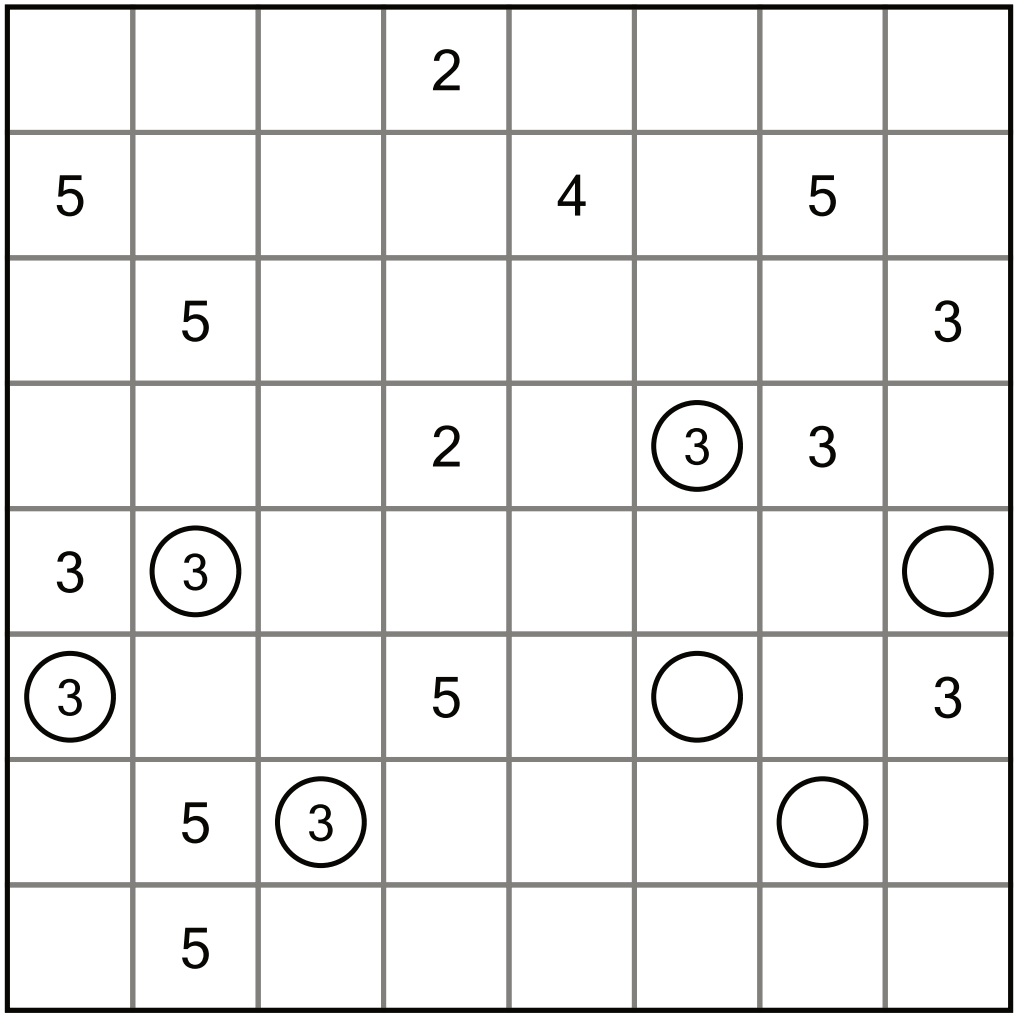
SNAKE PIT

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.



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