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# Easy as Pentomino Snake by Serkan Yürekli

## Theme: Clue Symmetry and Logic

Rules: Draw a snake (a 1-cell wide path) out of pentominoes that doesn't touch itself, not even diagonally. The head and tail of the snake are given by circles. Pentominoes can be rotated/reflected, and can be used more than once. The letters outside the grid represent the first pentomino visible in the corresponding direction.

**Answer Entry:** Enter the number of cells used by each of the snake segments from left to right for the marked rows, starting at the top. Use both digits for any two-digit number. Separate each row's entry with a comma. The example has the answer "211,231".

