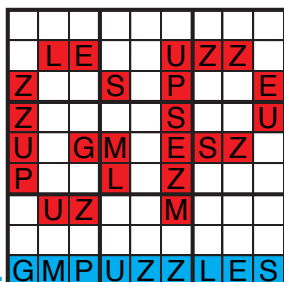




SNAKE

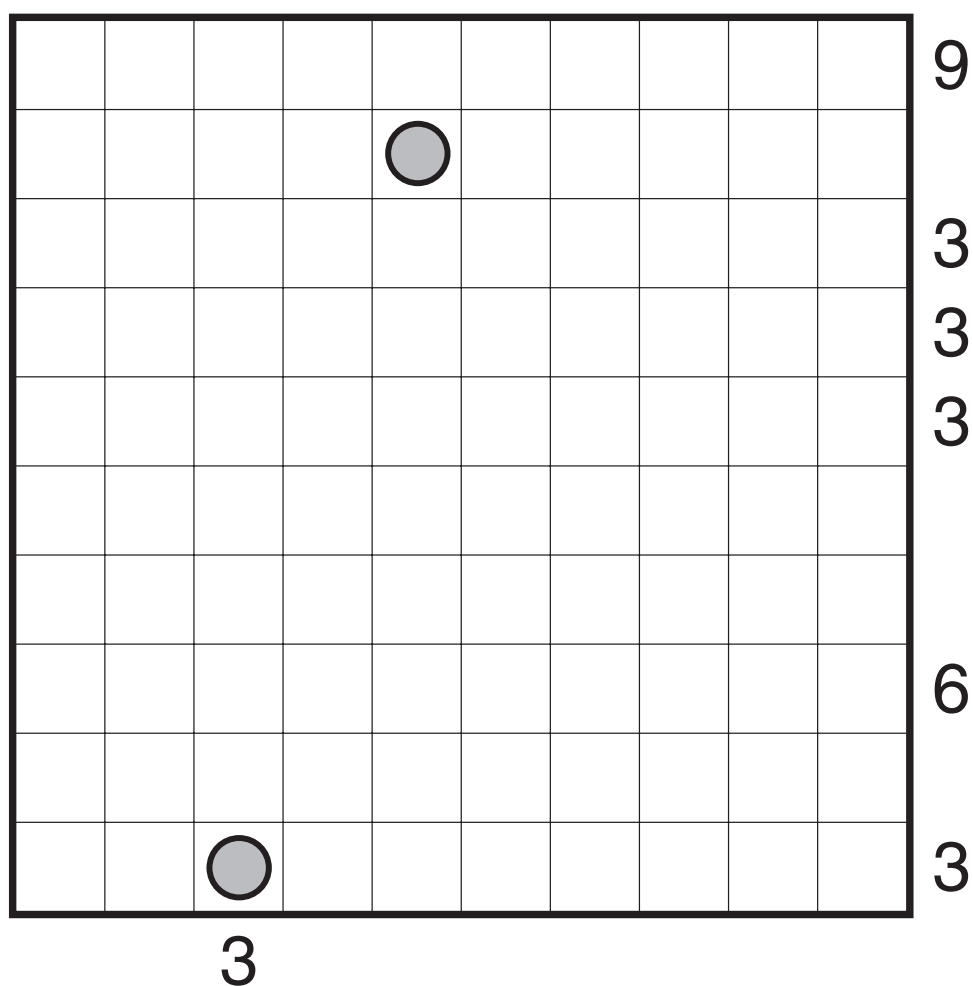
Ashish Kumar	Snake
Murat Can Tonta	Snake (Graffiti)
Serkan Yürekli	Dotted Snake
Joseph Howard	Snake Egg
Prasanna Seshadri	The Persistence of Memory
Serkan Yürekli	Snake (Cipher)

GRANDMASTER PUZZLES



Snake by Ashish Kumar

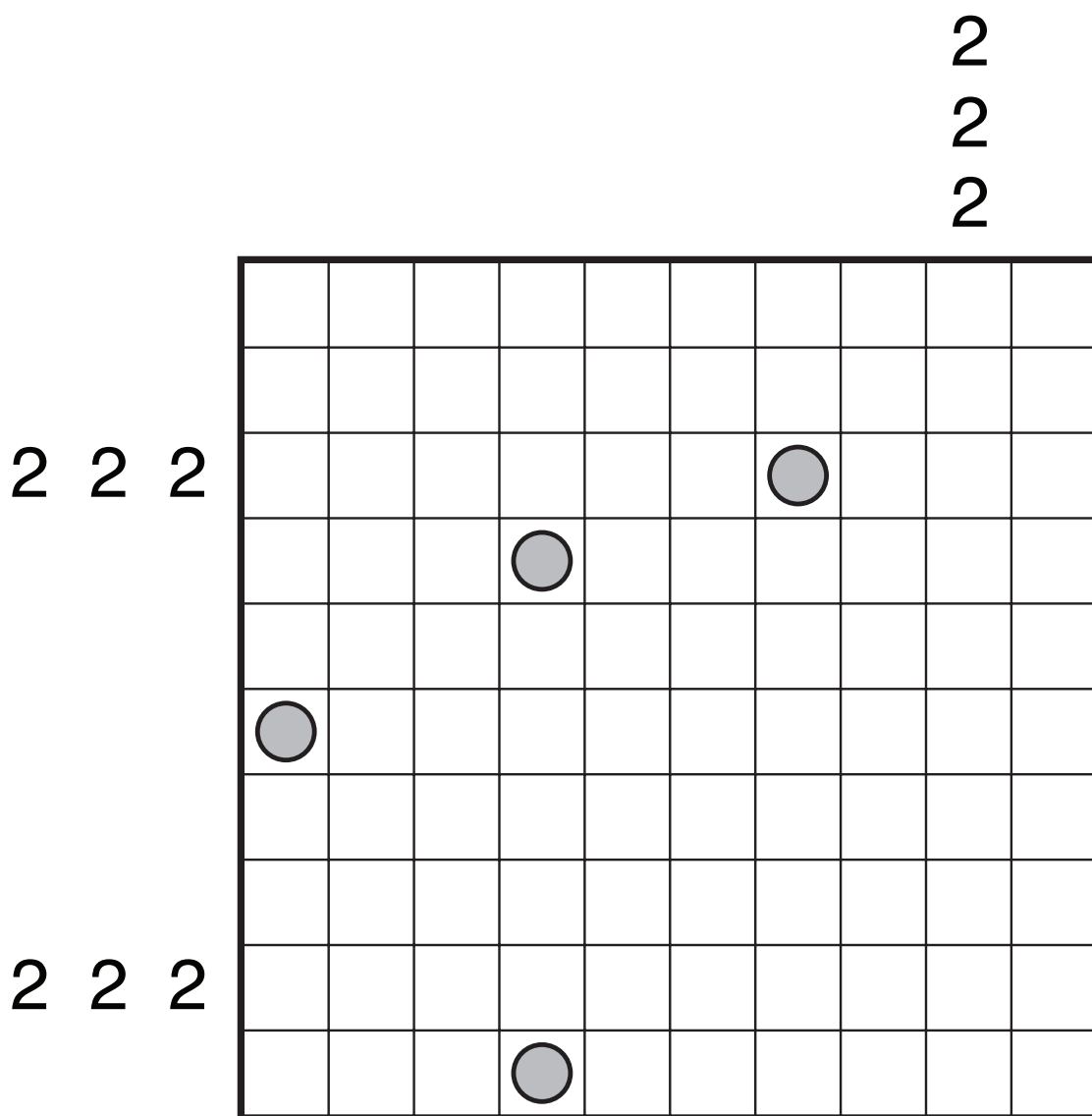
Rules: Locate a snake (a 1-cell wide path) of unknown length in the grid, whose head and tail are given. The snake does not touch itself, even diagonally. Numbers outside the grid indicate the number of snake cells in that row/column.



Divisible by 3

Graffiti Snakes by Murat Can Tonta

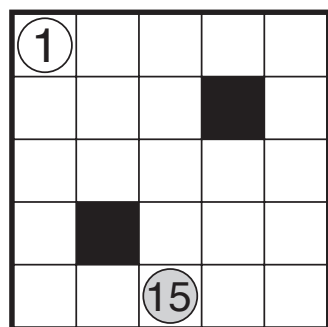
Rules: Blacken some cells and then locate two snakes (1-cell wide paths). The snakes do not touch themselves or each other, not even diagonally. All remaining white cells must be part of the snakes with the heads and tails given in the grid. Outside clues indicate the size of all groups of blackened cells in that row or column in order. There must be at least one white cell between each of these groups. When no clues are given, any number of cells may be shaded in that row/column.



Twos

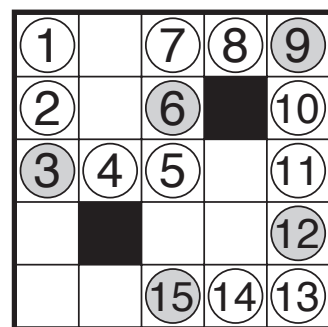
Dotted Snake by Serkan Yürekli

Rules: Locate a numbered snake (a 1-cell wide path) that starts with 1 and goes to 45. The snake cannot touch itself, not even diagonally. Every third segment of the snake is marked with gray. Digits outside the grid indicate the number of gray snake segments in that row or column.



0 0 2

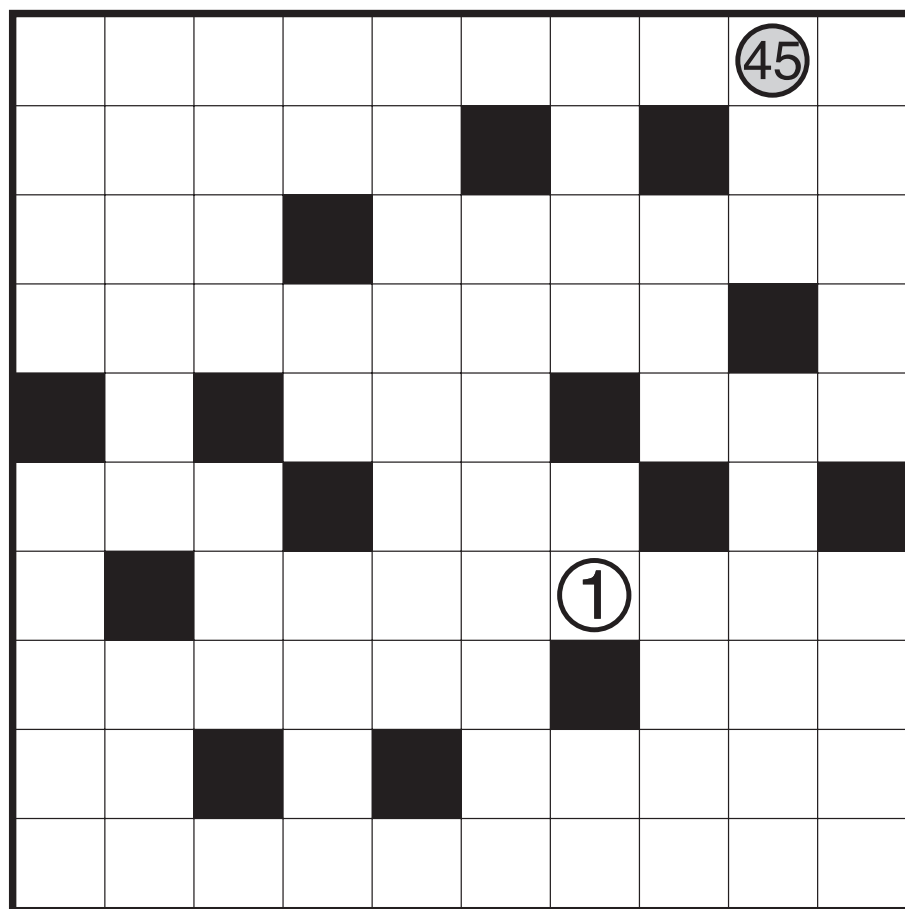
1



0 0 2

1

Example by Serkan Yürekli



3

0

0

1

1

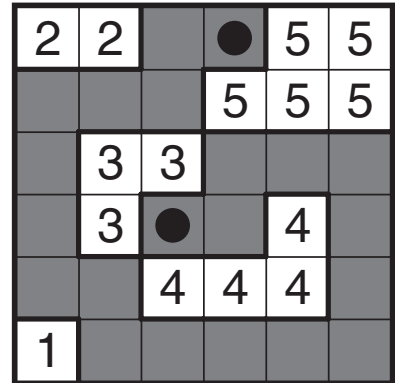
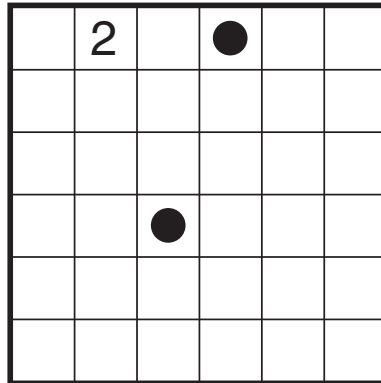
3

0

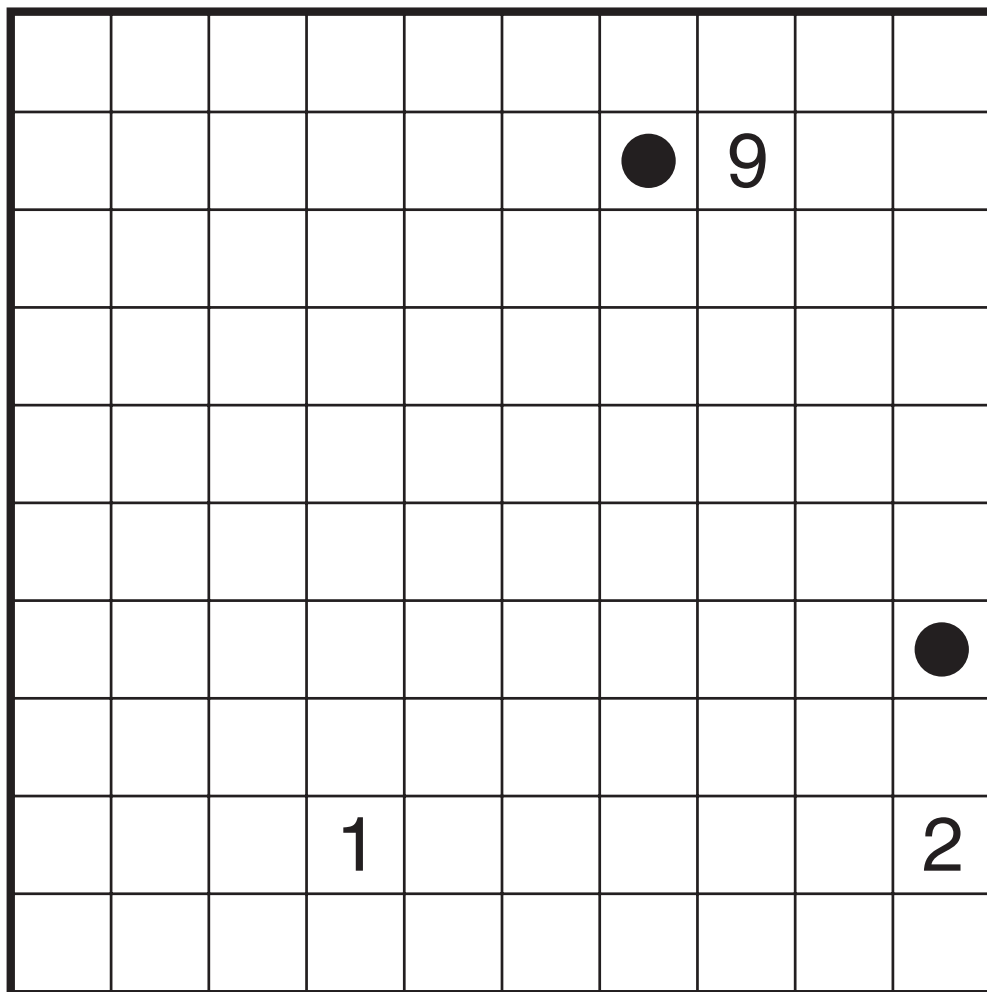
2 0 3 1 3 0 2

Snake Egg by Joseph Howard

Rules: Draw a snake (a 1 cell-wide path) in the grid whose head and tail are given by circled cells. The snake can touch itself diagonally, but cannot touch itself orthogonally or revisit any square. Besides the snake, the remaining cells must form exactly nine white areas, one of each size from 1 to 9. Numbers in the grid must be part of white areas of the indicated size.



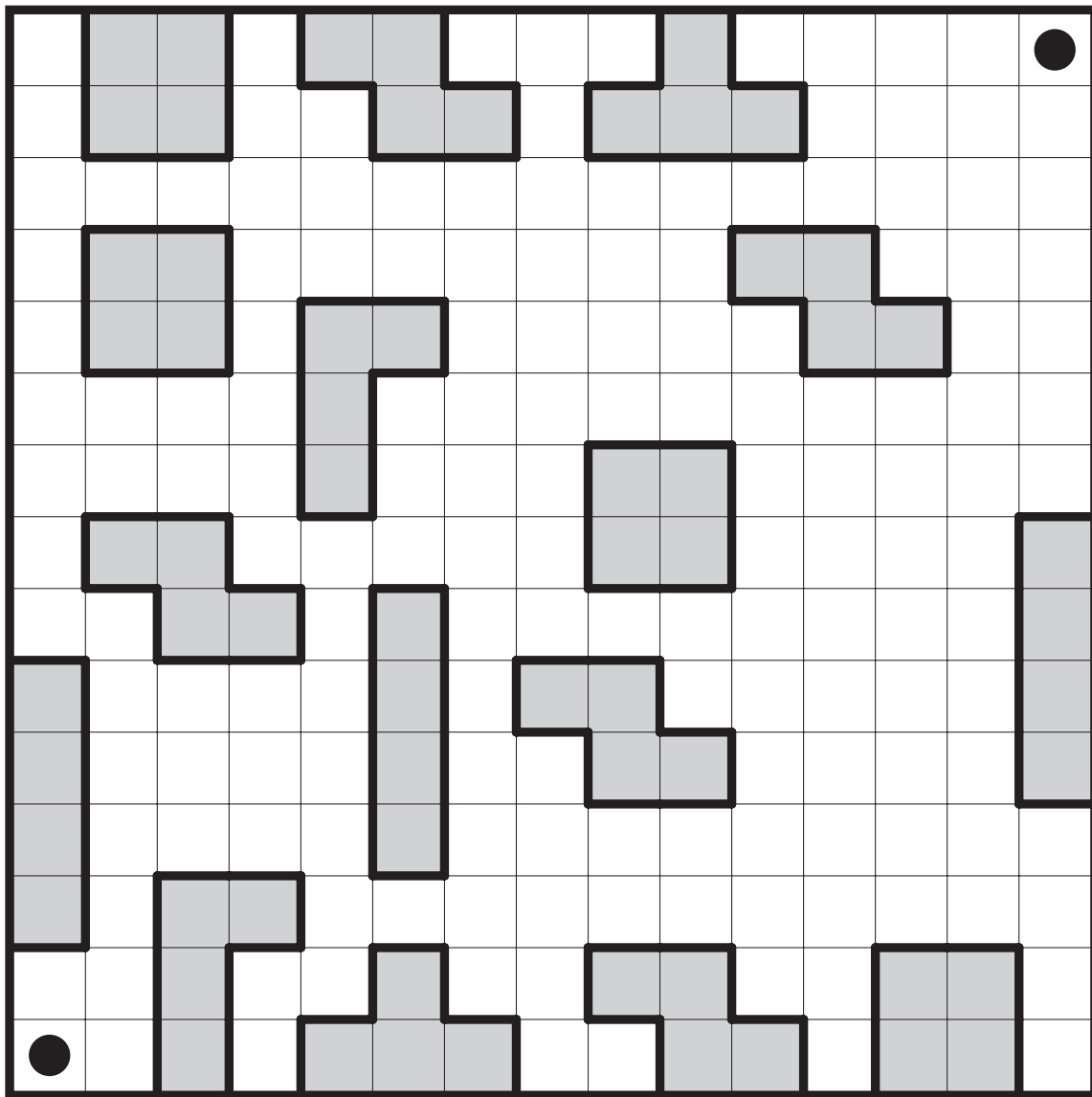
Example by Serkan Yürekli



High-Low

The Persistence of Memory by Prasanna Seshadri

Rules: Draw a snake (a 1-cell wide path) from one dot to the other by moving horizontally or vertically between adjacent squares. The snake cannot touch itself, not even diagonally. All highlighted regions must be visited by the snake, and may be re-entered. If two or more highlighted regions have the same shape and orientation, then how the path passes through those shapes must be identical.



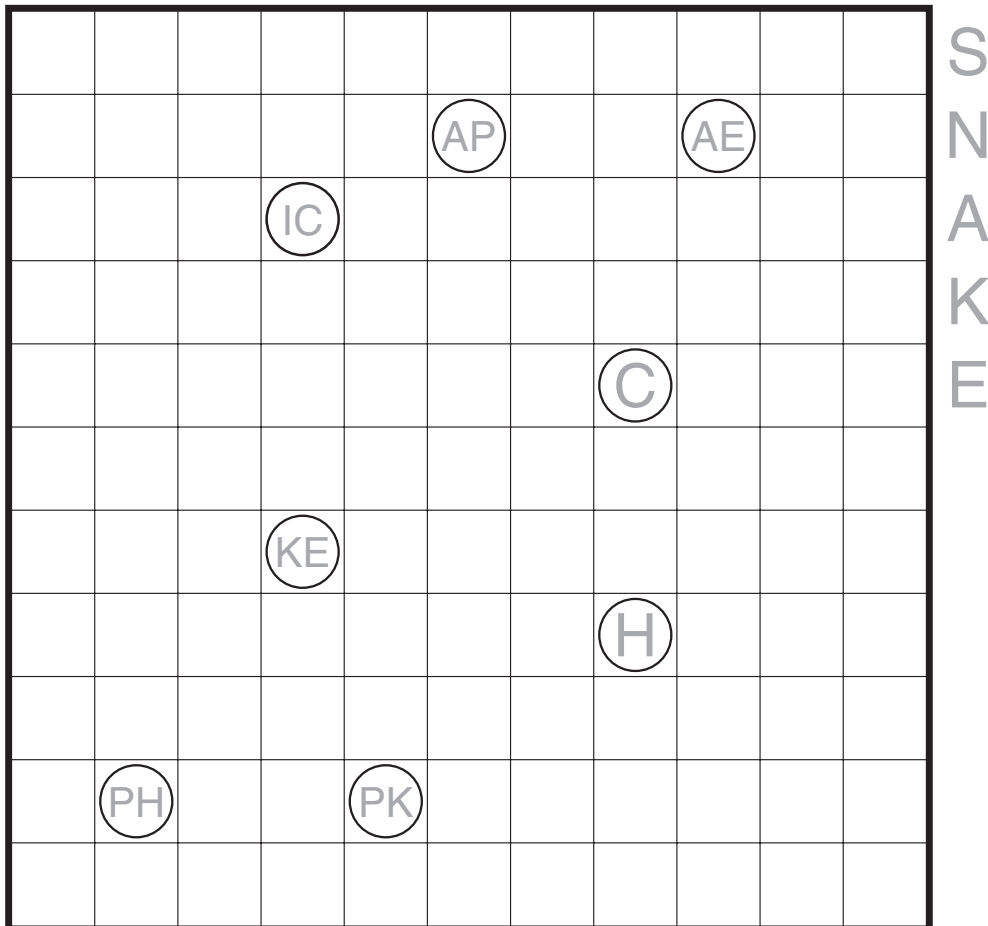
Tetrominoes

Snake (Cipher) by Serkan Yürekli

Rules: Locate a numbered snake (a 1-cell wide path) that starts with 1 and goes to 45. The snake cannot touch itself, not even diagonally. All numbers are encrypted with C,I,P,H,E,R,S,N,A,K letters and each letter represent a different digit from 0 to 9. Digits outside the grid indicate how many cells in that row or column are occupied by the snake. Some snake segments are already given.



C I P H E R



Cipher Snake