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

*Note the explanation for answer format in puzzles 4 and 8.
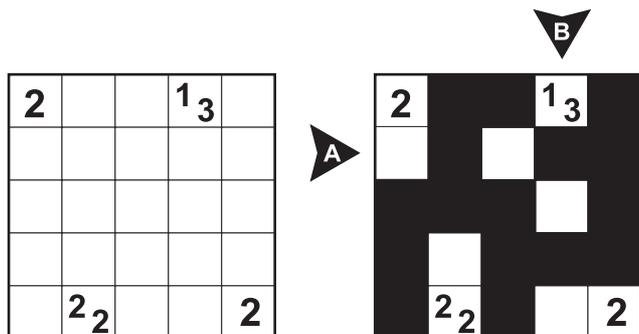
All puzzle points will be announced in Friday.

Puzzle booklet will not contain examples.

1. Previously on TVC

1a. Visionary Tapa
Clue cells contain two sets of numbers. Black ones are regular Tapa clues for the immediate neighbours, whereas the other ones supply clues for the secondary neighbours — those that are one-unit apart from the clue cell.
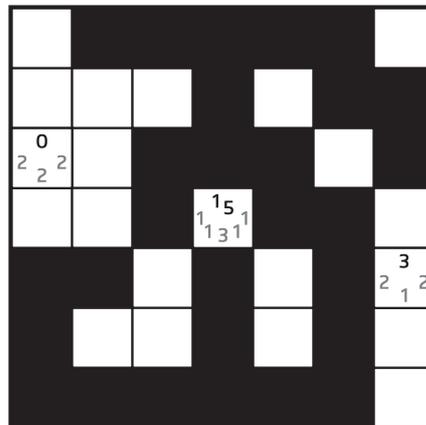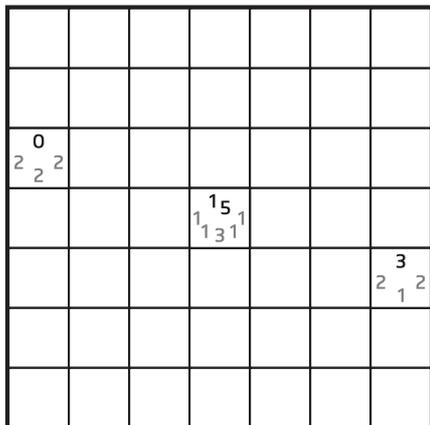
1b. Make Room For Tapa
Follow regular Tapa rules. Additionally, each outlined region should contain exactly five blackened cells.
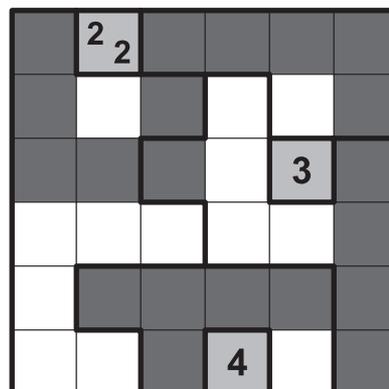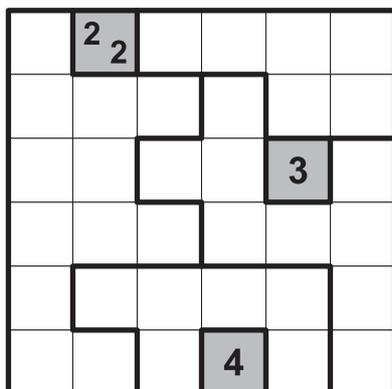
2. Twilight Tapa
Paint some cells black to create a continuous wall. Number/s in a white cell indicate the length of the black cell blocks on its neighbouring cells. Number/s in a black cell indicate the length of the white cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one other cell between the cell blocks. Painted cells cannot form a 2x2-square or larger.
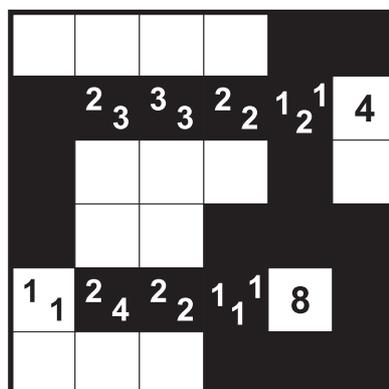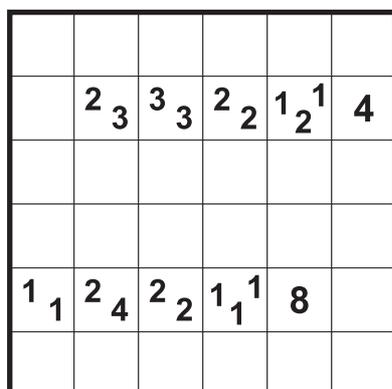
3. Compass Tapa

Follow regular Tapa rules. Additionally, the star and arrows must be part of the wall. An arrow indicates that there is a path along the wall starting with the cell that contains an arrow, going in the direction of the arrow and ending with the star that does not visit any cell twice. For each cell with an arrow, all possible arrows are shown.
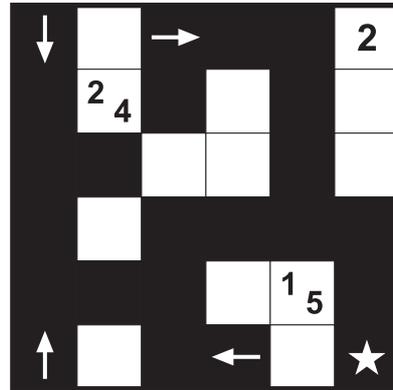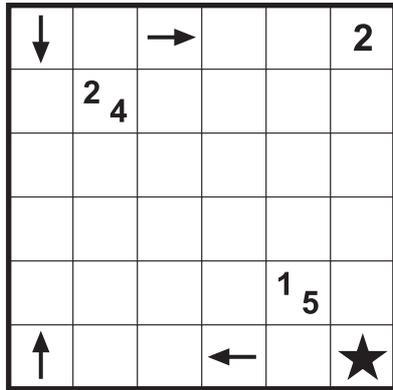
4. Wired Tapa

Tapa wall is in the form of a continuous wire that travels horizontally and vertically. Clues inside the grid represent the number of neighbouring dots used by the wire. If there is more than one number in a clue, there must be at least one empty segment between the dots used by the wire. In this puzzle, no 2x2 rule of Tapa holds as "All 4 edges of a cell cannot be used by the wire".

Answer format: Write the lengths of the separate wire segments lying towards the marked rows/columns. The answer for the example would be: 3,11
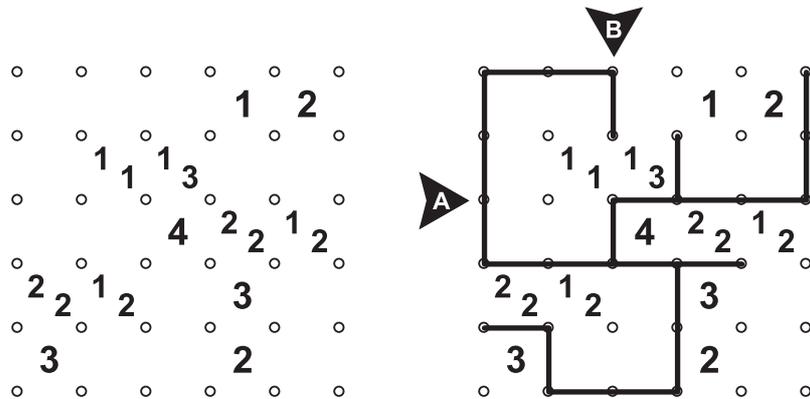
5. Broken Tapa

Fit the pieces, without rotating or reflecting, in the grid and solve the regular Tapa puzzle.
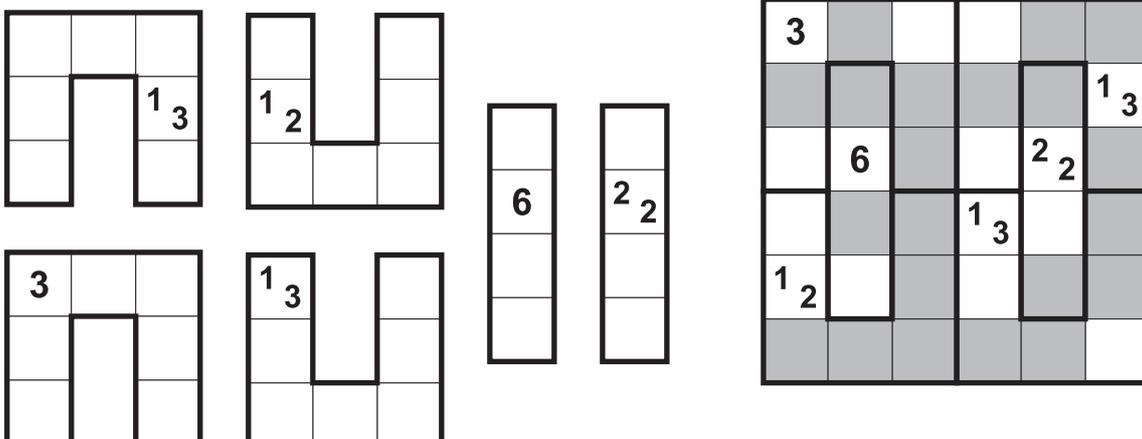
6. Roman Tapa

Follow regular Tapa rules. Additionally, clues are given as Roman numerals. A clue may represent one or more digits, written succesively. For example VI may be either 6, or 5-1. Clues are not necessarily in increasing order.

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

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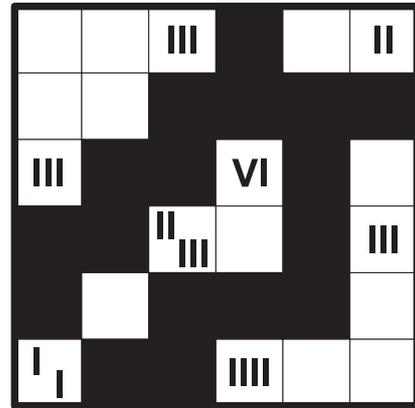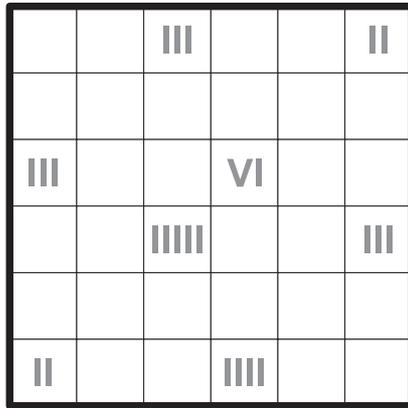
7. Sweeper Tapa

Follow regular Tapa rules. After the wall is blackened, each element (ABC letters for the example, some symbols for the actual puzzle) should appear at most once in every row and column.

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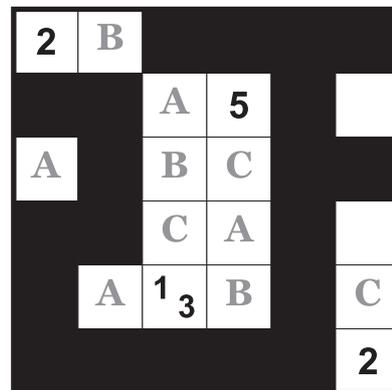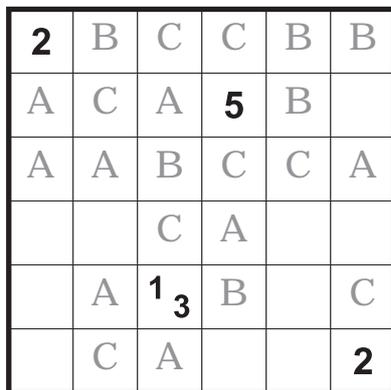
8. Tapa - Like Loop

Tapa wall is in the form of a continuous loop. Clues inside the grid represent the number of neighbouring cells visited by the loop. If there is more than one number in a cell, each number should be represented with a separate loop segment. In this puzzle, no 2x2 rule of Tapa does not hold.

Answer format: Write the lengths of the separate line segments lying towards the marked rows/columns. The answer for the example would be: 11,3
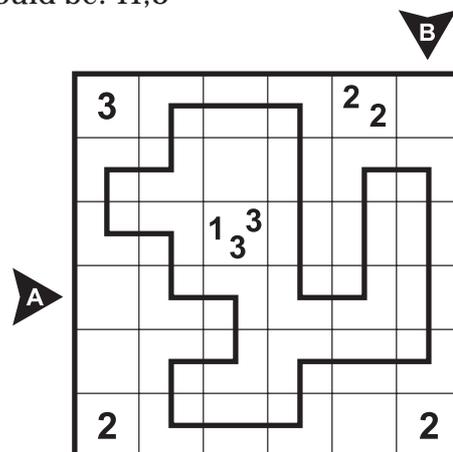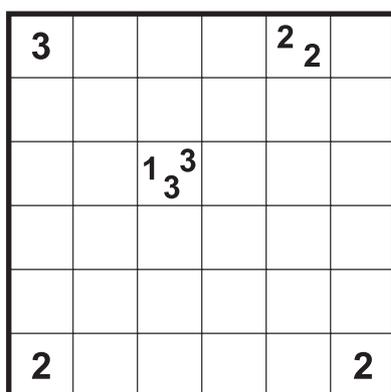
9. Tapa [Borders]

Follow regular Tapa rules. Additionally, the borders between some cells may be either thick or nonexistent. A thick border separating two cells means one is shaded and the other is not. A lack of a border means the two cells are both shaded or both unshaded.

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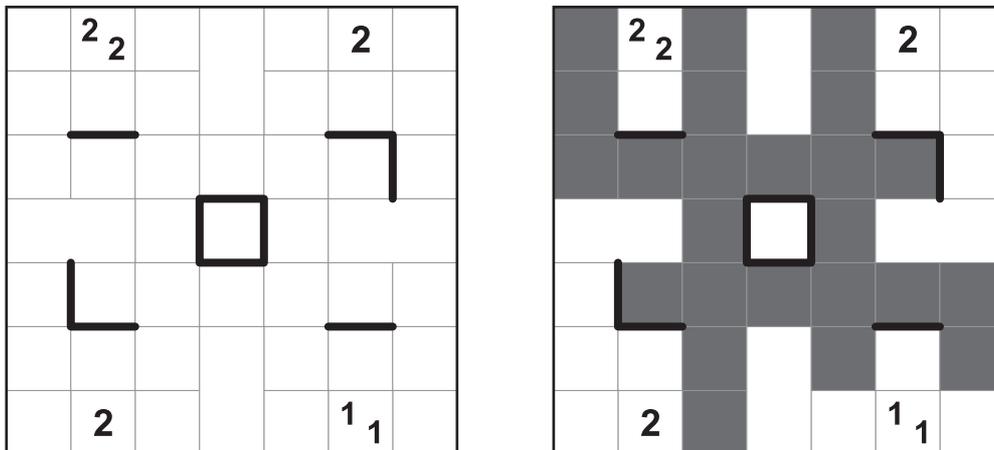
10. TAPA TAPA

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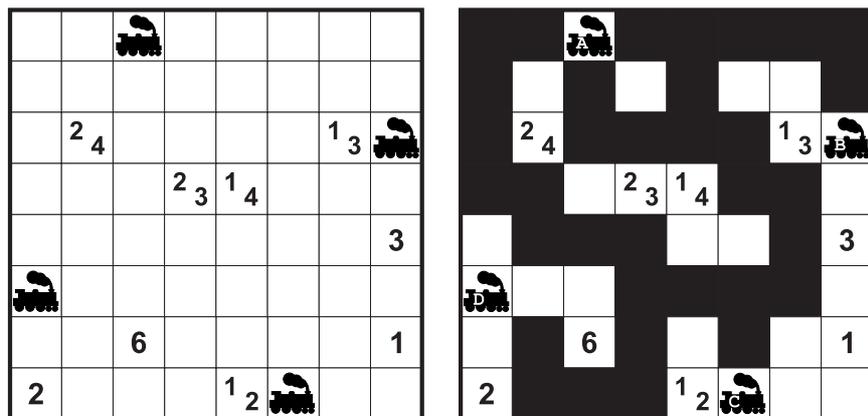
A: TARTU
B: TAPA
C: TALLINN
D: NARVA