

Mind The GAPP Vol. 57

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

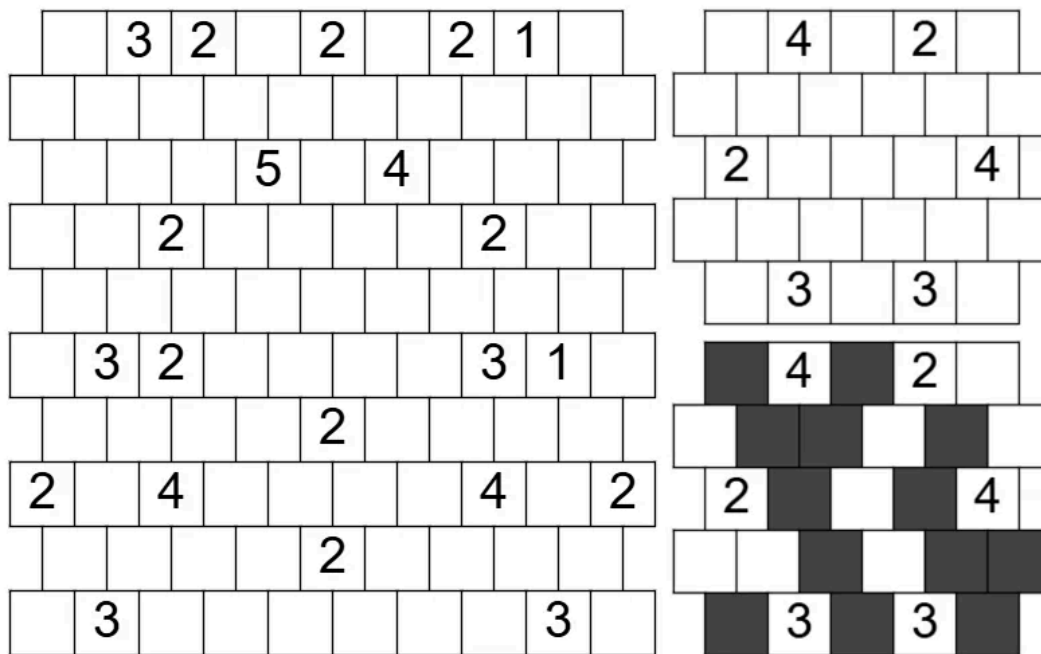
July 1, 2026: Tawamurenga | bakpao

As Freddie mentioned the other day, the Dutch GP round is currently happening! It's closing in about 8 hours from now, so there's still a chance to take part and earn your bonus offer if you haven't yet. See more info [here](#).

With 37 puzzles to try and a total of 1505 points to earn, there will surely be something for everyone in there. I'd love to hear what you thought about the puzzles as well after the round ends!

Today's GAPP is a **Tawamurenga**, also known as **Tawa** for short!

Rules: Shade some cells such that each shaded cell has at least one shaded cell directly beneath (except for shaded cells on the bottom row). In a row, there may not exist a consecutive run of three or more shaded cells. Clued cells cannot be shaded, and represent the total number of shaded cells that share an edge with the clue.



Example (pzprxs, by shy): <https://tinyurl.com/ynchhwny>

Main (pzprxs): <https://tinyurl.com/vwdbmr44>

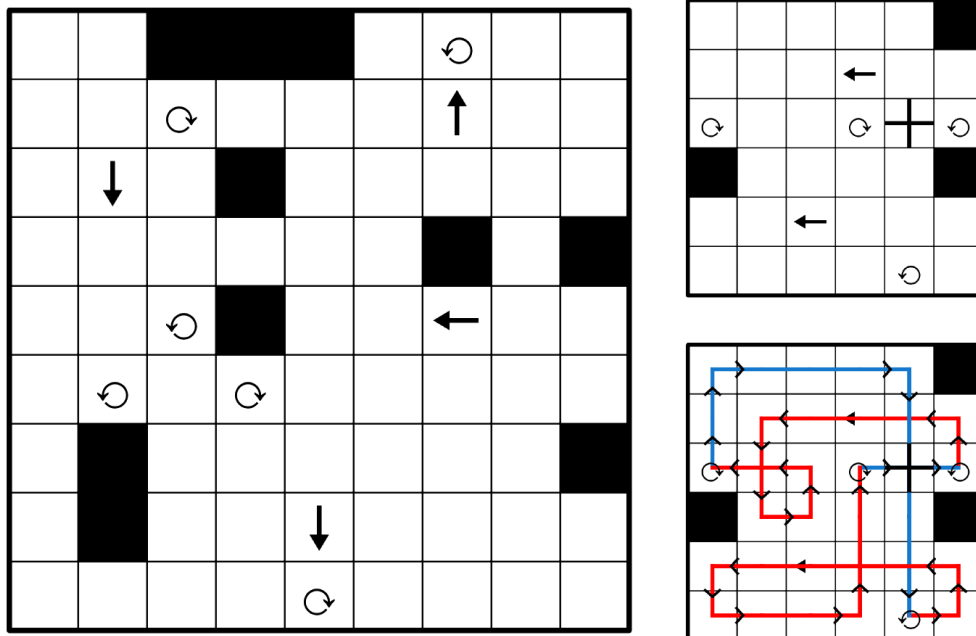
July 2, 2026: Time Travel | jovi_al

Hey everyone! Today's GAPP is a **Time Travel**, a fairly recent genre created by me. I hope you enjoy it! It's a bit tricky to wrap one's head around at first, but *Vertigo* has similar logic.

Rules: Draw a loop by connecting the centers of edge-adjacent cells such that all non-shaded cells and no shaded cells are visited by the loop, and determine the loop's direction. The loop may intersect itself, but it must not turn at its intersection. The loop must not intersect itself on arrow clues, but it must intersect itself on cross clues. The loop must turn on circular arrows, which indicate that the loop must only turn in that direction (clockwise or counterclockwise) until encountering the other type of circular arrow. The loop must not turn on straight arrows, which indicate the direction the loop travels through that cell. **Two circular arrows of the same orientation must not be visited consecutively.**

Interface Note: Answer check will only accept green lines! I typically solve using multiple colors, and if you do that too, you'll have to trace over everything at the end with all green.

Solving Note: It may help some of you to think of the loop as turning left and right rather than counterclockwise and clockwise respectively. Try thinking in that way if you're struggling to get your head around it!



Example (Penpa+): <https://tinyurl.com/2a3fylxp>

Puzzle (Penpa+): <https://tinyurl.com/24lwp7oq>

July 3, 2026: Anymino | Freddie Hand

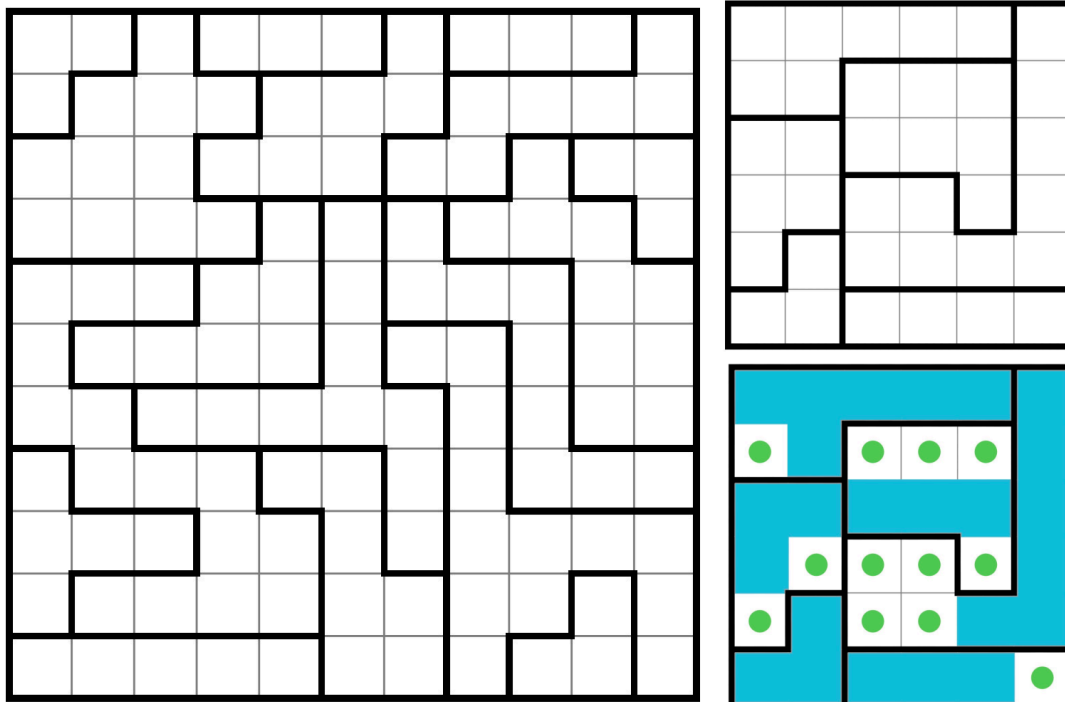
Hello! I have chosen to keep today's genre name secret. It wished to remain anyminous.

Only joking. It's an **Anymino**!

Rules:

- Shade some cells on the board to form shapes.
- All regions contain exactly one shape, which is an orthogonally connected group of shaded cells.
- Two identical shapes cannot share an edge, counting rotations and reflections as the same.
- Every shape must be orthogonally adjacent to at least one other shape of the same size.
- The shaded cells cannot form a 2x2 square.
- All shaded cells form an orthogonally contiguous area.

This genre comes with an important **GAPP 101** - I would highly recommend taking a look if you're having difficulty getting started. (ROT13) Gurer pnaabg or nal funcrf bs fvmr bar be gjb, orpnhfr vg jbhyy or vzcbbfvoyr gb gbhpu nabgure funcr bs gur fnzr fvmr ohg qvssrerag funcr.



Example (pzprxs) from pzprxs rules page: <https://tinyurl.com/sbw97etv>

Puzzle (pzprxs): <https://tinyurl.com/mv97bfth>

July 4, 2026: San Anko | Rook

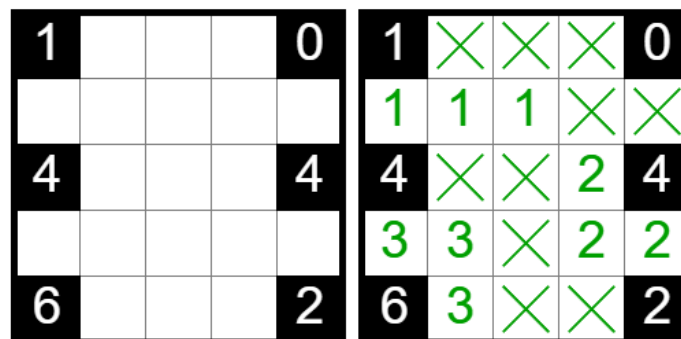
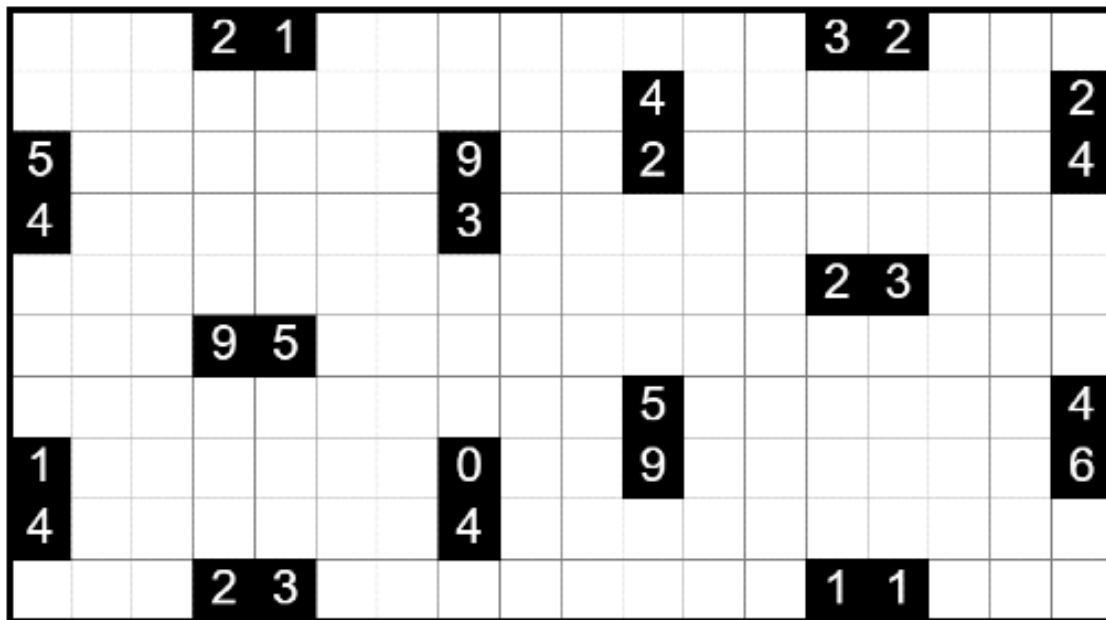
San Antonio

San Jose

San Anko

Make sure to look at Mender's previous post for some helpful interface tips!

Rules: In some empty cells, place a number from 1-3 such that numbered cells come in contiguous groups of three cells. Different groups cannot touch orthogonally. Each cell within a group must contain the same number. A clue indicates the sum of the numbers placed orthogonally adjacent to it.

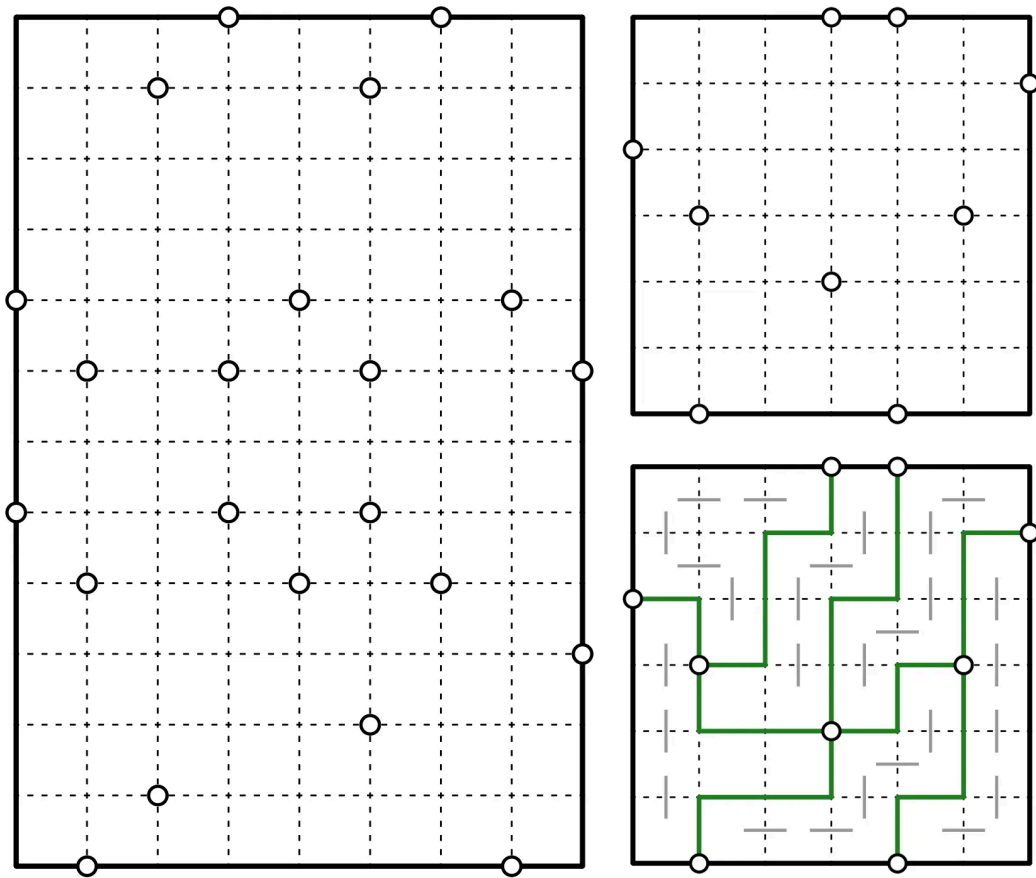


Example (pzprxs) by Eric: <https://tinyurl.com/mvjfnxht>
Main (pzprxs, horizontal): <https://tinyurl.com/ymkxnh92>
Main (pzprxs, vertical): <https://tinyurl.com/cwvptavj>

July 5, 2026: Road Planning | Lavaloid

Today's GAPP is **Road Planning**!

Rules: Divide the grid along dotted lines such that each region has the same area. There cannot be any dead end lines. White circles mark ALL gridpoints where three or more lines intersect, including the grid border.



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

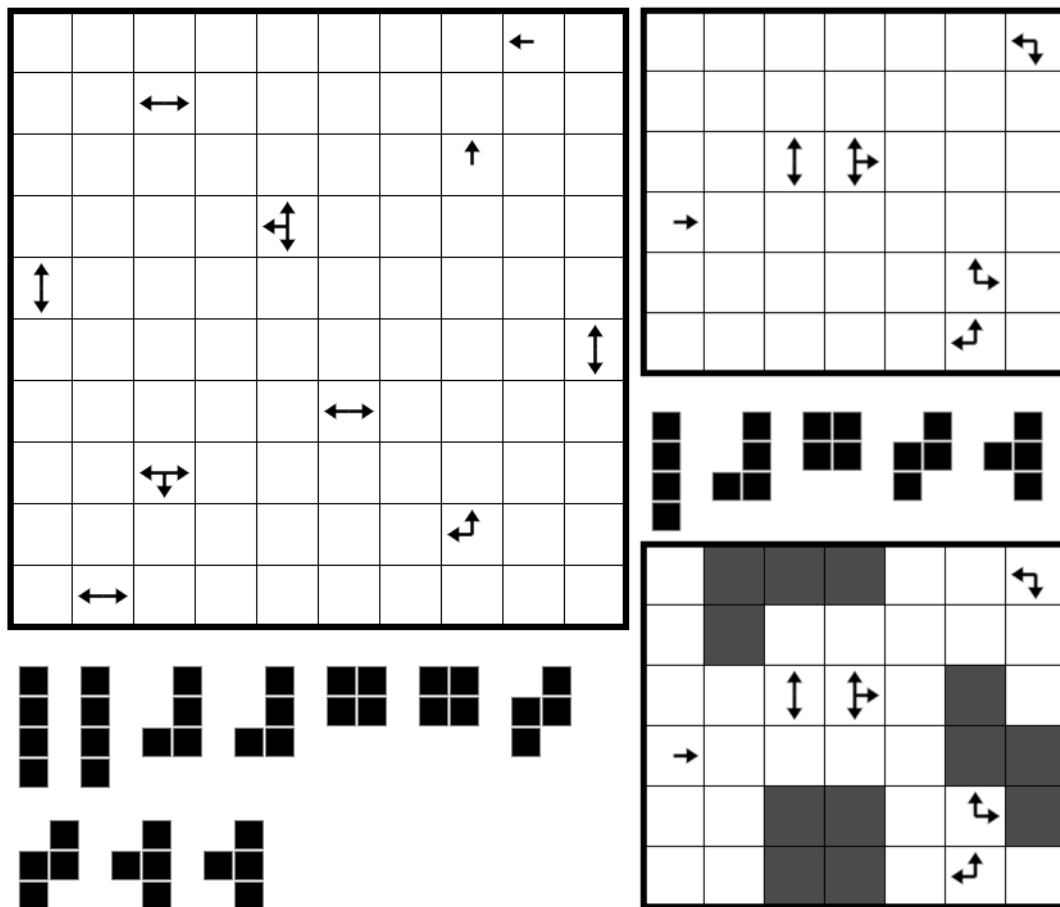
Puzzle (Penpa+): <https://tinyurl.com/ykwijats>

July 6, 2026: Tetropia | bakpao

Today's GAPP is a **Tetropia**! This puzzle was originally written for [GAPP's 4 year anniversary](#). I ended up not using it at the time and completely forgot about it until recently, when I was going through some of my unreleased puzzles. It seems fitting to post it now, after having just featured Tetropia in our GP round!

Rules: Shade some tetrominoes (connected group of 4 shaded cells) so that no tetrominoes touch one another, not even diagonally. Each tetromino shape is used at most as many times as it appears in the shape bank given below the grid (allowing reflections and rotations). Clued cells cannot be shaded, and contain arrows indicating all of the orthogonal directions in which a shaded cell appears closest to the clued cell. At least one shaded cell must appear in the direction of an arrow.

Note that not all shapes have to be used and that ⚠️🔴 this puzzle has a negative constraint!



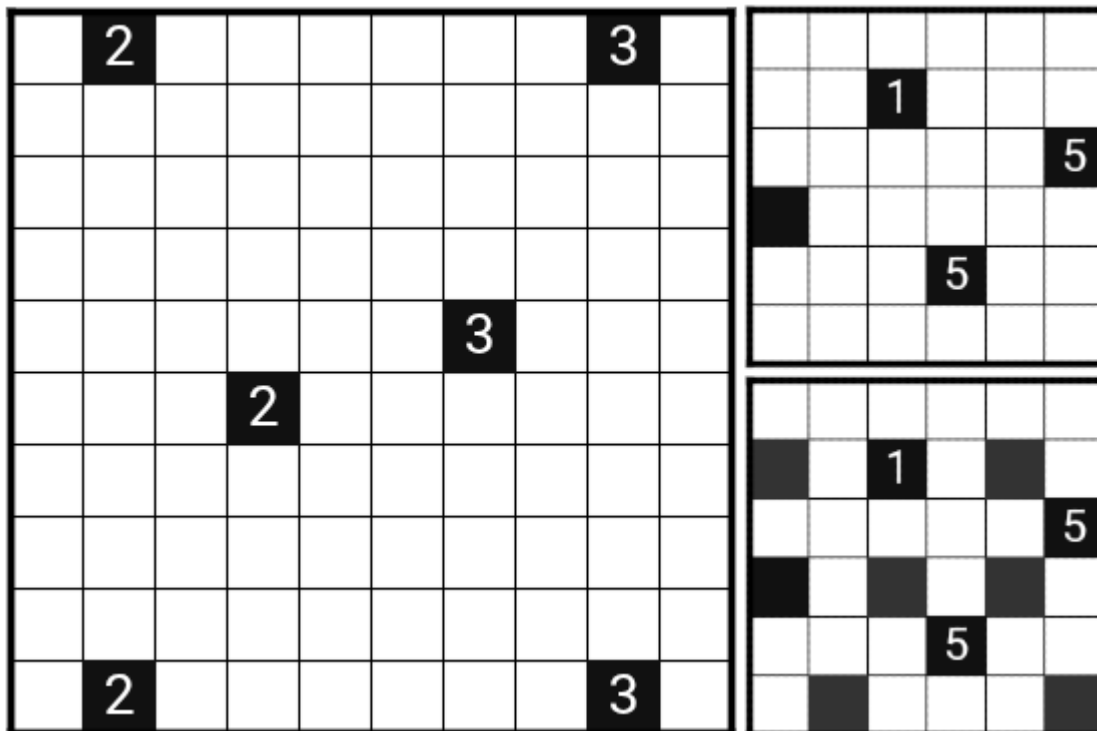
Example (pzprxs, from pzprxs rules page, single tetromino bank): <https://tinyurl.com/4tt7ttmj>

Main (pzprxs, double tetromino bank): <https://tinyurl.com/537fkcdm>

July 7, 2026: Aquapelago | jovi_al

Hello everyone, and welcome to the first instance of **Titled Tuesday**, a new series where we name our puzzles on Tuesdays. I think I'll name this **Aquapelago** "Twothbreesh."

Rules: Shade some cells such that no two shaded cells share an edge and all unshaded cells form one orthogonally connected network with no 2x2 group of cells entirely unshaded. Clues act as shaded cells and, if numbered, indicate the number of shaded cells in the diagonally-connected group of shaded cells including the clue.



Example (pzprxs): <https://tinyurl.com/53ykb8b4>

Puzzle (pzprxs): <https://tinyurl.com/3ky7s9r9>

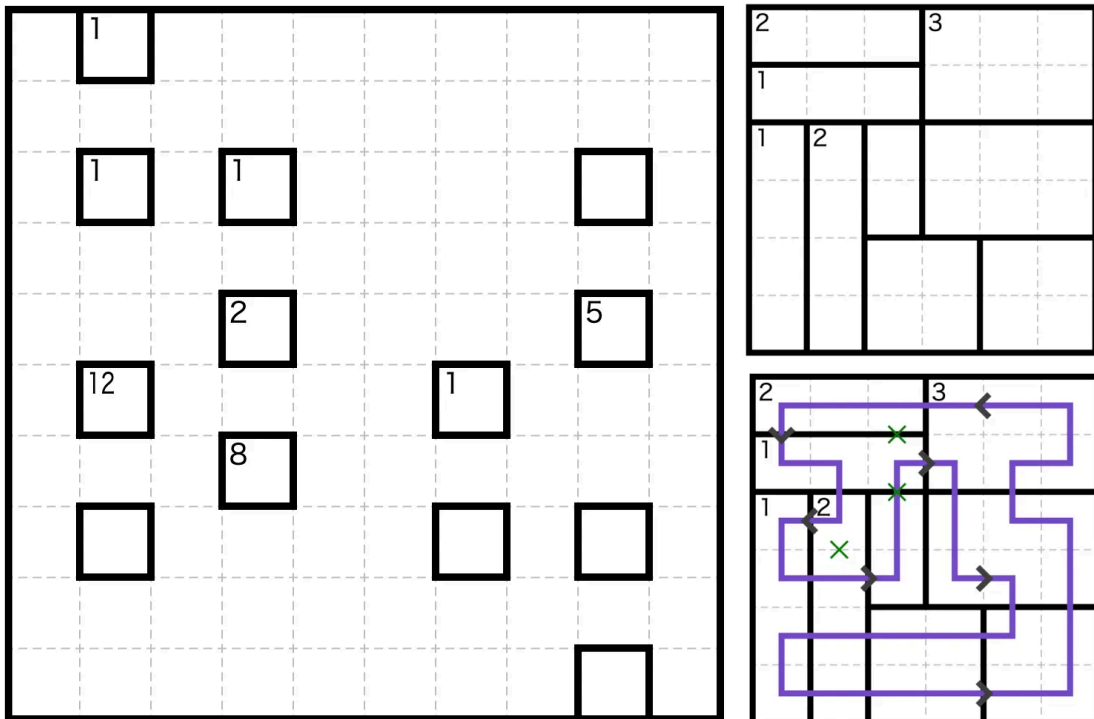
July 8, 2026: Remembered Length | Freddie Hand

A pretty cool contest is running on LMI this weekend! It's the "26-Letter Puzzle Contest" by Puzzlers Club, with 26 puzzles themed after the phonetic alphabet (Alfa, Bravo, ...). The competition page is here: <https://logicmastersindia.com/live/?contest=M202607P>. Puzzle writers include Menderbug, Walker, jovi, and many other excellent authors. I would recommend giving it a try! As always, attempting the contest will garner you a 🦉 **bonus otter** 🦉.

I'll leave you to figure out how **Remembered Length** relates to *November*. Or you can look at the answer in the instructions booklet.

Rules: Draw a non-intersecting loop through the centers of all cells and define its direction of travel. Each time the loop exits a region containing a number, its visit to the next region must consist of exactly that number of cells. (Unclued regions don't affect the loop when it visits the next region.)

Interface Note: You can click on edges to notate the direction of the loop, like in the example image.

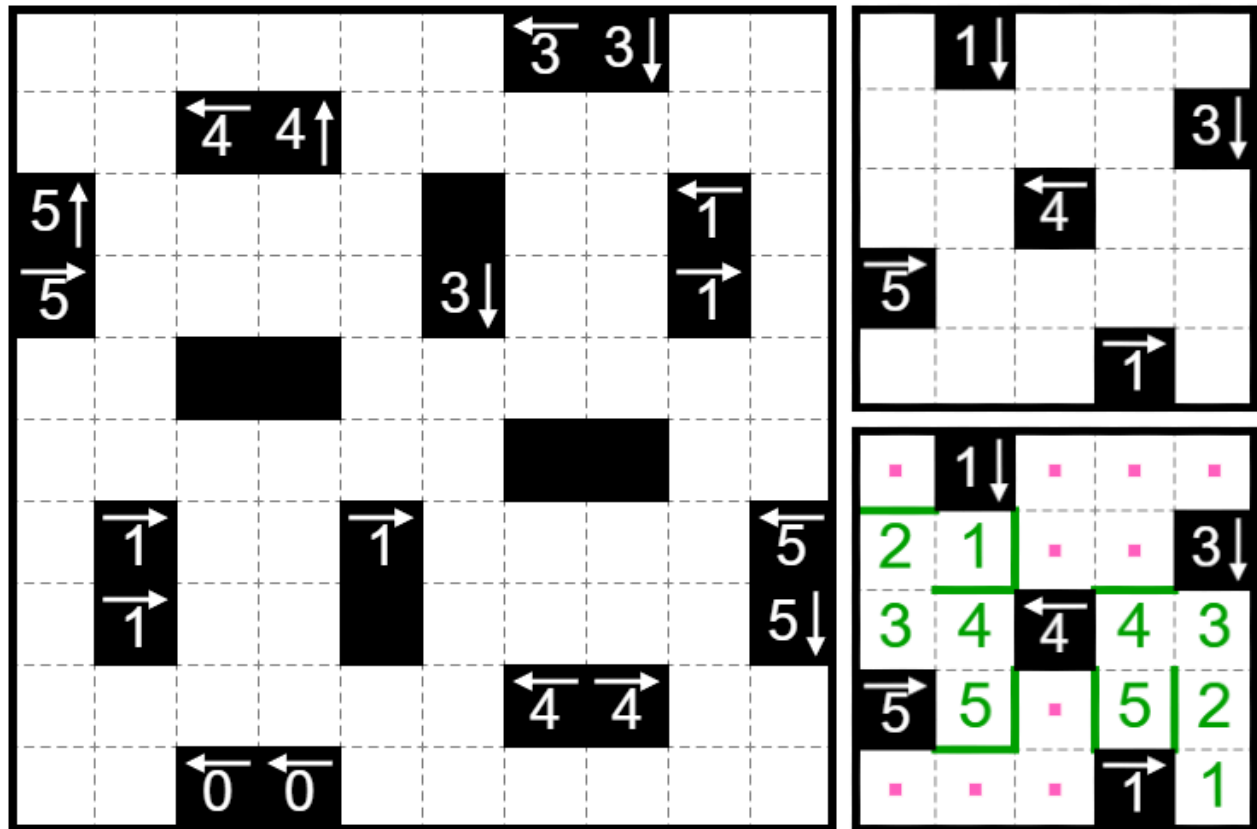


Example (pzprxs), by Menderbug: <https://tinyurl.com/4ykjvzje>
Puzzle (pzprxs): <https://tinyurl.com/mr372cs3>

July 9, 2026: Hebi-Ichigo | Rook

A third number placement puzzle in a row from Rook? A **Hebi-Ichigo**? What's gotten into me, you may be asking? Well, I've realized that number placement is just shading with extra steps. Friendship ended with shading. Now number placement is my best friend.

Rules: Place numbers into some empty cells such that each orthogonally connected group forms a sequence of consecutive numbers from 1 to 5. Each number in the sequence must be orthogonally adjacent to the next. These groups may not share an edge with one another. **The 1 in a sequence must not be able to see any numbers in a straight line in the direction it's pointing (away from its adjacent 2)** unless a clued cell blocks its view. A clue represents the first number seen in the indicated direction, up until the next clued cell in that direction. A zero clue means that no numbers are seen in the indicated direction.



Example (pzprxs) by Freddie: <https://tinyurl.com/4bkv83z9>
Main (pzprxs): <https://tinyurl.com/2n4xkje>

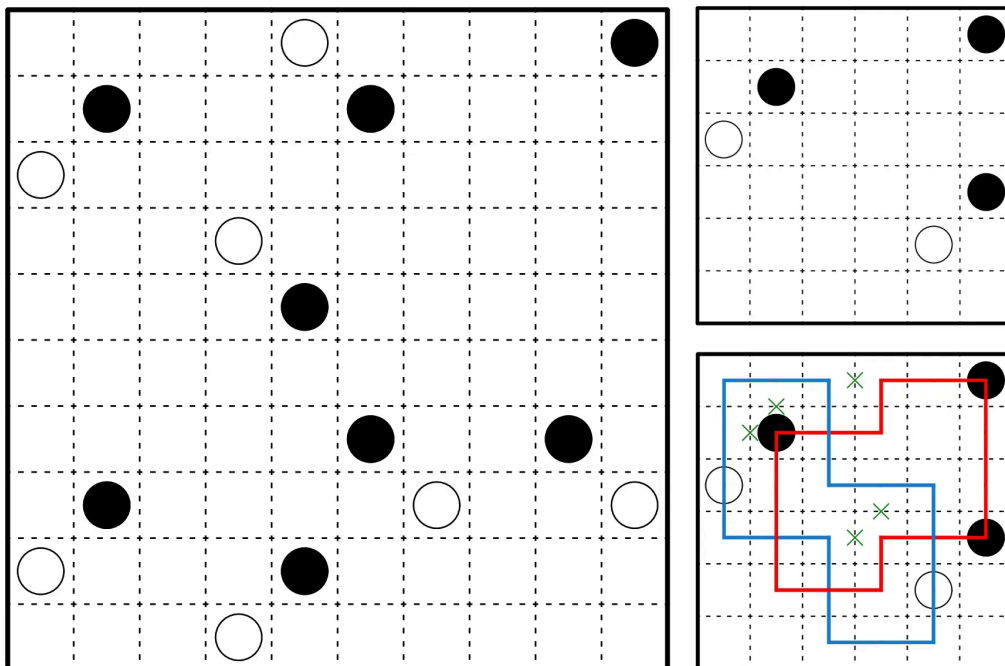
July 10, 2026: Masyu (Dance) | Lavaloid

Today's GAPP is **Masyu (Dance)**, a variant featured in the 26-Letter Puzzle Contest, which has just started! Attempting the contest will grant you access to the coveted 🐾 *bonus otter* 🐾. You can check out the contest here: <https://logicmastersindia.com/live/?contest=M202607P>

Rules:

- Draw two loops connecting the centers of some edge-adjacent cells. One loop must visit all white circles and no black circles, while the other must visit all black circles and no white circles.
- Each loop cannot cross itself, but may cross the other loop, where they must travel straight through the intersection.
- On a white circle, the loop must not turn, but it must turn on at least one of the cells on either side.
- On a black circle, the loop must turn, but it must not turn on either of the cells immediately before and after it.

Interface note: For answer check, you can set **Settings (⚙️) > Input Option > Any color can match green line/edge in solution** to ON if you'd like to use two different colors for the loops.



Example (Penpa+) by Walker: <https://tinyurl.com/548dbu6p>

Puzzle (Penpa+): <https://tinyurl.com/34c8pcsn>

July 11, 2026: Ring-Ring (Masyu) | bakpao

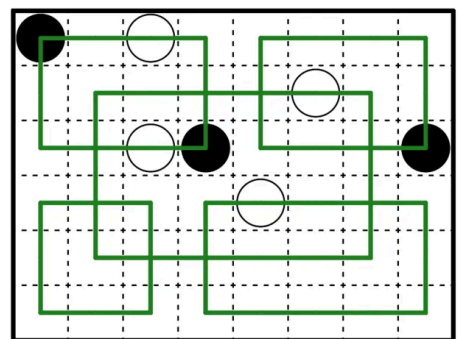
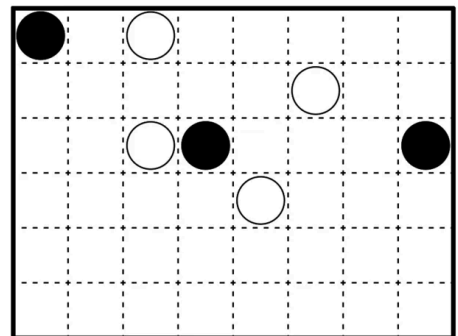
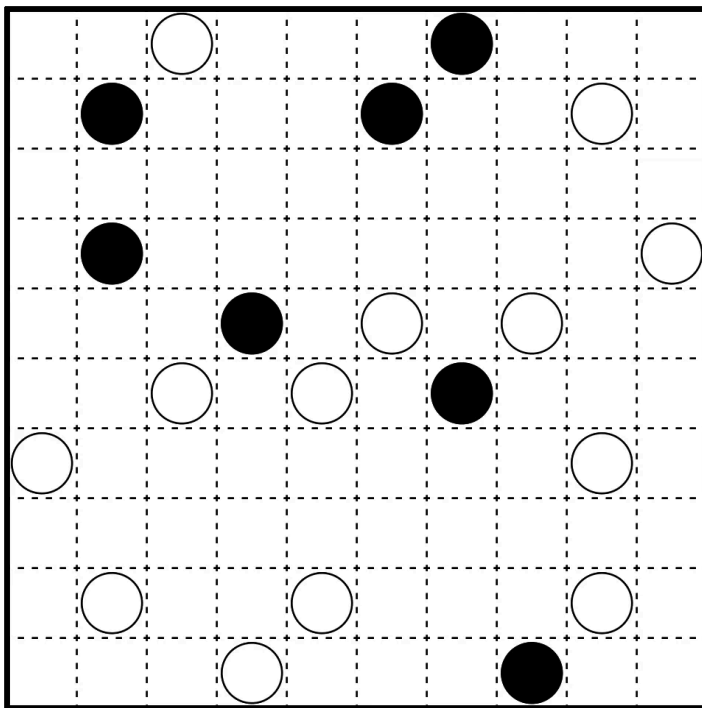
It's been a while since we last featured a ruleset with crossing loops and Masyu elements.

Today's GAPP is a **Ring-Ring (Masyu)**!

Like my last feature, inspiration for today's type also comes from going through some of my older puzzles recently. It featured in 2022 PGP R4, which I wrote a [practice set](#) for at the time. Choosing between Ring-Ring (Masyu) and L-Words for today's puzzle was a very tough decision.

Rules:

- Draw multiple loops that pass orthogonally through the centres of cells. Each loop must be rectangular in shape (squares are considered rectangles). Every cell must be used in at least one loop.
- Loops may intersect, but only in cells without circles, and both loops must be going straight through those cells.
- On a white circle, the loop must not turn, but it must turn on at least one of the cells on either side.
- On a black circle, the loop must turn, but it must not turn on either of the cells immediately before and after it.



Example (Penpa+): <https://tinyurl.com/yzf2r9wh>

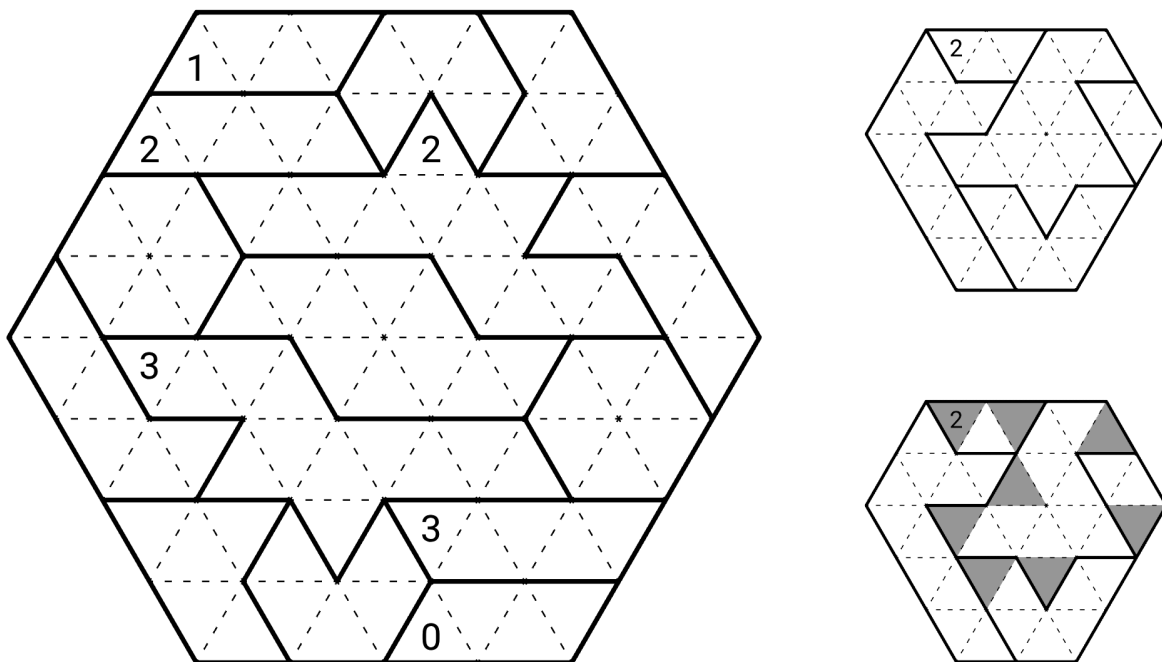
Main (Penpa+): <https://tinyurl.com/5a6wsbb3>

July 12, 2026: Heyawake | jovi_al

Strange-Shaped Sunday became estranged-shaped Sunday a while ago when we decided to stop doing it every week. I found myself missing it a little, so here's a **Heyawake** on a Triangular grid!

Rules: Shade some cells such that no two shaded cells share an edge and any unshaded cell is reachable from any other by crossing cell edges. A number in a region indicates the number of shaded cells in that region. No line of unshaded cells parallel to a cell edge may cross more than one region border.

Tip: (ROT13) V yvyr pbafvqrevat gur hafunqrq pbaarpgvivgl ehvr obgu va fgnaqneq Urlnjnrx naq ba guvf tevq glcr nf vafgrnq orvat "n qvntbany punva bs funqrq pryyf zhfg abg gbhpu gur tevq obeqre zber guna bapr." Bs pbhefr, ba n gevnathyne tevq gung vfa'g fgevpqyl gehr orpnhfr pryyf ba gur obeqre pna funer pbearef, ohg gur vqrn vf gur fnzr!



Example (Penpa+): <https://tinyurl.com/2bwony2e>

Puzzle (Penpa+): <https://tinyurl.com/2b9fb6k3>

July 13, 2026: Killer | Freddie Hand

The 26-letter puzzle contest is still ongoing at

<https://logicmastersindia.com/live/?contest=M202607P> for a bonus offer 🐾 and some very nice puzzles! **Killer** is another genre that appears, and fits perfectly into the *Mathsy Monday* slot.

Rules: Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. Digits in cages cannot repeat and must sum to the total given.

	6		7		
		5			
4					
3				8	
		10	9		
11					

5		9	
	7		
			6

5	2	3	9	4	1
1	7	4	2	3	
3	2	1	6	4	
4	1	3	2		

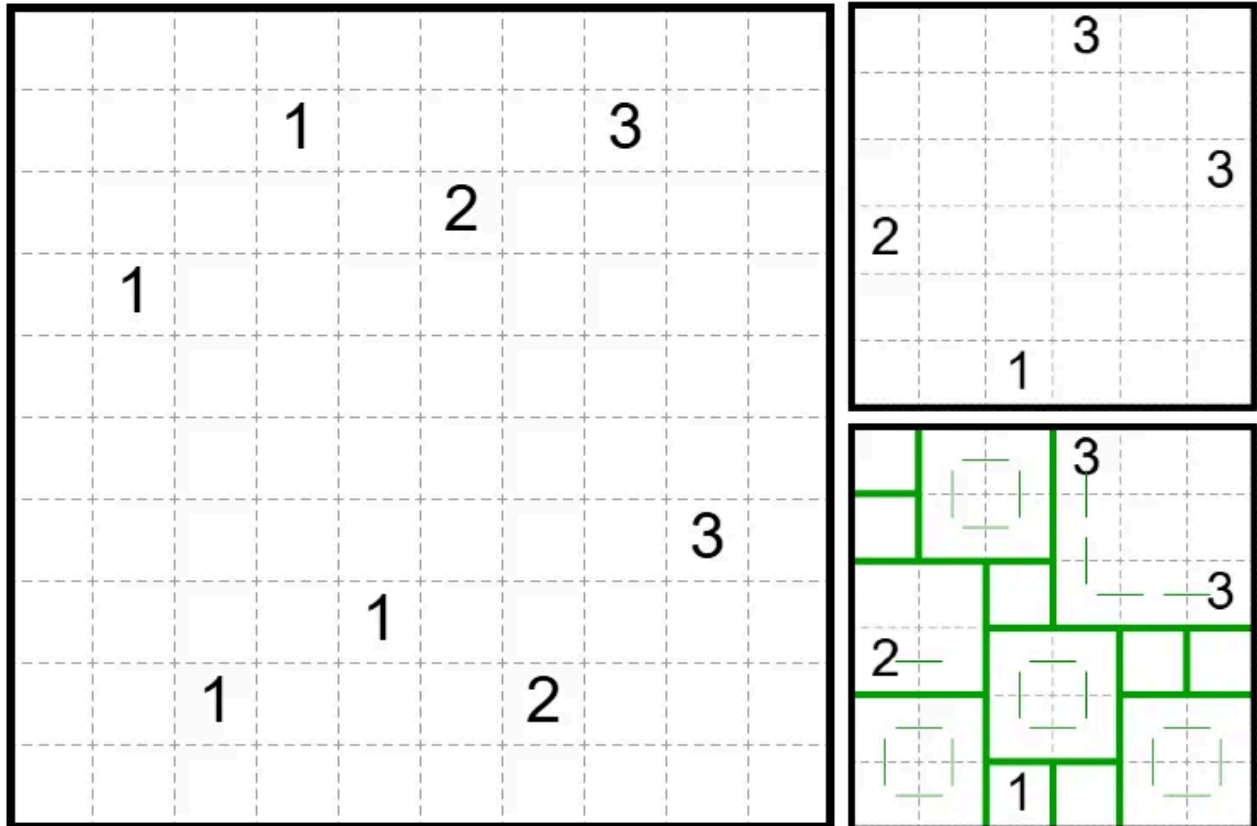
Example (Penpa+): <https://tinyurl.com/4r2jjbm5>

Puzzle (Penpa+): <https://tinyurl.com/5n7t34b7>

July 14, 2026: Square Jam | Rook

Fibonacci **Square Jam** 

Rules: Divide the grid into square regions of contiguous cells. Numbers indicate the side length of the square its in. Squares can contain any amount of numbers, including zero. Region borders cannot form four-way intersections.



Example (pzprxs) by Eric: <https://tinyurl.com/382886be>

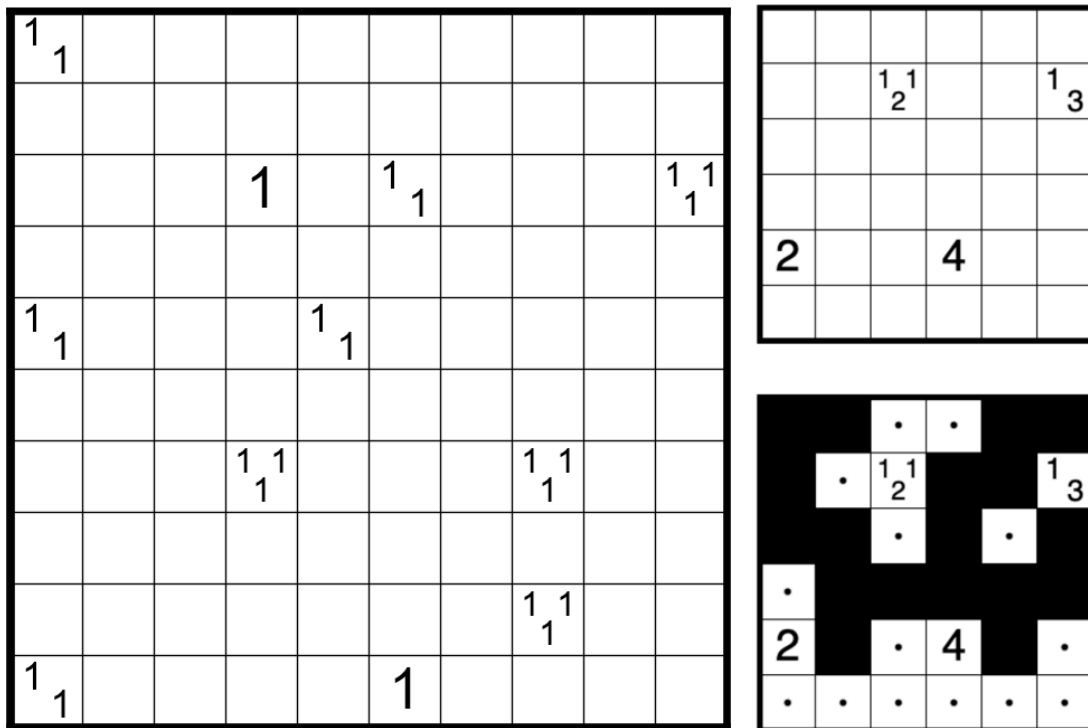
Main (pzprxs): <https://tinyurl.com/5apfjwy5>

July 15, 2026: Tapa | Lavaloid

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

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue.

GAPP 101: (ROT13) Pyhrf jvgu nyy barf sbez vaivfvoyr "jnyyf" nebhaq gur pyhr gung vs pebffrq jbhyyq erdhver gur pyhr gb unir n gjb. Ybbx bhg sbe cynprf jurer guvf vagrenpgf jvgu gur pbaarpgvivgl ehyl!



Example (puzz.link) by Eric Fox: <https://tinyurl.com/3e68574j>
Puzzle (pzprxs): <https://tinyurl.com/nhd58wv3>

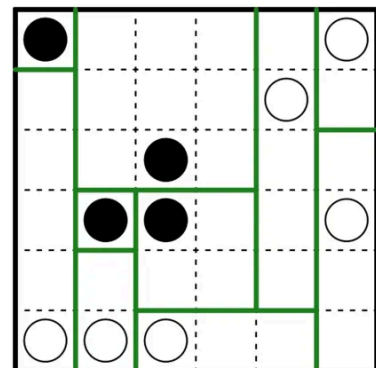
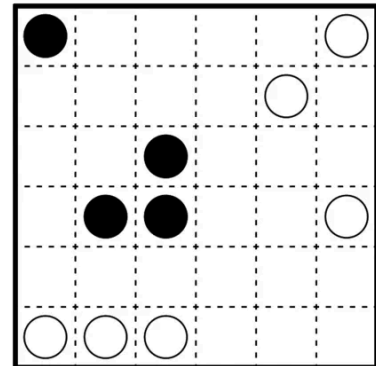
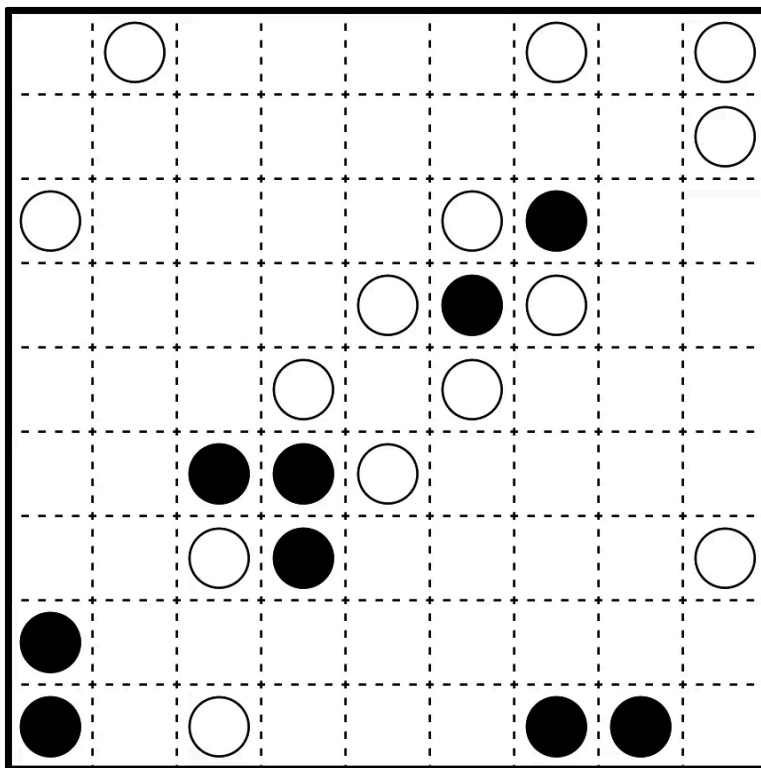
July 16, 2026: Squares and Rectangles | bakpao

Today's puzzle type occasionally features over on Puzzle Duel. The puzzles tend to not be my favorite, but I think the genre itself is pretty alright - a good enough reason for me to try and set one for GAPP.

Today's GAPP is a **Squares and Rectangles**!

Rules:

Divide the grid into regions of orthogonally connected cells, such that each region contains exactly one circle. A region with a black circle in it must be square. A region with a white circle in it must be rectangular (but not square). Regions of the same area cannot share an edge.



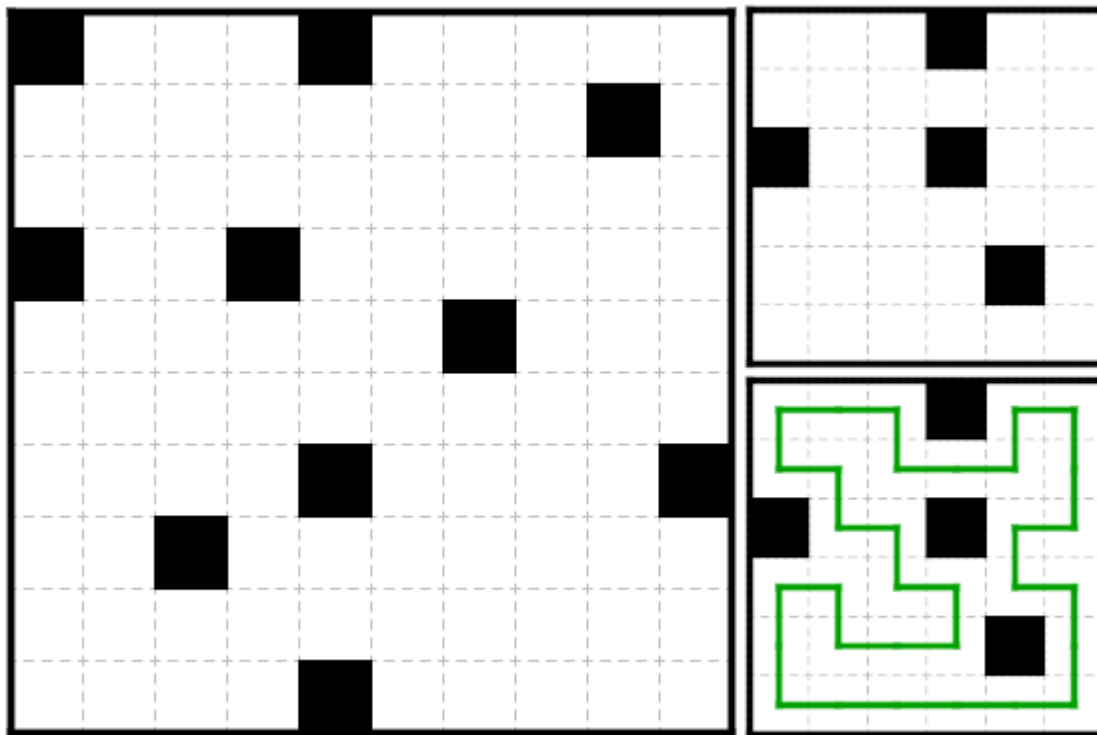
Example (Penpa+): <https://tinyurl.com/3y46uxjv>
Main (Penpa+): <https://tinyurl.com/2wbyzfdd>

July 17, 2026: Simple Loop | jovi_al

Hello everyone, and welcome to *Simple Sridays*. **Simple Loop** is a simple loop game with a simple loop solution. Simply loop in simple loop, simple!

(Times are intentionally tight today. This is a good time to really test your speed, as this is the easiest GAPP we've published in quite some time!)

Rules: Draw a loop by connecting the centers of edge-adjacent cells such that no shaded cells are visited and all non-shaded cells are visited exactly once.



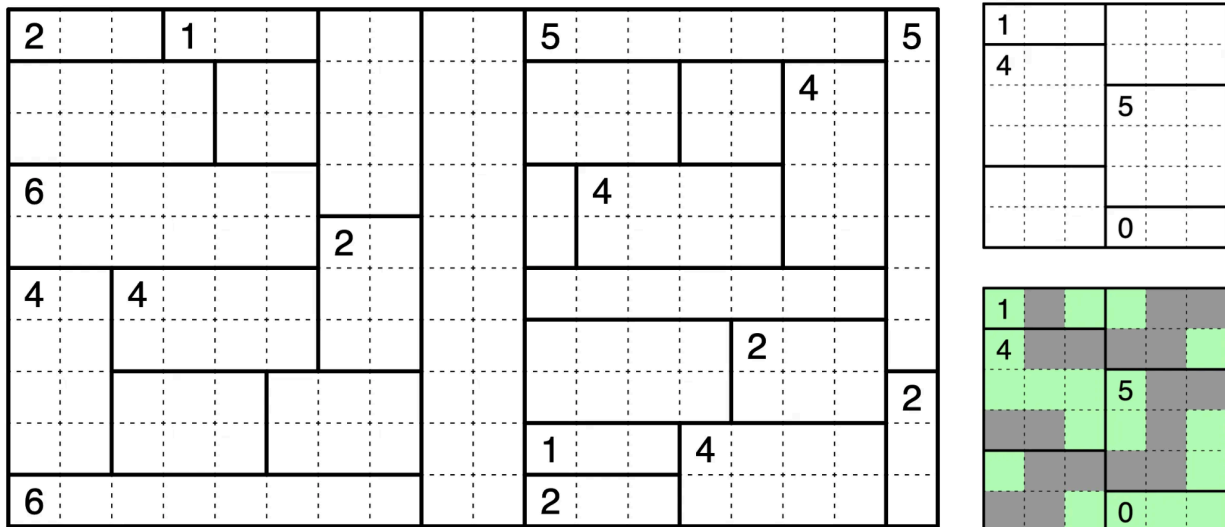
Example (pzprxs): <https://tinyurl.com/654xtuv6>

Puzzle (pzprxs): <https://tinyurl.com/5c2s3d2h>

July 18, 2026: Irunuri | Freddie Hand

Hello! Today's puzzle is a supersized **Irunuri**. Speaking of running, the 1 mile world record was broken earlier today by Josh Kerr after 27 years. Impressive stuff.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. Within a region, the shaded cells must have 180° rotational symmetry around its center. No 2x2 area may be entirely shaded.



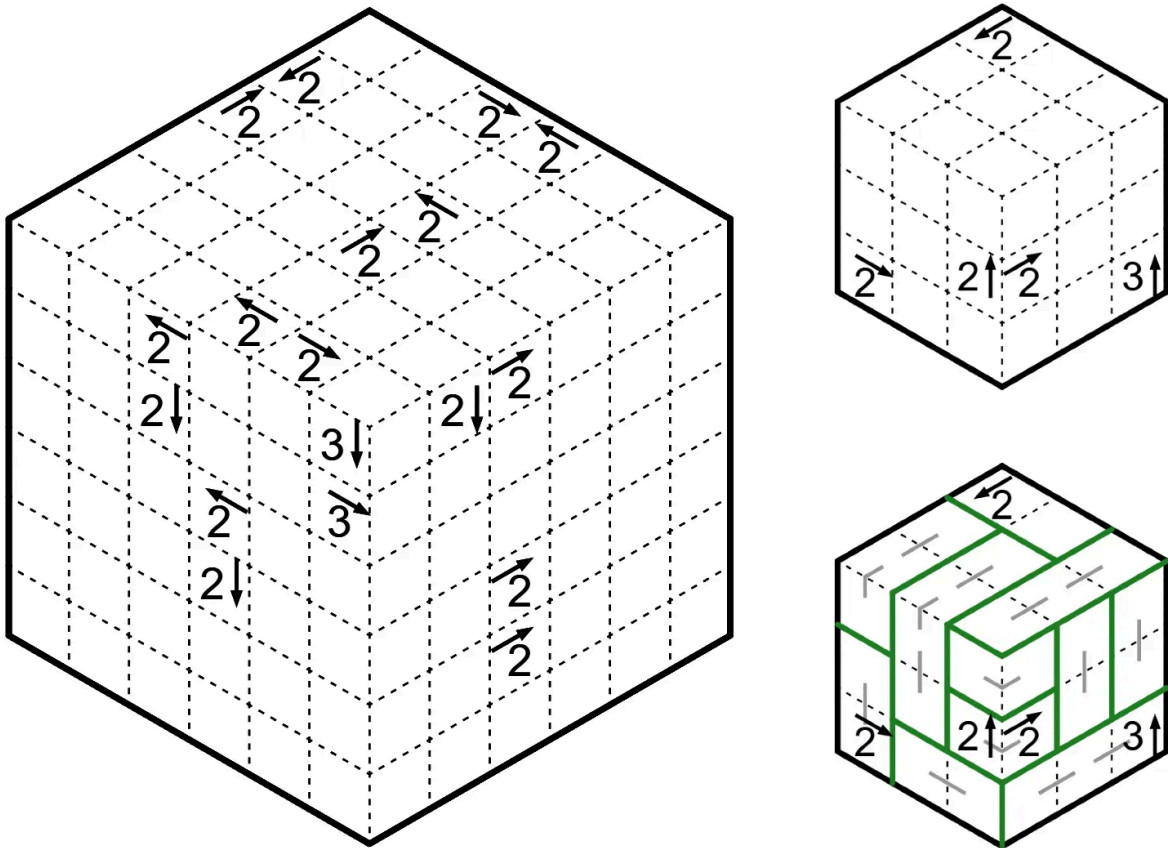
Example (Penpa+), by shye: <https://tinyurl.com/2p84vuxv>
Puzzle (Penpa+): <https://tinyurl.com/bdft8dvr>

July 19, 2026: Yajitatami (Cube) | Rook

For today's *Strange-Shaped Sunday* puzzle I wanted to use a cube grid. Usually the genres I've seen picked for cube grids involve line of sight in some way to involve shenanigans going over the edges of the cube. So, after a lot of digging I found this interesting genre called **Yajitatami (Cube)**

:cubeal:

Rules: Divide the grid into $1 \times N$ rectangular regions (N being at least 2). A clue represents **both** the size of the region containing it and the number of regions that appear in the same "row" in the indicated direction. Each clue must have a region border immediately in front of it in the indicated direction. Region borders may not form any four-way intersections.



Example (penpa+): <https://tinyurl.com/mrszhzjv>

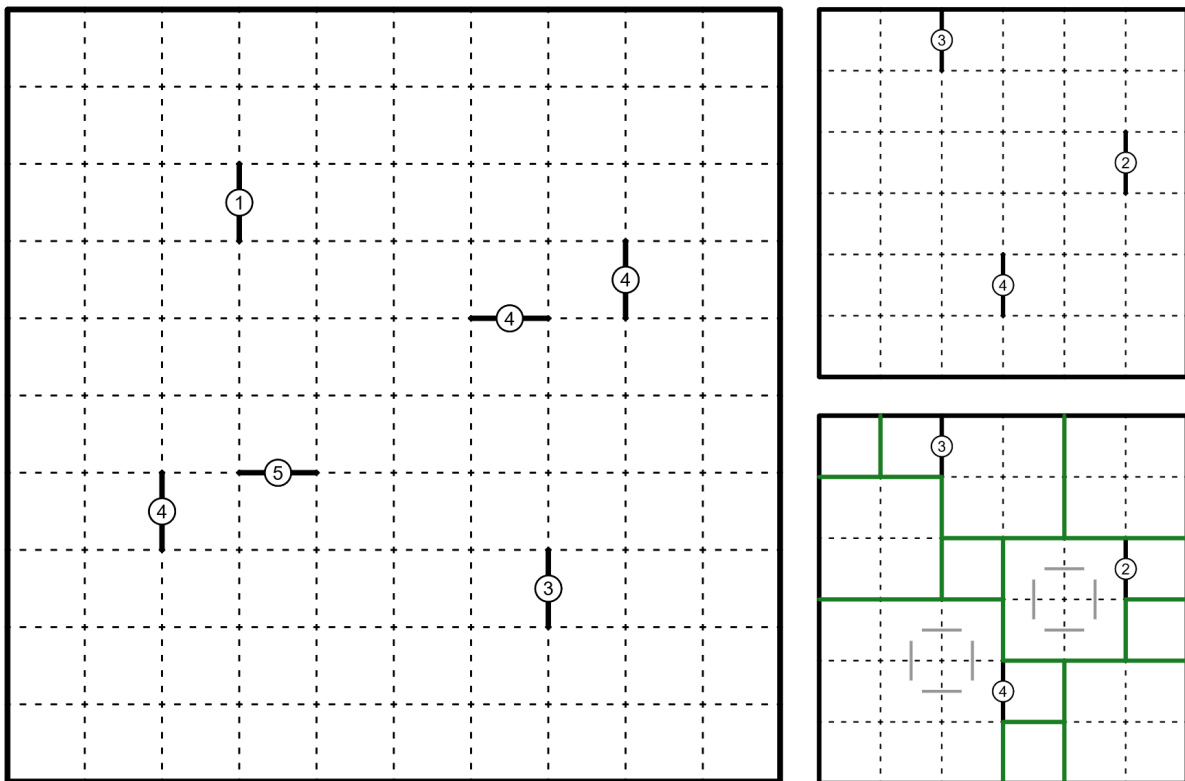
Main (penpa+): <https://tinyurl.com/mrrknz3s>

July 20, 2026: Square Jam (Fissures) | Lavaloid

Today's GAPP is a **Square Jam (Fissures)**, a variant by Murat Can Tonta first featured in [Thinky Dailies](#) (season 3 puzzle 40).

Previous standard Square Jam by Rook: [Archive: Tuesday, 14 July 2026](#)

Rules: Divide the grid into squares along dotted lines without forming 4-way junctions of borders. Numbers indicate the exact length of the straight line segment going through the clue.



Example (Penpa+): <https://tinyurl.com/388t9xd2>

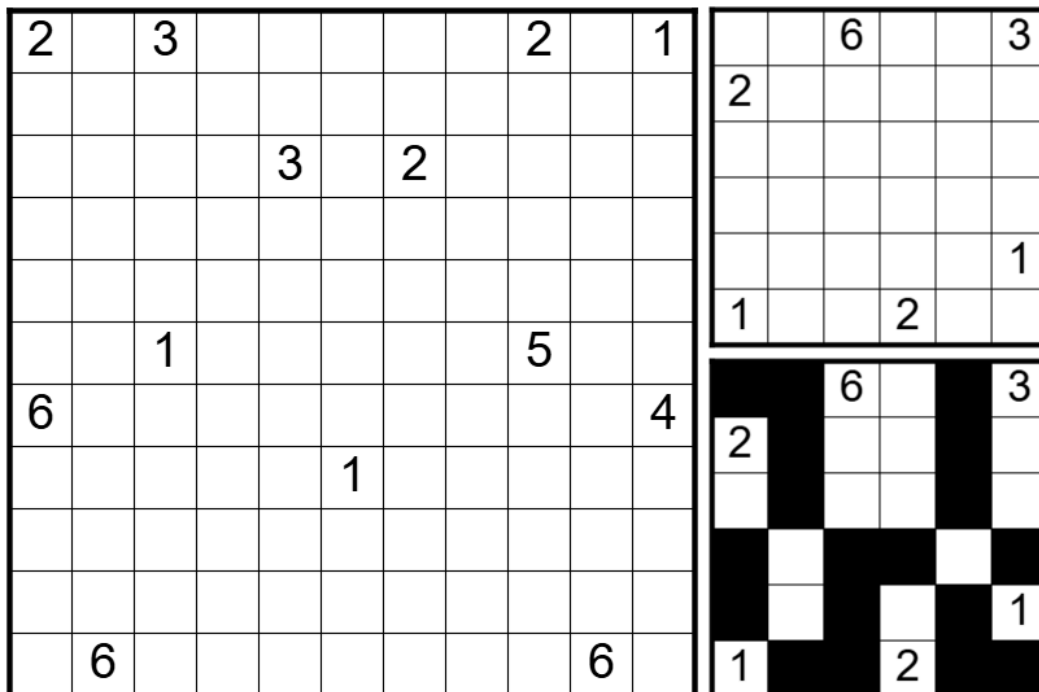
Puzzle (Penpa+): <https://tinyurl.com/3b7venew>

July 21, 2026: Mochikoro | bakpao

The IB for the USA's GP round was released earlier today! I'm looking forward to it - David and Walker are excellent authors and the genre selection looks really fun. I'm sure some of the genres will appear in GAPP later this week as well. The round starts on Friday and you can take the test until Wednesday next week. Check out the IB [here](#)!

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

Rules: Shade some cells so that all areas of orthogonally connected unshaded cells are rectangular. The unshaded rectangles must all be connected diagonally. Clues cannot be shaded, and represent the number of cells in the unshaded area they belong to. An unshaded area of cells cannot contain more than one clue. No 2x2 region may be entirely shaded.



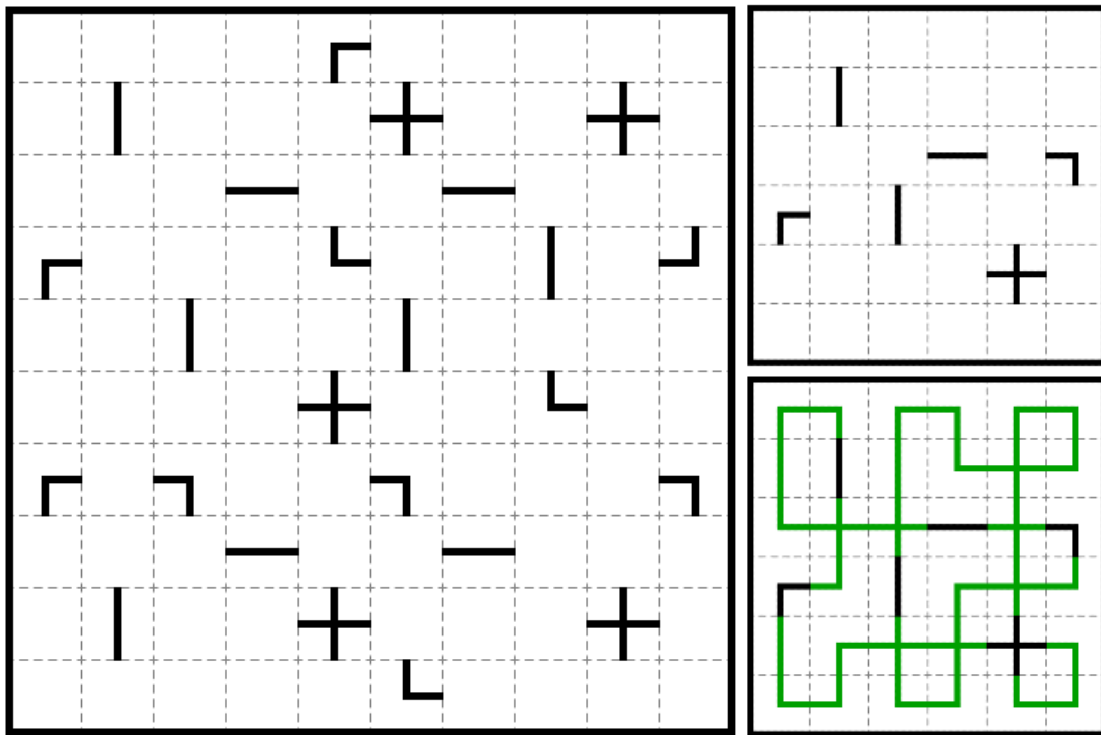
Example (pzprxs, by Sam Cappleman-Lynes): <https://tinyurl.com/5764a9wx>
Main (pzprxs): <https://tinyurl.com/hm93j5mn>

July 22, 2026: Pipelink | jovi_al

Hi everyone! Today's puzzle is a **Pipelink**, an old favorite genre of mine. Enjoy!

I *highly* recommend solving the example puzzle, as it will give you a good idea how to approach the main puzzle and this genre in general.

Rules: Draw a loop by connecting the centers of edge-adjacent cells such that every cell is visited by the loop. The loop may intersect itself but must not backtrack nor retrace itself. A clue gives the loop segments for that cell.



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

Puzzle (pzprxs): <https://tinyurl.com/4xt8xdh5>

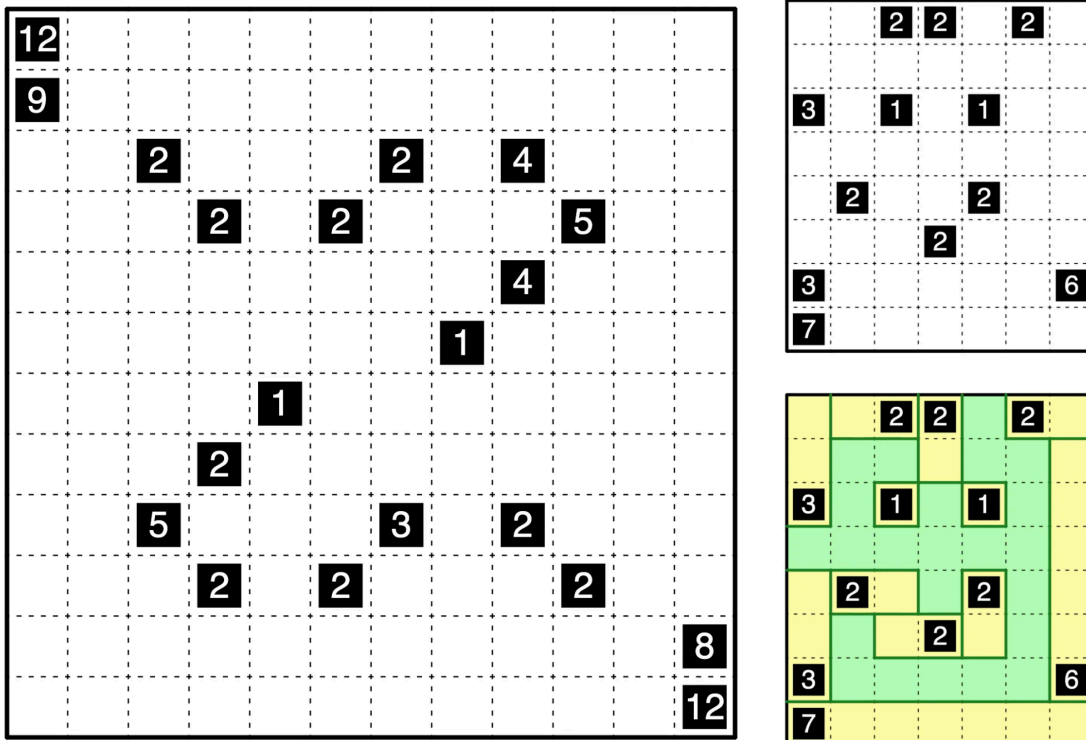
July 23, 2026: Kakume | Freddie Hand

I'm back with another competition announcement. Round 7 of the WPF Puzzle GP is happening this weekend - you can find the instructions booklet at <https://gp.worldpuzzle.org/content/instruction-booklet-2>. With 40(!) puzzles by Walker and David Altizio, it features a wide variety of genres originating from US/Canadian authors. **Kakume** will be appearing alongside such classics as Cross Sums and Number Place. As usual, 🦉 **bonus otter** 🦉 up for grabs if you attempt the contest, competitively or casually. This round in particular has a lot of puzzles on the easier side, so there's plenty to choose from!

Rules: Place some rectangles in the grid such that the remaining "maze" cells form one orthogonally connected area with no loops or 2x2 areas. There must be exactly two maze cells touching the edge of the grid, and every 2x2 area must contain at least one maze cell (i.e. no 2x2 can be entirely covered by rectangles).

Each rectangle contains exactly one number, which represents the number of cells in the rectangle, and every number is contained in a rectangle.

Interface Note: The select mode (edgexoi) may be awkward on mobile - I'd recommend switching between shading and edge instead. The answer checker only looks for edges.



Example (Penpa+): <https://tinyurl.com/444vcbwj>

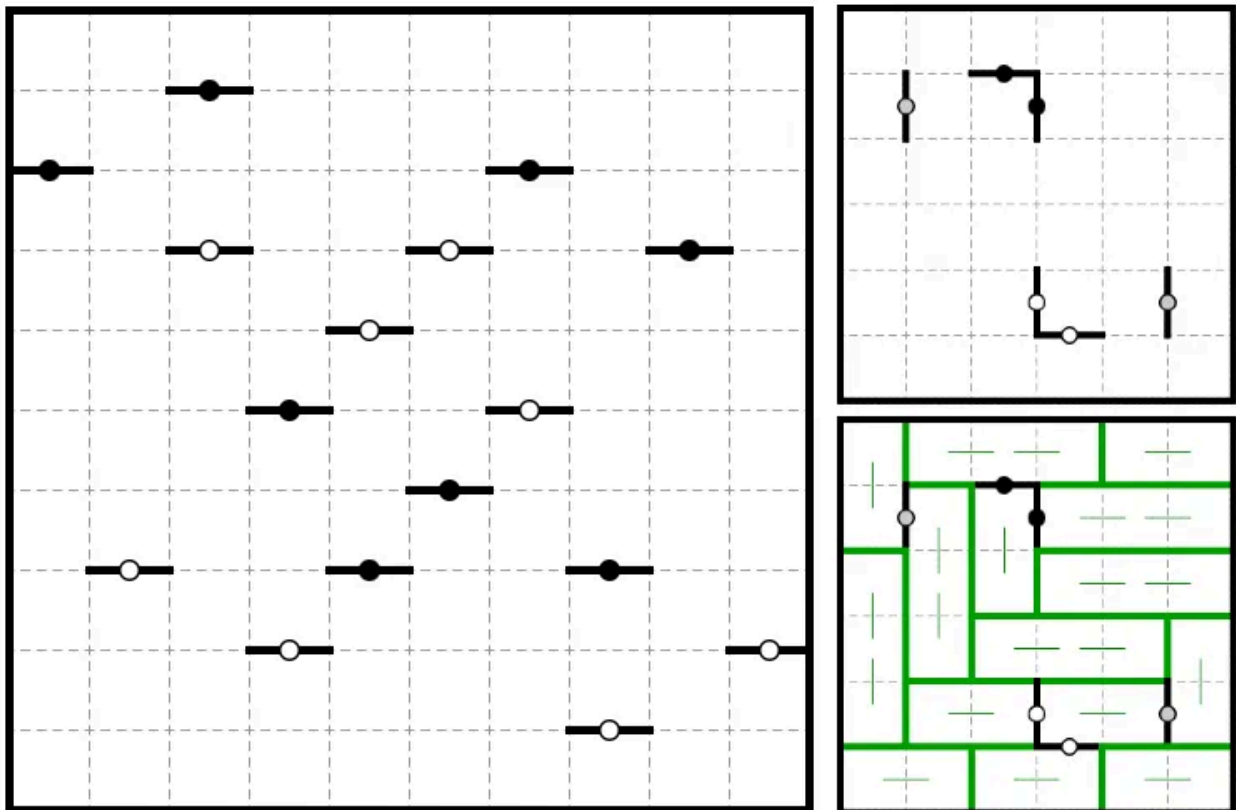
Puzzle (Penpa+): <https://tinyurl.com/mtsnb4e8>

July 24, 2026: Voxas (Tatami) | Rook

I've stolen all of the 4 way intersections in today's **Voxas (Tatami)**! I'll go so far as to ban 4 letter words too! . . . This'll be quite the undertaking . . .

Rules: Divide the board in 1x2 and 1x3 regions. Given borders separate two different regions. Regions separated by a white dot are identical sizes and identical orientations. Regions separated by a black dot are different sizes and different orientations. Regions separated by a silver dot are either identical sizes and different orientations or different sizes and identical orientations. **Region borders may not contain any 4 way intersections.**

Tip: (ROT13) Sbe gur gjb ertvabf frcnengrq ol n oynpx/juvgr qbg, vs lbh qrqhprq gur bevrangvba bs bar, lbh pna qrqhpr gur bgure ertvba unf gur bccbfvgr/vqragvpny bevrangvba erfcprgviryl. Guvf'yy or rabhtu vasbezngvba sbe cnegvny cebterff.

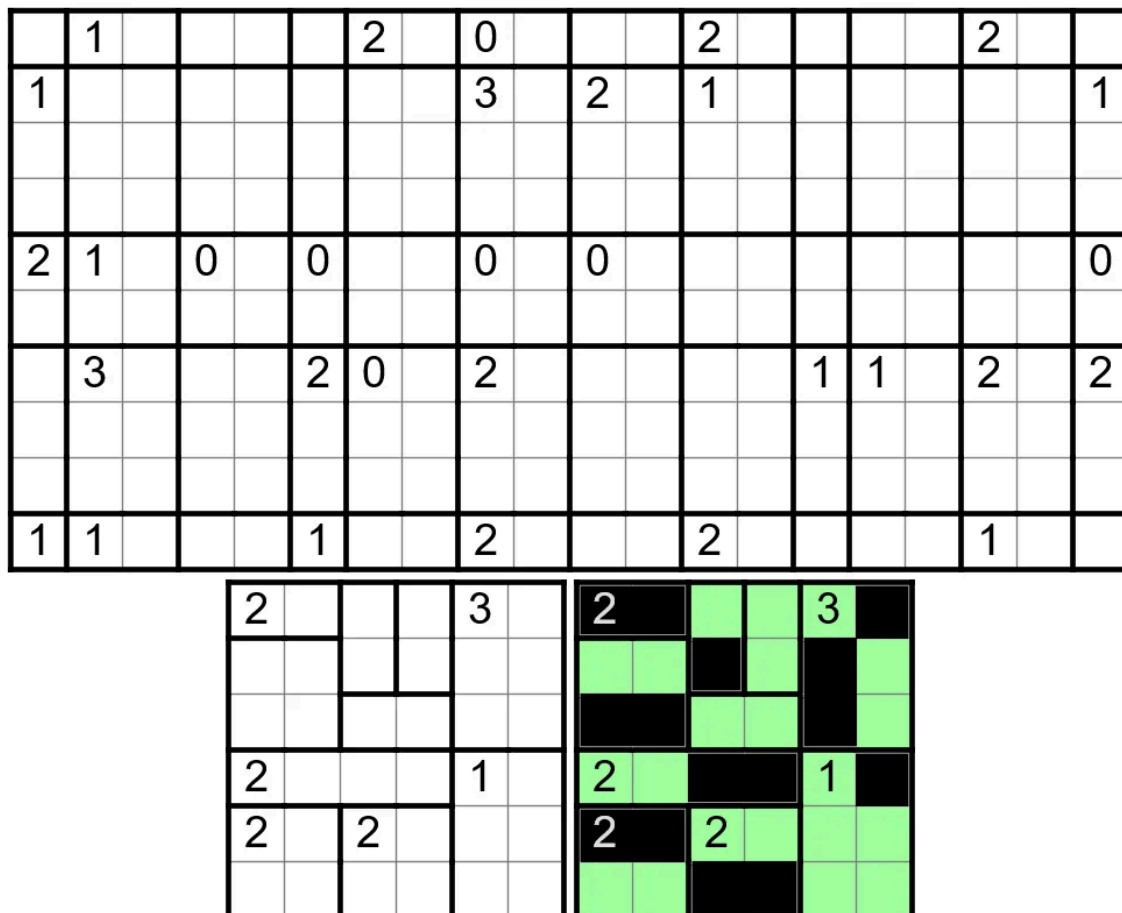


Example (pzprxs): <https://tinyurl.com/msxysee2>
Big One (pzprxs): <https://tinyurl.com/23kjhzhz>

July 25, 2026: Bramble | Lavaloid

Today's ✨ *Supersized Saturday* ✨ is **Bramble**, which was implemented in pzprxs recently (read: 3 months ago).

Rules: Shade some blocks of one or two cells such that no two blocks are orthogonally adjacent and no block crosses a region boundary. All blocks form a diagonally connected network without loops. Two blocks which touch diagonally cannot both be single cells. Number clues indicate the amount of shaded cells in their region.



Example (pzprxs) by Menderbug: <https://tinyurl.com/47wr5zyv>

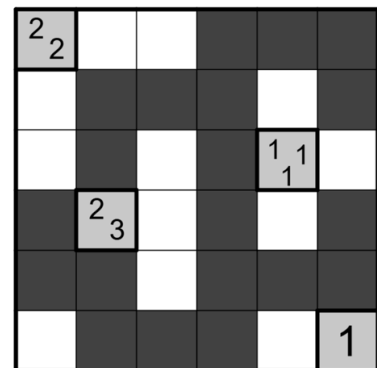
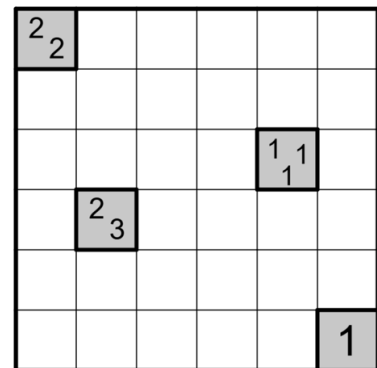
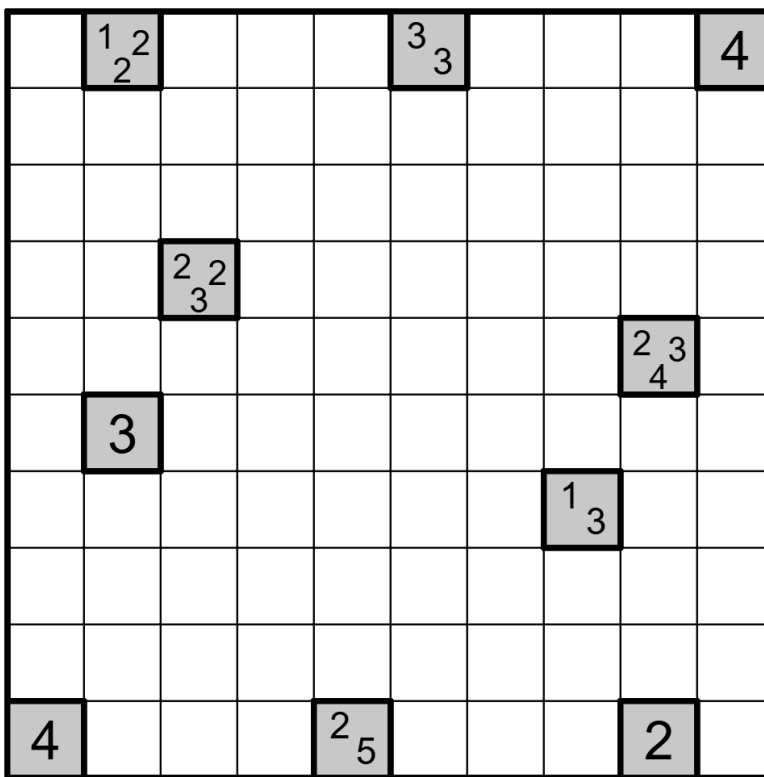
Puzzle (pzprxs, Landscape): <https://tinyurl.com/4j94nxu7>

Puzzle (pzprxs, Portrait): <https://tinyurl.com/3jnznuy>

July 26, 2026: Island Pool | bakpao

Today's GAPP is an **Island Pool**, one of the types featured in [the current GP round](#). I did the round yesterday and can highly recommend giving it a go, the puzzles are great!

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 areas of all unshaded regions which contain at least one of the (up to eight) surrounding cells. Gray clue cells are considered neither shaded nor unshaded.



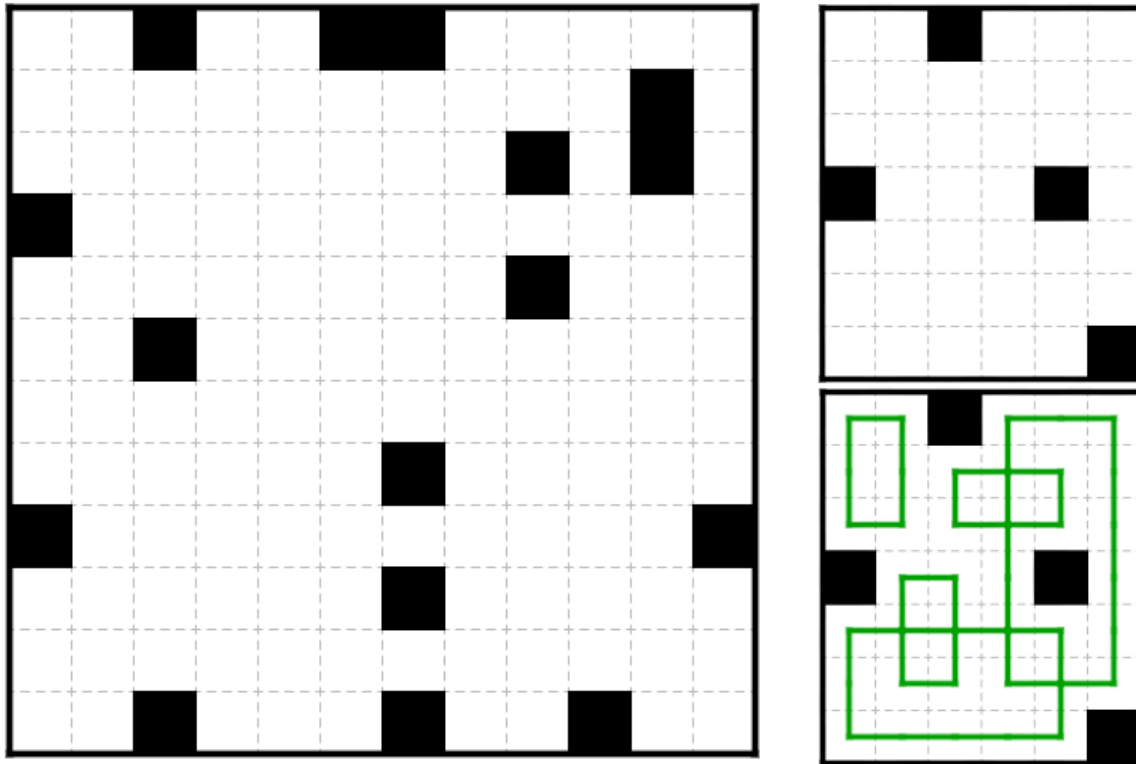
Example (Penpa+, by Walker): <https://tinyurl.com/3zvj9kkv>

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

July 27, 2026: Ring-Ring | jovi_al

Hey everyone! I'm revisiting another old favorite genre of mine, **Ring-Ring**! Enjoy!

Rules: Connect the centers of some edge-adjacent cells to form rectangular loops such that all empty cells are used. Loops can intersect each other, but they must not share edges nor corners.



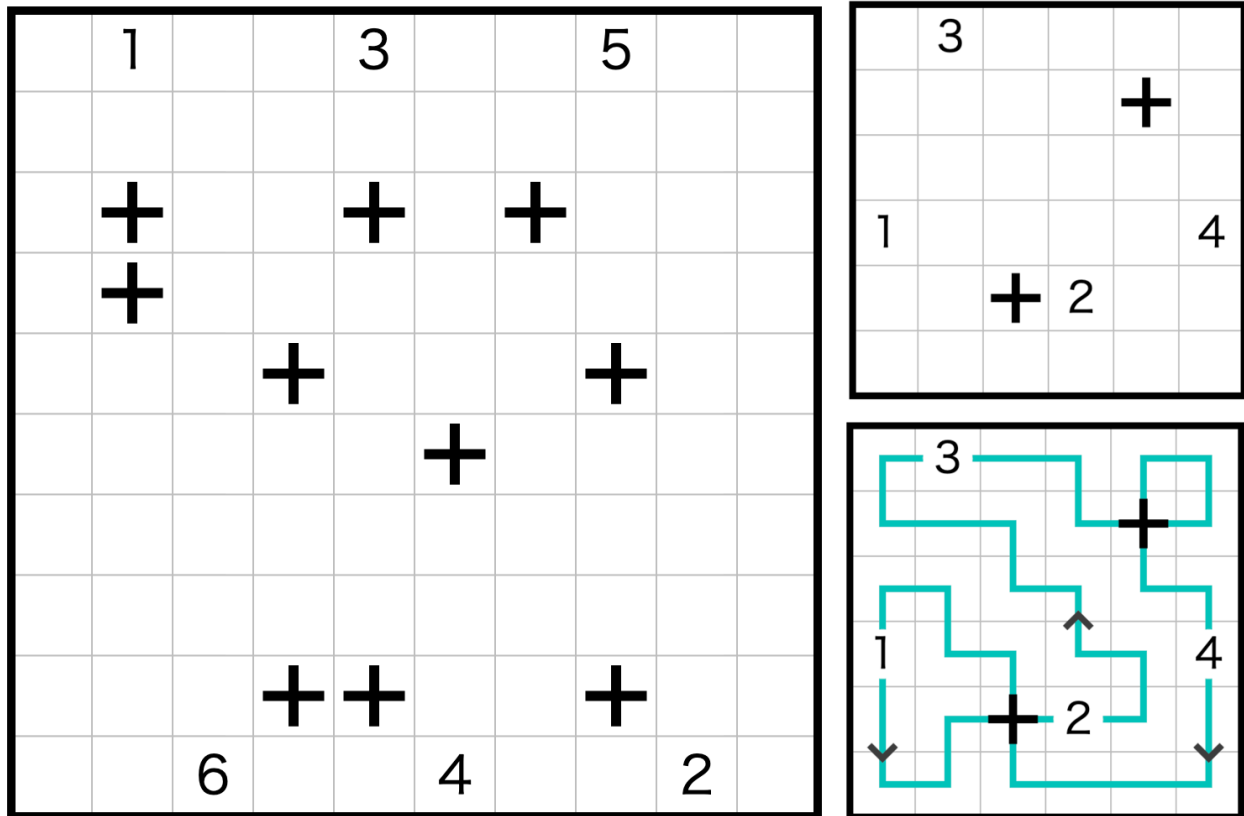
Example (pzprxs): <https://tinyurl.com/4kmfmmvj>

Puzzle (pzprxs): <https://tinyurl.com/3b2f24y3>

July 28, 2026: Train Stations | Freddie Hand

Hello! Today's puzzle is a **Train Stations**, which is another genre appearing in the ongoing Puzzle GP round at <https://gp.worldpuzzle.org/content/competition-puzzles-2> - if you haven't given it a try, I would highly recommend it! 🐶🐶

Rules: Draw a loop through the centers of all cells which crosses over itself only at the given perpendicular intersections. The loop must pass straight through each cell with a number, and the numbers must be visited in ascending order.



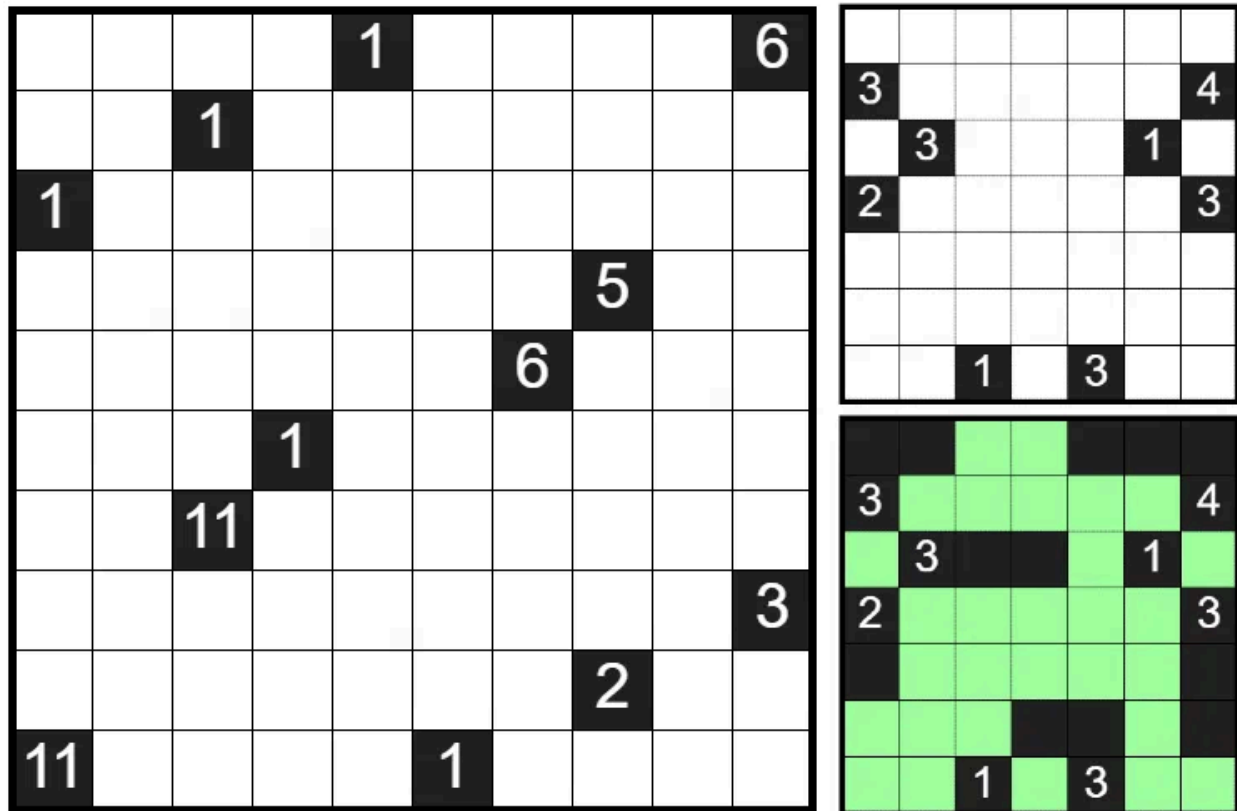
Example (puzzlink), from puzzlink rules page: <https://tinyurl.com/jd68epc7>

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

July 29, 2026: Chained Block | Rook

A lot of genres have catchy nicknames. I've seen Heyawake and Yajilin shortened as Heya and Yaji. I like Cocktail Lamp and Guide Arrow being shortened to Clamp and Garrow. I propose that the nickname for **Chained Block** should be Chalk (even though it doesn't fit perfectly).

Rules: Shade some cells such that each connected group of shaded cells contains exactly one clue. Clues must be shaded, and indicate the size of their group of shaded cells. Each group of shaded cells must be connected by a corner to at least one other, forming networks. Two shaded groups belonging to the same network may not have the same shape and size, counting rotations and reflections as the same.



Example (pzprxs) by shye: <https://tinyurl.com/372kn73m>

Main (pzprxs): <https://tinyurl.com/m5mv4cka>

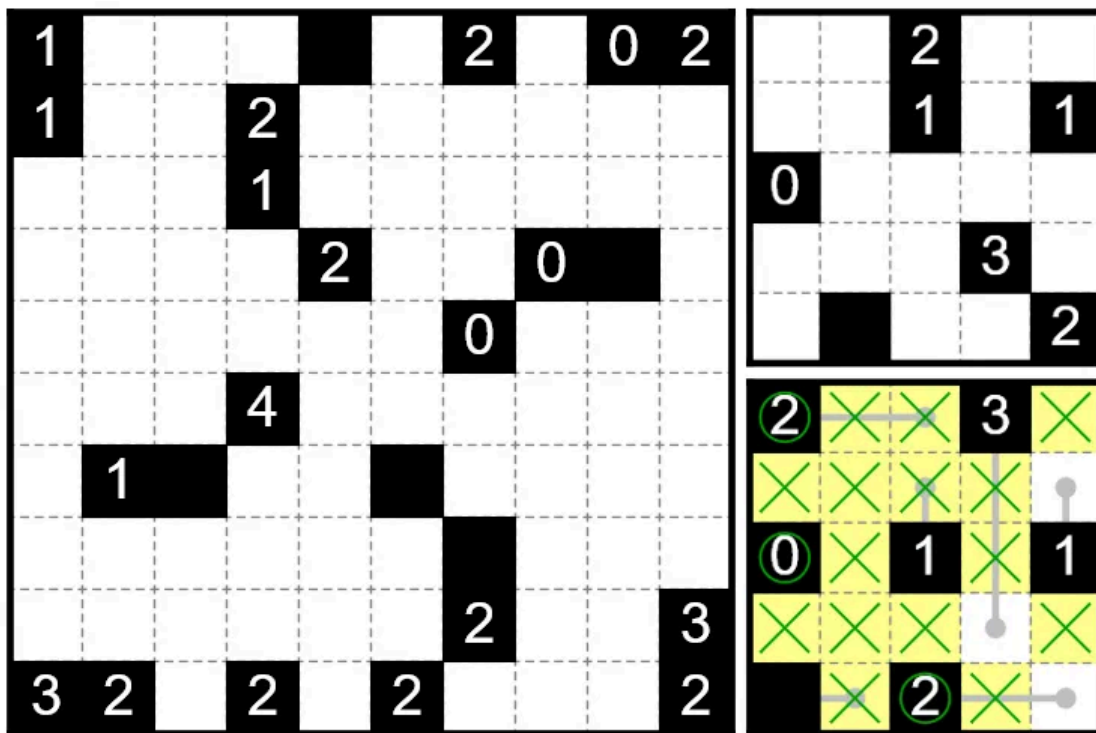
July 30, 2026: Hamle Paths | Lavaloid

We haven't had a movement puzzle in a while, so here's one. Today's GAPP is a **Hamle Paths**!

Rules:

- Draw lines to move some of the panels such that no two panels are orthogonally adjacent.
- A panel can be moved horizontally or vertically, but cannot make a turn. Movement lines cannot cross or overlap each other. Lines can also not go through the start- or endpoint of other panels.
- A number indicates how many spaces the panel must move.
- All cells unused by panels form an orthogonally connected area.

Solving tip: Unshaded connectivity is very important in this puzzle! Using the O/X marks to mark confirmed shaded/unshaded cells will help a lot.



Example (pzprxs) from pzprxs rules page: <https://tinyurl.com/5emx9eue>

Puzzle (pzprxs): <https://tinyurl.com/5x7a5d5u>

July 31, 2026: Symmetry Area | bakpao

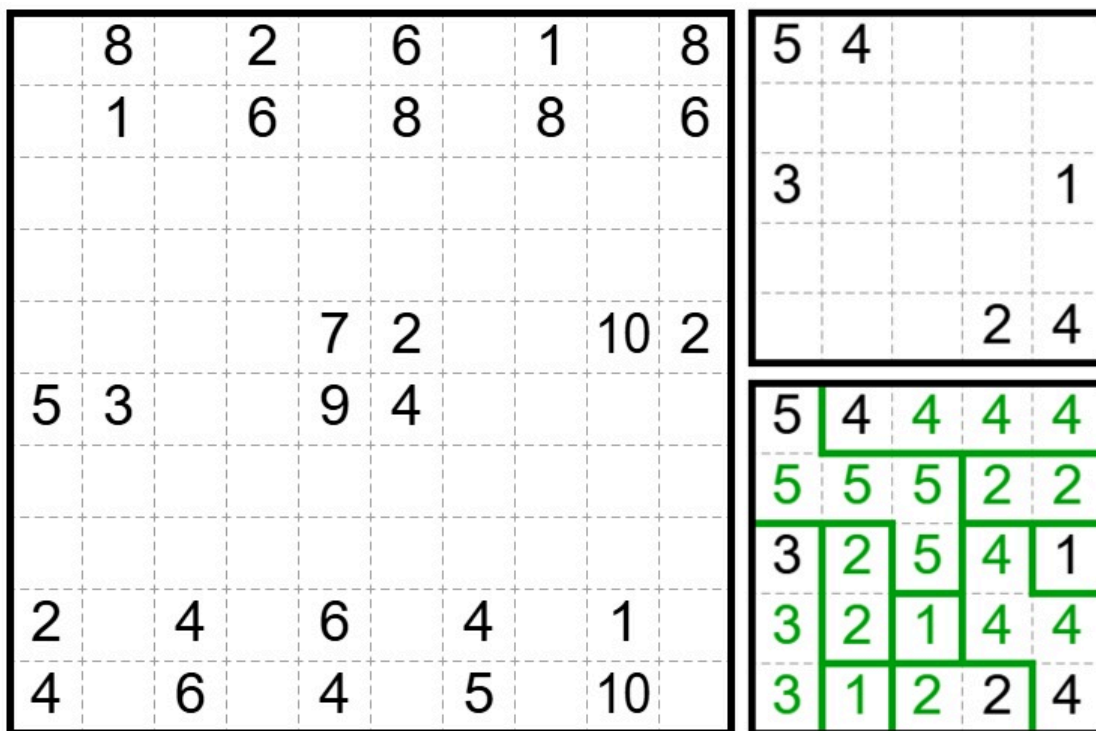
As you may well be aware August starts tomorrow, which means... 🙄

It's guessing time again! Like every year, starting today and throughout the entire month of August, you'll be able to earn bonus offers for correctly guessing what the next day's genre will be! 🐻

Please keep guesses and speculation in ||spoiler tags||.

Today's GAPP is a **Symmetry Area**!

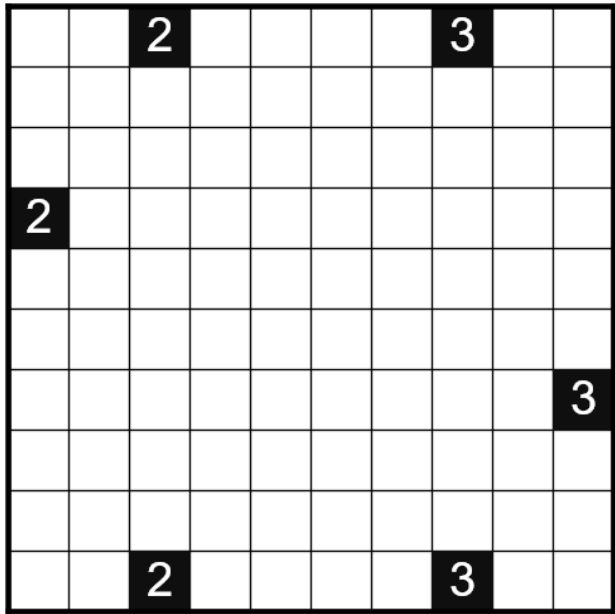
Rules: Divide the grid into regions of orthogonally connected cells. All regions must have 180° rotational symmetry. Two regions of the same size may not share an edge. Clued cells must belong to a region containing the indicated number of cells.



Example (pzprxs, by Freddie): <https://tinyurl.com/2pzbvet9>

Main (pzprxs): <https://tinyurl.com/378kt5bn>

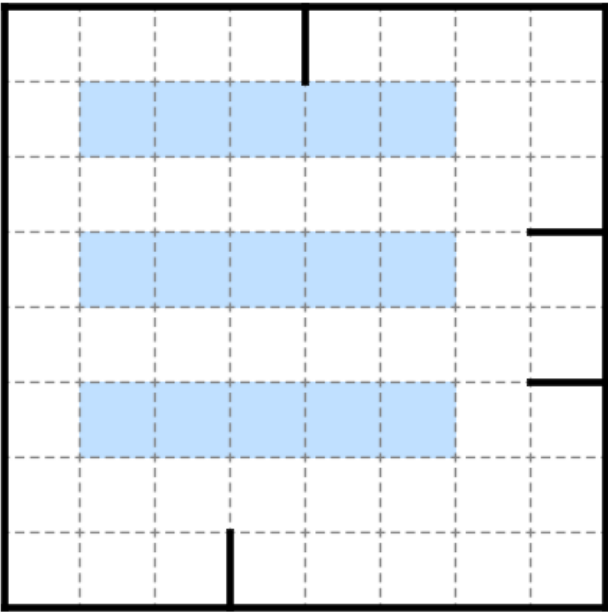
Bonus 1: Aquapelago | jovi_al



Example (pzprxs): <https://tinyurl.com/53ykb8b4>

Bonus (pzprxs): <https://tinyurl.com/y5bab8ka>

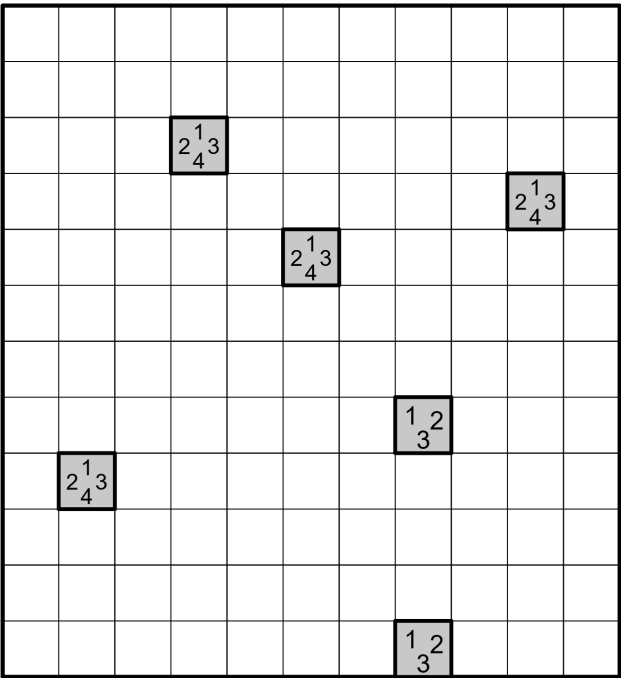
Bonus 2: Barns | jovi_al



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

Bonus (pzprxs): <https://tinyurl.com/2s3kmtvt>

Bonus 3: Island Pool | Freddie Hand



Example (Penpa+, by Walker): <https://tinyurl.com/3zvj9kkv>

Bonus (Penpa+): <https://tinyurl.com/mss3f3u4>

Date	Sloth Time	Crab Time	
01 Jul 2026	0:02:30	0:05:00	Forgetful Fulmar
02 Jul 2026	0:06:00	0:13:30	Wibbly Wobbly, Timey Wimey Owl
03 Jul 2026	0:02:45	0:05:15	Arbitrary Archbold's Newtonia
04 Jul 2026	0:03:30	0:07:00	San Blas Jay
05 Jul 2026	0:03:30	0:07:00	Milky Stork of Transportation
06 Jul 2026	0:02:30	0:05:00	Discarded Dowitcher
07 Jul 2026	0:01:20	0:03:00	Hygienic Hylocitrea
08 Jul 2026	0:03:00	0:05:30	Phonetic Philippine Pitta
09 Jul 2026	0:03:30	0:07:00	Friendly Fantail
10 Jul 2026	0:03:45	0:07:30	Fox(trot) Kestrel
11 Jul 2026	0:03:30	0:07:00	Linguist Lapwing
12 Jul 2026	0:03:00	0:06:45	Moineau m'a Manqué
13 Jul 2026	0:03:00	0:05:30	Murderous Muscovy Duck
14 Jul 2026	0:01:23	0:02:46	Blue Finchonacci
15 Jul 2026	0:01:30	0:03:30	Tapa Tapajos Antpitta
16 Jul 2026	0:03:00	0:06:00	Off-by-One Oriole
17 Jul 2026	0:00:40	0:01:30	Simple Sird
18 Jul 2026	0:04:30	0:09:00	Dizzy Diard's Trogon
19 Jul 2026	0:06:00	0:12:00	Cubeal Kite
20 Jul 2026	0:02:30	0:05:00	Squam Guam rail
21 Jul 2026	0:02:00	0:04:00	Sleepy Shikra
22 Jul 2026	0:03:00	0:06:05	Plumbing Plushcap
23 Jul 2026	0:03:00	0:05:30	American Amur Falcon
24 Jul 2026	0:02:45	0:05:30	Australian Shelduck
25 Jul 2026	0:03:00	0:06:00	Newly Implemented Brambling
26 Jul 2026	0:02:30	0:05:00	Inaccessible Island Rail
27 Jul 2026	0:02:59	0:06:45	Timely Toucan
28 Jul 2026	0:02:45	0:05:00	Freight Fraser's Sunbird
29 Jul 2026	0:02:00	0:04:00	Chalk-Browed Mockingbird
30 Jul 2026	0:02:10	0:04:20	Migratory Mallard
31 Jul 2026	0:02:00	0:04:00	Tristan Albatross