

Mind The GAPP Vol. 52

Genuinely Approachable Pencil Puzzles from the CtC Discord
February 1, 2025 - February 28, 2026

It's the 52nd Mind the GAPP volume, which means we now have one Mind the GAPP volume for each card in a standard deck! There's not much news this month, other than the usual Puzzle GP and Puzzle Ramayan round.

We have 5 bonus puzzles this time. Enjoy!

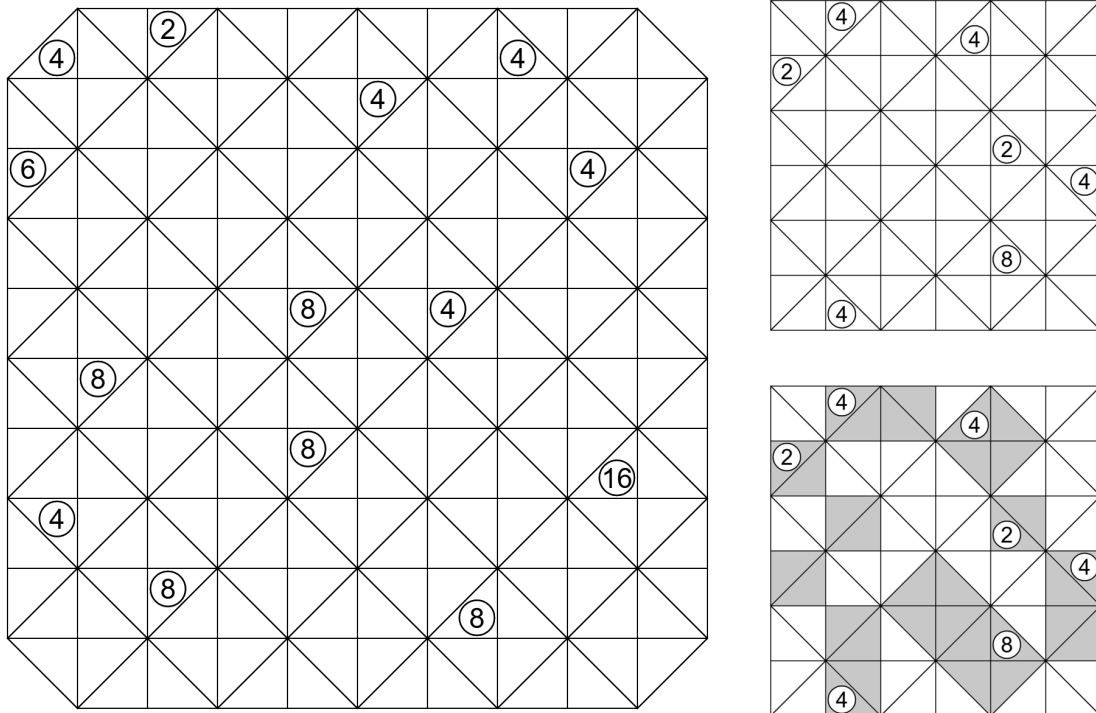
February 1, 2025: Scrin (Tetrakis Square) | bakpao

My previous strange shaped GAPP was a Circles and Squares on a Tetrakis Square grid. Combining this grid type with genres with rectangles kind of feels like an instant-inspiration cheat code for strange shaped puzzles. Here's a third feature (the other instance being, of course, Menderbug's Chocolate Banana)!

Today's GAPP is a **Scrin** on a **Tetrakis Square** grid!

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. The shaded rectangles must all form a single loop through corner-to-corner connections, with no branches. All cells with circles must be shaded and must belong to different shaded rectangles. If a circle contains a number, its shaded rectangle must contain the indicated number of cells.

Interface note: Answer check expects the rectangles to be shaded (see example solution), which may feel a little unnatural if you're used to puzz.link's Scrin interface.



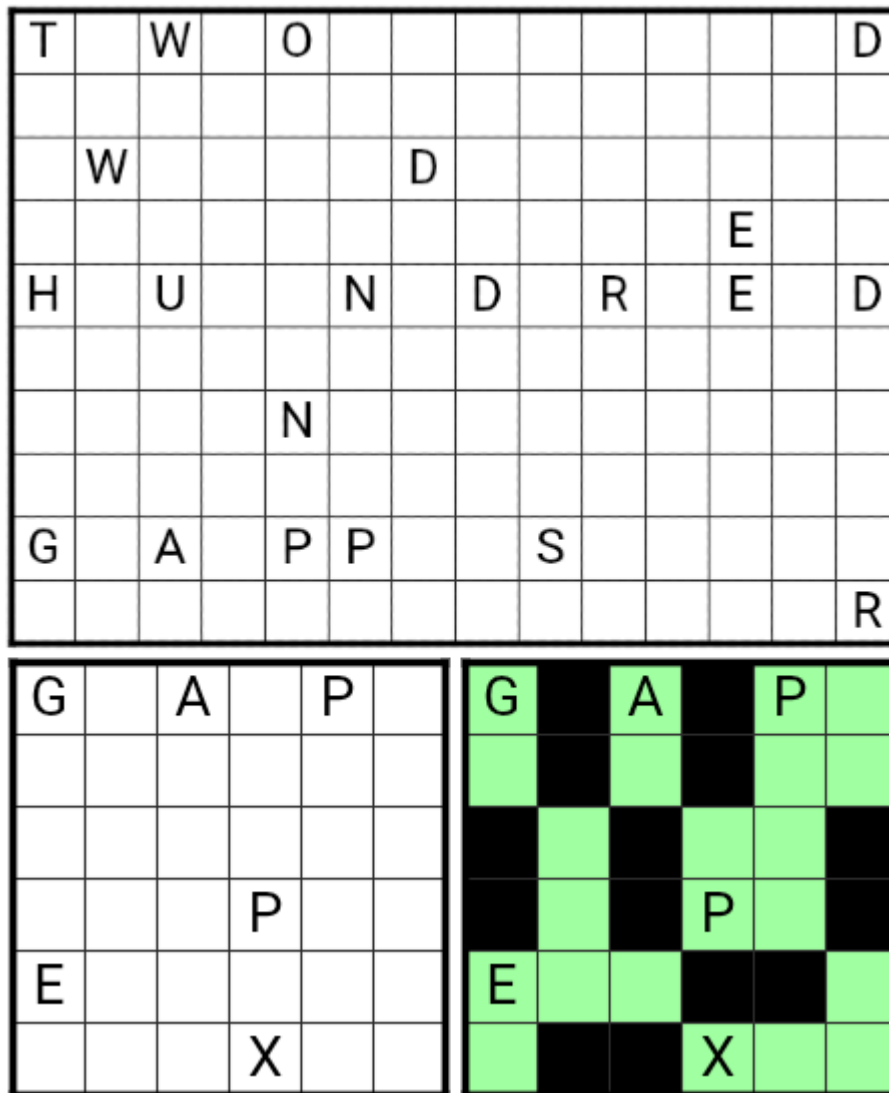
Example (Penpa+): <https://tinyurl.com/yc2ntduh>
Puzzle (Penpa+): <https://tinyurl.com/56dnyszt>

February 2, 2025: Dominion | jovi_al

Hey everyone! To celebrate 2/2, here's a puzzle genre all about dominoes, **Dominion**.

Hey everyone! To celebrate my 200th GAPP, here's a puzzle genre all about writing messages in the grid, **Dominion**.

Rules: Shade some adjacent pairs of cells (dominoes) such that no two dominoes are orthogonally connected. Clues cannot be shaded, and each unshaded region must contain all instances of exactly one clue type.



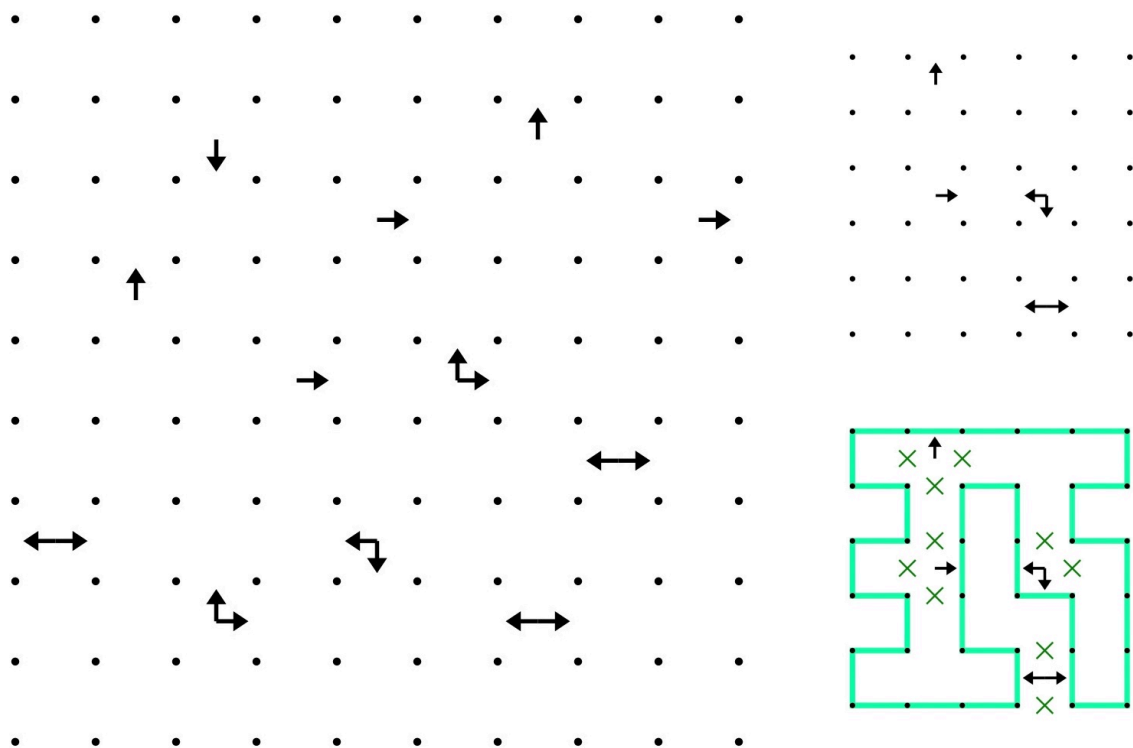
February 3, 2025: Myopia (Full) | Freddie Hand

While I figure out how to make a Simple Gako that's actually simple, here's another pzprxs puzzle/variant that we technically haven't covered yet. It's a **Myopia (Full)**!

Rules: Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clued cells contain arrows indicating all of the orthogonal directions in which a loop segment appears closest to the clued cell.

Variant: All dots must be visited by the loop.

Note: A clue does not necessarily have a loop segment touching it! If you haven't encountered Myopia before, I recommend looking at the base genre before attempting this variant.



Example (pzprxs): <https://tinyurl.com/44thcrzs>

Puzzle (pzprxs): <https://tinyurl.com/2r8dz98t>

February 4, 2025: Chocolate Banana | Rook

Chocolate Banana. The genre that decided that rectangles are shaded and non-rectangles are unshaded. I'm sure that every other genre adheres to this standard. 😊

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.

	4	4	4						
				2	2	4			
2	2	5						2	
						5	3	3	3
2	2	6	6						
	3						8	8	8
			3	3	3				
						2	2	6	

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

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

Example (pzprxs) by shye: <https://tinyurl.com/mw6t7vv7>

Main (pzprxs): <https://tinyurl.com/bdhhc974>

February 5, 2025: Rametate | Lavaloid

I've apparently forgotten that it's my turn to post, so accept this extremely late **Rametate**.

Rules: Shade some cells such that all shaded cells form a single orthogonally connected area. No 2x2 square may be completely shaded. Numbers must be unshaded, and show how many shaded cells are orthogonally adjacent to it. Each group of orthogonally connected unshaded cells must contain exactly one number.

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

2							1
	3						
			4		3		
1							
	3						
				3			2

2							1
	3						
			4		3		
1							
	3						
				3			2

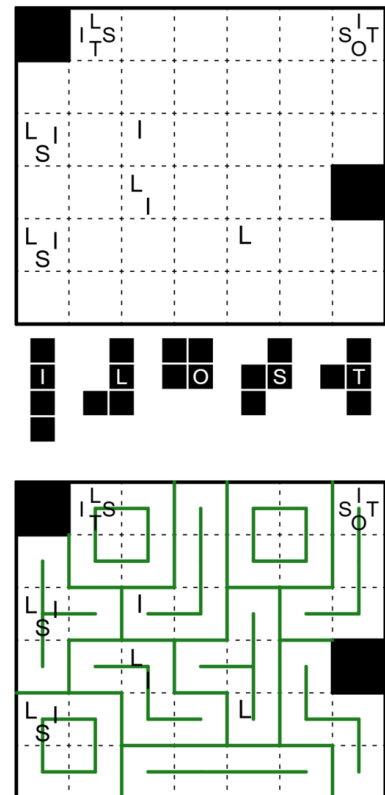
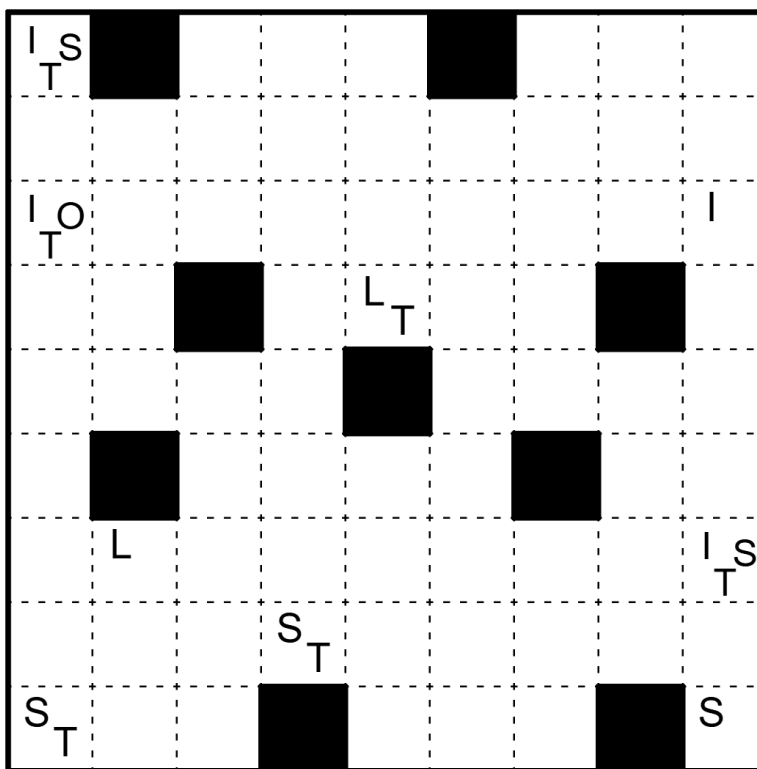
Example (Penpa+): <https://tinyurl.com/23nnpk4>
Puzzle (Penpa+): <https://tinyurl.com/22w9duev>

February 6, 2025: Negative Tetromino | bakpao

Today's GAPP is a **Negative Tetromino**! This type has been on my to-GAPP list forever, but setting Tetrominous types scares me so I never even attempted it up until yesterday. Thankfully the tetromino gods were good to me this time.

Rules: Divide the grid into regions of four orthogonally connected cells such that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must NOT belong to a region with the tetromino shape associated with that letter. Each region contains at most one clued cell. Black cells are not part of any region.

Interface note: Answer check is set up for edges (default) or lines. If using lines, draw a full square for an O tetromino (see example solution).



Example (Penpa+): <https://tinyurl.com/4fx5mx6w>

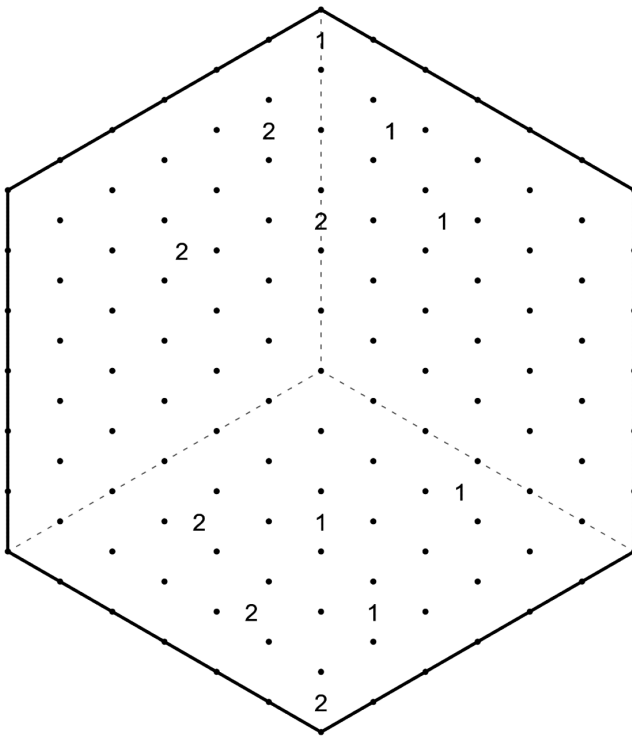
Main (Penpa+): <https://tinyurl.com/5jdrzuc8>

February 7, 2025: Isocube | jovi_al

Hello everyone! Today's **Supersized Saturday** genre is **Isocube**, the ruleset Lavaloid came up with for Instructionless Week last year! I've been exploring it a little bit, and it's quickly turning into one of my favorite genres ever.

I would recommend solving this as a shading puzzle. Answer check won't trigger until you draw all of the lines, but I personally find this genre much easier to solve with shading.

Rules: Divide the grid by connecting adjacent gridpoints such that the resulting image is an isometric view of a 3D object built using perpendicular unit squares such that no surface is partially obscured. Numbers indicate the size of the surface it is a part of. Two squares that are part of the same surface must not have edges drawn between them.



Tip: (ROT13) Jura gjb rqtrf sbez n fvkgl
qrterr jrqr, lbh pna pbzcygrg gur qvnzbaq.
Guvf fgrc bsgra cebcntngrf guebhtu gur
tevq.

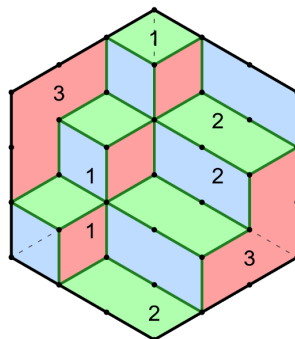
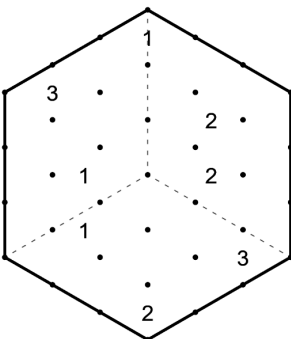
Example (Penpa+):

<https://tinyurl.com/264fm4sk>

Puzzle (Penpa+):

<https://tinyurl.com/24j6enp8>

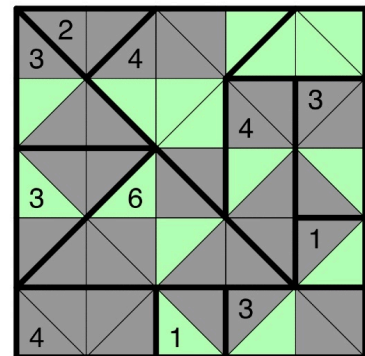
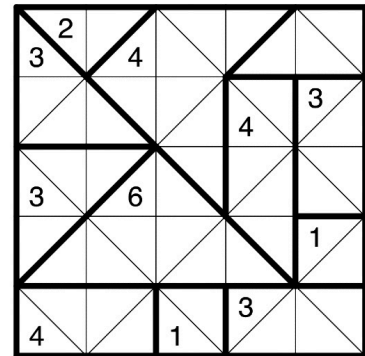
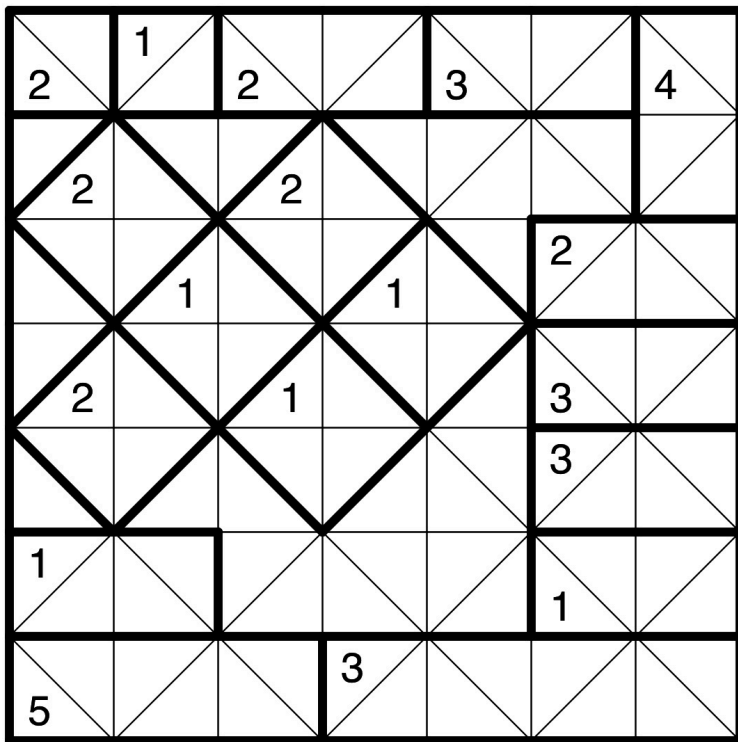
Walkthrough: <https://youtu.be/yZS45tgafD4>



February 8, 2025: Chocona (Tetrakis Square) | Freddie Hand

I generated a random genre to strange-shape. I didn't limit myself to shading genres this time, but as luck would have it the generator landed on **Chocona**. Pairing it with a *Tetrakis Square* grid was a perfect opportunity to ~~steal~~ take inspiration from bakpao's idea last week.

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. Regions with numbers must contain the indicated amount of shaded cells.

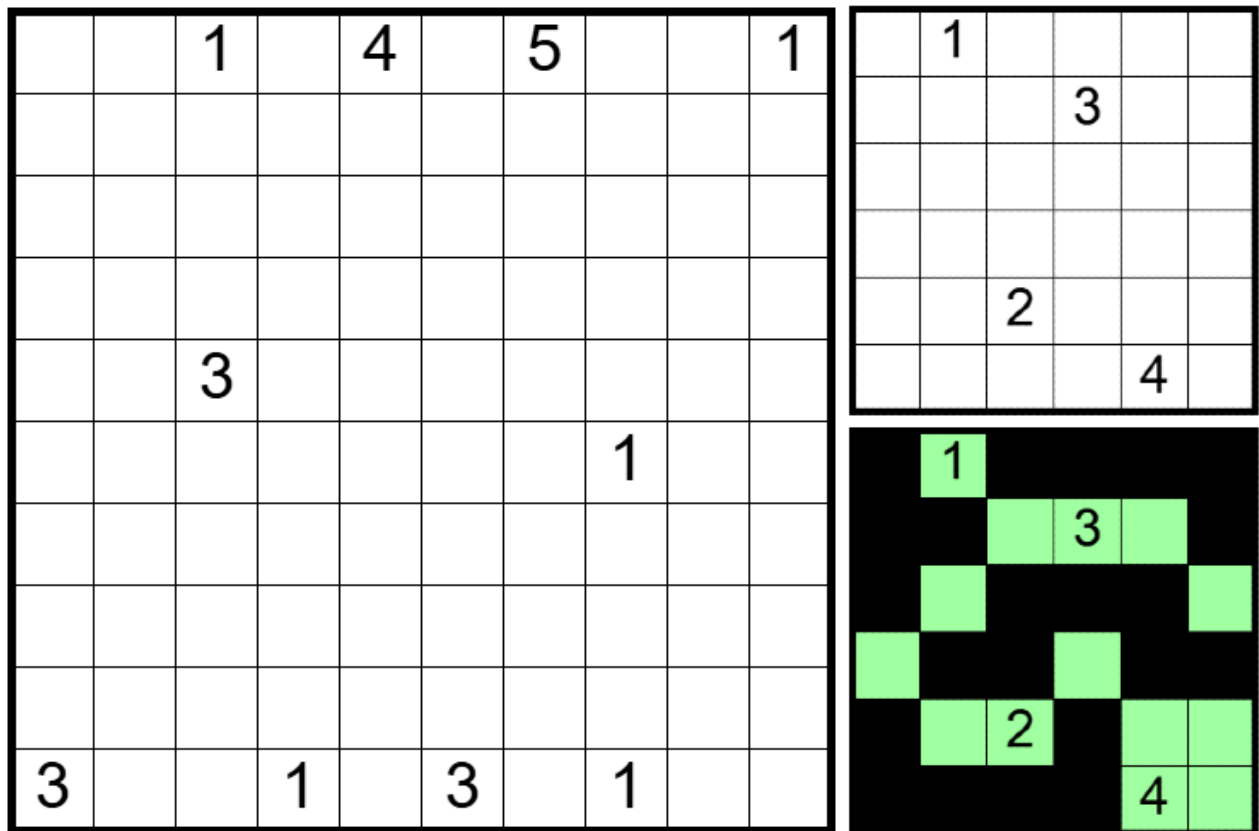


Example (Penpa+): <https://tinyurl.com/43bmnb4k>
Puzzle (Penpa+): <https://tinyurl.com/mu986ap3>

February 9, 2025: Mochinyoro | Rook

Mochinyoro. The genre that decides that rectangles are unshaded and non-rectangles are shaded. I'm sure that every other genre adheres to this standard 🤪

Rules: Shade some cells so that all areas of orthogonally connected unshaded cells are rectangular. The unshaded rectangles must all be connected diagonally. Clues cannot be shaded, and represent the number of cells in the unshaded area they belong to. An unshaded area of cells cannot contain more than one clue. No 2x2 region may be entirely shaded. **All areas of orthogonally connected shaded cells must not be rectangular.**



Example (pzprxs) by bakpao: <https://tinyurl.com/u6bz2wuy>

Main (pzprxs): <https://tinyurl.com/bdxexzy4>

February 10, 2025: Fillomino (Line) | Lavaloid

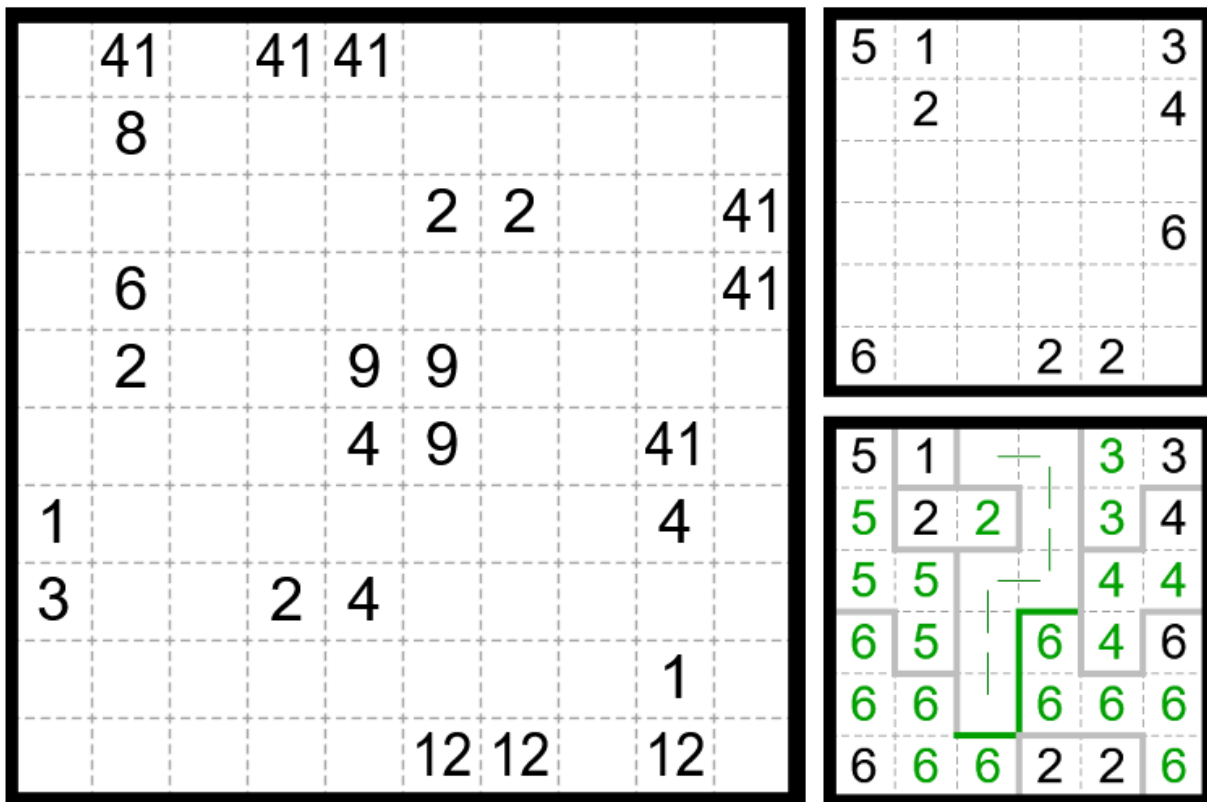
Jovi has recorded a walkthrough for the Isocube from last Saturday: <https://youtu.be/yZS45tgafD4>
Feel free to watch the walkthrough if you get stuck!

I had a very silly idea and needed to turn it into a puzzle, so have a very silly **Fillomino (Line)**.

Rules: Divide the grid into regions of orthogonally connected cells. Two regions of the same size may not share an edge. Clued cells must belong to a region containing the indicated number of cells. No region may contain a line of more than three consecutive cells horizontally or vertically.

Interface note:

- If you're using Penpa+, to trigger answer check you will need to draw every region border.
- If you're using puzz.link, the Check base type button will only check for standard Fillomino rules. You will need to manually verify the variant rule yourself.



Example (Penpa+): <https://tinyurl.com/2y9orsr8>

Example (puzz.link): <https://tinyurl.com/58cyxsya>

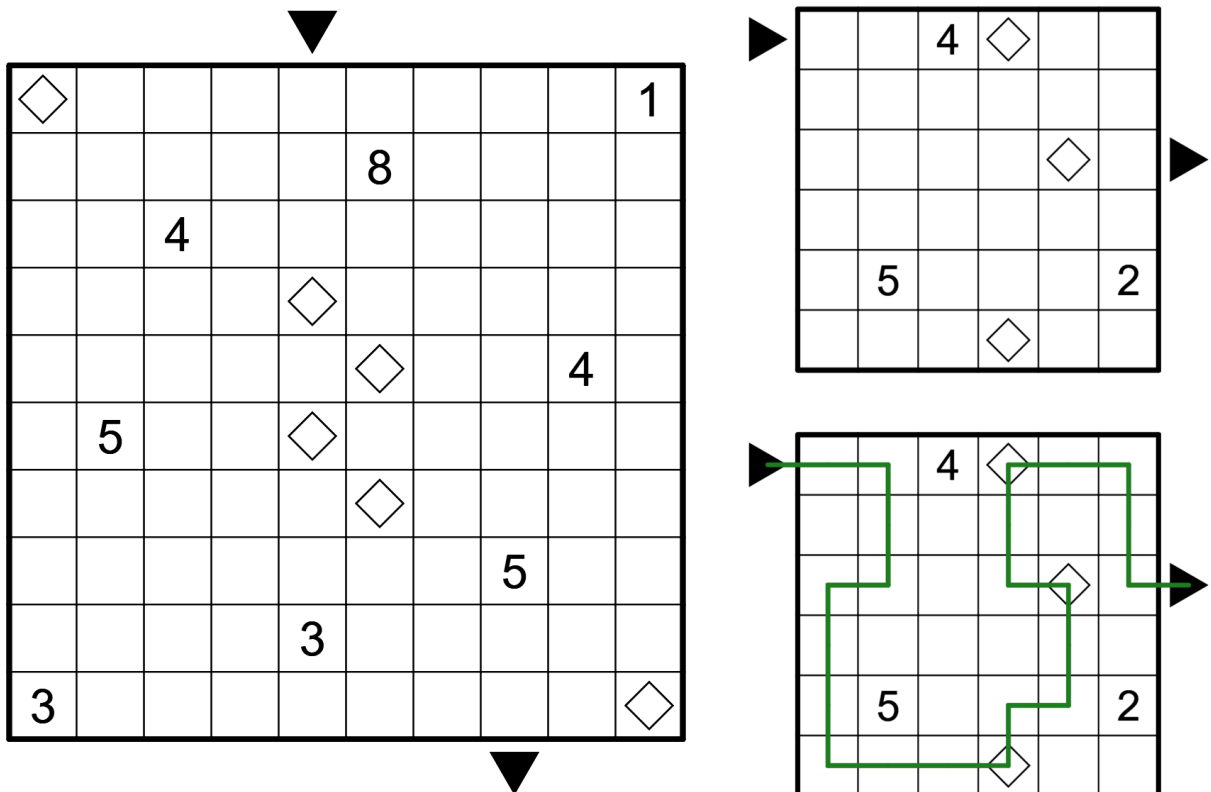
Puzzle (Penpa+): <https://tinyurl.com/3wjtczur>

Puzzle (pzprxs): <https://tinyurl.com/4a7vcun9>

February 11, 2025: Diamond Mine | bakpao

Today's GAPP is a **Diamond Mine**!

Rules: Draw a non-intersecting path through the centers of some cells connecting the two arrows. The path must collect every diamond, but must not occupy all four cells in any 2x2 area of the grid. Clues represent how many of the (up to) eight cells surrounding the clue are used by the path. The path cannot pass through number clues.



Example (Penpa+): <https://tinyurl.com/mrxk2wr2>
Main (Penpa+): <https://tinyurl.com/ysvd4v72>

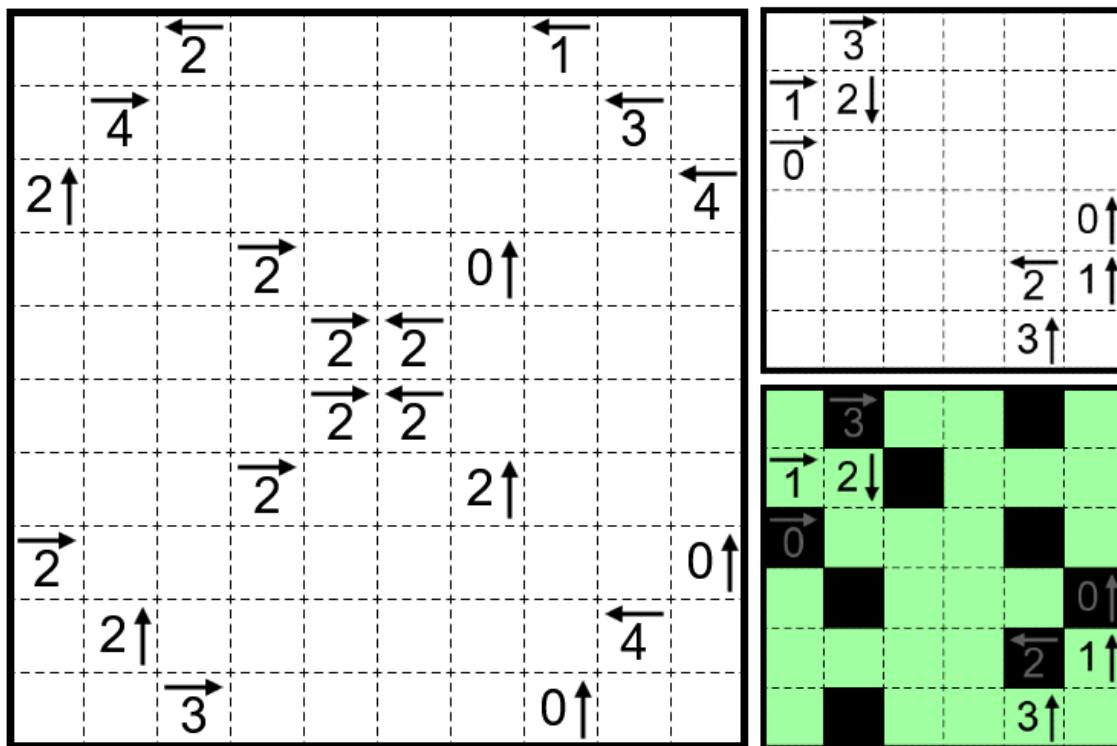
February 12, 2025: Yajisan-Kazusan | jovi_al

Hello everyone! I've taken the liberty of presenting today's intro in the style of today's genre.

Today's puzzle is a **Yajisan-Kazusan**. The genre name is a bit long, so it's often shortened to "Heyawake." The genre name is a bit long, so it's often shortened to "Yajikazu." Today's puzzle comes with a GAPP 101 that just covers a common pattern used in the puzzle. This sentence is false.

Rules: Shade some cells such that no two shaded cells are orthogonally adjacent and all unshaded cells form one orthogonally connected network. If a clue is not shaded, it indicates the number of shaded cells in the arrow's direction in the same row/column, starting from the clue and continuing to the edge of the grid. If a clue is shaded, it becomes meaningless.

GAPP 101: (ROT13) Gur pryy nqwnprag gb n mreb va gur qverpgvba vg cbvagf vf hafunqrq. Vs vg jrer funqrq, vg jbhyq hafunqr gur mreb, vzzrqvngryl ernpuvat n pbagenqvpvgvba orpnhr bs gur funqrq pryy.



Example (pzprxs): <https://tinyurl.com/2kerxbrs>

Puzzle (pzprxs): <https://tinyurl.com/43nk8s4z>

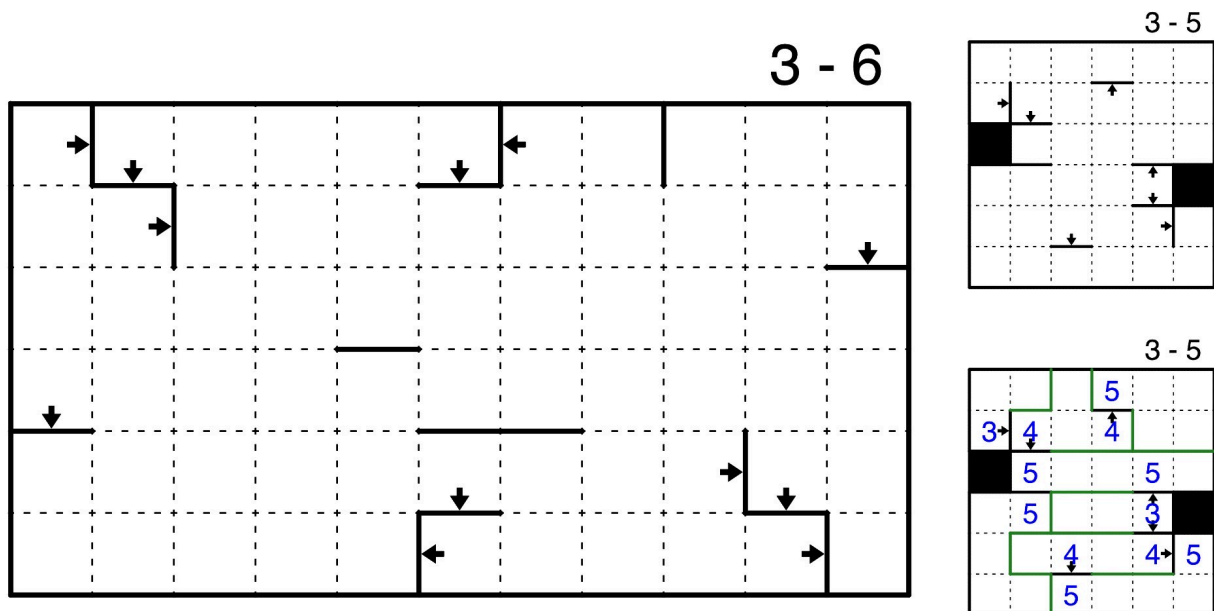
February 13, 2025: Heterocut | Freddie Hand

Are you missing Walker's GAPPs already? Well you're in luck, because LMI Puzzle Ramayan Round 2 is about to begin, with no less than 22 puzzles written by Walker! Needless to say, I highly recommend giving it a go.

The link to participate is here: <https://logicmastersindia.com/live/?contest=PR202602>. **Heterocut** is one of the many genres that will be appearing. And as always, attempting the contest will make you the proud owner of a **bonus otter** 🦦

Rules: Divide the grid into regions of orthogonally connected cells, each containing a number of cells within the range given outside the grid. No two regions may be the same size and shape, counting rotations and reflections as the same. Borders must separate two different regions, and an arrow on a border always points toward the larger of the two regions.

Here's a little **GAPP 101**: (ROT13) Vs lbh pna qrgrezvar gur fvmr bs n ertvba, vg'f irel urycshy gb jevgr gur ahzore qbja ba gur tevq. Frr gur rknzcyr fbyhgvba



Example (Penpa+) by Walker: <https://tinyurl.com/9hdszkc9>
Puzzle (Penpa+): <https://tinyurl.com/mrxmmc2f>

February 14, 2025: Oasis | Rook

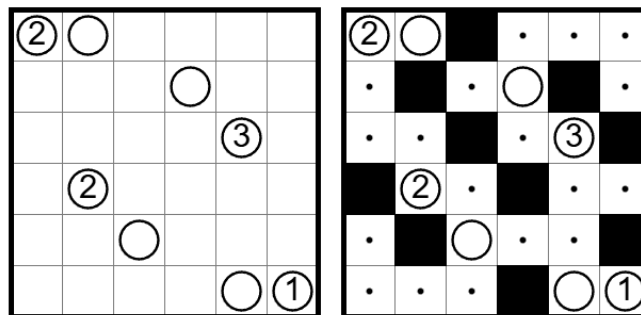
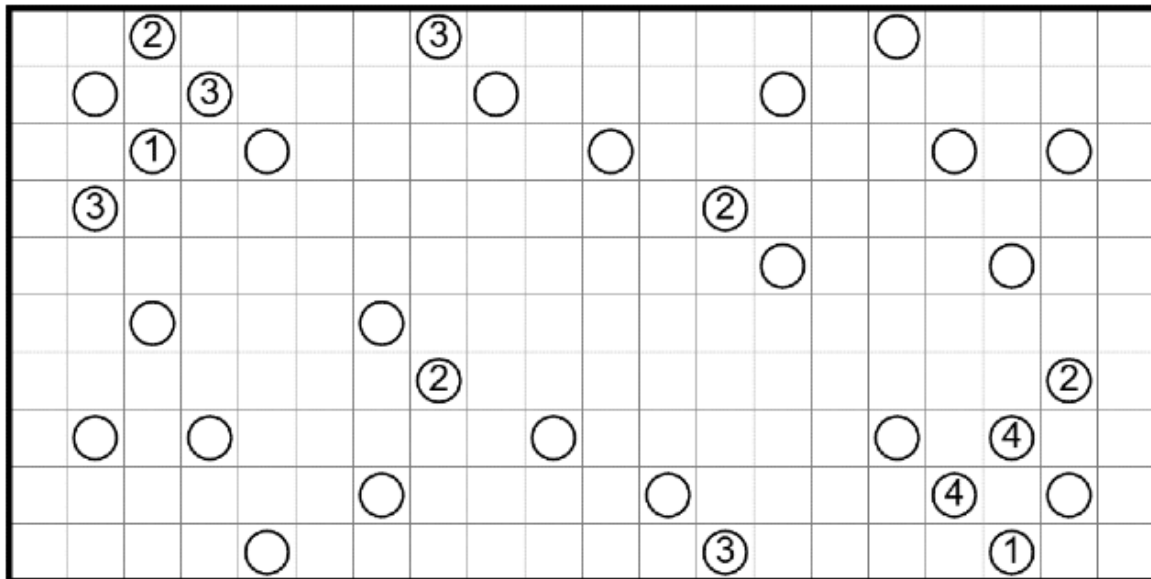
🧡❤️ Happy Valentine's Day everybody! ❤️🧡

I've been asking myself recently: "What's the best gift for someone on Valentine's Day?"

Maybe some delicious Brownies? 🧡 Maybe a Round Trip to see the world together? ✈️ Maybe even a Ring-Ring? 💍

I'm of the opinion that what everyone wants for Valentine's Day is a **Supersized Oasis**. Who wouldn't want "a calm, pleasant place in the middle of somewhere busy and unpleasant"? And a supersized one too, no less!

Rules: Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Cells with circles cannot be shaded. A number in a circle indicates how many other circles it could reach by traveling only through empty, unshaded cells.



Example (pzprxs) by shye: <https://tinyurl.com/5da4njev>

Main (pzprxs, horizontal): <https://tinyurl.com/3f45ys9j>

Main (pzprxs, vertical): <https://tinyurl.com/3ayens4u>

February 15, 2025: Toba Knight | Lavaloid

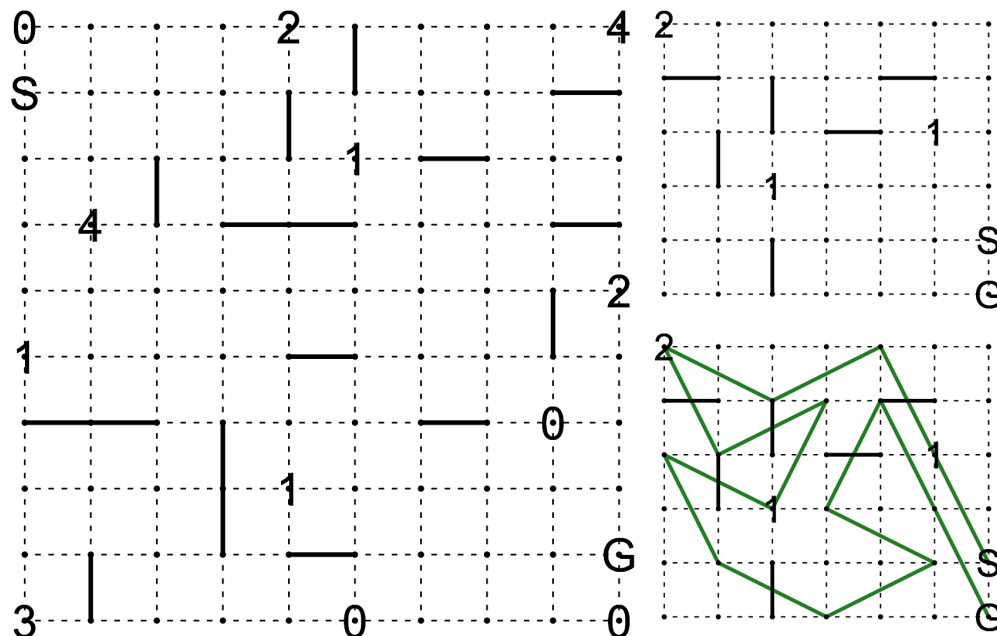
This is the third year I've done a Chinese New Year puzzle, and this time it's the Year of the Horse! 🐎 Naturally, I chose a chess knight-themed genre, which is why today's GAPP is a **Toba Knight**. While it's on a square grid, I think the strangeness of the loop warrants the Sunday placement.

Rules:

- Draw a non-intersecting, non-branching path from the Start (S) grid point to the Goal (G) grid point by travelling between grid points that are a knight's move apart. (A knight's move is either 2 cells horizontally and 1 cell vertically, or 2 vertical and 1 horizontal.)
- Thick lines are "hurdles" that are crossed through the midpoint. Each hurdle must be crossed by the path. If there is a continuous thick line that spans multiple cells, each unit cell is its own hurdle. (The path is allowed to touch the ends of the hurdle, but it does not count as crossing.)
- All grid points containing numbers must be visited by the path. A grid point with the number N must cross a hurdle in each of the N moves the path makes after visiting the number. The move right after the last hurdle, if there is one, must NOT cross a hurdle.

Interface note:

- If using normal Penpa+, for answer check to work, the path must be drawn using Edge > Free one knight's move at a time. If there is a straight line segment that is the length of multiple knight's moves, it must still be drawn as individual moves.
- If using Menderbug's fork, you don't need to worry about this :)



Example (Penpa+): <https://tinyurl.com/y9t8djb9>

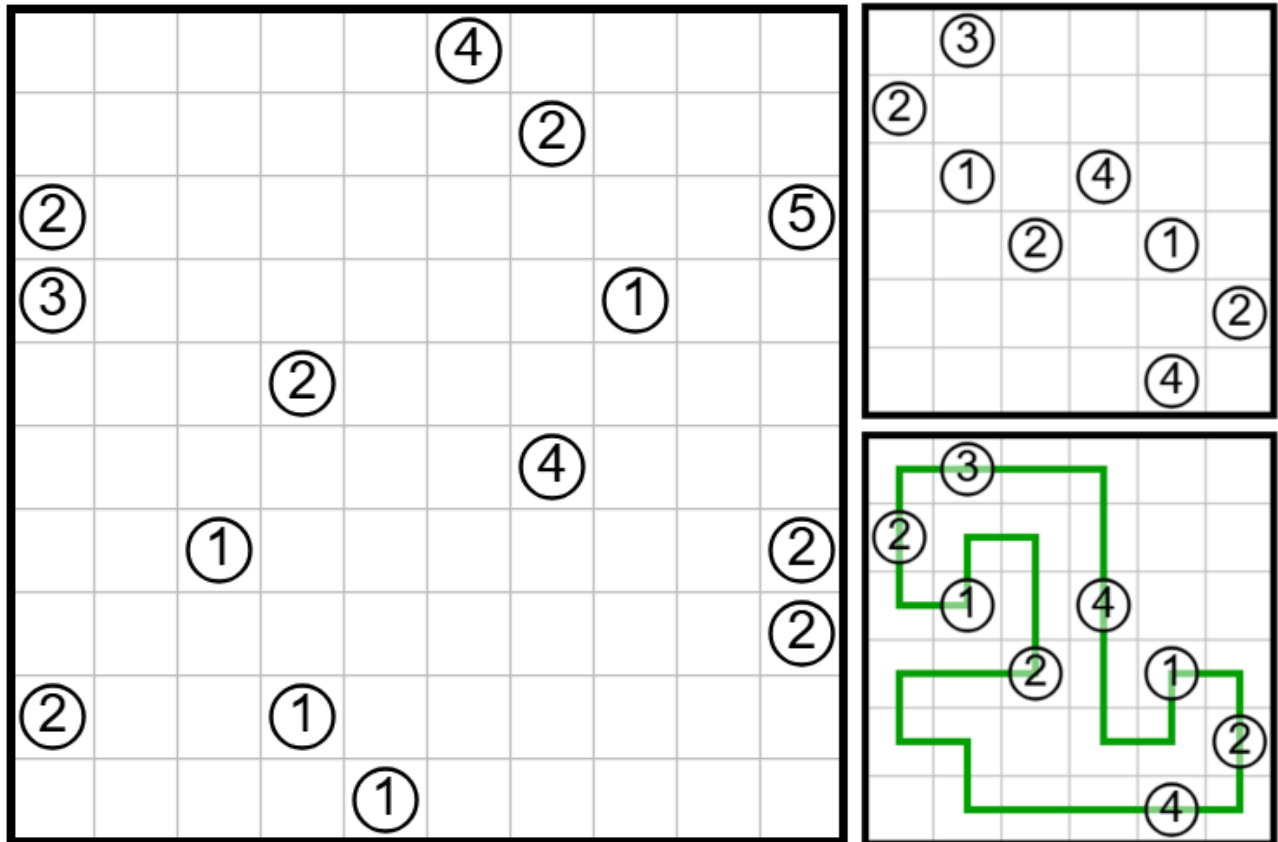
Puzzle (Penpa+): <https://tinyurl.com/5yahwnrm>

Puzzle (Penpa+, Menderbug's fork): <https://tinyurl.com/32dbrkvy>

February 16, 2025: Geradeweg | bakpao

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

Rules: Draw a non-intersecting loop through the centers of some cells that passes through every clue. Every straight line segment that touches a clue must have a length equal to the clue's value.



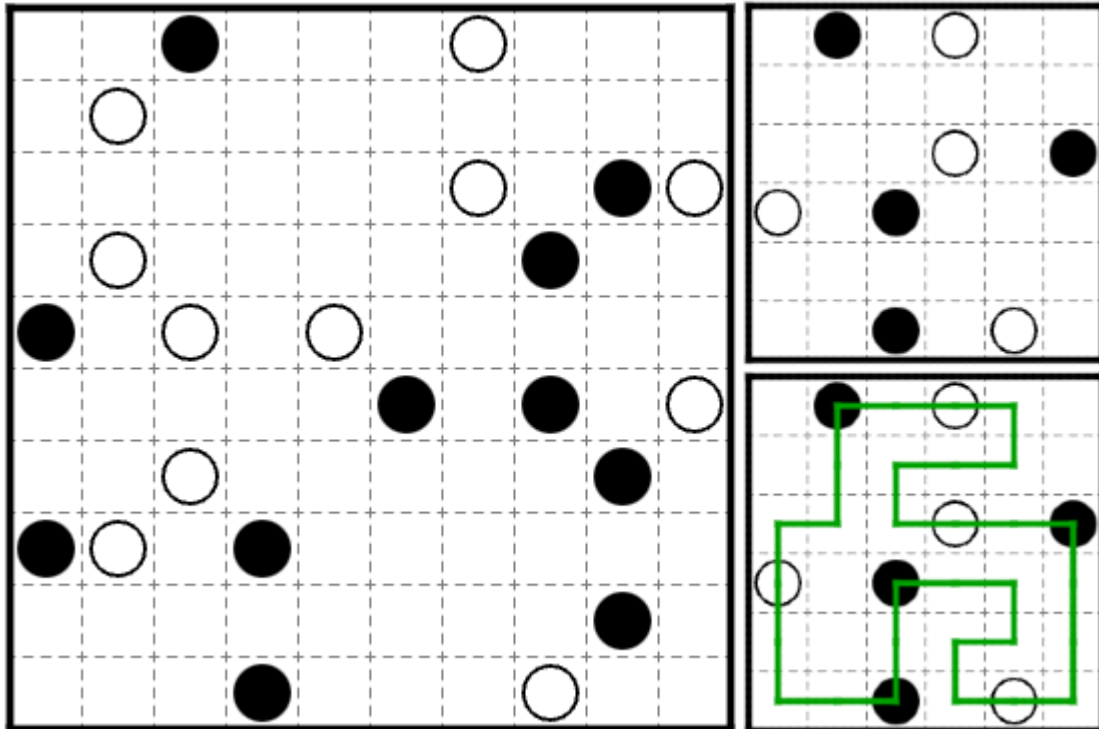
Example (pzprxs, by Eric): <https://tinyurl.com/3kxn68rp>

Main (pzprxs): <https://tinyurl.com/hx44bh47>

February 17, 2025: Masyu | jovi_al

Hey everyone! Today's puzzle is a revisit of a classic genre, **Masyu**! Hope you enjoy!

Rules: Draw a loop by connecting the centers of some orthogonally adjacent cells that visits every circle. The loop must turn on a black circle and must not turn in the cells on either side. The loop must not turn on a white circle and must turn in at least one of the cells on either side.



Example (pzprxs): <https://tinyurl.com/2nr4pxby>

Puzzle (pzprxs): <https://tinyurl.com/3w9t3y9y>

February 18, 2025: Shortest Segment | Freddie Hand

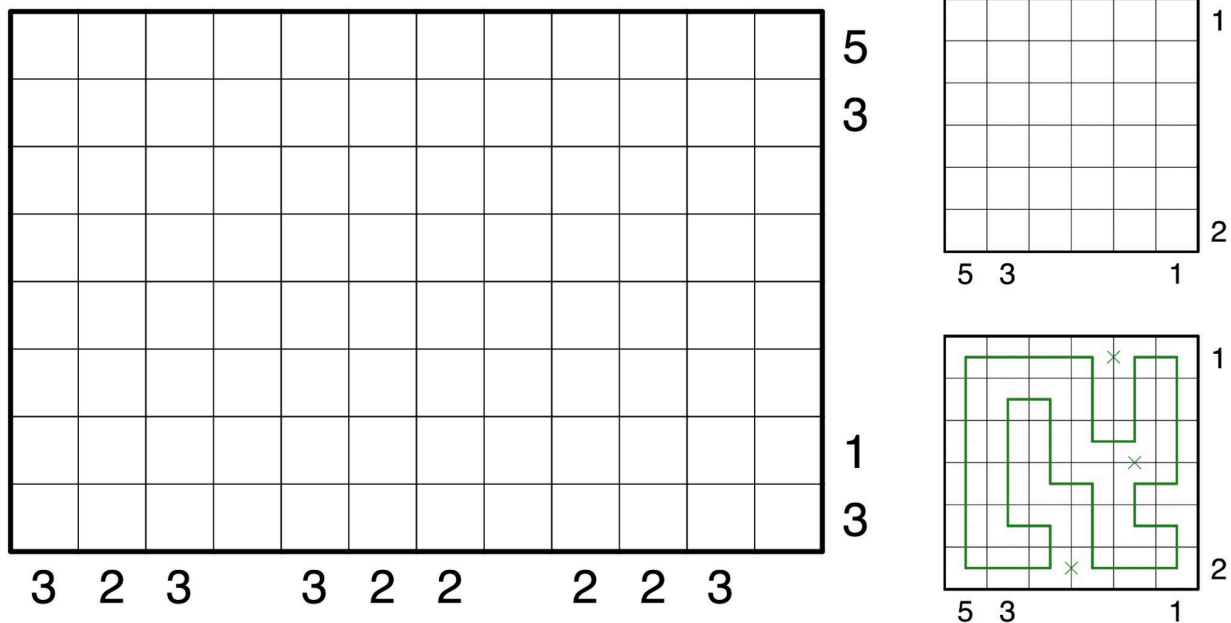
Today's puzzle is a **Shortest Segment**. It's a favourite on [PuzzleDuel](#) and appears nowhere else, as far as I'm aware.

Rules: Draw a non-intersecting loop through the centers of all cells. Clues to the right of the grid give the length of the shortest horizontal line segment in the corresponding row. Clues below the grid give the length of the shortest vertical line segment in the corresponding column.

Note

- There can be multiple line segments with the shortest length.
- For clarification, if there is a clue N in a row/column, there must be at least one line segment in that row/column with length **exactly** N.

Here's a little **GAPP 101**: (ROT13) Vs n ebj unf n guerr pyhr (sbe rknzcyr), znxr fher lbh qba'g qenj
nal ubevmbagny frtzzragf gung pnaabg rkgraq gb n frtzzrag bs yratgu guerr va gung ebj!



Example (Penpa+): <https://tinyurl.com/55xu2f2z>

Puzzle (Penpa+): <https://tinyurl.com/2n3a7w4b>

February 19, 2025: Domino Bridge | Rook

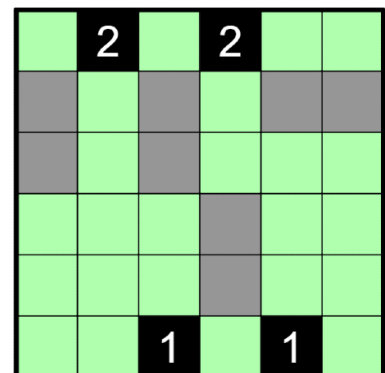
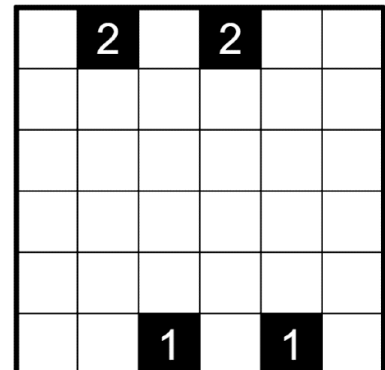
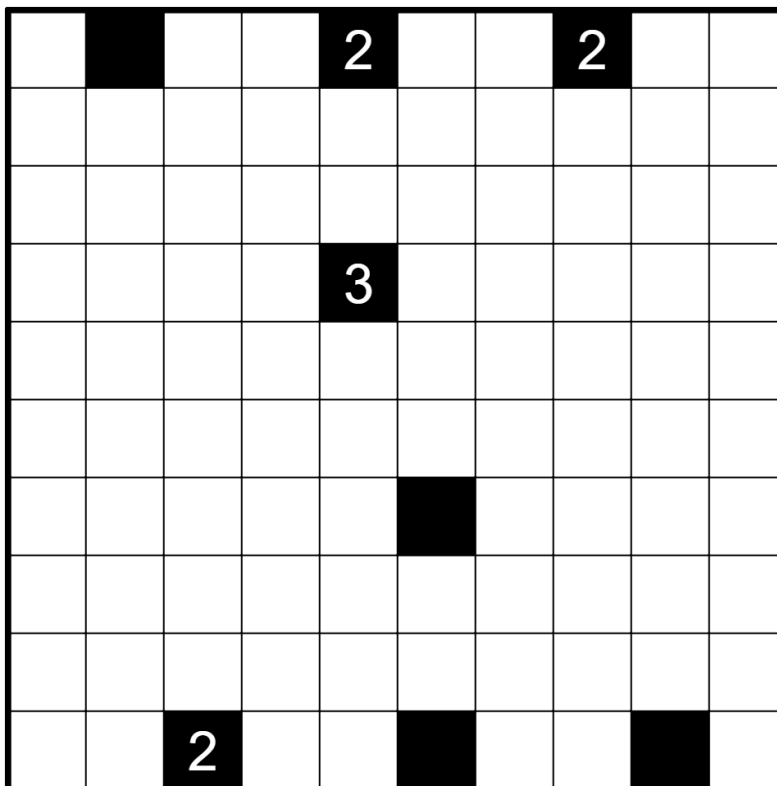
I was scrolling through Puzzle Square when I found this fun genre called **Domino Bridge**, which was inspired by Bramble! This genre seems to have all of my favorite constraints jumbled into one! Let's see how many deranged ways I can try to describe it without explicitly explaining the rules:

- Bramble (shade dominoes) (diagonal clues)
- Aquapelago (shade dominoes) (no loops)
- Ant Mill (opposite) (shaded Context clues)

Hold on... *Bramble (Aquapelago clues) (Ant Mill (opposite))* ...

Oh yeah... It's all coming together.

Rules: Shade some dominoes in the grid to connect all given black cells in a single diagonally connected network. Dominoes must not be orthogonally adjacent to other dominoes or given black cells. Number clues indicate how many dominoes are diagonally adjacent to itself. The combination of dominoes and given black cells must form one diagonally connected network that does not contain any loops.



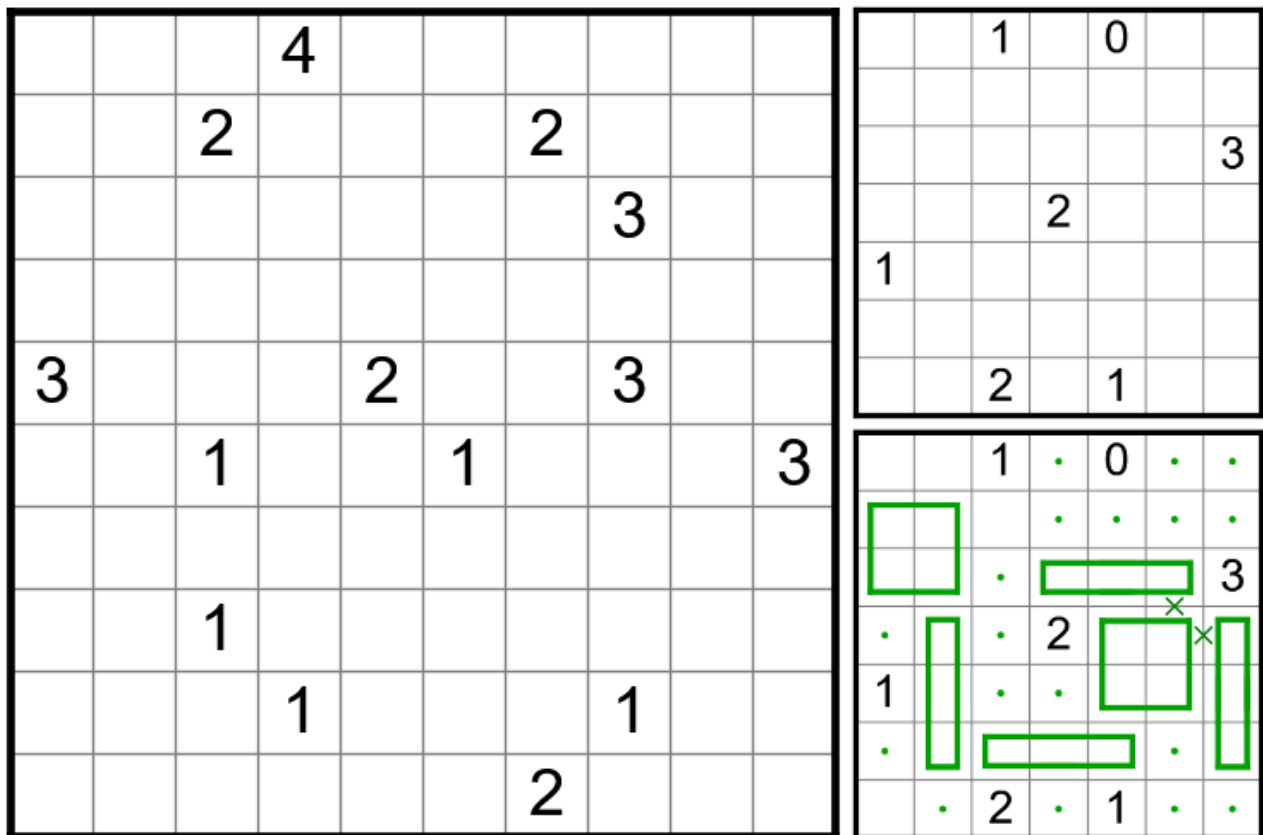
Example (Penpa+): <https://tinyurl.com/yys6hcdd>

Main (Penpa+): <https://tinyurl.com/mr3y7xfr>

February 20, 2025: Zabajaba | Lavaloid

A-ha, a **Zabajaba** GAPP by Lava? That's rad. Alas, an all A paragraph's a tall task. That's why as a hack, Lava's paragraph had Y's and all that jazz. AAAAAAAAAA

Rules: Locate some blocks in the grid, each of which are either 1x3 or 2x2, which may not overlap each other. All of the blocks must form one orthogonally connected area, but two blocks of the same shape and orientation may not share an edge. Clued cells cannot be used by blocks and indicate the number of blocks located at least partially in the (up to) eight cells surrounding the clue.



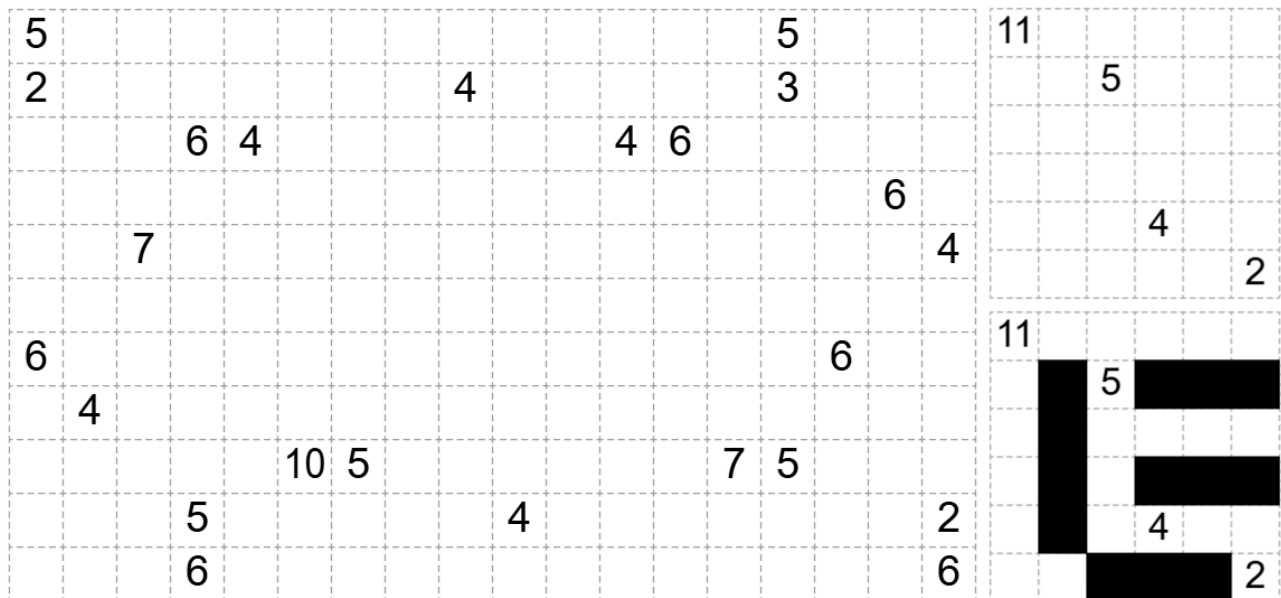
Example (pzprxs) by shye: <https://tinyurl.com/2p9tsd9x>

Puzzle (pzprxs): <https://tinyurl.com/y6ae7pvx>

February 21, 2025: City Space | bakpao

Today's GAPP is a SUPERSIZED **City Space**!

Rules: Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a one-wide rectangle of at least two cells. All unshaded cells must form one orthogonally connected area, which contains no complete loops of cells (this includes 2x2s). 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.



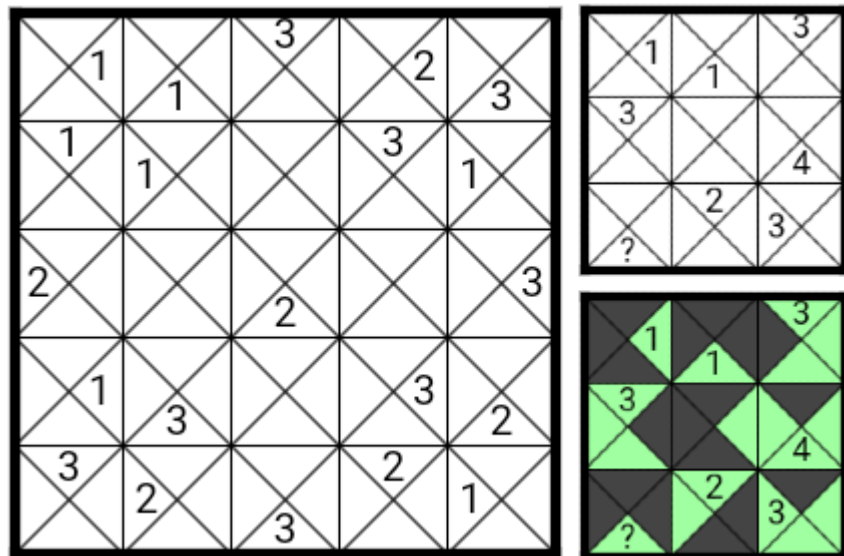
Example (pzprxs, by shye): <https://tinyurl.com/45hmaze>

Main (pzprxs): <https://tinyurl.com/2w9dsxwb>

February 22, 2025: Ququ | jovi_al

Today's **Strange-Shaped Sunday** is a **Ququ**, a genre that has strangely-shaped cells and strange, shaded shapes. Surely she should shirk the short strip of strange pseudo-alliteration so she can simply share the puzzle!

Rules: Shade some cells to form edge-adjacent groups of shaded cells called blocks. No two corner-adjacent blocks may have the same shape (counting rotated and reflected shapes as the same). Numbers must not be shaded, and every unshaded region of edge-adjacent cells must contain exactly one number, indicating the number of cells in that region. Question marks can be any number.



Example (pzprxs): <https://tinyurl.com/nhdhr3p4>

Puzzle (pzprxs): <https://tinyurl.com/4ydjfp9a>

February 23, 2025: Simple Gako | Freddie Hand

Hello! Here is a **Simple Gako**. The list of genres on pzprxs that we haven't covered is getting smaller and smaller...

Rules: Place a number into each cell such that each number indicates how many copies of itself appear in the same row or column, including itself.

Here's a **GAPP 101** for this puzzle: (ROT13) Vs n pryy nyernql "frf" A be zber nccrnenaprf bs gur ahzore A va vgf ebj naq pbyhza, gura gung pryy pnaabg pbagnva na A.

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

5				4	4
1					
5					
4	4	4			

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

Example (pzprxs): <https://tinyurl.com/33yz5r3h>

Puzzle (pzprxs): <https://tinyurl.com/4csaz9as>

February 24, 2025: Cocktail Lamp | Rook

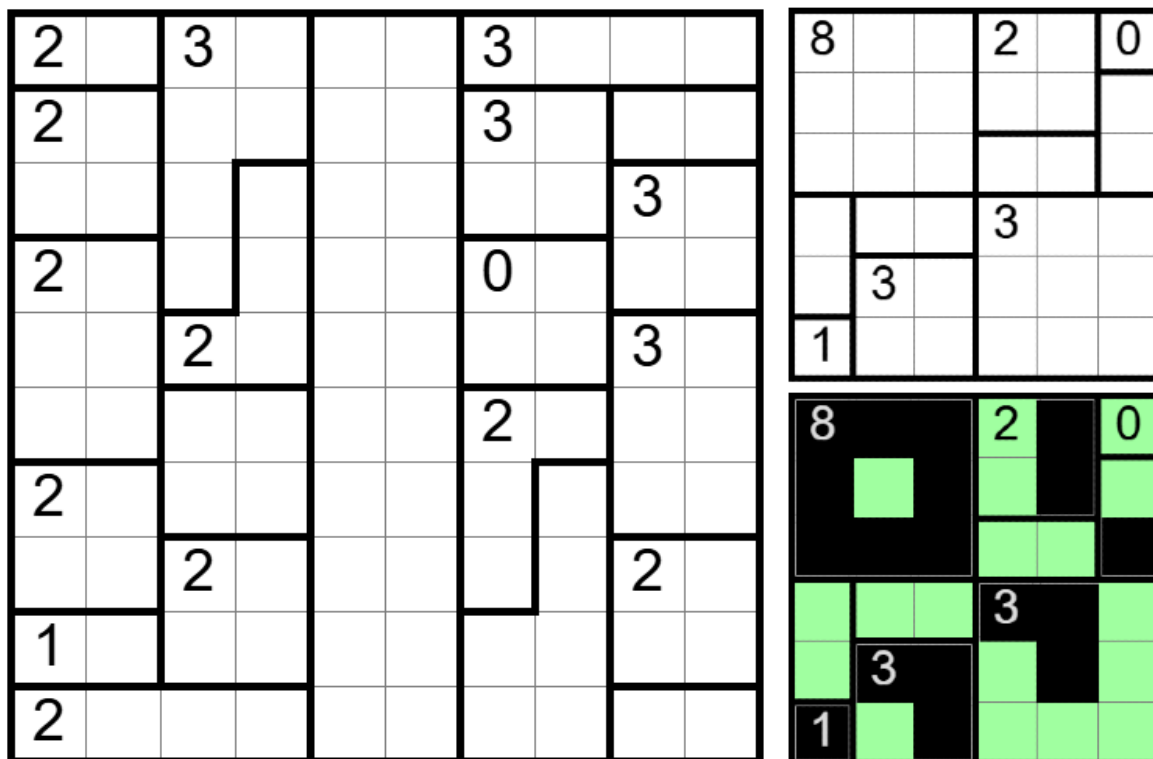
Today's GAPP is a **Cocktail Lamp**! One of my comfort genres!

Hopefully this genre is more comfortable to solve than my other comfort genres: Guide Arrow and Nurimisaki . . .

I've included a GAPP 101 at the end of this post if you get stuck.

Rules: Shade some cells such that all shaded cells within a region form a single orthogonally connected group. Shaded groups may not be orthogonally adjacent, but must all form a single diagonally connected network. Regions with numbers must contain the indicated amount of shaded cells. No 2x2 region may be entirely shaded.

GAPP 101: (ROT13) Ybbx sbe pbzzbanyvgvrf! Vs nyy gur cbffvoyr cynprzragf sbe n cbylbzvab va n ertvba bireync n pryy, gura gung pryy zhfg or funqrq! Pbairefryl, vs n pregnva pryy orvat hafunqrq jbhqy erzbir nyy cbffvovvgvrf sbe cynpvat n cbylbzvab va gung ertvba, gura gung pryy zhfg or funqrq!



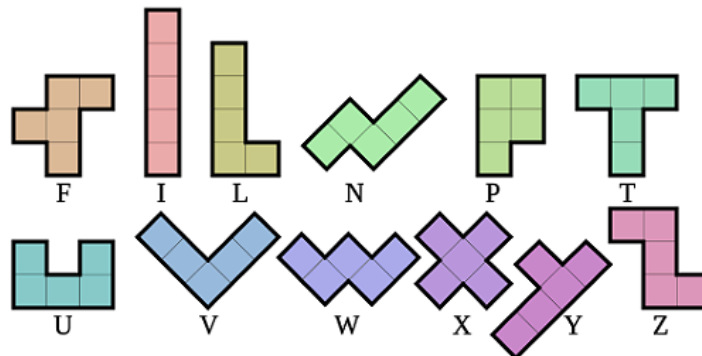
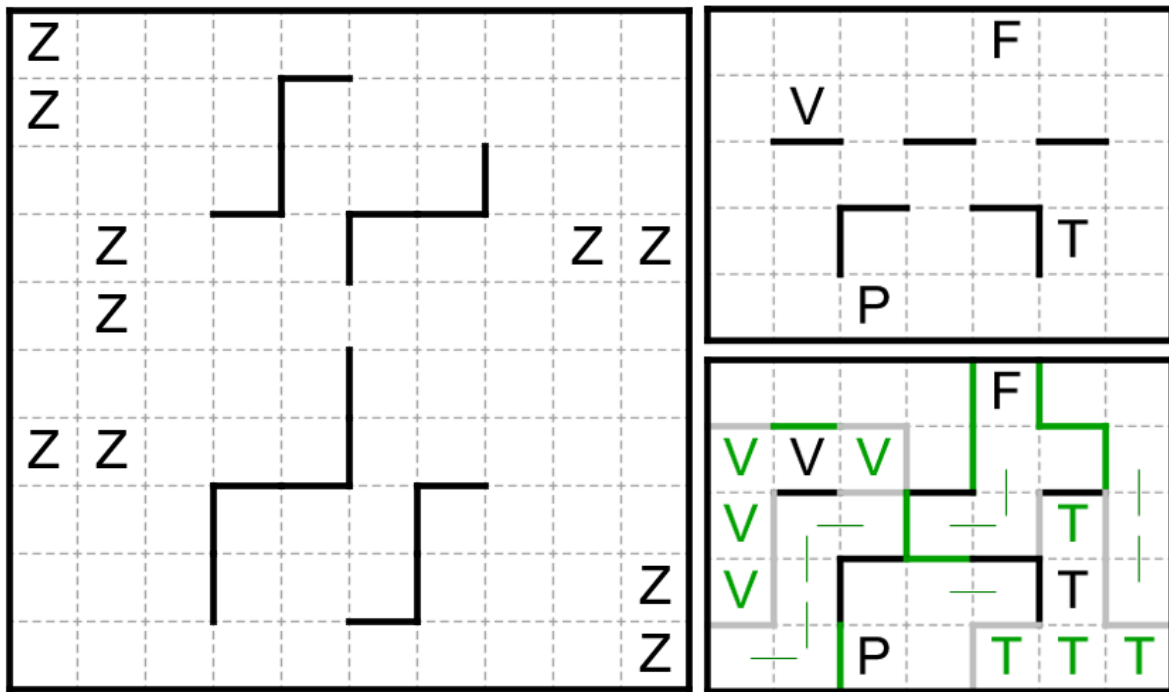
Example (pzprxs) by Tyrg: <https://tinyurl.com/mr3wdcjZ>

Main (pzprxs): <https://tinyurl.com/yedfd94s>

February 25, 2025: Pentominous (Borders) | Lavaloid

Today's **Pentominous (Borders)** is dedicated to the fact that I'm still feeling very eepy despite having slept 8 hours last night. How is that even possible 🤪

Rules: Separate the grid into sets of five orthogonally connected cells called pentominoes. Pentominoes of the same type cannot share an edge orthogonally, but they can touch diagonally. Letter clues indicate which type of pentominoes the clue resides in. Not all pentominoes are clued and multiple letter clues may belong to the same pentomino. A single pentomino may not cross a border nor have cells on both sides of a border.



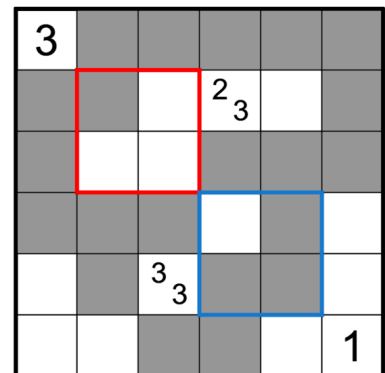
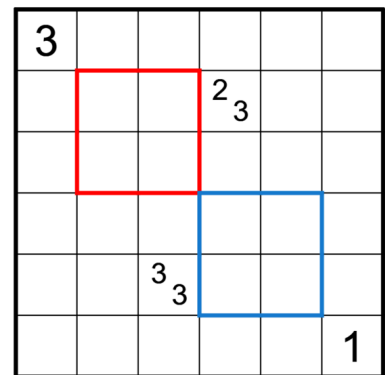
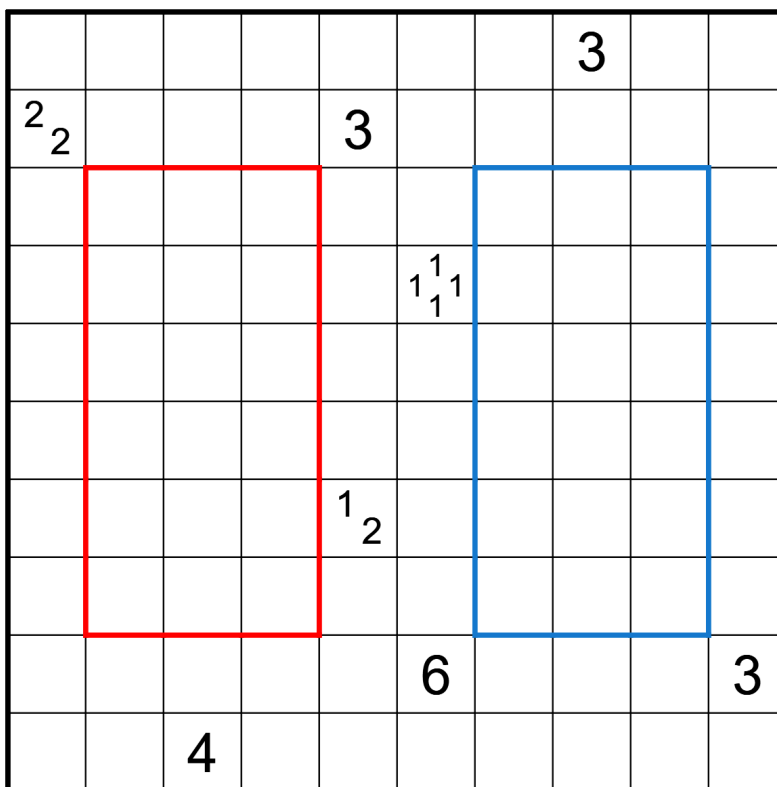
Example (pzprxs) by Tyrgannus: <https://tinyurl.com/4b68xcty>
Puzzle (pzprxs): <https://tinyurl.com/46bkmbck>

February 26, 2025: Tapa (Windows) | bakpao

Time for my favorite comfort food - a Tapa variant!

Today's GAPP is a **Tapa (Windows)**!

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. Cells in the same position in corresponding windows (outlined in red and blue) must have the opposite shading.



Example (Penpa+): <https://tinyurl.com/26u4sr59>

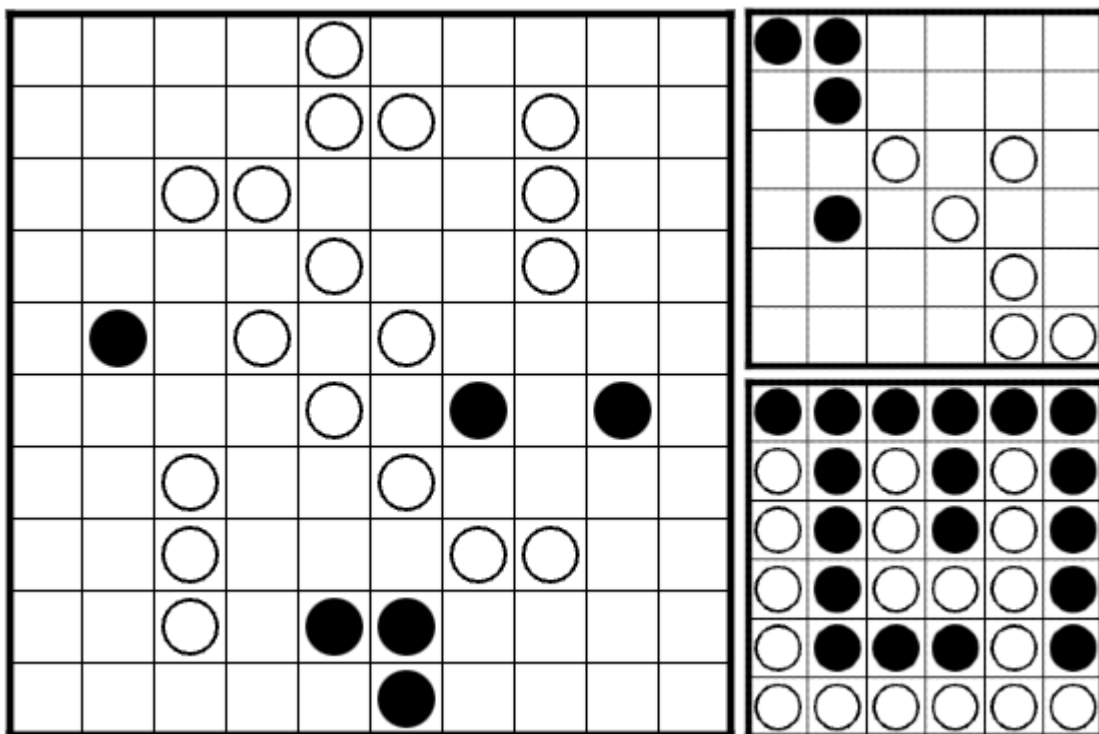
Main (Penpa+): <https://tinyurl.com/ynf47eya>

February 27, 2025: Yin-Yang | jovi_al

Today's puzzle is a **Yin-Yang**, and it comes with its own GAPP 101. It's also not very visually pretty, but it's enough of a pain to set as is. I'm still quite happy with it though, and I hope you enjoy it!

Rules: Place a white circle or a black circle into every cell such that all cells with white circles form one orthogonally connected network, and all cells with black circles form one orthogonally connected network. No 2x2 of cells may contain only one circle type.

GAPP 101: (ROT13) Gurur zhfg or ng zbfq bar begubtbanyyl pbaarpgrq tebhq bs rnpv pvepyr glcr nybat gur obeqre. Vs gurur jnf zber guna bar tebhq bs oynpx pvepyrf, sbe vafgnapr, gur tebhq bs juvgr pvepyrf orgjrra gurz jbhqy or phg bss sebz gur erfg bs gur juvgr pvepyrf qhr gb gur oynpx pvepyrf pbaarpgvat npebff gurz.



Example (pzprxs): <https://tinyurl.com/ypw7hbxy>

Puzzle (pzprxs): <https://tinyurl.com/bde2n9xy>

February 28, 2025: Bhai Bahan | Freddie Hand

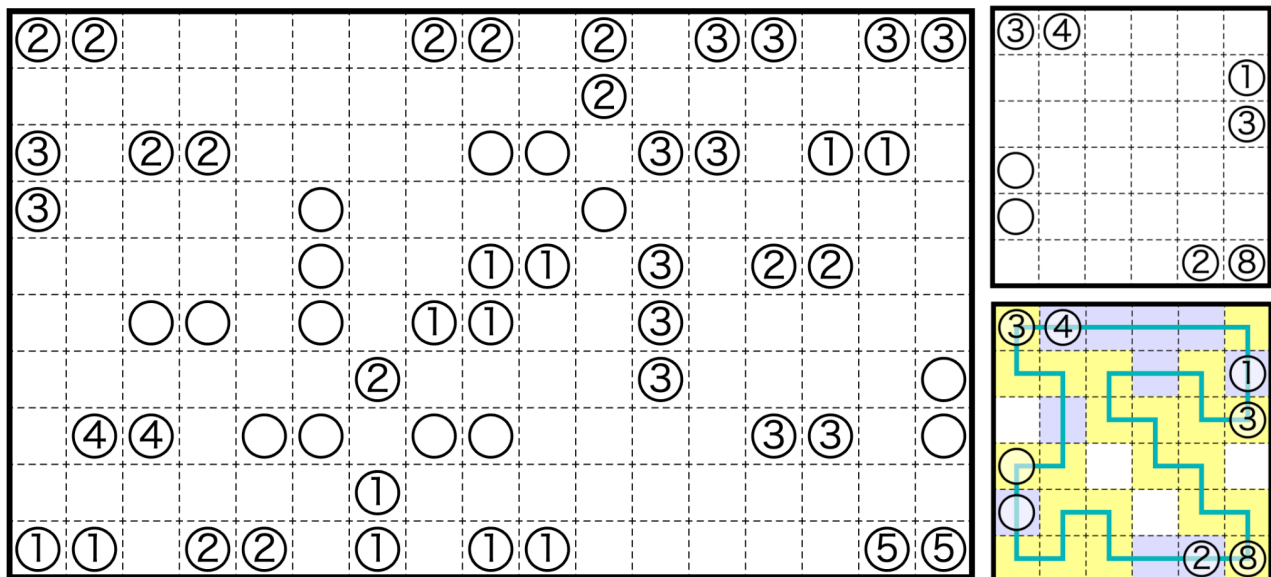
Hello! I am here once again to inform you of the latest puzzle contest news. Round 2 of the WPF Puzzle GP has begun!! It features puzzles by Siniša Hrga, [instructions booklet](#) here. You will need to print out the puzzles, and have 90 minutes to do as many as you can. Feel free to claim a **Bonus otter** 🦦 if you do give it a go! Note that the puzzle GP is typically more challenging the LMI Puzzle Ramayan, but most rounds still contain a good number of easier puzzles.

In unrelated news, here's a Supersized **Bhai Bahan**.

Rules: The loop visits every circle. When two circles are orthogonally adjacent, the loop goes straight in one and turns in the other.

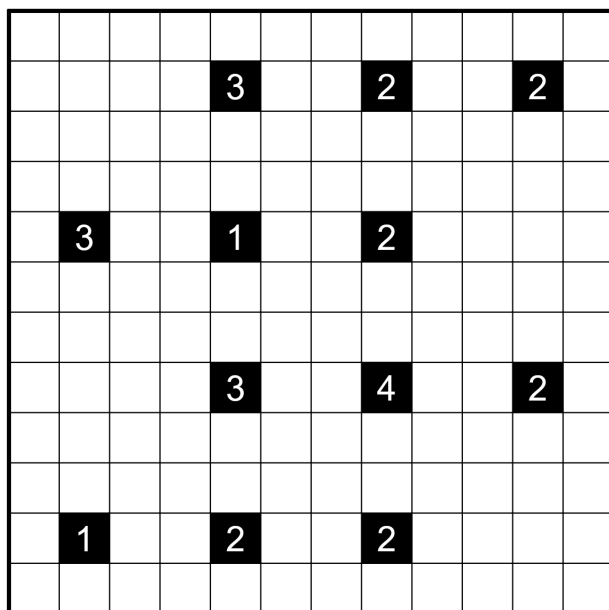
Consider the loop split into segments, alternating between segments where the loop turns in every cell and segments where the loop goes straight in every cell. Number clues indicate the length of the current segment.

GAPP 101: (ROT13) N bar pyhr gung gheaf npgf yvxr n oynpx crney va Znflh. Guvaxvat nobhg vg va guvf jnl pna uryc gb frf jura gur ybbc pnaabg rkvg gur bar pyhr va n cnegvphyne qverpgvba, sbe rknzcyr vs vg'f bar pryy njnl sebz gur rqtr bs gur tevq.



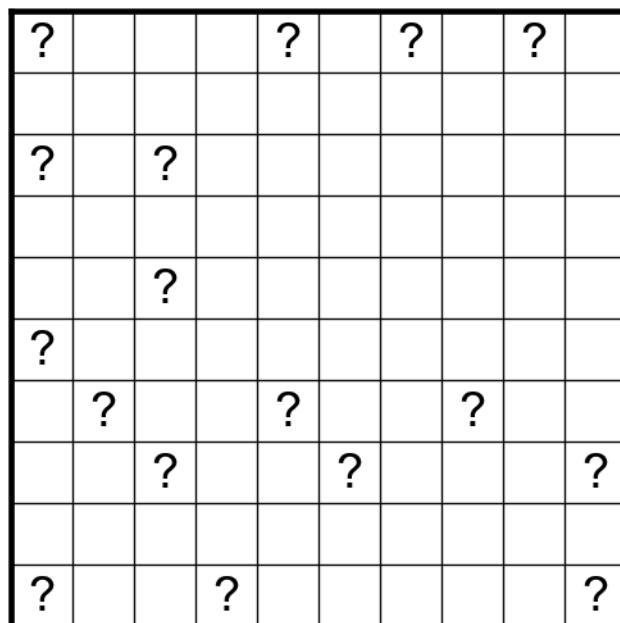
Example (pzprxs): <https://tinyurl.com/bdz7vjav>
Puzzle (pzprxs, Landscape): <https://tinyurl.com/bukvkwka>
Puzzle (pzprxs, Portrait): <https://tinyurl.com/4ne6w39h>

Bonus 1: Domino Bridge | Rook



Example (Penpa+): <https://tinyurl.com/yys6hcdd>
Bonus (Penpa+): <https://tinyurl.com/28ddnr8v>

Bonus 2: Mochinyoro | Rook

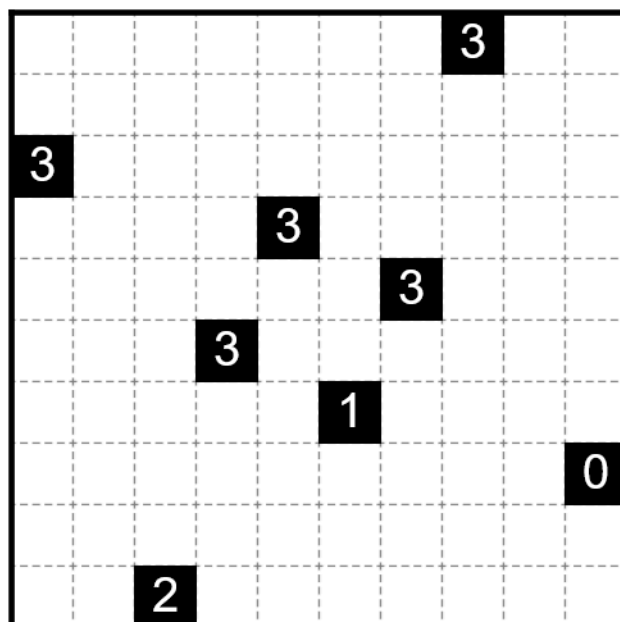


Example (pzprxs): <https://tinyurl.com/u6bz2wuy>
Bonus (pzprxs): <https://tinyurl.com/33xnkdj>

Bonus 3: Shakashaka | jovi_al

Rules: Shade a right triangle in some empty cells, each of which occupies exactly half the cell it's in. Each unshaded area must be rectangular in shape. A number in a cell represents how many of the (up to) four cells orthogonally adjacent to the clue contain triangles.

Example (puzz.link):
<https://tinyurl.com/36emue3c>
Bonus (pzprxs):
<https://tinyurl.com/mu2y473r>



Bonus 4 - 5: Nurikabe | jovi_al

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 one clue, the value of which represents the size of the area. No 2x2 region may be entirely shaded.

? clues are to be replaced by a number.

Example (puzz.link): <https://tinyurl.com/yf3ewwzf>

			1					
							7	
	3							
				3				1
						2		
			3					
1					2			
								8
		5						
						1		

Bonus (pzprxs): <https://tinyurl.com/yc7fbdya>

		6						
			?		?			
				2		3		
				5		3		
					?		?	
							21	

Bonus (pzprxs): <https://tinyurl.com/y657zwp4>

Date	Sloth Time	Crab Time	
01 Feb 2025	0:03:30	0:07:00	Slanted Shikra
02 Feb 2025	0:02:00	0:04:30	Bicenturial Besra
03 Feb 2025	0:02:30	0:04:30	Covered Cozumel Vireo
04 Feb 2025	0:01:30	0:03:00	Blackish-Grey Antshrike
05 Feb 2025	0:03:30	0:07:00	Late Lava Gull
06 Feb 2025	0:02:15	0:04:30	Gloomy Gadwall
07 Feb 2025	0:06:00	0:13:30	Isometric Island Whistler
08 Feb 2025	0:03:00	0:05:30	Inspired Indian Pitta
09 Feb 2025	0:01:30	0:03:00	Greyish-Black Shrikeant
10 Feb 2025	0:03:30	0:07:00	Silly Sillem's rosefinch
11 Feb 2025	0:02:30	0:05:00	Jeweler Jabiru
12 Feb 2025	0:02:00	0:04:30	Abbreviated Abbott's Booby
13 Feb 2025	0:03:15	0:06:00	Competitive Indian Skimmer
14 Feb 2025	0:05:00	0:10:00	Black-Winged Lovebird
15 Feb 2025	0:04:30	0:09:00	Pegasus  (that's a bird right?)
16 Feb 2025	0:02:45	0:05:30	Generous Geomalia
17 Feb 2025	0:02:00	0:04:30	Pearlescent Pigeon
18 Feb 2025	0:03:15	0:06:15	Duelling Dulit Frogmouth
19 Feb 2025	0:02:15	0:04:30	Franklinstein's Gull
20 Feb 2025	0:02:00	0:04:00	Black Swan
21 Feb 2025	0:04:30	0:09:00	Urban Dunlin
22 Feb 2025	0:01:30	0:03:25	Querying Quail
23 Feb 2025	0:03:30	0:06:30	Complex Compact Weaver
24 Feb 2025	0:01:30	0:03:00	Chilling Chowchilla
25 Feb 2025	0:01:45	0:03:30	Zigzag heron
26 Feb 2025	0:02:30	0:05:00	Transparent Tufted Titmouse
27 Feb 2025	0:02:00	0:04:30	Lore-accurate Loon
28 Feb 2025	0:08:00	0:16:00	Sibling Siberian Accentor