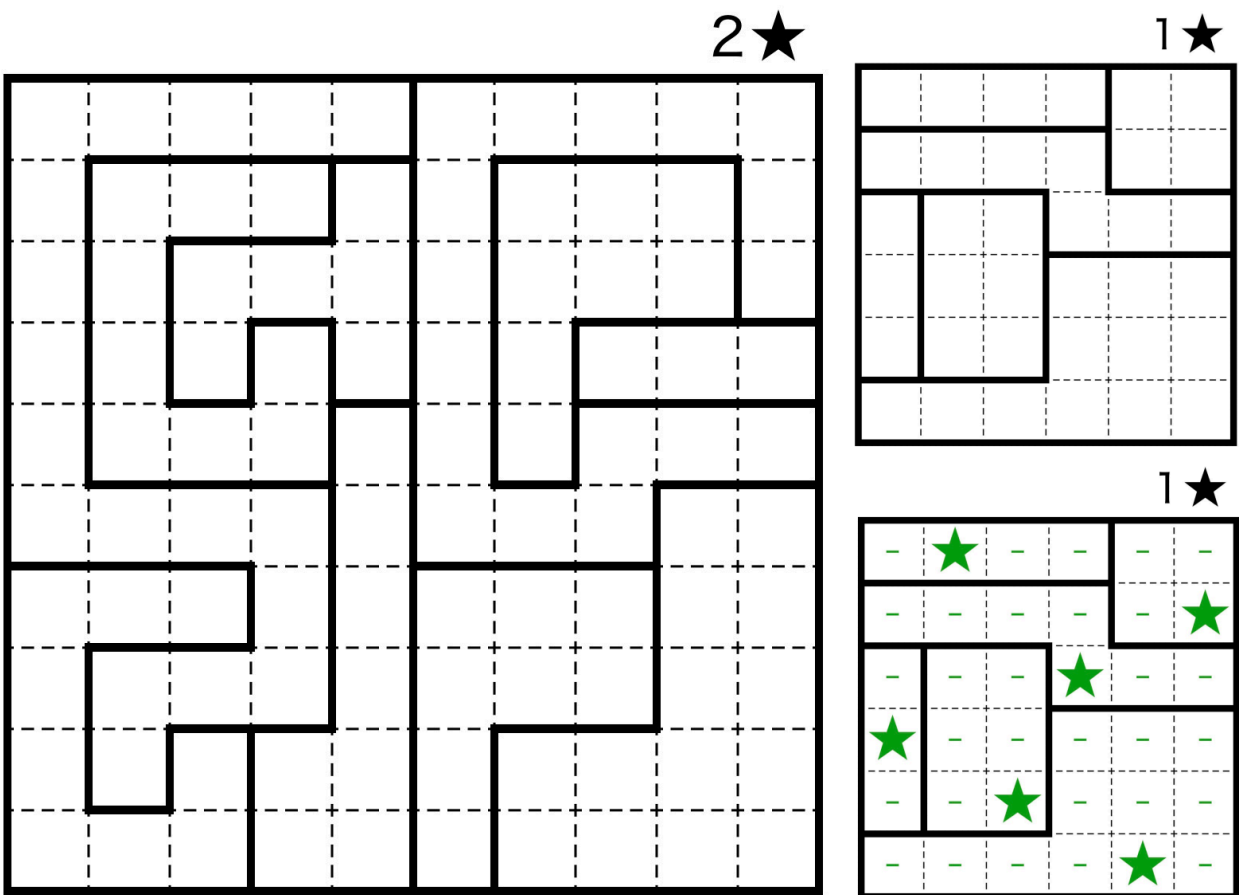
Example (pzprxs): <https://tinyurl.com/yu69kcns>

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

June 3, 2026: Star Battle | Freddie Hand

This is another reminder that round 5 of the WPF Puzzle GP (<https://gp.worldpuzzle.org/content/puzzle-gp>), brought to you from Japanese authors, is currently running! The competition has been extended until Friday, so plenty more opportunities to earn yourself an 🏆. I would recommend trying the puzzles, they're very good. Anyway, here is a **Star Battle**.

Rules: Place stars into some cells such that each row, column, and outlined region contains exactly N stars. The value of N is given outside the grid. Stars may not touch one another, not even diagonally.

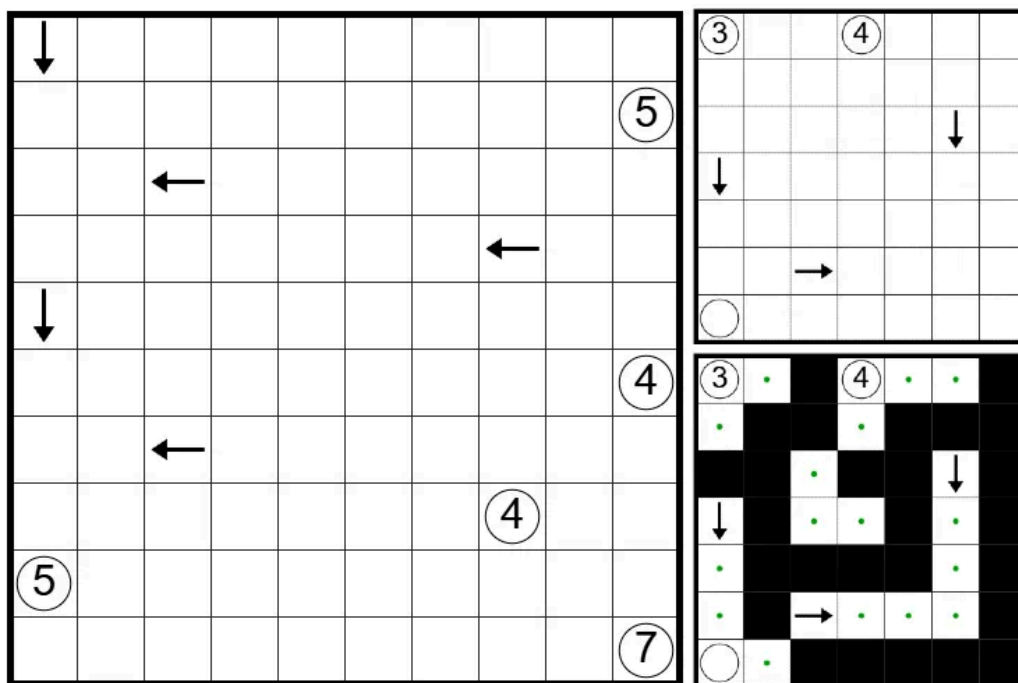


Example (puzz.link) by clover: <https://tinyurl.com/3fsh6amy>
Puzzle (pzprxs): <https://tinyurl.com/um565rhc>

June 4, 2026: Sashikabe | Rook

Stepping out of my shading comfort zone today by making a shading puzzle that's based on a region division puzzle! Enjoy today's **Sashikabe**!

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and no 2x2 region may be entirely shaded. Each unshaded area 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, and if one contains a number, the L it is inside must contain the indicated amount of cells.



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

Main (pzprxs): <https://tinyurl.com/2k3bavdp>

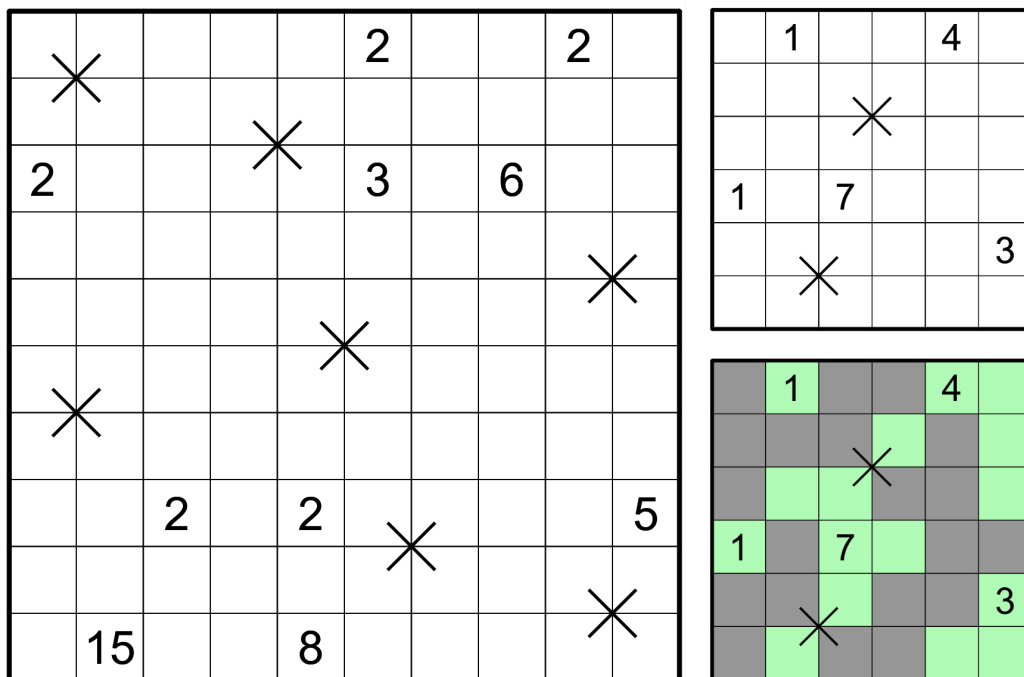
June 5, 2026: Nurikabe (Cross-Connectivity) | Lavaloid

Today's GAPP is a **Nurikabe (Cross-Connectivity)**! It's a quite interesting variant invented by xetto.

Rules:

- Shade some cells so that every shaded cell is connected. No 2x2 region may be entirely shaded.
- Every connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area. Clues cannot be shaded.
- In this puzzle, cells can be connected orthogonally, but they can also connect diagonally across given X's.
- The four cells under an X must be shaded in a checkerboard pattern. There is no negative constraint, meaning there may be checkerboards in the grid which do not have X's on them.

GAPP 101: (ROT13) Hafunqrq pryyf ba n pebff pbaarpgvivgl pyhr pbhag sbe ng yrnfg gjb hafunqrq pryyf gbjneqf gur ahzore pyhr.



Example (Penpa+): <https://tinyurl.com/2fc9t49m>

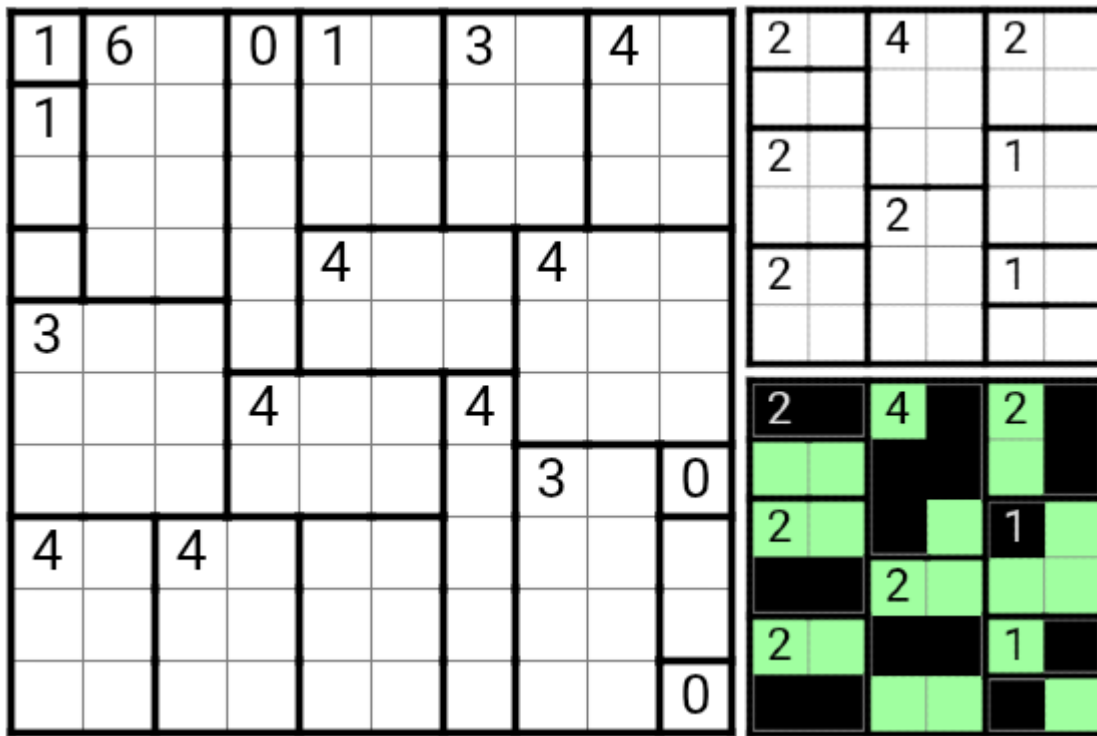
Puzzle (Penpa+): <https://tinyurl.com/98cvrkk7>

Example (pzprxs) by jovi_al: <https://tinyurl.com/yvbhs2pz>
Main (pzprxs): <https://tinyurl.com/atpkyf96>

June 7, 2026: Cocktail Lamp | jovi_al

Hi everyone! Today's puzzle is the result of a genre swap between me and Rook. I gave him a genre to GAPP, and he gave me one! This **Cocktail Lamp** is a result of that, so I hope you enjoy it!

Rules: Shade some cells such that all individual groups of edge-connected shaded cells form one diagonally connected network. Within a region, all shaded cells must form one edge-connected network. Shaded cells in different regions must not be edge-adjacent. No 2x2 of cells may be entirely shaded, and a number within a region indicates how many shaded cells it has.



The example today is a little bit above GAPP level, but it's very difficult to try to show every rule and squash possible misinterpretations/assumptions in a 6x6 grid while also keeping it easy.

Example (pzprxs): <https://tinyurl.com/s99tkr8e>

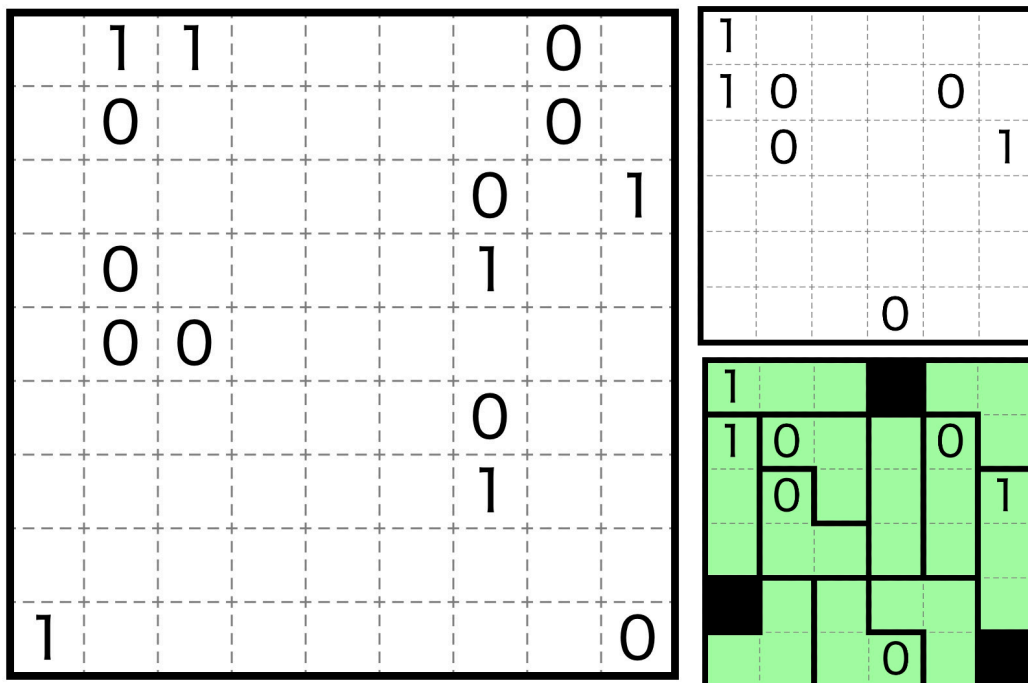
Puzzle (pzprxs): <https://tinyurl.com/9bf5wu3z>

June 8, 2026: Sandwich (Numberless Regions) | Freddie Hand

Hello! Here is a **Sandwich (Numberless Regions)**. The genre Sandwich has been implemented in pzprxs, slightly confusingly, under a different name (Trizone).

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into three-cell regions. Each region must contain **at most one** numbered cell, which indicates how many shaded cells the region is orthogonally adjacent to.

Note: Answer check will NOT work for the pzprxs links, since this is a variant.



Example (pzprxs): <https://tinyurl.com/ympjy25w>

Example (Penpa+): <https://tinyurl.com/59ht45ru>

Puzzle (pzprxs): <https://tinyurl.com/332uutc>

Puzzle (Penpa+): <https://tinyurl.com/yc2596ec>

June 9, 2026: Onsen-Meguri | Rook

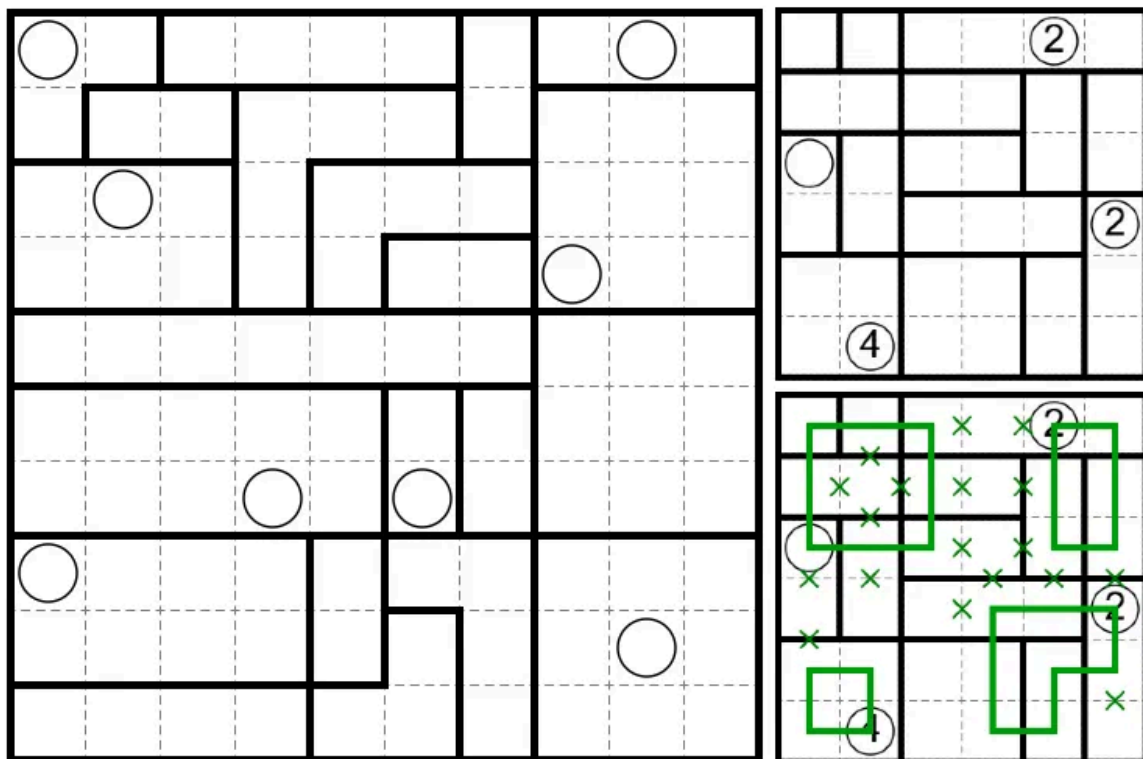
The letters in **Onsen-Meguri** anagram to Monseigneur. What is the significance of such a fact? I have no idea; I'll let you be the judge of that.

Anyways, tune in for Sunday's puzzle to see what genre Jovi gave me for our genre swap. 🙄

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

Rules: Draw non-intersecting loops through the centers of some cells. Every loop goes through exactly one circle, and every circle must have a loop. Loops may not overlap themselves or each other. A loop may visit any region at most once, and every region must be visited by at least one loop. Each loop must visit the same number of cells in every region it passes through. A number indicates how many cells that loop visits in each region.

GAPP 101: (ROT13) Ybbx sbe jung ertvba n pregnva ybbc pna ivfvg! Vs n ybbc ivfvgf K ahzore bs pryyf va rnpu ertvba, vg pnaabg ivfvg n ertvba gung pbafvfgf bs yrff guna K pryyf.



Example (pzprxs): <https://tinyurl.com/mr97xuyb>

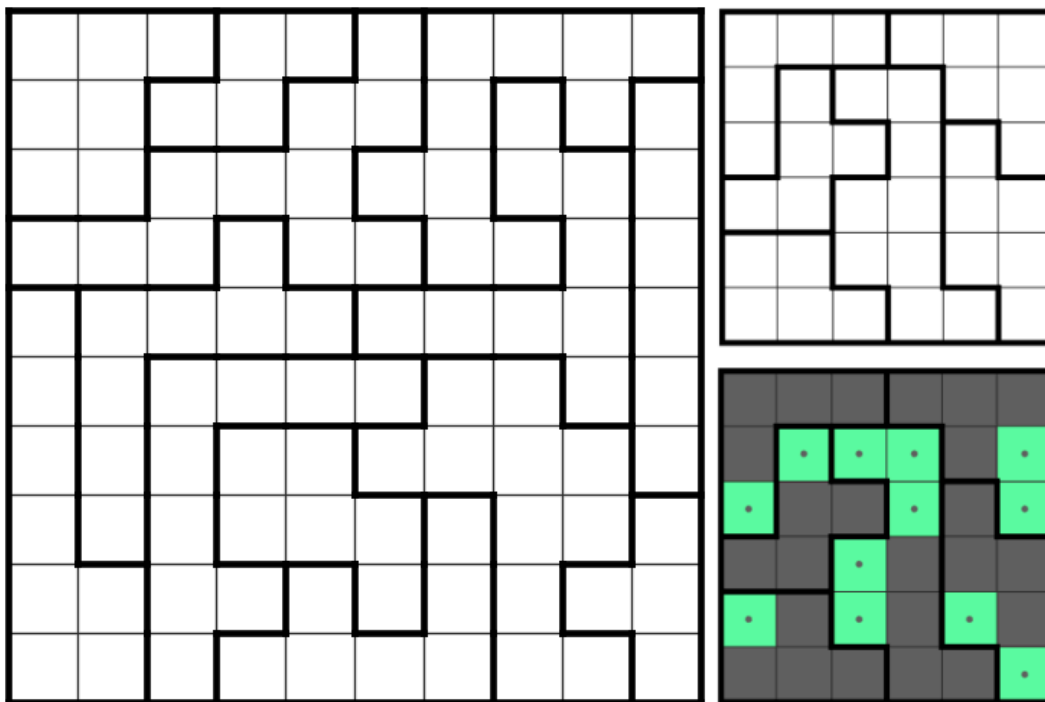
Main (pzprxs): <https://tinyurl.com/3ypyywkh>

June 10, 2026: LITS | Lavaloid

Including today's puzzle, the last four **LITS** (or variant) we featured have been mine. I am very normal about this genre. Today's GAPP teaches you a certain deduction. I recommend trying it out without the 101, and only reading it if you're stuck.

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.

GAPP 101: (ROT13) Gjb nqwnprag funqrq pryyf sbez n "obeqre" va gur pryyf orfvqr gurz gung pna'g or pebffrq jvgu funqrq pryyf, va rssrpg fcyvggvat gur ertvba va gjb

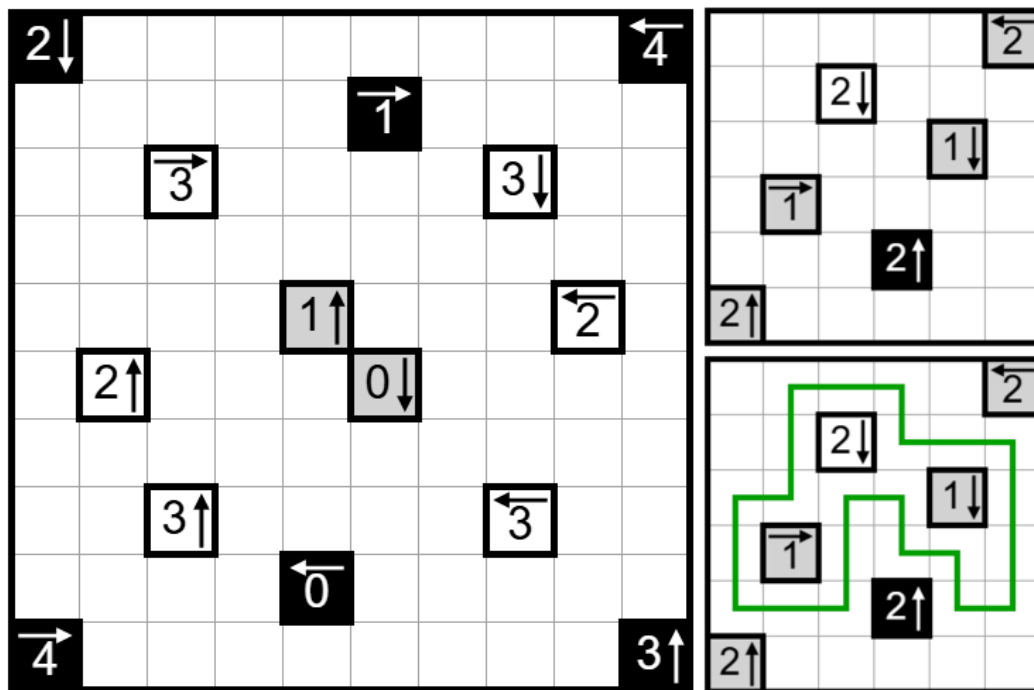


Example (puzz.link) by jovi: <https://tinyurl.com/bdcvrzfn>

Puzzle (pzprxs): <https://tinyurl.com/bd6dssj7>

Today's GAPP is a **Castle Wall**! I was very surprised to see we haven't had a classic feature since April 2023.

GAPP 101 🗨️: (ROT13) Vs n juvgr be oynpx pyhr vf bar pryy njnl sebz gur rqtr bs gur tevq, lbh pna qrgrezvar vs gur pryy orgjrra gung pyhr naq gur rqtr vf cnffrq guebhtu ol gur ybbc be abg. Vs gur pyhr pryy vf juvgr, gur pryy zhfg or cnffrq guebhtu va beqre sbe gur pyhr gb or vafvqr gur ybbc, naq ivpr irefn. Guvf qrqhpqgva pna nccrne va zber rynobengr sbezf nf jryy. Sbe rknzcyr, vs n juvgr be oynpx pyhr vf gjb pryyf njnl sebz gur rqtr naq lbh unir nyernql qrgrezvarq bar bs gur gjb pryyf orgjrra gur pyhr naq gur rqtr pnaabg or ivfvrq ol gur ybbc, lbh pna gura qrgrezvar vs gur ybbc ivfvgf gur erznavat pryy be abg.



Main (pzprxs): <https://tinyurl.com/e49vvfaw>

June 12, 2026: Hitori | jovi_al

Today's puzzle is a **Hitori**, also known as *Leave Me Alone*. It's standard in Hitori to fill every cell with a number, in order to... obfuscate scanning? Make the grid look nice? Not sure, but I chose not to do it for today's puzzle.

Rules: Shade some cells such that no two shaded cells are edge-adjacent and all unshaded cells form one edge-connected network. There must not be more than one unshaded instance of the same number in a row or column.

1	1		2	2		3	3
2	2	3	1	1		4	4
	3	3					
4	4		3	6	3		6
5	5		6	6	8	8	
			3	8	3		
6	6			3		1	1
7	7		6			2	2

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

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

Example (puzz.link): <http://tinyurl.com/3yestfbs>

Puzzle (pzprxs): <https://tinyurl.com/mv4kp23w>

June 13, 2026: Eels | Freddie Hand

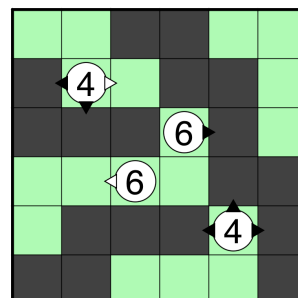
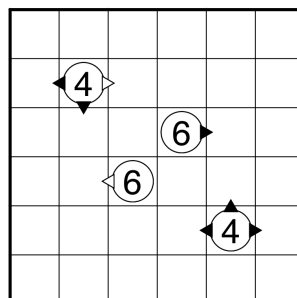
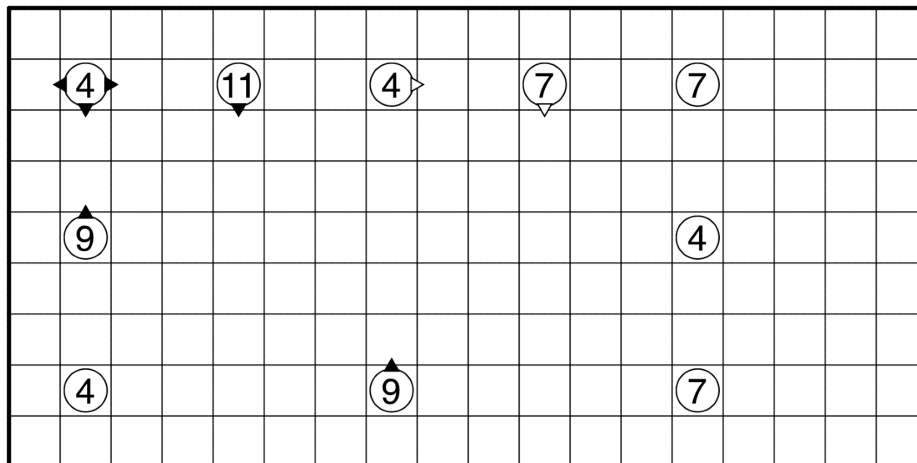
Hello! I would like to bring to your attention the French (puzzle + sudoku) Open which is being hosted on LMI this year. There are two puzzle rounds, links below. I would highly recommend giving one or both of the rounds a go! (Note that you will need to print out the puzzles to solve). As always you're welcome to claim a bonus offer 🦉 if you take part.

Round 1: <https://logicmastersindia.com/live/?contest=FR202606-P01>

Round 2: <https://logicmastersindia.com/live/?contest=FR202606-P02>

Unrelatedly, here is a Supersized **Eels**, which last appeared on GAPP 4 years ago. Nostalgic...

Rules: Shade some cells such that each orthogonally connected group of shaded cells or unshaded cells forms a one-wide path that may not touch itself orthogonally and is at least four cells in length. Clued cells cannot be shaded. A black arrow means that the adjacent cell in the indicated direction is shaded. A white arrow means that the adjacent cell in the indicated direction is unshaded. A number in a circle indicates the amount of cells in the path the circle belongs to.

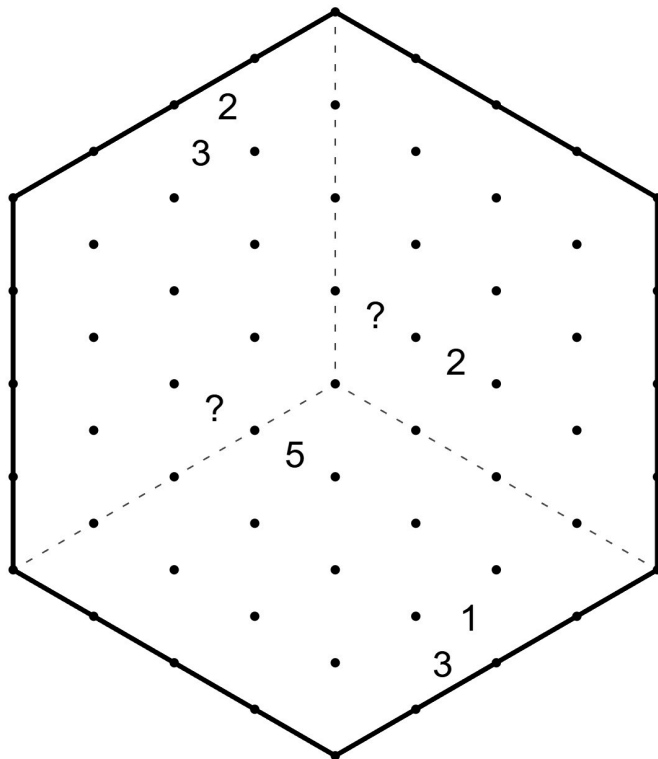


Example (Penpa+): <https://tinyurl.com/yhmf4xna>
Puzzle (Penpa+, landscape): <https://tinyurl.com/4byx3n9p>
Puzzle (Penpa+, portrait): <https://tinyurl.com/mwtrp53x>

June 14, 2026: Isocube | Rook

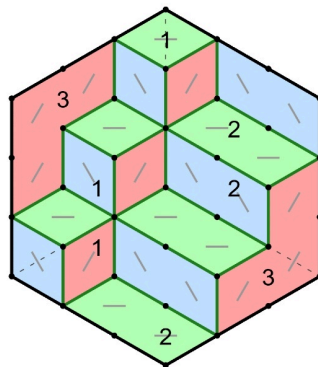
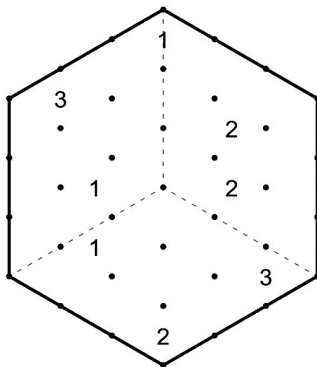
Here is my half of the genre swap between me and Jovi: **Isocube!** Last time, the rules for this genre were explained using 3D visualization, but this time I'm gonna use Jovi's non-3D formulation that I'm quite fond of. Please note that the rules in the example link do use the 3D explanation!

Rules: Connect edge-adjacent triangular cells to form 2-cell diamonds such that all cells are part of a diamond. Divide the grid into regions of edge-adjacent diamonds of the same orientation. No two regions with diamonds of the same orientation may be edge-adjacent. A clue indicates the number of diamonds in the region containing the number.



Example (Penpa+) by Jovi:
<https://tinyurl.com/264fm4sk>

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



June 15, 2026: Shape Loop | Lavaloid

Today's GAPP is a **Shape Loop** (シェイプループ)! I hope the very long 101 spoiler doesn't scare you. I recommend trying it out without the 101, and only checking it if you're stuck.

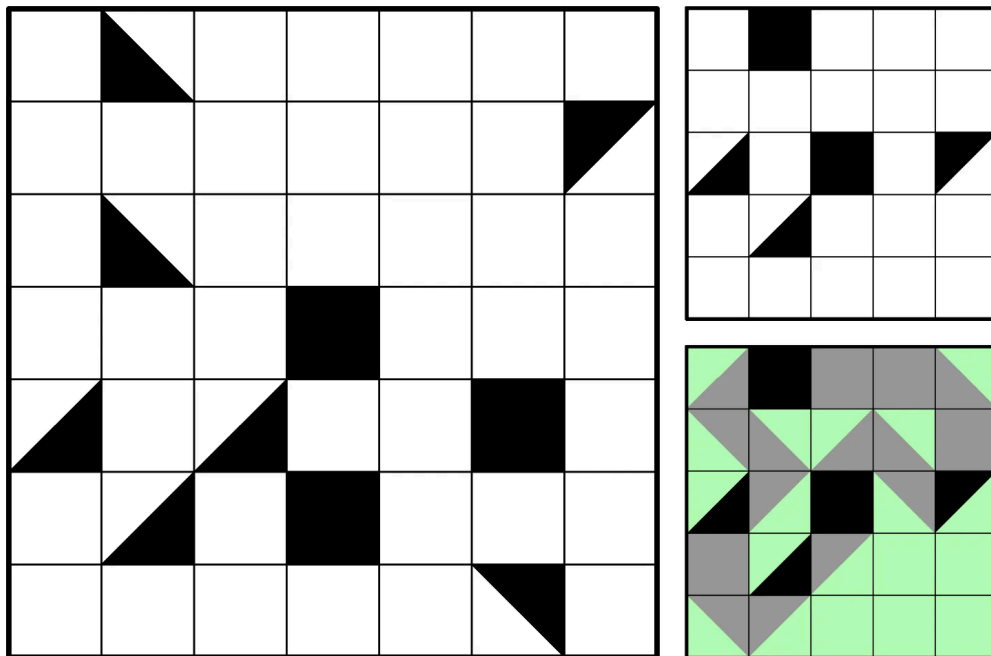
Rules: Draw either a right triangle or a square in some cells, such that when connected they form a single loop where each shape must connect to exactly two others. Some cells are already given. The loop must not turn at square cells.

GAPP 101:

(ROT13) Urer'f na nygreangr ehryfrg gung znl or rnfvre gb ernfba nobhg:

Qenj n aba-vagrefrpgvat ybbc gung geniryf begubtbanyyl guebhtu nyy pryyf jvgu pyhrf. Pryyf jvgu n fdhner pyhr (shyyf funqrq) zhfg or cnffrq fgenvtug guebhtu, juvyr pryyf jvgu gevnatyr pyhrf zhfg or cnffrq ol gur ybbc guebhtu gur gjb fvqrf gung gbhpu gur rqtr bs gur pryy. Gurer zhfg abg or gjb begubtbanyyl nqwnprag pryyf jvgu qvfpbaarpgrq, cnenyyry fgenvtug yvar frtzagf.

Urer'f n Cracn yvax sbe gur nygreangr ehryf: <https://tinyurl.com/3h9jy9m>



Example (Penpa+): <https://tinyurl.com/mrahbs93>

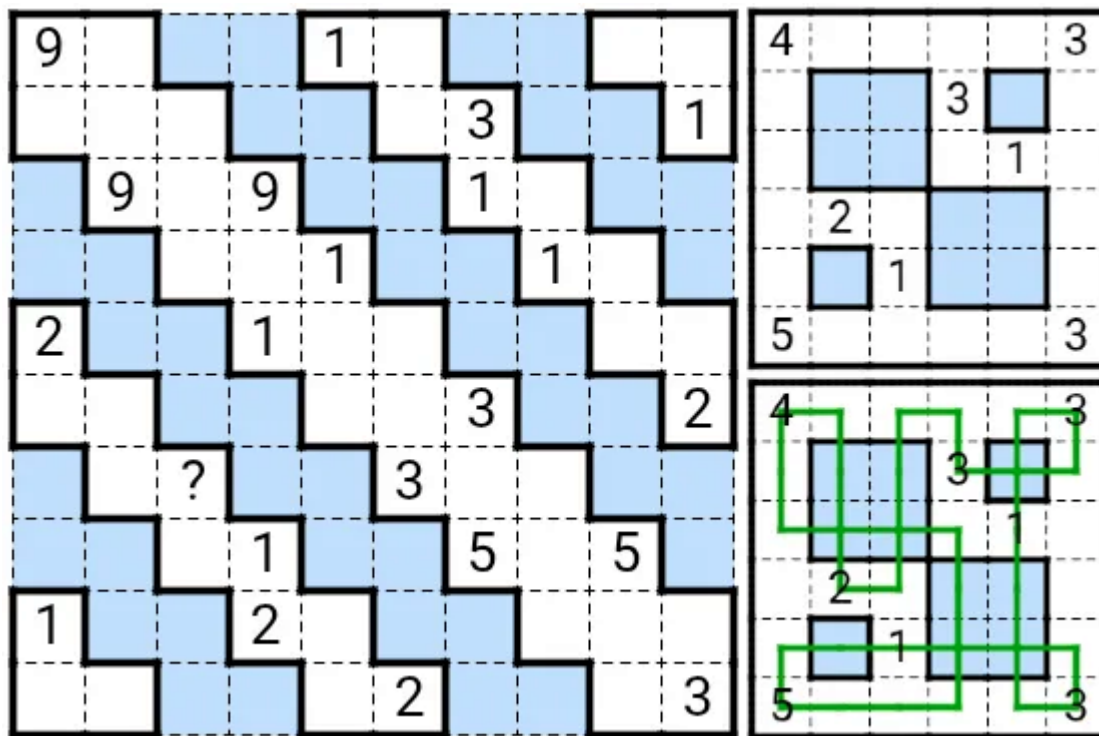
Puzzle (Penpa+): <https://tinyurl.com/mew9ttbj>

June 16, 2026: Ice Walk | jovi_al

Hi everyone! Bakpao is away today, so I'm here to post an **Ice Walk** on his behalf. The Southern Hemisphere is approaching their Winter Solstice, so it feels appropriate to post this puzzle today!

Rules: Connect the centers of some adjacent cells to form one loop that passes through every number. Cells shaded blue are called "ice cells." On ice cells, the loop must not turn, and the loop is able to cross itself. The loop must not cross itself on non-ice cells. A number indicates how many consecutive non-ice cells the loop travels through in the loop section containing the number.

Tip: (ROT13) Znxr fher lbh qba'g chg n ybbc raq va n pryy gung sbepfr gur ybbc frpgvba gb or fubegre guna vgf ahzore nyybjf!



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

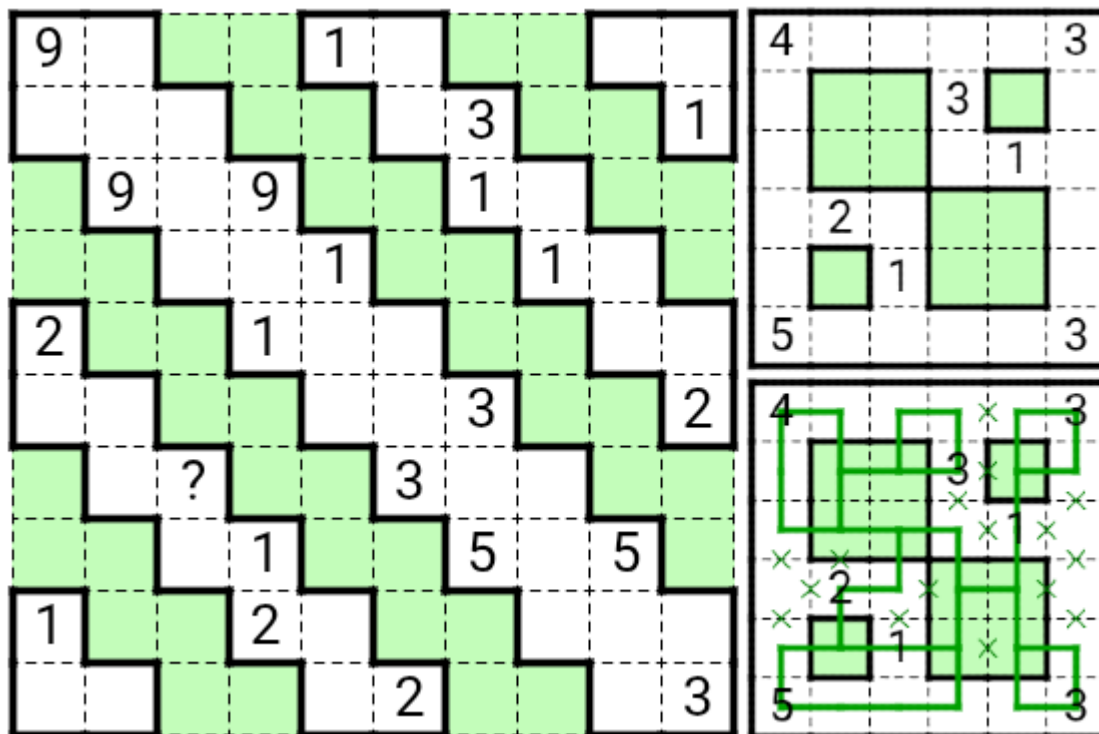
Puzzle (pzprxs): <https://tinyurl.com/349nepab>

June 17, 2026: Forest Walk | jovi_al

Hi everyone! I'm not away today, so I'm here to post a **Forest Walk** on my own behalf. The Northern Hemisphere is approaching their Summer Solstice, so it feels appropriate to post this puzzle today!

Rules: Connect the centers of some edge-adjacent cells to form one network that passes through every number. Cells shaded green are called "forest cells." On a forest cell, the network must take exactly three of the cell's exits. On a non-forest cell, the network must take exactly two of the cell's exits. A number indicates how many consecutive non-forest cells the network travels through in the network section containing the number.

Tip: (ROT13) Ybbx pnershyyl sbe aba-sberfg rqtrf gung erfbyir sberfg pryyf! Gurl pna or uneq gb fcbg, rfcprvnyyl fgenvtug frpgvbaf. V jbhyq erpbzzraq nhk-znexvat!



Example (pzprxs): <https://tinyurl.com/9byxxf4m>
Puzzle (pzprxs): <https://tinyurl.com/mwyf94f4>

June 18, 2026: Letter Weights | Freddie Hand

Hello! Today's puzzle is a **Letter Weights**. Have fun!

Rules: Write a number under each letter (in each cell) so that the numbers corresponding to the letters in each given word have the given sum. Different letters must have different numbers. The list of allowed numbers is given in a row underneath the cells.

Here's a little **GAPP 101**: (ROT13) Rkgerzr fhzf (irel ynetr, be irel fznyy) pna bsgra tvir lbh n ybg bs vasbezngvba, r.t. gur sbhegrra pyhr vf znkvzny va gur rknzcyr.

G	A	Z	E	20
U	P	O	N	20
G	O	O	D	21
G	A	P	P	7
P	U	Z	Z	27

A	D	E	G	N	O	P	U	Z

1 2 3 4 5 6 7 8 9

E	A	S	Y	13
E	X			5
Y	A	Y		14

A	E	S	X	Y

1 2 3 4 5

E	A	S	Y	13
E	X			5
Y	A	Y		14

A	E	S	X	Y
4	3	1	2	5

1 2 3 4 5

Example (Penpa+): <https://tinyurl.com/yzf2nb2x>

Puzzle (Penpa+): <https://tinyurl.com/bvcnk7db>

June 19, 2026: Fake Arrow | Rook

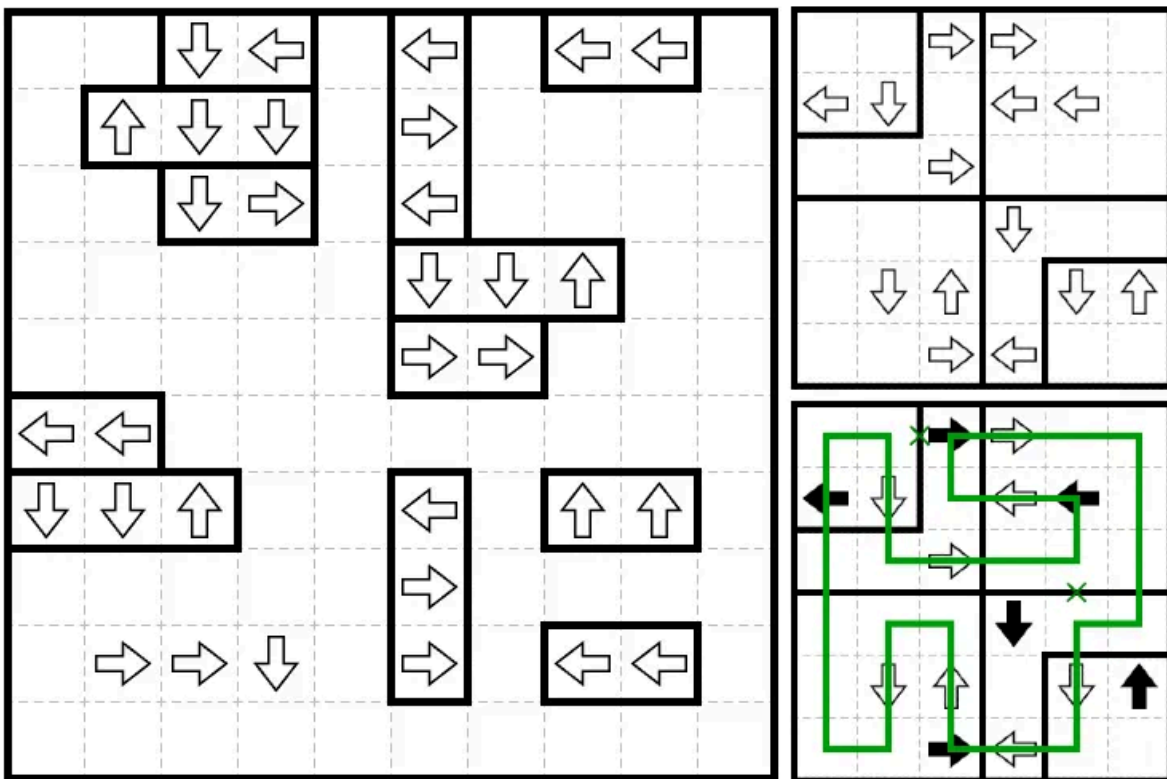
Today's puzzle is a Guide Arrow! . . . Wait, why can't I make that bold . . . guide arrow

Guide Arrow

GUIDE ARROW!!!!

ah, okay, I know what's wrong. I have been deceived and today's puzzle is actually a **Fake Arrow!**

Rules: Draw a non-intersecting directed loop through the centers of some cells. The loop must pass straight through arrow cells, in the direction the arrow points at. However, in each outlined region, exactly one arrow is lying (which means the loop doesn't pass through the arrow, turns on that cell, or goes straight in the wrong direction) and must be shaded. Lying arrows may not be horizontally or vertically adjacent.



Example (pzprxs) by bakpao: <https://tinyurl.com/nhc8yp2d>

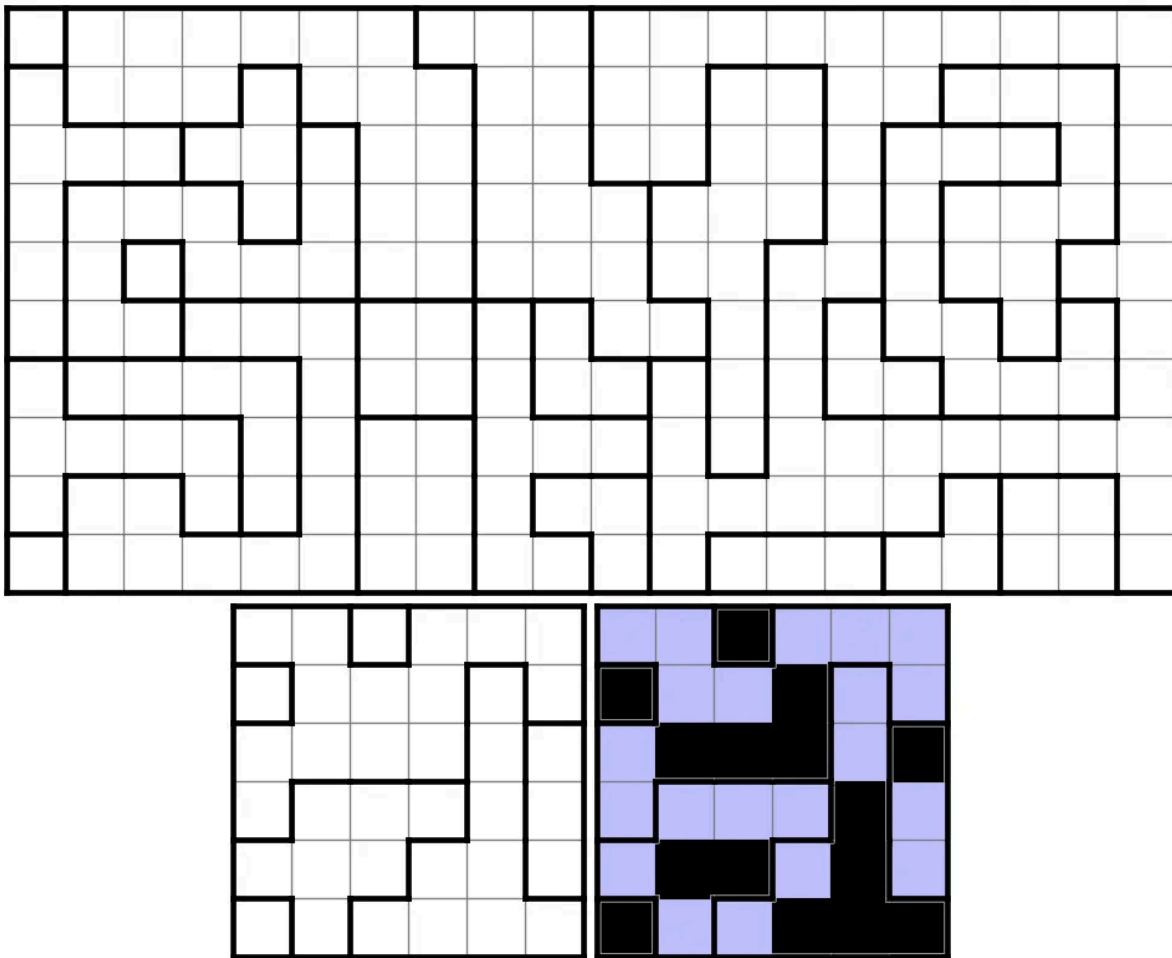
Main (pzprxs): <https://tinyurl.com/2vncvagr>

June 20, 2026: Shimaguni (Connected) | Lavaloid

Today's GAPP is a somewhat silly ✨ *Supersized Saturday* ✨ **Shimaguni (Connected)**.

Rules: Shade a single group of orthogonally 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.

Variant: All shaded areas form a single connected group where they connect to other cell groups diagonally



Example (puzz.link): <https://tinyurl.com/yff3r6dc>

Example (Penpa+): <https://tinyurl.com/mtxky94f>

Puzzle (pzprxs, landscape): <https://tinyurl.com/mrr6xbvv>

Puzzle (Penpa+, landscape): <https://tinyurl.com/ahz7zz6m>

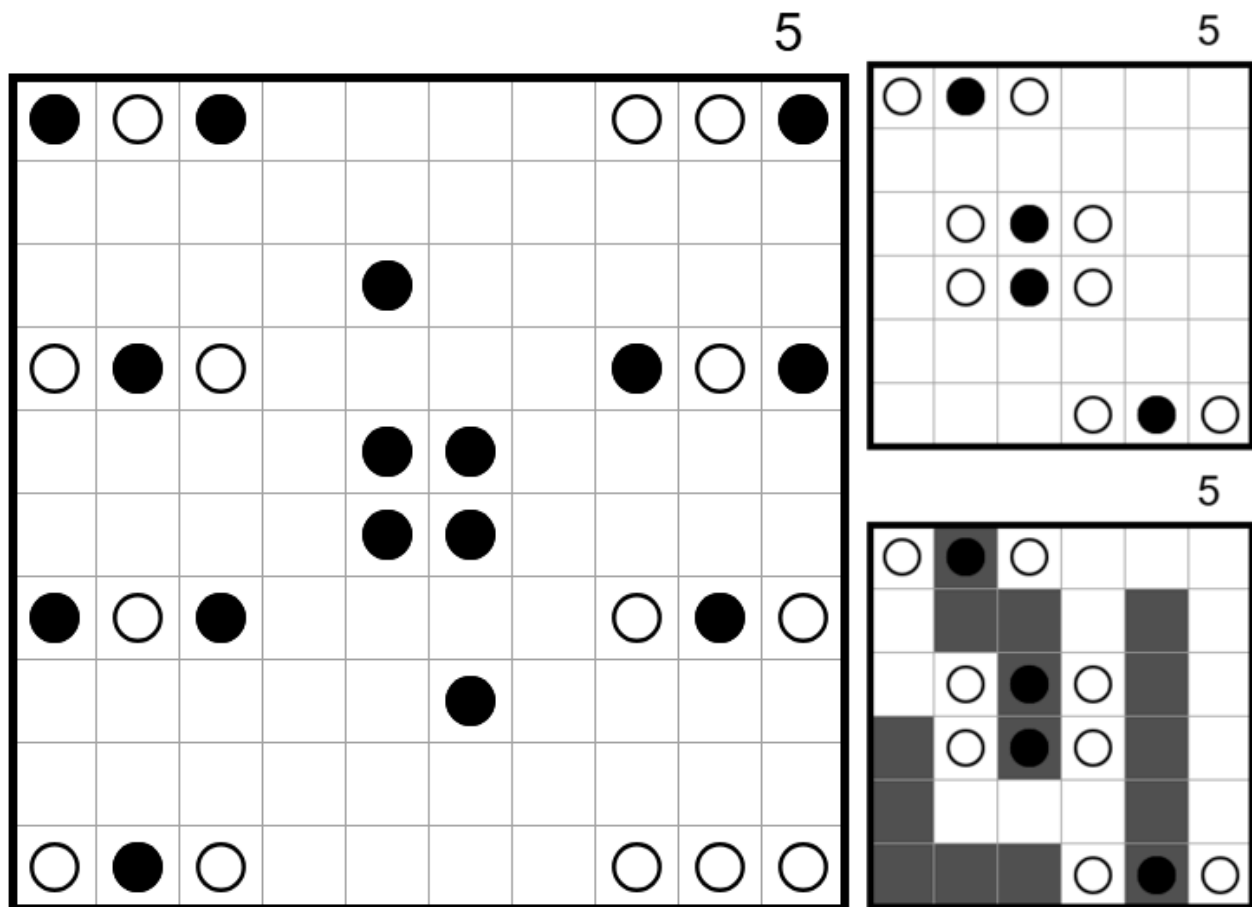
Puzzle (pzprxs, portrait): <https://tinyurl.com/2fche43k>

Puzzle (Penpa+, portrait): <https://tinyurl.com/8tccjszr>

June 21, 2026: Isowatari | bakpao

Apologies for the late post. I very recently moved house and am working my way down a seemingly endless to-do list. Today mostly consisted of drilling holes in concrete walls and ceilings and hanging curtains and lamps. Fortunately I managed to avoid electrocuting myself and drilling through pipes. Anyway, today's GAPP, an **Isowatari**, was written hastily during a bit of downtime on the subway ride to the hardware store. Hopefully you still enjoy it!

Rules: Shade some cells so that all unshaded cells form one orthogonally connected area and no 2x2 region is entirely unshaded. Black circles must be shaded and white circles must be unshaded. All orthogonally connected groups of shaded cells must be the size indicated above the grid.



Example (N=5, pzprxs, by Menderbug): <https://tinyurl.com/bddwj5dp>

Main (N=5, pzprxs): <https://tinyurl.com/7wyy5jdz>

June 22, 2026: Heyawake (Cipher) | jovi_al

Today's first instance of **Mathsy Monday*** includes variables, a foundational principle to mathematics! It's a **Cipher Heyawake**!

Rules: Shade some cells such that no two shaded cells share an edge and all unshaded cells form one connected network. A horizontal or vertical line of unshaded cells must not cross more than one region border. A letter within a region represents a number that indicates the number of shaded cells within that region. All instances of the same letter correspond to the same number. No two different letters correspond to the same number.

The column to the right of the grid doesn't have to be filled in for answer check. It's only there for your convenience!

*not a real series

A	A	B		C				C	
				C		E		F	
D		B							
						F			
F		A							
								F	A

A	
B	
C	
D	
E	
F	

A	B				
A		C			
				A	
		D			D

A	
B	
C	
D	

A	B				
A		C			
				A	
		D			D

A	0
B	2
C	3
D	1

Example (Penpa+): <https://tinyurl.com/2dau2983>

Puzzle (Penpa+): <https://tinyurl.com/29tsrydx>

Puzzle (pzprxs): <https://tinyurl.com/529wc264>

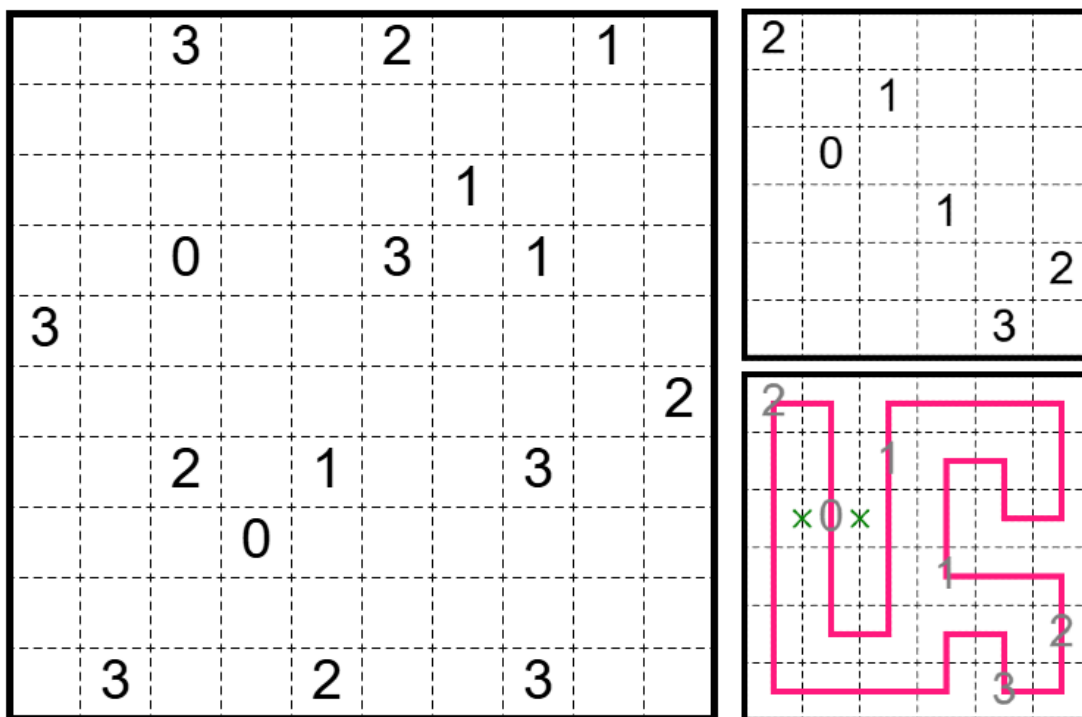
June 24, 2026: Turnaround (Full) | Rook

"The **(Full) Turnaround**" sounds a lot like a trial you would see in an Ace Attorney game. Also, in Ace Attorney games you try to spot contradictions to logically deduce the truth of a case! Sound familiar? I thought so! Do you think you can solve today's case with minimal missteps? Maybe a few Hint Coins will help you get there! (Sorry, I'll always have the Professor Layton crossover stuck in my head)

I've included a Hint Coin at the end of this post if you get stuck near the start of the puzzle!

Rules: Draw a non-intersecting loop through the centers of **all** cells. Clues count how often the loop turns in three cells: the cell containing the clue, the cell before and the cell after (along the loop).

Hint Coin: (ROT13) Mreb pyhrf ner irel erfgevpgrq! Znrx fher gung gurl unir ebbz gb tb fgenvtug va gur pryy jvgu gur pyhr naq gur pryyf orsber naq nsgrv vg!



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

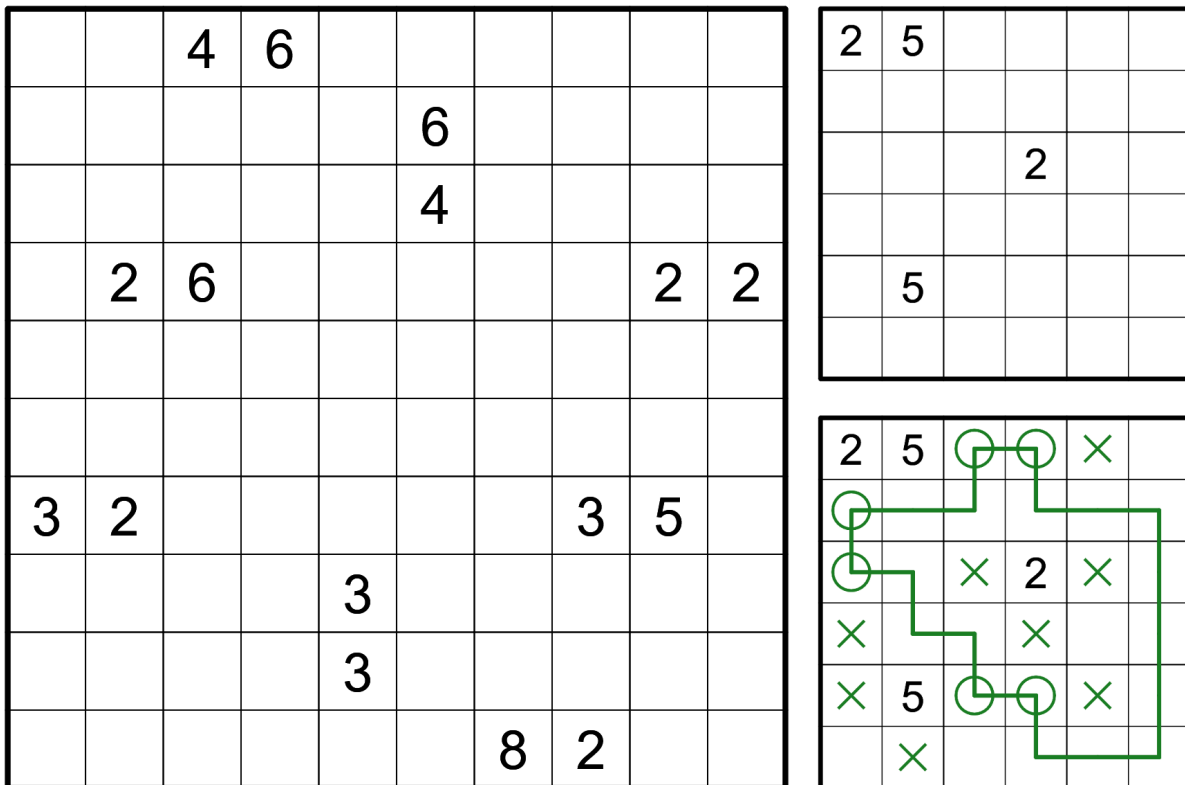
Main (pzprxs): <https://tinyurl.com/mvdcrrb>

June 25, 2026: Shimenawa 3 | Lavaloid

Today's GAPP is a **Shimenawa 3**, meaning we have now featured four entries in the Shimenawa penta-and-a-half-logy. The only remaining ones we haven't featured are Shimenawa 5 and 5.5, which I couldn't find anywhere. If anyone knows the rules to the two genres, do let me know!

Rules:

- Draw an orthogonal loop through the centers of some cells that does not branch or cross itself. The loop cannot pass through number cells.
- Numbers count how many consecutive cells up, left, down, or right of the cell are passed by the loop, until the grid border, an empty cell, or another number cell is reached. Note that the consecutive cells are not necessarily connected, but can be split into multiple segments.



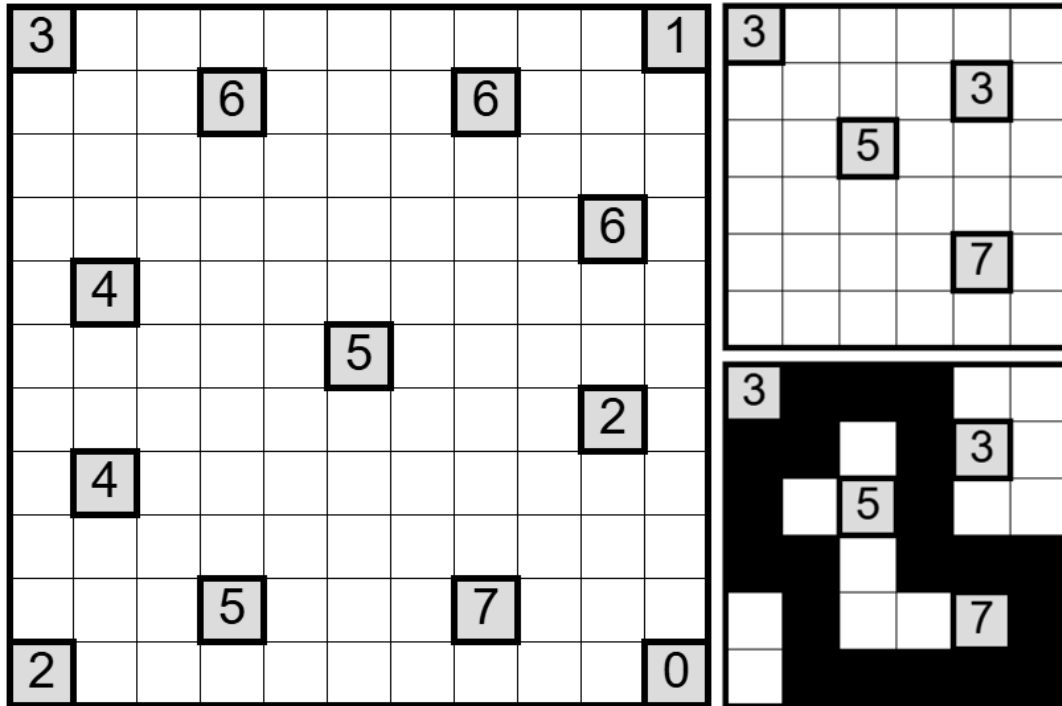
Example (Penpa+): <https://tinyurl.com/23zhky43>

Puzzle (Penpa+): <https://tinyurl.com/427bvp6t>

June 26, 2026: Bosnian Road | bakpao

Today's GAPP is a **Bosnian Road**!

Rules: Shade some empty cells to form a non-intersecting loop which does not touch itself, not even diagonally. Clues cannot be shaded, and represent the number of shaded cells in the (up to) eight cells surrounding the clue.



Example (pzprxs, by Tyrgannus): <https://tinyurl.com/mryakcms>

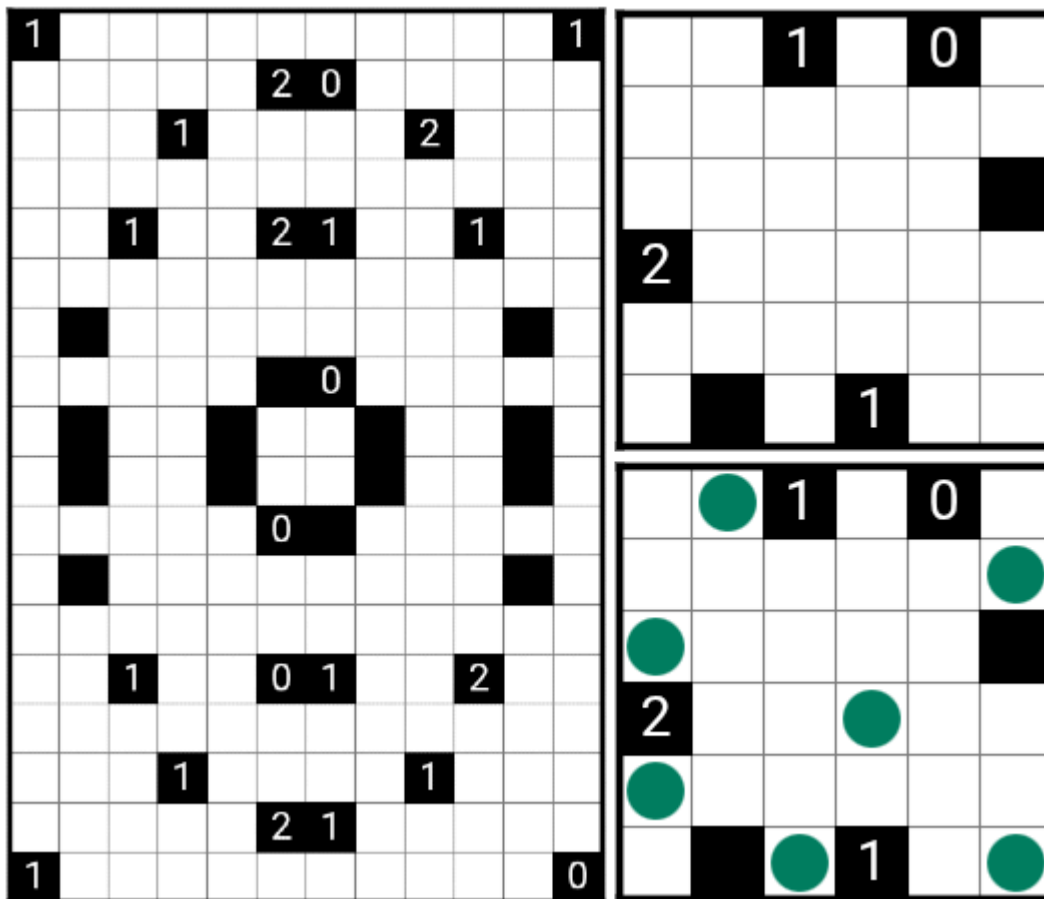
Main (pzprxs): <https://tinyurl.com/m8w24apu>

June 27, 2026: Akari | jovi_al

Today's **Supersized Saturday** puzzle is an **Akari**! It also comes with a GAPP 101 in case you can't find where to start. Enjoy!

Rules: Place a light in some empty cells. Lights illuminate cells in their row and column until reaching a shaded cell or the grid border. No two lights can illuminate each other. All empty cells must be illuminated. A numbered clue indicates how many lights are in the cells edge-adjacent to the one containing the clue.

GAPP 101: (ROT13) N pbzzba cevapvcyr va ybtpv chmmyr fbyivat vf gur "pbzzbanyvgl." N pbzzbanyvgl vf n qrqhpvba jurer ertneqyrff bs jung lbh pubbfr, ng yrnfg bar guvat zhfg or gehr va nyy pnfrf. N gjb-pnfr pbzzbanyvgl fgnegf guvf chmmyr!



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

Puzzle (pzprxs):

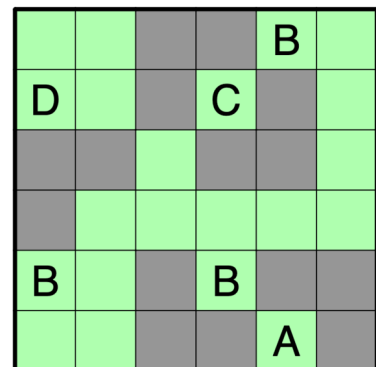
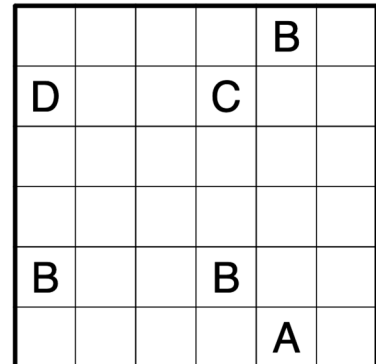
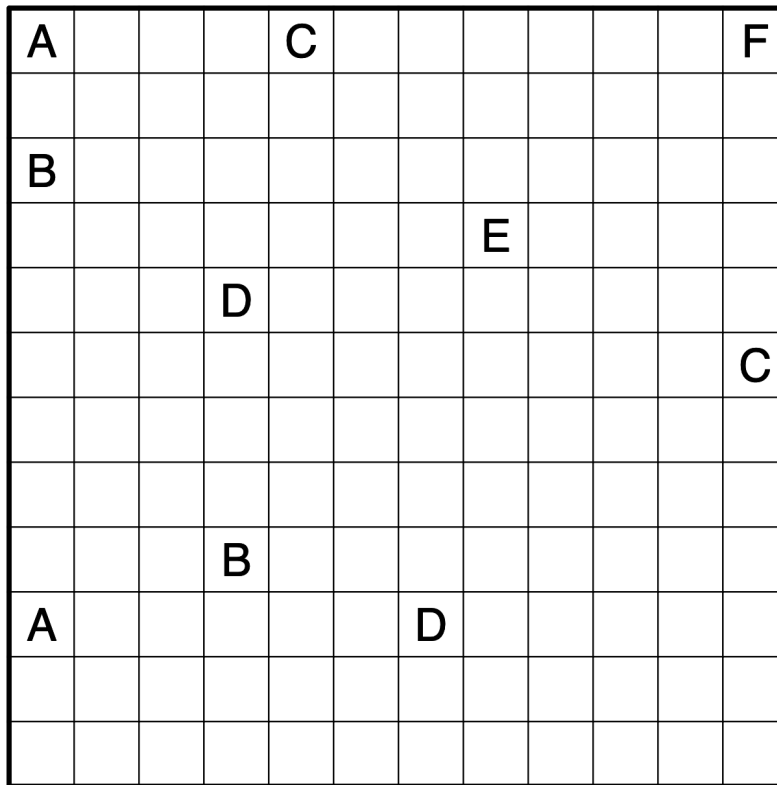
- Portrait: <https://tinyurl.com/t55v8k83>
- Landscape: <https://tinyurl.com/bddjxc6>

June 28, 2026: L-Triominion | Freddie Hand

Hello! [Round 6](#) of the WPF Puzzle GP is here, courtesy of The Netherlands! And yes it does includes several bakpao puzzles, which he humbly declined to advertise. **L-Triominion** is one of the many genres that will be appearing. Anyone who attempts the contest will be eligible for a **bonus otter** 🦦.

Rules: Shade some L-triominos of cells to divide the grid into unshaded areas. Shaded L-triominos may not touch orthogonally. Clues cannot be shaded, and each orthogonally connected area of unshaded cells contains exactly one type of clue, and all instances of it.

Clarification: An L-trimino is a group of 3 shaded cells in the shape of an L. See the example solution for a visual description.



Example (Penpa+): <https://tinyurl.com/y9vaf4em>
Puzzle (Penpa+): <https://tinyurl.com/427ytnx5>

June 29, 2026: Slovak Sums | Rook

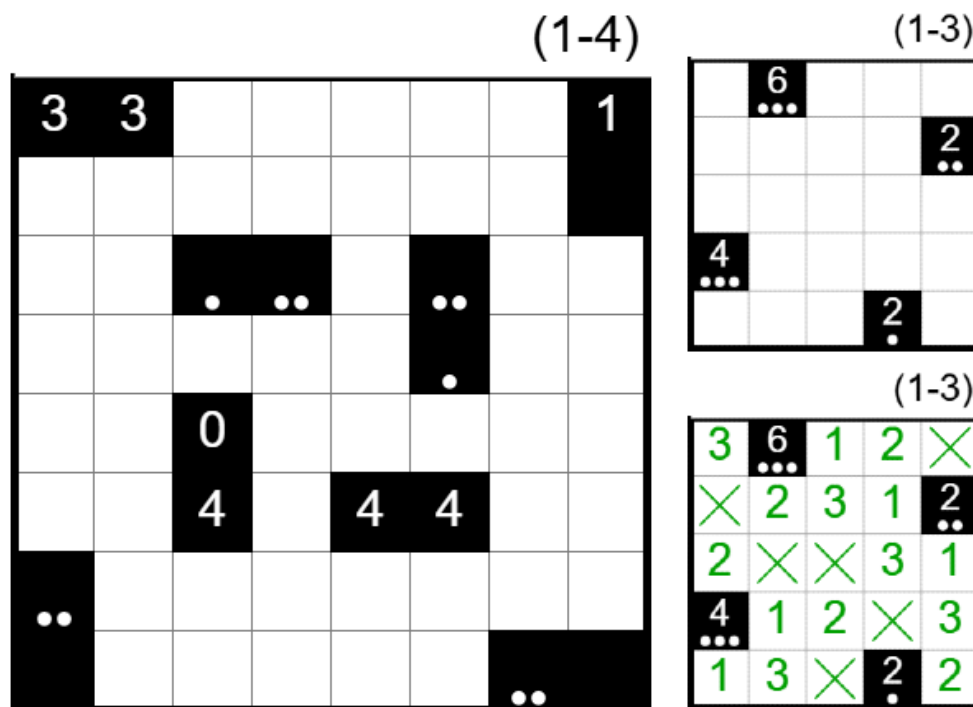
Slovak Sums

Evil Rook has split today's genre name into 2 pieces. Evil Rook has also split today's puzzle into 2 separate kinds of clues.

Good Rook has given those disjointed clues a friend. Good Rook has included a GAPP 101 at the end of this post if you get stuck!

Rules: Place numbers from the range given outside the grid into some empty cells so that each row and column contains each number once (not counting clued cells). Number clues represent the sum of the numbers in orthogonally adjacent unclued cells. Clues with circles represent how many of the orthogonally adjacent unclued cells contain a number.

GAPP 101: (ROT13) Hfr gur B naq K abgngvba gb vaqvpngr pryyf lbh xabj zhfg pbagnva ahzoref naq pryyf lbh xabj qba'g! Nsgre gung, ybbxbhg sbe erfgevpgrq ebjf naq pbyhzaf gung unlr bayl sbhe bcra fcbgf yrsg gb svyy!



Example (pzprxs) by Freddie: <https://tinyurl.com/387d35ms>

Main (pzprxs): <https://tinyurl.com/3jkxatjp>

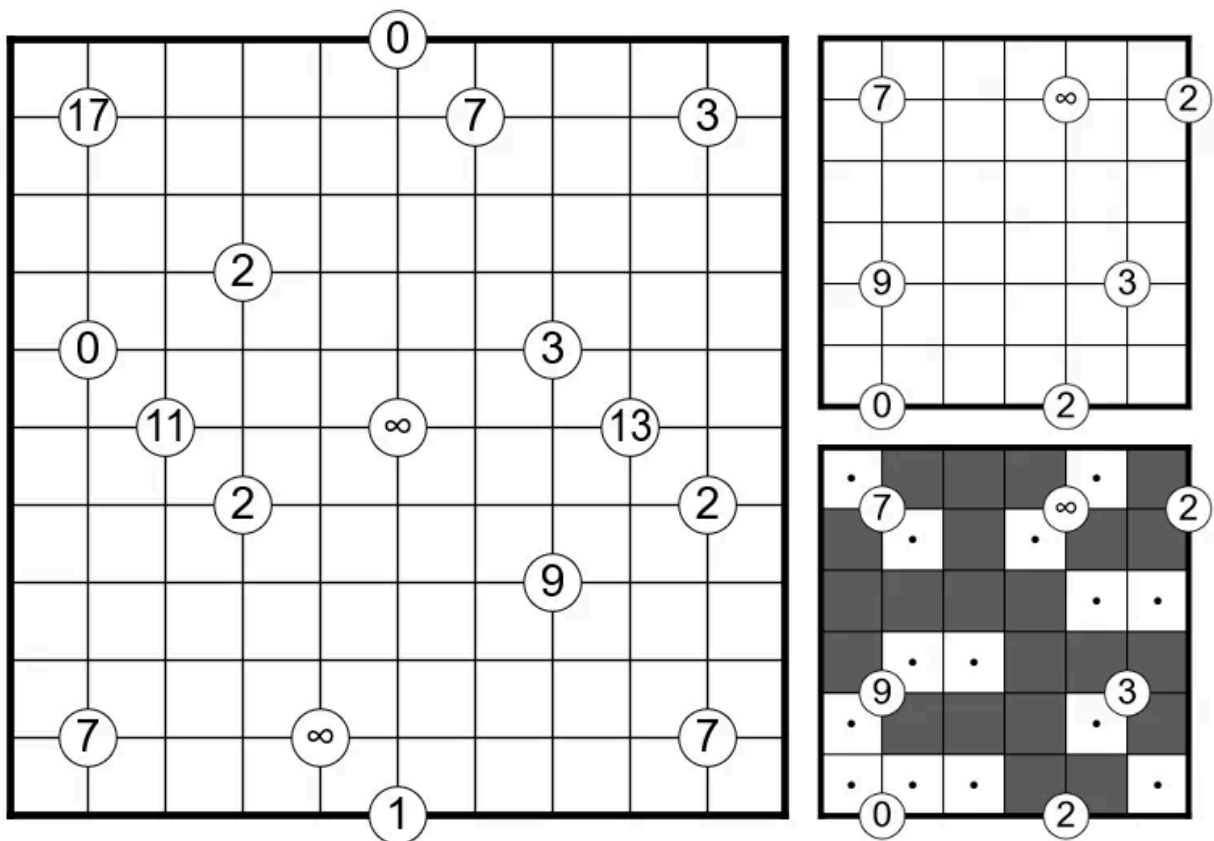
June 30, 2026: Landvermessung | Lavaloid

Today's GAPP is **Landvermessung**, or *Land Measurement* in the new pzprxs implementation. It features a clue that hasn't been featured before: the infinity clue.

Rules:

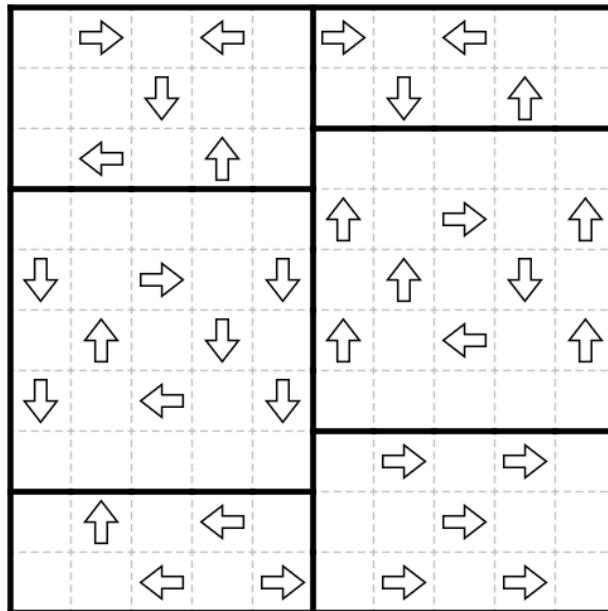
- Shade some cells such that no closed loops exist among the shaded cells (not even a 2x2).
- A clue indicates the number of cells in the shortest path of shaded cells that visits all of those touched by the clue.
- A zero clue cannot overlap any shaded cells.
- An infinity (∞) clue overlaps two shaded cells that do not have a valid path between them.

GAPP 101: (ROT13) Pyhrf terngre guna guerr zhfg nyjnlf or fheebhaqrq ol n purpxreobneq, jvgu gur gjb funqrq pryyf pbaarpgrq ol n cngu bs gur vaqvpngrq yratgu.



Example (pzprxs) from pzprxs rules page: <https://tinyurl.com/2x8yc9cp>
Puzzle (pzprxs): <https://tinyurl.com/bp6746w7>

Bonus 1: Fake Arrow | Rook



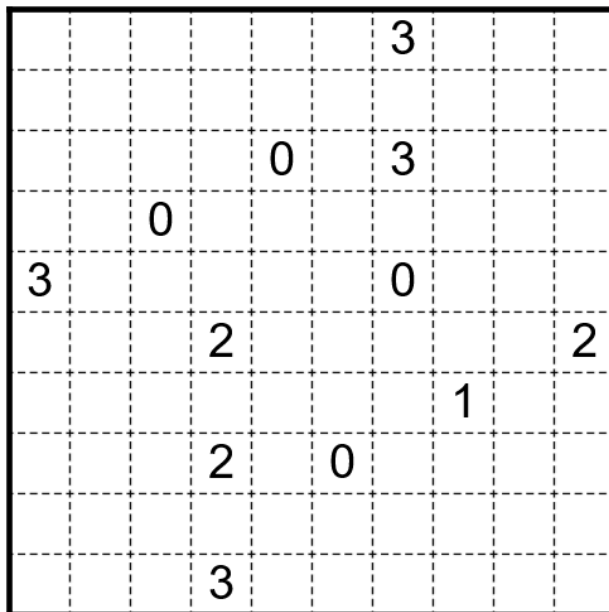
Example (pzprxs) by bakpao: <https://tinyurl.com/nhc8yp2d>

Bonus (pzprxs): <https://tinyurl.com/mrb6dvhh>

Bonus 2 - 3: Turnaround (Full) | Rook

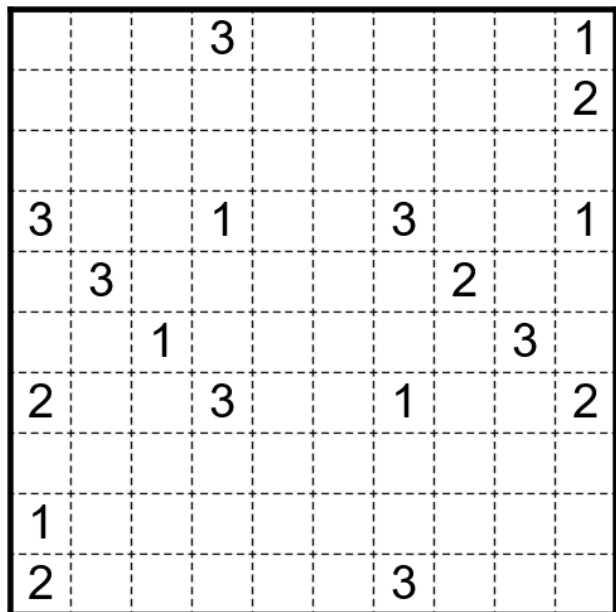
Example (pzprxs):

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



Bonus (pzprxs):

<https://tinyurl.com/3ydjs5uw>



Bonus (pzprxs):

<https://tinyurl.com/39faa399>

Bonus 4: Curve Data | Lavaloid

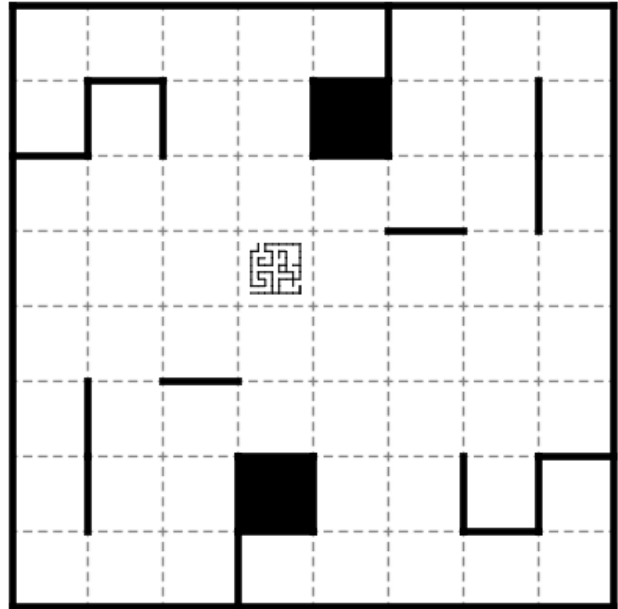
Rules: Draw lines between the centers of cells so that each connected figure goes through exactly one clue, and all cells are used by a figure. Clues show how their figures turn and connect with themselves, not allowing rotation or reflection, but **do not indicate the lengths (or relative positions) of the line segments**.

Example (puzz.link) by Jovi:

<https://tinyurl.com/bdfrxs5>

Bonus (pzprxs):

<https://tinyurl.com/575mevzu>



Date	Sloth Time	Crab Time	
01 Jun 2026	0:02:30	0:05:00	Sleepy Sandpiper
02 Jun 2026	0:05:00	0:11:15	Gay Gadwall
03 Jun 2026	0:02:30	0:04:30	Kyoto Kioea
04 Jun 2026	0:02:00	0:04:00	Hybrid Wood Pigeon
05 Jun 2026	0:04:00	0:09:00	Crossbill Connectivitybill
06 Jun 2026	0:02:30	0:05:00	Apt Ani
07 Jun 2026	0:02:00	0:04:30	Swapped Swallow Tanager
08 Jun 2026	0:02:45	0:05:30	Tizzy Tinamou
09 Jun 2026	0:02:15	0:04:30	French Freckle-Breasted Thornbird
10 Jun 2026	0:01:15	0:03:00	Four-in-a-row Forster's Tern
11 Jun 2026	0:03:00	0:06:00	Revived Rifleman
12 Jun 2026	0:01:30	0:03:25	Lonely Leaflove
13 Jun 2026	0:04:00	0:08:00	Sargasso Sarus Crane
14 Jun 2026	0:03:00	0:06:00	Dimensional Egret
15 Jun 2026	0:02:00	0:04:00	Yapping Yap Monarch
16 Jun 2026	0:03:00	0:06:45	Wintry Willet
17 Jun 2026	0:04:00	0:09:00	Summerish Sungrebe
18 Jun 2026	0:03:30	0:06:30	Heavy Herero Chat
19 Jun 2026	0:03:30	0:07:00	Fake Falcon
20 Jun 2026	0:03:00	0:06:00	Silly Sillem's rosefinch
21 Jun 2026	0:01:30	0:03:00	Handy House Sparrow
22 Jun 2026	0:04:00	0:09:00	Jpuuhtvu Alhs
23 Jun 2026	0:03:00	0:06:00	Keke Kea
24 Jun 2026	0:02:30	0:05:00	Edgeworth-Rumped Storm Petrel
25 Jun 2026	0:02:00	0:04:00	Four-out-of-5.5 Forster's Tern
26 Jun 2026	0:01:45	0:03:30	Overheated Ovenbird
27 Jun 2026	0:02:00	0:04:30	Illuminated Ibisbill
28 Jun 2026	0:02:00	0:04:15	L-egant Legge's Flowerpecker
29 Jun 2026	0:06:00	0:12:00	Sibi Ibis
30 Jun 2026	0:03:00	0:06:00	Lemniscate Lemon Dove