

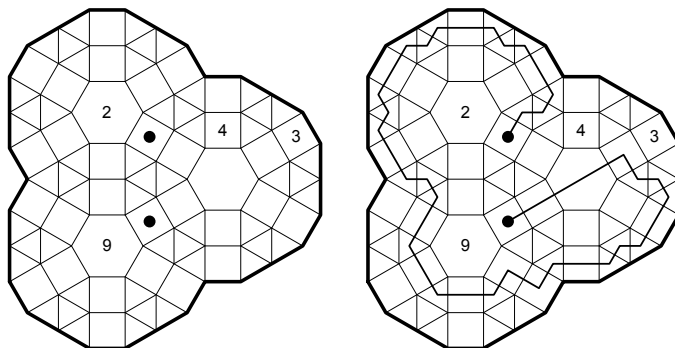
PROXIMITY SNAKE

Rules

Draw a snake through cells between the two given ends such that:

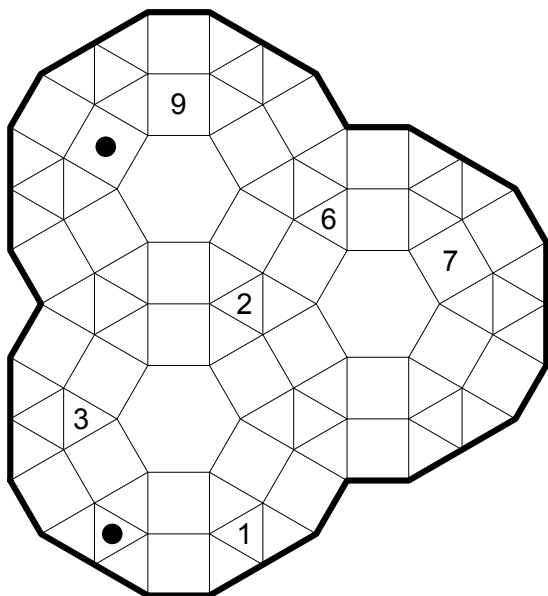
1. The snake does not branch or cross itself.
2. The snake does not touch itself on an edge. If two cells that share an edge are part of the snake, the snake must be passing through that edge. The snake can touch itself on a vertex ("diagonally").
3. Numbers in certain cells indicate how many of the cells that share a vertex with the numbered cell are occupied by the snake. The snake cannot pass through numbers.

Example



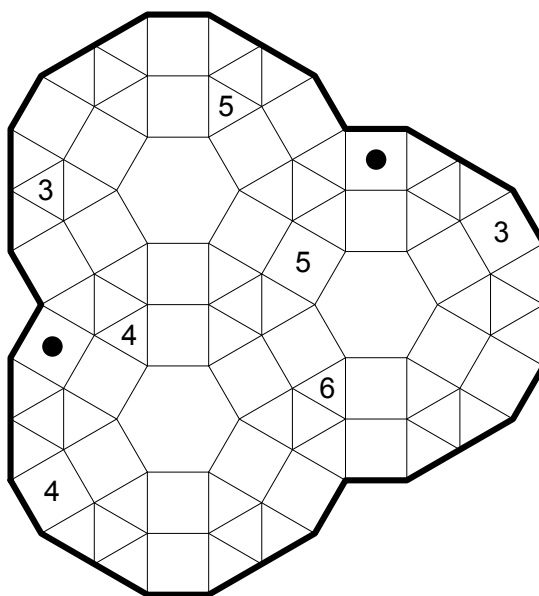
Easy

01



Medium

02



Hard

03

