Tapa Variations Contest I-XVIII Puzzles List V5

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, 2012 with IX-XII and 2013 with XIII-XVI. Last three years 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.

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.

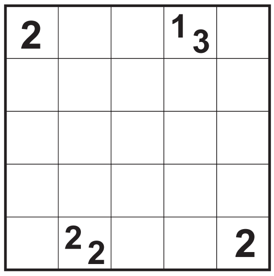
This list includes all puzzle ideas we've received so far. Some of them were used in the contests, some will be used in following ones.

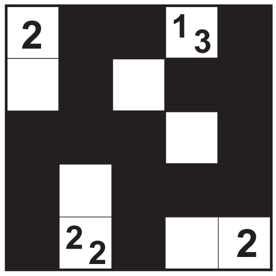
Links to previous contests
TVC 2010 (I-II-III-IV) : http://oapc.wpc2009.org/archive.php
TVC 2011 (V-VI-VII-VIII) : http://logicmastersindia.com/TVC/
TVC 2012 (IX-X-XI-XII) : http://logicmastersindia.com/TVC/
TVC 2013 (XIII-XIV-XV-XVI) : http://logicmastersindia.com/TVC/
TVC 2016 (XVII- : http://logicmastersindia.com/TVC/

Serkan Yurekli
Jan, 2016

0. 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.

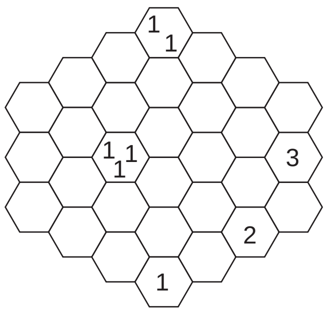


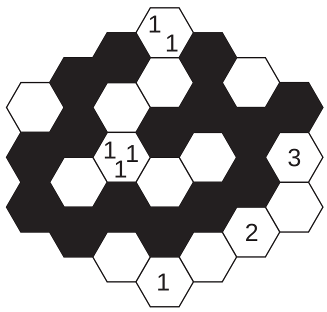


1. Hexa Tapa - Puzzle Idea: Serkan Yürekli - TVC: I, XV

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:

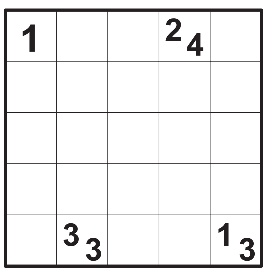


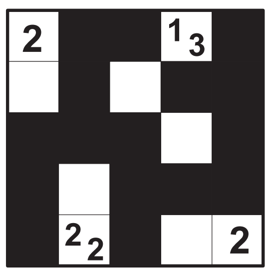


2. Knapp Daneben Tapa - Puzzle Idea: Florian Kirch - TVC: I, VIII, XVII

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:

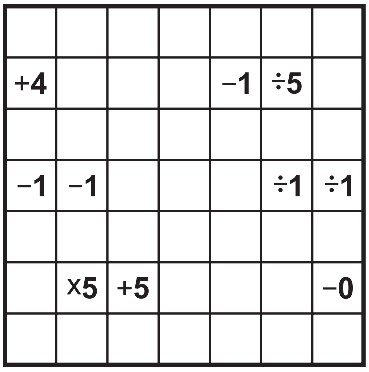


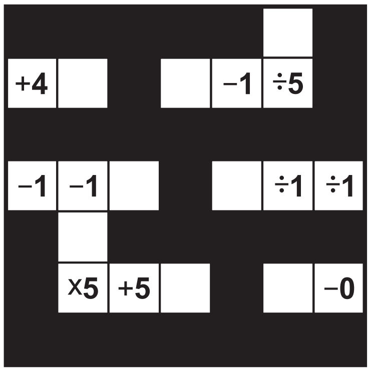


3. Math Tapa - Puzzle Idea: Rauno Parnits - TVC: I, V

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÷2÷1=1. Operations resulting in negative numbers will not be given.

Examples:

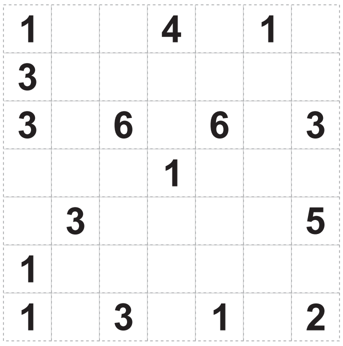


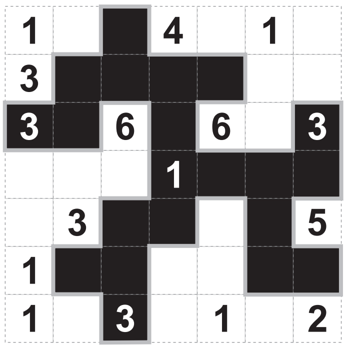


4. Tapa Rundweg - Puzzle Idea: Nils Miehe - TVC: I

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:

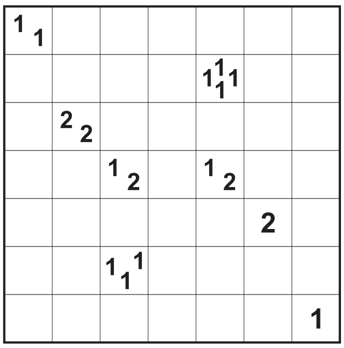


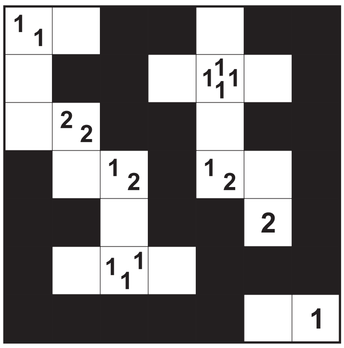


5. Pata - Puzzle Idea: Mehmet Murat Sevim - TVC: I, XIII

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:

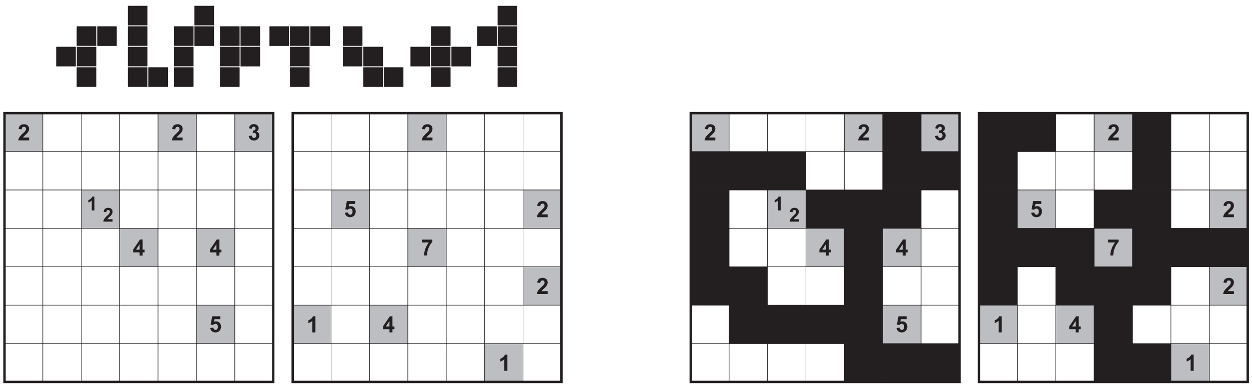




6. Tapa Pentopool - Puzzle Idea: Serkan Yürekli - TVC: I

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.

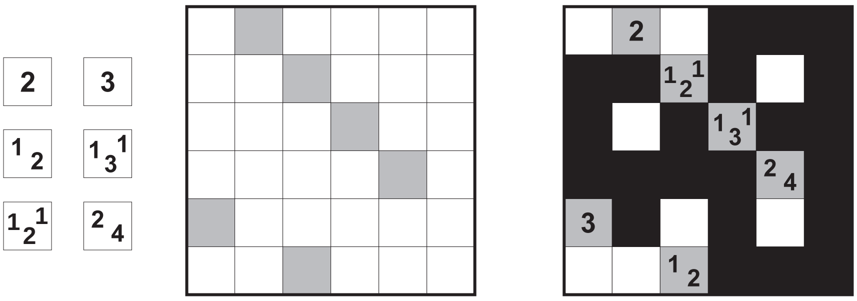
Examples:



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

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.

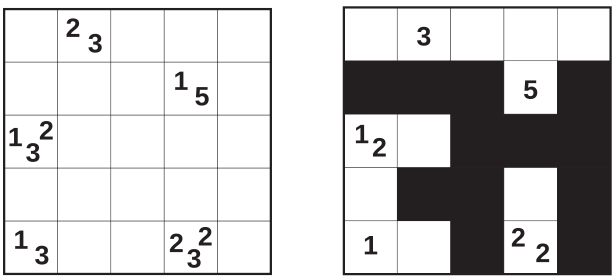
Examples:



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

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

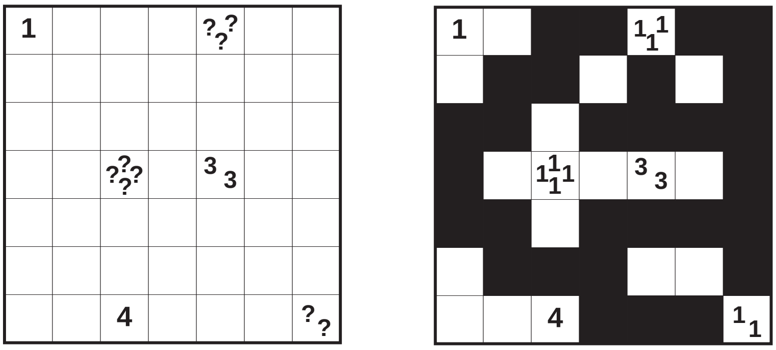
Examples:



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.

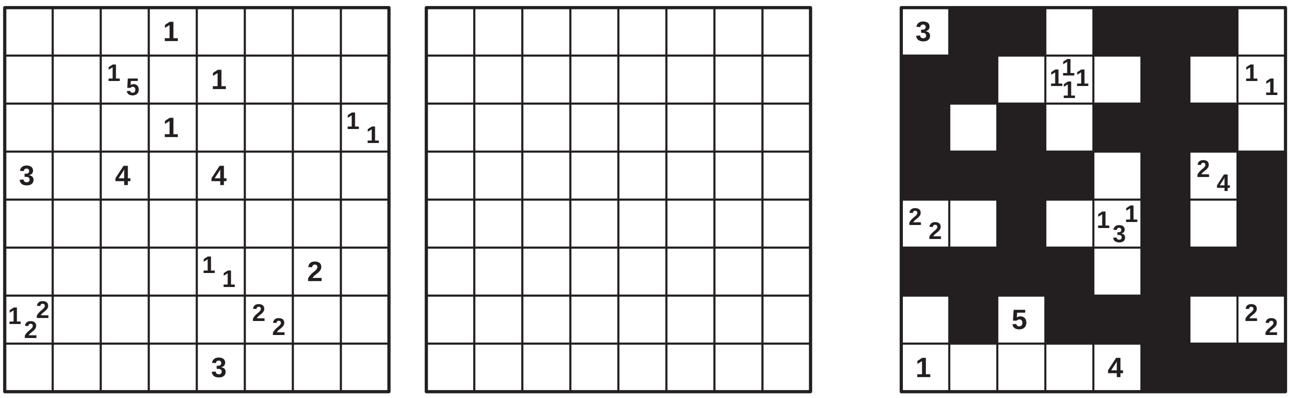
Examples:



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

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 T apa with these numbers.

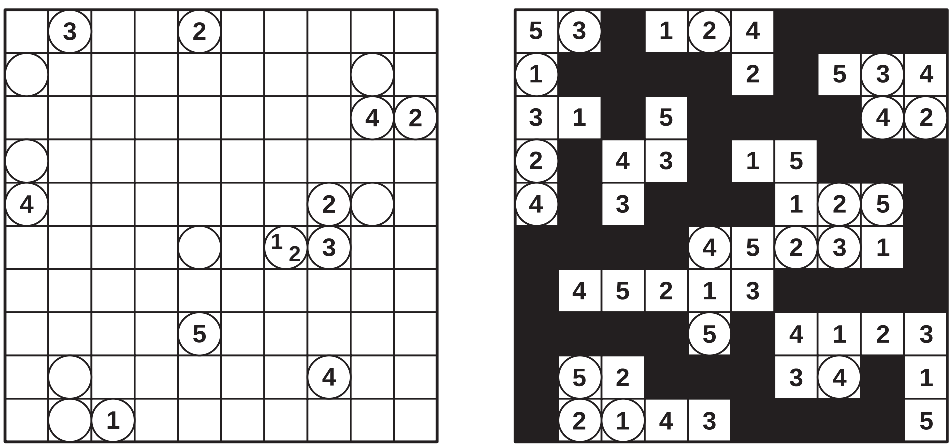
Examples:



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 digis 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.

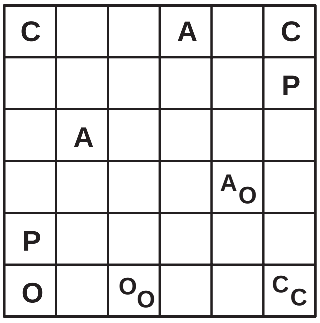
Examples:

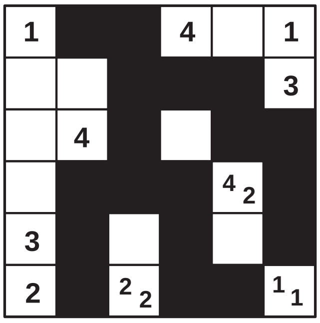


12. TAPA LOGIC - Puzzle Idea: Serkan Yürekli - TVC: II, XIII, XVII

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:

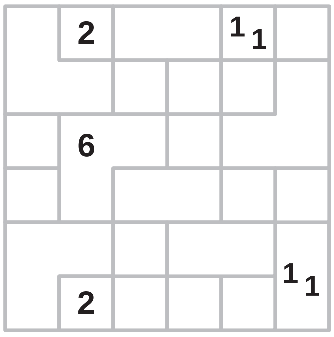


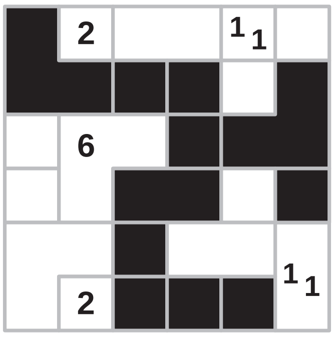


13. Irregular Tapa - Puzzle Idea: Serkan Yürekli - TVC: II, IV

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

Examples:

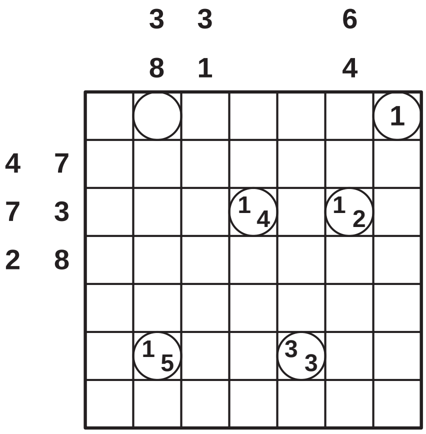


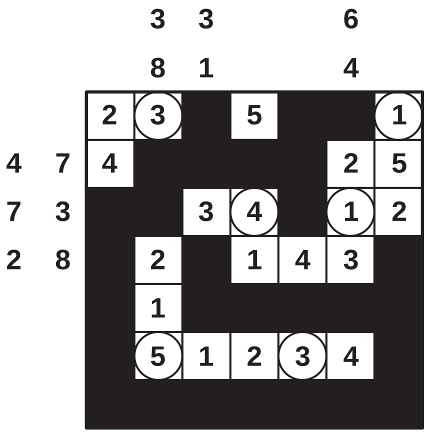


14. Japanese Sums Tapa - Puzzle Idea: Serkan Yürekli - TVC: II

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:

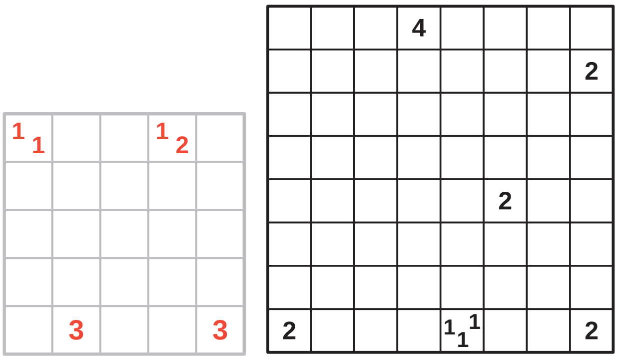


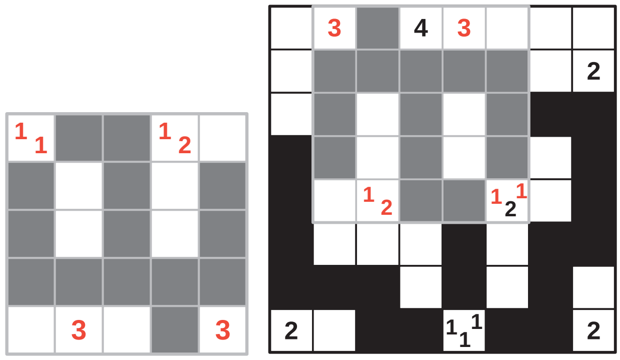


15. Telescopic Tapa - Puzzle Idea: Serkan Yürekli - TVC: II

Rules: Solve the first Tapa puzzle and place it to the next grid, carrying both the clues and blackened cells. You can rotate this grid before placing but you cannot mirror it. Carried clues may overlap the given clues, but in this case all clues in the cell should be valid in the solution. Clues and blackened cells cannot overlap. All cells of the first grid should be inside the second one.

Examples:

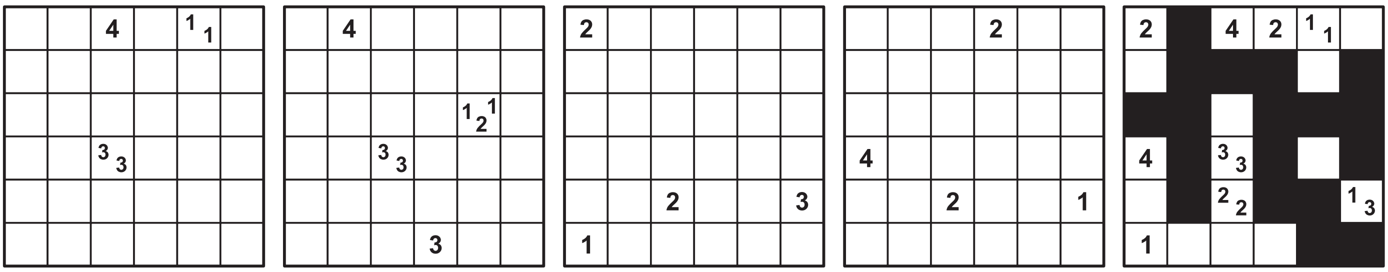




16. ¾ Tapa - Puzzle Idea: Serkan Yürekli - TVC: II

Rules: Overlap three of the four given grids properly without any rotations and obtain a valid Tapa puzzle. Clues may overlap each other, but in this case all clues in the cell should be valid in the solution.

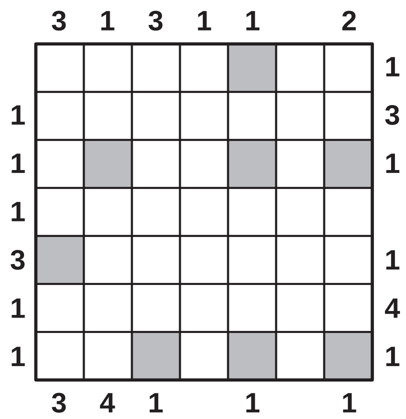
Examples:

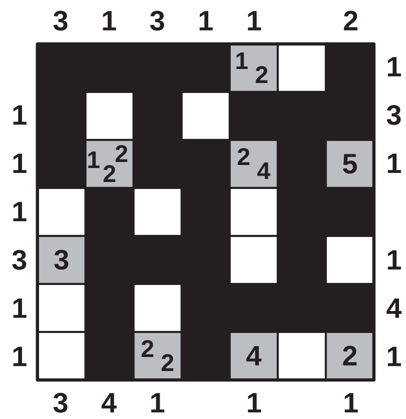


17. Combination Tapa - Puzzle Idea: Serkan Yürekli - TVC: II, X

Rules: 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.

Examples:

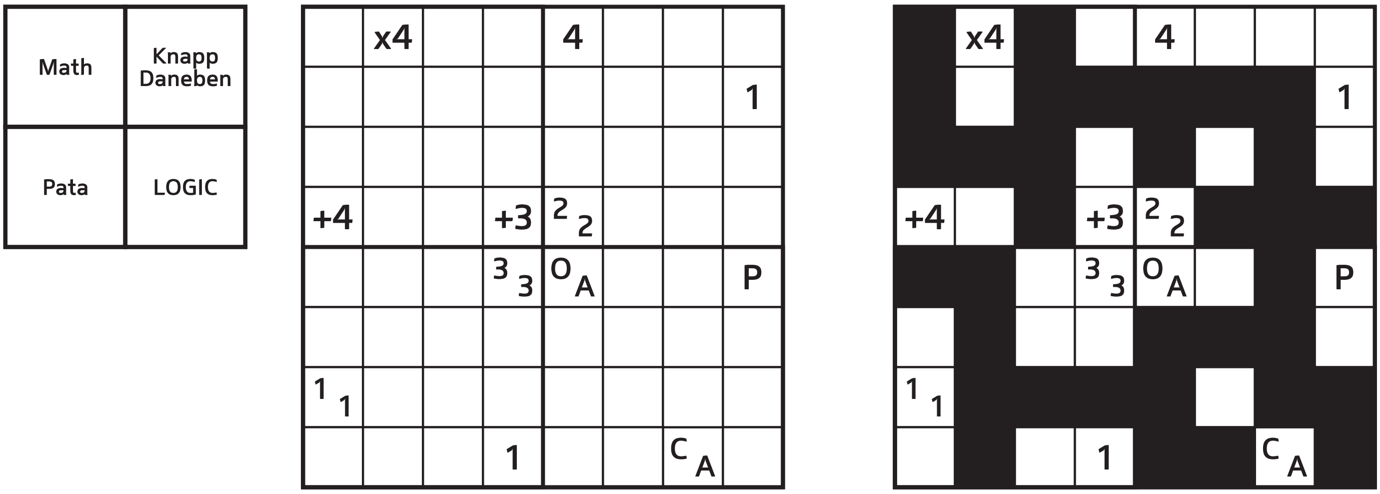




18. Combined Tapa - Format Idea: Cihan Altay - TVC: III, XI

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

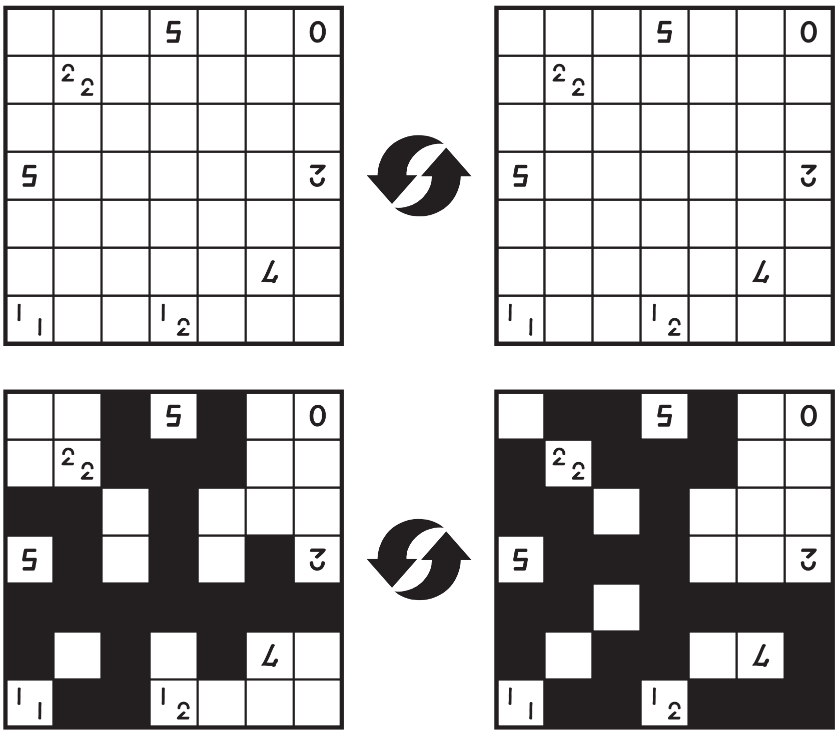
Examples:



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.

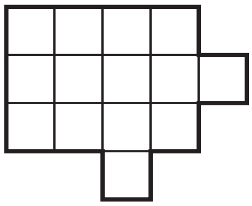
Examples:

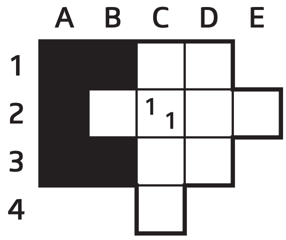


20. Meta Tapa - Puzzle Idea: Cihan Altay - TVC: III

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

Examples:

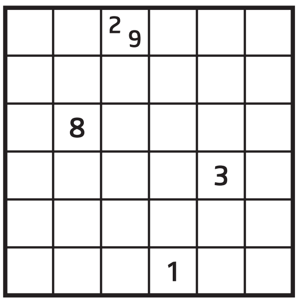


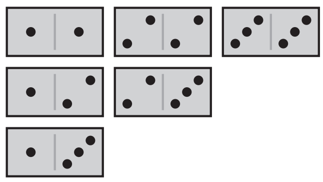


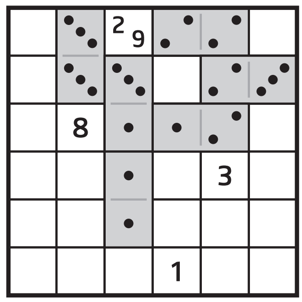
21. Tapamino - Puzzle Idea: Cihan Altay - TVC: III, VIII

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:



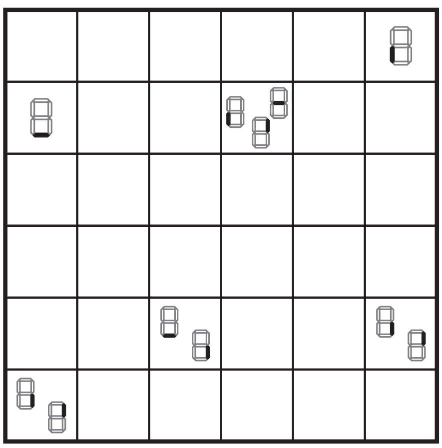


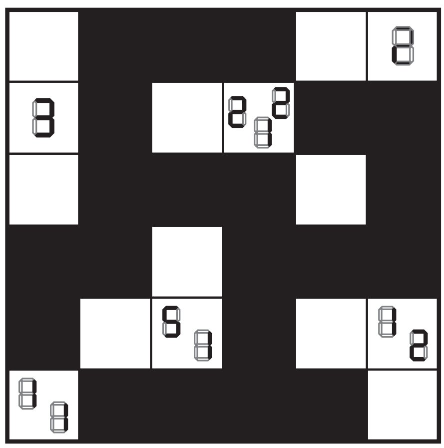


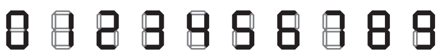
22. Digital Tapa - Puzzle Idea: Cihan Altay - TVC: III, IX

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:



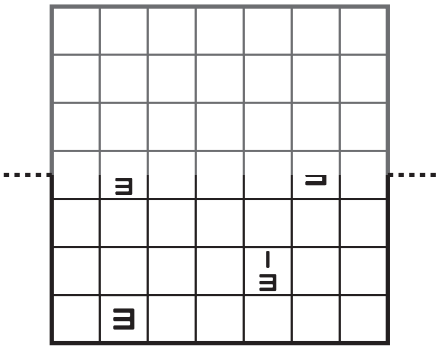


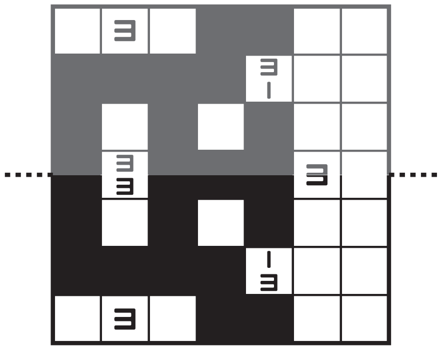


23. Mirror Tapa - Puzzle Idea: Cihan Altay - TVC: III

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:

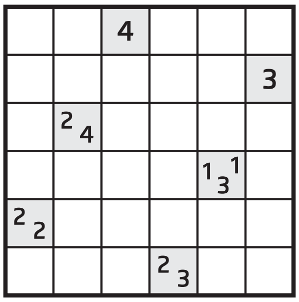


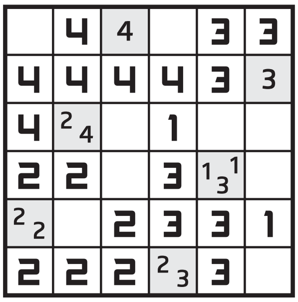


24. Tapa Filler - Puzzle Idea: Cihan Altay - TVC: III, IV, V, XVI

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:

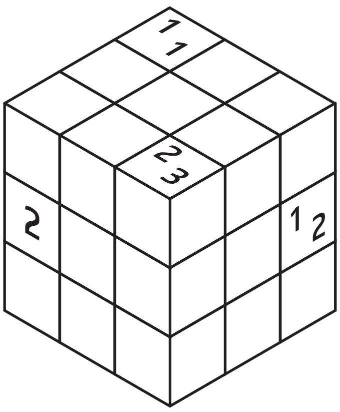


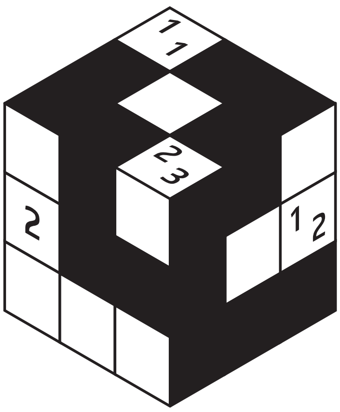


25. Cubic Tapa - Puzzle Idea: Cihan Altay - TVC: III

Rules: Follow the Tapa rules

Examples:

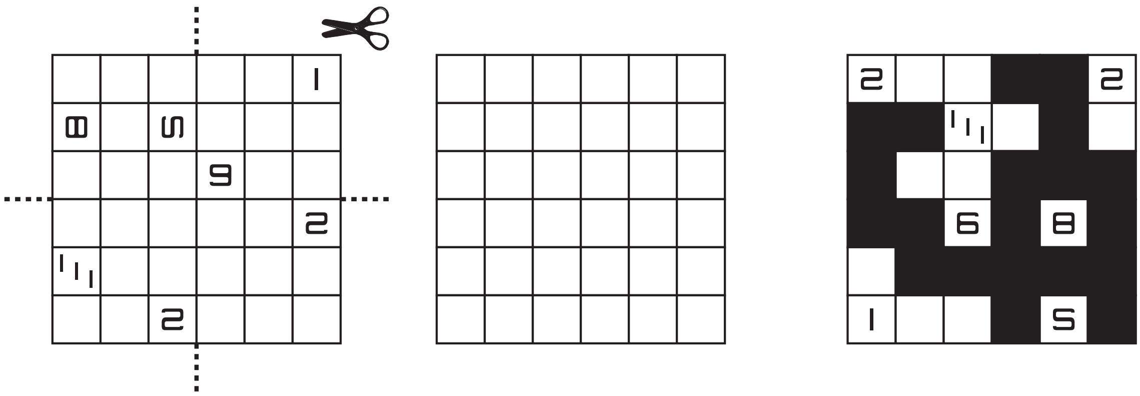




26. Manipulative Tapa - Puzzle Idea: Cihan Altay - TVC: III

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.

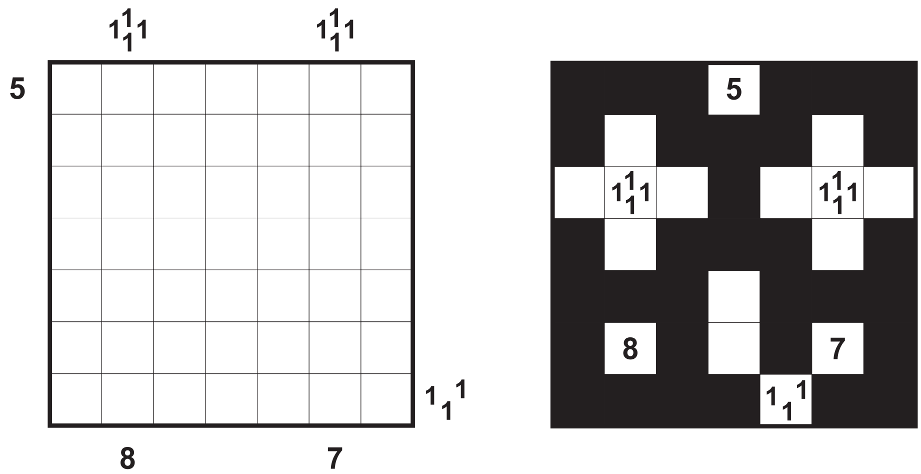
Examples:



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.

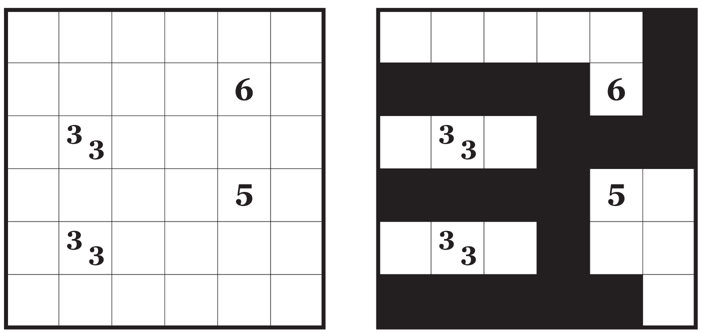
Examples:



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

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.

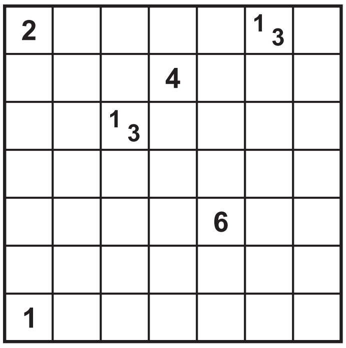
Examples:

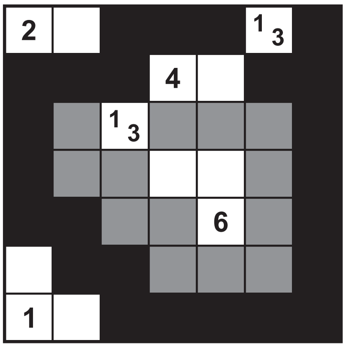


29. Double Tapa - Puzzle Idea: Vladimir Portugalov - TVC: IV, V

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

Examples:

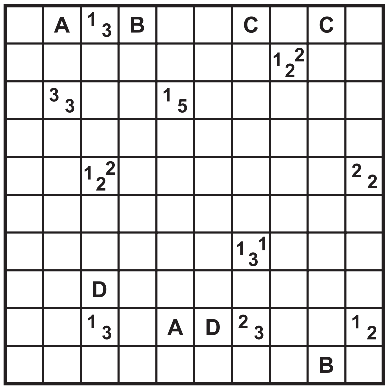


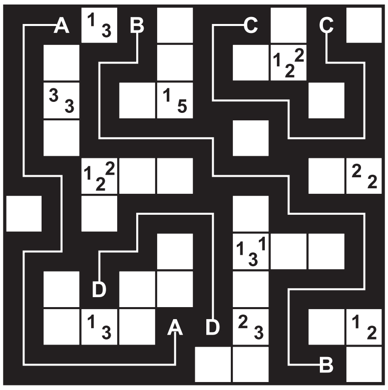


30. Tapa Connection - Puzzle Idea: Andrey Bogdanov - TVC: IV, V, XVIII

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:

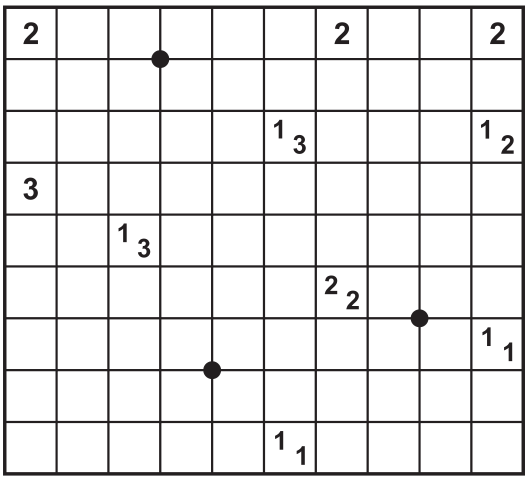


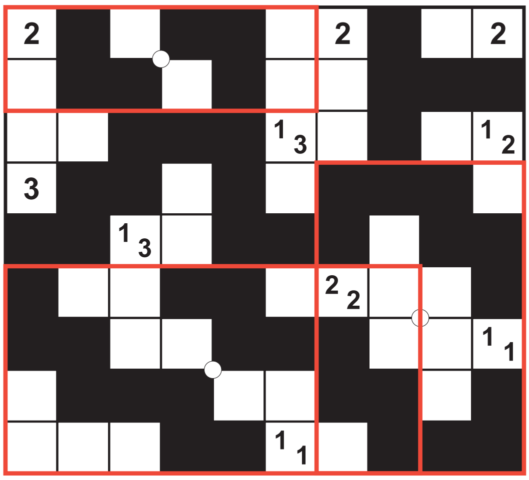


31. Symmetric Tapa - Puzzle Idea: Andrey Bogdanov - TVC: IV, VI, XVI

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

Examples:

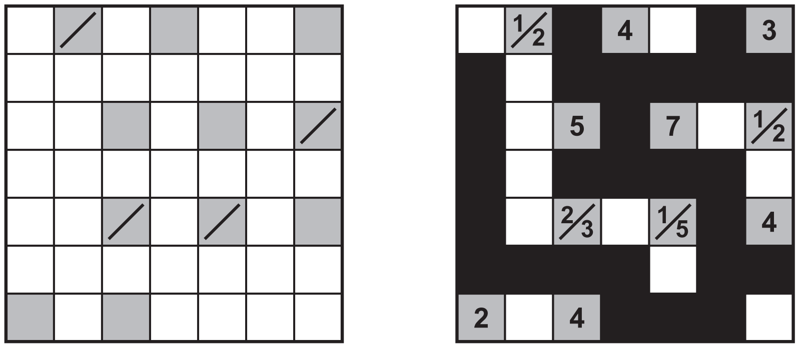




32. Tapa Magic - Puzzle Idea: Vladimir Portugalov - TVC: IV, XVII

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.

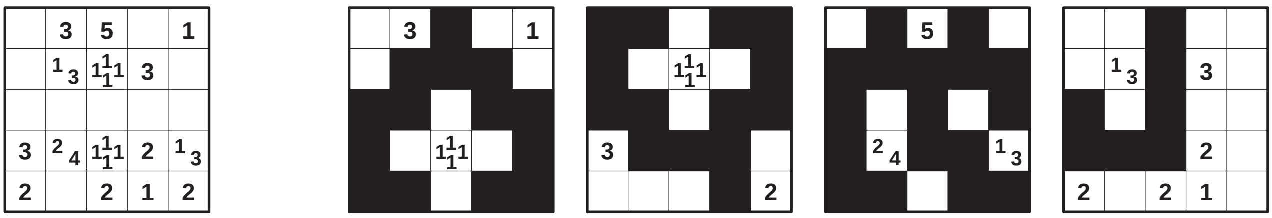
Examples:



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

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:

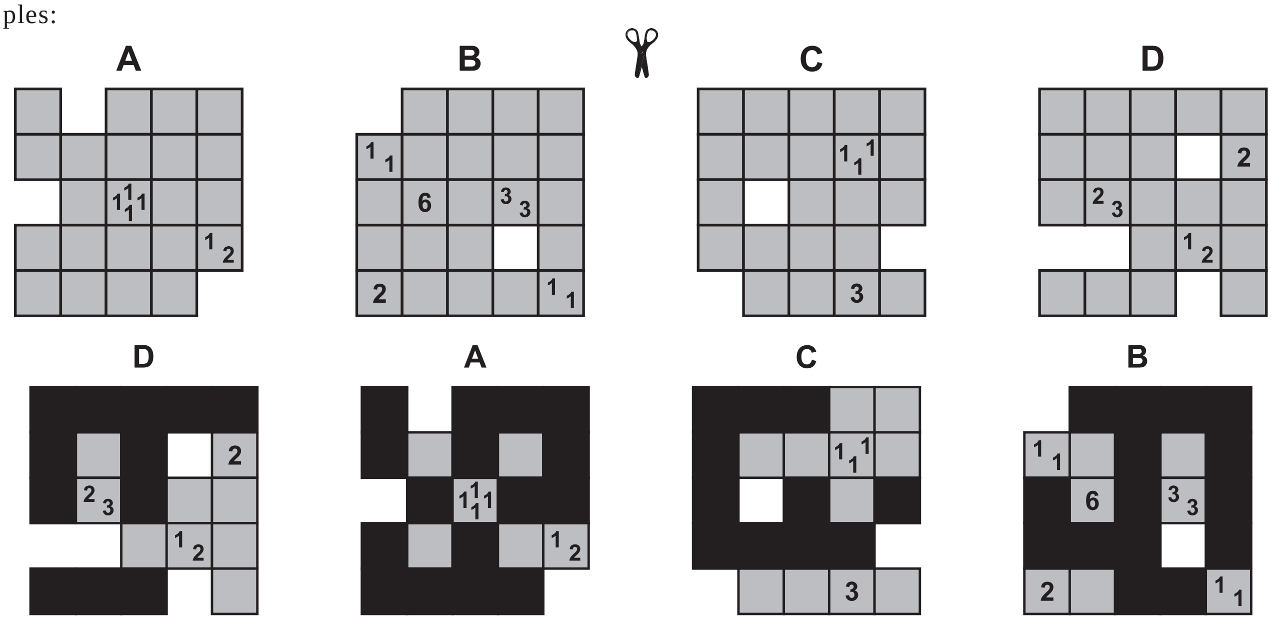


34. Tapa Kit Kat - Puzzle Format: Mehmet Murat Sevim - TVC: IV

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.

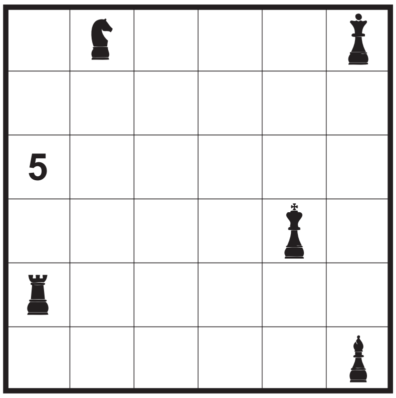
Examples:

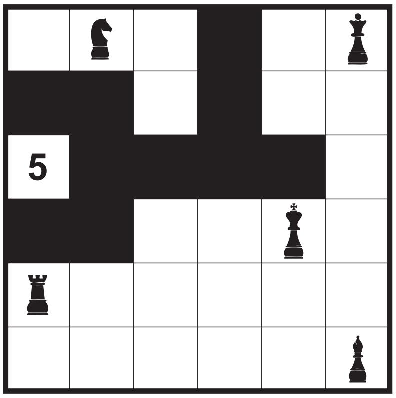


35. Tapa Chess - Puzzle Idea: Nikola Zivanovic - TVC: V

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:

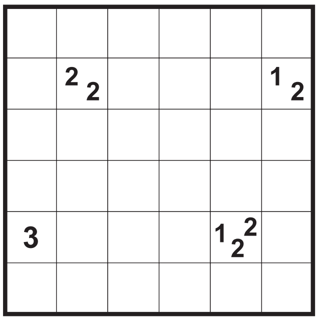


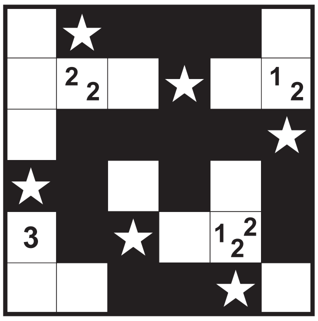


36. Tapa Star - Puzzle Idea: Gülce Özkütük Yürekli - TVC: V, XVII

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:



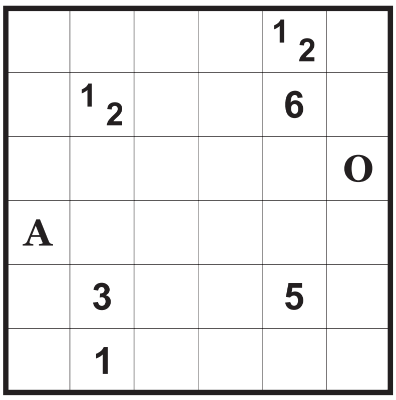


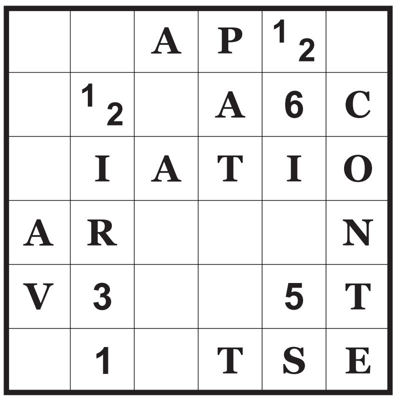
37. Word Tapa - Puzzle Idea: Serkan Yürekli - TVC: V, VI

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

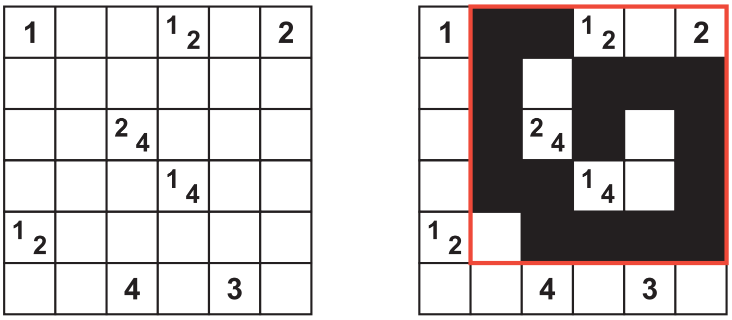




38. Tapa with Borders - Puzzle Idea: Riad Khanmagomedov - TVC: V, XVII, XVIII

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.

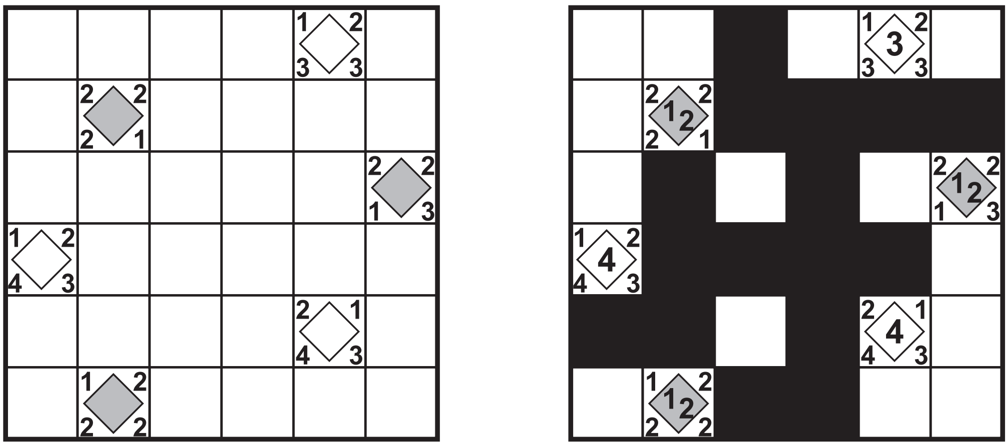
Examples:



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.

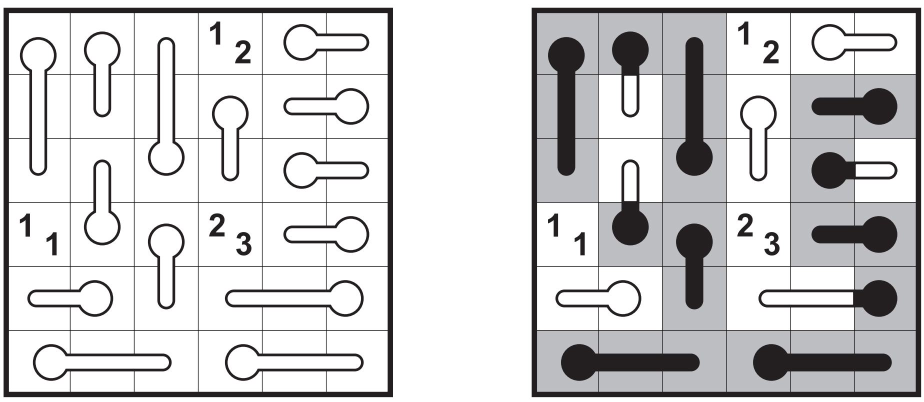
Examples:



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.

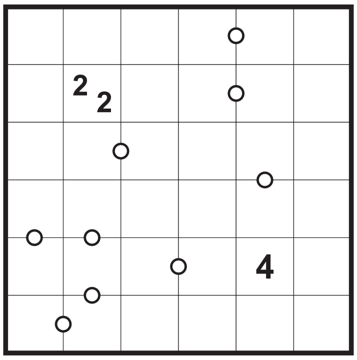
Examples:

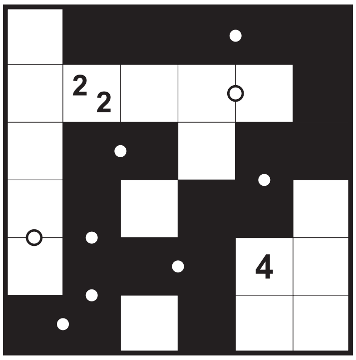


41. Same as Tapa - Puzzle Idea: Serkan Yürekli - TVC: VI

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

Examples:

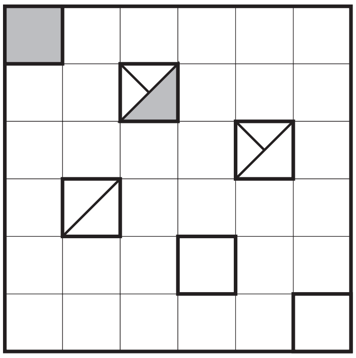


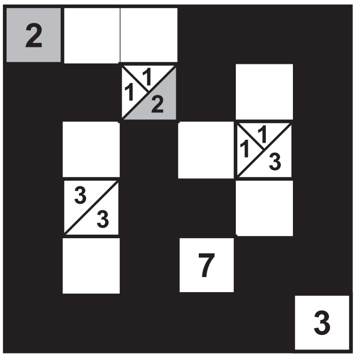


42. Tapa Odd-Even - Puzzle Idea: Serkan Yürekli - TVC: VI

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:

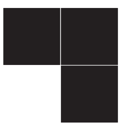


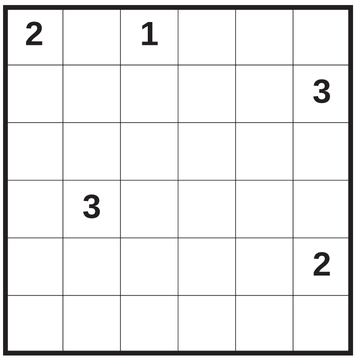


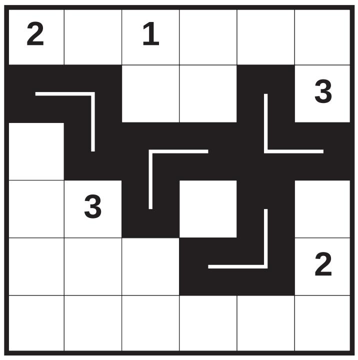
43. Tapa Trimino - Puzzle Idea: Rohan Rao - TVC: VI, IX

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

Examples:



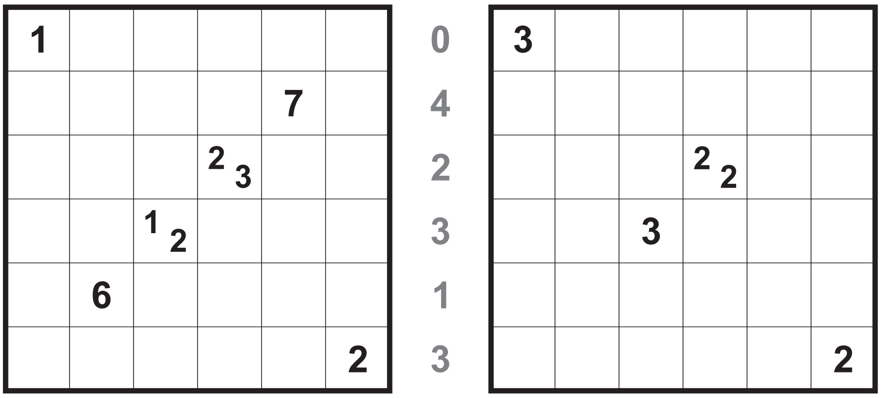


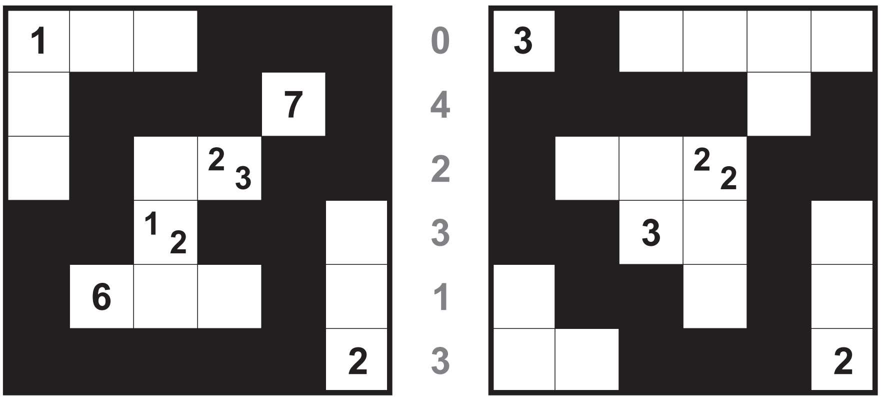


44. Mastermind Tapa - Puzzle Idea: Deb Mohanty - TVC: VI, VII, XVI

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

Examples:

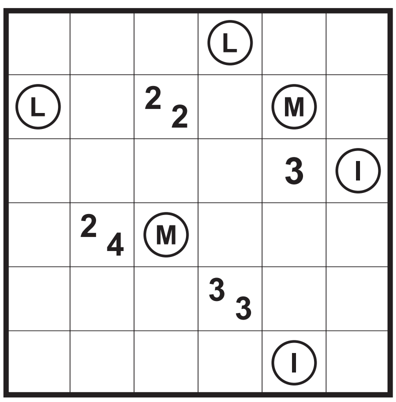


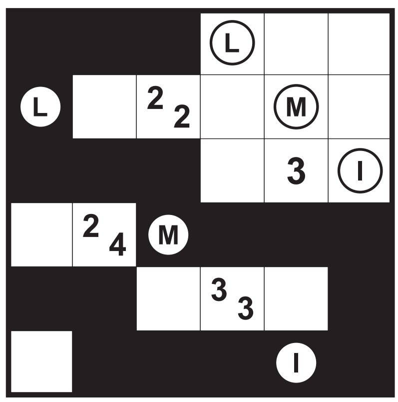


45. Alternative Tapa - Puzzle Idea: Serkan Yürekli - TVC: VI, XVI, XVII

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

Examples:

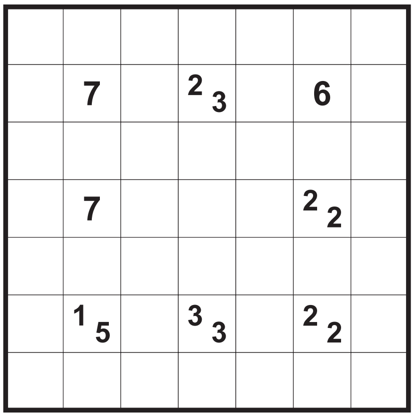


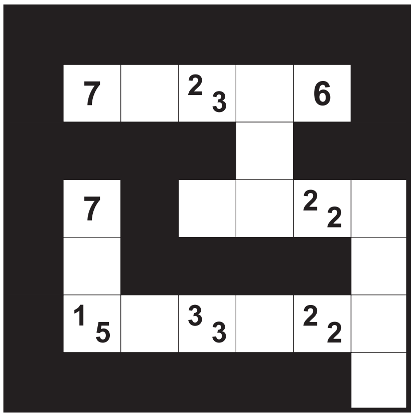


46. B&W Tapa - Puzzle Idea: Andrey B. - Deb M. - Rohan R. - TVC: VI

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:

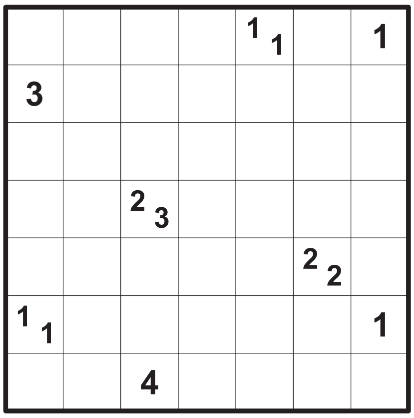




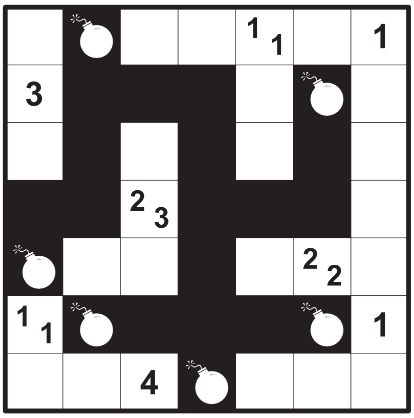
47. Tapa Mine - Puzzle Idea: Zoltan Horvath - TVC: VII, XVI

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:



6 mines



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

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.

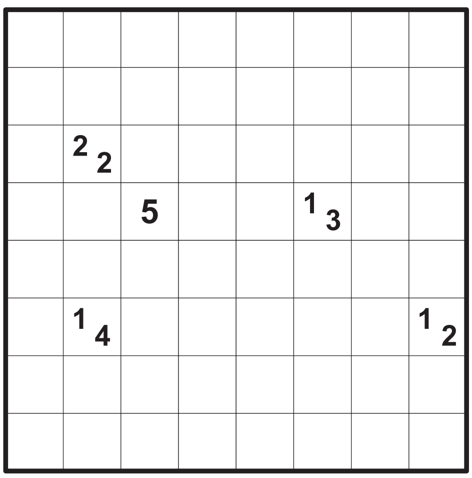
Examples:

ICE

OGRE
PEAR

CHERRY
GARLIC
RADISH

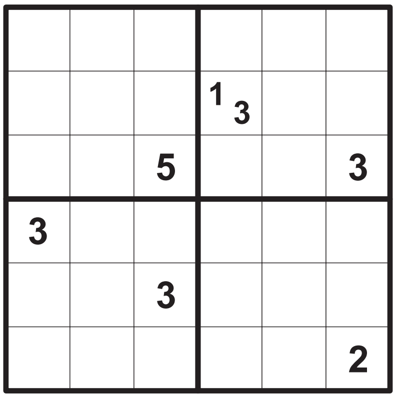
APRICOT

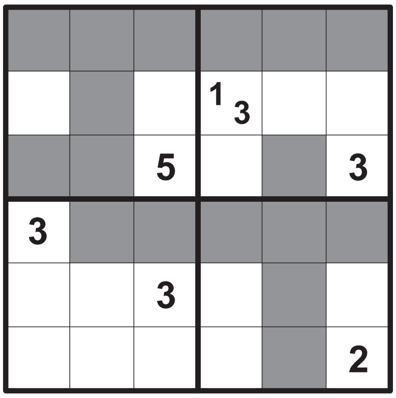


49. Progressive Tapa - Puzzle Idea: Rohan Rao - TVC: VII

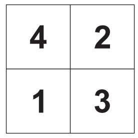
Rules: Each outlined region represents a different phase. One of these regions is the starting phase. The second phase includes all the blackened cells in the starting phase, and some more blackened cells. This rule applies for every next phase; each phase contains more blackened cells than the previous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

Examples:





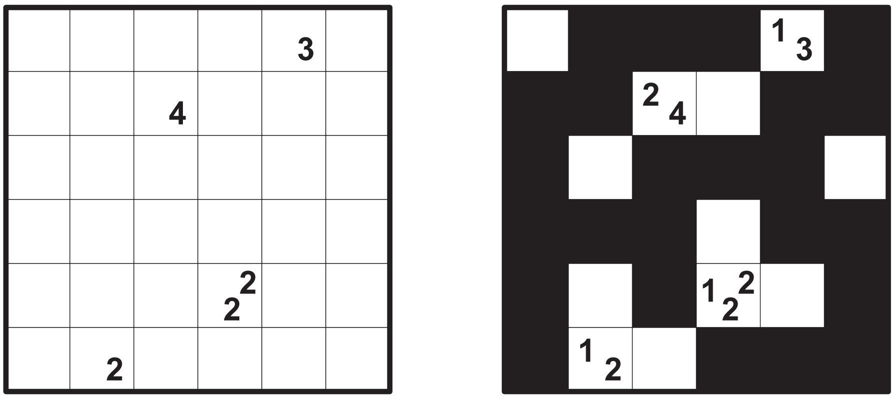
Phases in increasing order



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

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.

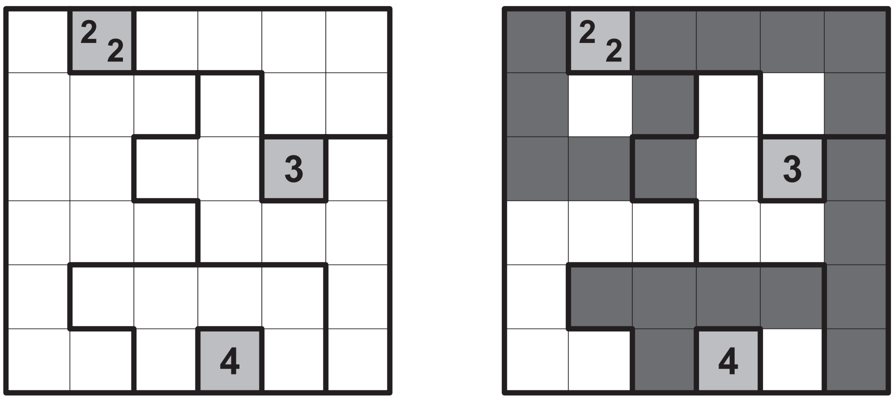
Examples:



51. Make Room For Tapa - Puzzle Idea: Thomas Snyder - TVC: VII, XII, XIII, XVII

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

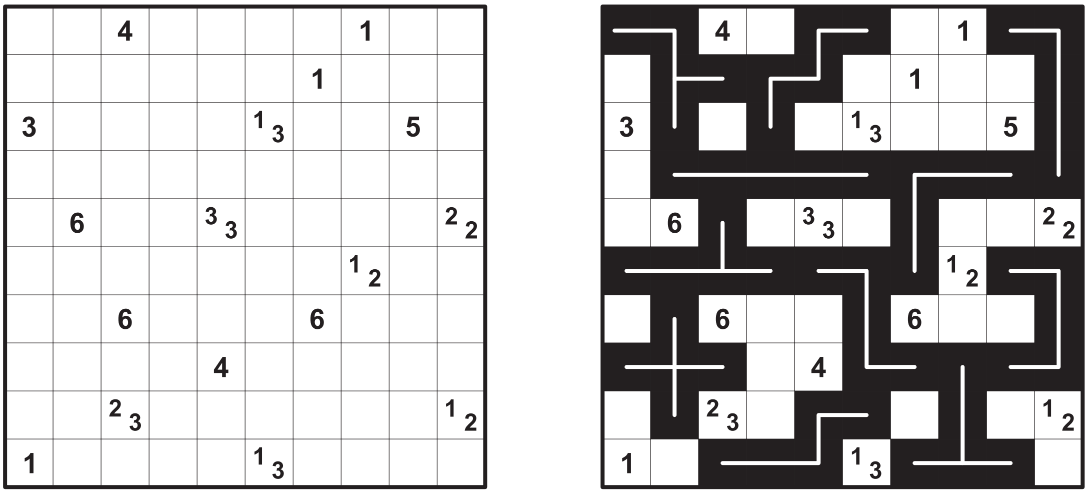
Examples:

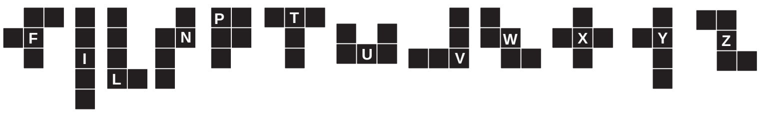


52. Pentapa - Puzzle Idea: Vladimir Portugalov - TVC: VII, XIV

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

Examples:



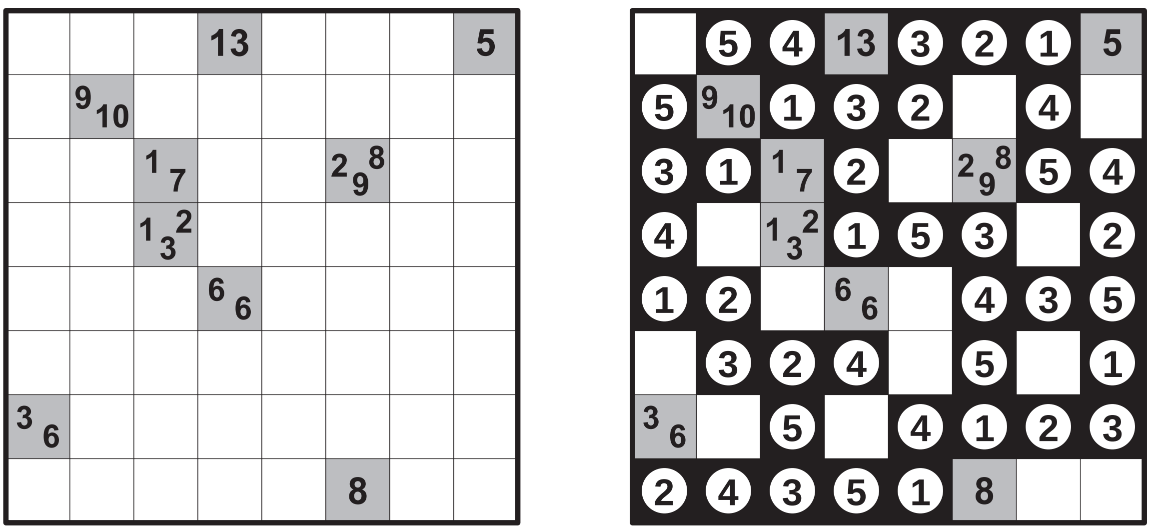


53. Hungarian Tapa - Puzzle Idea: Zoltan Horvath- TVC: VII, VIII

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:

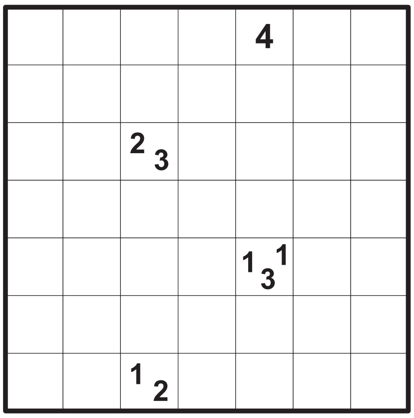
(1-5)

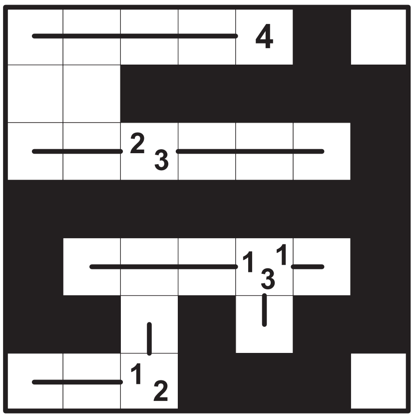


54. Tapa Lines - Puzzle Idea: Rohan Rao - TVC: VII

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:

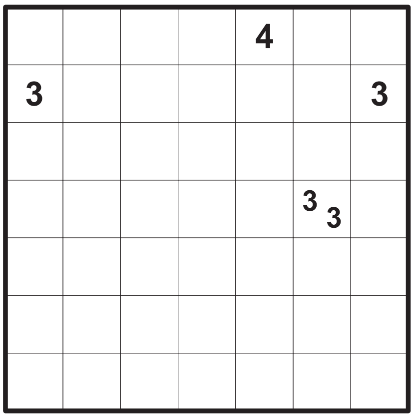


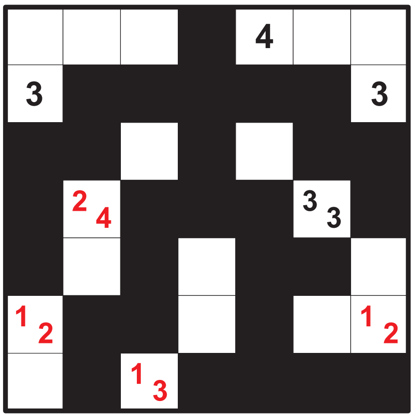


55. Peers Tapa - Puzzle Idea: Serkan Yürekli - TVC: VII, VIII, XVII

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:

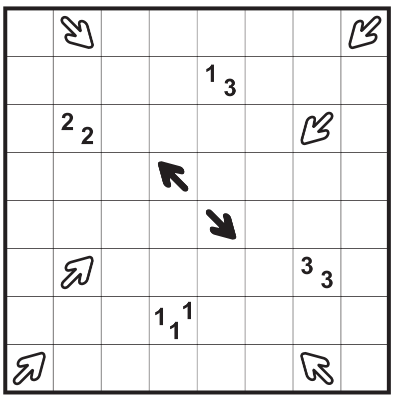


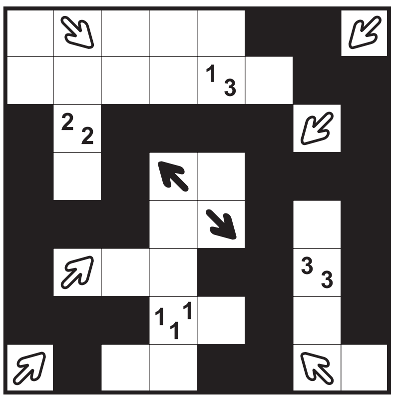


56. Arrows Tapa - Puzzle Idea: Zoltan Horvath- TVC: VIII

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:



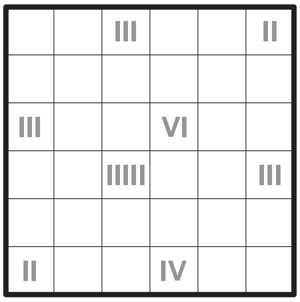


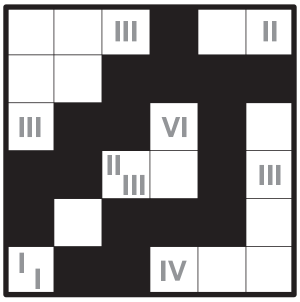
57. Roman Tapa - Puzzle Idea: Alexandru Szoke - TVC: VIII, XII

Rules: 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.

Examples:

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

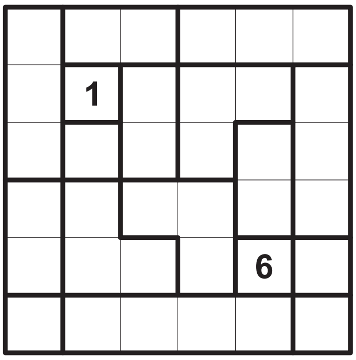


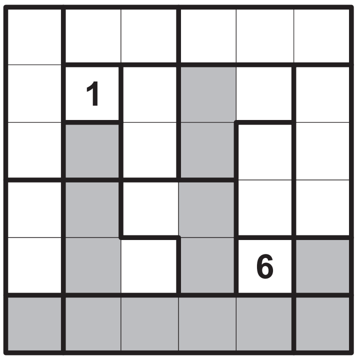


58. Tapa Shape - Puzzle Idea: Rohan Rao - TVC: VIII, IX

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

Examples:

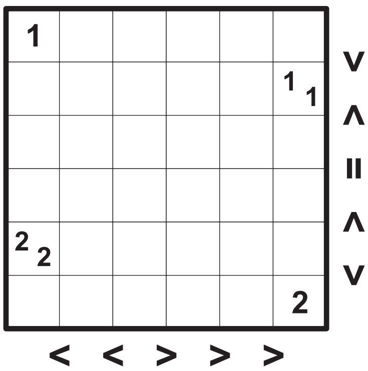


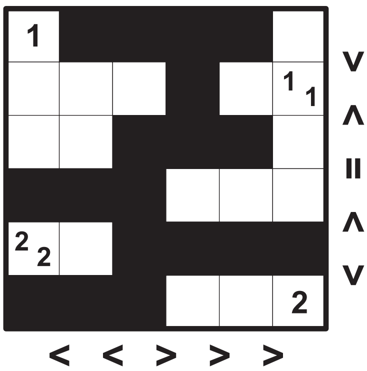


59. Outside Tapa - Puzzle Idea: Rohan Rao - TVC: VIII, XV, XVII

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

Examples:

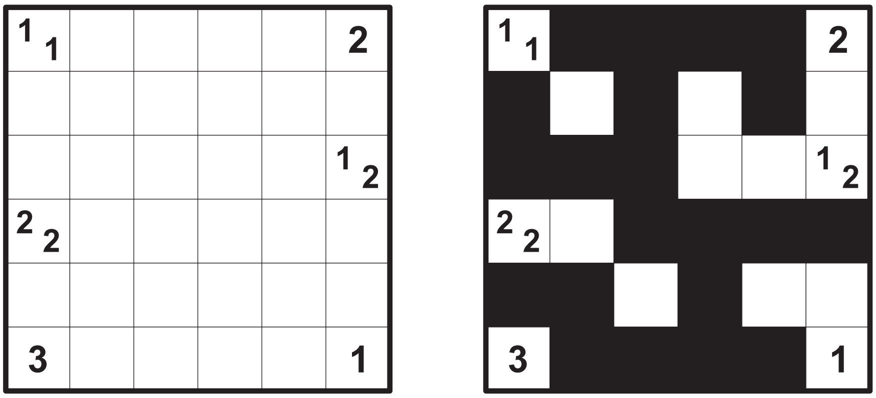




60. Tapa Row - Puzzle Idea: Alexandru Szoke - TVC: VIII

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

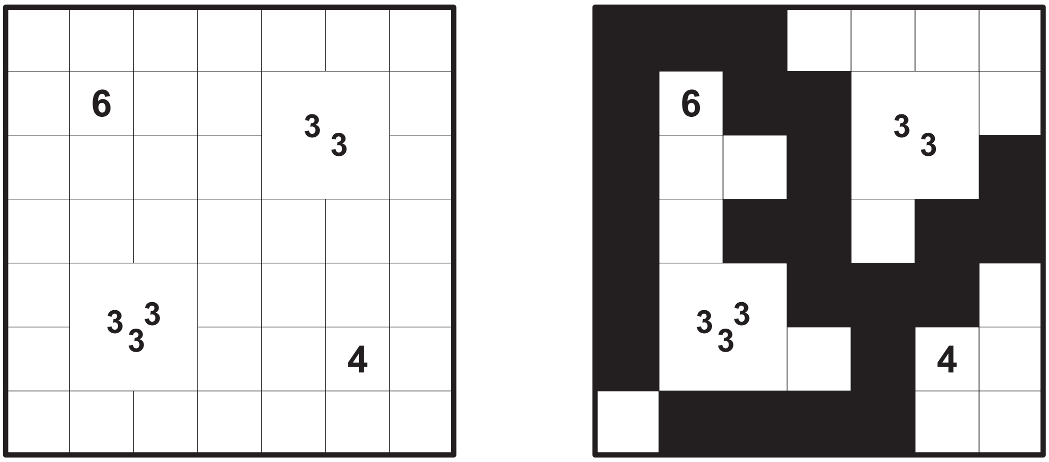
Examples:



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

Rules: Follow regular Tapa rules.

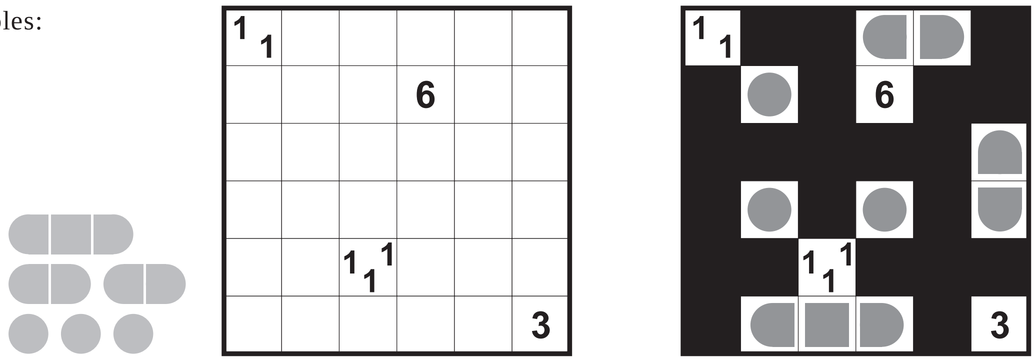
Examples:



62. Battle Tapa - Puzzle Idea: Andrey Bogdanov - TVC: IX

Rules: Follow regular Tapa rules. Additionally, all empty cells (without clue cells) should form the given battleships set. Ships cannot touch each other even diagonally.

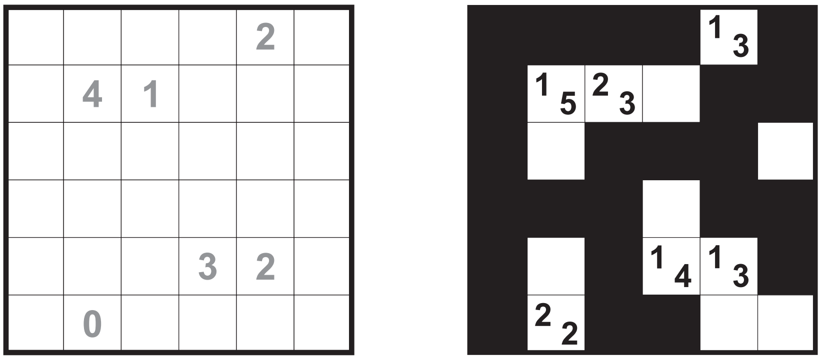
Examples:



63. Tapa Difference - Puzzle Idea: Andrey Bogdanov - TVC: X

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

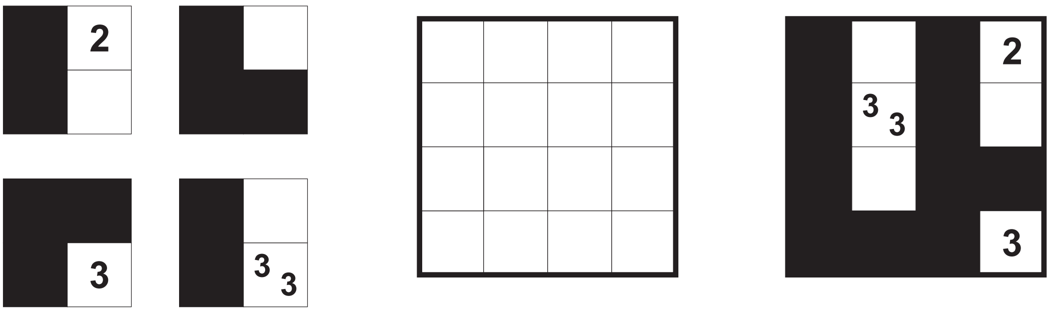
Examples:



64. Tapa Mosaic - Puzzle Idea: Andrey Bogdanov - TVC ????

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

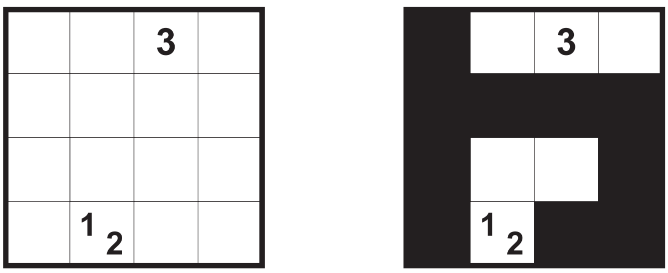
Examples:



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

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

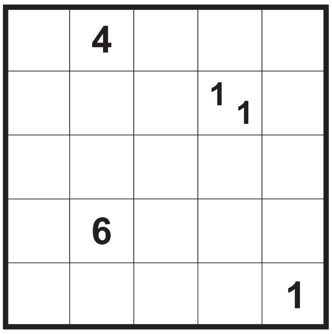
Examples:

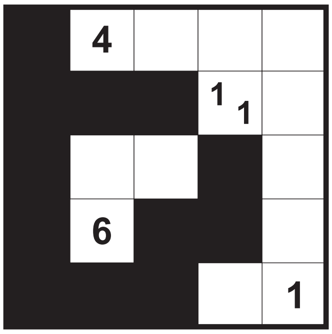


66. Tapa and Pata - Puzzle Idea: Bram De Laat - TVC: X

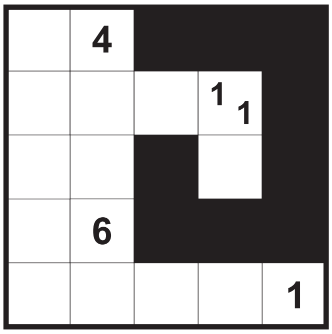
Rules: Follow regular Tapa and Pata rules. Additionally, the puzzle can be solved as Tapa and Pata.

Examples:





Tapa

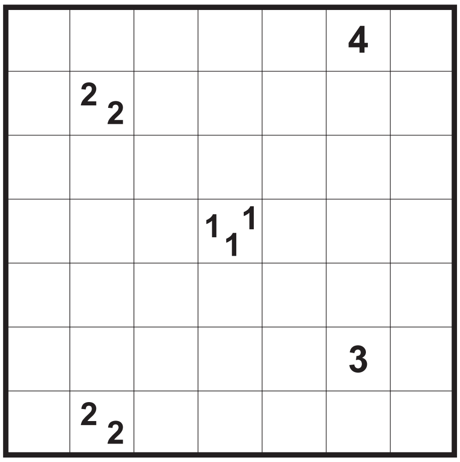


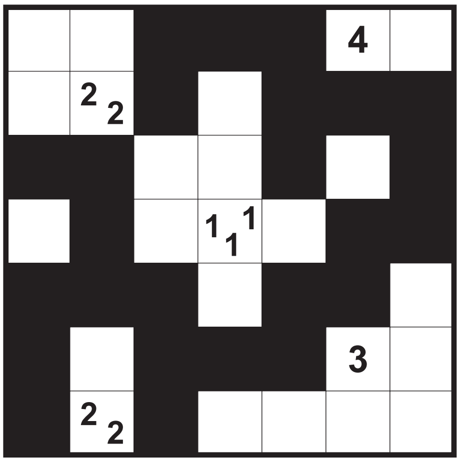
Pata

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

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

Examples:

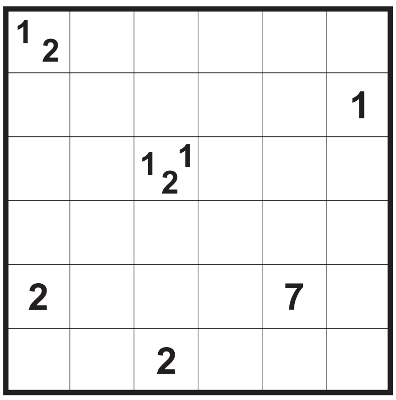


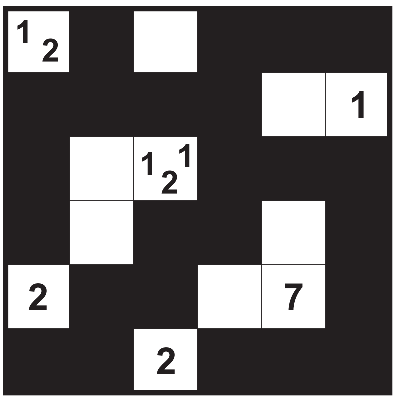


68.Total False Tapa - Puzzle Idea: Zoltan Horvath- TVC: IX, X, XV

Rules: 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).

Examples:

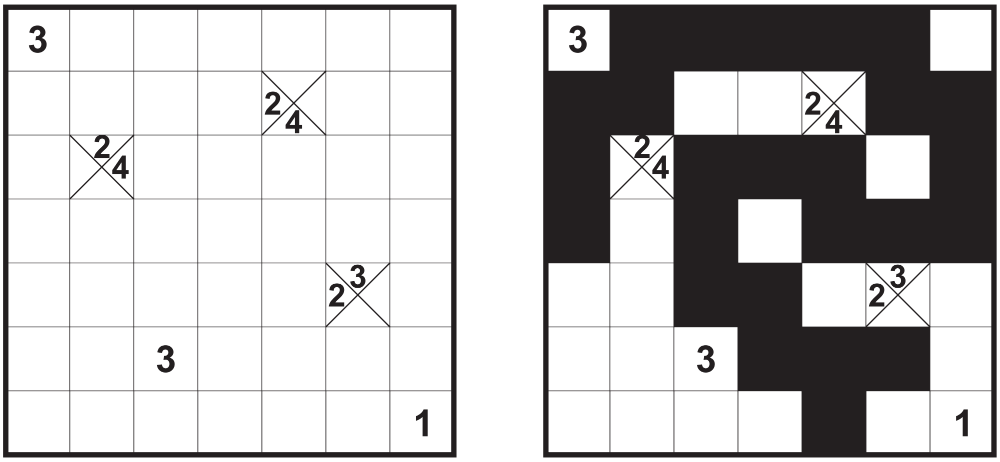




69. Tapa Guard - Puzzle Idea: Serkan Yürekli- TVC: IX, X

Rules: 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.

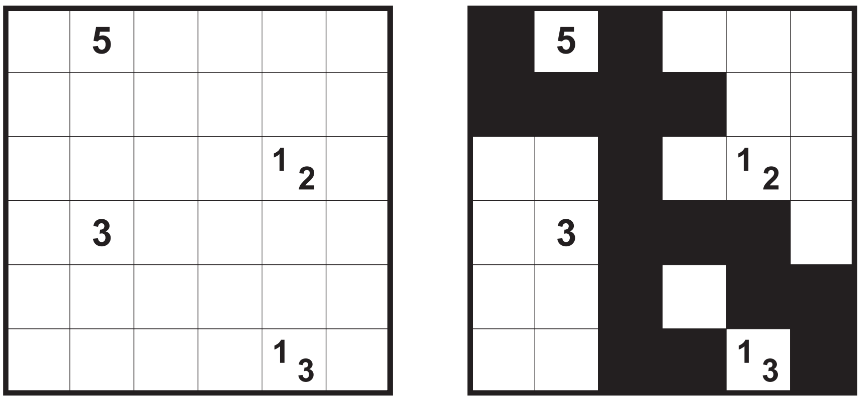
Examples:



70. Equal Tapa - Puzzle Idea: Ravi Kumar - TVC: IX

Rules: Follow regular Tapa rules. Additionally, number of white cells (except clue cells) must be equal to the number of black cells.

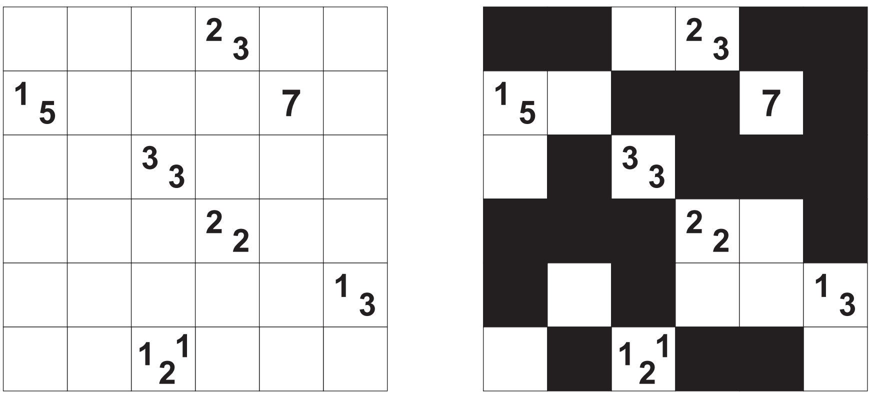
Examples:



71. Toroidal Tapa - Puzzle Idea: Ravi Kumar - TVC: X, XVI

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

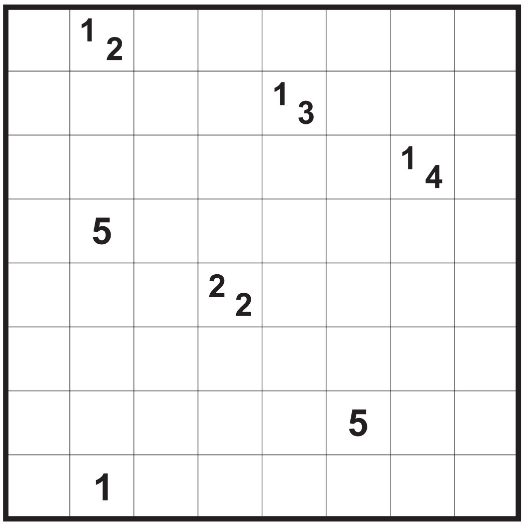
Examples:

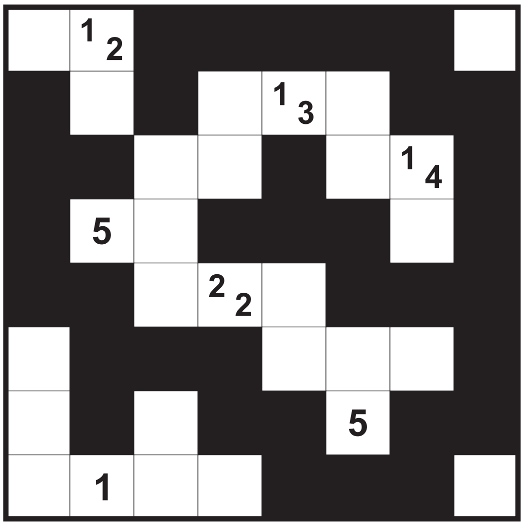


72. No Squares Tapa- Puzzle Idea: James McGowan - TVC: IX, XIII

Rules: Follow regular Tapa rules. Additionally, no white cells can form a 2x2 square. Clue cells are white.

Examples:

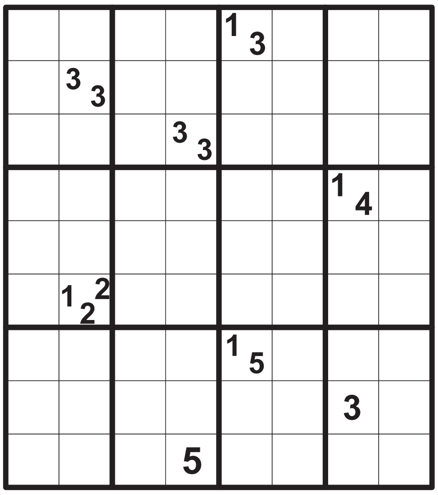


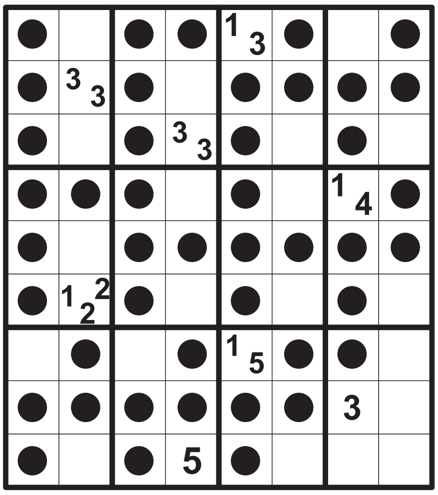


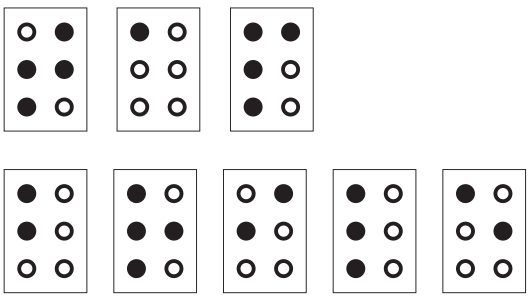
73. Braille Tapa- Puzzle Idea: Scott Handelman - TVC: X

Rules: 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.

Examples:



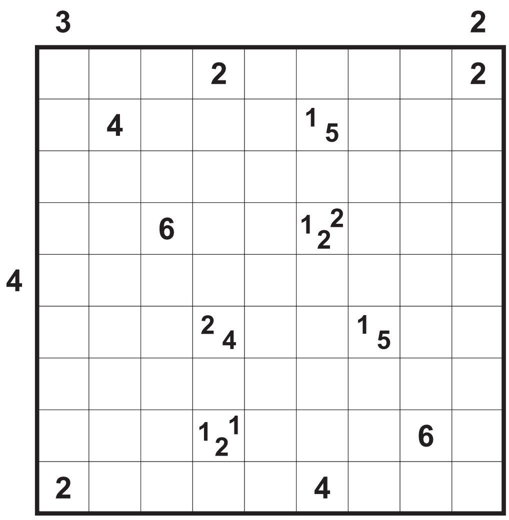


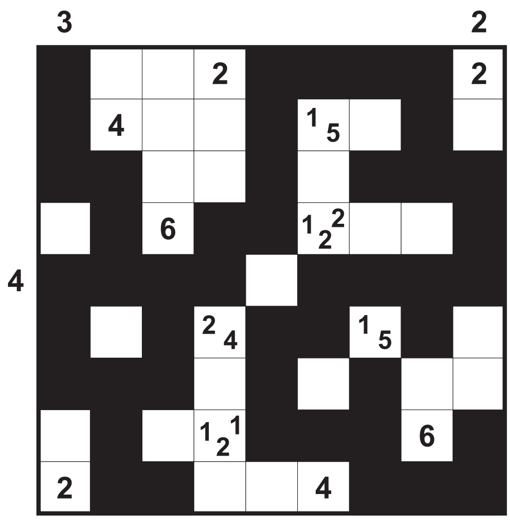


74. Shortest Segment Tapa- Puzzle Idea: Anurag Sahay - TVC: X

Rules: 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.

Examples:

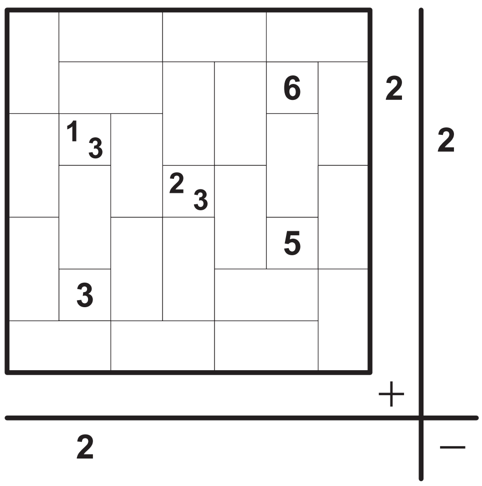


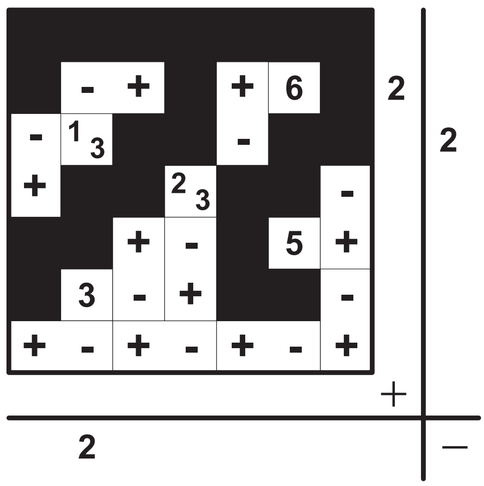


75. Magnetic Tapa- Puzzle Idea: Zoltan Horvath - TVC: X

Rules: 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.

Examples:

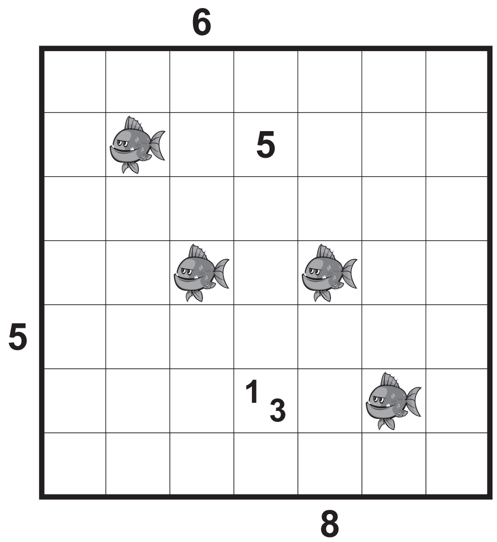


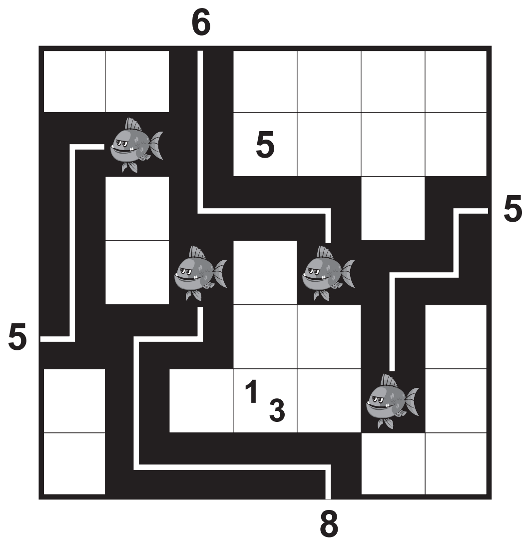


76. Anglers Tapa- Puzzle Idea: Prasanna Seshadri- TVC: X

Rules: 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.

Examples:

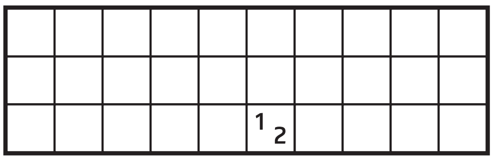


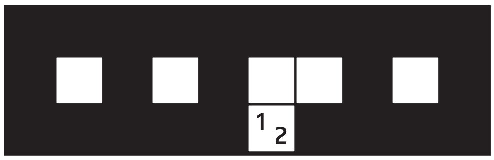


77. Mad Max Tapa - Puzzle Idea: Cihan Altay - TVC: XI

Rules: Follow regular Tapa rules. Additionally, paint the maximum number of cells black within the restrictions of Tapa rules.

Examples:

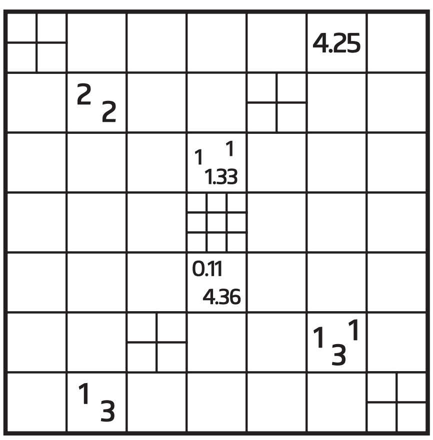


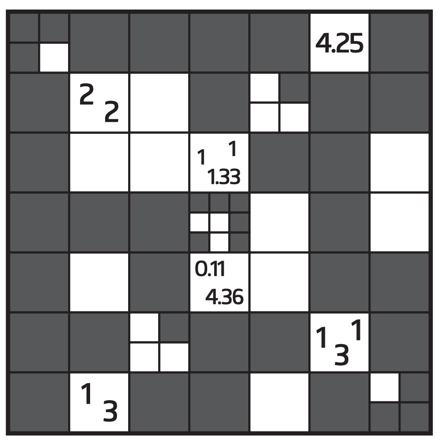


78. Fractional Tapa - Puzzle Idea: Cihan Altay - TVC: XI

Rules: Follow regular Tapa rules. Additionally, some of the unit cells are divided into smaller squares. Number/s in a cell indicate/s the total area of each distinct group of painted squares on its neighbouring squares, rounded to two decimal places. Nowhere in the grid can a vertex (any corner of a square of any size) be fully surrounded by painted squares.

Examples:

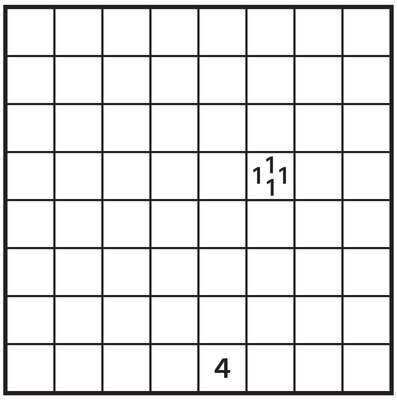


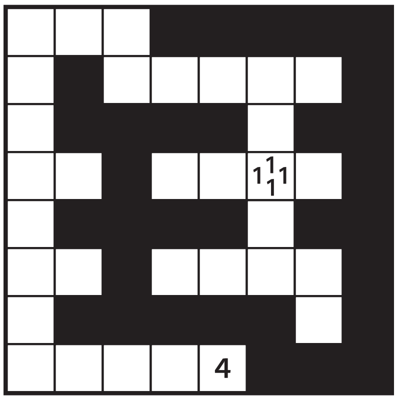


79. Dissected Tapa - Puzzle Idea: Cihan Altay - TVC: XI, XVIII

Rules: Follow regular Tapa rules. Additionally, form two congruent figures: Painted cells and the remaining area. Two figures are congruent if they have the same size and shape, with some possible rotation and/or reflection.

Examples:

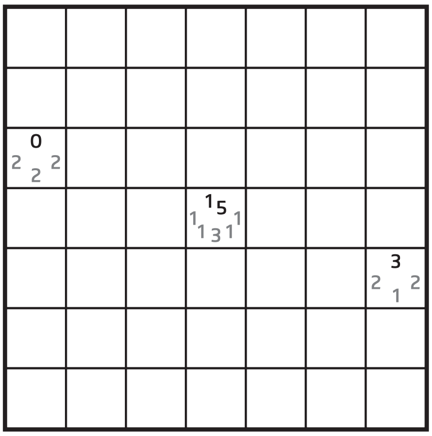


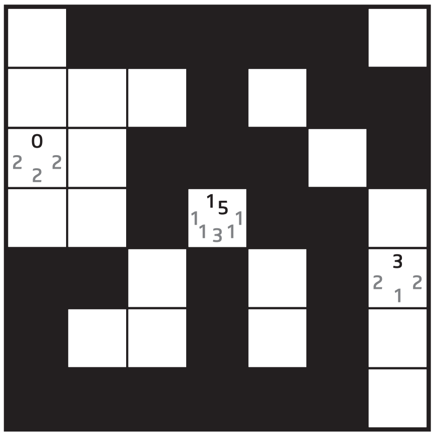


80. Visionary Tapa - Puzzle Idea: Cihan Altay - TVC: XI, XII

Rules: 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.

Examples:

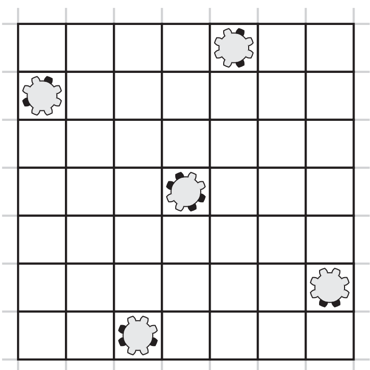


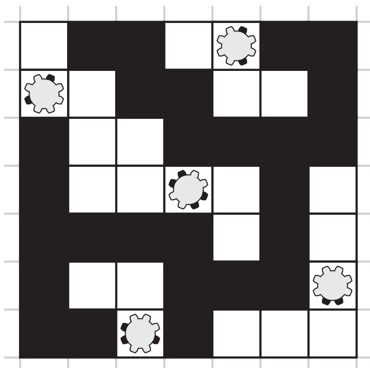


81. Modern Tapa - Puzzle Idea: Cihan Altay - TVC: XI

Rules: Each clue gives the length of each distinct group of painted cells on its neighbours, as well as each group of empty ones, in an exact circular order (without reflection), with the precondition that all imaginary cells outside of the grid are empty.

Examples:

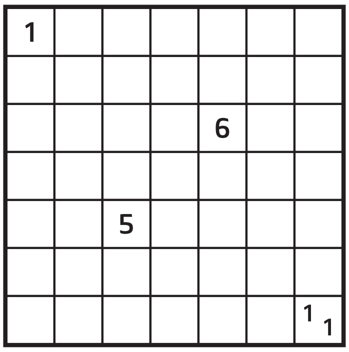




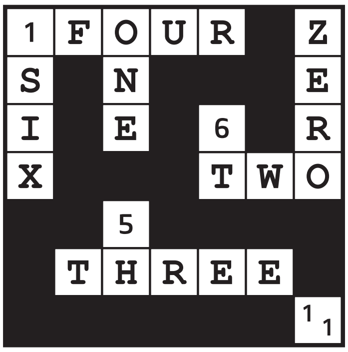
82. Full Tapa - Puzzle Idea: Cihan Altay - TVC: XI

Rules: Enter the given words once each into the entirety of the empty cells. Words must be written either across or down, and all words formed by consecutive letters in the grid must appear in the word list.

Examples:



ZERO
ONE
TWO
THREE
FOUR
SIX

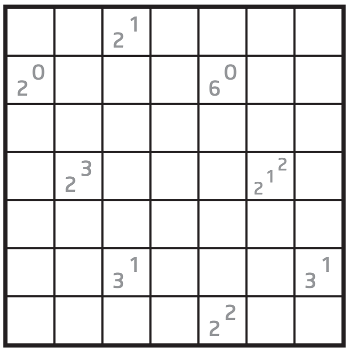


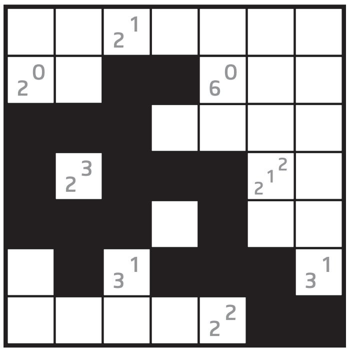
83. Power of Tapa - Puzzle Idea: Cihan Altay - TVC: XI

Rules: 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, $a^0=1$; $1^b=1$; $0^c=0$; $d^1=d$; $e^{f^g}=e^{(f^g)}$.

Examples:

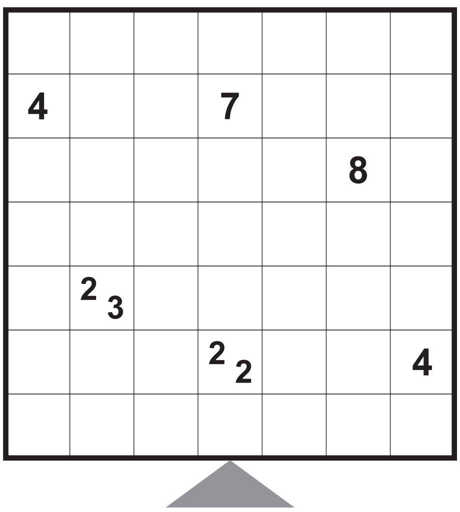


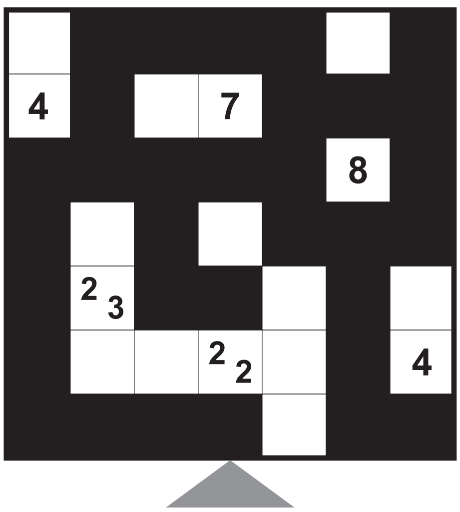


84. Tapa Balance - Puzzle Idea: Serkan Yürekli - TVC: XI

Rules: The grid should be in balance, with regard to the number of blackened cells (ignore any momentum). Clues and white cells are considered weightless.

Examples:

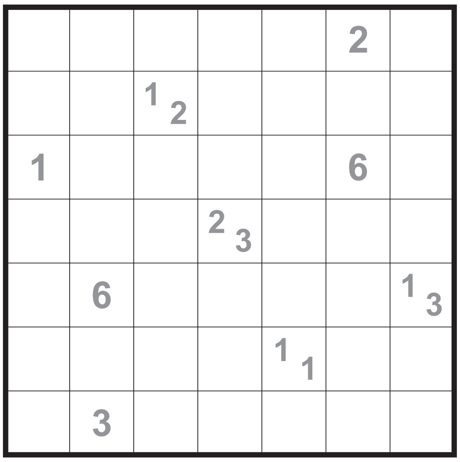


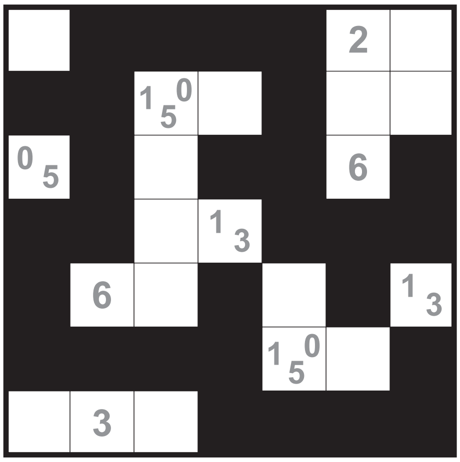


85. Meiosis Tapa - Puzzle Idea: Serkan Yürekli - TVC: XI

Rules: Some of the given clue digits may be divided in half. This may happen in two different ways: Digit splits into two and creates two identical digits; or digit is only divided by two and results in a single number. Multi-digit clue cells may have divided and undivided digits together. If a digit divides in half and results in a decimal, each digit in the result counts as a new Tapa clue (e.g. if the original clue is 3, it becomes 1-5 after the division). Resulting digit of a division cannot be divided again.

Examples:

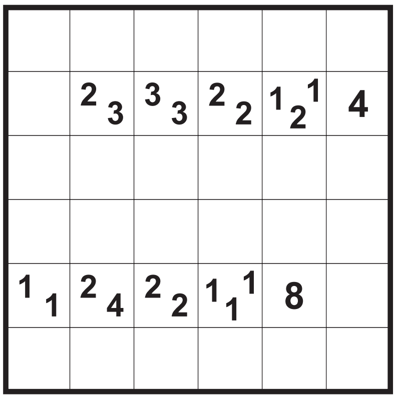


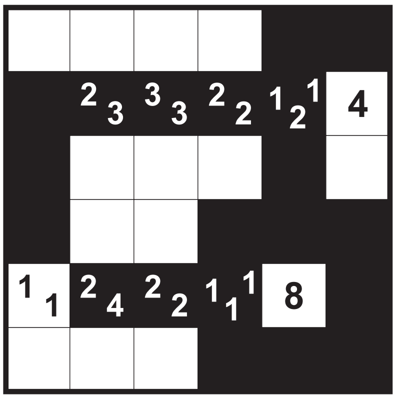


86. Twilight Tapa - Puzzle Idea: Nils Miehe - TVC: XII

Rules: Paint some squares black to create a continous wall. Number/s in a white square indicate the length of the black cell blocks on its neighbouring cells. Number/s in a black square indicate the length of the white cell blocks on its neighbouring cells. If there is more than one number in a square, there must be at least one other cell between the cell blocks. Painted cells cannot form a 2x2-square or larger.

Examples:

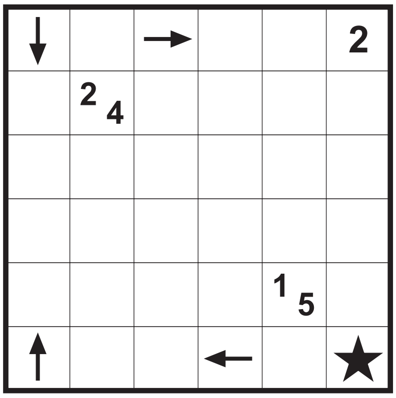


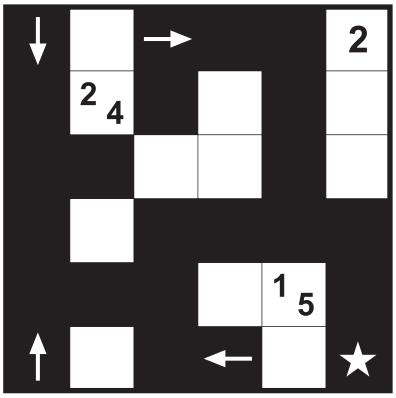


87. Compass Tapa - Puzzle Idea: Takeya Saikachi - TVC: XII, XV

Rules: 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.

Examples:

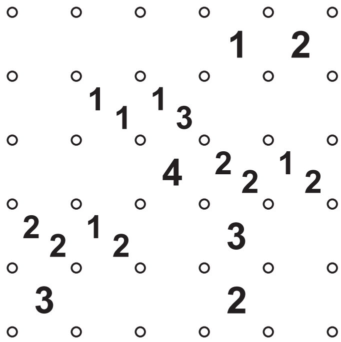


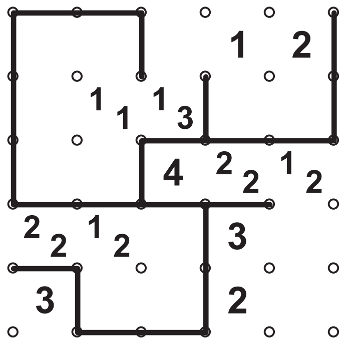


88. Wired Tapa - Puzzle Idea: Zoltan Horvath - TVC: XII

Rules: 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”.

Examples:

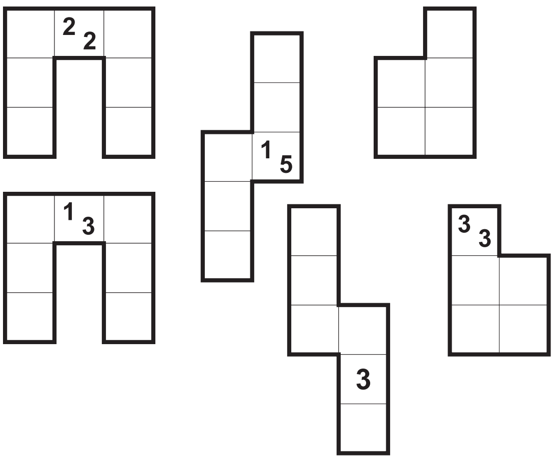


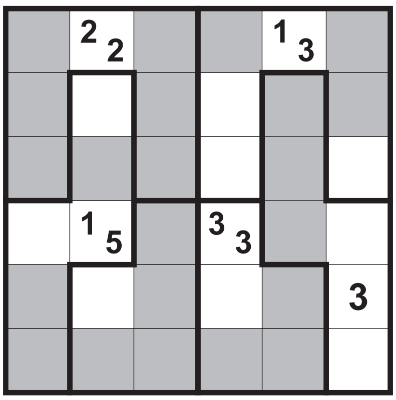


89. Broken Tapa - Puzzle Idea: Tejal Phatak & Rohan Rao - TVC: XII

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

Examples:

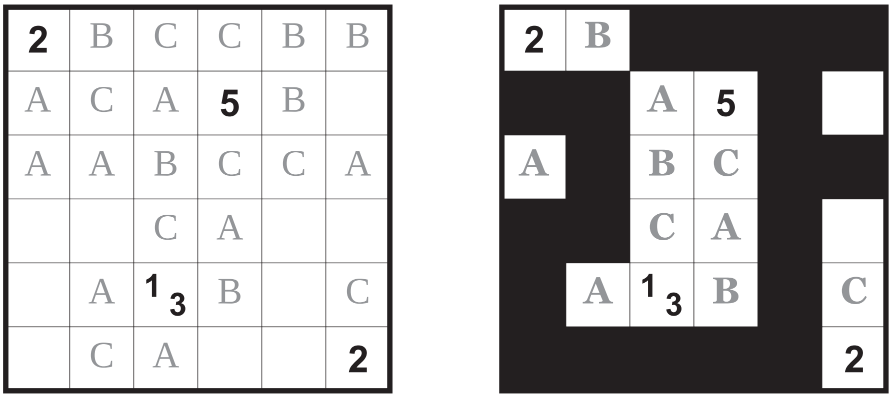




90. Sweeper Tapa - Puzzle Idea: Anurag Sahay - TVC: XII

Rules: Follow regular Tapa rules. After the wall is blackened, each element should appear at most once in every row and column.

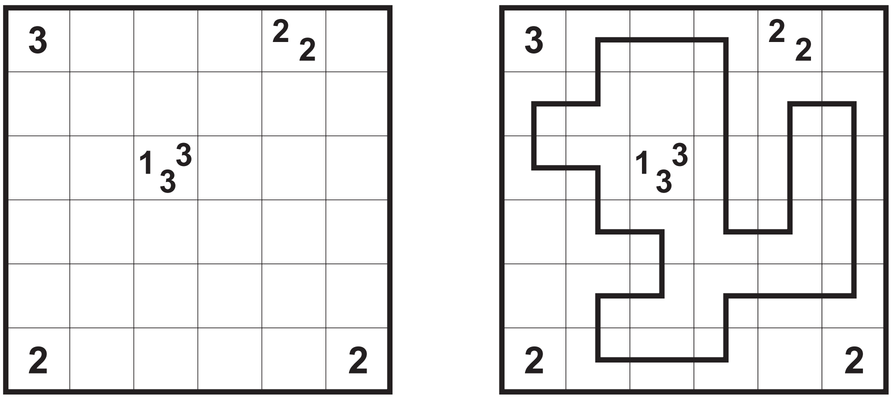
Examples:



91. Tapa - Like Loop - Puzzle Idea: Takeya Saikachi - TVC: XII, XVIII

Rules: 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.

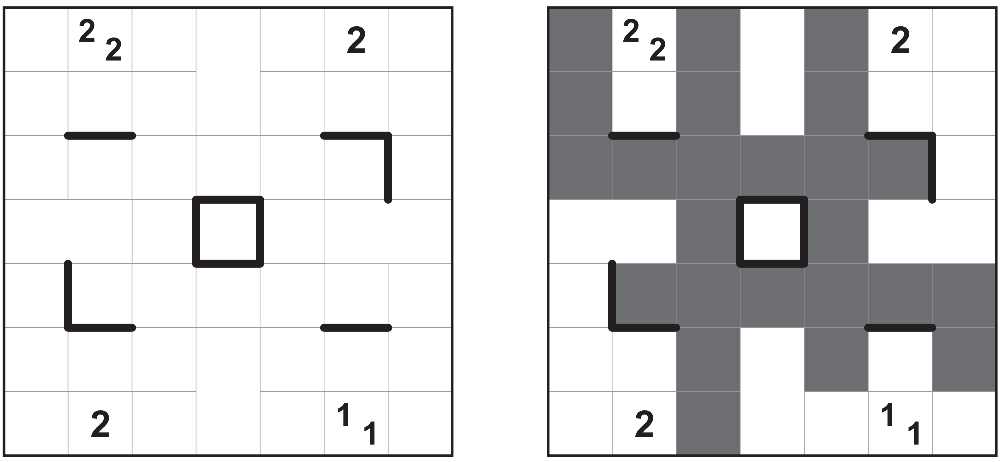
Examples:



92. Tapa [Borders] - Puzzle Idea: Palmer Mebane - TVC: XII

Rules: 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.

Examples:



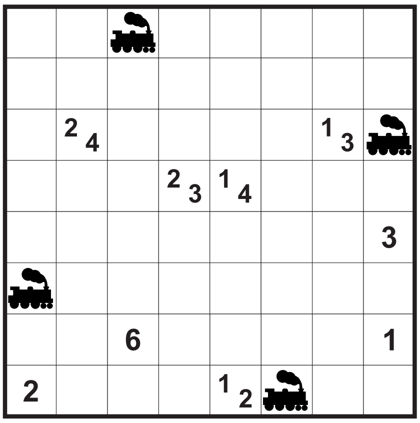
93. TAPA TAPA - Puzzle Idea: Rauno Parnits - TVC: XII, XVI

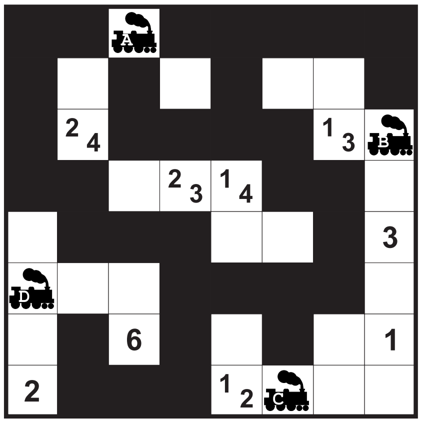
Rules: Follow regular Tapa rules. Additionally, each train represents a city and shortest possible distances between some cities are given. Shortest possible distance is the shortest of all routes that move horizontally and vertically along the Tapa wall, and touches two trains (note that diagonal touch 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.*

Examples:

```
TARTU-TAPA     =6
TARTU-TALLINN  =11
TARTU-NARVA    =7
TAPA-TALLINN   =5
TAPA-NARVA     =9
```



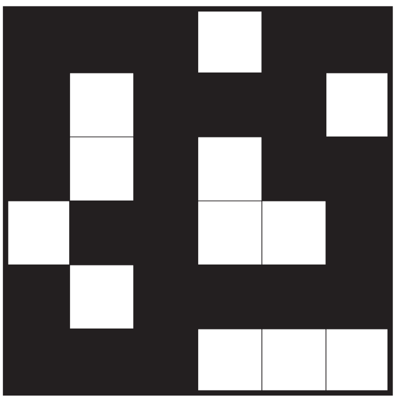


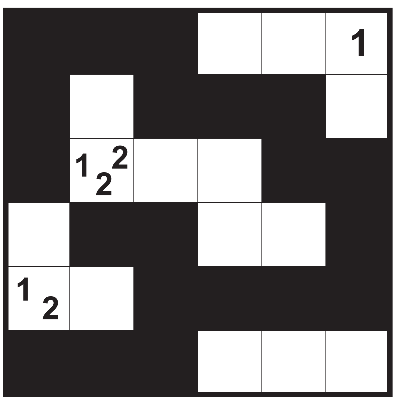
A: TARTU
B: TAPA
C: TALLINN
D: NARVA

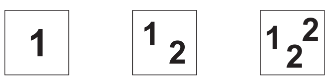
94. Tapa Erasing - Puzzle Idea: Nikola Zivanovic - TVC ????

Rules: Follow regular Tapa rules. Additionally, position of all blackened cells are already given. The goal is to remove some blackened cells so that all clues given below the grid can be found in white cells.

Examples:



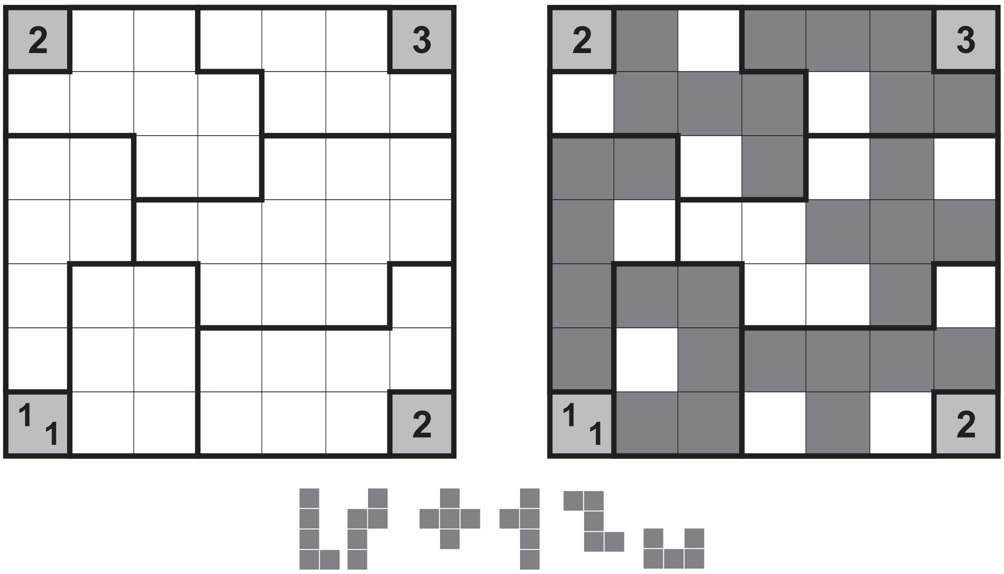




95. Make Room for Pentapa - Puzzle Idea: Thomas Snyder - TVC: XIII

Rules: Place the given pentominoes into the grid, exactly one per region with rotation/reflection allowed, to form a valid Tapa.

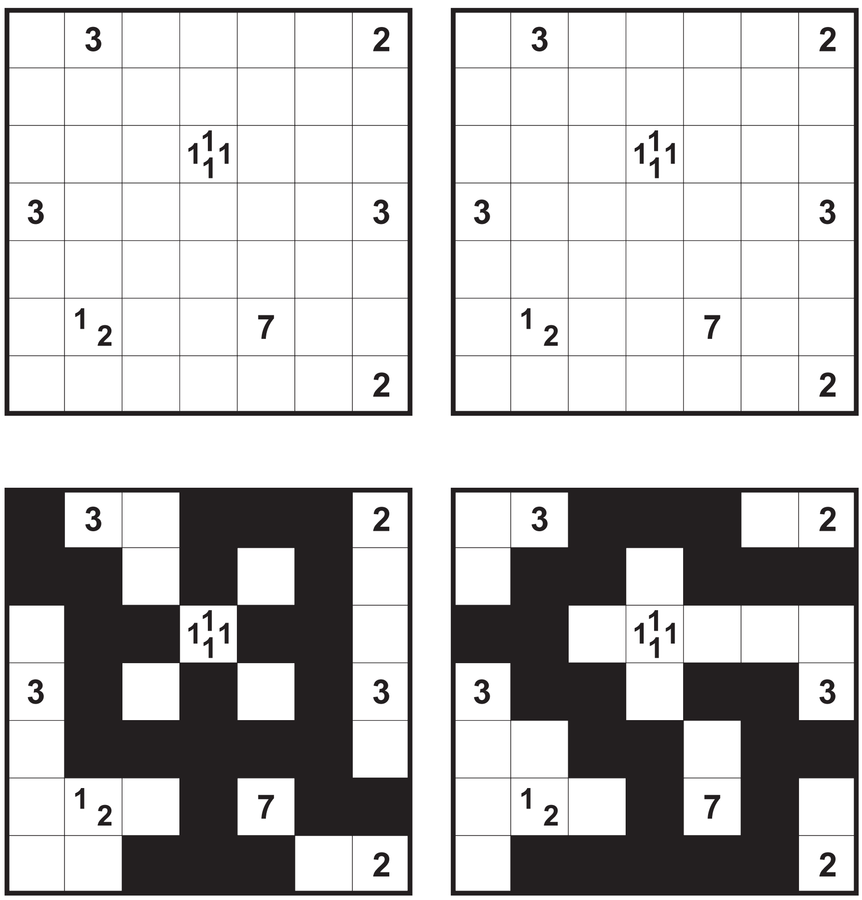
Examples:



96. Twopa - Puzzle Idea: Prasanna Seshadri - TVC: XV

Rules: Tapa has several solutions. If you consider both grids, each of them has a unique solution. In each solution, every clue must behave at least a little bit differently. This means, in a multi-digit clue, some of the digits can have the same behavior, but not all.

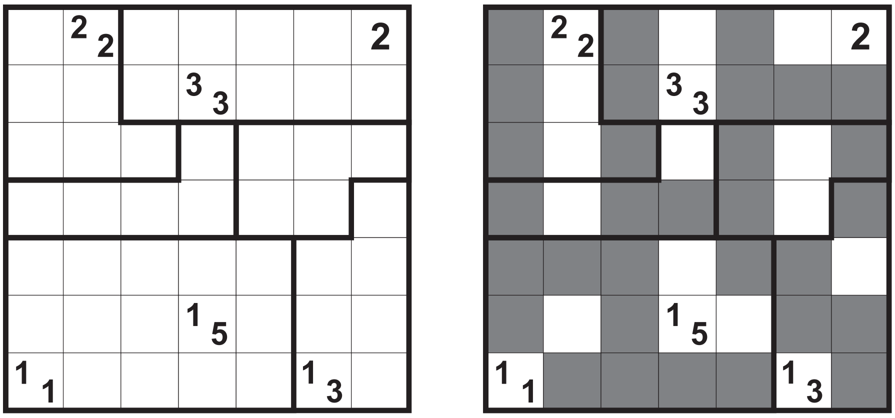
Examples:



97. Tapa Double Back - Puzzle Idea: Bram de Laat - TVC: XV

Rules: The Tapa has to visit every region twice.

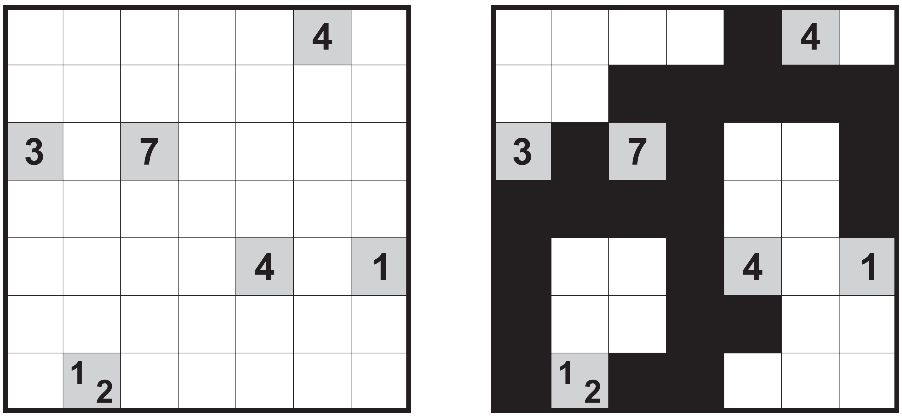
Examples:



98. Not Alone Tapa - Puzzle Idea: Serkan Yürekli - TVC: XVIII

Rules: Follow regular Tapa rules. Additionally, one single cell (except clue cells) of a color cannot lie between cells of the other color vertically or horizontally.

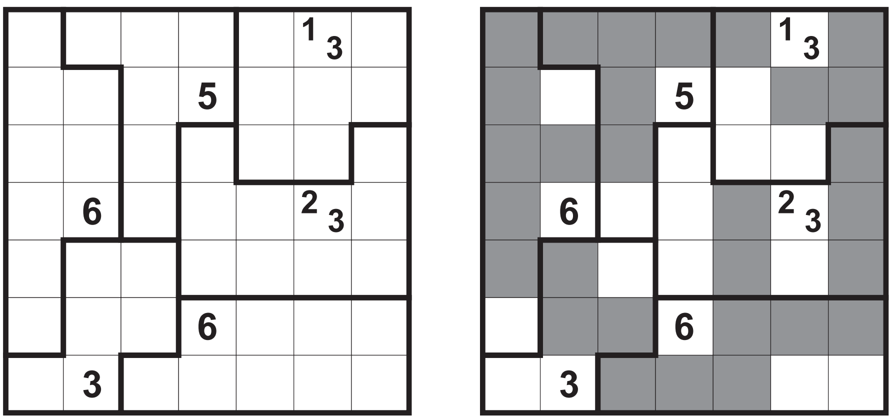
Examples:



99. Tapa [Regional] - Puzzle Idea: Palmer Mebane - TVC: XIV, XV

Rules: Follow regular Tapa rules. Additionally, each clue functions not only as a normal Tapa clue but also serves as a clue for the region it is contained in, giving the size of each contiguous block of black cells in the region. Each region contains at most one clue, and there are no constraints on regions without a clue.

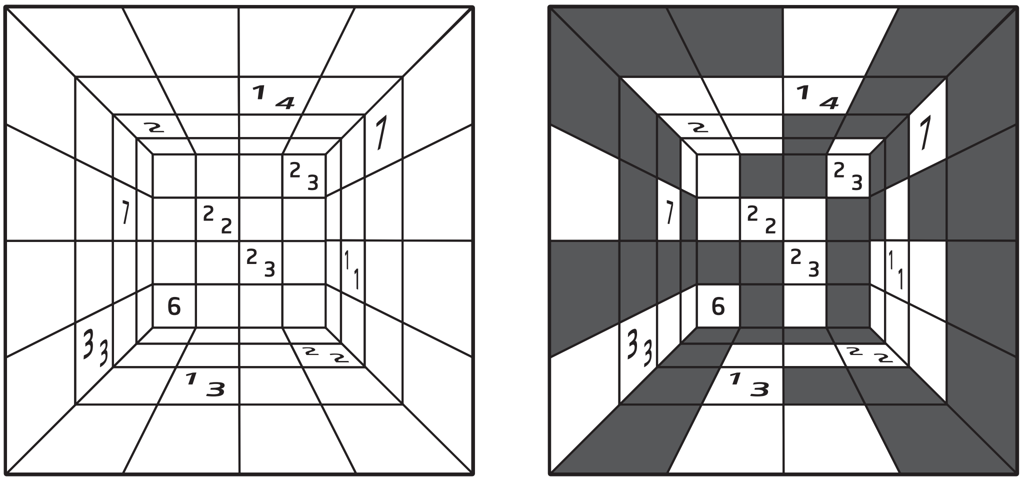
Examples:



100. Perspective Tapa - Puzzle Idea: Cihan Altay - TVC ????

Rules: Follow regular Tapa rules.

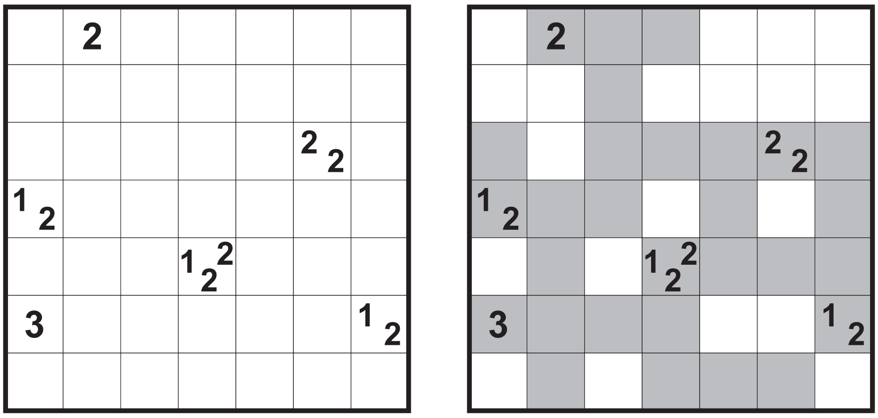
Examples:



101. Tapa In The Cave - Puzzle Idea: Zoltan Horvath - TVC: XIV

Rules: 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.

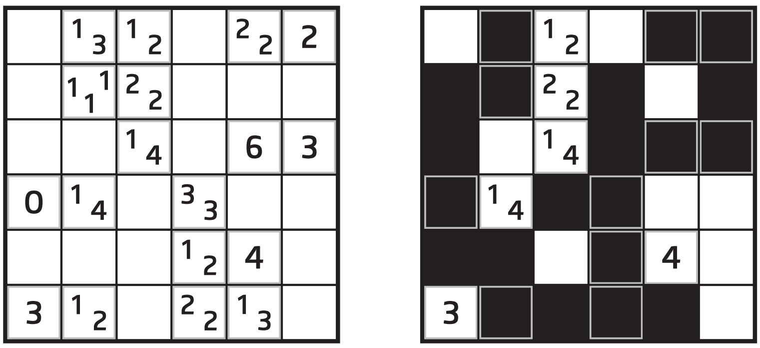
Examples:



102. Tapa Or Not Tapa - Puzzle Idea: Cihan Altay - TVC: XIV

Rules: Paint over some (or all) of the clue cells and then solve the puzzle following regular Tapa rules.

Examples:

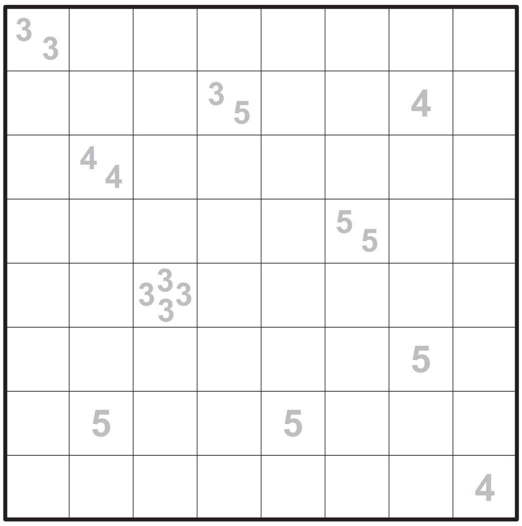


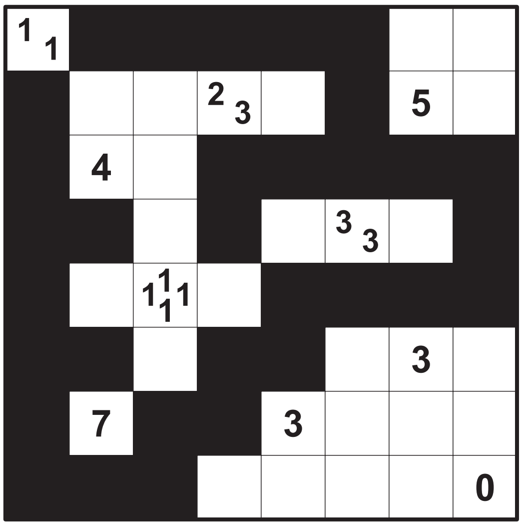
103. Wordic Tapa - Puzzle Idea: Rauno Parnits - TVC: XIV

Rules: Follow regular Tapa rules. Additionally, the given clues represent the number of letters in the actual Tapa clues.

Examples:

Zero: 4
One: 3
Two: 3
Three: 5
Four: 4
Five: 4
Six: 3
Seven: 5
Eight: 5

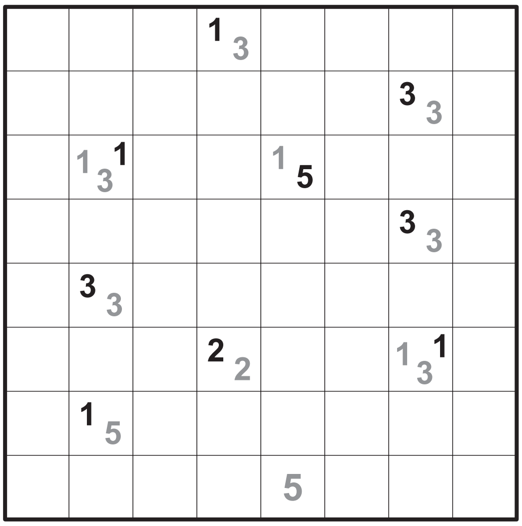


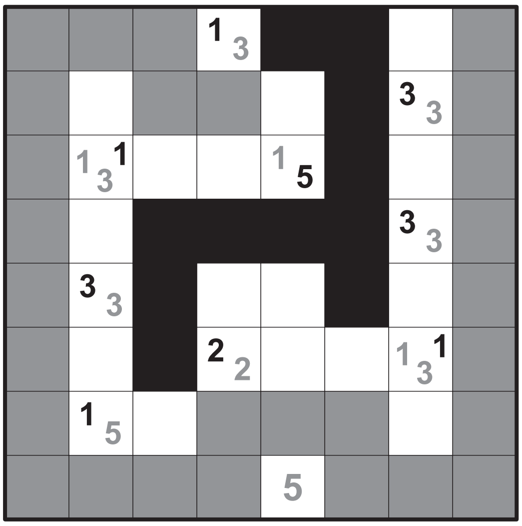


104. The Colors of Tapa - Puzzle Idea: Anurag Sahay - TVC ????

Rules: Paint some cells black or grey, to create two separate Tapa walls; one black and one grey. Number/s in a cell indicate the length of painted cell blocks on its neighbouring cells. Clues are given in two colors, each representing its own wall. If there is more than one number in a cell, there must be at least one white cell between the painted cell blocks, even if they are in different colors. The two walls cannot overlap, but they can share sides or points. Any 2x2 area in the grid cannot be fully blackened, in one or both of the colors.

Examples:

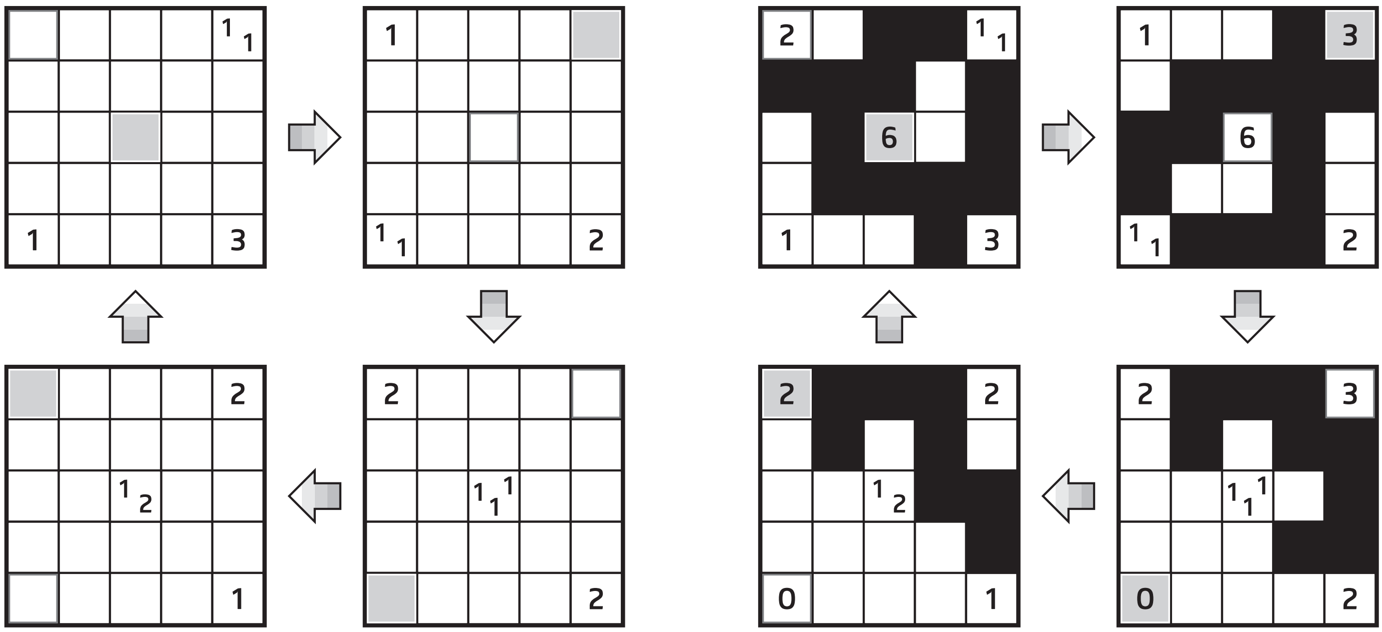




105. Cyclic Tapa - Puzzle Idea: Cihan Altay - TVC: XIV

Rules: 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 cycle.

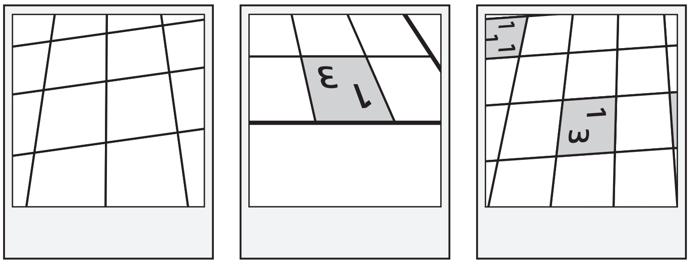
Examples:

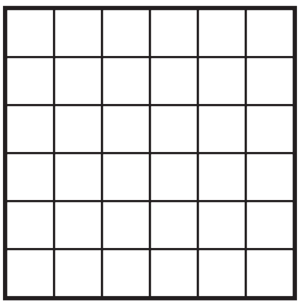


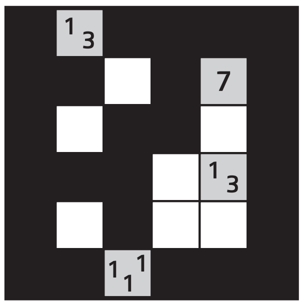
106. PhotoTapa - Puzzle Idea: Cihan Altay - TVC ????

Rules: Shown are some photos taken of a regular Tapa puzzle, each clue cell having a grey background. Reconstruct and then solve the puzzle.

Examples:



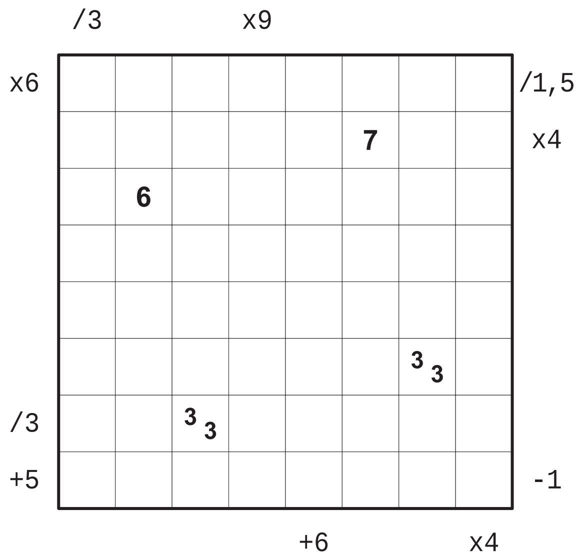


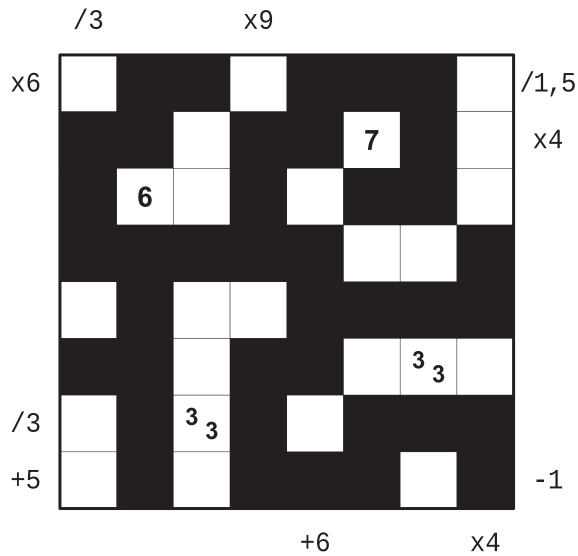


107. Operation Tapa - Puzzle Idea: Serkan Yürekli - TVC ????

Rules: Follow regular Tapa rules. Additionally, clues outside the grid represent the result of the mathematical operations, performed with the lengths of different blackened blocks in that direction, starting with the largest digits for subtraction and division.

Examples:

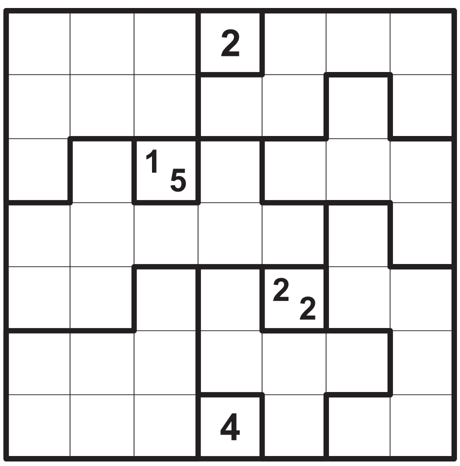


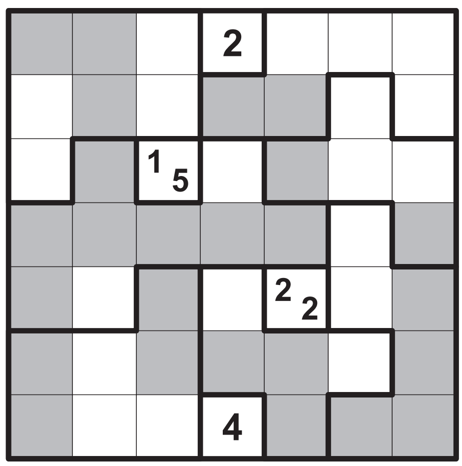


108. Tapa: Complementary Pairs - Puzzle Idea: Anurag Sahay - TVC ????

Rules: Follow regular Tapa rules. Additionally, the grid is divided into regions and some regions are identical. Identical regions should complement each other: If those two regions are perfectly overlapped, each cell should be blackened exactly once. Regions may be rotated and/or mirrored.

Examples:

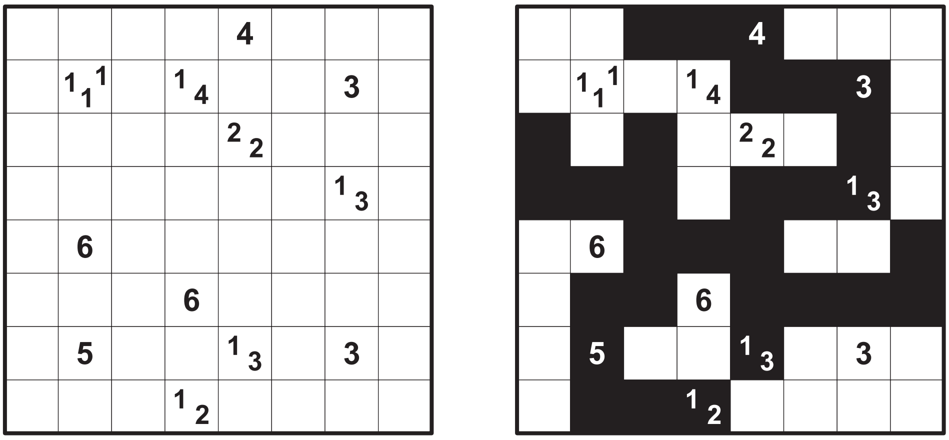




109. Transparent Tapa - Puzzle Idea: Prasanna Seshadri - TVC: XVI

Rules: Follow regular Tapa rules. Additionally, the clues can also be blackened. This means every clue is valid for all 9 cells including itself, not just the 8 neighbouring cells.

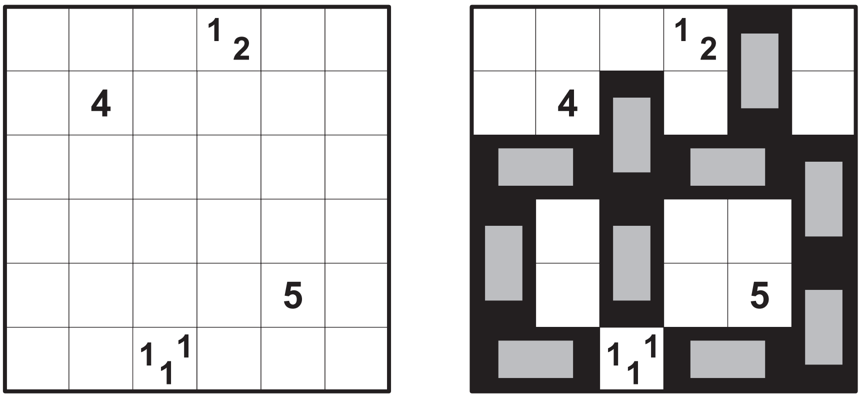
Examples:



110. Tapa Domino - Puzzle Idea: Prasanna Seshadri - TVC ????

Rules: Follow regular Tapa rules. Additionally, it must be possible to tile all of shaded cells by nonoverlapping 1x2 dominoes.

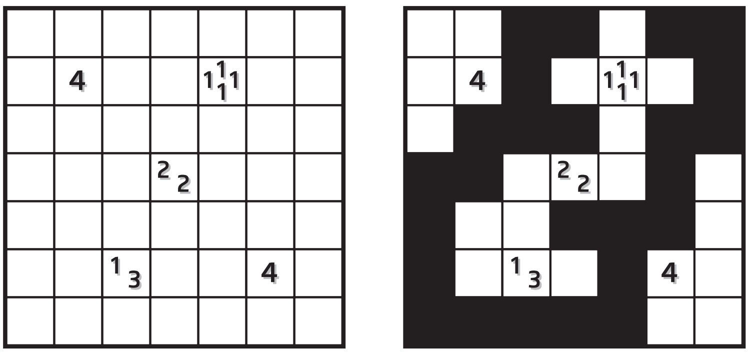
Examples:



111. Tapa Clones - Puzzle Idea: Cihan Altay - TVC: XIV

Rules: Follow regular Tapa rules. Additionally, numbers provide clues for white cell blocks as well.

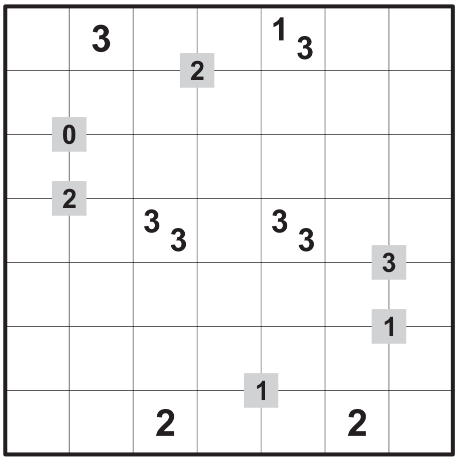
Examples:

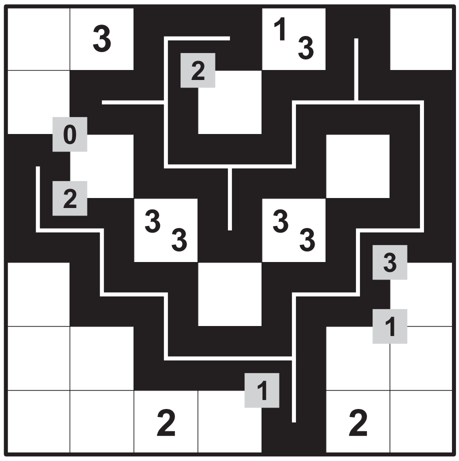


112. Tapa Turns - Puzzle Idea: Anurag Sahay - TVC: XIV

Rules: Follow regular Tapa rules. Additionally, some nodes have clues. Each node clue indicates how many of its surrounding cells will have at least one turn of the Tapa wall. A turn means if the wall is drawn as a line, the line turns 90 degrees in some cells.

Examples:

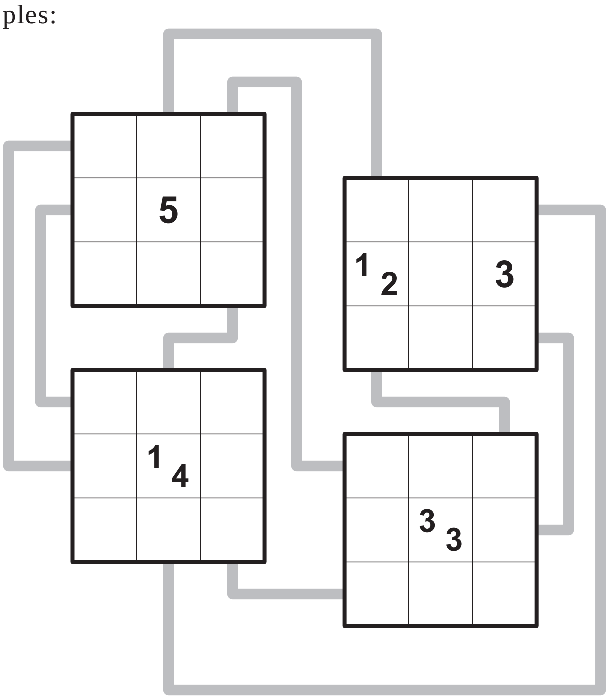


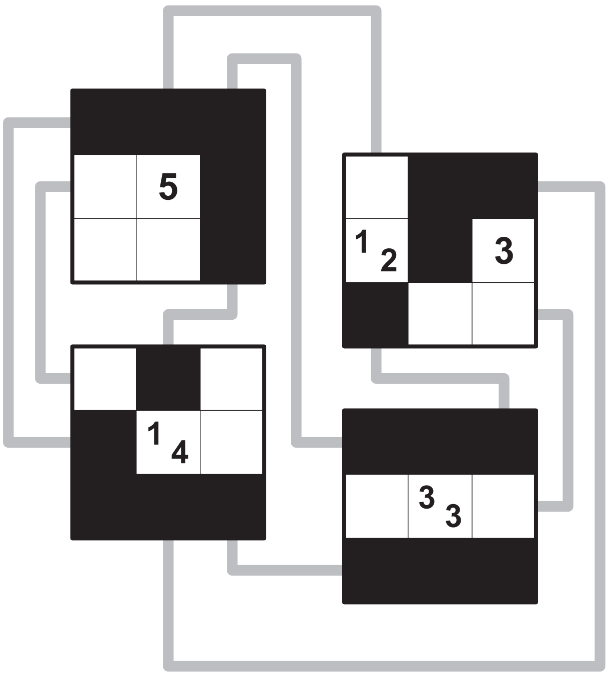


113. Tap-Arch - Puzzle Idea: Serkan Yürekli - TVC ????

Rules: Follow regular Tapa rules. Additionally, some rows bend along the curves, connecting the Tapa wall.

Examples:

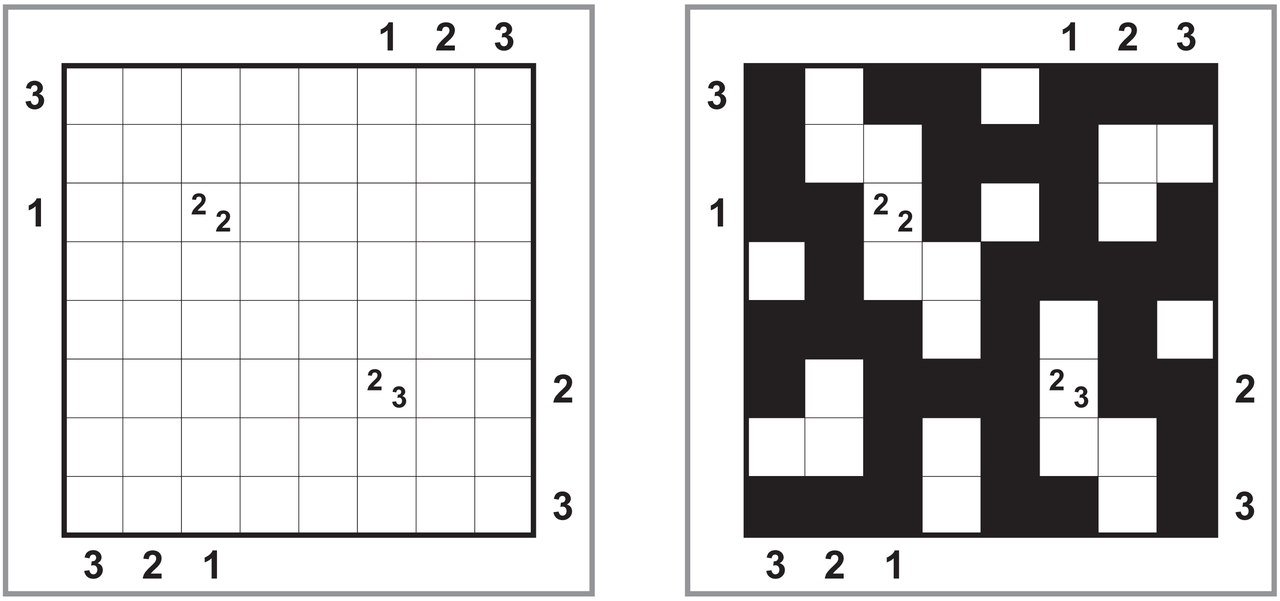




114. Tapa [Skyscrapers] - Puzzle Idea: Prasanna Seshadri - TVC: XV, XVII

Rules: Follow regular Tapa rules. Additionally, numbers outside the grid show the number of separate wall segments visible in that direction. A segment of length n, is taken as a skyscraper of height n. Skyscrapers of length n can block visibility of other skyscrapers of length n and below.

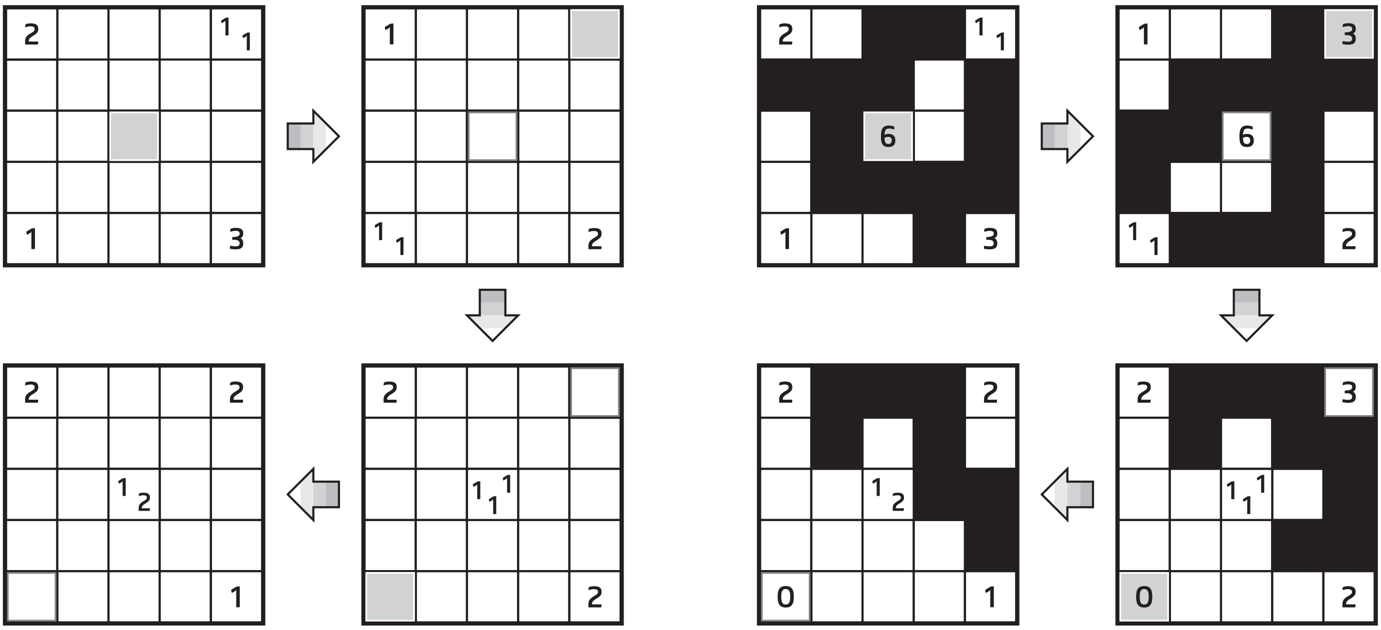
Examples:



115. Chain Tapa - Puzzle Idea: Cihan Altay - TVC ????

Rules: 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.

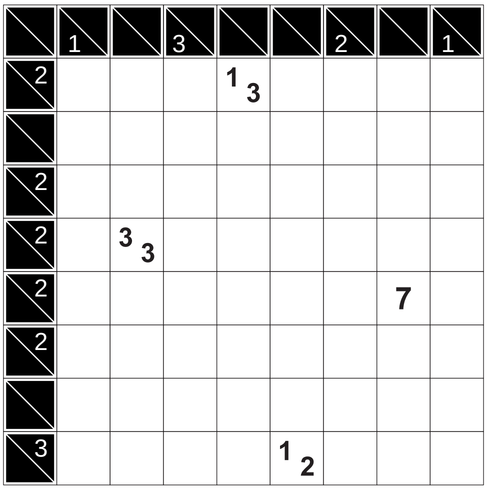
Examples:

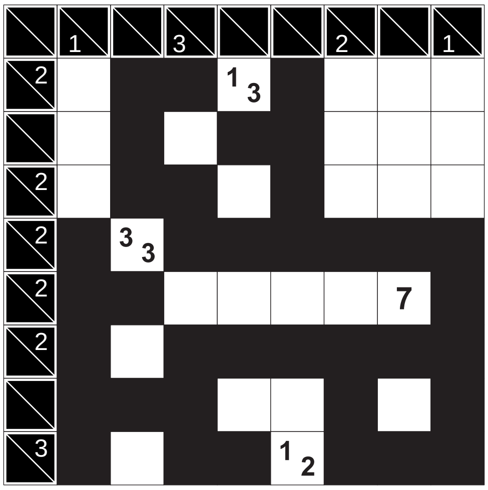


116. Kakuro - Style Tapa - Puzzle Idea: Anurag Sahay - TVC: XV, XVI

Rules: Follow regular Tapa rules. Additionally, clues in black cells represent the number of separate blackened blocks in the corresponding directions. For any direction provided with a clue, the separate blocks should be of different lenghts.

Examples:

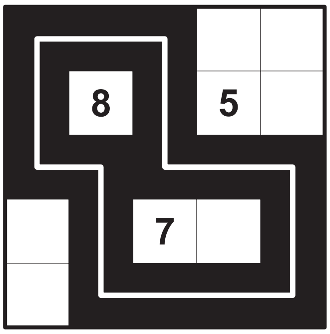


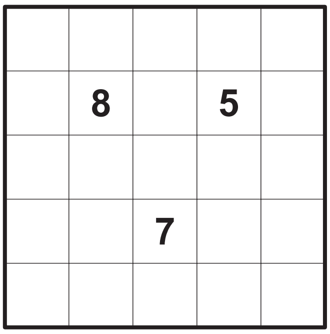


117. Tapa Loop - Puzzle Idea: Matej Uher - TVC: XIII, XIV

Rules: Follow regular Tapa rules. Additionally, draw a single closed loop passing through all blacken cells. The loop cannot touch or cross itself.

Examples:

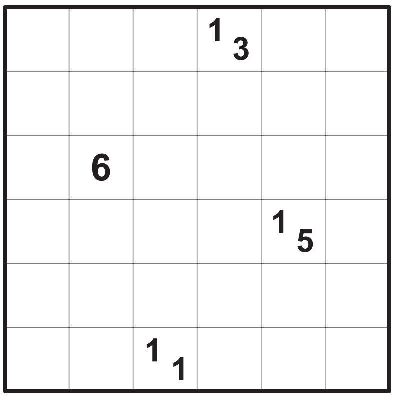


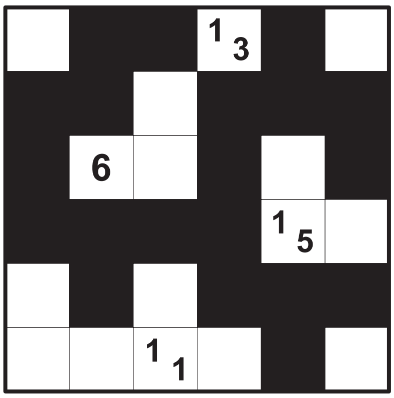


118. Tapa [Diagonal Neighbors] - Puzzle Idea: Prasanna Seshadri - TVC: XIII

Rules: Follow regular Tapa rules. Additionally, every shaded cell must have at least one diagonally adjacent shaded cell.

Examples:

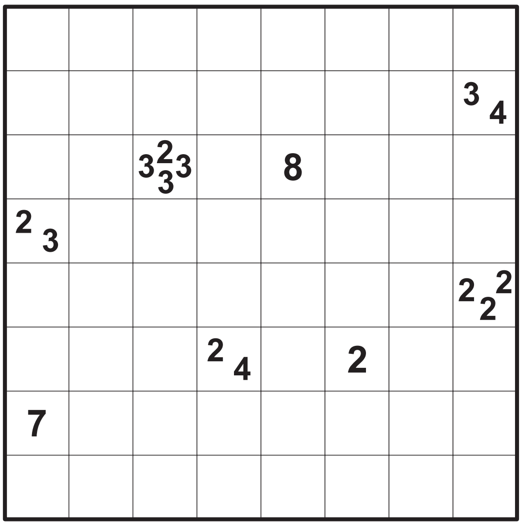


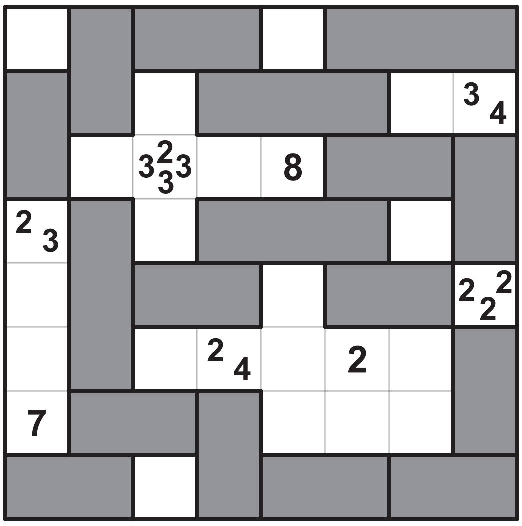


119. Tapa Briquet - Puzzle Idea: Serkan Yürekli - TVC ????

Rules: Follow regular Tapa rules. Additionally, the wall should consist of only Briquet blocks, having the size of 1x2 or 1x3. The clues represent the sum of the neighbouring blocks' lengths.

Examples:

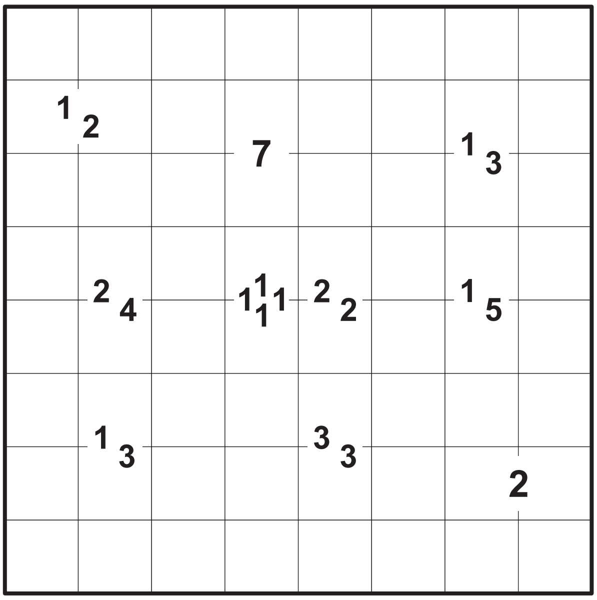


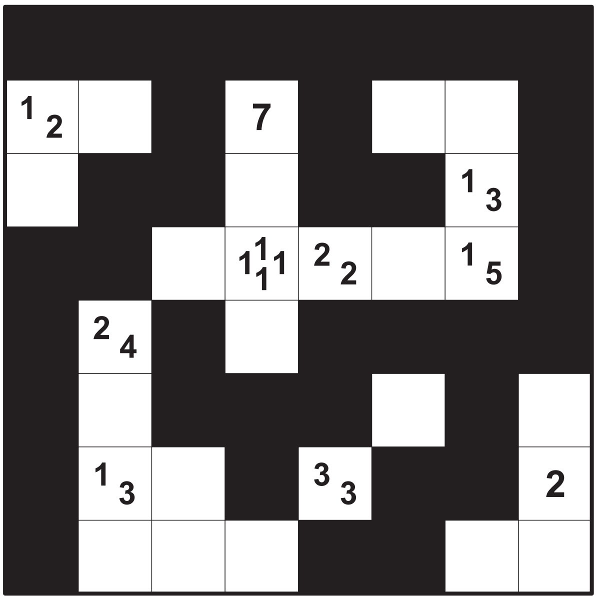


120. Tapa Borderline- Puzzle Idea: Bram de Laat - TVC: XIII

Rules: Follow regular Tapa rules. Additionally, each Tapa clue is located on a border between multiple cells. This Tapa clue belongs in one of these cells. Determine which cell the clue belongs in and solve the puzzle.

Examples:

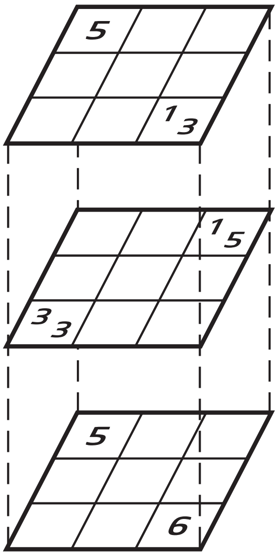


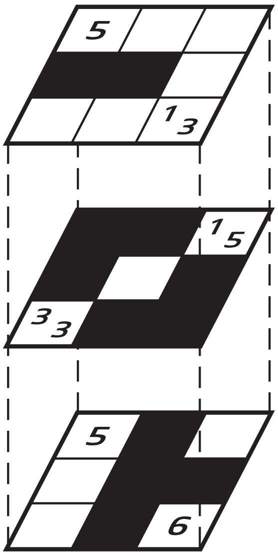


121. 3D Tapa - Puzzle Idea: Cihan Altay - TVC ????

Rules: Imagine that each cell represents a cube and the given layers are stacked directly on top of one another to form a larger cube. Each clue set, consequently, has 26 potential cubes to address. Two painted cubes belong to the same block only if they touch face to face. Painted cubes cannot form a 2x2 square in any plane.

Examples:

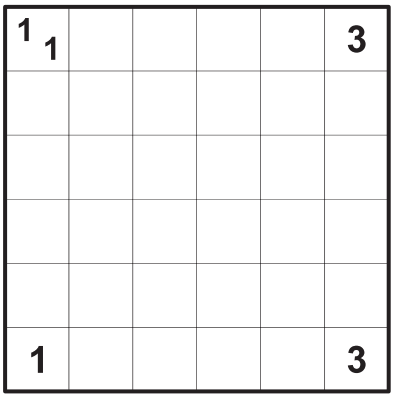


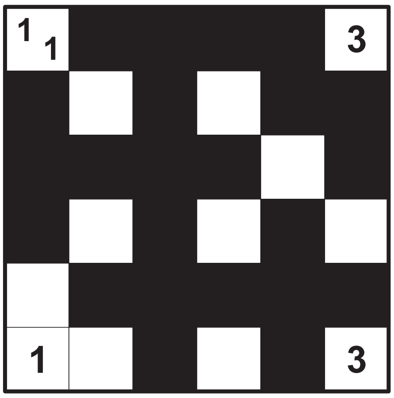


122. Anti - Knight Tapa - Puzzle Idea: Anurag Sahay - TVC ????

Rules: Follow regular Tapa rules. Additionally, two empty cells cannot be one knight-move apart from each other.

Examples:

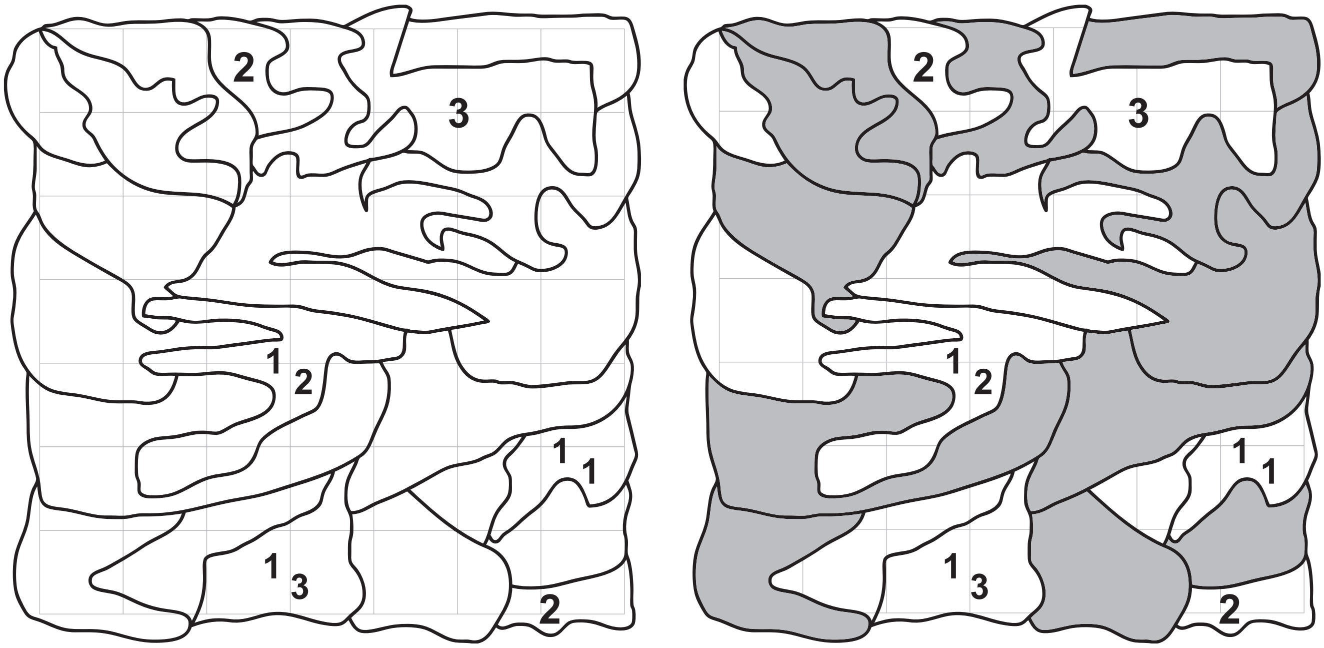




123. Ugly Tapa - Puzzle Idea: Serkan Yürekli - TVC ????

Rules: Follow regular Tapa rules. The grid is built of amorph cells. 2x2 rule applies as such: For the background squares, no 2x2 area can be fully covered with blackened cells, but all four squares in a 2x2 area may be partially covered (see top left cell in the example).

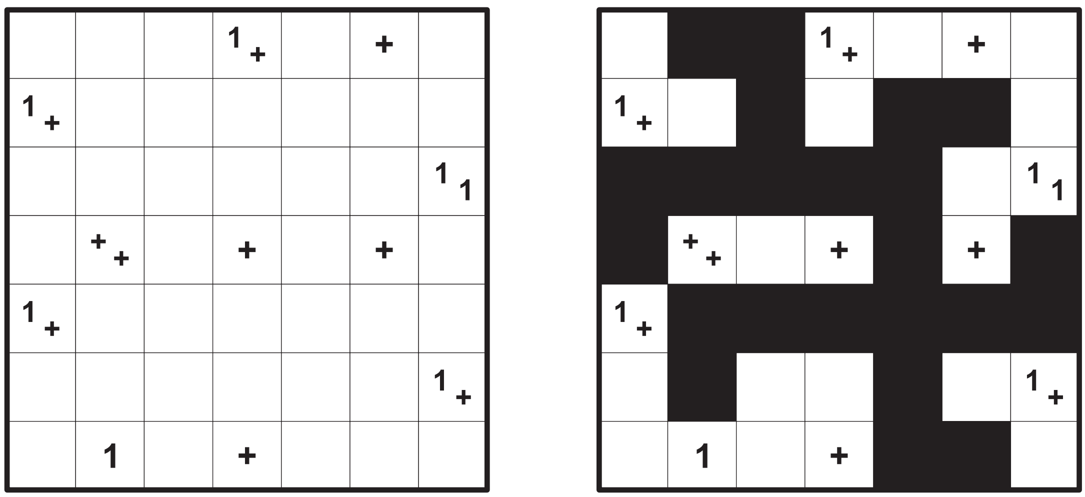
Examples:



124. Neanderthal Tapa - Puzzle Idea: Rauno Parnits - TVC: XIII

Rules: Follow regular Tapa rules. Additionally, Neanderthals know only two kind of numbers: one (1) and many (+).

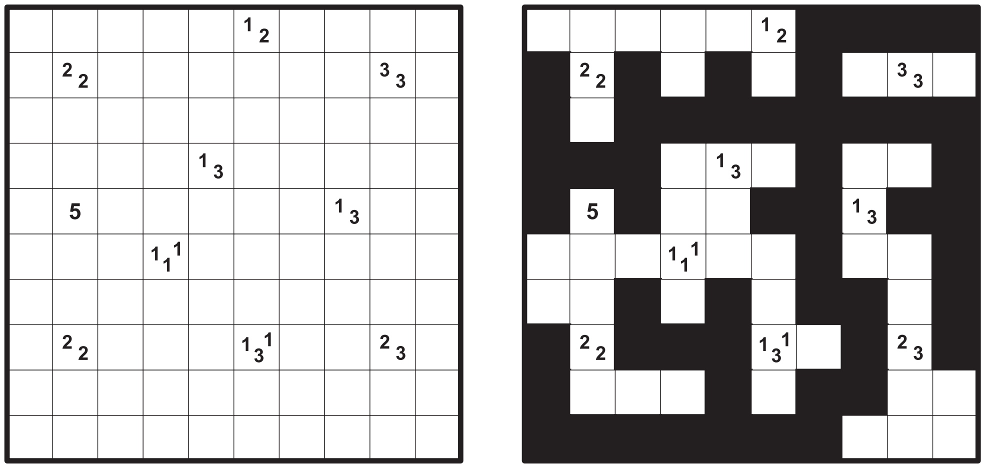
Examples:



125. No-Islands Tapa - Puzzle Idea: James McGowan - TVC: XV

Rules: Follow regular Tapa rules. Additionally, all unpainted cells must be connected (orthogonally) to the edge of the grid.

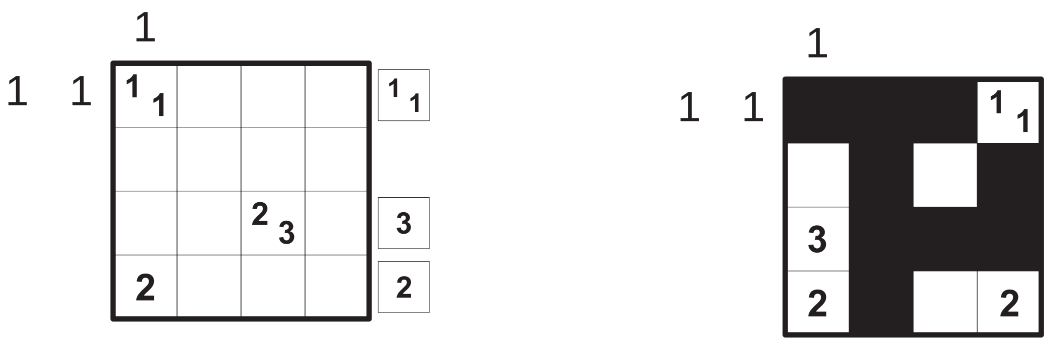
Examples:



126. Taca - Puzzle Idea: Gomatamago - TVC ????

Rules: 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. Ýf a clued cell is shaded, it doen’t valid anymore.

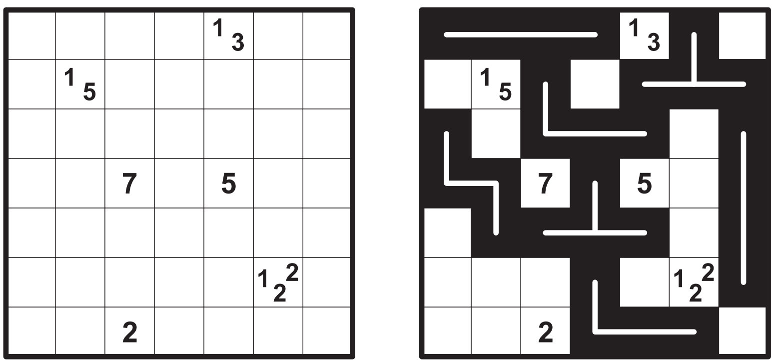
Examples:



127. Tapa LITS - Puzzle Idea: Grant Fikes - TVC: XVIII

Rules: Follow classic Tapa rules. Additionally, the Tapa must be able to be partitioned into tetrominoes, with no two tetrominoes of the same shape (L,I,T or S in a tetromino sense allowing for rotations and reflections) sharing an edge. In other words, this Tapa must also form a valid solution shape for a LITS puzzle.

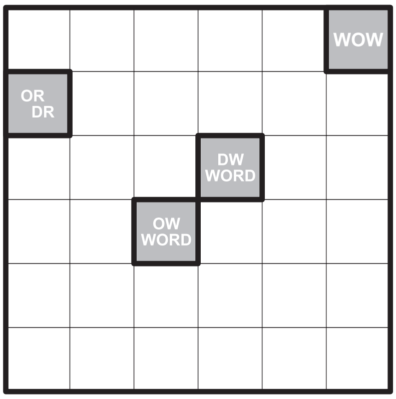
Examples:

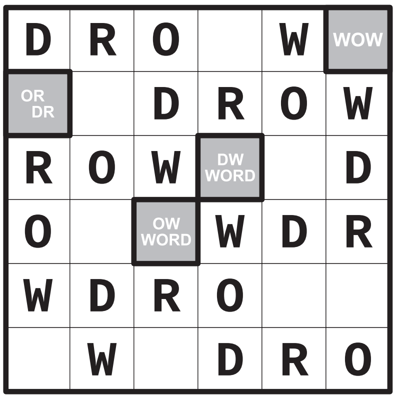


128. Latin Tapa - Puzzle Idea: Robert Vollmert - TVC ????

Rules: 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.

Examples:

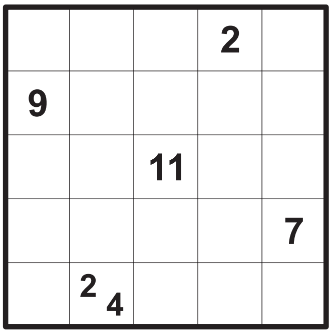


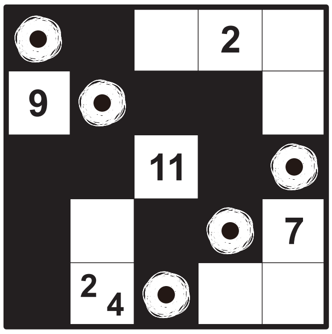


129. Black hole Tapa - Puzzle Idea: Benjamin Cosman - TVC: XVIII

Rules: Follow classic 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.

Examples:

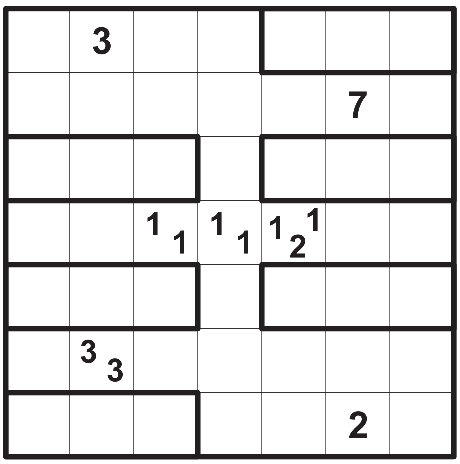


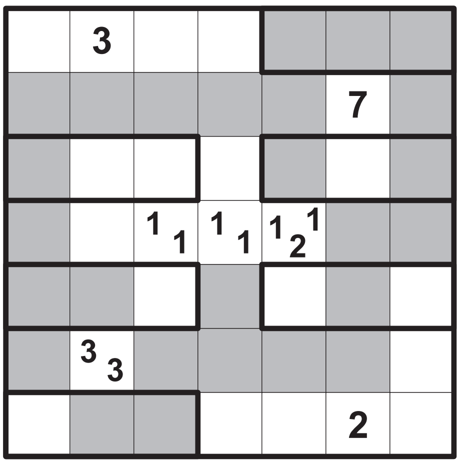


130. Different Tapa - Puzzle Idea: Vladimir Portugalov - TVC: XVIII

Rules: Follow classic Tapa rules. Additionally, each outlined region must have different combination of white/and or black cells.

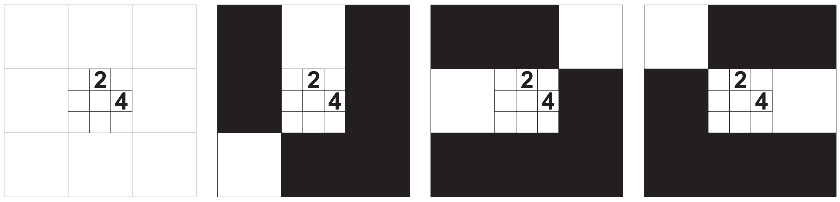
Examples:



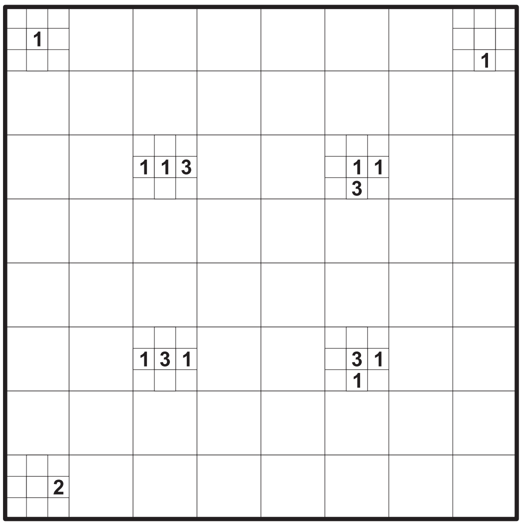


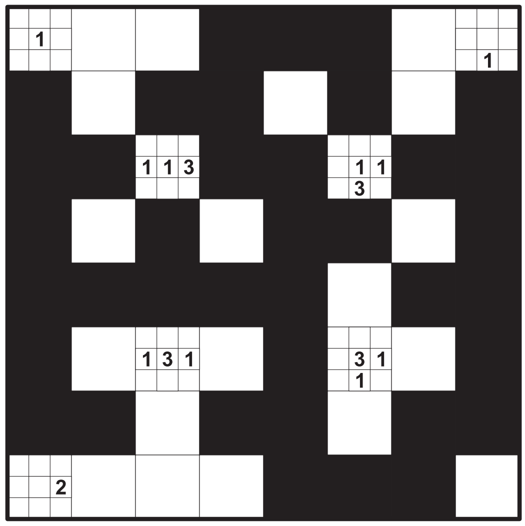
131. Radar Tapa - Puzzle Idea: James McGowan - TVC ????

Rules: Follow classic Tapa rules. Additionally, if a digit is positioned at the edge of a clue cell, then its block segment must include at least one of the three neighbouring cells in that direction.
If a digit is at the centre of a clue cell, then its block segment can be in any direction, like normal.



Examples:

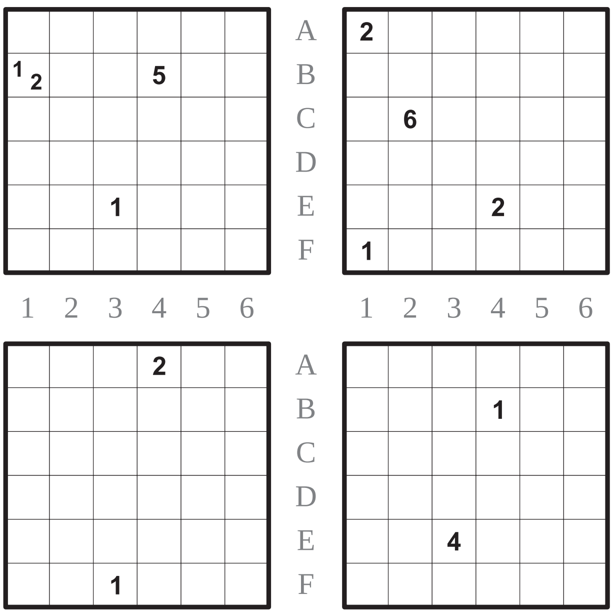


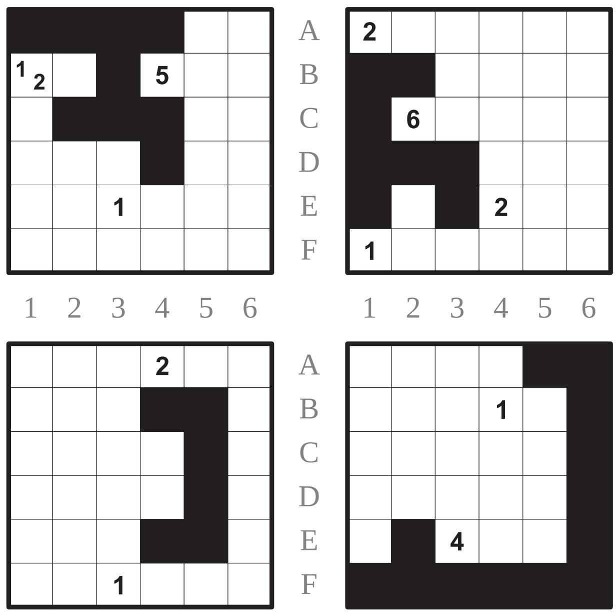


132. 4x4 Tapa - Puzzle Idea: Fatih Kamer Anda - TVC: XVIII

Rules: Tapa rules apply. Additionally, among the 4 grids, each coordinate must be blackened once; so that all 4 grids should have a valid Tapa wall.

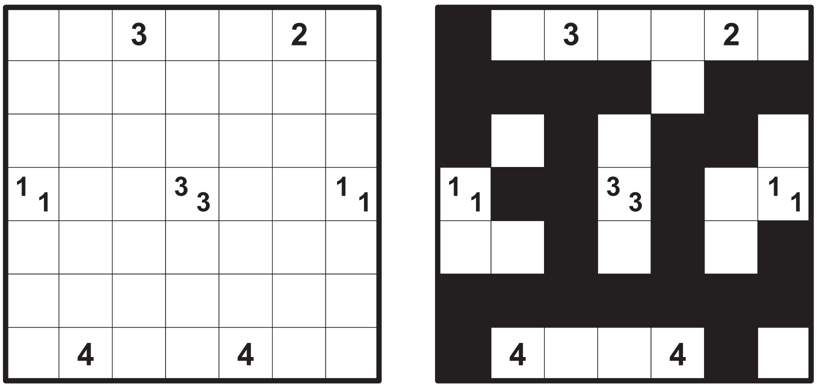
Examples:





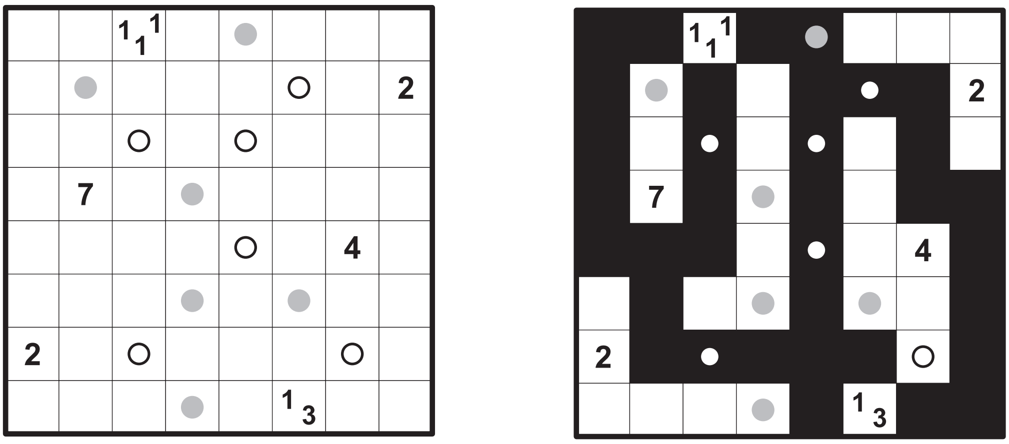
133. Diagonal Tapa - Puzzle Idea: Rohan Rao - TVC ????

Rules: Tapa rules apply. The clues also form Tapa clues for its corresponding diagonals. If there are multiple clues in a cell, they must be part of different diagonals.



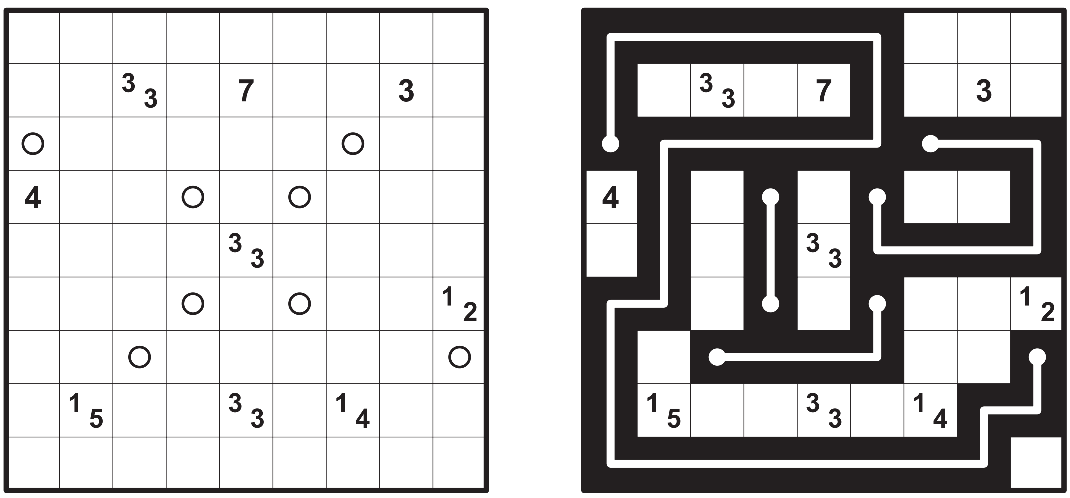
134. Dutch Tapa - Puzzle Idea: Serkan Yurekli - TVC ????

Rules: 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.



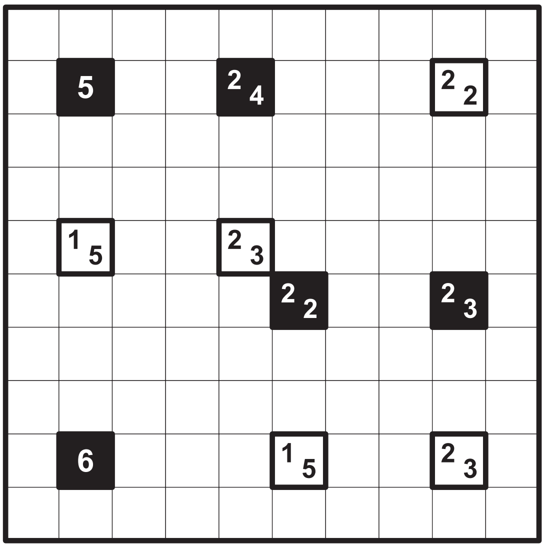
135. Tapa Golem Grad - Puzzle Idea: Serkan Yurekli - TVC ????

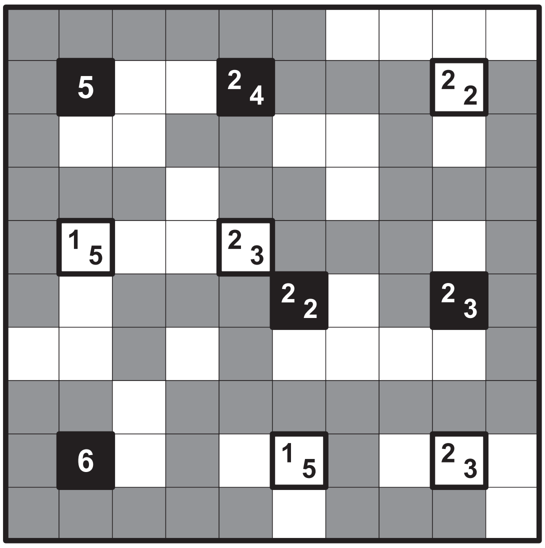
Rules: Tapa rules apply. Additionally, all shaded cells must be divisible into snakes with the heads and tails given in the grid. Snakes cannot cross each other



136. Castle Tapa - Puzzle Idea: Bram de Laat- TVC ????

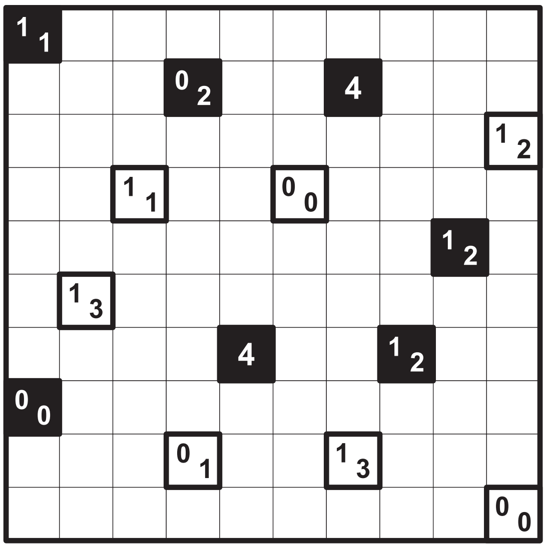
Rules: Tapa rules apply. Additionally, the grid has black and white clue cells. White clue cells must always be outside the Tapa wall. You must always be able to reach the edge of the grid from them by travelling horizontally and vertically through empty cells and clue cells. Black clue cells must always 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.

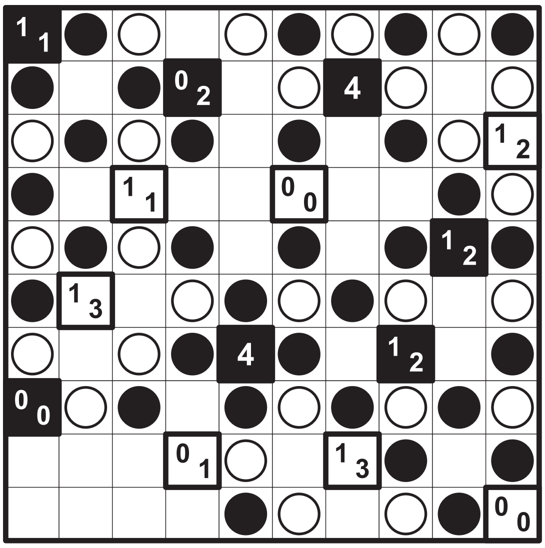




137. Circled Tapa - Puzzle Idea: Bram de Laat- TVC ????

Rules: Tapa rules apply. Additionally, the wall is made up alternating black and white circles. Tjere are black and white clue cells. White clue cells tell you how many white circles there are in each orthogonally connected section around the cell. Black clue cells tell you the amount of black circles there are in each orthogonally connected section around the cell. Each digit indicates a section of at least length 1.





138. Lonely Tapa - Puzzle Idea: Bram de Laat- TVC ????

Rules: Tapa rules apply. Additionally, each orthogonally connected are of empty cells can contain at most one clue cell.