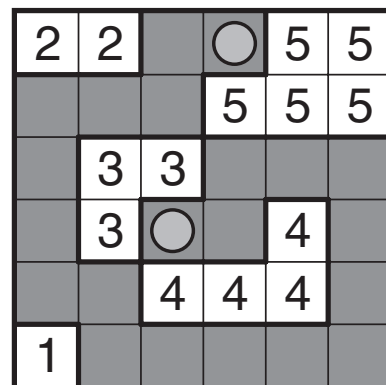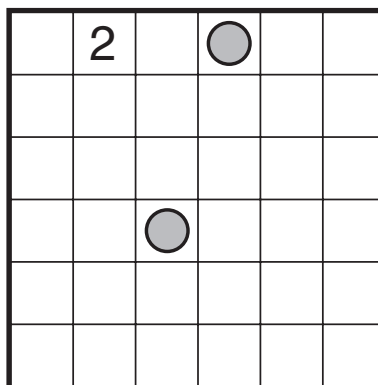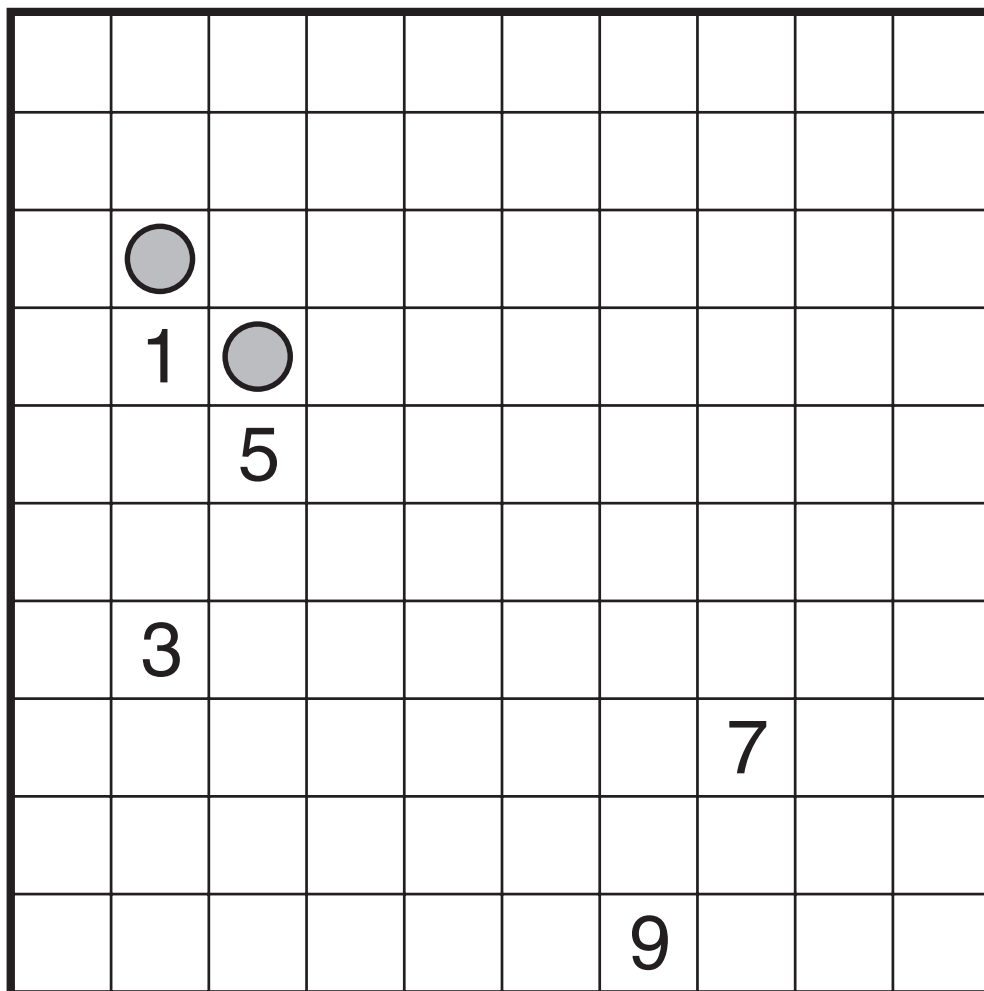# Snake Egg by Serkan Yürekli

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 (in example, 1 to 5). Numbers in the grid must be part of white areas of the indicated size.

Example by Serkan Yürekli

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Odd Regions