SNAKES SOLUTION – IRONS / WARMAPS

The grid may be divided into snakes per the given rules as shown.

U	S	C	I	D	E	D	W	O	H
R	U	S	L	Y	P	E	L	E	C
G	O	R	T	H	O	R	Y	L	A
E	I	O	D	A	E	H	T	S	X
R	N	S	M	S	A	I	M	D	L
Y	O	E	A	W	O^A	R	R^M	A	O
E	M	L	P	M	A	S	M	P	S
R	I	W^I	R	O	N	G^S	O	D	N
E	C	I	N	E	S	S	E	S	A
C	N	U	S	I	M	P	L	E	R

Solving is likely best done by determining the layout of all the snakes first, then plugging in the words of the appropriate lengths. There are several plausible logical routes to the layout of the snakes, buy a key feature of any of them is "cornering"; that is, noting that, since all end points are given, any non-end-point corner must extend not only to the block to either side of it, but straight on into the next spaces on either side, in order to not double back on itself. In many instances, this creates new corners that will follow the same pattern.

To place the words in the finished snakes, it's useful to note that the position of the middle letter of any odd-length snake will be in the same space regardless of the snake's orientation. This will disambiguate placement of adjacent snakes.

Green letters above show pairs of letters that cause flanked letters to change, shown in red. The new letters turn their respective snakes into the two answer words IRONS and WARMAPS.