

**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.

**Points: Partial points will be given in Tapa Distiller and Tapa Kit Kat for every correct grid which is part of the complete solution.**

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

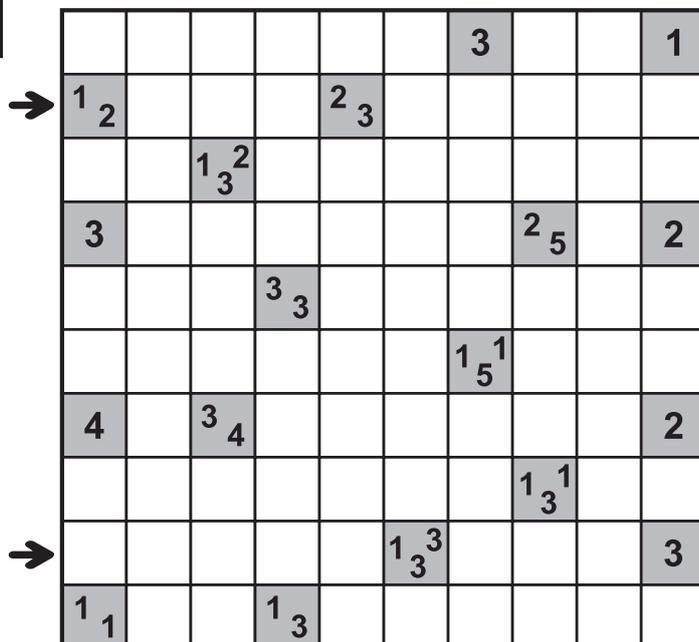
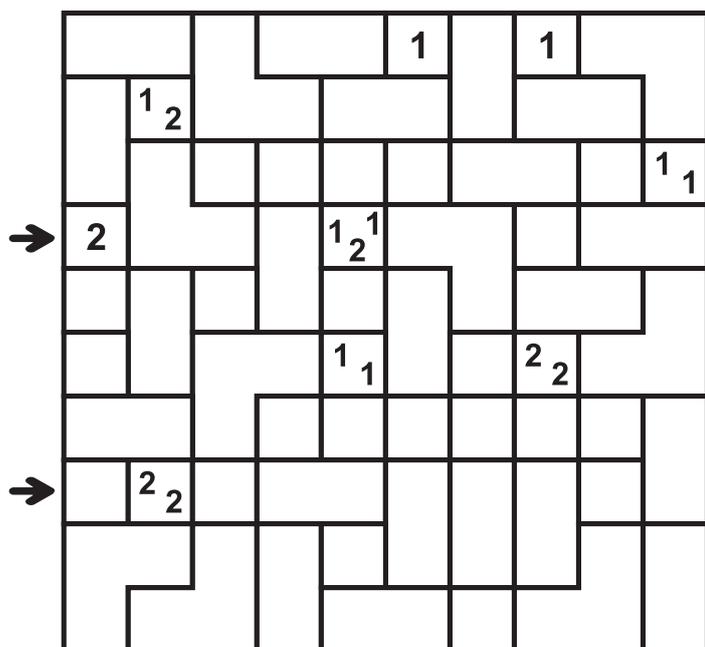
## 1: Previously On TVC

### Irregular Tapa (30 points)

The grid is divided into irregular shapes, each counting as one cell for the Tapa clues.

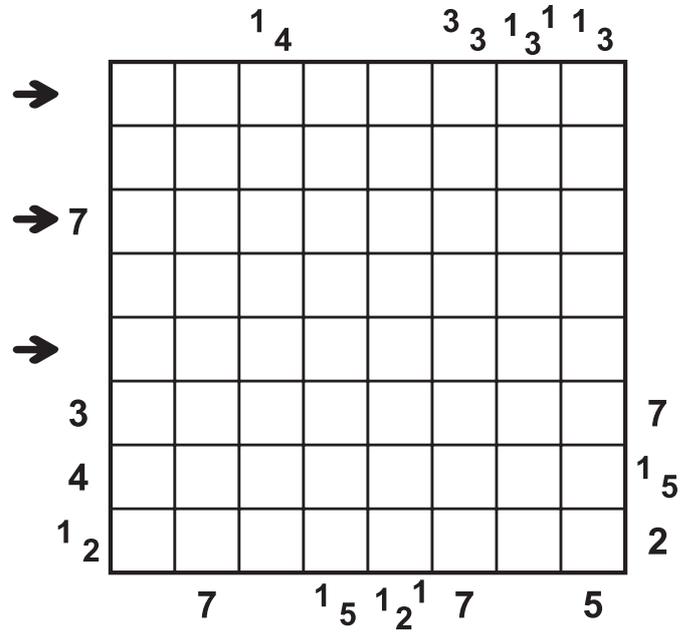
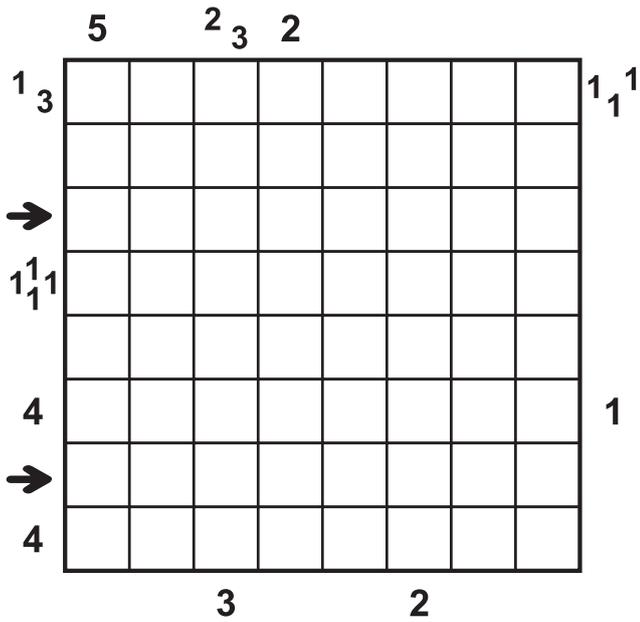
### Tapa Filler (52 points)

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).



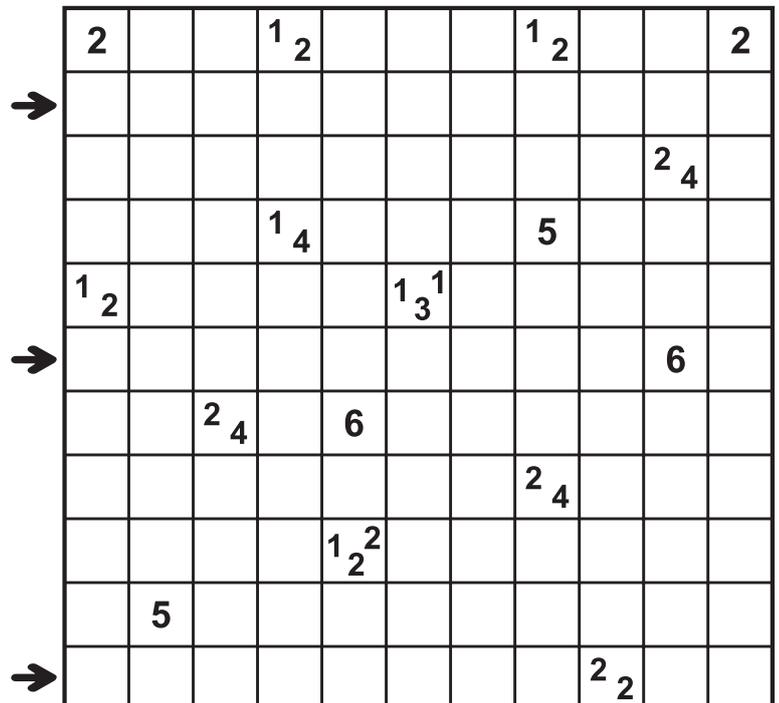
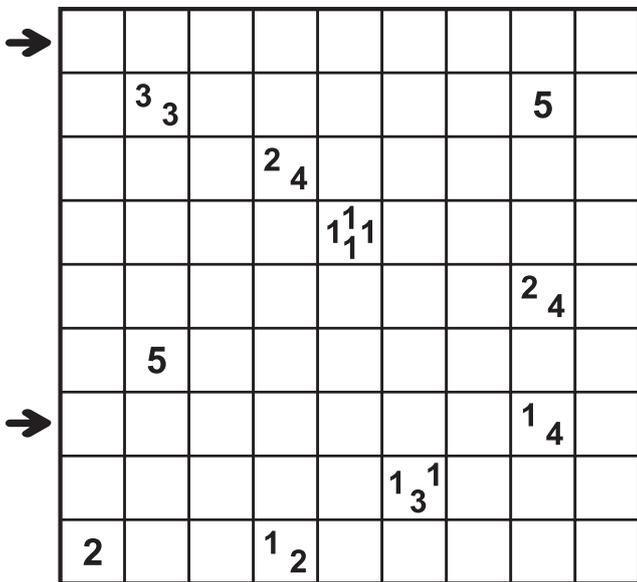
### 2. Easy As Tapa (82+121 points)

The numbers outside the grid indicate the clue cell first seen from the corresponding directions.



### 3. Tapa Islands (55+68 points)

Unpainted cells form separate areas surrounded by the wall. Each separate area may contain at most one clue cell. If there is a clue cell in an area, at least one digit should give the size of that area in unit squares.



#### 4. Double Tapa (86 points)

Paint two separate walls without crossing each other. All clues in the same cell indicate the same wall.

						2 <sub>2</sub>			
	1 <sub>1</sub>	1 <sub>1</sub>							1
→				1 <sub>5</sub>					
	2 <sub>4</sub>						6		
				5					
					5				
		1						1 <sub>1</sub>	
					2 <sub>2</sub>				
→	3							1 <sub>2</sub>	2 <sub>2</sub>
			2						

**Answer format:** Write B for both Tapas.

#### 5. Tapa Distiller (4 x 41 points)

Clues of four separate puzzles are given in one grid. Distribute the clues to four grids and solve each puzzle. The cells with clues do not overlap, each clue cell should be fully visible in one grid only.

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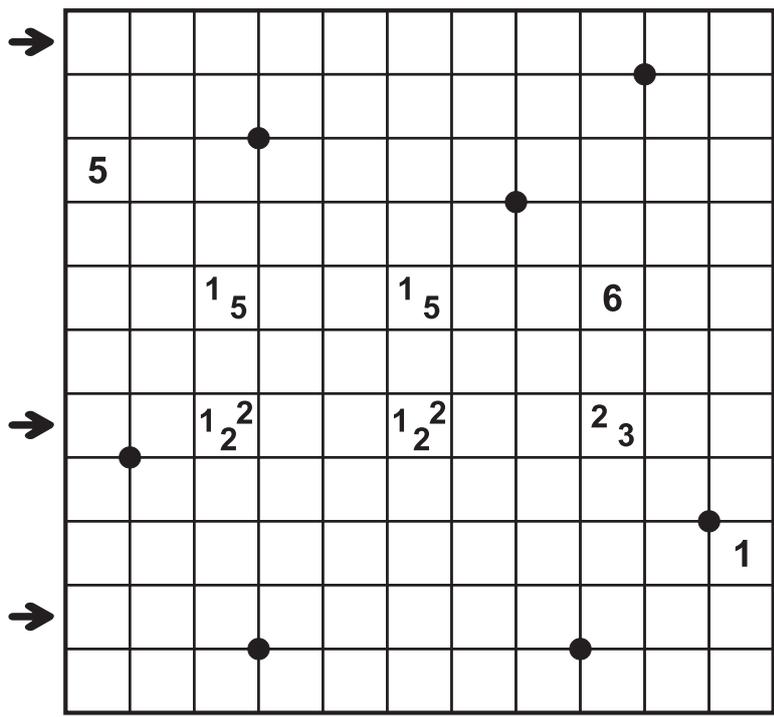

	2				
	2 <sub>2</sub>			2	2 <sub>2</sub>
	2 <sub>4</sub>	1	1 <sub>1</sub>	1 <sub>3</sub>	1 <sub>1</sub>
	1 <sub>2</sub>	2 <sub>2</sub>	1		3
		3 <sub>3</sub>	1 <sub>2</sub>	1 <sub>1</sub>	5
	1 <sub>3</sub>	1 <sub>1</sub>	1 <sub>1</sub>	2 <sub>2</sub>	

→


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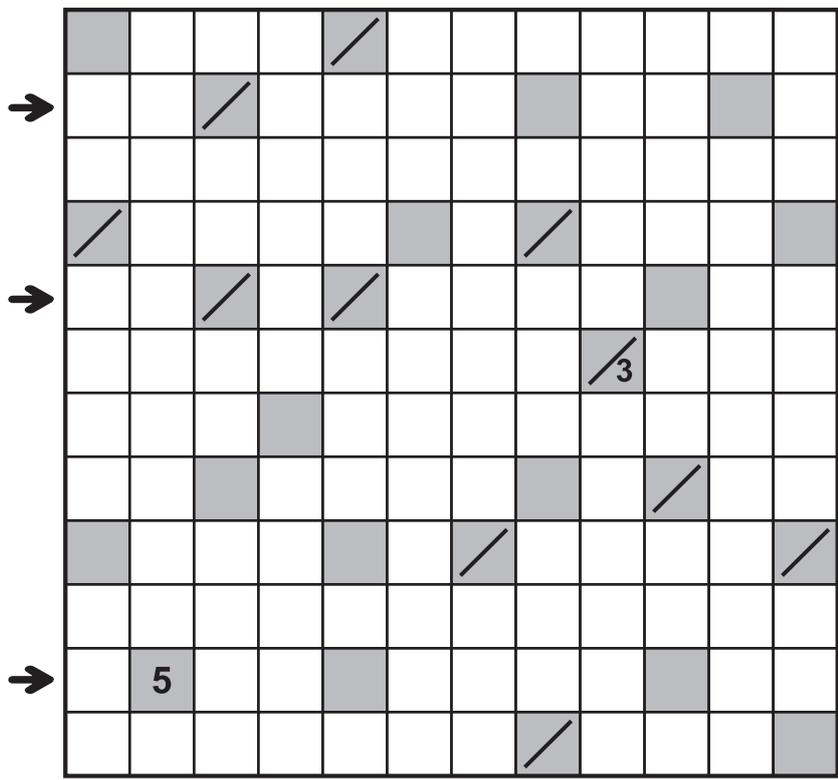

### 6. Symmetric Tapa (121 points)

Part of wall should have central symmetry inside the largest possible rectangle having black dot in a centre.



### 7. Tapa Magic (158 points)

Fill in every grey cell with Tapa clues from 1 to 8. 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.



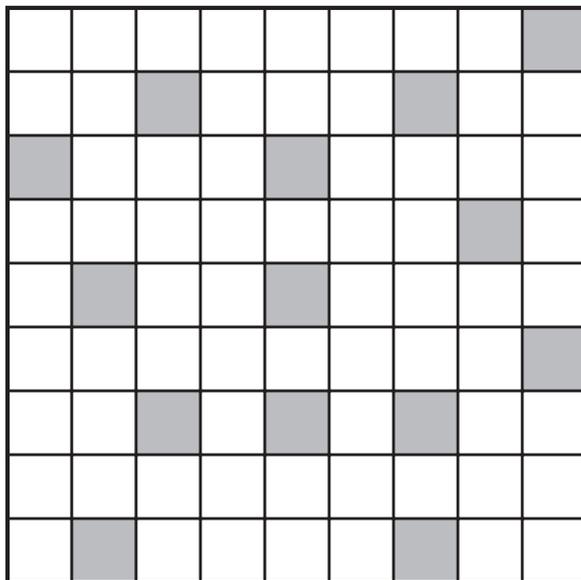


## 10. Tapa Magic Optimizer

Fill in every grey cell with Tapa clues from 1 to 8. Digits cannot repeat within a row/column.

**Score:** Number of digits / number of clue cells x number of blackened cells / number of possible solutions

**Score for the example:**  $7 / 5 \times 22 / 1 = 30,8$  pts



**Answer format:** Write the clues from top to bottom, left to right.

### Some puzzle ideas are obtained as follows:

Tapa Filler from Cihan Altay,

Easy As Tapa, Symmetric Tapa and Tapa Connection from Andrey Bogdanov,

Tapa Islands from Jan Mrozowski,

Double Tapa and Tapa Magic from Vladimir Portugalov,

Overlapping construction of Tapa Kit Kat from Mehmet Murat Sevim.