# SSS (Sundoko Snake Shape) Rules and Examples

Combination of Sundoko, Snake, and Shape puzzle styles.

Sundoko: Shade some cells to make sunglasses, consisting of a bridge (a given line, in red) and two lenses made out of orthogonally connected cells that are symmetric with respect to the perpendicular bisector of the bridge. Two lenses may not share an edge, but can intersect at a point. Cells with the bridges are not shaded, except at the bridge ends. Numbers in the grid are unshaded, and indicate the total count of unshaded cells connected vertically and horizontally to the numbered cell, including the cell itself.
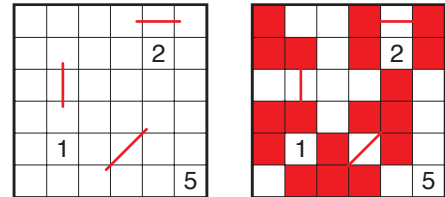
Snake: Shade some cells to create a one-cell wide snake in the grid that does not cross or touch itself, not even diagonally. The snake starts and ends at the black circles and must pass through all white circles.
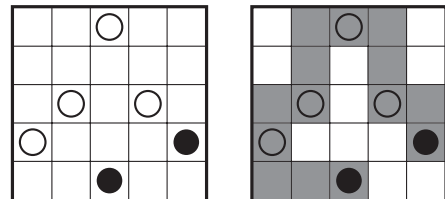
Shape: Place each of the given shapes into the grid exactly once (rotations and reflections allowed). Shapes cannot touch each other, not even diagonally.
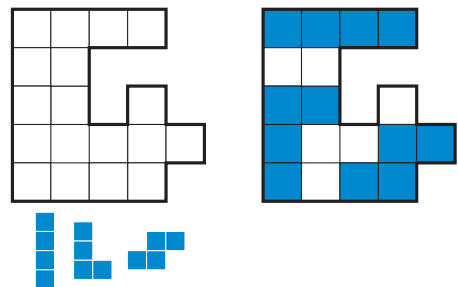
In SSS, shade some cells to make sunglasses, create a single snake, and place all of the shapes in the grid. Shaded cells of different categories (sunglasses, snake, shapes) cannot share an edge. Number clues referring to unshaded cell counts consider all three categories of objects as shaded cells in this hybrid.
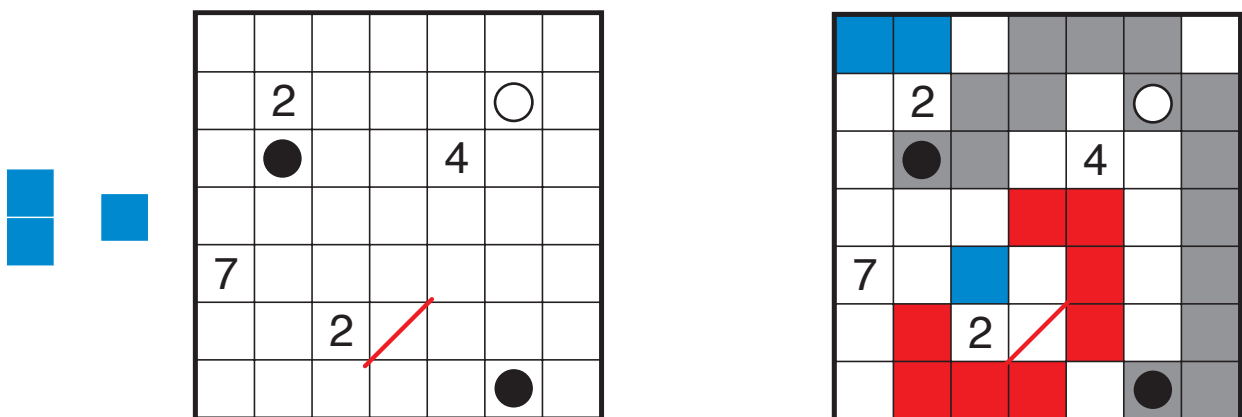
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