

## SNAKE PIT

The task is to divide the grid into regions ("snakes"). A snake is a one-cell-wide path at least two cells long. A snake cannot touch itself, not even diagonally.

A cell with a circle must be one of the ends of a snake. A snake may contain one or two or no circled cells at all.

A numbered cell must be part of a snake with a length of exactly that many number of cells. A snake may contain any amount of numbered cells.

Two snakes of the same length cannot be orthogonally adjacent.

|   |   |  |   |   |   |   |   |
|---|---|--|---|---|---|---|---|
| 4 |   |  |   | 5 |   |   | 4 |
|   |   |  | ○ |   | 4 |   |   |
| 5 |   |  |   |   | 5 |   | 4 |
|   |   |  |   | 3 |   |   |   |
| 3 |   |  |   |   | 5 |   | ○ |
|   | 5 |  | 2 | 4 |   |   | 2 |
|   |   |  |   |   |   |   |   |
| 4 |   |  |   | 5 |   | ○ |   |

