

Mind the GAPP

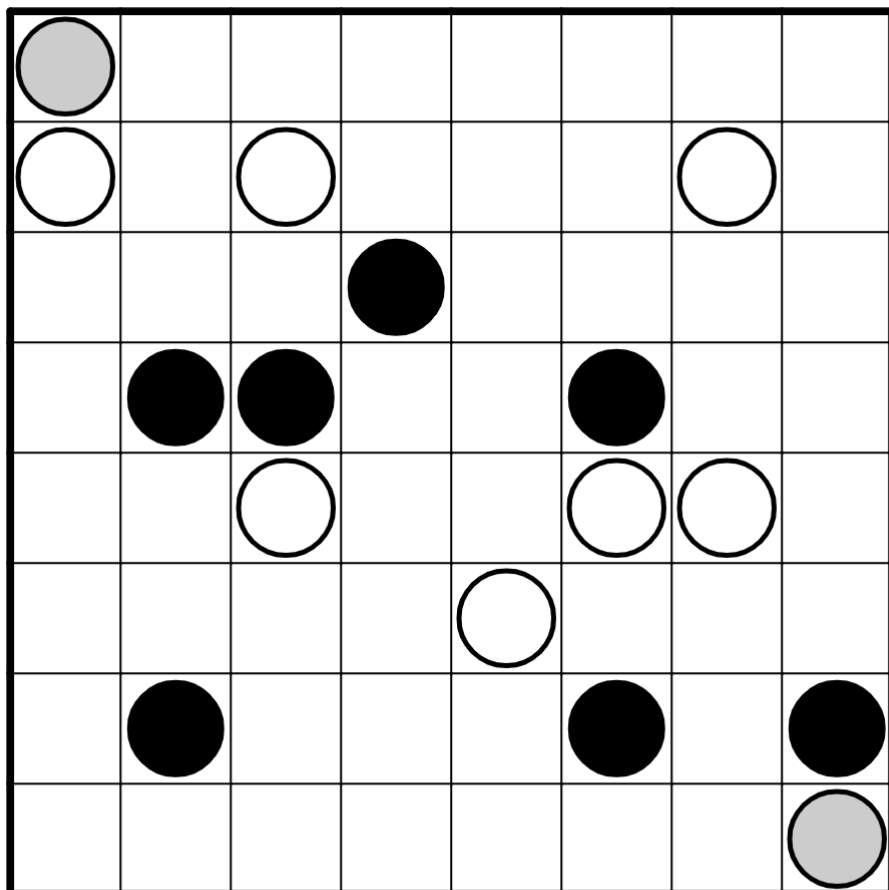
Genuinely Approachable Pencil Puzzles from the CtC Discord
Volume 2: December 1, 2021 - December 31, 2021

December 1st, 2021: U-Turn

Eric Fox

Oh no! I took a wrong turn on my road trip and now I have no idea where I am... I better take a U-turn and get back on track soon. Today's puzzle is a new genre of mine: **U-Turns!**

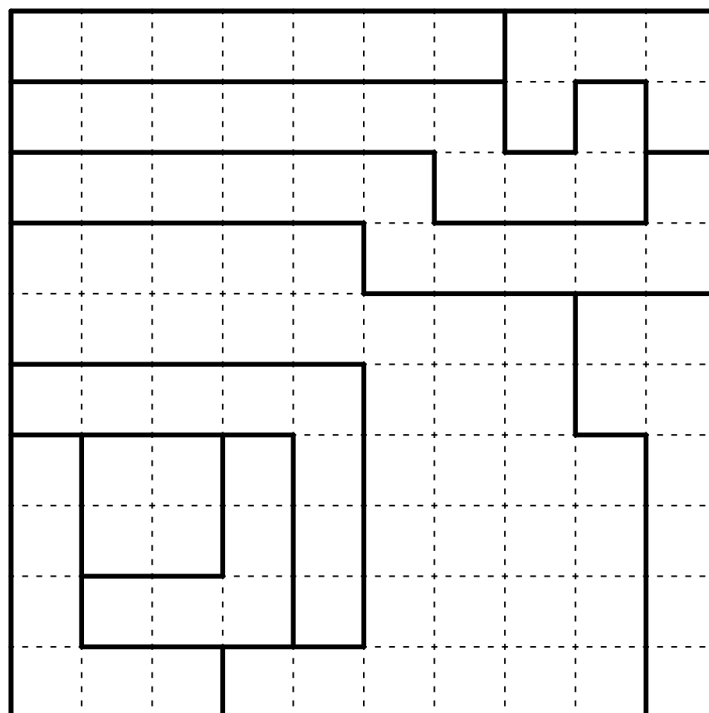
Rules: Draw a non-intersecting path through the centers of some cells which passes through every white circle and no black circles. Grey circles mark the ends of the path. Between each pair of circles the path uses, the path must turn exactly twice, and both turns must be in the same direction.



December 2nd, 2021: Vama
shye

I'm willing to bet most of us here are familiar with our old friend Starbattle. Well today's GAPP is the opposite, the antimatter if you will... This genre is so dark that its stars have become shaded cells that are compressed and clustered together like black holes! Meet the terrifying abyss that is... **VAMA** (This genre isn't that scary, quite minimal rules actually! It's a bit of an obscure one, so I figured it would be nice to shed some light on it)

Rules: Shade some cells such that every row, column, and outlined region contains exactly 2 shaded cells, and all shaded cells in the grid form one connected network, orthogonally or diagonally. Check the example puzzle in the image to get a better idea of what that may look like. You can also solve it at the link below as a warm-up!



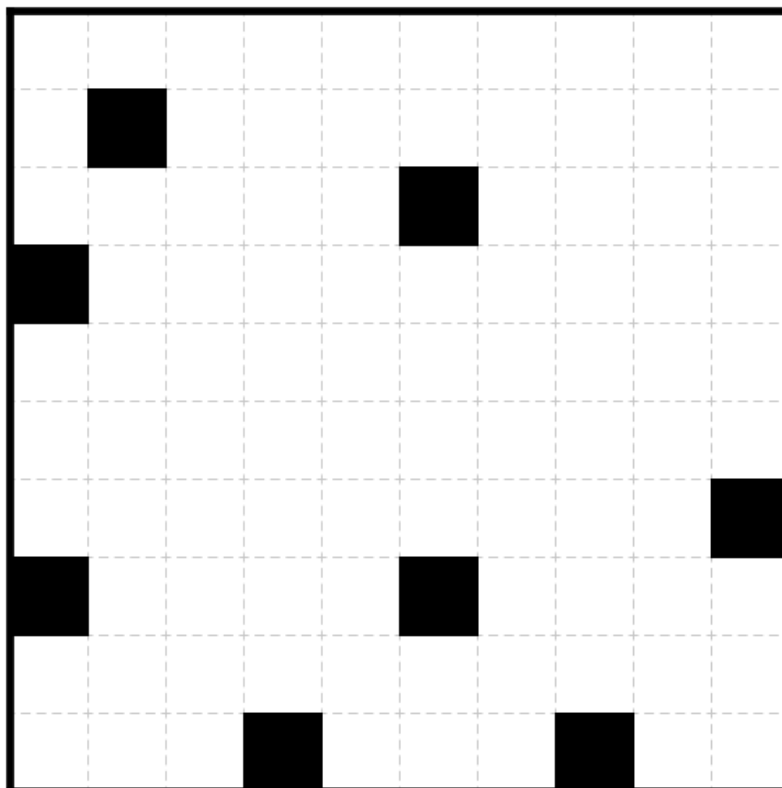
Penpa+ <https://tinyurl.com/dawcxs85>

December 3rd, 2021: Ring-Ring

jovi_al

Confession: I have always loved loops and spinning things. I am a roller-coaster enthusiast who loves inversions (I once named a Sudoku “Cobra Roll”). I frequently spin in my office chair. I used to obsess over drawing The Perfect Circle™. I use my Rubik’s cube as a fidget toy. Spinny spin spin. Spin spin loop loop. Loopy loop. Spinny spin. Today, we are making lots of spinny spin loopy loops, and as such, today's genre is one of my favorites. Today’s genre is **Ring-Ring!**

Rules: Draw rectangular loops through the centers of empty cells so that every empty cell gets used. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap.



Puzz.link <https://tinyurl.com/2p8zvfpk>

December 4th, 2021: *Supersized Cave*

Tyrgannus

WHOA! That's a bit bigger than expected, right? Well, buckle your seatbelts because today is ***S U P E R S I Z E D S A T U R D A Y***

Every Saturday going forward, the puzzle will be a bit bigger than normal but should still be genuinely approachable in difficulty. Big does not mean hard. And what genre was chosen for something so huge, so mammoth, so...cavernous? Well, put on your headlamps because we're going spelunking!

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

Every supersized puzzle will be a genre we have previously covered in GAPP, but this doesn't mean all repeated genres will be supersized! Don't worry, we're bound to have normal sized repeated genres in the future as well! We found it best to only have big puzzles in genres that have been covered. That way we can link previous GAPPs for a refresher course!

Rules: Shade some cells so that the shaded cells are all connected orthogonally by other shaded cells to the edge of the grid, and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight line vertically or horizontally, including itself.

11					18				2	7			2	7
2														
			2		3				9	7			7	
17													4	
						3								6
			8										2	
8									2					
		7												4
			10			15	9			2		2		
														2
9	2				6	11				13				8

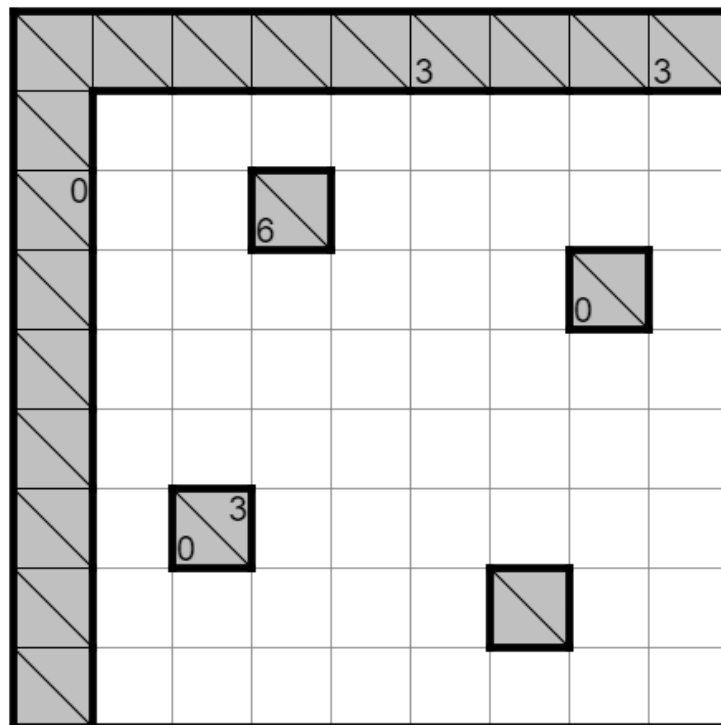
Puzz.link <https://tinyurl.com/2p8p23tp>

December 5th, 2021: Tri-Place

Freddie Hand

"Veni, vidi, trividit" ("I came, I saw, I divided into regions of size 3). Such were the historic words of Julius Threesar on his victory over Pharnaces III of Pontus. But don't worry, this **Tri-place** will not bring you the same measly demise that Threesar faced; in fact I hope that it will have the opposite effect.

Rules: Divide the grid into regions of three orthogonally connected cells. A clue on the bottom of a blocked cell represents the number of rectangular regions in the vertical line below it. A clue on the right side of a blocked cell represents the number of rectangular regions in the horizontal line to its right. (This is analogous to how the clue directions work in Kakuro). *Clues cannot see regions through other blocked cells.* (In particular, note column 2 of the example puzzle: the 0 clue does not see through the block containing a 1 clue, hence the example solution is valid).



Puzz.link <https://tinyurl.com/yckzds5x>

December 6th, 2021: Cross the Streams

Eric Fox

Hmm...I was following this map through the forest searching for the fabled abandoned temple, and I finally have come across it! But there's one problem... All these big rivers are blocking my path, which I'll need to get over to continue my adventure. Can you help me **Cross the Streams**?

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

			1	2	*				?	3	*
			1	2	3				2	*	2
			1	?	*				1	?	*
2	3	2									
	2	*									
	?	1									
		*									
3	1	3									
		?									
	2	1									
	?	3									
2	3	2									

December 7th, 2021: Sukoro
shye

Morning GAPP solvers! Today's puzzle is a **Sukoro**, otherwise known as Suji Zoshoku Koroni (Numbers Proliferation Colony) or Infection. Each number in this puzzle type has a buddy! Some have more than others, but what's important is they're all part of the one big colony.

Rules: Place numbers into some cells so that all numbers form one orthogonally connected area. Numbers represent how many of the (up to) four orthogonally adjacent cells also contain numbers, and no two orthogonally adjacent cells may contain the same number. Study the example puzzle in the image to get to grips with what that entails, or solve it yourself as a warm-up below!

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

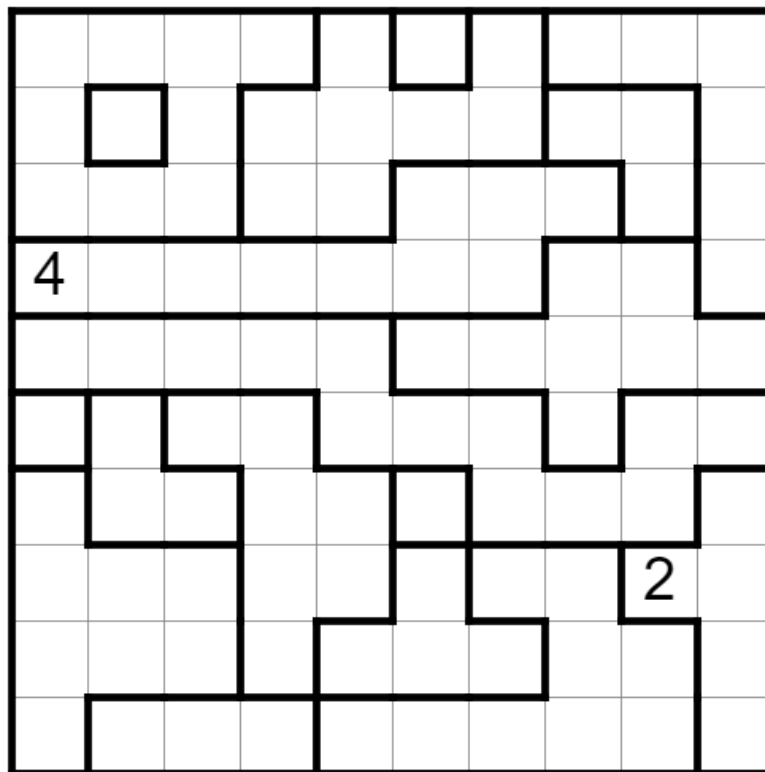
Puzz.link <https://tinyurl.com/44eya62u>

December 8th, 2021: Shimaguni (Islands)

jovi_al

With the cold settling in, I sometimes find myself wishing I were on vacation on some nice, warm, tropical islands... Imagine with me: a cool, refreshing ocean breeze on a blisteringly hot summer day... relaxing with your loved ones enjoying some delicious food... falling asleep in the Airbnb you spent wayyy too much on... and realizing that you have sand *everywhere*. I *hate* sand. It is truly a sensory nightmare. But I do love vacationing! And in the spirit of vacationing, today's GAPP is a **Shimaguni**, or **Islands**!

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.



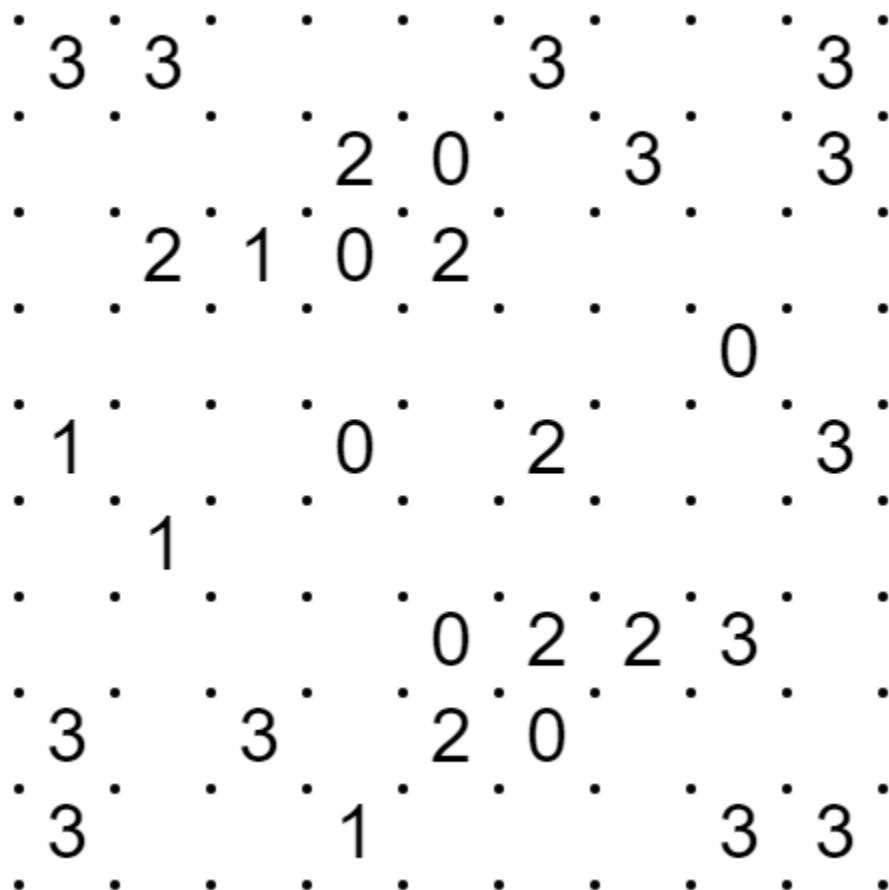
Puzz.link <https://tinyurl.com/5vs6vrph>

December 9th, 2021: Slitherlink

Tyrgannus

Sometimes it can be hard to decide what to do for GAPP, y'know? For instance, should I do a snake puzzle? How about a loop puzzle? Hmmmm, but what about a genre with numbers? Nah, I should probably just stick to a popular genre and make a crowd pleaser. Wait, I got it! I don't need to choose at all!! Today's GAPP is a **Slitherlink**!

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. To be clear, all line segments are horizontal or vertical, *not* diagonal. Clues represent the number of edges drawn surrounding the clue (up to four).



Puzz.link <https://tinyurl.com/yzufzccf>

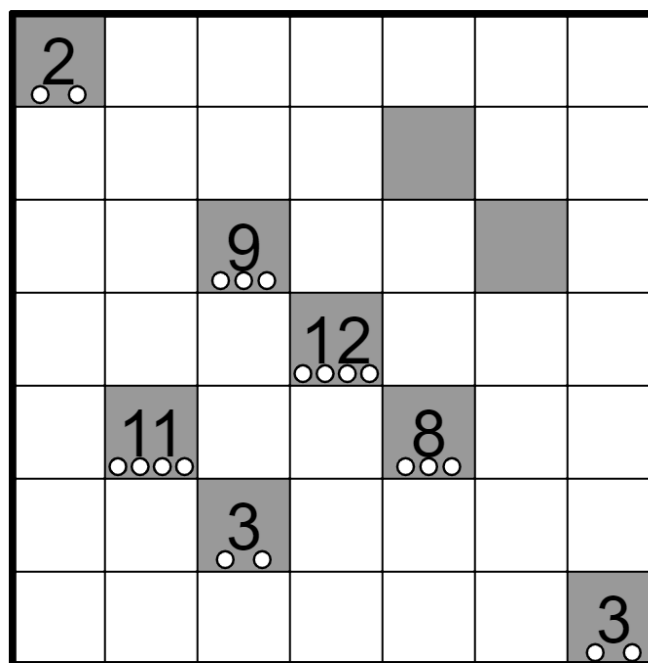
December 10th, 2021: Slovak Sums

Freddie Hand

All aboard the GAPP train! After having visited Bosnia, our next stop is Slovakia, a country known for its beautiful scenery and castles. But we discover that the evil Dr. Subtraction has seized control of Bratislava and is on the verge of destroying it! Can you add your way through this **Slovak Sums** puzzle to save the city?

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). A clue contains a number, which represents the sum of the numbers in orthogonally adjacent unclued cells, and some quantity of circles, which represents how many of the orthogonally adjacent unclued cells contain a number.

[1-4]



Penpa+ <https://tinyurl.com/3fw3n2u6>

December 11th, 2021: *Supersized* Bosnian Road

Eric Fox

Welcome, everyone, to the second **Supersized Saturday!** Today we're revisiting Bosnia with this country-sized **Bosnian Road** puzzle. Buckle your seatbelts, because this is gonna be a long ride!

Rules: Shade some 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.

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

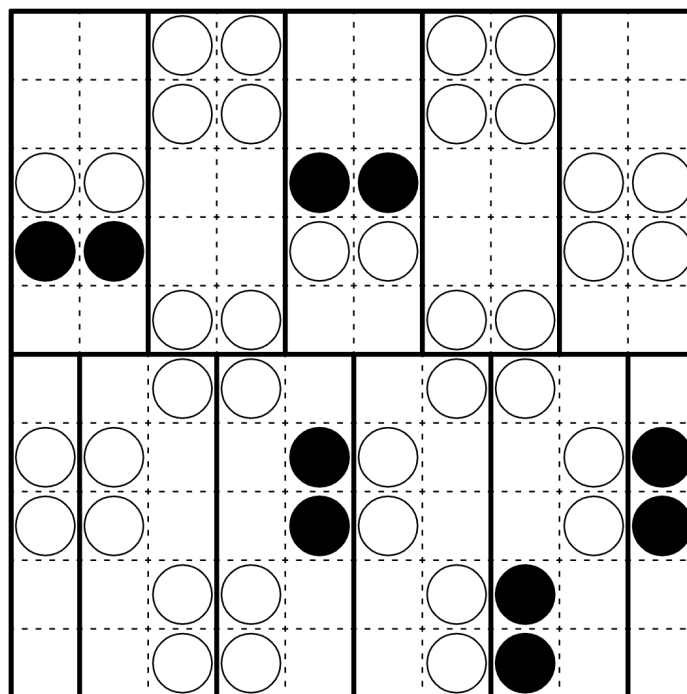
Penpa+ <https://tinyurl.com/3vw6sbmz>

December 12th, 2021: Dotchi Loop

shye

Throughout time artists have been enamored by the simple circle. From Georges Seurat's impressive medium of pointillism, to Yayoi Kusama's infinite polka dot installations, the abundance of spots is a wonderful technique for abstraction, and a way to get lost in circles in your mind. Another way to get the mind to wander is through puzzling! Today's GAPP, while very dotty and certainly loopy, should be predominantly a brief moment of reverie. It's a **Dotchi Loop**! 🎨

Rules: *Draw a non-intersecting loop through the centers of some cells that passes through every white circle and no black circles. Within a region, the loop must either turn on every white circle or pass straight through every white circle.* Our customary example puzzle may help to understand this better, dot down some notes by looking at the right-hand side of the image or by solving it yourself!

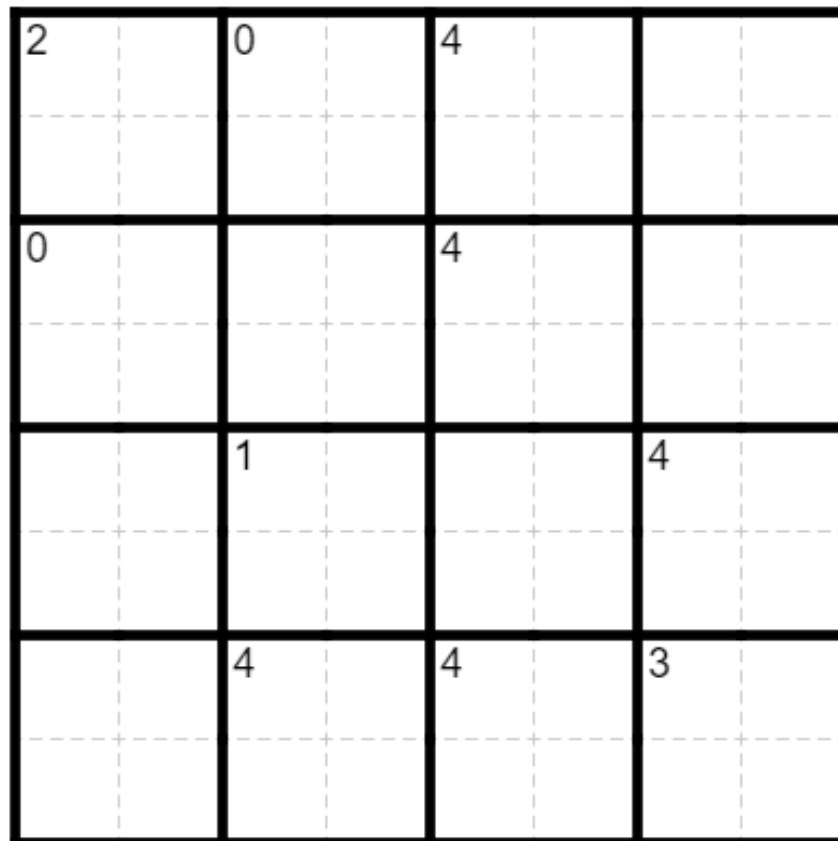


December 13th, 2021: Detour

jovi_al

After the storms of this weekend (I'm in the southeastern United States), some traffic lights around town no longer function! To get where I needed to go today, I had to take some.. *scenic routes*. But, it's all in the name of safety! And fittingly (I had planned to do this genre before this weekend, so I guess it was an interesting coincidence), today's genre is a **Detour**!

Rules: Draw a non-intersecting loop through the centers of all cells. In each clued region, the loop must make the indicated number of turns. I personally think of "number of turns" as "number of corners." For some reason, that's clearer to my brain. See if that helps you!



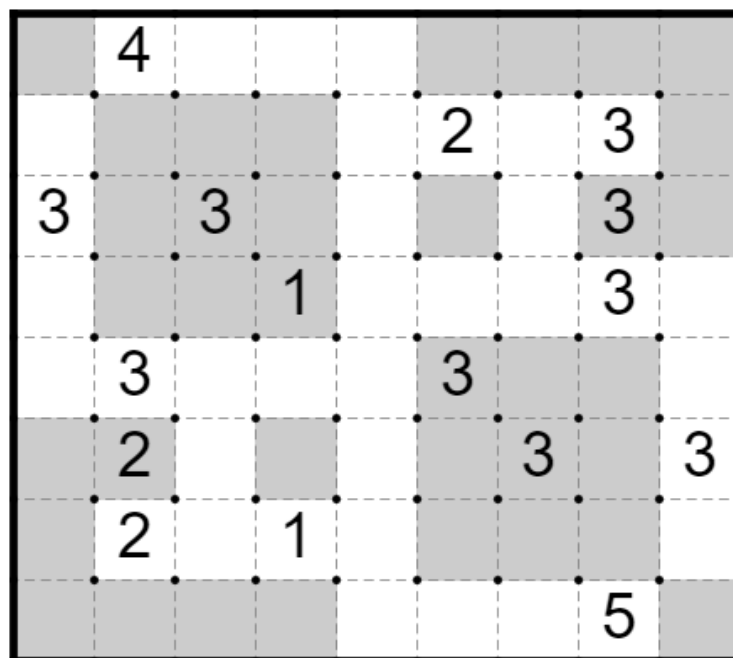
Puzz.link <https://tinyurl.com/bde6n22w>

December 14th, 2021: Double Choco

Tyrgannus

Now I've certainly been known to say that a puzzle has tasty logic. I am guilty of even referring to deductions as delicious or scrumptious before. While my choice of adjectives may normally seem quirky, I think you'll find just how fitting delectable adjectives are for this puzzle. Feast your eyes and your taste buds for some chocolatey goodness! Today's GAPP is a **Double Choco!**

Rules: Divide the grid into regions of orthogonally connected cells, each containing an equal number of white and grey cells. Furthermore, the white and grey cells within each region must be orthogonally connected and have the same shape allowing rotations and reflections. Clued cells must belong to a region containing the indicated number of white cells and the indicated number of grey cells (*A 3 belongs to a 6 cell region with 3 white and 3 grey*). Regions are not required to contain a number clue and some regions may have multiple number clues



Puzz.link <https://tinyurl.com/mr27s2s9>

December 15th, 2021: Dominion

Freddie Hand

After being defeated by our valiant solvers, Doctor Subtraction has laid in wait in his cavern for five days and nights hatching an evil plan, and he has struck again! Unfortunately, we were not so lucky this time; Our nemesis has assumed dominion over the world and, as we speak, is sectioning off people based on the first letter of their name. (I can't help but feel that the people in the Q area are going to be a little lonely). The only way to counter his grand scheme is to solve this **Dominion** puzzle. Can you complete this puzzle to save the world, or will Qeric Fox become eternally trapped in Q-land?

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 (note that this implies *each region contains at least one clue*), and all instances of it.

		R						
	E						O	
			R					R
				E				
C					V			
	L						R	
						E		

Penpa+ <https://tinyurl.com/4vtkws2k>

December 16th, 2021: Fuzuli

Eric Fox

Today, I find myself in quite a perplexing predicament. On my flight to Qarabulaq, my airplane flew through some kind of portal, and now that I've landed I see that I'm in a city called Fuzuli. This city is strangely similar to my intended destination, but everything just seems... *different* in some unexplainable way. Can you help me solve the puzzle of **Fuzuli** and figure out what's going on?

Rules: Place letters from the range given outside the grid into some empty cells so that each row and column contains each letter once. No 2x2 group of cells may be entirely filled with letters. **Note:** For the answer check to work, you must use uppercase letters.

A - D

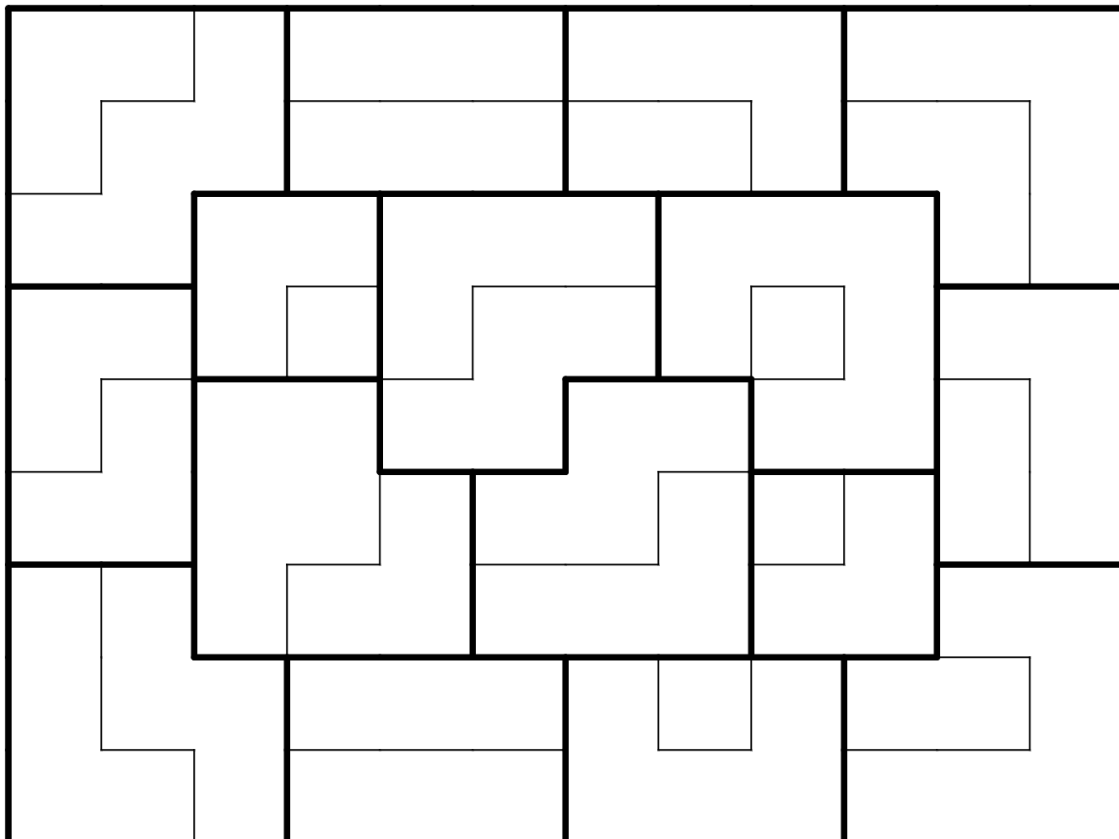
	C			B	
A			C		
		B			
			D		
		A			D
	D			C	

Penpa+ <https://tinyurl.com/yc2dmjdw>

December 17th, 2021: Parquet shye

It's very hard to be quiet on these creaky floorboards! I'm trying to sneak my way around this wizard's tower. To cut a long story short, there's something magical I'm looking for. Y'know, maybe this lovely floor design has something underneath it, but it seems puzzling... could you take a look at this irregular **Parquet** for me?

Rules: *In each bold region, entirely shade one subregion and leave the other unshaded such that all shaded cells form one orthogonally connected area with no loops of orthogonally connected shaded cells, nor any 2x2 areas which are entirely shaded. We always supply an example! Give it a solve yourself or just take a look at it in the image*

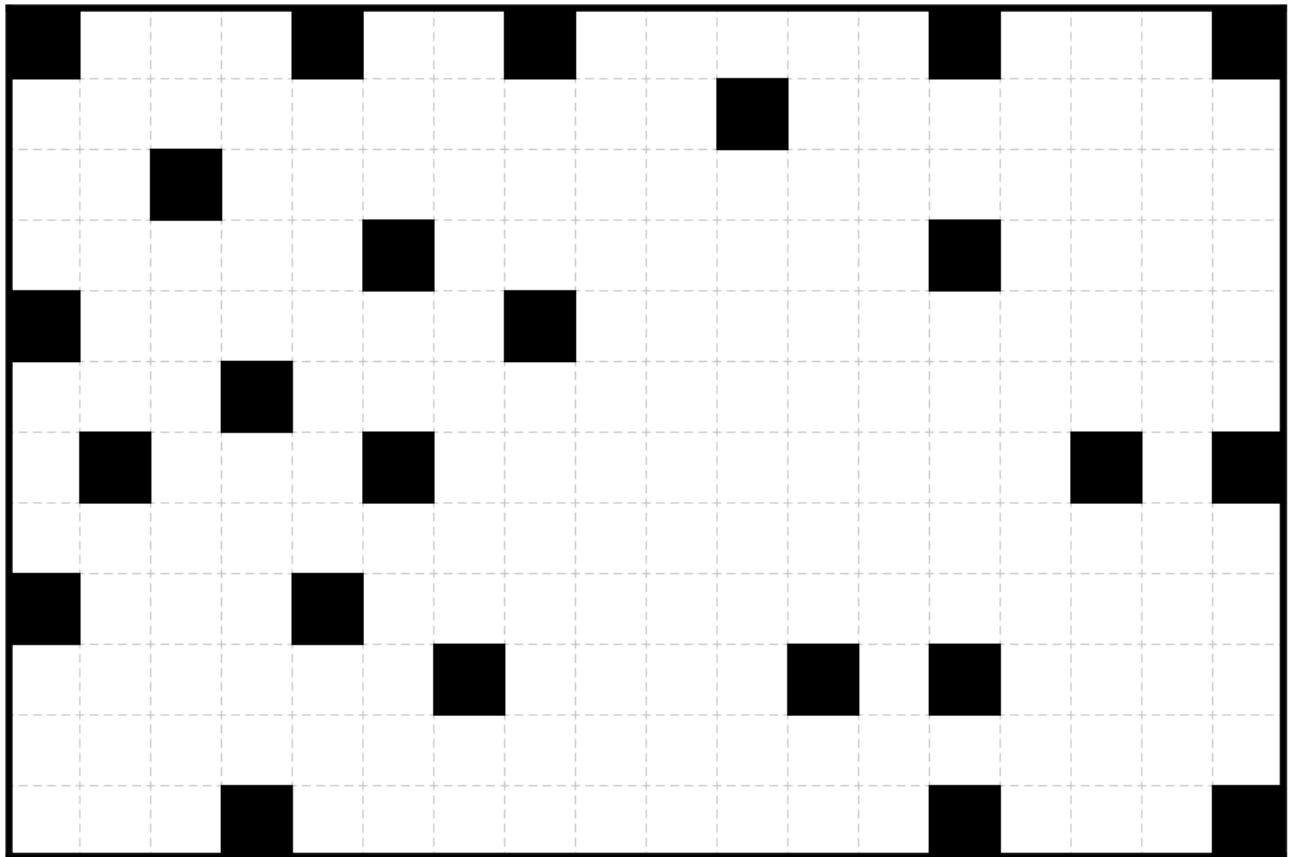


December 18th, 2021: *Supersized* Ring-Ring

jovi_al

Well friends, it's been a tough one. Today was incredibly stressful, for a lot of reasons, but after a long day, my favorite thing to do is... Spinny spin. Loopy loop spinny spin. Spinny spin?? Loopy loop. You know what time it is!! **SUPERSIZED Ring-Ring** baybeeee!!! Get 'er done! WEEEEEEEEEE

Rules: Draw rectangular loops through the centers of empty cells so that every empty cell gets used. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap.



Puzz.link <https://tinyurl.com/2p9xbnwx>

December 19th, 2021: Minesweeper

Tyrgannus

This holiday season has been quite busy for me and I've been running around quite a bit. In fact, I even have fireworks for New Year's Eve, but I have a huge problem! I dropped them everywhere! I dropped explosives everywhere and you have to safely find them for me! The worst part? It's really dark in here and I can only help by showing the amount of explosives near a certain location. Think you can help me out so we can pick them all up safely? Today's GAPP is a **Minesweeper**!

Rules: Place mines into some empty cells so that each clue has the indicated number of mines in the (up to) eight surrounding cells. Clued cells cannot be mines and a ? clue indicates an unknown amount of mines

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

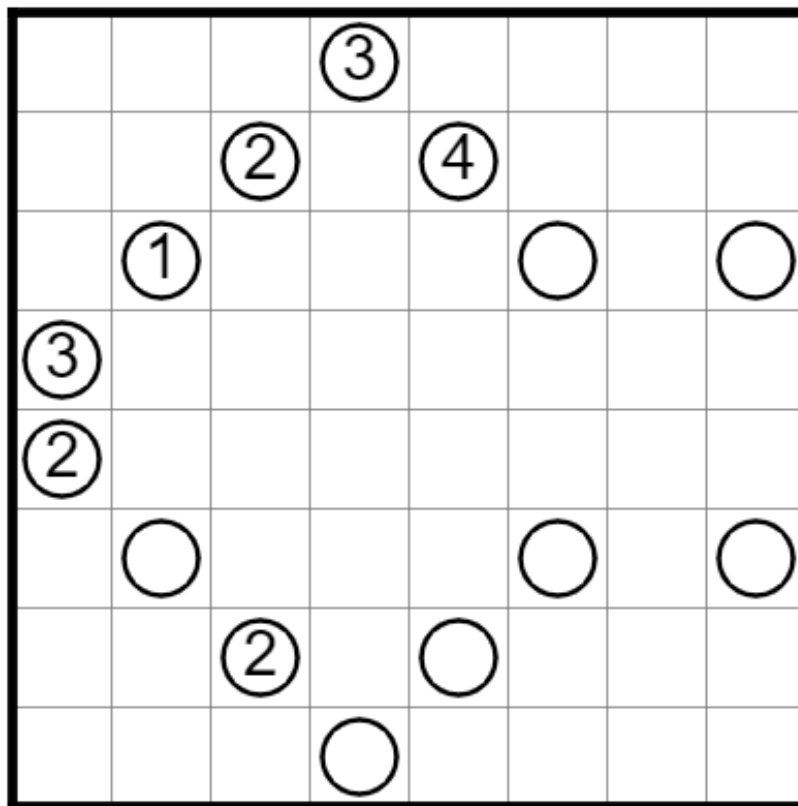
Puzz.link <https://tinyurl.com/2p9c4b5f>

December 20th, 2021: Bonsan

Freddie Hand

Congratulations on vanquishing Dr Subtraction once again! Now our trusty sidekick, Bobbins, can finally get back to pruning his bonsai tree. He has spent five years, on and off, trying to achieve perfect rotational symmetry, but is having a little trouble with the root. (Some say he may have to resort to targeted nutrient deprivation). Can you help Bobbins perfect their masterpiece by completing this **Bonsan** puzzle?

Rules: Move some circles so that the positions of the circles have 180° rotational symmetry in the entire grid. A circle may move only in one straight line vertically or horizontally. Circles' paths may not cross each other, other circles, or other circles' starting points. Circles containing clues must be moved exactly the indicated number of cells. (Note that circles without a number do not have to move).



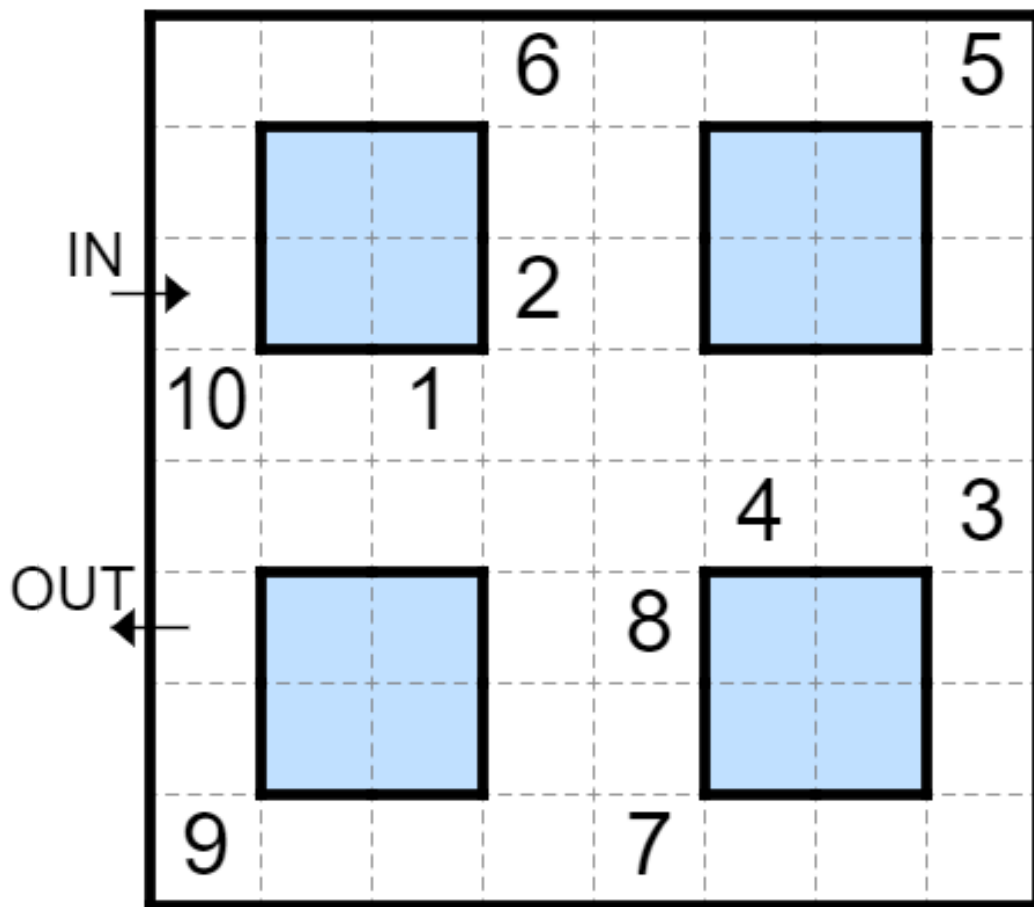
Puzz.link <https://tinyurl.com/4n7p25wh>

December 21st, 2021: Icelom

Eric Fox

A blizzard has blown through the GAPP factory and all of our puzzles froze! It seems that from now until Christmas day, the puzzles will all be quite winter themed! For today, the genre is **Icelom**!

Rules: Draw a path through the centers of some cells, entering the grid at the “IN” marking and exiting at the “OUT” marking. All non-icy cells must be visited, and all cells containing numbers must be visited in order. The path may not turn on icy cells. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap.



Puzz.link <https://tinyurl.com/5dc59ppr>

December 22nd, 2021: Tren shye

All aboard the Polar Express! Next stop, the North Pole... Or at least it would be, but this blizzard has blown the whole train apart! Can you help out the conductor and locate the locomotive within the white-out? There are some clues in the snow, today's GAPP is a classic **Tren!**

Rules: Locate some train carriages in the grid, each of which either 1x2 or 1x3 in size, which may not overlap each other. Each clue must be used by a carriage and each carriage must contain exactly one clue, the value of which represents how many different locations to which the carriage can be moved by sliding it in either direction of the short end without overlapping another carriage or going out of the grid. Staying stationary does not count as one of these locations.

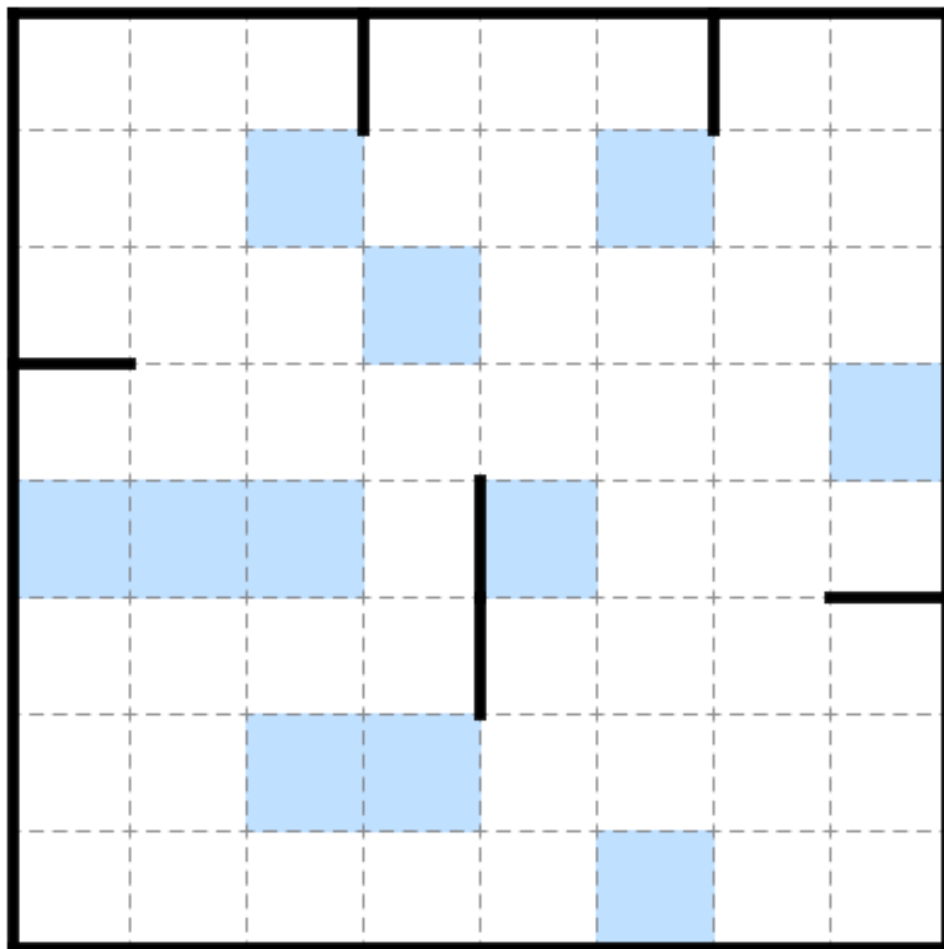
1				2				1
2				3				
3				4				
	5	0	3					
					1	4	4	
				2				1
				3				2
3				4				1

December 23rd, 2021: Barns

jovi_al

Brrrrr! It's still quite cold in here since the blizzard blew through our GAPP production facility! The puzzle I had planned for you today is still slightly frozen, sorry about that! It might be a little slippery-- be careful!! I hope it's still in a solvable condition... Today's GAPP is a **Barns**!

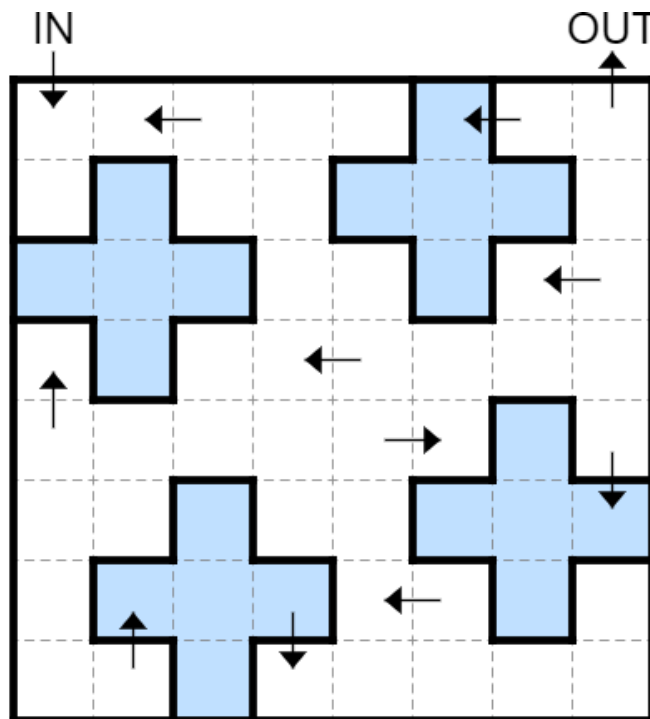
Rules: Draw a loop through the centers of *all* cells, which may not pass through bold borders. Two perpendicular line segments *may* intersect each other but *only* on icy cells. The loop may not turn on icy cells.



Puzz.link <https://tinyurl.com/2p8wtss4>

Tyrgannus

Rules: Draw a path through the centers of some cells, entering the grid at the “IN” marking and exiting at the “OUT” marking. The path must travel through all of the arrows in the indicated direction. The path cannot intersect over a non icy cell. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The path may not turn on icy cells, and each orthogonally connected group of icy cells must be passed through at least once. Not all cells need to be traveled through.

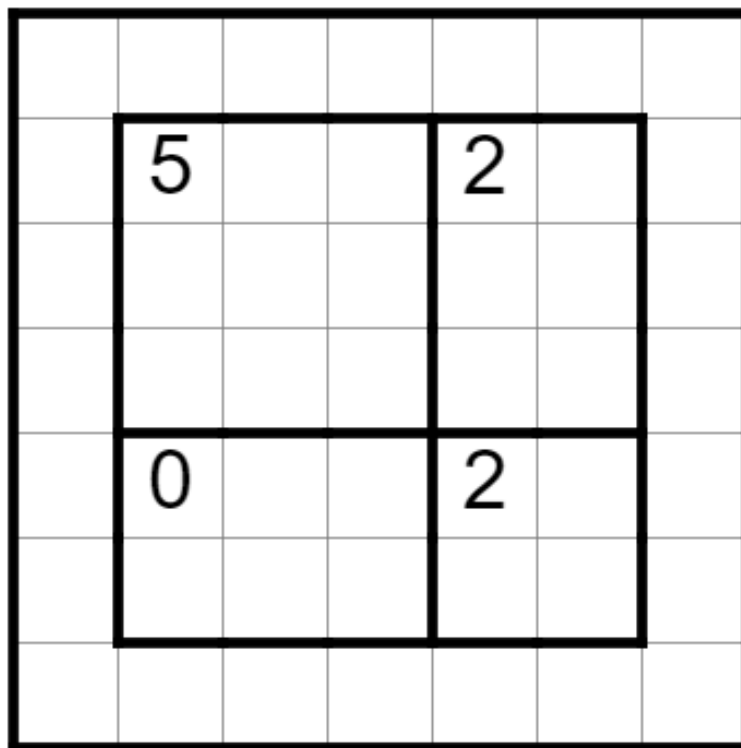
Puzz.link <https://tinyurl.com/2p8562w8>

December 25th, 2021: Heyawake, Yajilin, Akari, Shakashaka, Snake Egg

shye, jovi_al, Tyrgannus, Freddie Hand, Eric Fox

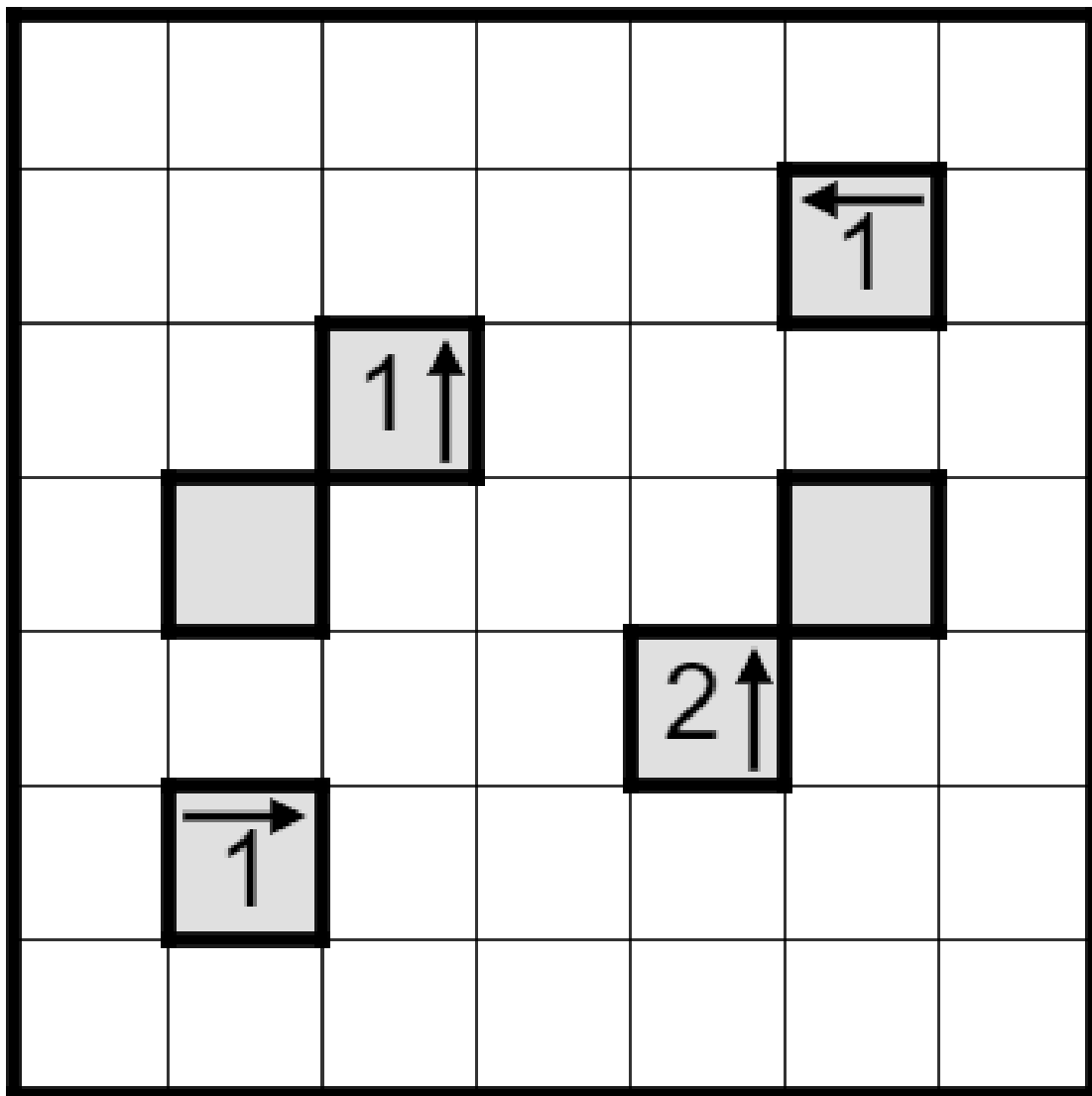
It's the penultimate day of the week, which means it's time for **S U P E R S... mall** Saturday? Wait, isn't this puzzle meant to be *bigger* than usual?? Have I finally gone crazy??? Oh yeah! Merry Christmas! We are celebrating this special occasion for the first time in GAPP-land, so the more, the merrier! Each of the five GAPP setters has dropped a 7x7 puzzle in the Christmas stocking for you to solve! HO HO HO! (Oh bobbins, that's a Domino Hitori. That makes *six* puzzles in this post...)

Heyawake 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.



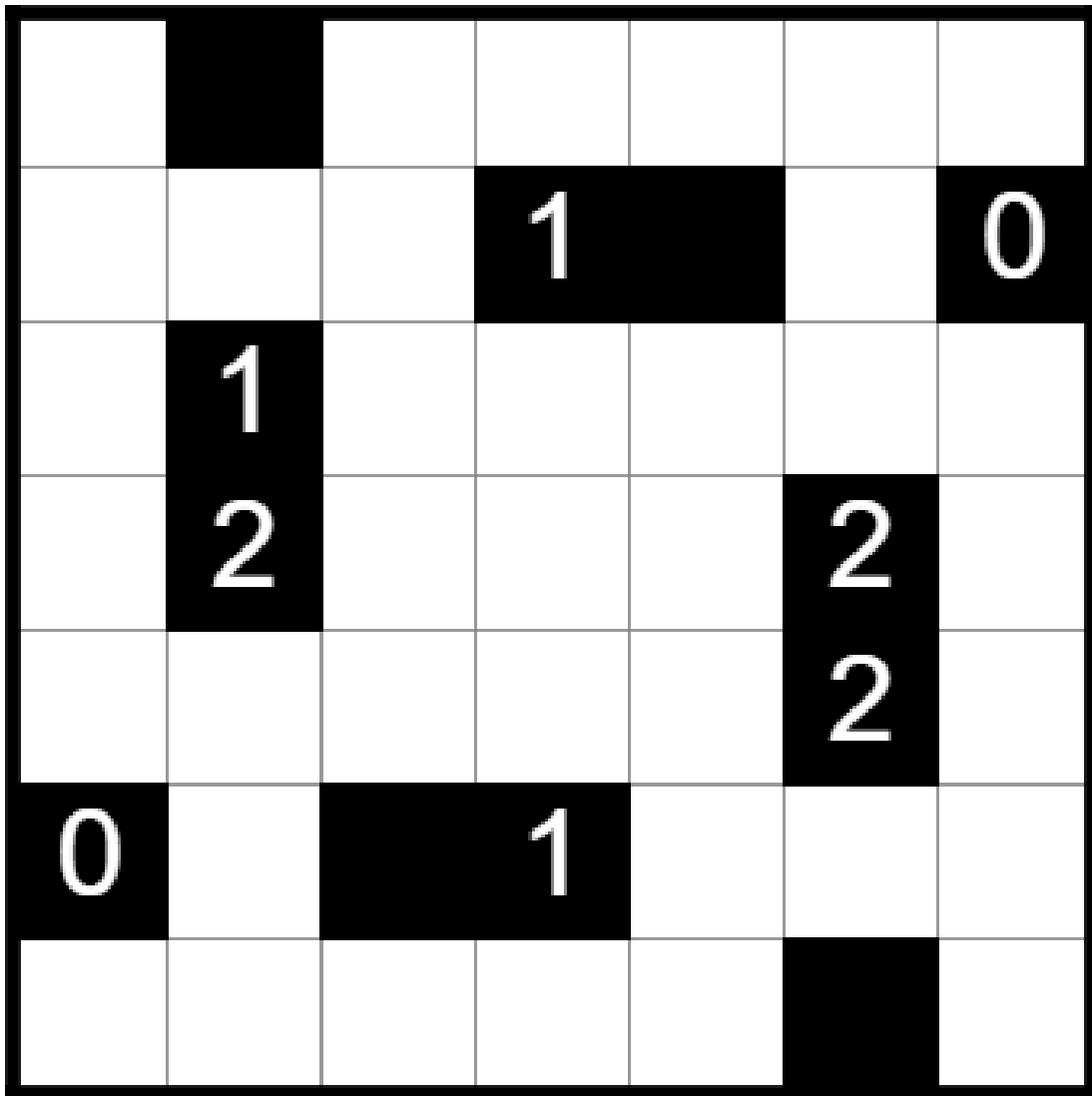
Puzz.link <https://tinyurl.com/mry6v8tx>

Yajilin: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all of the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction between the clue and the border of the puzzle (i.e. clues see through each other). **You *may* place shaded cells that do not directly see or interfere with any of the clues.**



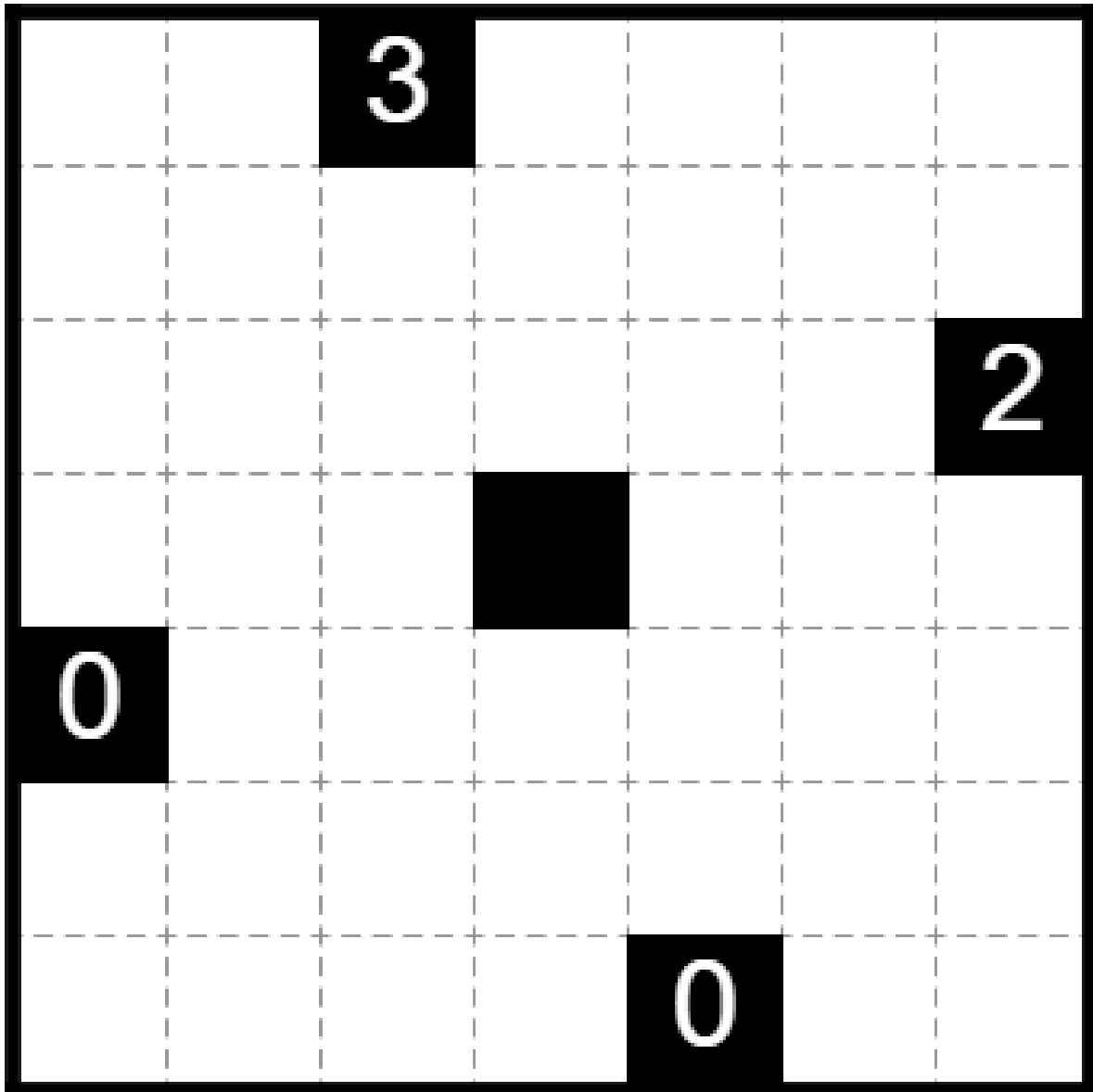
Puzz.link <https://tinyurl.com/yny45rr6>

Akari: 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 cells orthogonally adjacent to it.



Puzz.link <https://tinyurl.com/mryyy6y9>

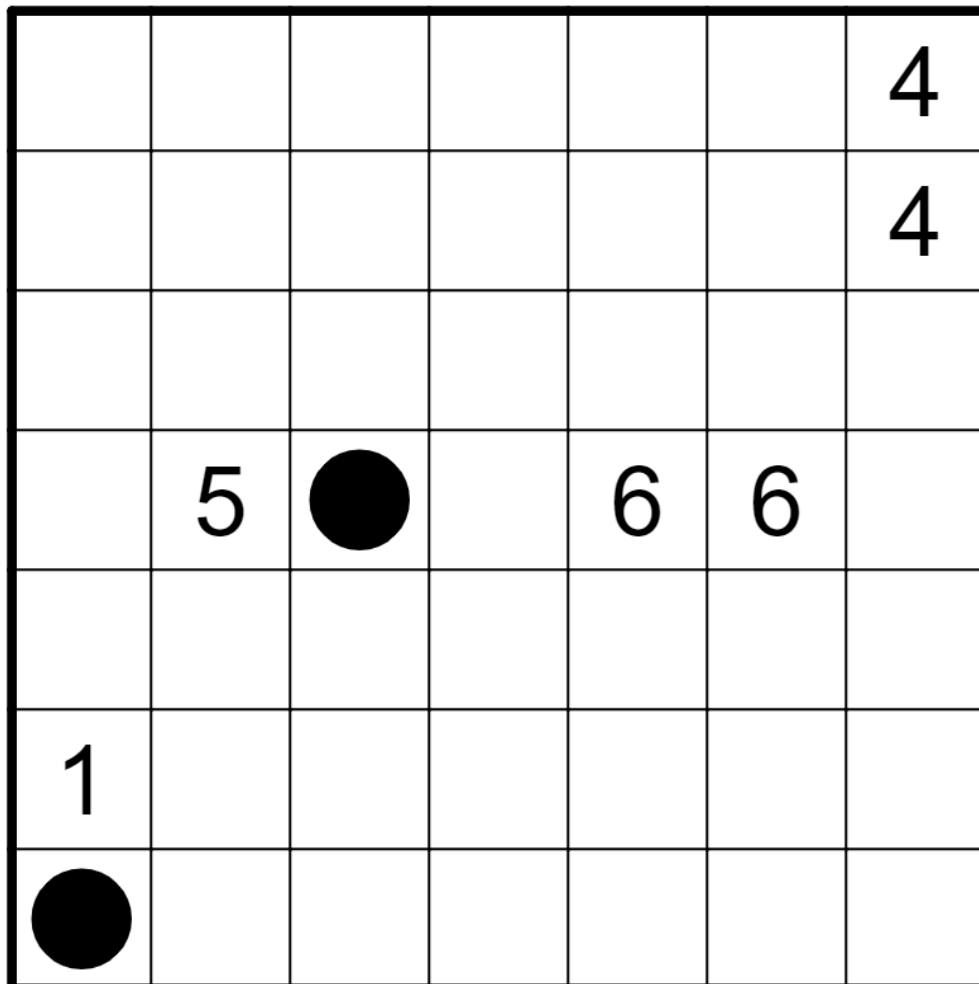
Shakashaka: Shade a right triangle in some empty cells, each of which occupies exactly half the cell it's in. Each unshaded area must be rectangular in shape. A number in a cell represents how many of the (up to) four cells orthogonally adjacent to the clue contain triangles.



Puzz.link <https://tinyurl.com/59mxs9e9>

Snake Egg: Shade some cells to form a non-intersecting path which does not touch itself orthogonally, but may touch itself diagonally. Circles mark the ends of the path. Exactly one orthogonally connected area of unshaded cells must exist of each size from the range given outside the grid (1-6). Cells with numbers cannot be shaded, and represent the size of the area they're in.

1 - 6

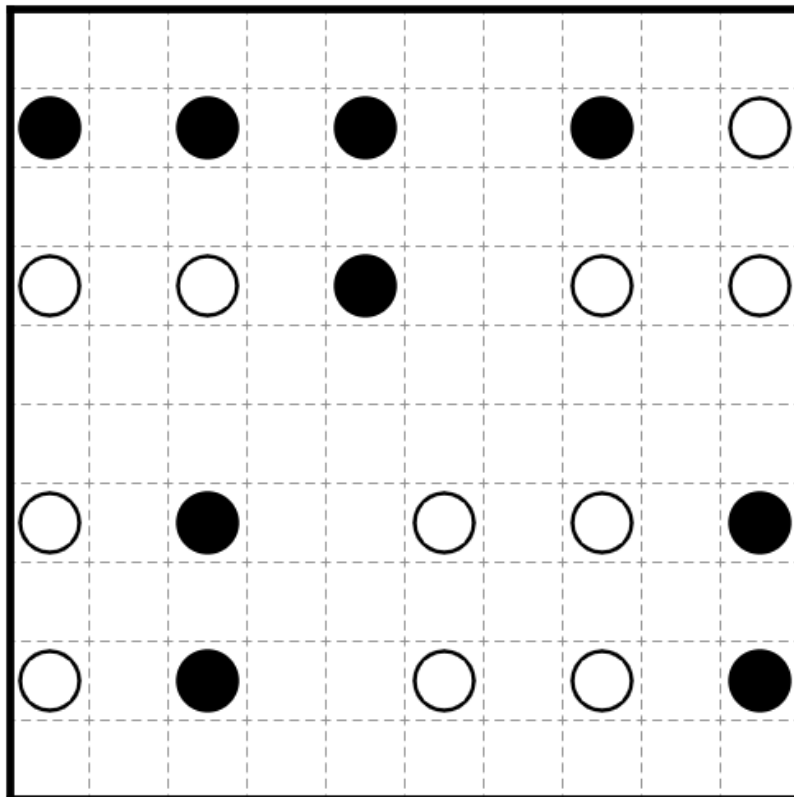


December 26th, 2021: Masyu

Eric Fox

Hello solvers! Today's GAPP genre is **Masyu**, otherwise known as Pearl Puzzle or White Pearls & Black Pearls. The Japanese speakers among you may realize, however, that Masyu doesn't mean this at all! That's because the founder of Nikoli (the company which invented Masyu) misread "shinju", the word for pearl, as a word meaning "evil influence". So will this puzzle be as smooth as a pearl or as devilish as an oni? Only you can decide!

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. 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.

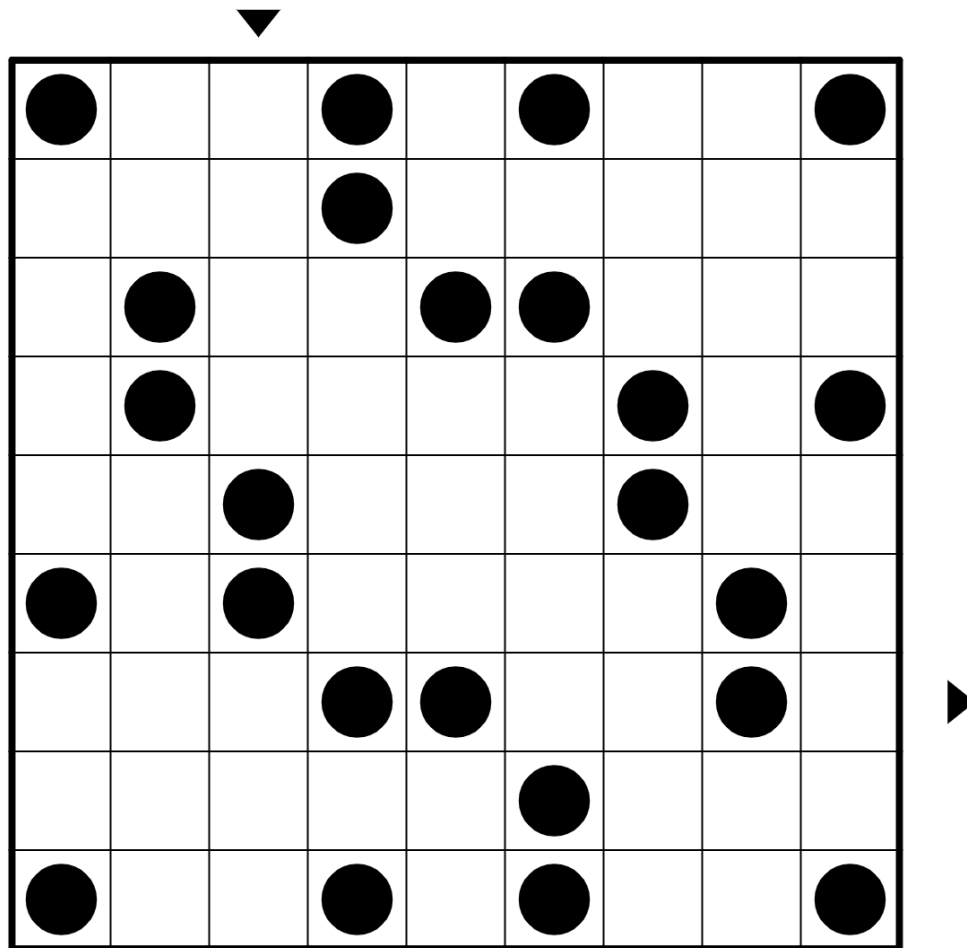


Puzz.link <https://tinyurl.com/sj9u66mr>

December 27th, 2021: Crystal Mine shye

Today I find myself in a dim narrow mineshaft under the floorboards of a wizard's tower. There are glowing magical crystals around that I need to collect! With your help, I shouldn't end up going in circles, let's get in and out of this **Crystal Mine** smoothly!

Rules: Draw a non-intersecting path through the centers of some cells connecting the two arrows. The path must collect every crystal, but must not occupy all four cells in any 2x2 area of the grid.

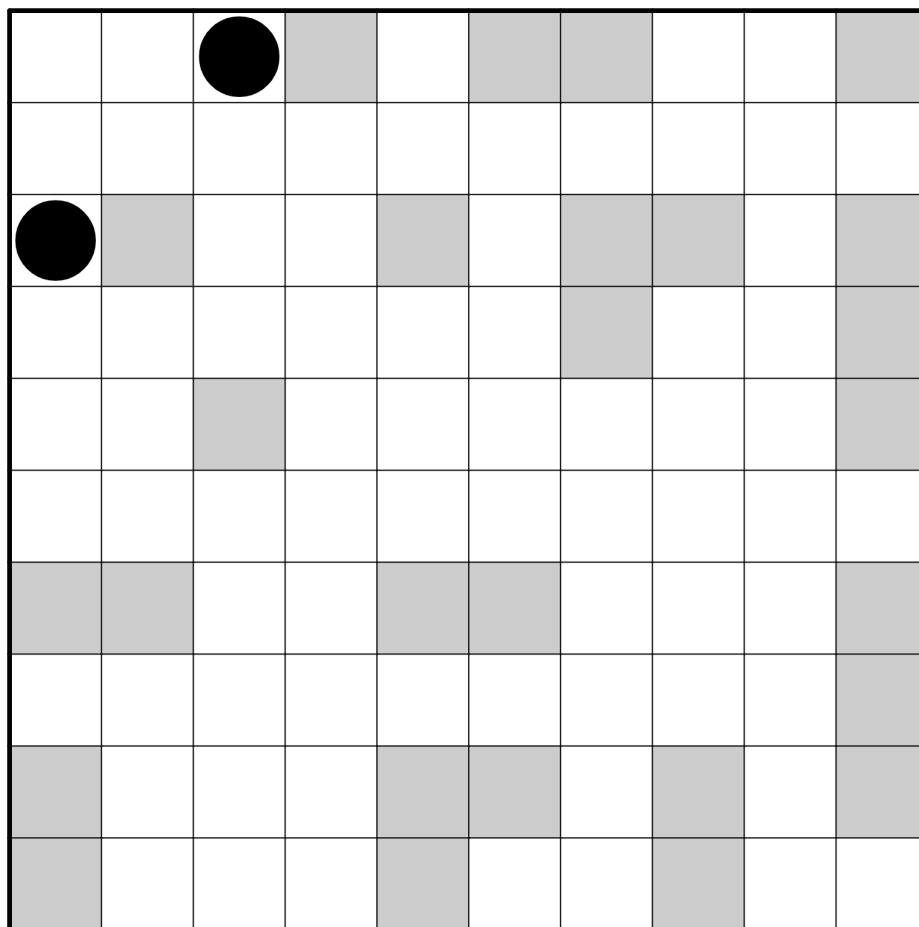


December 28th, 2021: Persistence of Memory

jovi_al

Shye found a lot of crystals in that mining expedition she went on! Maybe I could get some but I can't quite remember what path she took... Today's GAPP is a **Persistence Of Memory!**

Rules: Draw a non-intersecting path connecting the two circles. Cells used by the path (which are not consecutive line segments) do not touch orthogonally or diagonally. The path visits each shaded region at least once, and if two shaded regions are the same shape and orientation, the line segments within them (including entrances and exits) must be identical.



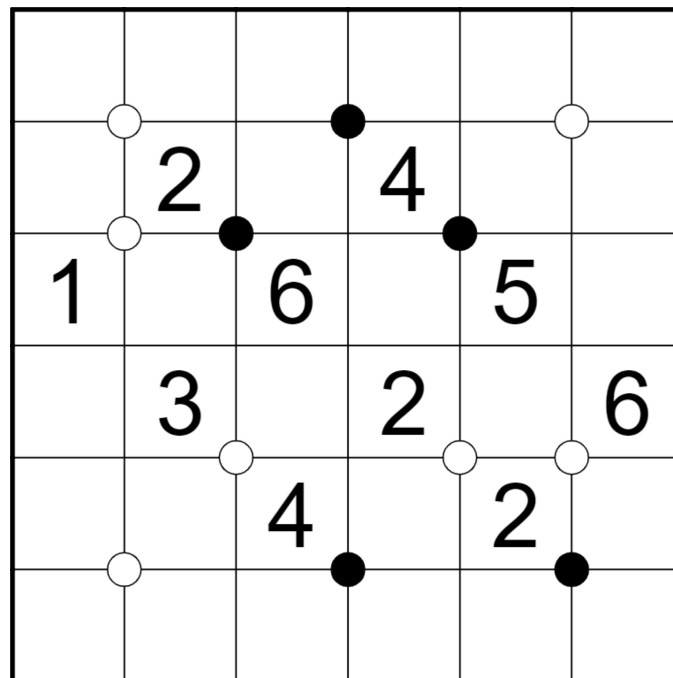
Penpa+ <https://tinyurl.com/5yha3pup>

December 29th, 2021: Consecutive Quads

Tyrgannus

It may not come as a surprise to many of you, but I was a sudoku setter long before I branched out to other genres. Latin squares come naturally to me, and when an *egg-shaped moderator* suggests covering an Ashish Kumar original genre, it's hard to say no to that. Doesn't hurt that I actually really like the logic in it. Today's GAPP is a **Consecutive Quads**!

Rules: Place numbers from 1-n so that each number appears only once in each row and column. N is equal to the length of each puzzle's row/column length: 5 for the example and 6 for the main puzzle. White dots indicate that the 2x2 area contains exactly one consecutive pair of digits. Black dots indicate that the 2x2 area contains at least two consecutive pairs of digits. Not all dots are given. Numbers may be repeated in 2x2 areas. Any unique pair of consecutive digits counts, even with repeated numbers (So 2-3-3-6 counts as 2 pairs of consecutives since there are two different 2-3 pairs).



Penpa: <https://tinyurl.com/4w2eva7h>

F-Puzzles: <https://tinyurl.com/2p8wjfcf>

December 30th, 2021: Canal View

Freddie Hand

Ah, Venice. "La Dominante", "Queen of the Adriatic", "City of Bridges", "City of Canals"... the list goes on. For a long time the setting of two Shakespeare plays, it can now add to its accolades by claiming to be the setting of a Prasiyam Seshadrispeare genre. Fortunately, in this **Canal View** the mini-Venice you will be constructing does not have bridges, because ~~jovi_al stole them~~ the tourists here are strangely obsessed with staying put for hours and counting how much water they can see.

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.

	6				6			
			2					4
	6						2	
	3						3	
9					5			
			3				3	

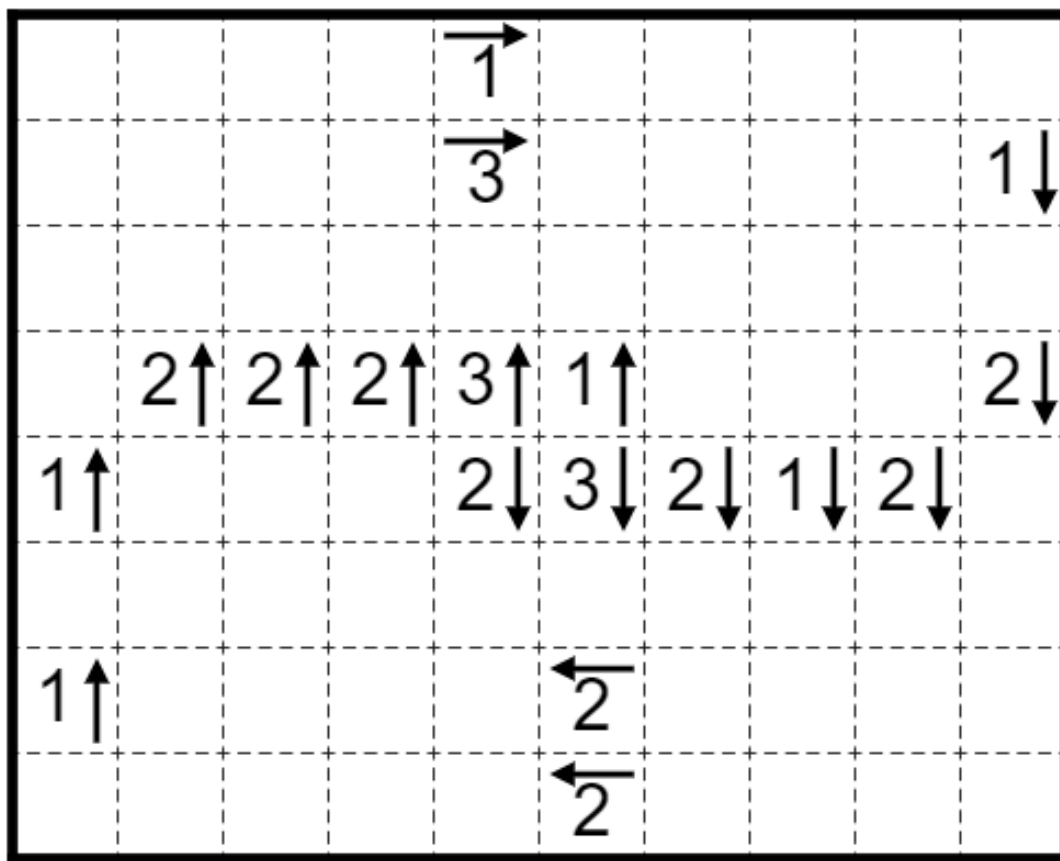
Penpa+ <https://tinyurl.com/3cscuz8h>

December 31st, 2021: Yajisan-Kazusun

Eric Fox

"Woah, woah, woah. You mean to tell me that in this puzzle genre, not even the *clues themselves* can be trusted? Then how am I meant to make any deductions?" Well, friends, that's up to you to figure out! In today's puzzle type, **Yajisan-Kazusan**, you have to work out which clues are correct, and use them to solve!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. If a cell with a number in it is unshaded, the number represents how many shaded cells are in a straight line in the indicated direction. If a cell with a number in it is shaded, the number is meaningless, and may be true or false.



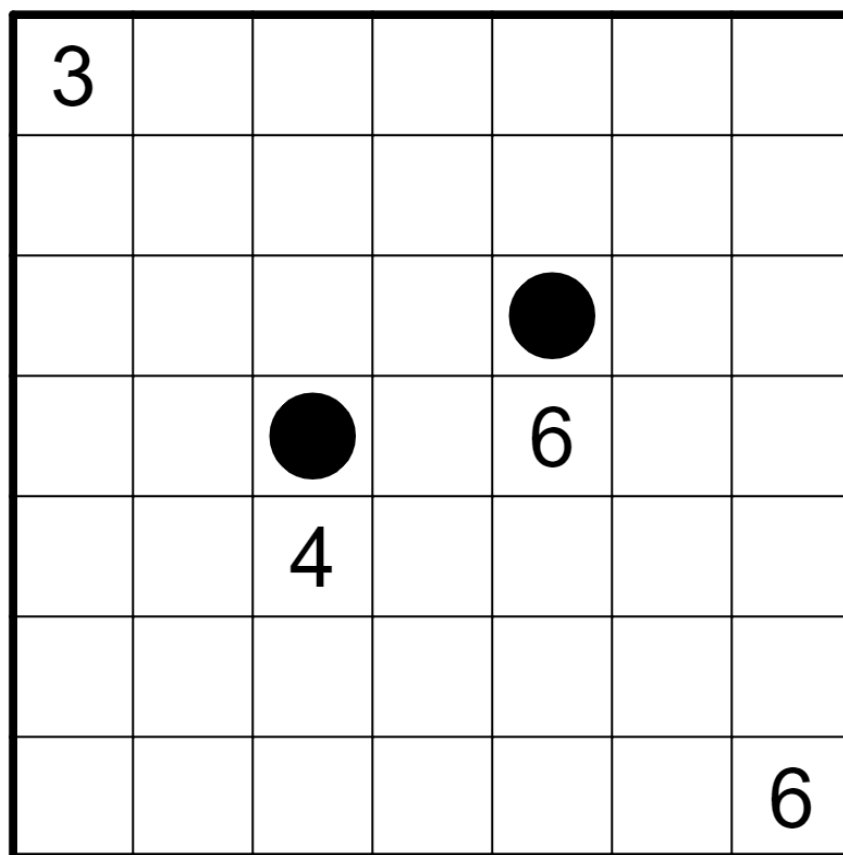
Puzz.link <https://tinyurl.com/2p8p84cj>

Bonus Puzzle #1: Snake Egg

Eric Fox

Rules: Shade some cells to form a non-intersecting path which does not touch itself orthogonally, but may touch itself diagonally. Circles mark the ends of the path. Exactly one orthogonally connected area of unshaded cells must exist of each size from the range given outside the grid (1-6). Cells with numbers cannot be shaded, and represent the size of the area they're in.

1 - 6



Penpa+ <https://tinyurl.com/yckbdvkn>

Bonus Puzzle #2: Heyawake

shye

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.

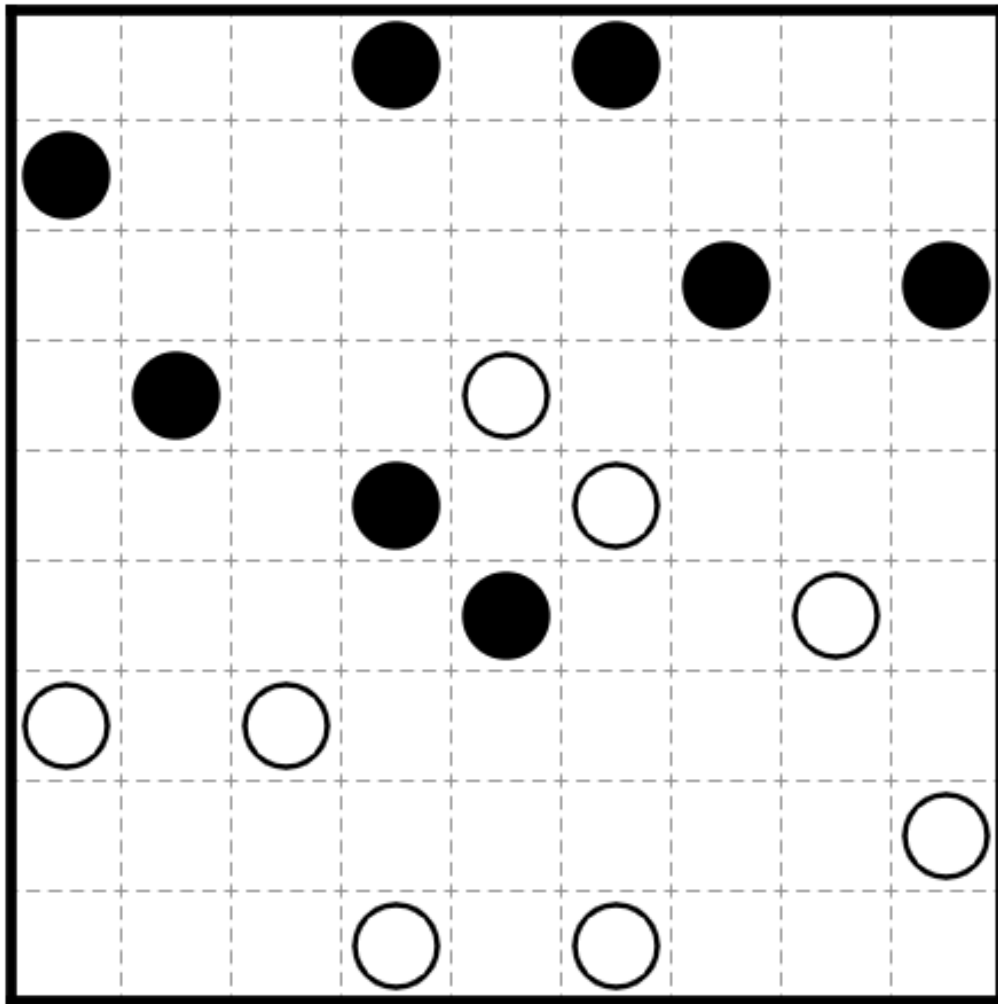
1	2			2				2		0			1
	1			3				3			2		
	3							1					
	0			3				0			2		
	2				0			2		2			

Puzz.link <https://tinyurl.com/4ze75s66>

Bonus Puzzle #3: Masyu

jovi_al

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. 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.

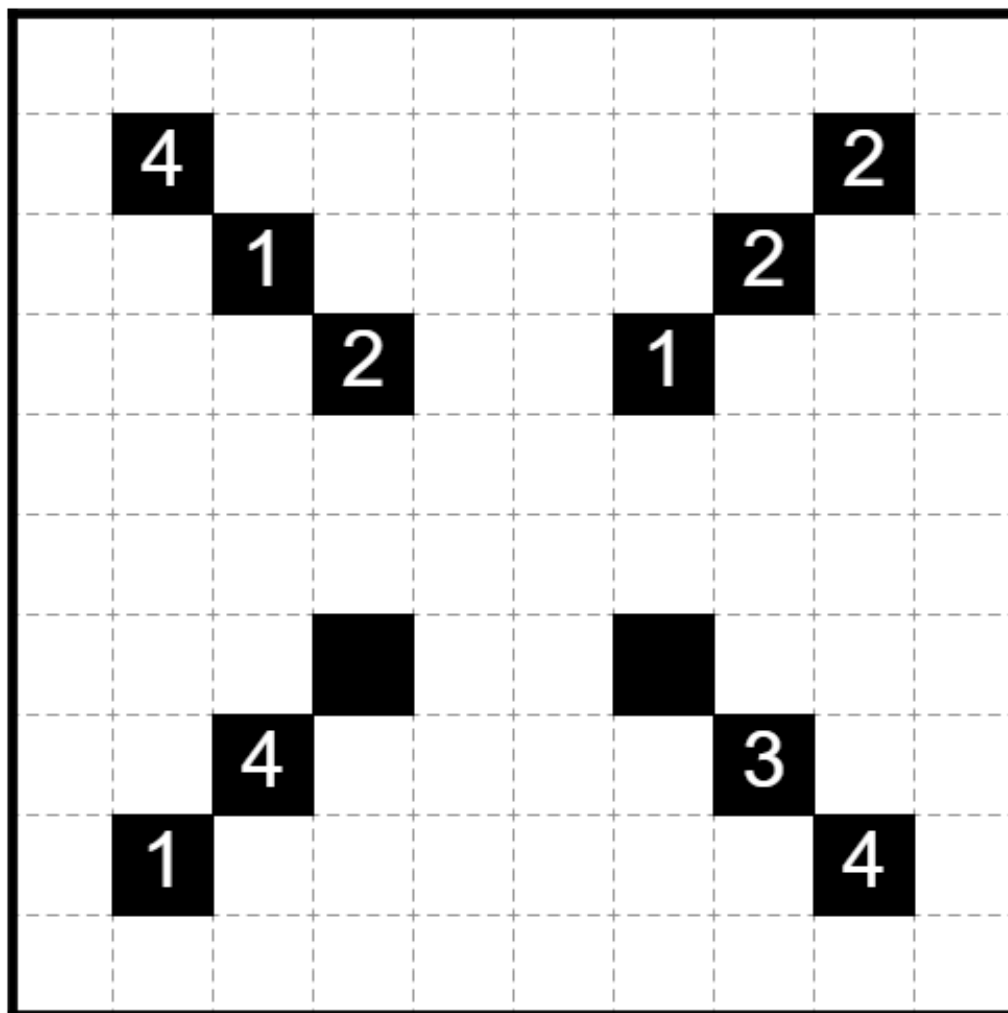


Puzz.link <https://tinyurl.com/4h7xcye8>

Bonus Puzzle #4: Rectangle-Slider

Tyrgannus

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



Puzz.link <https://tinyurl.com/2p96vt66>

Bonus Puzzle #5: Canal View

Freddie Hand

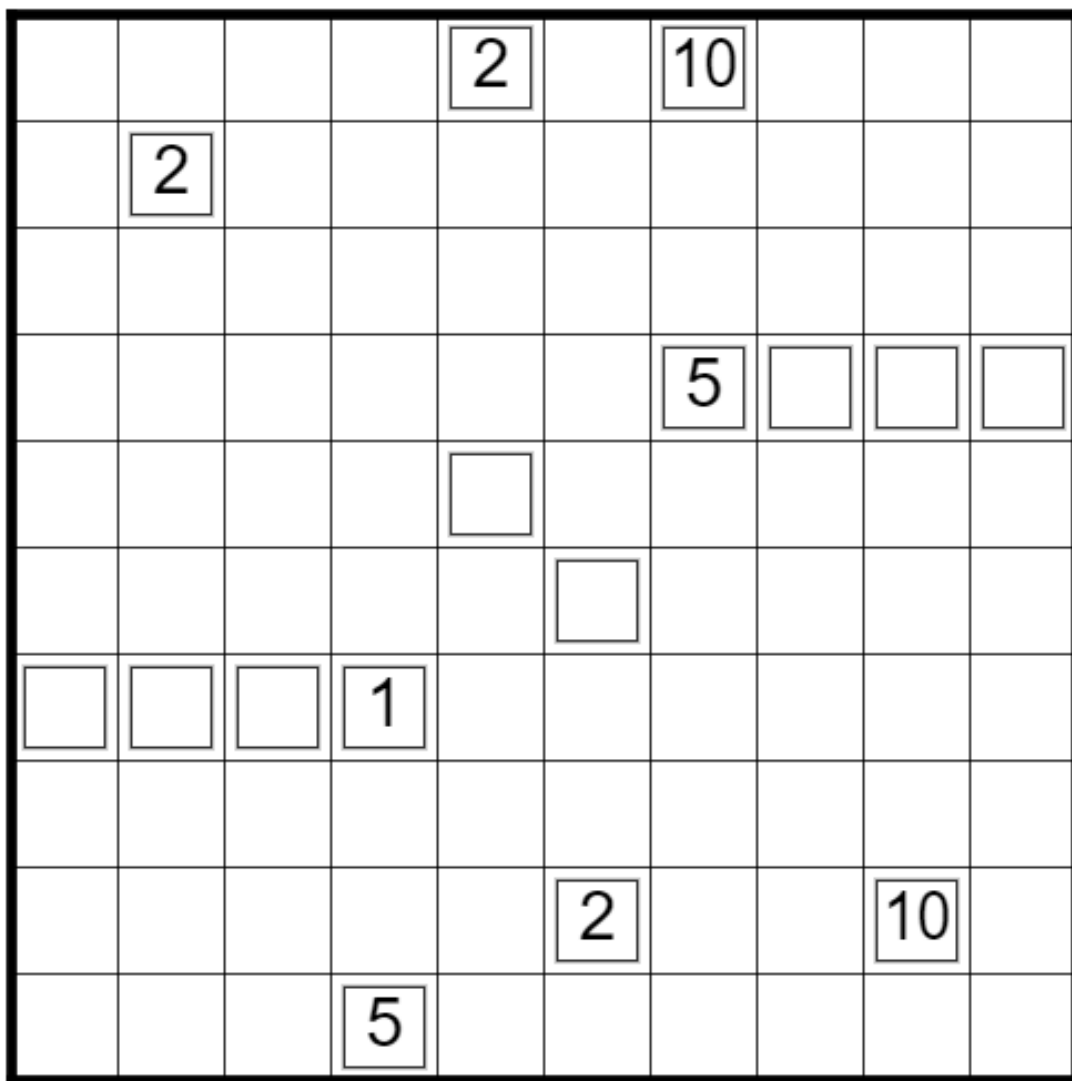
Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.

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

Bonus Puzzle #6: Tasquare

Eric Fox

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.



Puzz.link <https://tinyurl.com/ycknwtrr>

DATE	GENRE	SLOTH TIME	CRAB TIME
December 1st, 2021	U-Turn	3:00	7:00
December 2nd, 2021	Vama	2:40	7:40
December 3rd, 2021	Ring-Ring	1:45	6:00
December 4th, 2021	Cave (supersized)	5:00	11:00
December 5th, 2021	Tri-Place	3:33	7:30
December 6th, 2021	Cross the Streams	3:50	8:00
December 7th, 2021	Sukoro	2:30	7:00
December 8th, 2021	Shimaguni (Islands)	1:25	4:45
December 9th, 2021	Slitherlink	1:25	4:30
December 10th, 2021	Slovak Sums	3:45	8:00
December 11th, 2021	Bosnian Road (supersized)	6:30	15:00
December 12th, 2021	Dotchi Loop	2:00	5:45
December 13th, 2021	Detour	1:25	5:00
December 14th, 2021	Double Choco	1:45	6:15
December 15th, 2021	Dominion	2:00	6:30
December 16th, 2021	Fuzuli	3:30	7:00
December 17th, 2021	Parquet	1:40	4:40
December 18th, 2021	Ring-Ring (supersized)	3:00	8:45
December 19th, 2021	Minesweeper	1:55	5:05

DATE	GENRE	SLOTH TIME	CRAB TIME
December 20th, 2021	Bonsan	2:00	5:00
December 21st, 2021	Icelom	2:00	6:00
December 22nd, 2021	Tren	4:00	11:00
December 23rd, 2021	Barns	1:10	3:20
December 24th, 2021	Icebarn	2:22	5:55
December 25th, 2021	Stocking Stuffers (5)	6:45	14:00
December 26th, 2021	Masyu	1:30	5:00
December 27th, 2021	Crystal Mine	3:00	8:00
December 28th, 2021	Persistence of Memory	2:30	6:00
December 29th, 2021	Consecutive Quads	2:45	6:00
December 30th, 2021	Canal View	2:30	5:45
December 31st, 2021	Yajisan-Kazusan	1:40	5:00