



Tapa Variations Contest

Serkan Yurekli
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Fatih Kamer Anda

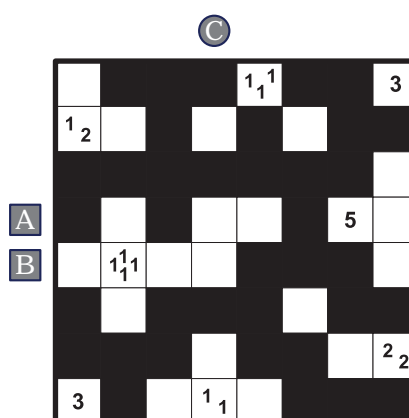
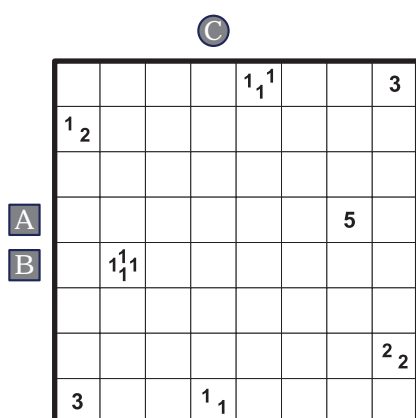
Dec 2016
week 3

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 2016 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 XIX ANSWER FORMAT: Write the lengths of separate blackened cell blocks in the marked rows and columns. The answer for the example would be: 111, 3, 111



TVC 2016 dedicated to memory of

FLORIAN KIRCH

who is the Tapa Master of 2011,

several times German Sudoku and

Puzzle Champion, 3rd Best Solver

of 2014 WPC

TVC Story: After 18th World Puzzle Championship in Antalya the idea came up. As a Tapa inventor I thought one of my responsibilities was to make Tapa more familiar for solvers, and that lead to TVC. 1st series of TVC was held in OAPC web site (oapc.wpc2009.org), 2010; home of others was Logic Masters India, 2011, 2012, 2013.

Last two years we didn't organize, I'm not sure why, but probably the reason was my job. Anyway, so far we had 4 Tapa Masters: Nikola Zivanovic, Florian Kirch, Palmer Mebane, Bram de Laat. For two masters I designed a special Tapa trophy, constructed with the letters of Tapa Master's names . I also made one for Palmer, but after that I didn't like the appearance of the trophy. I may keep designing Tapa Master trophies.

In all TVC's, all puzzles were made by me, but this year one of the youngest, brilliant Turkish puzzle designers Fatih Kamer Anda will be my companion to make puzzles for the 5th series of TVC.

There are more than 130 Tapa variations. We combined all of them in a single file, but we last updated it in 2012; one of my plans is to upload a new file with new variations. If you have a Tapa variation idea, please share with us, and it will appear in next TVC's with your name.

TVC Official page: <http://logicmastersindia.com/TVC/>

TVC 2016 Schedule:

[TVC XVII - 2/4 January 2016](#)

[TVC XVIII - 16/19 January 2016](#)

[TVC XIX - 9/12 December 2016](#)

[TVC XX - 23/26 December 2016](#)

TVC Structure: The series has a unique structure, the best of 3, extra time, penalty points, previously on TVC and the poll.

Duration: 75 minutes

Extra time: 5 minutes

Penalty points: When you submit any (right/wrong) answer during extra time, you will be penalized.

The poll: After TVC XVII, we will give chance to all participants to select 5 variations for next TVC.

Time bonus: If a competitor finishes all puzzles correctly before ending 75 minutes, he/she will get bonus points. Time bonus will be computed only after bonus is claimed.

Best of 3: TVC started with Best of 3 rule, because in that time we couldn't organize the competitions with time flexibility. So everyone couldn't have a chance to participate in all TVC's regularly in exact time and date. So we ran Best of 3 rule. We know that this is not necessary anymore because LMI has great infrastructure; but as we noticed Best of 3 is a trademark of TVC Series. Therefore it will be applied in 2016 competitions too.

Puzzle points: First version of IB never has puzzle points, the time of publishing puzzle points is fixed, last day before the competition day, so it's always Friday.

Puzzle file: Puzzle file will not contain examples.

Special Thanks to:

*Gulce Ozkutuk, if I'm still preparing Tapa, or any puzzle, the reason is her.

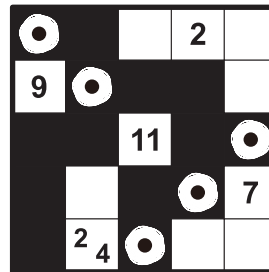
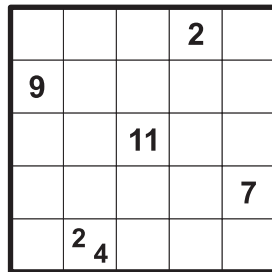
Florian:

TVC Series never had any theme, but this year we have theme and it is Florian Kirch. He was a great person not just only for me but also for whole puzzle community. I miss him...

1. Previously on TVC

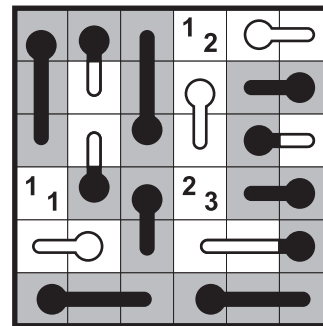
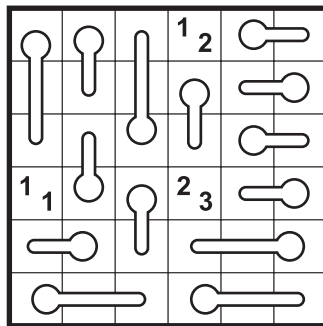
Black Hole Tapa

Follow regular Tapa rules. Additionally, each row/column must contain N Black Holes (1 for the example). Black Holes must be placed on the Tapa wall. For the purposes of surrounding clues, a cell with a Black Hole counts as M consecutive shaded cells instead of 1 (3 for the example). Black Holes may touch each other. N and M will be given in Puzzle Booklet.



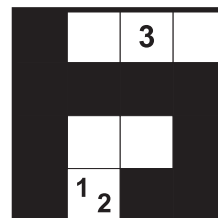
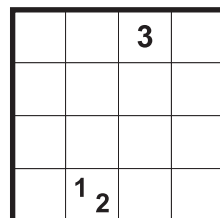
2. Thermometer Tapa

Follow regular Tapa rules. Additionally, the grid contains thermometers which can be completely used, partially used or completely unused. The mercury rises starting from the head (rounded end) to the tail, without skipping any segments.



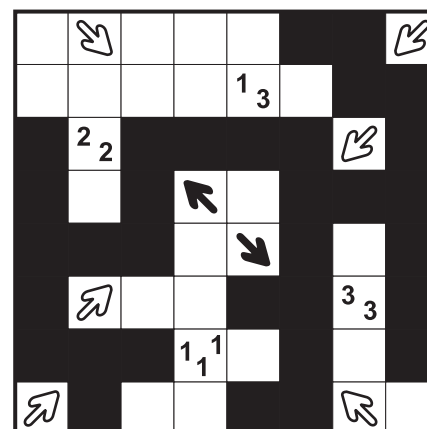
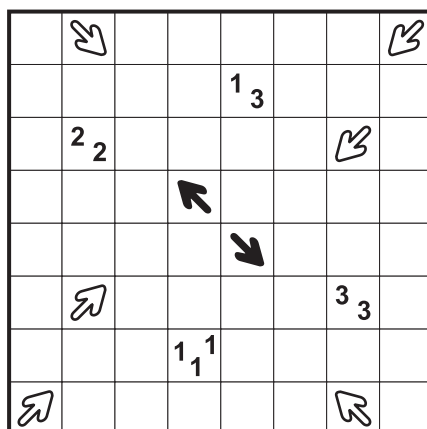
3. Tapa 1-n

Follow regular Tapa rules. Additionally, all rows and columns should contain different number of black cells.



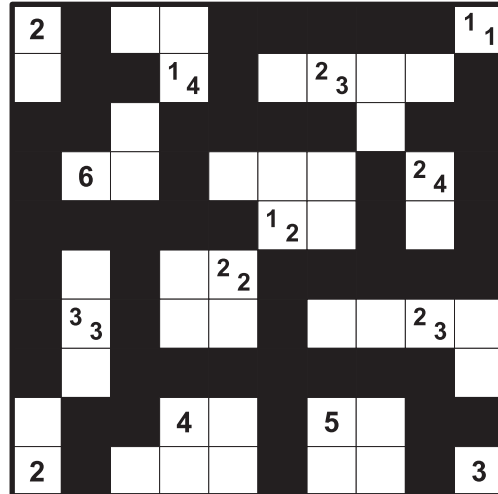
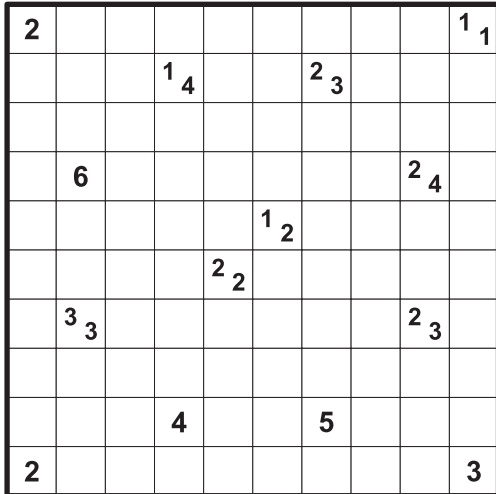
4. Arrows Tapa

Follow regular Tapa rules. Additionally, each black arrow should point to exactly one blackened cell and each white arrow should point to exactly three blackened cells. Cells with arrows cannot be blackened.



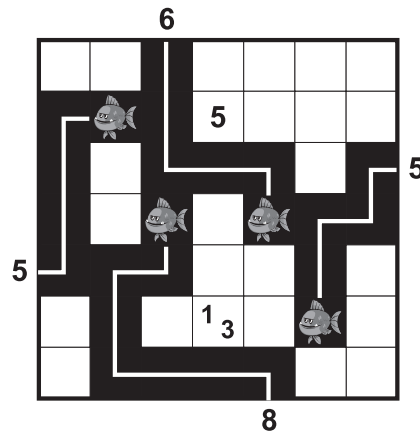
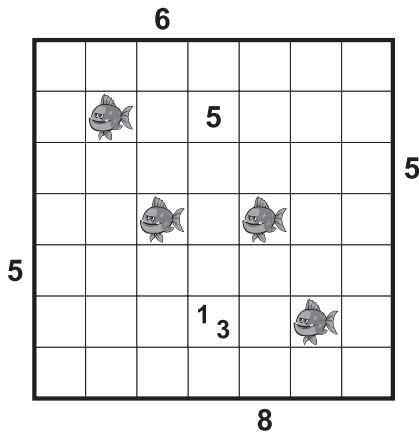
5. Lonely Tapa

Follow regular Tapa rules. Additionally, each orthogonally connected area of empty cells can contain at most one clue cell.



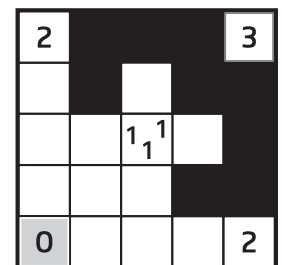
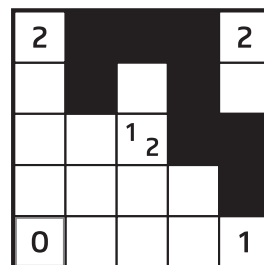
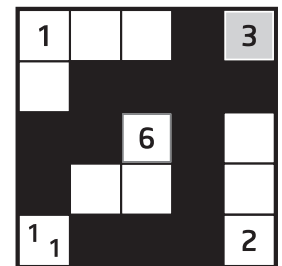
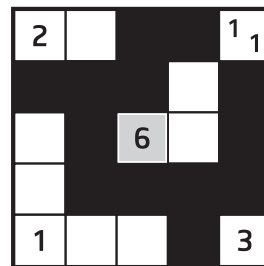
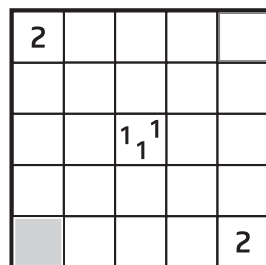
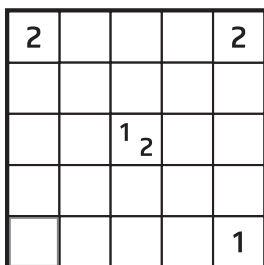
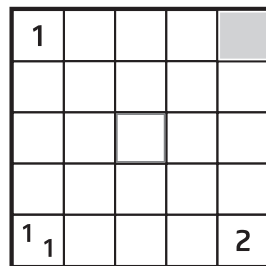
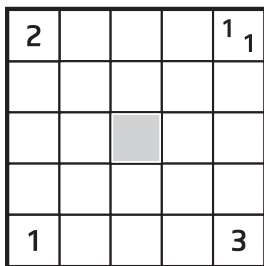
6. Anglers Tapa

Follow regular Tapa rules. Additionally, using the Angler clues on the outside, draw paths to the fishes, these paths must be part of a connected Tapa wall, using Tapa clues inside the grid. The fish are part of the cell count for Angler clues and Tapa wall. The wall cannot cross cells other than the Angler paths.



7. Chain Tapa

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



8. Power of Tapa

Follow regular Tapa rules. Additionally, for each clue cell, take the set of numbers either as separately (hence giving a multi-number clue), or as input values to the exponentiation (hence giving a single-number clue).

Note: 0^0 is undefined and won't be used. Otherwise, $a^0=1$; $1^b=1$; $0^c=0$; $d^1=d$; $e^f=e^{(f^g)}$.

		2^1			
2^0				6^0	
	2^3			2^{1^2}	
		3^1			3^1
				2^2	

		2^1			
2^0				6^0	
	2^3			2^{1^2}	
		3^1			3^1
				2^2	

9. Tapa Row

Follow regular Tapa rules. Additionally, the sum of all clue digits in each row should give the number of blackened cells in this row.

1^1					2
					1^2
2^2					
3					1

1^1					2
					1^2
2^2					
3					1

10. Tapa Pentopool

Follow Tapa rules. Additionally, all unpainted cells of the two grids should form the given pentomino set. Each grid might have same number of pentominoes or not, but all pentominoes must be used exactly once. The pentominoes may be rotated and/or mirrored, and cannot touch each other from the sides, but they may touch diagonally. There are no wall or pentomino pieces on cells containing numbers.



3			1	2	
		3	1		3

					8
	5				
					1^1
	5				

3			1	2	
		3	1		3

					8
	5				
					1^1
	5				

Some puzzle ideas are obtained as follows:

- Black Hole Tapa from Benjamin Cosman,
- Thermometer Tapa from Rohan Rao,
- Tapa 1-n from Riad Khanmagomedov,
- Arrows Tapa from Zoltan Horvath,
- Lonely Tapa from Bram de Laat,
- Anglers Tapa from Prasanna Seshadri,
- Chain Tapa and Power of Tapa from Cihan Altay,
- Tapa Row from Alexandru Szoke,
- Tapa Pentopool from Serkan Yurekli.