



Tapa Variations Contest

Aug 2013
week 2

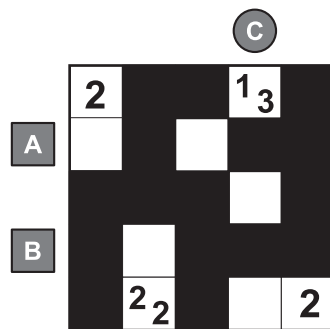
TAPA RULE: Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square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

TVC 2013 SCORING SYSTEM:

- i) The best 3 results out of 4 will be considered in the final ratings.
- ii) Time bonus will be applied.
- iii) Total points of each test will be 1000 points. After each test, the scores will be normalized such as the best player gets 100 points, and the other players' scores are calculated accordingly.

TVC XIV ANSWER FORMAT: Write the lengths of separate blackened cell blocks in the marked rows. The answer for the example would be: 12, 13, 11

2			1 3	
	2 2			2

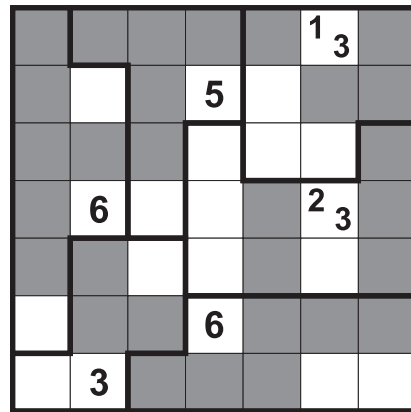
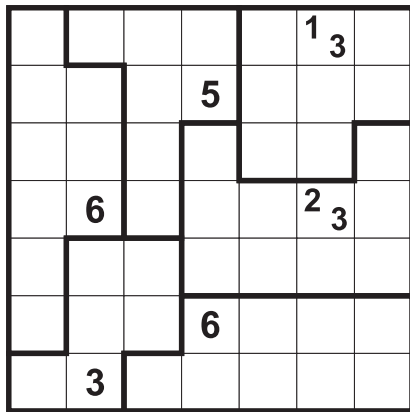


All puzzle points will be announced in Friday.

Puzzle booklet will not contain examples.

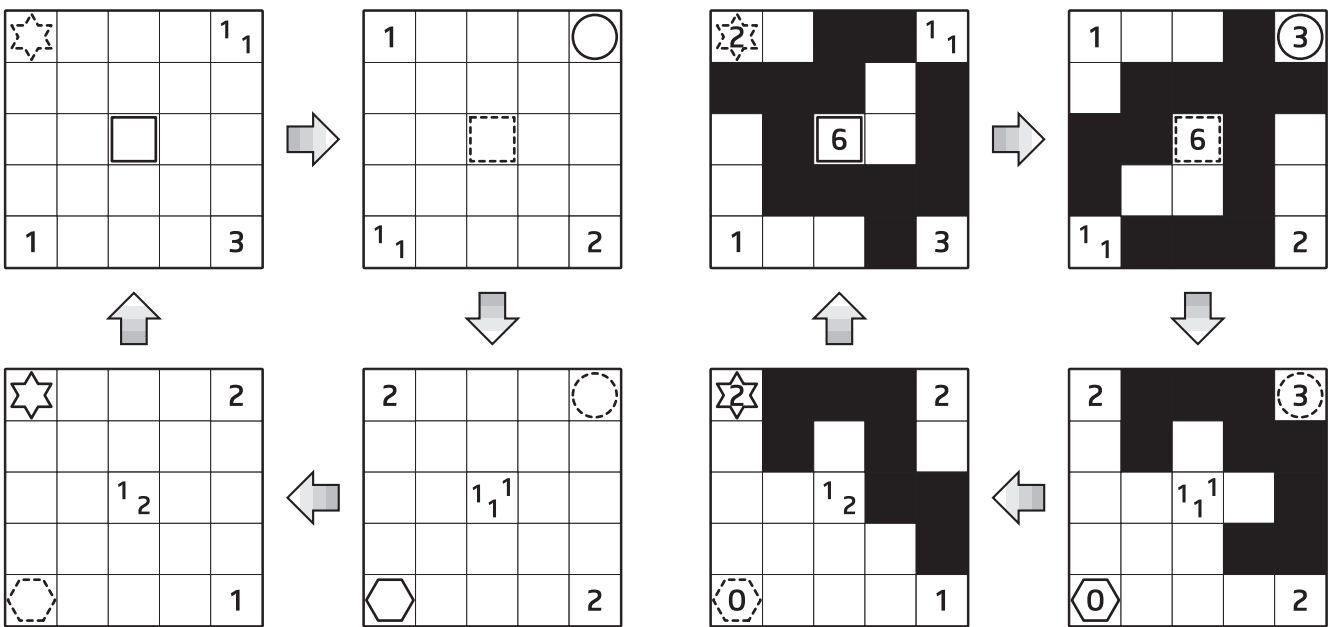
4. Tapa [Regional]

Follow regular Tapa rules. Additionally, each clue functions not only as a normal Tapa clue but also serves as a clue for the region it is contained in, giving the size of each contiguous block of black cells in the region. Each region contains at most one clue, and there are no constraints on regions without a clue.



5. Cyclic Tapa

Follow regular Tapa rules in each grid. Additionally, write one or more clue numbers onto each marked cell and then copy those into the corresponding cell of the next grid in the cycle.



6. Wordic Tapa

Follow regular Tapa rules. Additionally, the given clues represent the number of letters in the actual Tapa clues.

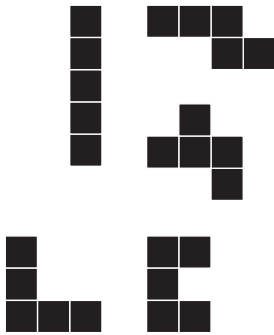
- Zero: 4
- One: 3
- Two: 3
- Three: 5
- Four: 4
- Five: 4
- Six: 3
- Seven: 5
- Eight: 5

3	3								
			3	5			4		
	4	4							
					5	5			
		3	3	3					
							5		
	5			5					
									4

1	1								
			2	3			5		
	4								
						3	3		
		1	1	1					
							3		
	7			3					
									0

7. Pentapa

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



					5	
2						
					3	3
			1	2		
	4					
						2
	2					

						5
2						
					3	3
			1	2		
	4					
						2
	2					

8. Tapa Or Not Tapa

Paint over some (or all) of the clue cells and then solve the puzzle following regular Tapa rules. Blackened clues have no meaning.

	1	3	1	2		2	2	2
	1	1	2	2				
			1	4		6	3	
0	1	4		3	3			
			1	2	4			
3	1	2		2	2	1	3	

		1	2					
		2	2					
		1	4					
	1	4						
					4			
3								

9. Tapa In The Cave

Follow regular Tapa rules. Additionally, all clues function not only as a normal Tapa clue but they are also part of the wall and the sum of clues represent the number of blackened cells that can be seen horizontally and vertically from that clue's cell, excluding the clue itself. The empty cells block the view.

	2					
					2 2	
1 2						
			1 2			
3						1 2

	2					
					2 2	
1 2						
			1 2			
3						1 2

10. Elimination Tapa

Eliminate one digit in every clue and solve the puzzle. Then follow the Tapa rules.

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

			1 2				2
3							
						4	
		4		4			
	4						
							3
2			4				

Some puzzle ideas are obtained as follows:

- Tapa Loop from Matej Uher,
- Tapa Clones, Cyclic Tapa and Tapa Or Not Tapa from Cihan Altay,
- Tapa Turns from Anurag Sahay,
- Tapa [Regional] from Palmer Mebane,
- Wordic Tapa and Elimination Tapa from Rauno Parnits,
- Pentapa from Vladimir Portugalov,
- Tapa In The Cave from Zoltan Horvath