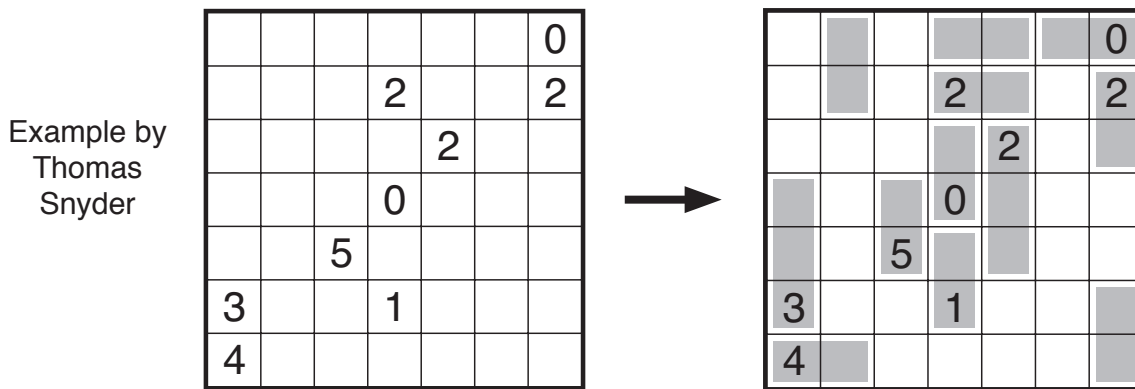# Ghost Tren

Background: Variation of the object placement/object movement puzzle Tren, with new rules that allow for unclued "ghost" blocks and require overall connectivity of white cells. This specific variation with both new rules was originally created by Murat Can Tonta in 2012 but explored much more fully here as an extension of the original Tren.

Rules: Locate some train cars in the grid having size 1×2 or 1×3. Each number in the grid should be part of a car, indicating the number of unoccupied cells the car can move to by traveling along its longest axis. No more than one number can be in a train car; cars can also be placed without any numbers, with no restrictions on their ability to move. All unused cells must be part of a single connected group.

Example by Thomas Snyder

1

Ghost Tren by Murat Can Tonta