



Tapa Variations Contest I-VIII Puzzles List v₁

Tapa Variations Contests started in February 2010. First year we held 4 contests (I-IV), and we repeated the schedule in 2011 with V-VIII. This year the contests were held under LMI website, which allowed more participations due to flexible competition times. LMI made it possible that these contests could continue on a yearly basis. Considering our two-year experience, we know that some changes should be made in the grading system. The new structure will be soon discussed in LMI forum.

Most of the puzzle ideas that were used in these contests belonged to participants. We've tried to encourage this from the beginning, so we could give different meanings to Tapa. Until now, there wasn't any recordings of all variations done so far; so some participants came up with similar puzzle ideas. We decided to provide a "Tapa variations list" in order to avoid duplicates and make the process more productive by saving time for puzzle idea providers. This will be useful for the following years' contests.

This list includes all puzzle ideas we've received so far. Some of them were used in the contests, some will be used in following ones.

Links to previous contests

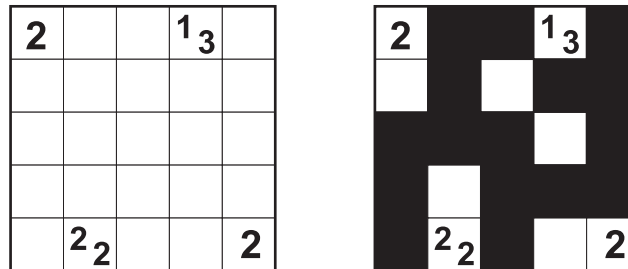
TVC 2010 (I-II-III-IV) : <http://oapc.wpc2009.org/archive.php>

TVC 2011 (V-VI-VII-VIII) : <http://logicmastersindia.com/TVC/>

Serkan Yürekli
December, 2011

o. Tapa - Puzzle Idea: **Serkan Yürekli**

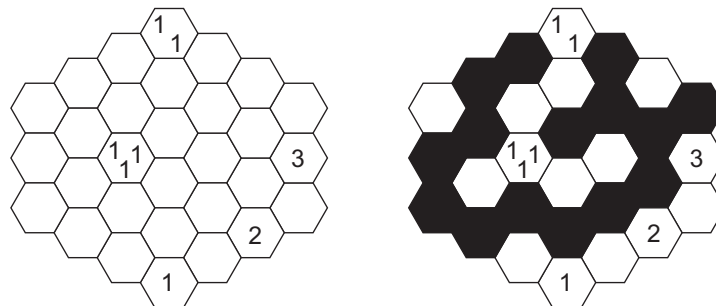
TAPA RULE: Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square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



1. Hexa Tapa - Puzzle Idea: **Gülce Özkütük Yürekli** - TVC: I

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

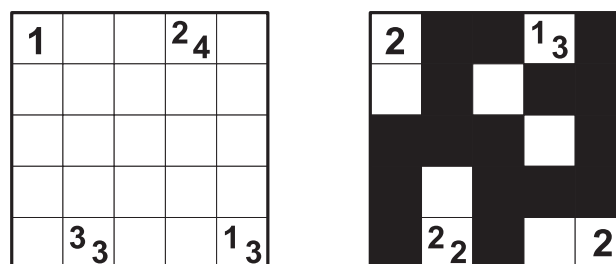
Examples:



2. Knapp Daneben Tapa - Puzzle Idea: **Florian Kirch** - TVC: I, VIII

Rules: All given numbers are wrong. The correct number is either 1 higher or 1 lower, meaning a 1 can possibly turn into a zero.

Examples:



3. Math Tapa - Puzzle Idea: **Rauno Parnits** - TVC: I, V

Rules: Each number inside the grid represents a Tapa clue set, consisting of at least two digits. Each number represents the result of given mathematical operations applied to the digits in that cell. In case of subtraction and division, operations are applied to the digits starting from the digit with the biggest value. For example if the clue set is 1,2,2 and the operation is division, the result would be $2 \div 2 \div 1 = 1$. Operations resulting in negative numbers will not be given.

Examples:

+4				-1	$\div 5$	
-1	-1				$\div 1$	$\div 1$
	$\times 5$	+5				-0

+4				-1	$\div 5$	
-1	-1				$\div 1$	$\div 1$
	$\times 5$	+5				-0

4. Tapa Loop - Puzzle Idea: **Nils Mieke** - TVC: I

Rules: Draw a loop into the diagram which uses the edges of the cells, and blacken all cells inside the loop. The numbers inside the loop indicate how many edges of the cell are used by the loop. The numbers outside the loop are Tapa clues, then follow the Tapa rules.

Examples:

1			4	1	
3					
3		6		6	3
			1		
	3				5
1					
1	3		1	2	

1			4	1	
3					
3		6		6	3
			1		
	3				5
1					
1		3		1	2

5. Pata - Puzzle Idea: **Mehmet Murat Sevim** - TVC: I

Rules: 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.

Examples:

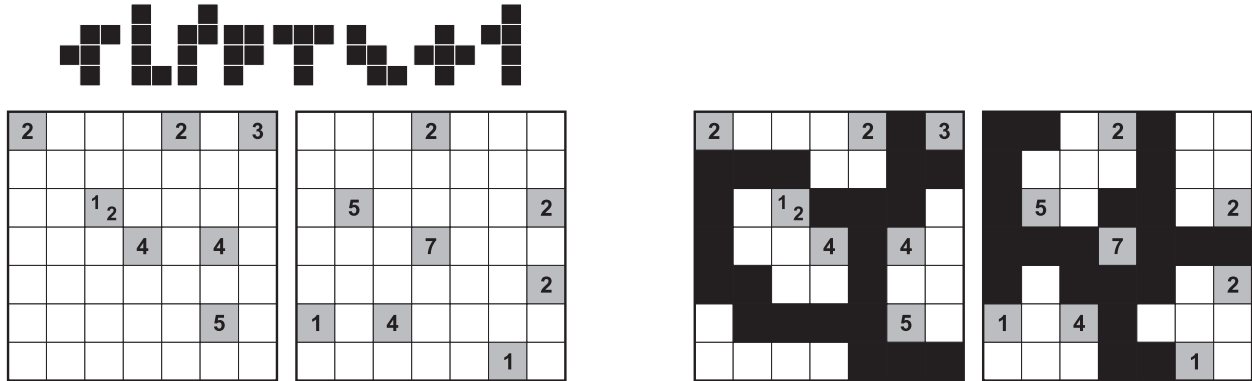
1	1					
				1	1	
	2	2				
		1	2	1	2	
					2	
		1	1			
						1

1	1					
				1	1	
	2	2				
		1	2	1	2	
					2	
		1	1			
						1

6. Tapa Pentopool - Puzzle Idea: **Serkan Yürekli** - TVC: I

Rules: Follow Tapa rules. Additionally, all unpainted cells of the two grids should form the given pentomino set, six pieces per grid (four for the example). 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.

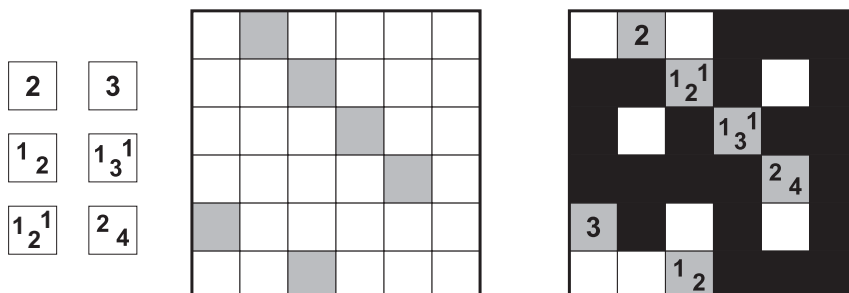
Examples:



7. Tapa Place - Puzzle Idea: **Serkan Yürekli** - TVC: I, II

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

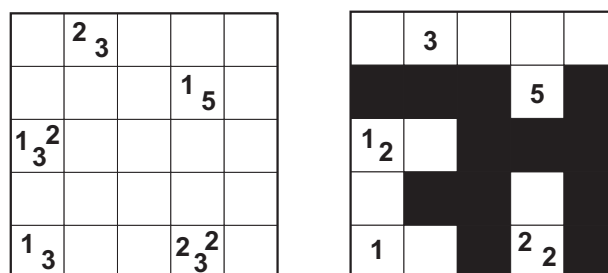
Examples:



8. Elimination Tapa - Puzzle Idea: **Rauno Parnits** - TVC: I

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

Examples:



9. Tapa ? - Puzzle Idea: **Fred Coughlin** - TVC: I, II

Rules: Replace each question mark with a nonzero digit and solve the puzzle. Then follow the Tapa rules.

Examples:

1				??		
		???		3 3		
		4				??

1				1 1		
				1 1 1	3 3	
		4				1 1

10. Tapa Hamle - Puzzle Idea: **Rauno Parnits** - TVC: I, II

Rules: Move every number in one of the four directions, so that each number indicates the length of its move. When all moves are done, numbered cells should not touch each other from the sides, but more than one number may be moved into the same cell. Solve a revealed Tapa with these numbers.

Examples:

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

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

11. Tapa Sudoku - Puzzle Idea: **Jan Mrozowski** - TVC: II

Rules: All unpainted cells of the grid should contain all digits from 1 to 5 in each row and column. All cells which are marked with circles should contain at least one digit. These digits are valid clues for Tapa, and pencilmark clues for Sudoku. You should place one or more digits to the empty circles but you cannot make additions to given clues.

Examples:

	(3)		(2)				
()						()	
						(4)	(2)
()							
(4)					(2)	()	
			()	(1 2)	(3)		
			(5)				
	()				(4)		
()	()	(1)					

5	(3)		1	(2)	4		
(1)				2		5	(3) 4
3	1		5				(4) (2)
(2)		4	3		1	5	
(4)		3			1	(2)	(5)
				(4)	5	(2)	(3) 1
		4	5	2	1	3	
				(5)		4	1 2 3
	(5)	2				(3)	(4) 1
(2)	(1)	4	3				5

12. TAPA LOGIC - Puzzle Idea: **Gülce Özkütük Yürekli** - TVC: II

Rules: Follow the Tapa rules. Additionally, each letter in “TAPA LOGIC” (OAPC for the example) are crypted with a digit from 0 to 8 (0 to 4 for the example). Same letters mean the same digit, different letters mean different digits.

Examples:

C			A		C
					P
	A				
				A _O	
P					
O		O _O			C _C

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

13. Irregular Tapa - Puzzle Idea: **Serkan Yürekli** - TVC: II, IV

Rules: The grid is divided into irregular shapes, each counting as one cell for the Tapa clues.

Examples:

	2			1 ₁	
	6				
					1 ₁
	2				

	2			1 ₁	
	6				
					1 ₁
	2				

14. Japanese Sums Tapa - Puzzle Idea: **Serkan Yürekli** - TVC: II

Rules: All unpainted cells of the grid should contain digits from 1 to 5. Digits cannot repeat within a single row or column. All cells which are marked with circles should contain at least one digit. These digis are valid clues for Tapa, and pencilmark clues for Japanese Sums. You should place one or more digits to the empty circles but you cannot make additions to given clues. Numbers outside the grid indicate the sums of digits in the corresponding row or column, in order. If there is more than one sum in a row/column, there should be at least one blackened cell between the sums.

Examples:

		3	3		6	
		8	1		4	
						1
4	7					
7	3			1 ₄		1 ₂
2	8					
		1 ₅			3 ₃	

		3	3		6			
		8	1		4			
	2	3		5		1		
4	7	4				2	5	
7	3			3	4		1	2
2	8			2		1	4	3
				1				
		5	1	2	3	4		

18. Combined Tapa - Format Idea: **Cihan Altay** - TVC: III

In each box, there is a different rule to follow:

Examples:

Math	Knapp Daneben
Pata	LOGIC

	x4			4			
							1
+4			+3	2 ₂			
			3 ₃	O _A			P
1 ₁							
			1				C _A


	x4			4			
							1
+4			+3	2 ₂			
			3 ₃	O _A			P
1 ₁							
			1				C _A

19. Tapa Rotator - Puzzle Idea: **Cihan Altay** - TVC: III, V

Rules: Follow the Tapa rules. Additionally, given grids are the same. Solve the first one; then turn the page upside down and solve the other.


Examples:

			5			0
	2 ₂					
5						3
				7		
1 ₁			1 ₂			



			5			0
	2 ₂					
5						3
				7		
1 ₁			1 ₂			

			5			0
	2 ₂					
5						3
				7		
1 ₁			1 ₂			

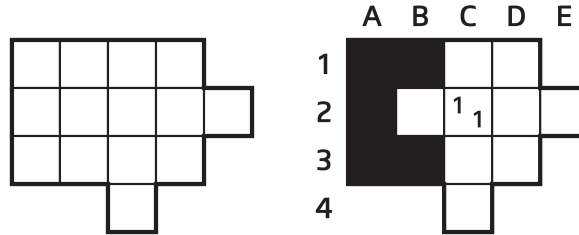


			5			0
	2 ₂					
5						3
				7		
1 ₁			1 ₂			

20. Meta Tapa - Puzzle Idea: **Cihan Altay** - TVC: III

Rules: Write a digit (or digits) on only one cell to attain a Tapa puzzle with one and only one solution.

Examples:

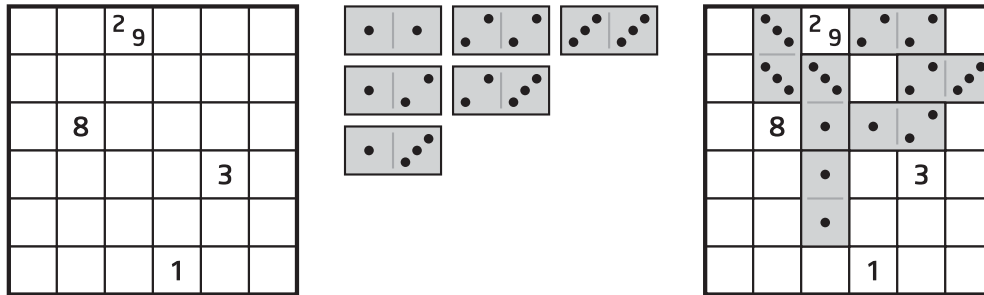


21. Tapamino - Puzzle Idea: **Cihan Altay** - TVC: III, VIII

Rules: Place all the given dominoes once each into the grid to make a continuous wall. Dominoes cannot form a 2x2 square. Number/s in a cell indicate/s the total number of pips on its neighbouring cells.

Edge-to-edge neighbouring domino halves must match.

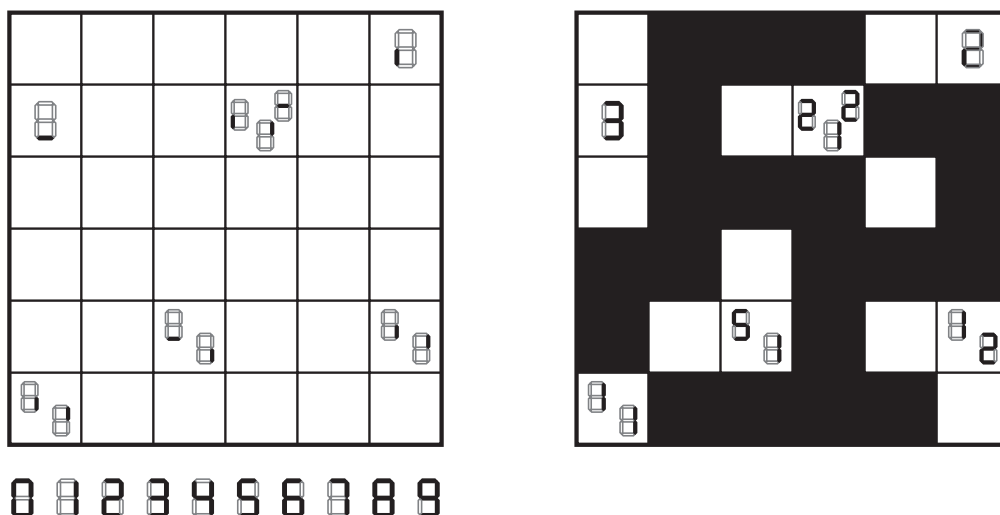
Examples:



22. Digital Tapa - Puzzle Idea: **Cihan Altay** - TVC: III

Rules: Digits are in digital form; as shown below. However, some segments may be missing from the original numbers. There cannot be a zero in a multi-number clue cell.

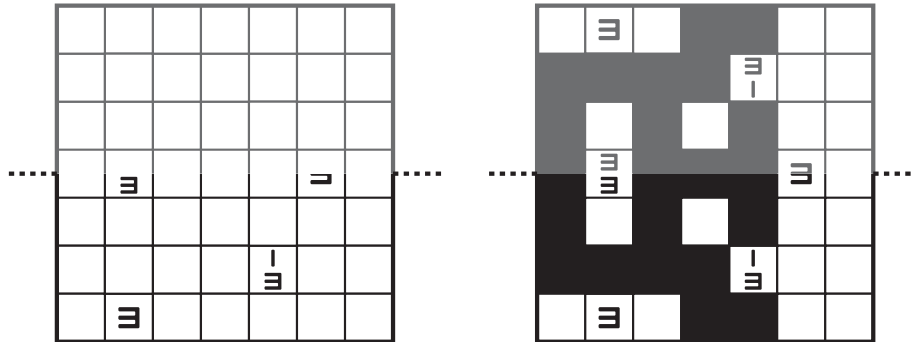
Examples:



23. Mirror Tapa - Puzzle Idea: **Cihan Altay** - TVC: III

Rules: Place the mirror onto the marked line to make the puzzle grid a full square, and work with the mirror to solve the puzzle.
For competition purposes, it's forbidden to use a mirror. Assume there is a mirror and solve the puzzle accordingly.

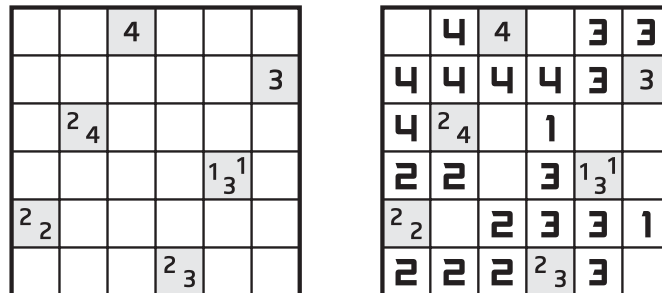
Examples:



24. Tapa Filler - Puzzle Idea: **Cihan Altay** - TVC: III, IV, V

Rules: 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).

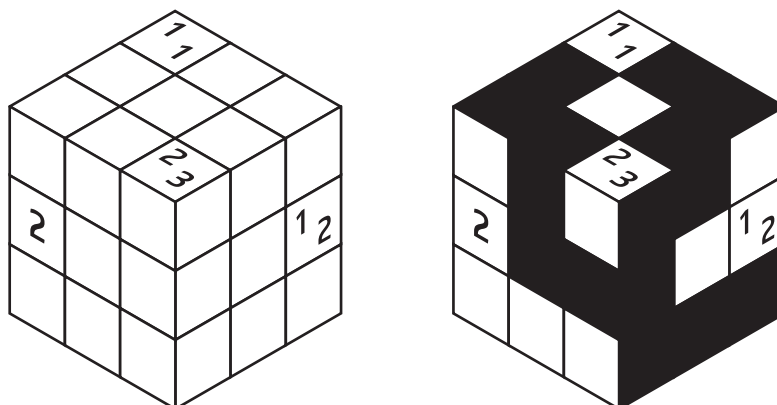
Examples:



25. Cubic Tapa - Puzzle Idea: **Cihan Altay** - TVC: III

Rules: Follow the Tapa rules

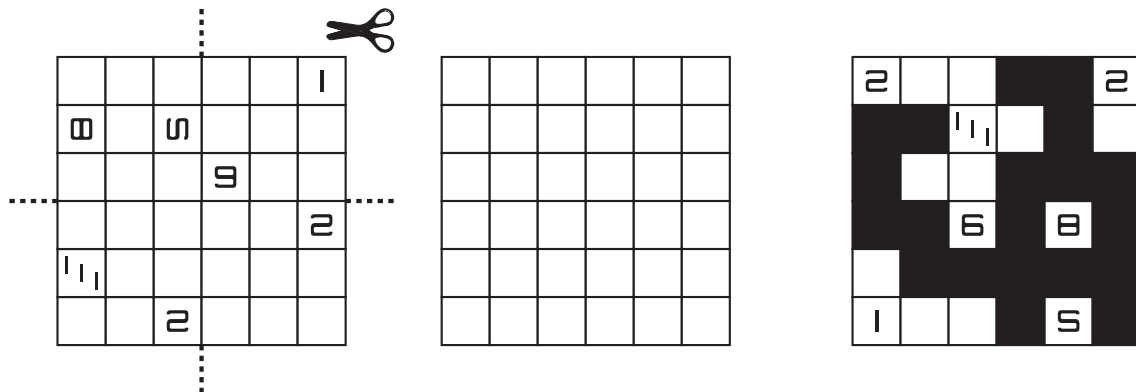
Examples:



26. Manipulative Tapa - Puzzle Idea: **Cihan Altay** - TVC: III

Rules: Cut out the pieces given on a separate page, and place them onto the grid without overlapping, to form a valid Tapa puzzle. Then solve the formed puzzle.

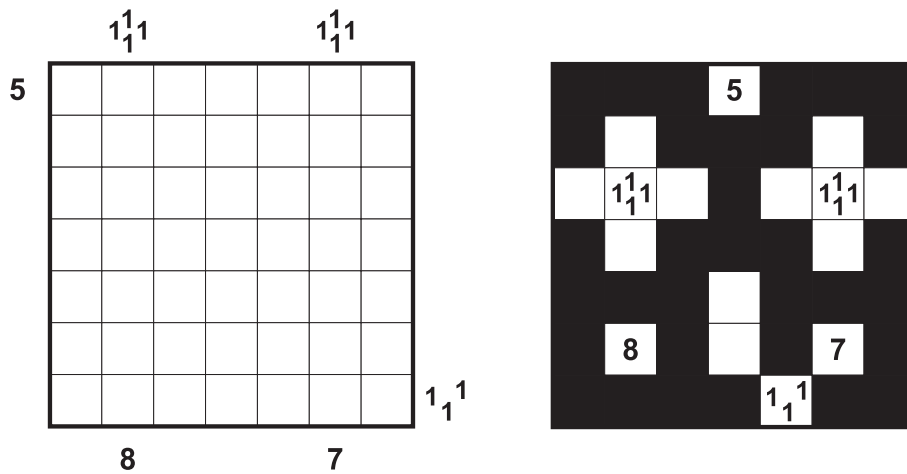
Examples:



27. Easy As Tapa - Puzzle Idea: **Andrey Bogdanov** - TVC: IV

Rules: The numbers outside the grid indicate the clue cell first seen from the corresponding directions.

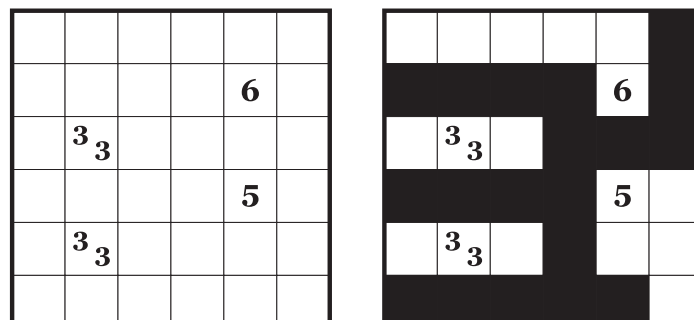
Examples:



28. Tapa Islands - Puzzle Idea: **Jan Mrozowski** - TVC: IV, VI

Unpainted cells form separate areas surrounded by the wall. Each separate area may contain at most one clue cell. If there is a clue cell in an area, at least one digit should give the size of that area in unit squares.

Examples:



29. Double Tapa - Puzzle Idea: **Vladimir Portugalov** - TVC: IV, V

Rules: Paint two separate walls without crossing each other. All clues in the same cell indicate the same wall.

Examples:

2				1 ₃
			4	
		1 ₃		
			6	
1				

2				1 ₃
			4	
		1 ₃		
			6	
1				

30. Tapa Connection - Puzzle Idea: **Andrey Bogdanov** - TVC: IV, V

Connect the identical letters with lines going vertically or horizontally. Lines cannot intersect and all cells occupied by the lines (including the cells with letters) should form a regular Tapa.

Examples:

	A	1 ₃	B			C		C
						1 ₂ ²		
	3 ₃			1 ₅				
		1 ₂ ²						2 ₂
						1 ₃ ¹		
		D						
		1 ₃	A	D	2 ₃			1 ₂
								B

	A	1 ₃	B			C		C
						1 ₂ ²		
	3 ₃			1 ₅				
		1 ₂ ²						2 ₂
						1 ₃ ¹		
		D						
		1 ₃	A	D	2 ₃			1 ₂
								B

31. Symmetric Tapa - Puzzle Idea: **Andrey Bogdanov** - TVC: IV, VI

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

Examples:

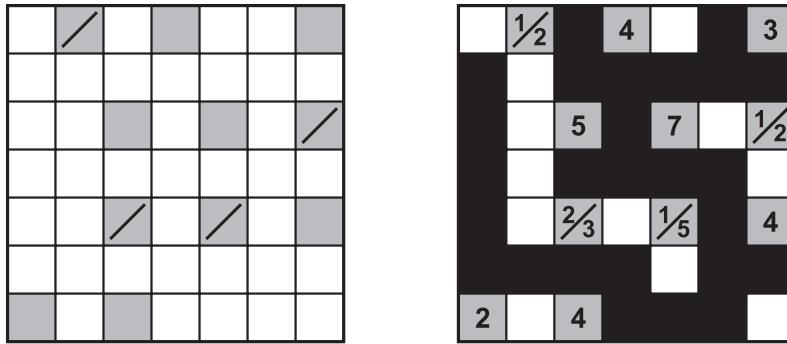
2			●			2		2
					1 ₃			1 ₂
3								
		1 ₃						
						2 ₂		
							●	1 ₁
					1 ₁			

2			●			2		2
					1 ₃			1 ₂
3								
		1 ₃						
						2 ₂		
							○	1 ₁
					1 ₁			

32. Tapa Magic - Puzzle Idea: **Vladimir Portugalov** - TVC: IV

Fill in every grey cell with Tapa clues. The cells without slash should be filled with a single digit and the cells with slash should be filled with two digits. Digits cannot repeat within a row/column.

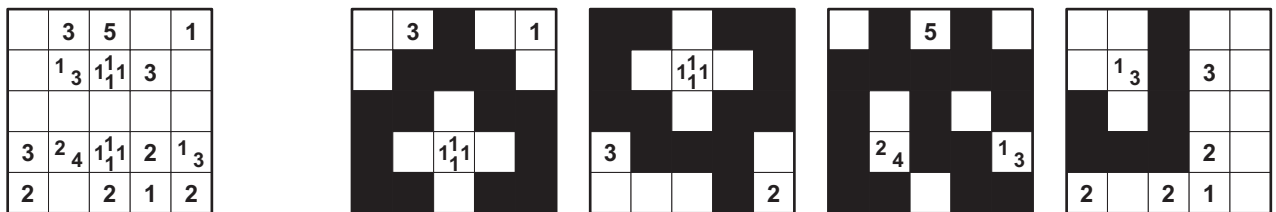
Examples:



33. Tapa Distiller - Puzzle Idea: **Serkan Yürekli** - TVC: IV

Rules: Clues of four separate puzzles are given in one grid. Distribute the clues to four grids and solve each puzzle. The cells with clues do not overlap, each clue cell should be fully visible in one grid only.

Examples:



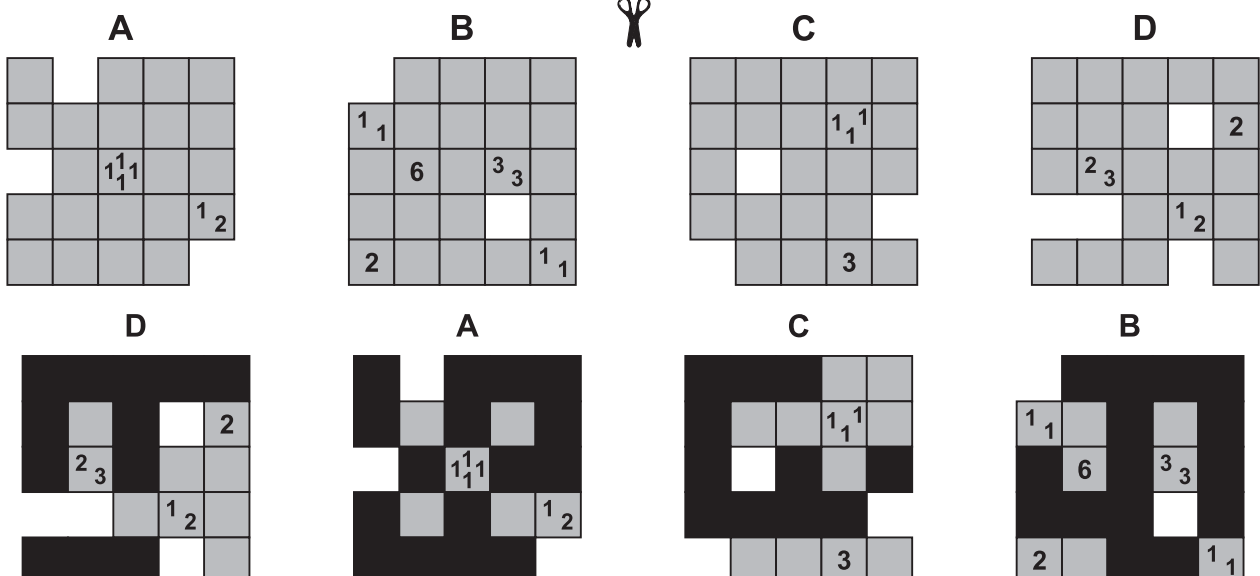
34. Tapa Kit Kat - Puzzle Format: **Mehmet Murat Sevim** - TVC: IV

Rules: Overlap the four grids and solve each puzzle. The grids will have holes (white cells), through which the lower layer can be seen. The holes in the lowermost grid will have no meaning.

The pieces on the last page are for the competition puzzle. Cut out this pieces before the competition. On the competition time, copy the clues from the puzzle file to the given grids.



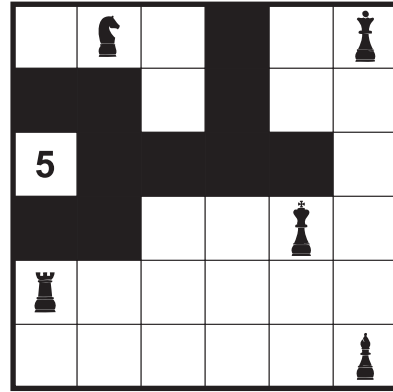
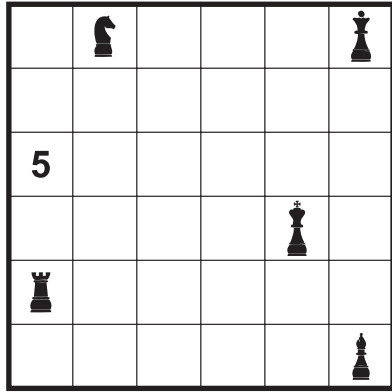
Examples:



35. Tapa Chess - Puzzle Idea: **Nikola Zivanovic** - TVC: V

Rules: There are no wall segments on cells containing chess pieces. Each chess piece attacks the same number of blackened cells. Pieces do not block each other's view.

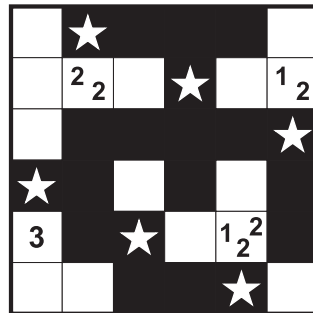
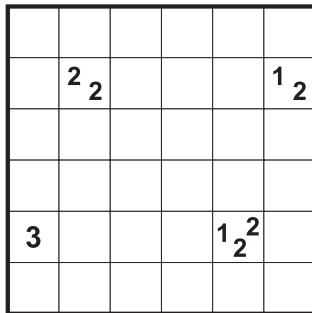
Examples:



36. Tapa Star - Puzzle Idea: **Gülce Özkütük Yürekli** - TVC: V

Rules: Each row and column must contain exactly two stars (one star for the example). Stars cannot touch each other even diagonally and all stars must be placed on the wall.

Examples:

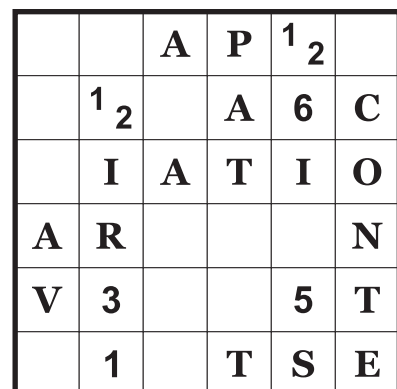
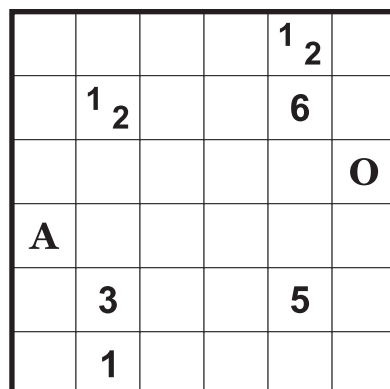


37. Word Tapa - Puzzle Idea: **Serkan Yürekli** - TVC: V, VI

Rules: The wall consists of letters and all given words should be read on the wall, travelling between adjacent cells. Different words can intersect only if they share a letter, and they can only intersect on those shared letters. There cannot exist any letters on the grid that is not part of a given word.

Examples:

**TAPA
VARIATION
CONTEST**



38. Tapa with Borders - Puzzle Idea: **Riad Khanmagomedov** - TVC: V

Rules: A 6x6 Tapa grid(5x5 for the example) is hidden in the given 8x8 grid(6x6 for the example). Find the location of the Tapa grid and solve the puzzle. Clues outside the Tapa grid will not be valid.

Examples:

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

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

39. Tapa Possible - Puzzle Idea: **Serkan Yürekli** - TVC: V, VI

Rules: Given digits indicate the possibilities for Tapa clues. For the white clue cells, only one of the given digits will be used. For the grey clue cells, at least two of the given digits will be used.

Examples:

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

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

40. Thermometer Tapa - Puzzle Idea: **Rohan Rao** - TVC: VI

Rules: 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.

Examples:

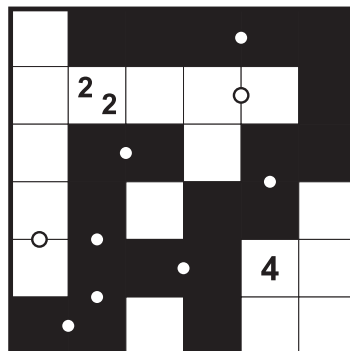
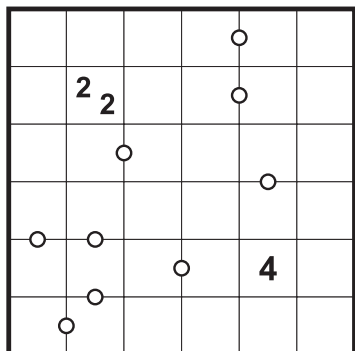
			1 2	
1 1			2 3	

			1 2	
1 1			2 3	

41. Same as Tapa - Puzzle Idea: **Gülce Özkütük Yürekli** - TVC: VI

Rules: Two adjacent cells separated by dots should be identical; either both are blackened or both are empty.

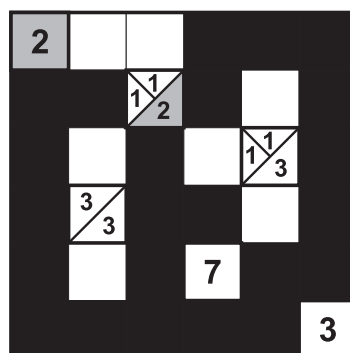
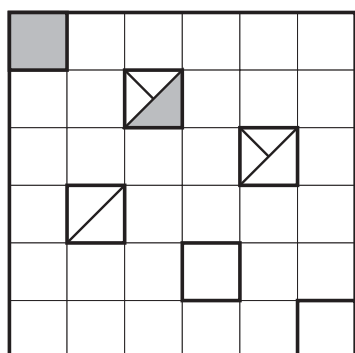
Examples:



42. Tapa Odd-Even - Puzzle Idea: **Serkan Yürekli** - TVC: VI

Rules: Each outlined cell represents Tapa clues to be filled in. Cells that contain more than one digit are divided into that many regions. Grey regions should contain even digits (nonzero) and white regions should contain odd digits.

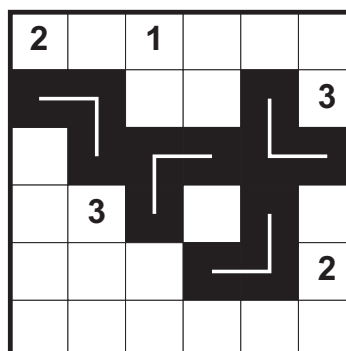
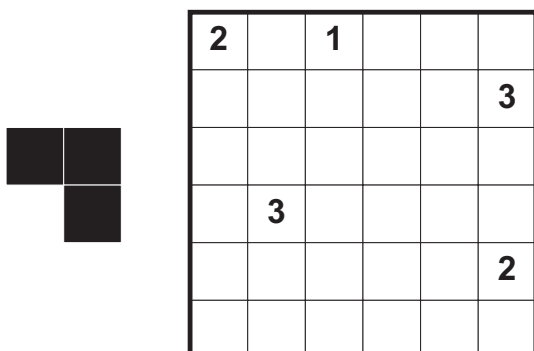
Examples:



43. Tapa Trimino - Puzzle Idea: **Rohan Rao** - TVC: VI

Rules: The wall should only be made up of the given triminoes without overlapping. Triminoes may be rotated and/or mirrored.

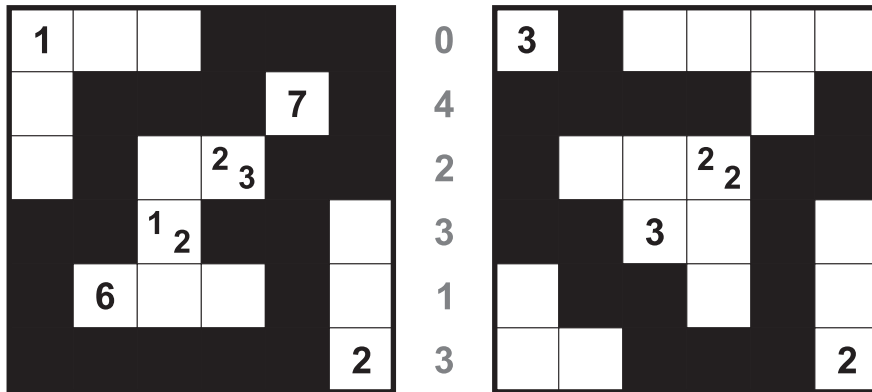
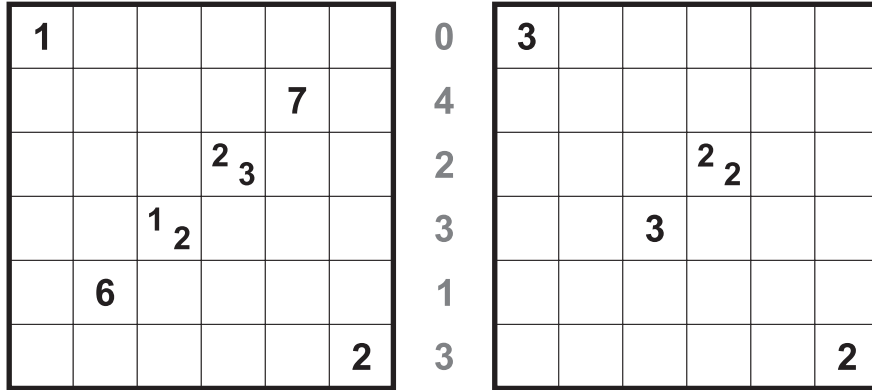
Examples:



44. Mastermind Tapa - Puzzle Idea: **Deb Mohanty** - TVC: VI, VII

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

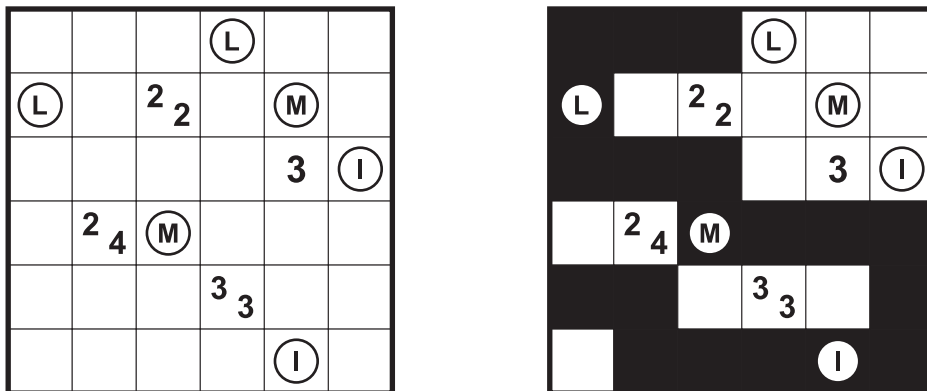
Examples:



45. Alternative Tapa - Puzzle Idea: **Serkan Yürekli** - TVC: VI

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

Examples:



46. B&W Tapa - Puzzle Idea: **Andrey B. - Deb M. - Rohan R.** - TVC: VI

Rules: Painted cells and white cells should form two separate interconnected areas. Clue cells are considered as white cells. Also **NO 2x2** box can contain all white cells.

Examples:

	7		2 ₃		6	
	7				2 ₂	
	1 ₅		3 ₃		2 ₂	

	7		2 ₃		6	
	7				2 ₂	
	1 ₅		3 ₃		2 ₂	

47. Tapa Mine - Puzzle Idea: **Zoltan Horvath** - TVC: VII

Rules: 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.

Examples:

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

6 mines

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

48. Tapa Scrabble - Puzzle Idea: **Zoltan Horvath** - TVC: VII

Rules: Tapa consists of letters and all given words should be read on the wall, either from left to right or top to bottom. There cannot exist any words on the grid that is not on the given list.

Examples:

ICE

OGRE

PEAR

CHERRY

GARLIC

RADISH

APRICOT

		2 ₂				
			5		1 ₃	
		1 ₄				1 ₂

						I
	G	A	R	L	I	C
P	2 ₂		A			E
E		5	D		1 ₃	
A	P	R	I	C	O	T
R	1 ₄		S		G	1 ₂
		C	H	E	R	Y
					E	

49. Progressive Tapa - Puzzle Idea: **Rohan Rao** - TVC: VII

Rules: Each outlined region represents a different phase. One of these regions is the starting phase. The second phase includes all the blackened cells in the starting phase, and some more blackened cells. This rule applies for every next phase; each phase contains more blackened cells than the previous one.

Examples:

			1 3		
		5			3
3					
		3			
					2

			1 3		
		5			3
3					
		3			
					2

Phases in increasing order

4	2
1	3

50. Tapa Restoration - Puzzle Idea: **Anurag Sahay** - TVC: VII

Rules: Only one digit (nonzero) is removed from each clue cell. Restore the digits and solve the puzzle. Given digits do not indicate any order; restored digits may be smaller, larger or equal.

Examples:

				3	
		4			
			2 ²		
	2				

				1 3	
		2 4			
			1 2 ²		
	1 2				

51. Make Room For Tapa - Puzzle Idea: **Thomas Snyder** - TVC: VII

Rules: Each outlined region should contain exactly five blackened cells.

Examples:

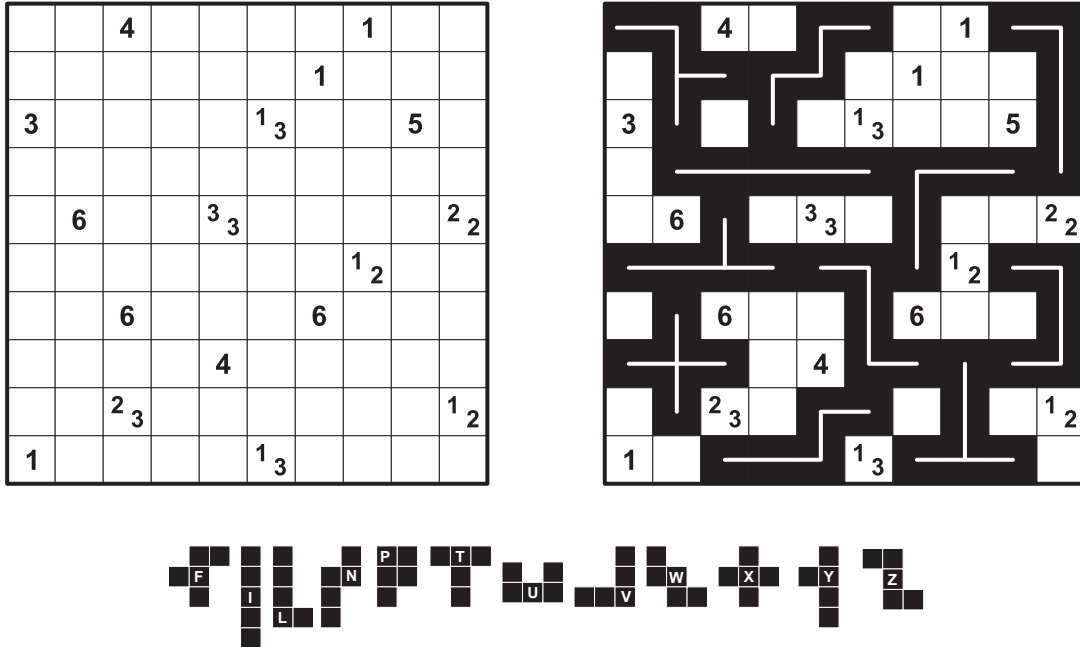
	2 2				
				3	
			4		

	2 2				
				3	
			4		

52. Pentapa - Puzzle Idea: **Vladimir Portugalov** - TVC: VII

Rules: The wall should only be made up of the given pentominoes without overlapping. Pentominoes may be rotated and/or mirrored.

Examples:

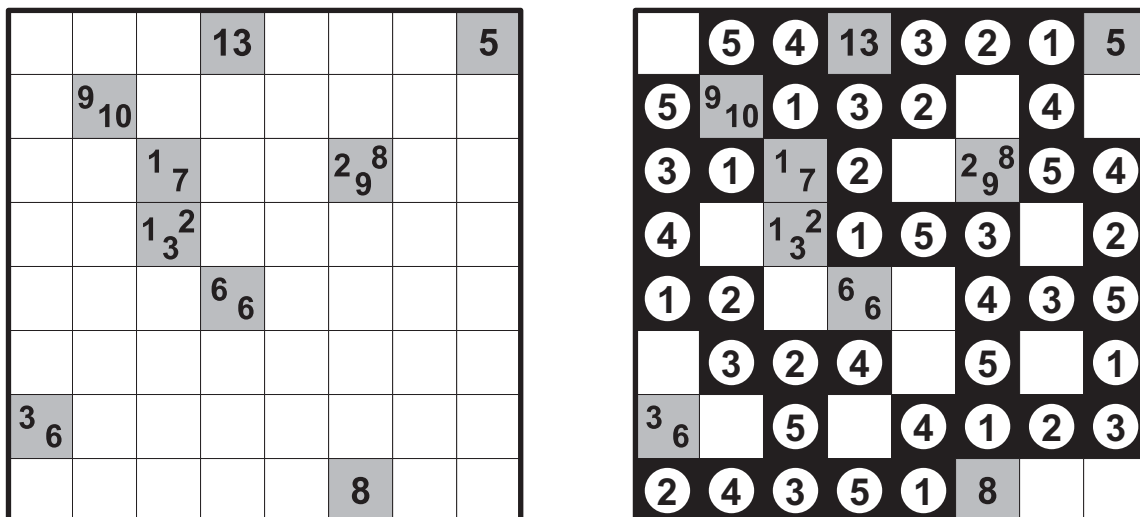


53. Hungarian Tapa - Puzzle Idea: **Zoltan Horvath**- TVC: VII, VIII

Rules: 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.

Examples:

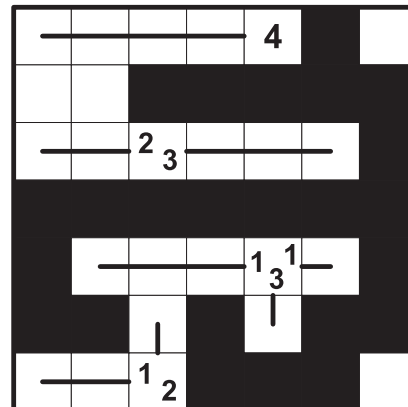
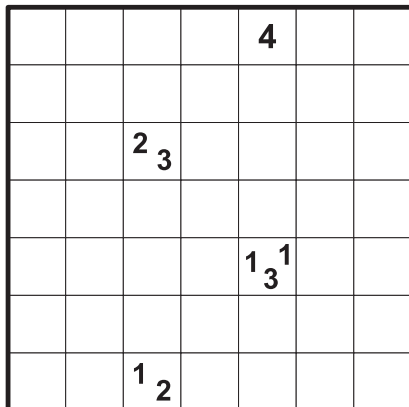
(1-5)



54. Tapa Lines - Puzzle Idea: **Rohan Rao** - TVC: VII

Rules: Every Tapa clue is also a “Four Winds” clue: Draw straight lines from clue cells; only one line for each digit in a cell. Digits represent the lengths of the lines in unit squares. Lines cannot overlap/intersect each other, blackened cells or clues.

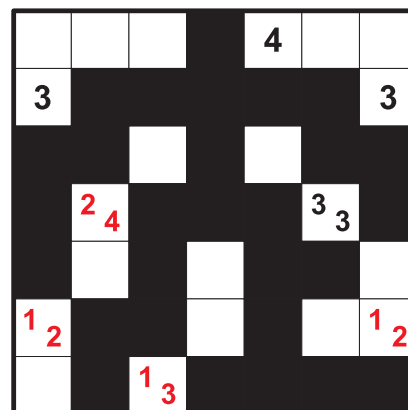
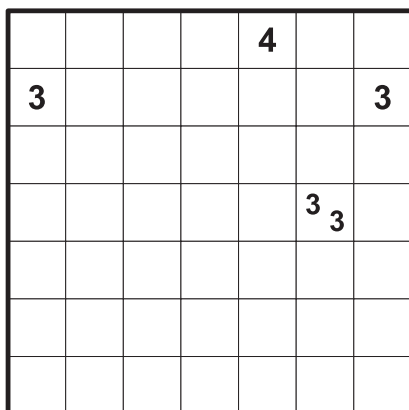
Examples:



55. Peers Tapa - Puzzle Idea: **Serkan Yürekli** - TVC: VII, VIII

Rules: Each given clue cell has a peer, symmetrical to the center of the grid. The sums of digits should be equal for each pair, but two peers cannot be exactly the same. Find the missing peers and solve the puzzle.

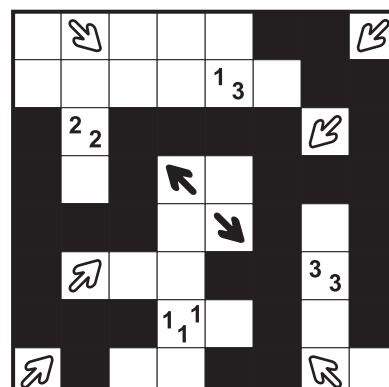
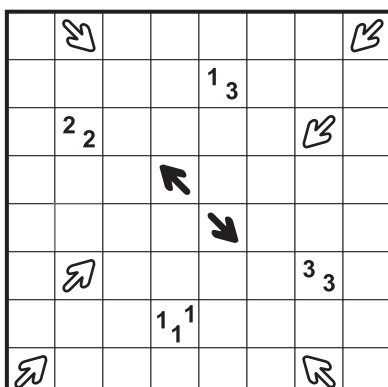
Examples:



56. Arrows Tapa - Puzzle Idea: **Zoltan Horvath**- TVC: VIII

Rules: 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.

Examples:

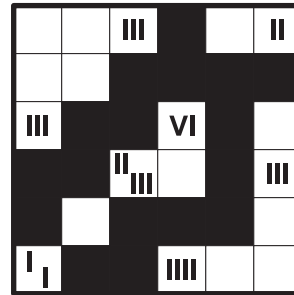
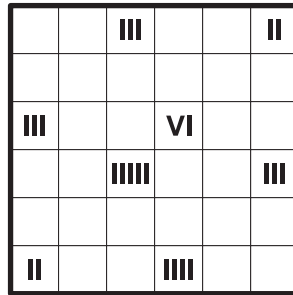


57. Roman Tapa - Puzzle Idea: **Alexandru Szoke** - TVC: VIII

Rules: Clues are given as Roman numerals. A clue may represent one or more digits, written successively. For example VI may be either 6, or 5-1. Clues are not necessarily in increasing order.

Examples:

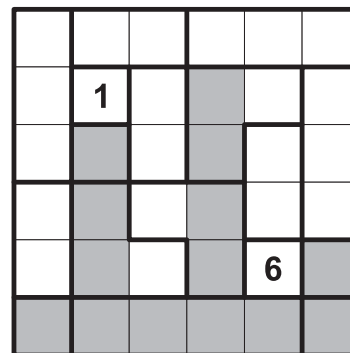
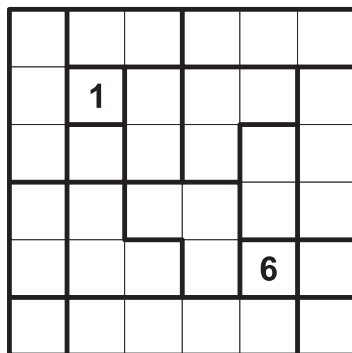
- 1 I
- 2 II
- 3 III
- 4 IV
- 5 V
- 6 VI
- 7 VII
- 8 VIII



58. Tapa Shape - Puzzle Idea: **Rohan Rao** - TVC: VIII

Rules: Regions having the same shape should have the same appearance (may be rotated/mirrored) regarding blackened cells.

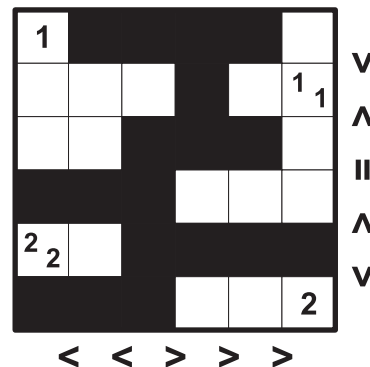
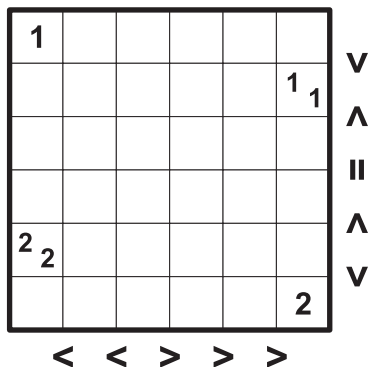
Examples:



59. Outside Tapa - Puzzle Idea: **Rohan Rao** - TVC: VIII

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

Examples:



60. Tapa Row - Puzzle Idea: **Alexandru Szoke** - TVC: VIII

Rules: The sum of all clue digits in each row should give the number of blackened cells in this row.

Examples:

1	1						2
							1
							2
2	2						
3							1

1	1						2
							1
							2
2	2						
3							1

61. Tapa Quad - Puzzle Idea: **Deb Mohanty** - TVC: VIII

Rules: Follow regular Tapa rules.

Examples:

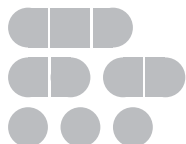
	6					3	3
	3	3					4

	6					3	3
	3	3					4

62. Battle Tapa - Puzzle Idea: **Andrey Bogdanov** - TVC 2012

Rules: Follow regular Tapa rules. Additionally, all empty cells (without clue cells) should form the given battleships set.

Examples:



1	1						
				6			
			1	1			
							3

1	1						
			1	1			
							3

63. Tapa Difference - Puzzle Idea: **Andrey Bogdanov** - TVC 2012

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

Examples:

				2	
	4	1			
			3	2	
	0				

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

64. Tapa Mosaic - Puzzle Idea: **Andrey Bogdanov** - TVC 2012

Rules: Follow regular Tapa rules. Additionally, put all the tiles into the grid without overlapping, and rotating.

Examples:

	2

			2
	3	3	
			3

	3

	3

65. Tapa 1-n - Puzzle Idea: **Riad Khanmagomedov** - TVC 2012

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

Examples:

		3	
	1	2	

		3	
	1	2	

66. Tapa and Pata - Puzzle Idea: **Bram De Laat** - TVC 2012

Rules: Follow regular Tapa and Pata rules. Additionally, the puzzle can be solved as Tapa and Pata.

Examples:

	4			
			1 1	
	6			
				1

	4			
			1 1	
	6			
				1

Tapa

	4			
			1 1	
	6			
				1

Pata

67. Tapa [Line]- Puzzle Idea: **Palmer Mebane** - TVC 2012

Rules: Follow regular Tapa rules. Additionally, there may not be four consecutive black cells in any row or column.

Examples:

					4
	2 2				
			1 1 1		
					3
	2 2				

					4
	2 2				
			1 1 1		
					3
	2 2				