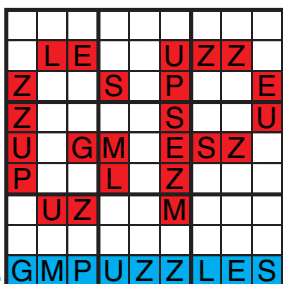


TAPA

- Grant Fikes Tapa
- JinHoo Ahn Tapa
- Ashish Kumar Tapa
- Murat Can Tonta Tapa (Islands)
- Freddie Hand Tapa (Skyscrapers)
- Serkan Yürekli Tapa (Double)

GRANDMASTER PUZZLES



Tapa by Grant Fikes



					1 ₂ 2 ₂				
	1 ₂ 2 ₂								1 ₃
		1 ₁							
						1 ₂			
			4						
							2 ₂		
1 ₂								3 ₃	
				1 ₁ 1 ₁					

Single Four

Tapa by JinHoo Ahn



	2 2				2 2				
								3 3	
		1 1							
	3 3				2 2				
				2 2				3 3	
							2 2		
	1 1								
				1 1				2 2	

Doubles

Tapa by Ashish Kumar



						3			
2									
				2 ₂				1 ₄	
	1 ₂				2 ₂				
		1 ₂				2 ₂			
			1 ₂				2 ₂		
				1 ₂				2 ₂	
	3				1 ₂				
									3
			3						

Narrow Alleyways

Tapa (Islands) by Murat Can Tonta

Rules: Standard Tapa Rules. Also, similar to Nurikabe, each clue cell is part of an island of horizontally and vertically connected white cells. Islands are allowed to touch diagonally. Islands may contain at most one clue cell, and the area of the island must be one of the numbers in the clue (as an example, if a clue is 1 5, then the island containing that clue must be either 1 cell or 5 cells large).

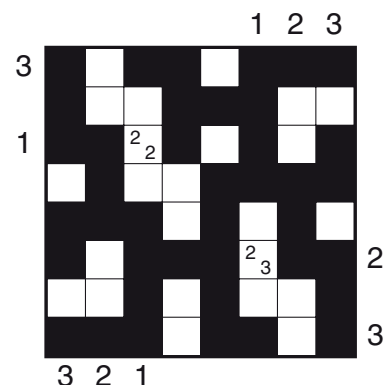
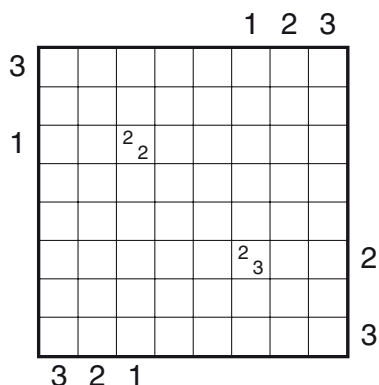


				2 2					
							2 3		
		1 4							
					3 3				
1 2									
									1 2
				2 3					
							1 4		
		1 3	1						
					1 3				

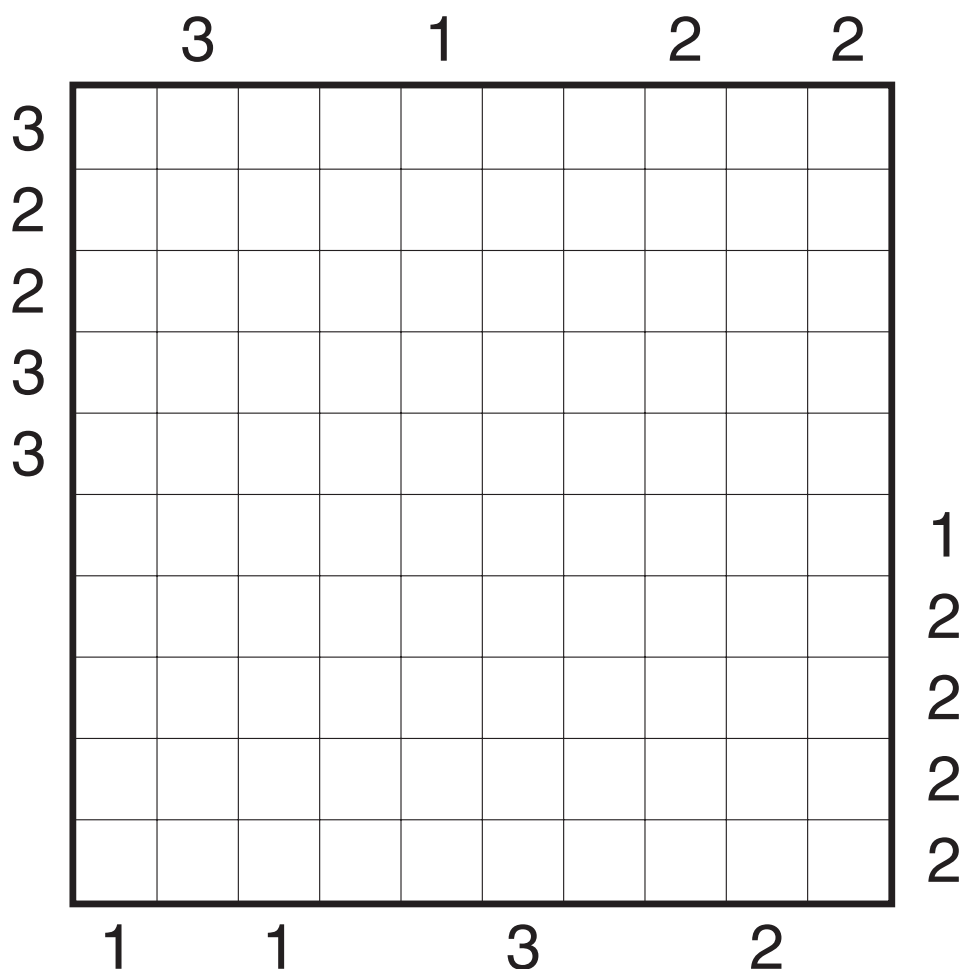
Illusion of Choice

Tapa (Skyscrapers) by Freddie Hand

Rules: Standard Tapa rules.
 Also, numbers outside the grid show the number of separate wall segments visible in that direction. A segment of length N in a given direction is taken as a building of height N. Buildings of height N block the view of all buildings behind them of equal or lesser height.



Example by Serkan Yürekli



The Silence of the Tapa

Tapa (Double) by Serkan Yürekli

Rules: Standard Tapa rules. Additionally, shade two separate Tapa walls that do not overlap or cross each other. All digits in a clue cell refer to the shading of just one Tapa wall within the puzzle and provide no information on the shading of the other wall around that clue.

2			2 ₂			
						4
	1 ₃ 1 ₁				1 ₁	
1 ₃						
			3			2

2			2 ₂			
						4
	1 ₃ 1 ₁				1 ₁	
1 ₃						
			3			2

Example by Serkan Yürekli



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

Prisoner