

Creek

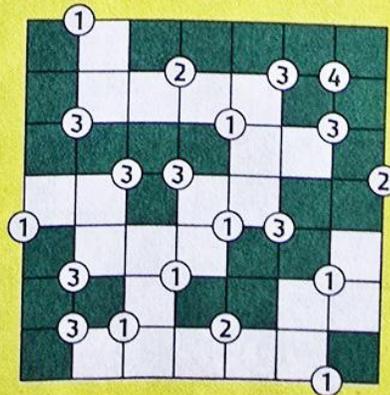
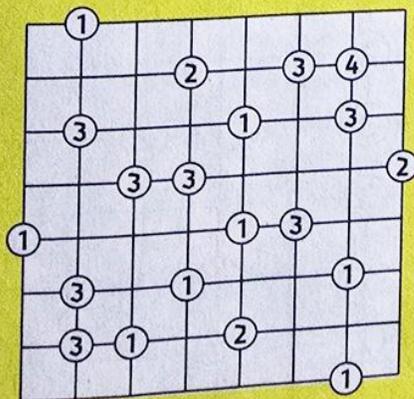
By Andrew Parr

One thing I love about the wonderful world of abstract logic puzzles is the sheer variety of puzzle types to be discovered. It doesn't take a lot of searching to find a new puzzle or variant that piques my interest. My sources for inspiration include the trove of archived tests from the United States Puzzle Championship (wpc.puzzles.com) and the bounty of content in the blogs at Grandmaster Puzzles (gmpuzzles.com). I recently came across Creek puzzles, and felt they would be a perfect fit for this column. The concept is easy to understand, and the solving process is fun and not too taxing.

Goal: Shade some cells of the grid.

Rules:

- ◇ Clues in circles indicate the number of cells touched by the clue that must be shaded.
- ◇ The unshaded cells form one single contiguous region.



Solving Hints

1. Obvious starting points include 4 clues, and 2 clues along the edge of a grid. These clues have only one possible fill.
2. See how neighboring clues provide limitations on each other, keeping in mind that the shaded cells cannot isolate any small regions of unshaded cells.
3. Clues near the edge of a grid often have fewer fill options than clues in the center of a grid.
4. Mark off cells that will not be shaded with a small dot.

