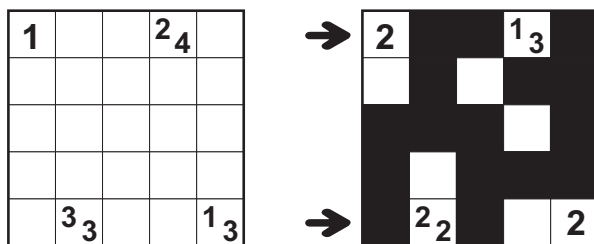


3. Knapp Daneben Tapa

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.

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

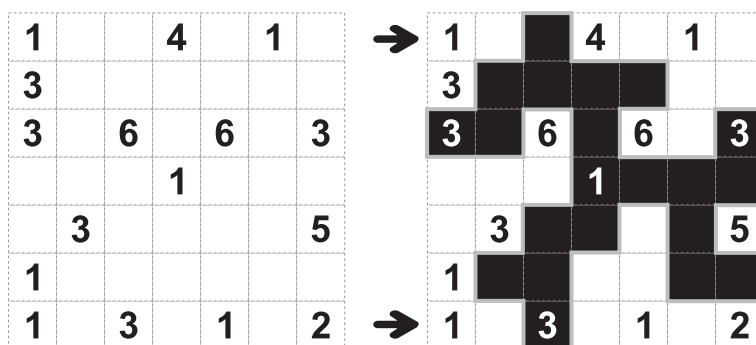


The answer for the example would be: WBBWB, BWBWW

4. Tapa Loop

Draw a loop into the diagram which uses the edges of the cells, and blacken all cells inside the loop. The numbers inside the loop indicate how many edges of the cell are used by the loop. The numbers outside the loop are Tapa clues.

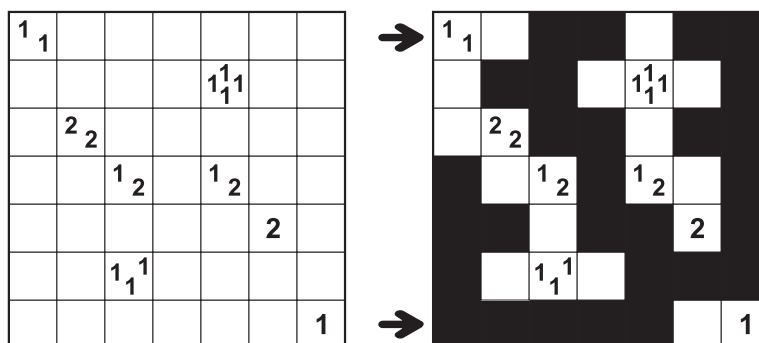
Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square or larger.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



The answer for the example would be: WWBWWWW, WWBWWWW

5. Pata

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

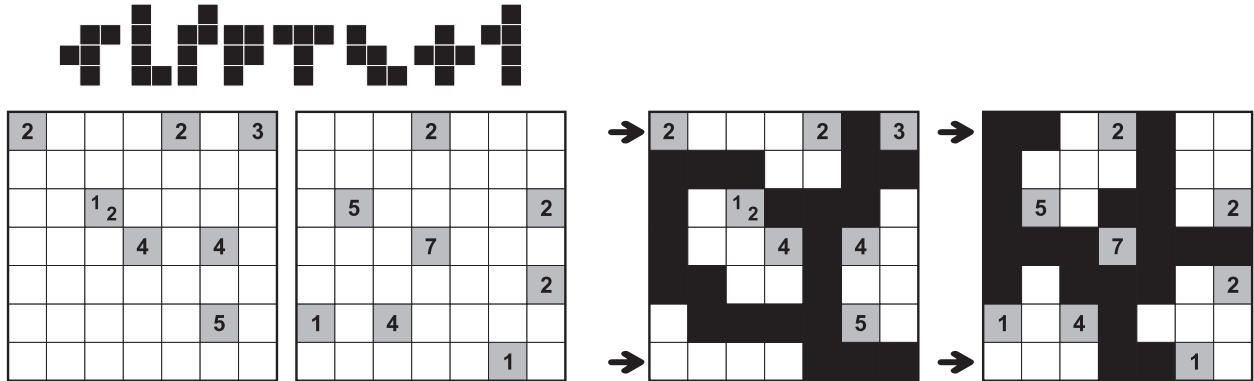


The answer for the example would be: WWBBWBB, BBBBWW

6. Tapa Pentopool

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.

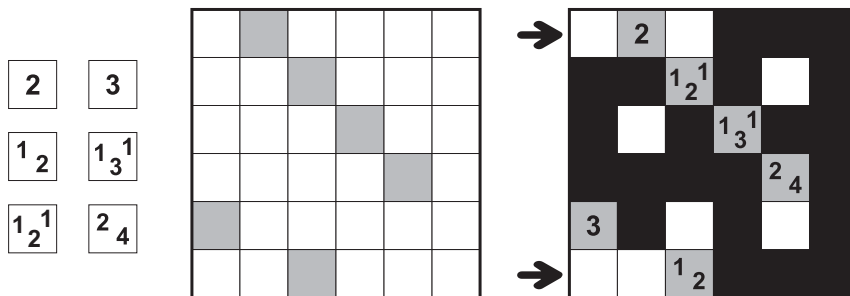
All unpainted cells of the two grids should form the given pentomino set, six pieces per grid (four for the example). The pentominoes may be rotated and/or mirrored, and cannot touch each other from the sides, but they may touch diagonally. There are no wall or pentomino pieces on cells containing numbers.



The answer for the example would be: Grid1: GWWWGBG, WWWWBBB Grid 2: BBWGBWW, WWWBBGW

7. Tapa Place

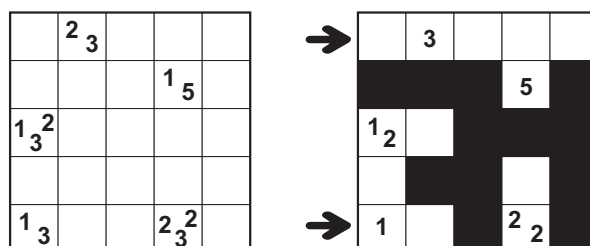
Distribute the given clues to the grey cells, one clue set per a cell, and solve the Tapa puzzle. Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least 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.



The answer for the example would be: WGWBBB, WWGBBB

8. Elimination Tapa

Eliminate one digit in every clue and solve the puzzle. 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.

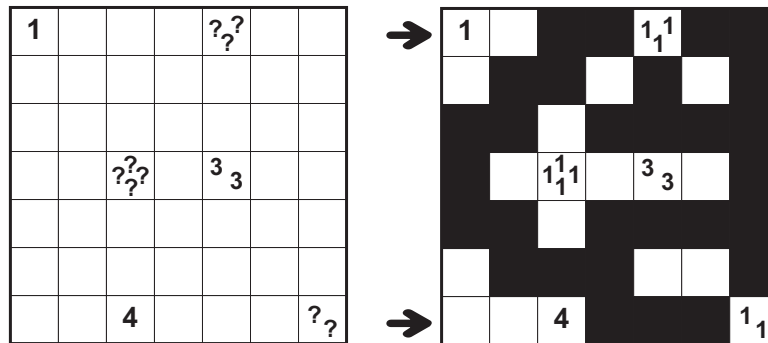


The answer for the example would be: WWWW, WWBWB

9. Tapa ?

Replace each question mark with a nonzero digit and solve the puzzle.

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.



The answer for the example would be: WWBBWBB, WWWBBBW

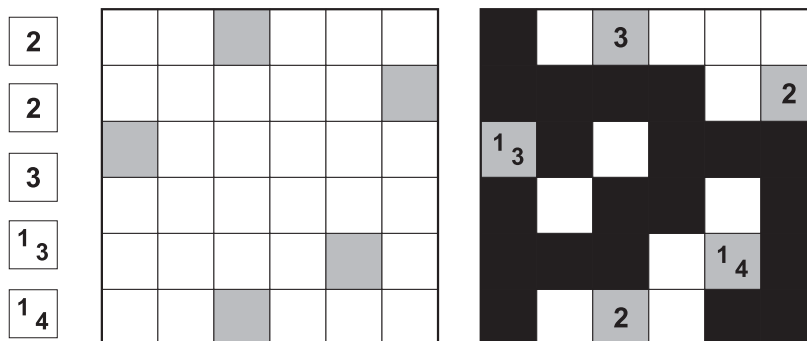
10. Tapa Place Optimizer

Distribute all of the given clues to the grey cells, one clue set per a cell, and solve the Tapa puzzle. Maximize the amount of blackened cells in your solution.

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.

Score: (number of blackened cells - 17) x 2 + 10 pts bonus for unique solution

Score for the example: (20 - 17) x 2 + 0 = 6 pts



Answer format: Write the column numbers of blackened cells for each row, from top to bottom. The answer for the example would be: 1,1234,2456,1346,1236,156

Some puzzle ideas are obtained as follows: Math Tapa and Elimination Tapa from Rauno Pärnits, Knapp Daneben Tapa from Florian Kirch(LM), Tapa Loop from Nils Mieke(LM), Pata from Mehmet Murat Sevim, Tapa? from Fred Coughlin(PuzzlePicnic).