

L		P _A		R			N _A							T		H
										N _L ^P						
T _A						I				I					C	
				R			P _A	A _N		R		R				F
F																
		O						P _A		I		O			L _L	
				T _A			L _T									
F _L										K					L	
						T _A					P _A					
		O						K								F
										N _N			L _T			
	H _F			R		I			T _A						O ^L	
																H _L
L _P				R		I		L _A ^L		P _N			R			
		C						A				A ^I				P _A
						L _L ^L										
H		O								N		M			T _A	F

Knapp Daneben Tapa Logic

Follow classic Tapa rules. Each digit from 0-7 is crypted with a letter, but all given letters in the grid are wrong. The correct letters are either 1 after or 1 before the given letters (Note the exception in A). Different givens may become the same letter (digit), but each particular letter always represents the same digit. L=M=1 is given as a clue and this means all L letters should be 1. But it is possible for another letter to also become M, for example N.

F L O R I A N K I R C H T A P A M A S T E R

EG KM NP QS HJ B MO JL HJ QS BD GI SU B OQ B LN B RT SU DF QS

