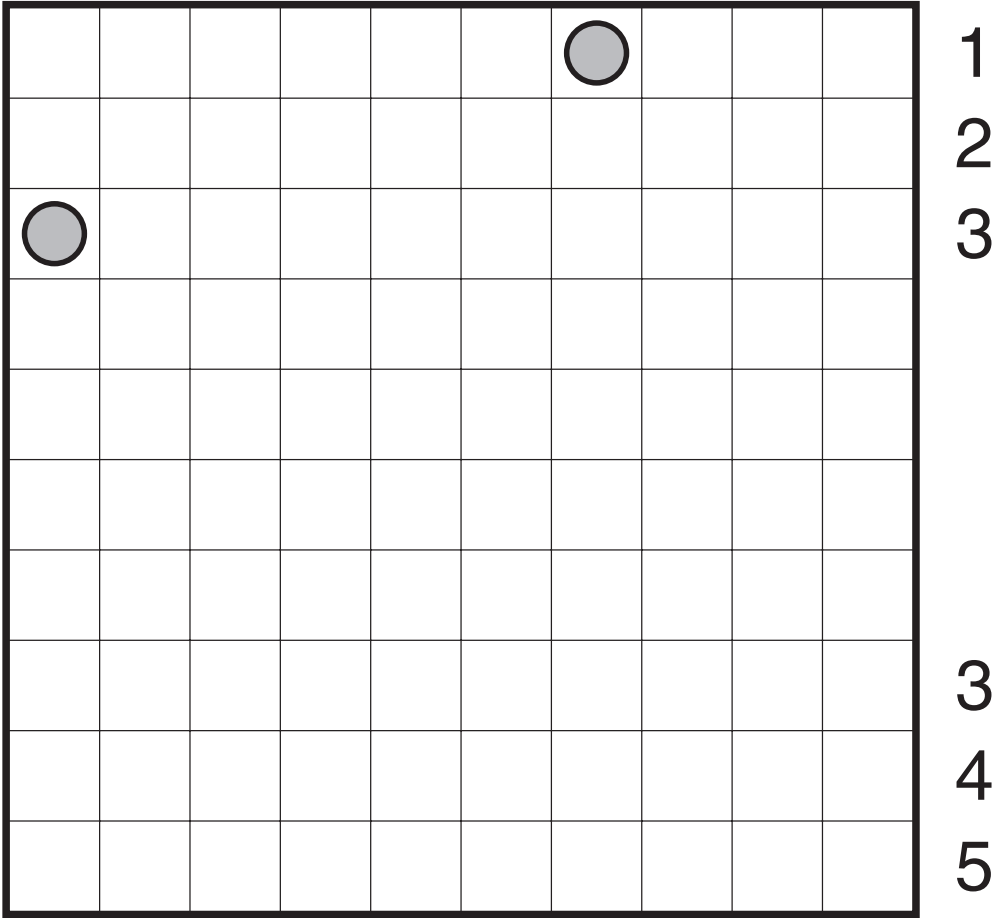


Snake by Thomas Snyder

Rules: Draw a snake (a 1-cell wide path) of unknown length in the grid, whose head and tail are given. The snake does not touch itself, even diagonally. Numbers outside the grid indicate the number of snake cells in that row/column.



1 2 3 4 3 4 5 6

Arithmetic Series