



# Tapa Variations Contest

Sep 2013  
week 4

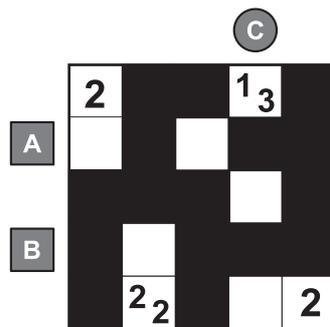
**TAPA RULE:** Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square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



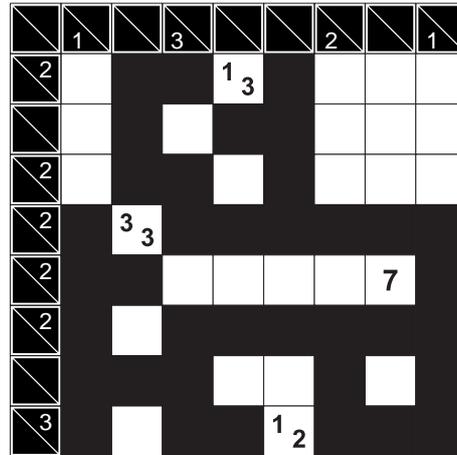
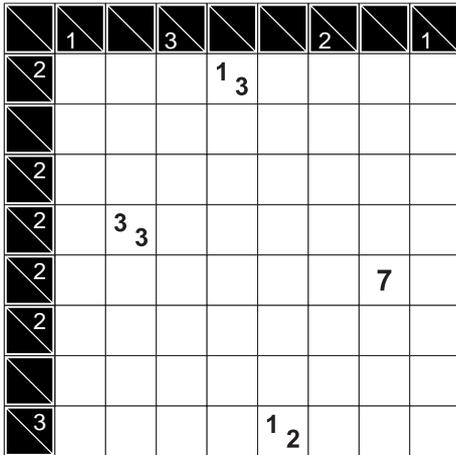
All puzzle points will be announced in Friday.

Puzzle booklet will not contain examples.

# 1. Previously on TVC

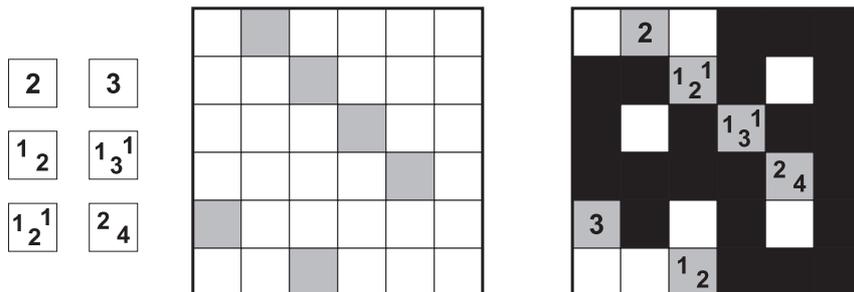
## 1. Kakuro-Style Tapa

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.



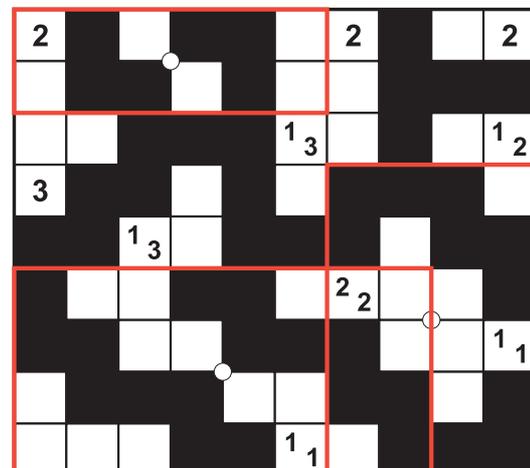
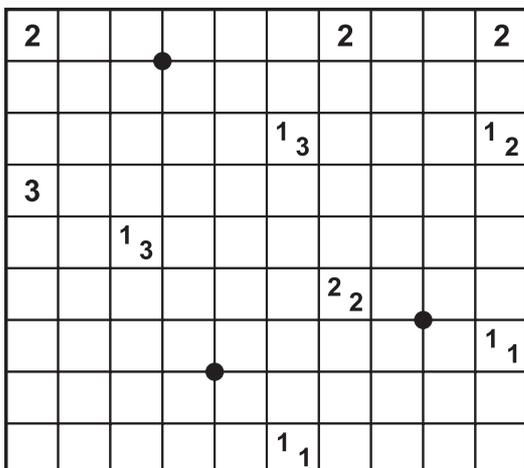
## 2. Tapa Place

Distribute the given clues to the grey cells, one clue set per a cell, and solve the Tapa puzzle. Then follow the Tapa rules.



## 3. Symmetric Tapa

Part of wall should have central symmetry inside the largest possible rectangle having a black dot in the centre.



### 4. Tapa Filler

Create a continuous wall of digits; at most one digit per cell. Filled-in cells cannot form a 2x2 square. Number/s in a cell indicate/s all digits on its neighbouring cells; each digit appearing as many times as itself. In the case of identical-digit groups around a clue cell, groups cannot be edge-to-edge neighbours (e.g., the 2-2 clue on the example).

		4			
					3
	2 <sub>4</sub>				
				1 <sub>3</sub> <sup>1</sup>	
2 <sub>2</sub>					
			2 <sub>3</sub>		

	4	4		3	3
4	4	4	4	3	3
4	2 <sub>4</sub>		1		
2	2		3	1 <sub>3</sub> <sup>1</sup>	
2 <sub>2</sub>		2	3	3	1
2	2	2	2 <sub>3</sub>	3	

### 5. Toroidal Tapa

Follow regular Tapa rules. Additionally, the grid is wrapped along all four edges.

			2 <sub>3</sub>		
1 <sub>5</sub>				7	
		3 <sub>3</sub>			
			2 <sub>2</sub>		
					1 <sub>3</sub>
		1 <sub>2</sub> <sup>1</sup>			

			2 <sub>3</sub>		
1 <sub>5</sub>				7	
		3 <sub>3</sub>			
			2 <sub>2</sub>		
					1 <sub>3</sub>
		1 <sub>2</sub> <sup>1</sup>			

### 6. Transparent Tapa

Follow regular Tapa rules. Additionally, the clues can also be blackened. This means every clue is valid for all 9 cells including itself, not just the 8 neighbouring cells.

			4		
1 <sub>1</sub> <sup>1</sup>		1 <sub>4</sub>			3
			2 <sub>2</sub>		
					1 <sub>3</sub>
6					
		6			
5			1 <sub>3</sub>		3
		1 <sub>2</sub>			

			4		
1 <sub>1</sub> <sup>1</sup>		1 <sub>4</sub>			3
			2 <sub>2</sub>		
					1 <sub>3</sub>
6					
		6			
5			1 <sub>3</sub>		3
		1 <sub>2</sub>			

### 7. Tapa Mine

The wall contains the given number of mines on all dead-end cells. Dead-end cells are the cells that are adjacent to only one blackened cell.

				1 <sub>1</sub>		1
3						
		2 <sub>3</sub>				
					2 <sub>2</sub>	
1 <sub>1</sub>						1
		4				

6 mines

				1 <sub>1</sub>		1
3						
		2 <sub>3</sub>				
					2 <sub>2</sub>	
1 <sub>1</sub>						1
		4				

### 8. Mastermind Tapa

Clues given in between the two grids represent the number of blackened cells in common (regarding location) for the corresponding row.

1					
				7	
			2 <sub>3</sub>		
		1 <sub>2</sub>			
	6				
					2

0	3				
4					
2			2 <sub>2</sub>		
3		3			
1					
3					2

1					
				7	
			2 <sub>3</sub>		
		1 <sub>2</sub>			
	6				
					2

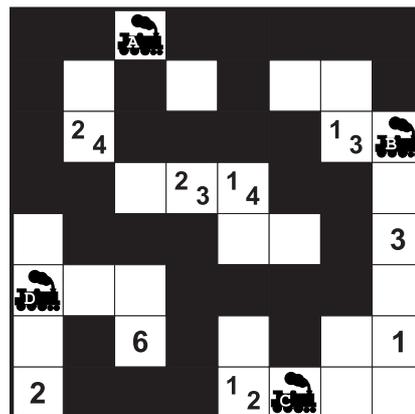
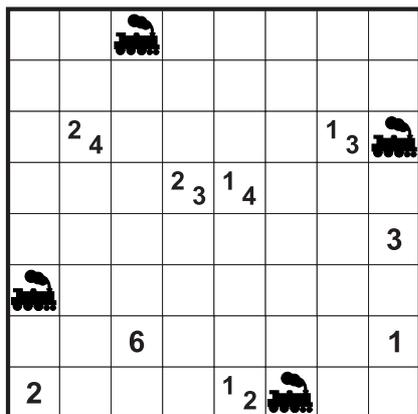
0	3				
4					
2			2 <sub>2</sub>		
3		3			
1					
3					2

## 9. TAPA TAPA

Follow regular Tapa rules. Additionally, each train represents a city and shortest possible distances between some cities are given. Shortest possible distance is the shortest of all routes that move horizontally and vertically along the Tapa wall, and touches two trains (note that diagonal touch is enough). Cities can have Tapa clues, using only the digit 1, as many times as needed. Reveal the city names.

*\* This idea is inspired of fact that there is city in Estonia named Tapa, which is an important center of Estonian Railway system.*

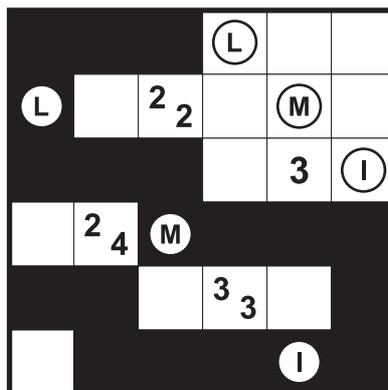
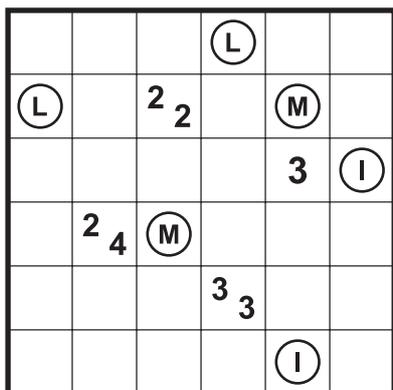
TARTU-TAPA =6  
 TARTU-TALLINN =11  
 TARTU-NARVA =7  
 TAPA-TALLINN =5  
 TAPA-NARVA =9



A: TARTU C: TALLINN  
 B: TAPA D: NARVA

## 10. Alternative Tapa

For each set of identical letters, only one is visited by the wall and the others are not



Some puzzle ideas are obtained as follows:

- Kakuro-Style Tapa from Anurag Sahay,
- Tapa Place and Alternative Tapa from Serkan Yürekli,
- Symmetric Tapa from Andrey Bogdanov,
- Tapa Filler from Cihan Altay,
- Toroidal Tapa from Ravi Kumar,
- Transparent Tapa from Prasanna Seshadri,
- Tapa Mine from Zoltan Horvath,
- Mastermind Tapa from Deb Mohanty,
- TAPA TAPA from Rauno Parnits.