

17/10/07:

Snake Pit X by Ken Endo

Theme: Clue Symmetry and Logic

Rules: Divide the grid along the boundary lines so that every cell belongs to a snake.

A snake is a one-cell-wide path at least two cells long that does not touch itself, not even diagonally. Circled cells must be at one of the ends of a snake. A snake may contain one circled cell, two circled cells, or no circled cells at all. Numbered cells must be part of a snake with a length of exactly that number of cells.

A snake may contain one number, multiple identical numbers, or no numbers at all.

Two snakes of the same length cannot touch each other horizontally or vertically.

Cells with an X cannot be an end of a snake.

