Tapa Variations Contest

Feb 2012

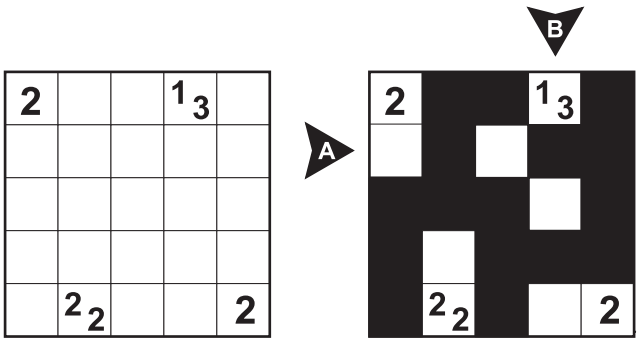
week 2

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 2012 SCORING SYSTEM:

i) The best 3 results out of 4 will be considered in the final ratings.
ii) Time bonus will be applied.
iii) The difficulty of the tests may vary, but the scores will be normalized such as the best player gets 1000 points, and the other players' scores are calculated accordingly.

TVC X ANSWER FORMAT: Write the lengths of separate blackened cell blocks in the marked rows. The answer for the example would be: 12, 11



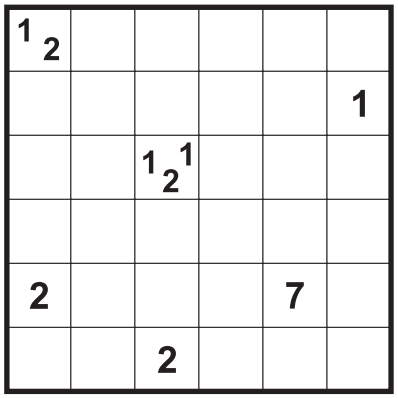
All puzzle points will be announced in Friday.

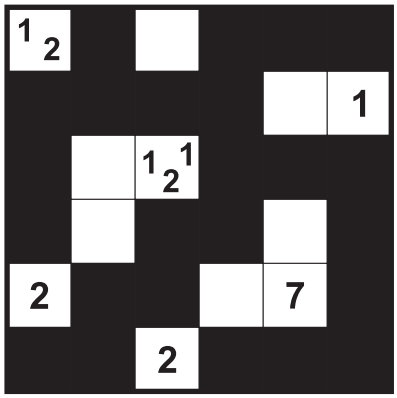
Puzzle booklet will not contain examples.

1. Previously on TVC

1a. Total False Tapa

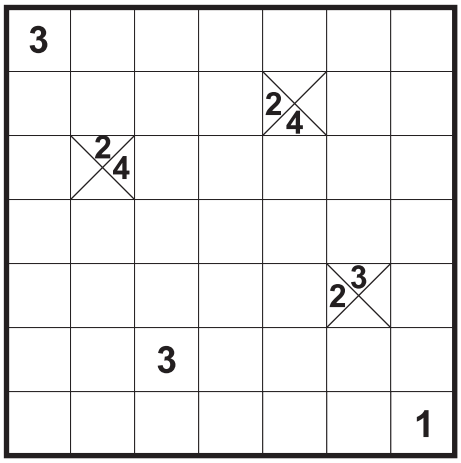
Follow regular Tapa rules. Additionally, all given clues are wrong. This means that correct number of digits in that cells is different from the given number of digits, also all digits have to be different from the given digits in that cells. Correct clues cannot contain zero (0).

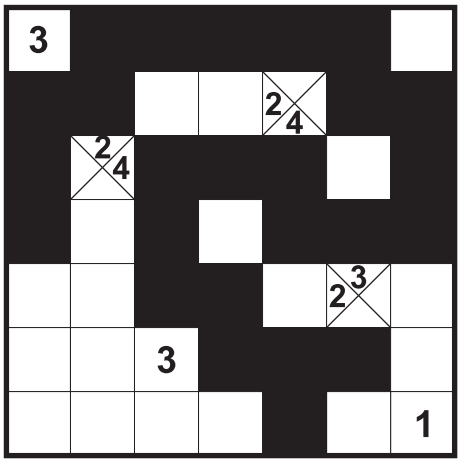




1b. Tapa Guard

Tapa clues have two functions:
1- They are regular Tapa clues, representing the blackened cells.
2- Each digit represents a guard, observing that amount of blackened cells in the corresponding directions. A digit in an undivided cell may observe in any of the four directions.





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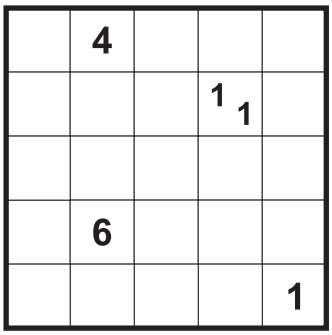
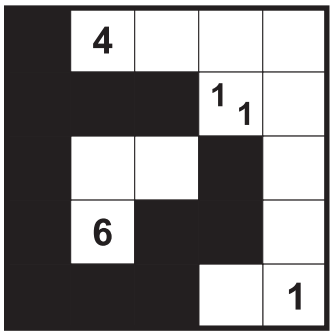
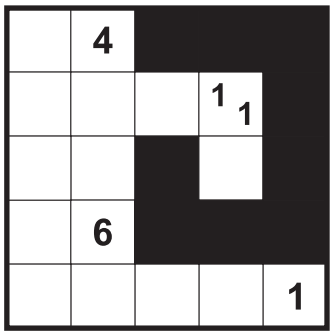
2. Tapa and Pata

Follow regular Tapa and Pata (clues represent unpainted cells) rules. The puzzle can be solved both as a Tapa and a Pata separately. There will appear two grids on the page.





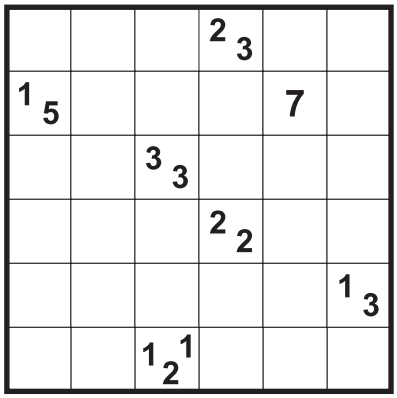
Tapa

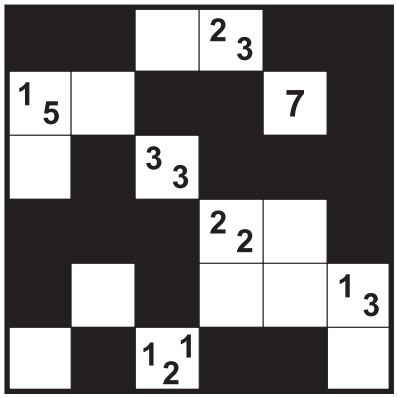


Pata

3. Toroidal Tapa

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





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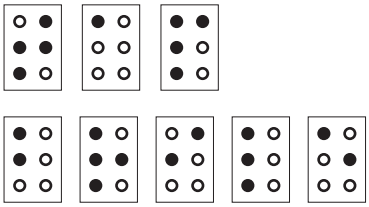
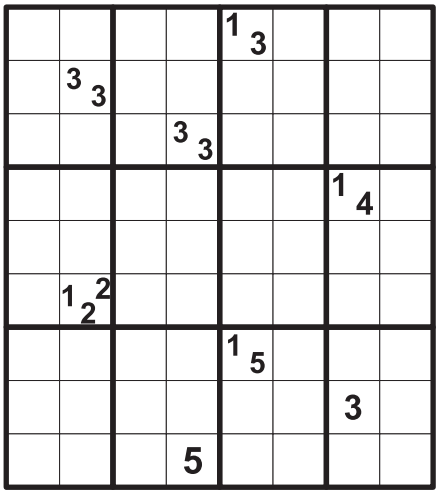
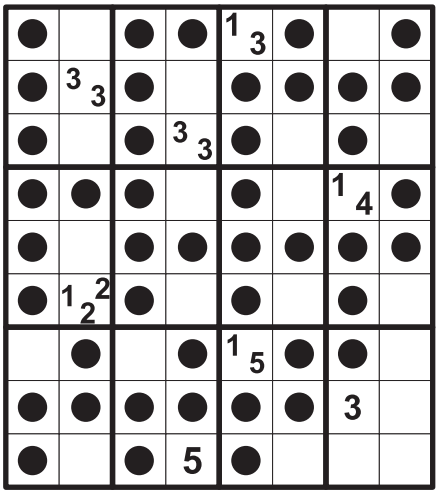
4. Braille Tapa

Follow regular Tapa rules. Additionally, each outlined region should contain one of the given Braille letters. A letter may appear more than once and all letters do not necessarily appear.







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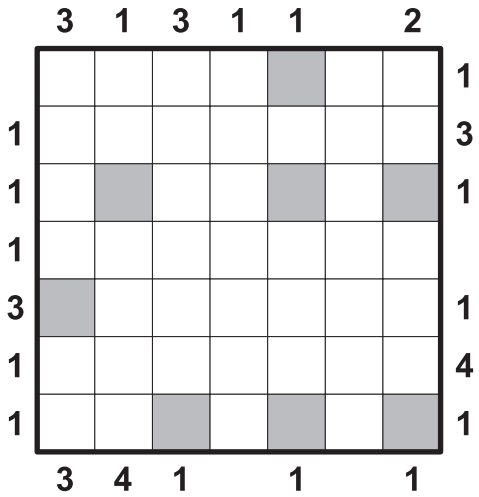
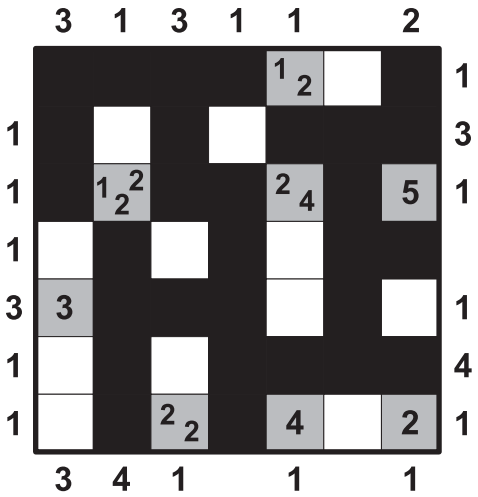
5. Combination Tapa

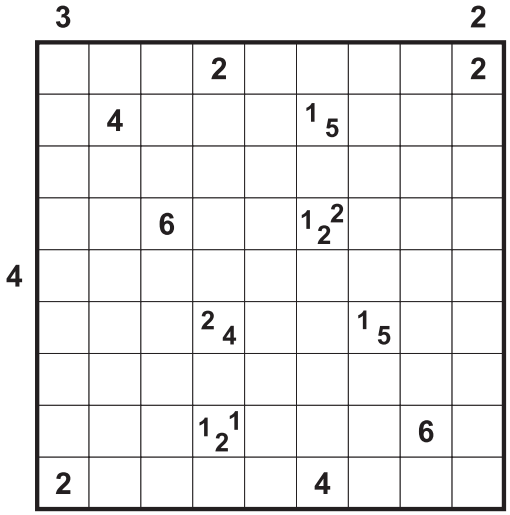
Follow regular Tapa rules. Additionally, all grey cells should be filled with Tapa clues using digits from 1 to 5. All clues should be different. Numbers outside the grid indicate the length of first visible blackened block towards that direction.

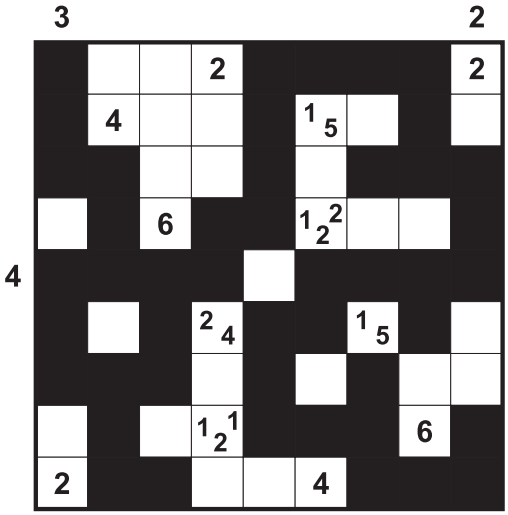




6. Shortest Segment Tapa

Follow regular Tapa rules. Additionally, clues outside the grid indicate the shortest possible length of the blackened blocks in the corresponding directions (i.e. if there is a clue of 3 in a row, there cannot exist any blackened blocks having the length of 1 or 2). Given length may not necessarily appear in the direction, it is just a minimum number.





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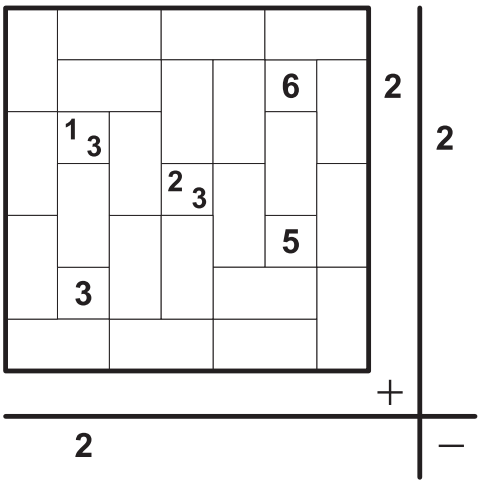
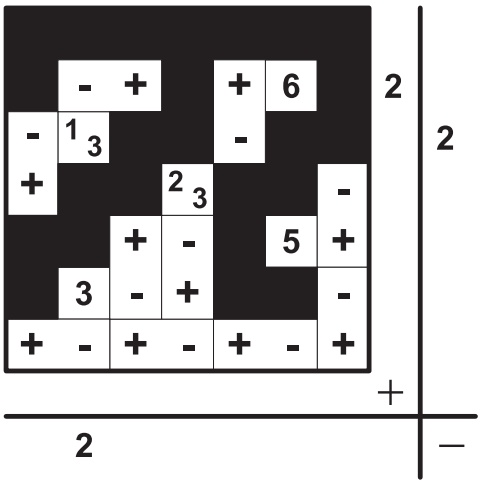
7. Magnetic Tapa

Follow regular Tapa rules. Additionally, the grid is made up of magnetic and non-magnetic plates. Each magnetic plate has two halves: one positive (+) and one negative (-). Halves with the same symbol can not be horizontally or vertically adjacent. The numbers outside the grid indicate how many magnetic halves of each kind can be found in that row or column.





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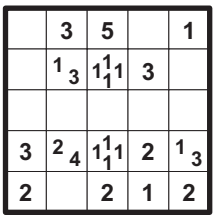
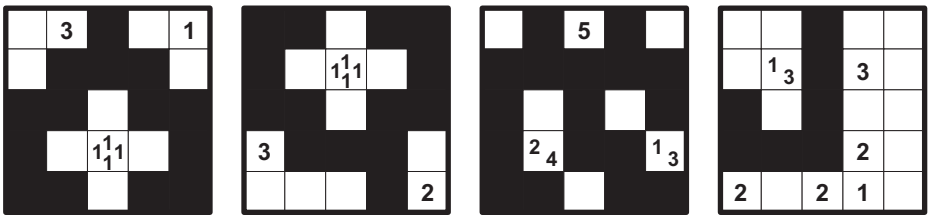
8. Tapa Distiller

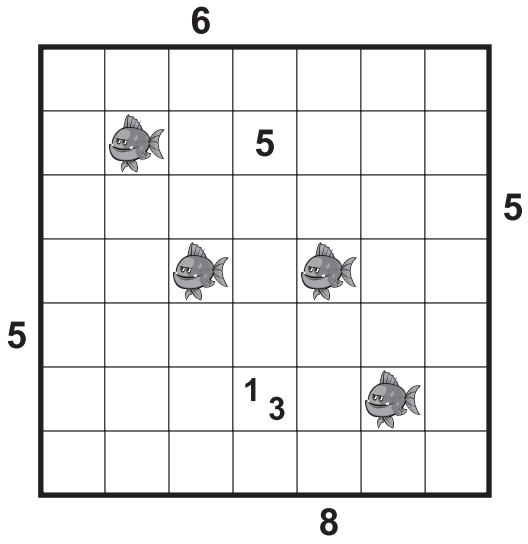
Follow regular Tapa rules. Clues of four separate puzzles are given in one grid. Distribute the clues to four grids and solve each puzzle. The cells with clues do not overlap, each clue cell should be fully visible in one grid only. Partial points are available for each correct grid which is part of the complete solution.

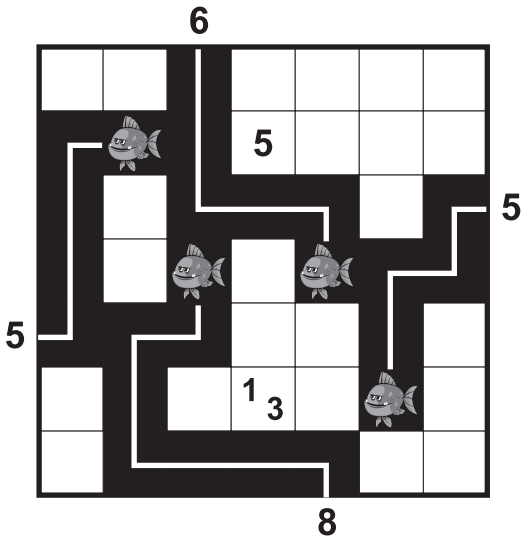




9. Anglers Tapa

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.





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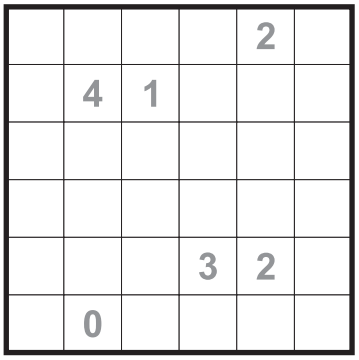
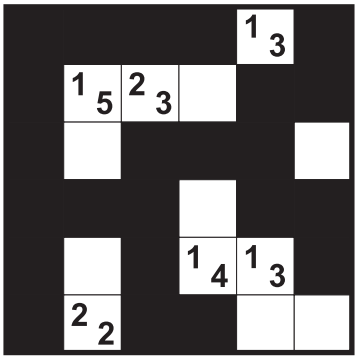
10. Tapa Difference

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





Some puzzle ideas are obtained as follows:
Total False Tapa and Magnetic Tapa from Zoltan Horvath,
Tapa Guard, Combination Tapa and Tapa Distiller from Serkan Yürekli,
Tapa and Pata from Bram de Laat,
Toroidal Tapa from Ravi Kumar,
Braille Tapa from Scott Handelman,
Shortest Segment Tapa from Anurag Sahay,
Anglers Tapa from Prasanna Venkatesh Seshadri,
Tapa Difference from Andrey Bogdanov.