



# Tapa Variations Contest

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-  
Fatih Kamer Anda

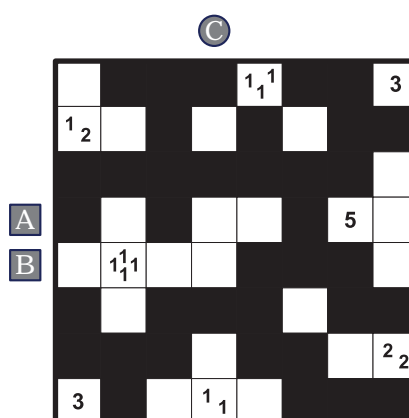
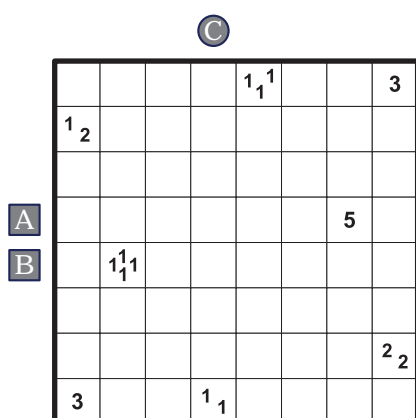
Jan 2016  
week 2

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

## TVC 2016 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 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



TVC 2016 dedicated to memory of

FLORIAN KIRCH

who is the Tapa Master of 2011,

several times German Sudoku and

Puzzle Champion, 3rd Best Solver

of 2014 WPC

**TVC Story:** After 18th World Puzzle Championship in Antalya the idea came up. As a Tapa inventor I thought one of my responsibilities was to make Tapa more familiar for solvers, and that lead to TVC. 1st series of TVC was held in OAPC web site ([oapc.wpc2009.org](http://oapc.wpc2009.org)), 2010; home of others was Logic Masters India, 2011, 2012, 2013.

Last two years we didn't organize, I'm not sure why, but probably the reason was my job. Anyway, so far we had 4 Tapa Masters: Nikola Zivanovic, Florian Kirch, Palmer Mebane, Bram de Laat. For two masters I designed a special Tapa trophy, constructed with the letters of Tapa Master's names. I also made one for Palmer, but after that I didn't like the appearance of the trophy. I may keep designing Tapa Master trophies.

In all TVC's, all puzzles were made by me, but this year one of the youngest, brilliant Turkish puzzle designers Fatih Kamer Anda will be my companion to make puzzles for the 5th series of TVC.

There are more than 130 Tapa variations. We combined all of them in a single file, but we last updated it in 2012; one of my plans is to upload a new file with new variations. If you have a Tapa variation idea, please share with us, and it will appear in next TVC's with your name.

**TVC Official page:** <http://logicmastersindia.com/TVC/>

### **TVC 2016 Schedule:**

[TVC XVII - 2/4 January 2016](#)

TVC XVIII - 16/19 January 2016

TVC XIX - 6/8 February 2016

TVC XX - 20/22 February 2016

**TVC Structure:** The series has a unique structure, the best of 3, extra time, penalty points, previously on TVC and the poll.

Duration: 75 minutes

Extra time: 5 minutes

Penalty points: When you submit any (right/wrong) answer during extra time, you will be penalized.

The poll: After TVC XVII, we will give chance to all participants to select 5 variations for next TVC.

Time bonus: If a competitor finishes all puzzles correctly before ending 75 minutes, he/she will get bonus points. Time bonus will be computed only after bonus is claimed.

Best of 3: TVC started with Best of 3 rule, because in that time we couldn't organize the competitions with time flexibility. So everyone couldn't have a chance to participate in all TVC's regularly in exact time and date. So we ran Best of 3 rule. We know that this is not necessary anymore because LMI has great infrastructure; but as we noticed Best of 3 is a trademark of TVC Series. Therefore it will be applied in 2016 competitions too.

Puzzle points: First version of IB never has puzzle points, the time of publishing puzzle points is fixed, last day before the competition day, so it's always Friday.

Puzzle file: Puzzle file will not contain examples.

### **Special Thanks to:**

\*Gulce Ozkutuk, if I'm still preparing Tapa, or any puzzle, the reason is her.

### **Florian:**

TVC Series never had any theme, but this year we have theme and it is Florian Kirch. He was a great person not just only for me but also for whole puzzle community. I miss him...

### 1. Previously on TVC

#### Tapa with Borders

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.

1			1 2		2
		2 4			
			1 4		
1 2					
		4		3	

1			1 2		2
		2 4			
			1 4		
1 2					
		4		3	

### 2. Tapa-Like Loop

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

3				2 2
		1 3		
2				2

3				2 2
		1 3		
2				2

### 3. TAPA LITS

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.

				1 3	
	1 5				
		7		5	
					1 2 2
		2			

				1 3	
	1 5				
		7		5	
					1 2 2
		2			

### 4. Tapa Scrabble

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.

ICE

OGRE

PEAR

CHERRY

GARLIC

RADISH

APRICOT

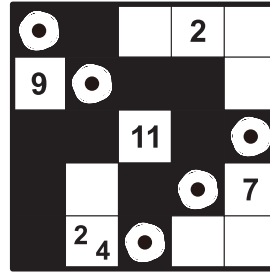
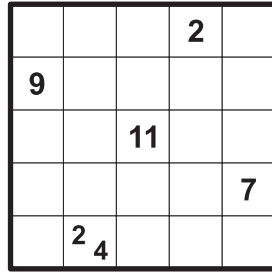
	2 2				
		5		1 3	
	1 4				1 2

						I
	G	A	R	L	I	C
P	2 2		A			E
E		5	D		1 3	
A	P	R	I	C	O	T
R	1 4		S		G	1 2
		C	H	E	R	Y
					E	



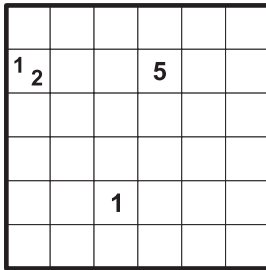
### 9. Black Hole Tapa

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. N and M will be given in Puzzle Booklet.



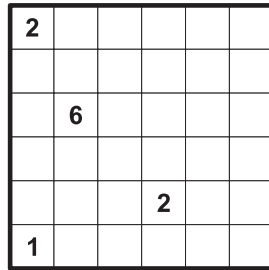
### 10. 4x4 Tapa

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.

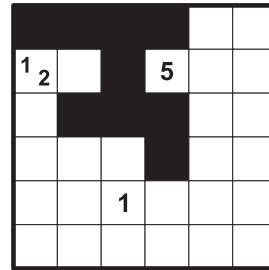


1 2 3 4 5 6

A  
B  
C  
D  
E  
F

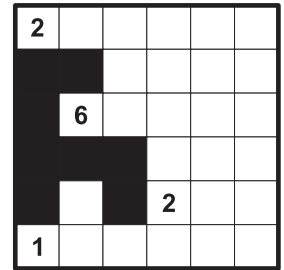


1 2 3 4 5 6

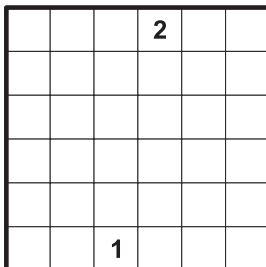


1 2 3 4 5 6

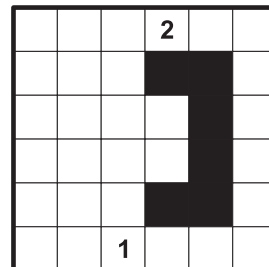
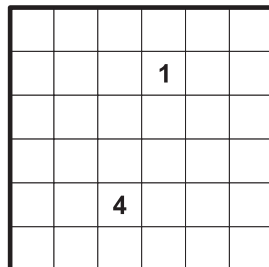
A  
B  
C  
D  
E  
F



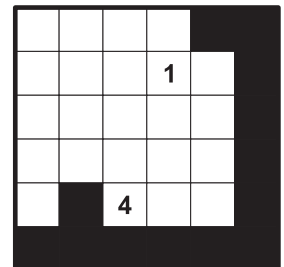
1 2 3 4 5 6



A  
B  
C  
D  
E  
F



A  
B  
C  
D  
E  
F



Some puzzle ideas are obtained as follows:

- Tapa with Borders from Riad Khanmagomedov,
- Tapa LITS from Grant Fikes,
- Tapa Scrabble from Zoltan Horvath,
- Tapa Connection from Andrey Bogdanov,
- Different Tapa from Vladimir Portugalov,
- Dissected Tapa from Cihan Altay,
- Not Alone Tapa from Serkan Yurekli,
- Black Hole Tapa from Benjamin Cosman,
- 4x4 Tapa from Fatih Kamer Anda.