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.

Answer format: Write the contents of the marked rows, from top to bottom. Use B for blackened cells, W for white/clue cells and the corresponding digits in Tapamino and Tapa Filler.

1: Previously On TVC - Combined Tapa

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

Math Tapa
Each expression indicates that there is more than one number in the cell, and the output of the specified operation between those numbers is given (Example: +4 could be 1+3, or 2+2, or 1+1+2 or 1+1+1+1).

Knapp Daneben Tapa
All given numbers are wrong. The correct number is either 1 higher or 1 lower, meaning a 1 can possibly turn into a zero.

Pata
Number/s in a cell indicate/s the length of any white cell blocks on its neighbouring cells. The cells with clues count as white cells.

TAPA LOGIC
Each letter is crypted with a distinct digit. Identical letters represent the same digit, different letters represent different digits. There cannot be a zero in a multi-number clue cell.

Math	Knapp Daneben
Pata	LOGIC

The answer for the example would be: BBBWBWBW, WBBBBWBB

2. Tapa Rotator

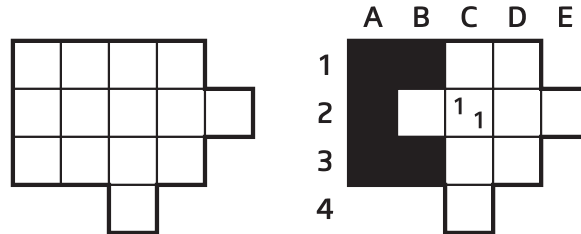Given grids are the same. Solve the first one; then turn the page upside down and solve the other.
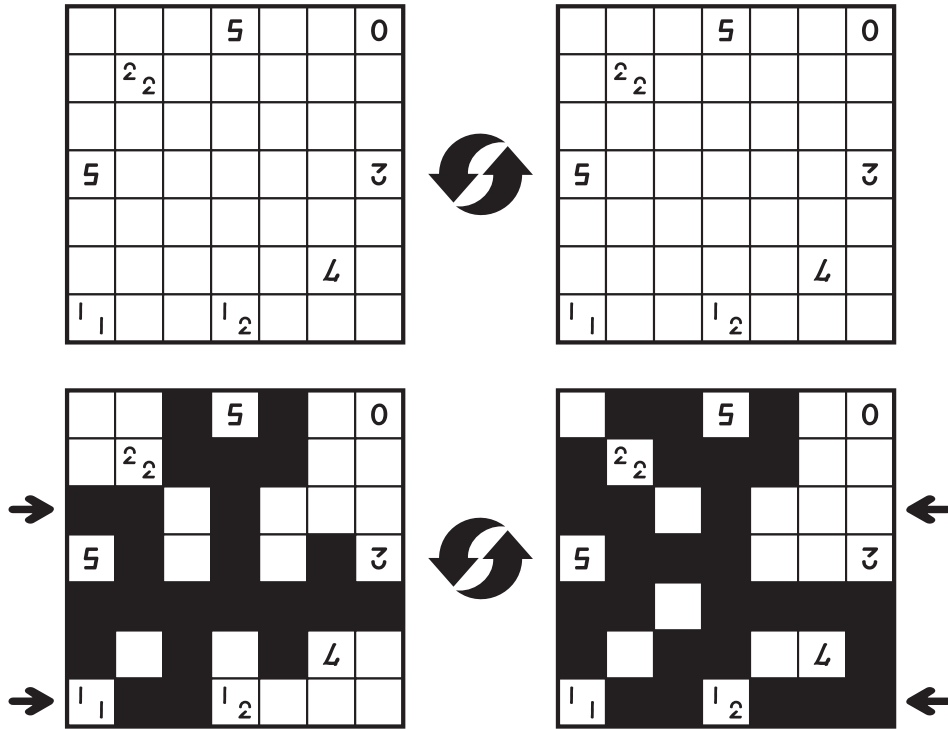
The answer for the example would be:
Grid 1: BBWBWWW, WBBWWWW Grid 2: BBBWBBW, WWWBWBB

3. Meta Tapa

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

Answer format: Write the coordinate of the cell, followed by the clue digit/s.

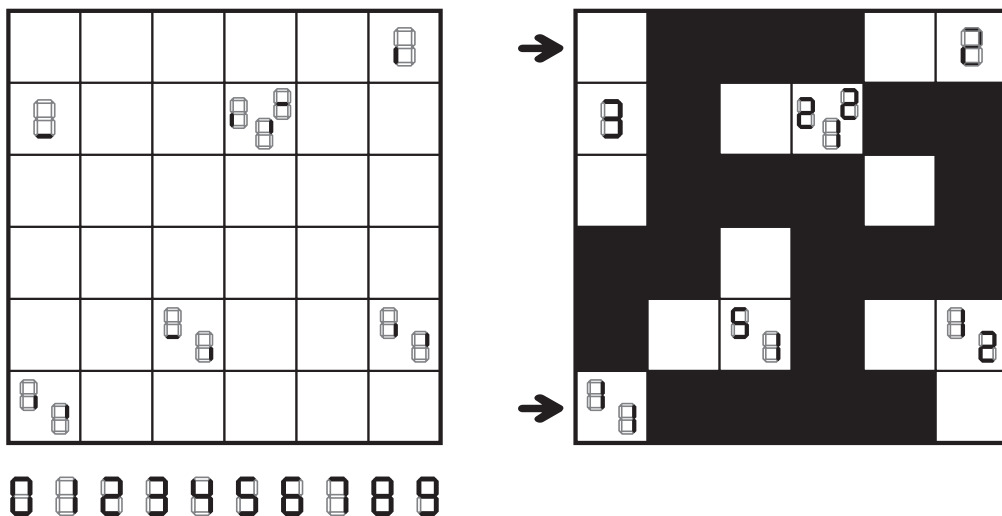The answer for the example would be: C2, 11

4. Tapamino

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.
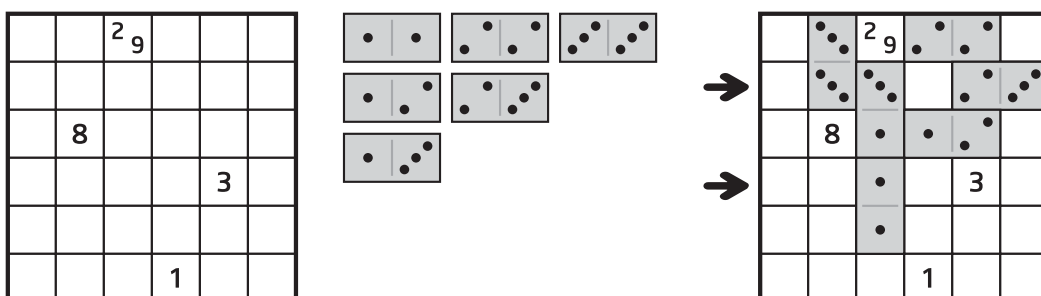
The answer for the example would be: W33W23, WW1WWW

5. Digital Tapa

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.
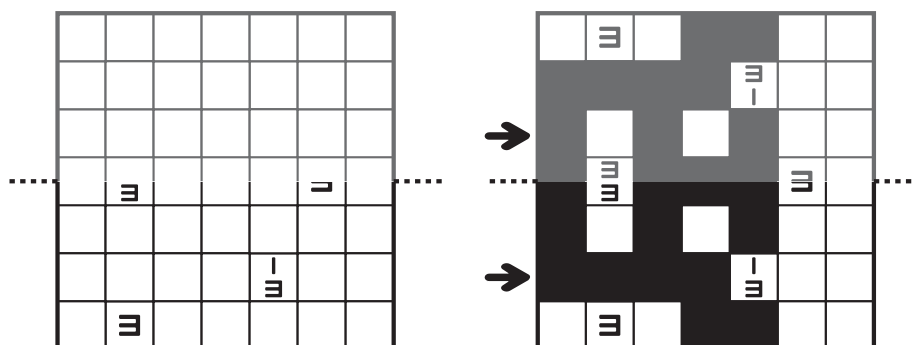

The answer for the example would be: WBBBWW, WBBBBW

6. Mirror Tapa

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.

The answer for the example would be: BWBWBWW, BBBBWWW

7. Tapa Filler

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).
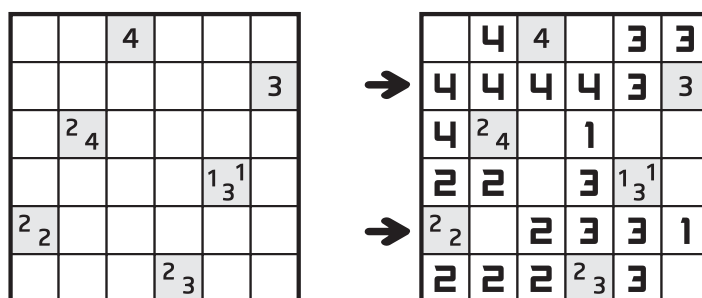
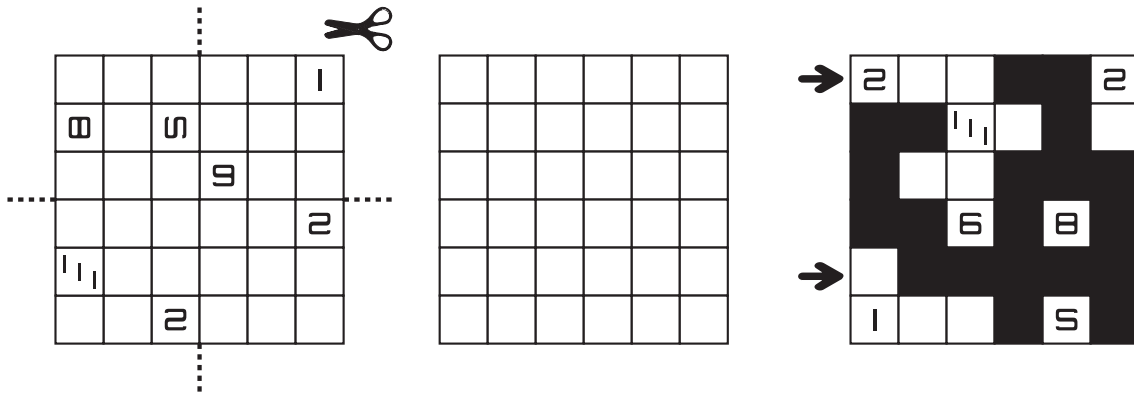The answer for the example would be: 44443W, WW2331

8. Cubic Tapa

No special instructions.
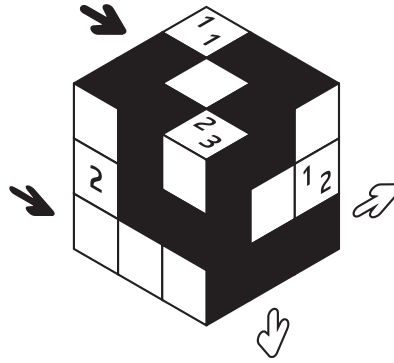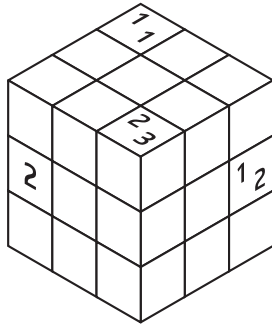
The answer for the example would be: BWBBWB, WWWBBB

9. Manipulative Tapa

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.

The answer for the example would be: WWWBBW, WBBBBB
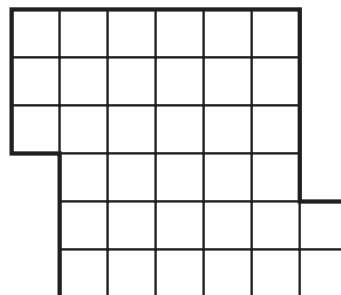
10. Meta Tapa Optimizer

Write numbers on some cells to attain a Tapa puzzle with one and only one solution.

Score:
(number of blackened cells /
number of clue cells) x (10 - average
of the digits on clue cells)

Score for the example:
(19 / 4) x (10 - 2,17) = 37,2

Answer format: Write the coordinates of clue cells, followed by the placed digits. The answer for the example would be: BB0, FB22, DD15, GF3.