

Snake Pit Example by Carl Worth

(Hybrid of Fillomino and Snake Puzzles)

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

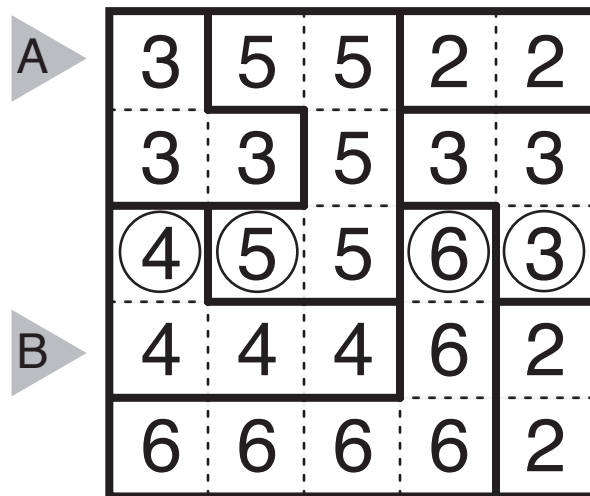
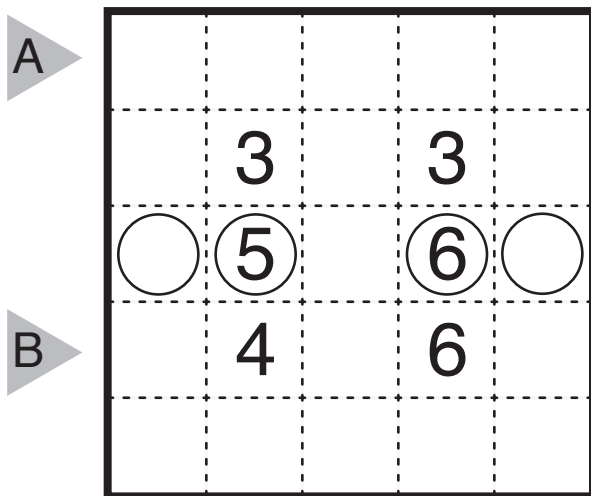
A snake is a one-cell-wide path at least two cells long that does not touch itself, not even diagonally. Circled cells must be at one of the ends of a snake. A snake may contain one circled cell, two circled cells, or no circled cells at all. Numbered cells must be part of a snake with a length of exactly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

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

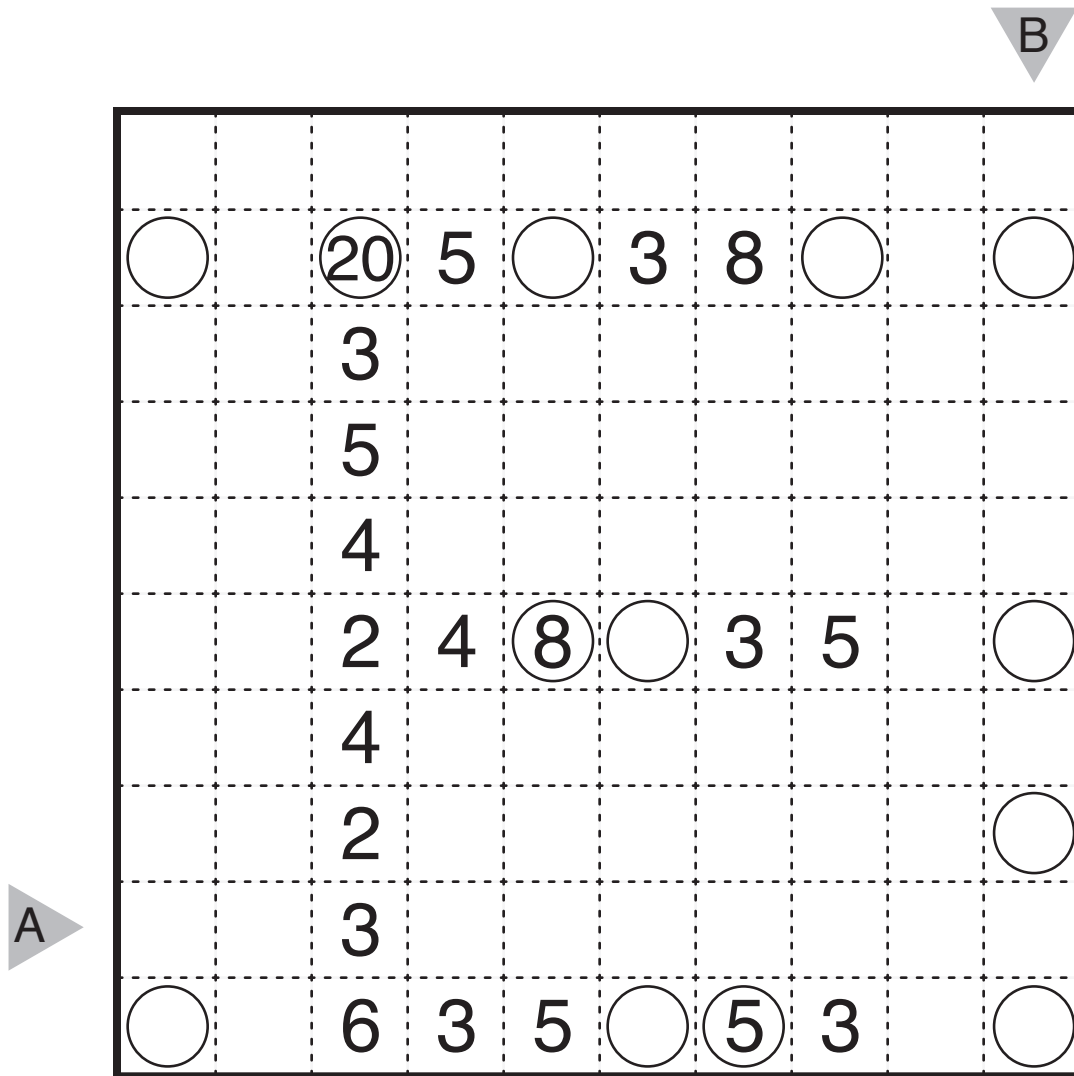
Two snakes of the same length cannot touch each other horizontally or vertically.

Answer Entry: For each cell in the marked rows/columns, enter the length of the snake it belongs to. Enter just the last digit for any two-digit number.

This example has the key “35522,44462”.



16/12/27:
Snake Pit by Carl Worth
Theme: Logical



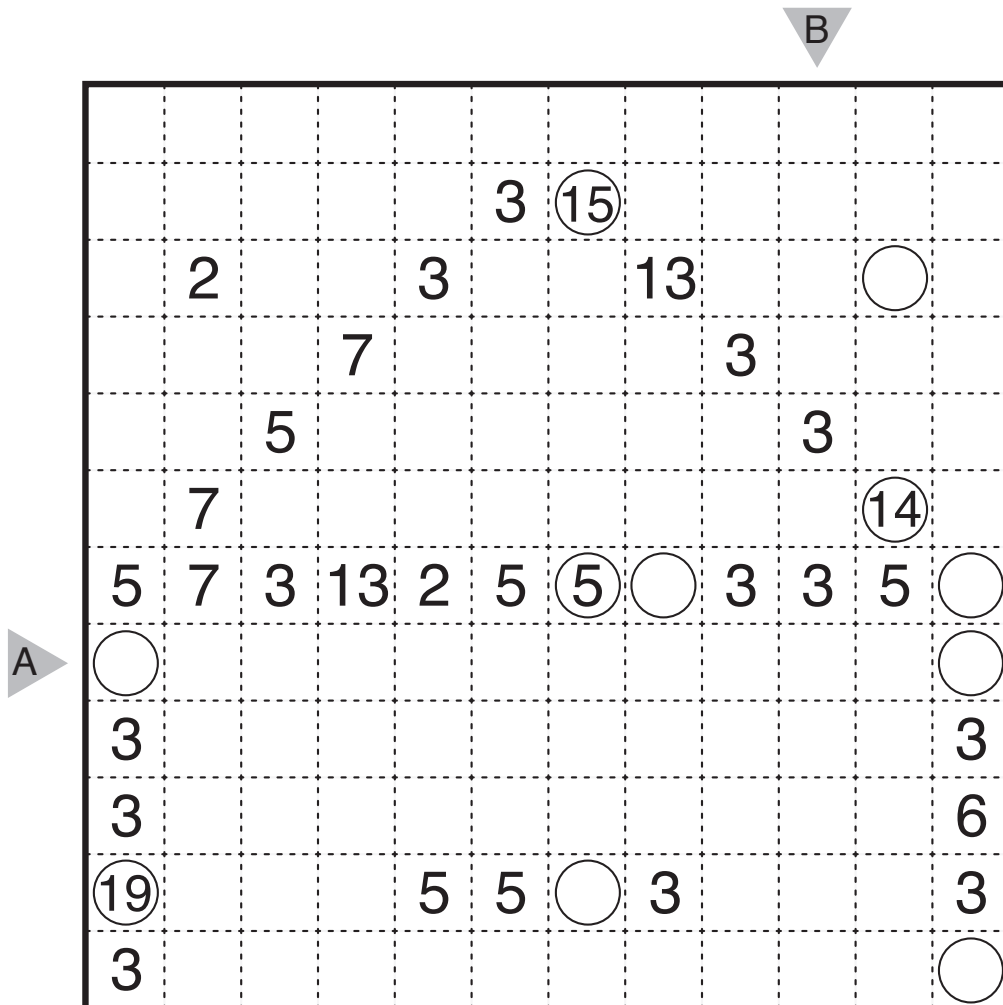
16/12/29:
 Snake Pit by Carl Worth
 Theme: Clue Symmetry and Logic

B

A

				14	○	○	6				
	○	○		7	○	3	○			○	4
	2	9								○	○
				4					○		
				3			4				
○	○			○		2				4	4
4	4			9	4					3	○
○	○			4	14					11	○
5	5			5		10				2	○
				2			5				
				○						○	
	6	6								5	○
	2	5		6	4	5	3			10	5
				5	4	○	5				

16/12/30:
 Snake Pit by Carl Worth
 Theme: Clue Symmetry and Logic



16/12/31:
 Snake Pit by Carl Worth
 Theme: Logical

