Mind The GAPP Vol. 40

Genuinely Approachable Pencil Puzzles from the CtC Discord
February 1, 2025 - February 28, 2025

February is over! It's the shortest month of the year, made even shorter by the fact that the year is not divisible by 4. This month saw the return of Puzzle Ramayan, and the second round of Puzzle GP which started on the same day.

This time we have 7 bonus puzzles. Enjoy!

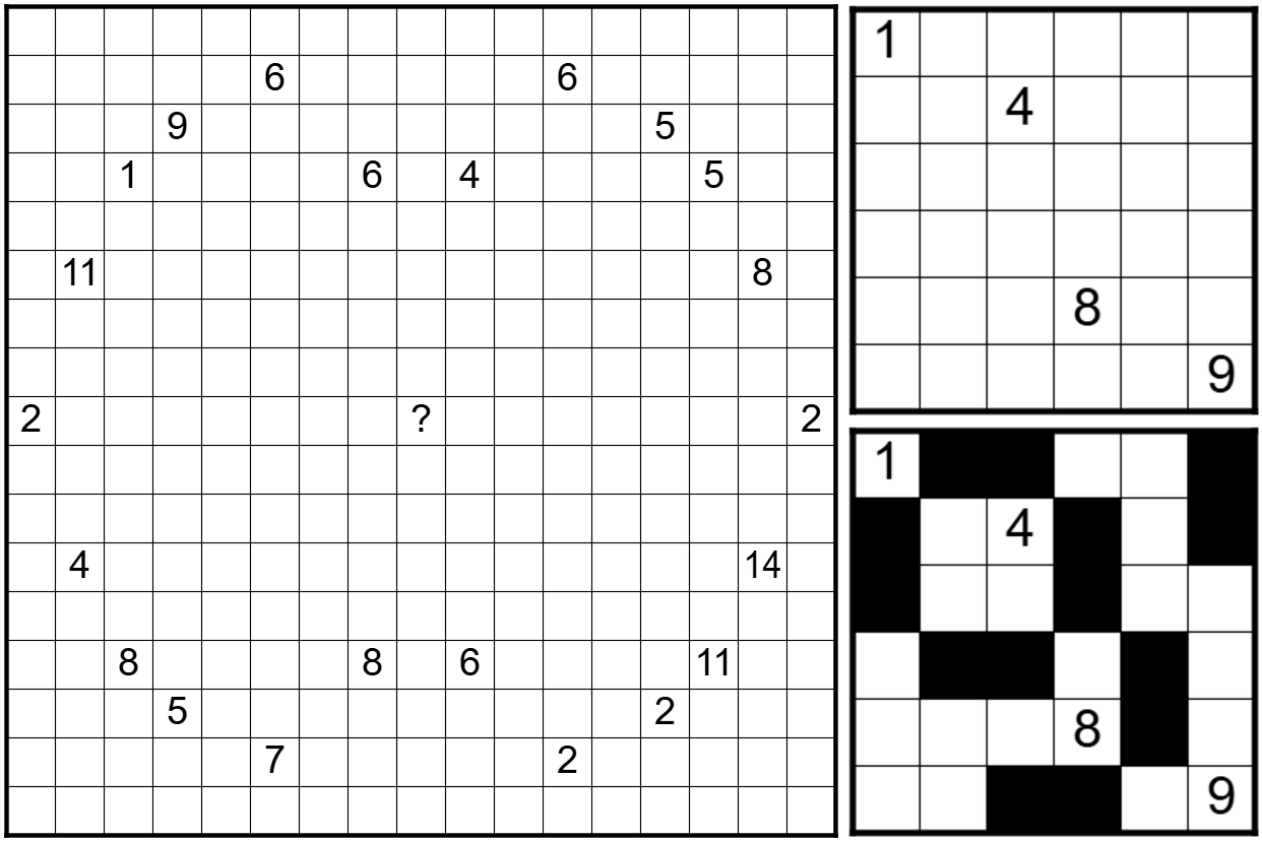
February 1, 2025: Norinuri | bakpao

The schedule for Puzzle Ramayan was announced a few days ago! Puzzle Ramayan is an annual contest open to all, organized by Logic Masters India. It consists of 5 rounds and offers online solving through Penpa. More opportunities to solve fun puzzles and ~~more importantly~~ more bonus otters up for grabs upon participation! Round 1 isn't until next weekend, but definitely have a look at the scheduled dates as it looks like the next few weeks will be jam-packed with contests. Find all relevant information here.

(The schedule for Sudoku Mahabharat is also available, here.)

Today's puzzle is a **SUPERSIZED Norinuri**!

Rules: Shade some cells to divide the grid into regions. Each shaded cell must share an edge with exactly one other shaded cell. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains exactly one clue, the value of which represents the size of the area. *? clues are to be replaced by a number.*



Example (puzz.link, by jovi): https://tinyurl.com/22hzcj5d
Main puzzle (puzz.link): https://tinyurl.com/ymbybxvs

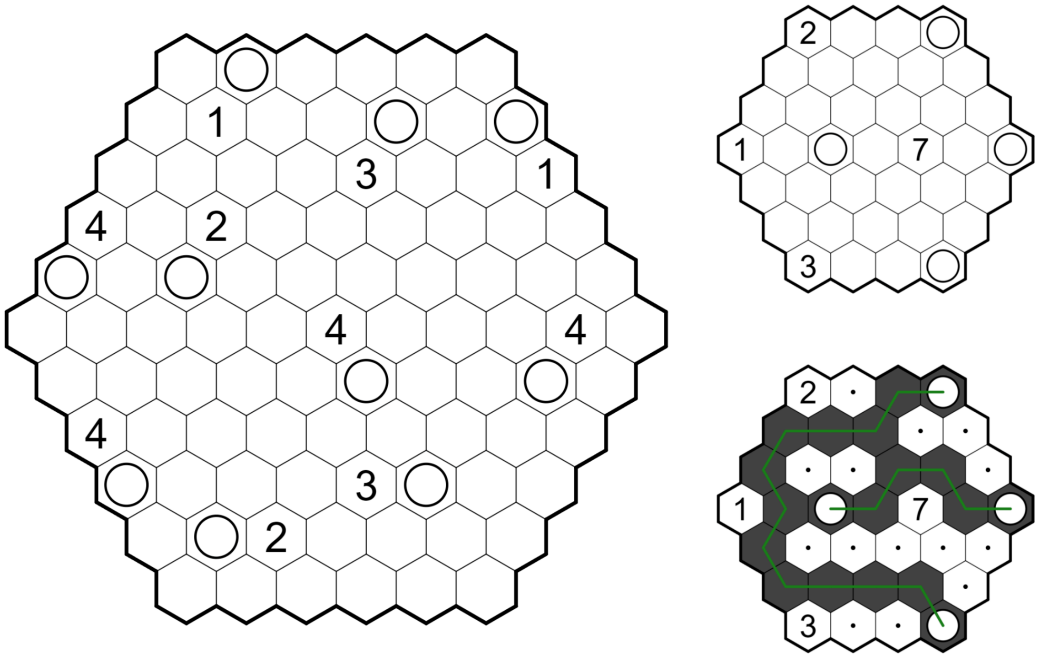
February 2, 2025: Golem Grad (Hexagonal) | Menderbug

It's been almost half a year since I've posted a Strange-Shaped Sunday on a good old hex grid, so here's a **Hexagonal Golem Grad**.

Rules: Draw paths through the centres of cells connecting each circle to exactly one other. Paths may not cross each other, themselves, or through cells containing numbers. All cells used by paths (including the cells with circles) must form one orthogonally connected area. *No gridpoint must be entirely surrounded by cells used by paths.* Each number represents the size of the area of cells not used by paths that the number is in. An area contains at most one number.

GAPP 101: (ROT13) Gur cnguf pna arire gnxr n funec ghea, nf gung jbhyq perngr n "gevnatyr" bs funqrq pryyf.

Interface note: I've included Kudamono links, but I find its presentation makes it much harder to read the puzzle (in particular keeping track of cells which you know must be shaded but haven't placed a path through yet), so I would recommend Penpa here for a smoother solve.

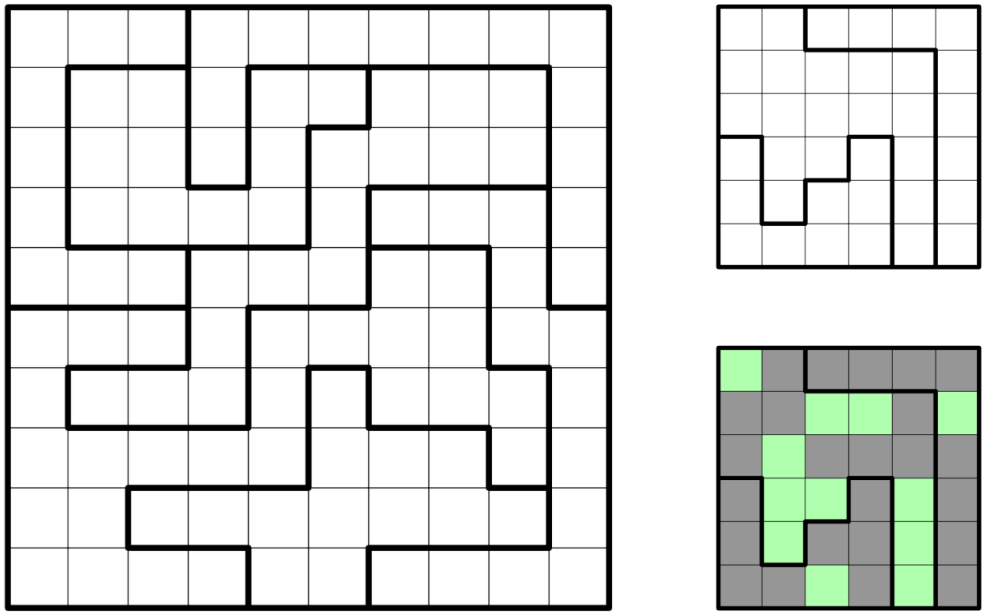


Example (Penpa+): https://tinyurl.com/26wd84k9
Example (Kudamono): https://tinyurl.com/23bfj7r8
Puzzle (Penpa+): https://tinyurl.com/24wletqu
Puzzle (Kudamono): https://tinyurl.com/m4cne8ee

February 3, 2025: LITS (Double) | Freddie Hand

TTooddaayy''ss ppuuzzzzllee iiss aa **LITS (Double)**. Eennjjooyy!

Rules: Shade two tetrominoes of cells in each region so that all shaded cells form one orthogonally connected area. The two tetrominoes within a region may not touch orthogonally. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.

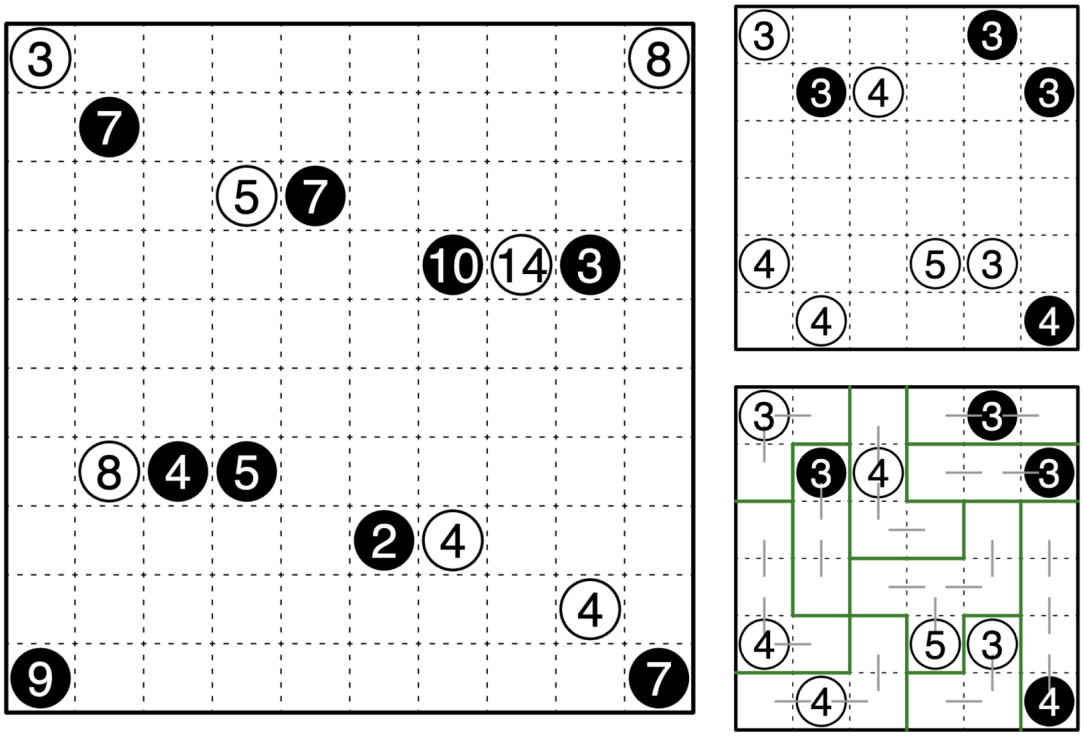


Example (Penpa+) from Puzsq: https://tinyurl.com/23ho8btx
Example (Kudamono): https://tinyurl.com/3f494dzp
Puzzle (Penpa+): https://tinyurl.com/235f7xn7
Puzzle (Kudamono): https://tinyurl.com/r38zncu2

February 4, 2025: Shikaku (Sus) | Walker

The instruction booklet for the first round of Puzzle Ramayan has been released! I had Shikaku (Squares) on my idea list, but I'll be postponing it to cover **Shikaku (Sus)**, a variant that takes Shikaku even further away from squares. In this variant, it's clear at a glance which clues are the impostors; but I'd be curious to see one where figuring out the impostors is part of the solve… 🚨

Rules: Divide the entire grid into regions, each containing exactly one circle. A number inside a circle indicates the number of cells in its region. Regions with black circles **must** be rectangles. Regions with white circles **must not** be rectangles.



Example (puzz.link): https://tinyurl.com/25oyn75r
Puzzle (puzz.link): https://tinyurl.com/27m6cvxe

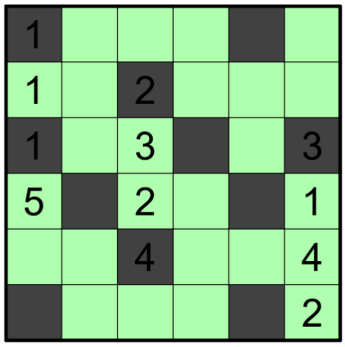
February 5, 2025: Hitori (Aqre) | Lavaloid

Since the first Puzzle Ramayan round of the year is coming soon, I went with the obvious choice: a variant from the already finished Puzzle GP round. Today's GAPP is a **Hitori (Aqre)**!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No two cells in the same row or column containing the same number may both be unshaded. There may not exist a run of more than three consecutive unshaded cells horizontally or vertically anywhere in the grid.

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

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



Example (Penpa+): https://tinyurl.com/2c5kc7x4
Puzzle (Penpa+): https://tinyurl.com/2dgqkabs

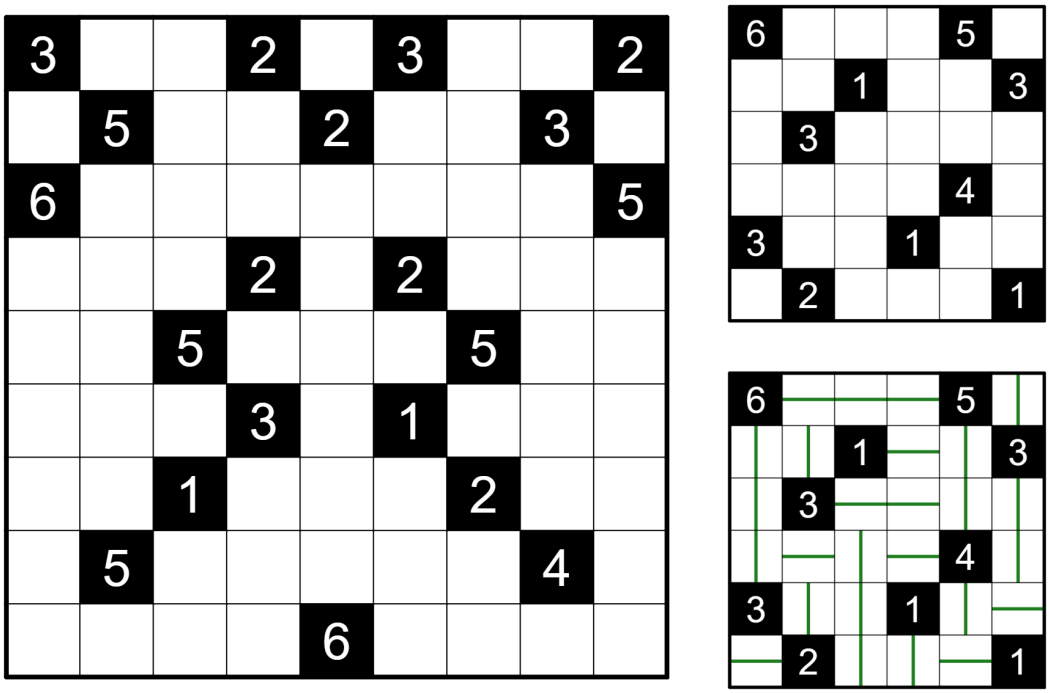
February 6, 2025: Walls | bakpao

Friendly reminder that Puzzle Ramayan round 1, authored by our very own Prasanna Seshadri, starts later today. The contest will be open until the 13th of February. I took the test yesterday and it was fun and well worth it as always! Bonus otters available upon participation, give it a try! 🦦

A while back I also spotlighted Nikoli's new online puzzle platform. It didn't receive any new puzzles for a long while after that, but good news coming out of Nikoli - looks like it'll be updated with a new puzzle 3 times a week going forward (on Sunday, Monday and Thursday)!

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

Rules: Place a horizontal or vertical line segment into each empty cell, connecting the centers of two opposite edges of the cell. Line segments joined at their ends form longer lines. A clue indicates the sum of the lengths of the lines extending from it.



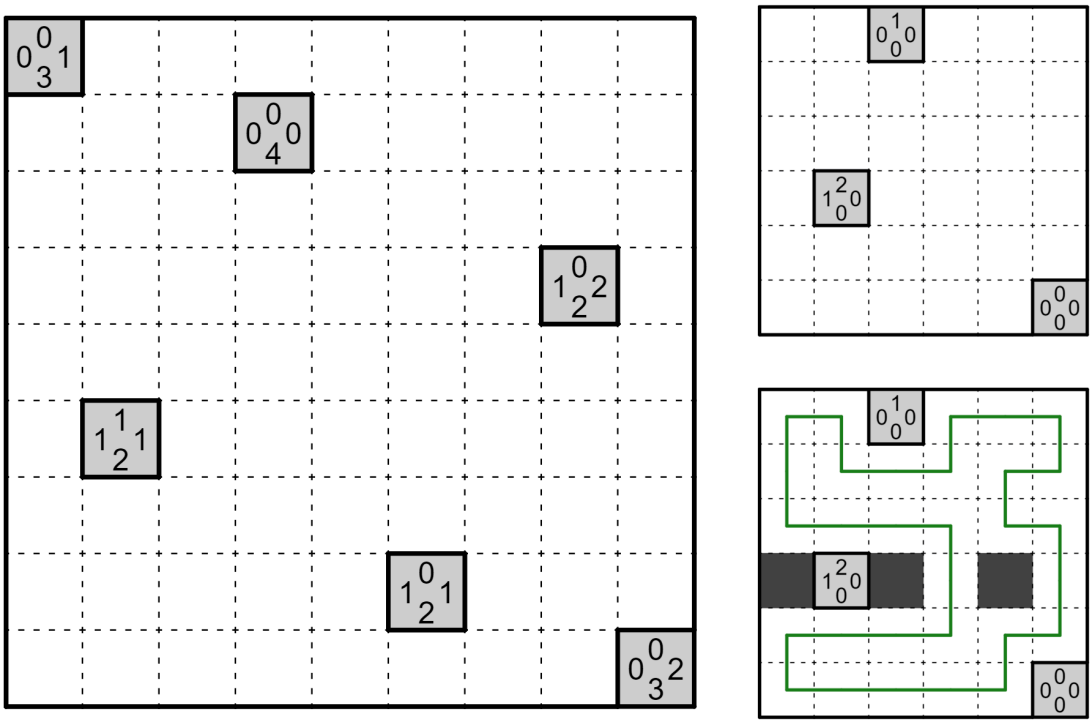
Example (Penpa+): https://tinyurl.com/276puun3
Main (Penpa+): https://tinyurl.com/272mzxoj

February 7, 2025: Yajilin (Clue Pool) | Menderbug

Round 1 of Puzzle Ramayan has begun! You can give it a go any time until the 13th to claim your **bonus otter** 🦦. Walker covered Sus-Shikaku a few days ago, so here's the other variant from the contest: **Yajilin (Clue Pool)**

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centres of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells in a straight line in each of the four cardinal directions. It is up to the solver to determine which number corresponds to which direction.

A small **GAPP 101** that you probably don't need if you've solved Yajilin before: (ROT13) Vs n pryy vf nqwnprag gb bayl gjb bgure rzcgl pryyf (v.r. vg'f n pbeare be n pbeevqbe), gura lbh pna chg n qbg va obgu bs vgf arvtuobhef, orpnhfr funqvat bar bs gurz jbhyq perngr n qrnq raq sbe gur ybbc.



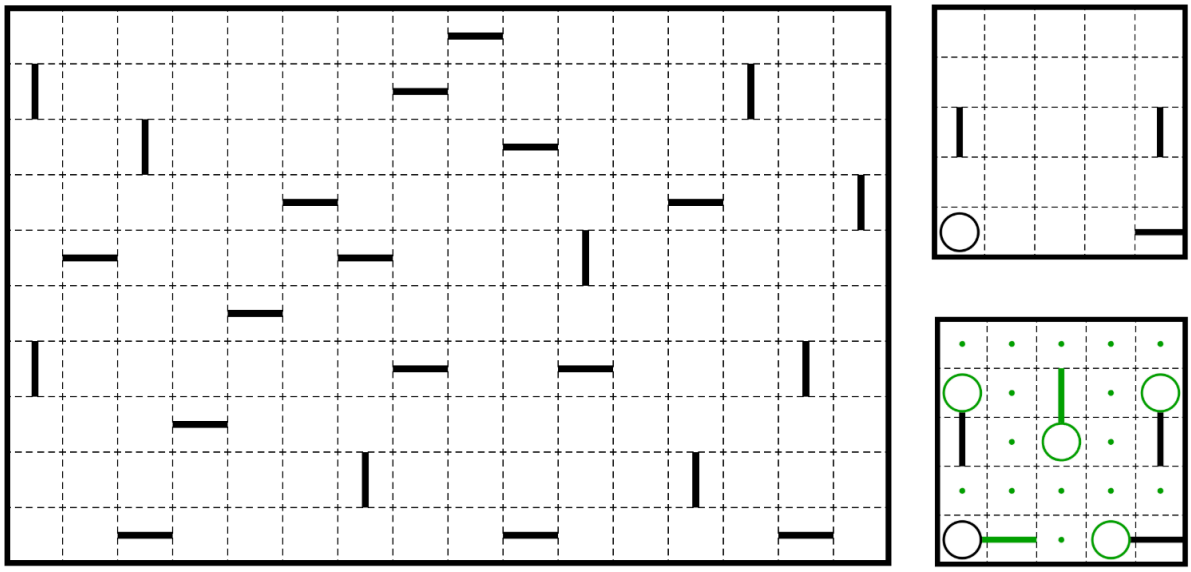
Example (Penpa+), adapted from the PR instruction booklet: https://tinyurl.com/2yk6k5zm
Puzzle (Penpa+): https://tinyurl.com/28tp97jr

February 8, 2025: Lollipops | Freddie Hand

It feels like ages since we had our last **Lollipops**. I reckon some of you have completely forgotten about this genre. Here's an extra large one to make up for that.

Here's another reminder about [Puzzle Ramayan round 1]. I've done it, it's good.

Rules: Fill some cells of the grid with a symbol of one of three types: a circle, a horizontal line, or a vertical line. Symbols must form pairs consisting of a circle and a line extending from it. These pairs may not exist orthogonally adjacent to one another. Two symbols of the same type may not exist in the same row or column with nothing between them.

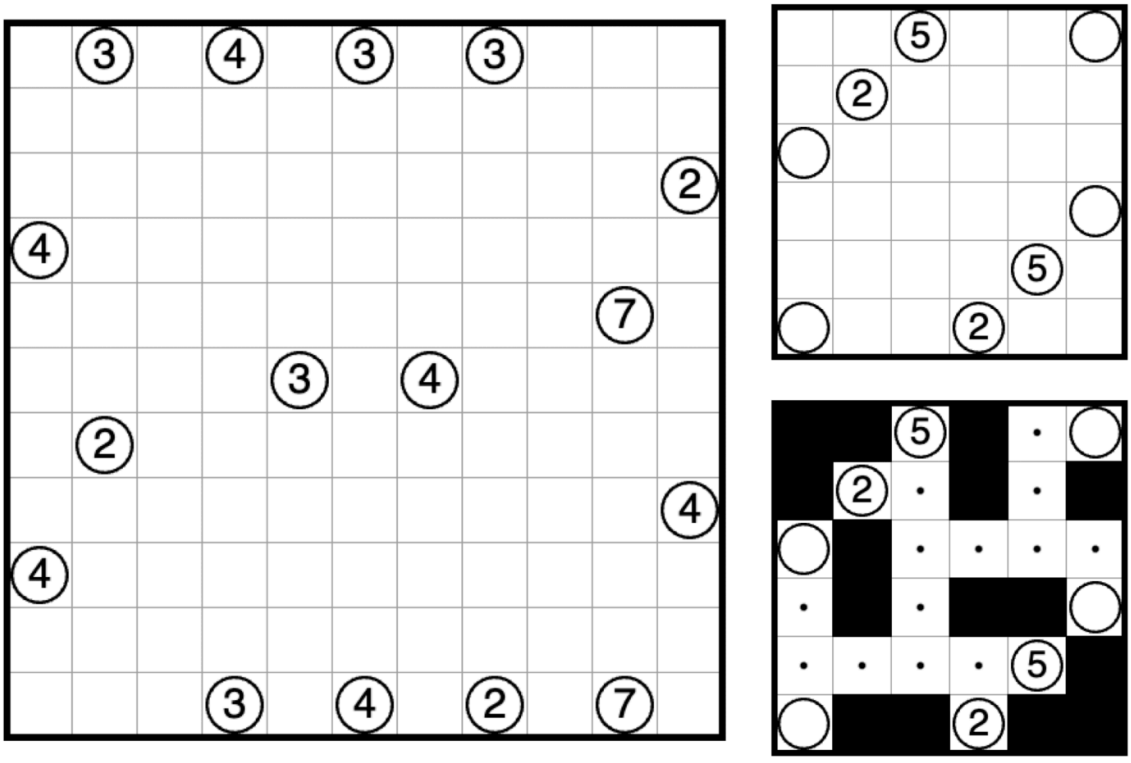


Example (pzprxs): https://tinyurl.com/2s32wadm
Puzzle (pzprxs): https://tinyurl.com/2me6ucwd

February 9, 2025: Nurimisaki | Walker

Feeling eepy, here's a **Nurimisaki**!

Rules: Shade some cells so that the remaining unshaded cells form one orthogonally connected area. No 2x2 region may be entirely shaded or unshaded. Circles mark every instance of a cell which is unshaded and orthogonally adjacent to exactly one other unshaded cell. If a circle contains a number, it indicates how many cells are in the straight line of unshaded cells coming out of the cell with the circle, including itself.



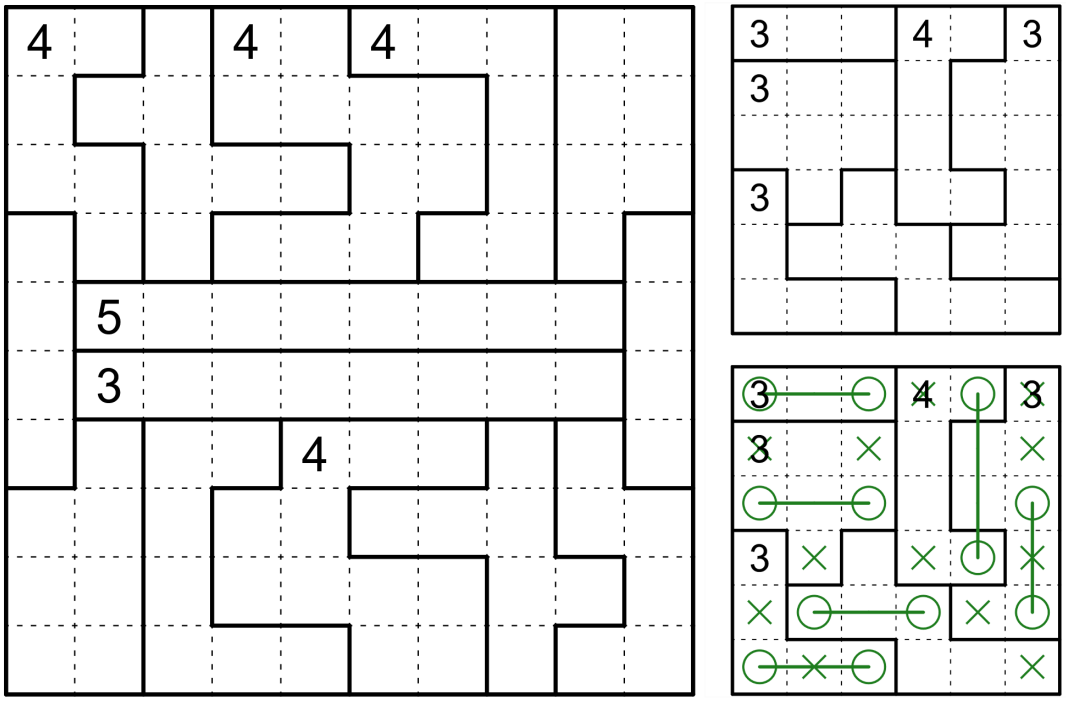
Example (puzz.link, by shye): https://tinyurl.com/yj9h38nf
Puzzle (puzz.link): https://tinyurl.com/4pekpsr5

February 10, 2025: Dumbbell / ダンベル | Lavaloid

Today's 💪 *Muscles Monday* 💪 is a **Dumbbell / ダンベル**! I don't have any funny comments to add, so I will leave coming up with one as an exercise to the reader.

Rules:

- Place exactly one dumbbell in each region. A dumbbell consists of two circles in the same row or column and a straight line that connects them. For a dumbbell to be within a region, both of its circles must be in the region, but its connecting line may cross outside of the region.
- The two circles of a dumbbell must be separated by at least one empty cell. No two circles may be orthogonally adjacent, and no two connecting lines may cross or overlap.
- Numbers in regions show how many cells are taken by the dumbbell in that region, including cells that are outside the region.



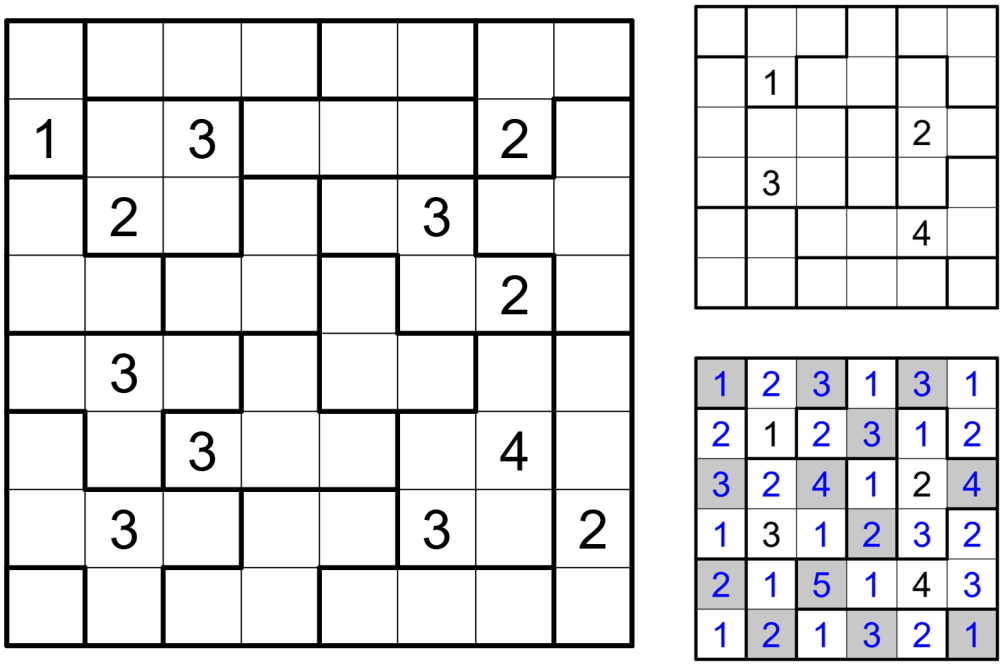
Example (Penpa+) by ジャンプイコールA: https://tinyurl.com/28knom5m
Puzzle (Penpa+): https://tinyurl.com/27grb2uv

February 11, 2025: The Largest Number | bakpao

According to our internal spreadsheet, I've only ever done one number placement puzzle for GAPP. That being the most number placement genre of all the number placement genres, Hebi-Ichigo. About time to pad my stats a bit with today's **The Largest Number**. I came across this genre while looking at the IB from the 2017 WPC. Another genre that caught my eye was Shards, though it remains to be seen whether I can turn that into a GAPP puzzle...

Rules: Place a number into each cell so that each region contains the numbers from 1 to N with no repeats, where N is the number of cells in the region. Numbers of the same value may not touch one another orthogonally. Cells from different regions sharing an edge cannot both contain the largest number of their corresponding regions.

Interface note 💻: You can use shading to mark which cells contain the highest number within a region and which cells cannot. Shading is not required for answer check.



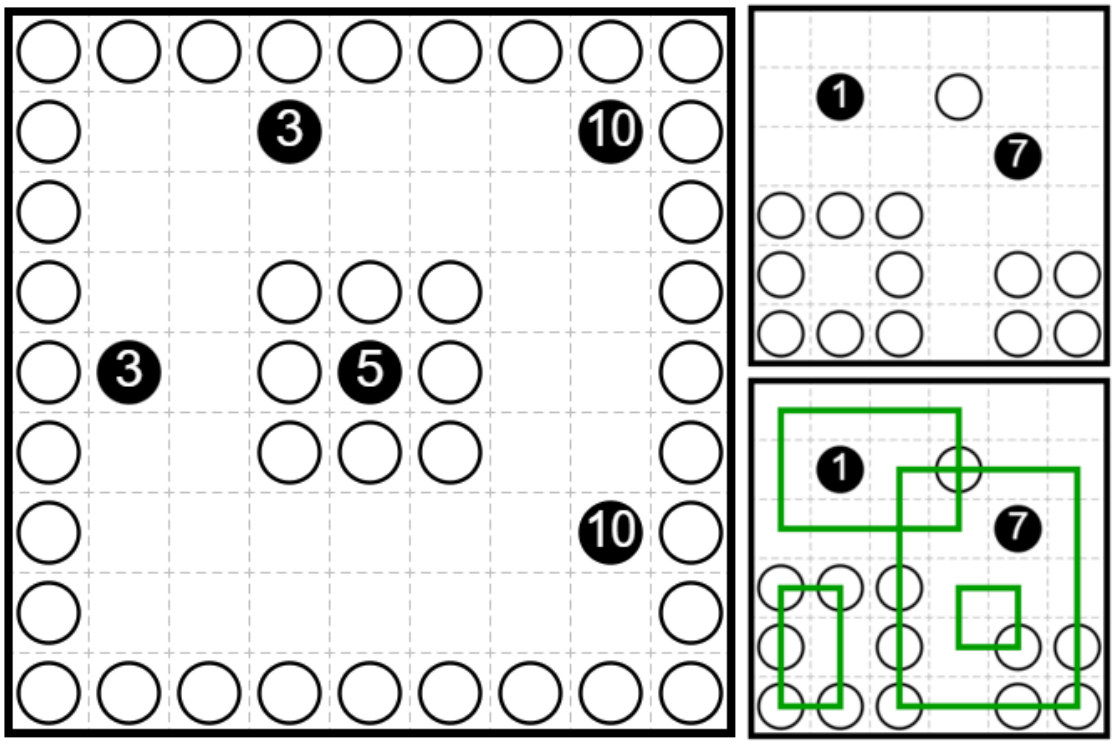
Example (Penpa+): https://tinyurl.com/2ykagrzx
Main (Penpa+): https://tinyurl.com/2dzqvlhu

February 12, 2025: Orbital | Menderbug

Orbital was added to pzprxs a couple of days ago. It's a Nikoli genre from 2021 which adds an interesting new clue type to the rectangular loop structure familiar from Ring-Ring or Nagenawa.

Rules:

1. Draw lines through the centres of some cells to form rectangular loops, called orbits.
2. Orbits may cross each other, but may not overlap or share a corner.
3. Each white circle must be visited by an orbit. Black circles cannot be visited by an orbit.
4. Each black circle must be contained in exactly one orbit. Each orbit can contain at most one black circle.
5. If a black circle contains a number, it indicates how many white circles its orbit visits.



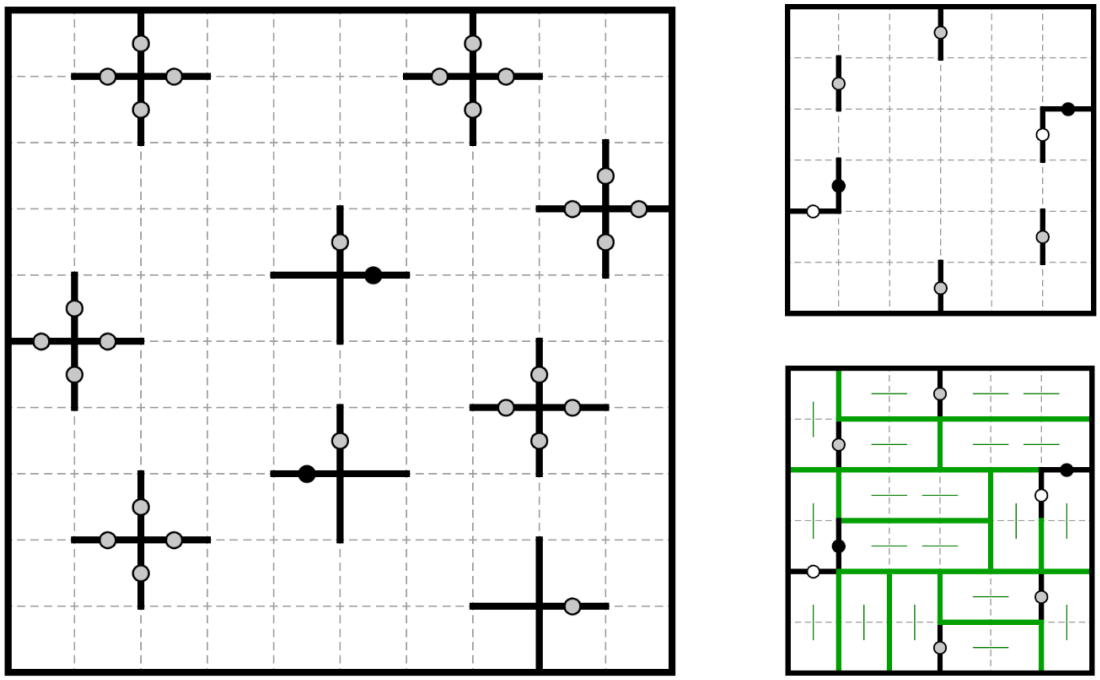
Example (pzprxs): https://tinyurl.com/3mu22ycb
Puzzle (pzprxs): https://tinyurl.com/8vh733yc

February 13, 2025: Voxas | Freddie Hand

Grey circles in **Voxas** don't get much love. So here's a puzzle that is almost entirely grey.

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

Note: The example puzzle is a little trickier than usual.

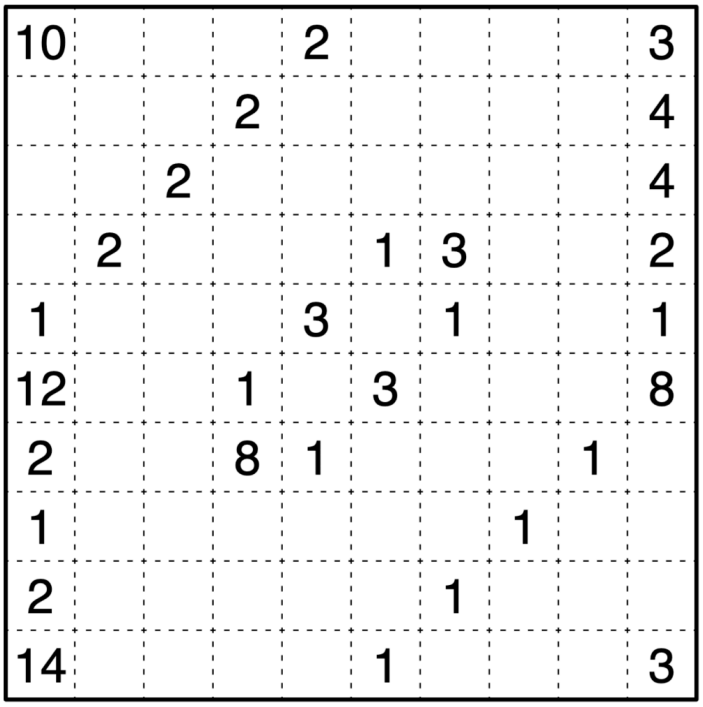


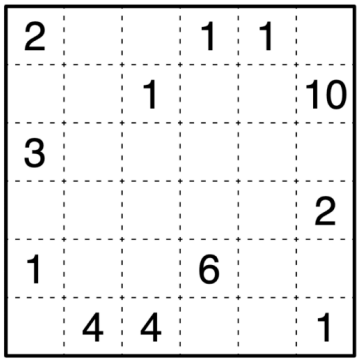
Example (pzprxs) by Eric: https://tinyurl.com/2p8nekdy
Puzzle (pzprxs): https://tinyurl.com/384wf7vv

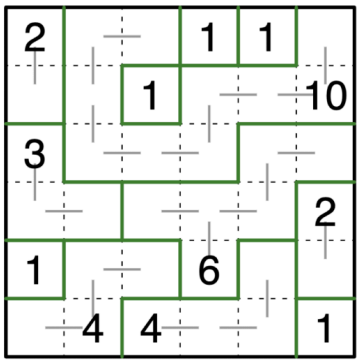
February 14, 2025: Menseki | Walker

Menseki is a genre with a one-sentence ruleset that we still haven't covered! It feels like a base genre from which others can be derived. Like Kakoikomi, with two numbers per region! Or Shikaku / Aho, and similar genres with region shape conditions! Or the awe-inspiring, the unbelievable, Single Choco 🍫🥰

Rules: Divide the grid into regions of orthogonally connected cells, each containing exactly one clue, the value of which represents the number of cells in the region.





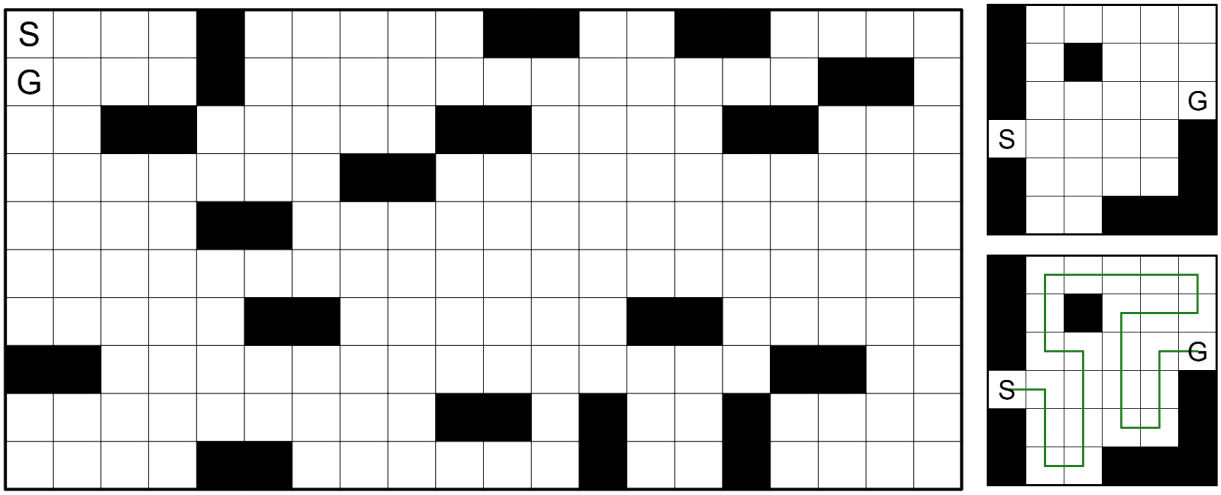


Example (Penpa+): https://tinyurl.com/23bzcuku
Puzzle (Penpa+): https://tinyurl.com/24yh5cun

February 15, 2025: Unequal Length Maze | Lavaloid

I was recently reminded of the existence of Domino Day, an annual domino show which I was obsessed with as a kid. There were plans to bring it back in 2020, but unfortunately it got postponed to an unknown date. On a related note, today's ✨ *Supersized Saturday* ✨ is an **Unequal Length Maze** which features dominoes. I'm not sure these can be toppled, though, let alone set the world record.

Rules: Draw a non-intersecting path through the centers of all empty cells, starting from the S (start) and finishing at the G (goal). No two consecutive straight lines in the path may be of the same length.



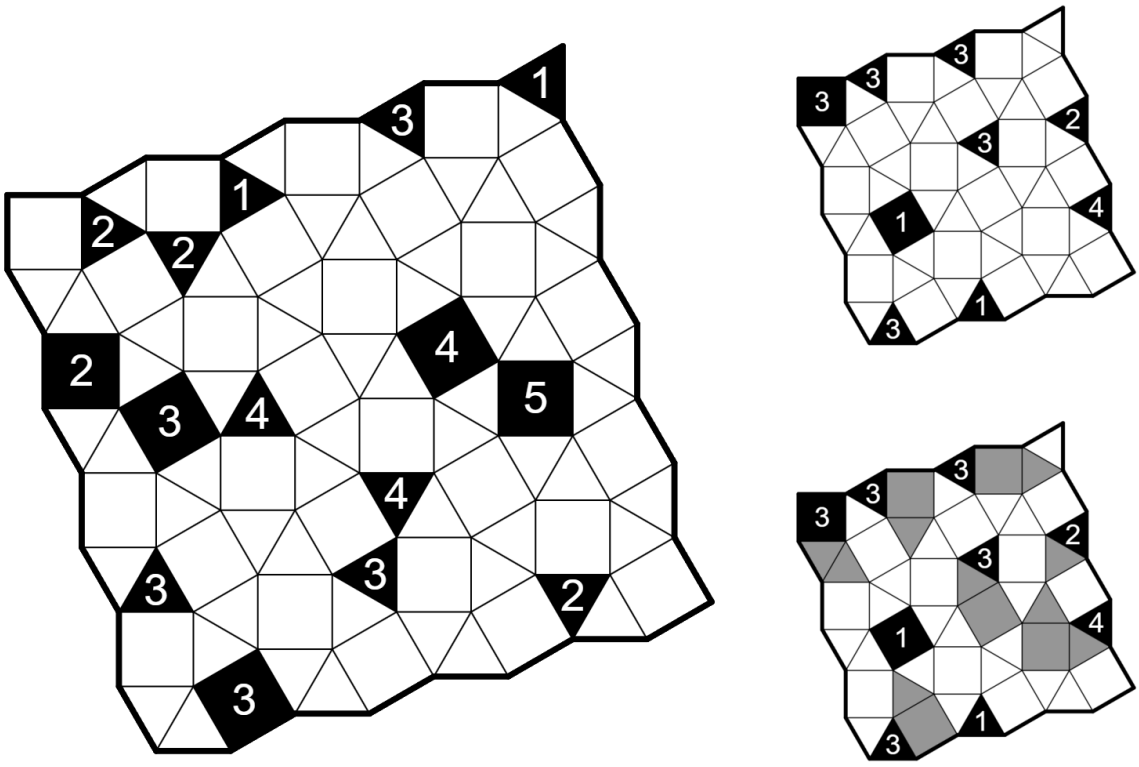
Example (Penpa+): https://tinyurl.com/mrpknx4w
Puzzle (Penpa+, landscape): https://tinyurl.com/2dogmwkt
Puzzle (Penpa+, portrait): https://tinyurl.com/2ahy86e4

February 16, 2025: Chained Block (Snub Square) | bakpao

Today's GAPP is a **Chained Block** on a snub square grid!

Busy morning ahead (read: I must urgently reclaim a stolen record on word search and not rest until I have), enjoy the puzzle!

Rules: Shade some cells such that each connected group of shaded cells contains exactly one clue. Clues must be shaded, and indicate the size of their group of shaded cells. Each group of shaded cells must be connected by a corner to at least one other, forming networks. Two shaded groups belonging to the same network may not have the same shape and size, counting rotations and reflections as the same.



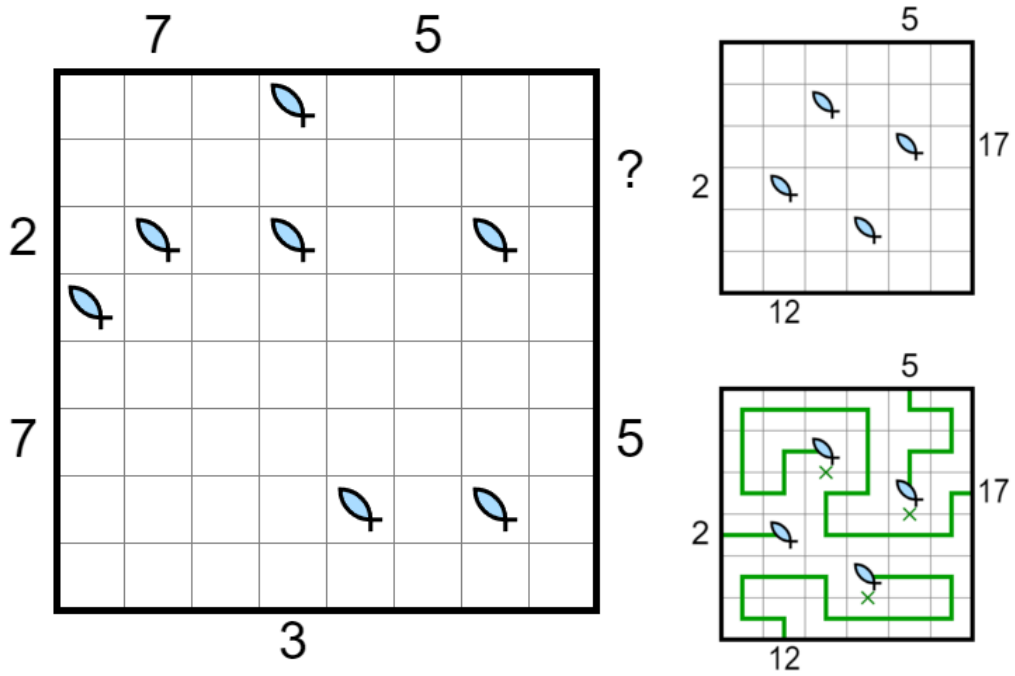
Example (Penpa+): https://tinyurl.com/23ove62c
Main (Penpa+): https://tinyurl.com/23pyvtjg

February 17, 2025: Anglers | Menderbug

Here's an **Anglers** for *Marine Monday*. After I finished today's puzzle, I went and solved the previous Anglers(es) on GAPP and it looks like we all gravitate towards similar themes in this genre. Oh well, it's been a while since we had one of these, so hopefully you'll enjoy it anyway!

Rules: From each clue outside the grid, draw a path which immediately goes into the nearest cell of the grid and then travels through the centres of some cells until arriving at a fish. All empty cells must be used by a path. Paths may not cross themselves, each other, or fish. A number at the beginning of a path indicates how many cells in the grid the path occupies, including the cell with the fish.

⚠️ Remember that all cells must be used by exactly one path!



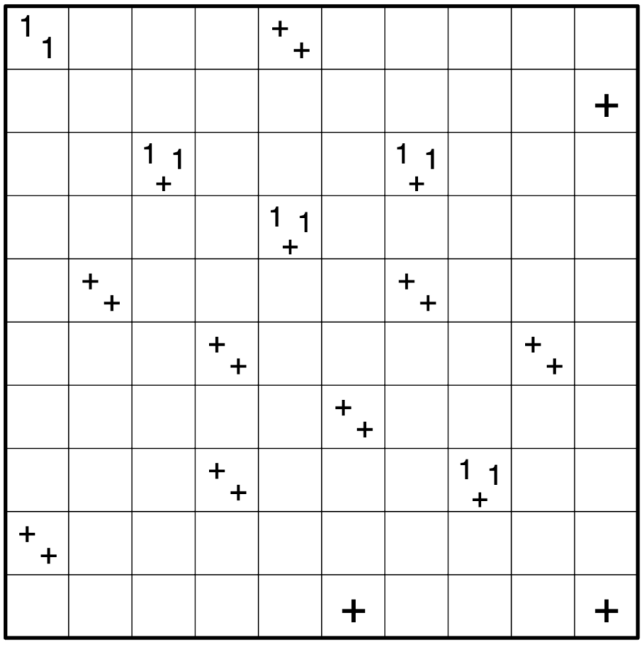
Example (pzprxs) by Tyrgannus: https://tinyurl.com/ypddv4ja
Puzzle (pzprxs): https://tinyurl.com/mrhs2mjz

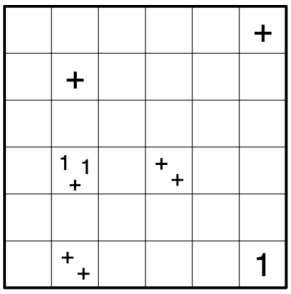
February 18, 2025: Tapa (Neanderthal) | Freddie Hand

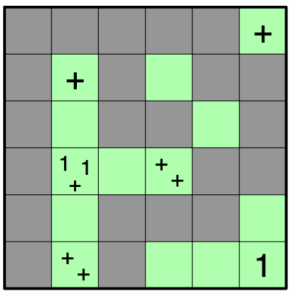
The instructions for the second round of the WPF Puzzle GP are out. Which is a great excuse to make yet another Tapa variation, a **Tapa (Neanderthal)**. Though the naming seems a little unfair considering that even chimps have some sense of numeracy beyond "one" and "many".

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 represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue. A plus sign represents a block of more than one shaded cell.

GAPP 101: See Appendix 1







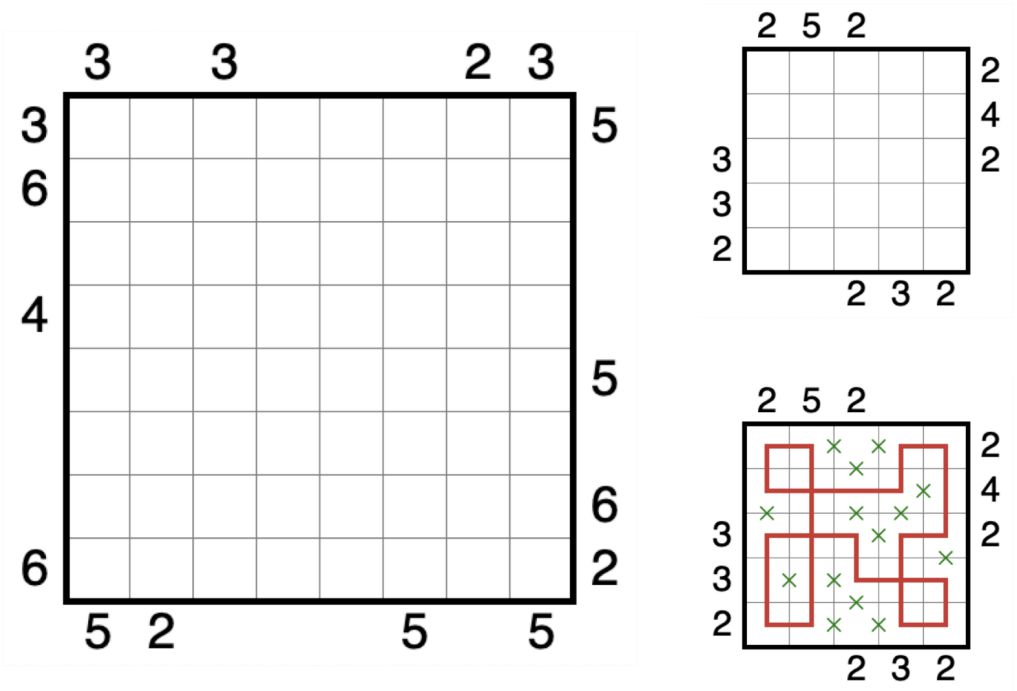
Example (Penpa+): https://tinyurl.com/22cmfs94
Puzzle (Penpa+): https://tinyurl.com/2yfvrhdk

February 19, 2025: Round Trip | Walker

The next Puzzle Ramayan round is just around the corner! As usual, we're making the rounds through genres featured in the competition. Here's **Round Trip**! It can be a bit tricky to get your head around; I recommend looking at the example / previous GAPPs and using auxiliary X marks if you're stuck. If you get round to competing, we have the usual prize around here somewhere. What was it again… oh yes, a **bonus otter**! 🦦 I was distracted, thinking about a different friend-shaped creature…

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

Here's a **GAPP 101** describing the breakin: (ROT13) Gb fgneg, hfr gur cnvef bs pyhrf va gur sbhe bhgre ebjf/pbyhzaf bs gur tevq.

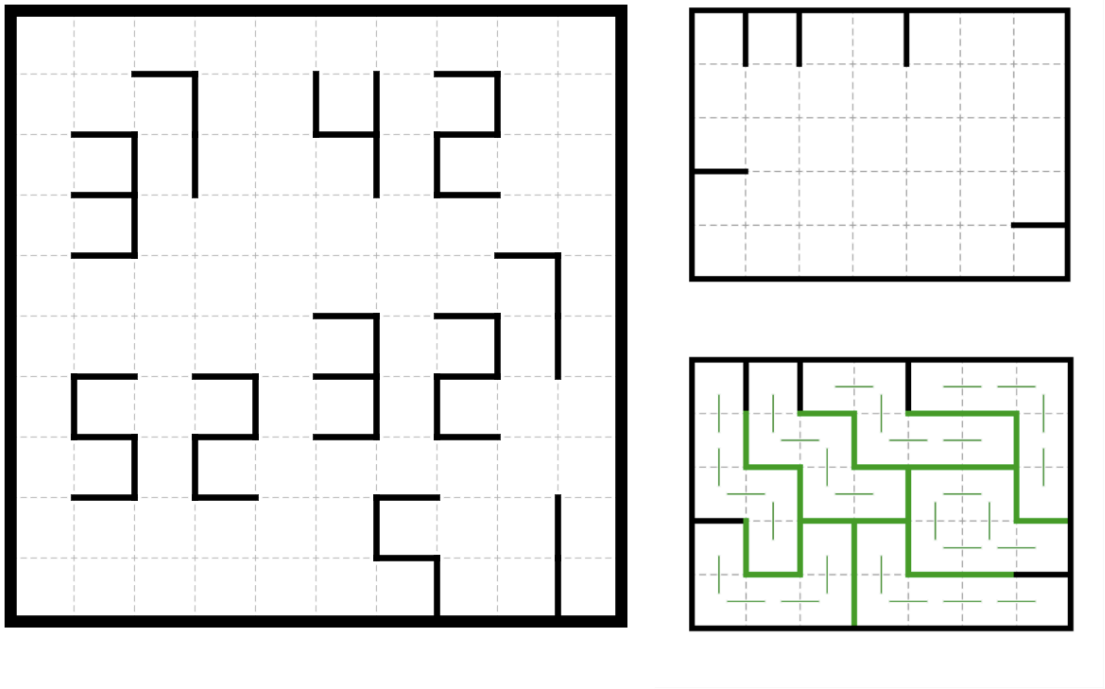


Example (puzzlink, by jovi): https://tinyurl.com/2s3h9kxh
Puzzle (puzzlink): https://tinyurl.com/53mdawe6

February 20, 2025: Pentominous (Borders) | Lavaloid

I just bought these new numbers from the number store, but I accidentally dropped them in water and they became too big to fit in a regular Aqre. Not that it matters, since today's puzzle is a **Pentominous (Borders)**.

Rules: Divide the grid into regions of five orthogonally connected cells so that no 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. Borders must separate two different regions.



Example (puzz.link, by jovi): https://tinyurl.com/4dyaa8ks
Example (Penpa+, by jovi): https://tinyurl.com/2ypkoltq
Puzzle (puzz.link): https://tinyurl.com/ms8v6f2j
Puzzle (Penpa+): https://tinyurl.com/274qdbeh

February 21, 2025: Battleships | bakpao

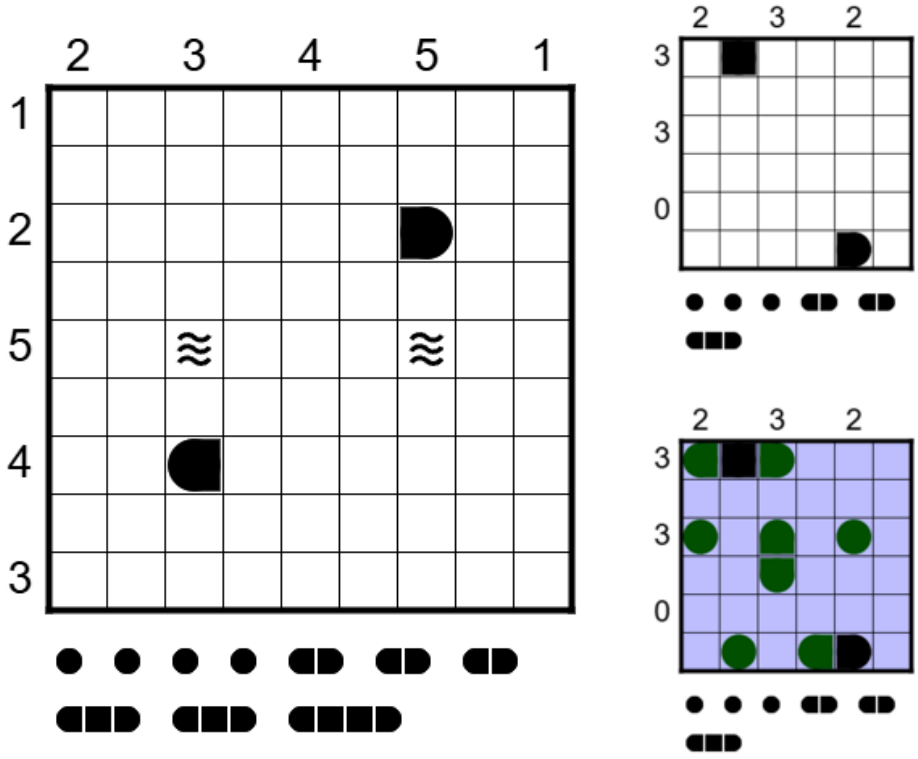
Here's another genre from Puzzle Ramayan round 2, which has officially started! Two bonus otters up for grabs this weekend, one for participation in PR R2 and another for Puzzle GP R2, starting in slightly less than two hours from now. Claim both and they might just start holding hands! 🦦🦦

More info on PR here and on GP here.

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

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

Note carefully the last part of the rules! As seen in the example, a square must be in the middle of a ship, and a "half sausage" must be at the end of a ship, with the ship extending outwards in the expected direction. In other words, it must match the corresponding shape in the ship given in the fleet below.



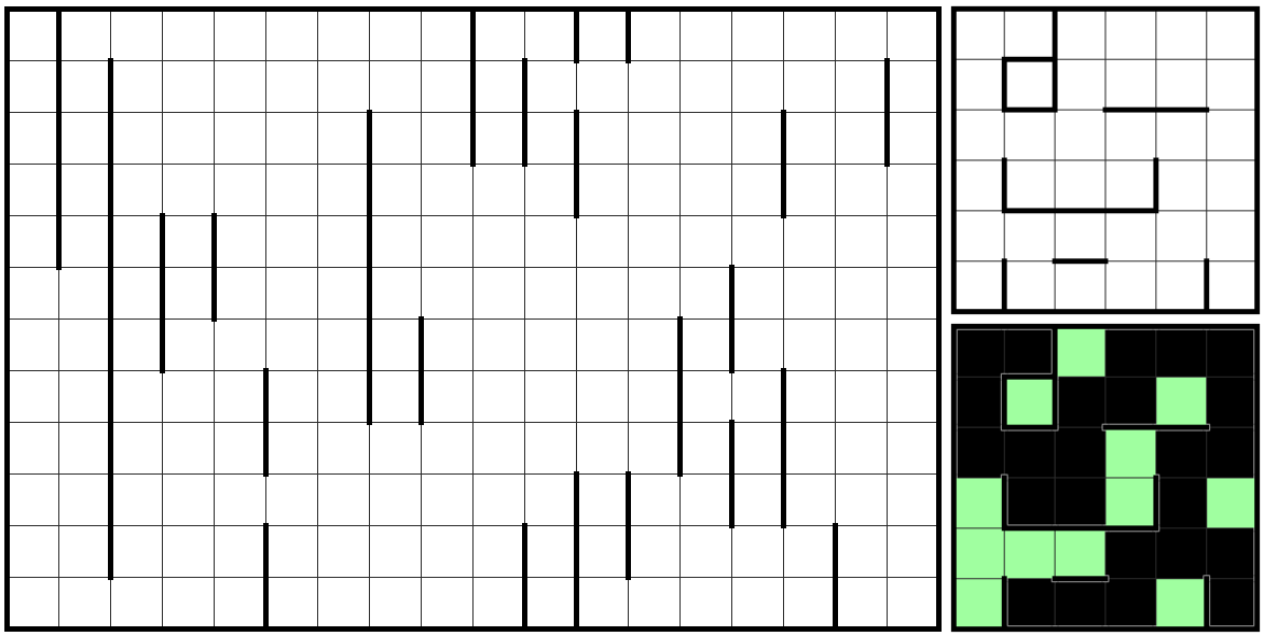
Example (puzz.link, by Freddie): https://tinyurl.com/26ejnup6
Main puzzle (puzz.link): https://tinyurl.com/3rz9vs53

February 22, 2025: Aqre (Borders) | Menderbug

X_Sheep has not just been adding new genres to pzprxs, but also built-in support for new variants, such as the Full variant for many loop genres (as featured recently by Freddie). This week saw the addition of **Aqre (Borders)**, which appeared on GAPP a few months ago, so here's a *supersized* one. I made sure to keep it approachable by only featuring one orientation of borders. One thing at a time, right?

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. There may not exist a run of more than three consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.
Variant: A pair of cells separated by a bold border must contain one shaded cell and one unshaded cell.

🖥️ **Interface tip:** 🖥️ In larger puzzles with connectivity rules it can sometimes be easy to lose track of which cells are already connected and which aren't. Switch to the "Check shaded cell connection" input mode at the top and click/tap a shaded group to highlight all the cells already connected to it if you get lost.

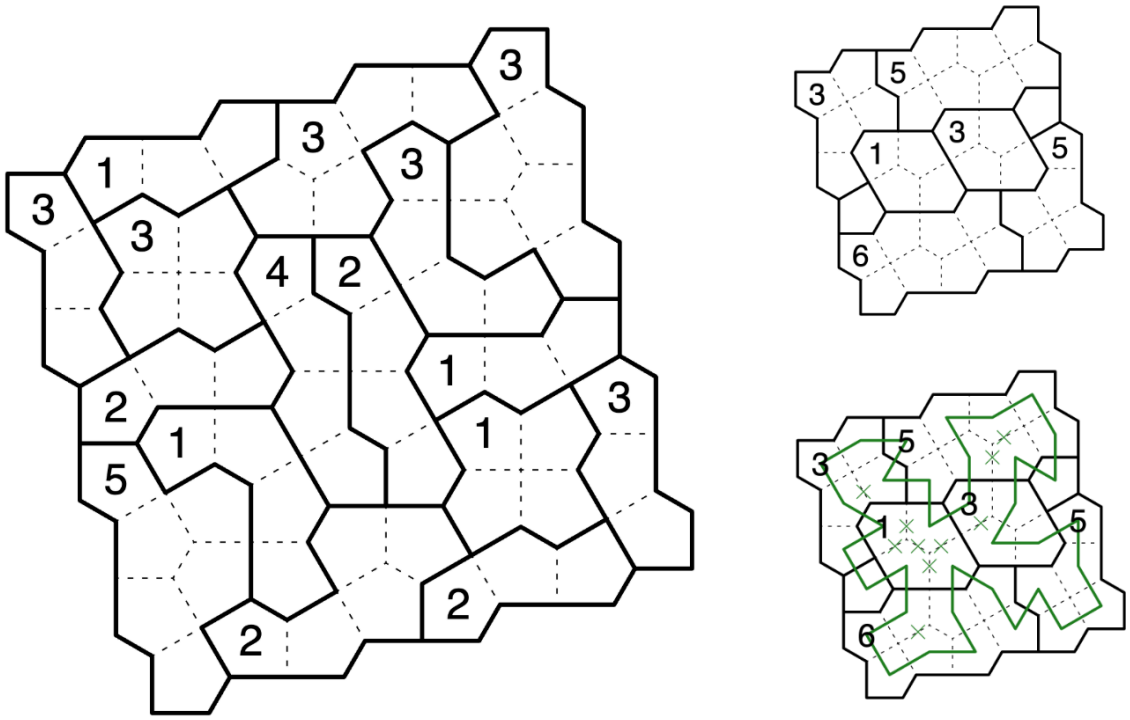


Example (pzprxs) by Lavaloid: https://tinyurl.com/5as2ar7p
Puzzle (pzprxs), Landscape: https://tinyurl.com/yc7cuwa5
Puzzle (pzprxs), Portrait: https://tinyurl.com/5ff7srwp

February 23, 2025: Maxi Loop (Cairo Pentagonal) | Freddie Hand

I am returning once again to the comfort of **Maxi Loop**, this time on a **Cairo Pentagonal** grid. This geometry is pretty amenable to full loops since it's basically a square grid with some diagonals added in. Thinking of it in this way probably won't help you solve today's puzzle, though.

Rules: Draw a non-intersecting loop through the centers of all cells. A number in a region represents the number of cells occupied by the largest continuous loop segment within the region. (Note this does not have to be the strictly largest loop section - there can be multiple sections of this length)



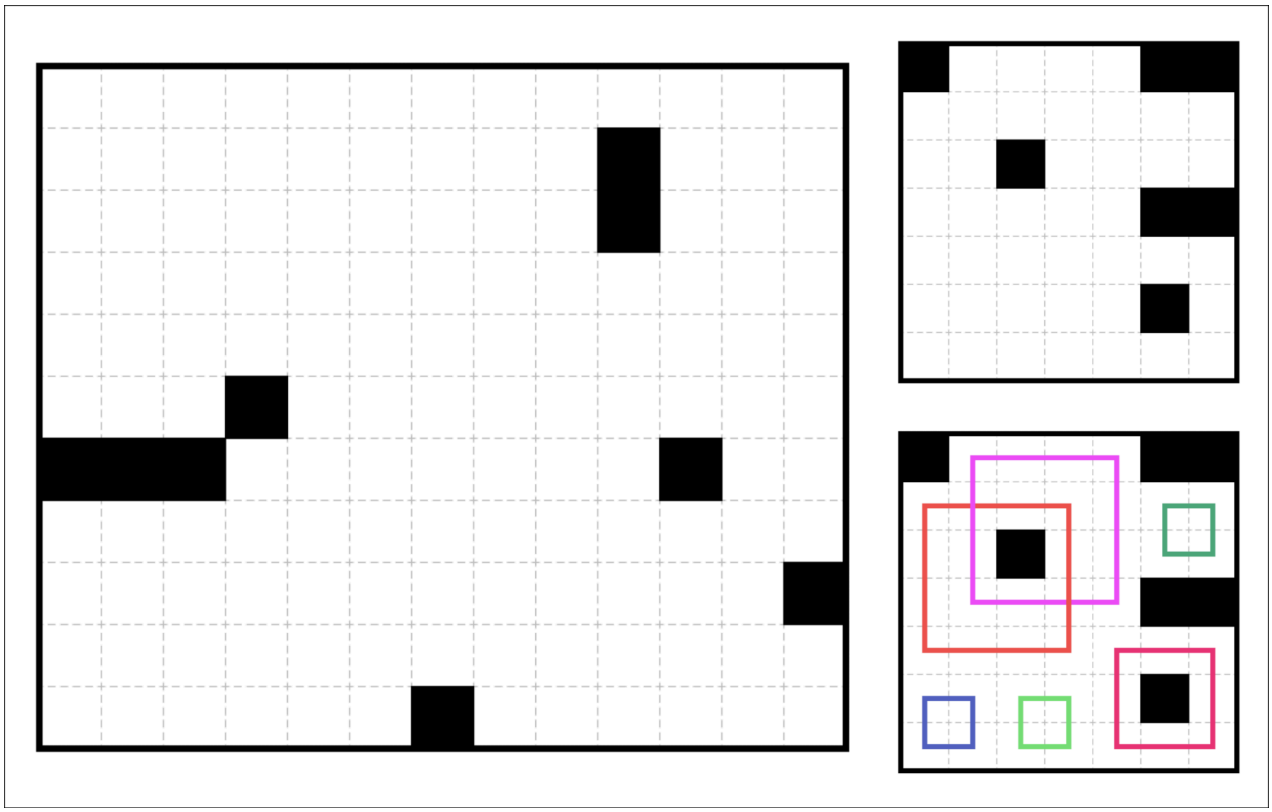
Example (Penpa+): https://tinyurl.com/23qqhw9b
Puzzle (Penpa+): https://tinyurl.com/25k9wpyx

February 24, 2025: Ring-ring (Squares) | Walker

Welcome back to Will It Square?! 🎉 🟦 Today, we're looking at **Ring-ring (Squares)**! Not to be confused with Ring-ring (No Squares), which we've covered before. *Will It Square?!?!* ⬛ 🟧 🔲

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 Rule: All of the rings must be squares.



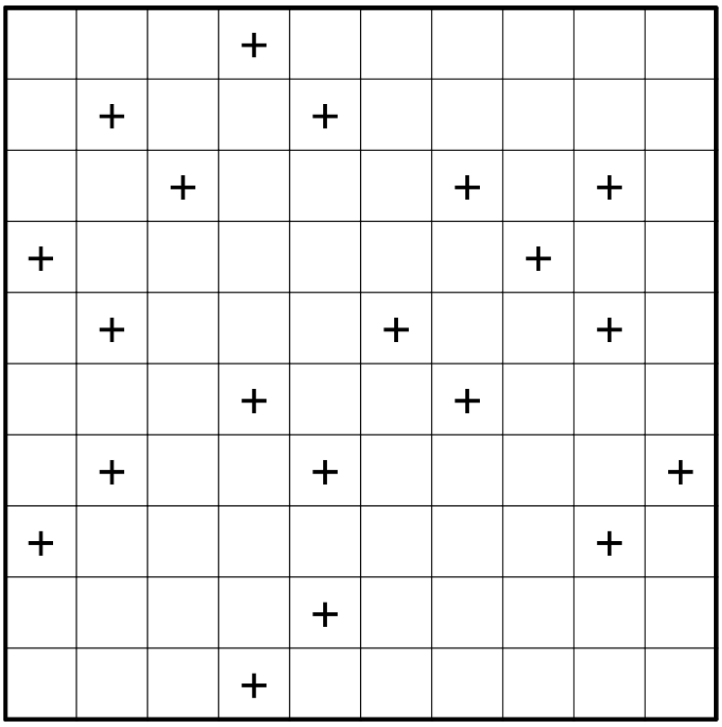
Example (puzz.link): https://tinyurl.com/y4wcrvvj
Puzzle (puzz.link): https://tinyurl.com/6j8dpdjp

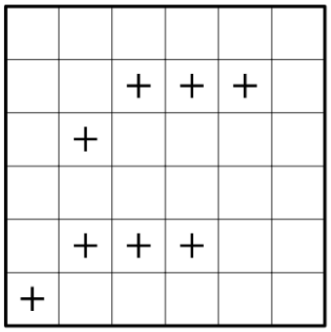
February 25, 2025: Double or Nothing | Lavaloid

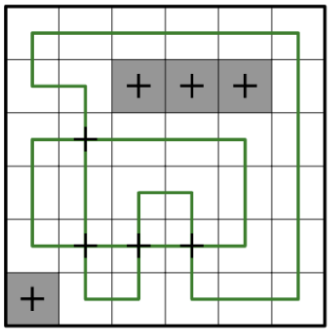
One of the places I look at to find new genres is Naoki Inaba's puzzle collection. Double Block (ダブルブロック) caught my eye, so I made today's puzzle based on it... only to be told that it has the exact same rules as **Double or Nothing**

Rules: Draw two loops that passes orthogonally through centers of some cells, so that each loop does not intersect itself. Each empty cell must be used by exactly one of the loops. Each cell containing a "+" symbol must either be used by both loops (which intersect each other orthogonally there) or neither loop.

Note: Penpa+ only checks for green lines - if you wish to draw the two loops in different colours (for which you'll also need to switch to line mode), don't forget to trace over the non-green loop with green at the end!







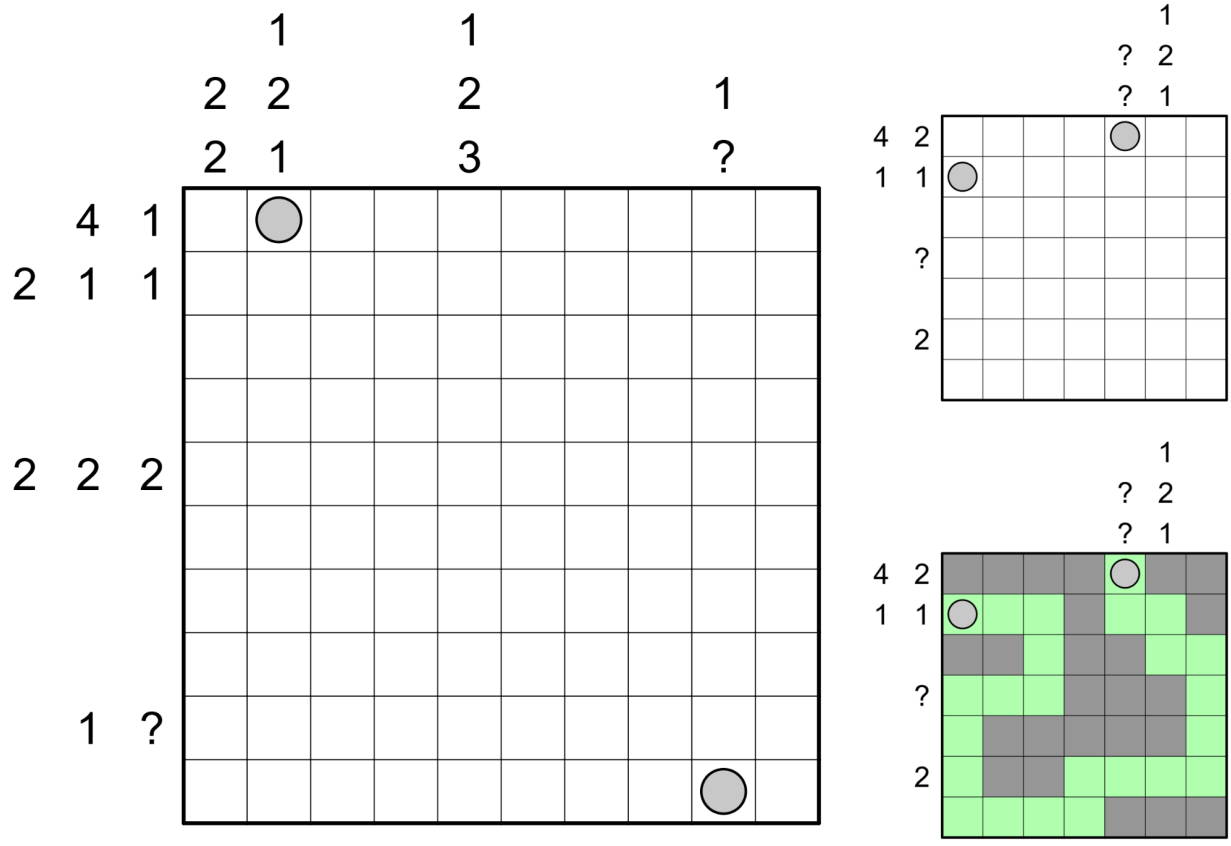
Example (Penpa+) by Freddie: https://tinyurl.com/27peeeoz
Puzzle (Penpa+): https://tinyurl.com/29voua9b

February 26, 2025: Snake (Graffiti) | bakpao

Today's GAPP is a **Snake (Graffiti)**! 🐍

From what I can tell, this variant dates back to 2011 where it first appeared in the Snake Variations Contest on LMI, hosted by Serkan Yurekli, with Riad Khanmagomedov credited for the idea for the variant/for the original Graffiti genre (which we have featured before). ~~All that is to say I'm merely following the original presentation so please don't blame me for the inverted snake shading.~~

Rules: Shade some cells to leave behind a non-intersecting path of unshaded cells which does not touch itself, not even diagonally. Circles mark the ends of the path. Clues outside the grid represent the lengths of the blocks of consecutive shaded cells in the corresponding row or column, in order. A question mark represents one block of an unknown number of cells.



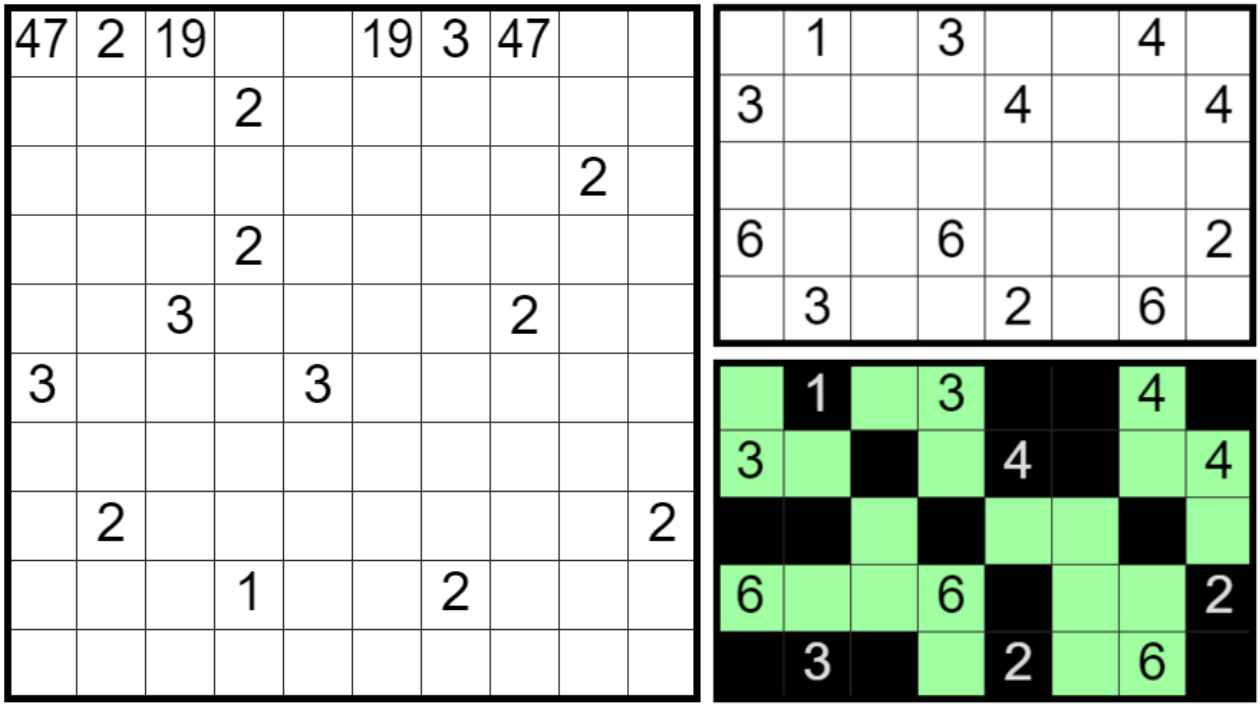
Example (Penpa+): https://tinyurl.com/2d3cchmd
Puzzle (Penpa+): https://tinyurl.com/2b2ml22w

February 27, 2025: Choco Banana | Menderbug

I've been a little bit ill the last couple of days, so I'm returning once again to my comfort food. Have a good old **Choco Banana**. I'm hearing it goes well with pancakes.
Speaking of which, in case you don't get notified about guest series, Tyrgannus has started a series on Heyawake that is going to be a little above GAPP level but promises to be very educational.

As for today's puzzle, I tried coming up with an archetype we haven't covered yet. You shouldn't have to count the big clues, except to make sure their areas are vaguely big enough.

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



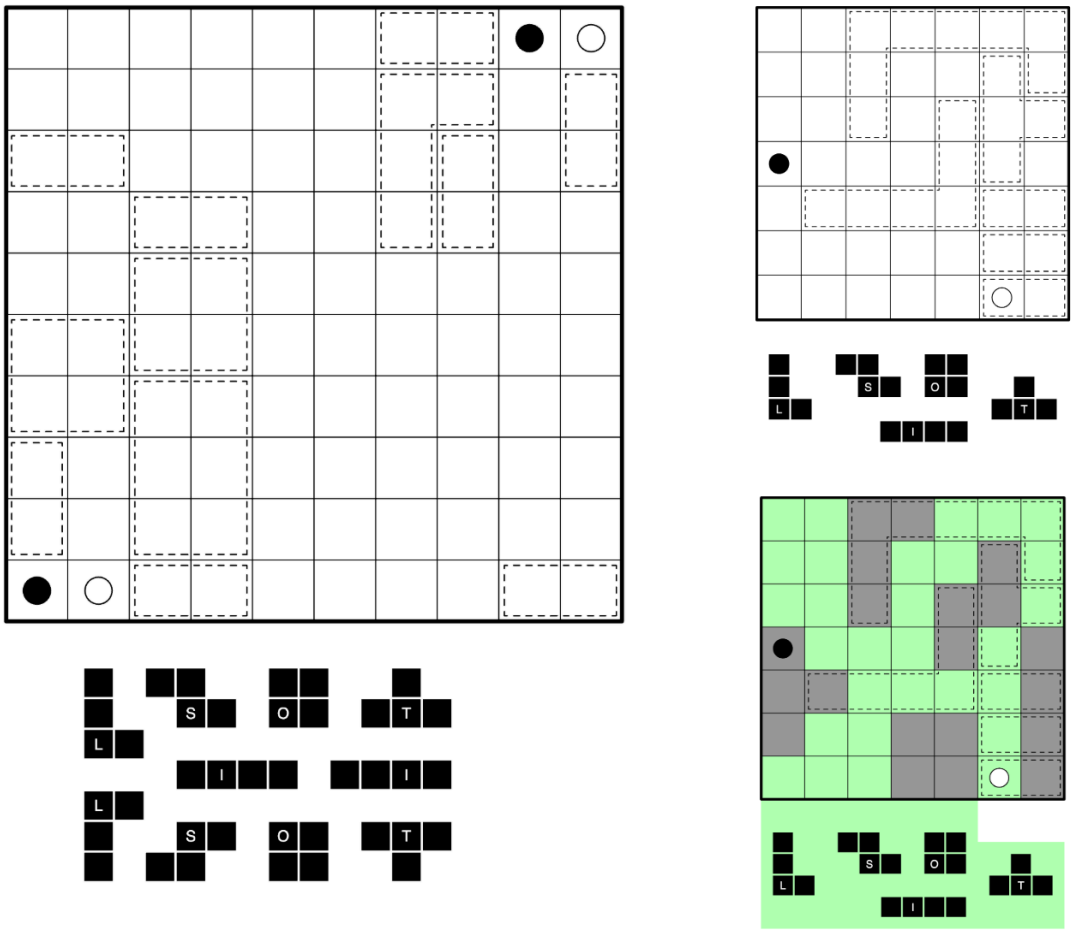
Example (pzprxs) by Shye: https://tinyurl.com/mw6t7vv7
Puzzle (pzprxs): https://tinyurl.com/mryt38ch

February 28, 2025: Statue Park (Half and Half) | Freddie Hand

The UKPA Sudoku and Puzzle Open tournaments are taking place in London this weekend. This **Statue Park (Half and Half)** is a variant that will be appearing in the context of a half-and-half-themed round. I'm looking forward to my practice paying off in the 50% wordsearch.

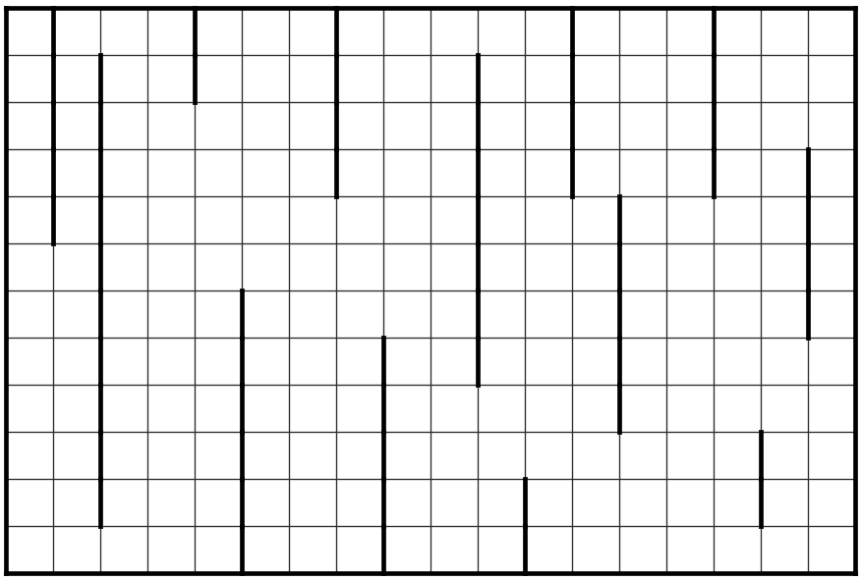
Rules: Place each shape from the bank given outside the grid into the grid so that no two shapes share an edge and all unused cells form one orthogonally connected area. Rotating and reflecting shapes is allowed. Cells with black circles must be used by a shape, and cells with white circles must not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

For the example, the shape bank is the tetromino set; for the main puzzle, the shape bank is the double tetromino set.



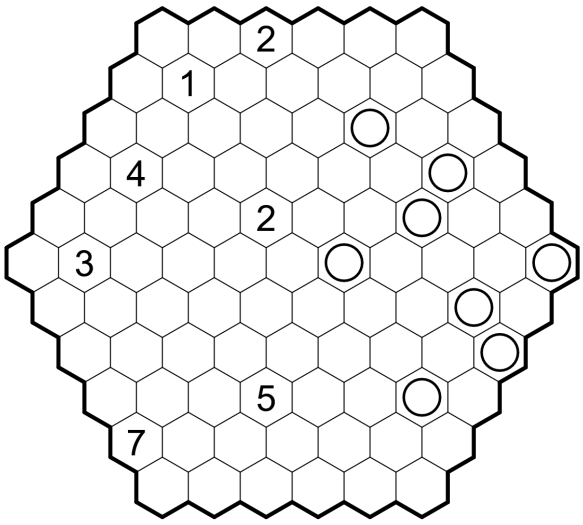
Example (Penpa+): https://tinyurl.com/26s5wv2k
Puzzle (Penpa+): https://tinyurl.com/27kvql2h

Bonus 1: Aqre (Borders) | Menderbug



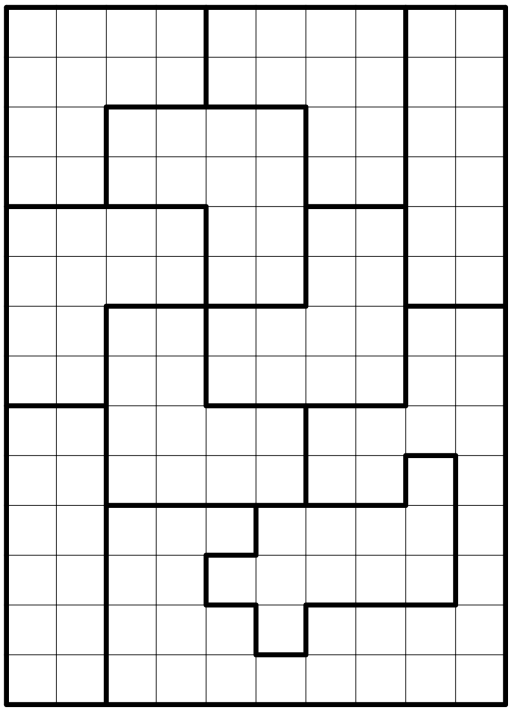
Example (pzprxs) by Lavaloid: https://tinyurl.com/5as2ar7p
Puzzle (pzprxs, Landscape): https://tinyurl.com/355xvden
Puzzle (pzprxs, Portrait): https://tinyurl.com/se7vvzfa

Bonus 2: Golem Grad (Hexagonal) | Menderbug



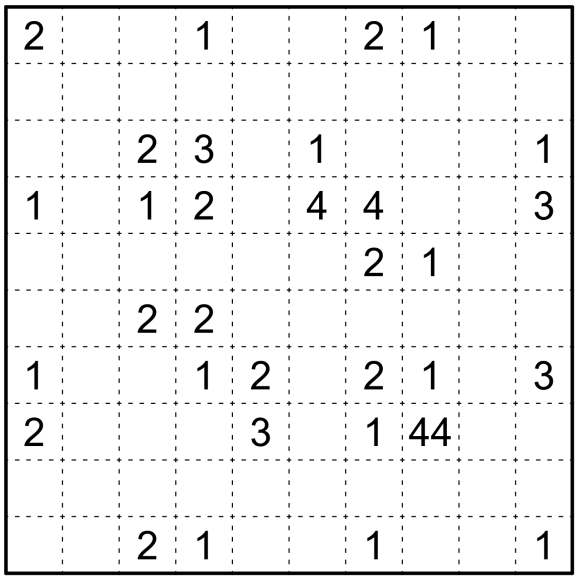
Example (Penpa+):
https://tinyurl.com/26wd84k9
Example (Kudamono):
https://tinyurl.com/23bfj7r8
Bonus (Penpa+):
https://tinyurl.com/2xryolf4
Bonus (Kudamono):
https://tinyurl.com/4znzbsu4

Bonus 3: LITS (Double) | Freddie Hand



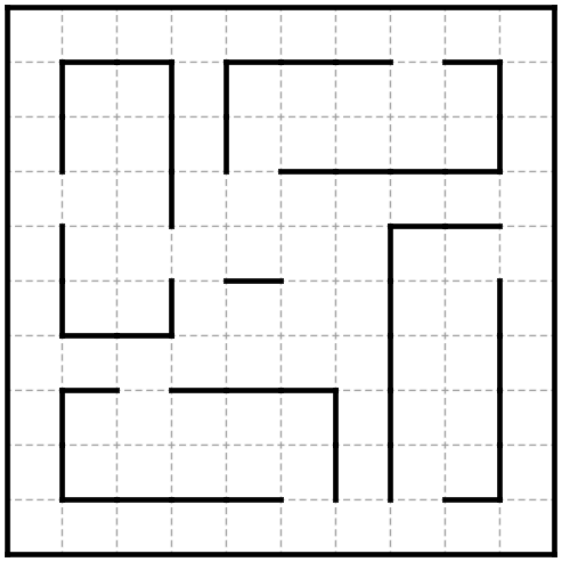
Example (Penpa+) from Puzsq:
https://tinyurl.com/23ho8btx
Bonus (Penpa+): https://tinyurl.com/2b333fur

Bonus 4: Menseki | Walker



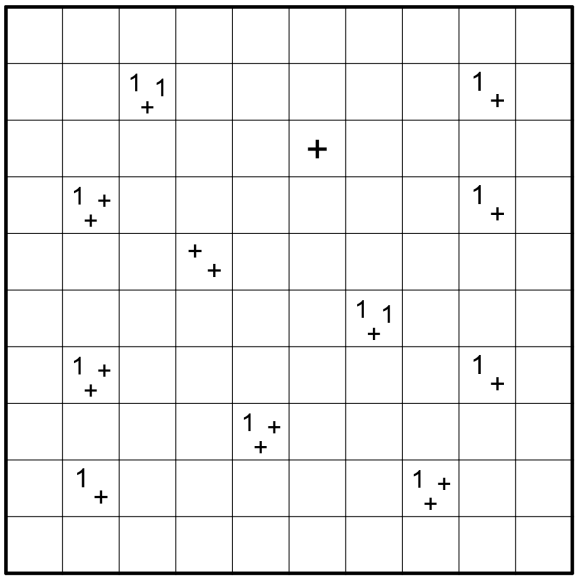
Example (Penpa+):
https://tinyurl.com/23bzcuku
Bonus (Penpa+):
https://tinyurl.com/2cf7qw8o

Bonus 5: Pentominous (Borders) | Freddie Hand



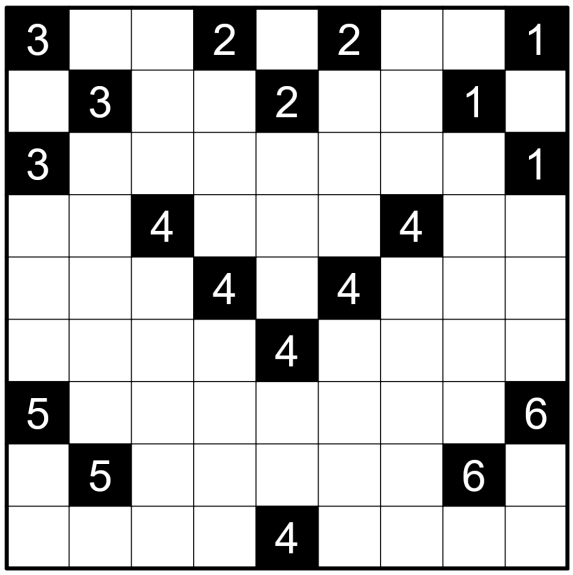
Example (puzz.link, by jovi):
https://tinyurl.com/4dyaa8ks
Bonus (puzz.link):
https://tinyurl.com/3awumkd5

Bonus 6: Tapa (Neanderthal) | Freddie Hand



Example (Penpa+):
https://tinyurl.com/22cmfs94
Bonus (Penpa+):
https://tinyurl.com/2dqsmqpg

Bonus 7: Walls | bakpao



Example (Penpa+):
https://tinyurl.com/276puun3
Bonus (Penpa+):
https://tinyurl.com/27fx8wdh

Date	Sloth Time	Crab Time	🐦
01 Feb 2025	0:04:30	0:09:00	Northern Nukupuu
02 Feb 2025	0:02:30	0:05:00	Golem Goldeneye
03 Feb 2025	0:02:15	0:04:15	Duplicated Dupont's Lark
04 Feb 2025	0:01:30	0:03:00	Venting Veery
05 Feb 2025	0:02:10	0:04:20	Lonely Lorikeet
06 Feb 2025	0:02:15	0:04:30	Anchor Accentor
07 Feb 2025	0:02:15	0:04:30	Omnidirectional Oriole
08 Feb 2025	0:04:30	0:09:00	Pentomino Penan Bulbul
09 Feb 2025	0:02:00	0:04:00	Eepy East Coast Akalat
10 Feb 2025	0:02:10	0:04:20	Muscular Macaw
11 Feb 2025	0:03:15	0:06:30	Ample Aepyornis
12 Feb 2025	0:01:00	0:02:00	Orbital Tailorbird
13 Feb 2025	0:02:45	0:05:30	Silver Oriole
14 Feb 2025	0:02:00	0:03:30	One-Line Vitelline Warbler
15 Feb 2025	0:04:30	0:09:00	Domino Dodo
16 Feb 2025	0:03:00	0:06:00	Snub Scaup
17 Feb 2025	0:01:00	0:02:00	Rodney the Kingfisher
18 Feb 2025	0:02:45	0:05:00	Prehistoric Predicted Antwren
19 Feb 2025	0:02:30	0:04:30	Round Robin
20 Feb 2025	0:02:00	0:04:00	Magic Growing Magpie Goose (reprise)
21 Feb 2025	0:02:00	0:04:00	Nautical Nectarinia
22 Feb 2025	0:03:30	0:07:00	Striped Crake
23 Feb 2025	0:03:00	0:05:30	Hieroglyphic Highland Tinamou
24 Feb 2025	0:01:45	0:03:15	So Square Snoring Rail
25 Feb 2025	0:02:00	0:04:00	Déjà vu Doradito
26 Feb 2025	0:02:45	0:05:30	Vandal Van Dam's Vanga
27 Feb 2025	0:02:00	0:04:00	Nomnom Noddy
28 Feb 2025	0:02:00	0:04:00	Effigy Dieffenbach's Rail

Appendix 1: Tapa (Neanderthal) GAPP 101

For clues like +,+ and 1,1,+ you may want to think about how to fit all the blocks around the clue - in particular, the values of the + clues cannot be too large.