Tapa Variations Contest

TVC XXIII

2021/08/13-18

AUTHORS

FATİH KAMER ANDA
HATİCE ESRA AYDEMİR
MURAT CAN TONTA
YUNUS EMRE BÜYÜKKALE

TVC Official page: http://logicmastersindia.com/TVC/

Tapa Rules: Shade some empty cells black to create a single connected wall. Numbers in a cell indicate the length of consecutive shaded blocks in the neighboring cells. If there is more than one number in a cell, then there must be at least one white (unshaded) cell between the black cell groups. Cells with numbers cannot be shaded, and the shaded cells cannot form a 2×2 square anywhere in the grid.

TVC 2021 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, other players' scores calculated accordingly.

TVC 2021 General Answer Format: Write the lengths of seperate blackened cell blocks in the marked rows and columns.
The answer for the example would be: 111, 3, 111
If the puzzle has a different answer format, it will be stated on the page.
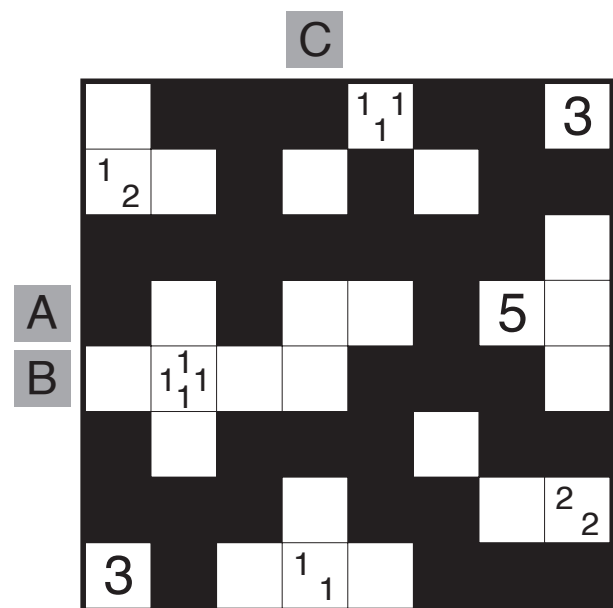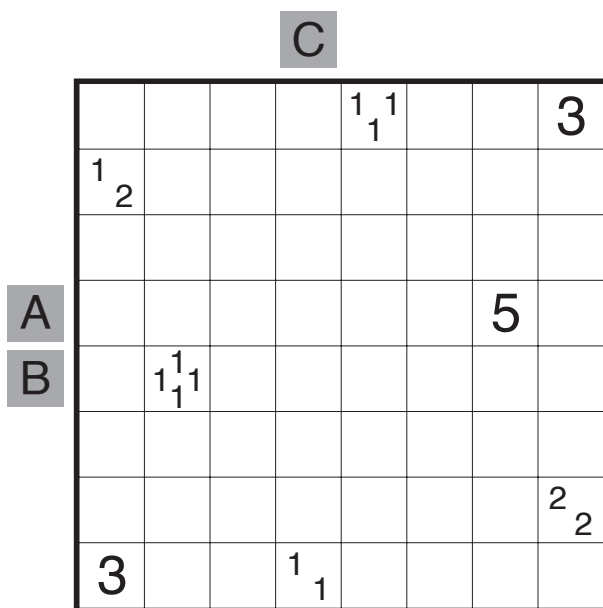
TVC Structure: The series has a unique structure, the best 3 of 4, extra time, penalty points, previously on TVC and the poll.
Duration: 75 minutes
Extra time: 5 minutes
Penalty points: When you submit any (right/wrong) answer during extra time, you will be penalized for 5 points per minute.
Time bonus: A competitor submitting all puzzles correctly before the duration is up will earn 3 bonus points per remaining minute. Time bonus will be computed only after "Claim Bonus" is clicked.
Best 3 of 4: TVC started with "Best 3 of 4 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 3 of 4 rule. We know that this is not necessary anymore because LMI has great infrastructure; but as we noticed Best 3 of 4 is a trademark of TVC Series. Therefore it will be applied in 2021 competitions too.
Puzzle file: Puzzle file will not contain examples.
**TVC 2021 Schedule:**
TVC XXI - 09/14 April 2021
TVC XXII - 25/30 June 2021
TVC XXIII - 13/18 August 2021
TVC XXIV - 03/08 September 2021

1. Previously in TVC: Taca (144)

Standard Tapa rules apply, except that clue cells given inside the grid may be shaded, shaded clue cells give no information. Additionally, an outside clue to the right or bottom of the grid is a Tapa clue which must be placed in the first unshaded cell encountered from that direction (There must be at least one unshaded cell in that direction. It is permissible to have a given clue cell be the first unshaded cell, if it satisfies the outside clue.). An outside clue to the left or top of the grid indicates lengths of separate shaded cell blocks in that row or column, in order.
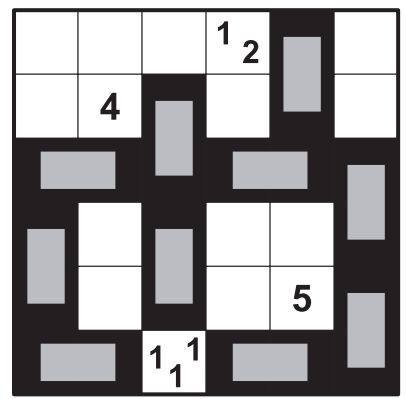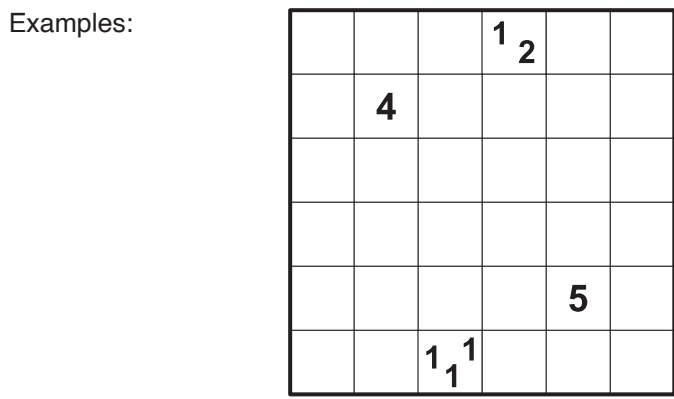
Examples:
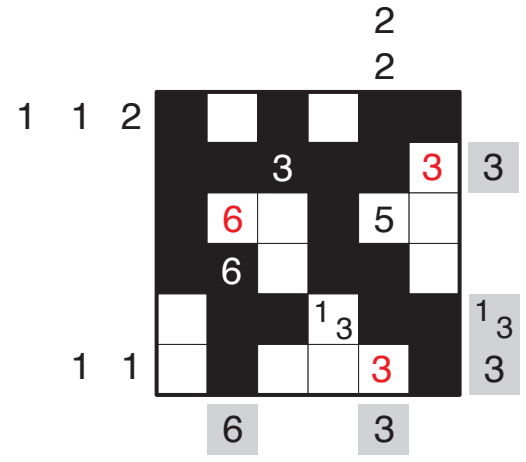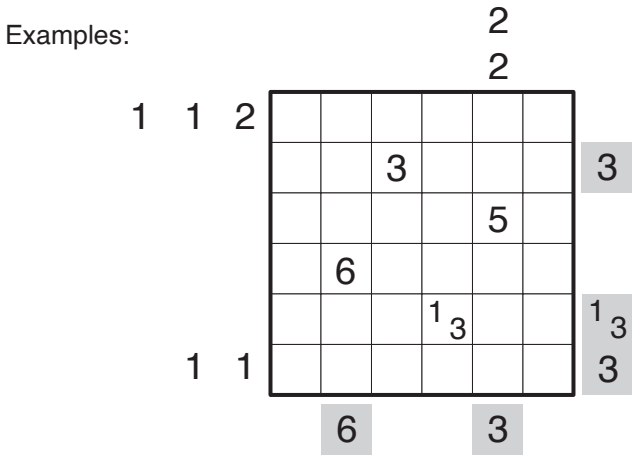
2. No Squares Tapa (38 + 27)

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

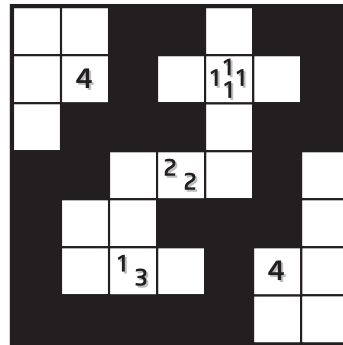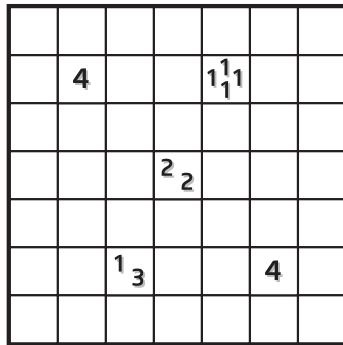Examples:
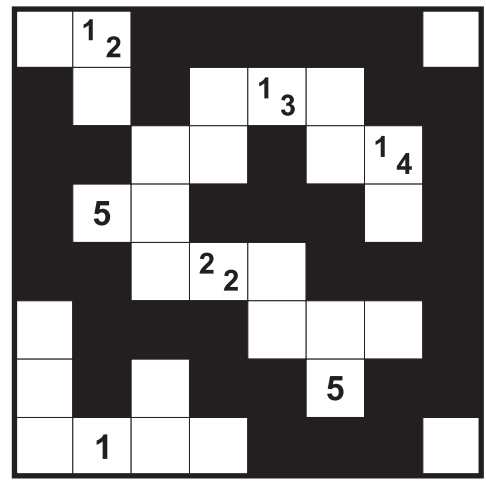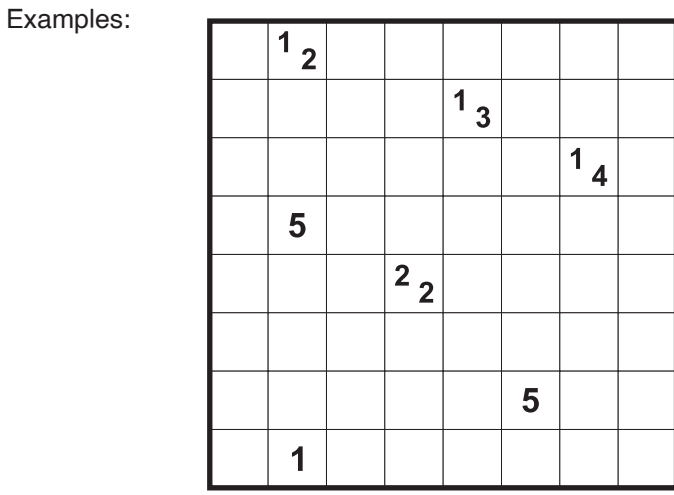
3. Tapa Domino (104 + 68)

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

Examples:

4. Tapa Clones (32 + 76)

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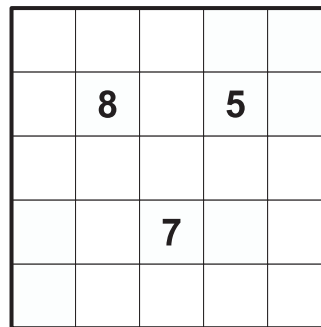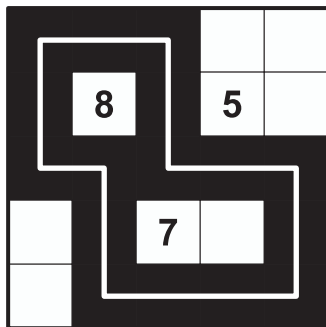
Examples:

5. Tapa Loop (24 + 19)

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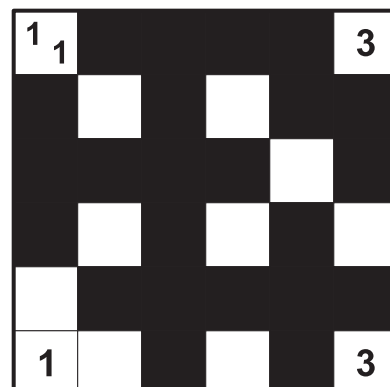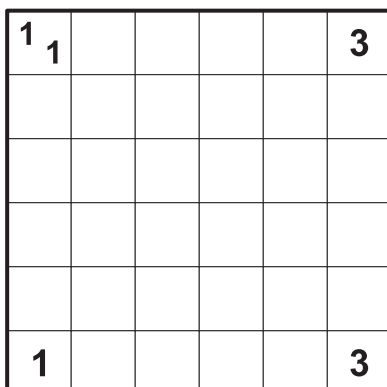
Examples:

6. Anti - Knight Tapa (33 + 19)

Follow regular Tapa rules. Additionally, two unclued and unshaded cells cannot be one knight-move apart from each other.
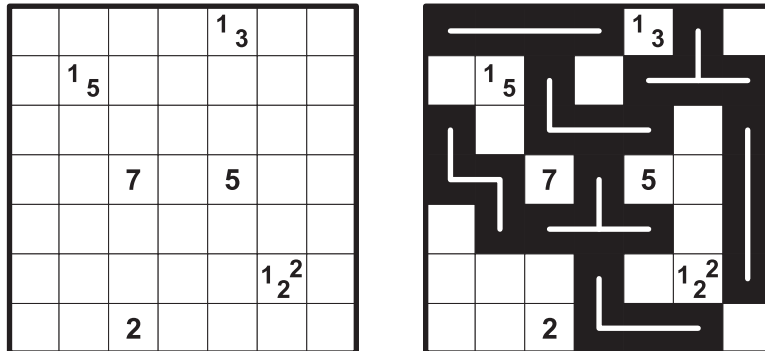
Examples:

7. Tapa LITS (69 + 68)

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.
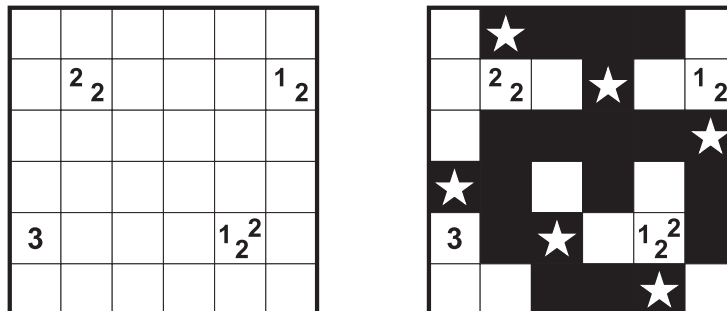
Examples:

8. Tapa Star (124)

Follow classic Tapa rules. Additionally, each row and column must contain exactly two stars (one star for the example). Cells with stars cannot touch each other even diagonally and all stars must be placed on the wall.
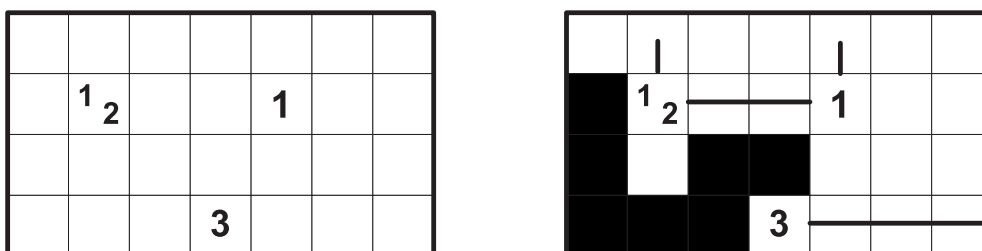
Examples:

9. Tapa Lines (34 + 69)

Follow classic Tapa rules. Additionally, 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:

10. Tapa Row (52)

Follow classic Tapa rules. Additionally, the sum of all clue digits in each row should give the number of blackened cells in this row.
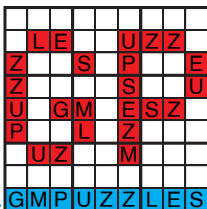
Examples:

Some puzzle ideas are obtained as follows:
1. Taca: Gomatamago
2. No Squares Tapa: James McGowan
3. Tapa Domino: Prasanna Seshadri
4. Tapa Clones: Cihan Altay
5. Tapa Loop: Matej Uher
6. Anti - Knight Tapa: Anurag Sahay
7. Tapa LITS: Grant Fikes
8. Tapa Star: Gülce Özkütük
9. Tapa Lines: Rohan Rao
10. Tapa Row: Alexandru Szoke

GM Puzzles Tapa and Variations Books

GRANDMASTER PUZZLES

www.GMPUZZLES.com

https://shop.gmpuzzles.com/search?q=tapa