

**Complements of Kappa Mu Epsilon
(Math Club)**

Instructions: The goal is to fill in the numbers **1** through **81** in the grid so that the numbers increase in the snake where the snake can only go up, down, left, or right. For example, the blank box in the upper left corner must be a 51 because 51 has to be next to 50 and the 50 is stuck with only one blank box next adjacent.

49	48	47	46	45	4	5	6	7
50								8
81								13
76								14
75								19
66								20
65								21
64								28
63	62	61	60	33	32	31	30	29

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