



Tapa Variations Contest

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week 1

2-4th January 2006
75 minutes + 5 minutes extra time
Penalty points: 5 per minute
Time bonus: 3 per minute
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FLORIAN KIRCH
1991-2015

TVC XVII

1. Alternative Tapa
2. Tapa with Borders
3. TAPA LOGIC
4. Peers Tapa
5. Tapa [Skyscrapers]
6. Make Room For Tapa
7. Tapa Star
8. Knapp Daneben Tapa
9. Outside Tapa
10. Tapa Magic

135 points
27+39 points
72 points
62 points
87+126 points
95 points
80 points
59 points
108 points
26+84 points
1000 points

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 XVII ANSWER FORMAT: Write the lengths of separate blackened cell blocks in the marked rows and columns. The answer for the example would be: 111, 3, 111

1. Previously on TVC
Alternative Tapa (135 points)
Tapa rules apply. Additionally, for each set of identical letters, only one is visited by the wall and the others not.

		C													
													1 3		
A			1 ¹ ₁	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ			
				6											
	4					Ⓚ	Ⓚ				1 ¹ ₁		1 5		
			6				1 1								
						Ⓚ	Ⓚ	Ⓚ		3 3					
		5			1 2									4	
				Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ						
1 1	1									2 4			1 4		
				7		Ⓚ	Ⓚ								
							1 3					1 2	2		
	7		1 2	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ				1 5	
											2 4				
B					Ⓚ	Ⓚ	Ⓚ	Ⓚ	Ⓚ			3 3			
		1 1													

Theme: FLORIAN KIRCH

2. Tapa with Borders (27+39 points)

A $n \times n$ Tapa grid (5x5 for the example) is hidden in the given $m \times m$ 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.

6x6 C

	2							1 ₁
		3		3				
A		3				1 ₃		
				2 ₃				
B			1 ₂					
		3					1	
			5		3			
	1 ₁							2

Theme: Clue symmetry and logic

8x8 C

	1	2							1 ₃	
						3				
			2 ₂			2				3
A	1						2 ₂			
							1 ₂ ²			
B				2 ₂						
				2 ₂						4
	2				2 ₂			1 ₄		
					5					
		1 ₁							3	2

Theme: Clue symmetry and logic

3. TAPA LOGIC (72 points)

Tapa rules apply. Additionally, each letter in "FLORIAN" (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.

C

			I _L		O _R					
	F								N	
A										
	O		L _O		I _I		I _A			
									I _R R	
	O _L				R				A _I	
A _L										
			O				I _A			F
					N					
	L F								N	
B					A		A			

Theme: FLORIAN

4. Peers Tapa (62 points)

Tapa rules apply. Additionally, each given clue 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.

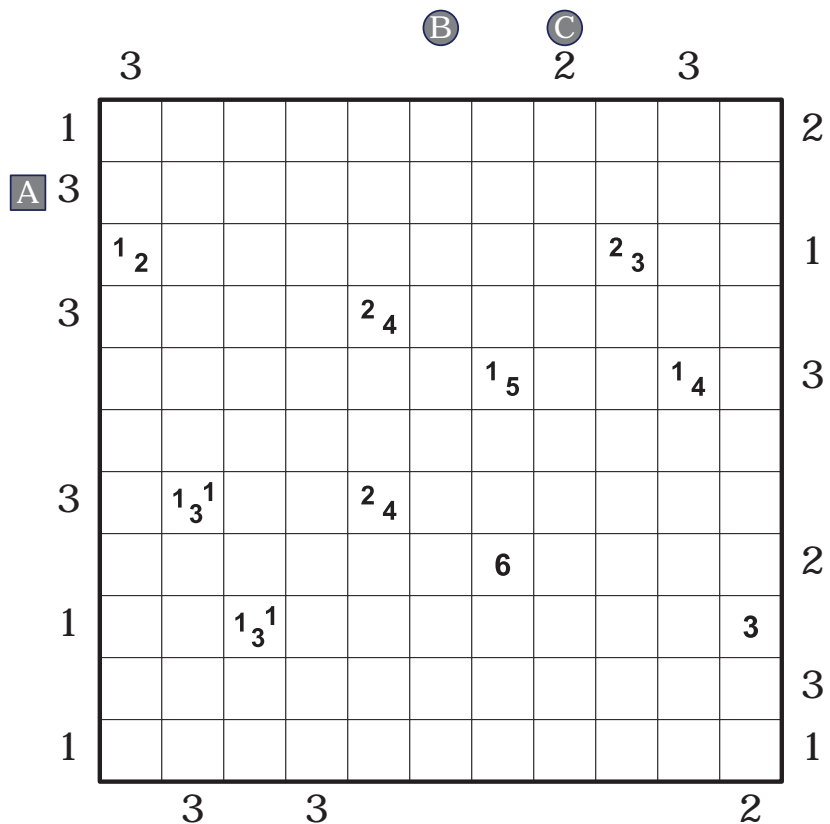
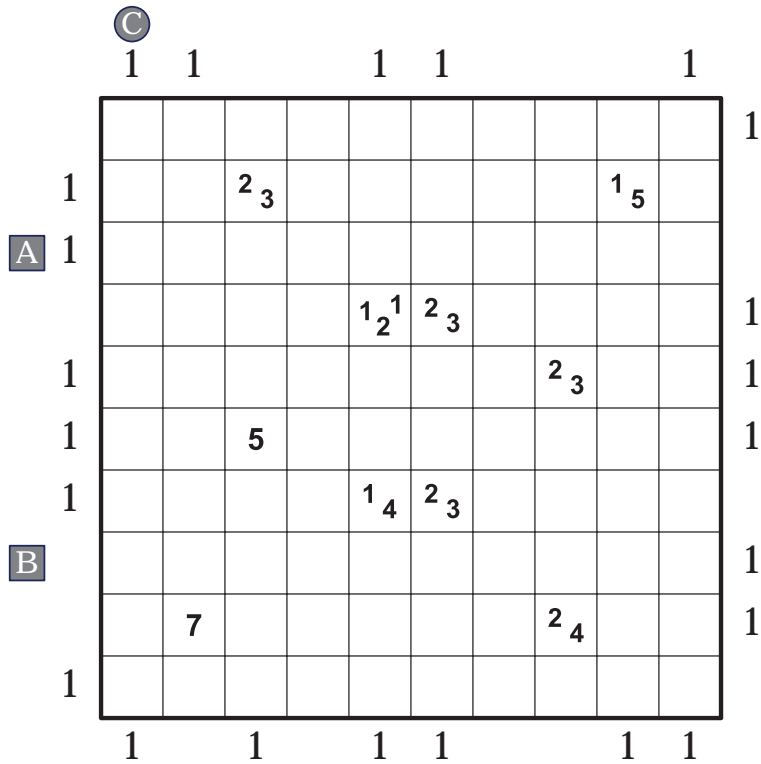
C

				1 ₄		1 ₃			
		1 ₁ 1 ₁							
								2 ₃	
A									
				4				1 ₂ 2 ₂	
B		1 ₁							

Theme: Logic is here but where is the symmetry?

5. Tapa [Skyscrapers] (87+126 points)

Tapa rules apply. 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.



6. Make Room For Tapa (95 points)

Tapa rules apply. Additionally, each outlined region should contain exactly five blackened cells.

	2												
									2 ₃				
	2 ₂		2 ₂									1 ₃	
				5									
A							1 ₁ ¹					1 ₄	
			1 ₃						2 ₂				
B													
		7				1 ₄							
									1 ₂ ²				
	4										6		3
			5										
C													1

Theme: † 2015

7. Tapa Star (80 points)

Tapa rules apply. Additionally, each row and column must contain exactly two stars (one for the example). Stars cannot touch each other even diagonally and all stars must be placed on the wall.

C ★ x2

A						1 ₁	1		
			1 ₂ ²						
	2 ₄								1
					2 ₄				
								7	
	1 ₅								
B				1 ₄					
	3							2 ₃	
						1 ₁ ¹			
		1 ₁	2						

Theme: Clue symmetry and logic

8. Knapp Daneben Tapa (59 points)

Tapa rules apply. Additionally, all given numbers are wrong. The correct number is either 1 higher or 1 lower, meaning a 1 can possibly be a zero.

C

A						2 ₂			2	
		2 ₄								
			3 ₃				1 ₃ ¹			3
	1 ₃					2 ₄				
			1				1 ₁			
				2 ₂				1 ₁ ¹		
					1					3
	3			2 ₂				6		
									1 ₁	
B		1 ₂			3					

Theme: Clue symmetry and logic

9. Outside Tapa (108 points)

Tapa rules apply. Additionally, the signs outside the grid indicate the relations between the corresponding rows/columns, regarding the number of blackened cells.

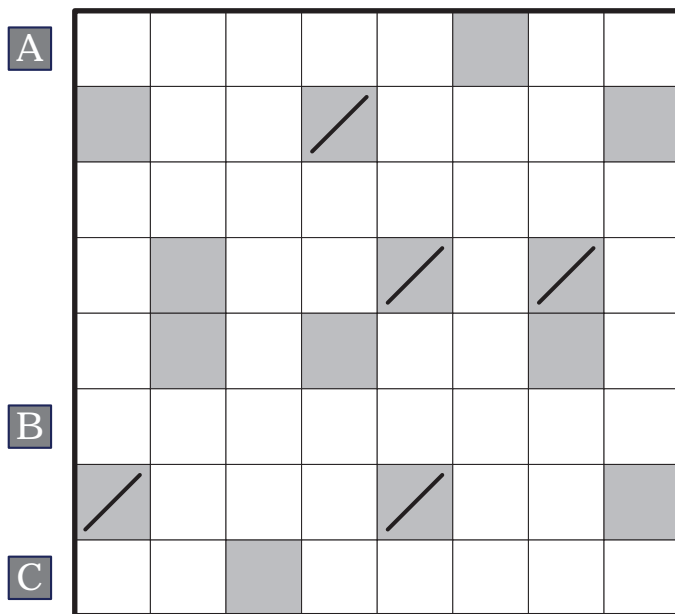
> > > = < = < [©]

		1 ₁						3	∧
				2 ₃					∧
A									
			6						∧
				3					
B									
			7						∨
	3					1 ₁	1 ₁		

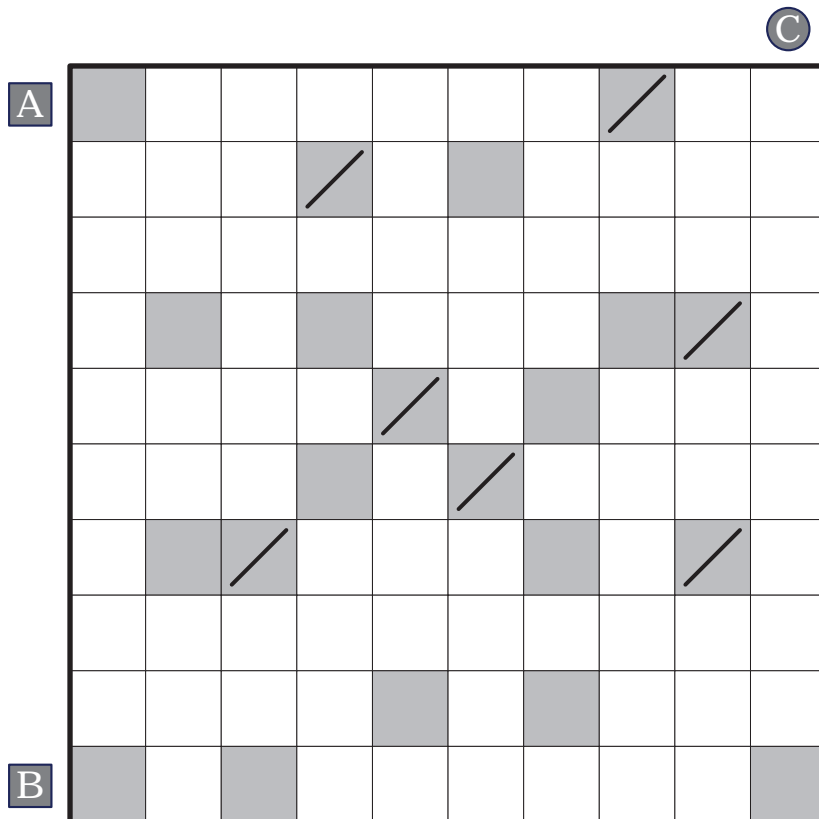
Theme: Clue symmetry and logic

10. Tapa Magic (26+84 points)

Tapa rules apply. Additionally, 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.



Theme: Clue symmetry and logic



Theme: Almost symmetrical