Mind the GAPP 6

Genuinely Approachable Pencil Puzzles from the CtC Discord
Volume 6: April 1, 2022 - April 30, 2022

Like always, times will be in a table at the end of the document, after the bonus puzzles.

This month marks a half year of GAPP! Thank you to all of the solvers who solve and support us every day! We are always incredibly appreciative of all of you. This project has been a ton of fun to work on, through all of the ups and downs. We hope you'll keep solving with us for another half year, and longer! Onward! <3
–Jovi

April 1, 2022: Sudoku
jovi_al

Let's all be open and honest with each other.

If you know me at all, you know that humor is something I take very, very seriously. As such, since the beginning of GAPP, I've been wondering what should be posted on April 1st. I was considering setting something genuinely difficult, but the team didn't like that idea very much, and to be honest, it wasn't very funny. I was considering setting something incredibly esoteric and obscure, or maybe I could invent a genre with a dozen or so complicated rules. The team thought that didn't sound very fun either.

After much deliberation, we decided that today should be a *completely normal GAPP,* much to my chagrin. Can't win 'em all.
Today's genre is **Sudoku**!

Rules: Place a number from 1 to N into each empty cell such that each row, column, and bold region contains every number with no repeats, where N is the side length of the grid.

Left grid:

	1	2	3			4	5	
	4	5	6			1	7	
	7	8	9					
					8	2	9	
	6	7				2	5	4
	9	1				4	3	8

Right grid:

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

Example:
F-Puzzles: https://f-puzzles.com/?id=y7uo86y2
CtC: https://tinyurl.com/bf55wxt8
GAPP:
F-Puzzles: https://f-puzzles.com/?id=y9tlgb3l
CtC: https://tinyurl.com/5abwcbtv

April 2, 2022: Supersized Mid-Loop
Freddie Hand

First of all, I wanted to mention that Voxas Vacation has started! This is a contest of 16 Voxas puzzles by Eric Fox, and is the next in the series of LMI online contests, proceeding Prasanna's Rassi Silai Race. For more information, check this post:
https://discord.com/channels/709370620642852885/723891943284670484/959107617966424084

NB: Voxas is one of the numerous genre inventions of Eric Fox, and has been covered previously in GAPP by the man himself, here:
https://discord.com/channels/709370620642852885/911691996366786600/911697843662782495

After all of the craziness of April Fool's yesterday, I think it's time for some balance and serenity. Let us not 'ave a rage and instead peacefully ensure each dot is the average of the line segment it is on. Here is a **Supersized Mid-Loop**!

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. Each circle marks the center of the straight line segment it lies on.

Example (puzz.link): https://tinyurl.com/2kcskfzn
GAPP (puzz.link): https://tinyurl.com/yc73njs9
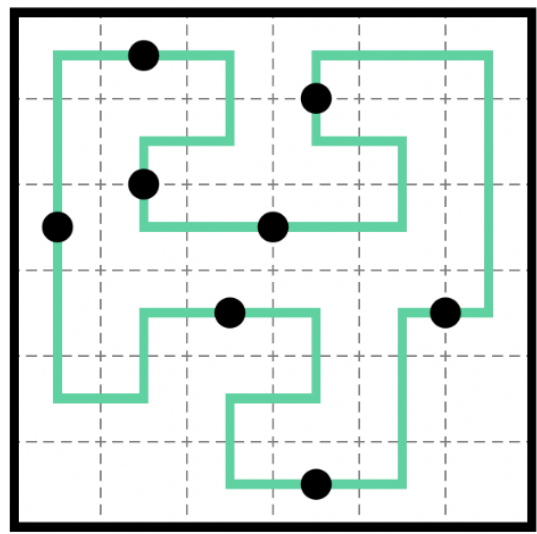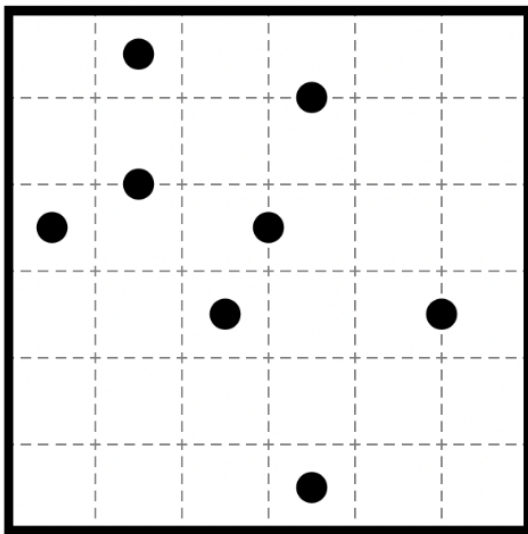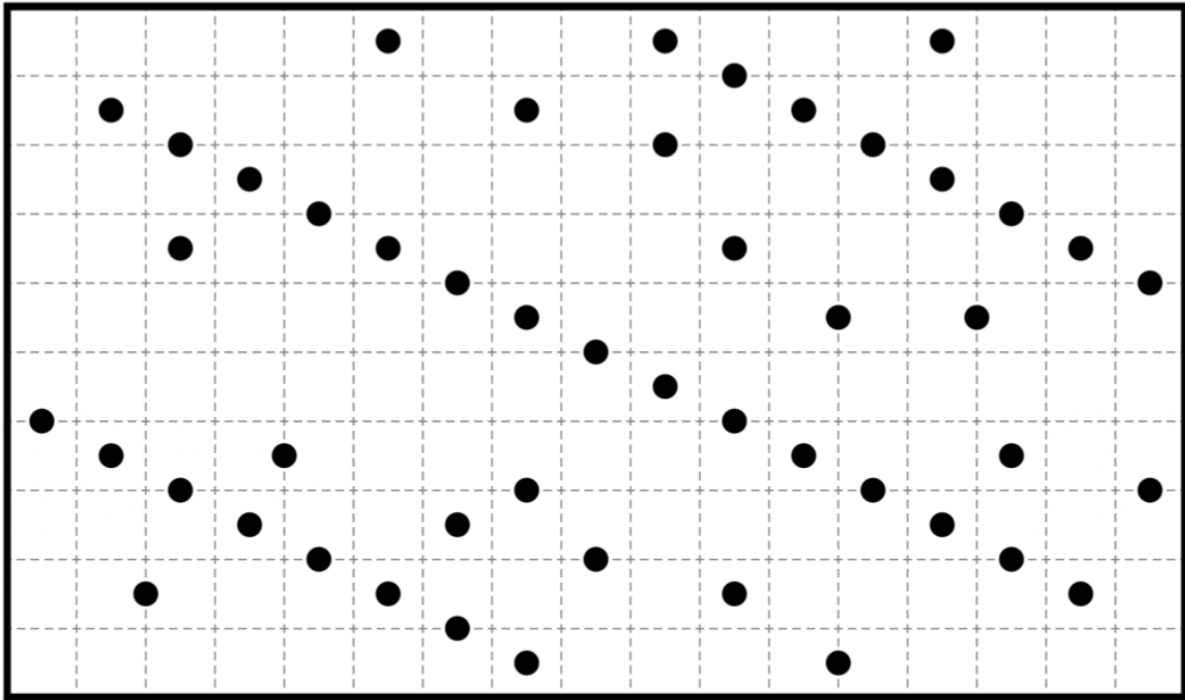
April 3, 2022: Numbrix
Eric Fox

This GAPP is late due to a broken bone
But not, in fact, caused by a stone
Nor was it the fault of sticks
Today, the puzzle is a **Numbrix**

Rules: Place a number from 1 to N into each cell so that every number appears once, where N is the total number of cells in the grid. Every number must be orthogonally adjacent to all numbers in the grid that are consecutive with it.
If you're familiar with Hidato, this is the same except that you cannot move diagonally.

		1	44	45	48		
	37					54	
	34					55	
	23					64	
	24					63	
		26	15	12	9		

	9		
			6
16			
		1	

10	9	8	7
11	12	5	6
16	13	4	3
15	14	1	2

Example (Penpa+): https://tinyurl.com/yd5sbsxp
GAPP (Penpa+): https://tinyurl.com/y8at536h

April 4, 2022: La Paz
shye

Throughout GAPP's history we've showcased many puzzle genres invented by members of the community, and from members of our setting team as well! Continuing that tendency, today's genre is a new-ish one of my own, hope you enjoy it

Es un **La Paz**, buena suerte!

Rules: *Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into two-cell regions. Clues cannot be shaded. A clue in a horizontal region indicates the number of shaded cells in the same row as the clue; A clue in a vertical region indicates the number of shaded cells in the same column as the clue.*

EDIT: Hi there to those going through older GAPPs! This genre got added to X Sheep's wonderful puzz.link fork, pzprxs! I've updated the links, its much smoother to solve and get the answer check than in penpa
This does mean that the solve times might be a bit on the lax side now though, as they were first adjusted to make up for the switching tabs + specific answer check on the old link

Example (pzprxs): https://tinyurl.com/47fmwsuh

GAPP (pzprxs): https://tinyurl.com/2tnjbfcn

April 5, 2022: Regional Yajilin
jovi_al

Hi everyone! I know we've sure covered a lot of obscure genres in GAPP. Today's, however, is a variant of the most popular puzzle genre ever!* Today's GAPP is a **Regional Yajilin**!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all remaining cells. Numbered regions must contain the indicated amount of shaded cells (unnumbered regions can have any number, including zero).

If you're having trouble getting started on both the example and the GAPP, consider where the 2 shadeds are in the 2x3 regions in the corners.

*Based solely off of the number of puzzles on puzz.link. What? Stop looking at me like that!

Example (puzz.link): https://tinyurl.com/yhdk9ejf
GAPP (puzz.link): https://tinyurl.com/24v872rb
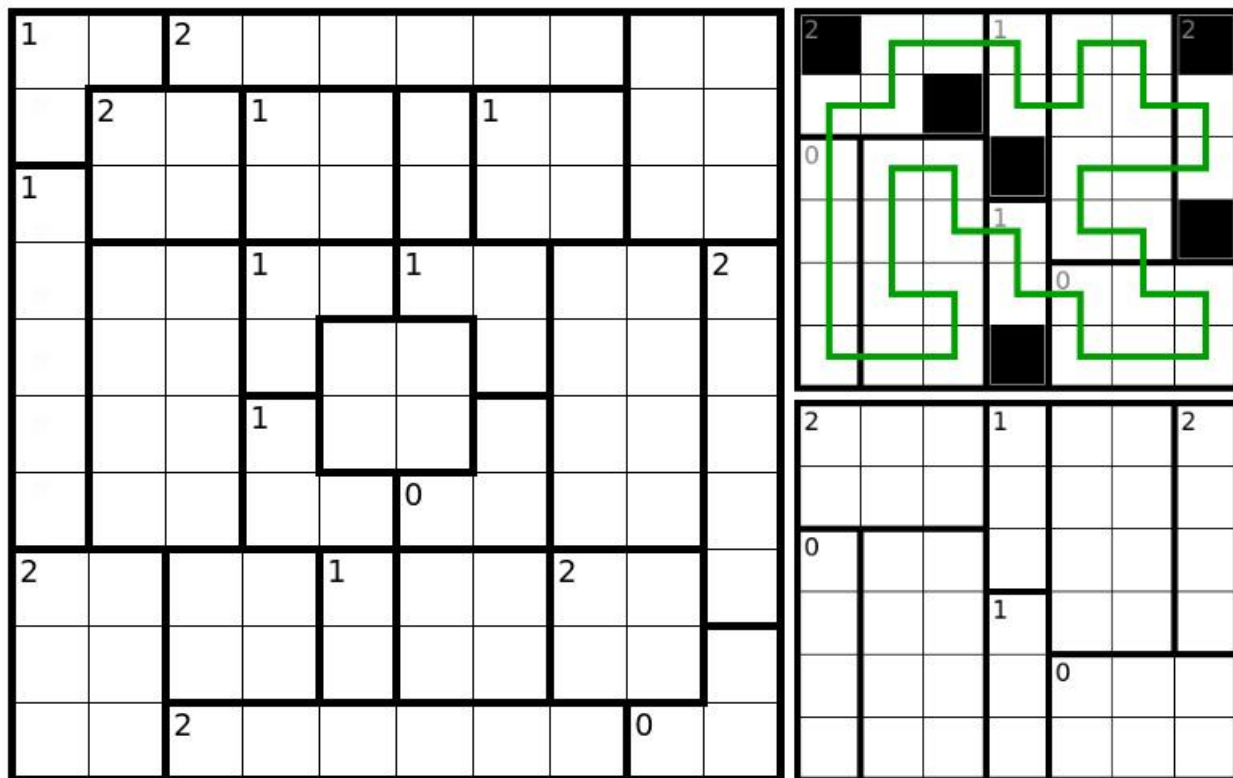
**April 6, 2022: Candy Crush**
Freddie Hand

If you haven't been living under a rock for the past decade or so, you've probably heard of **Candy Crush**. You may have also grown frustrated at some of the levels which seem to require incredible luck. Well today's puzzle is the pencil puzzle version of this game (invented by @Prasanna for WPC 2017), but it also brought with it similar feelings of exasperation. The puzzle you see here is in its sixth iteration...

Fortunately the puzzle has now been diligently tested several times, so as much as Candy Crush levels have multiple ways to win, this Candy Crush puzzle should only have a single solution.

Rules: Place a letter from A-D in each empty white cell such that there are never three consecutive cells in a horizontal or vertical line containing the same letter. In the final solution it must be possible to directly 'eliminate' any letter using any one single swap of two letters sharing a side, not considering gravity and chains. Letters are 'eliminated' if they become part of three or more horizontally or vertically consecutive cells containing the same letter. Numbers outside the grid indicate the number of different letters in the corresponding direction.

BEWARE: The letter being eliminated does not have to be moved! For instance, in the example puzzle, R1C1 in the solution is eliminated by swapping R1C3 and R1C4.

Penpa note: shading is not required but may be helpful for marking cells which you know can be 'cancelled'.

Example (Penpa+): https://tinyurl.com/ybg2mcrk
GAPP (Penpa+): https://tinyurl.com/y99bhys3
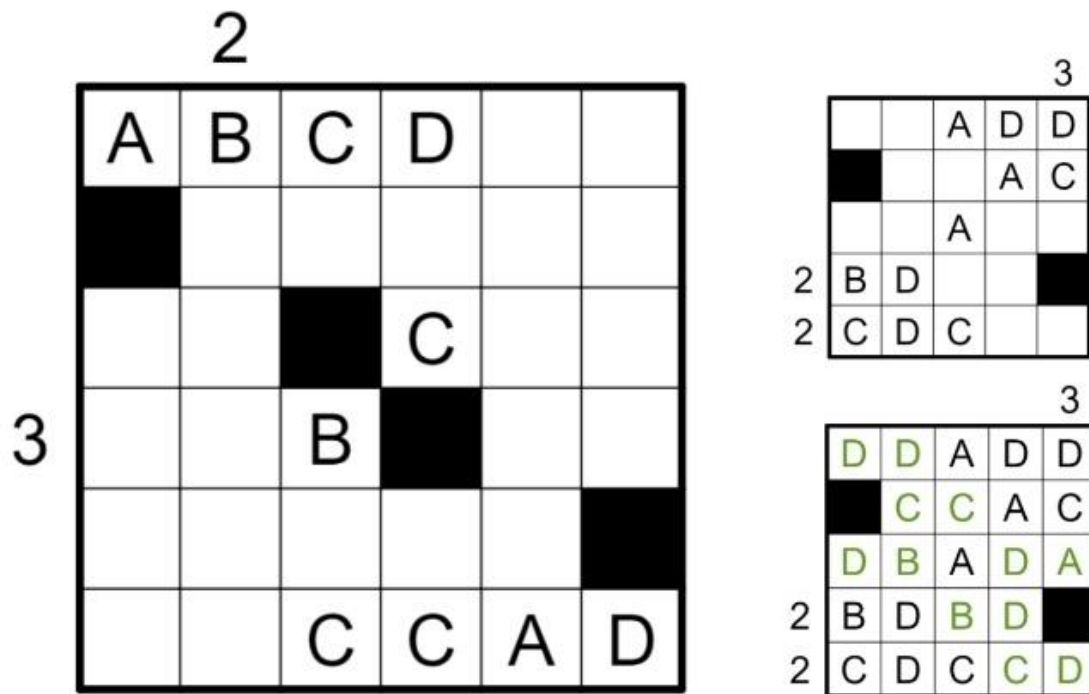
**April 7, 2022: Max Length**
Eric Fox

Attention all - Listen here to what I have to say:
I have another puzzle I've prepared for you today.
In order to demonstrate your puzzle-solving strength,
You must take on the challenge of this puzzle called **Max Length**!

Rules: Connect some pairs of orthogonally adjacent dots to create non-intersecting paths connecting each number to a star. Each dot must be used by a path. A number represents the length of the longest straight line segment along its path.

Example (Penpa+): https://tinyurl.com/yboh9ndd
GAPP (Penpa+): https://tinyurl.com/y7zofjsv
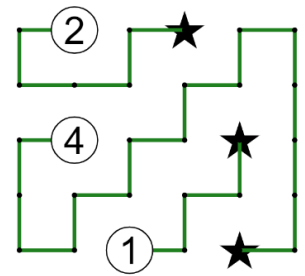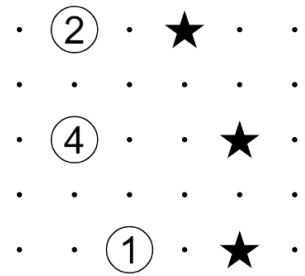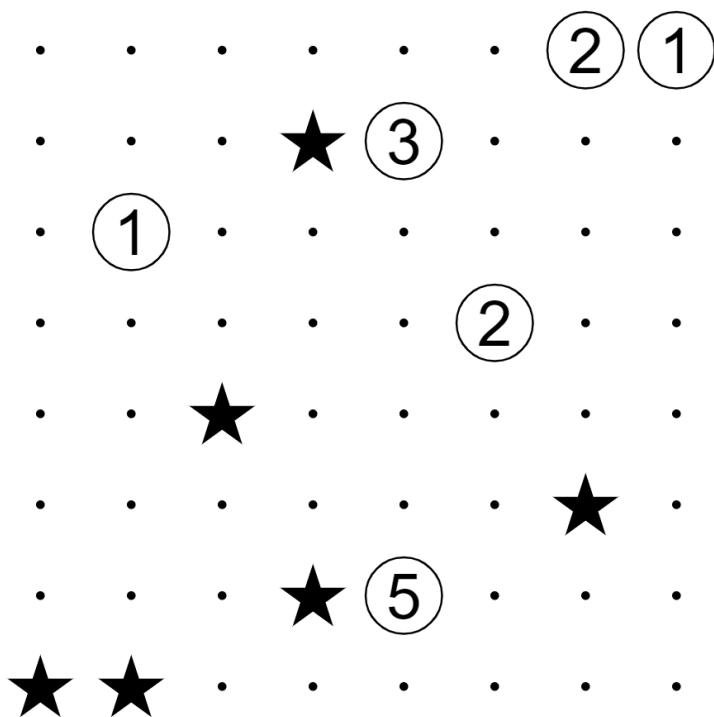
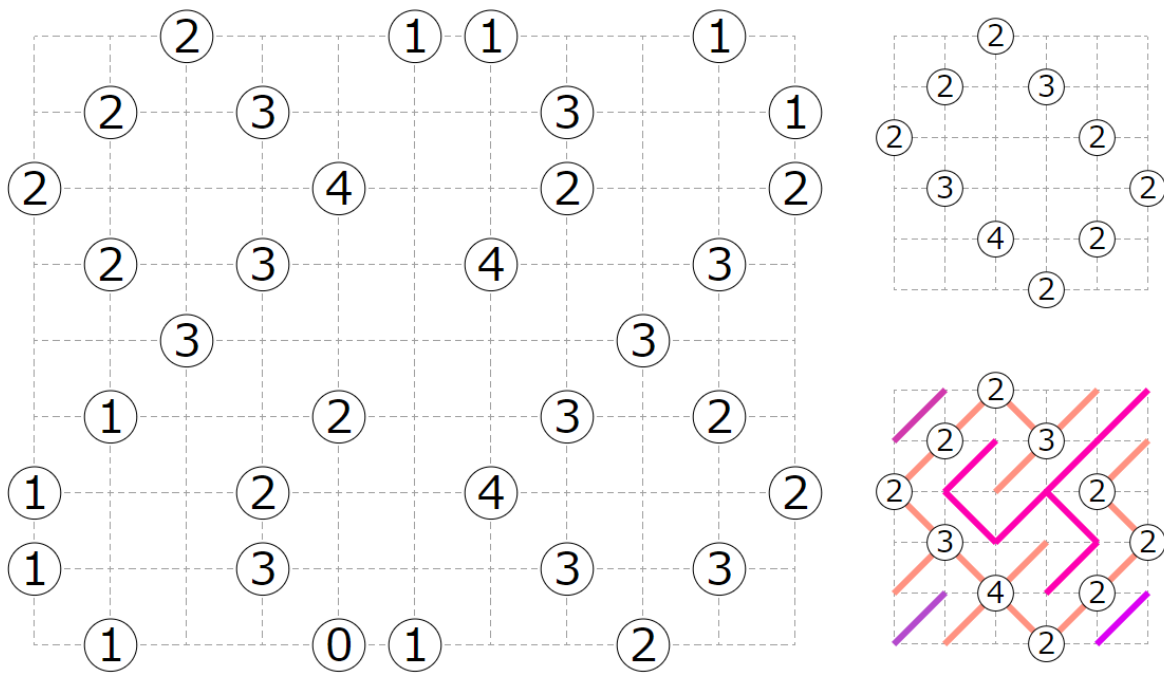**April 8, 2022: Gokigen Naname (Slant)**
shye

Did you know that you can think about **Gokigen Naname** a bit like Hashiwokakero on a 45° angle? Except instead of connecting all islands together you're connecting them to the edge of the grid. Oh, and you cant have double bridges... and turns are allowed... and, ok, I'll admit this isn't really helpful, you'd also have to solve with a tilted head the whole time That's today's GAPP though, otherwise known as **Slant**!

Rules: *Place a diagonal line into each cell, connecting two opposite corners, such that no loops are formed by the diagonal lines. A clue in a circle indicates how many lines are extending from that circle.*
Note that a loop can be of any size! And some big ones can be hard to spot

Or for extra practice, you can try Tyrg's GAPP Slant we covered some time ago!
https://discord.com/channels/709370620642852885/911691996366786600/911697646580801597

Example (puzz.link): https://tinyurl.com/mus7nzus
GAPP (puzz.link): https://tinyurl.com/3xfupem9

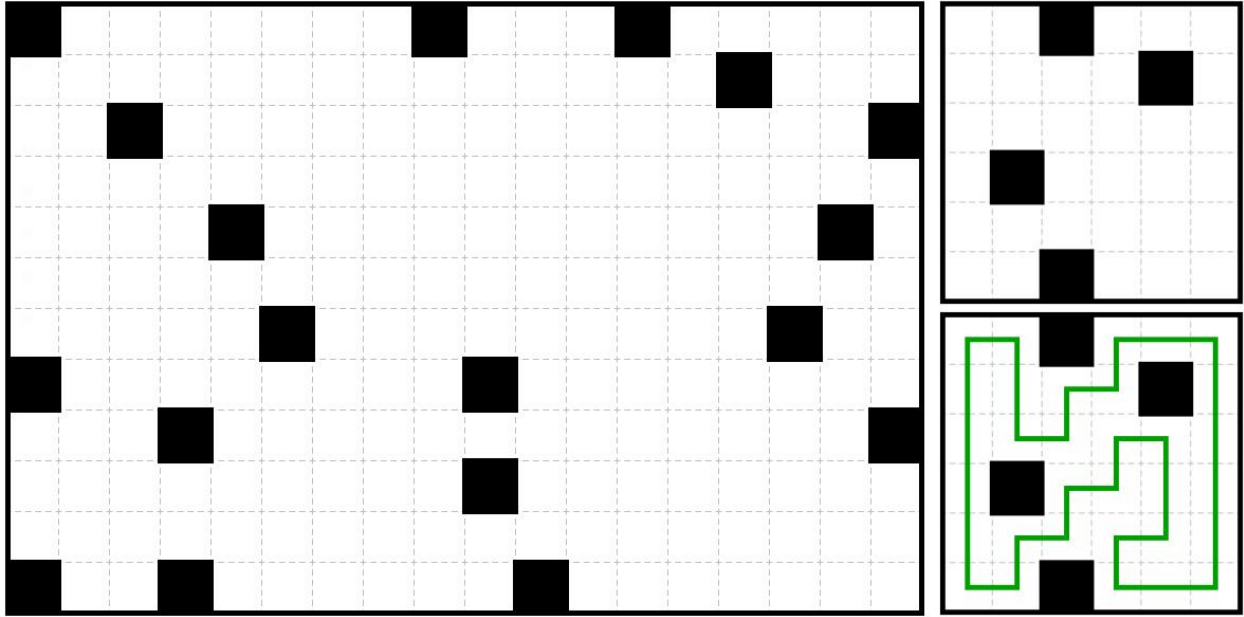**April 9, 2022: Supersized Simple Loop**
jovi_al

The GAPP *troupe* have covered many *loop* genres at this point! But today, we're going to *stoop* down to basics. Hopefully this one is simple enough that you won't need to *recoup.* If you need any help, I'll be having a *snoop* in the daily-pencil-puzzle-discussion channel! No, I will not be rhyming anything with feces.

It's **Sloopersized**-- erm, **Supersized Saturday**! and today's genre is **Simple Loop** (oft shortened to *sloop*)!

Rules: Draw a non-intersecting loop through the centers of all empty cells.

If you'd like, you can visit the other time we've covered this genre with a beautiful puzzle by @shyeheya (and the 7th ever GAPP):
https://discord.com/channels/709370620642852885/911691996366786600/911696528794599435

Example (puzz.link): https://tinyurl.com/ye26w5zu
GAPP (puzz.link): https://tinyurl.com/bdh9f6zr

April 10, 2022: Slalom
Tyrgannus

Well, it's been a few days for me but I'm here! Sometimes life can throw you curves to navigate, and it can be tricky to hit all of your checkpoints and goals. In fact, sometimes it feels like everything is going downhill and you STILL are trying to hit all your marks. Hmmm, what does that remind me of...

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

Rules: Draw a non-intersecting loop through the centers of some cells, starting and ending at the circle. The loop may not enter blackened cells, and must pass straight through each gate exactly once. If a number N is pointing at a gate, it must be the Nth gate visited from the circle. The number in the circle simply states the number of gates.

Example (puzz.link): https://tinyurl.com/mvyfybyr
GAPP (puzz.link): https://tinyurl.com/434e9s5h
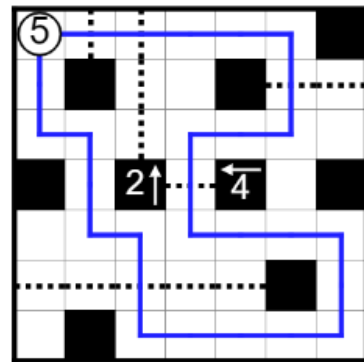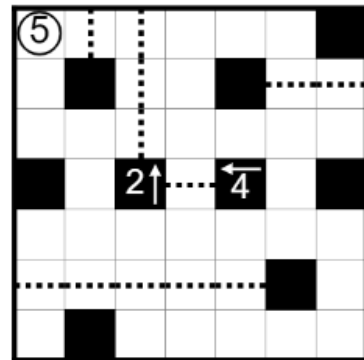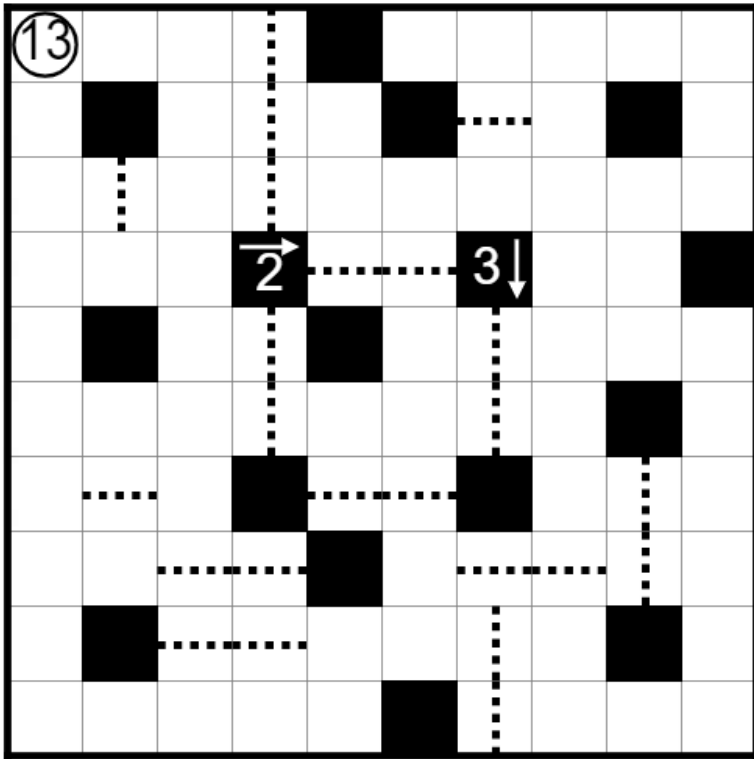
April 11, 2022: Kurochute
Freddie Hand

The Candy Crush GAPP had a remarkably confusing ruleset, which may have thrown some solvers for a loop. It certainly did that to our setters, with two loopy puzzles from Tyrgannus and jovi_al, a pathy puzzle from Eric (loopy if you consider all stars to be connected to their clues in the third dimension), and a puzzle from shye where you had to *avoid* making loops. Thankfully, this shading genre **Kurochute** should restore some normality.

...Or is it a region division genre, because of the dynasty (no shaded touch, unshaded connected) rule? Thankfully this constraint isn't actually required to solve the puzzle (although of course you are welcome to use it). Phew!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and mean that there must exist **exactly one** shaded cell with the indicated distance in a straight line vertically or horizontally from the clue.

Solving Notes
- The words "exactly one" are very important here!
- In the puzz.link interface, you can click on a clue to grey it, to represent that the clue has been fully exhausted.

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

1				
1			2	2
		1		
1	1			1
				4

Example (puzz.link): https://tinyurl.com/mw2asrkx
GAPP (puzz.link): https://tinyurl.com/2p98kdvb

April 12, 2022: Recto
Eric Fox

In Shikaku, a genre covered in the GAPP series by jovi_al, a number tells you the product of the side lengths of its rectangle - i.e., its area. In today's **Recto** puzzle, the number tells you the *sum* of those side lengths! Will this twist trick your brain or will you find it easier? Only one way to find out!

jovi's Shikaku GAPP:
https://discord.com/channels/709370620642852885/911691996366786600/914365896498237540

Rules: Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one clue, which indicates the sum of the width and height of its rectangle.

Example (Penpa+): https://tinyurl.com/yad63cmc
GAPP (Penpa+): https://tinyurl.com/y6u7ge9s

April 13, 2022: Scrin
shye

Ok Shye, you've been making one too many shading puzzles for GAPP recently and it's about time you get back into the more obscure and wacky stuff. How about one of those fancy-schmancy loop genres all your cohorts are making?

Okie dokie!

See, it's not that hard to try something different, just takes a little nudg-wait, what is that?

Today's puzzle is a **Scrin**!

Rules: *Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. The shaded rectangles must all form a single loop through diagonal connections, with no branches. All cells with circles must be shaded, (and must belong to different shaded rectangles,) and if a circle contains a number, its shaded rectangle must contain the indicated number of cells.*
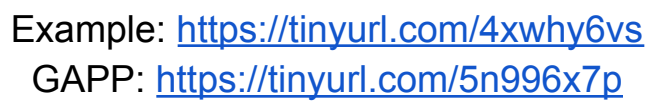
Example: https://tinyurl.com/4xwhy6vs
GAPP: https://tinyurl.com/5n996x7p

April 14, 2022: Nonogram

Please read the rules carefully! Thanks :)

Well, I had other plans for today's GAPP. We were going to get a really nice region division puzzle. But then @Sam Cappleman-Lynes had to come along and tell you all to petition us for nonograms.

So: Hex, Lesewesen, Wessel Strijkstra, MorkFromOrk, and clover ...
Here is your **Nonogram**. Can I go home now?

Now go petition *Groovy Attractive Setters Inc.* to set a GAS with a magic square. Consider this a harmless game of tag!

Rules: Shade some cells so that the clues outside the grid represent the lengths of the blocks of consecutive shaded cells in the corresponding row or column, in order. *An unmarked row or column is empty.*

Example (puzz.link): https://tinyurl.com/tkd95ubm

GAPP (puzz.link): https://tinyurl.com/2nwnajbc

Note: The little fella in the example solution is named Hiram. Thank you to clover for the name! :]

April 15, 2022: Four-Cells
Tyrgannus

GAPP team has been known to do things in peculiar order. We did Icelom before Slalom. We did Cross the Streams before Nonogram. We did Snake Egg very early on, yet where is the Snake puzzle? I assure you, we're not trying to mess with you, but these things sometimes happen regardless. Well, I'm afraid we're going to do it again. Remember a while back we did Five Cells? Well.....

Today's GAPP is a **Four Cells!**

Rules: Divide the grid into regions of 4 orthogonally connected cells. (i.e. tetrominoes). Clued cells must have the indicated number of region borders or grid borders surrounding them. **For clarification, O tetrominoes cannot have internal borders.**

BIG HINT!!! A 1 orthogonally adjacent to a 2 is a powerful pattern that is far more forced than it at first seems. Can they be in the same tetromino?

Example (puzz.link): https://tinyurl.com/bn5vwtz9
GAPP (puzz.link): https://tinyurl.com/mt2fezt9
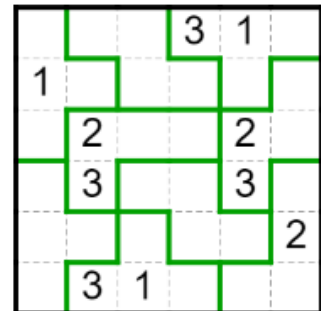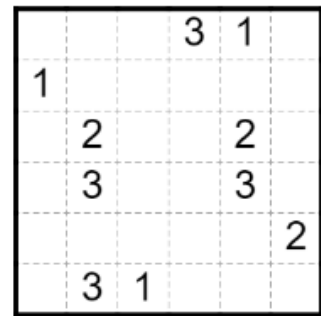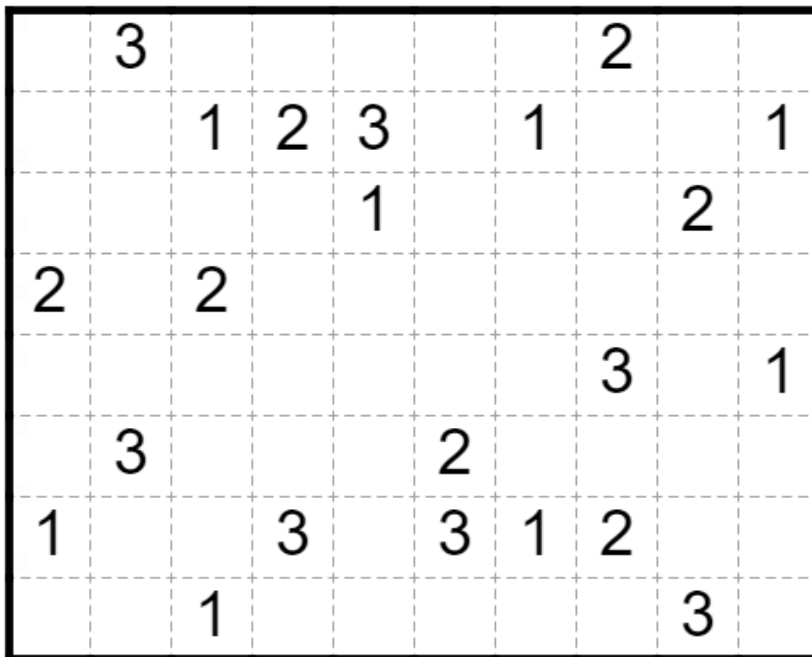
April 16, 2022: Supersized Mochikoro
Freddie Hand

You may have noticed that out of the last five supersized puzzles (including this one), three of them have been from me. Which may spell trouble if you like your supersizes mellow.

Don't worry, I haven't bribed the GAPP team to rig things this way. We hope to see larger-than-~~life~~usual puzzles from all of our wonderful setters soon as we get back on normal schedule. Here is a **Supersized 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.

The first instalment of this genre in GAPP, by shye, can be found here:
https://discord.com/channels/709370620642852885/911691996366786600/933936612650418246

Example (puzz.link): https://tinyurl.com/2p8k6w2x
GAPP (puzz.link): https://tinyurl.com/akcvf3rk

April 17, 2022: Sutoreto
Eric Fox

If you're a fan of Renban, this puzzle should be right up your alley!
Sutoreto is the genre for today! That's all I've got... Enjoy!

Rules: Place a number into each empty cell such that in each vertical or horizontal line of consecutive white cells, the numbers all form a consecutive sequence, in any order.

Example (Penpa+): https://tinyurl.com/y43dsuze
GAPP (Penpa+): https://tinyurl.com/yxgz6p2b

April 18, 2022: Nanro
shye

Today's GAPP comes with a bonus Wordle-like puzzle, guess what genre you'll be solving today! Let's use my last three outings as guesses:

LAPAZ ⬜🟩⬜⬜⬜
SLANT ⬜⬜🟨🟨⬜
SCRIN ⬜⬜🟨⬜🟨

If you know your puzzle types well then you hopefully correctly guessed Nanro (and if so, well done!) now you get to solve it

Rules: *Place a number into some cells so that all cells with numbers form one orthogonally connected area. Each region must contain at least one numbered cell, and every number in the region must be equal to how many numbered cells the region contains. Two cells containing the same number may not share a region border. No 2x2 region may be entirely numbered.*

Example (puzz.link): https://tinyurl.com/mpes9zyc
GAPP (puzz.link): https://tinyurl.com/mr3zwhbx
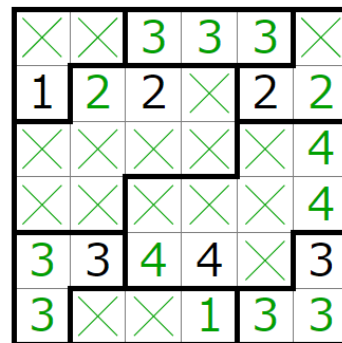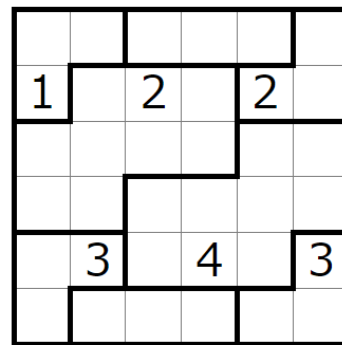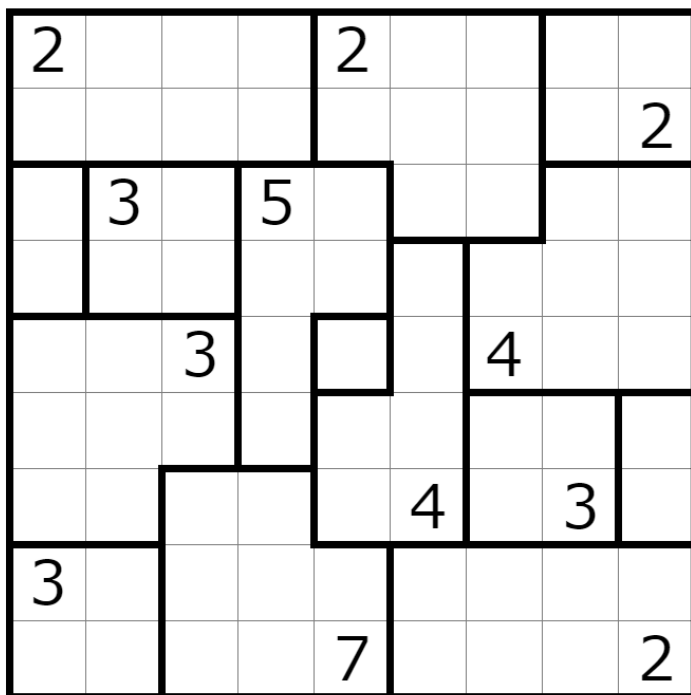
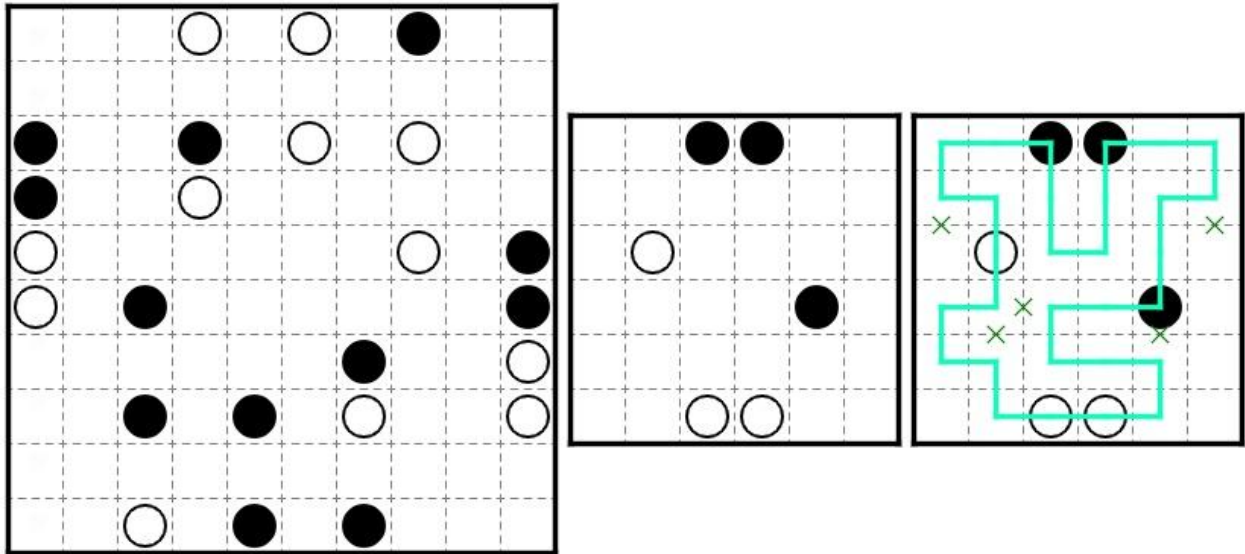**April 19, 2022: Masyu (Semi-Total)**
jovi_al

THIS PUZZLE HAS VARIANT RULES AND A NEGATIVE CONSTRAINT!

Well, here we are again! We've covered standard Masyu, supersized Masyu, and Masyu (Full)! Now taking the stage for the fourth time in GAPP, it's **Masyu (Semi-Total)**!!

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. ***All possible black circles have been given.***

Due to this being a variant, you'll have to check the answer manually.

Example (puzz.link): https://tinyurl.com/yckr7nmr
GAPP (puzz.link): https://tinyurl.com/4xbyh4c5

April 20, 2022: Snake
Tyrgannus

Ok, I'm going to have to show my age here. Pay no mind if it goes over your head

BADGERBADGERBADGERBADGERBADGERBADGERBADGERBADGER

MUSHROOM!
MUSHROOM!!!

Argh, it's a SNEK!

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

Rules: Shade some cells to form a non-intersecting path which does not touch itself, not even diagonally. Black circles must lie on one end of the path. White circles must lie somewhere along the path, but not at an end. A number outside the grid represents how many cells in the corresponding row or column are shaded.

Example (puzz.link): https://tinyurl.com/5n6f8w79
GAPP (puzz.link): https://tinyurl.com/y34pb73m
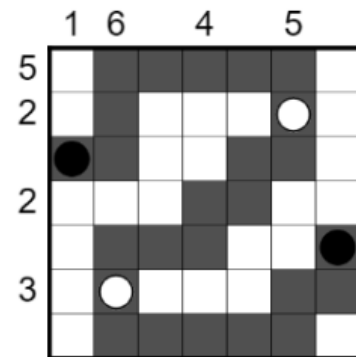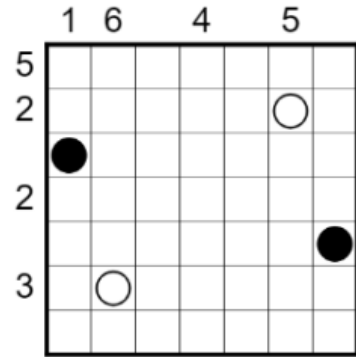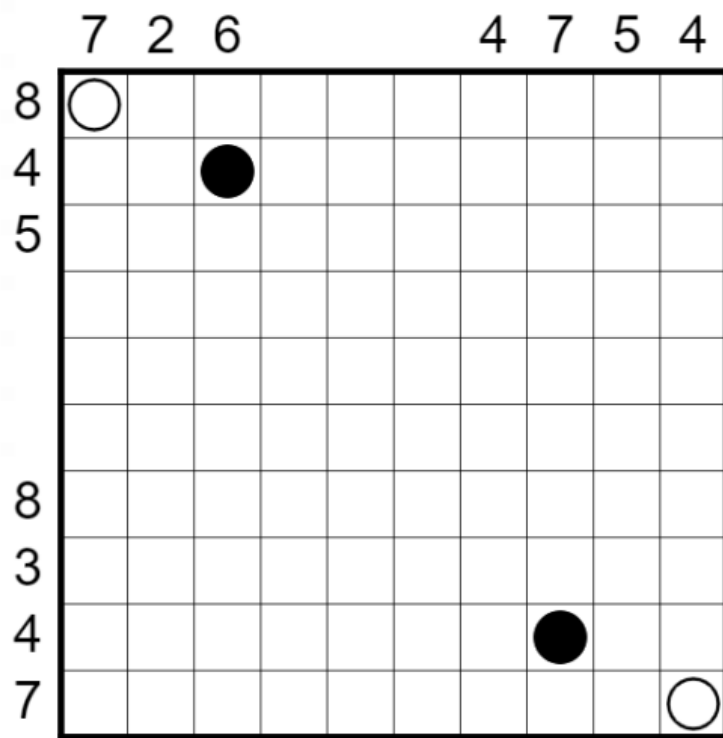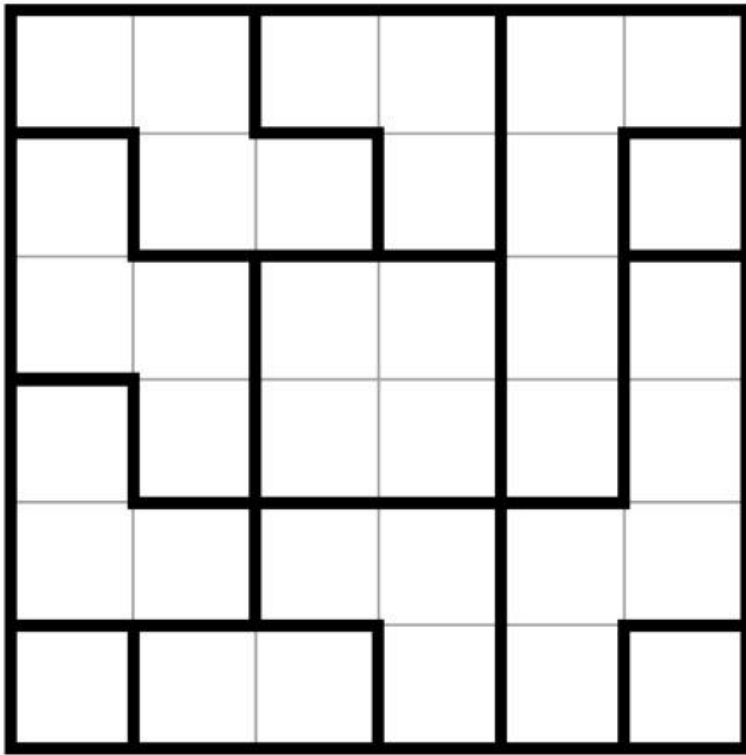
April 21, 2022: Ripple Effect
Freddie Hand

Today's (Nikoli) puzzle genre is a 'reworked' version of another Nikoli genre. Can you guess what it is? It's not easy...

The answer is Putteria! The similarities aren't obvious, but the connection is visible.

It's up to you to decide which you prefer. I know some people may enjoy the earlier genre because of its generally smooth and comfortable solves. But you'll need to solve this **Ripple Effect** first.

Rules: Place a number into each cell so that each region contains the numbers from 1 to N with no repeats, where N is the number of cells in the region. Two instances of the same number in the same row or column must have at least as many cells between them as the value of the number.

Example (puzz.link): https://tinyurl.com/muexfdnj
GAPP (puzz.link): https://tinyurl.com/2fkb933c

April 22, 2022: Smullyanic Dynasty
Eric Fox

Some people may have gotten thrown off by the fact that in
Yajisan-Kazusan, shaded clues don't have to be true. In today's genre
Smullyanic Dynasty - which is overall quite similar to YajiKazu - the rules
might be slightly more intuitive:

Rules: Shade some cells so that no two shaded cells are orthogonally
adjacent and the remaining unshaded cells form one orthogonally
connected area. Unshaded clues indicate the number of shaded cells in the
surrounding 3x3 area. Shaded clues must not.
(The "surrounding 3x3 area" includes the clued cell itself)

1	2	0	1			3	2	1	1
0									1
2			9	2					2
2			3	2		3	9		3
						2	2		
		3	3						
0		9	1		2	3			3
2					2	9			1
0									1
1	2	0	1			2	2	3	1

Example grids:

			0	1
	3	8		
2		1	2		2
2		1	2		1
			8	3	
	2	1		

Example (Penpa+): https://tinyurl.com/y2nvfeqf
GAPP (Penpa+): https://tinyurl.com/yyb7urlt

April 23, 2022: Supersized Kurochute
shye

It has come to my attention that our first **Kurochute** puzzle was solvable without use of one of the rules. This just will not do! At GAPP HQ we aim to give the solver a complete experience, to use all the rules! ~~Let us ignore my Scrin, that silly rule doesn't count >_>~~

So today for **Supersized Saturday** I've gone to make just that!
(If you'd like to get a hint as to what rule was avoidable before, go try Freddie's wonderful first outing as a lil' warm-up, he also gave some good pointers about how to solve these efficiently: https://discord.com/channels/709370620642852885/911691996366786600/962990356184567848 It was a conscious decision to not focus on a particular rule, I'm just seizing the opportunity to give a good reason to make another shading type)

Rules: *Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and mean that there must exist exactly one shaded cell with the indicated distance in a straight line vertically or horizontally from the clue.*

Example (puzz.link): https://tinyurl.com/277fjf33
GAPP (puzz.link): https://tinyurl.com/2p8u2kcd

**April 24, 2022: Nawabari (Territory)**
jovi_al

I'm using today's puzzle to showcase something that's personally helped me a lot as a solver, so I'm going to pass the knowledge down to some of you who might not do this already!

Auxiliary markings are your friend! Whether it's "X"-ing off edges (or even entire cells) that a loop can't pass through, drawing lines between cells to indicate that they must be part of the same region, shading cells different colors to indicate whether they are inside or outside of a loop, placing dots on corners in Star Battle to indicate that there is a star in that 2x2, or anything else you can come up with, auxiliary markings can help you not have to stress about remembering to visualize certain areas of the puzzle.

In that spirit, today's genre is **Nawabari** (also known as **Territory**), a region division genre that is made a *lot* easier with auxiliary markings!

Rules: Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one clue, the value of which represents the number of region borders or grid borders surrounding the clue.

Example (puzz.link): https://tinyurl.com/yckk4b8f
GAPP (puzz.link): https://tinyurl.com/mrxu74e5
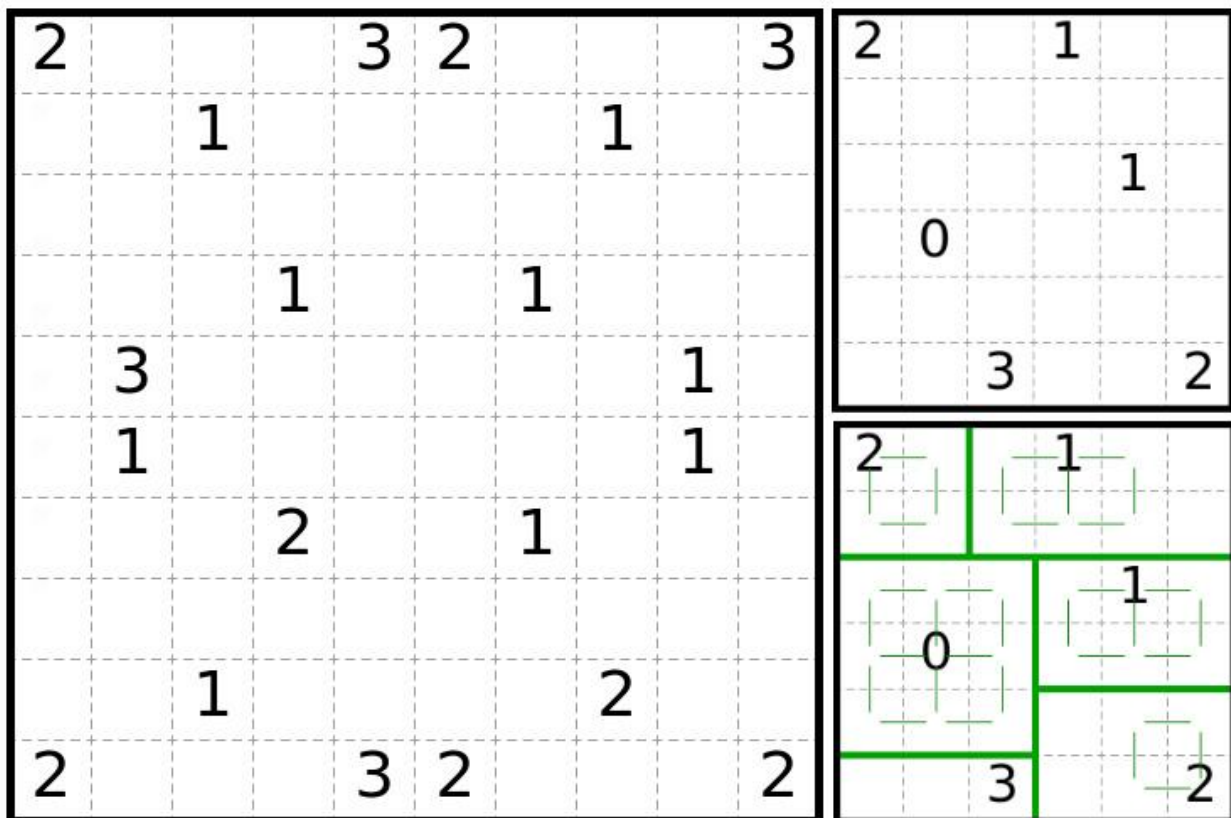
April 25, 2022: Starsweeper
Tyrgannus

Looking through all the possible pencil puzzle genres is a bit like looking up at the night sky. There are just so many bright standouts, y'know? Also, making sure the genre has a nice flow in context with the rest of the team can also be a bit of a minefield too. You know what's better than one familiar genre? Two familiar genres, obviously! Hmmm, I'm only supposed to do one puzzle though, what should I do. I know

Today's GAPP is a **Starsweeper**

Rules: Place stars into some cells such that each row and column contains exactly N stars. The value of N is given outside the grid. Stars may not touch one another, not even diagonally. A clue in the grid indicates how many stars are in the 3x3 area surrounding the clue, including the clued cell itself.

2 ★

1 ★

1 ★

Example (Penpa+): https://tinyurl.com/2s3pwaj2
GAPP (Penpa+): https://tinyurl.com/mryadkwb

April 26, 2022: Eels
Freddie Hand

Clover has really been having fun posting practice puzzles for various sudoku contests in GAS. It's time that we upped our game and pumped out some practice for puzzle contests. (And I think I've cracked the secret formula for success.)

Thus, here is an **Eels** puzzle, which is a genre appearing in the upcoming WPF puzzle GP round (authored by the UK, and including puzzles from Sam and PolmanPoppins). And more importantly, solvers who compete - or complete the Instructions Booklet - are eligible for a **bonus otter**!! link here - https://gp.worldpuzzle.org/content/instruction-booklet-2

Speaking of which, bakpao has produced an excellent (and almost to-scale) set of practice puzzles for the GP. Wort (sic) has is that the pack can be found here: https://discord.com/channels/709370620642852885/843561196308791296/968234369892376596

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

GP NOTE: In the GP, the rules of this genre have been altered to disallow eels touching themselves diagonally. This makes no difference for these puzzles, but may be important to bear in mind if you are planning to participate in the GP.

Example (Penpa+): https://tinyurl.com/yhmf4xna
GAPP (Penpa+): https://tinyurl.com/2fd4nmwd
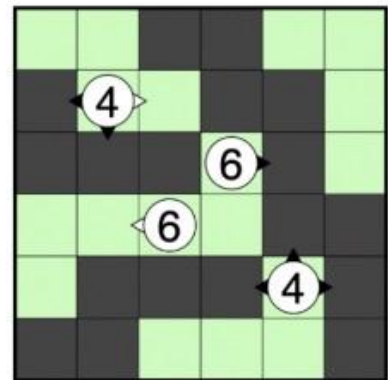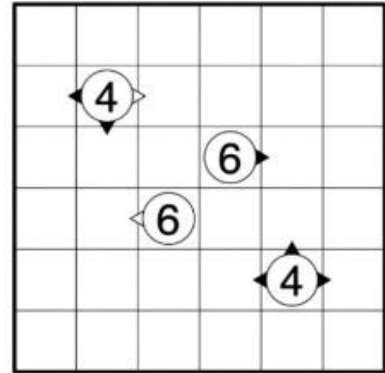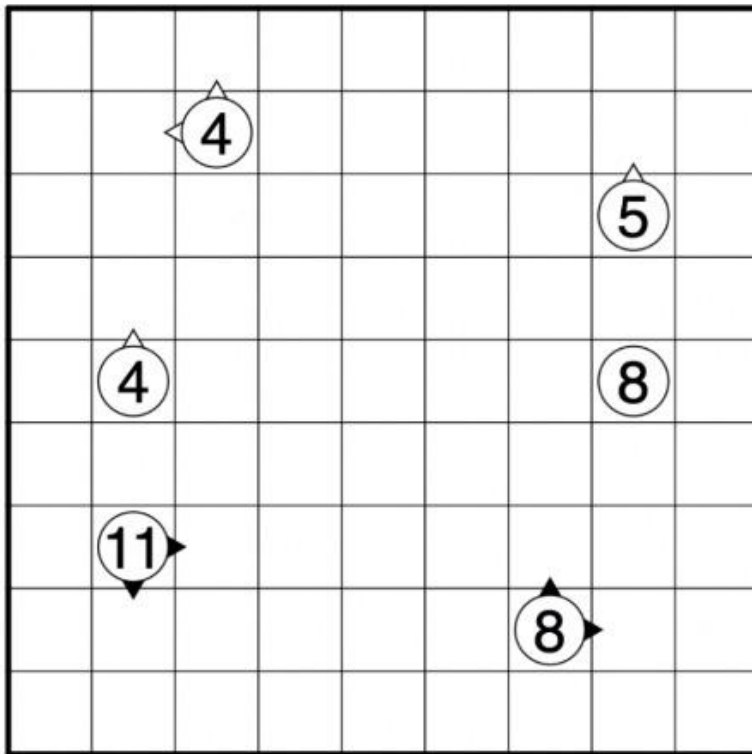
April 27, 2022: Plus Link
Eric Fox

<Insert intro here>

Plus Link!

Rules: Draw lines connecting the centers of orthogonally adjacent cells such that all of the lines form one connected network that occupies every white cell and no black cells. A dot is given in every cell which contains an endpoint (has only one line segment exiting it), and a plus is given in every cell which contains a branch (has at least three line segments exiting it).

Example (Penpa+): https://tinyurl.com/yxmyhfw7
GAPP (Penpa+): https://tinyurl.com/y5jm3dbl
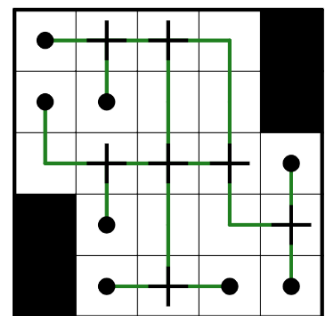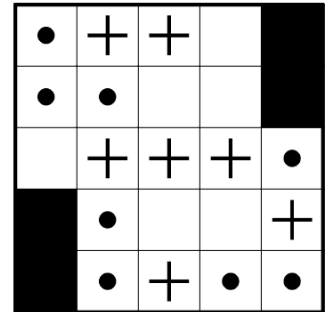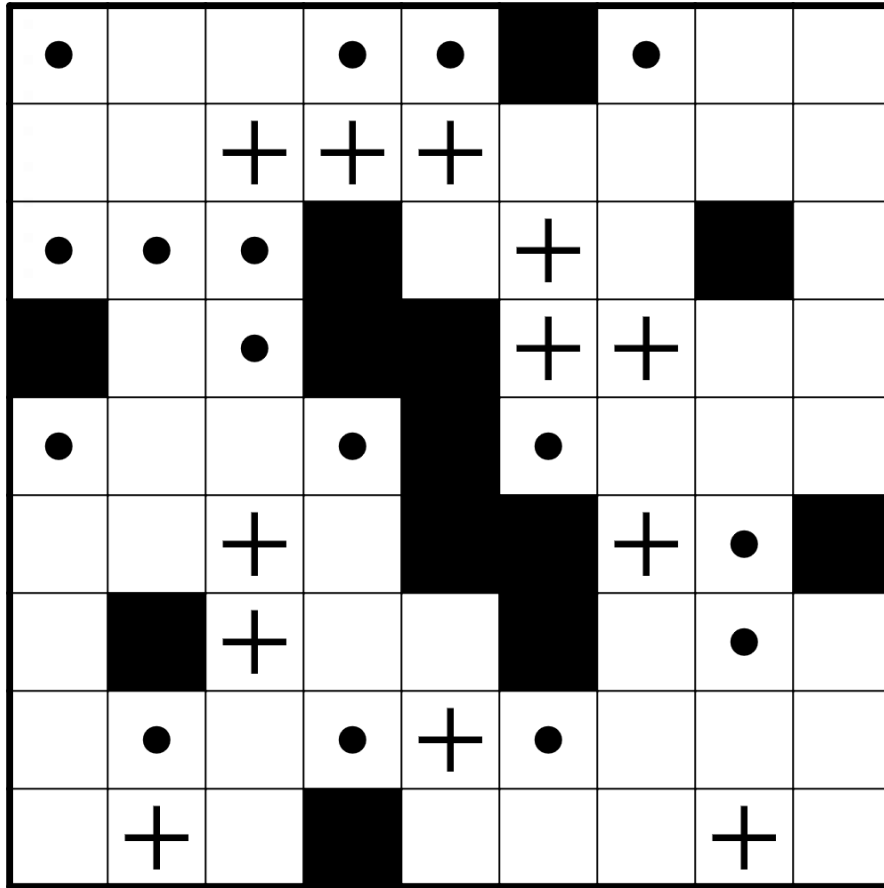
April 28, 2022: Every Second Straight
shye

It feels as though every second day our GAPP for you is a new loop genre, with our effective sample size of loops I'm sure you've all got the hang of them now, but there's still so much different clues to explore! Today's puzzle is no exception, but don't be upset if you were wanting something else, we have an "every second of solve time satisfaction guarantee" or your animal back! Hope you enjoy this **Every Second Straight**

Rules: *Draw a non-intersecting loop through the centers of all cells, passing straight through each circle. Circles mark every second cell that has a straight line segment going along the loop.*

Example (Penpa+): https://tinyurl.com/2p8wtrtf
GAPP (Penpa+): https://tinyurl.com/bdfwxv9w
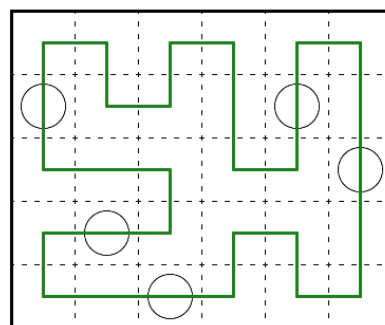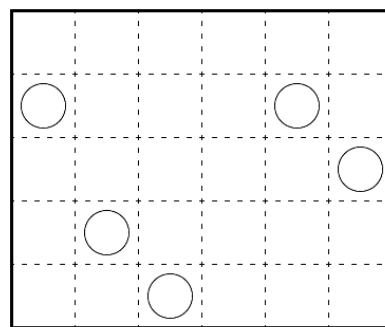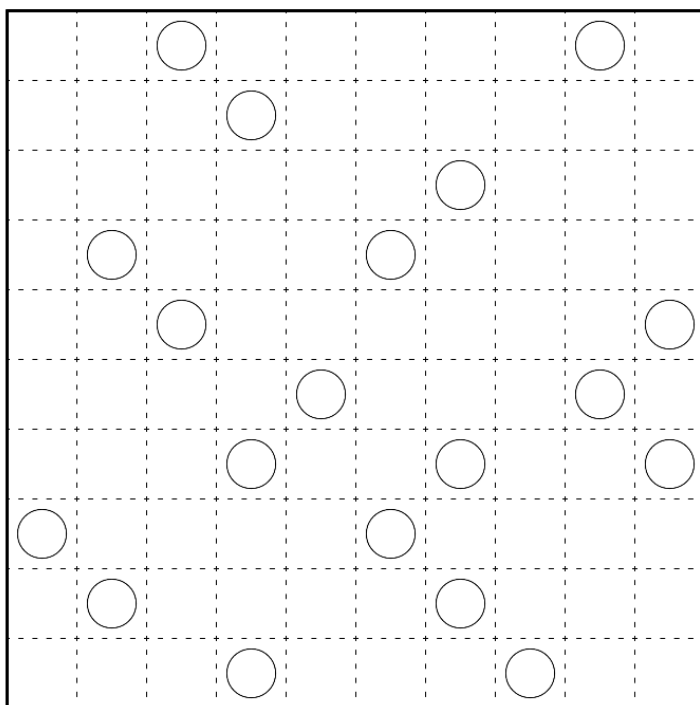
April 29, 2022: Every Second Turn
jovi_al

Hope you enjoyed yesterday's **ESS** GAPP! If you're having trouble getting started with an **ESS,** maybe this will help :

During a regular Superslide, slightly tilt the joystick down to either the left or right. This must be a very slight tilt, just enough to have pressure on the joystick. At this point, you can now remove the Z and R buttons. If done correctly, Link will start to spin in a circle. Simply repress and hold Z to 'lock' in a new direction.*

Anyways, enough about yesterday's GAPP– today's GAPP is the sister genre, **Eastern Standard Time**! Er… **Every Second Turn**!

Rules: Draw a non-intersecting loop through the centers of all cells. Every second turn the loop makes is marked with a circle in the cell in which the turn occurs.

*information from zeldaspeedruns.com

Example (Penpa+): https://tinyurl.com/y3ubgssa
GAPP (Penpa+): https://tinyurl.com/y6swne7g
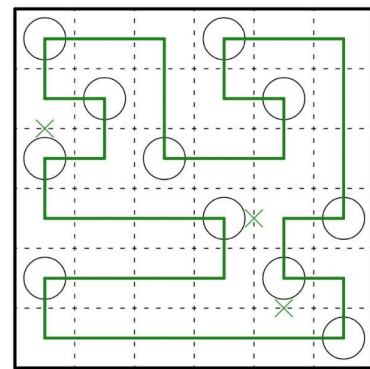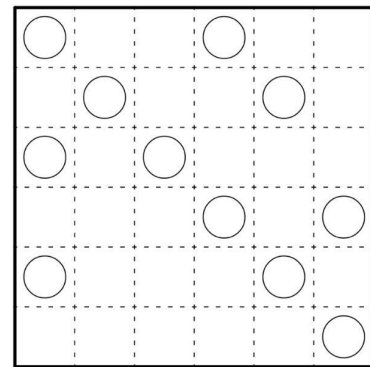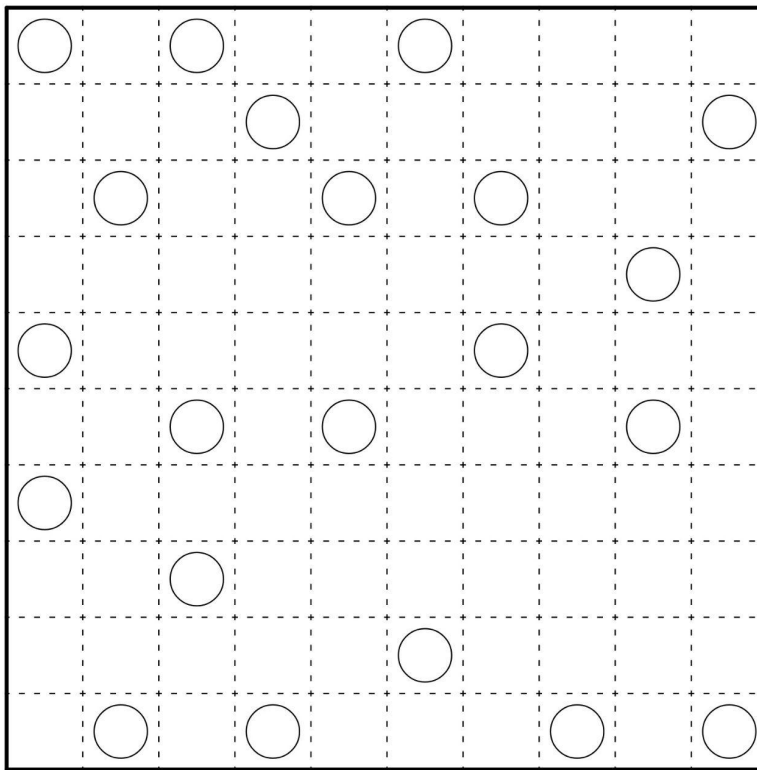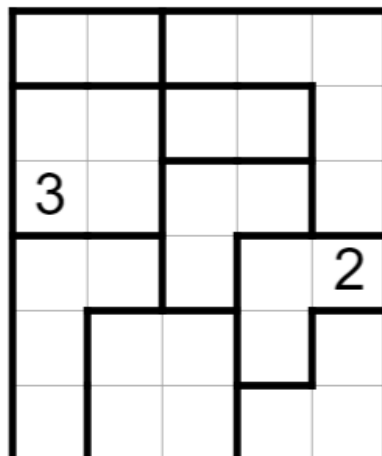
April 30, 2022: Supersized Cojun
Tyrgannus

I think it's nice when we wrap up a month on a Saturday. It's like you get a big puzzle present and you know the full collection will be ready soon . Well, you know the drill by now, supersized puzzles are always in genres we've covered. So, after Every Second Straight and Every Second Turn off the past two days, get ready for Every Second...Cojun? *SUPERSIZED NUMBER PLACEMENT?!*

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

Rules: Place a number into each cell so that each region contains the numbers from 1 to N with no repeats, where N is the number of cells in the region. Numbers of the same value may not touch one another orthogonally. Where two numbers within a region are stacked vertically, the number on top must always be larger.

For a refresher course, here's a link to Freddie's original Cojun Gapp
https://discord.com/channels/709370620642852885/911691996366786600/915178691347251210

Example:
puzz.link: https://tinyurl.com/3ca859at
Penpa+: https://tinyurl.com/4n6was4a
GAPP:
puzz.link: https://tinyurl.com/2xtdr7kh
Penpa+: https://tinyurl.com/2p8njctp
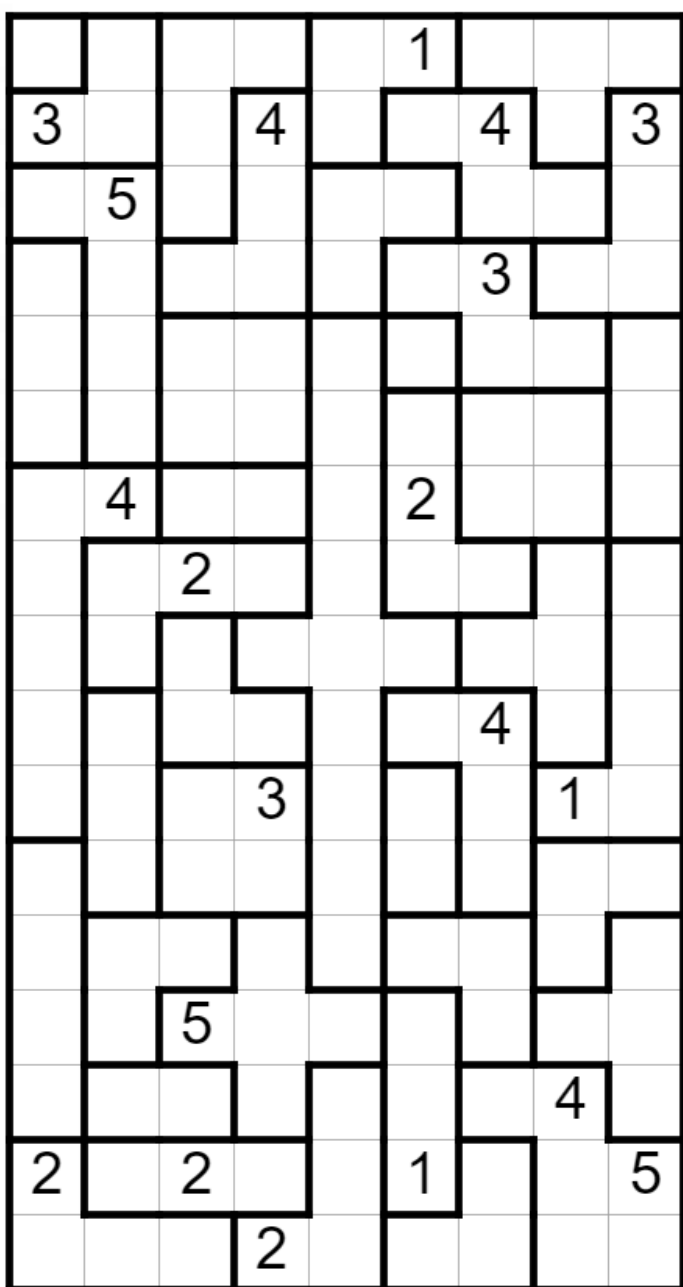
Bonus 1: Fillomino

Freddie Hand

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.

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

Bonus (puzz.link): https://tinyurl.com/yju7j8ka
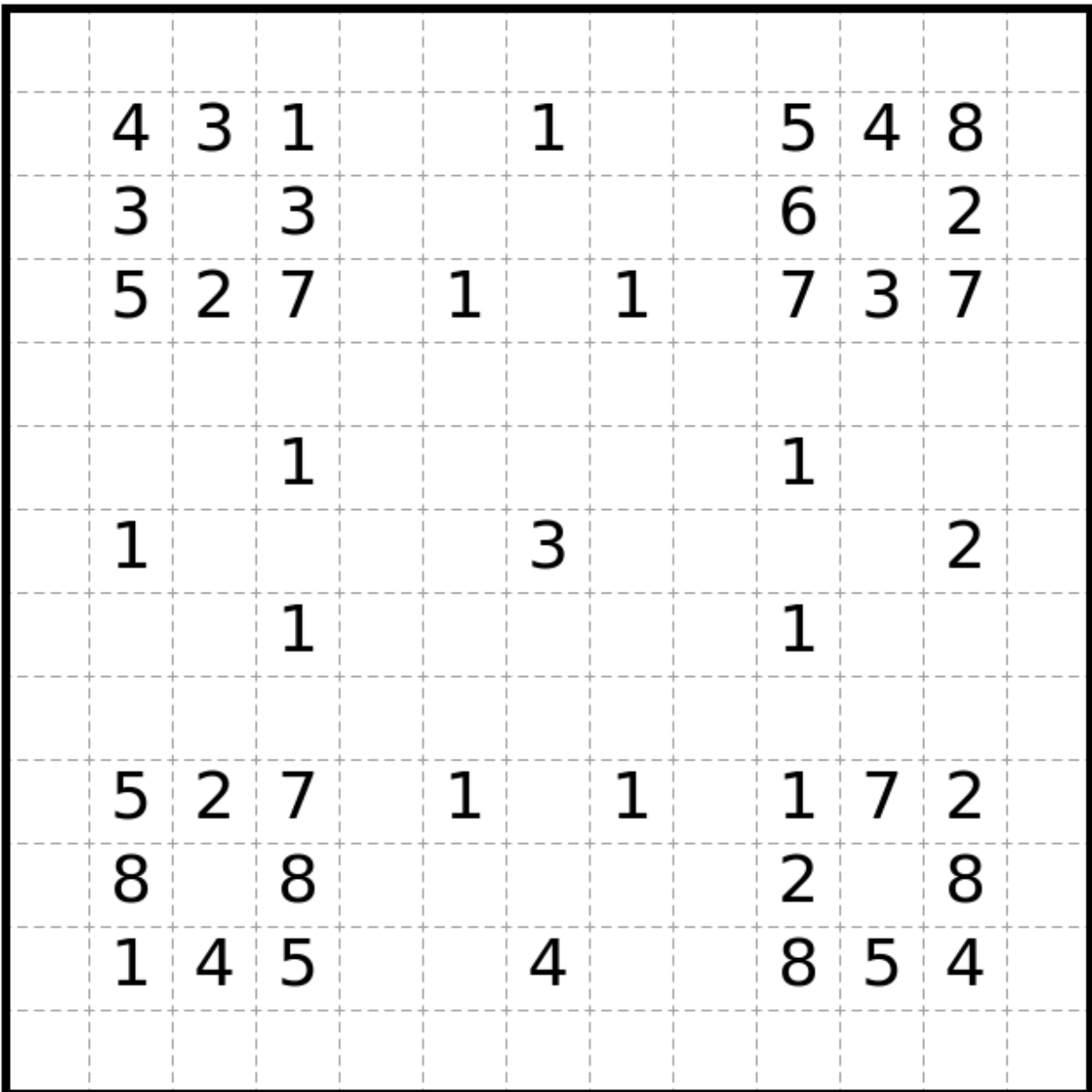
Bonus 2: Sutoreto
Eric Fox

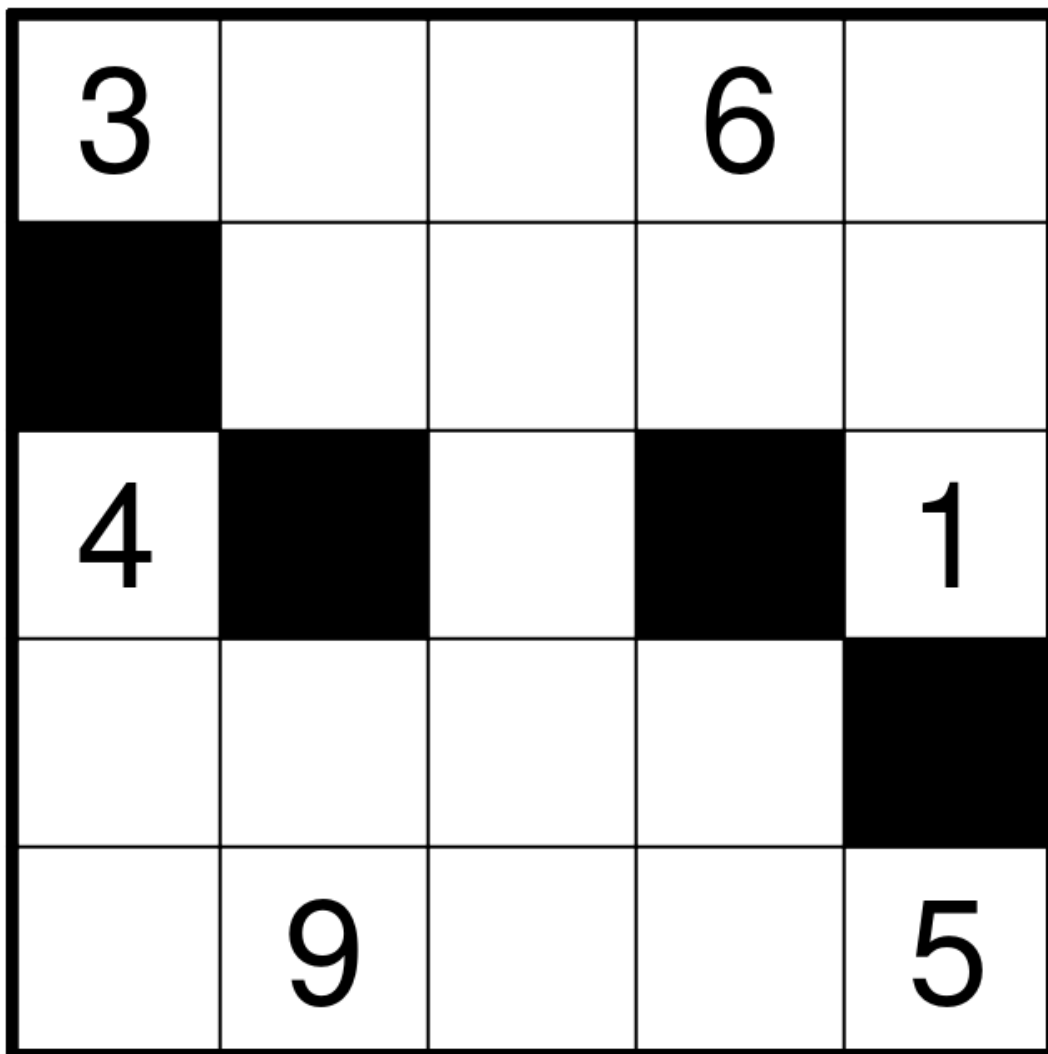Rules: Place a number into each empty cell such that in each vertical or horizontal line of consecutive white cells, the numbers all form a consecutive sequence, in any order.

3			6	
■				
4	■		■	1
				■
	9			5

Bonus (Penpa+): https://tinyurl.com/y4qa7sel
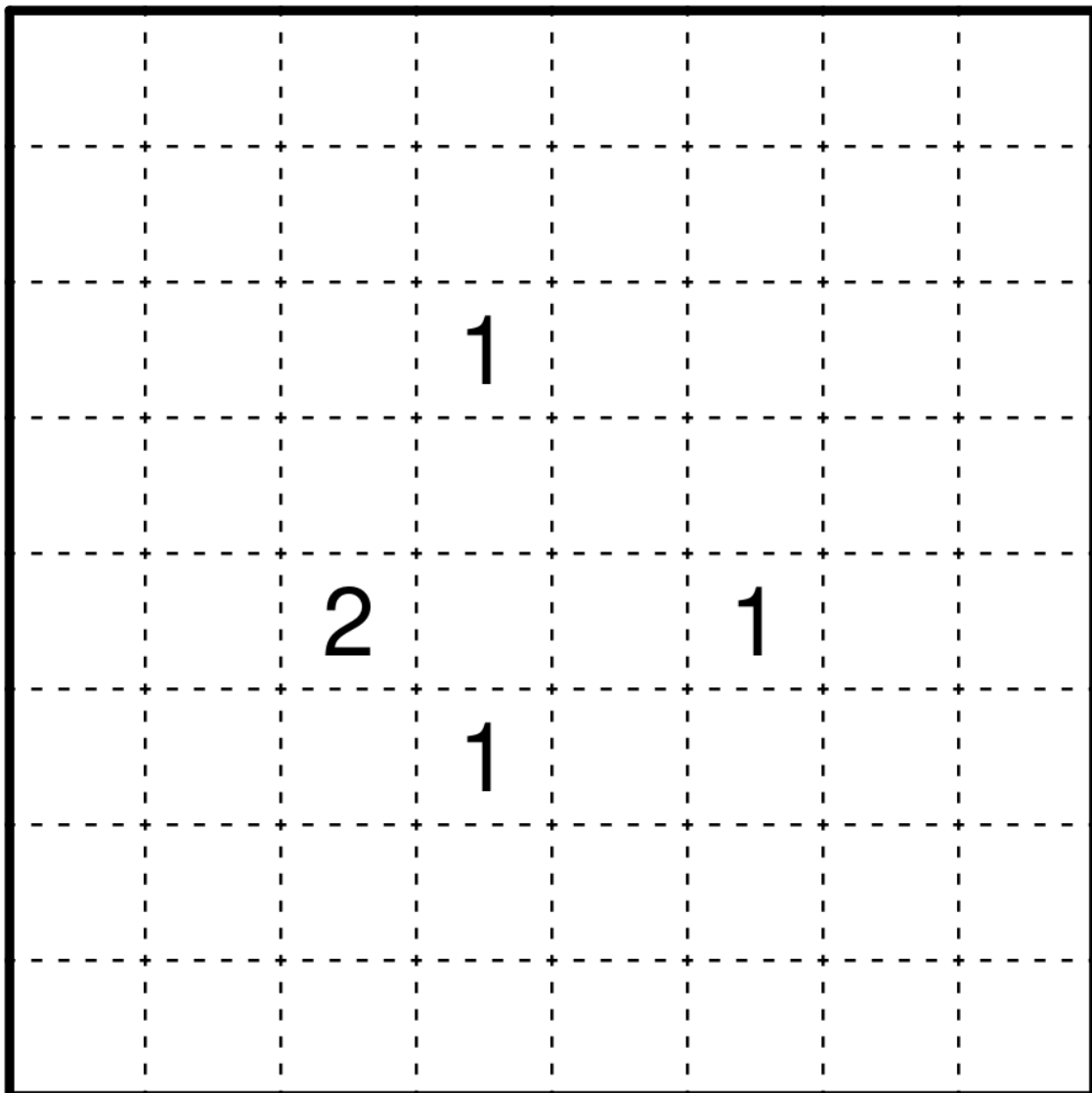
Bonus 3: Square Jam
Eric Fox

Rules: Divide the grid into square regions of orthogonally connected cells. A number indicates the side length of the square it's in. Region borders may not form any four-way intersections.

Bonus (Penpa+): https://tinyurl.com/yc3wsf5f

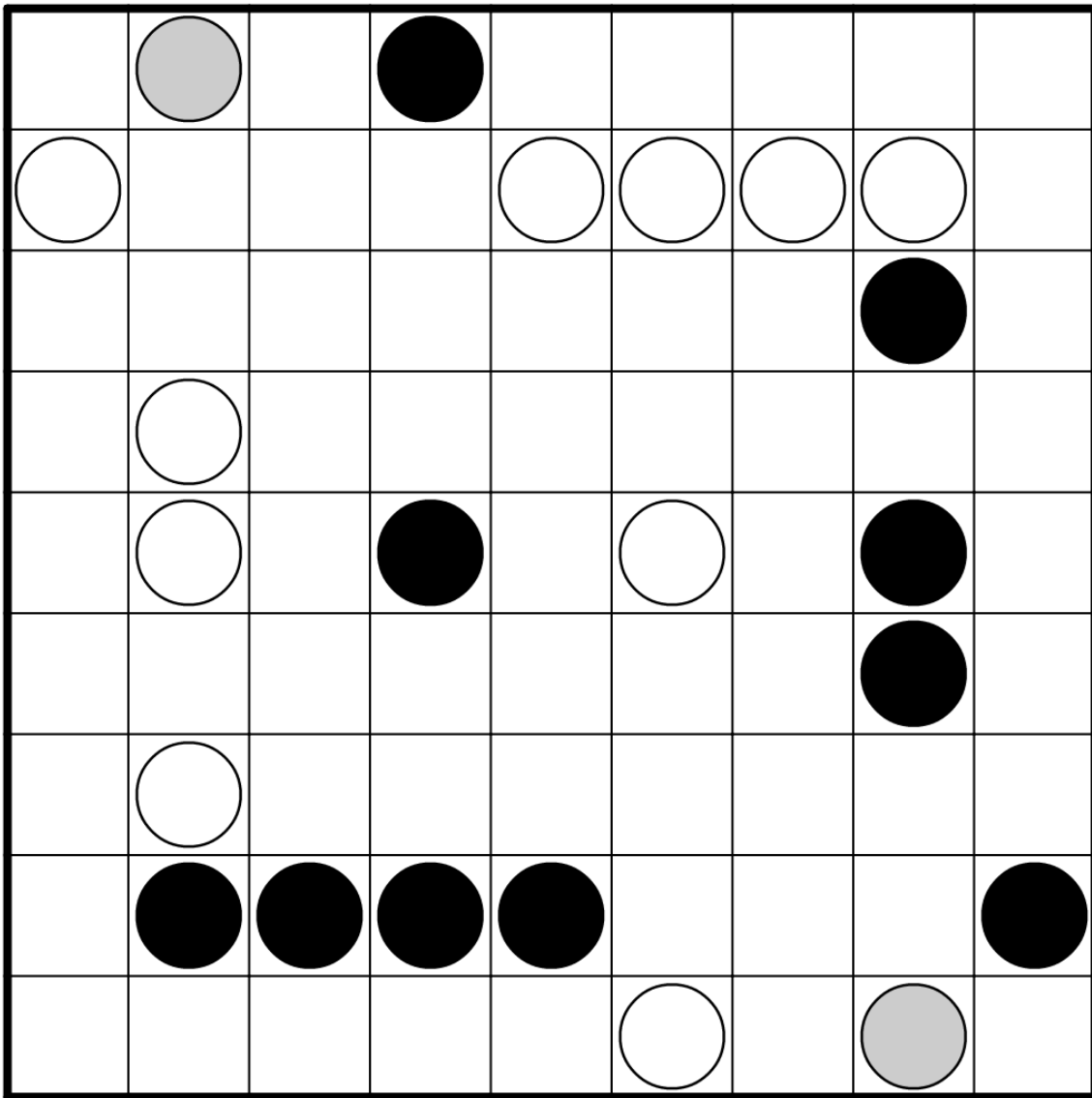**Bonus 4: U-Turns**
Tyrgannus

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

Bonus (Penpa+): https://tinyurl.com/yyhj4kej
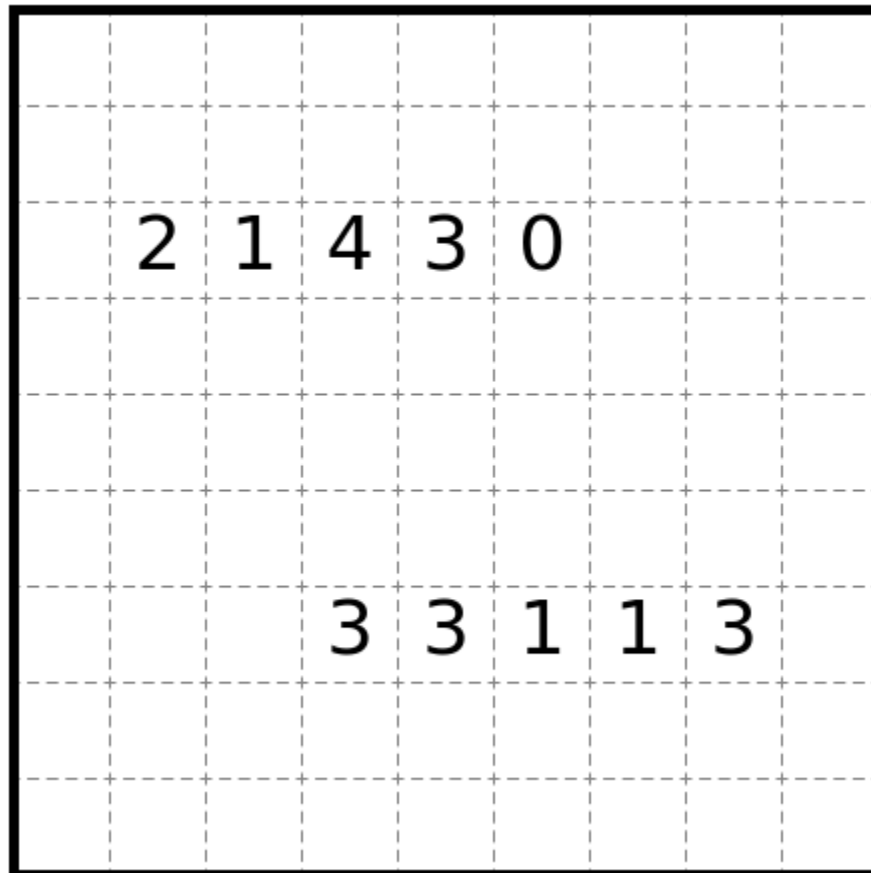
Bonus 5: La Paz

shye

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into two-cell regions. A clue indicates the number of shaded cells which lie entirely within the same row or column as the region containing the clue.

Bonus (pzprxs): https://tinyurl.com/2p8pykmk
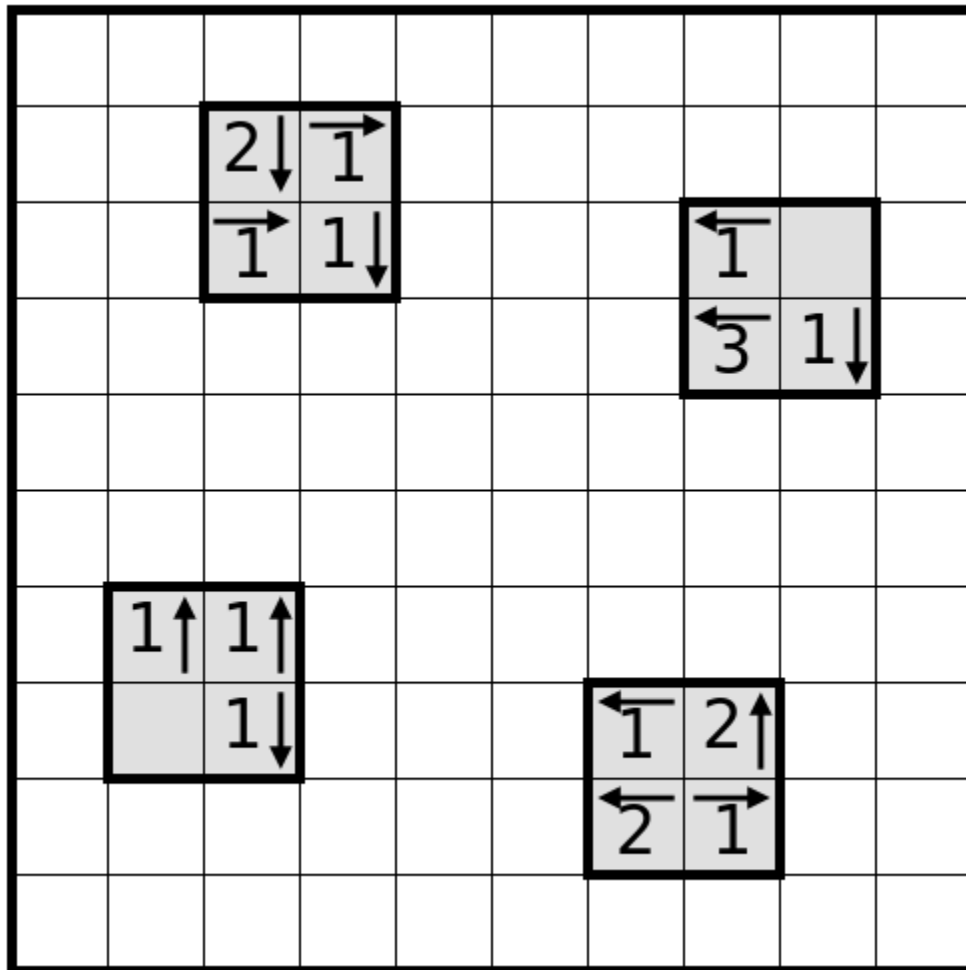
Bonus 6: Yajilin

jovi_al

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction.

Bonus (puzz.link): https://tinyurl.com/ys5zpk22

Bonus 7: Norikabe

jovi_al

Rules: Shade some dominoes of cells, dividing the grid into regions.
Shaded dominoes may not touch orthogonally. 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.

1									8
			5						
					12				
									4
4									
				6					
						10			
8									2

Bonus (Penpa+): https://tinyurl.com/y6q6g67r

Genre	Sloth Time	Crab Time
Sudoku	0:06:30	0:12:00
Supersized Mid-Loop	0:04:00	0:09:00
Numbrix	0:03:30	0:07:00
La Paz	0:03:30	0:07:00
Regional Yajilin	0:02:45	0:06:30
Candy Crush	0:03:30	0:07:30
Max Length	0:02:40	0:06:40
Gokigen Naname (Slant)	0:02:40	0:06:40
Supersized Simple Loop	0:02:45	0:08:00
Slalom	0:01:23	0:03:21
Kurochute	0:02:15	0:05:00
Recto	0:02:20	0:05:20
Scrin	0:02:00	0:06:15
Nonogram	0:02:00	0:05:00
Four Cells	0:03:04	0:08:04
Supersized Mochikoro	0:05:00	0:10:30
Sutoreto	0:03:21	0:06:54
Nanro	0:02:30	0:06:30
Masyu (Semi-Total)	0:02:30	0:06:00
Snake	0:02:30	0:06:15
Ripple Effect	0:02:45	0:05:45
Smullyanic Dynasty	0:04:00	0:08:00
Supersized Kurochute	0:03:30	0:07:45
Nawabari (Territory)	0:02:00	0:05:00
Starsweeper	0:02:15	0:06:00
Eels	0:02:45	0:06:00
Plus Link	0:03:15	0:07:00
Every Second Straight	0:03:45	0:07:45
Every Second Turn	0:02:30	0:06:00
Supersized Cojun	0:06:15	0:10:30