**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 cells, G for grey cells and corresponding digits in Tapa Sudoku and Japanese Sums Tapa.
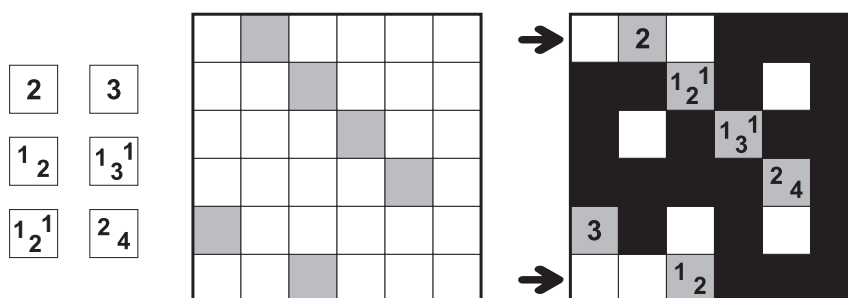
1: Previously On TVC

Tapa ?
Replace each question mark with a nonzero digit and solve the puzzle. Question marks can become different digits.
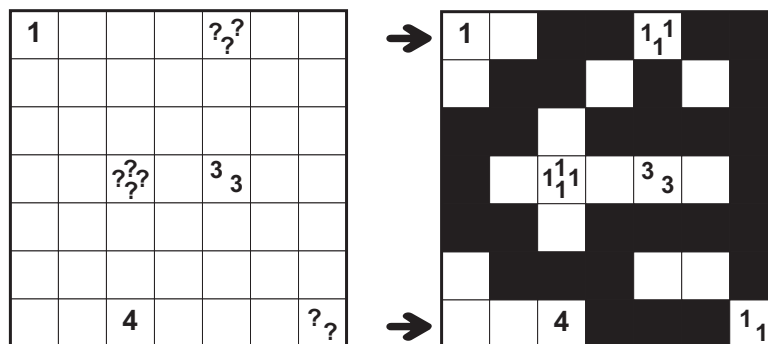
The answer for the example would be: WWBBWBB, WWWBBBW

Tapa Place
Distribute the given clues to the grey cells, one clue set per a cell, and solve the Tapa puzzle.

The answer for the example would be: WGWBBB,WWGBBB

2. Tapa Hamle

Move every number in one of the four directions, so that each number indicates the length of its move. When all moves are done, numbered cells should not touch each other from the sides, but more than one number may be moved into the same cell. Solve a revealed Tapa with these numbers.

The answer for the example would be: WBBWBBBW,WWWWWBBB

3. Tapa Sudoku

All unpainted cells of the grid should contain all digits from 1 to 5 in each row and column. All cells which are marked with circles should contain at least one digit. These digis are valid clues for Tapa, and pencilmark clues for Sudoku. You should place one or more digits to the empty circles but you cannot make additions to given clues.

The answer for the example would be: 2B43B15BBB, B45213BBBB
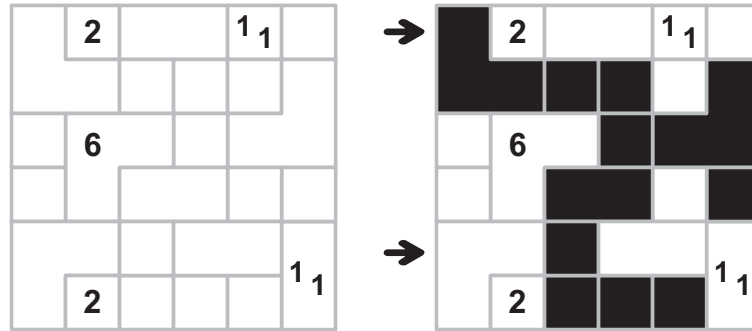
4. TAPA LOGIC

Each letter in "TAPA LOGIC" (OAPC for the example) are crypted with a digit from 0 to 8 (0 to 4 for the example). Same letters mean the same digit, different letters mean different digits.

The answer for the example would be: WBBWWW, WBWBBW

5. Irregular Tapa

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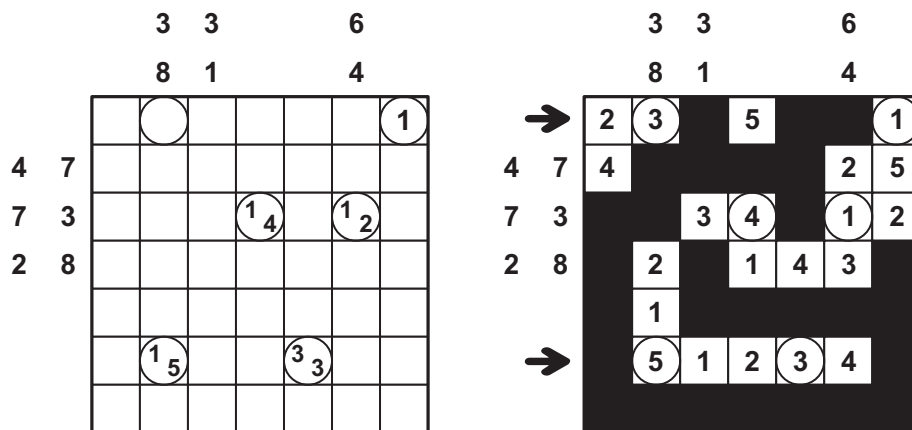

The answer for the example would be: BWWWW, WBWW

6. Japanese Sums Tapa

All unpainted cells of the grid should contain digits from 1 to 5. Digits cannot repeat within a single row or column. All cells which are marked with circles should contain at least one digit. These digis are valid clues for Tapa, and pencilmark clues for Japanese Sums. You should place one or more digits to the empty circles but you cannot make additions to given clues.

Numbers outside the grid indicate the sums of digits in the corresponding row or column, in order. If there is more than one sum in a row/column, there should be at least one blackened cell between the sums.

The answer for the example would be: 23B5BB1, B51234B

7. Telescopic Tapa

Solve the first Tapa puzzle and place it to the next grid, carrying both the clues and blackened cells. You can rotate this grid before placing but you cannot mirror it. Carried clues may overlap the given clues, but in this case all clues in the cell should be valid in the solution. Clues and blackened cells cannot overlap. All cells of the first grid should be inside the second one.
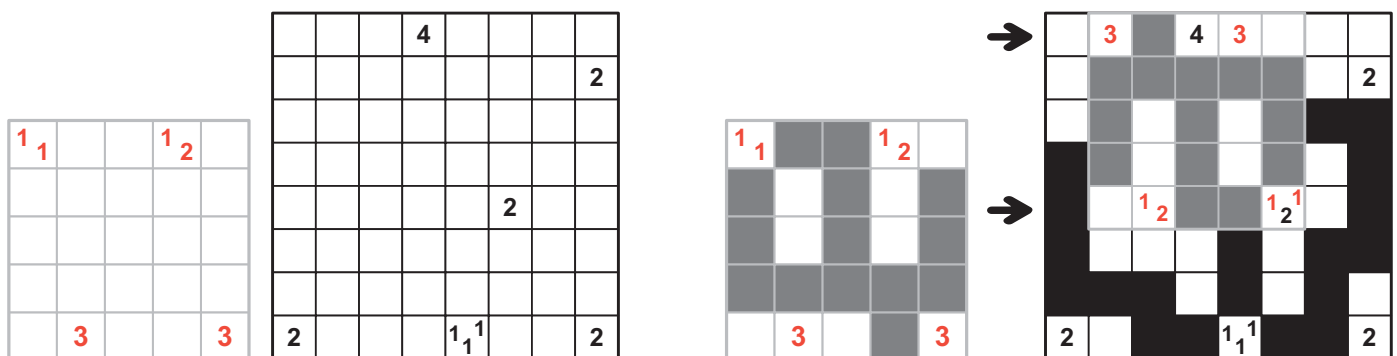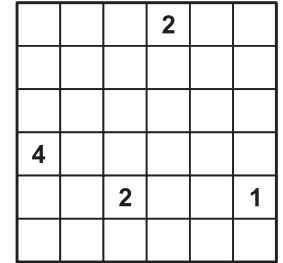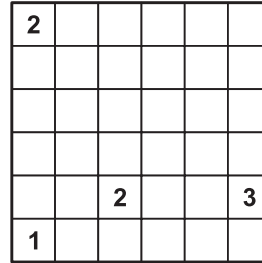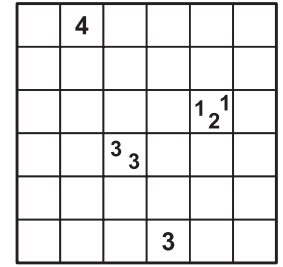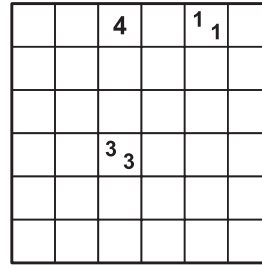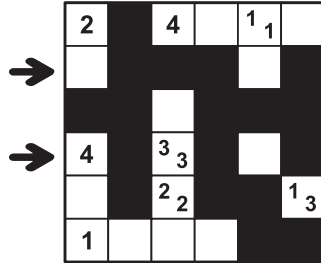

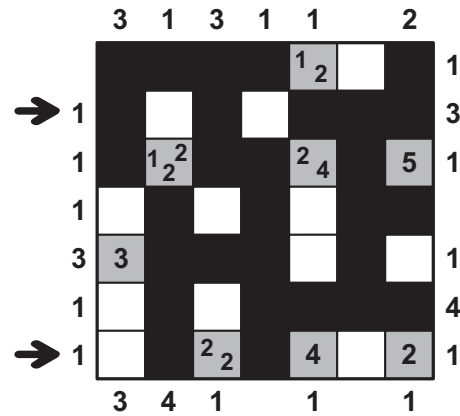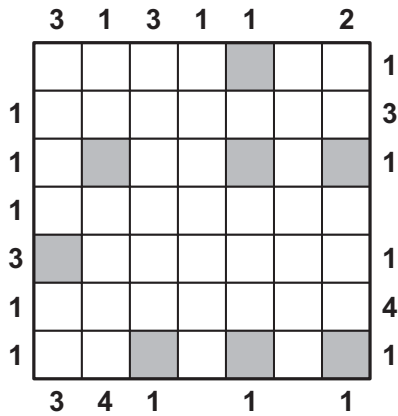The answer for the example would be: WWBWWWWW, BWWBBWWB

8. ¾ Tapa

Overlap three of the four given grids properly without any rotations and obtain a valid Tapa puzzle. Clues may overlap each other, but in this case all clues in the cell should be valid in the solution.

The answer for the example would be:
WBBBWB, WBWBWB

9. Combination Tapa

All grey cells should be filled with Tapa clues using digits from 1 to 5. All clues should be different. Numbers outside the grid indicate the length of first visible blackened block towards that direction.

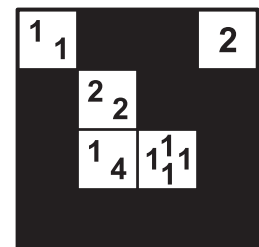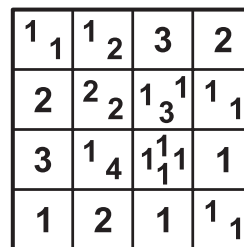The answer for the example would be: BWBWBBB, WBGBGWG

10. Freies Tapa

Solve a Tapa puzzle on the grid, so that remaining white cells contain as many correct Tapa clues as possible. 1-digit clues give 3 pts, 2-digit clues give 6 pts, 3-digit clues give 9 pts and 4-digit clues give 12 pts.

If there are cells with incorrect clues in the solution, that cell gives 3 points for each correct clue. If all digits in a cell are incorrect, it takes 2 points away.

Score: total scores of clue cells

Score for the example: 6-2+3+3-2=8 pts

Answer format: Write the column numbers of blackened cells for each row, from top to bottom. The answer for the example would be: 23,134,14,1234