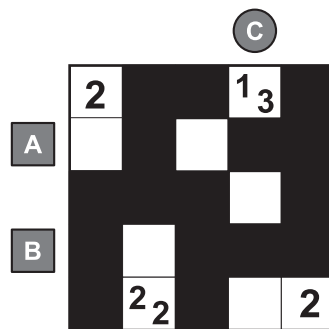**TAPA RULE:** Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square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

TVC 2013 SCORING SYSTEM:

i) The best 3 results out of 4 will be considered in the final ratings.
ii) Time bonus will be applied.
iii) Total points of each test will be 1000 points. After each test, the scores will be normalized such as the best player gets 100 points, and the other players' scores are calculated accordingly.

TVC XIII ANSWER FORMAT: Write the lengths of separate blackened cell blocks in the marked rows. The answer for the example would be: 12, 13, 11

All puzzle points will be announced in Friday.

Puzzle booklet will not contain examples.

1. TAPA LOGIC

Follow the Tapa rules. Additionally, each letter in "TAPA LOGIC" (OAPC for the example) are crypted with a digit from 1 to 8 (1 to 4 for the example). Same letters mean the same digit, different letters mean different digits.

2. Neanderthal Tapa

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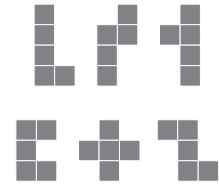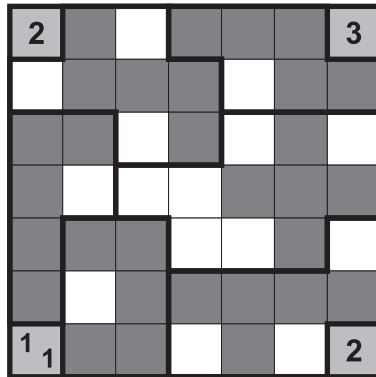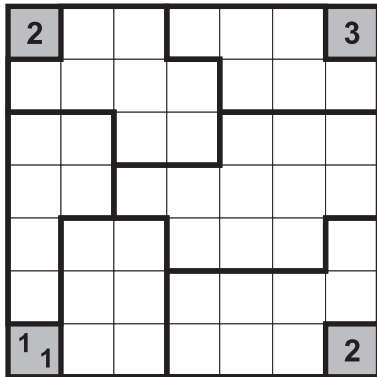
3. Tapa Islands

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.
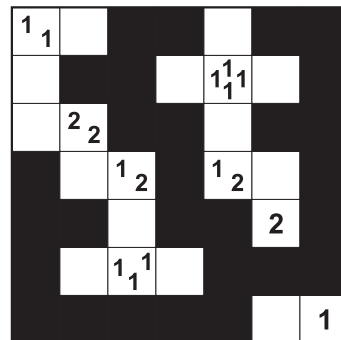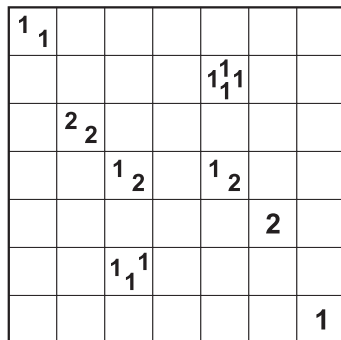
4. Make Room for Pentapa

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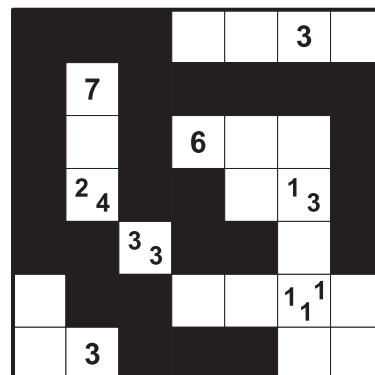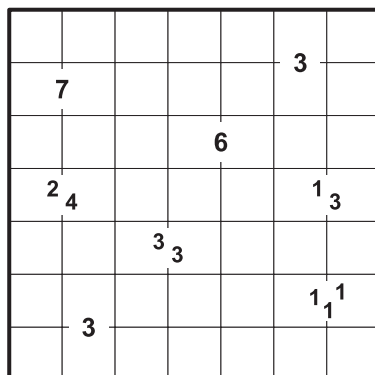
5. Pata

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

6. Tapa Borderline

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.

7. Tapa Loop

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

8. Tapa [Diagonal Neighbors]

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

9. Tapa Hamle

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

10.No Squares Tapa

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