

# 14/10/01: Snake by Zoltán Horváth

## Theme: Grid Symmetry and Logic

### (Originally on 2014 HPC)

Locate a snake in the grid, whose head and tail are given. The snake does not touch itself, even diagonally, and cannot use any black squares. Numbers outside the grid indicate the number of snake cells in that row/column.

**Answer Entry:** Enter the length in cells of each of the snake segments from left to right for the marked rows, starting at the top. Separate each row's entry with a comma. This example has the key "2,13".

