# Mind The GAPP 5

Genuinely Approachable Pencil Puzzles from the CtC Discord Volume 5: March 1, 2022 - March 31, 2022

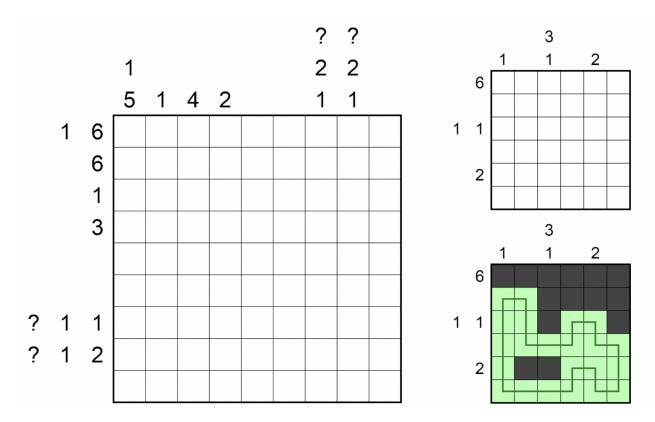
#### March 1, 2022: Graffiti

shye

Kids these days... You may remember the lovely Cross the Streams puzzle we had a few months back. Well I was in the mood to make one myself, but as my back was turned some delinquents sprayed a hideous loop all over the puzzle! Thankfully, it somehow solves, although I've had to tweak the rules...

#### Today's GAPP is a Graffiti!

**Rules**: Shade some cells and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues outside the grid represent the lengths of the blocks of consecutive shaded cells in the corresponding row or column, in order. A question mark clue represents an unknown (non-zero) length of consecutive shaded cells.



Example (Penpa+): <a href="https://tinyurl.com/2p9atw5v">https://tinyurl.com/2p9atw5v</a>
GAPP (Penpa+): <a href="https://tinyurl.com/yj2t2rvd">https://tinyurl.com/yj2t2rvd</a>

# March 2, 2022: Ring-Ring (No Squares)

jovi\_al

Before we start, please read the rules carefully! Today's GAPP is a variant!

Okay, I know it's reaching into meme territory. Someone might need to stage an intervention. But I have a confession to make:

I'm addicted to Ring-Ring.

And today's **No-Squares** variant is... *spicing* up the genre for me.

I hear your cries of anguish:

"Jovi, hasn't the GAPP team covered this genre twice already?"

Yes, yes we have.

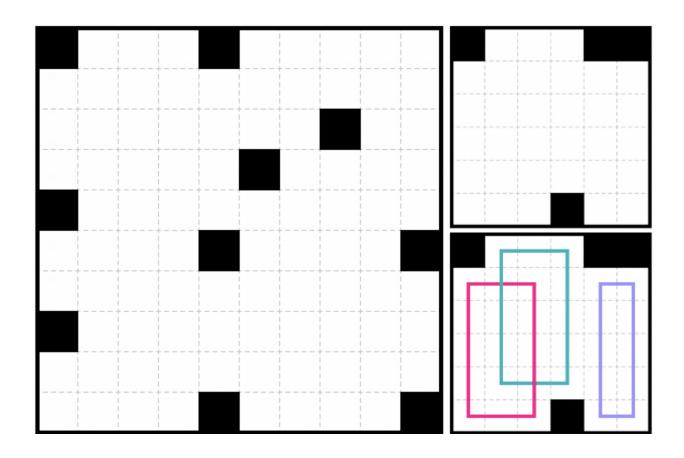
"Jovi, why did you say 'GAPP team' when it's \*you\* that's covered the genre twice already?"

Because made ya look

I just like spinny spin loopy loop, can't fault a gal for that.

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

**Variant**: None of the rings may be square.



Example (Puzz.link): <a href="https://tinyurl.com/29utdztj">https://tinyurl.com/29utdztj</a> GAPP (Puzz.link): <a href="https://tinyurl.com/2p8aazex">https://tinyurl.com/2p8aazex</a>

## March 3, 2022: Simple Loop (Short)

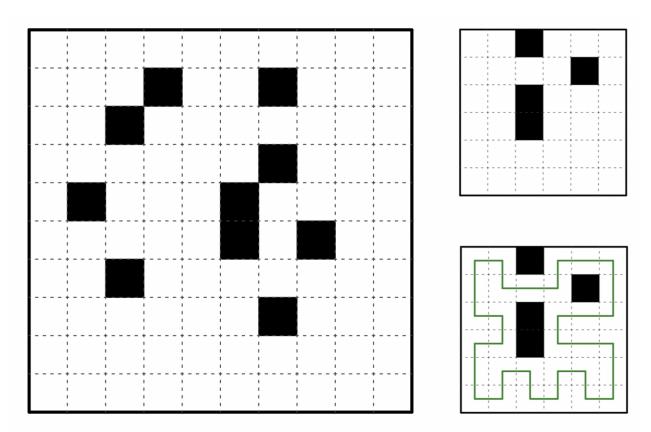
**Tyrgannus** 

Y'know, after Yagit, Stostone, and especially Pencils, I think it's time for me to NOT tackle a genre with a long ruleset. Just want to keep things *simple*. I think I've earned something a bit more down to earth, nothing that would throw newcomers for a *loop*. Nice and *short*, really. Oh I'm having too much fun with this.

Today's GAPP is a Simple Loop (Short)

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

**Variant**: No straight line segment may be more than 2 cells in length (May not cross more than 2 cell borders without turning)



Example (Penpa+): <a href="https://tinyurl.com/mwmwvn7h">https://tinyurl.com/mwmwvn7h</a>
GAPP (Penpa+): <a href="https://tinyurl.com/7v3b7uf3">https://tinyurl.com/7v3b7uf3</a>

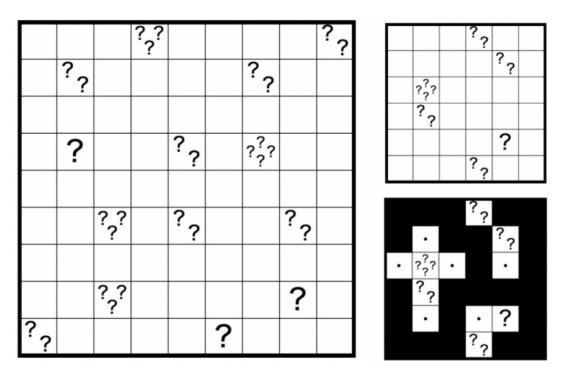
# March 4, 2022: Tapa (Unknowns)

Freddie Hand

I have recently developed a concerning number allergy (two days ago, to be precise), which, with being in a sudoku server, has made life rather difficult. (At least GAPP has avoided these dreaded figures thus far!) I had made this Tapa a week ago, but now I can't bear to look at it without blanking out all the numbers. Will you still be able to solve this **Tapa (Unknowns)** when I hide this information from you?

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

**Variant**: Some clues may contain question marks ('?'). Each of these represents a positive integer (i.e. a number greater than 0).



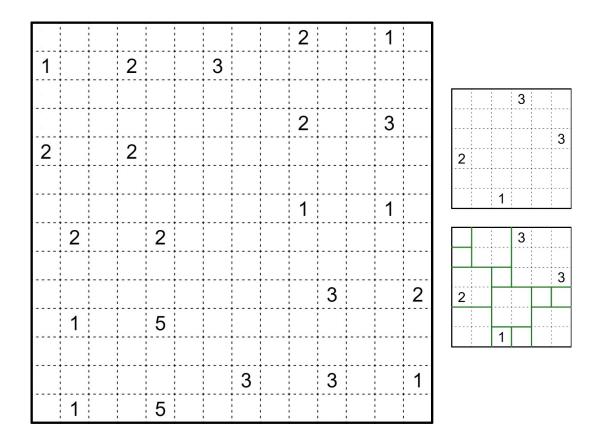
Example (Puzz.link): <a href="https://tinyurl.com/45598p97">https://tinyurl.com/45598p97</a> GAPP (Puzz.link): <a href="https://tinyurl.com/mu54j4dh">https://tinyurl.com/mu54j4dh</a>

# March 5, 2022: SUPERSIZED Square Jam

Eric Fox

Square
Squam
Jelly and Jam
Puzzle day square yay
Supersized **Square Jam!** 

**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.



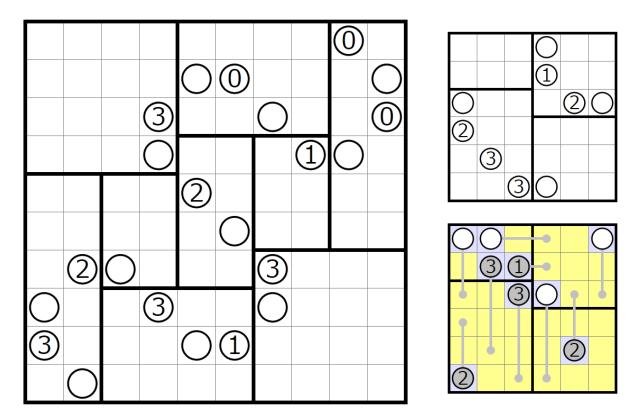
Example (Penpa+): <a href="https://tinyurl.com/ykj3mnjp">https://tinyurl.com/ykj3mnjp</a> GAPP (Penpa+): <a href="https://tinyurl.com/y9wz6o3q">https://tinyurl.com/y9wz6o3q</a>

#### March 6, 2022: Heyabon

shye

When we last saw Bobbins he was but a budding bonsai artist with dreams of symmetry. Since then he has become a professional of the practice, and now has built a greenhouse divided into many rooms each housing their own trees. Today we will help him with his craft in this **Heyabon** puzzle! A Bonsan variant.

**Rules**: Move some circles so that the positions of the circles in each region have 180° rotational symmetry around the region's center. Each region must contain at least one circle. A circle may move only in one straight line vertically or horizontally. Circles' paths may not cross each other, other circles, or other circles' starting points. Circles containing clues must be moved exactly the indicated number of cells.



Example (Puzz.link): <a href="https://tinyurl.com/2p8aeftn">https://tinyurl.com/2p8aeftn</a> GAPP (Puzz.link): <a href="https://tinyurl.com/k6dvdcsx">https://tinyurl.com/k6dvdcsx</a>

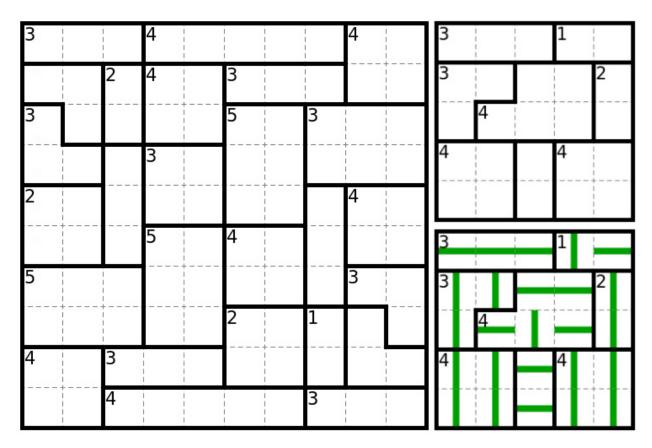
#### March 7, 2022: Juosan

jovi\_al

Well, the GAPP team has successfully staged an intervention. I still love genres that use every cell, and I still love lines. But they've ensured that today's puzzle will not be a loop puzzle, nor will it have crossing lines, nor will it have a ridiculously long intro. You can breathe easy now.

#### Today's genre is a Juosan!

**Rules**: Place a horizontal or vertical line into each cell, traveling from edge to edge. A number in a region represents how many horizontal or vertical lines it contains - whichever there's at least half of. There may not exist a run of three consecutive cells containing parallel distinct lines anywhere in the grid.



Example (Puzz.link): <a href="https://tinyurl.com/asatajuz">https://tinyurl.com/asatajuz</a> GAPP (Puzz.link): <a href="https://tinyurl.com/2p8xd7u8">https://tinyurl.com/2p8xd7u8</a>

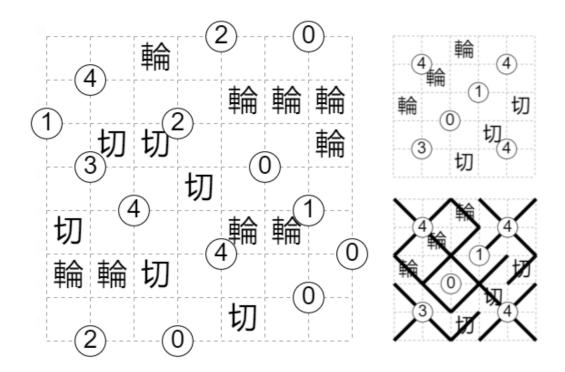
## March 8, 2022: Wagiri

Tyrgannus

Puzz.link being down today really threw me for a loop. Well, partial loops really, there IS a workaround. Sometimes in life, you have to work around things and other times you have a tight knit plan. Sometimes in puzzles, you have to avoid making connections, and other times you actively make things come full circle. Today's puzzle is both familiar, and not familiar. It is both loop, and not loop. I hope you'll find the duality enticing!

# Today's GAPP is a Wagiri!

Rules: Place a diagonal line into each cell, connecting two opposite corners. A clue in a circle indicates how many lines are extending from that circle. A diagonal line in a cell containing "輪" must be part of a loop, while a diagonal line in a cell containing "切" may not be part of a loop.



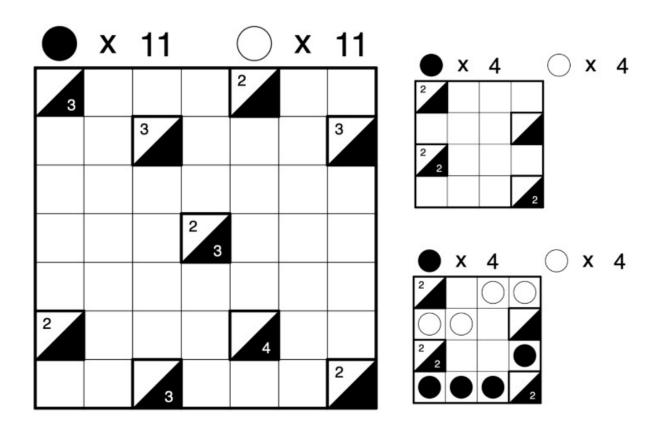
Example (Puzz.link): <a href="https://tinyurl.com/yyuwfwej">https://tinyurl.com/yyuwfwej</a> GAPP (Puzz.link): <a href="https://tinyurl.com/2p9h5aay">https://tinyurl.com/2p9h5aay</a>

#### March 9, 2022: Golds and Diamonds

Freddie Hand

Today's genre may be the long-lost cousin of Gems and Stones (covered by Eric way back in the day), except a little harder to guess which colour corresponds to which object. And apparently gold and diamond can't stand being next to each other. It is a **Golds and Diamonds**!

**Rules**: Place some white circles and black circles in the grid so that each cell contains at most one circle. Bolded cells are clues and may not contain circles. The top left/bottom right number in a clue cell indicates the number of white circles/black circles in the (up to) 8 surrounding cells. White circles cannot touch black circles, not even diagonally. The number of white/black circles is given in this puzzle.



Example (Penpa+): <a href="https://tinyurl.com/y9dndj9w">https://tinyurl.com/y9dndj9w</a>
GAPP (Penpa+): <a href="https://tinyurl.com/29bp334m">https://tinyurl.com/29bp334m</a>

# March 10, 2022: Country Road Eric Fox \_\_\_\_\_s, take me home to the place I belong

Take me home, \_\_\_\_s

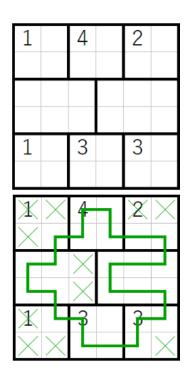
West Virginia, mountain mama

You guessed it - Today's genre is Country Road!

#### Rules:

Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. A number in a region represents how many cells in the region are visited by the loop. Orthogonally adjacent cells across a region border may not both be unused.

7	9	3
5		5
5		2
	5	
1		7



Example (Puzz.link): <a href="https://tinyurl.com/5c4tpty3">https://tinyurl.com/5c4tpty3</a> GAPP (Puzz.link): <a href="https://tinyurl.com/yzpwwppu">https://tinyurl.com/yzpwwppu</a>

# March 11, 2022: Uso-One

shye

So... 3 in the corner is it? I've been looking into your case and, something just doesn't add up... You claim to see 3 shaded cells orthogonally, correct? But the thing is, a quick look at your record tells me that, you don't even see 3 *cells*. Wanna start talking about that? You some kind of minesweeper clue? Is that it? Hmm... not much of a talker huh, wait right there.

Hey, you must be the new guy. Here's all the papers, you're situated last room down the left hallway, I'm gonna go get a bite to eat. Don't worry, you got this! The brief has all the rules and examples. Remember, it's only scare tactics, they all start talking eventually...

**Rules**: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clued cells cannot be shaded, and represent the number of shaded cells in the (up to) four cells orthogonal to the clue. However, exactly one clue in each region is incorrect.

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

_				
3				0
	1		2	
		2		
2				0
	3		3	
		1		
~				
X				0
X	1		2	0
X	1	2	2	0
X 2		2	2	<b>(</b> )
2	<ol> <li>3</li> </ol>	2	2	© X

Example (Puzz.link): <a href="https://tinyurl.com/5n77fy8t">https://tinyurl.com/5n77fy8t</a> GAPP (Puzz.link): <a href="https://tinyurl.com/33jk5zmt">https://tinyurl.com/33jk5zmt</a>

# March 12, 2022: SUPERSIZED Yajisan-Kazusan jovi al

--Well, well, well. 3-In-The-Corner is it? Shye already tried playing good cop. But you had to just keep on lying, didn't you? You and your little lying friends are really in for it now. We found some more evidence and rounded up ALL of your little friends into this **Supersized Yajisan-Kazusan** grid.

--What, why are you laughing?

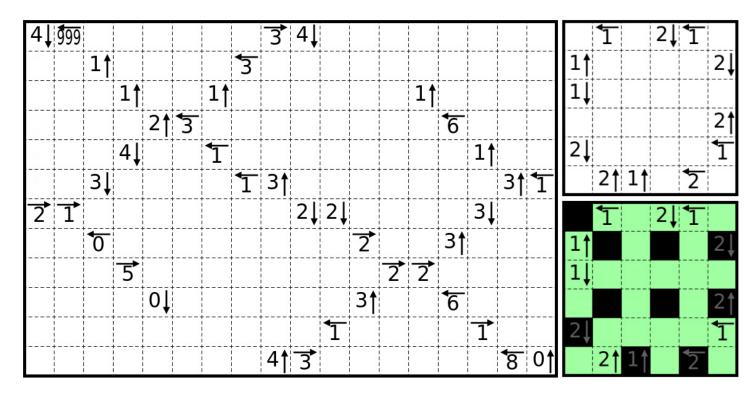
"You have no idea what you're talking about."

--Sure I do, they're all right there! And stop laughing at me!

"That's not even close to all of them. There are more than you could possibly comprehend, you feeble-minded GAPP setter. The Liars' League is so much larger than you could possibly imagine. And while you're stunned in silence, I'm going to take over for you."

--Wait, this is my channel, you can't-!

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



Example (Puzz.link): <a href="https://tinyurl.com/5n6t5v34">https://tinyurl.com/5n6t5v34</a> GAPP (Puzz.link): <a href="https://tinyurl.com/2bs44un3">https://tinyurl.com/2bs44un3</a>

# March 13, 2022: Shimaguni (Connected)

**Tyrgannus** 

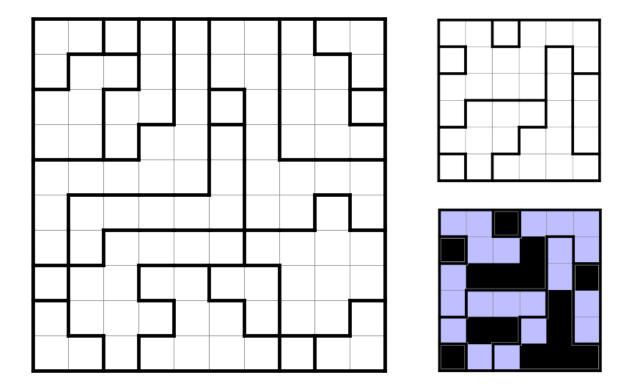
Those GAPP setters think they got my man 3-in-the-Corner in holding. Ha! What a joke. The Liar's League is always one step ahead. You'll never find our hideout, don't even try!

Wait, what?! Someone let slip that our secret base is hidden in the Logic Archipelago? Blast it! I mean, uhhh, of course it isn't! I wouldn't lie to you. No, we're certainly not on a connected chain of islands. Did I say connected? The Boss won't be happy about this...

#### Today's GAPP is a **Shimaguni (Connected)**

**Rules**: Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. Each region must contain at least one shaded cell, and no two adjacent regions may contain the same number of shaded cells.

**Variant**: All shaded areas form a single connected group where they connect to other cell groups diagonally.



Example – Penpa+: <a href="https://tinyurl.com/mtxky94f">https://tinyurl.com/mtxky94f</a>

Puzz.link: <a href="https://tinyurl.com/yff3r6dc">https://tinyurl.com/yff3r6dc</a>

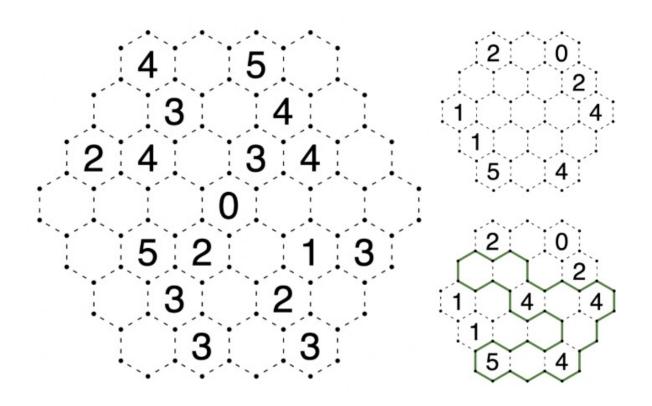
GAPP – Penpa+: <a href="https://tinyurl.com/mryjajct">https://tinyurl.com/mryjajct</a>
Puzz.link: <a href="https://tinyurl.com/y6n33cua">https://tinyurl.com/y6n33cua</a>

# March 14, 2022: Slitherlink (Hexagonal)

Freddie Hand

We've had a lot of different grid sizes in GAPP. And even some weirdly shaped ones (Tawa). But this is the first puzzle with non-rectangular cells! It is a **Slitherlink (Hexagonal)**, and I'm buzzing to bee sharing this with you today. Comb and give it a go!

**Rules**: Connect some pairs of adjacent dots along gridlines to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue (up to six). (Basically, standard slitherlink rules, just on a differently shaped grid).



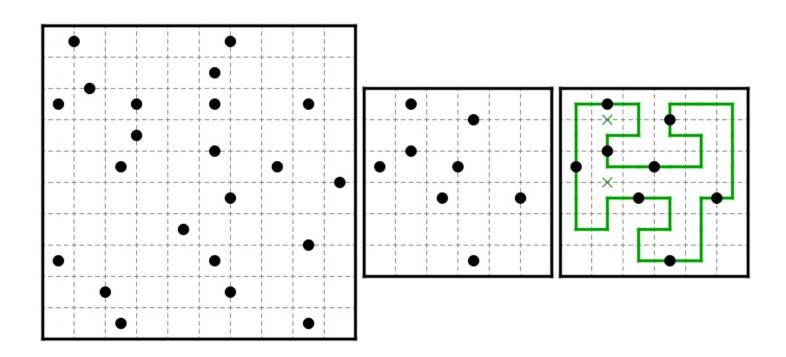
Example (Penpa+): <a href="https://tinyurl.com/3kaj42a5">https://tinyurl.com/3kaj42a5</a>
GAPP (Penpa+): <a href="https://tinyurl.com/4ch62aav">https://tinyurl.com/4ch62aav</a>

# March 15, 2022: Midloop

jovi\_al

Today, I'm feeling very average. Incredibly okay. Not good or bad in either direction, but very middle-of-the-road. To celebrate, today's genre is a **Midloop!** 

**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): <a href="https://tinyurl.com/yksd8bbh">https://tinyurl.com/yksd8bbh</a> GAPP (Puzz.link): <a href="https://tinyurl.com/mve3zpms">https://tinyurl.com/mve3zpms</a>

# March 16, 2022: Tapa-Like Loop

Eric Fox

In GAPP's history we've covered Tapa a couple of times, and done no shortage of loop puzzles. Today, we combine the two and explore **Tapa-Like Loop**!

**Rules**: Draw a non-intersecting loop through the centers of some empty cells. Clues represent the numbers of consecutive cells occupied by the loop each time it enters the (up to) eight cells surrounding the clue.

8		1		7	
1 3		2 3		2 4	
2		3		16	

			4		
	1 7				
				8	
		1			
			4	\ /	\ /
×			4	X	X
×	1 <sub>7</sub>		4	1	×
X	1 <sub>7</sub>	- - - - - - -	4	X 1 8	×

Example (Puzz.link): <a href="https://tinyurl.com/2p89kvm7">https://tinyurl.com/2p89kvm7</a> GAPP (Puzz.link): <a href="https://tinyurl.com/3r7duykf">https://tinyurl.com/3r7duykf</a>

#### March 17, 2022: One or All

shye

Y'know, as much as I enjoy a good number placement puzzle, they can often have too many damn digits! I tried to minimise the amount of them for today's GAPP and bring it down to 3, but now they've revolted, they're out of control! Some of them are reasonable and stay the same in each region, but others just will not co-operate and demand to be different! Care to help me work this all out?

#### Today's puzzle is a One or All!

**Rules**: Place a number from 1 to 3 into each cell such that within each region, the cells either all contain the same number or all contain different numbers. Two cells containing the same number may not share a region border.

		1					
				2			
2						3	
			1				
	2						1
					3		
		3					
				2			

	1		2	
3				
			3	
3		1		

2	2	2	1	3	2
2	2	1	3	2	1
2	3	~	1	3	3
1	2	3	2	თ	2
2	3	2	1	2	2
2	2	1	2	2	2

Example (Penpa+): <a href="https://tinyurl.com/4rj5374z">https://tinyurl.com/4rj5374z</a>
GAPP (Penpa+): <a href="https://tinyurl.com/2p8t5zns">https://tinyurl.com/2p8t5zns</a>

## March 18, 2022: Triple Choco

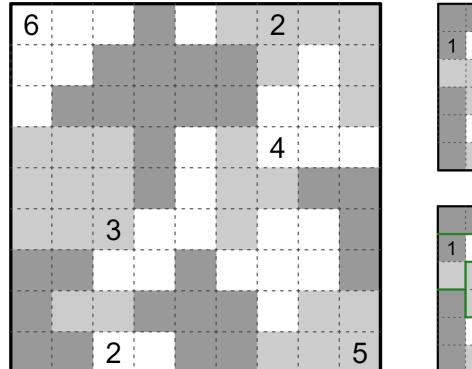
**Tyrgannus** 

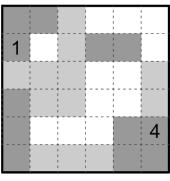
I really like genres with odd shaped regions. I also like puzzles with different shades. I also like puzzles with numbers. Those aren't particularly compatible most of the time though.

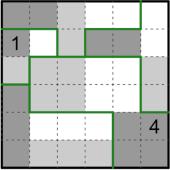
I like white chocolate. I like dark chocolate. I...reluctantly accept milk chocolate. Think this is all a non sequitur? Of course not! Get ready for a scrumptious variant, now with triple the chocolatey goodness!

#### Today's GAPP is a **Triple Choco!**

**Rules**: Divide the grid into regions of orthogonally connected cells, each containing a connected group of white cells, a connected group of light grey cells, and a connected group of dark grey cells. Each region must have the property that the shape of the three groups of colours are exactly the same shape, allowing rotations and reflections. Clued cells must belong to a region containing the indicated number of white cells, light grey cells, and dark grey cells. Thus a 3 clue would have 9 cells in the region, 3 of each colour, and each colour the same shape.







Example (Penpa+): Grey - <a href="https://tinyurl.com/yfet43ey">https://tinyurl.com/yfet43ey</a>

Brown - https://tinyurl.com/2hfpv3kh

GAPP (Penpa+): Grey - <a href="https://tinyurl.com/9adjcwpn">https://tinyurl.com/9adjcwpn</a>

Brown - <a href="https://tinyurl.com/4pswdk2k">https://tinyurl.com/4pswdk2k</a>

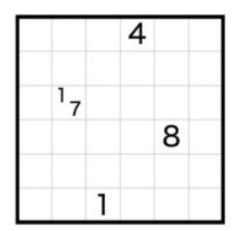
# March 19, 2022: SUPERSIZED Tapa-Like Loop

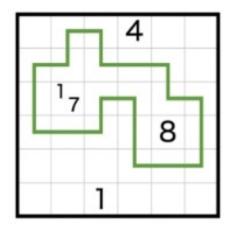
Freddie Hand

In GAPP's history we've covered loop puzzles a couple of times, and done no shortage of Tapa. (At least, that is how the world should be. Tapa Tuesday, Tapa Thursday, and Sunday Tapa are all ideas I have pitched to the GAPP team, which were unfortunately rejected scornfully by bakpao) Today, we two the combine and explore **Supersized Tapa-Like Loop!** 

**Rules**: Draw a non-intersecting loop through the centres of some empty cells. Clues represent the numbers of consecutive cells occupied by the loop each time it enters the (up to) eight cells surrounding the clue.

	11		22				33		23
	33		25		1111		3		3
44		2,2					2,2		<sup>2</sup> 6
22		2,3		24		1,3		33	
_2		3				12		4	





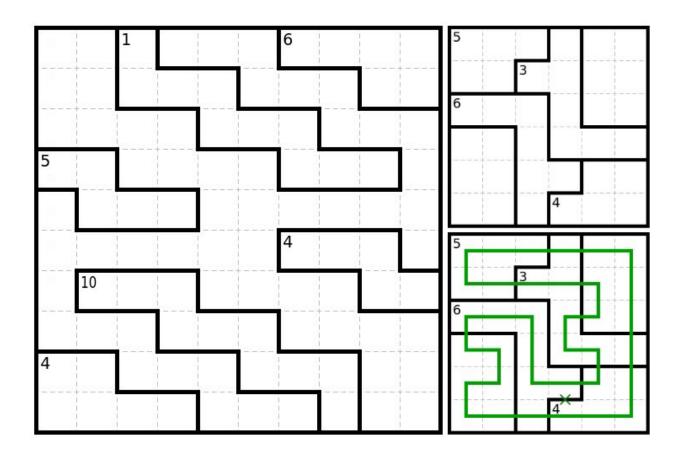
Example (Puzz.link): <a href="https://tinyurl.com/2p89kvm7">https://tinyurl.com/2p89kvm7</a>
GAPP (Puzz.link): <a href="https://tinyurl.com/3r7duykf">https://tinyurl.com/3r7duykf</a>

#### March 20, 2022: Maxi Loop

Eric Fox

Earlier today, loop segments had a contest to see who could grow the largest! However, they've kept it a secret who won. Instead, in this **Maxi Loop** puzzle, you've been told what the winning score was, and locating the winner(s) is up to you!

**Rules**: Draw a non-intersecting loop through the centres of all cells. A number in a region represents the number of cells occupied by the largest continuous loop segment within the region.



Example (Puzz.link): <a href="https://tinyurl.com/2p9xewdd">https://tinyurl.com/2p9xewdd</a> GAPP (Puzz.link): <a href="https://tinyurl.com/4pbjdnz8">https://tinyurl.com/4pbjdnz8</a>

# March 21, 2022: Light and Shadow shye

Long ago, there was unrest between the light clan and the shadow clan of Puzzulia... Unable to settle their differences, they fought a long and dreadful war; the leaders of each clan were not able to unite their subjects due to the deep-rooted hatred each had in their hearts.

One day, the leaders each sent forth eight logical representatives, in hope to find a way to make amends. They were called the Clues, and they brought reason to a world of chaos. The Clues gathered around in a circle (which is quite an effort if you live on a square tiled grid!) and they discussed their beliefs one on one with a Clue of the opposite shade, over time eventually getting to know one another and working in unison to resolve the grid...

Oh... huh, looks like the next page is missing! Well no fear, I'm sure we can continue the tale later. For now though, today's GAPP is an appropriate puzzle type, **Light & Shadow**!

**Rules**: Shade some cells so that each orthogonally connected area of only shaded or only unshaded cells contains exactly one clue. Some clued cells are given as shaded, and unshaded clues may not be shaded. A clue represents the size of the area of shaded or unshaded cells that the clue belongs to.

			1			
	4		1		3	
		3		12		
4	9				2	7
		4		7		
	2		7		2	
			13			

	2	2			
3					
3					
					11
					1
			10	4	



Example (Penpa+): <a href="https://tinyurl.com/3u4ddfx2">https://tinyurl.com/3u4ddfx2</a>
GAPP (Penpa+): <a href="https://tinyurl.com/2p8uu8fv">https://tinyurl.com/2p8uu8fv</a>

# March 22, 2022: Yin-Yang

jovi\_al

I was cleaning out some shelves in the GAPP house and noticed a stray page from a book resting gently behind the rest of the books. It was a bit crumpled, but otherwise readable.

#### It read:

After some time discussing, the Clues realized that they had more in common with themselves than they thought. The fighting had gone on for so long that the stories had been twisted— they no longer agreed on how the story went, on how the initial quarrel happened, on what words were said, on who struck first.

What's a war worth fighting for, if no one can agree on why they're fighting?

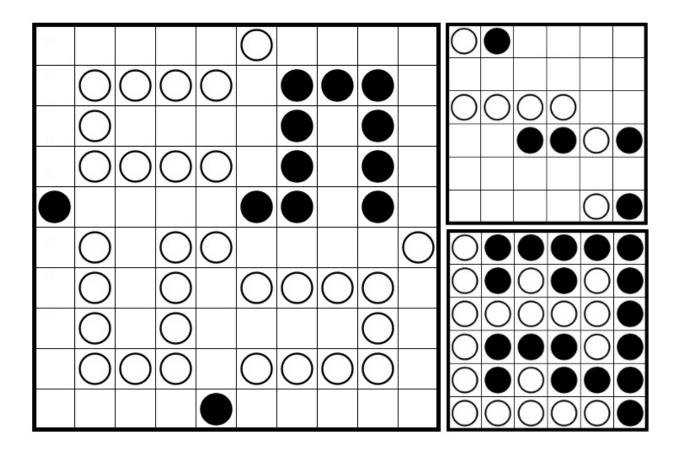
As the Clues discovered this, they agreed to stop fighting and to make amends. They agreed to finally start resolving the now-tattered Grid, a wasteland of Clues and Cells, some occupied, some empty, but many with old foes slowly growing weary of the battles that happened day after day.

Peace would be necessary. No longer would the Clues battle for cells to occupy—they would have to work together to resolve the Grid—to intertwine equally, and beautifully.

The Clues left their circle and relayed the information back to their leaders. Soon, the nightmare would be over. Soon, the Grid of Puzzulia would be resolved.

Wow. What a beautiful story! It inspired me to set today's puzzle, a **Yin-Yang**.

**Rules**: Place a circle into each cell of the grid - some white and some black - such that all circles of the same type must lie in cells forming one orthogonally connected area. No 2x2 region may contain all one type of circle.



Example (Puzz.link): <a href="https://tinyurl.com/mp83kspe">https://tinyurl.com/mp83kspe</a> GAPP (Puzz.link): <a href="https://tinyurl.com/3wjs8dm3">https://tinyurl.com/3wjs8dm3</a>

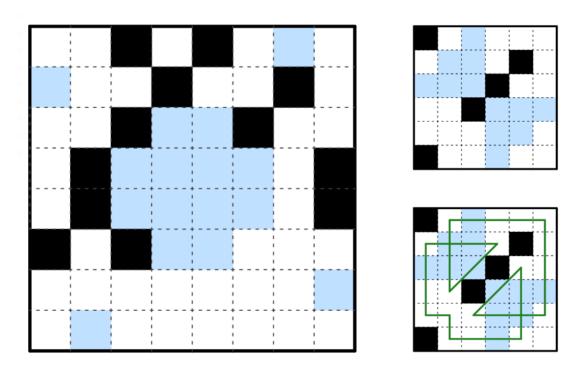
# March 23, 2022: Jotunloop

**Tyrgannus** 

Today's puzzle is a bit of a joint construction between two GAPP setters, Jovi and myself. I have the receipts to prove it too in voice-chat-1 haha. I wanted to make an ice loop genre with solid blocks, she wanted to make a loop genre with diagonal moves when crossing. The two concepts were perfectly compatible and the rest is history. Well, hard to come up with a more GAPP worthy genre than one made by two of the setters!

#### Today's GAPP is a Jotunloop!

**Rules**: Draw a loop which travels through the centres of some cells. The loop may move only between orthogonally adjacent cells, unless one of the cells is icy, in which case it may move diagonally. The loop may not travel through black cells, and must travel through all icy cells. Two line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The loop may not turn on icy cells.



Example (Penpa+): <a href="https://tinyurl.com/2s4ynb7e">https://tinyurl.com/2s4ynb7e</a>
GAPP (Penpa+): <a href="https://tinyurl.com/54enszvr">https://tinyurl.com/54enszvr</a>

#### March 24, 2022: Candles

Freddie Hand

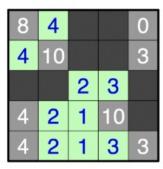
Happy birthday to you
Happy birthday to you
Happy birthday, dear Madeyalook
Happy birthday to you!

Time to blow out the **Candles** on the birthday cake! Except this genre is more like 'that-one-candle-that-never-goes-out-no-matter-how-hard-you-huff-and-puff'. Seriously, it can get devilishly tricky. Fortunately, this puzzle has been designed to be approachable!

**Rules**: Place candles (essentially, digits from 1 to 4) into some empty cells. By default, the height of a candle is 4, but each orthogonally adjacent candle melts it down by 1. Each candle must have a height greater than 0. Numbers indicate the sum of the heights of the candles in the (up to) eight surrounding cells.

2	3				3
					3
			9		0
5		11			
7					
5				10	6

8			0
	10		3
4		10	
4			3



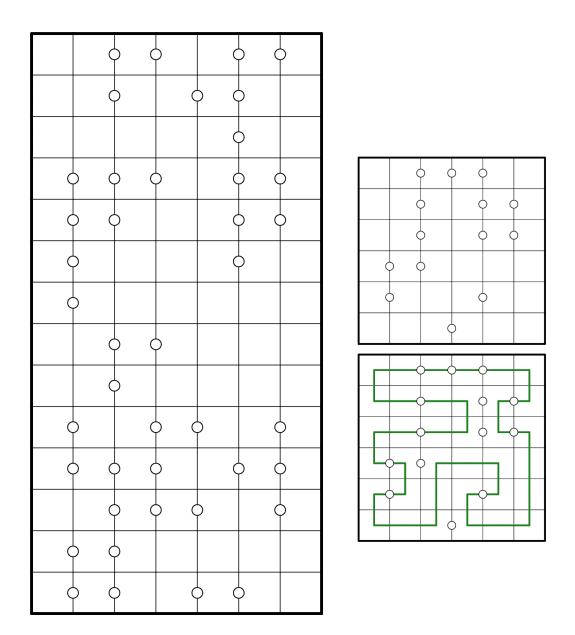
Example (Penpa+): <a href="https://tinyurl.com/ydc2jur7">https://tinyurl.com/ydc2jur7</a> GAPP (Penpa+): <a href="https://tinyurl.com/2p9etwmd">https://tinyurl.com/2p9etwmd</a>

## March 25, 2022: Russian Loop

Eric Fox

Negative constraints (information gained by the lack of a clue) are pretty uncommon in puzzle rulesets. So are rules which depend on the orientation of the puzzle. In today's genre, **Russian Loop** we get to experience both!

**Rules**: Draw a non-intersecting loop through the centres of all cells. A dot is given between every pair of horizontally adjacent cells where the loop turns in both or travels straight in both. To be clear, this means that there's a negative constraint which applies to the rows but not the columns.



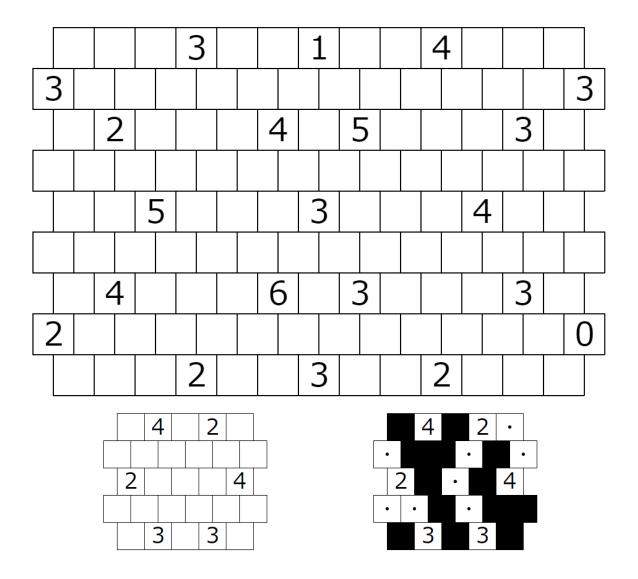
Example (Penpa+): <a href="https://tinyurl.com/y86gupk5">https://tinyurl.com/y86gupk5</a> GAPP (Penpa+): <a href="https://tinyurl.com/ydbhhd52">https://tinyurl.com/ydbhhd52</a>

# March 26, 2022: SUPERSIZED Tawa shye

Today's **Supersized Saturday** GAPP will be a test of precision, balance, and wit. How carefully can you stack a tilting tower? Can you manage many of them? Can you tell what's in store for you today?

No no, it's more clever than Jenga, it's **Tawamurenga!** 

**Rules**: Shade some cells such that every shaded cell has at least one more shaded cell sharing an edge in the row below it (with exception to the bottom row). In any row there may not be 3 or more consecutive shaded cells. Clued cells cannot be shaded, and indicate the amount of shaded cells that share an edge with it.



Example – Penpa+: <a href="https://tinyurl.com/2p866s83">https://tinyurl.com/2p866s83</a>

Puzz.link: https://tinyurl.com/2d3zkxck

GAPP - Penpa+: https://tinyurl.com/47nt8a6y

Puzz.link: <a href="https://tinyurl.com/mw4pd5k5">https://tinyurl.com/mw4pd5k5</a>

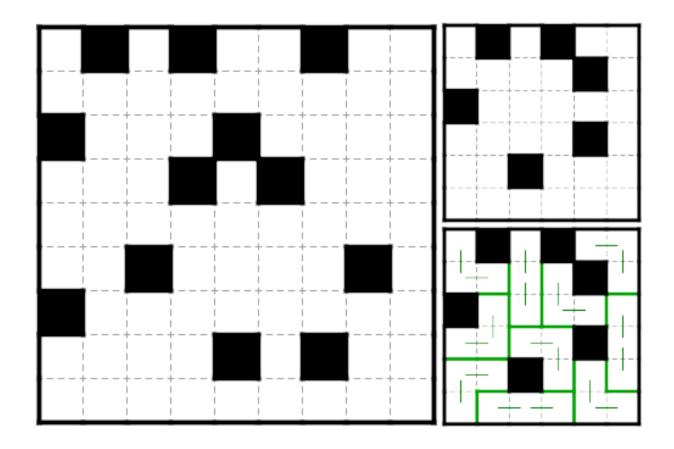
#### March 27, 2022: Heteromino

jovi\_al

The intro of today's puzzle has nothing to do with the puzzle itself! I just want to complain that the newest update to my phone has rendered it completely unusable! No, I will not be taking tech advice or answering questions.

Anyways, today's GAPP is a genre I think a lot of you will enjoy-- Heteromino!

**Rules**: Divide all empty cells into regions of size 3. No two regions with the same shape and orientation may share an edge.



Example (Puzz.link): <a href="https://tinyurl.com/yne3mtpm">https://tinyurl.com/yne3mtpm</a> GAPP (Puzz.link): <a href="https://tinyurl.com/3wrtjs73">https://tinyurl.com/3wrtjs73</a>

March 28, 2022: Akari (Antiknight)

Tyrgannus

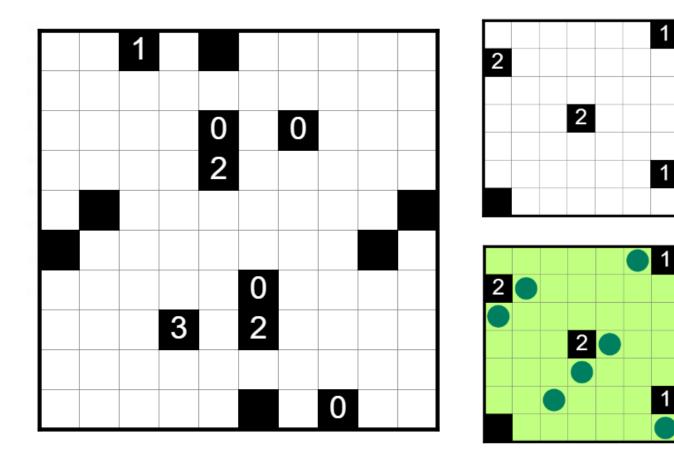
# ATTENTION! ATTENTION! THIS PUZZLE HAS VARIANT RULES THAT THE ANSWER CHECKER WON'T CHECK!

We have covered a lot of genres and rulesets in this channel, over 130 at this point! However, some of my favourite genres were originally done by other setters. There haven't been a whole lot of repeats by percentage, and sometimes you want to set some of the wonderful genres that have come up before. It's also nice to keep things fresh, you know? That's why I really like variants! Well, I know I've done several variants lately, and I think my variant kick will be coming to a close with this one, at least for now. Don't worry, I'll be delivering brand new genres soon enough for y'all!

Today's GAPP is an Antiknight Akari!

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

**Variant**: Lights cannot be a knight's move apart from other lights (two spaces over, 1 space perpendicular)



Example (Puzz.link): <a href="https://tinyurl.com/22sad89k">https://tinyurl.com/22sad89k</a> GAPP (Puzz.link): <a href="https://tinyurl.com/2p8bcj2c">https://tinyurl.com/2p8bcj2c</a>

## March 29, 2022: Skyscrapers

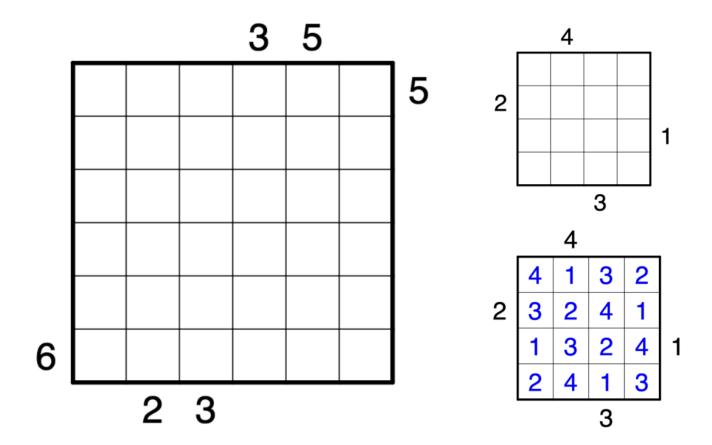
Freddie Hand

In today's episode of

puzzles-which-should-have-appeared-ages-ago-but-haven't, **Skyscrapers** takes the spotlight. This genre has a funky yet intriguing ruleset perfect for a love-hate affair; the marmite of puzzle genres, if you will. Tragically, there has been no research on the link between genetics and liking skyscrapers, but I think even devout ruralists should be able to enjoy the genre.

**Rules**: Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. Also, each number in the grid represents the height of a building and the clues on the outside of the grid indicate how many buildings can be "seen" when looking from that direction. Taller buildings block the view of smaller buildings.

Alternatively, a clue outside the grid represents how many cells in the corresponding row or column contain a larger number than all cells before it in that row or column from the direction of the clue.



Example – Penpa+: <a href="https://tinyurl.com/y9glxq33">https://tinyurl.com/y9glxq33</a>
Puzz.link: <a href="https://tinyurl.com/24rbaazv">https://tinyurl.com/y8slxgy4</a>
Puzz.link: <a href="https://tinyurl.com/yzhxpyyb">https://tinyurl.com/yzhxpyyb</a>

#### March 30, 2022: Yonmasubunkatsu

Eric Fox

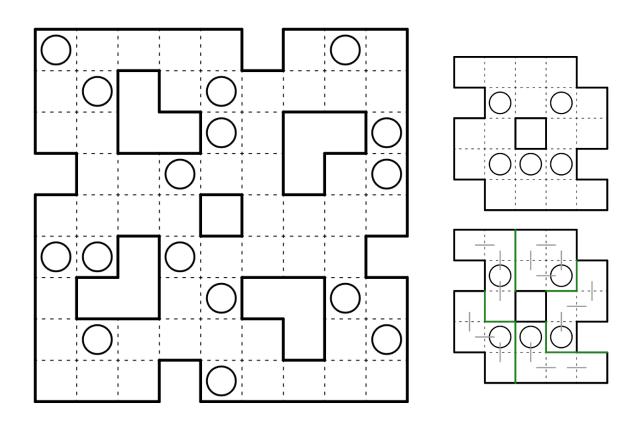
GAPP solvers - There are a few things that can make me love a word:

- The presence of Q, X, O, or a few other fantastic letters
- Long strings of consonants or long strings of vowels
- Extreme length, short or long

Unfortunately, the lots of the notably Q-ey puzzle genres are my own creations, and not many have particularly long strings of consonants or vowels.

Fortunately, we have **Yonmasubunkatsu!** A genre with an entertaining, long name (but you can call it Yonmasu for short, if you prefer).

**Rules**: Divide the grid into regions of four orthogonally connected cells. Each region must contain exactly one circle.



Example (Penpa+): <a href="https://tinyurl.com/ybhtzcnx">https://tinyurl.com/ybhtzcnx</a>
GAPP (Penpa+): <a href="https://tinyurl.com/y9vrj6e4">https://tinyurl.com/y9vrj6e4</a>

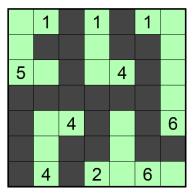
# March 31, 2022: Nurikabe (Either/Or) shye

I was very indecisive about what I wanted to make today for GAPP, so here's a puzzle which reflects that conundrum! It's a variant of an old crowd favourite, put your thinking caps on for **Nurikabe** (**Either/Or**)!

**Rules**: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly two clues, at least one of which must represent the size of the area. No 2x2 region may be entirely shaded.

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

	1		1		1	
5				4		
		4				6
	4		2		6	



Example (Penpa+): <a href="https://tinyurl.com/yzrzvkbw">https://tinyurl.com/yzrzvkbw</a> GAPP (Penpa+): <a href="https://tinyurl.com/5n8nma93">https://tinyurl.com/5n8nma93</a>

# **Bonus 1: Light and Shadow**

jovi\_al

**Rules**: Shade some cells so that each orthogonally connected area of only shaded or only unshaded cells contains exactly one clue. Some clued cells are given as shaded, and unshaded clues may not be shaded. A clue represents the size of the area of shaded or unshaded cells that the clue belongs to.

3		1		?		
	1		3		1	
2		?		1		
	2		5		3	
4		6		6		
	٠٠		<b>~</b> ·		٠٠	

Bonus (Penpa+): <a href="https://tinyurl.com/yjbm8ujr">https://tinyurl.com/yjbm8ujr</a>

# **Bonus 2: Tapa (Unknowns)**

jovi\_al

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

**Variant**: Some clues may contain question marks ('?'). Each of these represents a positive integer (i.e. a number greater than 0).

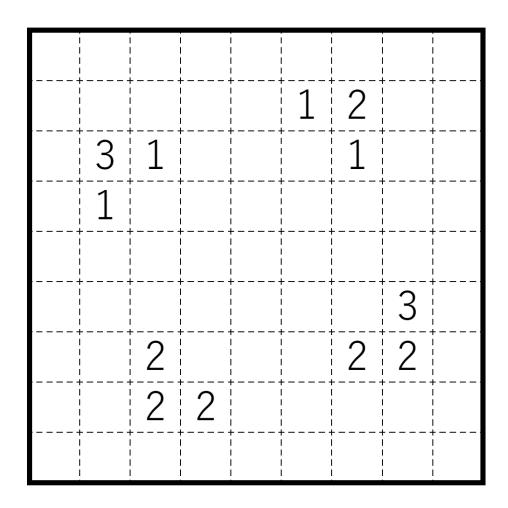
?									??
					?	?	?		
				?	?				
	?		?	?				??	
		?	?				?	??	
	?	?				??	?		
	?				??	??		??	
				?	??				
		?	??	?					
?									?

Bonus (Puzz.link): <a href="https://tinyurl.com/m852derh">https://tinyurl.com/m852derh</a>

#### **Bonus 3: Look-Air**

Eric Fox

**Rules**: Shade some cells such that all connected regions of shaded cells form perfect squares. 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) but may be in the same row or column. A number in the grid represents the number of shaded cells that share at least one edge with it (including itself).



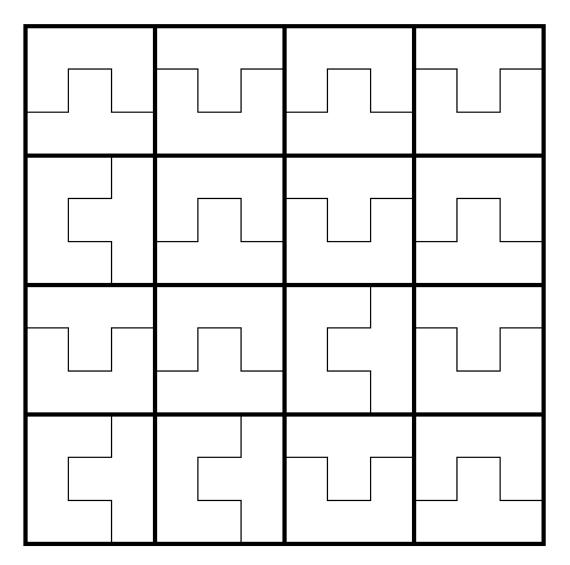
Bonus (Puzz.link): <a href="https://tinyurl.com/2p8cu7u9">https://tinyurl.com/2p8cu7u9</a>

Note: this puzzle is tricky! If you need a hint to get started, check the next page.

# **Bonus 4: Parquet**

shye

**Rules**: In each bold region, entirely shade one subregion and leave the other unshaded such that all shaded cells form one orthogonally connected area with no loops of orthogonally connected shaded cells, nor any 2x2 areas which are entirely shaded.



Bonus (pzprxs (beta)): https://tinyurl.com/2p9y82yz

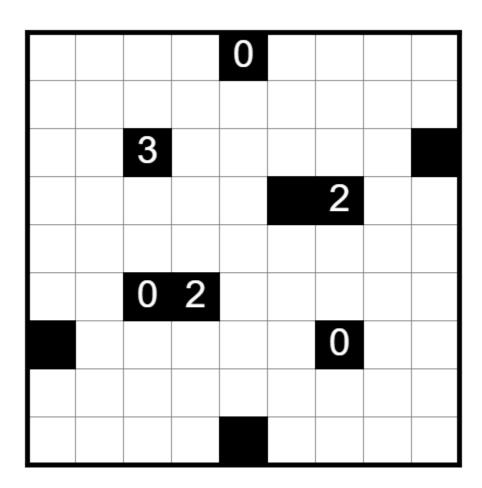
Hint for Look-Air: Think carefully about 2 clues. Can you deduce anything about whether they are shaded or unshaded?

## **Bonus 5: Akari (Anti-Knight)**

Eric Fox

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

**Variant**: Lights cannot be a knight's move apart from other lights (two spaces over, 1 space perpendicular)

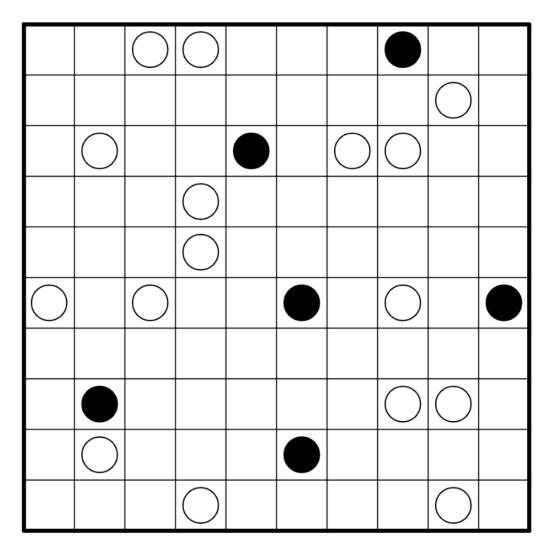


Bonus (Puzz.link): <a href="https://tinyurl.com/2mz8ex27">https://tinyurl.com/2mz8ex27</a>

# **Bonus 6: Circles and Squares**

Freddie Hand

**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.

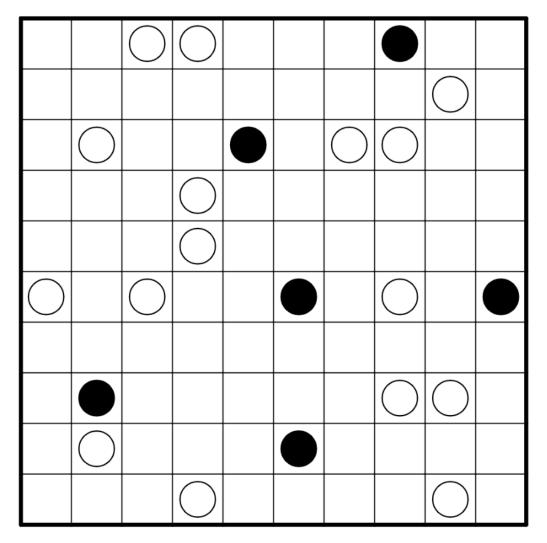


Bonus (Penpa+): <a href="https://tinyurl.com/yc78tzu6">https://tinyurl.com/yc78tzu6</a>

# Bonus 7: Masyu

Freddie Hand

**Rules**: Draw a non-intersecting loop through the centres 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.



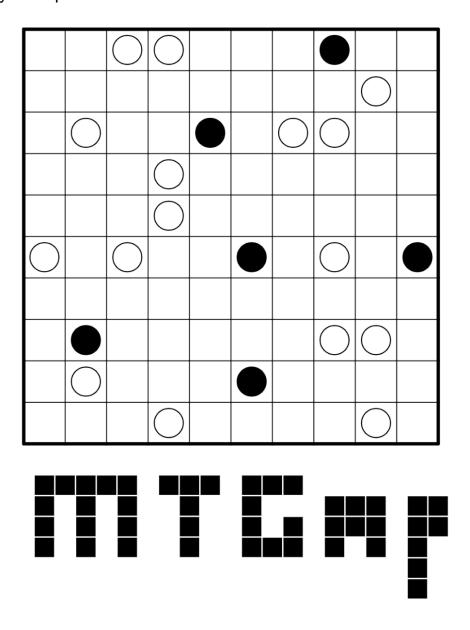
Bonus (Puzz.link): <a href="https://tinyurl.com/2tvvc4et">https://tinyurl.com/2tvvc4et</a>

Does this image seem familiar to you?

#### **Bonus 8: Statue Park**

Freddie Hand

**Rules**: Place each shape from the bank given outside the grid into the grid exactly once so that no two shapes share an edge and all unused cells form one orthogonally connected area. Rotating and reflecting shapes is allowed. Cells with black circles must be used by a shape, and cells with white circles must not be used by a shape.



Bonus (Penpa+): <a href="https://tinyurl.com/y7ph7oka">https://tinyurl.com/y7ph7oka</a>

DATE	GENRE	SLOTH TIME	CRAB TIME
March 1st, 2022	Graffiti	3:00	7:20
March 2nd, 2022	Ring-ring (No Squares)	2:15	5:00
March 3rd, 2022	Simple Loop (Short)	1:30	3:20
March 4th, 2022	Tapa (Unknowns)	1:45	4:15
March 5th, 2022	SUPERSIZED Square Jam	4:00	9:00
March 6th, 2022	Heyabon	2:20	6:45
March 7th, 2022	Juosan	3:00	7:30
March 8th, 2022	Wagiri	2:25	5:25
March 9th, 2022	Golds and Diamonds	2:45	6:15
March 10th, 2022	Country Road	2:10	5:00
March 11th, 2022	Uso-One	3:15	7:45
March 12th, 2022	SUPERSIZED Yajisan-Kazusan	4:15	11:00
March 13th, 2022	Shimaguni (Connected)	2:00	5:00
March 14th, 2022	Slitherlink (Hexagonal)	2:20	5:50
March 15th, 2022	Midloop	1:30	4:00
March 16th, 2022	Tapa-Like Loop	2:00	5:00
March 17th, 2022	One or All	2:50	7:30
March 18th, 2022	Triple Choco	1:50	4:45
March 19th, 2022	SUPERSIZED Tapa-Like Loop	4:30	10:00
March 20th, 2022	Maxi Loop	2:10	5:00
March 21st, 2022	Light and Shadow	2:00	5:30

DATE	GENRE	SLOTH TIME	CRAB TIME
March 22nd, 2022	Yin-Yang	1:00	2:30
March 23rd, 2022	Jotunloop	1:30	3:45
March 24th, 2022	Candles	2:45	6:15
March 25th, 2022	Russian Loop	3:00	5:00
March 26th, 2022	SUPERSIZED Tawamurenga	2:45	6:30
March 27th, 2022	Heteromino	2:00	4:30
March 28th, 2022	Akari (Antiknight)	1:50	3:45
March 29th, 2022	Skyscrapers	2:00	5:00
March 30th, 2022	Yonmasubunkatsu	2:40	6:00
March 31st, 2022	Nurikabe (Either/Or)	2:20	5:50