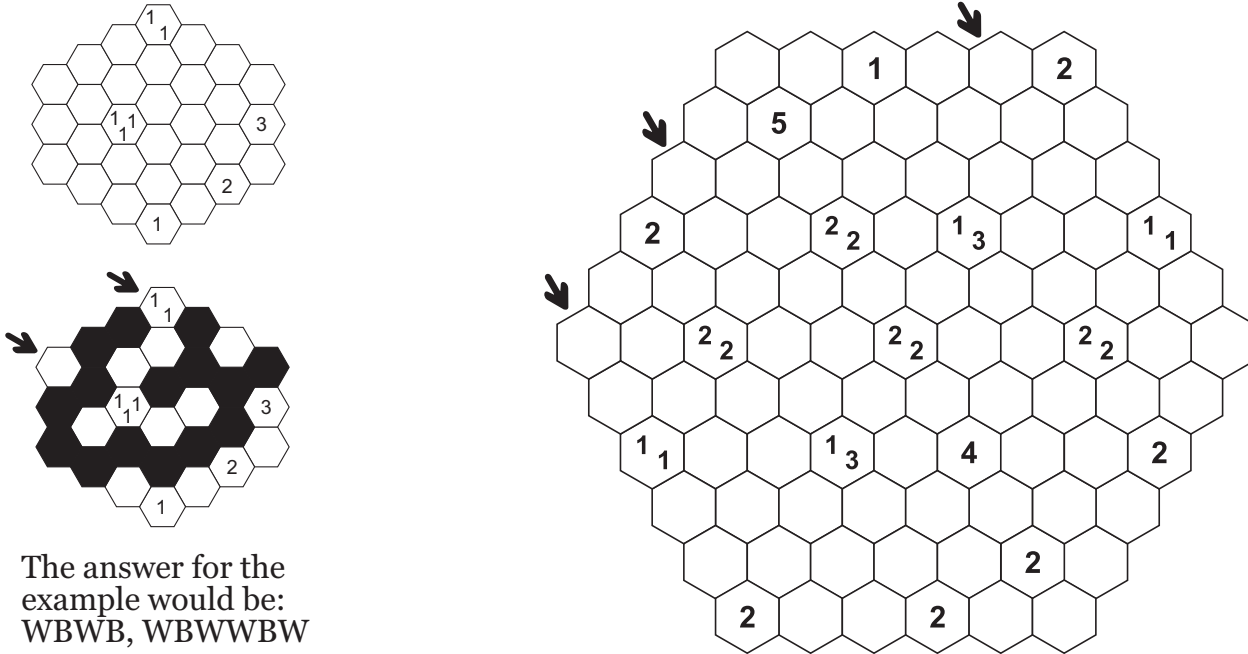


Answer format: Write the contents of the marked rows, from top to bottom. Use B for blackened cells, W for white cells and G for grey cells.

1. Hexa Tapa (26 points)

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 three hexagons meeting in a point. There are no wall segments on cells containing numbers.



The answer for the example would be:
WBWB, WBWWBW

2. Math Tapa (80 points)

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 expressions mean that there is more than one number in the cell, and the result of that operation on them equals the given number. (Example: +4 could be 1+3, or 2+2, or 1+1+2 or 1+1+1+1.) The question marks (?) are unknown clues.

	+4								
		+4	+6						
				x4					
					x4				
	x5		+5						
+2									

→		+4							
		+4		+6					
					x4				
						x4			
	x5			+5					
→	+2								

The answer for the example would be:
BWBBBBW,
WBBWBBB

							+3		
→		+5	+6						+2
					x2			x6	
→							x4		
		+4	x1						x3
				x4					
						x5			
	?						+6	+5	
			x3						
	+4				x3				
	+2					x3		?	
			?						

3. Knapp Daneben Tapa (88 points)

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.

1			2 ₄	
	3 ₃			1 ₃

→

2			1 ₃	
	2 ₂			2

→

The answer for the example would be:
WBBWB, BWBWW

→

	1 ₄								2
				1 ₃ 1 ₁			2 ₂		
			7						1 ₂
	2 ₅								
					1 ₁				4
2 ₂			2 ₄						
								1 ₄	
4						1 ₂ 2 ₂			
		1 ₂ 2 ₂			2				
2								2 ₂	

4. Tapa Loop (90 points)

Draw a loop into the diagram which uses the edges of the cells without touching or crossing itself, 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.

1			4	1
3				
3	6		6	3
		1		
	3			5
1				
1	3		1	2

→

1			4	1
3				
3	6		6	3
		1		
	3			5
1				
1	3		1	2

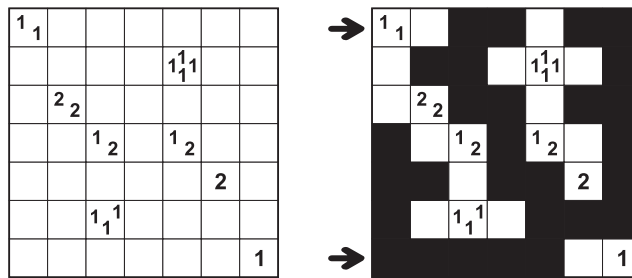
The answer for the example would be:
WWBWWWW,
WWBWWWW

→

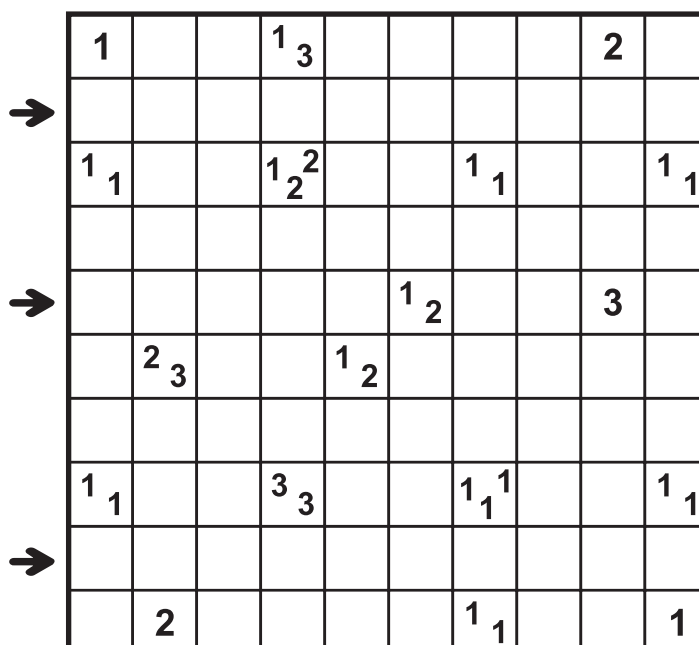
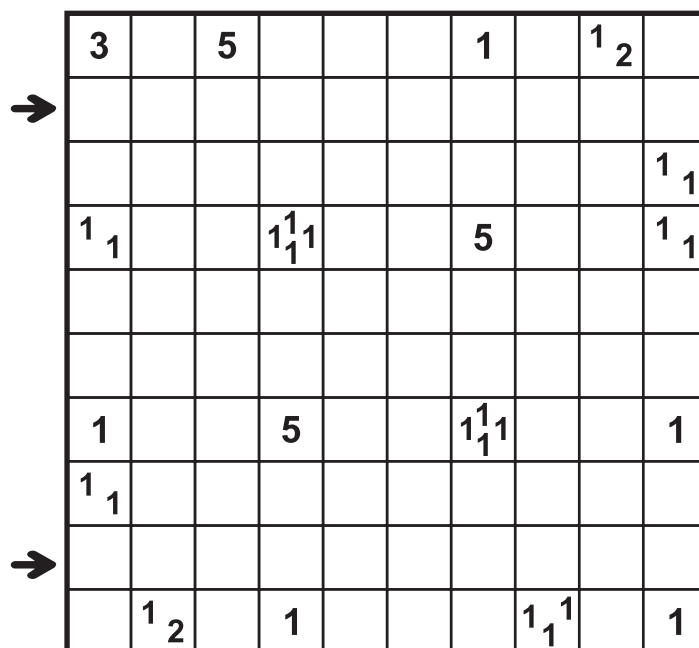
		3		1	3	2	1		3
4									
		2		2		2		3	1
1				2		2			
								1	3
	5		6		5		6		
3									4
	2			2		3			
	1	2	2						3
2		3			2		2	1	

5. Pata (38 + 82 points)

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 (60+60 points)

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.



2				2	3
	1	2			
		4		4	
				5	

			2		
	5				2
			7		
					2
1	4				
					1

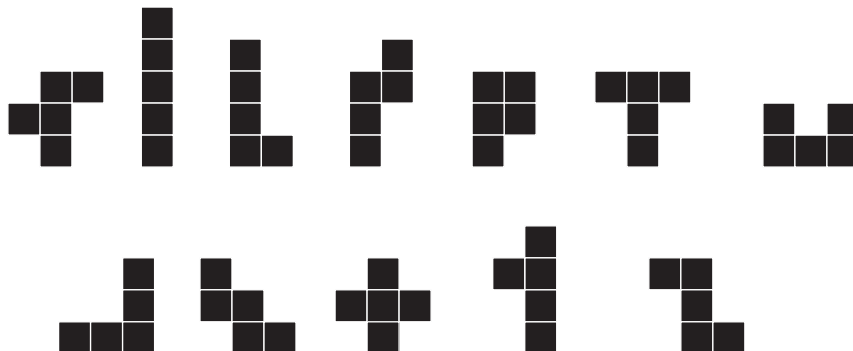
2				2	3
	1	2			
		4		4	
				5	

			2		
	5				2
			7		
					2
1	4				
					1

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

					1	3		
		2	2				4	
4					6			
								2
					7			
	4							
1				2				1

			4			1		
	3							
4								
			4		5			
	5		6					1
2								
								3



7. Tapa Place (94 points)

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 (24+66 points)

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:
 WWWWW,
 WWBWB

9. Tapa ? (90 points)

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.

1			??		
		??	3		
	4				??

1				1	1
		1	1	3	3
		4			1

The answer for the example would be:
 WWBBWB, WWBBBW

		1	1								
?					??			1	2		
								??	?		
		??	?		7						
											??
	??							2	2		
					1	3	1				
4								1	1		
				2	4					??	
											3
		1	5			1	5				
								??			2

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 3 + 10 pts bonus for unique solution

Score for the example:
 (20 - 17) x 3 + 0 = 9 pts

		3			
					2
1	3				
				1	4
		2			

1	2	3	
1	5	3	3
2	5		
2	6		
2	2	??	
3			

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