

# SNAKE PIT AND KUROMASU

JinHoo Ahn Kuromasu

Serkan Yürekli Snake Pit

Murat Can Tonta Snake Pit X

Eric Fox Kuromasu

Swaroop Guggilam Kuromasu

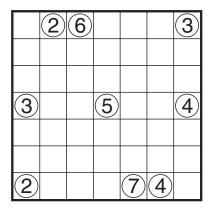
Joseph Howard Snake Pit X

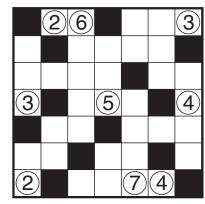
#### GRANDMASTER PUZZLES

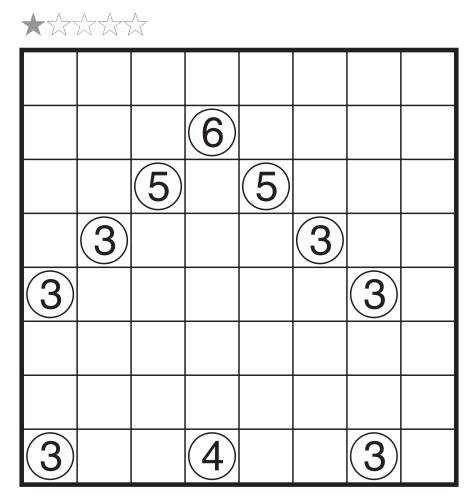


### Kuromasu by JinHoo Ahn

Rules: Shade some empty cells black so that each number indicates the total count of white cells connected vertically and horizontally to that number including the numbered cell itself. Black cells cannot share an edge, and all white cells must belong to a single connected group.



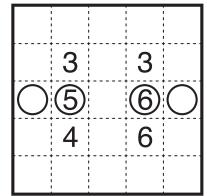




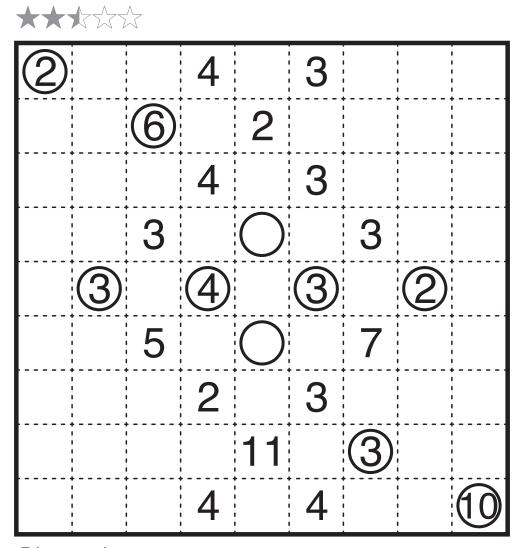
Symmetric House

#### Snake Pit by Serkan Yürekli

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.



3	5	5	2	2
3	3	5	3	3
4	(5)	5	6	3
4	4	4	6	2
6	6	6	6	2



**Diamonds** 

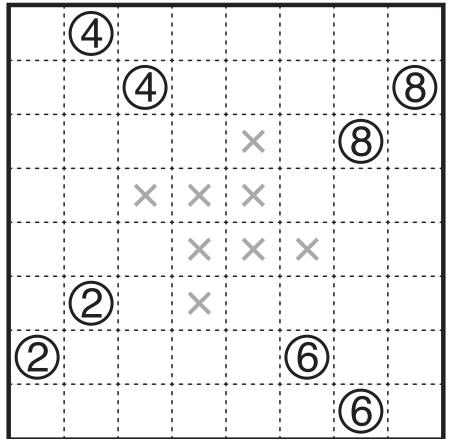
#### Snake Pit X by Murat Can Tonta

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.

3	3	
(5)	6	
4	6	
		X

3	3	5	5	3
4	3	5	3	3
4	(5)	5	6	4
4	4	6	6	4
6	6	6	4	4



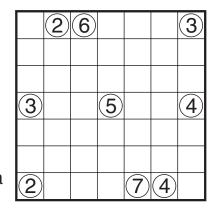


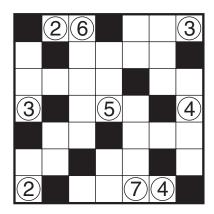
**Twins** 

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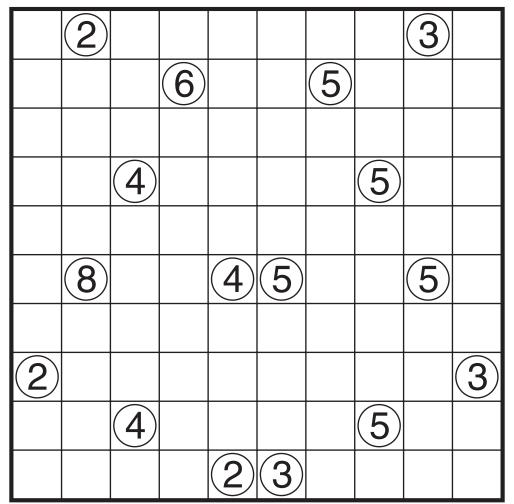
#### Kuromasu by Eric Fox

Rules: Shade some empty cells black so that each number indicates the total count of white cells connected vertically and horizontally to that number including the numbered cell itself. Black cells cannot share an edge, and all white cells must belong to a single connected group.





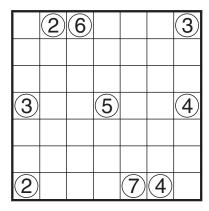


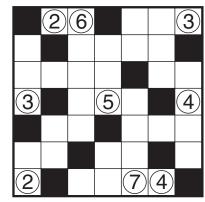


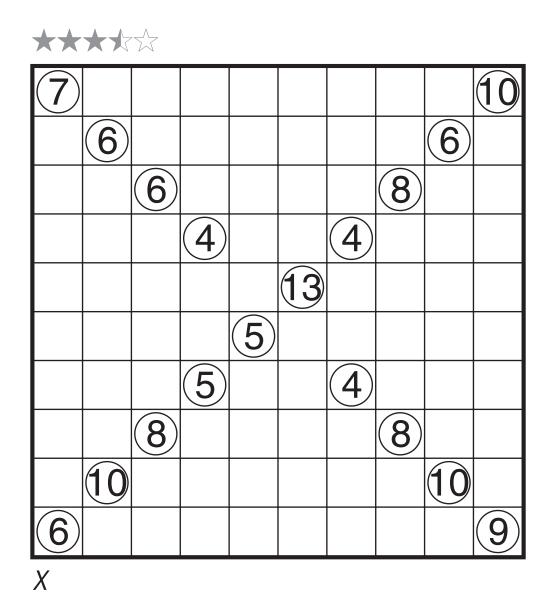
Even/Odd

#### Kuromasu by Swaroop Guggilam

Rules: Shade some empty cells black so that each number indicates the total count of white cells connected vertically and horizontally to that number including the numbered cell itself. Black cells cannot share an edge, and all white cells must belong to a single connected group.

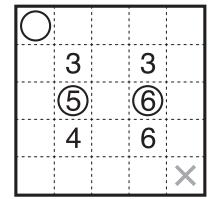




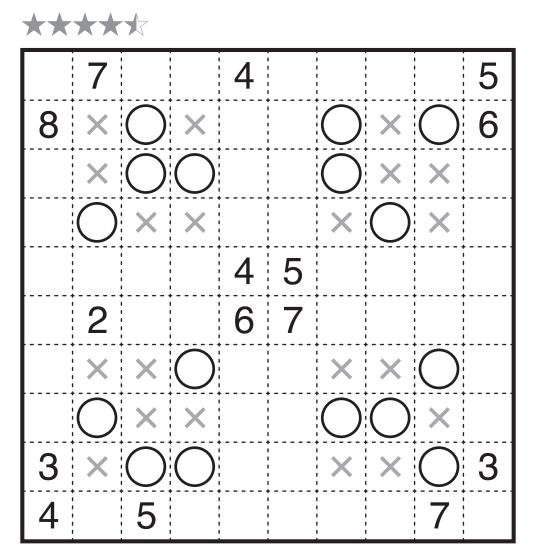


## Snake Pit X by Joseph Howard

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.



3	3	5	5	3
4	3	5	3	3
4	(5)	5	6	4
4	4	6	6	4
6	6	6	4	4



Noughts and Crosses