

	Purp	Purp+ mech	Purp+ mech sent	Empty
Feasible (#)	4.37	3.67	4.8	4.8
Feasible (%)	0.72	0.78	0.83	0.63
Creative (k=2) (#)	3.18	2.6	4.06	3.4
Creative (k=2) (%)	0.58	0.57	0.75	0.49
Novel(k=3) (#)	1.81	1.13	1.86	1.73
Novel(k=3) (%)	0.31	0.26	0.32	0.25

Table 1: For each condition, we report the total number and ratio (from all solutions) of feasible and creative solutions produced. We report both the liberal (novelty threshold $k = 2$) and strict ($k = 3$) settings. Although the empty condition produced the most feasible solutions, other conditions, especially the sentence condition, produced more novel solutions. All inspiration-based conditions produced a higher ratio of feasible and creative solutions than the empty condition.