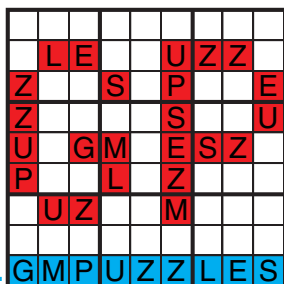# TAPA-LIKE LOOP

Serkan Yürekli	Tapa-Like Loop
David Altizio	Tapa-Like Loop
Prasanna Seshadri	Tapa-Like Loop
Takeya Saikachi	Tapa-Like Loop (Transparent)
Murat Can Tonta	Tapa-Like Loop
Thomas Snyder	Tapa-Like Loop

Tapa-Like Loop by Serkan Yürekli

Rules: Standard Tapa-Like Loop Rules. (Form a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2×2 rule of Tapa in this puzzle.)

★★☆☆☆

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

Focal Point

Tapa-Like Loop by David Altizio

Rules: Standard Tapa-Like Loop Rules. (Form a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2×2 rule of Tapa in this puzzle.)

★★☆☆☆

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

Double Trouble

Tapa-Like Loop by Prasanna Seshadri

Rules: Standard Tapa-Like Loop Rules. (Form a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2×2 rule of Tapa in this puzzle.)

★★☆☆☆

2								2
		2 5			3 3			
	2 3					2 3 2		
	2 3					2 5	
		5			2 3			
3								2

Prime Digits

Tapa-Like Loop (Transparent) by Takeya Saikachi

Rules: Variation of Tapa-Like Loop rules. The loop can travel through clue cells. Each clue now describes the entire 3x3 area the clue cell is in the middle of.

Example by Serkan Yürekli

★★★☆☆

Tapa-Like Loop by Murat Can Tonta

Rules: Standard Tapa-Like Loop Rules. (Form a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2×2 rule of Tapa in this puzzle.)

★★★⯪☆

4×4×4

Tapa-Like Loop by Thomas Snyder

Rules: Standard Tapa-Like Loop Rules. (Form a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2×2 rule of Tapa in this puzzle.)

★★★★☆

Quadrants