Mind The GAPP Vol. 19

Genuinely Approachable Pencil Puzzles from the CtC Discord

May 1, 2023 - May 31, 2023

We present to you,
Mind the GAPP volume 19,
And now for some news:

Starting with a big news: *Walkthroughs*! Starting on June 1st, we will be providing solution videos for past puzzles! We're mentioning this here since the first GAPP to get a solution video is the May 31st GAPP ~~and this volume was released on June 5th~~. We hope this can help our puzzles be more accessible to the solvers. However, we can't promise to put out these walkthroughs every day. We'll see how it goes.

This month also saw Tyrgannus leave the GAPP setter team, as well as taking a setting hiatus. In his place, Menderbug has joined the team. We're excited to see what kinds of puzzles he'll make in the future.

Finally, this edition of Mind the GAPP also features seven bonus puzzles, including four by Menderbug! We hope you enjoy them.

May 1, 2023: Heyawake (No 2x2's)

Tyrgannus

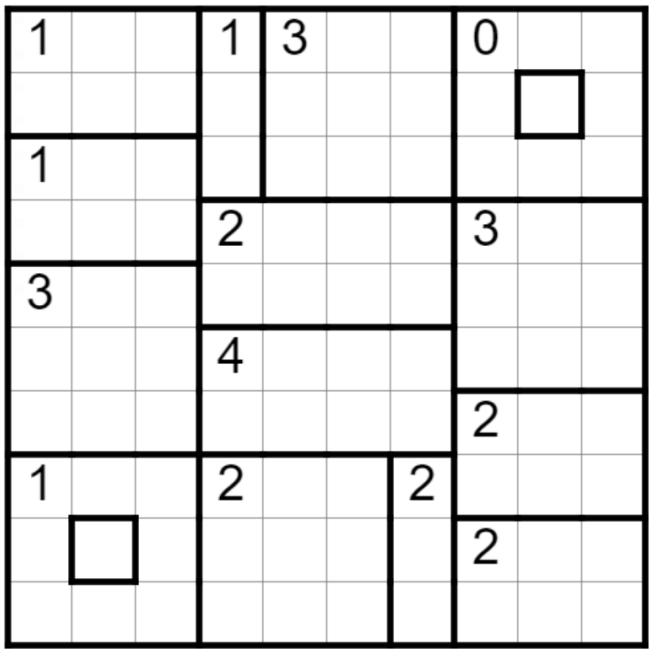
Today marks a new month and a familiar genre (don't worry, it's not Tapa 😉). This is the puzzle type that essentially got me into pencil puzzles, but today has a twist! We've already had a few heyawake's in the channel before, but this time we can't have large unshaded areas!

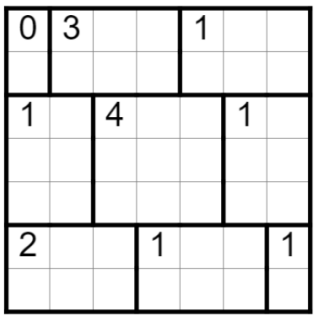
Today's GAPP is a **Heyawake (No 2x2's)!**

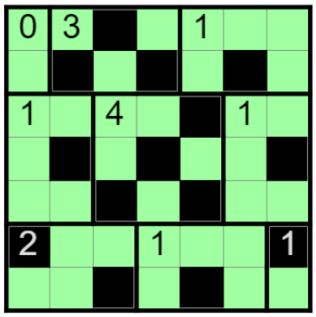
Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A line of consecutive unshaded cells may not cross more than one bold border.

VARIANT: No 2x2 can be entirely unshaded.

GAPP 101: (rot13) Vs lbh bayl unir bar funqr va n 2k3 ertvba, lbh pna fnsryl hafunqr gur pryyf ba gur ybat raqf bs gur 2k3 orpnhfr chggvat n funqr gurer jbhyq nyjnlf perngr na hafunqrq 2k2. Zvtug or urycshy vs lbh trg fghpx 🙂







Example (Penpa+): https://tinyurl.com/yc6hz8ar
GAPP (Penpa+): https://tinyurl.com/9uk2e6eu

May 2, 2023: Nanameguri

Lavaloid

The theme for today's **Nanameguri** is an ancient symbol which has transcended generational and cultural barriers. Despite this, its true meaning and origin is a mystery that has stumped many historians to this day. What is this symbol? It's the Cool S, of course!

(P.S. Go watch the LEMMiNO video on this topic if you haven't, it's very good: https://youtu.be/RQdxHi4_Pvc)

This puzzle features internal borders, which is non-standard! The ruleset is modified to accommodate this case.

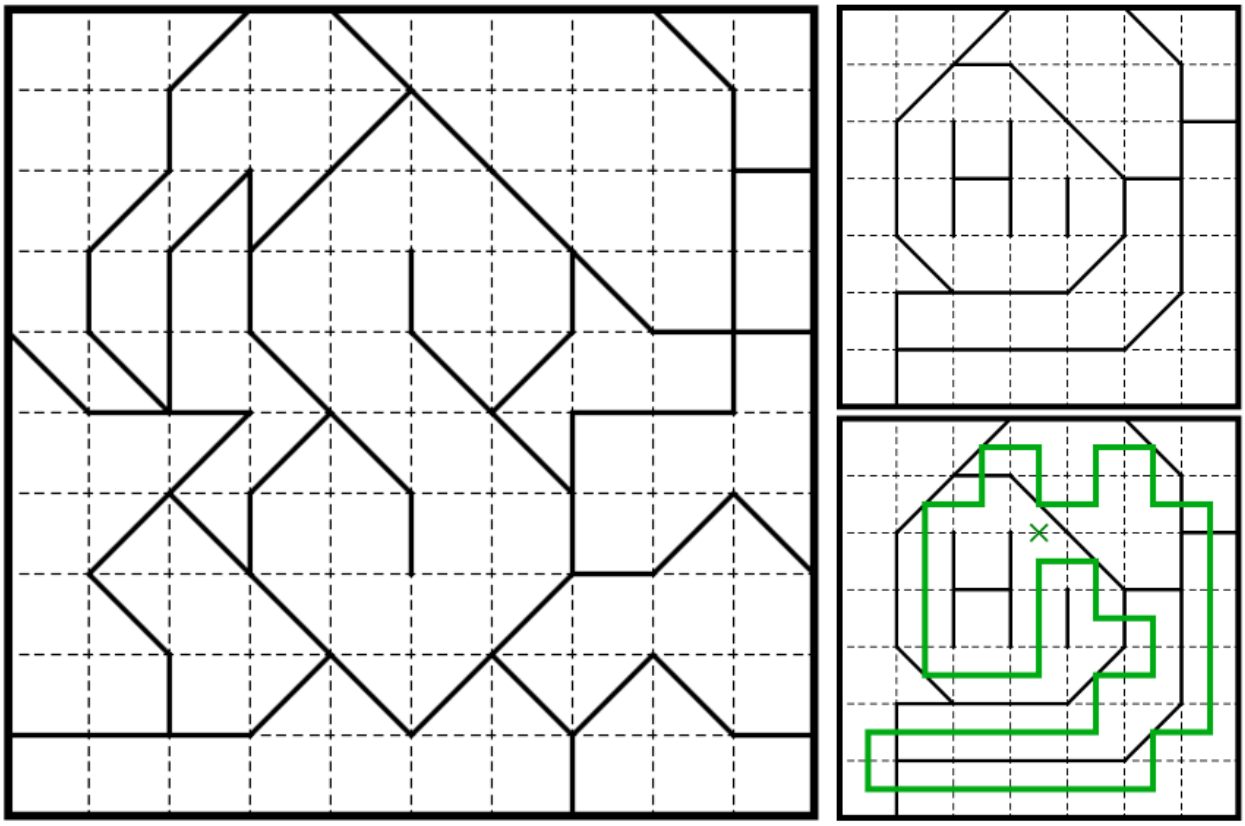
Rules: Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. Each cell containing a diagonal portion of a region boundary must be used by the loop, but the diagonal portion cannot be passed through. In other words, the loop must make a 90° turn, as though reflected off of it. *Borders that separate the same region cannot be crossed by the loop.*

Super pedantic note on the ruleset: The actual implementation of the border rule in puzz.link is "the loop cannot cross more than two borders that touch the same region", but this does not matter for puzzles with more than one region.

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. Each cell containing a diagonal portion of a region boundary must be used by the loop, but the diagonal portion cannot be passed through. In other words, the loop must make a 90° turn, as though reflected off of it. *Borders that separate the same region cannot be crossed by the loop.*



Example (Puzz.link): https://tinyurl.com/3yecjx72
GAPP (Puzz.link): https://tinyurl.com/2zpdhr75

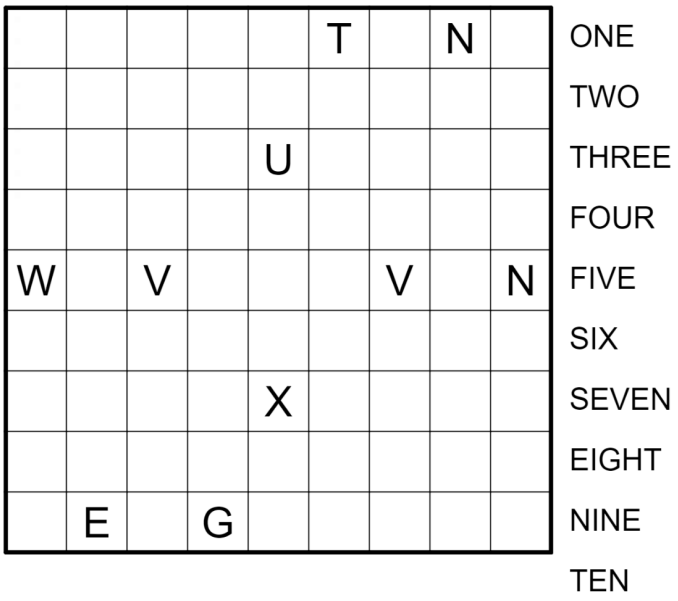
May 3, 2023: Scrabble

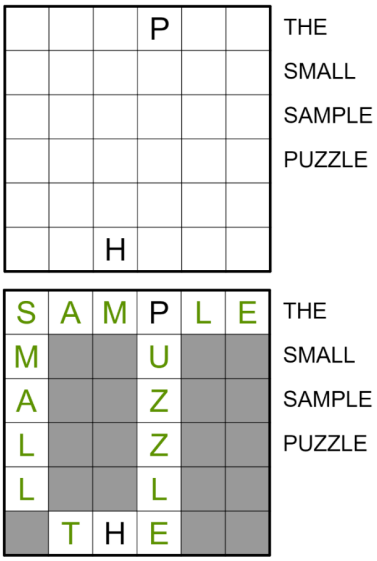
Eric Fox

Scrabble is a game I'm literally playing at this very instant! It's also the name of today's puzzle genre.

Rules: Place a letter into some cells of the grid so that all letters form one orthogonally connected area. Every run of two or more letters in consecutive cells in a row or column forms a word read from left to right or from the top down. All words are given outside the grid, and must each appear exactly once.

⚠️ Letters must be CAPITALIZED for the answer check to work ⚠️





Example (Penpa+): https://tinyurl.com/2kbcbdc3
GAPP (Penpa+): https://tinyurl.com/2m6bab4z

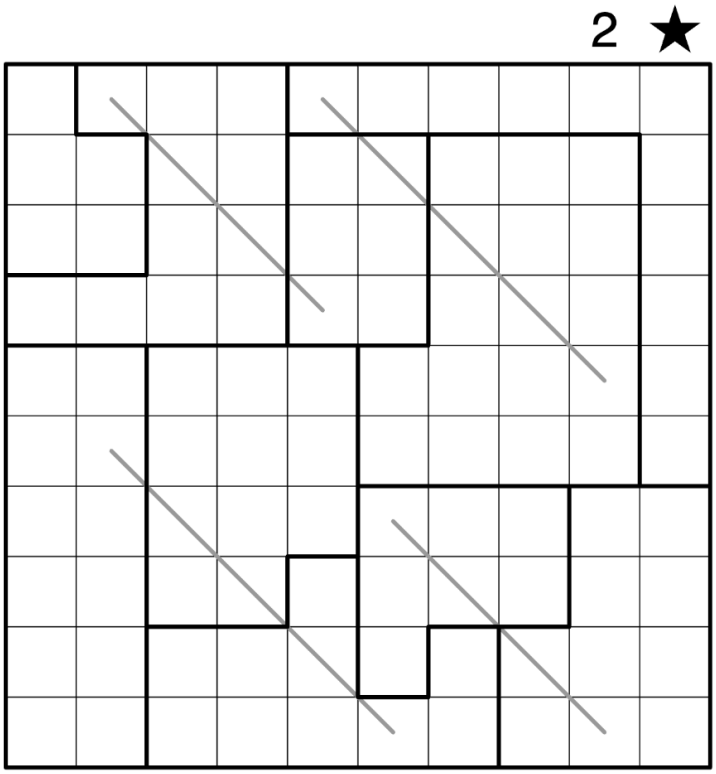
May 4, 2023: Star Wars

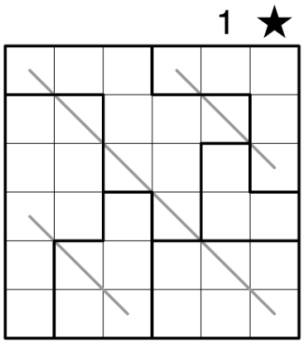
Freddie Hand

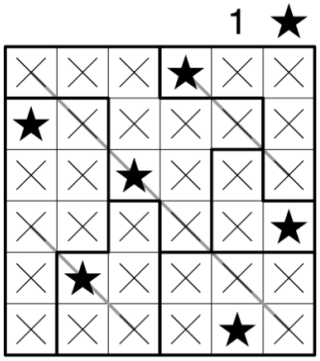
Today's puzzle is a **Star Wars**. May the fourth be with you. With apologies to Star Trek fans.

Note: This is a star battle variant!

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







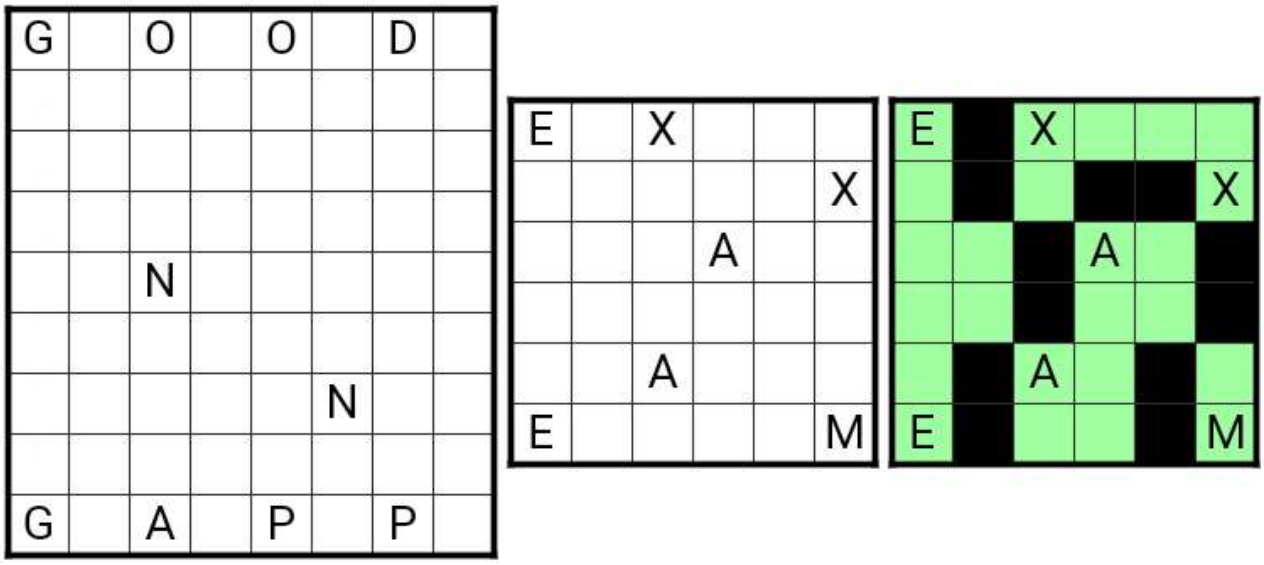
Example (Penpa+): https://tinyurl.com/2gdpfypj
GAPP (Penpa+): https://tinyurl.com/2o4vtzhn

May 5, 2023: Dominion

jovi_al

Hello everyone! One of the best feelings is, when posting a puzzle in the GAPP testing channel, the testers simply give the feedback "good and gapp!" Today's **Dominion** takes the concept of "good n gapp" literally!

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.



Example (Puzz.link): https://tinyurl.com/d8rzbksx
GAPP (Puzz.link): https://tinyurl.com/mujce97y

May 6, 2023: Herugolf

Tyrgannus

It's Saturday, so we all know a big puzzle is par for the course. Here on this range, we value birdies quite a bit. Hopefully one doesn't have to drive too hard to get on the green with this puzzle, though I did try to avoid rough patches when setting. I did leave the water hazards in though 😉

Today's GAPP is a Supersized **Herugolf**!

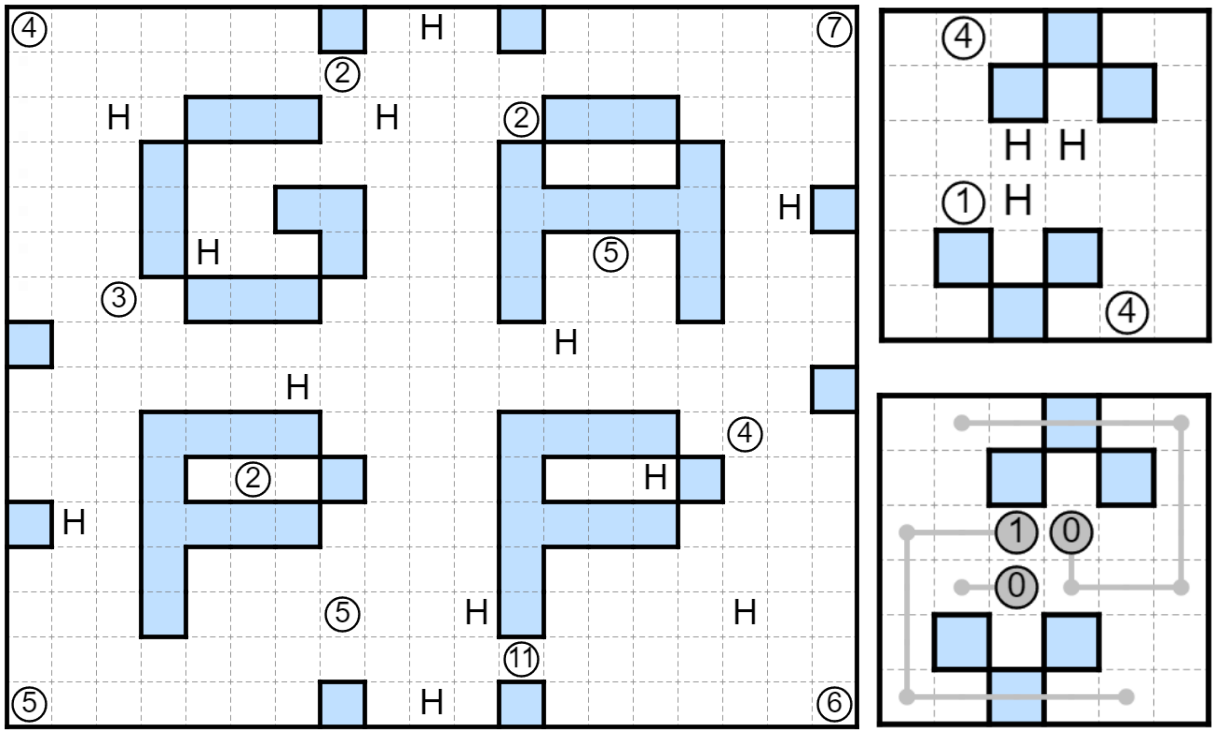
Rules: Move the circles vertically or horizontally at least once each so that each circle ends up stopping on an H (hole). A ball can go in an H with potential moves still available as long as it lands at the end of a full move. A circle's first move must be in a straight line of the number of cells indicated by the number inside it, and each successive move must be one cell shorter than the previous. Circles' paths may not cross themselves, each other, other circles, or other circles' starting points. They also may not pass over an H without stopping on it, and may not ever stop on a cell with water but can pass over it.

We've covered Herugolf only once before in GAPP nearly a year and a half ago here https://discord.com/channels/709370620642852885/911691996366786600/914734153302417408

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Move the circles vertically or horizontally at least once each so that each circle ends up stopping on an H (hole). A ball can go in an H with potential moves still available as long as it lands at the end of a full move. A circle's first move must be in a straight line of the number of cells indicated by the number inside it, and each successive move must be one cell shorter than the previous. Circles' paths may not cross themselves, each other, other circles, or other circles' starting points. They also may not pass over an H without stopping on it, and may not ever stop on a cell with water but can pass over it.



Example (Puzz.link): https://tinyurl.com/29523wzt
GAPP (Puzz.link): https://tinyurl.com/5y8snnb5

Golf.

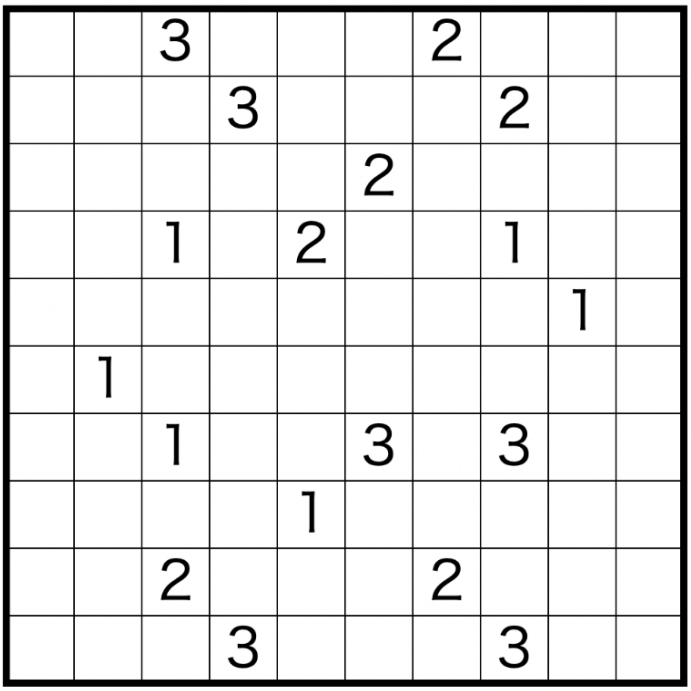
May 7, 2023: Slash Pack

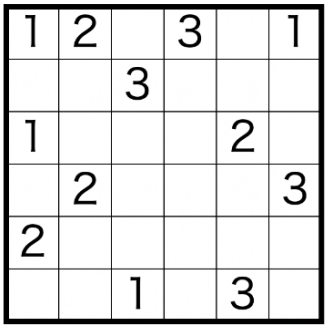
Freddie Hand

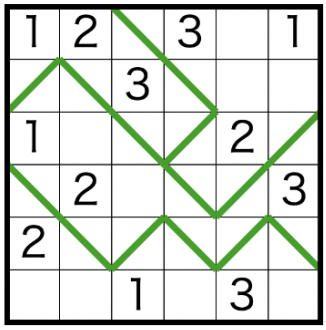
When you see a region division puzzle with solid gridlines, it would be reasonable to assume that somewhere a mistake has been made. Not this time. Today's genre is something that would be truly terrifying if hybridised with a kouchoku - it is a **Slash Pack**!

Rules: Place a diagonal line into some empty cells dividing the grid into regions. Each region must contain every number from 1 to N exactly once, where N is the highest clue value in the grid. Each end of a diagonal line must connect either to the end of at least one other diagonal line or to the grid border (i.e. there can be no 'hanging ends').

Interface Note - you can right click and drag across a diagonal to make an auxiliary marking. How/whether you use this is up to you!







Example (Puzz.link): https://tinyurl.com/332mks87
GAPP (Puzz.link): https://tinyurl.com/yt6rk7a2

May 8, 2023: Raneko

bakpao

Last time I posted a puzzle, I mentioned participating in the 24HPC. I did, and it was a ton of fun! Unfortunately my results weren't great, but I at least take some pride in having managed to stay awake for the entire thing. I like to think it's all thanks to your good luck messages keeping me motivated, so thank you all!

As for today, we've got a good old baklog puzzle. Today's GAPP is **Raneko**! This is an old Nikoli genre, first published in Puzzle Communication 166. Its full name is Raneko Map and the original presentation uses cat faces instead of circles, with the lore being that the black clues are food bowls, containing just enough food to feed all the cats in the grid.

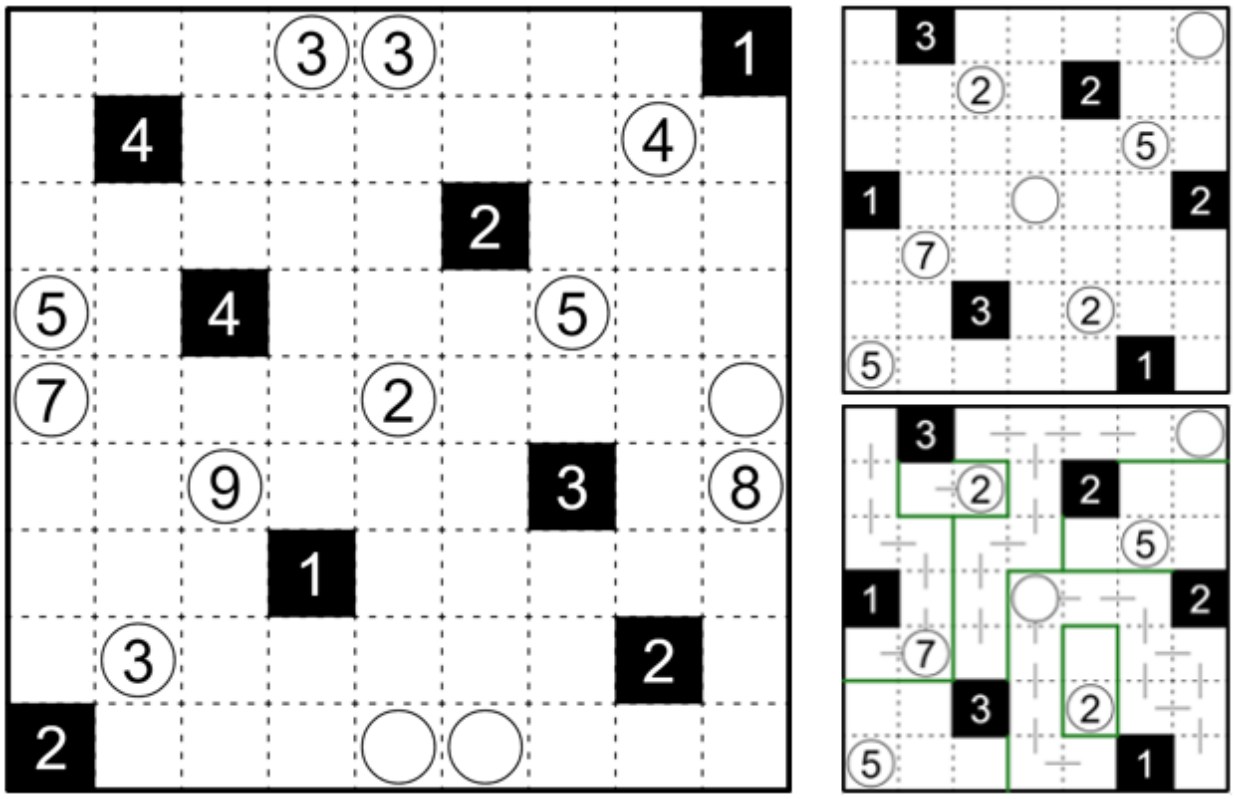
Rules: Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one circle. A number in a circle represents how many cells are in the region the circle belongs to. Shaded cells are not part of any region, and indicate how many different regions share an edge with that cell.

Note that I've left auxiliary marking visible in the example solution. I highly recommend making use of this marking - you can place markings by dragging from one cell's center to a neighboring cell's center. Also, don't worry about accidentally drawing edges on the grid border or on the black clues - answer check will ignore them.

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one circle. A number in a circle represents how many cells are in the region the circle belongs to. Shaded cells are not part of any region, and indicate how many different regions share an edge with that cell.



Example (Penpa+): https://tinyurl.com/2e6um5ky
GAPP (Penpa+): https://tinyurl.com/2g3peu7j

Note: The example is a bit on the tricky side.

May 9, 2023: San Anko

Eric Fox

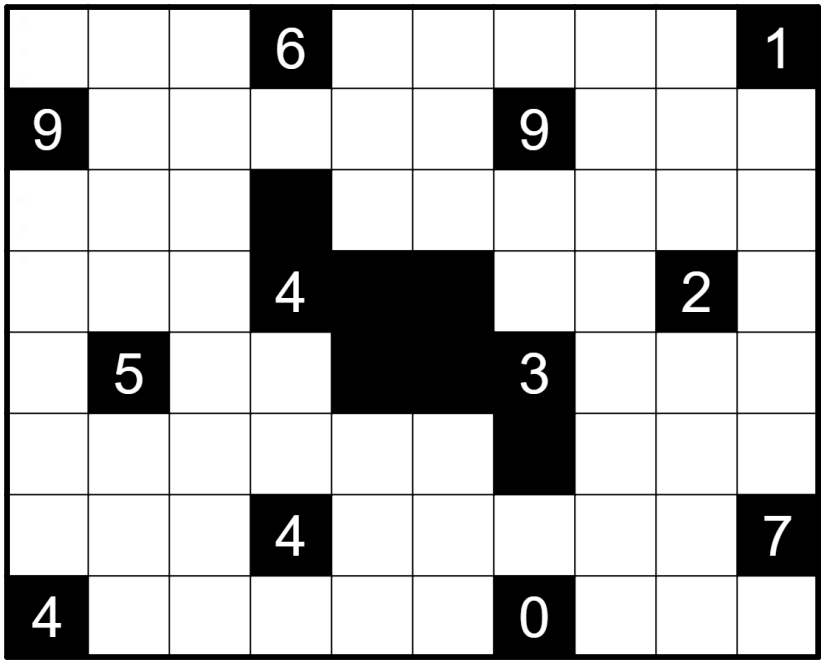
San Francisco

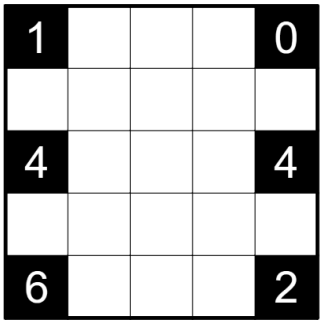
San Diego

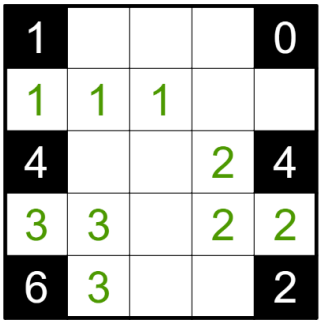
San Anko

Rules: In some empty cells, place a number from 1-3 such that numbered cells come in orthogonally connected groups of three cells. Each cell within a group must contain the same number. A clue indicates the sum of the numbers placed orthogonally adjacent to it.

Surface mode can be used if you want to mark empty cells. Only Number mode is considered by the answer checker.







Example (Penpa+): https://tinyurl.com/2qhr4lsn
GAPP (Penpa+): https://tinyurl.com/2jqkmnbp

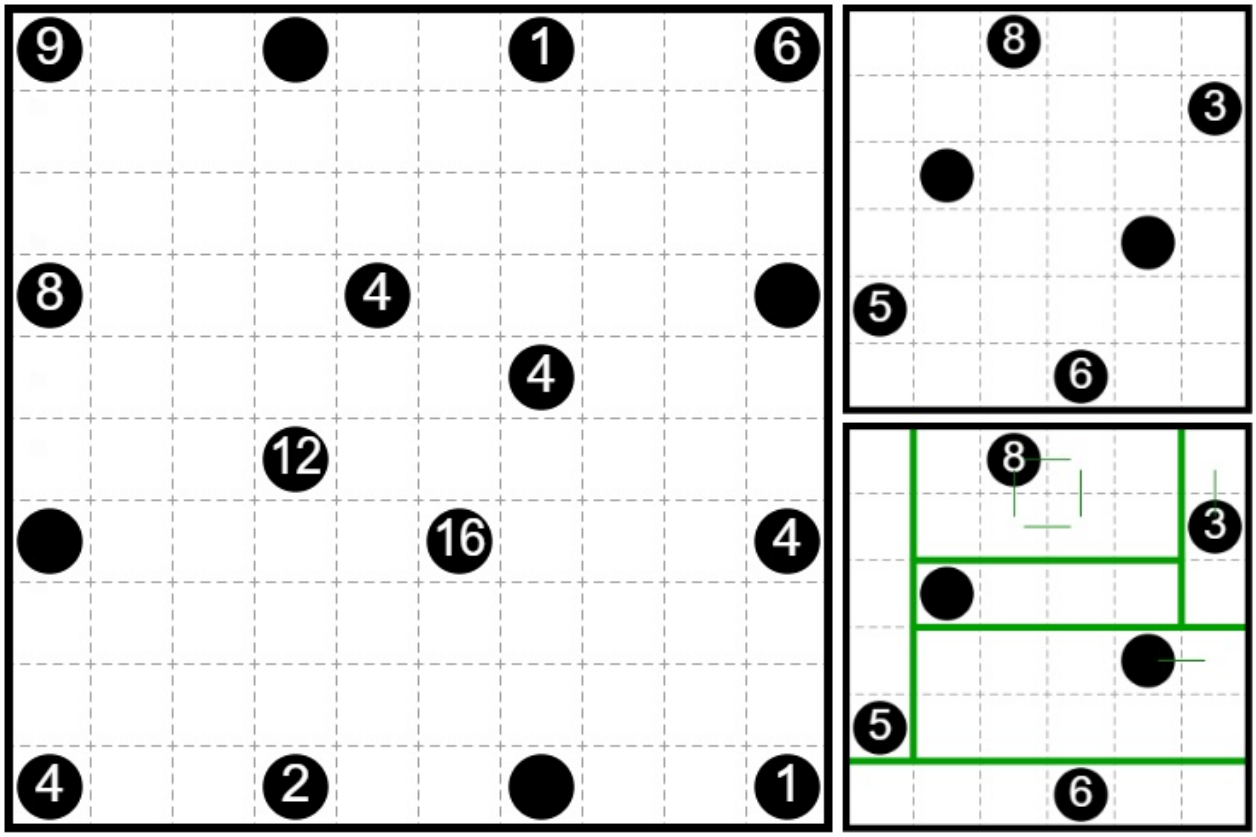
May 10, 2023: Shikaku

jovi_al

Hi everyone! Today's puzzle is a **Shikaku**! If you're struggling, (rot13) gur pbaprcg bs "juvpu pvepyr pna ernpu guvf pryy?" vf rkgerzryl vzcbegnag va guvf traer, vapyhqvat gur rknzcyr chmmyr!

I hope you enjoy!

Rules: Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one circle. A number in a circle represents how many cells are in the region the circle belongs to.



Example (Puzz.link): https://tinyurl.com/2mc6f88d

GAPP (Puzz.link): https://tinyurl.com/t7ewfwn7

May 11, 2023: Pentominous

Tyrgannus

Today is a day that marks change for this channel, and one GAPP team has known about for some time. This is my final puzzle as a main GAPP setter. I have dedicated 562 days to provide pencil puzzles to a new generation of solvers (and veterans alike). It has been an amazing journey and one that has shaped much of the tone of this past year and a little over half. I'm so glad to have had this opportunity and it brought me incalculable joy to see more and more people engage with puzzle types they used to be apprehensive about, yet overtime learned to accept, anticipate, and even be excited for. Would you believe we've covered over 200 genres and 375 rulesets just in the time I set for GAPP? What a trip!

I'll still be around, but I'm taking a break from setting in general and thus stepping away from the team. I won't be leaving any servers this time 😅. We have another setter waiting in the wings, but I certainly won't spoil who it is. Check out the channel for the next few days and see for yourself . My final puzzle will be in the same genre as my first GAPP. I personally like when things are full circle and couldn't resist.

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

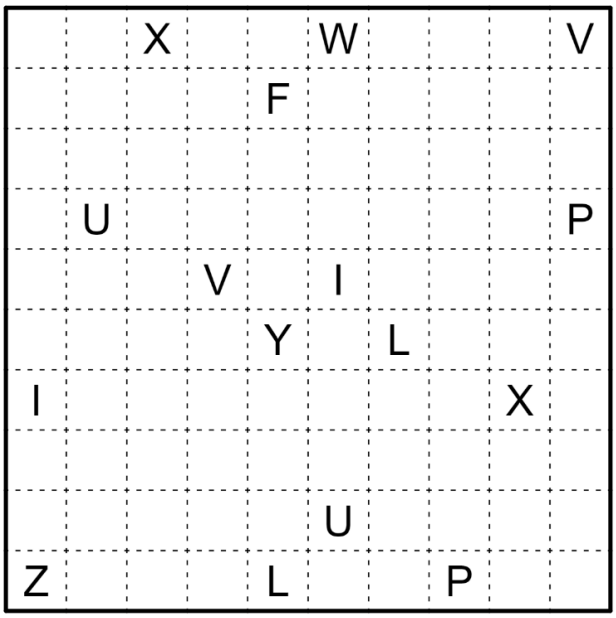
Rules: Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter. Regions may contain any number of clues including zero.

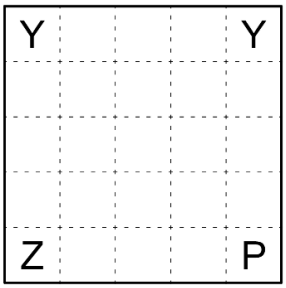
I hope you enjoyed my puzzles. I hope you continue to enjoy GAPP.

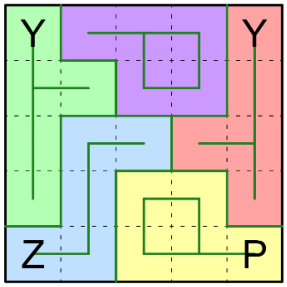
⬇ Puzzle is on the next page (rules will be repeated) ⬇

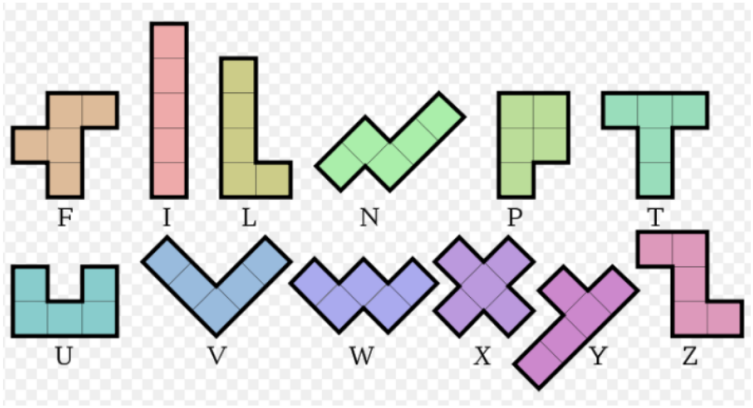
⬆ Intro is on the previous page ⬆

Rules: Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter. Regions may contain any number of clues including zero.









Example (Puzz.link): https://tinyurl.com/2p8jfu3j
Example (Penpa+): https://tinyurl.com/ye29tucf

GAPP (Puzz.link): https://tinyurl.com/5n94t3m4
GAPP (Penpa+): https://tinyurl.com/4uz24x29

May 12, 2023: Scrin

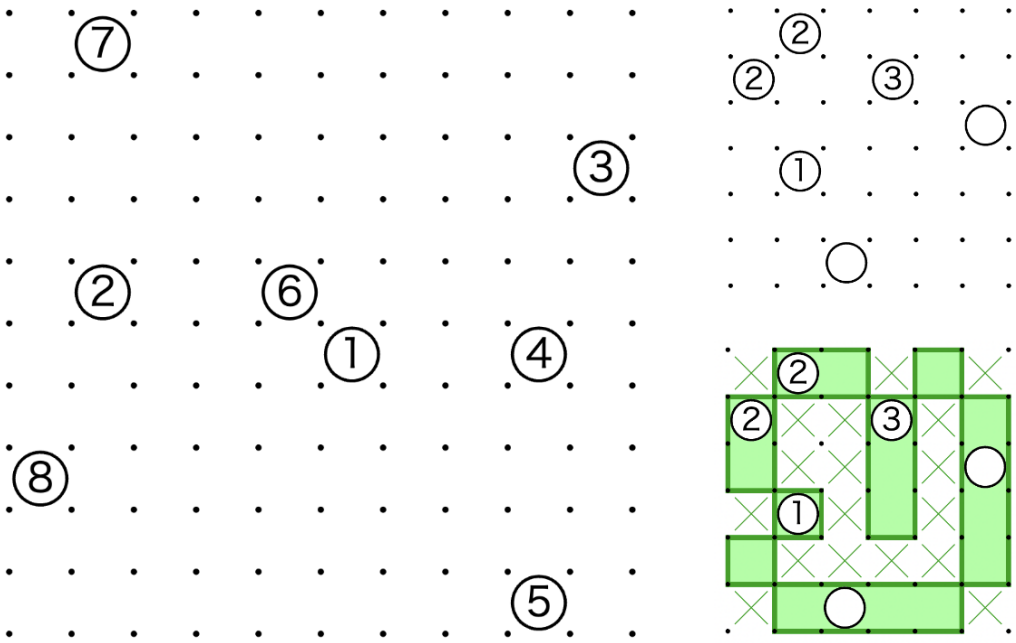
Freddie Hand

Today's puzzle is a **Scrin**! Did you know that any Scrin solution consists of shading the cells between two distinct, intersecting loops? Also, did you know that a Scrin solution qualifies as an object, so Scrin is actually an object placement genre?

Actually, don't think about those things. Genre classification is kinda scringe...

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.

You may also wish to try the first appearance of scrin in GAPP, by shye, over one revolution of earth around the sun ago: https://discord.com/channels/709370620642852885/911691996366786600/963664972284563546



Example (Puzz.link): https://tinyurl.com/4xwhy6vs
GAPP (Puzz.link): https://tinyurl.com/ywv699ru

May 13, 2023: Tetrochain

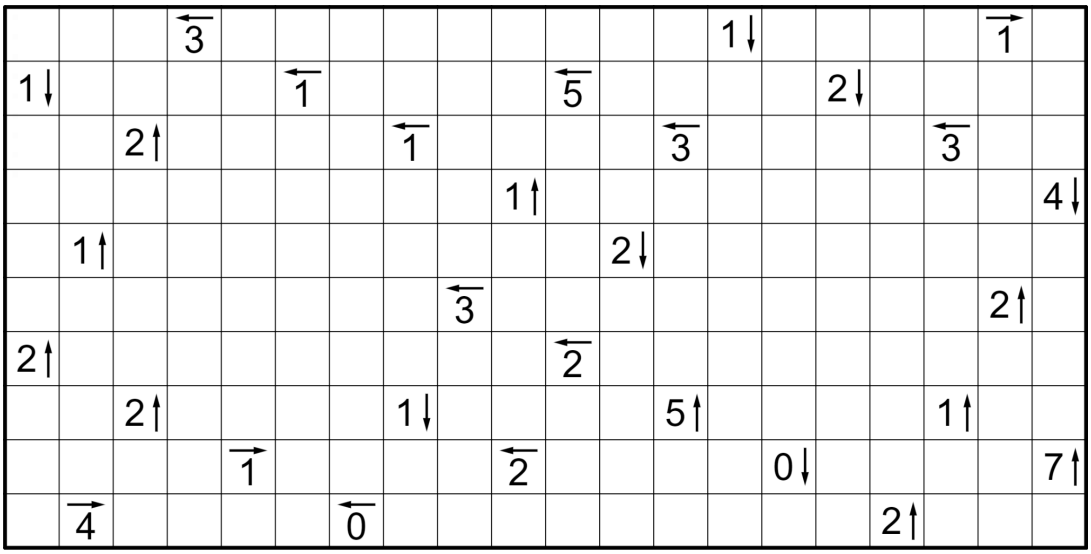
Eric Fox

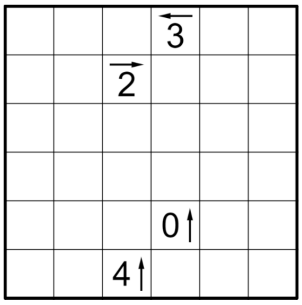
Today is **Supersized Saturday**, and this time I'm bringing back **Tetrochain**!

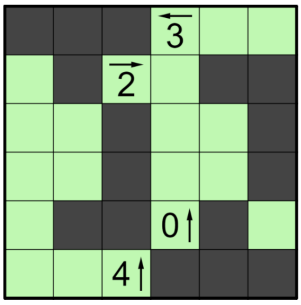
LITSO

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other orthogonally, but all tetrominoes form one diagonally connected network. Two tetrominoes of the same shape may not touch diagonally, counting rotations and reflections as the same. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction.

Remember, connectivity is important in this genre!







Example (Penpa+): https://tinyurl.com/2lpke9sd
GAPP (Penpa+): https://tinyurl.com/2mq8uj27

Note: The answer check for the example is not working correctly despite it being set up exactly how other shading puzzles are - sorry about that

May 14, 2023: Greater Wall

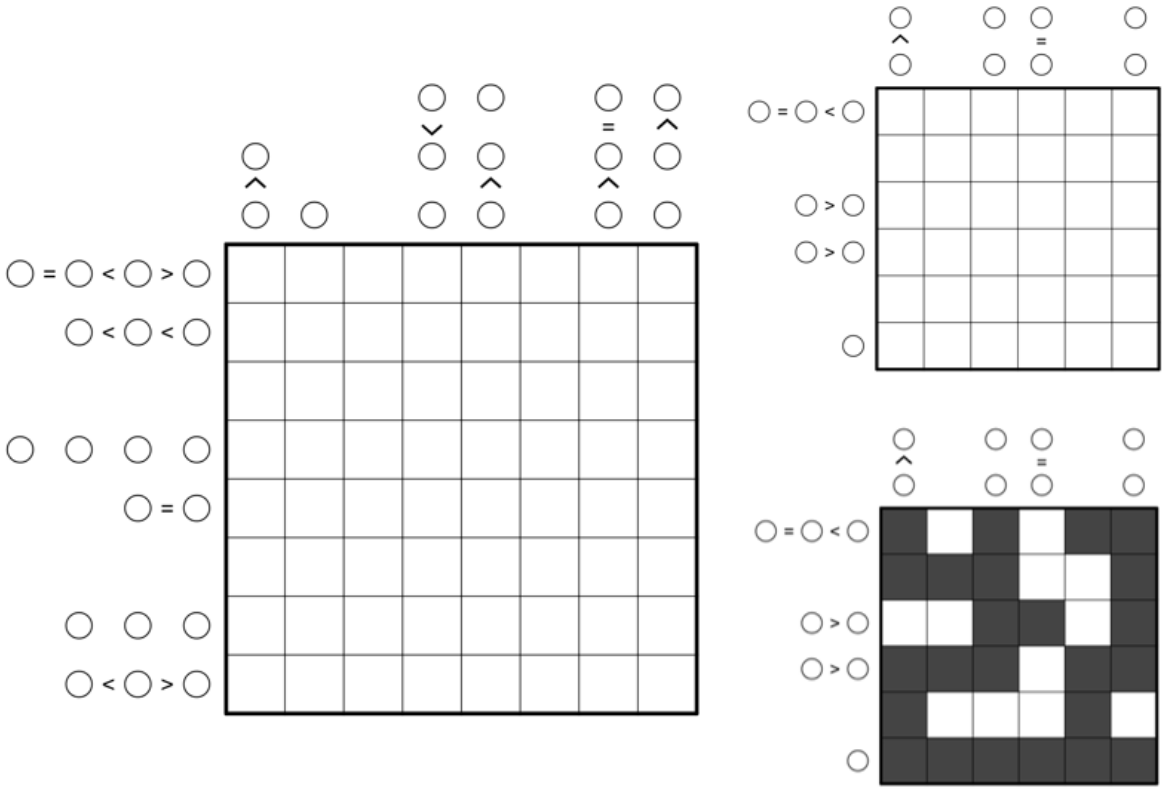
bakpao

Hi, it's me again! No, no, I'm not the new member on the GAPP team announced a few posts back. Stay tuned a little longer to find out who that is! 👀

Today's GAPP is a **Greater Wall**! This is a genre by Bram de Laat with similarities to nonogram and cross the streams. Check out some of his too, over at http://puzzleparasite.blogspot.com/search/label/Greater%20Wall

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Where given, circled clues outside the grid indicate all connected groups of shaded cells in that row or column, in the correct order. Relationship indicators between two clues apply to the lengths of the corresponding groups of shaded cells.

Note that if no clue is given, no information is known about that row or column, meaning it can include any number of shaded cells across any number of separate groups.



Example (Penpa+): https://tinyurl.com/2oklfoqg
GAPP (Penpa+): https://tinyurl.com/2pwj32hg

May 15, 2023: Kakuro
jovi_al

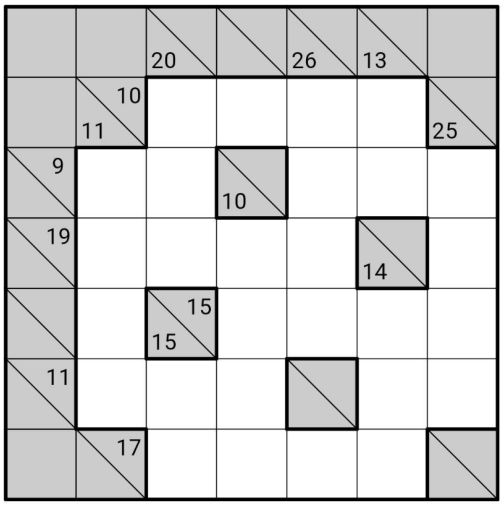
Hi everyone, sorry I'm late!
The next GAPP will be from our highly anticipated New Setter™! I'm excited for you all!

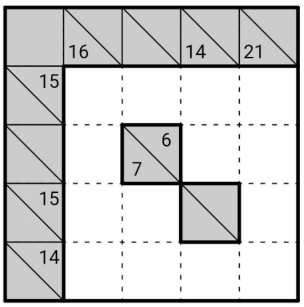
Hopefully their puzzles won't be too Bashy!

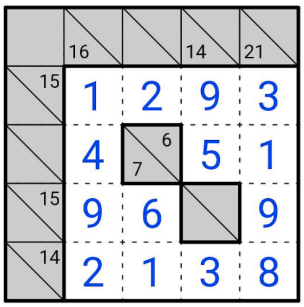
Any successful guesses at who it is will earn a **Bonus Otter** 🦦 tomorrow (except for GAS team and my girlfriend, they already know, no guessing allowed from you four)!

Maybe you can put two and two together to figure it out, just like you can with this **Kakuro**!

Rules: Place a number from 1 to 9 into each empty cell so that no number is repeated in any unobstructed horizontal or vertical line. A clue on the bottom of a blocked cell represents the sum of the numbers in the vertical line below it. A clue on the right side of a blocked cell represents the sum of the numbers in the horizontal line to its right. Clues cannot see numbers through other blocked cells.







Example (Penpa+): https://tinyurl.com/2dualvav
GAPP (Penpa+): https://tinyurl.com/2kzt8vbt

May 16, 2023: Remembered Length

Menderbug

Hi! I have the incredible honour of replacing Tyrgannus on the GAPP team. They've set the bar very high, and I'll do my best to meet those expectations. A big thank you to the team for putting their trust in me. `@Rubrica` and `@TwoHoleStraw` have earned a **Bonus Otter** for guessing correctly!

I want to start by introducing you to one of my favourite genres, **Remembered Length**. It's a notoriously tricky genre (and I'm being told previous attempts to make it suitable for GAPP have failed), but I've tried hard to keep the puzzle very gentle.

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

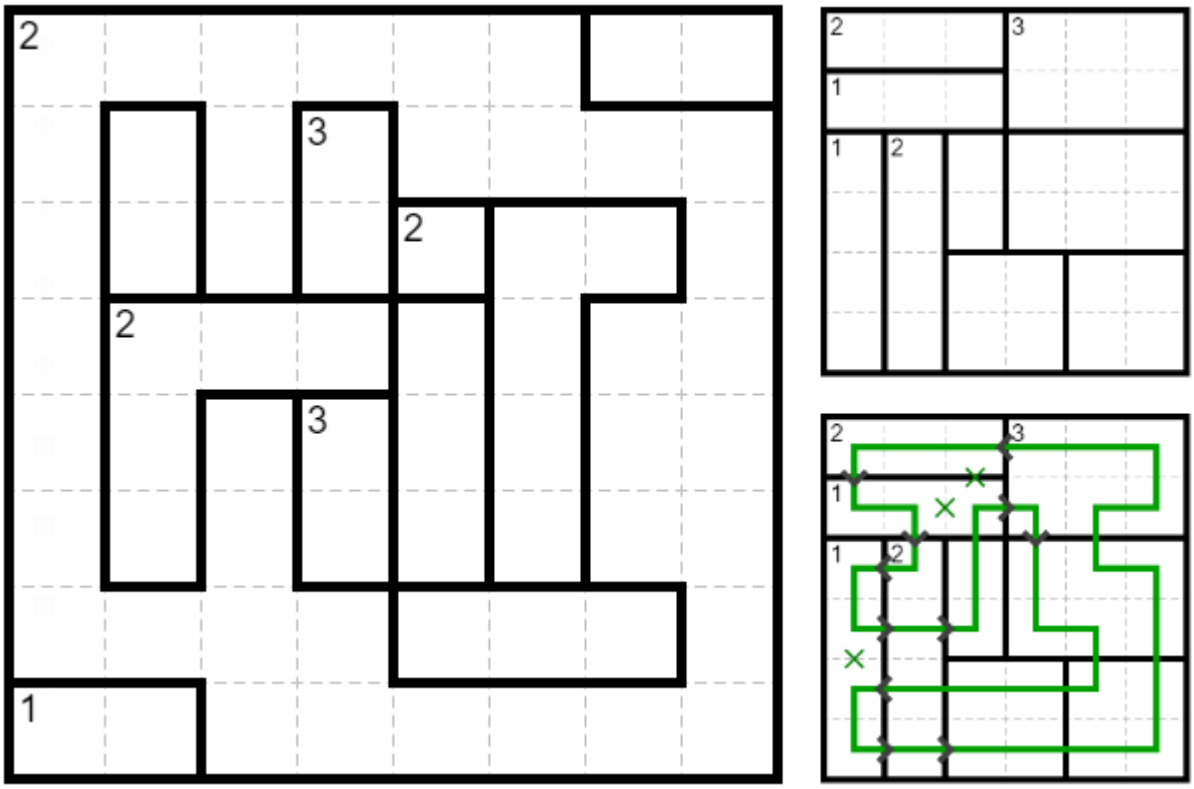
Interface note: You can click on edges to notate the direction of the loop, see the example image.

GAPP 101: (rot13) Vs lbh trg fghpx, qba'g sbetrg gb nyfb pbafvqre jurer n ertvba pna or *ragrerq* jvgubhg ivbyngvat nal pyhrf.

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

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



Example (Puzz.link): https://tinyurl.com/y53mbtx8
GAPP (Puzz.link): https://tinyurl.com/92a688hz

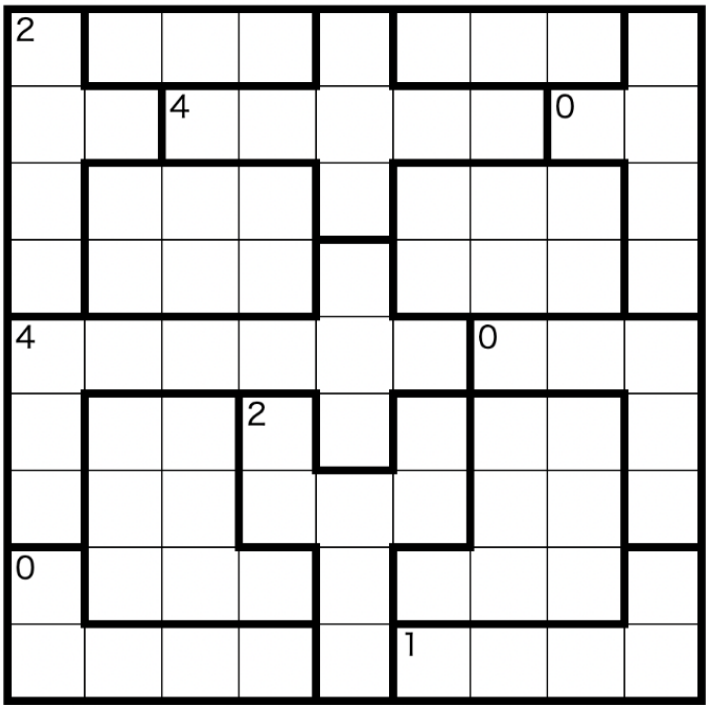
May 17, 2023: Regional Yajilin

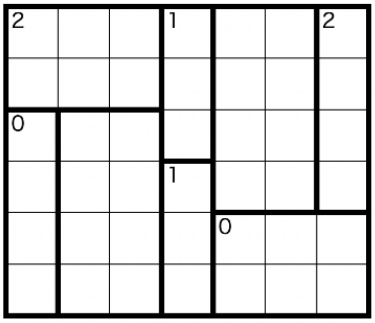
Freddie Hand

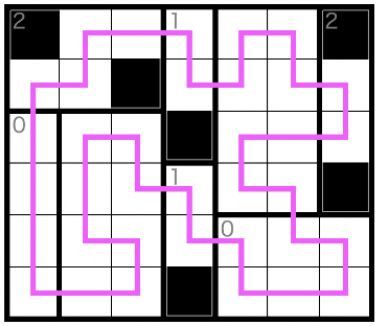
When you look at this puzzle, do you see a smiley face? Well, now you do. 🤓 It is a Regional Yajilin!

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).

You may also wish to try the first appearance of regional yajilin in GAPP, by jovi_al: https://discord.com/channels/709370620642852885/911691996366786600/960751649364795463







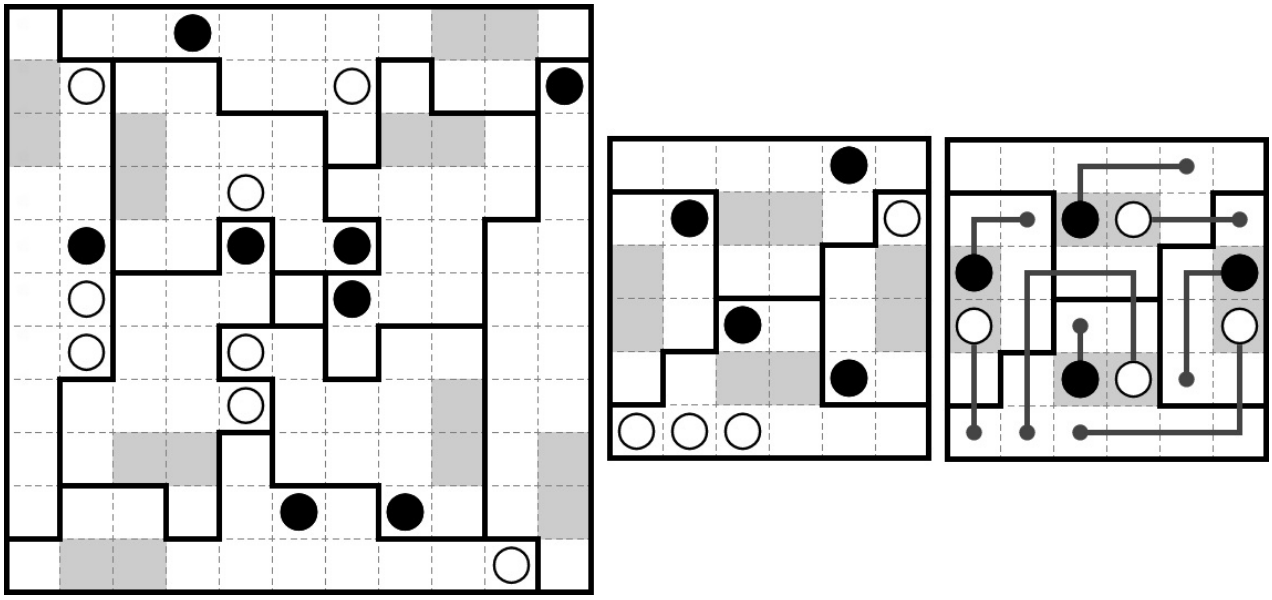
Example (Puzz.link): https://tinyurl.com/yhdk9ejf
GAPP (Puzz.link): https://tinyurl.com/58486c4a

May 18, 2023: Oyakodori

Eric Fox

Today's genre is **Oyakodori**! I have nothing else to say.

Rules: Move all of the circles (birds) into shaded cells such that each orthogonally connected group of shaded cells (nest) contains one black circle and one white circle. A circle may move vertically and horizontally any number of times. Each cell may be used at most once: as a circle's starting point, part of a path, or a circle's final destination. White circles must each cross at least one region boundary. Black circles may not cross region boundaries.



Example (Puzz.link): https://tinyurl.com/mf9fwk4f
GAPP (Puzz.link): https://tinyurl.com/82cy9ayp

May 19, 2023: Litherslink
Riri

Ssssssurprise! It'sss been a while sssssince y'all heard from me. How'ssss my ssssweet sssolverssss? I hope you are on sssolid ground and not doing anything sssssssilly like being on a plane, because there are mosssst definitely ssssnakess on it.

Jusssst like today'ss puzzle, **Litherssssslink**!

Today's **Litherslink** is a first appearance on the channel, which I was shocked to discover while looking into what to do. It's a genre by `@TwoHoleStraw`, who we pinged by name for the second time this week! He first guessed Menderbug, and his genre is now being showcased on the First-ever Finnicky Friday (not an actual series).

Rules: Draw lines along the edges of some cells to form trees.

1. There must be more than one tree.
2. A tree must branch or terminate at every grid vertex. In other words, each grid vertex must have 1, 3, or 4 connected edges.
3. Trees must not contain loops.
4. A number indicates the number of edges of that cell that are included in a tree.

The rules can be a bit weird for those who are used to solving Slitherlink and its loopy variants, so I encourage everyone to spend a bit of time scrutinising the example puzzle.

GAPP 101: (rot13) Znqrlnybbx (ng gur cvpgher sbe fbzr qvntenzf jurer gur ehyrf ner oebxra). Gur iregrk (oynpx qbg) ehyr vf rffragvny gb penpxvat guvf traer!)

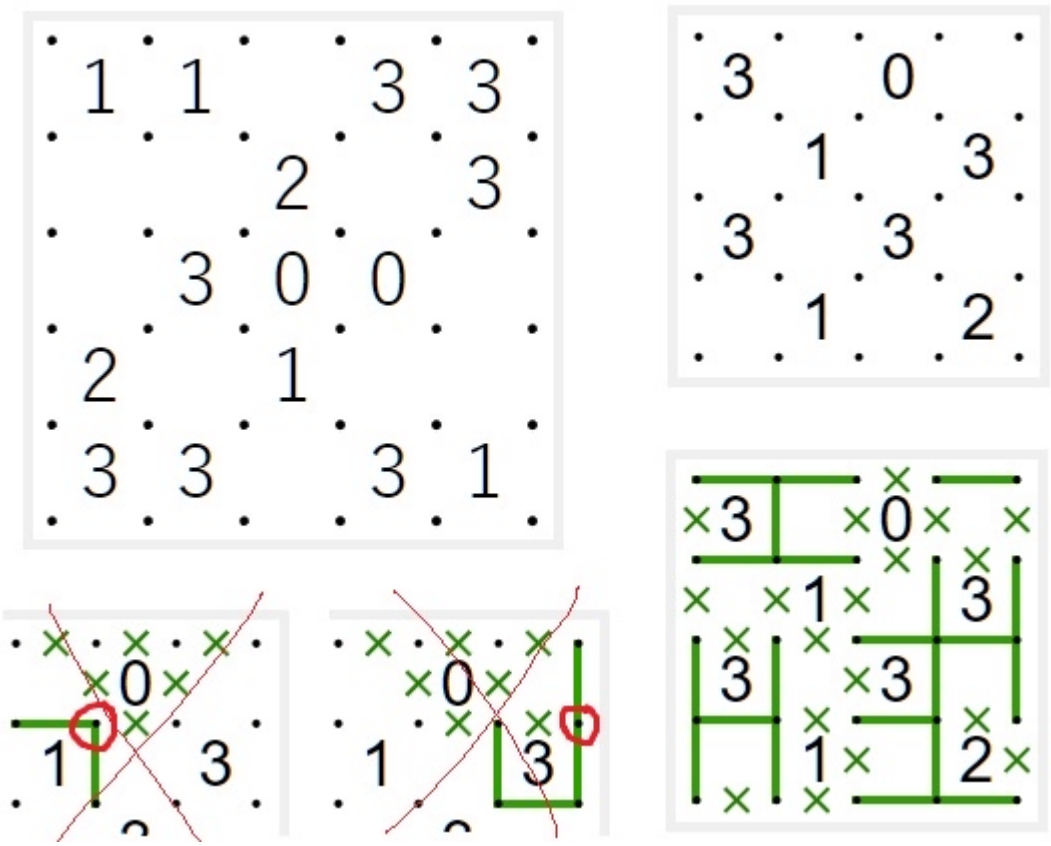
Those of you who want a bigger challenge after solving today's GAPP can find a really neat puzzle by `@michael3.14` that was showcased in Snakes on a Plane guest series: https://discord.com/channels/709370620642852885/1089556064623673354/1099334751871041586

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Draw lines along the edges of some cells to form trees.

1. There must be more than one tree.
2. A tree must branch or terminate at every grid vertex. In other words, each grid vertex must have 1, 3, or 4 connected edges.
3. Trees must not contain loops.
4. A number indicates the number of edges of that cell that are included in a tree.



Example (Puzz.link): https://tinyurl.com/bd2u8ppc
GAPP (Puzz.link): https://tinyurl.com/3hsvyn5e

May 20, 2023: Slitherlink

jovi_al

Hi everyone! Today is a very, very special day-- my girlfriend's and my first anniversary! Thanks for being a dork with me, `@MercyBeaucou`, I love you! To celebrate, today's **Supersized Saturday** puzzle is a **Slitherlink**, one of her favorite genres!

There are a few tricky patterns that appear in this puzzle. They shouldn't be a problem for anyone remotely experienced with the genre, but I've attached a few spoil-tagged images with them in it. Given information is green, and the results of the deduction are gray. I hope you enjoy solving!

[*Editor's note:* In the original intro, two spoilered images are attached to the message. You can view the images here: https://cdn.discordapp.com/attachments/903633324604551168/1113667877204131920/SPOILER_Screenshot_2023-06-01_at_11.18.21.png]

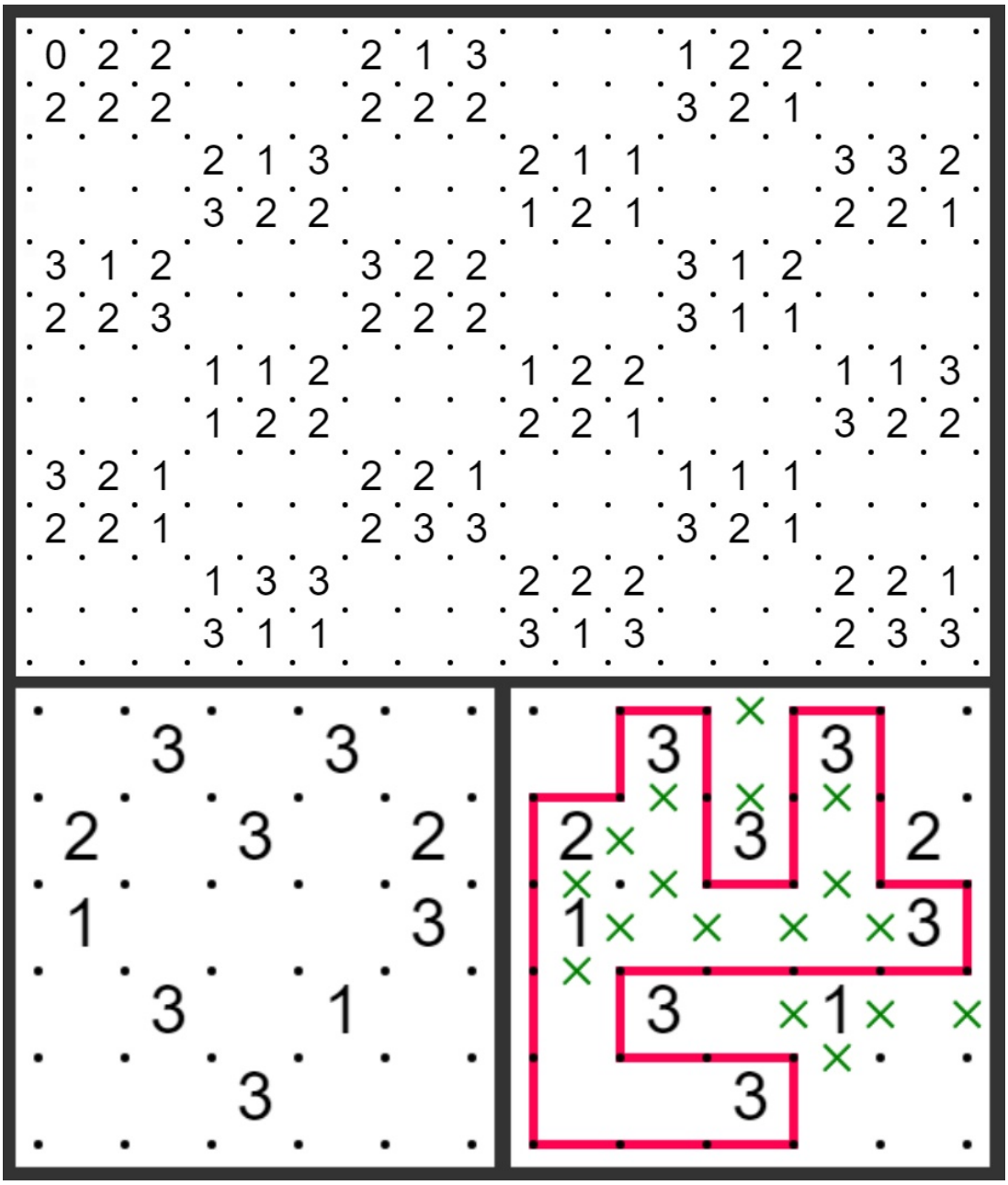
Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue (up to four).

As always, an example puzzle and its solution are attached with the image of today's puzzle (it's a little bit tricky, today, because I wanted to make it shaped like a heart).

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue (up to four).



Example (Puzz.link): https://tinyurl.com/2hm32ebd
GAPP (Puzz.link): https://tinyurl.com/5y53b7yw

May 21, 2023: Symmetry Area

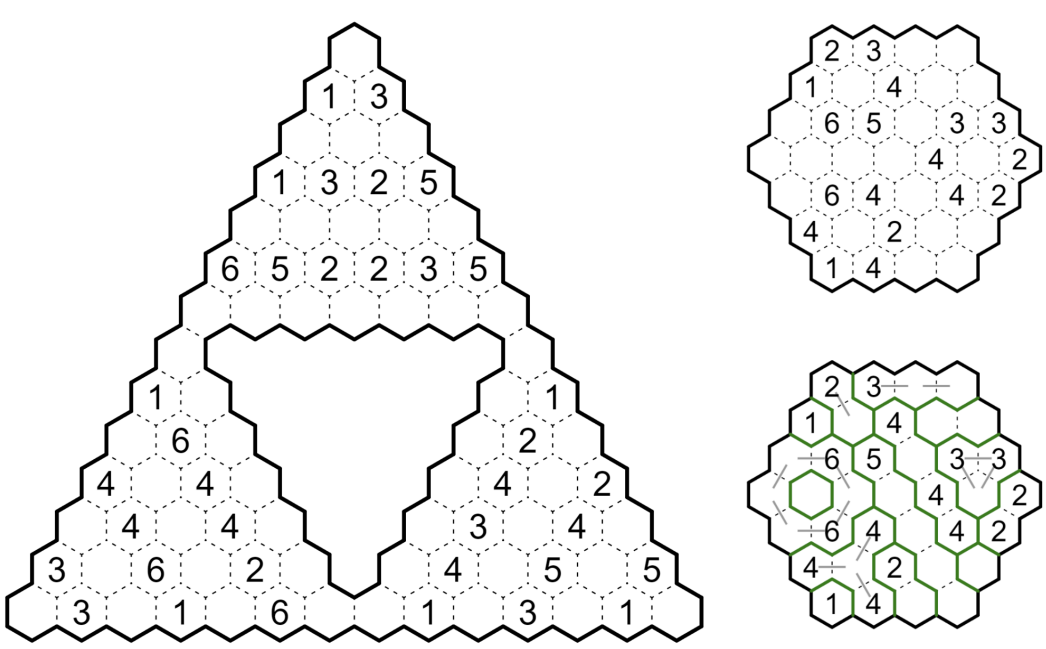
Menderbug

It's my first Strange-Shaped Sunday of many to come! I couldn't make up my mind whether to use non-square cells or an irregular grid shape, so here we are. I'm a big fan of **Symmetry Area**, or **Fillomino (Symmetry)**, and switching to a different grid does some interesting things for this genre.

If you want to warm up with some regular Symmetry Area, Freddie covered the genre on GAPP a little over a year ago: https://discord.com/channels/709370620642852885/911691996366786600/975667950931542046

Rules: Divide the grid into regions of connected cells. All regions must have 120° or 180° rotational symmetry about their centre. Two regions of the same size may not share an edge. Clued cells must belong to a region containing the indicated number of cells.

Note that in addition to the 180° symmetry that's familiar from square grids, shapes can also have 120° symmetry on hexagonal grids, such as the 4-region at the bottom of the example puzzle.



Example (Penpa+): https://tinyurl.com/2g8v6qz9

GAPP (Penpa+): https://tinyurl.com/2n4ke4sl

May 22, 2023: Tasquare (Look-Air)

Freddie Hand

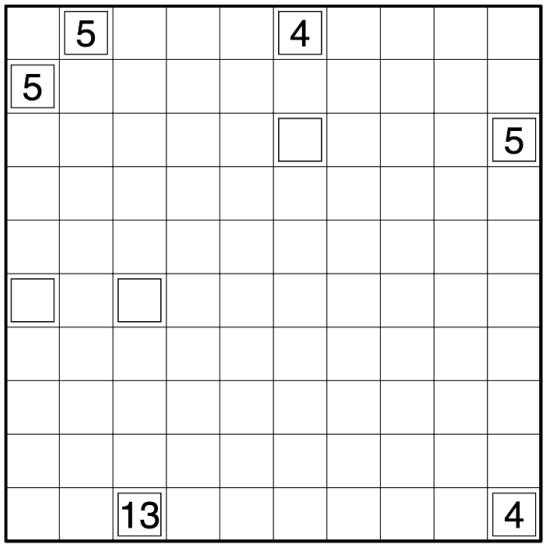
When you can't choose between Tasquare and Look-air, this mutant is the result. Today's puzzle is a **Tasquare (Look-Air)**! (aka Look-Squaire), and is very loosely another Mathsy Monday instalment. (Fret not, this is still not a thing)

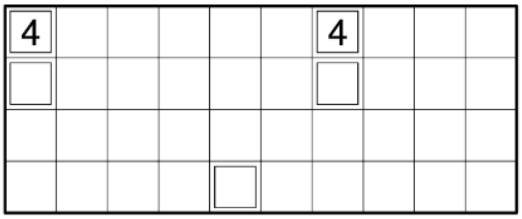
Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a square and the remaining unshaded cells form one orthogonally connected area. Clued cells cannot be shaded, and represent the total size of the shaded squares that share an edge with the clue. If a clue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

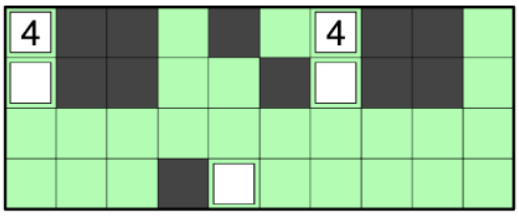
Variant: Two squares of the same size may not have a direct view of one another (i.e. have a straight line of unshaded cells in between them), though they may be in the same row or column. (Note that clue cells are unshaded, so the line of sight goes through clues)

You may also wish to try the latest appearance of Tasquare (by Tyrgannus):
https://discord.com/channels/709370620642852885/911691996366786600/975246083028549712

and, slightly less pertinently, the latest appearance of Look-air:
https://discord.com/channels/709370620642852885/911691996366786600/1015730424510677084







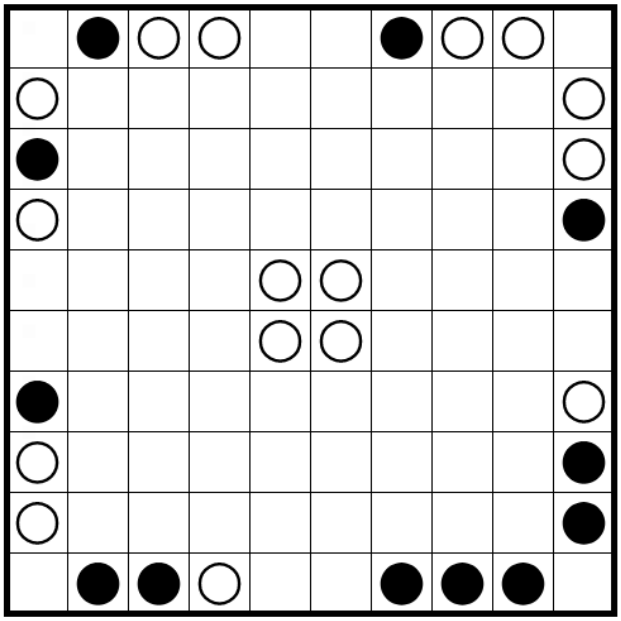
Example (Penpa+): https://tinyurl.com/2fafnu3z
GAPP (Penpa+): https://tinyurl.com/2f8jcs2u

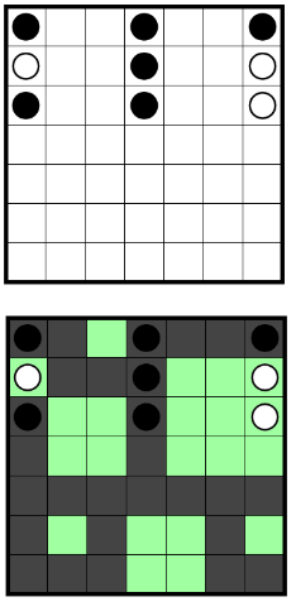
May 23, 2023: Circles and Squares (Look-Air)

Eric Fox

In the mood for another genre with Look-Air's famous rule in effect? Well here you go: A **Circles and Squares (Look-Air)**! 🟩 🟩

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and each orthogonally connected area of unshaded cells is in the shape of a square. Cells with black circles must be shaded, and cells with white circles must not be shaded. No 2x2 region may be entirely shaded. Two unshaded squares of the same size may not have a vertical or horizontal line of shaded cells between them, unobstructed by a differently sized square.





Example (Puzz.link): https://tinyurl.com/yc4p4av2
GAPP (Puzz.link): https://tinyurl.com/yck4y98m

Note: Because this puzzle uses Puzz.link's variant mode, it will not trigger automatic answer checking! You will need to click *Check base type* at the bottom of the screen to stop the timer. Also, the interface doesn't check whether your solution satisfies the Look-Air constraint. Please verify your solution manually.

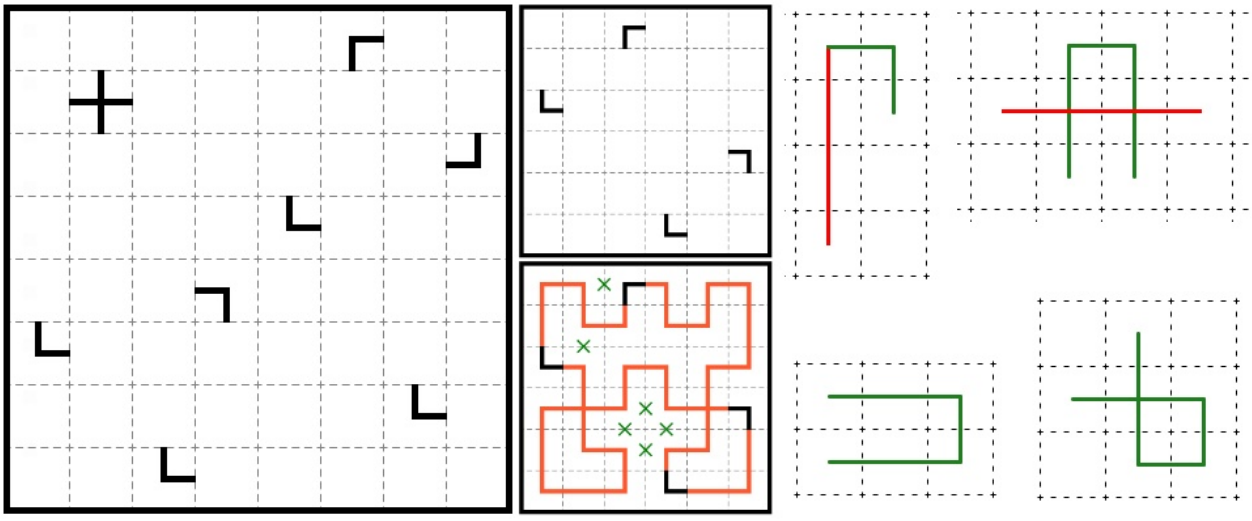
May 24, 2023: Pipelink (Short)

jovi_al

Hello everyone! This will either upset you or elate you: no, we are not doing *Look-Air* week right now. Today's puzzle is not a *Look-Air*, nor is it a *Look-Air*-ish variant of another puzzle type. It is, however, a variant of another puzzle type! Attached with today's image are also depictions of various things that are allowed and disallowed in the ruleset, with red being disallowed and green being allowed. Note that, if you choose to solve on puzz.link, the answer check will not pop automatically-- you'll have to do so yourself, by clicking the blue "Check base type" button at the bottom of the page. Note also that puzz.link's answer check does not confirm that the variant is correct, so solve on Penpa+ if you'd like to have that extra reassurance! And finally, note that Penpa+'s answer check only checks for green lines!

Today's puzzle is a **Pipelink (Short)**! If you've been around me at any point in time over the last 30-ish hours or so, this should come as no surprise, as I've been having a ton of fun setting them!

Rules: Draw a loop that moves orthogonally through the centers of all cells. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap. A clue shows how the loop crosses through the cell it's in.
Variant: No line segment may be more than two cells in length.



Example (Penpa+): https://tinyurl.com/2zv8gwqf
(Puzz.link): https://tinyurl.com/bdh9rz63
GAPP (Penpa+): https://tinyurl.com/2lkmz8z7
(Puzz.link): https://tinyurl.com/z7mnum8t

May 25, 2023: Sashikazune

bakpao

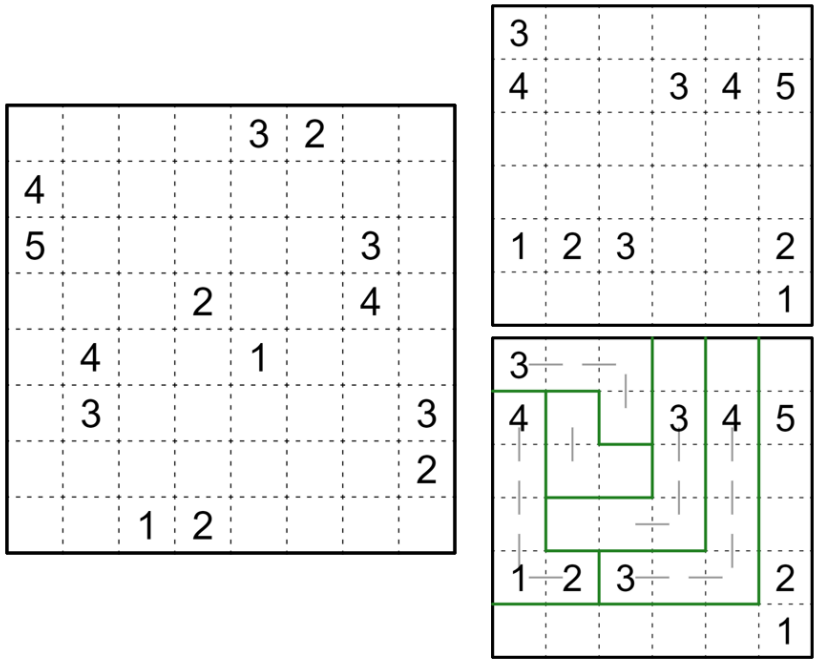
Welcome back to another installment of me covering an old Nikoli genre only because it caught my attention after being recently implemented on cross+a! This one is from Puzzle Communication vol. 161.

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

Rules: Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. A number indicates how many cells are between itself and the cell where the region bends, including both the cell with the clue itself and the cell with the bend in the count. Regions cannot contain more than 3 number clues.

Some notes:

- Unclued regions are allowed.
- You can place auxiliary marks (like in the example solution) by dragging from one cell's center to a neighboring cell's center.
- Answer check ignores lines drawn on the edge of the grid.



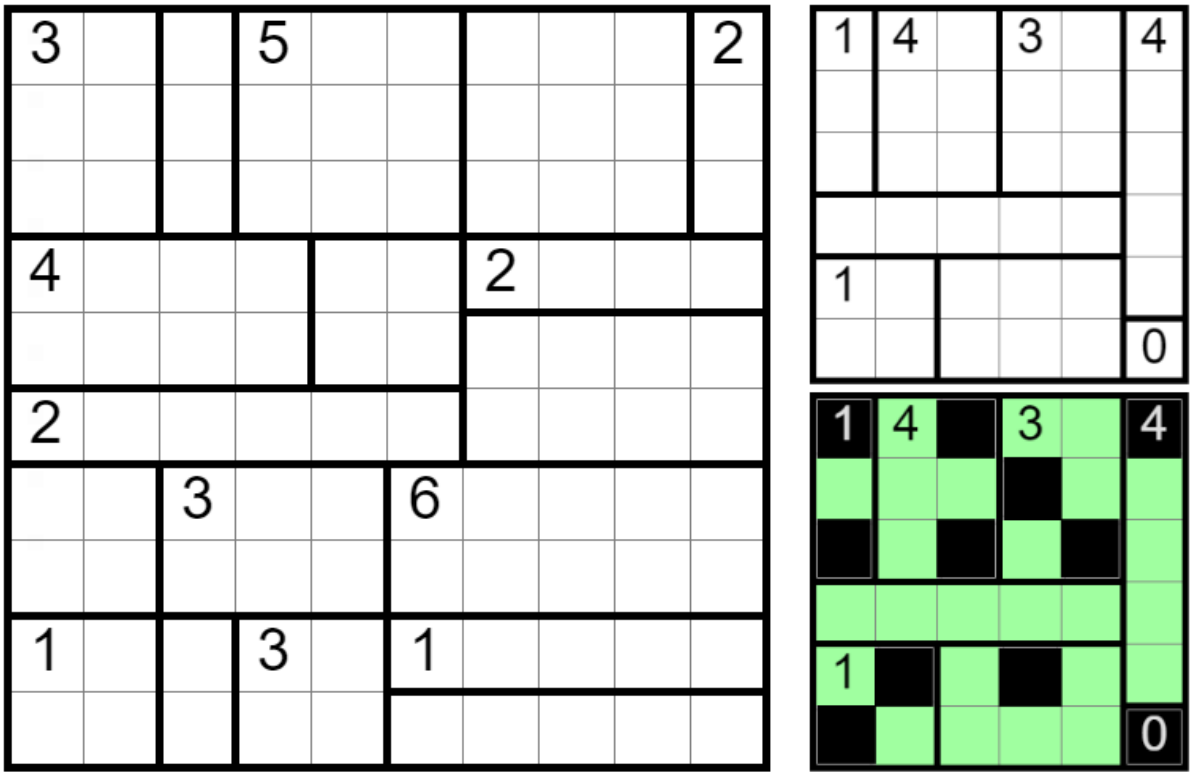
Example (Penpa+): https://tinyurl.com/2m89nhr8
GAPP (Penpa+): https://tinyurl.com/2qyaathl

May 26, 2023: Akichiwake

Menderbug

Today we have another recent favourite of mine: **Akichiwake**. This is an interesting twist on Heyawake, created by Prasanna Seshadri which changes how the number clues work. Note that this version of the rules was originally merely a variant called **(Attained)** but since the genre got an implementation on puzz.link, this has officially become the base version of the ruleset.

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. A number indicates the size of the largest group of connected unshaded cells within its region. A line of consecutive unshaded cells may not cross more than one bold border.



Example (Puzz.link): https://tinyurl.com/23j95hrh
GAPP (Puzz.link): https://tinyurl.com/28eb6bcv

May 27, 2023: Moon or Sun (Supersized)

Freddie Hand

Today's puzzle is a **SUPERSIZED Moon or Sun**! With apologies to those living in Nordic countries (or Antarctica) for the lack of thematic appropriateness. But also polar nights are pretty cool, so it evens out.

Rules: Draw a non-intersecting, non-branching loop through the centers of some cells which enters and exits each region exactly once. Within a region, the loop must pass through all moons and no suns, or all suns and no moons. The loop may not pass through the same type of clue in two consecutively used regions.

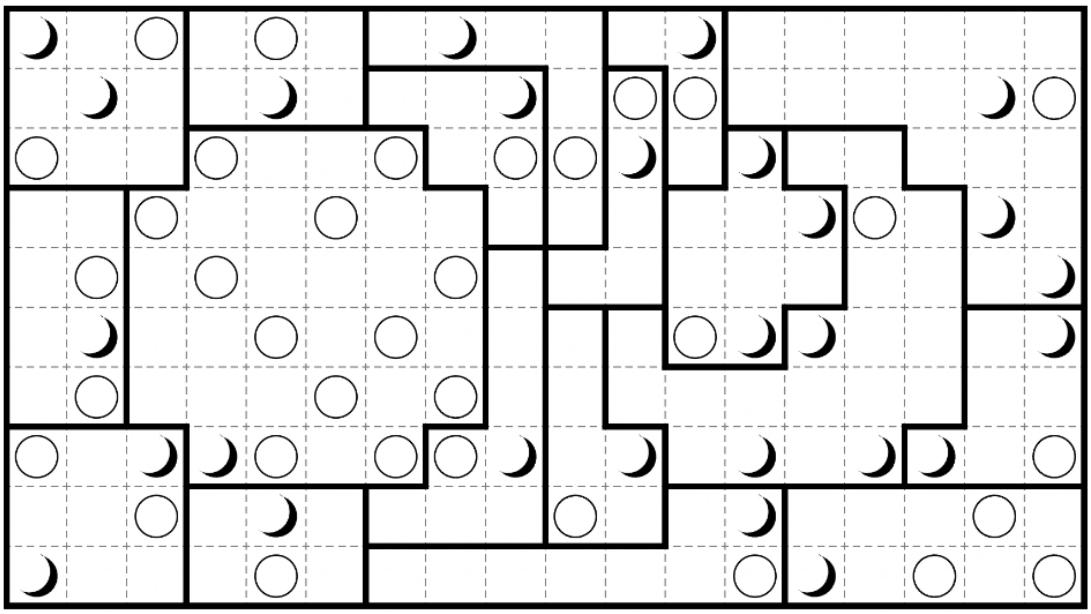
GAPP 101: (or 202 in this case)

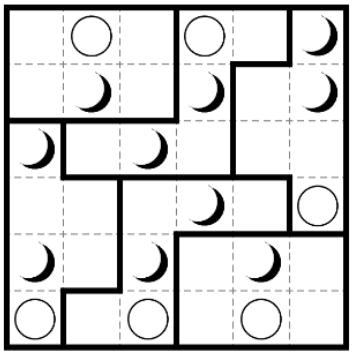
- Gur ybbc ivfvgf rnpu ertvba rknpgyl bapr, fb vgf obeqre pna bayl or pebffrq gjvpr!
- Znxr fher abg gb pybfr gur ybbc gbb rneyl ba!

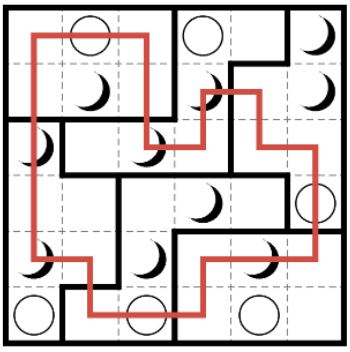
⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Draw a non-intersecting, non-branching loop through the centers of some cells which enters and exits each region exactly once. Within a region, the loop must pass through all moons and no suns, or all suns and no moons. The loop may not pass through the same type of clue in two consecutively used regions.







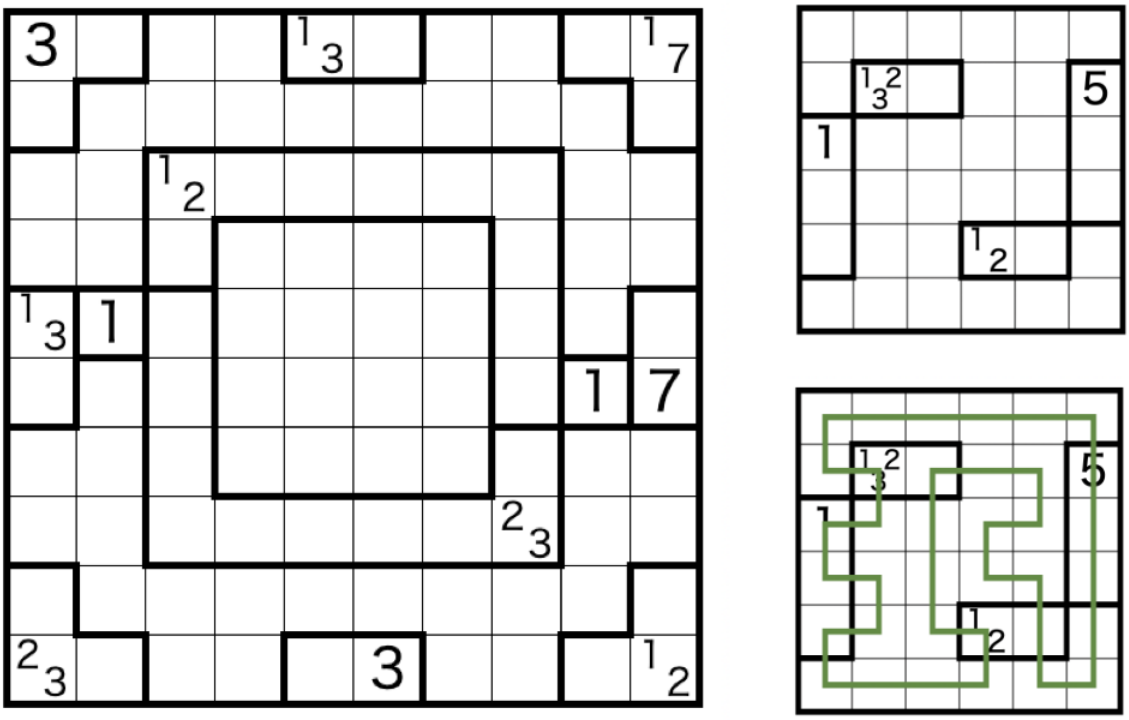
Example (Puzz.link): https://tinyurl.com/337nu4e8
GAPP (Puzz.link): https://tinyurl.com/57ram6wn

May 28, 2023: Rail Pool

Lavaloid

Today's edition of Strange-Shaped Sunday (not a series) contains the strangest shape yet. Unfortunately, said shape is the solution to this **Rail Pool**, so I can't show it without spoiling the puzzle.

Rules: Draw a non-intersecting loop through the centers of all cells. Some boldly outlined regions contain number clues. If a straight loop segment visits any cells of a clued region, its length must match one of these numbers. Each number must correspond to at least one such loop segment. (Note for segments contained partially within the region, the number still refers to the total length of the segment)



Example (Puzz.link): https://tinyurl.com/hacfaypw
GAPP (Puzz.link): https://tinyurl.com/yp2xnnky

May 29, 2023: Guide Arrow

jovi_al

Hi everyone! I don't know how this didn't get sorted for so long, but the GA in GAPP doesn't actually mean "Genuinely Approachable"-- it means "**Guide Arrow**," and we're going to rectify this by only posting Guide Arrow and its variants for the next year or so.

But what even is Guide Arrow? I asked some friends for help:

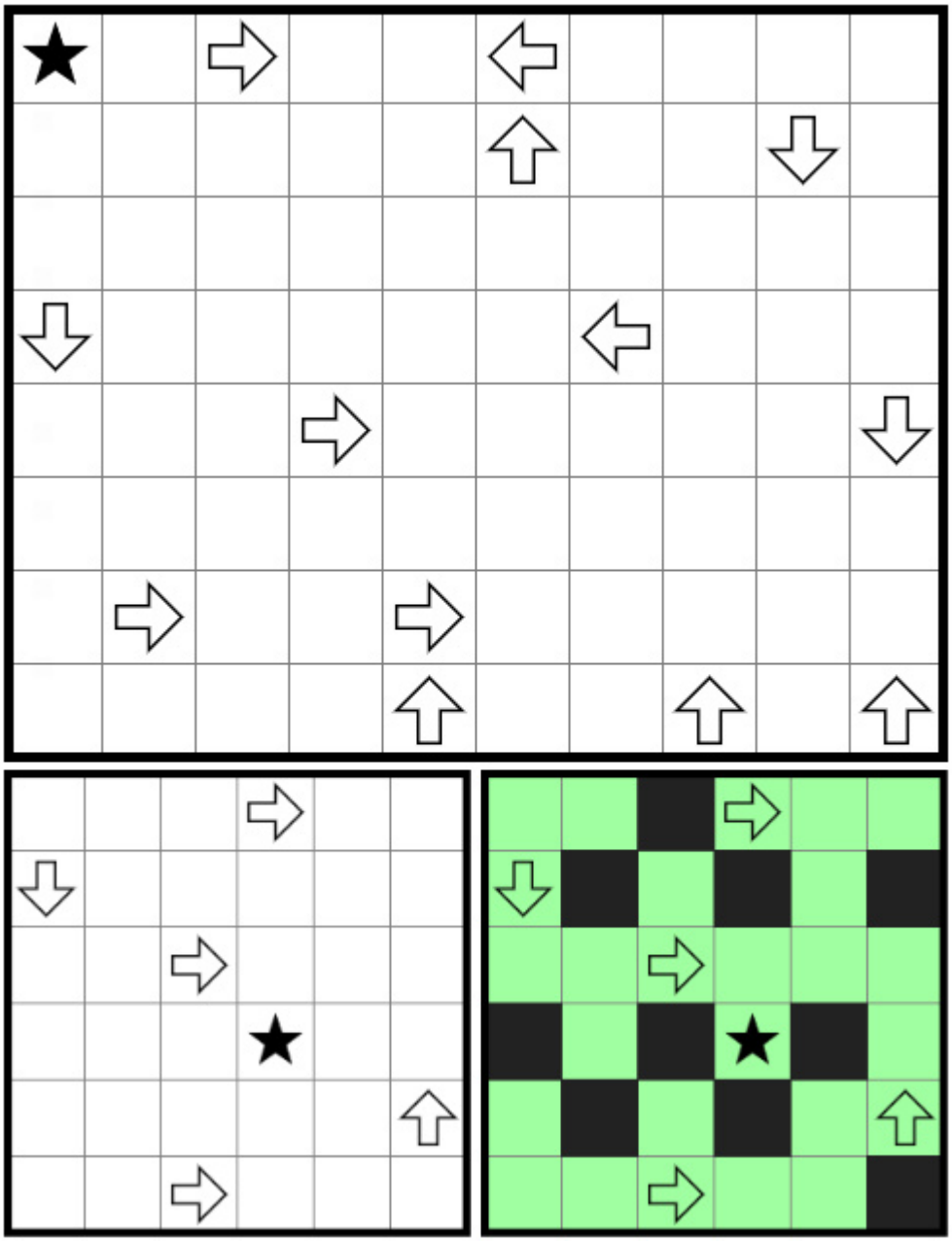
"guide arrow is when a piece of ammunition launched by a bow gives you information on touristical things while mid-flight to target" -`@dragonoidrules`
"guide arrow? i sure hope it does" -`@shyeheya`

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking.

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking.



Example (Puzz.link): https://tinyurl.com/ymbbtaw6
GAPP (Puzz.link): https://tinyurl.com/muxhv8dm

May 30, 2023: Nurikabe (Pairs)

bakpao

It's becoming harder and harder to only cover puzzle types that have never featured in GAPP before. While there are overwhelmingly many of them still out there, finding one that stands out enough to want to write a puzzle in it, and which is suitable for making a GAPP level puzzle at the same time, often takes up as much time as actually writing the puzzle itself. Thankfully, there's always still variants on genres we've covered already to rely on!

Today's GAPP is a **Nurikabe [Pairs]**!

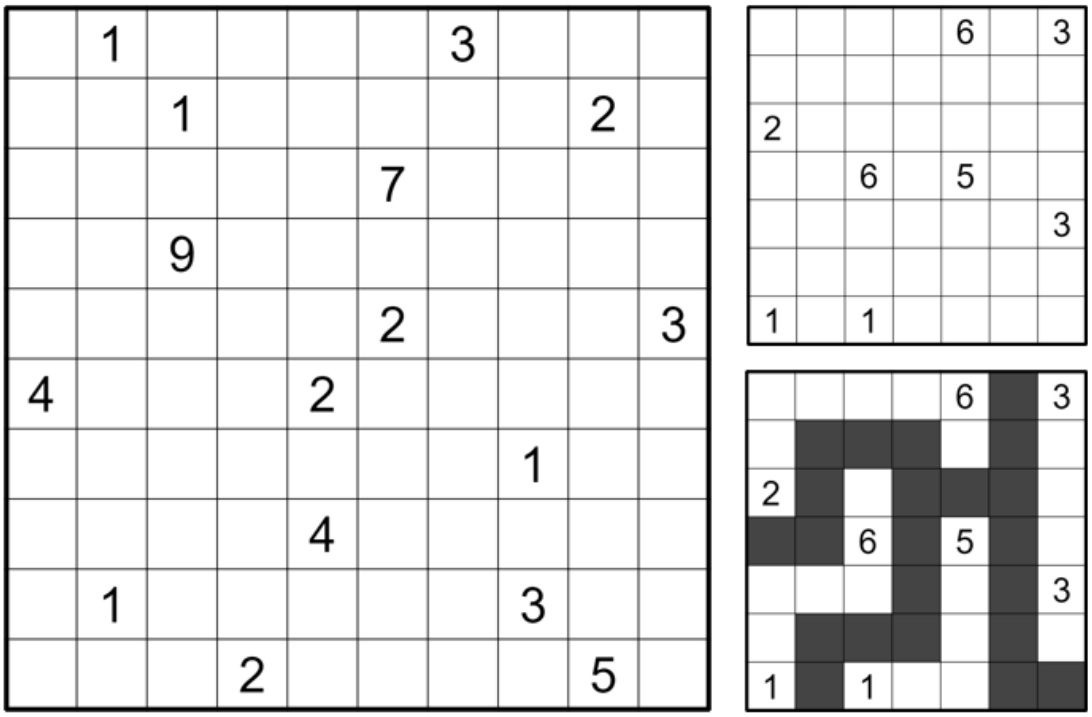
Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly two clues and has an area equal to the sum of the clues.

If you wish to warm up on the genre a bit before attempting the puzzle, Nurikabe has been featured in GAPP many times before, including many variants. These can all be easily accessed by entering `nurikabe in:daily-pencil-puzzles` in the search bar.

⬇ Puzzle is on the next page (rules will be repeated) ⬇

⬆ Intro is on the previous page ⬆

Rules: Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly two clues and has an area equal to the sum of the clues.



Example (Penpa+): https://tinyurl.com/2mn7dbas
GAPP (Penpa+): https://tinyurl.com/2fa4hxco

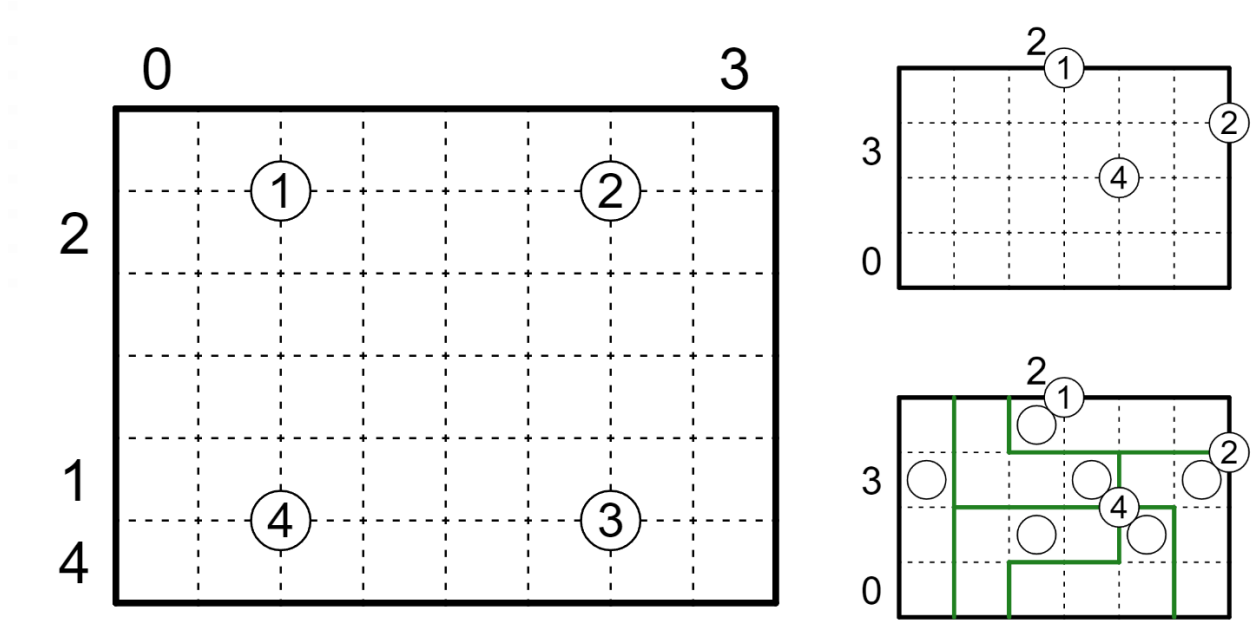
May 31, 2023: Tetritory

Menderbug

Today's genre is a recent invention by @lateolabrax_pz (Twitter handle) which combines region division and object placement. The Japanese name is テトリトリー. I'm being told that's meant to be a portmanteau of "tetromino" and "territory", so let's call it **Tetritory**.

Rules: Divide the grid into tetrominoes (regions containing exactly four cells) and place one white circle in each region. Cells containing circles cannot share an edge. Number clues outside the grid indicate the number of circles in their row or column. Circled number clues on grid vertices indicate how many different regions are touching the clue.

Notation tip: I recommend marking cells which cannot contain a circle. You can either use the dotted circle in Shape mode, or shade the cells using Surface mode.



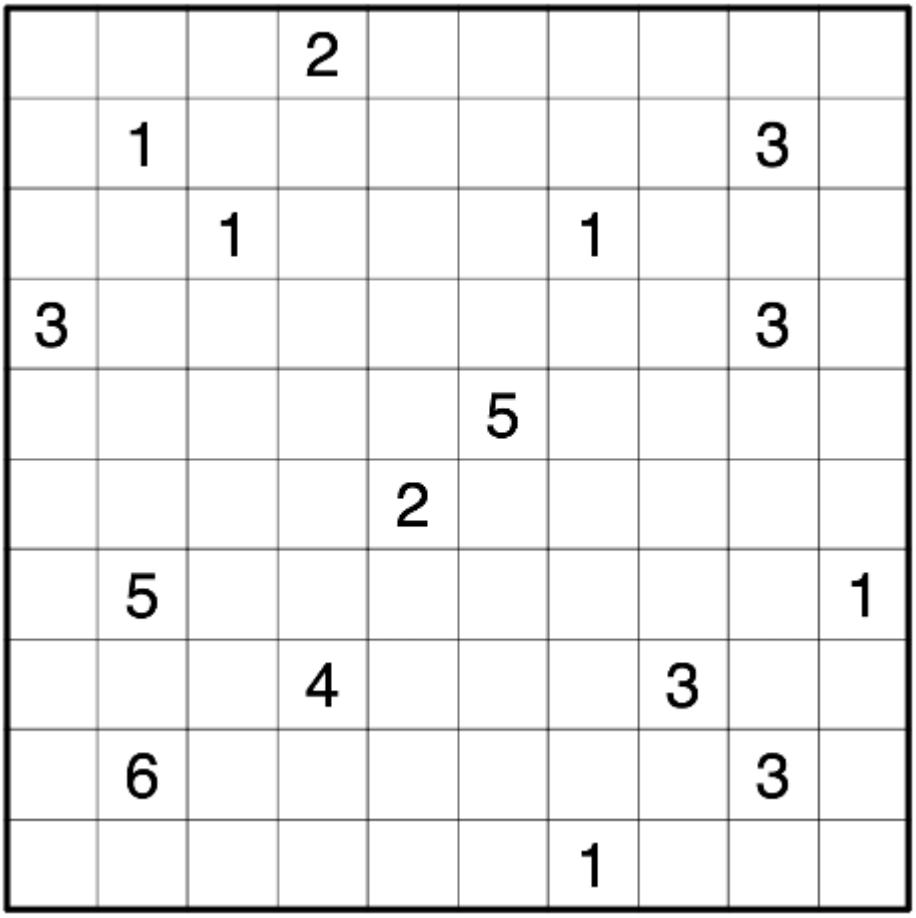
Example (Penpa+): https://tinyurl.com/2omyah8w

GAPP (Penpa+): https://tinyurl.com/2mz4fm3u

Solution video: https://youtu.be/cVTQOFoG0-o

Bonus 1: Nurikabe (Pairs)
bakpao

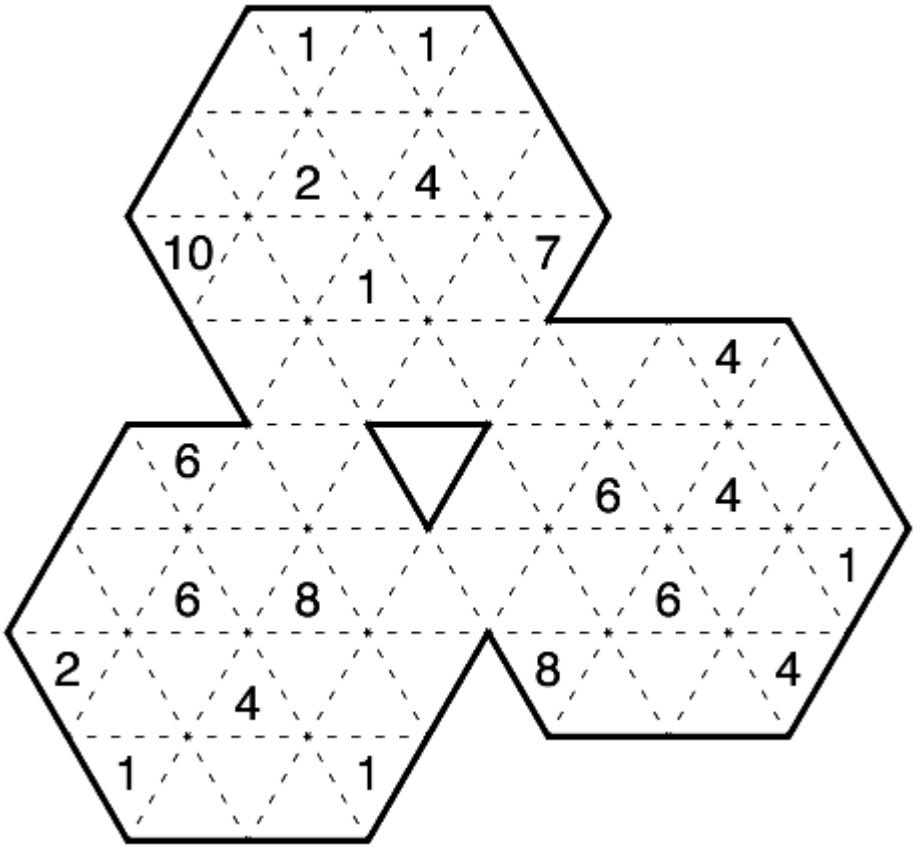
Rules: See May 30



Example (Penpa+): See May 30
Bonus (Penpa+): https://tinyurl.com/yc8zebx3

Bonus 2: Symmetry Area (Triangular)
Menderbug

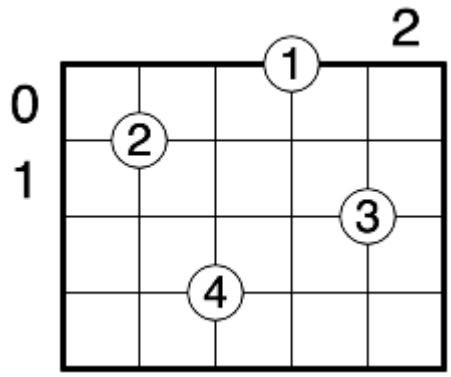
Rules: See May 21



Example (Penpa+): See May 21
Bonus (Puzz.link): https://tinyurl.com/2zad73uy

Bonus 3: Tetritory
Menderbug

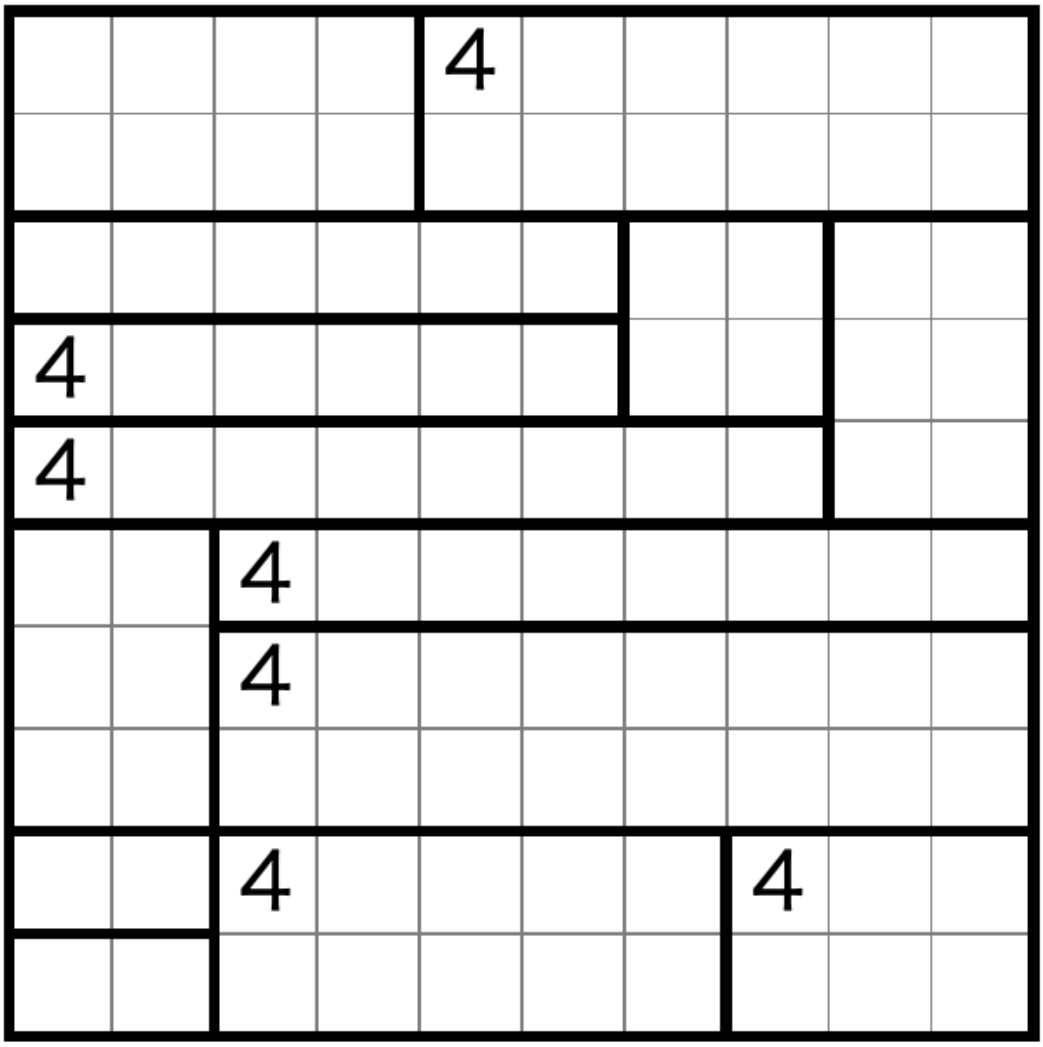
Rules: See May 31



Example (Penpa+): See May 31
Bonus (Penpa+): https://tinyurl.com/2duxpcjf

Bonus 4: Akichiwake
Menderbug

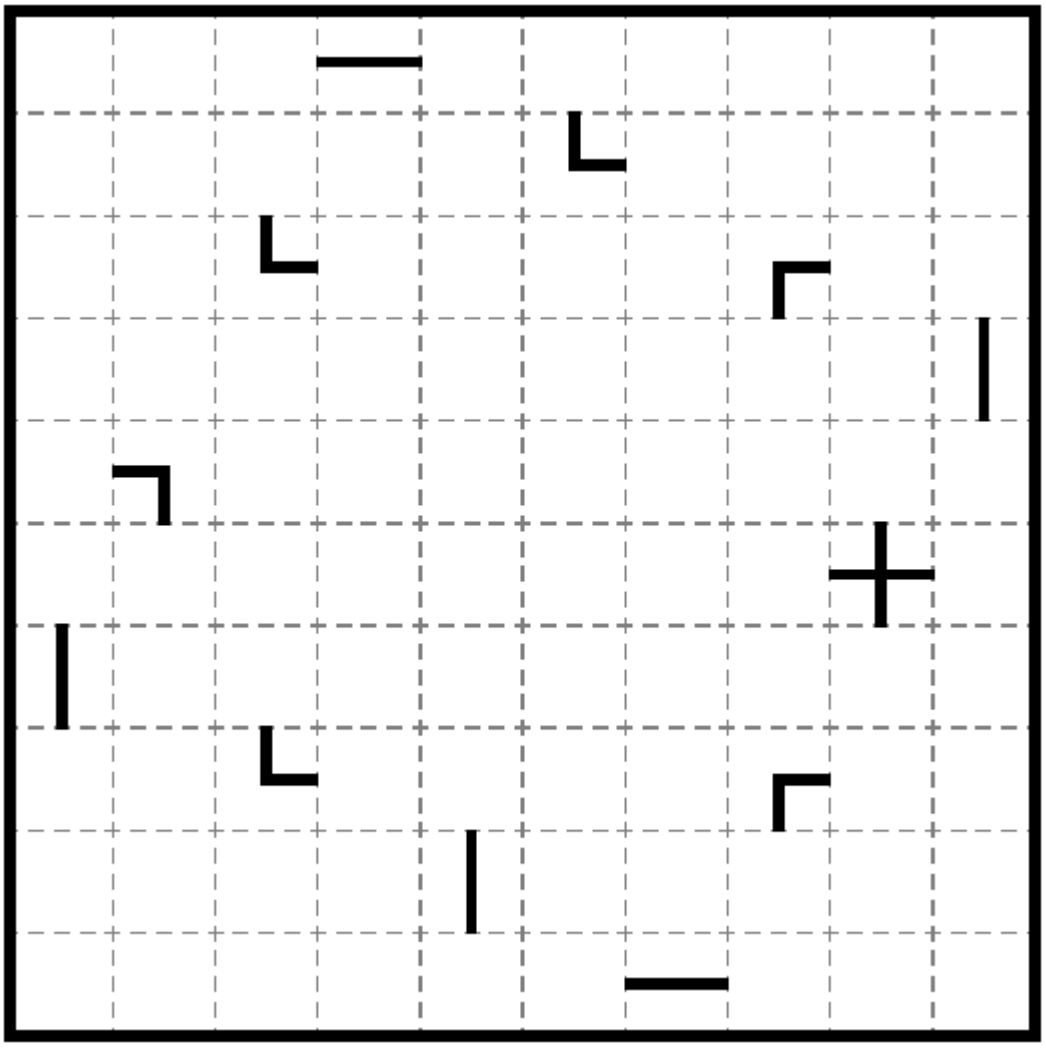
Rules: See May 26



Example (Puzz.link): See May 26
Bonus (Puzz.link): https://tinyurl.com/39u2twpy

Bonus 5: Pipelink (Short)
jovi_al

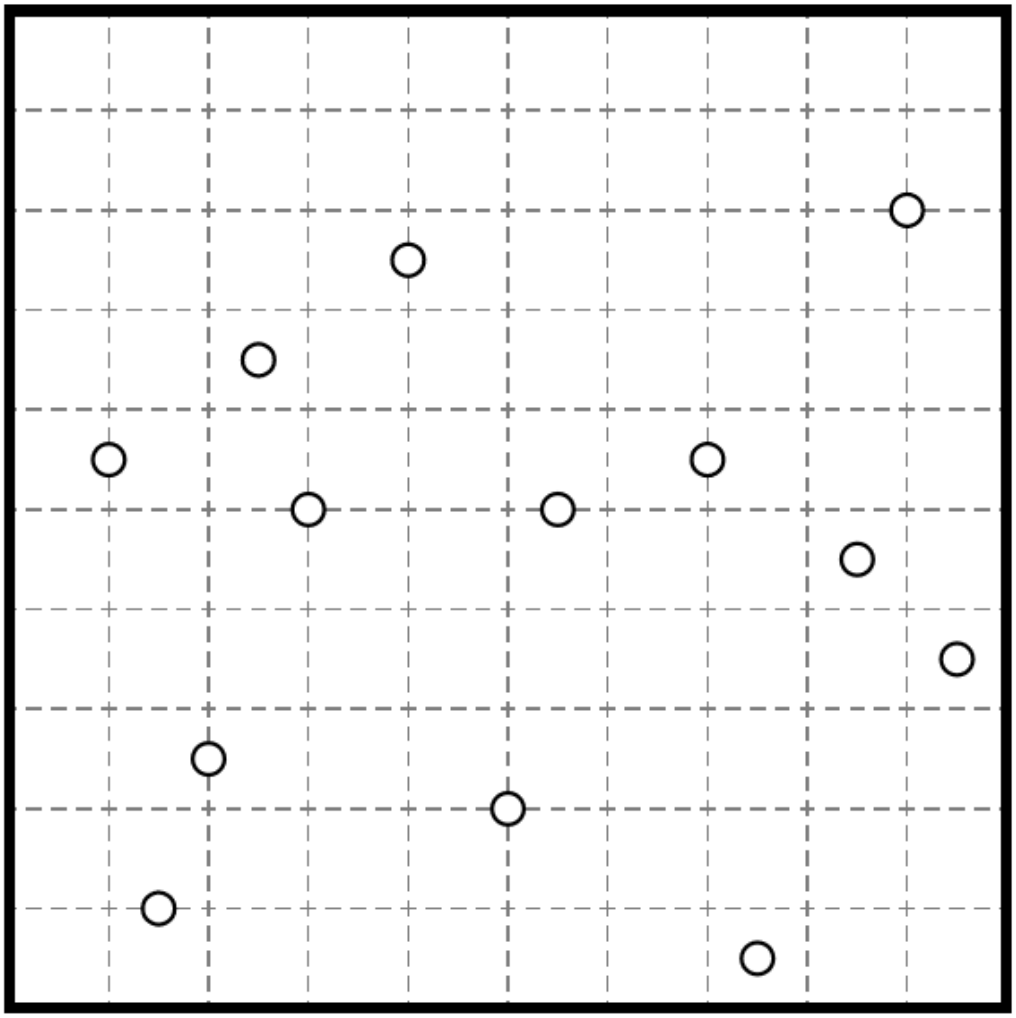
Rules: See May 24



Example: See May 24
Bonus (Penpa+): https://tinyurl.com/2lehynt9
(Puzz.link): https://tinyurl.com/2s3dtkj3

Bonus 6: Tentaisho
Tyrgannus

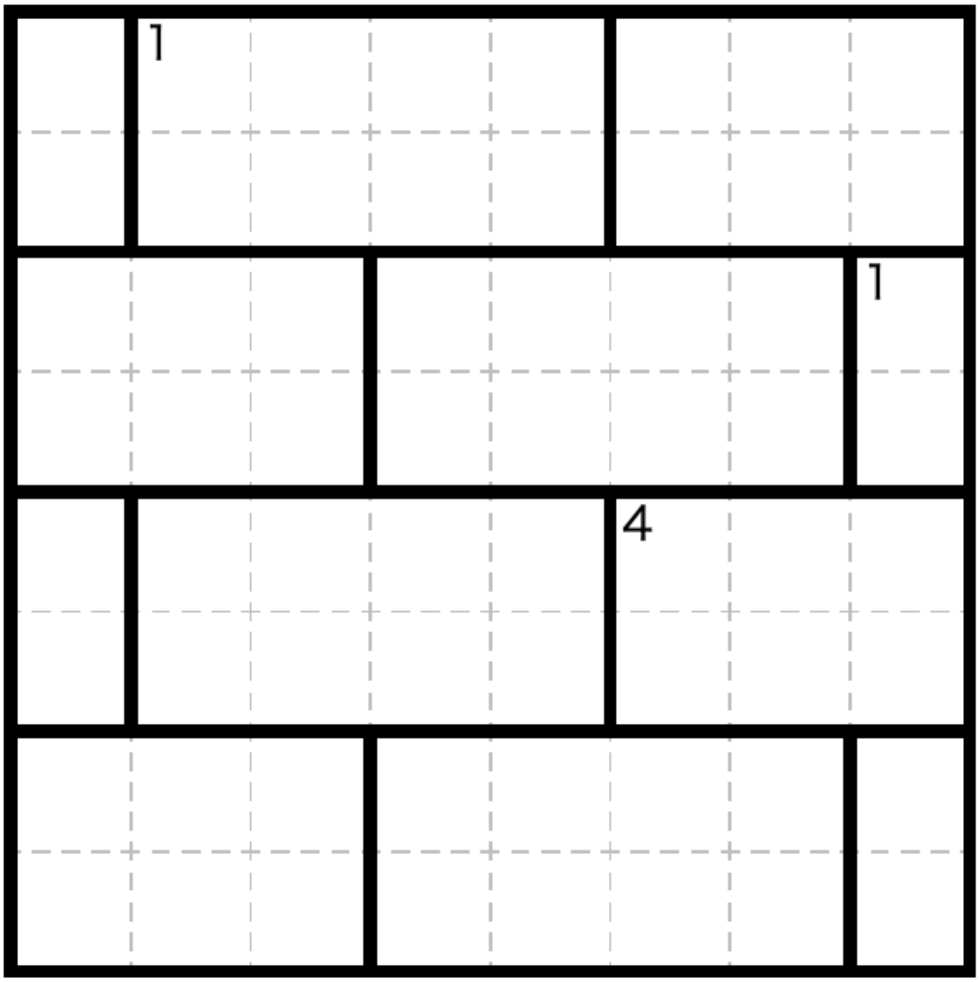
Rules: Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one circle and have 180° rotational symmetry around it.



Example (Puzz.link): https://tinyurl.com/3pr8y55h
Bonus (Puzz.link): https://tinyurl.com/49szhyne

Bonus 7: Remembered Length
Menderbug

Rules: See May 16



Example (Puzz.link): See May 16
Bonus (Puzz.link): https://tinyurl.com/yzx93h7f

Date	Sloth Time	Crab Time	🐦
01 May 2023	2:22	5:22	Dense-packed Dartford Warbler
02 May 2023	2:30	5:00	Ancient Albatross
03 May 2023	3:00	6:00	Wordy Bird
04 May 2023	2:15	4:45	Y-winged Yellowhammer
05 May 2023	1:00	2:30	Good and GAPP Goose
06 May 2023	2:45	5:30	Birdie Bird Par Parakeet
07 May 2023	2:00	4:15	/// /\// /\ \ \/\\ Spinetail
08 May 2023	3:30	7:00	Classy Catbird
09 May 2023	2:45	6:00	Perplexing Scrubwren
10 May 2023	2:00	5:00	Euclidean Yunnan Nuthatch
11 May 2023	2:00	4:15	Farewell Flamingo
12 May 2023	1:45	3:30	Scrinkle-Collared Manucode
13 May 2023	6:10	13:00	Super Snipe
14 May 2023	3:30	6:30	Greater White-Fronted Goose
15 May 2023	2:30	6:15	Subtle Swallow
16 May 2023	3:00	7:00	Memorable Martin
17 May 2023	2:30	5:30	Yaloonigal Yungas Tyrgannulet
18 May 2023	3:00	7:00	Whatever Bird You Think This Genre Was Based On
19 May 2023	2:30	5:15	Lister Thistle
20 May 2023	8:00	20:00	Anniversary 'Apapane
21 May 2023	6:00	13:00	Rotating Rito
22 May 2023	2:12	4:54	Insightful Invisible Rail
23 May 2023	2:20	5:00	Square Spoonbill

24 May 2023	2:30	6:15	Short Spotted Sandpiper
25 May 2023	3:00	6:00	Bendy Bullfinch
26 May 2023	2:15	4:45	'Akichiki
27 May 2023	4:00	10:00	Astronomical Altai Accentor
28 May 2023	3:00	6:00	moTmoT
29 May 2023	2:00	5:00	Loopn't Loon
30 May 2023	3:10	6:20	Mutualist Myna
31 May 2023	4:00	9:00	Territorial Tetraka