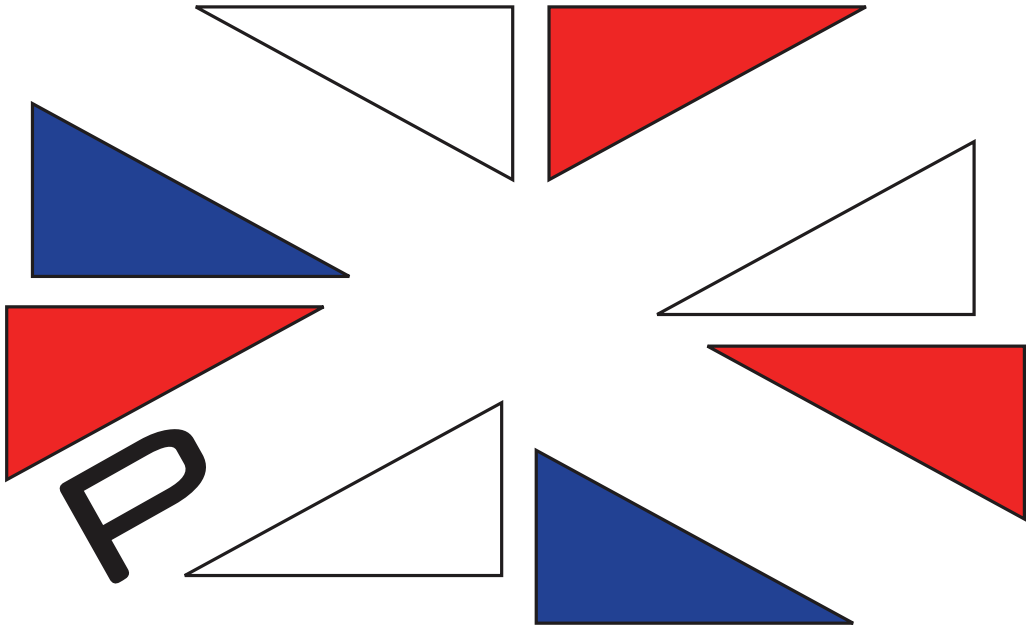


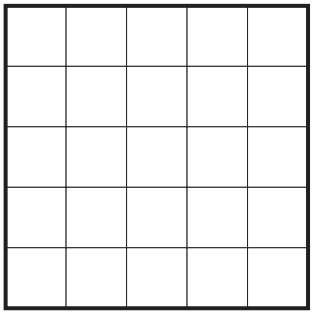
TAPA AND VARIATIONS

60 minutes, 350 points

1. Tapa	7 + 15 + 9 + 19	points
2. Pata	6 + 23	points
3. Tapa Islands	13 + 30	points
4. Tapa Trimino	11 + 25	points
5. Tapa [Line]	5 + 17	points
6. Total False Tapa	12 + 33	points
7. Compass Tapa	6 + 47	points
8. Tapa Loop	13 + 15	points
9. Power of Tapa	20 + 24	points
	350	Points

1. Tapa

Paint some squares black to create a continuous wall. Number(s) in a square indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a square, 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.



4. Tapa Trimino
Follow regular Tapa rules. Additionally,the wall should only be made up of the given triminoes without overlapping. Triminoes may be rotated and/or mirrored.