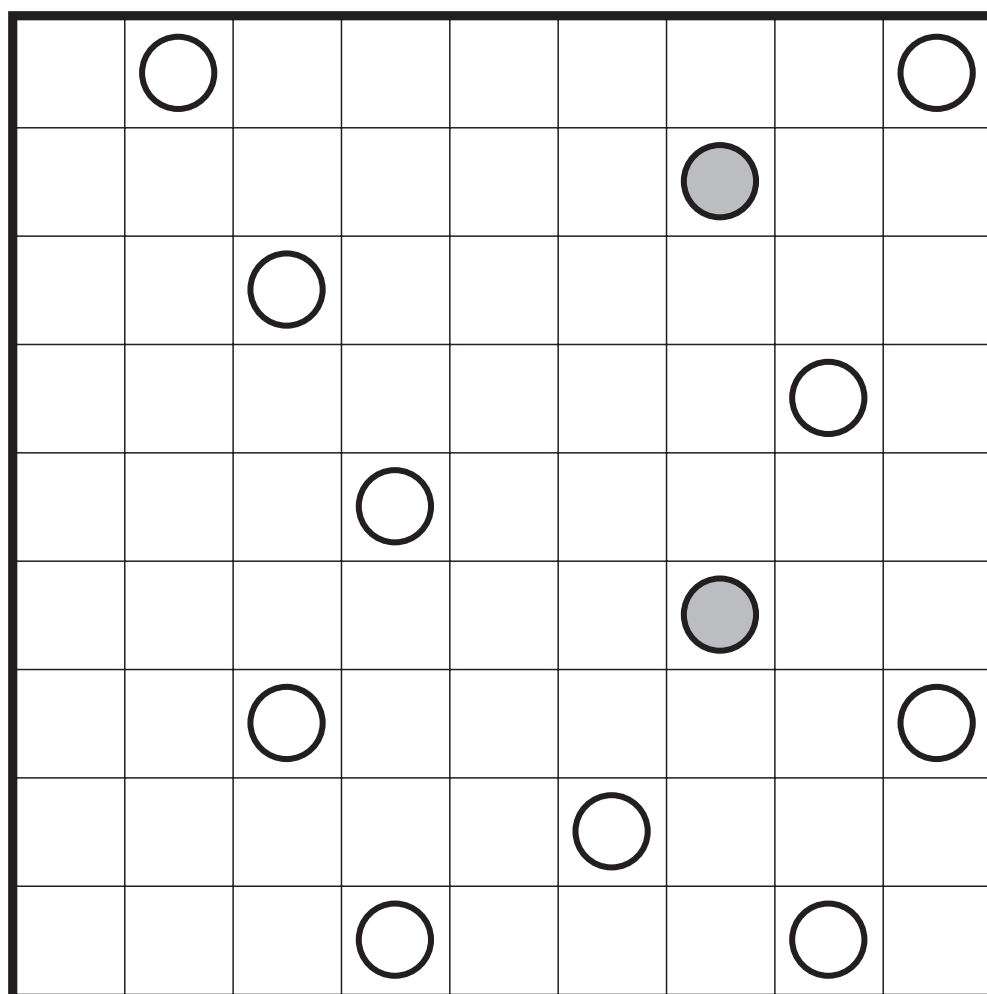# Finnish Snake by Murat Can Tonta

Rules: Draw a snake in the grid with a 1-cell wide path, its head and tail represented by gray circles, and some segments represented by white circles. The snake does not touch itself, even diagonally.

★☆☆☆☆

Knight Steps