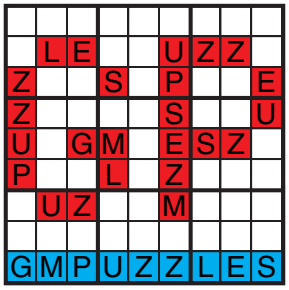
2021/03/15-20

WEEK 10

TAPA

Prasanna Seshadri	Tapa
John Bulten	Tapa
JinHoo Ahn	Tapa
Murat Can Tonta	Tapa (Islands)
Serkan Yürekli	Tapa (Double)
Thomas Snyder	Tapa (Line)

GRANDMASTER PUZZLES



Tapa by Prasanna Seshadri

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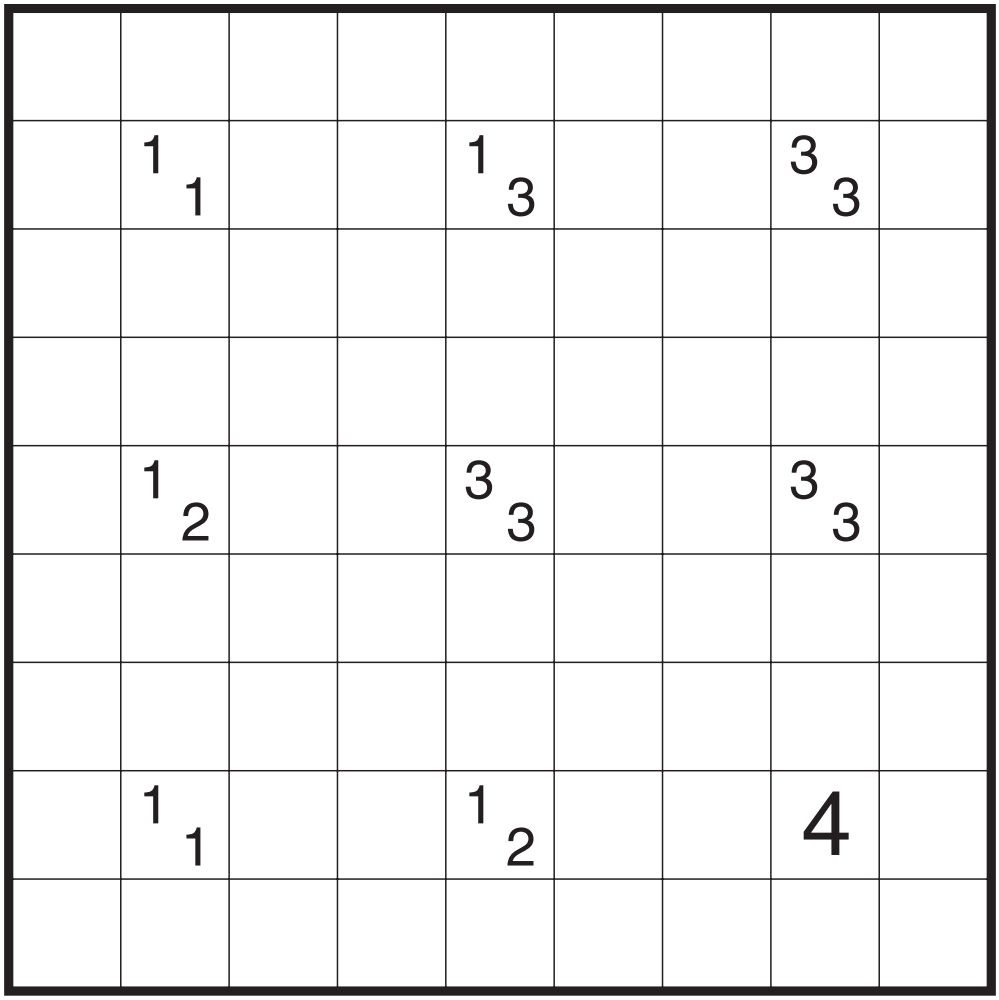

Matrix

Tapa by John Bulten

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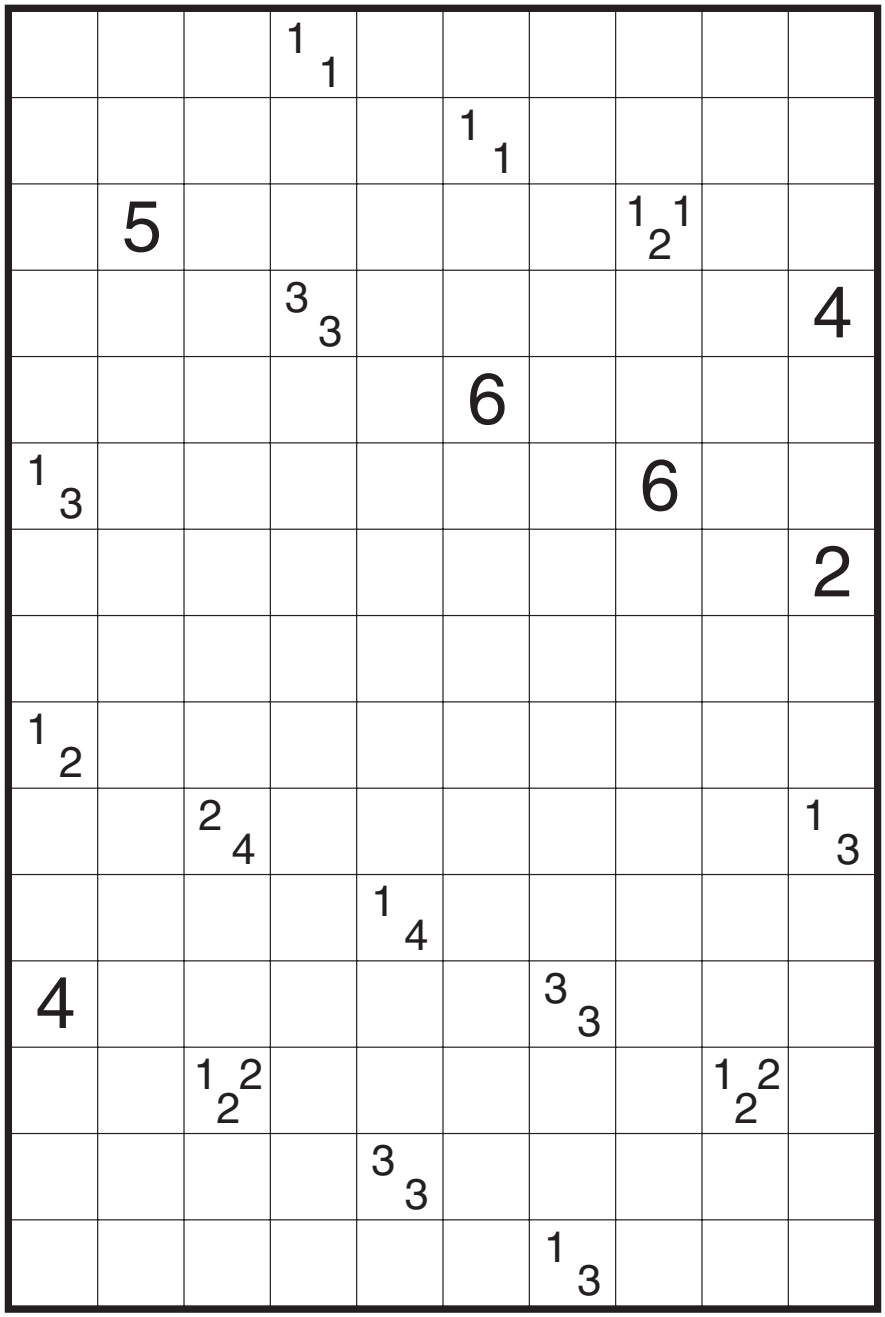

White Space

Tapa by JinHoo Ahn

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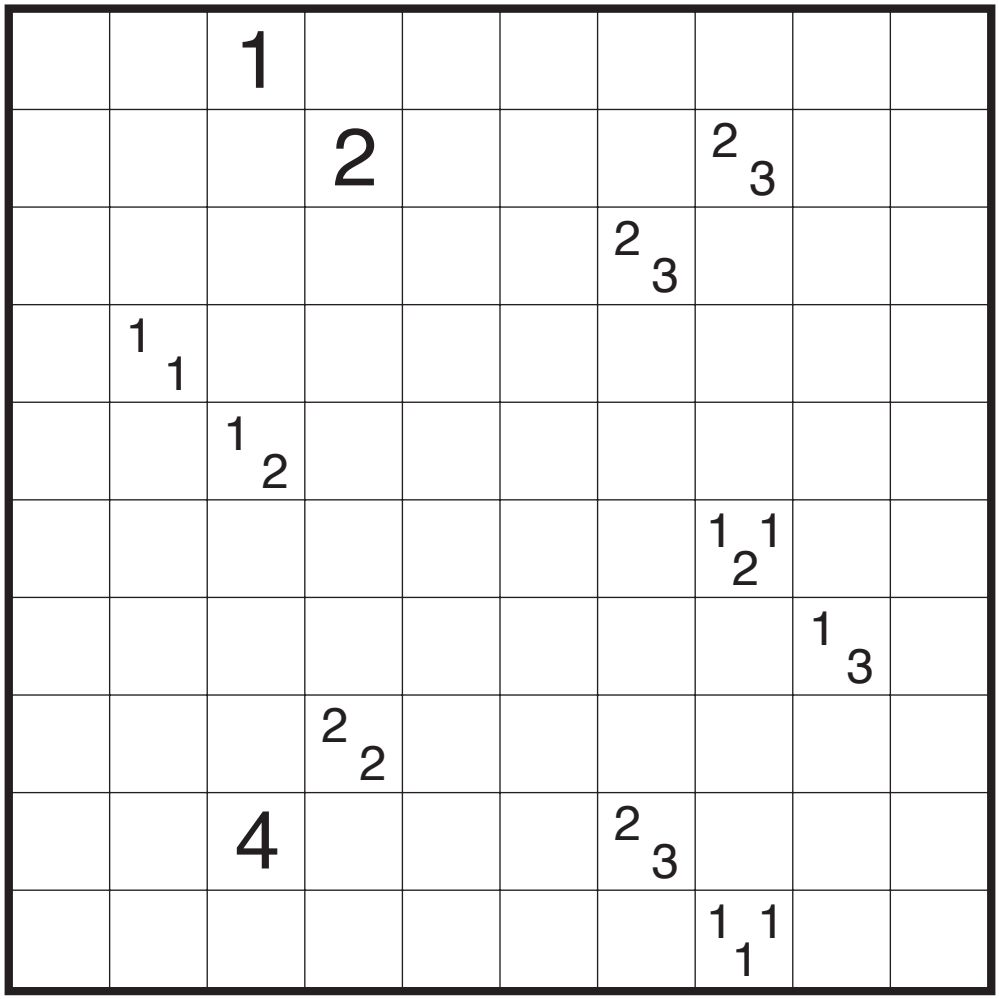

Explosion

Tapa (Islands) by Murat Can Tonta

Rules: Standard Tapa Rules. Also, similar to Nurikabe, each Tapa clue cell is part of an island of horizontally and vertically connected white cells 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). Islands are allowed to touch diagonally, and there may be islands without any number clues in the grid.

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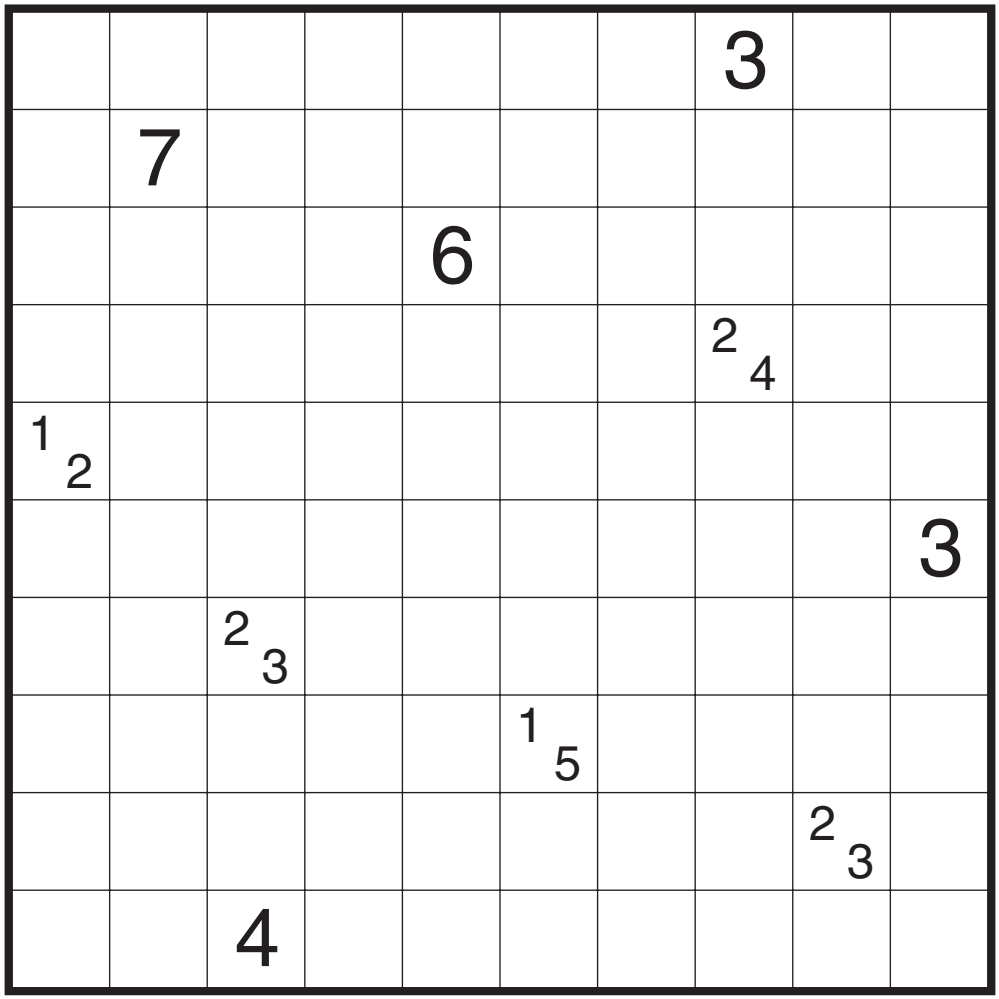
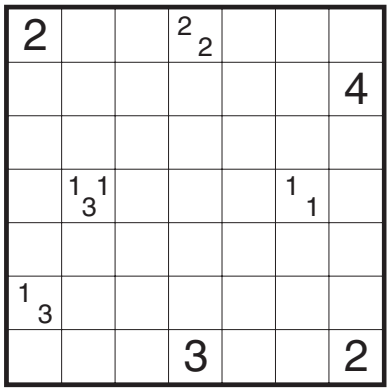
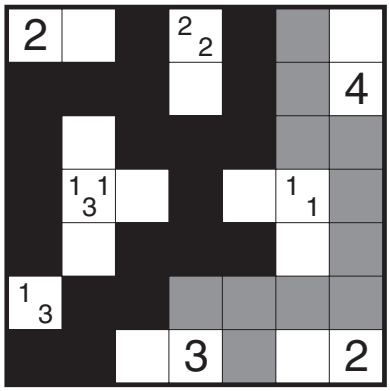


Tapa (Double) by Serkan Yürekli

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.





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

Faraday Cage

Tapa (Line) by Thomas Snyder

Rules: Standard Tapa rules. Also, there may not be four consecutive black cells in any row or column.

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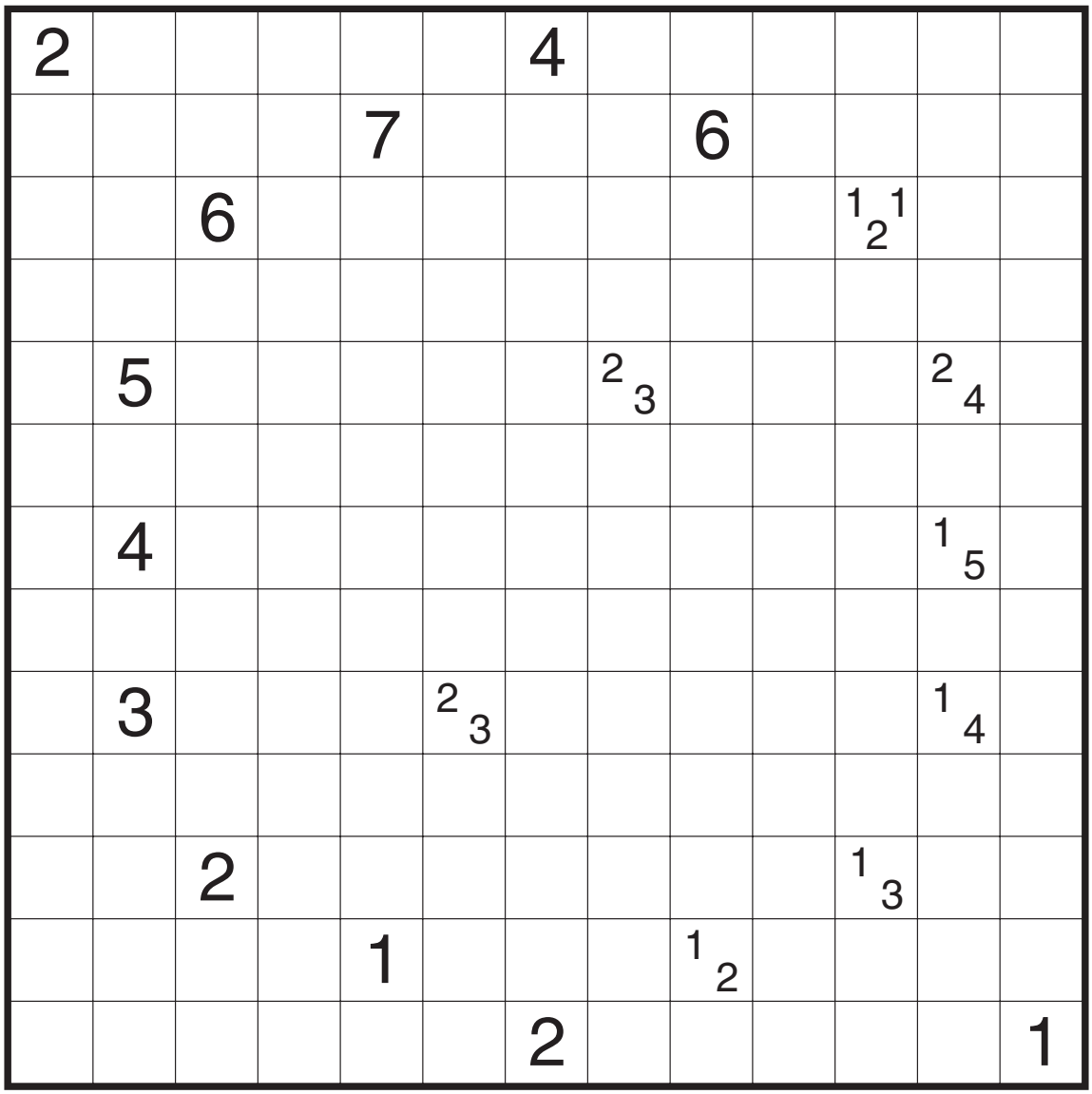

Rising Up