Tapa Variations Contest

Feb 2012

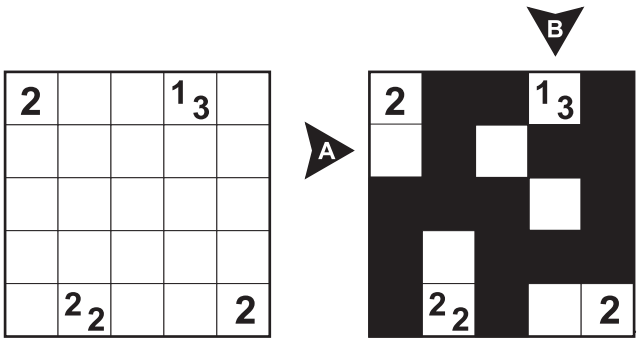
week 1

TAPA RULE: Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers.

TVC 2012 SCORING SYSTEM:

i) The best 3 results out of 4 will be considered in the final ratings.
ii) Time bonus will be applied.
iii) The difficulty of the tests may vary, but the scores will be normalized such as the best player gets 1000 points, and the other players' scores are calculated accordingly.

TVC IX ANSWER FORMAT: Write the lengths of separate blackened cell blocks in the marked rows. The answer for the example would be: 12, 11



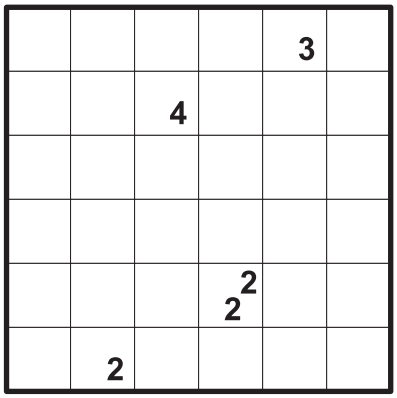
All puzzle points will be announced in Friday.

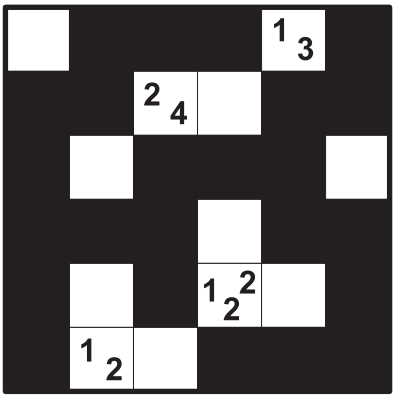
Puzzle booklet will not contain examples.

Previously on TVC

1. Tapa Restoration

Follow regular Tapa rules. Additionally, only one digit (nonzero) is removed from each clue cell. Restore the digits and solve the puzzle. Given digits do not indicate any order; restored digits may be smaller, larger or equal.





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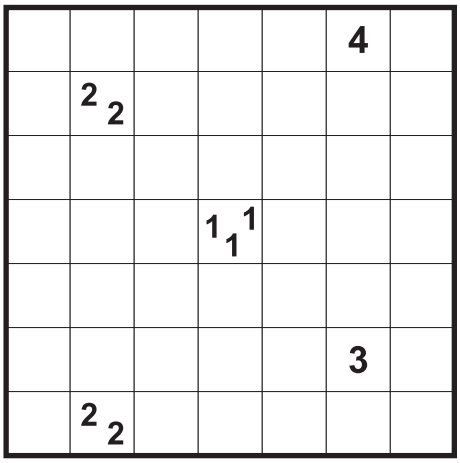
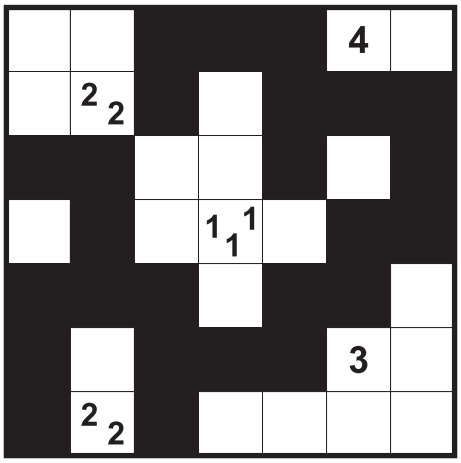
2. Tapa [Line]

Follow regular Tapa rules. Additionally, there may not be four consecutive black cells in any row or column.





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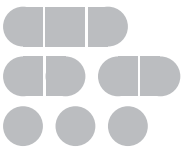
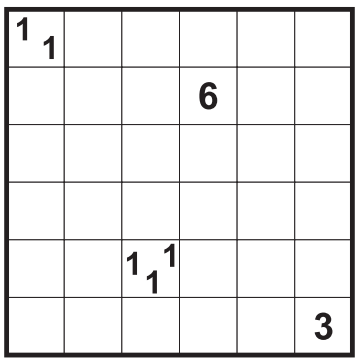
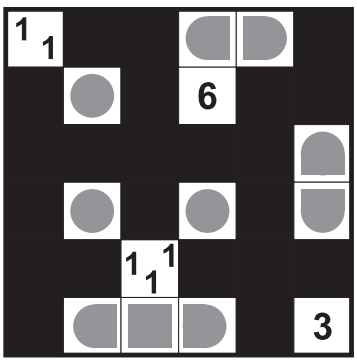
3. Battle Tapa

Follow regular Tapa rules. Additionally, all empty cells (without clue cells) should form the given battleships set.

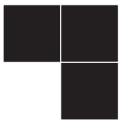


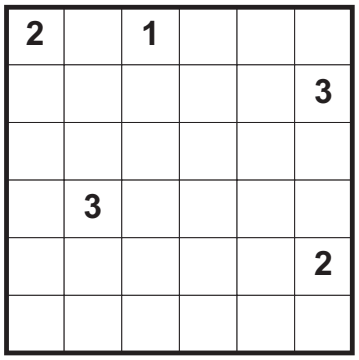


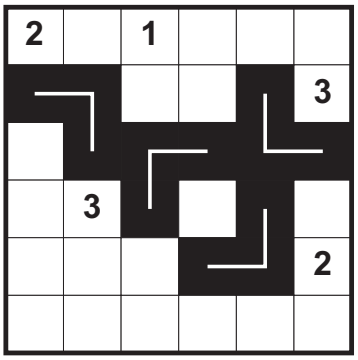


4. Tapa Trimino

Follow regular Tapa rules. Additionally, the wall should only be made up of the given triminoes without overlapping. Triminoes may be rotated and/or mirrored.







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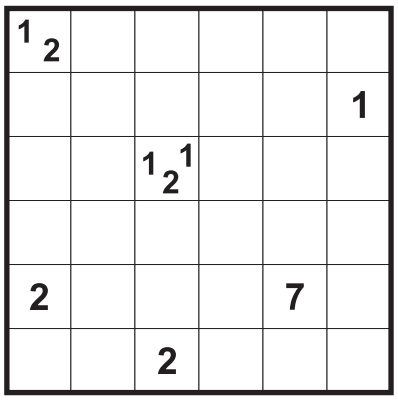
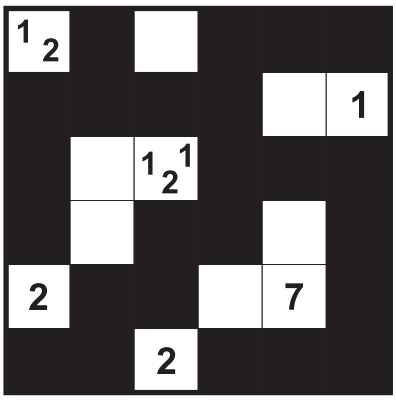
5. Total False Tapa

Follow regular Tapa rules. Additionally, all given clues are wrong. This means that correct number of digits in that cells is different from the given number of digits, also all digits have to be different from the given digits in that cells. Correct clues cannot contain zero (0).





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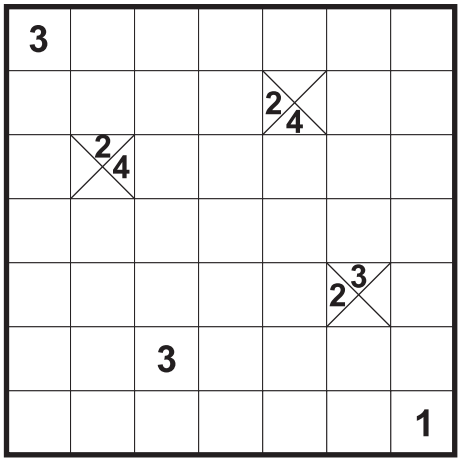
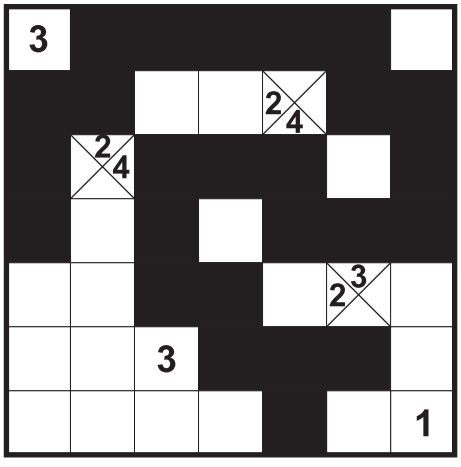
6. Tapa Guard

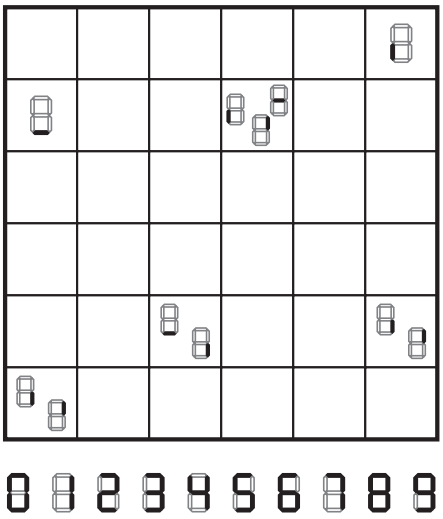
Tapa clues have two functions:
1- They are regular Tapa clues, representing the blackened cells.
2- Each digit represents a guard, observing that amount of blackened cells in the corresponding directions. A digit in an undivided cell may observe in any of the four directions.

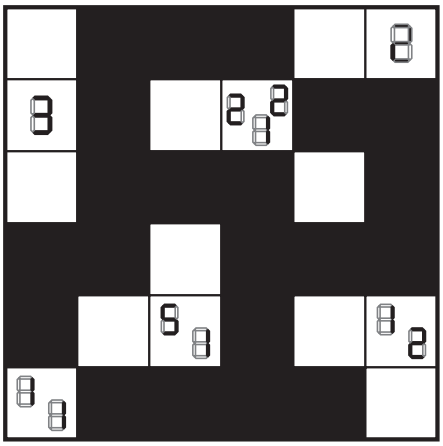




7. Digital Tapa

Follow regular Tapa rules. Additionally, digits are in digital form; as shown below. However, some segments may be missing from the original numbers. There cannot be a zero in a multi-number clue cell.





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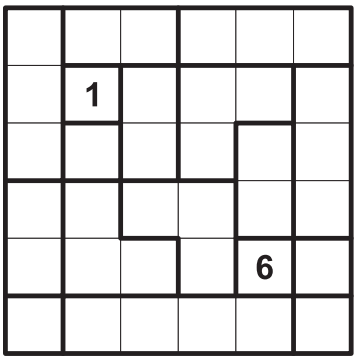
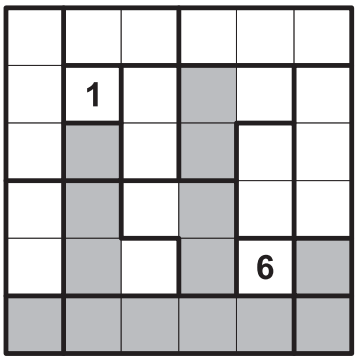
8. Tapa Shape

Follow regular Tapa rules. Additionally, regions having the same shape should have the same appearance (may be rotated/mirrored) regarding blackened cells.





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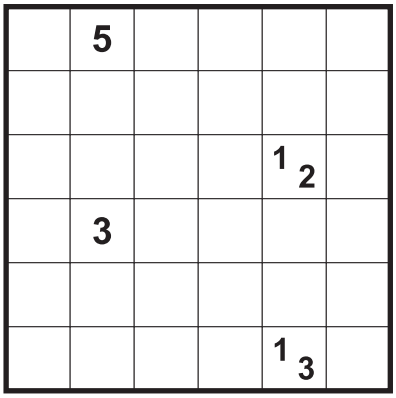
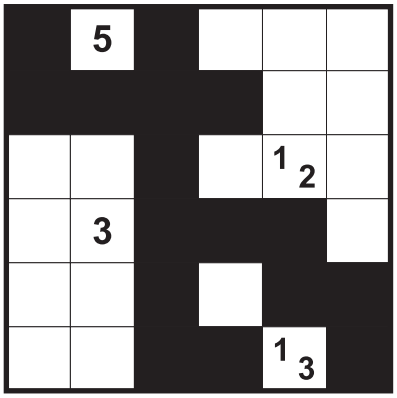
9. Equal Tapa

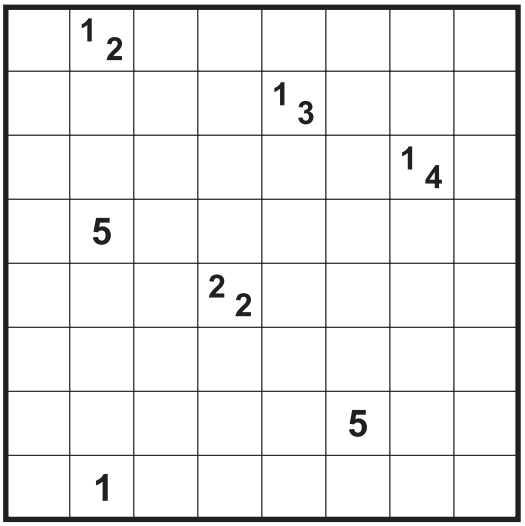
Follow regular Tapa rules. Additionally, number of white cells (except clue cells) must be equal to the number of black cells.

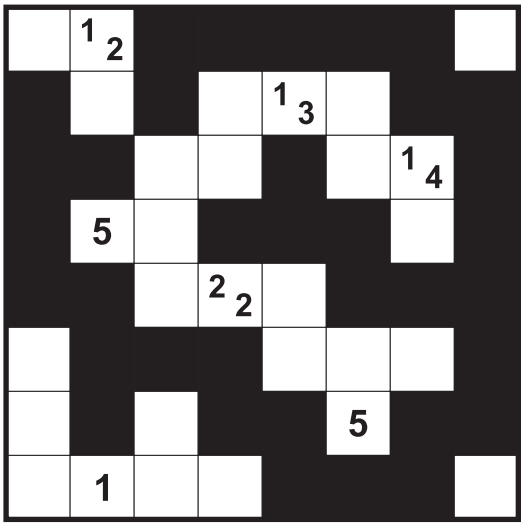




10. No Squares Tapa

Follow regular Tapa rules. Additionally, no white cells can form a 2x2 square.





Some puzzle ideas are obtained as follows:
Tapa Restoration from Anurag Sahay,
Tapa [Line] from Palmer Mebane,
Battle Tapa from Andrey Bogdanov,
Tapa Trimino, Tapa Shape from Rohan Rao,
Total False Tapa from Zoltan Horvath,
Digital Tapa from Cihan Altay,
Tapa Guard from Serkan Yürekli,
Equal Tapa from Ravi Kumar,
No Squares Tapa from James McGowan.