Tapa Variations Contest

Serkan Yurekli
-
Fatih Kamer Anda

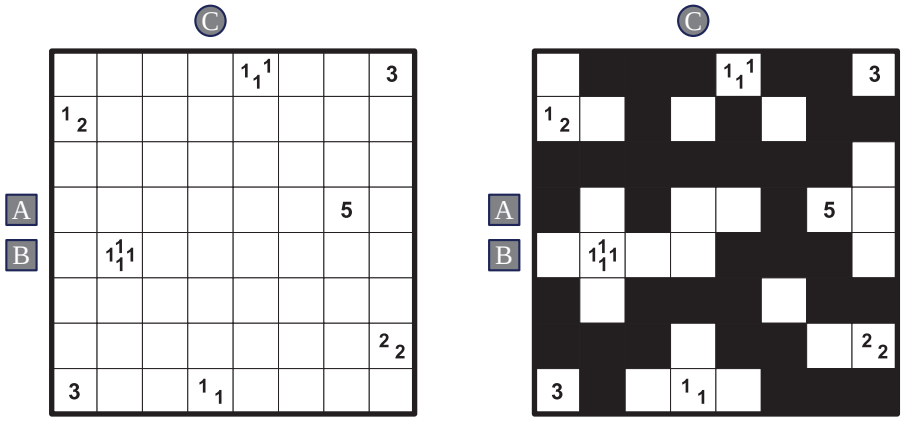
Dec 2016
week 4

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 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 XX ANSWER FORMAT: Write the lengths of seperate 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 appereance 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.

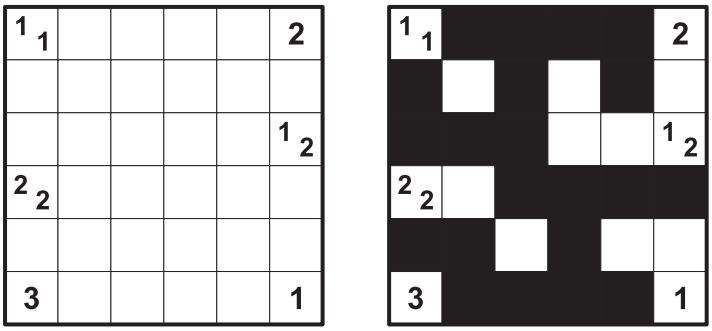
Florian:

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

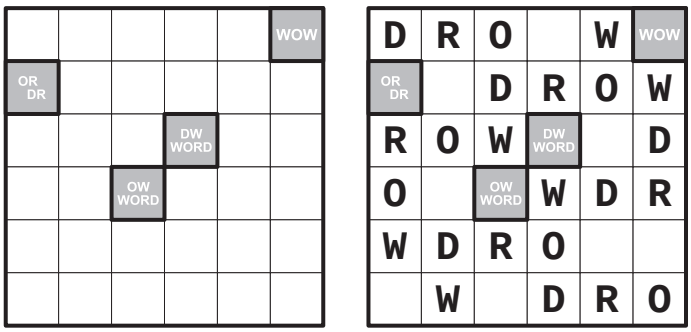
Tapa Row

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



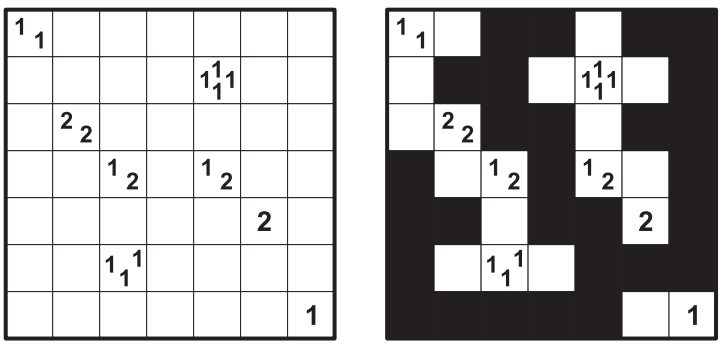
2. Latin Tapa

Write letters in some cells such that all letter cells are connected orthogonally, and such that there is no 2x2 square or larger of lettered cells. All rows and columns must contain the same set of letters. Words in clue cells must be readable clockwise around the clue, without gaps and seperated by non-letter cells. The clue cells count as non-letter cells.



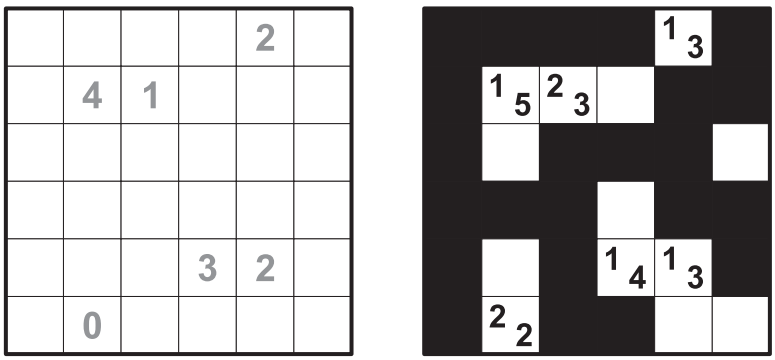
3. Pata

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



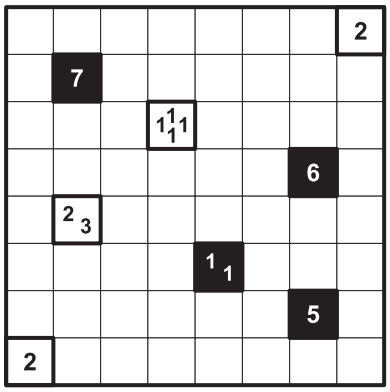
4. Tapa Difference

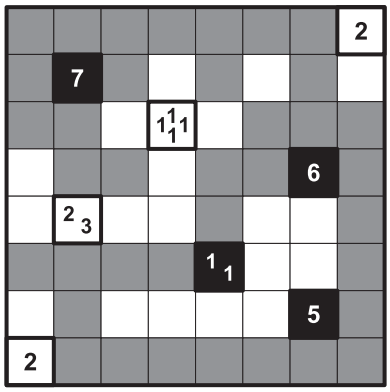
Follow regular Tapa rules. Additionally, replace each clue with two nonzero digits which difference is equal to the clue.



5. Castle Tapa

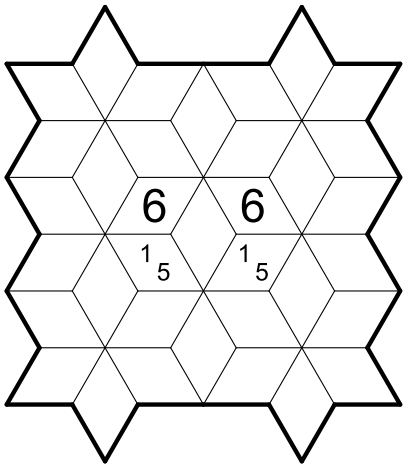
Tapa rules apply. Additionally, the grid has black and white clue cells. White clue cells must always be outside the Tapa wall. You must always be able to reach the edge of the grid from them by travelling horizontally and vertically through empty cells and clue cells. Black clue cells must always be inside the Tapa wall. You must not be able to reach the edge of the grid from them by travelling horizontally and vertically through empty cells and clue cells.

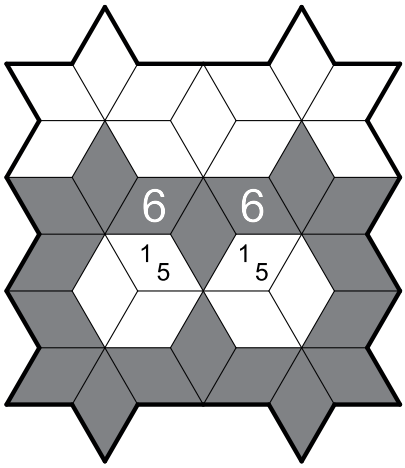




6. Rhombile Transparent Tapa Loop

Shade some cells such that: For any cell with one or more numerical clues, shaded cells from connected groups of the indicated size within the group of cells sharing a vertex with the clued cell. Cells with clue can be shaded. For every vertex touching exactly 3 cells, at least one cell must be unshaded. One must be able to draw a single loop through all shaded cells.

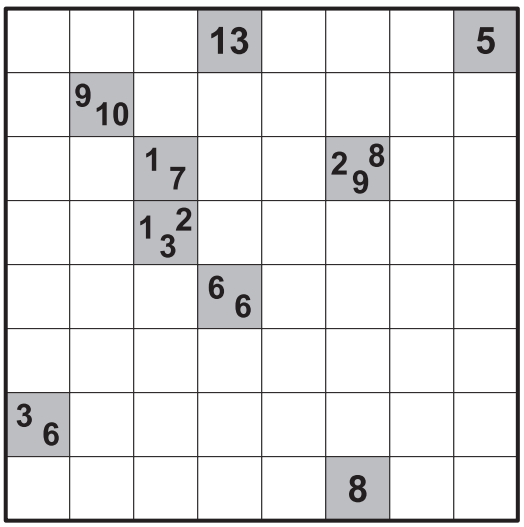


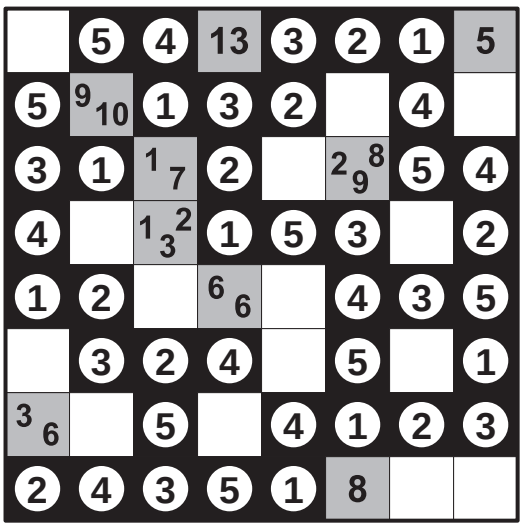


7. Hungarian Tapa

The wall should only be made up of the digits from the given range. Each row and column should contain the digits from the given range exactly once. Tapa clues indicate the sums of the separate blackened cell blocks in the neighbouring cells.

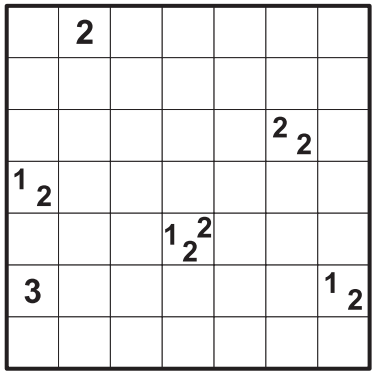
(1-5)

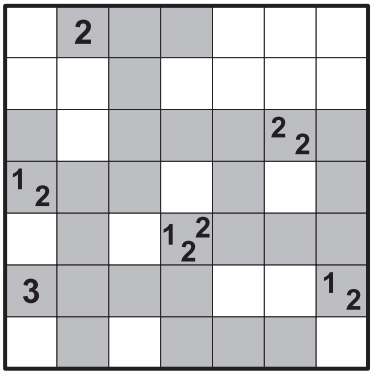




8. Tapa In The Cave

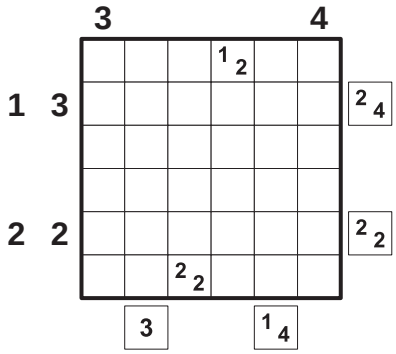
Follow regular Tapa rules. Additionally, all clues are part of the wall and the sum of clues represent the number of blackened squares that can be seen horizontally and vertically from that clue's square, excluding the clue itself. The empty cells block the view.

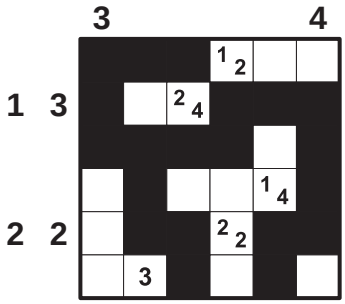




9. Taca

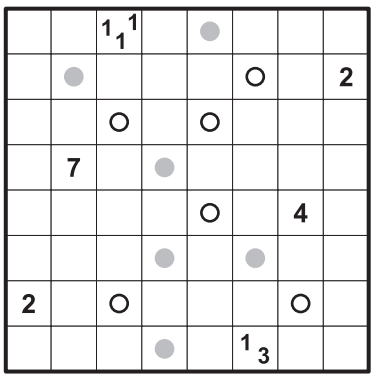
The puzzle is the combination Tapa and BACA puzzles. Follow classic Tapa rules. Additionally, at left and top are Baca clues that show the lenght of the black cell in corresponding direction in order. Digits at right and bottom are Tapa clues which should be placed in the first seen unshaded cell from that direction. You may shade clued cells. If a clued cell is shaded, it doesn't valid anymore.

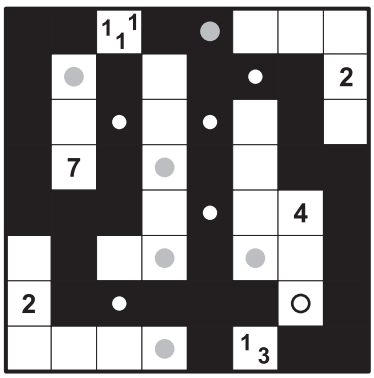




10. Dutch Tapa

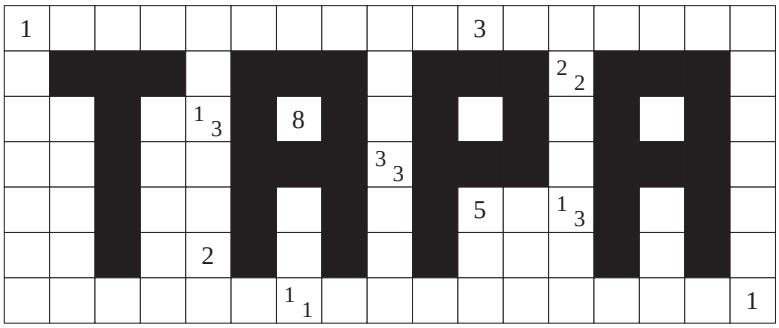
Tapa rules apply. Additionally, some circles are given in the grid. If the Tapa wall segment meet the white circle, the wall must go straight through the cell. If the Tapa wall segment meet the black circle, the wall must take 90 degree turn at the cell. Some circles might be empty.

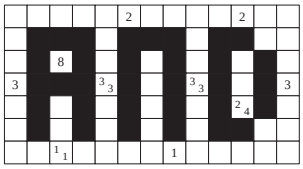


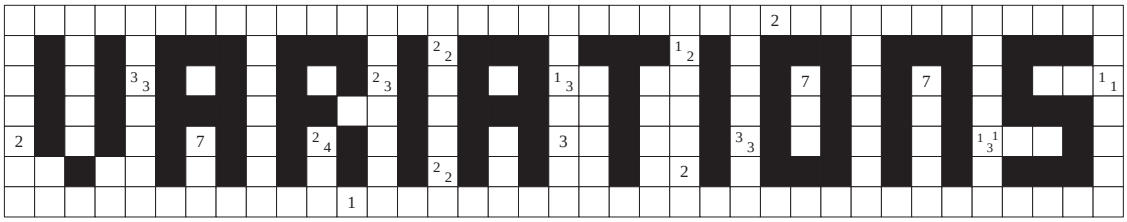


Some puzzle ideas are obtained as follows:

Tapa Row from Alexandru Szoke,
Latin Tapa from Robert Vollmert,
Pata from Mehmet Murat Sevim,
Tapa Difference from Andrey Bogdanov,
Castle Tapa from Bram de Laat,
Rhombile Transparent Tapa Loop from Daniel Adams,
Hungarian Tapa and Tapa in The Cave from Zoltan Horvath,
Taca from Gomatamago,
Dutch Tapa from Serkan Yürekli







by Serkan YÜREKLI

Edited by
Thomas SNYDER

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