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 (106 Points)

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

2. Tapa Rotator (24+35 Points)

Given grids are the same. Solve the first one; then turn the page upside down and solve the other.

3. Meta Tapa (57 Points)

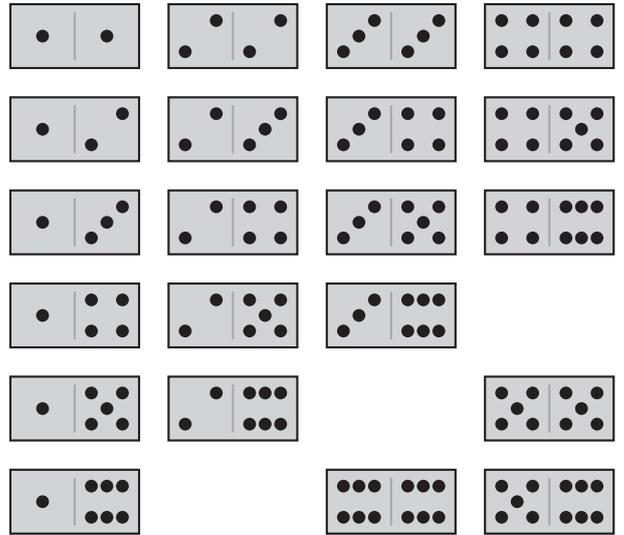Write a digit (or digits) on only one cell to attain a Tapa puzzle with one and only one solution.

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

4. Tapamino (142 Points)

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.

5. Digital Tapa (74 Points)

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.
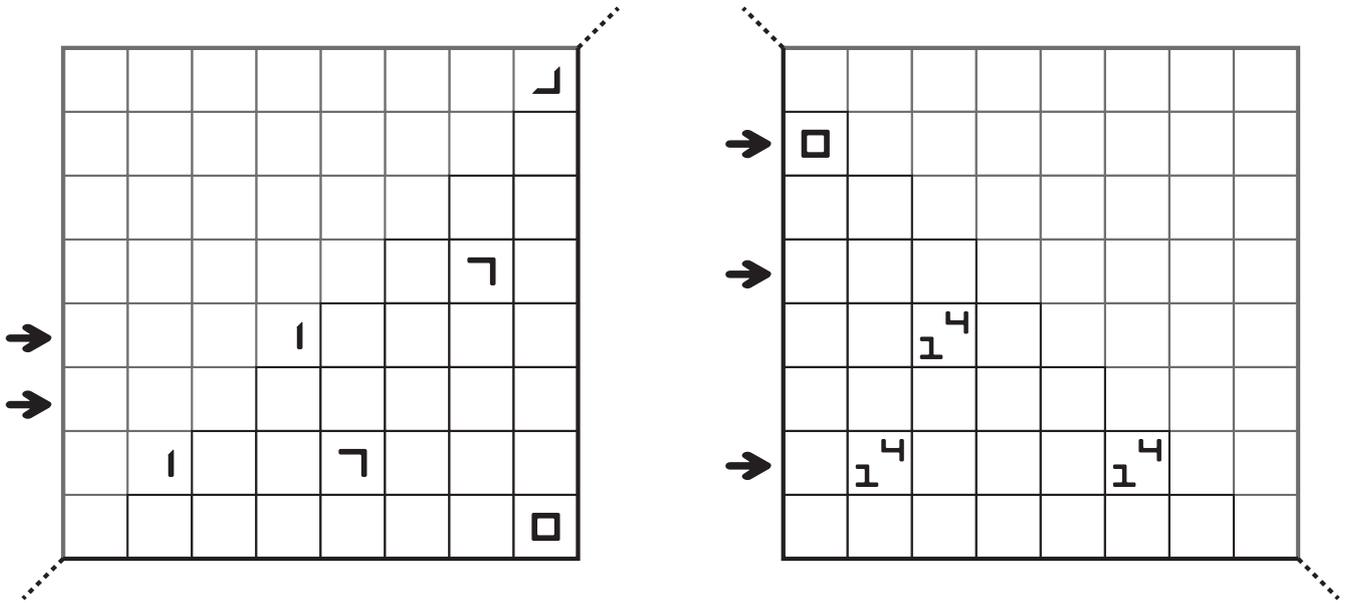
## 6. Mirror Tapa (44+73 Points)

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.

7. Tapa Filler (92+97 Points)

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).
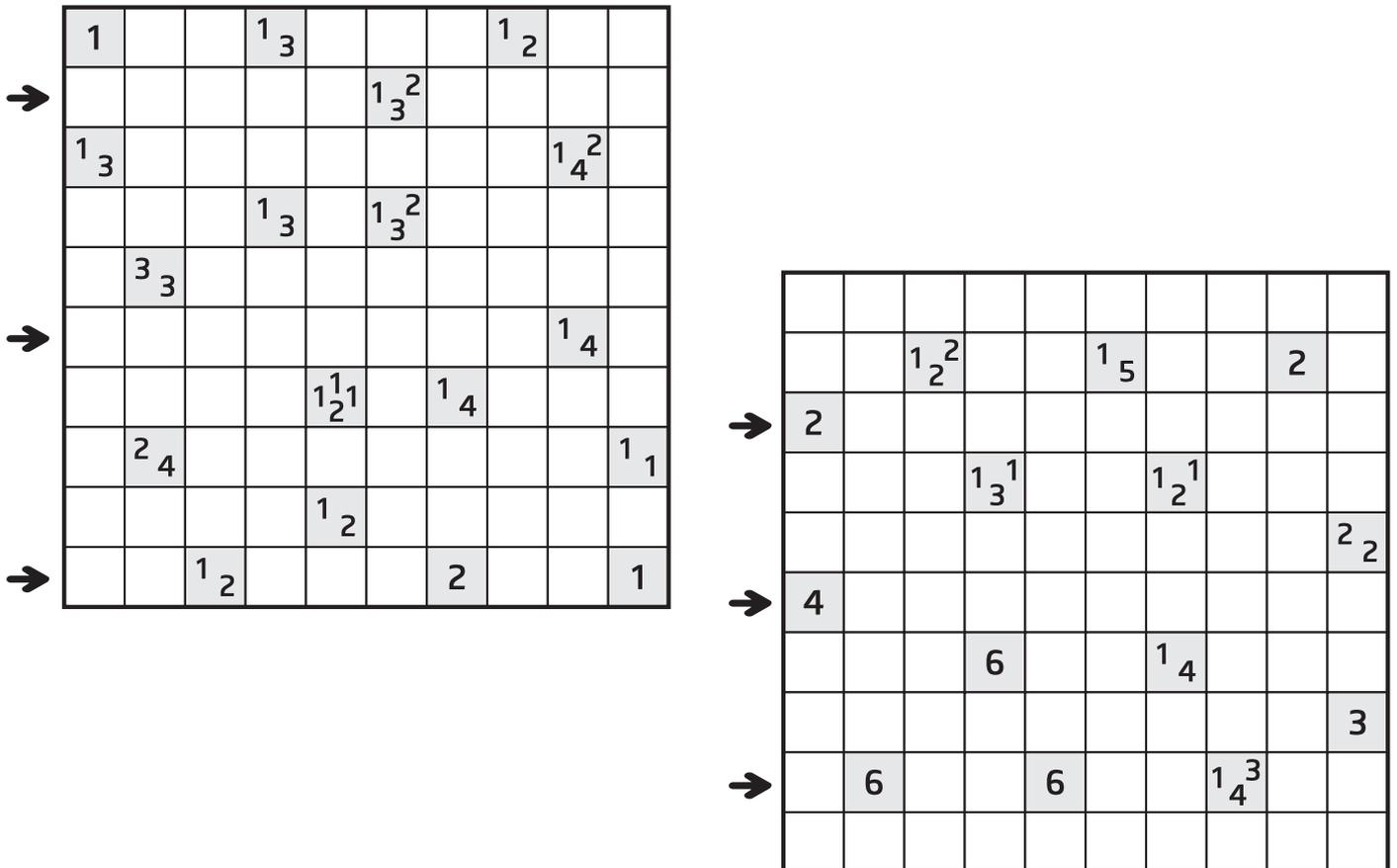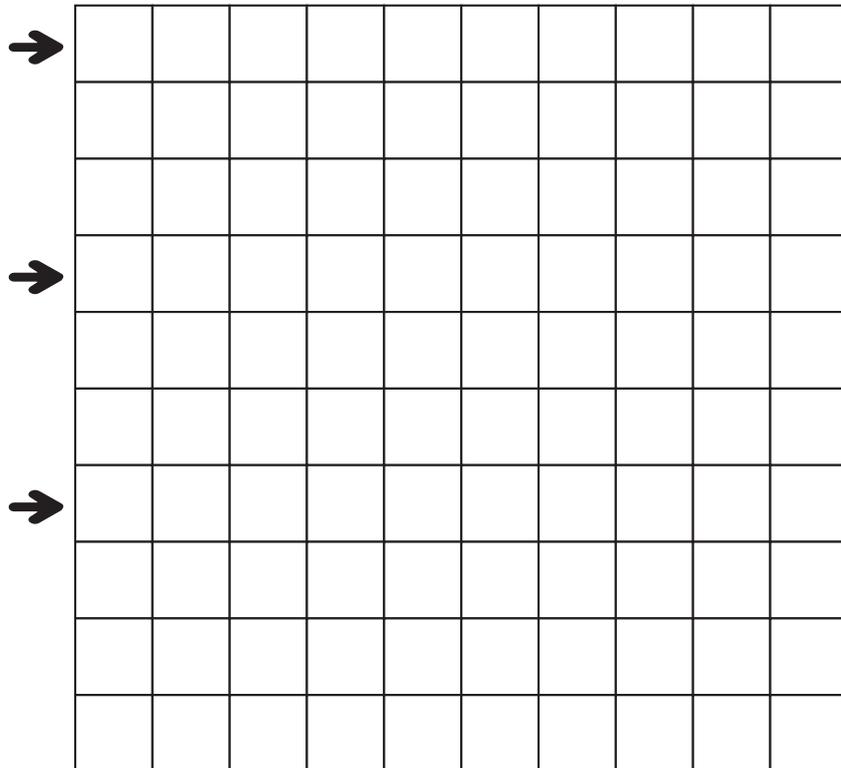
8. Cubic Tapa (68 Points)
No special instructions.
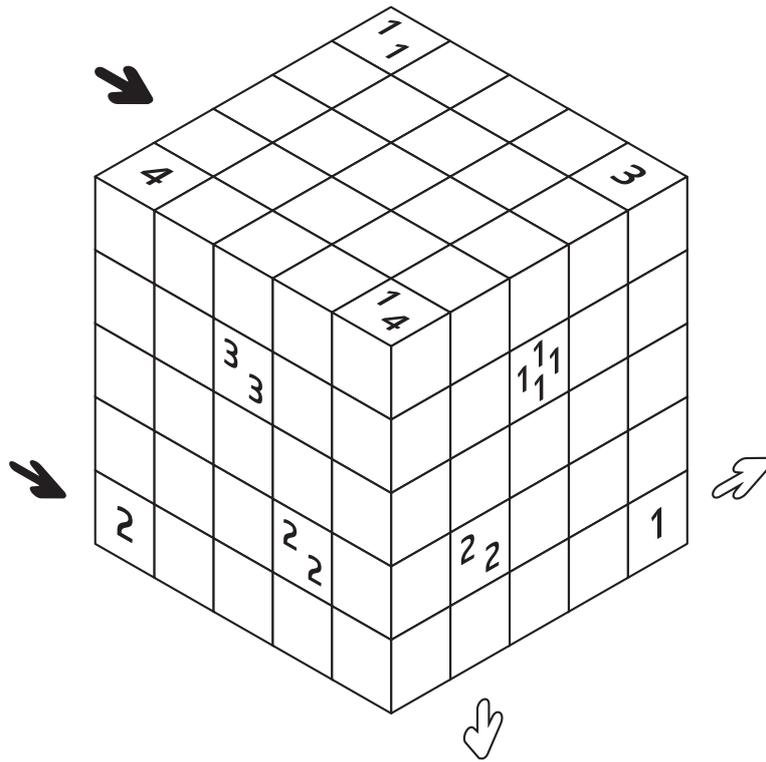
9. Manipulative Tapa (100 Points)
Cut out the pieces given on the next page, and place them onto the grid without overlapping, to form a valid Tapa puzzle. Then solve the formed puzzle.
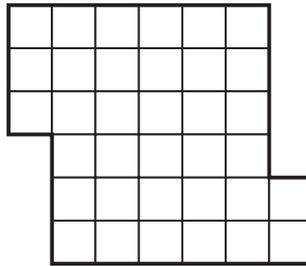
10. Meta Tapa Optimizer

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.