Mind the GAPP 7

Genuinely Approachable Pencil Puzzles from the CtC Discord

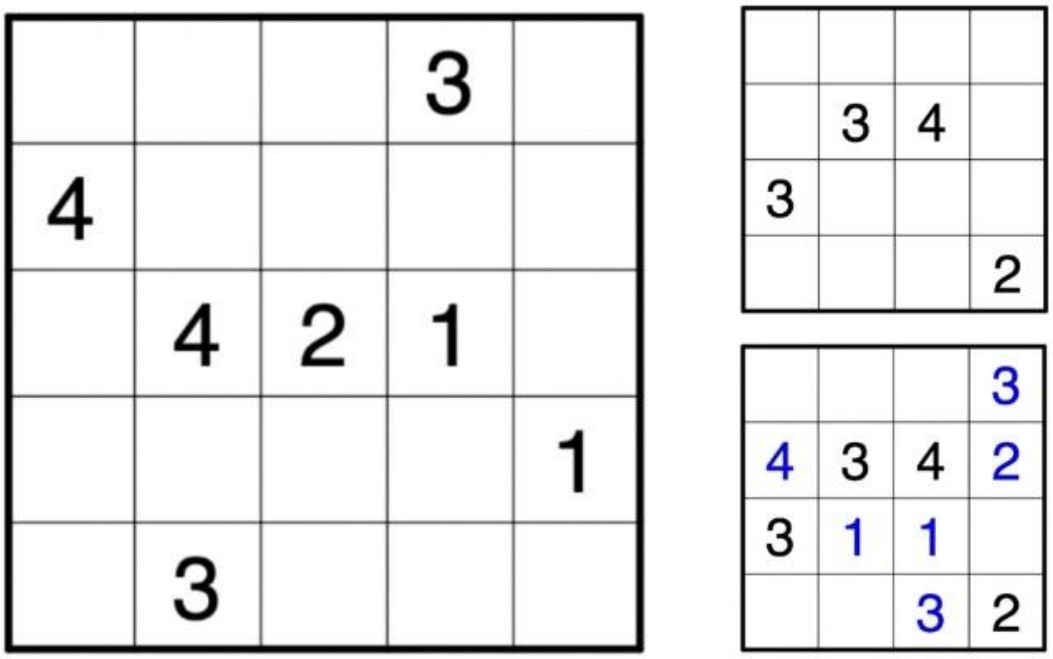
Volume 7: May 1, 2022 - May 31, 2022

May 1, 2022: Soulmates
Freddie Hand

Have you ever wondered how challenging finding a soulmate is? I don't know, but I would estimate that solving a very challenging Soulmates puzzle is comparable in difficulty. Thankfully today's puzzle is quite far removed from that. It may even be easier than finding an anagram of SOULMATED.

Rules: Place a number into some cells such that for each numbered cell, exactly one other number of the same value is able to be reached by traveling through only empty cells, regardless of the distance of the path. The value of each number must be equal to the distance of the shortest possible path from it to its partner (again by traveling through only empty cells!)

Solving Notes
- You may place pairs of numbers besides ones that fulfil the given clues!
- It might be helpful to use colours to mark when a cell must contain a number/must be empty.

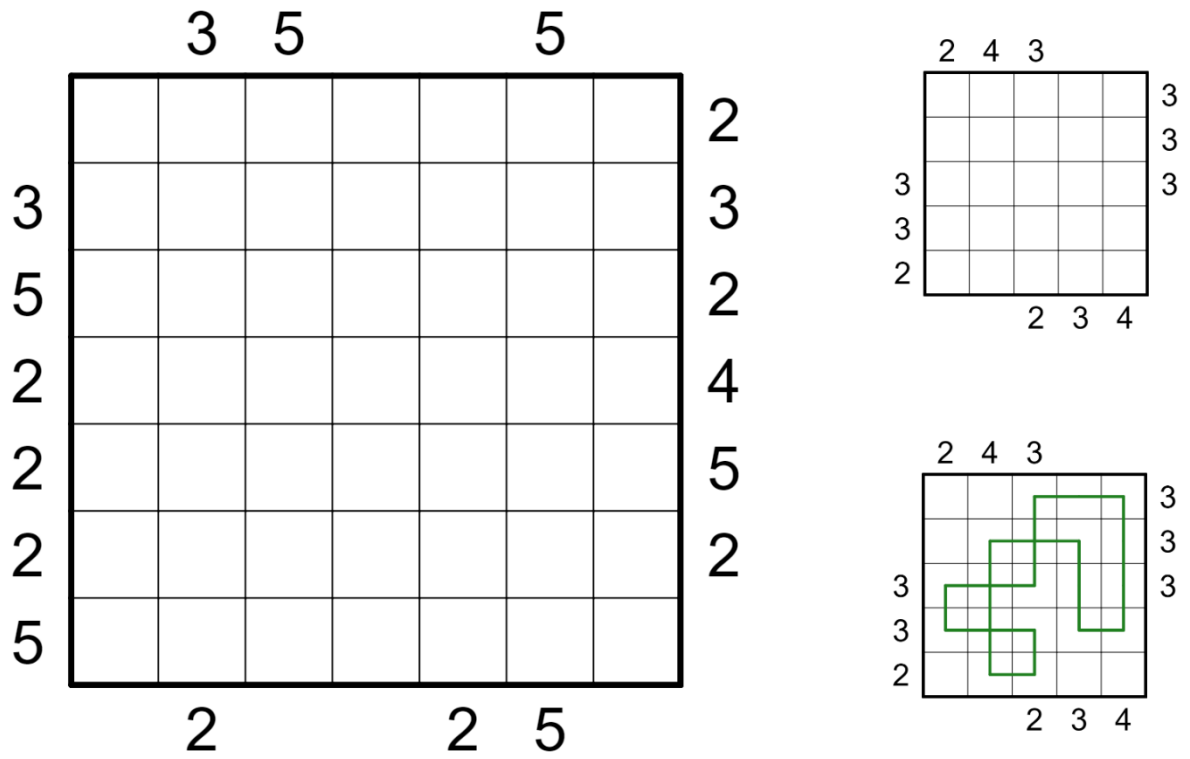


Example (Penpa+): https://tinyurl.com/yckc3x59
GAPP (Penpa+): https://tinyurl.com/y32qtlrz

May 2, 2022: Round Trip
Eric Fox

Alright solvers: Pack your bags because we're going on a road trip! 🚗 We have lots of fun destinations ahead of us, but in order to make sure we can arrive safely back at home, I need your help planning this trip so that it goes in a single loop... One might call it a Round Trip!

Rules: Draw a loop through the centers of some cells so that each number outside the grid represents the number of cells used by the first line segment traveling within the corresponding row or column from the direction of the clue. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap.



Example (Penpa+): https://tinyurl.com/yxeh8wf8
GAPP (Penpa+): https://tinyurl.com/yyqt9l26

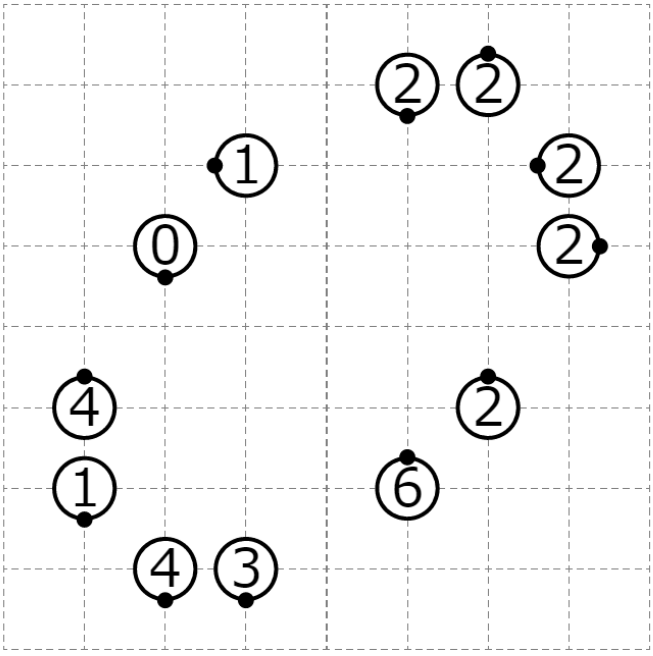
May 3, 2022: Firefly
shye

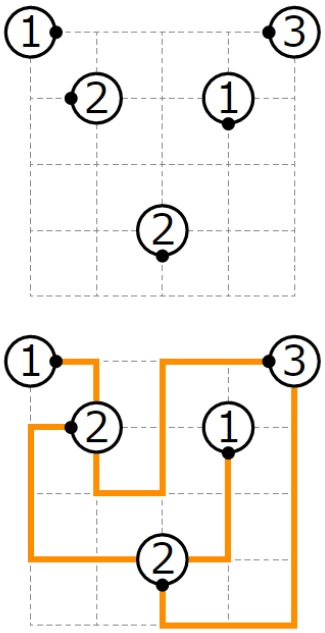
I've gone outside late at night to set the GAPP for today, to relax my mind from current stress and sickness, and as I was getting started some beautiful fireflies appeared! This is great, I'm feeling inspired by these wonderful cri- ITS IN MY HAIR AAAAA GET IT OUT

pant pant hhhhh... today's puzzle is a Firefly! Also known as Hotaru Beam, hopefully you can tolerate bugs better than I

Rules: For each circle in the grid, draw a path starting from its black dot, moving along the gridlines, and ending at a circle (including potentially the same one it started at), but not on the side containing another black dot. Paths may not cross themselves, each other, or pass through circles. A number in a circle represents how many turns the path exiting from its dot will make. All circles must be joined by paths to form one connected network.

Some solving music, if you'd like:
https://open.spotify.com/track/1FXOGOCoK5SiStXdSpTlqD?si=9e29ec96432e42cd





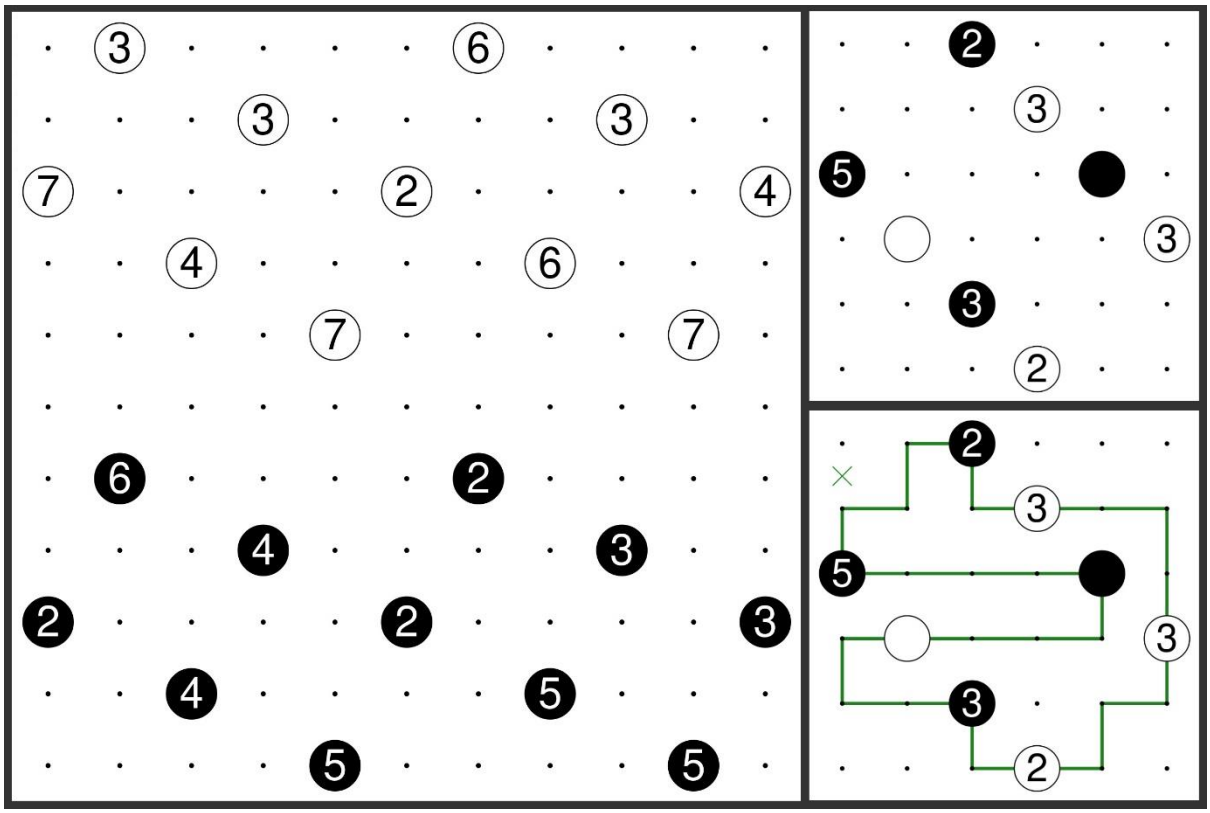
Example (Puzz.Link): https://tinyurl.com/2v64m3pw
GAPP (Puzz.Link): https://tinyurl.com/2f8mmtt9

May 4, 2022: Shingoki
jovi_al

Hi everyone! With the past few days' GAPPs being on the weirder end, I figured we needed something less weird to balance things out. As such, today's GAPP is a Shingoki, one of the three bakpao Special™ genres!

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop that passes through every circle. The loop must turn on black circles and go straight through white circles. A clue in a circle represents the sum of the lengths of the two line segments coming out of it.

Note that these do not necessarily act like Masyu clues.



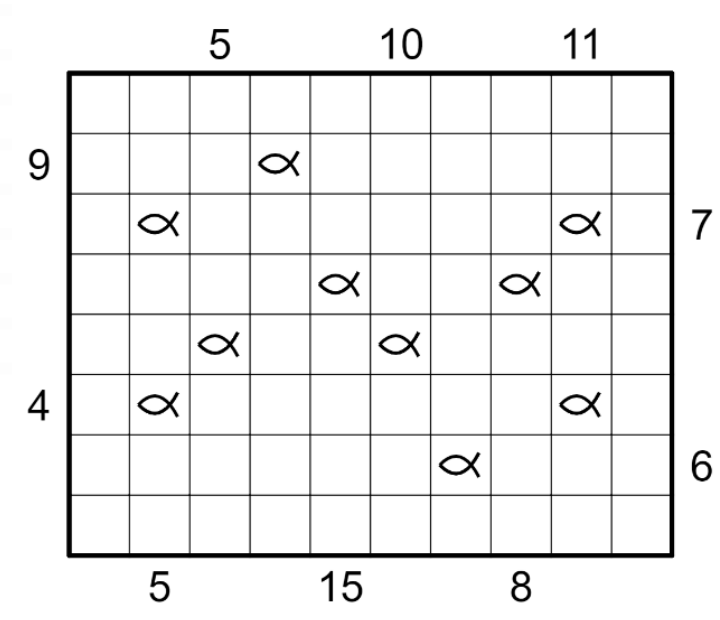
Example (Penpa+): https://tinyurl.com/yykmnsdj
GAPP (Penpa+): https://tinyurl.com/y59hq5ma

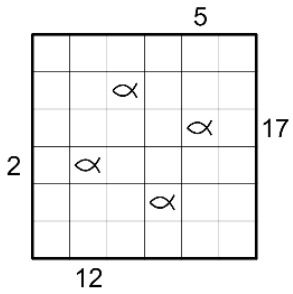
May 5, 2022: Anglers
Tyrgannus

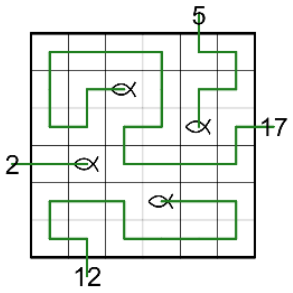
It's May, and that means that certain pastimes are available. An activity that, oddly enough, is often NOT about the supposed end goal but often more about Zen. Now that the weather is getting warmer, it feels like a good time to bust out your tackle box and go fishin'! Hope you brought your rubber boots

Today's GAPP is an Anglers!

Rules: From each number outside the grid, draw a path which immediately goes into the nearest cell of the grid and then travels (up, down left and right) through the centers of some cells until arriving at a fish. Paths may not cross themselves, each other, or fish. The number at the beginning of a path indicates how many cells in the grid the path occupies, including the cell with the fish. **All cells must be used by exactly one path.**





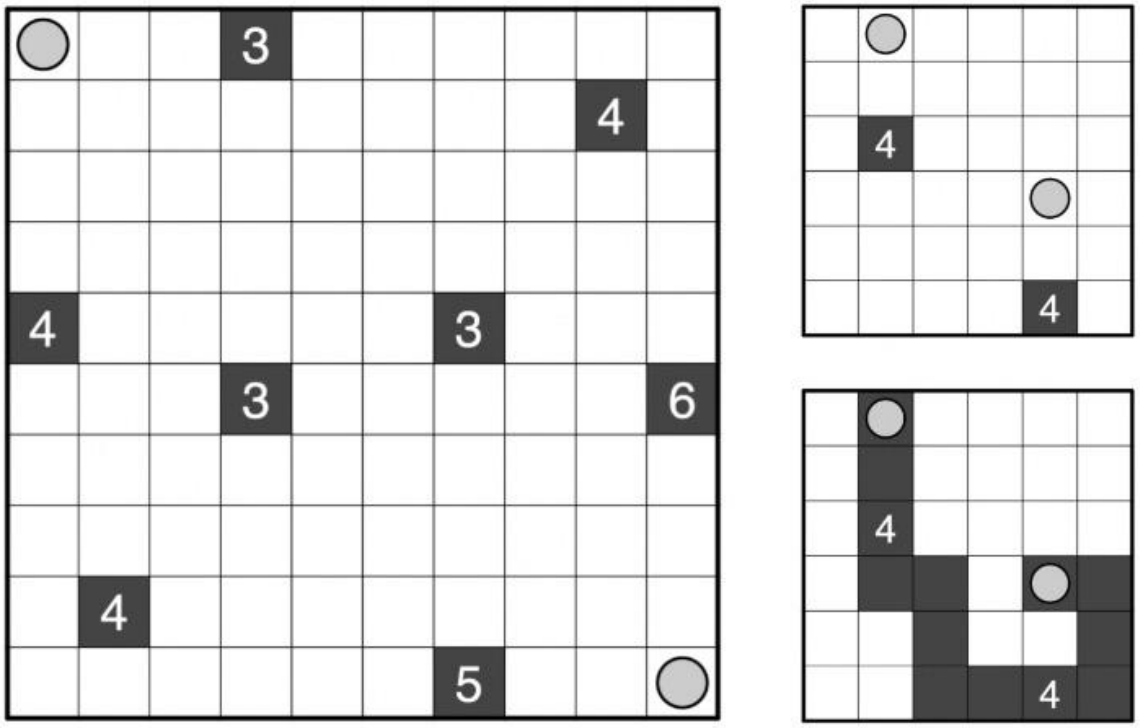


Example (Penpa+): https://tinyurl.com/kxehy7ke
GAPP (Penpa+): https://tinyurl.com/42wymkwh

May 6, 2022: Passage
Freddie Hand

Today's puzzle is a Passage, invented fairly recently by Andrey Bogdanov, and one of the numerous genres which debuted on the daily puzzle site http://www.puzzleduel.club/. I would recommend giving this site a go, (most of) the puzzles are quite good. But after solving this puzzle in Penpa+, it may be hard to manage without the luxury of continuous shading...

Rules: Shade some cell to create a 'snake' - a chain of blackened squares which doesn't touch itself even diagonally. The start and end of the path are marked with circles. The path should pass straight through all cells with numbers (i.e. the path cannot turn on a cell with a number). Numbers represent the length of the corresponding straight segment of the path. (The start and end of the snake should be shaded for answer check)

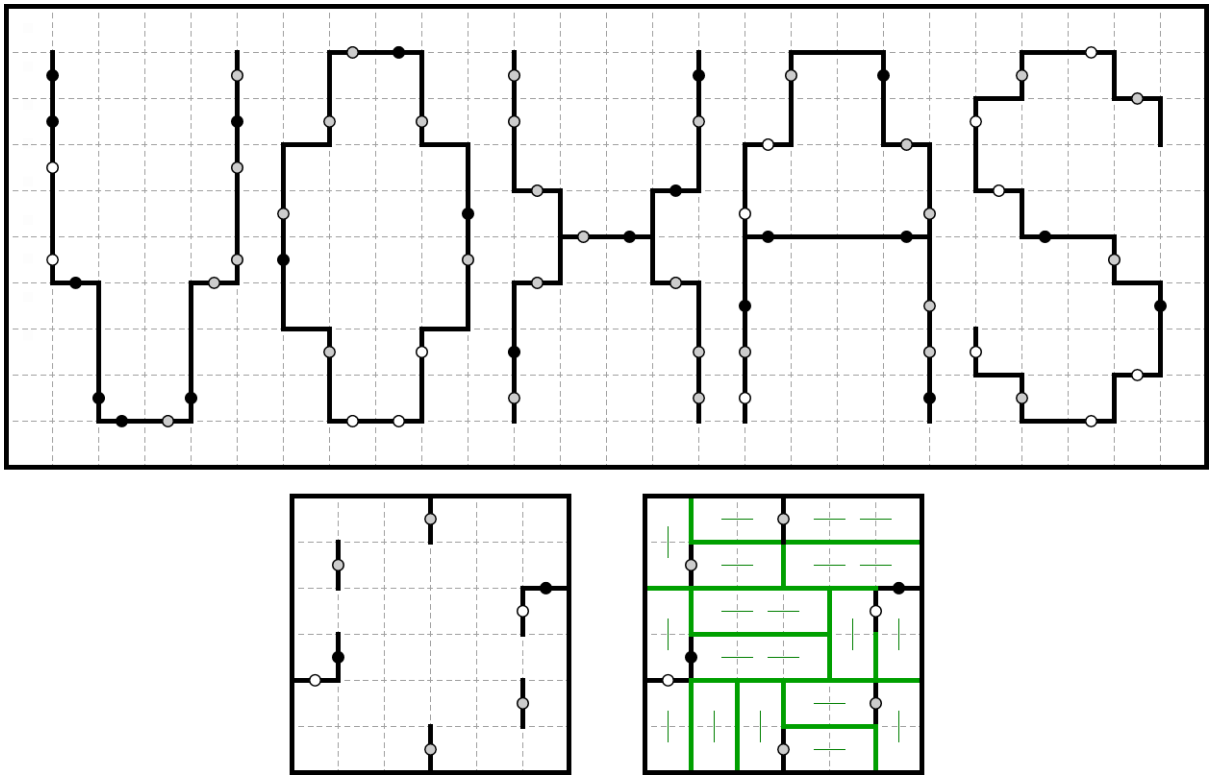


Example (Penpa+): https://tinyurl.com/y2fzw22n
GAPP (Penpa+): https://tinyurl.com/yyus2n55

May 7, 2022: SUPERSIZED Voxas
Eric Fox

It's time for Supersized Saturday again! This time, the genre we're revisiting is Voxas! Some of you may have participated in the Voxas Vacation contest that ran on LMI last month. If you enjoyed that, (or even if you didn't...) you should give Kurotto Kingdom a shot - the next contest in this series, written by bakpao! Find the information on that here: https://discord.com/channels/709370620642852885/723891943284670484/971789610067820614

Rules: Divide the grid into 1x2 and 1x3 regions. Borders must separate two different regions. Borders with white dots separate regions with the same size and orientation. Borders with black dots separate regions with neither the same size nor the same orientation. Borders with grey dots separate regions with either the same size or the same orientation, but not both.



Example (Pzprxs): https://tinyurl.com/2p8nekdy
GAPP (Pzprxs): https://tinyurl.com/53sshp6n

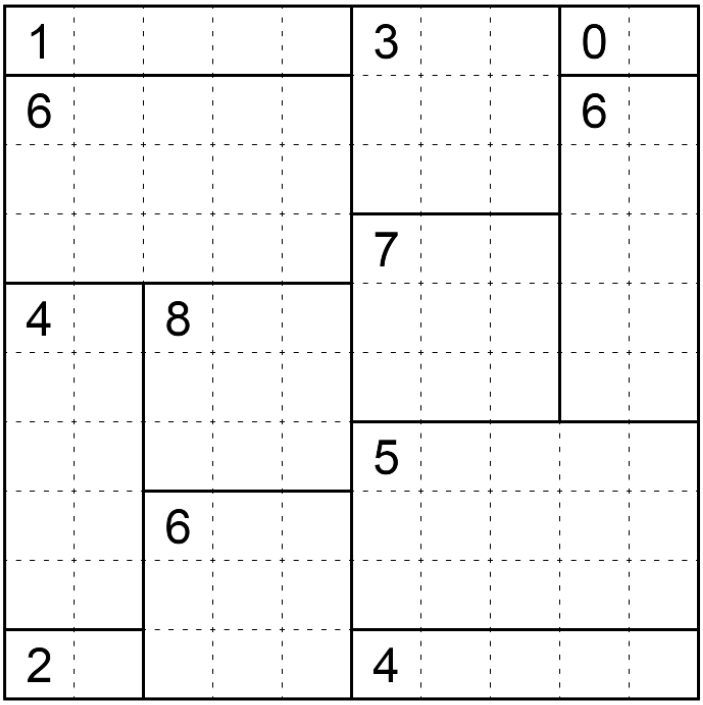
May 8, 2022: Irunuri
shye

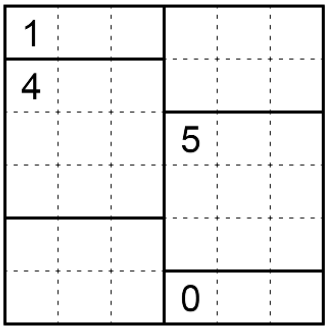
Starting off today's post by mentioning a new puzzle mag is out called PULZE, featuring creations from many well-known brilliant minds, including our own Eric! More information and the link to purchase can be found right here: https://www.tam-box.com/product-page/pulze-1

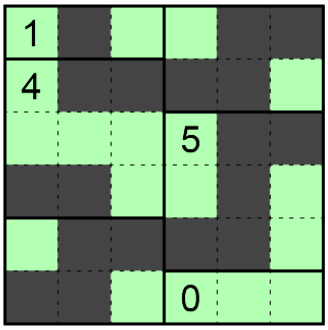
So, what puzzle have we got in store for you today now? I'm feeling rather symmetric, let's try Irunuri! Symmetry is a wonderful thing, whatever you learn about one half of the region will carry over, and speed things up. Two cells filled for the price of one! Does make you wonder about the regions with an odd amount of cells tho…

Oh, but I shouldn't spoil too much more

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.







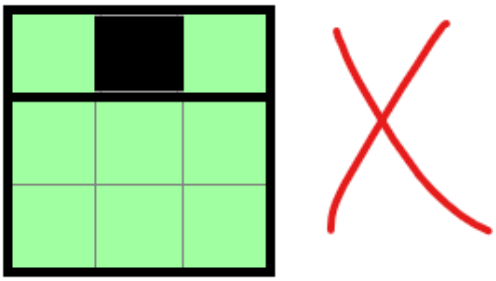
Example (Penpa+): https://tinyurl.com/2p84vuxv
GAPP (Penpa+): https://tinyurl.com/465vccw4

May 9, 2022: One Room One Door
jovi_al

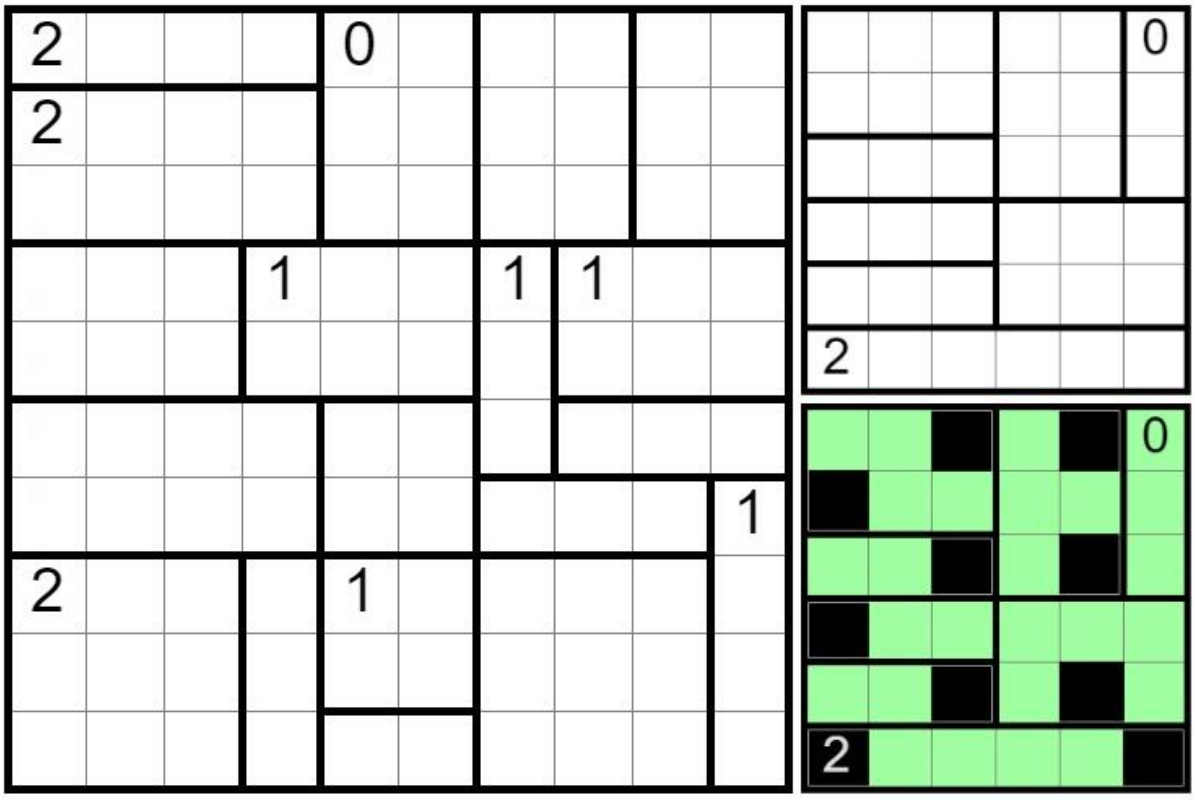
Today's puzzle is of a genre I initially found very confusing, but quickly warmed up to after a few solves. I hope you enjoy this One Room One Door!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Unshaded cells within a region must also form one orthogonally connected area within that region. Numbered regions must contain the indicated amount of shaded cells. Between two adjacent regions, there may be no more than one pair of adjacent unshaded cells crossing their boundary.

For clarity, this image is broken for two reasons:
1) There are two doors to the bottom region.
2) All of the unshaded cells in the top region are not connected within that region.



I'd heavily recommend checking out the example puzzle; if you find yourself stuck, remember unshaded connectivity applies within regions too!



Example (Pzprxs): https://tinyurl.com/sjd4wtxm
GAPP (Pzprxs): https://tinyurl.com/2dnsnbvm

May 10, 2022: Battleships
Tyrgannus

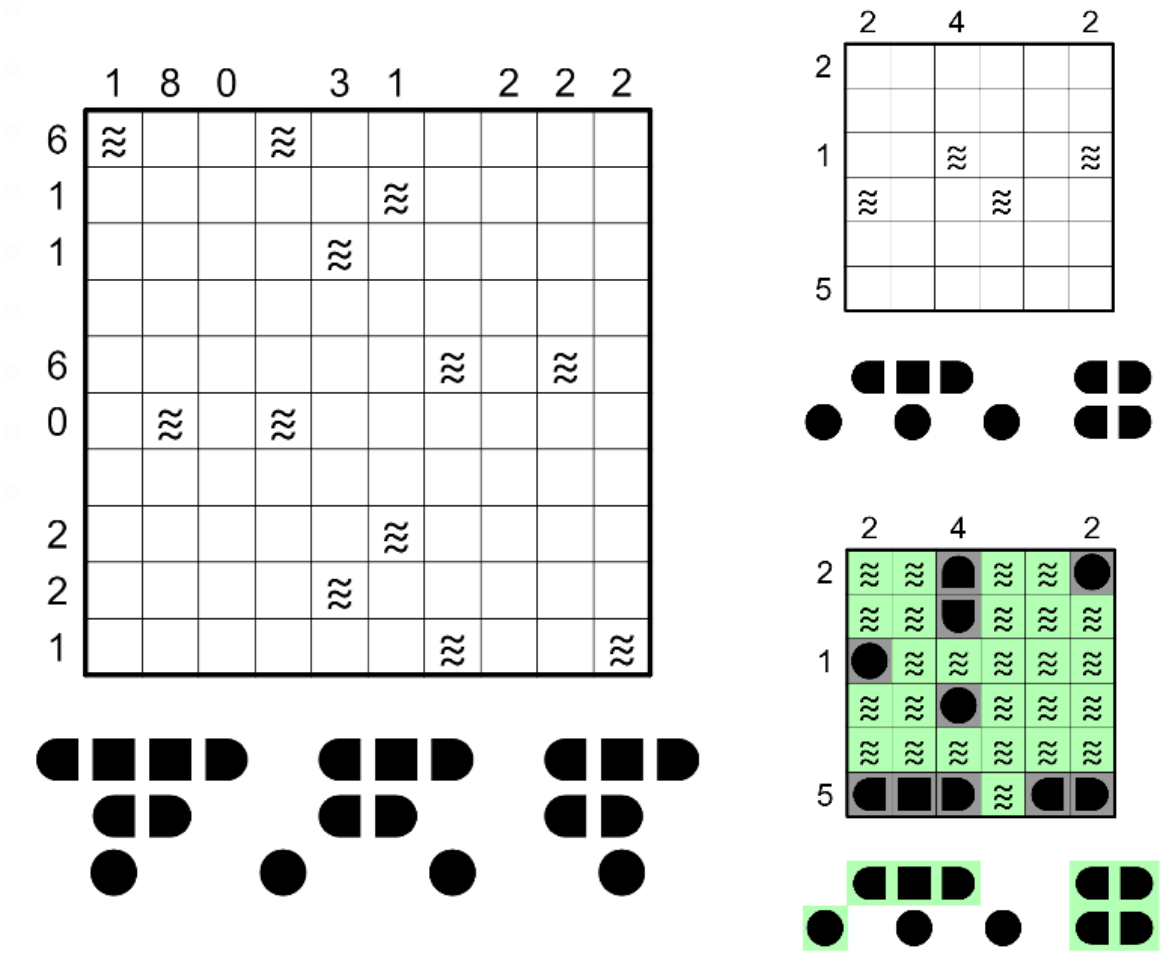
The origin of the game Battleship is somewhat debated as it's either derived from Basilinda from 1890 or L'Attaque during World War 1. Either way, it was printed in the 1930's as a pencil and paper game and popularized in 1967 with the iconic pegboard. Today's puzzle is very much derivative of Battleship but with a pencil puzzle twist. We don't want you simply guessing coordinates after all.

Today's GAPP is a Battleships!

(Rules and puzzles on next page)

Rules: Place the given fleet of ships into the grid so that no two ships are touching, not even diagonally. Rotating ships is permitted. A clue outside the grid indicates the number of cells in the corresponding row or column that are occupied by ships. Cells with waves cannot be occupied by a ship. A given ship segment must be used as the part of a ship that its shape represents.

There aren't given ship segments for today, but it's always good to have the whole ruleset present. It's important to note that answer check will work with both the composite battleships feature in Penpa as well as a more traditional grey/green shading. I find the shading quicker and easier, but the battleships input does look nicer so feel free to choose!



Example (Penpa+): https://tinyurl.com/2p8uy8wz
GAPP (Penpa+): https://tinyurl.com/rr2j8xyr

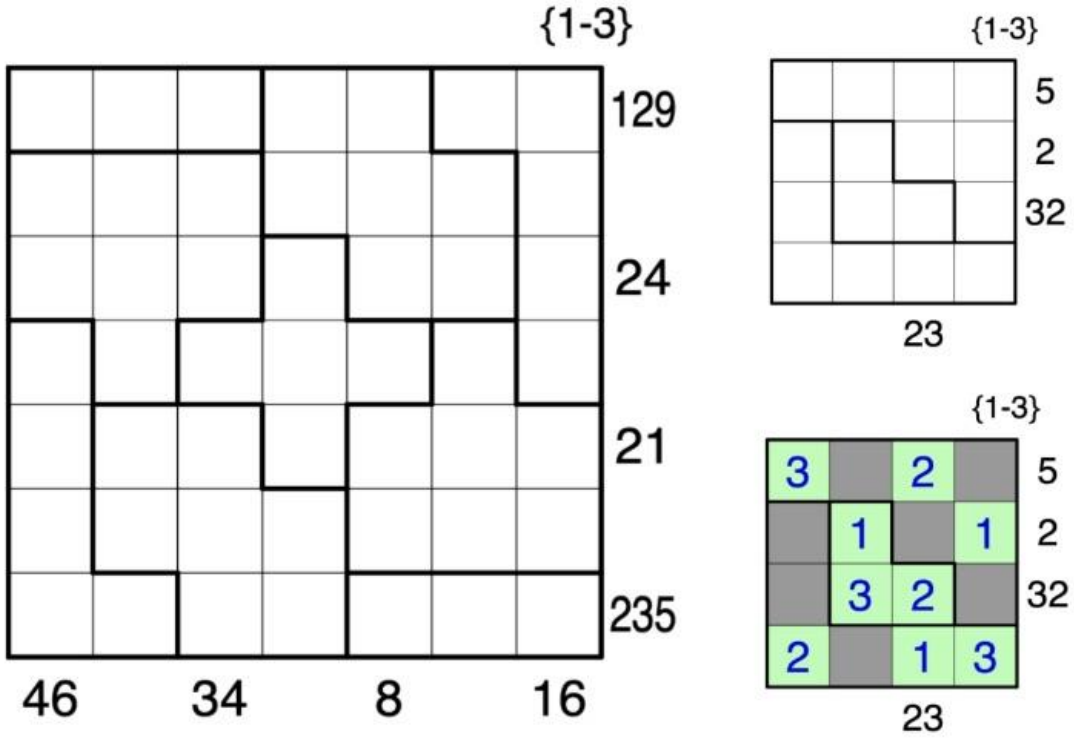
May 11, 2022: Summon
Freddie Hand

Even though the clues in this puzzle add to much more than one, there is just a single solution to this Summon puzzle.

This is a genre which would make bakpao roll in his sleep. But don't worry, it's just a warm-up for the three-digit number multiplication puzzle that I have prepared for next time!

Rules: Enter the given set of digits into the grid, so that each digit appears exactly once in each region. Cells with equal digits cannot touch each other, not even diagonally. Digits in adjacent cells within a row or column form multi-digit numbers, read from left to right or from top to bottom; digits without neighbours form single-digit numbers. The numbers outside the grid indicate the sum of all such multi-digit and single-digit numbers in the respective row or column.

Penpa note - shading is not required for answer check, but may be helpful for keeping track of which cells contain/don't contain a number.



Example (Penpa+): https://tinyurl.com/3rx759xx

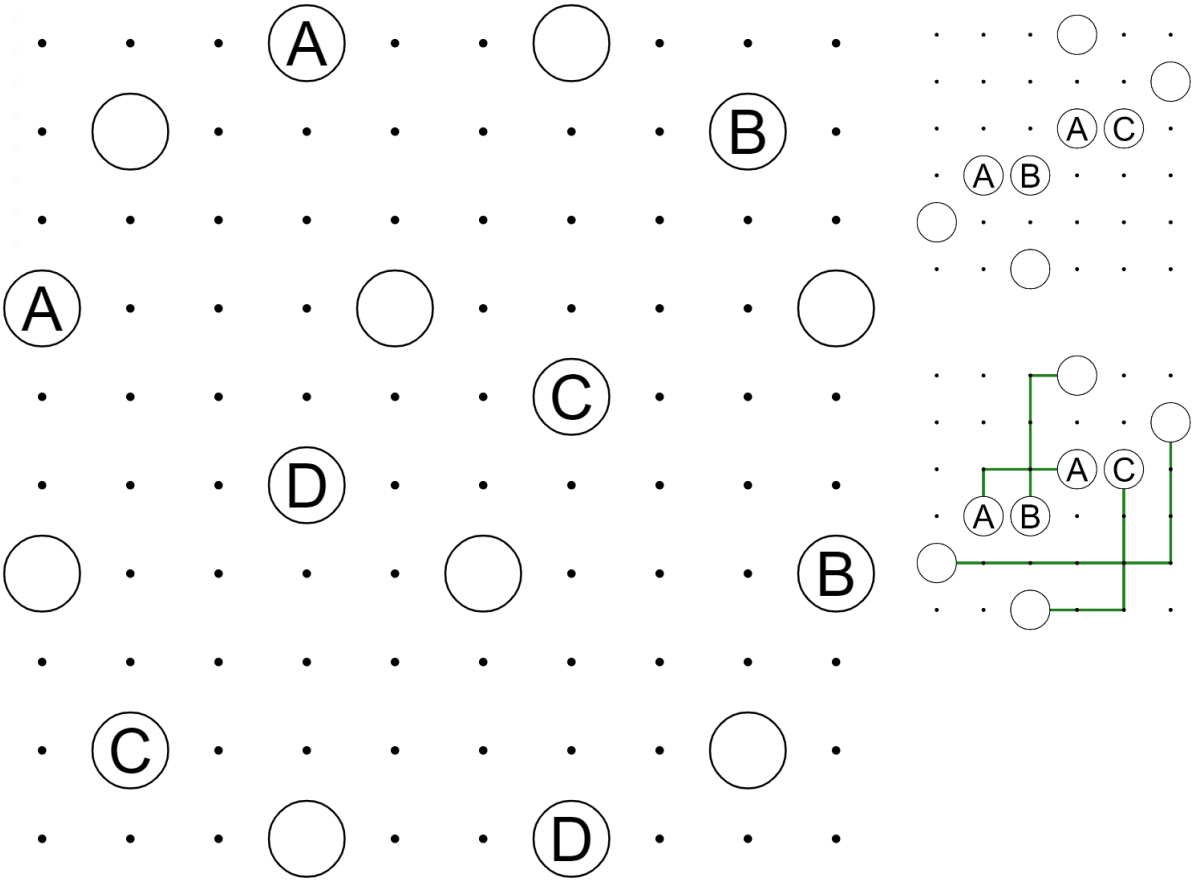
adapted from WSPC 2019 IB

GAPP (Penpa+): https://tinyurl.com/yckzhkfa

May 12, 2022: Yoque
Eric Fox

Is there anything to celebrate today? Is anything important going on? I'm not sure... but I hope so because the celebration consists of another puzzle genre with the letter Q! Yoque!

Rules: Connect some pairs of orthogonally adjacent dots to form paths connecting pairs of circles. Each path must turn exactly once, and each path must be crossed exactly once by another path. Two perpendicular line segments may intersect each other, but not turn or stop at their intersection or otherwise overlap. Two circles containing the same letter must be ends of the same path. Two circles containing different letters may not.



Example (Penpa+): https://tinyurl.com/4ysyr7pp
GAPP (Penpa+): https://tinyurl.com/yy3frsqg

May 13, 2022: School Trip
shye

Time to jumpstart the ol' GAPP bus because today we're going on a School Trip to Japan! Although of course here we would call it "shugakuryoko", or just Shugaku. It's the land of the rising sun, and the birthplace of many puzzle genres we've covered in the past ☺

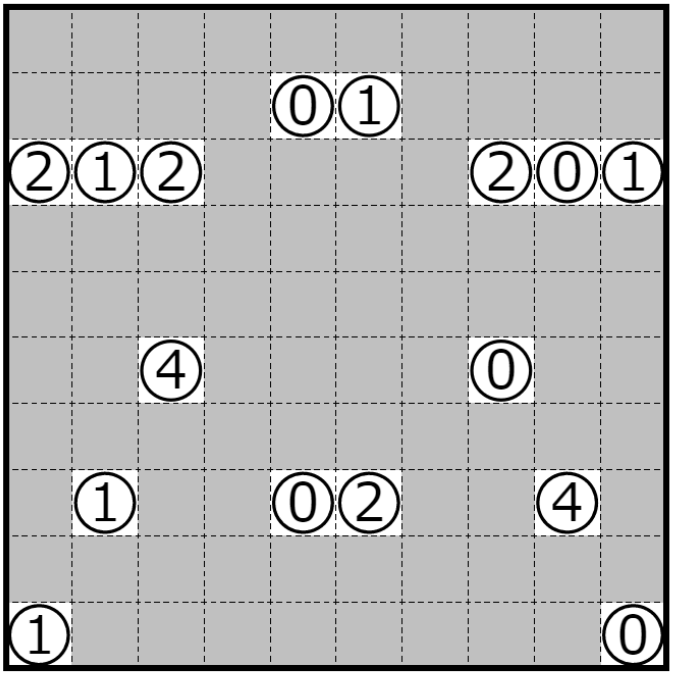
Of course it wouldn't be a school trip though without any lessons would it. Now now, no complaining! First is about an old superstition... never sleep facing north! It's said to bring an earlier death, since funerals traditionally direct the coffin this way. There is no second lesson because I don't want this intro to be too long, now get your futons laid out class! Here's the floorplan instructions:

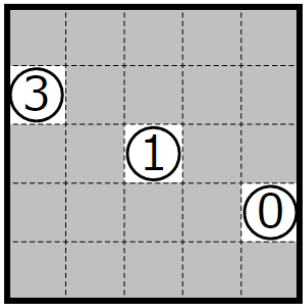
(Rules and puzzles on next page)

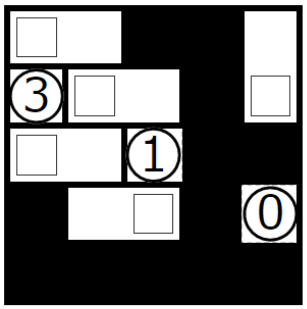
Rules: Place some 1x2 futons in the grid, each with a pillow on one side, and shade all of the remaining empty cells. All shaded cells must form one orthogonally connected area, and no 2x2 region may be entirely shaded. Each futon must be orthogonally touching the group of shaded cells. Futons may not overlap each other or shaded cells; Cells with clues cannot be shaded or contain futons; A clue indicates the number of pillows appearing in cells orthogonally adjacent to it; A vertically oriented futon must have its pillow on its bottom half.

Some extra stuff to note:

- Placing in half of a futon can be helpful in determining info about the shaded cells! But remember to place the other half eventually.
- When a clue has its pillow requirement met, like a 0 clue, that doesn't necessarily imply the rest of the adjacent cells be shaded, they could have the lower halves of a futon!
- Not all futons are required to be beside a clue, they can be anywhere!







Example (Puzz.Link): https://tinyurl.com/3jsd8ufc

courtesy of Freddie Hand

GAPP (Puzz.Link): https://tinyurl.com/36tabbjj

May 14, 2020: SUPERSIZED Shakashaka
jovi_al

Today is Supersized Saturday, and I've got a Shakashaka to present! If you have had trouble with this genre in the past (or are simply new to it), I've included some tips that hopefully will be helpful! Enjoy!

If you find yourself stuck, consider the following:

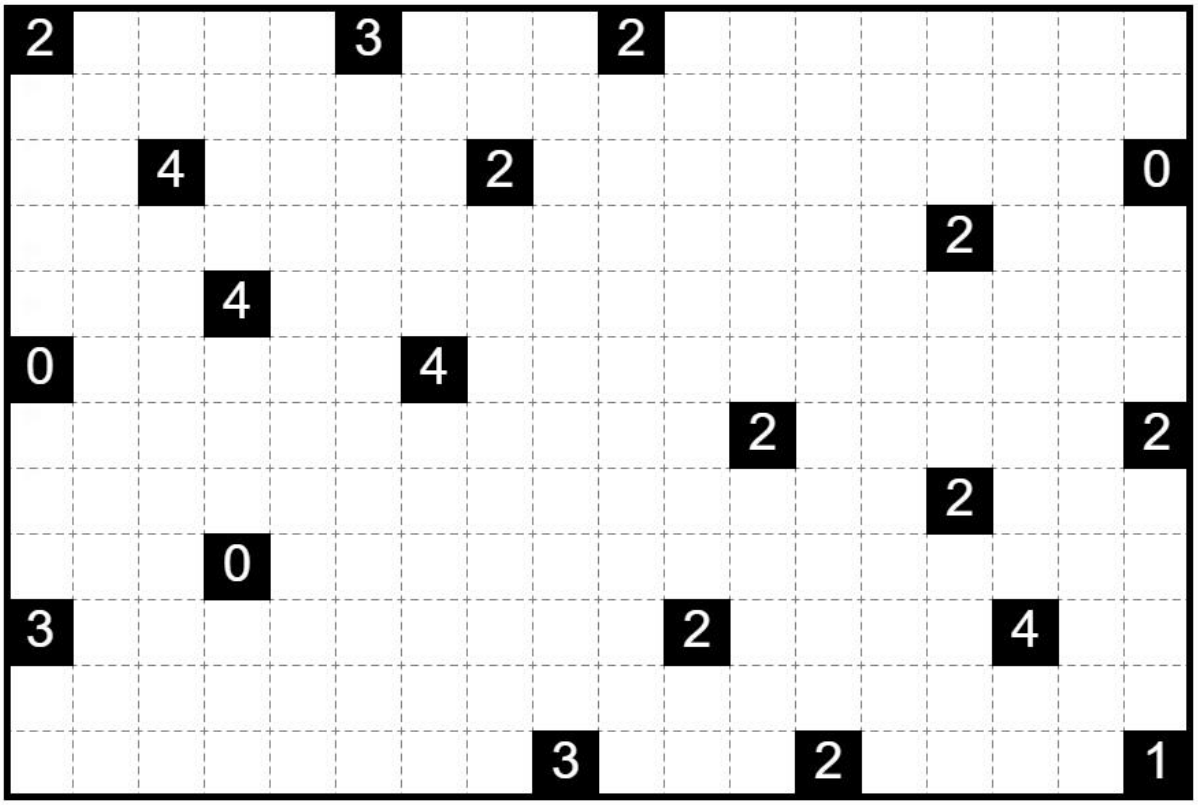
1) There are often situations where not placing a triangle in a cell will force a non-rectangular unshaded region, so there must be a triangle in that cell (and often, its orientation is completely forced).

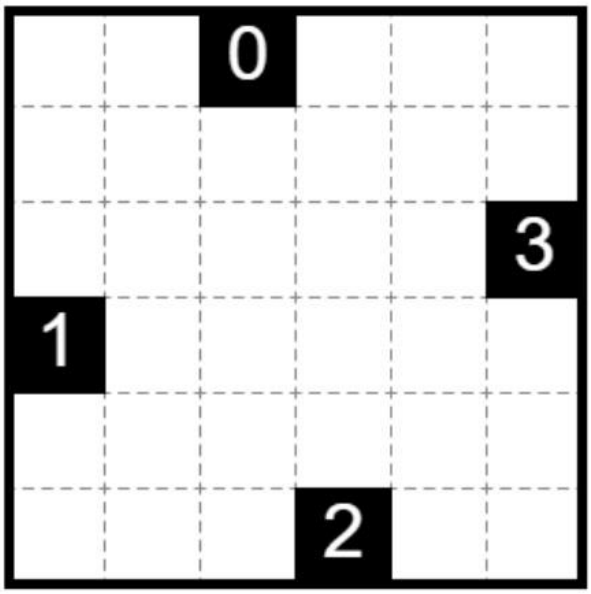
2) Every triangle needs to have a triangle opposite to it some distance away. Look for uses of this when you're having trouble finding anything else!

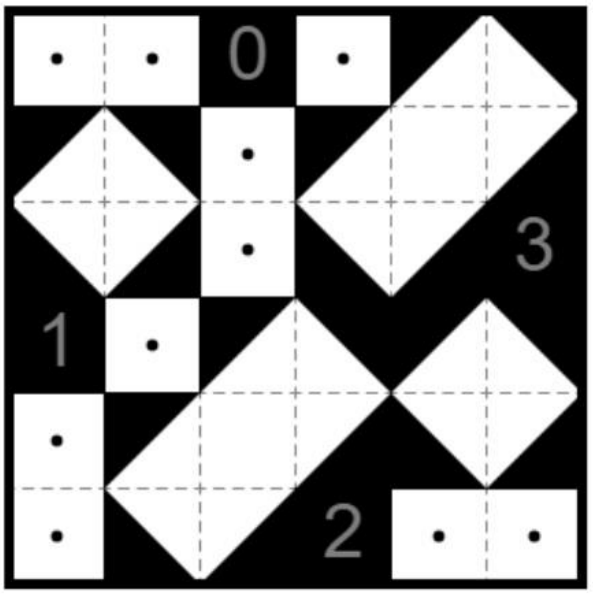
3) You might find situations where continuing a rectangle in one direction would encapsulate a given clue or prevent another rectangle from closing. This, of course, is broken!

(Rules and puzzles on next page)

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 (Puzz.Link): https://tinyurl.com/36emue3c
GAPP (Puzz.Link): https://tinyurl.com/3ksfefx4

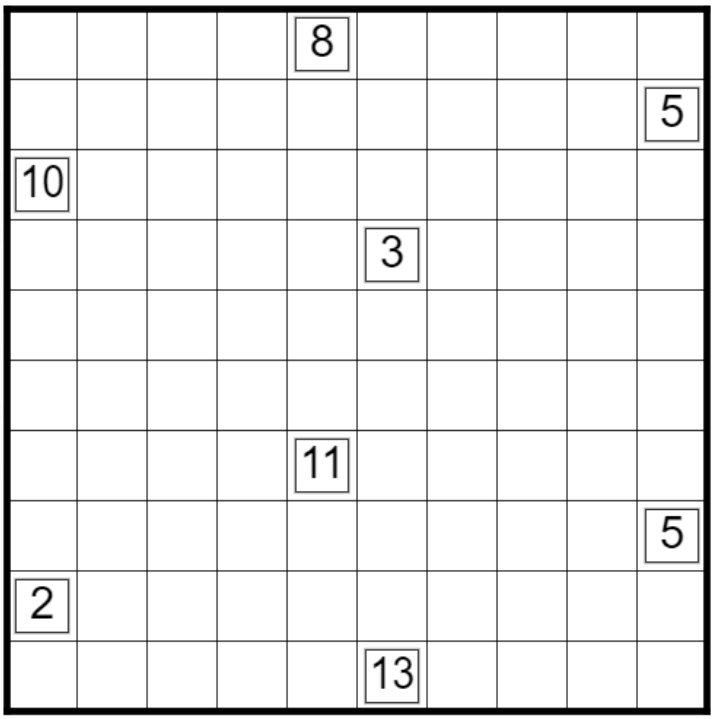
May 15, 2022: Tasquare
Tyrgannus

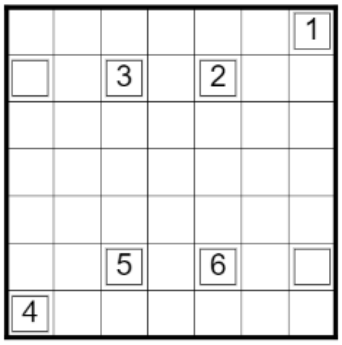
We've covered a considerable amount of genres in GAPP and sometimes it's nice to go back to our roots and deliver something familiar. Like getting a nice square meal in terms of nutrition, or a nice Tasquare meal in terms of today.

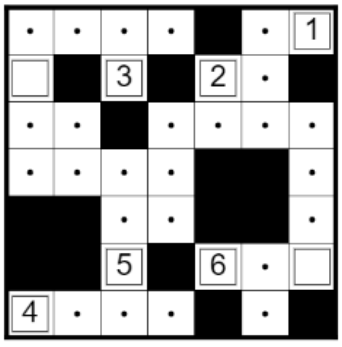
Today's GAPP is a Tasquare!

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a square and the remaining unshaded cells form one orthogonally connected area. Clued cells cannot be shaded, and represent the total size of the shaded squares that share an edge with the clue. If a clue has no number, it must share an edge with at least one shaded square.

Here's a link to Freddie's supersized Tasquare which in turn has a link to Shye's Tasquare in his post.
https://discord.com/channels/709370620642852885/911691996366786600/936911312947122197 Good practice if you want







Example (Puzz.Link) https://tinyurl.com/2s4baa4d

courtesy of Freddie Hand

GAPP (Puzz.Link) https://tinyurl.com/3w5sy43a

May 16, 2022: Fillomino (Symmetry)
Freddie Hand

Today's puzzle is a Fillomino (Symmetry), a variant of Fillomino. But it's one of the few variants which gets its own implementation in Puzz.Link, known there as Symmetry Area!

Can you guess the only Puzz.Link genre which has two variant implementations? That's right, it's Ichimaga! The variants in question are Magnetic Ichimaga and Crossing Ichimaga. Just stay away from Toichika's variant, creatively named Toichika2, because nobody has solved* the only puzzle in the genre yet. Although it is by Eric Fox, so maybe don't stay away.

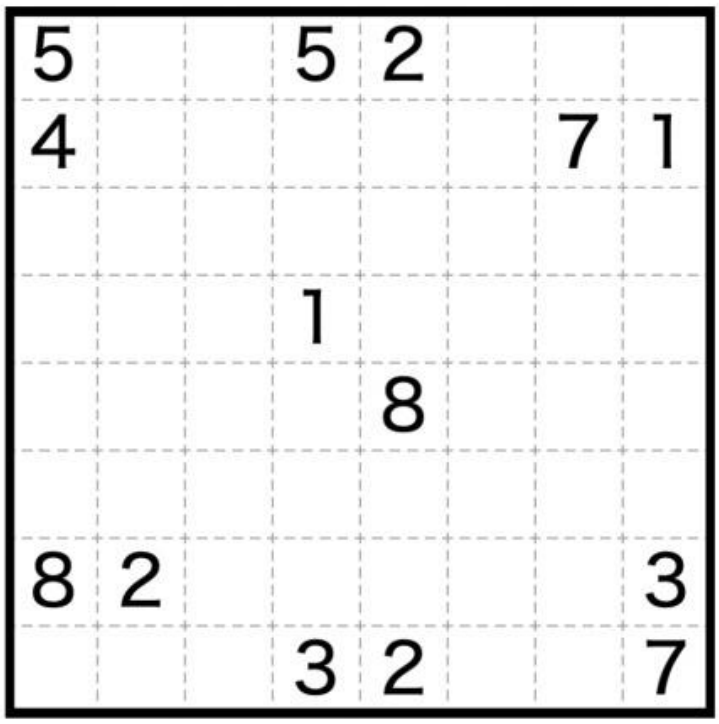
In case you need a refresher on how Fillomino works, here are the previous occurrences of the genre in GAPP: https://discord.com/channels/709370620642852885/911691996366786600/927052390132228187 (by clover!) and https://discord.com/channels/709370620642852885/911691996366786600/931469237061570580 (by me)

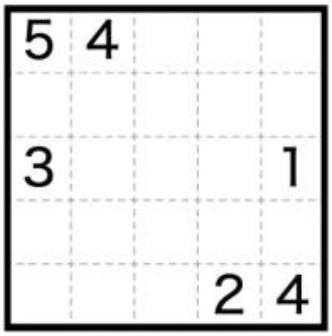
*logged it as solved on Puzz.Link

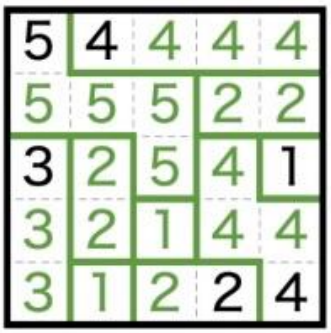
(Rules and puzzles on next page)

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

Puzz.Link note - Not all numbers need to be filled, but each region must have at least one number entered for the checker to work.







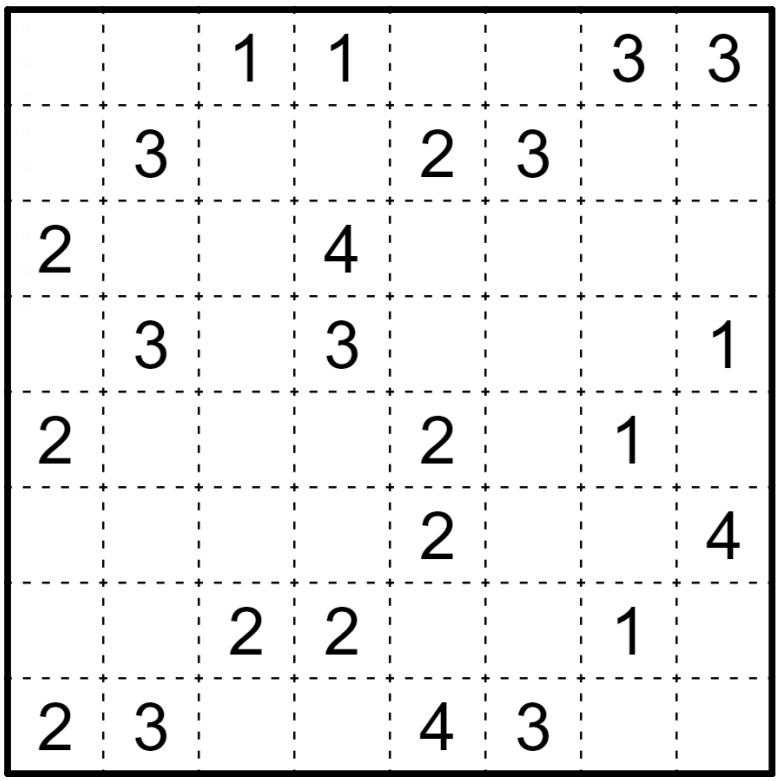
Example (Puzz.Link): https://tinyurl.com/4f2e8wvn
GAPP (Puzz.Link): https://tinyurl.com/yckupwa7

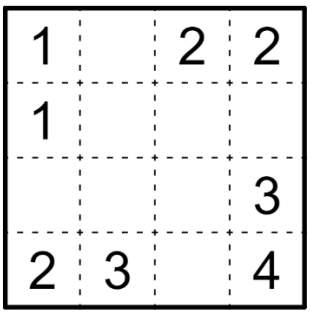
May 17, 2022: Four-Color Tiles
Eric Fox

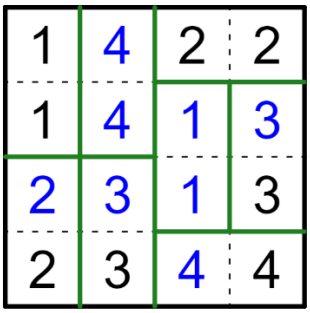
Have you heard of the four-color map theorem? It claims that any "map", or division of a flat plane into distinct regions, can be colored using at most four colors such that no adjacent regions are the same color. Today, we'll put that to the test (kind of) with this Four-Color Tiles puzzle!

Rules: Place a number from 1 to 4 into each empty cell such that each cell is orthogonally adjacent to exactly one other which contains the same number.

(Equivalently, divide the grid into dominoes labelled 1-4 without touching dominoes containing the same number)







Example (Penpa+): https://tinyurl.com/yytrzrpv
GAPP (Penpa+): https://tinyurl.com/y47544jj

May 18, 2022: NIKOJI
shye

A couple weeks ago my discord nitro ran out, so I can't load my GAPP intros with goofy and obnoxious emotes anymore so this is the next best thing at my disposal:

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° (ﾉ◕ヮ◕)ﾉ*: ･ﾟ✧ ヽ(｡ °)ノ .
~" ○ ·.~"°• **Today's puzzle is a NIKOJI!** •°"~.•°"~
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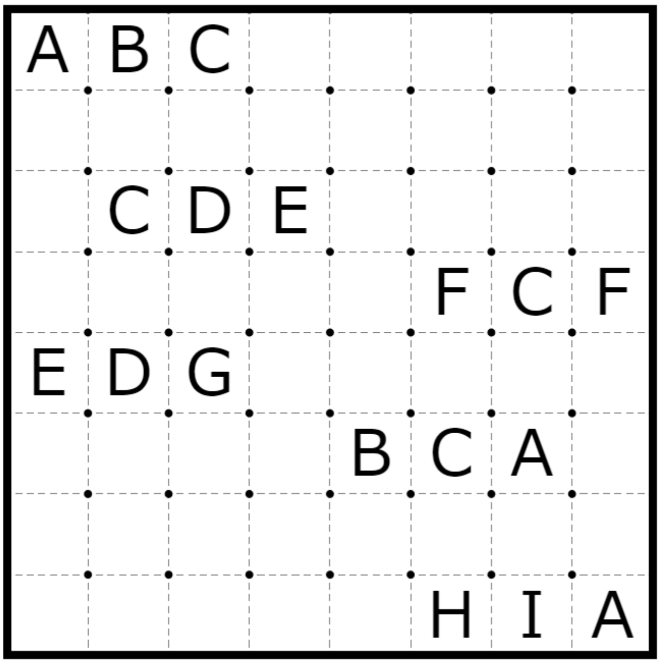
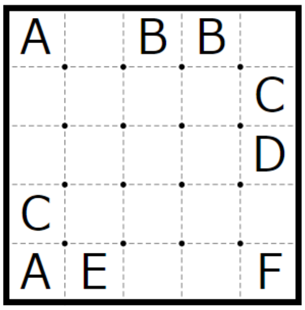
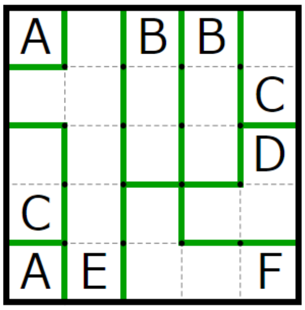
" -

Rules: Divide the grid into regions of orthogonally connected cells, each containing exactly one clue. Regions with the same clue type must be exactly identical in shape, orientation, and position relative to the clue. Regions with different clue types may not be the same shape, counting rotations and reflections as the same.







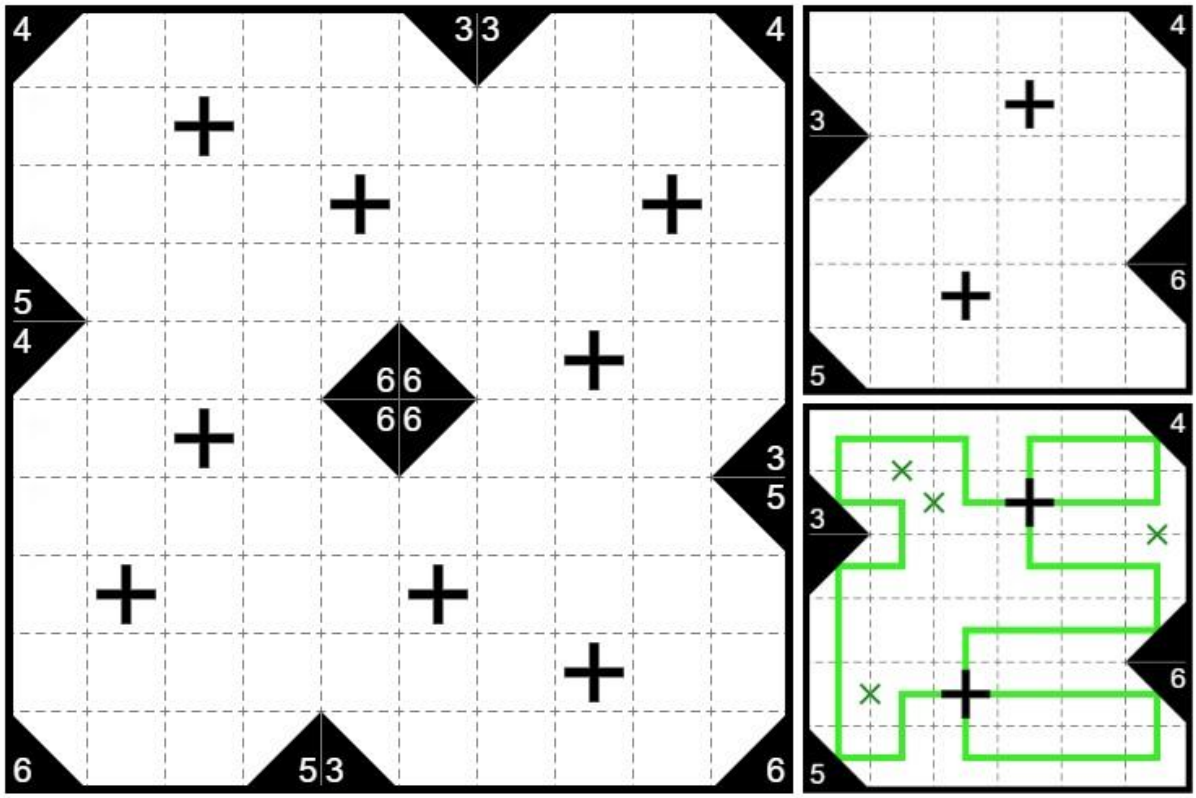
Example (Puzz.Link): https://tinyurl.com/5n7vwe65
GAPP (Puzz.Link): https://tinyurl.com/mwmsjdvv

May 19, 2022: Reflect Link
jovi_al

Please read the rules carefully on this one, there are two very weird things about this genre, including a negative constraint! I've highlighted them so you see them more easily. Thanks for solving! <3

We have covered many a crossing loop genre in GAPP. This is because I love them, a lot. Loopy crossy just tickles the brain for me. As such, here is yet another one-- Reflect Link, a genre I hope you will find more intuitive than most crossing loops, due to its unusual ruleset!

Rules: Draw a loop through the centers of some cells. **All instances of the loop crossing itself are marked with a +**. Every triangle must be touched by the loop. Triangles reflect the loop at right angles, and a number in a triangle indicates the total number of cells that the lines coming out of it travel to before turning, **including the cell the triangle is in**.



Example (Puzz.Link): https://tinyurl.com/ye27cb2d
GAPP (Puzz.Link): https://tinyurl.com/3r9akb9m

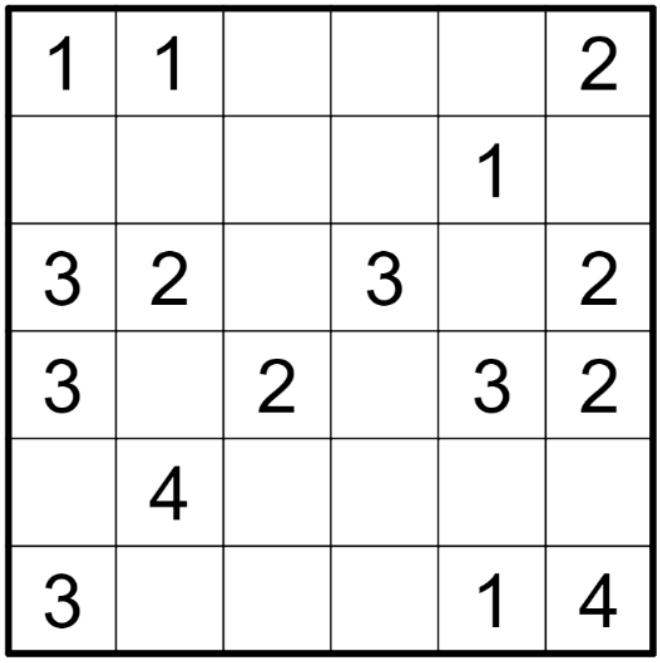
May 20, 2022: Chaos
Tyrgannus

I'm not sure if you all know this, but I can be a very organized person when need be. I have a spreadsheet of every puzzle I've made and even maintain a spreadsheet for every genre we've covered, day we introduced a genre, and even what birds we've used. At least when it comes to my puzzle life, I can be very organized. So clearly, I should introduce some chaos into the equation.

Today's GAPP is a Chaos!

Rules: Place a digit from 1 to 4 into each empty cell. Two of the same number may not be a chess knight's move apart (Two over, one across). Three or more of the same number may not appear consecutively in a line horizontally, vertically, or diagonally.

Fair warning, due to the nature of this ruleset, the example will be a similar difficulty to the main puzzle. You can see it as good practice! Feel free to mark candidates and whittle them down on both the example and the main puzzle, it might help!



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

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

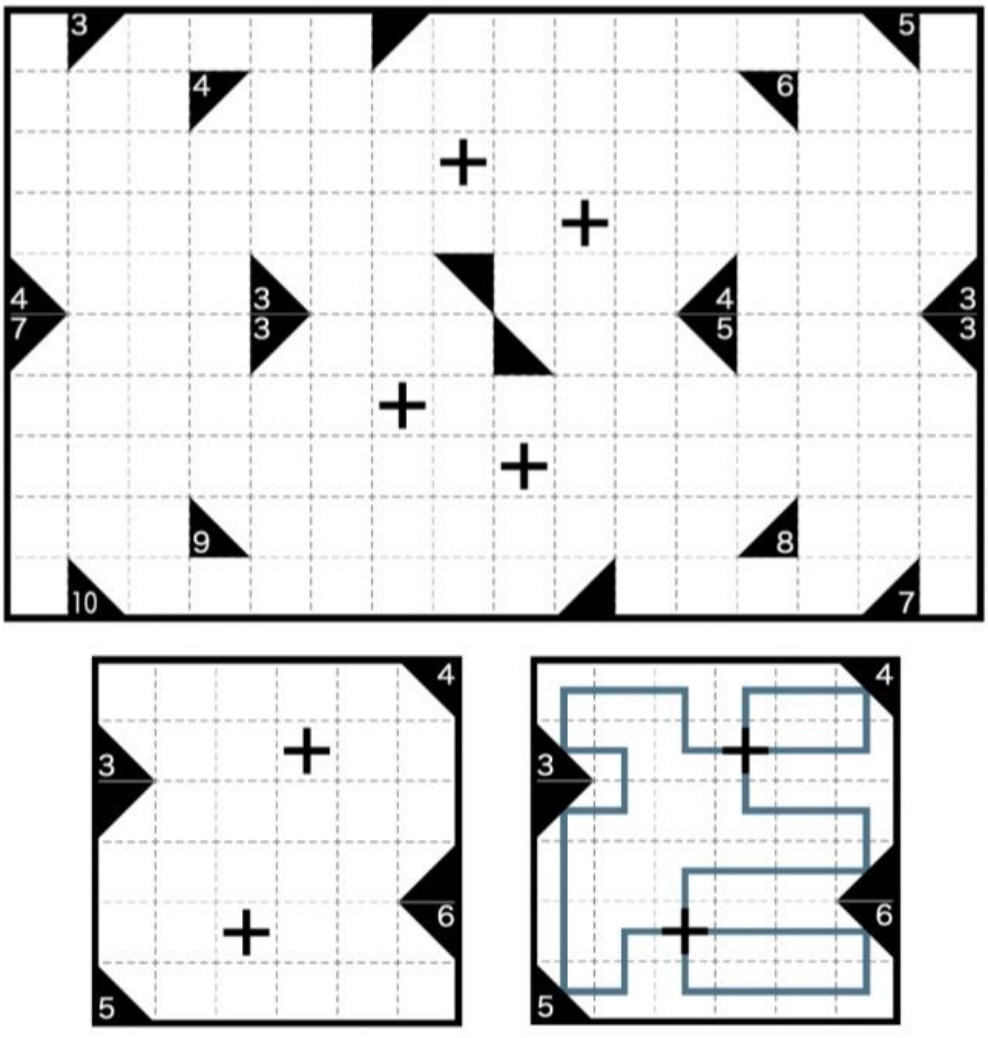
Example (Penpa+): https://tinyurl.com/5d8wkcnz
GAPP (Penpa+): https://tinyurl.com/2p7n7eda

May 21, 2022: SUPERSIZED Reflect Link
Freddie Hand

I definitely have not posted a supersized loop genre within 5 days of its appearance. Especially not a tapa-like loop. So today's Saturday puzzle is not a Supersized Reflect Link!

I just like loopy go spinny ok

Rules: Draw a loop through the centers of some cells. All instances of the loop crossing itself are marked with a +. Every triangle must be touched by the loop. Triangles reflect the loop at right angles, and a number in a triangle indicates the total number of cells that the lines coming out of it travel to before turning, including the cell the triangle is in.



Example (Puzz.Link): https://tinyurl.com/ye27cb2d

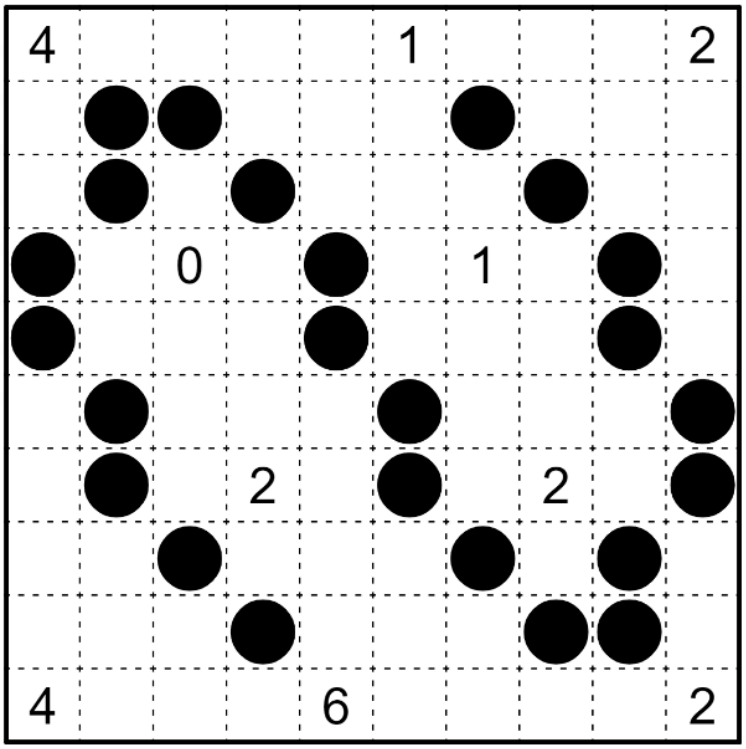
by jovi_al, the same as the previous Reflect Link

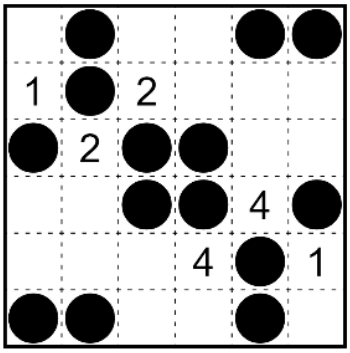
GAPP (Puzz.Link): https://tinyurl.com/5u6mus4f

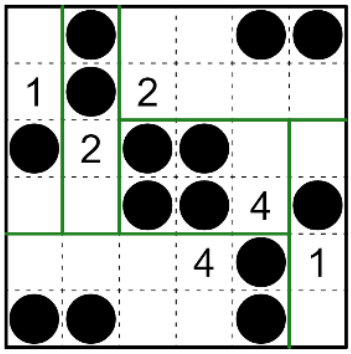
May 22, 2022: Family Photo
Eric Fox

Scootch in everyone - chins up! Ready… Say cheese! Looks great! This Family Photo will make for a great puzzle :)

Rules: Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one number, which indicates how many circles are in the region. Orthogonally adjacent circles must be in the same region.







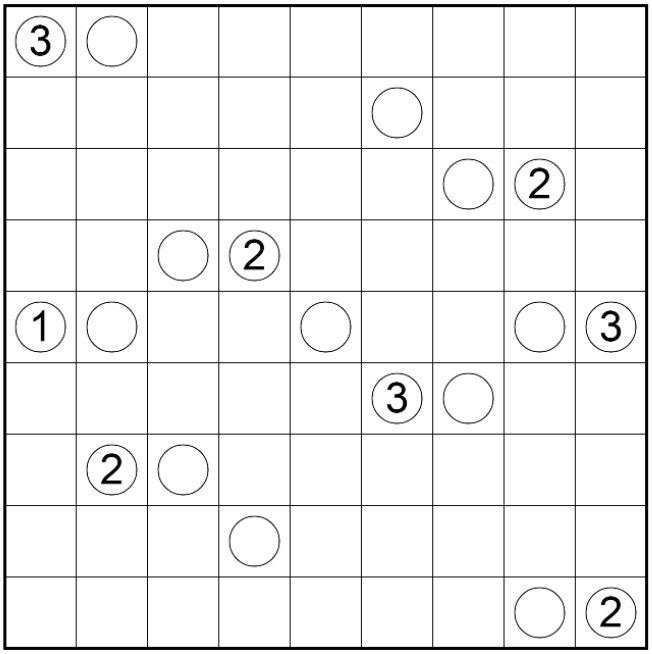
Example (Penpa+): https://tinyurl.com/y3gk36vf
GAPP (Penpa+): https://tinyurl.com/y6olacxl

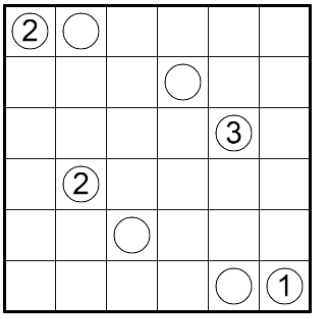
May 23, 2022: Oasis
shye

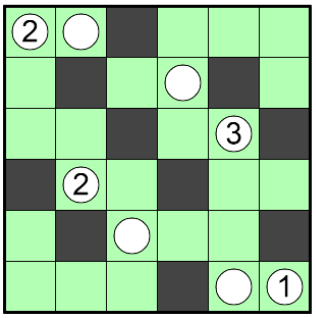
♪ Todaaaaay is gonna be the day I introduce a genre to you ♪
♪ By nooow you shoulda somehow realised it's just what I do ♪
♪ I don't believe that aaaaanybody, will solve in under madeyalook ♪

Anyway, here's an Oasis!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Cells with circles cannot be shaded. A number in a circle indicates how many other circles it could reach by traveling only through empty, unshaded cells.







Example (Penpa+): https://tinyurl.com/3fba2c56
GAPP (Penpa+): https://tinyurl.com/53amcada

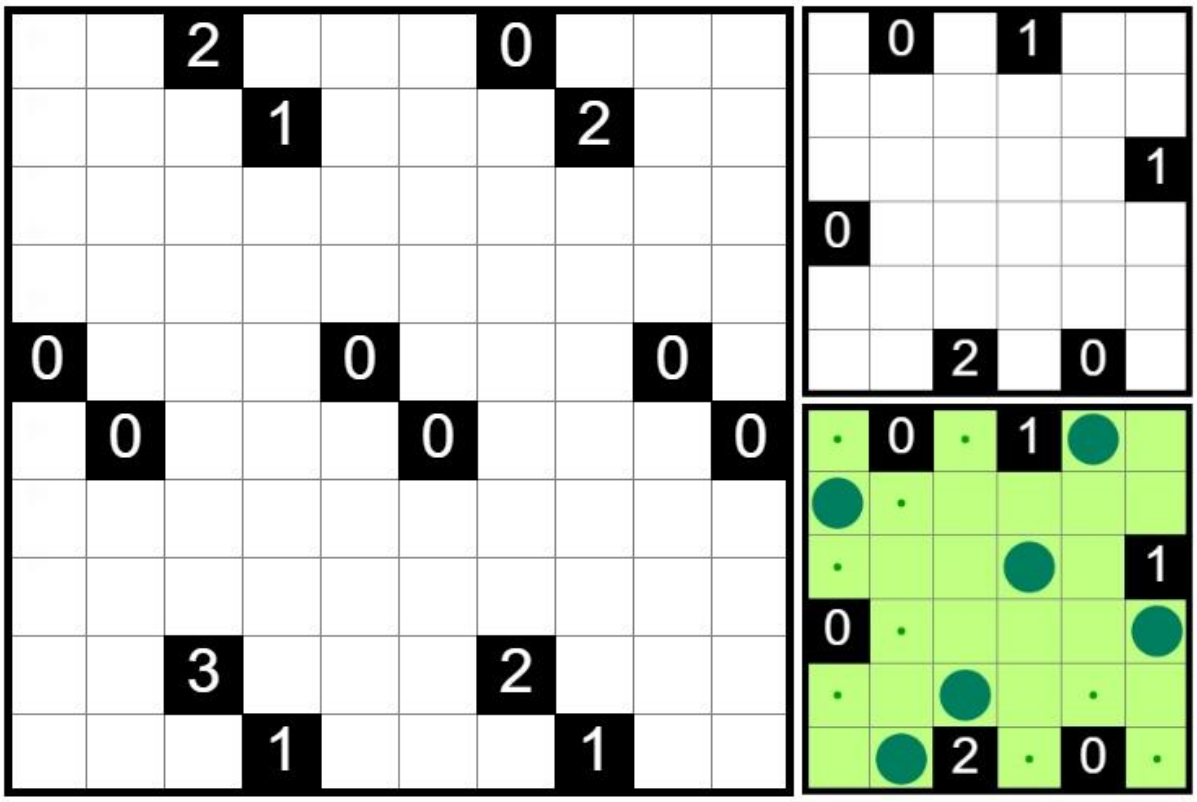
May 24, 2022: Akari
jovi_al

Today's puzzle is a revisit of a genre we've covered a few times already--sometimes it's nice to get back to the fundamentals!
You might find that this Akari solves slightly differently than the other GAPPs, though...

It's time for GAPP 101!

In genres like Akari and Shakashaka, a 3 clue diagonally adjacent to a 1 clue is quite powerful. This also works with 2 clues on the edge, diagonally adjacent to 1 clues.

Rules: Place lights in some cells so that every cell is illuminated. Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Clues represent the number of lights in the (up to) four cells surrounding the clue.



Example (Puzz.Link): https://tinyurl.com/ue4f43r2
GAPP (Puzz.Link): https://tinyurl.com/tyfbha93

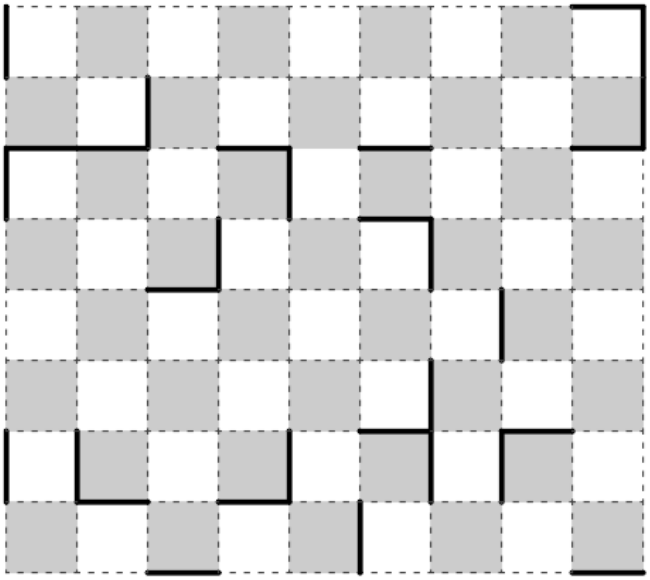
May 25, 2022: Alcazar
Tyrgannus

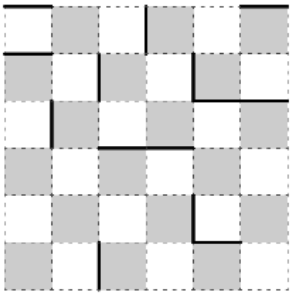
We've had several loop puzzles and several path puzzles in this channel. If you've been keeping up with all the puzzles, y'all must be pros at spotting corners by now. But what happens if we have a puzzle where you have to decide where to enter and exit the grid, hmmm? Like a mostly constructed maze where you have to write the last step! Today's GAPP is an Alcazar!

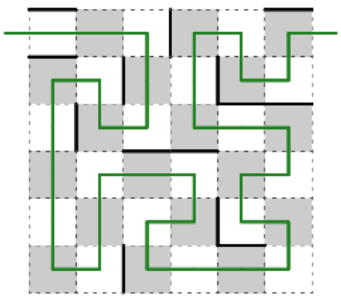
Rules: Draw a non-intersecting path through the centers of all empty cells which begins and ends in different cells on the edge of the grid. The path may not pass through bold borders.

Hint: Since every cell must have a path segment in it, you have to make sure not to enter and exit the grid prematurely. The corners of the grid might be a good place to scrutinize then

Please note the format of the solution on the picture of the example puzzle. The entrance/exit are going out of the main grid but reaching the border of the image. To save possible headaches, try to make sure your solution looks like this to trigger answer check.







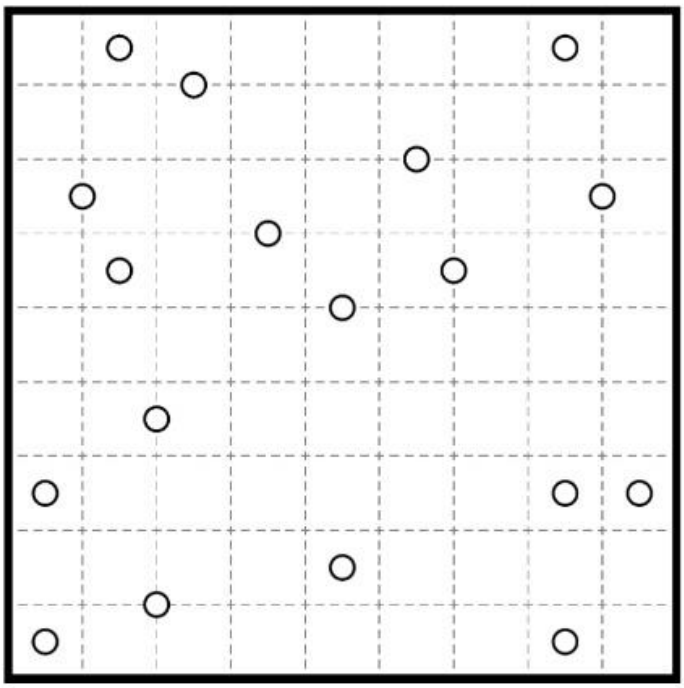
Example (Penpa+): https://tinyurl.com/mrxrawz5
GAPP (Penpa+): https://tinyurl.com/yab2d9xc

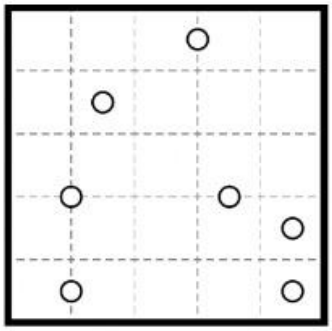
May 26, 2022: Tentaisho
Freddie Hand

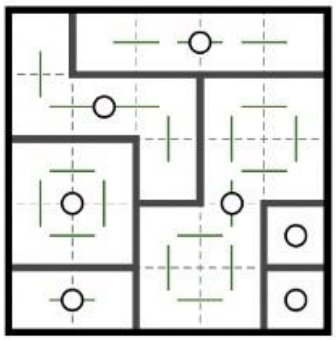
Today's puzzle is a Symmetry Area variant. Standard symmetry area rules apply, except centres of regions are given, region sizes are not given, and areas of the same size may touch orthogonally...
...in an alternate universe where the chicken and egg problem has a different resolution. But no doubt both genres might make your head feel a bit spinny. Today's puzzle is a Tentaisho aka Spiral Galaxies!

Rules: Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one circle and have 180° rotational symmetry around it.

Puzz.Link solving notes:
- You may find it helpful to draw auxiliary lines between cells to indicate that they are part of the same region, as depicted in the example solution. (These are not necessary for answer check).
- Regions should not have internal borders, though the Puzz.Link checker accepts them. You could consider it a challenge to make the solution as ugly as possible.





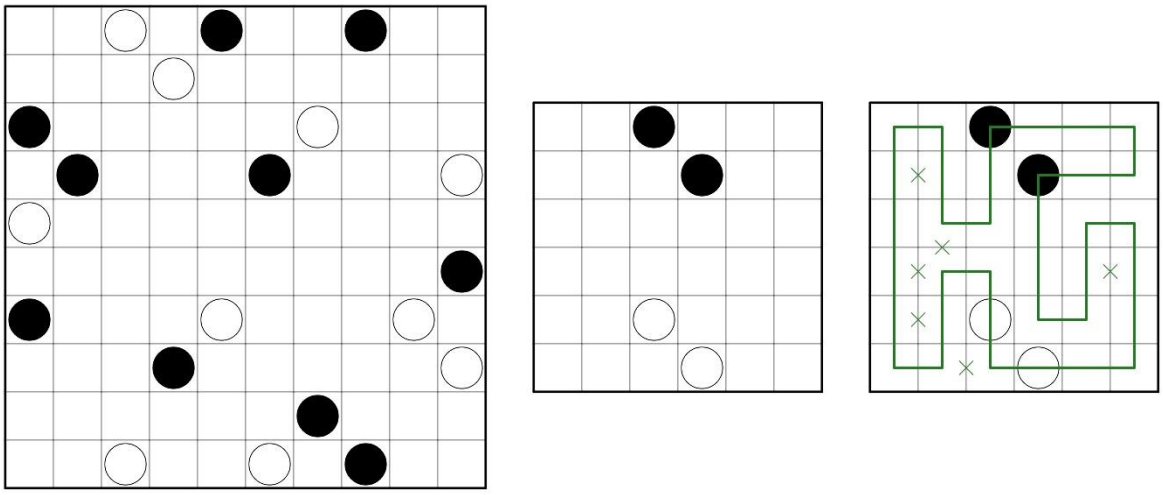


Example (Puzz.Link): https://tinyurl.com/3pr8y55h
GAPP (Puzz.Link): https://tinyurl.com/nfu969nr

May 27, 2022: Masyu (Full)
jovi_al

Today's GAPP is a revisit of one of my favorite variants of one of my favorite genres! I hope you enjoy this Masyu (Full)!

Rules: Draw a loop through the centers of some cells. The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.
Variant: The loop must pass through all cells.



Example (Penpa+): https://tinyurl.com/2gnhtk8d
GAPP (Penpa+): https://tinyurl.com/2nkftkkv

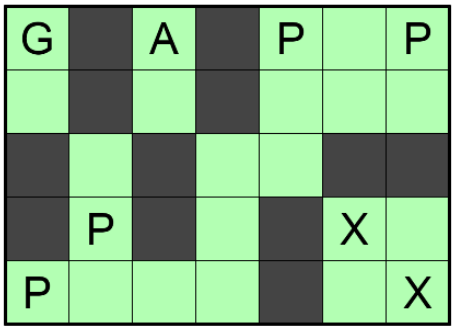
May 28, 2022: SUPERSIZED Dominion
shye

It's so much fun to set for Supersized Saturday, the freedom for creativity in a larger grid is just that much greater! Makes me wanna try to find a way to rig the schedule so that I get it more often... I remember Dr. Subtraction once took over with ease, it wouldn't be that hard for me to assume Dominion over the GAPP team now would it?

Rules: Shade some dominoes of cells to divide the grid into unshaded areas. Shaded dominoes 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.

	S		U		P		E		R							D
														Q		
												Q				D
						E			E					D		
			U					E			E					
S					E											
		S														
B								S		I		Z		E		D

G		A		P		P
	P				X	
P						X

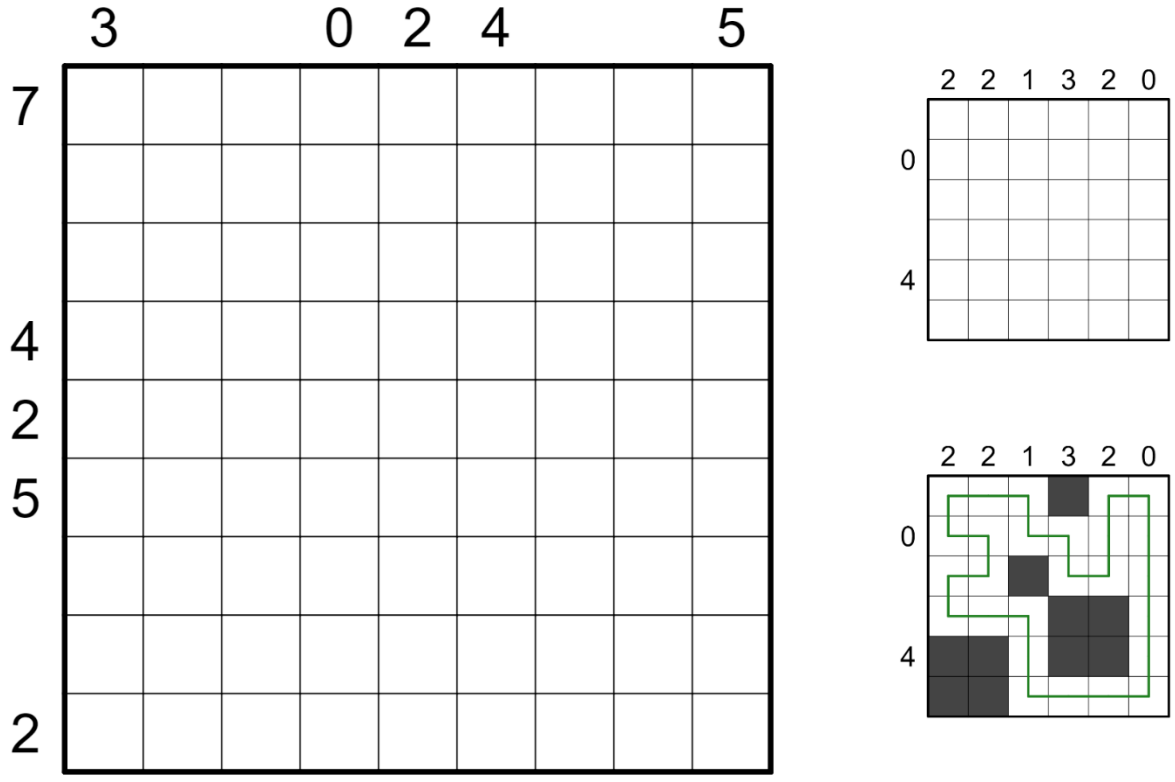


Example (Penpa+): https://tinyurl.com/2p9bpnep
GAPP (Penpa+): https://tinyurl.com/27abpw24

May 29, 2022: Square-Block Loop
Eric Fox

Yajilin is an extremely popular genre, but what if the shaded squares could be any size, not just 1x1? Well, then you'd be describing the variant called Yajilin (Squares), which is not what we're doing today! Instead, we're looking at a very similar genre: Square-Block Loop! Yeah, great intro, Eric...

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a square and draw a non-intersecting loop through the centers of all the remaining empty cells. A clue outside the grid indicates the number of shaded cells in the corresponding row or column.



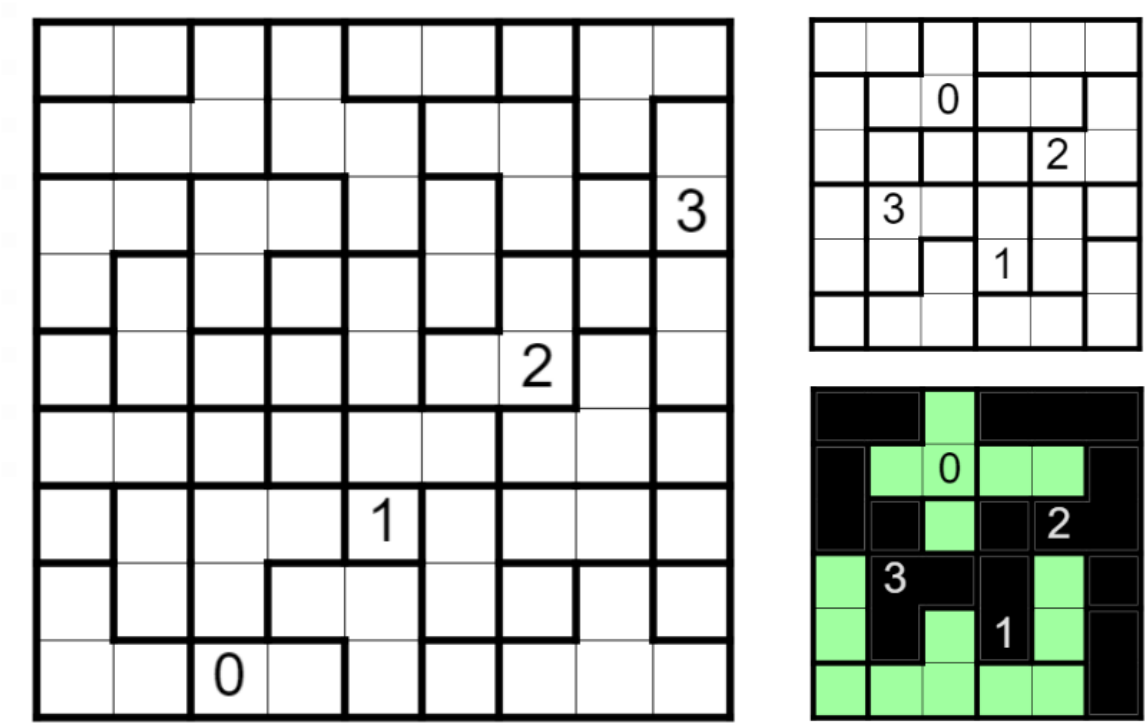
Example (Penpa+): https://tinyurl.com/2p9d8mun
GAPP (Penpa+): https://tinyurl.com/y5yblcgs

May 30, 2022: Paintarea
Tyrgannus

Who here likes painting? I've always appreciated it quite a bit, but I've never been particularly skilled. I do remember liking paint by numbers when I was younger, but it's sometimes hard to tap into that level of simplistic joy and creativity as we get older. But don't you worry! Today's puzzle will be just like paint by numbers... uhh... with extra steps!

Today's GAPP is a Paintarea!

Rules: Shade some cells so that each region is either fully shaded or fully unshaded and all shaded cells form one orthogonally connected area. No 2x2 area may be entirely shaded or unshaded. A clue represents how many of the (up to) four orthogonally adjacent cells are shaded.



Example (Puzz.Link): https://tinyurl.com/yc83szpb
GAPP (Puzz.Link): https://tinyurl.com/yckzsee6

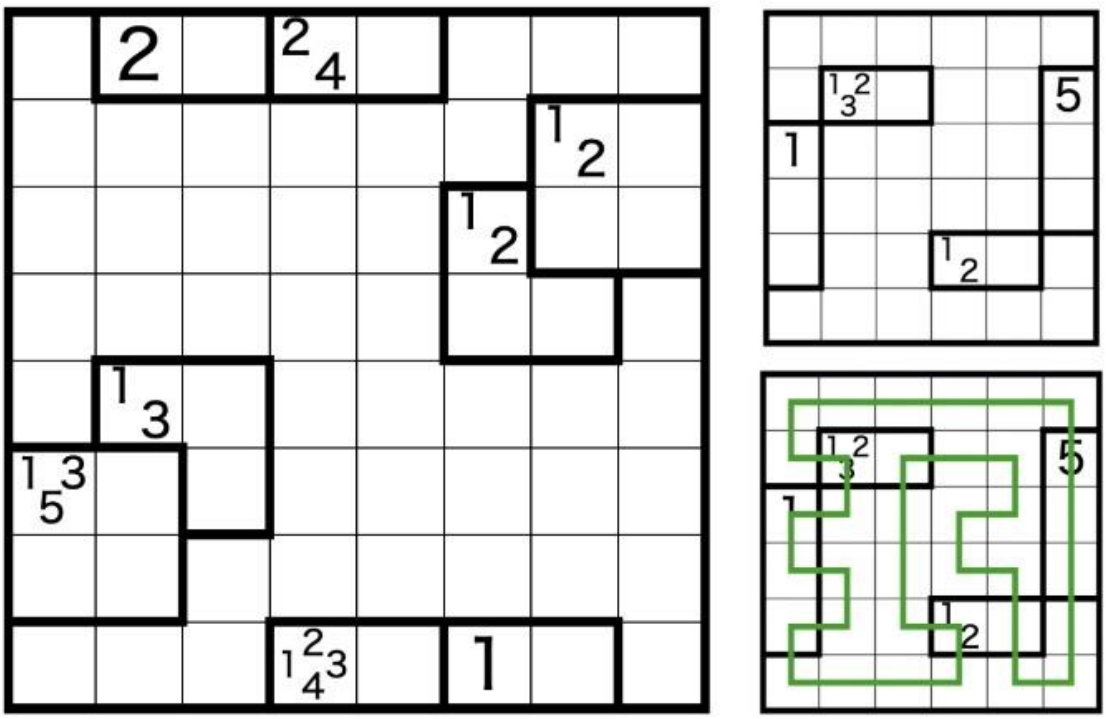
May 31, 2022: Rail Pool
Freddie Hand

Today's puzzle is a Rail Pool, a fairly recent invention of Menderbug. The name spawned from an amusing reversal of the existing genre Liar Loop (which hasn't appeared in GAPP yet). But don't worry, the clues in this puzzle do the opposite of lie, though it won't always be easy to deduce the parts of the unique solution they imply.

Rules: Draw a non-intersecting loop through the centers of all cells. Numbers within a region indicate the different lengths of the line segments that enter or are completely contained within the region. (For segments contained partially in the region, the number still refers to the total length of the segment.) All numbers within a region must be represented at least once by a segment overlapping the region. Regions without clues have no information given.

In addition, a ? clue can replace any number, as long as no number is repeated in that region. (This rule is not used for these puzzles to reduce confusion).

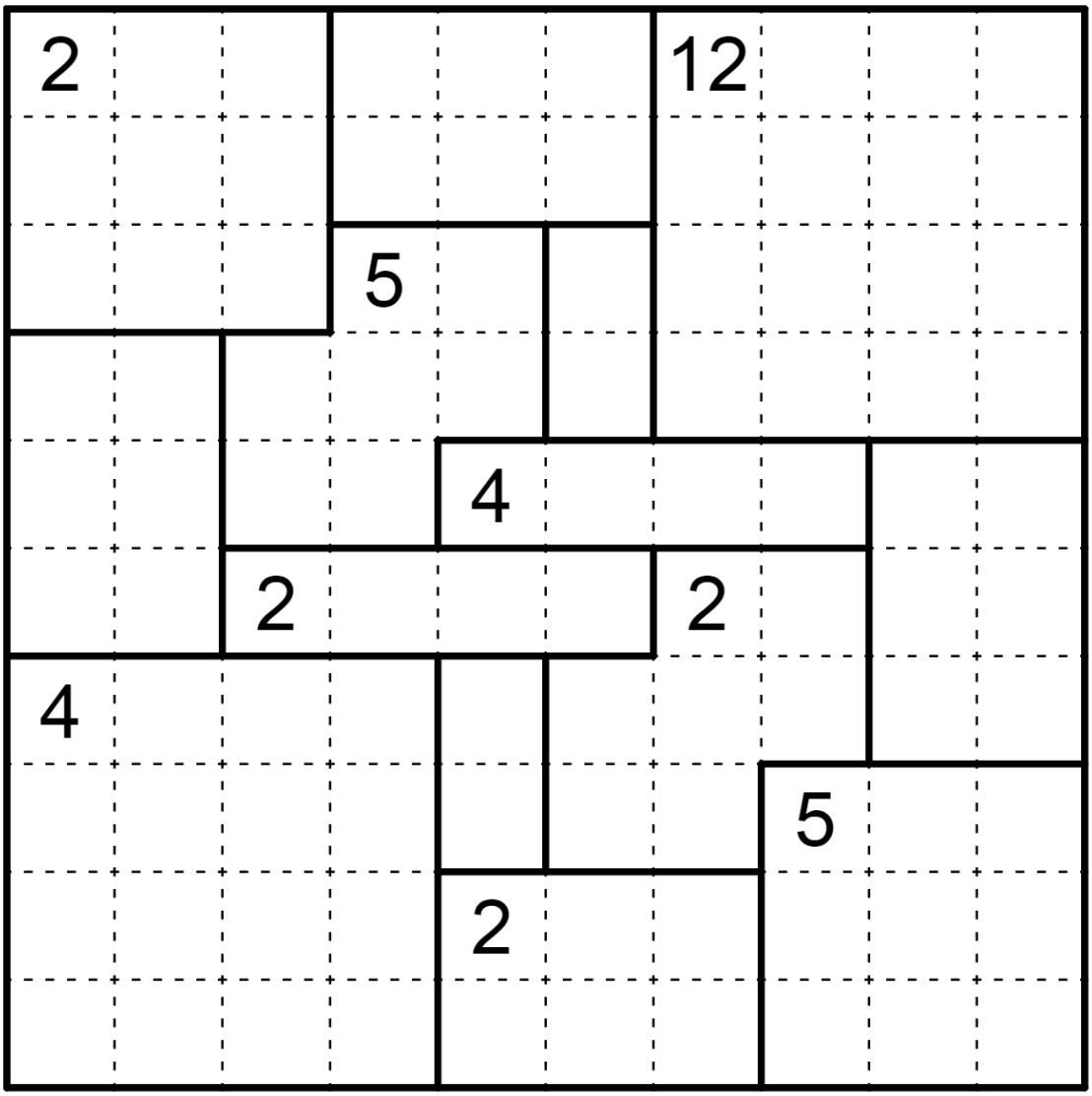
Notes
-The length of a segment is given by the number of borders it crosses, or its physical length (where cells have dimension 1).
-There are also detailed rules in the "help" -> "Rules" tab.



Example (Pzprxs): https://tinyurl.com/2p9s2ast
GAPP (Pzprxs): https://tinyurl.com/4s3n2cvv

Bonus 1: Irunuri
shye

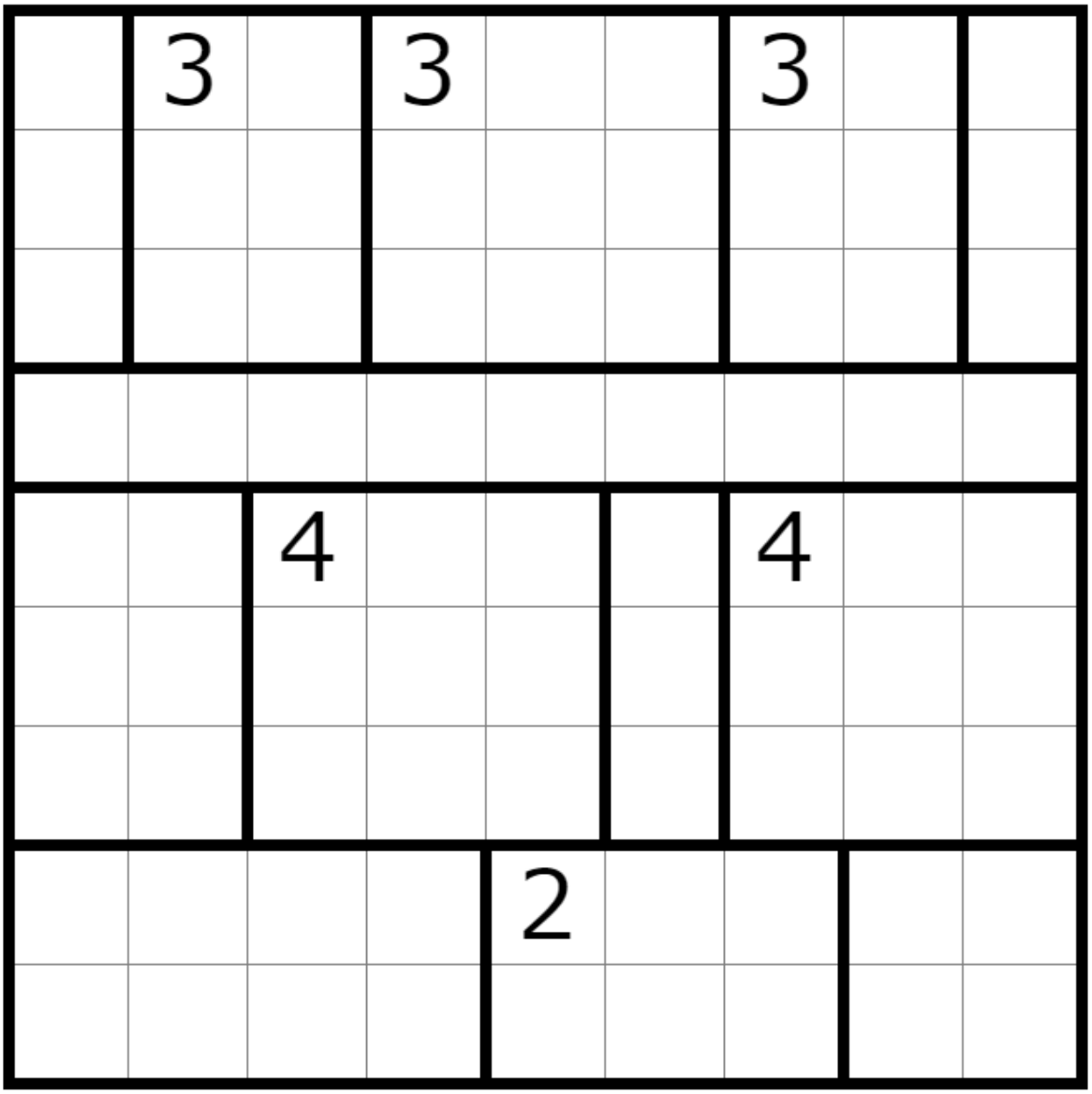
Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. Within a region, the shaded cells must have 180° rotational symmetry around its center. No 2x2 area may be entirely shaded.



Bonus (Penpa+): https://tinyurl.com/2p8hf697

Bonus 2: Heyawake
Tyrgannus

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A line of consecutive unshaded cells may not cross more than one bold border.



Bonus (Puzz.Link): https://tinyurl.com/87dt92en

Bonus 3: Chocolate Banana
jovi_al

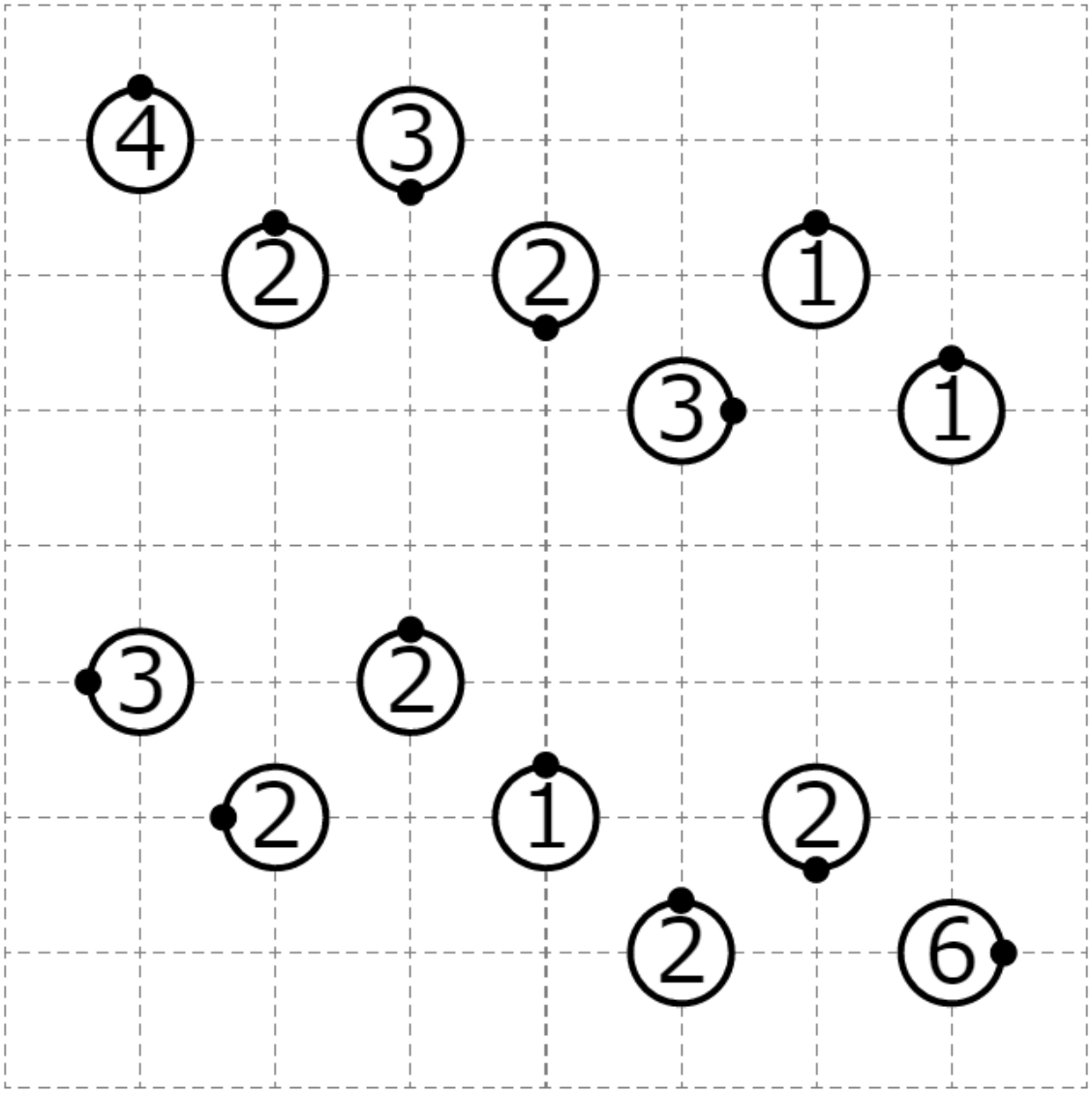
Rules: Shade some cells so that all areas of orthogonally connected shaded cells are rectangular and all areas of orthogonally connected unshaded cells are not rectangular. A clue represents the size of its group of shaded/unshaded cells.

3		5					3		2
	1								
4		12					10		3
2		10							
3		12							

Bonus (Pzprxs): https://tinyurl.com/2p99yr2v

Bonus 4: Firefly
shye

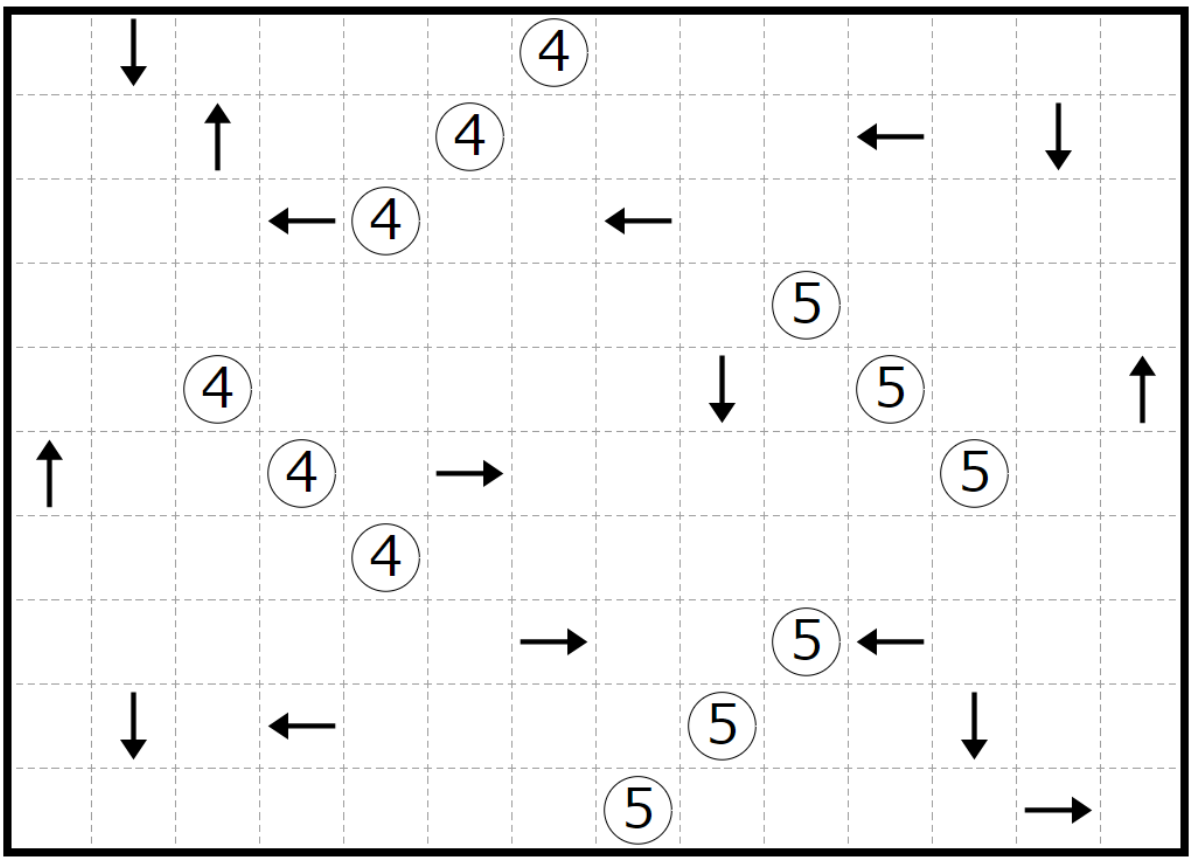
Rules: For each circle in the grid, draw a path starting from its black dot, moving along the gridlines, and ending at a circle (including potentially the same one it started at), but not on the side containing another black dot. Paths may not cross themselves, each other, or pass through circles. A number in a circle represents how many turns the path exiting from its dot will make. All circles must be joined by paths to form one connected network.



Bonus (Puzz.Link): https://tinyurl.com/2p9hmrst

Bonus 5: Sashigane
Freddie Hand

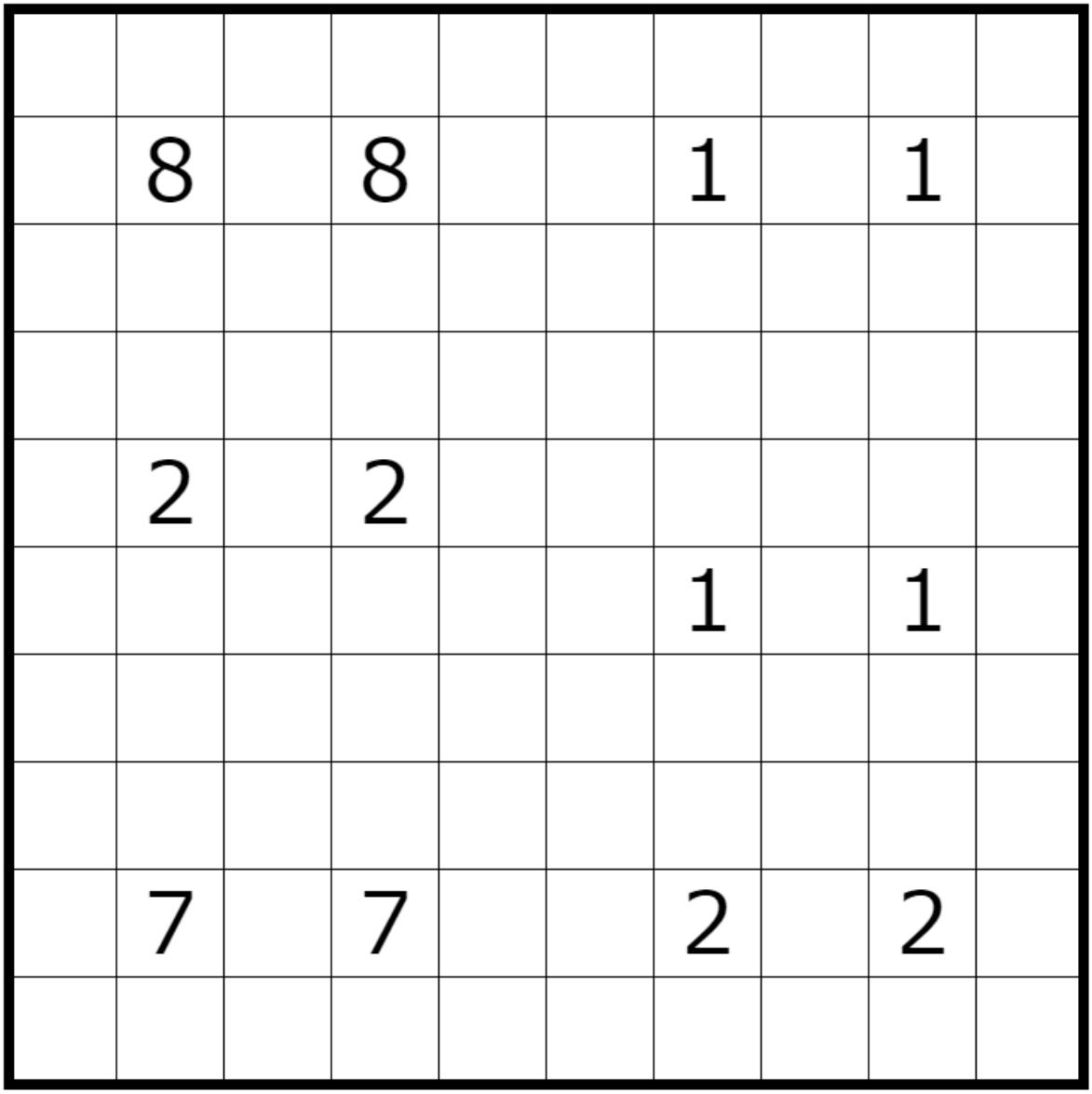
Rules: Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Arrows must lie at one end of an L and point toward the bend. Circles must lie at the bend of an L, and if one contains a number, the L it's inside must contain the indicated amount of cells.



Bonus (Puzz.Link): https://tinyurl.com/3rh6sm3w

Bonus 6: Nurikabe
Eric Fox

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area. No 2x2 region may be entirely shaded.



Bonus (Puzz.Link): https://tinyurl.com/bded3c5z

Time Standards:

Consider yourself a speed demon? Time your solves and see how well you performed!

DATE	GENRE	SLOTH TIME	CRAB TIME
May 1st, 2022	Soulmates	02:45	05:45
May 2nd, 2022	Round Trip	02:00	05:00
May 3rd, 2022	Firefly	03:00	06:40
May 4th, 2022	Shingoki	04:00	12:00
May 5th, 2022	Anglers	02:15	05:40
May 6th, 2022	Passage	01:30	04:00
May 7th, 2022	SUPERSIZED Voxas	07:00	15:00
May 8th, 2022	Irununi	02:22	05:55
May 9th, 2022	One Room One Door	03:30	10:00
May 10th, 2022	Battleships	02:34	05:43
May 11th, 2022	Summon	03:15	07:00
May 12th, 2022	Yoque	01:00	02:30
May 13rd, 2022	School Trip	03:30	08:30
May 14th, 2022	SUPERSIZED Shakashaka	05:00	13:00
May 15th, 2022	Tasquare	01:25	03:10
May 16th, 2022	Fillomino (Symmetry)	02:45	06:15
May 17th, 2022	Four-Color Tiles	03:30	07:00
May 18th, 2022	NIKOJI	02:50	06:50
May 19th, 2022	Reflect Link	04:00	10:00
May 20th, 2022	Chaos	04:17	09:53
May 21st, 2022	SUPERSIZED Reflect Link	05:55	12:21
May 22nd, 2022	Family Photo	01:40	04:00
May 23rd, 2022	Oasis	03:00	08:00
May 24th, 2022	Akari	02:30	07:00
May 25th, 2022	Alcazar	01:50	04:04
May 26th, 2022	Tentaisho	02:45	05:45
May 27th, 2022	Masyu (Full)	02:00	05:00
May 28th, 2022	SUPERSIZED Dominion	05:00	13:00
May 29th, 2022	Square-Block Loop	01:40	04:00
May 30th, 2022	Paintarea	01:40	03:45
May 31st, 2022	Rail Pool	02:30	06:15