

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