Mind The GAPP Vol. 49

Genuinely Approachable Pencil Puzzles from the CtC Discord
November 1, 2025 - November 30, 2025

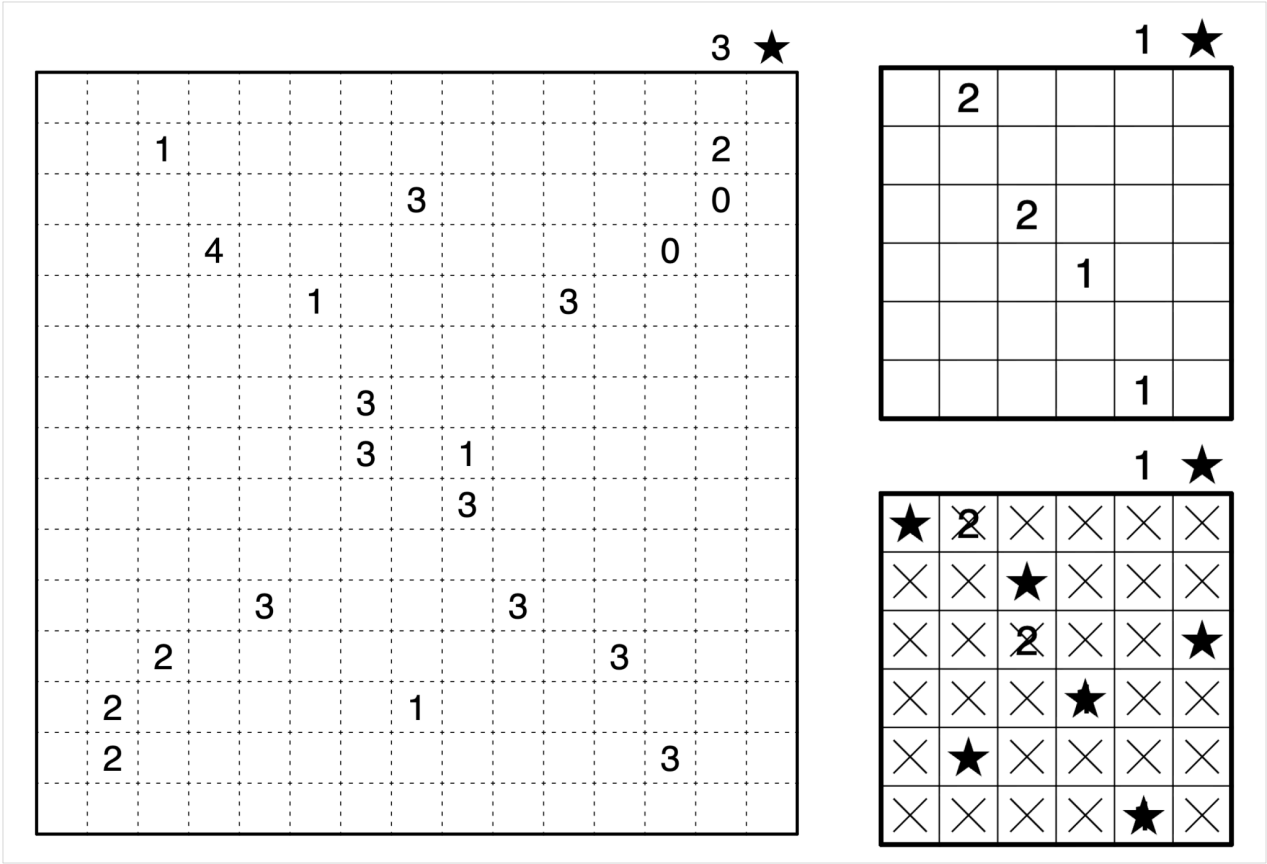
This volume's intro will be very short because we don't have any news.

We have $\sqrt{49} = 7$ bonus puzzles this month. Enjoy!

November 1, 2025: Starsweeper | Walker

It's still nighttime on Halloween here - a great night to look up at the stars. Here's a **Supersized Starsweeper**!

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



Example (Penpa+) by Tyrgannus: https://tinyurl.com/2s3pwaj2
Puzzle (Penpa+): https://tinyurl.com/yc7wa6m4

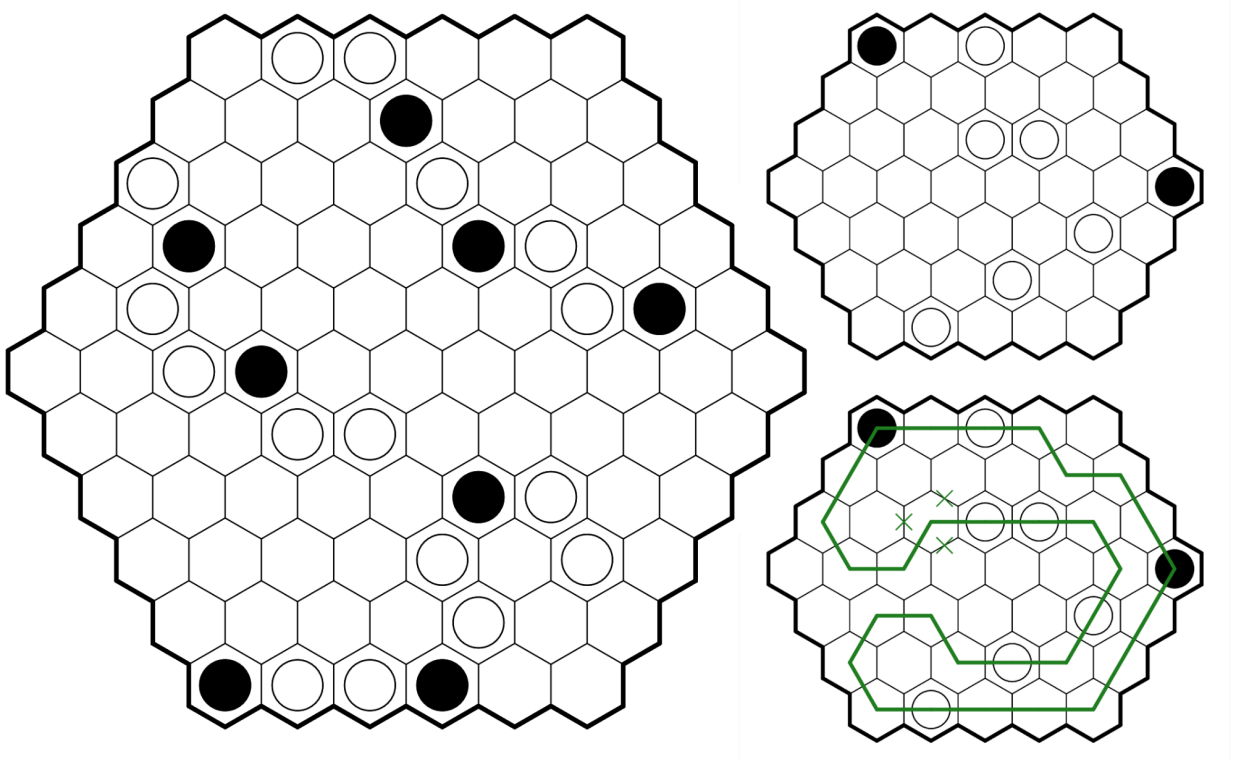
November 2, 2025: Masyu (Bouba) | Lavaloid

KEKE IS GONE
BABA MAKE LOOP
Today's ✨ *Strange-Shaped Sunday* ✨ is **Masyu (Bouba)**!

Rules:

- Draw a non-intersecting loop through the centers of some cells that passes through every circle.
- The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.
- All turns must form 120 degree angles.

Non-spoiler tip: Placing X marks will help a lot with spotting logic.



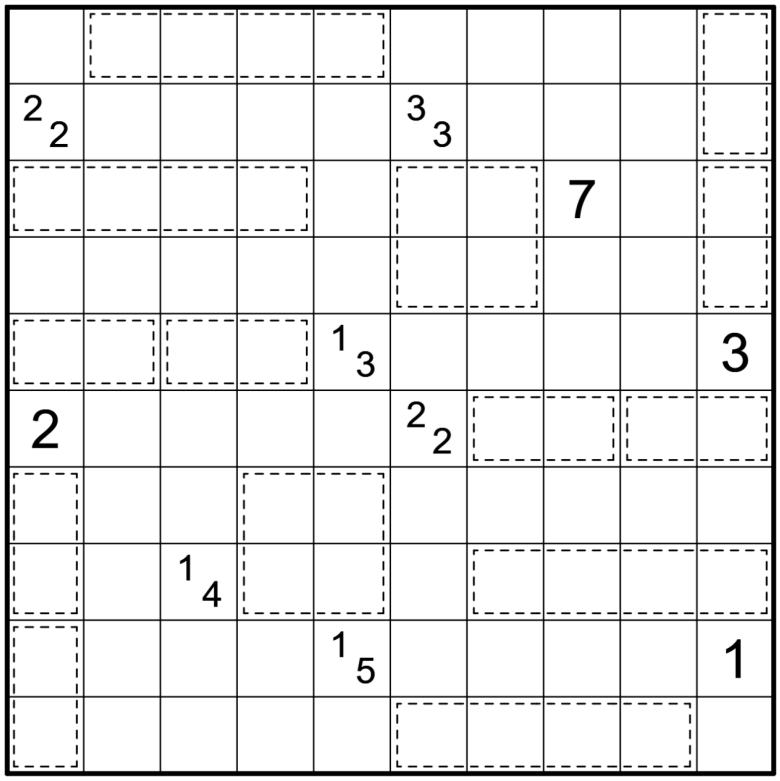
Example (Penpa+): https://tinyurl.com/j83teybe
Puzzle (Penpa+): https://tinyurl.com/32wmspc7

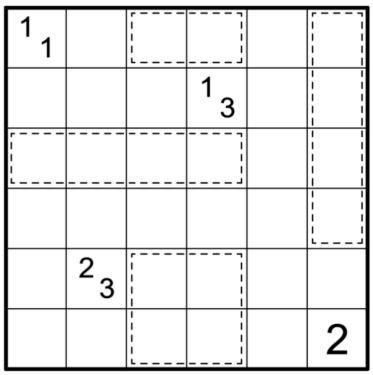
November 3, 2025: Tapa (Half and Half) | bakpao

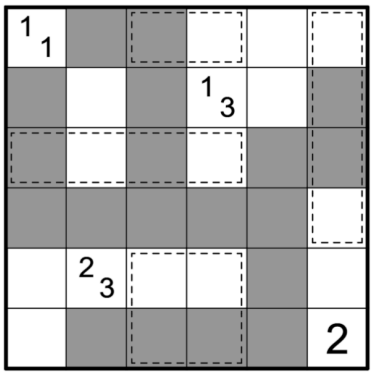
I was a bit surprised to learn we've only used the Half and Half variant once before in GAPP (Statue Park by Freddie) - it's a very fun and flexible variant that can be applied to a lot of genres! What better way to showcase it some more than by applying it to our favorite genre to give the variant treatment, Tapa?

Today's GAPP is a **Tapa (Half and Half)**!

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. Within a cage, exactly half of the cells must be shaded.







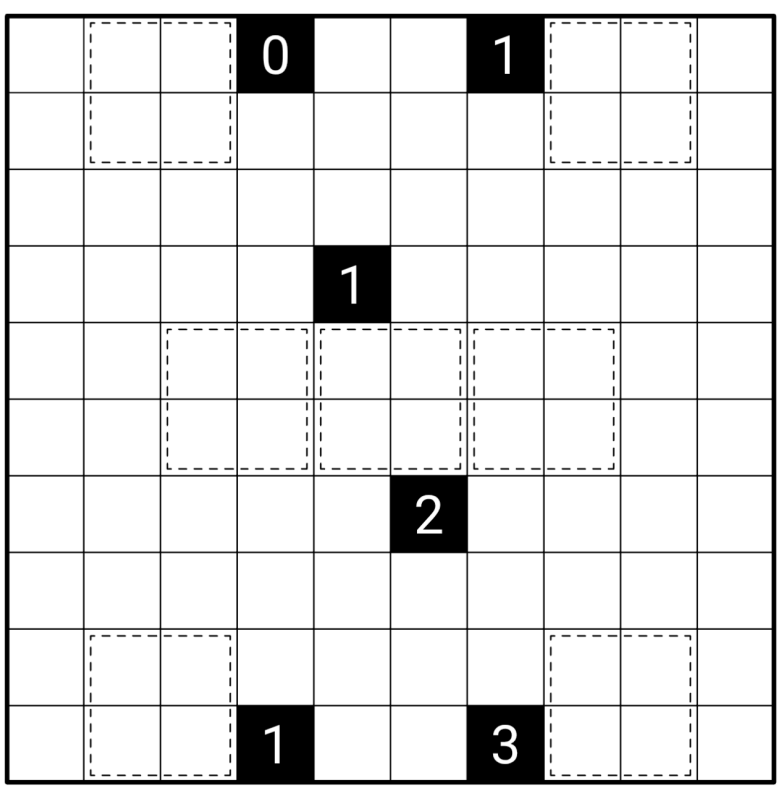
Example (Penpa+): https://tinyurl.com/5pz8cfva
Puzzle (Penpa+): https://tinyurl.com/4vcwey36

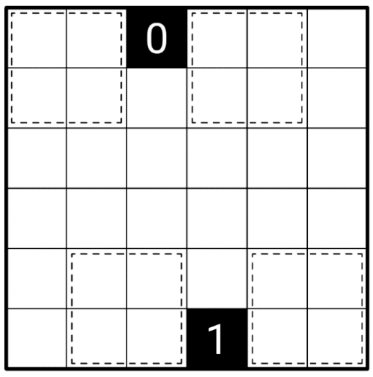
November 4, 2025: Shakashaka (Half & Half) | jovi_al

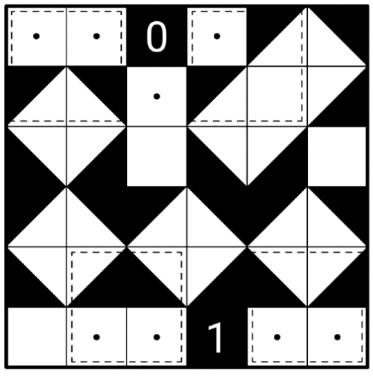
After testing bakpao's puzzle, I was inspired to revisit **Shakashaka (Half & Half)** (or as Menderbug pointed out, Quarter & Three-Quarters...). This is a type I first made a few years ago, and it's just as fun to set as I remembered it being! If you are Shakashaka-inclined, give it a try! c:

Rules: Shade an isosceles right triangle in some empty cells, each of which occupies exactly half of a cell, such that all unshaded areas form rectangles. A numbered clue indicates the number of orthogonally adjacent cells containing triangles. Exactly half of the cells in a cage contain triangles.

Interface Note: In Penpa+, unlike pzprxs/puzz.link, left-click places a dot, and left-click+drag places a triangle entirely shading the corner that was dragged towards. Compared to pzprxs/puzz.link, I personally find this harder on desktop but easier on mobile, so your mileage may vary.







Example (Penpa+): https://tinyurl.com/23x38zpu
Puzzle (Penpa+): https://tinyurl.com/22unhqd8

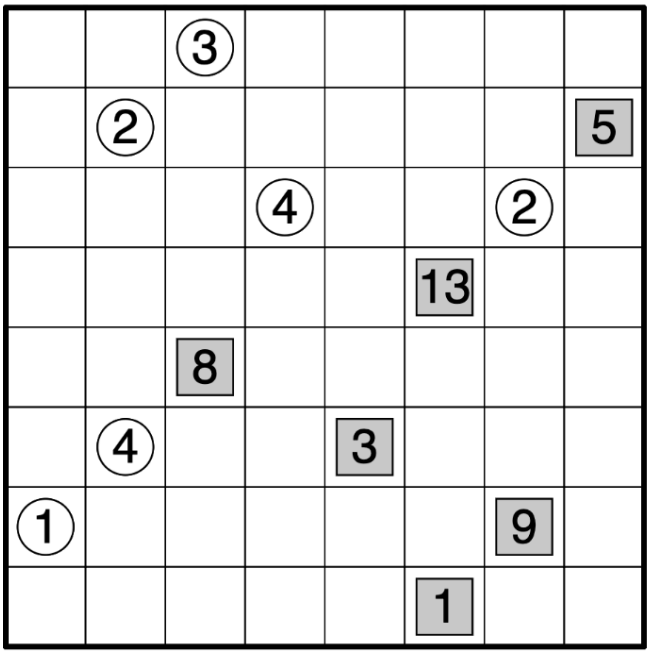
November 5, 2025: Overflow/えあふわ | Freddie Hand

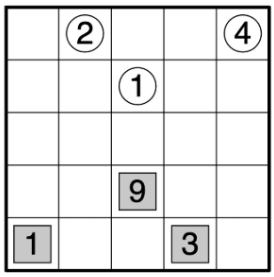
Overflow/えあふわ

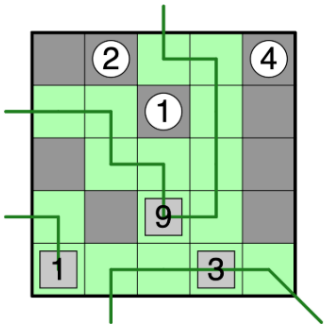
Rules:

- Draw some lines exiting from squares (ventilation holes), flowing horizontally and vertically until they exit the grid. If a line ends in a corner it exits the grid at a 45 degree angle.
- Numbers on squares indicate how many cells all lines starting from this cell visit, not including the cell containing the square. (Multiple lines can come from the same square).
- The lines divides the grid into areas of cells not occupied by lines. Each area contains at most one circle. A number in a circle represents the size of the area it belongs to.

Notation: I recommend switching between shading and line to solve, though only line is needed for answer check. Remember to extend the lines outside the grid!





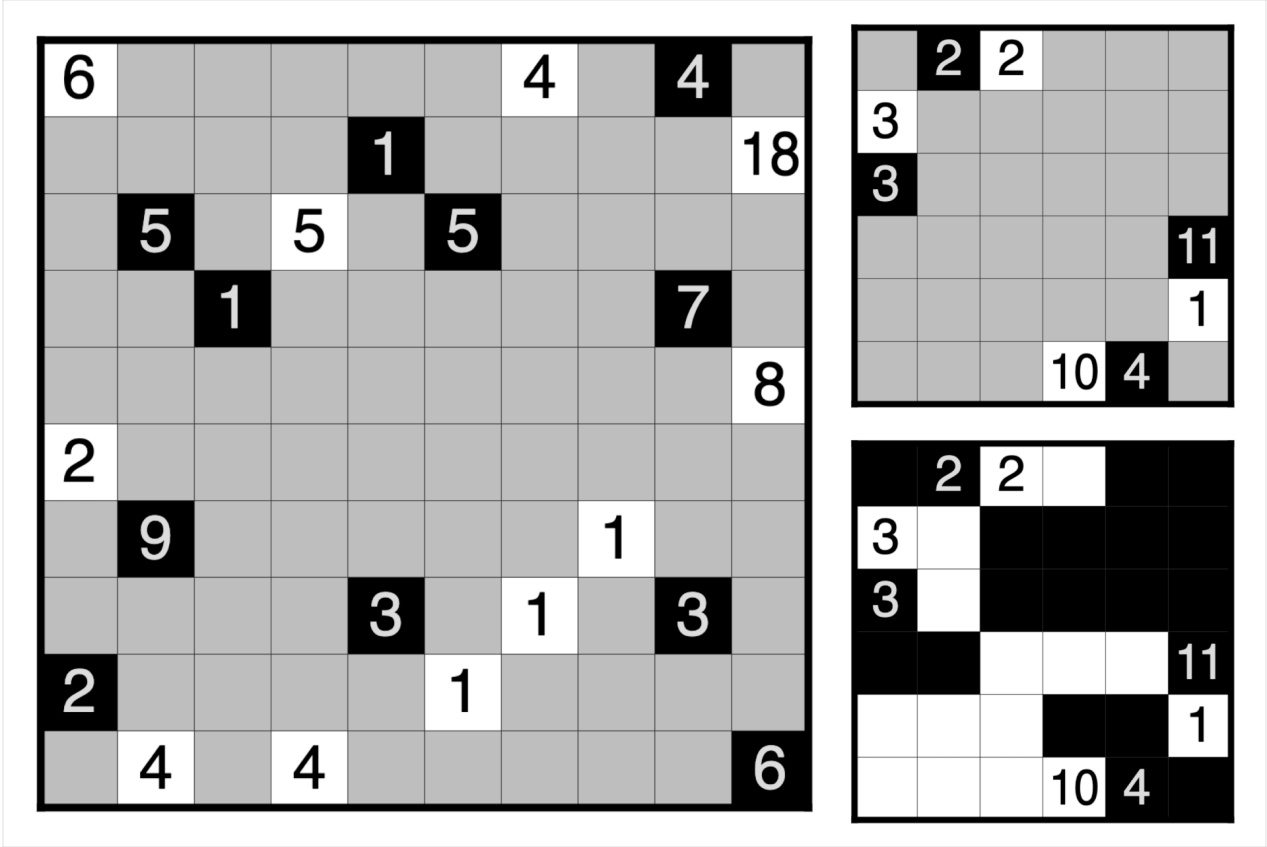


Example (Penpa+): https://tinyurl.com/23n8sc54
Puzzle (Penpa+): https://tinyurl.com/wsy8p72

November 6, 2025: Light and Shadow | Walker

Here's a **Light and Shadow**! Daylight savings was this weekend, now it's getting dark so much earlier 🌃

Rules: Fill some cells black and some cells white so that each orthogonally connected area of similarly shaded cells contains exactly one clue, which represents the size of the area of black or white cells it belongs to.



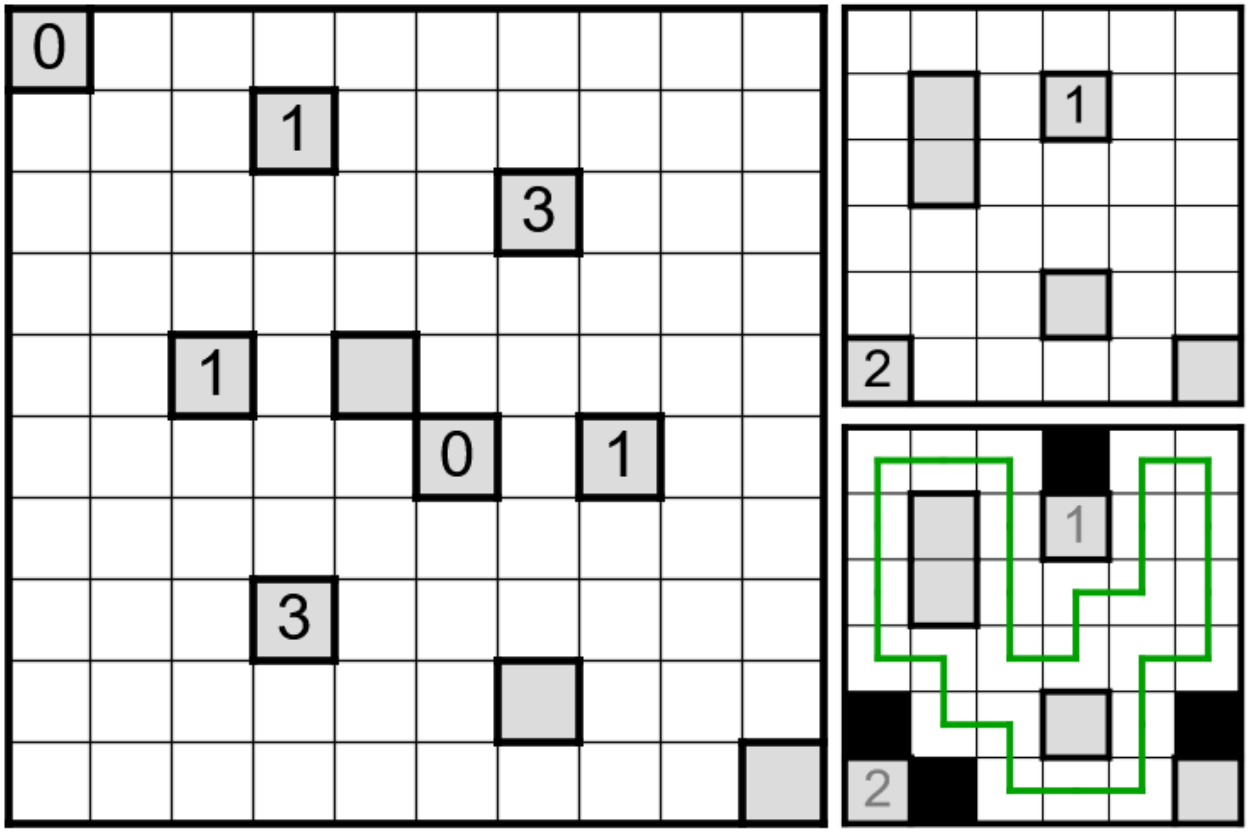
Example (puzz.link) by shye: https://tinyurl.com/2nff4pzw
Puzzle (puzz.link): https://tinyurl.com/27nh2d2j

November 7, 2025: Koburout | Lavaloid

Besides Yajilout, there's another puzz.loutk genre that gaouted the "Out" variant, which is a good thoutg because the rule has some outerestoutg deductions. Today's GAPP is a **Koburout**! This was a strange outtro

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells orthogonally adjacent to it.
Variant: All shaded cells must be outside the loop.

GAPP 101: (ROT13) Vs n pryy vf bar pryy njnl sebz gur tevq rqtr naq unf ab pyhr pryyf orgjrra, gura vg zhfg or hafunqrq, nf bgurejvfr gur funqrq pryy zhfg or vafvqr gur ybbc.

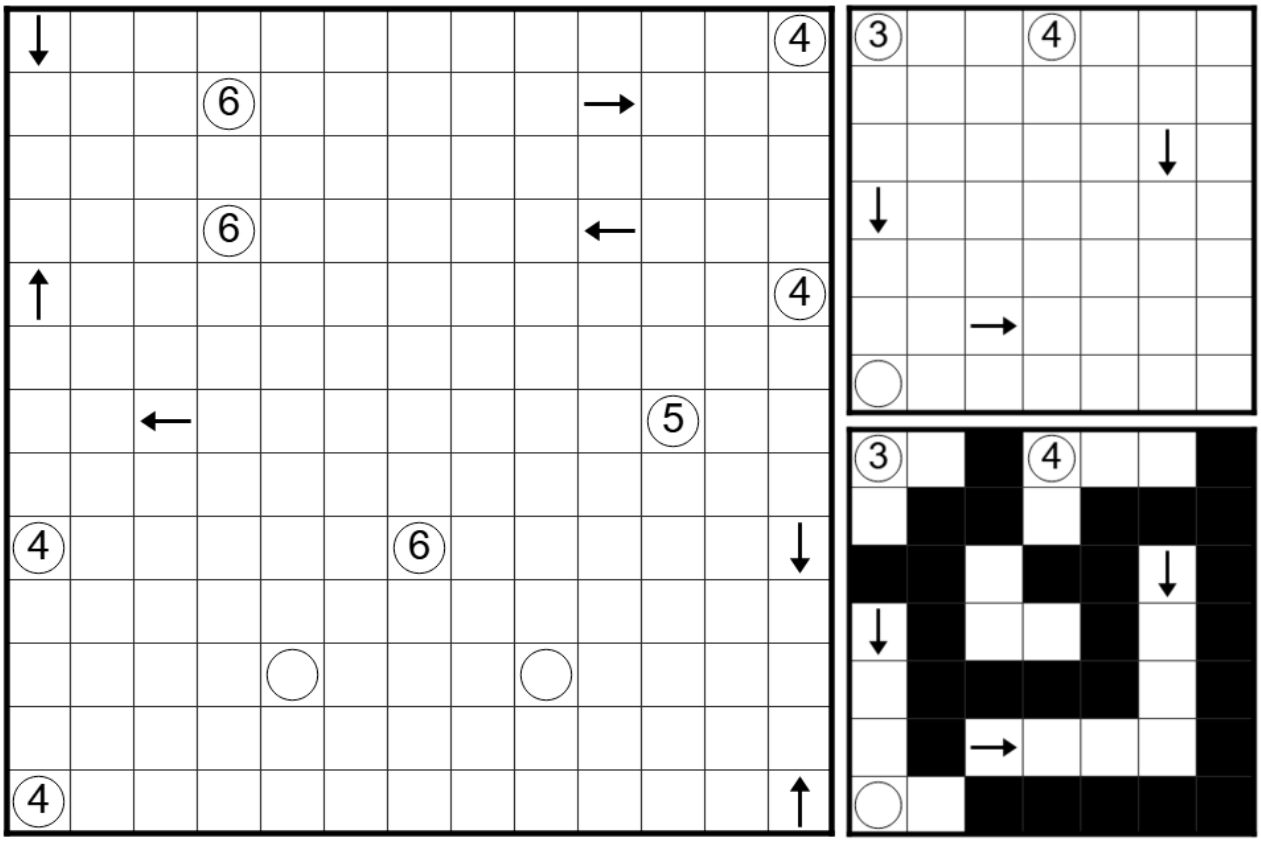


Example (pzprxs): https://tinyurl.com/4tny6n25
Puzzle (pzprxs): https://tinyurl.com/yc8y46a8

November 8, 2025: Sashikabe | bakpao

Today's GAPP is a SUPERSIZED **Sashikabe** in a shiny new pzprxs implementation! Preparing this post only took around 8 hours of setting with countless failed attempts across many genres 😎

Rules: Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded, and no 2x2 region may be entirely shaded. Each unshaded area must be an L shape with a width of one cell. Arrows must lie at one end of an L and point toward the bend. Circles must lie at the bend of an L, and if one contains a number, the L it is inside must contain the indicated amount of cells.

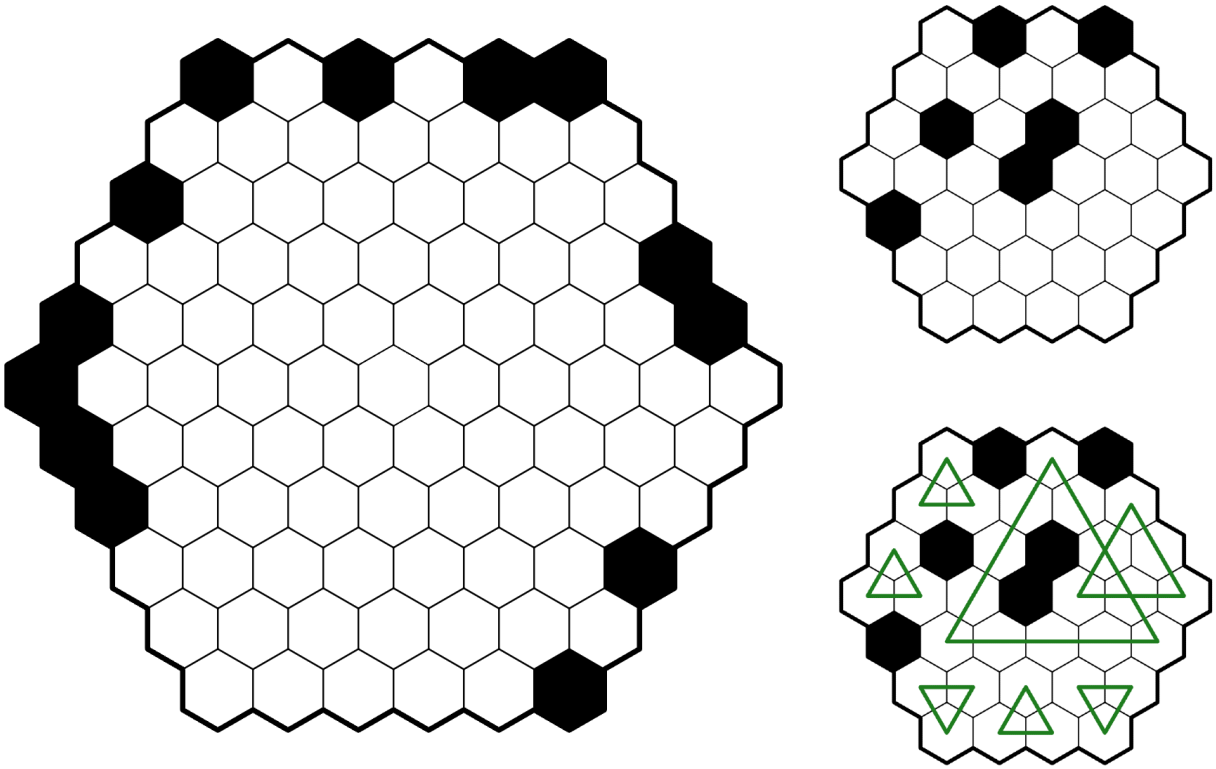


Example (pzprxs): https://tinyurl.com/bdcwkfrh
Puzzle (pzprxs): https://tinyurl.com/mt4tmp4v

November 9, 2025: Ring-Ring (Hexagonal) | jovi_al

Hi everyone! Today's **Strange-Shaped** puzzle is a **Ring-Ring (Hexagonal)**. I've seen a few proposals for Ring-Ring rulesets on non-square/non-cube grids over the years, but this is the one that feels most natural in my opinion. It's not too logically deep, but I thought it'd be fun for this series since we focus on easy puzzles anyways.

Rules: Connect the centers of some adjacent cells to form triangles such that all empty cells are used. Edges may cross each other. No two triangles may share edges or vertices, nor may a vertex be placed on an edge.



Example (Penpa+): https://tinyurl.com/28udusll
Puzzle (Penpa+): https://tinyurl.com/28bpwer2

November 10, 2025: Number City | Freddie Hand

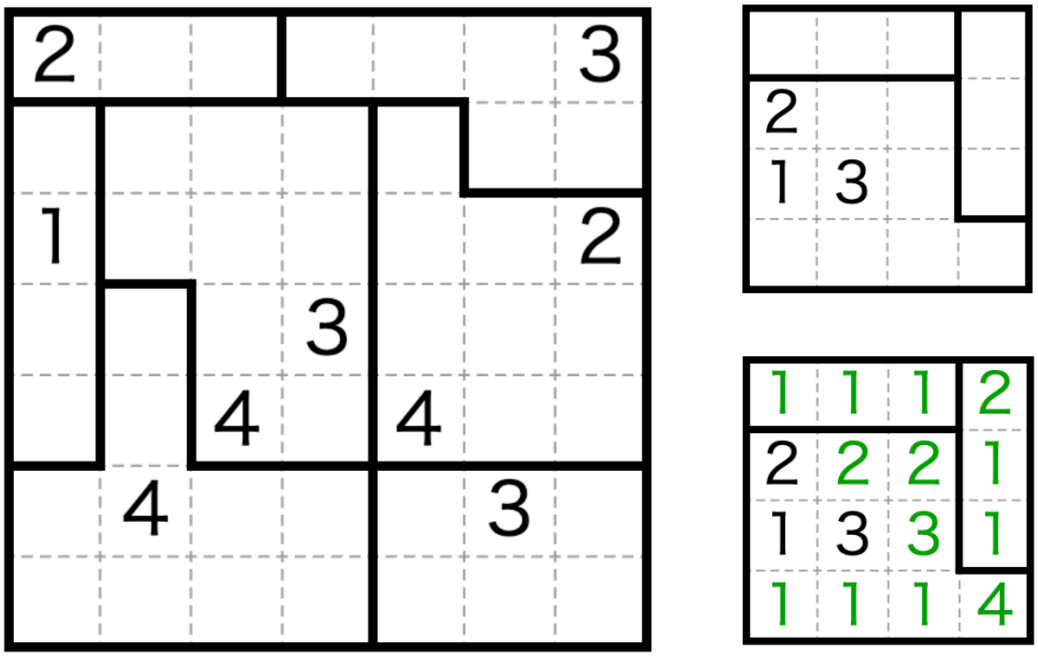
I bet some of you are missing *Mathsy Monday*. Well here's a whole bunch of digits, a **Number City**!

Rules:

- Place a positive number in every cell.
- Groups of identical numbers are called districts, and each outlined region is called a city. All identical numbers in each city must be connected.
- The largest district in each city is marked with a 1, the second-largest is marked with a 2, and so on. Districts in a city cannot have the same size.
- Identical numbers cannot be orthogonally adjacent across city borders.

Note: The example is a little bit trickier than usual!

Here's a very important **GAPP 101**: (ROT13) Vs n ertvba pbagnvaf gur ahzore A, vgf fvmr zhfg or ng yrnfg gur Agu gevnathyne ahzore. Sbe rknzcyr, vs n ertvba pbagnvaf n sbhe, gura vg zhfg unir ng yrnfg gjb guerr'f, ng yrnfg guerr gjb'f, naq ng yrnfg sbhe bar'f, juvpu vf ng yrnfg gra ahzoref. Fb vs gur ertvba unf fvmr gra, gura vg zhfg pbagnva rknpgyl bar sbhe, gjb guerr'f, guerr gjb'f naq sbhe bar'f.

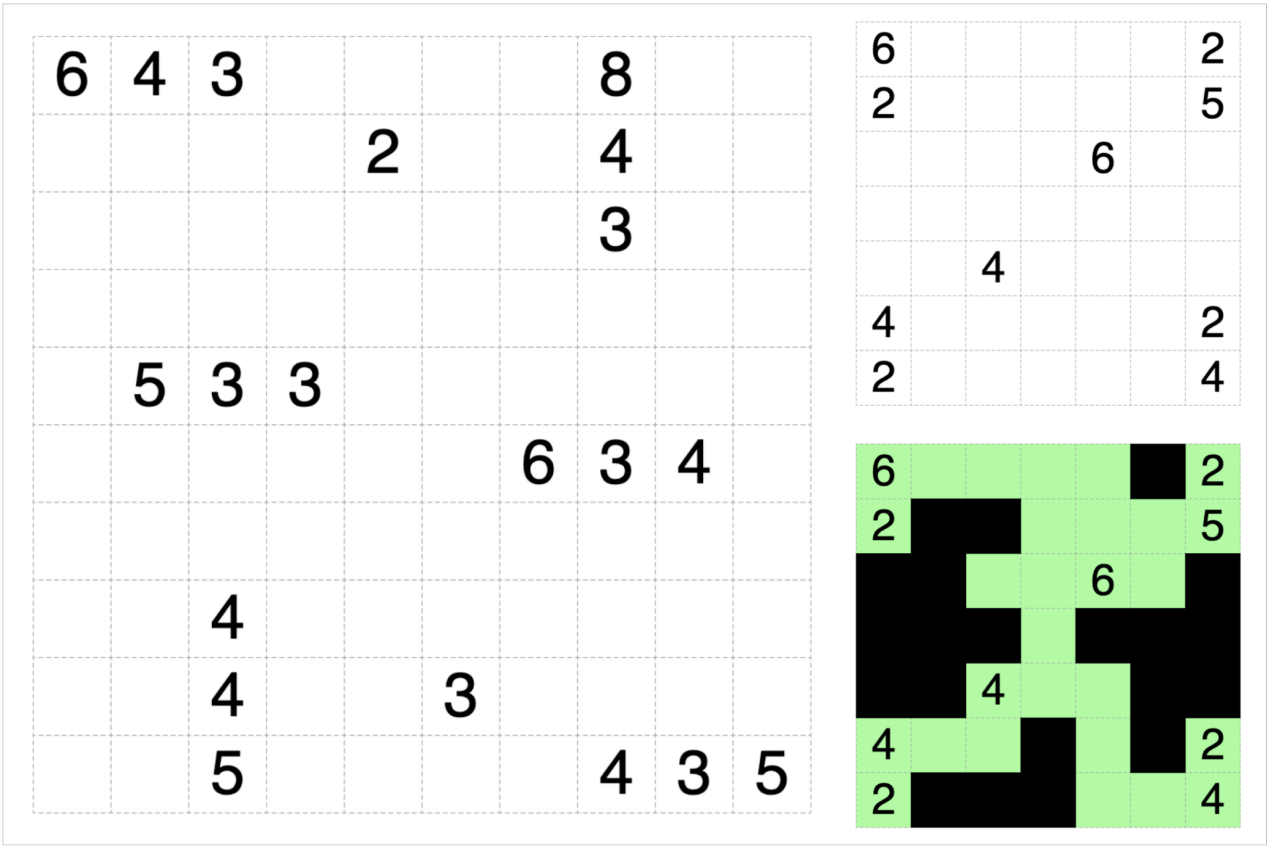


Example (pzprxs) from pzprxs rules page: https://tinyurl.com/4sr79wkz
Puzzle (pzprxs): https://tinyurl.com/3dzkeh9v

November 11, 2025: Cave | Walker

I got the rules wrong for the genre I was trying to write, so here is a backup **Cave**!

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

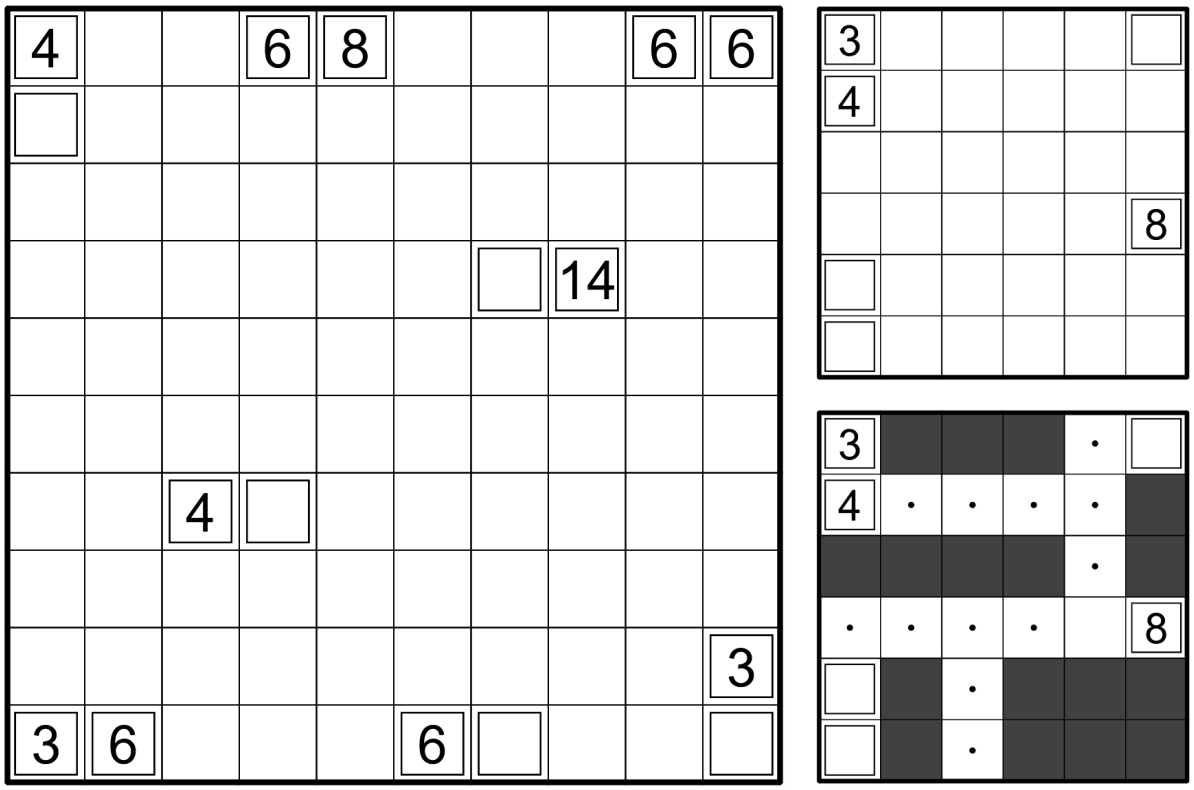


Example (pzprxs) by Tyrgannus: https://tinyurl.com/563eddpe
Puzzle (pzprxs): https://tinyurl.com/3n5c8s8x

November 12, 2025: Notasquare | Lavaloid

Welcome to the pilot episode of *Will It Unsquare*!, the puzzle series that asks the simple question: will it unsquare? 🎂 Today's episode we will be looking at **Notasquare**, an unsquared variant of Tasquare!

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a non-square rectangle and the remaining unshaded cells form one orthogonally connected area. Clued cells cannot be shaded, and represent the total size of the shaded rectangles that share an edge with the clue. Each clue must be orthogonally adjacent to at least one shaded cell.



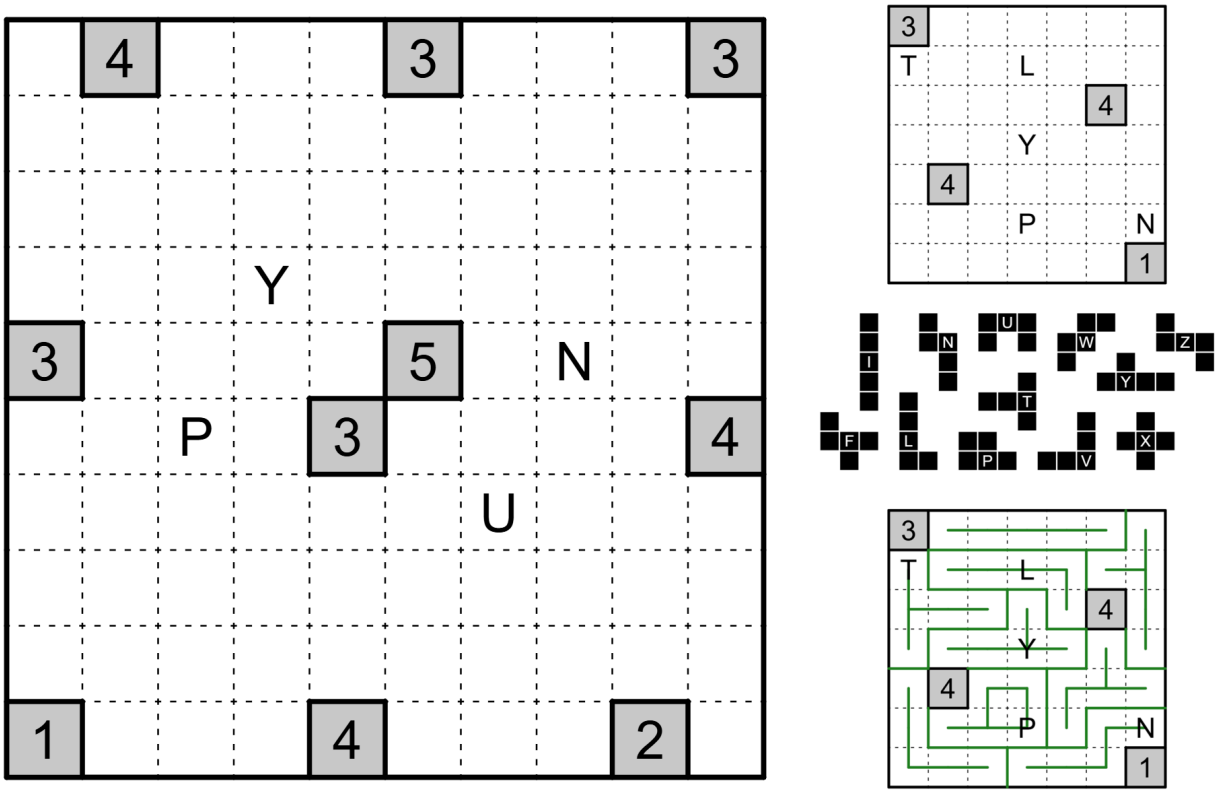
Example (Penpa+): https://tinyurl.com/bdfubevj
Puzzle (Penpa+): https://tinyurl.com/2mcwsy5h

November 13, 2025: Pentominous (Radar) | bakpao

Today's GAPP is a **Pentominous (Radar)**!

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. Shaded cells are not part of any regions, and contain a number indicating how many regions are at least partially in the (up to) eight cells surrounding the clue. Unshaded clue cells must belong to a region with the pentomino shape associated with that letter.

Interface note: Answer check is set up for edges (default), lines or letters. If using letters, fill every cell with a capital letter. If using lines, draw a full square for the 2x2 part of a P pentomino (see example solution).



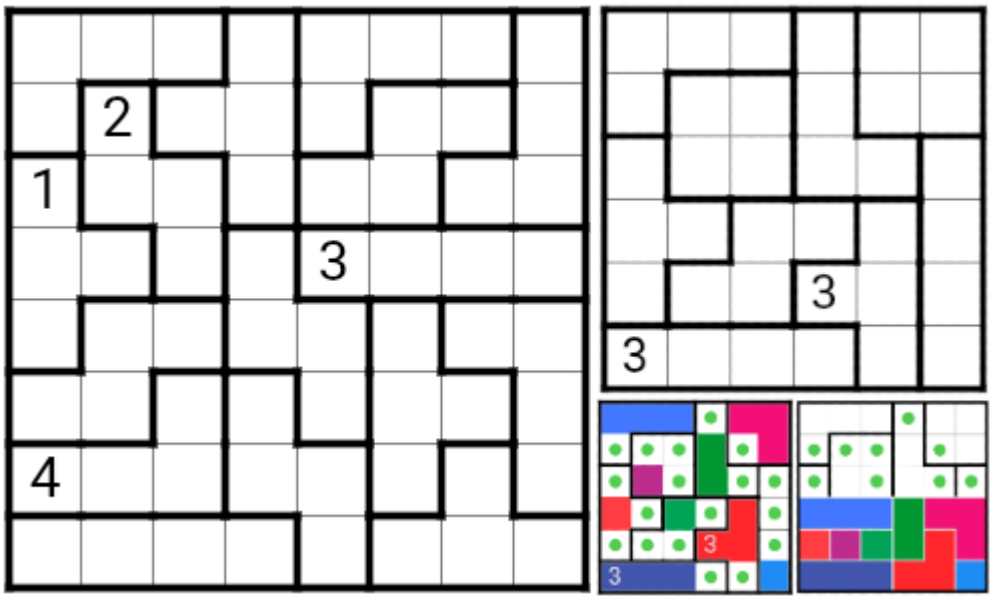
Example (Penpa+): https://tinyurl.com/yh24tph2
Puzzle (Penpa+): https://tinyurl.com/33nnd928

November 14, 2025: Stostone | jovi_al

Today's puzzle is a **Stostone**. Have a wonderful day!

Rules: Shade some cells such that each region has exactly one orthogonally connected group of shaded cells and the shaded groups, if they were to "fall" to the bottom of the grid, take up exactly the bottom half of the grid. Shaded cells must not be adjacent across region borders. A number in a region indicates the size of that region's shaded group.

GAPP 101: (ROT13) Rnpu pbyhza zhfg unir rknpgyl unys bs gur tevq urvtug va funqrq pryyf (va guvf pnfr sbhe). Ng zbfg bar funqrq pryy pna rkvfg npebff n ertvba obeqre. Gurfr gjb guvatf va gnaqrz pna erfgevpg dhvgr n ybg!



Example (pzprxs): https://tinyurl.com/yckbbxpt
Puzzle (pzprxs): https://tinyurl.com/ap6krhzw

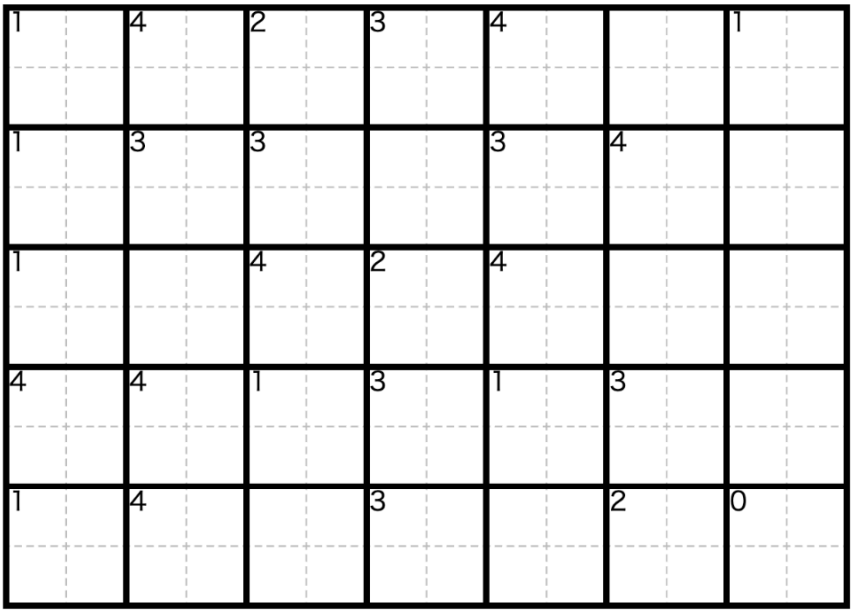
November 15, 2025: Nagenawa | Freddie Hand

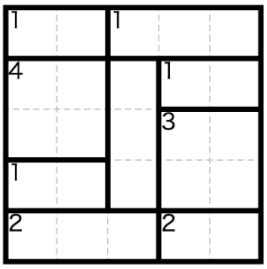
Will It Square? Will It Unsquare? Here's a supersized **Nagenawa** that is both square and unsquare.

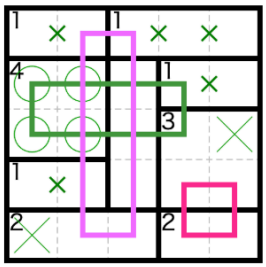
By the way, I never understood why Nagenawa is less popular than Ring-Ring. After all, every Ring-Ring puzzle is also a Nagenawa puzzle, but not vice versa. Perhaps we can make L-Route more popular than Sashigane?

Rules: Draw rectangular loops through the centers of some empty cells. The sides of different rectangles may intersect each other, but not turn at their intersection or otherwise overlap. A number in a region represents how many cells in the region are visited by the loops.

Here's a little **GAPP 101** too: (ROT13) Jura lbh pna bayl ivfvg bar zber pryy va n ertvba, lbh pna cynpr na k znexvat orgjrra rirel nqwnprag cnve bs rzcgl pryyf.







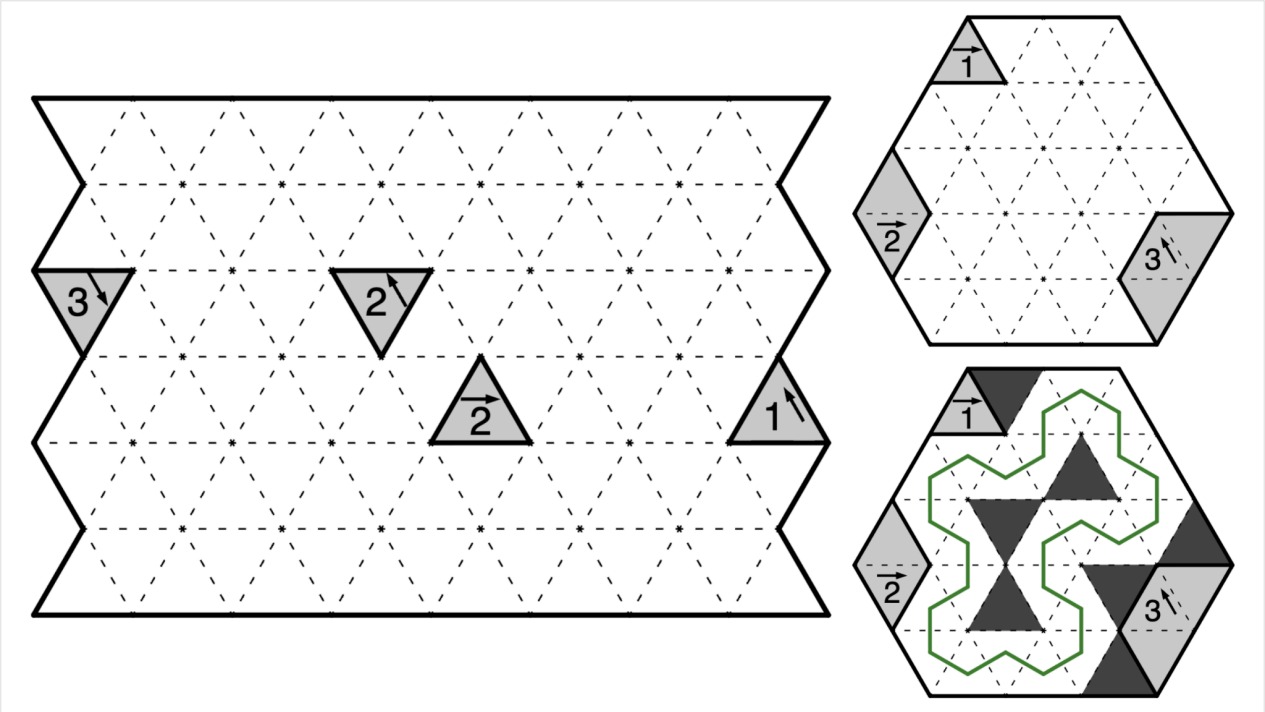
Example (puzz.link) by jovi: https://tinyurl.com/2k4xdvje
Puzzle (pzprxs): https://tinyurl.com/rd44fmnb

November 16, 2025: Yajilin (Triangle) | Walker

Here's a **Yajilin (Triangle)**! So triangle 📐

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

Here's a **GAPP 101**: (ROT13) Funqrq pryyf va gur qverpgvba bs na neebj arrq gb unir ng yrnfg gjb rzcgl pryyf orgjrra gurz fb gur ybbc qbrfa'g unir n qrnq raq va gur zvqqyr. Lbh pna qrgrezvar nyy bs gur neebj pyhrf ng gur fgneg bs gur fbyir.



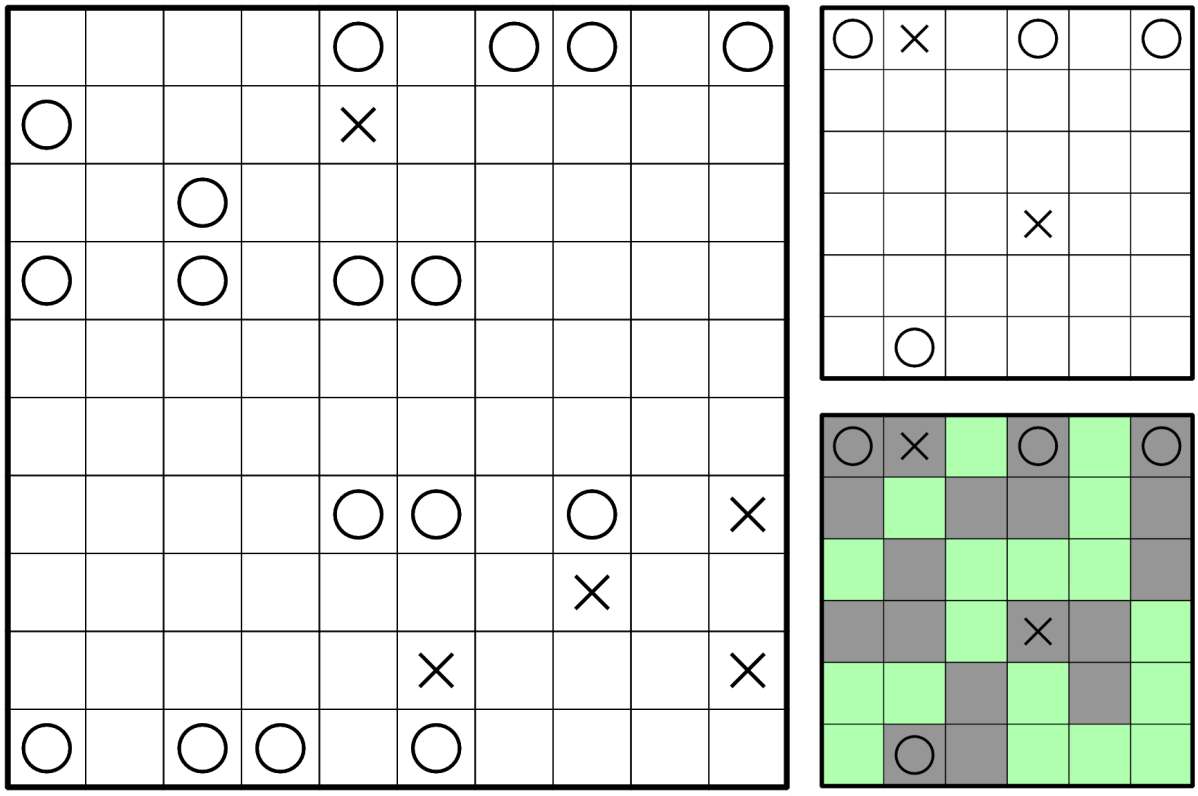
Example (Penpa+): https://tinyurl.com/y29pm97d
Puzzle (Penpa+): https://tinyurl.com/yc6asj6h

November 17, 2025: Trixo | Lavaloid

Today's GAPP is a **Trixo**, a genre created by xetto.

Rules:

- Shade some trominoes into the grid such that all trominoes must be connected to each other diagonally. All clued cells must be shaded.
- Cells marked with a ◯ may not directly touch another shape diagonally.
- Cells marked with a ╳ must touch another shape diagonally.



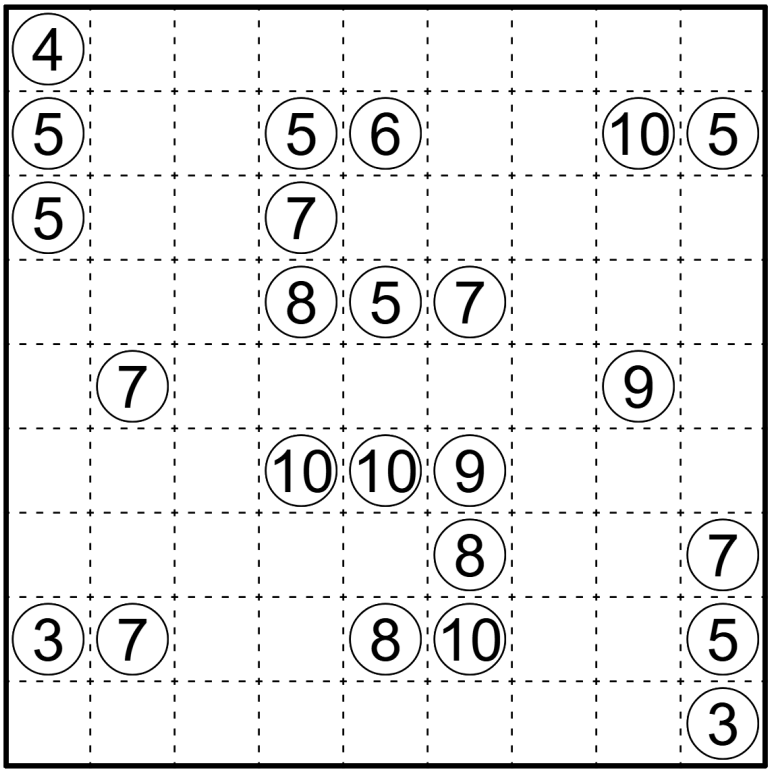
Example (Penpa+): https://tinyurl.com/22v5kpwr
Puzzle (Penpa+): https://tinyurl.com/3m9m47ps

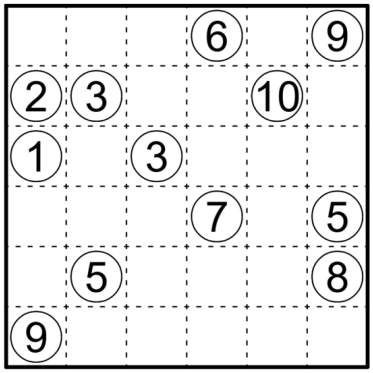
November 18, 2025: Araf (Line) | bakpao

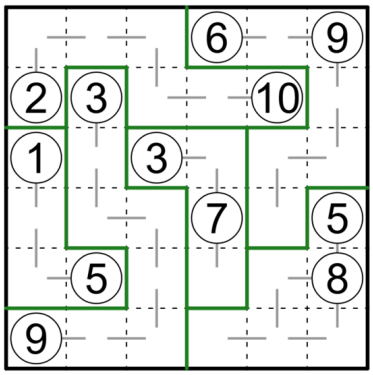
When I feel like I'm short on inspiration for GAPP, I often find myself resorting to variants. There are plenty of fun and interesting spins on genres still to explore. Today we're doing a variant of a genre we've featured three times before, but to date only in its classic form: Araf!

Today's GAPP is an **Araf (Line)**!

Rules: Divide the grid into regions of orthogonally connected cells. Each region must contain exactly two circles and have an area that lies between the two numbers in the circles, exclusive. No region may contain a line of more than three consecutive cells horizontally or vertically.





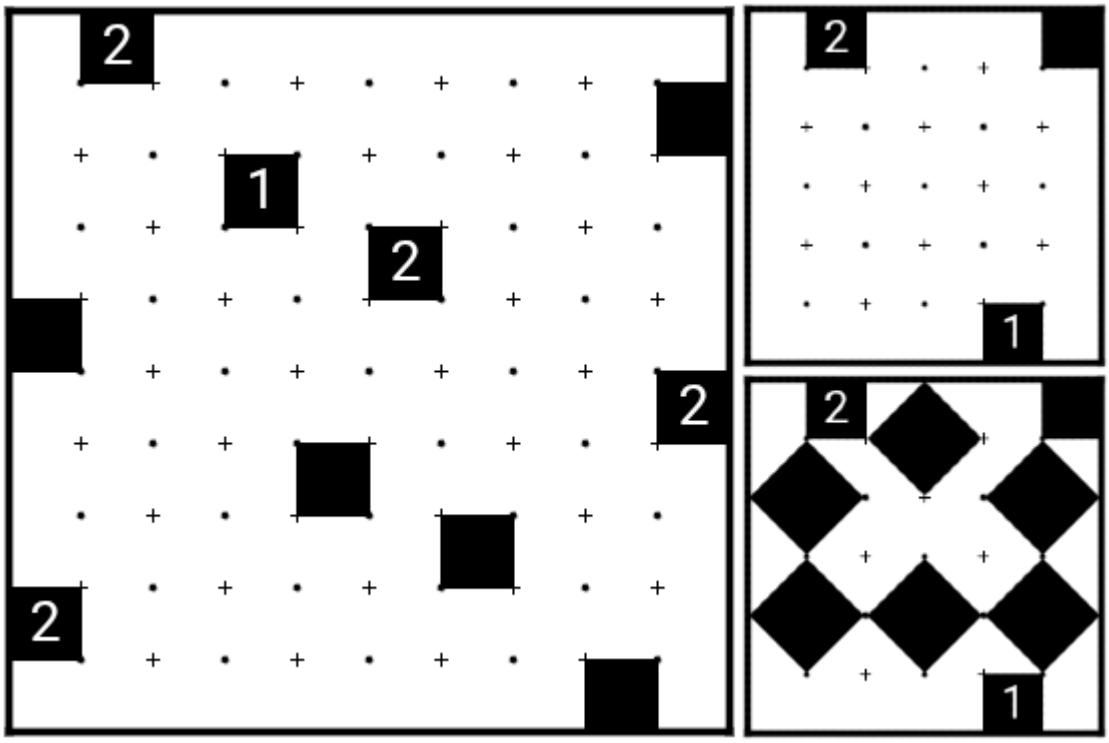


Example (Penpa+): https://tinyurl.com/ycxxajck
Puzzle (Penpa+): https://tinyurl.com/34fmrchv

November 19, 2025: Diamond Chain | jovi_al

Hi all! Today's puzzle is a revisit of **Diamond Chain**, a genre invented by Menderbug for the *Instructionless Week* we did a while back!

Rules: Place 2x2 diamonds centered on vertices in the grid such that all diamonds and shaded cells form one diagonally connected network. Diamonds must not overlap each other nor shaded cells. A number in a shaded cell indicates how many diamonds are diagonally connected to that cell.



Example (pzprxs): https://tinyurl.com/n6ff9dwp
Puzzle (pzprxs): https://tinyurl.com/37pcu3aa

November 20, 2025: Full Masyu + Midloop | Freddie Hand

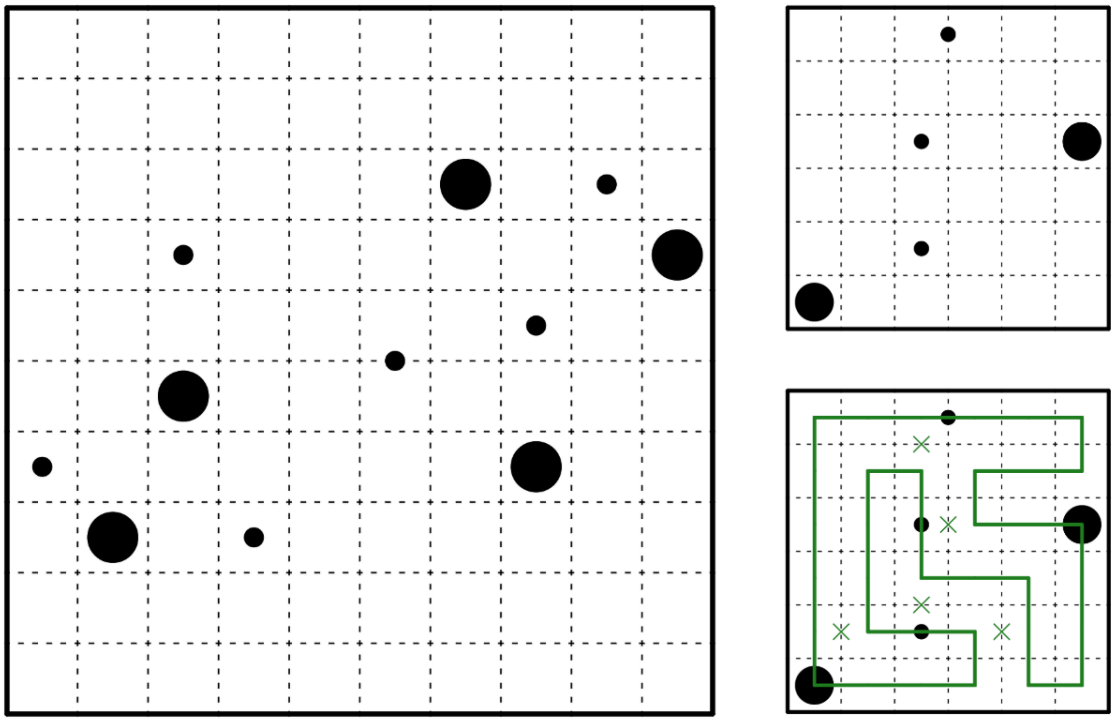
At the 2025 World Puzzle Championship, the final round, "Full Loops", was a set of 15 puzzles, all full loops, with all possible combinations of masyu/midloop/symmetry regions/equal segments regions. It will be a while before all of these appear on GAPP because I doubt that many of you would like 15 full loops in a row.

Starting with our first two-ruler, here's a **Full Masyu + Midloop**.

Rules:

- Draw a non-intersecting loop through the centres of all cells.
- *Masyu*: The loop must turn on a large black circle but must not turn in the cells before and after it. The loop must not turn on a white circle but must turn in at least one of the cells before and after it. (There are no white circles in these particular puzzles)
- *Midloop*: The loop must pass through every small circle, and each small circle marks the centre of the straight line segment it lies on.

Note: Unfortunately linex is a little fiddly on mobile, I'd recommend switching to line mode.



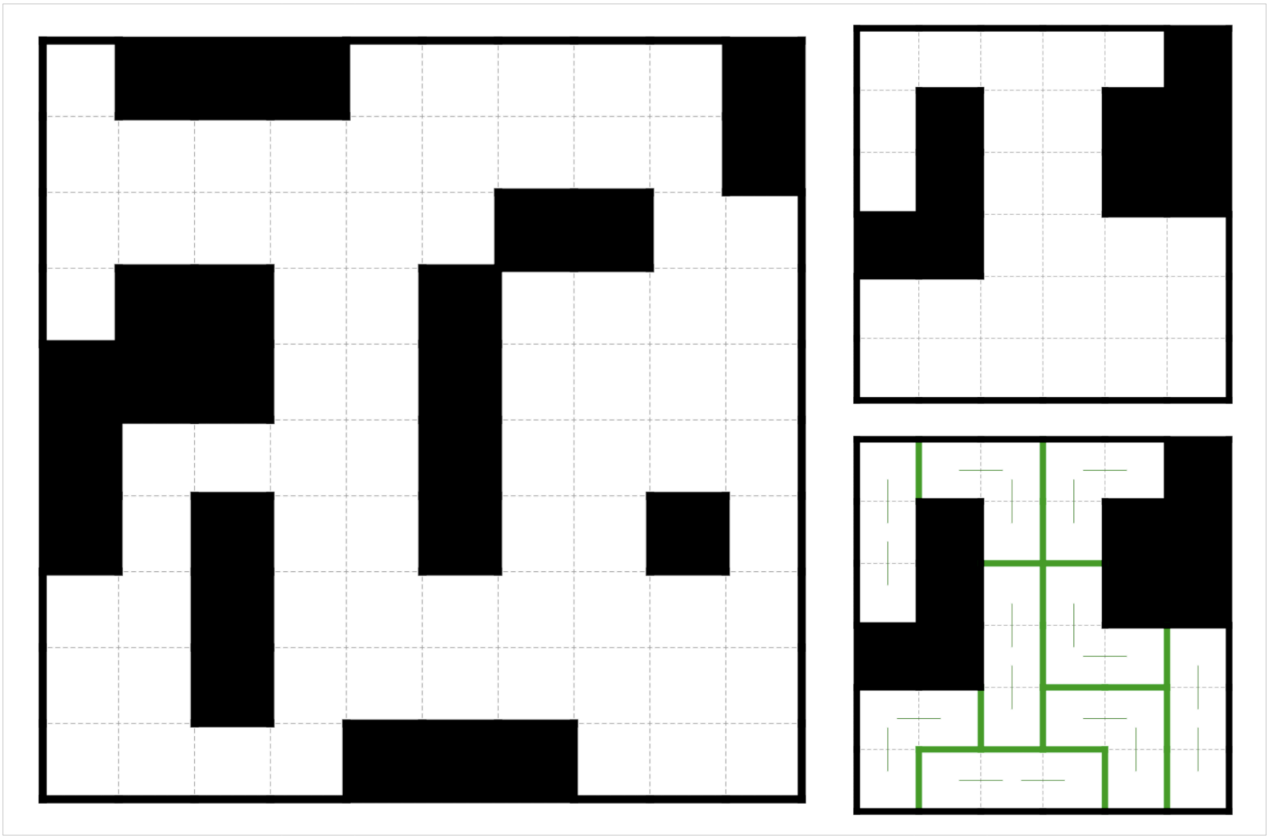
Example (Penpa+): https://tinyurl.com/r6fyys8a
Puzzle (Penpa+): https://tinyurl.com/mr2ru2hw

November 21, 2025: Heteromino | Walker

Here's a **Heteromino**! We haven't covered this genre since 2022 

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

Here's a **GAPP 101**: (ROT13) Gurer'f n fvatyr gevpxl fgrc hfrq frireny gvzrf va guvf chmmyr: ybbx sbe gjb nqwnprag pryyf jurer, vs gurl jrer pbaarpgrq, rvgure guveq pryy jbhyq perngr n ercrng gebzvab.



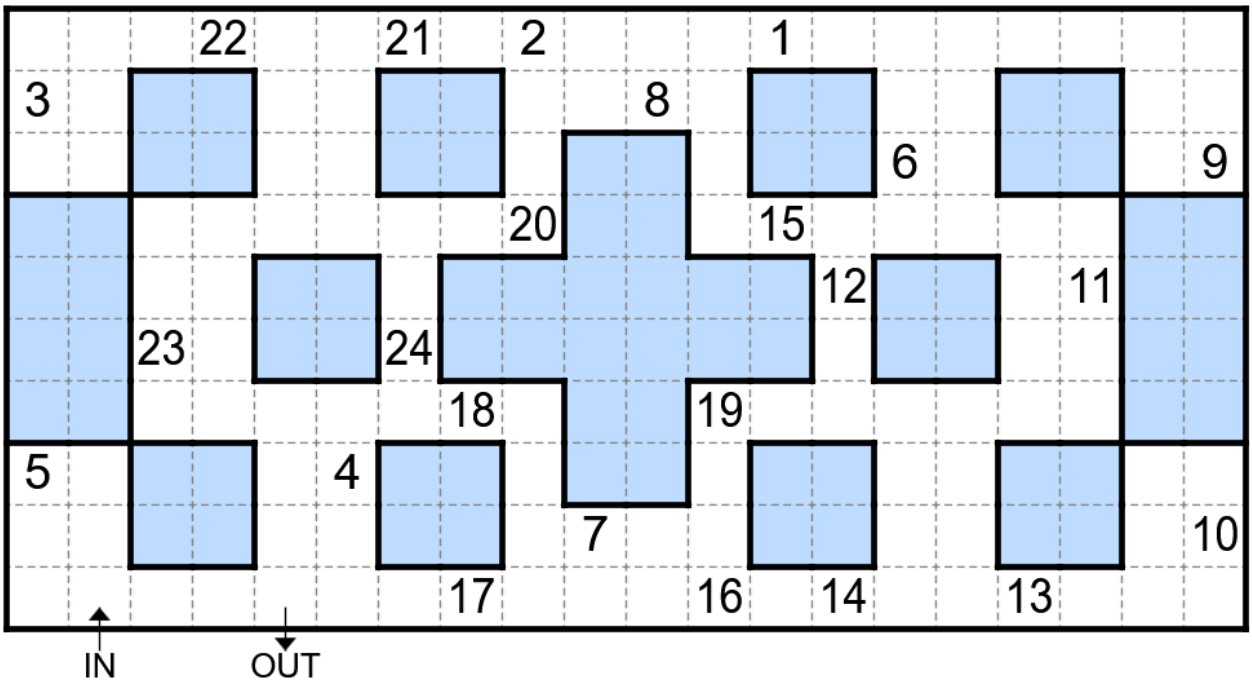
Example (pzprxs): https://tinyurl.com/ypj67sd9
Puzzle (pzprxs): https://tinyurl.com/4w43h54p

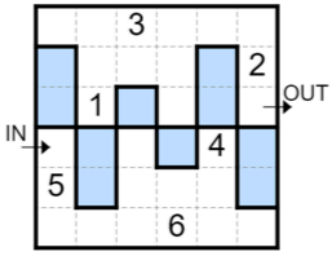
November 22, 2025: Icelom | Lavaloid

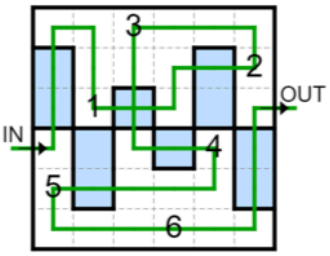
Merry Christmas! Here's an **Icelom** for a good ✨ *Supersized Saturday* ✨.

Rules:

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





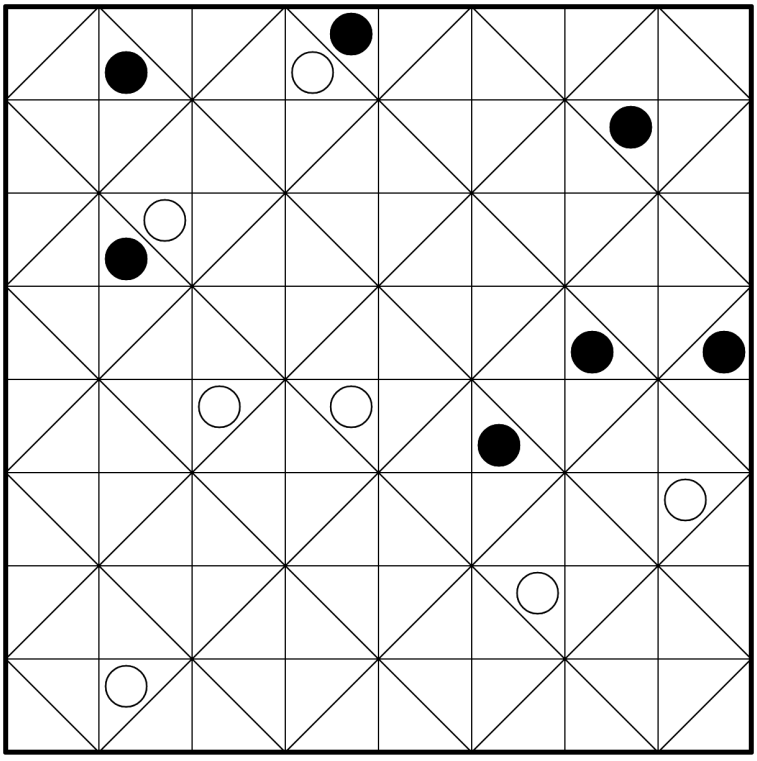


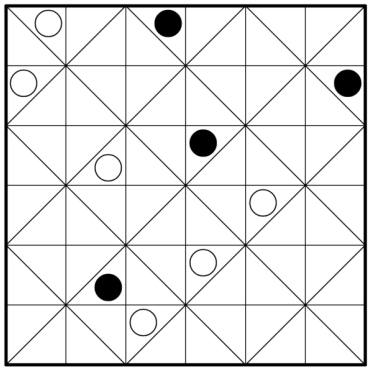
Example (puzz.link) by Eric: https://tinyurl.com/bdpx6w5t
Puzzle (pzprxs, landscape): https://tinyurl.com/2s4hr96j
Puzzle (pzprxs, portrait): https://tinyurl.com/2d8jfm75

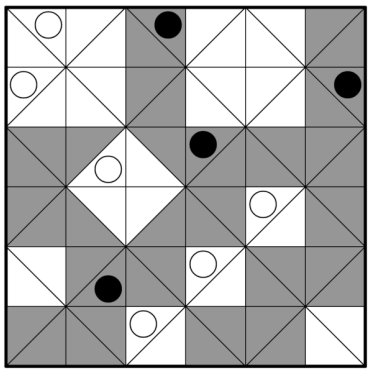
November 23, 2025: Circles and Squares | bakpao

Today's GAPP is a **Circles and Squares** on a Tetrakis grid!

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 internal vertex (a vertex that is not on the border of the grid) can be entirely surrounded by shaded cells.







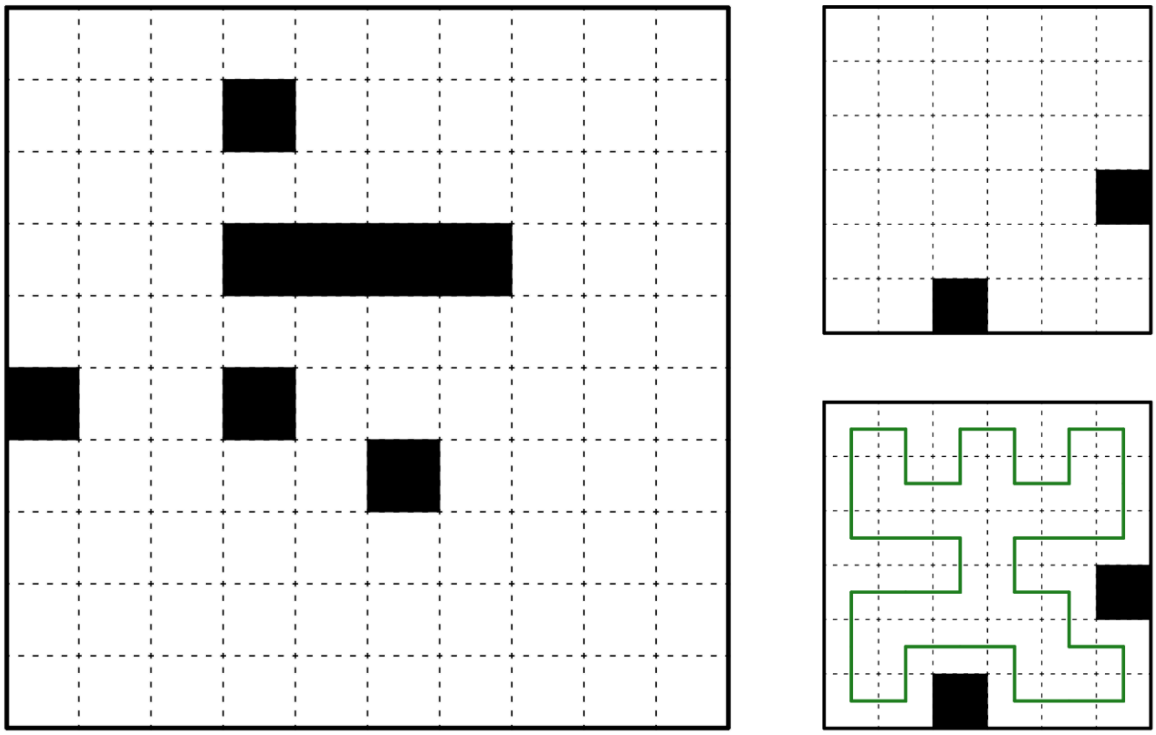
Example (Penpa+): https://tinyurl.com/53de5v6z
Puzzle (Penpa+): https://tinyurl.com/65bknpjf

November 24, 2025: Simple Loop (Short) | jovi_al (posted by Freddie Hand)

Hello! I'm posting this **Simple Loop (Short)** on behalf of jovi today.

Rules: Draw a single non-branching, non-intersecting loop that travels orthogonally through the centers of all non-shaded cells. No straight-line loop segment can cross more than two borders.

Note: The example is a little trickier than usual!



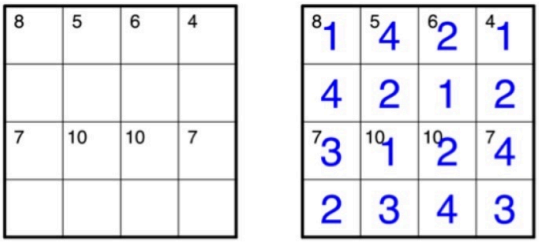
Example (Penpa+): https://tinyurl.com/3r3j6xpz
Puzzle (Penpa+): https://tinyurl.com/ynxn36t6

November 25, 2025: Paint in Four Colours | Freddie Hand

Hello! I'm posting this **Paint in Four Colours** on behalf of myself today.

Rules: Place a number from 1 to 4 into each cell such that no two edge-adjacent cells contains the same number. A clue in a cell gives the sum of the numbers in the (up to) four edge-adjacent cells.

2	6	9	8	8	6
4					6
7		11	10		8
5	6	6	7	8	3



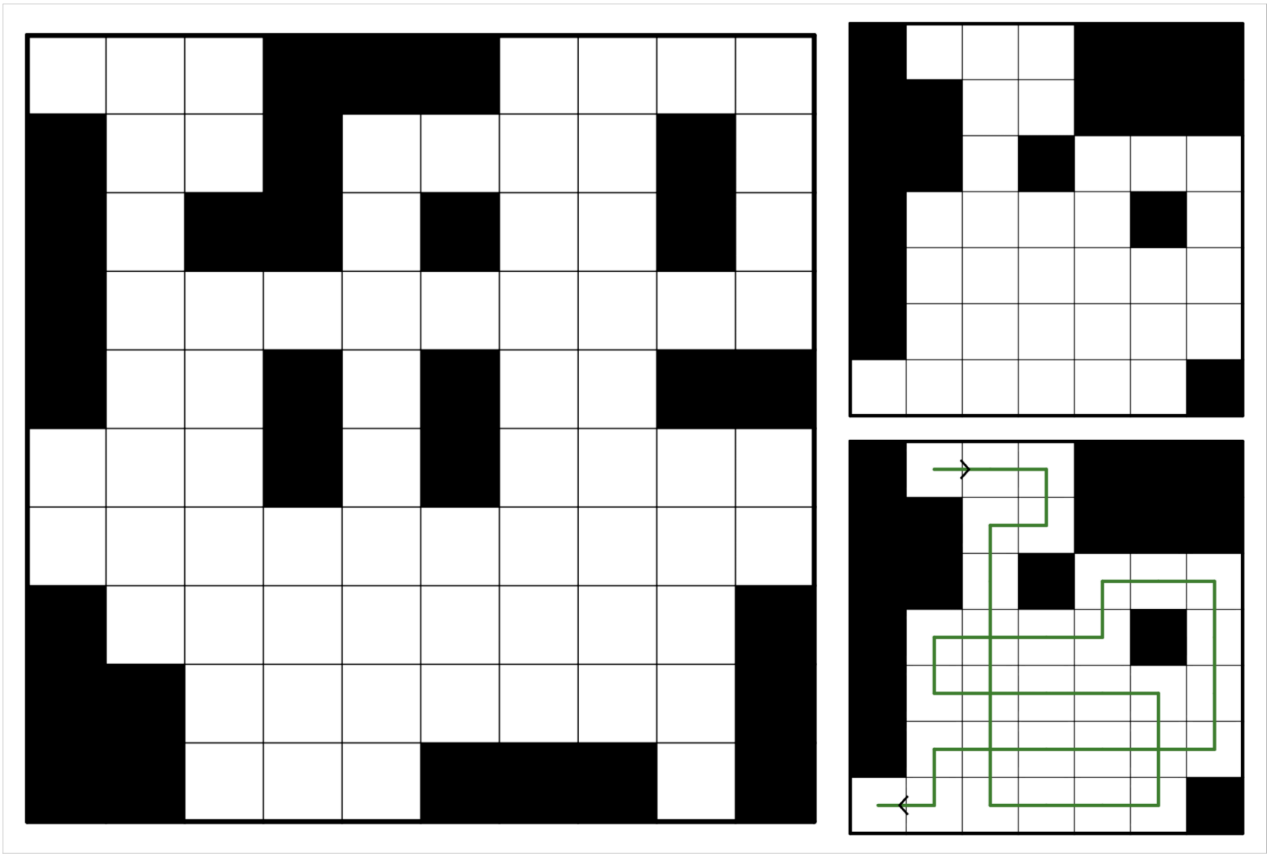
Example (Penpa+): https://tinyurl.com/383hxzdn
Puzzle (Penpa+): https://tinyurl.com/7r4nbtrd

November 26, 2025: Tiger in the Woods | Walker

Here's a **Tiger in the Woods**! This genre reminds me of video game puzzles where you slide on ice 🧊 ⛸️

Rules: Starting from any empty cell, draw a path through the centers of all empty cells. The path must always travel in a straight line until it reaches a black cell or the edge of the grid before turning or stopping. Two perpendicular line segments may intersect each other, but not turn at their intersection or otherwise overlap. Neither the starting point nor the ending point of the path may be intersected.

Here's a **GAPP 101** that applies to the example and main puzzle: (ROT13) Rnpu chmmyr unf gjb qrnq raqf, juvpu zhfg or gur fgneg naq raq bs gur cngu. Ortva ol qrgrezvavat juvpu vf gur fgneg; obgu gur rknzcyr naq TNCC unir gur fnzr pbasvthengvba gung pna'g or ng gur raq bs gur cngu jura ivfvgvat nyy gur pryyf.



Example (Penpa+): https://tinyurl.com/ycy4dus2
Puzzle (Penpa+): https://tinyurl.com/58e38mnd

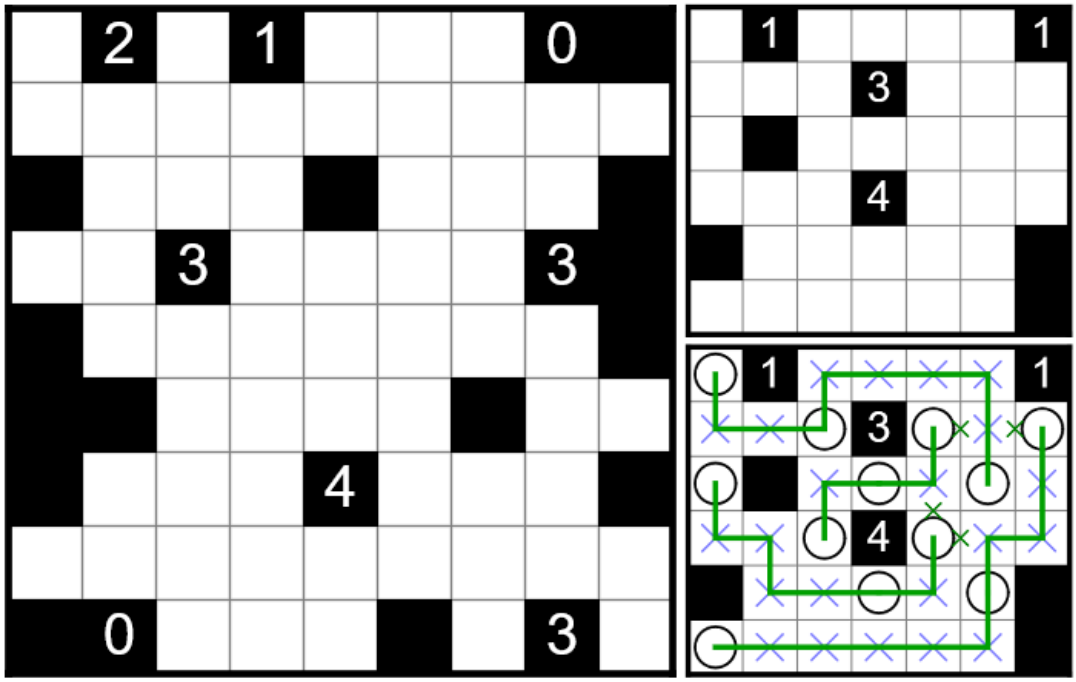
November 27, 2025: Takoyaki | Lavaloid

mmmm,mm .. hungy ,,,want **Takoyaki**,, ,

Rules:

- Draw lines through all unshaded cells, then place circles on top of them. Every line goes through exactly three circles: One on each endpoint, and another somewhere in the middle.
- Lines cannot cross or branch off, and cannot form loops.
- Two circles cannot be orthogonally adjacent. Circles belonging to the same line cannot share a row or column.
- A number indicates the amount of circles in the 4 orthogonally adjacent cells.
- Lines and circles cannot overlap shaded cells.

GAPP 101: (ROT13) Rnpu yvar zhfg fcna ng yrnfg guerr ebjf naq guerr pbyhzaf, bgurejvfr gjb bs vgf pvepyrf zhfg or ba gur fnzr ebj be pbyhza.

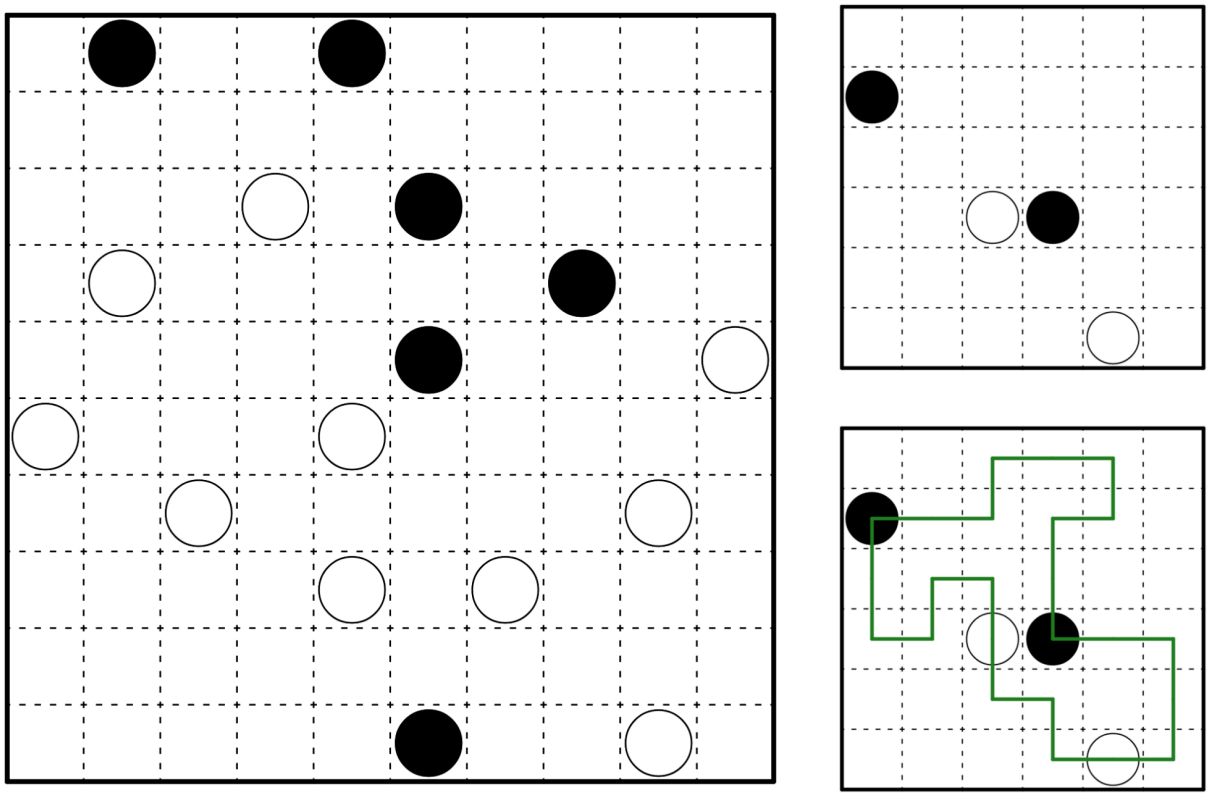


Example (pzprxs): https://tinyurl.com/37r9x8pa
Puzzle (pzprxs): https://tinyurl.com/48fdtmmm

November 28, 2025: Masyu (Short) | bakpao

Today's GAPP is a **Masyu (Short)**! I came across a few of these recently while solving some old Masyu variants in the puzz.link database and thought the combination was rather fun.

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every circle. The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles. No straight-line loop segment can cross more than two borders.

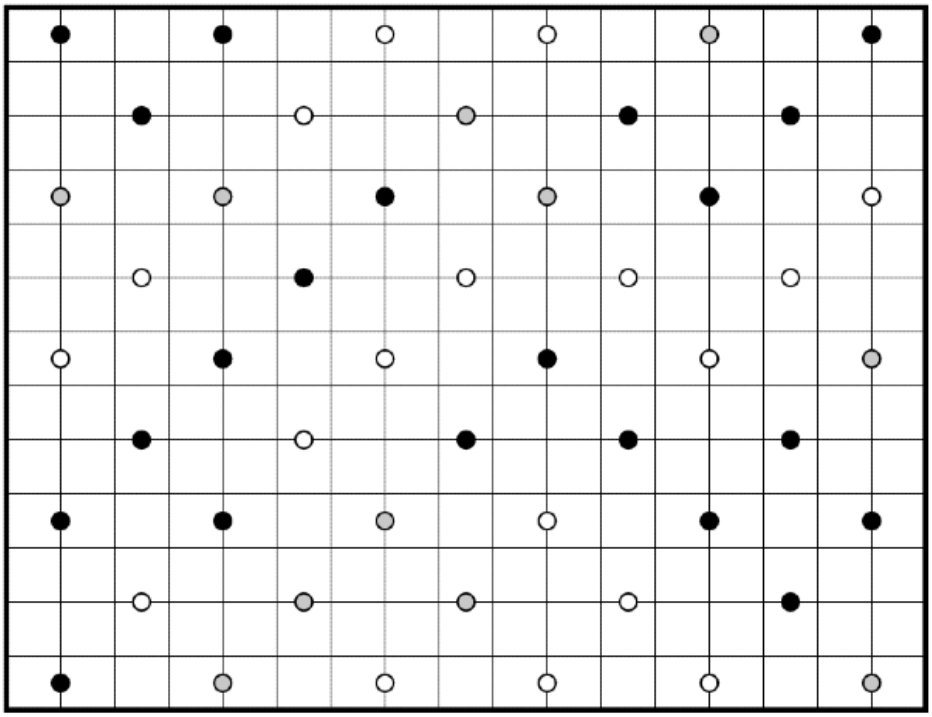


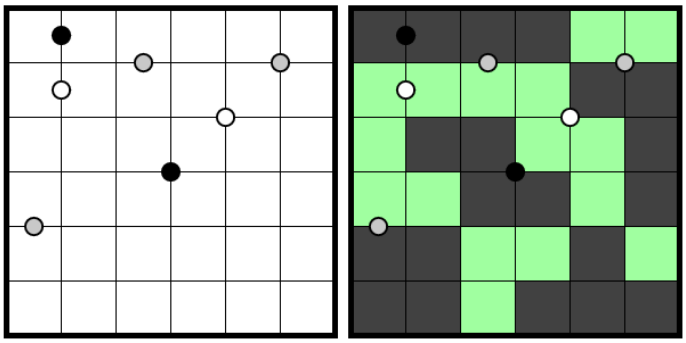
Example (Penpa+): https://tinyurl.com/4amdaku6
Example (pzprxs, no answer check): https://tinyurl.com/ykp9afp5
Puzzle (Penpa+): https://tinyurl.com/2phex9h7
Puzzle (pzprxs, no answer check): https://tinyurl.com/3jxt58f5

November 29, 2025: Tetrochain-K | jovi_al

Today's **Supersized Saturday** is a **Tetrochain-K**, a genre recently added to pzprxs and one of my favorites! Enjoy!

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. Black circles indicate there are more shaded than unshaded cells among the cells the circle overlaps. White circles indicate more unshaded cells, grey circles indicate the amount of shaded and unshaded cells is equal.





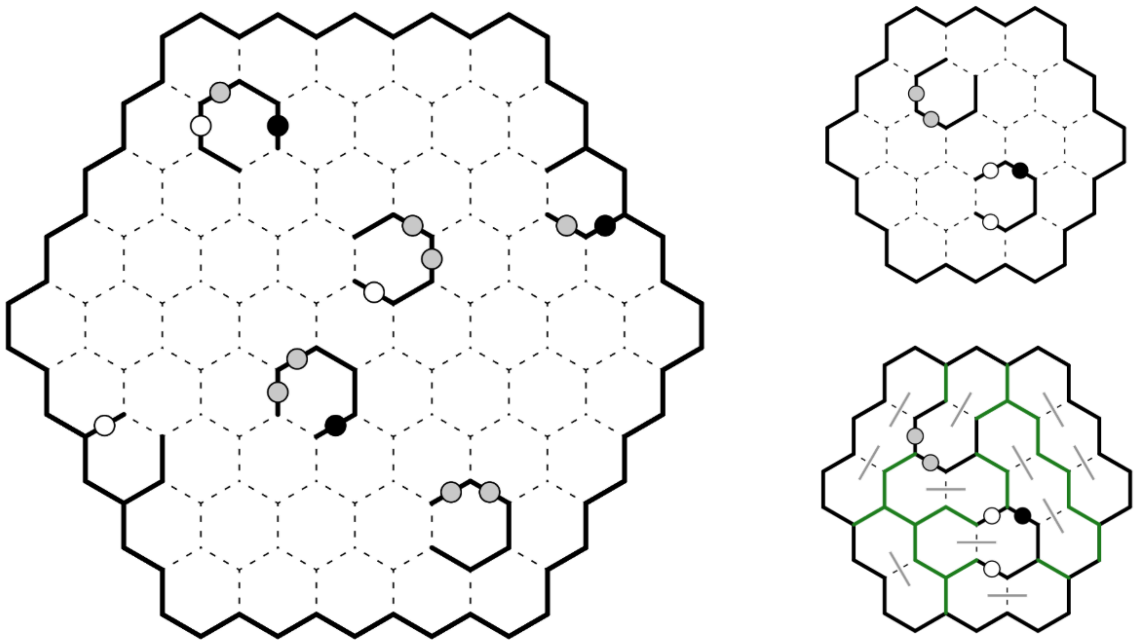
Example (by bakpao): https://tinyurl.com/ywctju39
Puzzle (Landscape): https://tinyurl.com/2cxsk2fj
Puzzle (Portrait): https://tinyurl.com/mrwdpa27

November 30, 2025: Voxas (Hexagonal) | Freddie Hand

When it comes to deciding what to set for strange-shaped Sunday, I just spin a mystery wheel of genres and a mystery wheel of grid shapes. Today it happened to be **Voxas (Hexagonal)**.

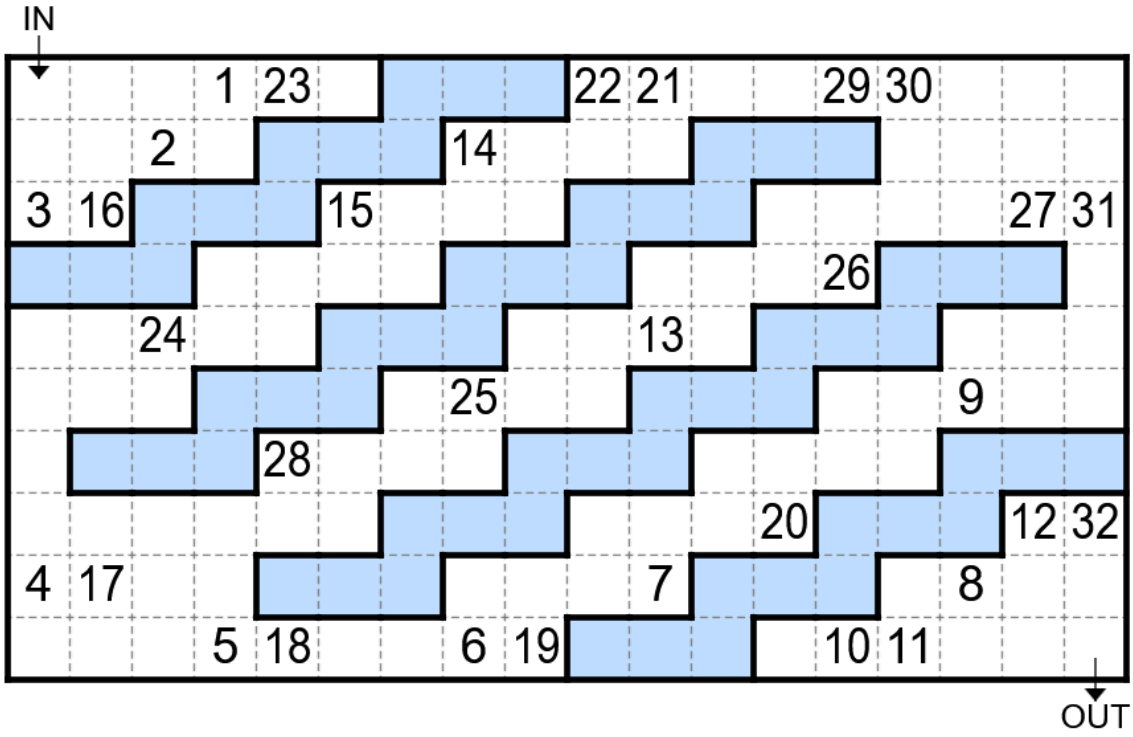
Maybe you can tell that's a lie and I actually chose this combination. But the randomiser sounds fun, I'll try it next time.

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.



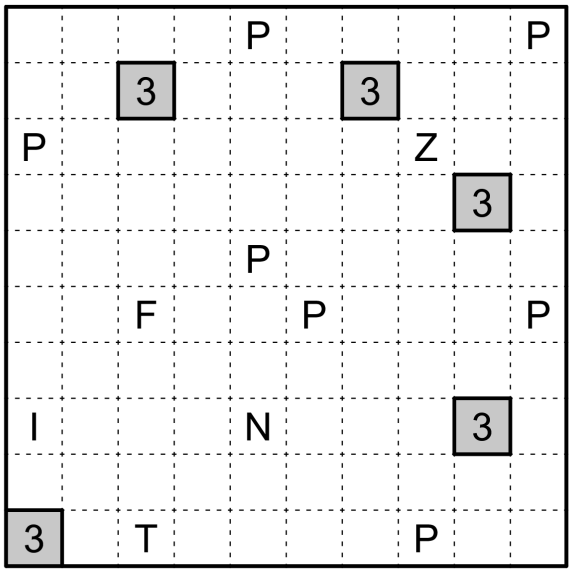
Example (Penpa+): https://tinyurl.com/mkpwtye5
Puzzle (Penpa+): https://tinyurl.com/z29cybm9

Bonus 1: Icelom | bakpao



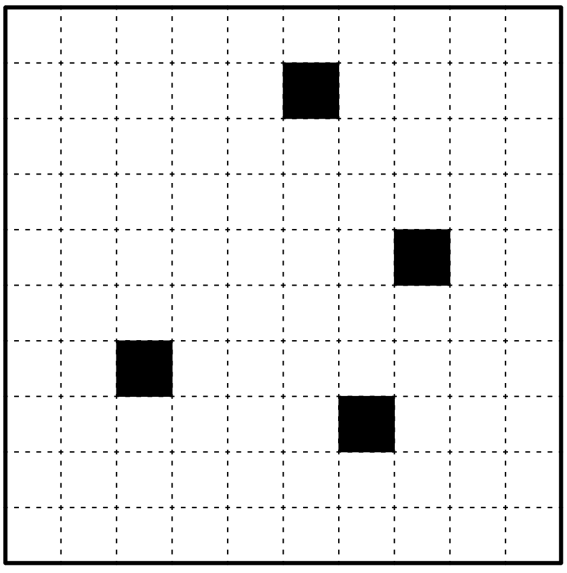
Example (puzz.link): https://tinyurl.com/bdpx6w5t
Bonus (pzprxs): https://tinyurl.com/42neu6f4

Bonus 2: Pentominous (Radar) | bakpao



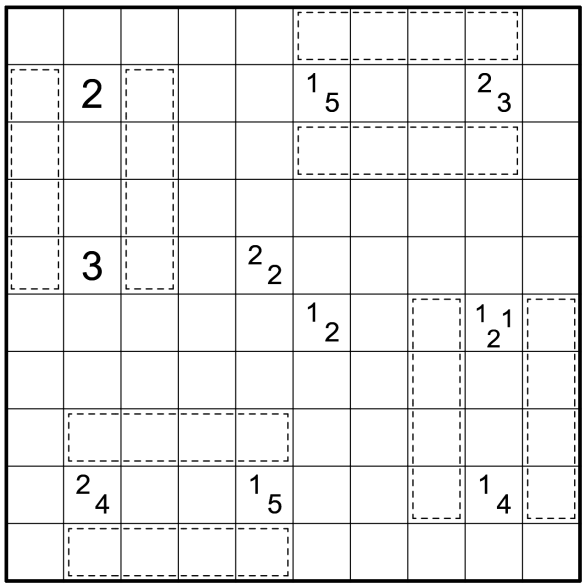
Example (Penpa+): https://tinyurl.com/yh24tph2
Bonus (Penpa+): https://tinyurl.com/bdn5dxep

Bonus 3: Simple Loop (Short) | Freddie Hand



Example (Penpa+): https://tinyurl.com/3r3j6xpz
Bonus (Penpa+): https://tinyurl.com/3wmasdp6

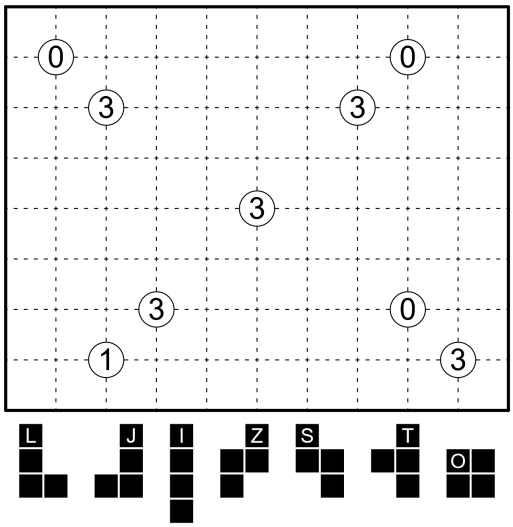
Bonus 4: Tapa (Half & Half) | bakpao



Example (Penpa+): https://tinyurl.com/5pz8cfva
Bonus (Penpa+): https://tinyurl.com/2h52kfp7

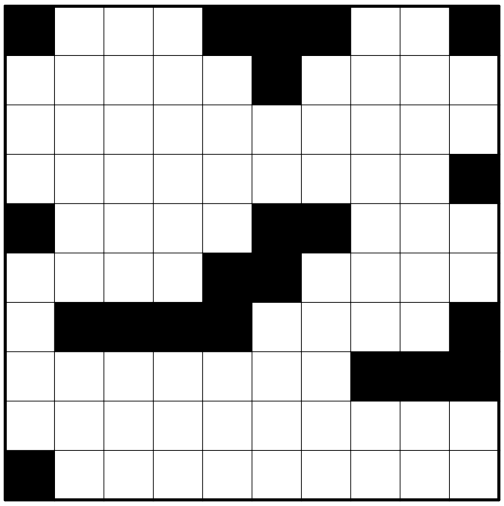
Bonus 5: Tetroscope | Walker

Rules: Shade some tetrominoes of cells such that no two tetrominoes touch each other, not even diagonally. Exactly one tetromino must be placed of each of the seven possible shapes, counting rotations as the same but reflections as different. A clue represents how many of the (up to) four cells it touches are shaded.



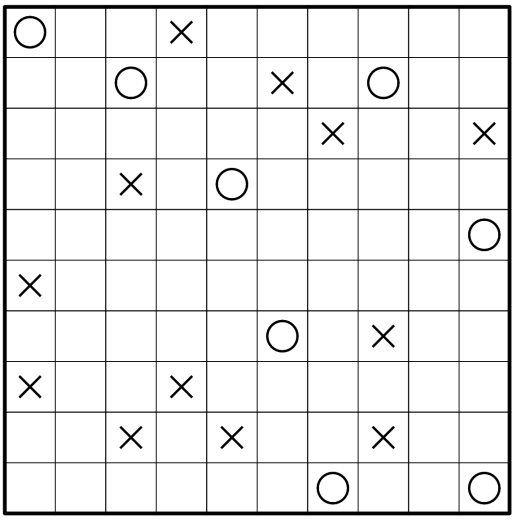
Example (Penpa+), uses trominoes:
https://tinyurl.com/2qug4cf7
Bonus (Penpa+): https://tinyurl.com/3xv5ybkc

Bonus 6: Tiger in the Woods | Walker



Example (Penpa+): https://tinyurl.com/ycy4dus2
Bonus (Penpa+): https://tinyurl.com/426u7v92

Bonus 7: Trixo | Lavaloid



Example (Penpa+): https://tinyurl.com/22v5kpwr
Bonus (Penpa+): https://tinyurl.com/bddxyf6j

Date	Sloth Time	Crab Time	🐦
01 Nov 2025	0:04:00	0:08:00	November Night Parrot
02 Nov 2025	0:01:45	0:03:30	Bouba Brubru
03 Nov 2025	0:03:00	0:06:00	Seclusive Semicollared Hawk
04 Nov 2025	0:03:30	0:07:55	Full Halfy Hardhead
05 Nov 2025	0:03:00	0:06:15	Outpouring Ouvea Parakeet
06 Nov 2025	0:02:00	0:04:00	Antumbra Annam Prinia
07 Nov 2025	0:02:00	0:04:00	Grey-woutged Outca Foutch
08 Nov 2025	0:03:45	0:07:30	Struggling Sapayoa
09 Nov 2025	0:03:00	0:06:45	Trihexagonally-Tiled Trilling Tapaculo
10 Nov 2025	0:02:30	0:05:15	District Diuca Finch
11 Nov 2025	0:02:00	0:04:00	Mistaken Mistle Thrush
12 Nov 2025	0:01:30	0:03:00	Rectangle-Tailed Kite
13 Nov 2025	0:02:30	0:05:00	Rare Rifleman
14 Nov 2025	0:01:30	0:03:25	Fallingstar Fernwren
15 Nov 2025	0:04:15	0:08:45	Lattice Lattice-Tailed Trogon
16 Nov 2025	0:02:30	0:05:00	Hedgehog Hamerkop
17 Nov 2025	0:02:45	0:05:30	OX-pecker
18 Nov 2025	0:02:45	0:05:30	Variegated Fairywren
19 Nov 2025	0:02:30	0:05:40	Diamond Dodo
20 Nov 2025	0:02:15	0:04:30	Combination Comb-crested Jacana
21 Nov 2025	0:02:00	0:04:00	Three-Cell Talaud Rail
22 Nov 2025	0:08:30	0:17:00	Sliding Silvereye
23 Nov 2025	0:03:00	0:06:00	Circular Square-Tailed Drongo-Cuckoo
24 Nov 2025	0:01:30	0:03:15	Wiggly Wayanad Laughingthrush
25 Nov 2025	0:03:30	0:07:00	Stained Stark's Lark
26 Nov 2025	0:02:30	0:04:00	The Tiger Shrike
27 Nov 2025	0:03:21	0:06:42	Hungy Hen Harrier
28 Nov 2025	0:01:45	0:03:30	Weekend Wigeon
29 Nov 2025	0:04:00	0:09:00	Unprepared Undulated Antpitta
30 Nov 2025	0:03:15	0:06:30	Foxy Fox Kestrel