



# Tapa Variations Contest

Sep 2013  
week 3

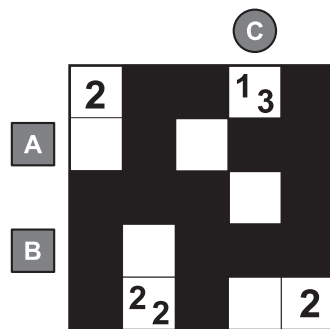
**TAPA RULE:** Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square 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 XV 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



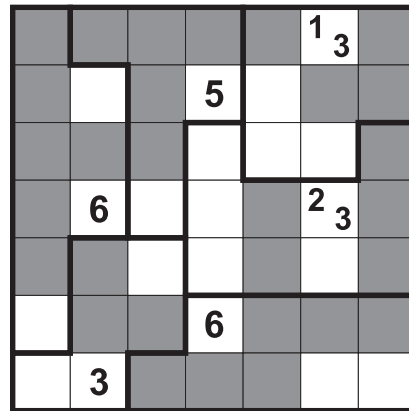
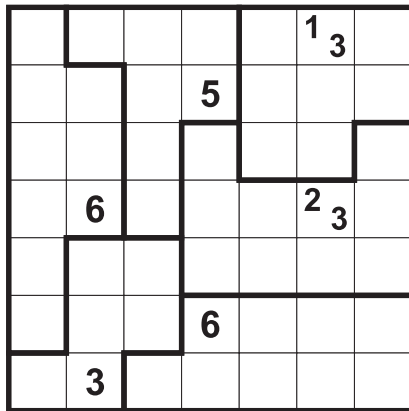
All puzzle points will be announced in Friday.

Puzzle booklet will not contain examples.

# 1. Previously on TVC

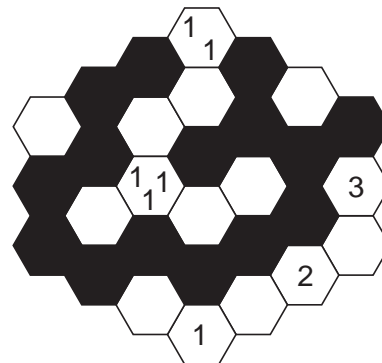
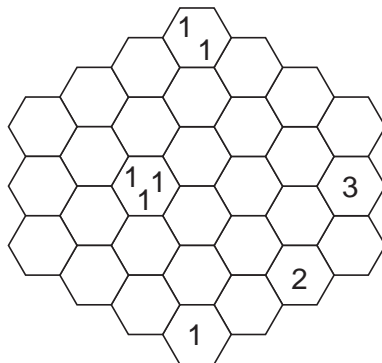
## 1. Tapa [Regional]

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.



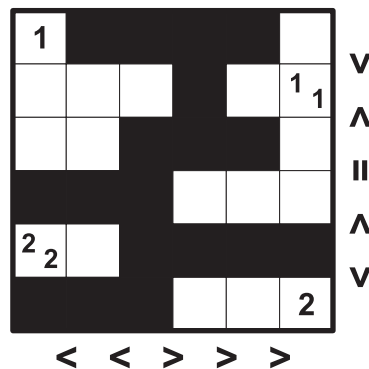
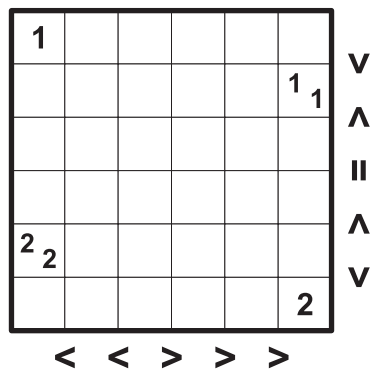
## 2. Hexa Tapa

Follow Tapa rules. Additionally painted cells cannot form three hexagons meeting in a point. There are no wall segments on cells containing numbers.



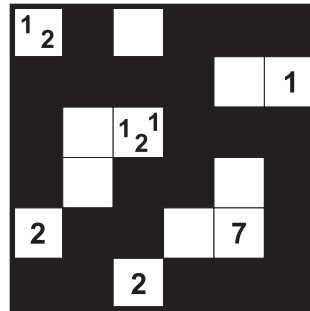
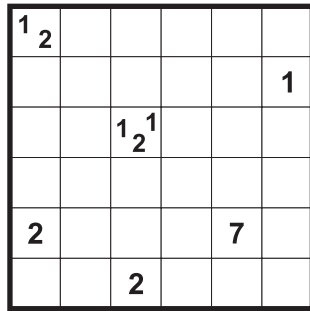
## 3. Outside Tapa

The signs outside the grid indicate the relations between the corresponding rows/columns, regarding the number of blackened cells.



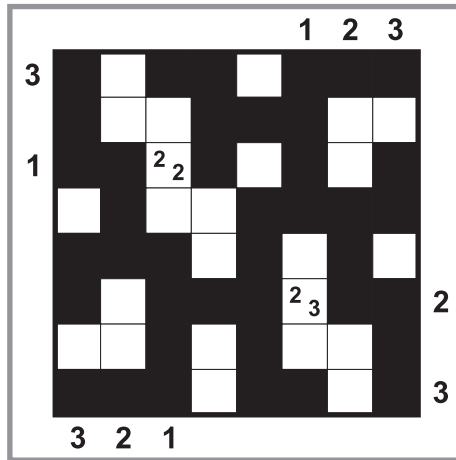
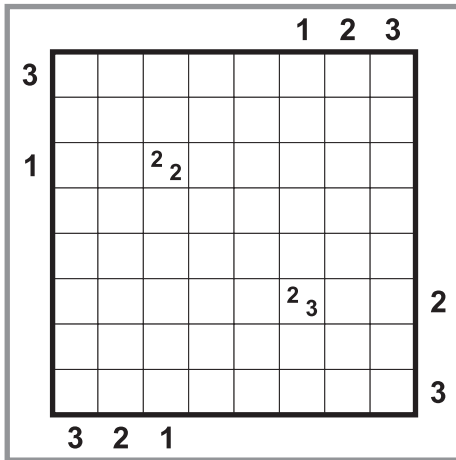
#### 4. Total False Tapa

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).



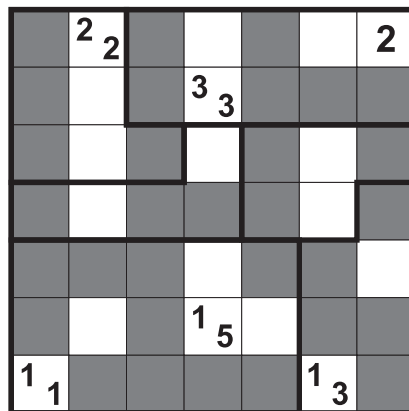
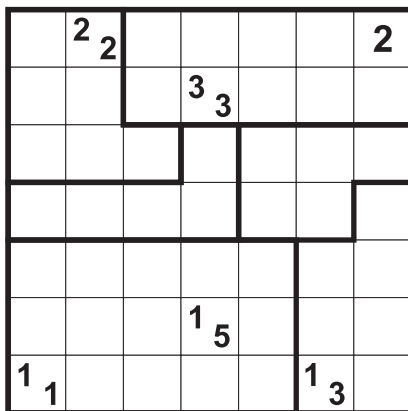
#### 5. Tapa [Skyscrapers]

Follow regular Tapa rules. Additionally, numbers outside the grid show the number of separate wall segments visible in that direction. A segment of length n, is taken as a skyscraper of height n. Skyscrapers of length n can block visibility of other skyscrapers of length n and below.



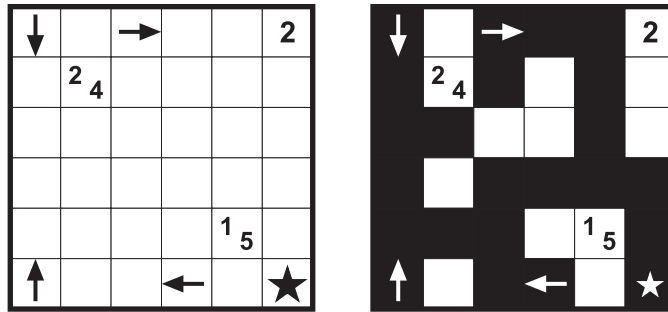
#### 6. Tapa Double Back

Follow regular Tapa rules. Additionally, The Tapa has to visit every region twice.



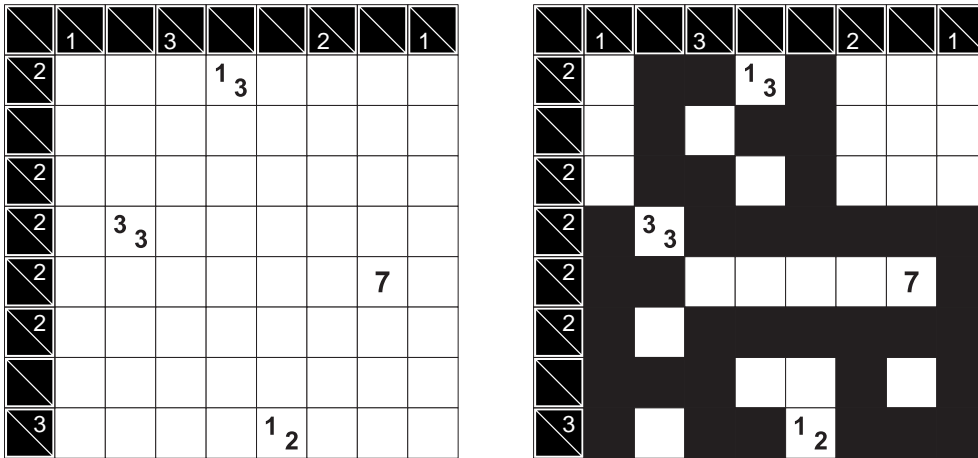
### 7. Compass Tapa

Follow regular Tapa rules. Additionally, the star and arrows must be part of the wall. An arrow indicates that there is a path along the wall starting with the cell that contains an arrow, going in the direction of the arrow and ending with the star that does not visit any cell twice. For each cell with an arrow, all possible arrows are shown.



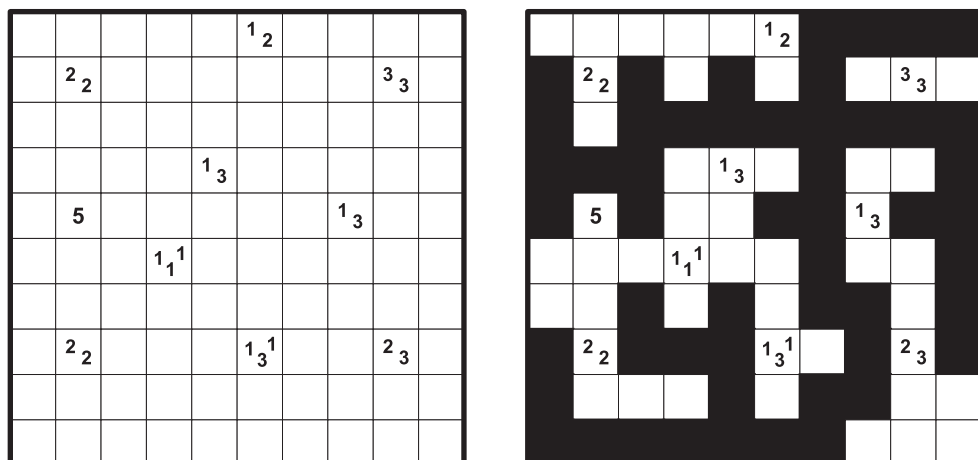
### 8. Kakuro-Style Tapa

Follow regular Tapa rules. Additionally, clues in black cells represent the number of separate blackened blocks in the corresponding directions. For any direction provided with a clue, the separate blocks should be of different lengths.



### 9. No-Islands Tapa

Follow regular Tapa rules. Additionally, all unpainted cells must be connected (orthogonally) to the edge of the grid.



## 10. Twopa

Tapa has several solutions. If you consider both grids, each of them has a unique solution. In each solution, every clue must behave at least a little bit differently. This means, in a multi-digit clue, some of the digits can have the same behavior, but not all.

	3					2
			1 <sup>1</sup> <sub>1</sub>			
3						3
	1 <sub>2</sub>			7		
						2

	3					2
			1 <sup>1</sup> <sub>1</sub>			
3						3
	1 <sub>2</sub>			7		
						2

	3					2
			1 <sup>1</sup> <sub>1</sub>			
3						3
	1 <sub>2</sub>			7		
						2

	3					2
			1 <sup>1</sup> <sub>1</sub>			
3						3
	1 <sub>2</sub>			7		
						2

Some puzzle ideas are obtained as follows:

Tapa [Regional] from Palmer Mebane,

Hexa Tapa from Gülce Özkütük Yürekli,

Outside Tapa from Rohan Rao,

Total False Tapa from Zoltan Horvath,

Tapa [Skyscrapers] and Twopa from Prasanna Seshadri,

Tapa Double Back from Bram de Laat,

Compass Tapa from Takeya Saikachi,

Kakuro-Style Tapa from Anurag Sahay,

No-Islands Tapa from James McGowan.