

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.

2		④					3
		⑤					
4				2			
			2				
5							②
				④		5	
		2		○			
2	③		5				

