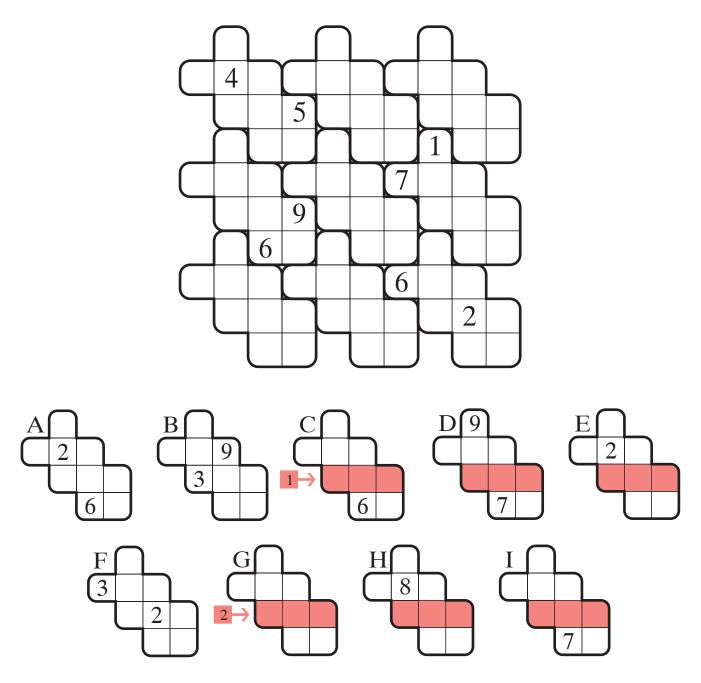


1. MAGIC PUZZLES

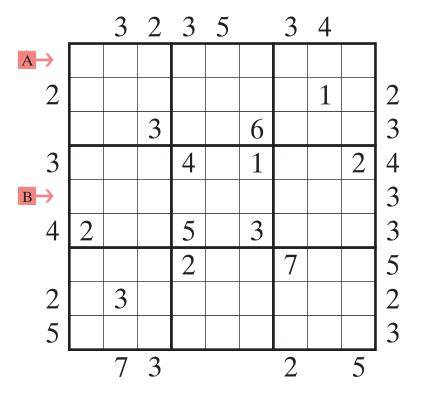
26 pt

Every figure contains digits from 1 to 9. Place these figures into the grid so that all digits in every row and column will different.



2. SKYSCRAPERS SUDOKU

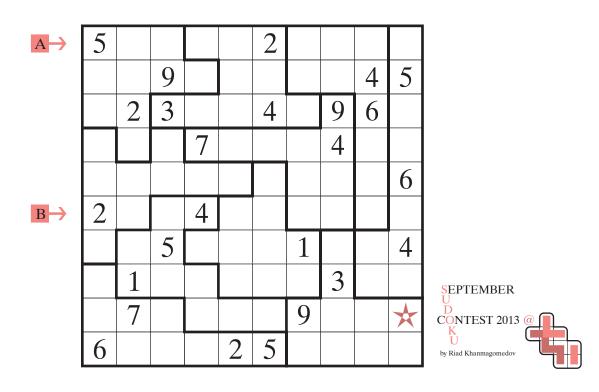
Fill the grid with digits from 1 to 9, so that each digit occurs exactly once in every row, column and outlined area. Consider each number inside the grid to be the height of a building. The numbers outside the grid indicate how many buildings can be seen when looking in the corresponding direction. A building is visible from outside the grid if and only if all buildings between it and the viewing point are lower in height.



3. SUDOKU WITH STARS

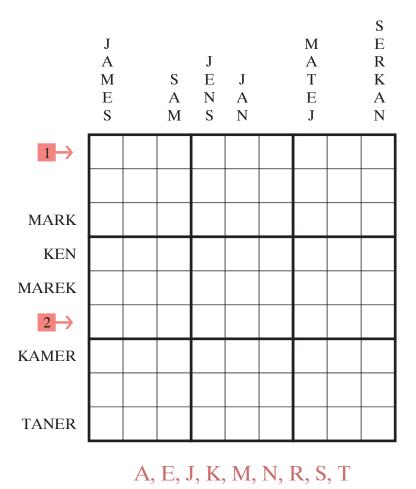
62 pt

Fill the grid with digits from 1 to 9, which cannot repeat in rows, columns and outlined areas. Every row, column and outlined area must contain exactly 1 star (in the cells not occupied by digits). Stars cannot touch each other even diagonally.



4. SUDOKU WITH NAMES

Write one of the given letters to each empty cell so that every row, columns and outlined area contain each letter exactly once. Letters of puzzlers names written outside the grid should be read in corresponding line in the same order.



5. OFFSET SUDOKU

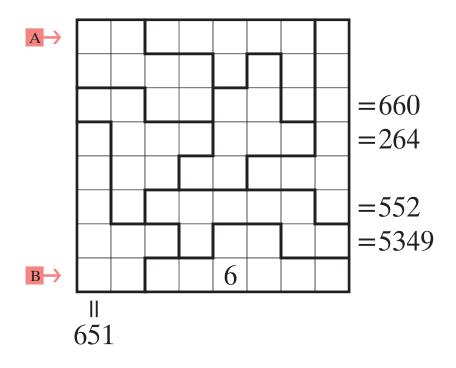
16 pt

Fill the grid with digits from 1 to 9. Digits must be different in every row, every column and nine marked area 3×3 .

	5	4		3		
$A \rightarrow$						
		9			2	
$B \rightarrow$					8	
	4			6	7	
	3	1				SEPTEMBER U D CONTEST 2013 @
	2		5			by Riad Khanmagomedov

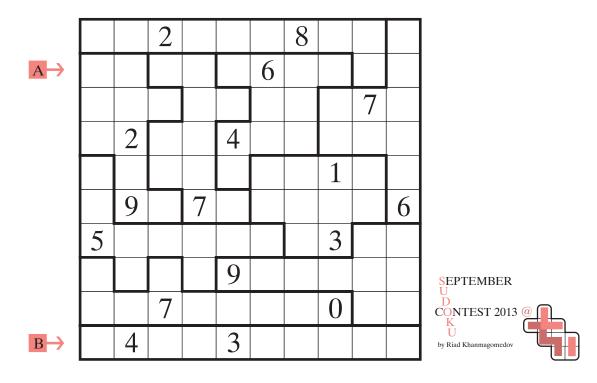
6. SUMDOKU

Fill the grid with the digits from 1 to 6. Each row, column and outlined area should contain every digit exactly once and two plus signs. Some directions contain correct arithmetic expressions (expressions like a++b and +a+b are not correct) reading from left to right or from top to bottom. Number outside the grid show the value of the corresponding expression.



7. PALINDROME SUDOKU

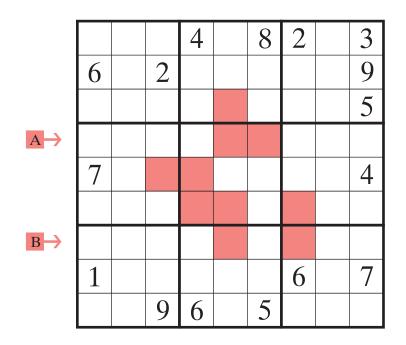
Fill the grid with digits from 0 to 9. Each row, column and outlined area contains every digit exactly once. Digits in first row go in revers order with last row. Second row with ninth, third with eighth, fourth with seventh and fifth with sixth. This rule also works for columns.



18 pt

8. SNAKES SUDOKU

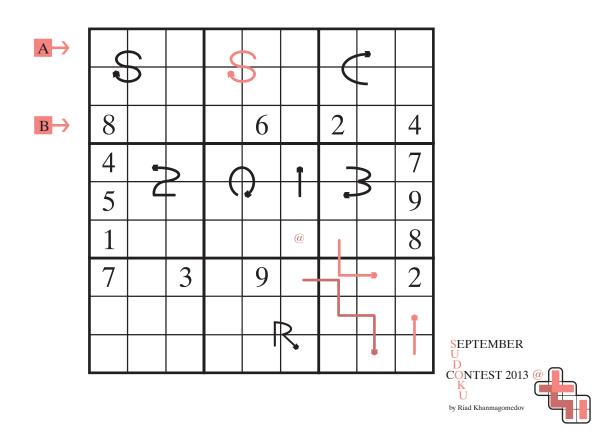
Fill the grid with digits 1 to 9. Each row, column and outlined area should contain different digits. Connect two equal digits N in pink cells with a snake of length (N + 2) without touching itself (cannot form 2 x 2 squares). Snakes cannot overlap each other. Each snake contains only different digits between head and tail.



9. TURN-SUDOKU

27 pt

Fill the grid with digits from 1 to 9. Each row, column and outlined area contains every digit exactly once. Digits along curved arrows should increase.



10. LOGO SUDOKU

]	Exar	nple	Solution																
	6				8						6	4	3	2	8	5	1	7	9
	2				1	7	6	4			2	9	8	1	3	7	6	4	5
			7								5	1	7	4	9	6	3	8	2
	1										1	7	2	9	5	3	4	6	8
		6			2			9			8	6	4	7	2	1	5	9	3
									7		3	5	9	6	4	8	2	1	7
							9				7	8	6	3	1	2	9	5	4
		2	5	8					1		9	2	5	8	6	4	7	3	1
					7				6		4	3	1	5	7	9	8	2	6

				1					
$A \rightarrow$		8						9	
	7		9				8		
	2								9
	4								6
	6			-					2
			7				1		3
$B \rightarrow$		5						4	
				4	1	8			

