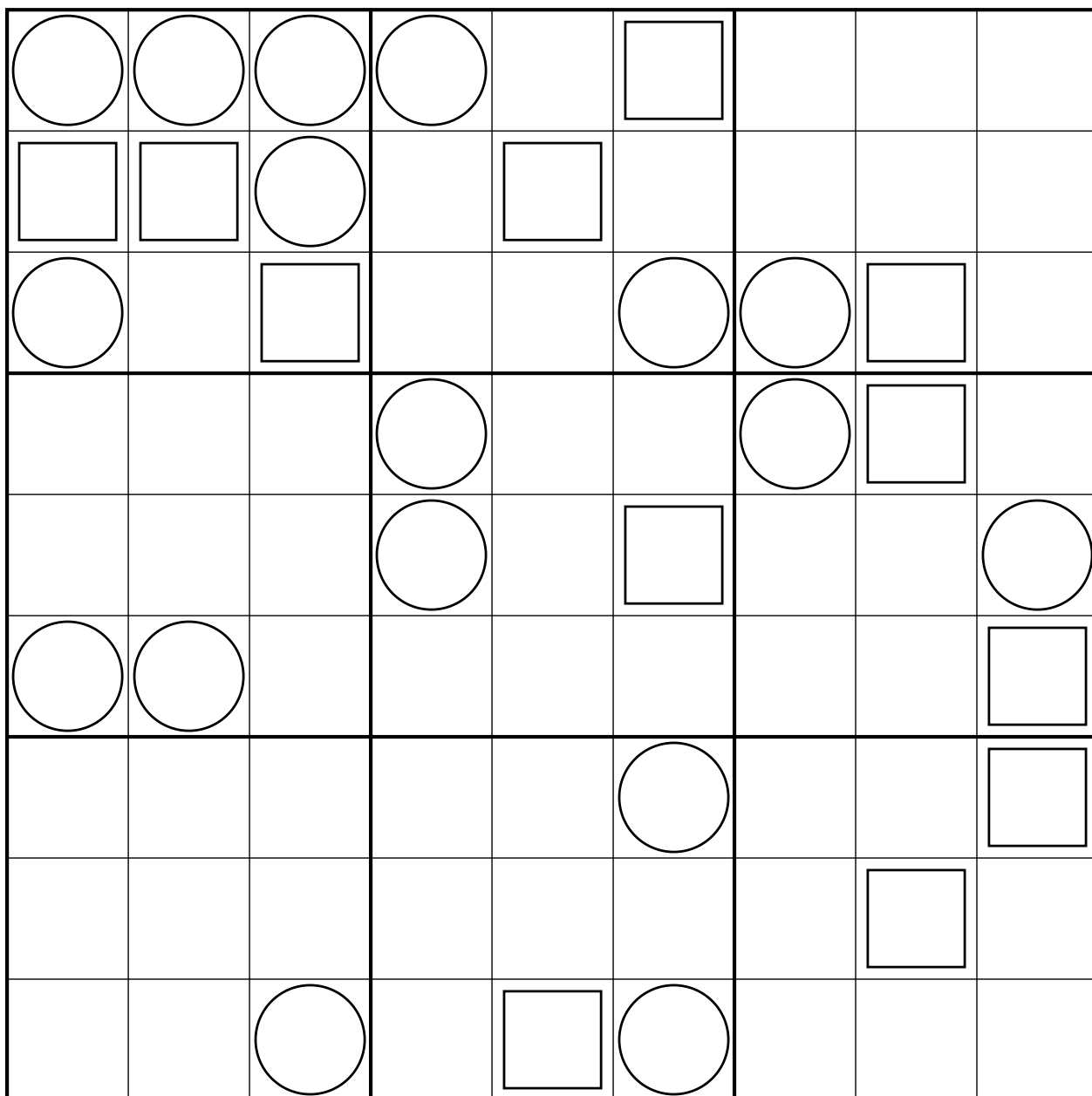


Riverbank · Episode 4

Nessie



- **Normal sudoku:** Fill every row, column and marked 3×3 box with the digits 1 to 9 once each.
- **River & riverbank:** Locate a river (think: classic *snake*) in the grid, consisting of a one-cell wide, non-looping, non-branching string of orthogonally connected cells, which may not touch itself orthogonally (but may diagonally); each border between a river cell and a non-river cell is a riverbank segment (this precludes the grid edge from being counted as riverbank).
- **Riverbank sweeper & sentinel:** Each circled cell is a riverbank sweeper, which counts riverbank segments within the (up to 3×3) surrounding cells; each squared cell is a riverbank sentinel, which counts riverbank segments in its row and column combined (see example image).
- **No negative constraint:** Not all circles and squares are necessarily given.