



All answers must be written to the sheet with puzzles. You can use additional sheets of paper while solving, but the final answer should be written into the form.

It's suggested to use pencil and rubber (if needed).

The number of points mentioned in a puzzle are given if the puzzle is solved fully and correctly.

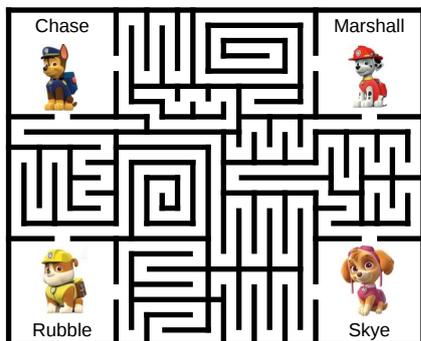
Partial solutions are not scored.

The puzzles 1-5 are aimed for all solvers, the puzzles 6-7 for solvers older than 8 years and the puzzles 8-9 only for solvers older than 10 years.

You can find a set of training puzzles which are similar to the puzzles of the contest at the web site <http://www.puzzleduel.club/puzzleset/19flgdokxzw0ewx?lang=en>.

1. Find the pairs

The dogs are preparing for a new adventure. Who is going go with him? Find the paths in the maze which join the dogs into pairs.

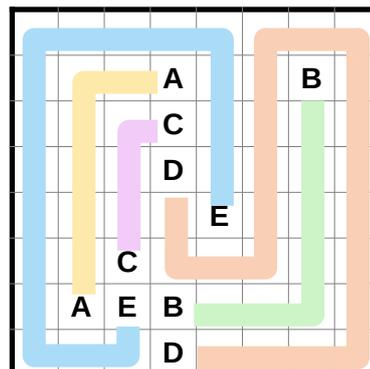
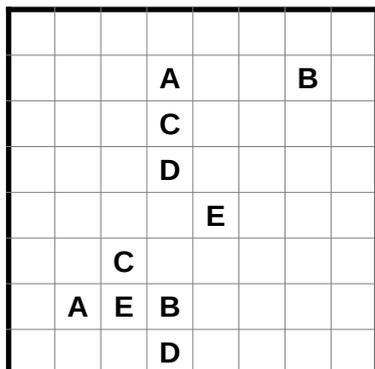


Chase and Rubble

Marshall and Skye

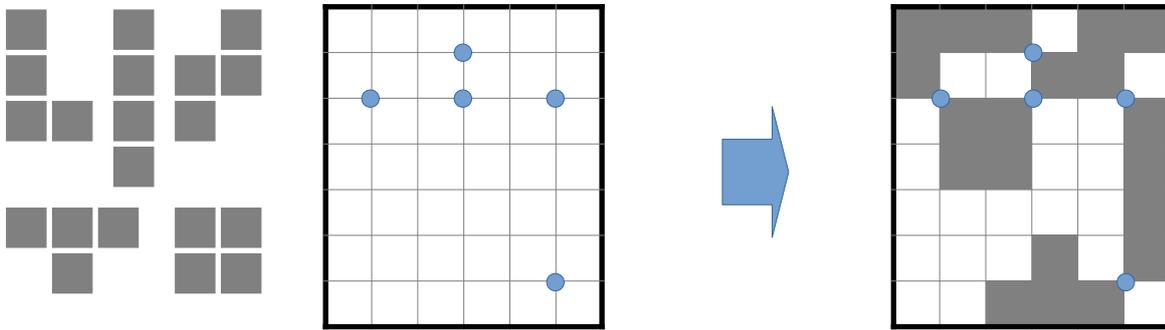
2. Connections

Connect the similar letters with lines which go horizontally or vertically. The lines cannot touch or cross each other. Each cell can be used only once.



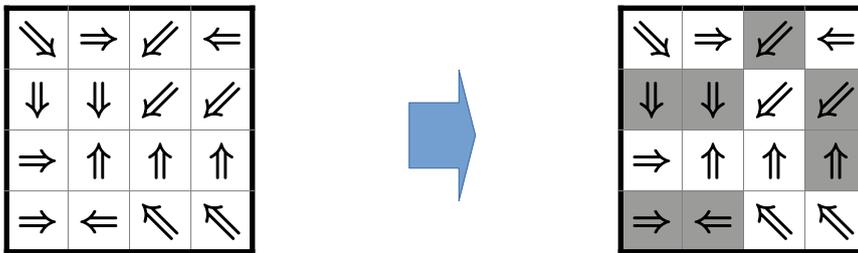
3. Touching shapes

Blacken some cells to build the given set of shapes. The shapes can be rotated and mirrored. They can not share an edge, but can share a point. All points shared between two shapes are shown.



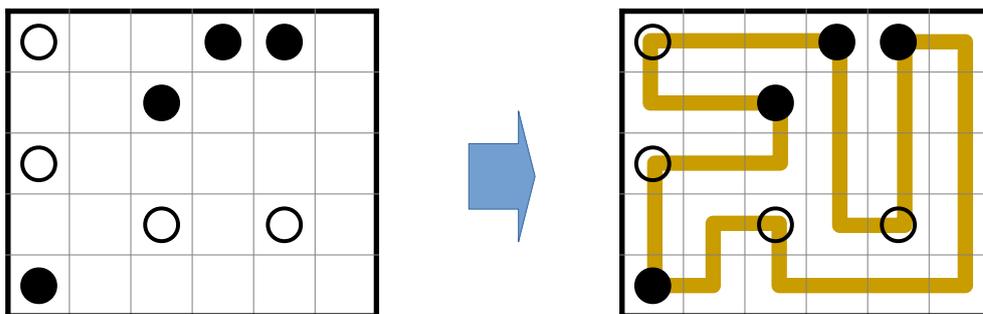
4. Arrow Web

Shade the maximum number of cells in the grid so that each arrow, including shaded, points to exactly one shaded cell.



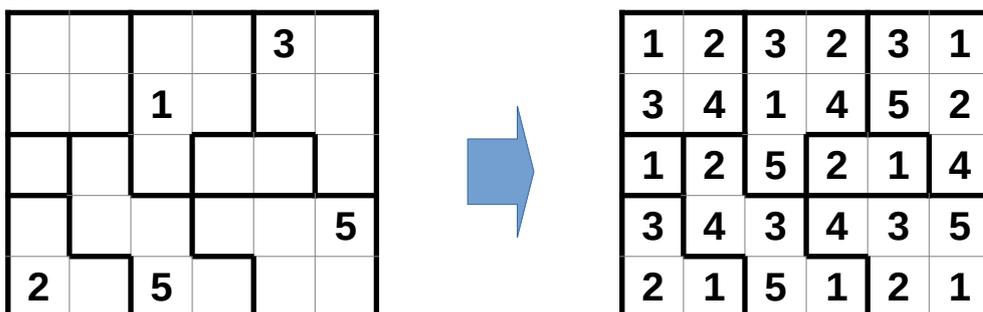
5. Alternate loop

Draw a single continuous loop in the grid using horizontal and vertical line segments so that the loop visits every square exactly once. It should not cross or overlap itself. Circles should alternate their color while following along the line.



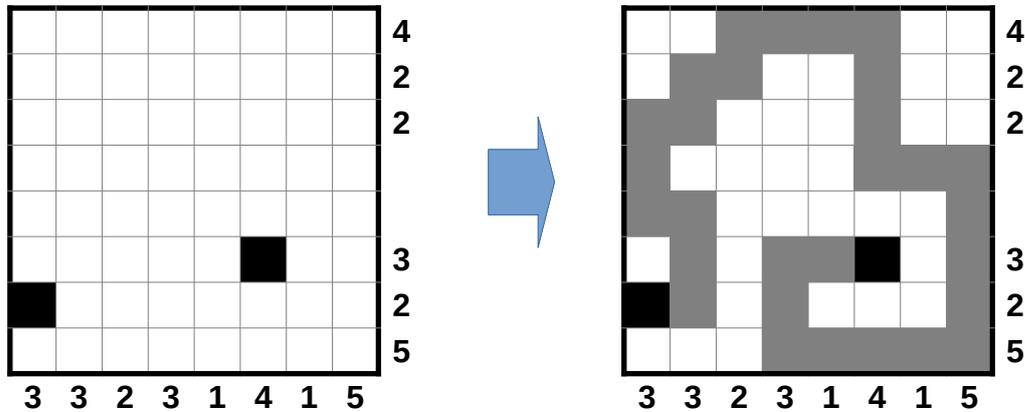
6. No touch

Fill in all cells of the grid with numbers. Every outlined area must contain the consecutive integers from 1 to the number of cells in that area. Cells sharing edge or vertex shouldn't contain identical numbers.



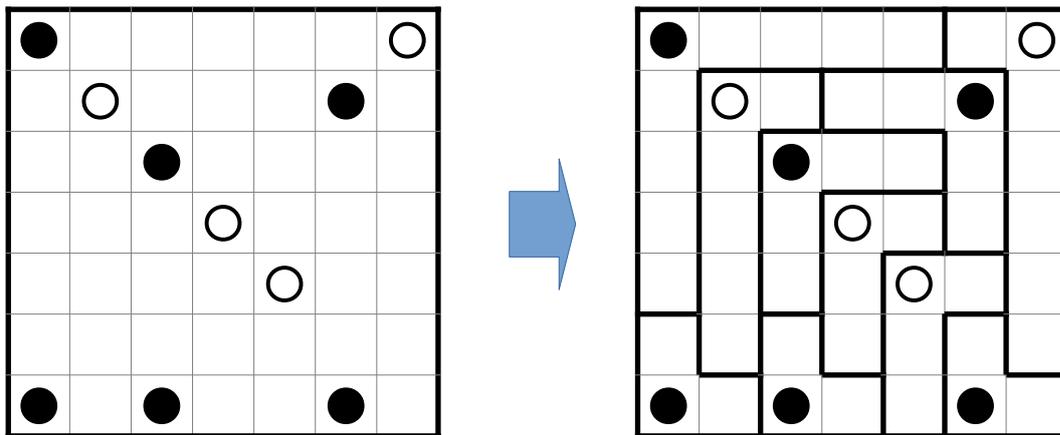
7. Maxi snake

Shade some cells black to create a snake - a chain of blackened squares which doesn't touch itself even at a point. Begin and end of the snake are already given. Numbers outside show the length of maximum blackened fragment in the corresponding row or column.



8. L-shapes

Divide the grid along the grid lines into L-shaped figures. Each figure should contain exactly one circle and it should be placed in the bending cell. The figure should have equal legs if it contains a black circle and it should have unequal legs if it contains a white circle.



9. Судоку – нечет

Fill the grid with the digits from 1 to 9 (1 to 6 in the smaller grid) so that each row, column and outlined area contains each digit exactly once. Grey cells should contain odd digits.

