

10,000

A Myriad of Puzzles

A pack of 100 puzzles set by
the CTC community

Introduction

In just above 3 years, this community have submitted 10,000 puzzles¹ to the CTC Discord Archive! That's a mind boggling number of puzzles.

To celebrate, a whole bunch of setters have come together to create a pack of **100 puzzles!** They come in all kinds of genres, sizes, and difficulties, so there should be something for everyone. When we first started this project, we didn't know yet whether we'd be able to pull it off. But in the end, it went relatively smoothly. But was it a *good* pack? We'll let you be the judge.

All of the puzzles in this pack are independent of each other, unless explicitly mentioned (in DiMono's four puzzles, specifically), so you may solve as few/many as you want, and in any order. Here are some ideas:

- Do a 100% completion of the pack.
- Print it out and forget about it.
- Solve exactly 1 puzzle in the whole pack.
- Decide that you don't like Sudoku, and solve everything except for Chapter 1.
- Roll a d100 and solve the puzzle that corresponds to the number rolled, then repeat until satisfied.

Thank you to everyone in the server who has made this community as awesome as it is, and thank you to Mark and Simon for bringing us together. Here's to another 10,000 great puzzles!

- *Lavaloid*

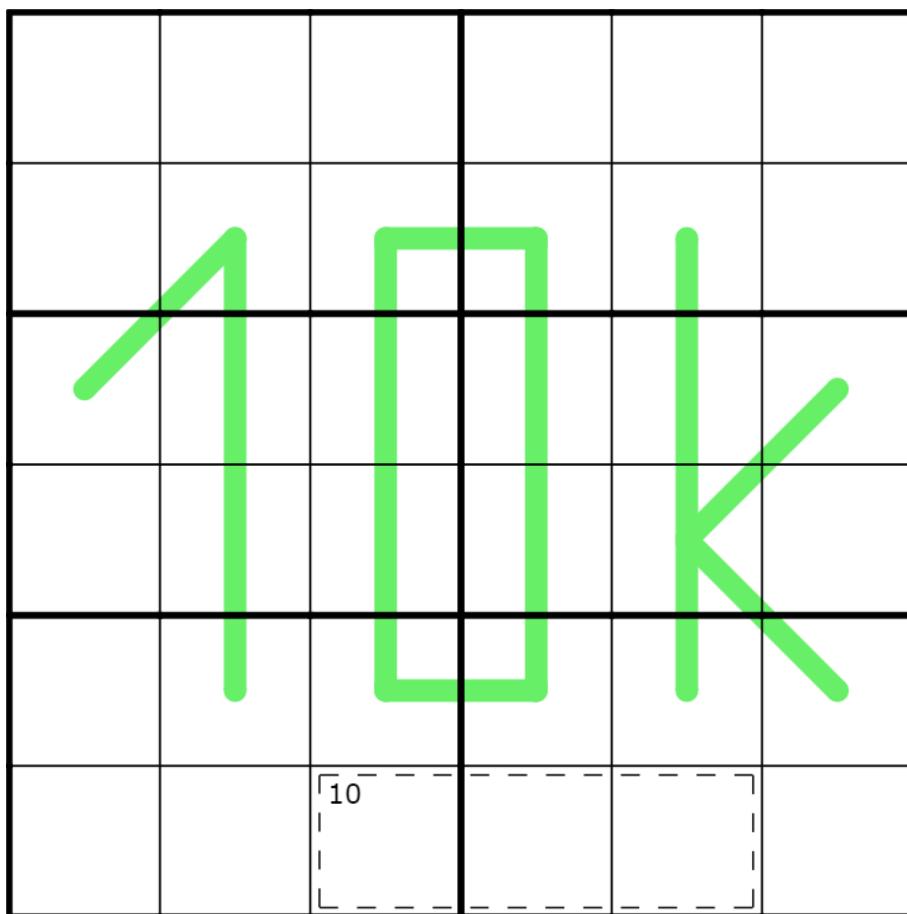
¹Actually, it's a bit more than that — there were some puzzle packs in the archive, but this pack is the 10,000th entry to the archive.

Contents

Sudoku and Latin Square

1.1 10 kage | Malrog

6x6 Sudoku, Whispers, Killer Cage



Rules

Standard 6x6 sudoku rules apply.

Adjacent digits on a green line must differ by at least 3.

Digits in the cage must sum to the total given.

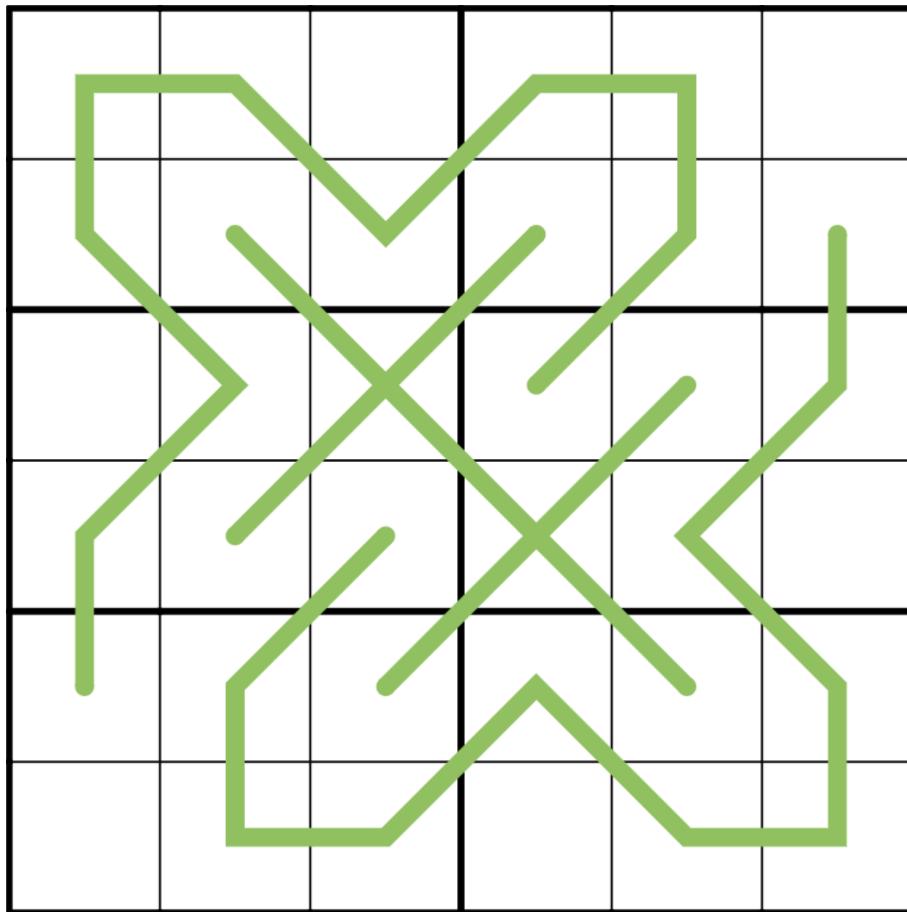
Links

SudokuPad <https://tinyurl.com/3p329y7h>

F-puzzles <https://f-puzzles.com/?id=2nu8nqpr>

1.2 10,000 Hedge Maze | TopAutism

Factorization Puzzle



Rules

Place 1-6 once each in every row, column, and box.

For each line:

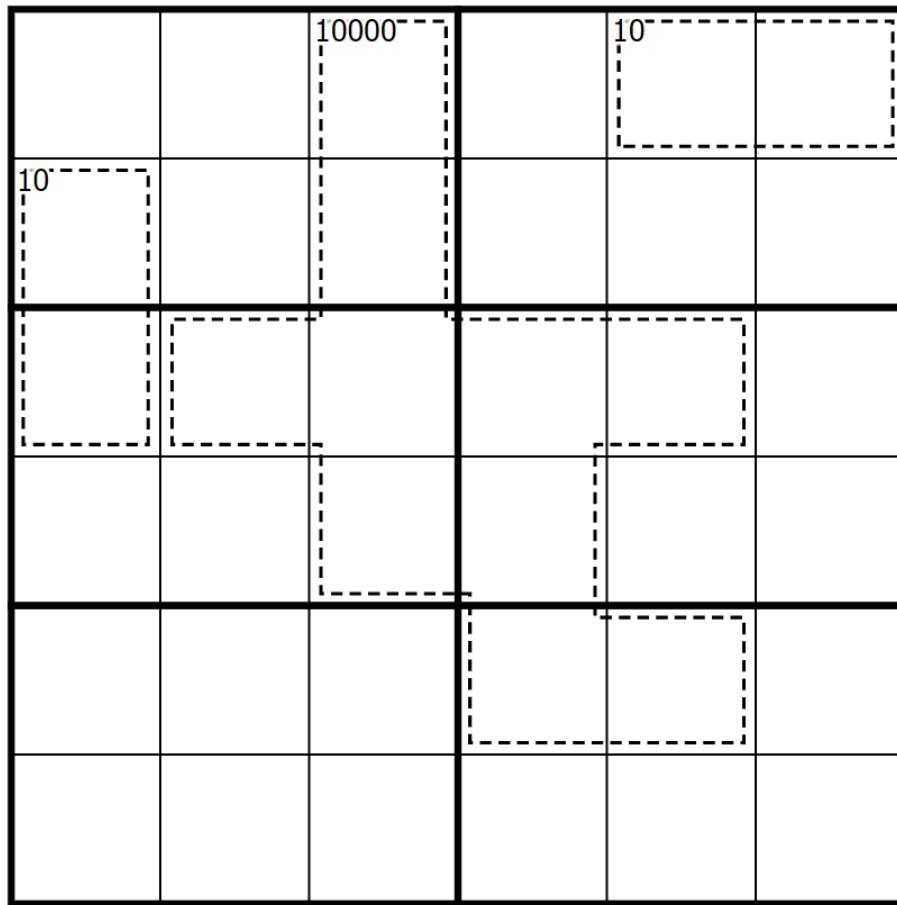
- For each box the line passes through:
 - Sum the digits on that line on that box.
- Multiply those sums together.
- The result must equal 10,000.

Links

CTC App <https://tinyurl.com/2s4jurM2>
F-puzzles <https://f-puzzles.com/?id=2zzu7lme>

1.3 10000 Product Killer | Aspartagcus

Product Killer Sudoku



Rules

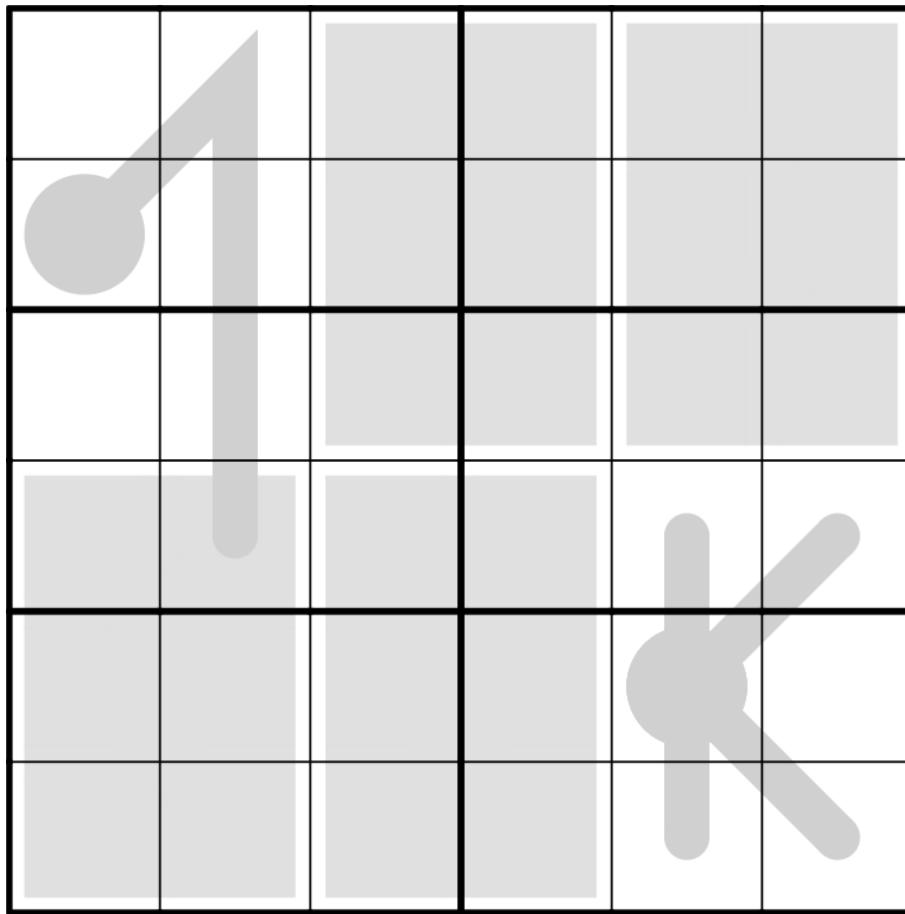
- Standard sudoku rules apply.
- Digits in a cage either sum or multiply to the number in the corner of the cage. Digits may repeat in a cage.

Links

SudokuPad <https://tinyurl.com/29ww25s5>

1.4 10000 with a k | Ymmi

Sudoku



Rules

Normal sudoku rules apply.

Antiknight: Two cells spanned by a knight's move must not contain the same digit.

Extra region: Each grey region contains one set of the digits 1 to 6.

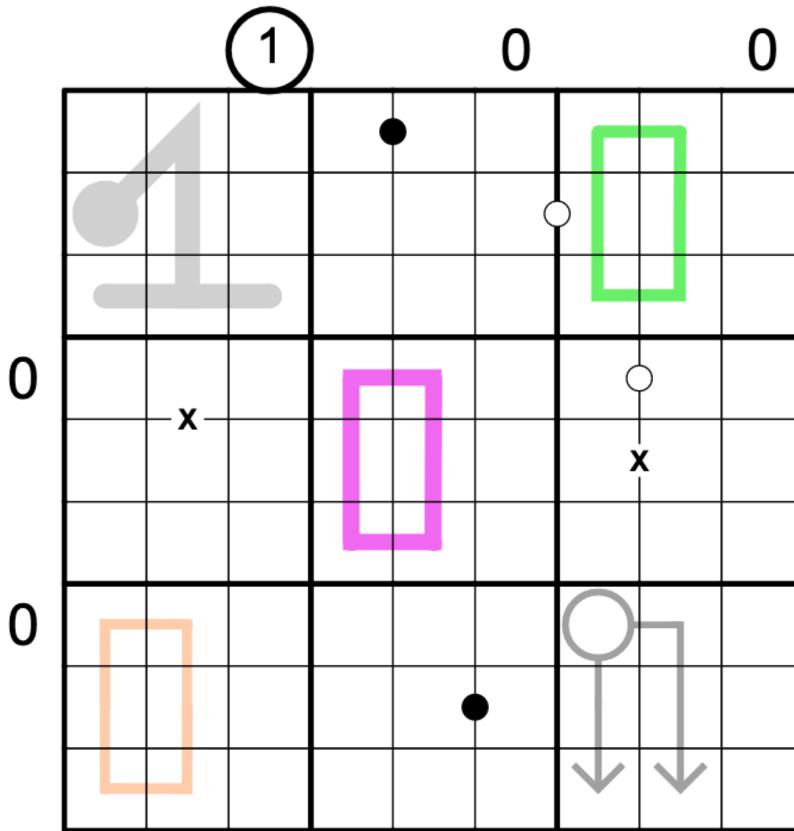
Thermos: Digits along the thermometer must increase from the bulb end.

Links

F-puzzles <https://f-puzzles.com/?id=27hm95mx>

1.5 10Konstraints | SSG

Multi-Variant Sudoku



Rules

Normal sudoku rules apply.

Arrow: Digits along an arrow must sum to the digit in the connected circle.

Consecutive Pairs: Cells connected by a white dot must contain consecutive digits.

Entropic Lines: Along a beige line any run of three cells must contain one low {1,2,3}, one medium {4,5,6}, and one high {7,8,9} digit.

German Whispers: Successive digits along a green line must differ by at least 5.

Ratio Pairs: Cells connected by a black dot must contain digits in a ratio of 1:2.

Renban: Each purple line must contain a non-repeating set of consecutive digits which may appear in any order.

Sandwich: Uncircled clues outside the grid give the sum of the digits placed between the 1 and 9 in that row or column.

Thermo: Digits along a thermometer must strictly increase starting at the bulb.

X Pairs: Cells connected by an X must contain digits summing to 10.

X-Sums: Circled clues outside the grid give the sum of the first X digits from the position of the clue, where X is the first digit encountered.

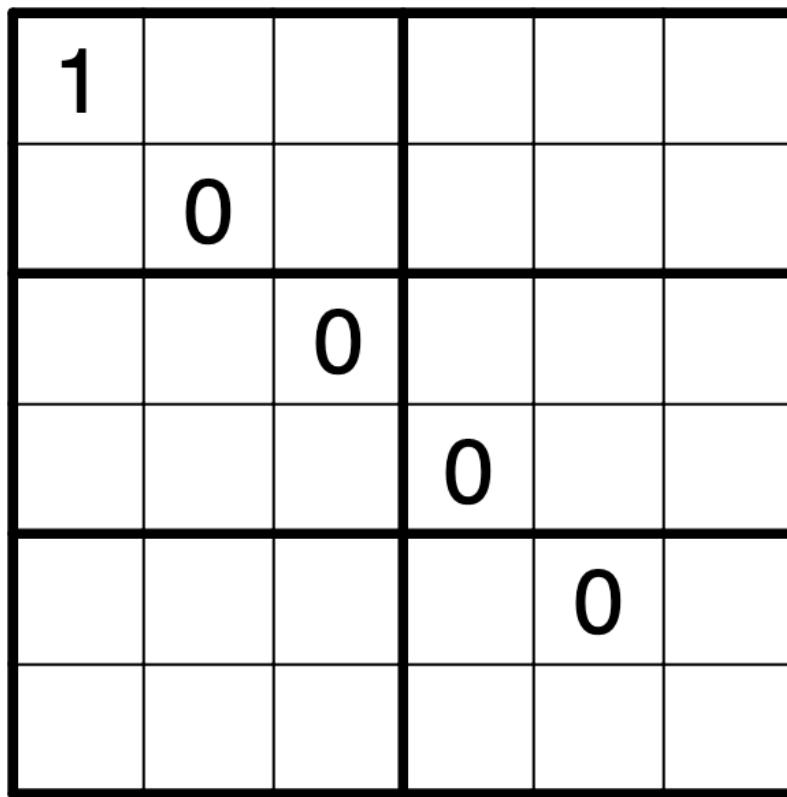
Links

F-puzzles <https://f-puzzles.com/?id=2gaqeurn>

CTC App <https://tinyurl.com/2ae6v74y>

1.6 10k (Not) In a Row | SSG

Non-Consecutive Sudoku



Rules

Place the digits 0-5 once each in each row, column, and 2x3 box.

Non-Consecutive: Orthogonally adjacent cells may not contain consecutive digits.

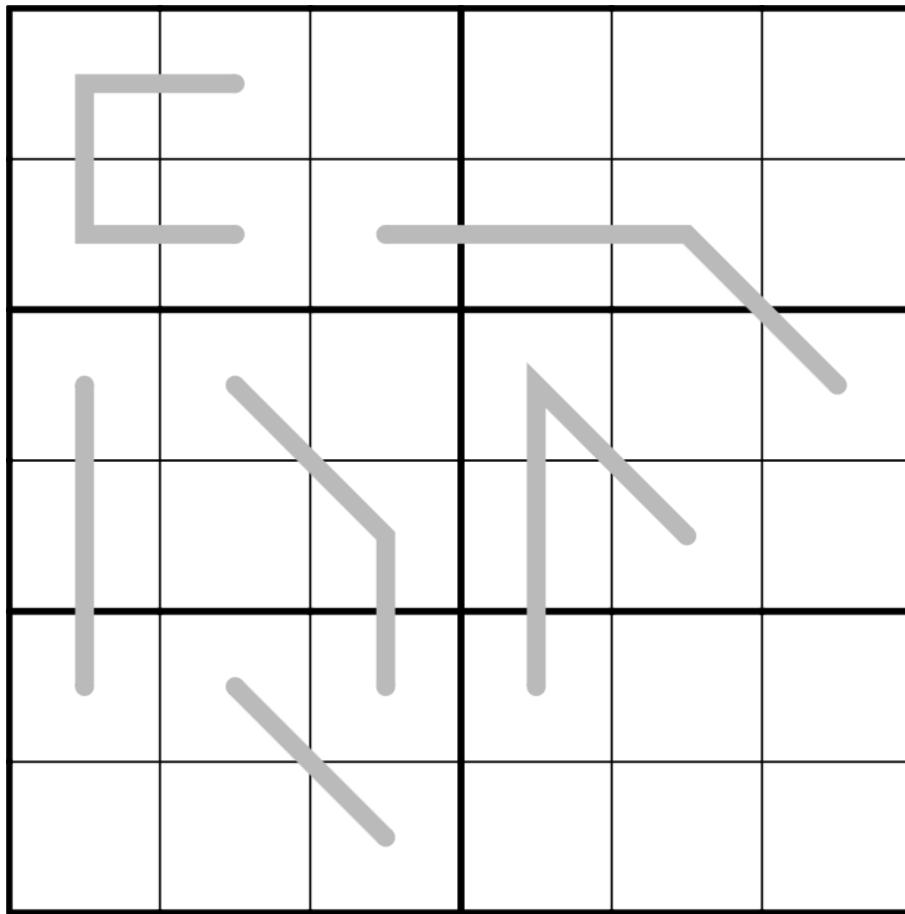
Links

Penpa+ <https://tinyurl.com/4393b7ey>

CTC App <https://tinyurl.com/yc2x4vxv>

1.7 10k Equalines | Xendari

Sudoku, Equalines



Rules

Normal sudoku rules apply.

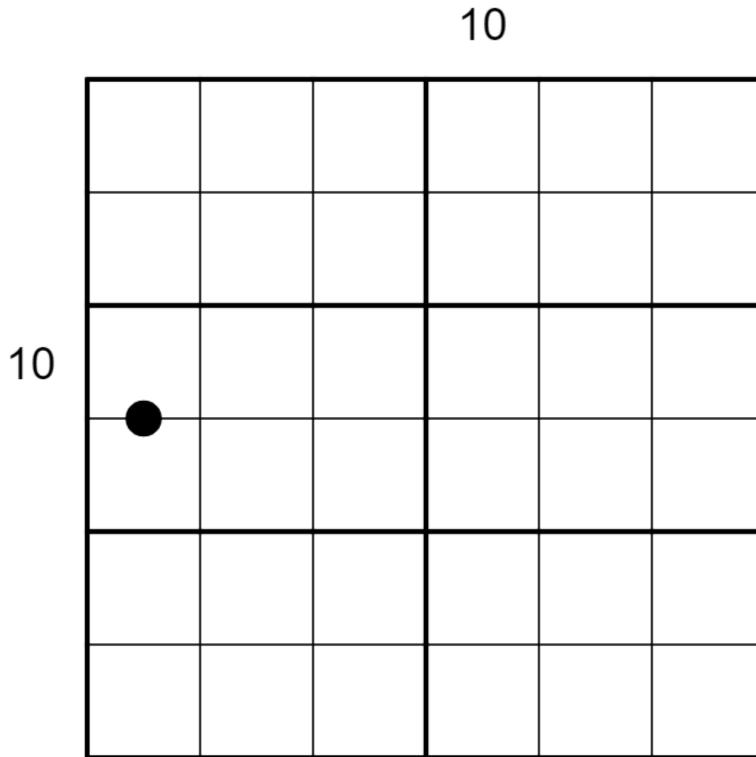
Digits on each line must sum to the same number. Digits may repeat on a line where allowed by other rules.

Links

SudokuPad <https://tinyurl.com/5d8m6z4w>

1.8 10k gourmet | Ymmi

Sudoku Variant



Rules

Normal 6x6 sudoku rules apply.

Clues outside the board are simultaneously Sandwich sum clues and Little killer clues (for all diagonals they see)

Sandwich sums - numbers outside the grid indicate the sum of digits between 1 and 6 in the corresponding row\column.

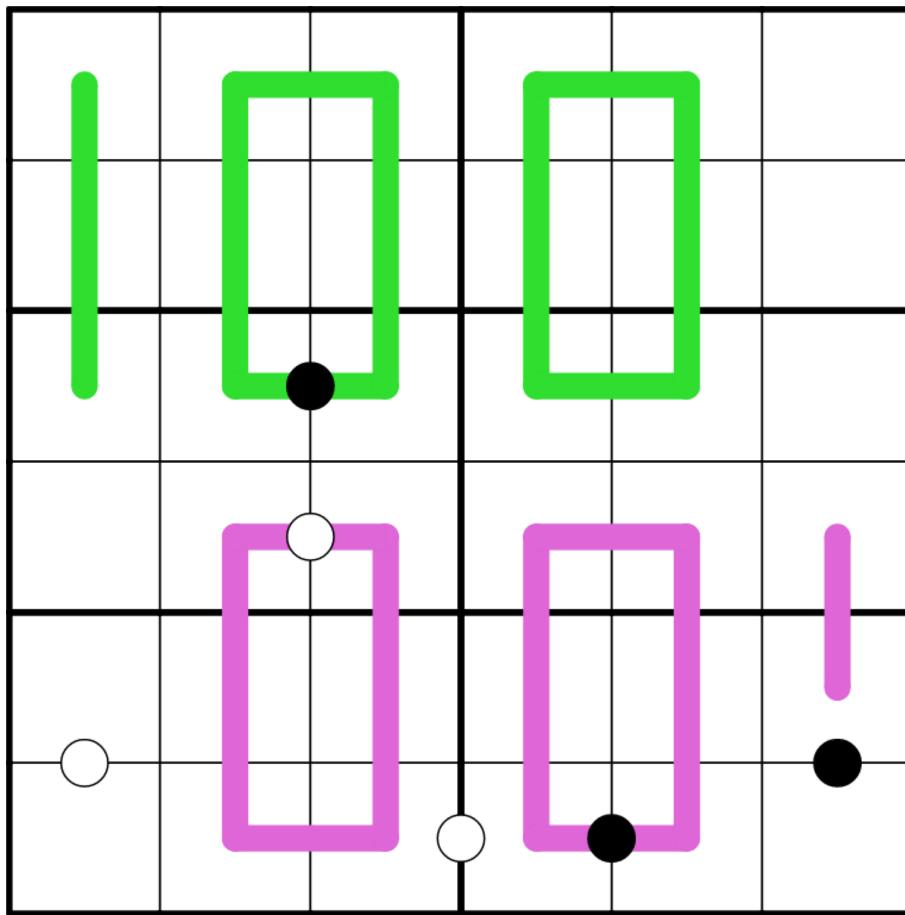
Little killer clues - Clues outside the grid give the sum of the digits along each diagonal it sees.
Black dot separates the digits in ratio 1:2.

Links

F-puzzles <https://f-puzzles.com/?id=2nqefx3h>

1.9 20000 Truths and 10000 Lies | MicroStudy

Sudoku, Liar Clues, German Whispers, Renban, Kropki Pairs



Rules

Normal 6x6 Sudoku rules apply: Place the digits 1-6 once each into every row, column and 2x3 box.

Standard variant rules apply. However, exactly one instance of each given clue type is incorrect. There are no negative constraints.

Standard variant clue types included: Black Kropki Dots, White Kropki Dots, German Whispers (difference of ≥ 3), Renban

Detailed Variant Rules:

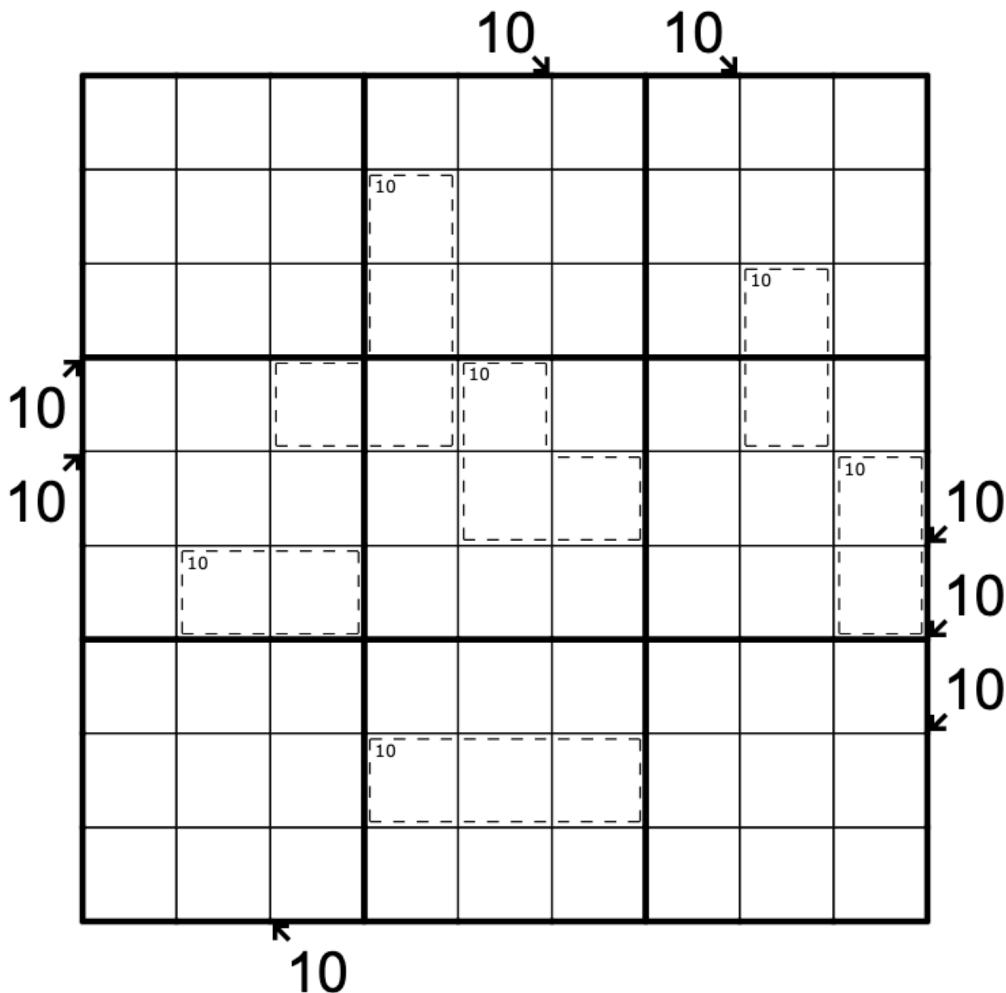
- Black Kropki Dots: Digits separated by a black Kropki dot must be in a ratio of 1:2.
- White Kropki Dots: Digits separated by a white Kropki dot must be consecutive.
- German Whispers (6x6): Adjacent digits along a green German Whispers line must differ by 3 or more.
- Renban: Digits along a purple Renban line must form a set of consecutive, non-repeating digits in any order.

Links

CTC App <https://tinyurl.com/45nvwt5c>

1.10 A 10 Dance | SSG

Killer/Little Killer Sudoku



Rules

Normal sudoku rules apply.

Killer: Digits may not repeat in cages and must sum to the given total.

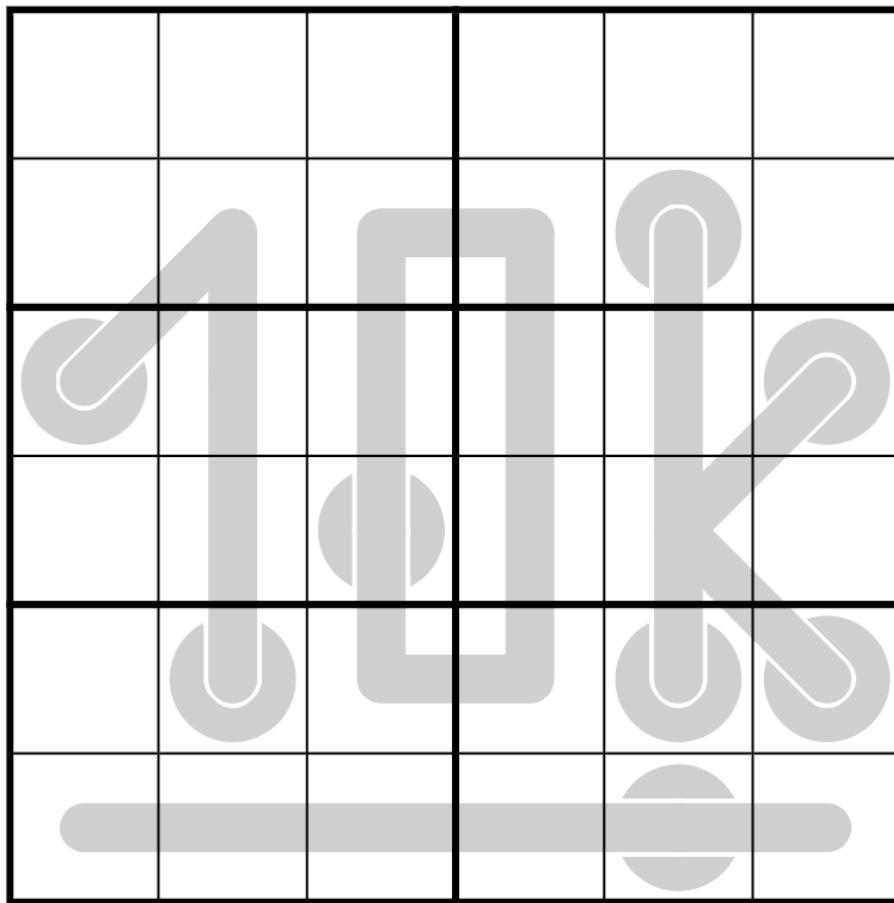
Little Killer: Digits along an indicated diagonal must sum to the given total and may repeat if allowed by other rules.

Links

F-puzzles <https://f-puzzles.com/?id=2mldl92a>
 CTC App <https://tinyurl.com/47hz3c4f>

1.11 Ambiguous 10k thermometers | Aspartagcus

Thermo Sudoku



Rules

- Standard 6x6 sudoku rules apply.
- Digits increase from the bulb to the tip of each thermometer. The location of the tips of the thermometers need to be disambiguated by the solver.

Links

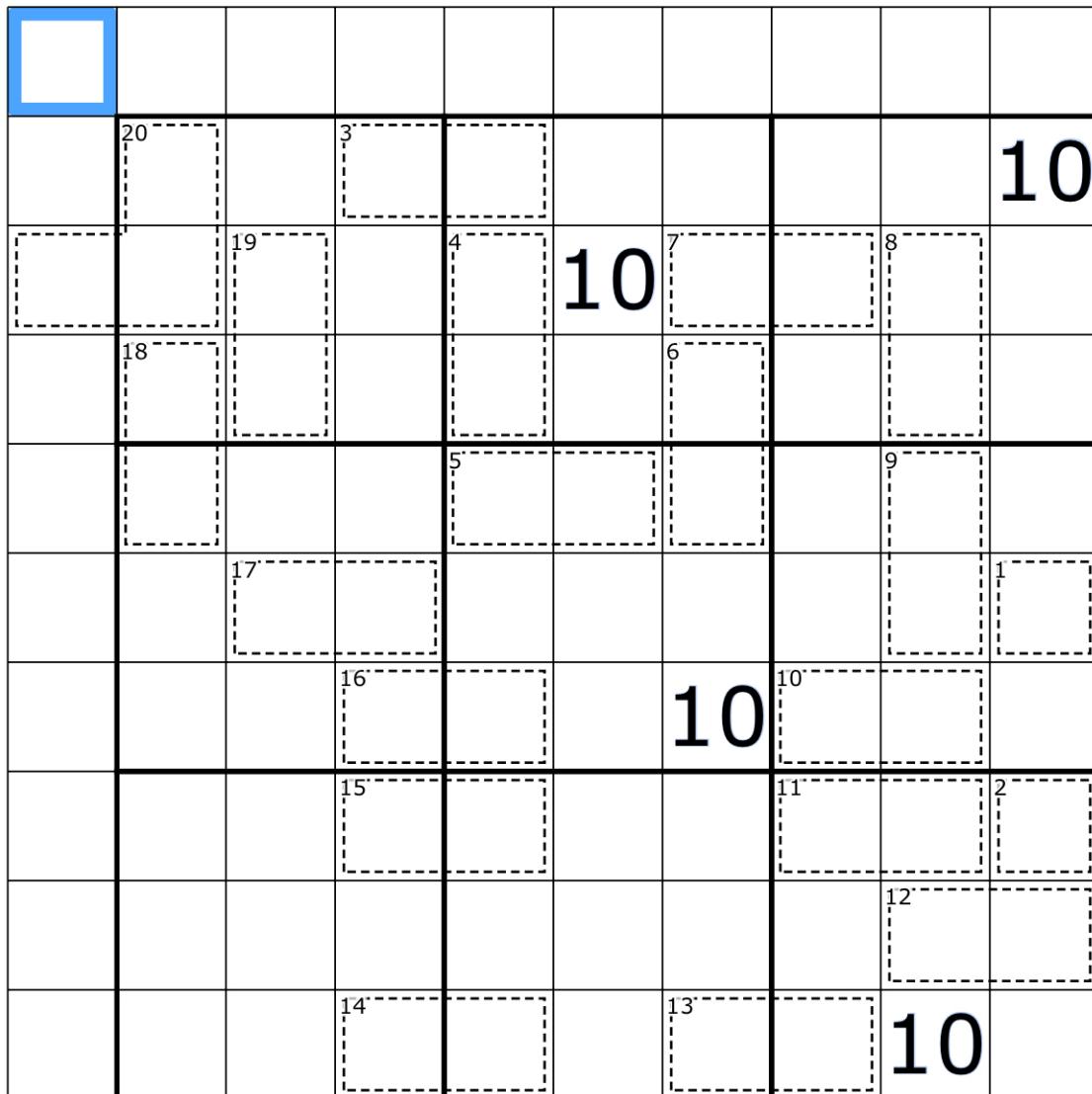
SudokuPad <https://tinyurl.com/5n875un9>

1.12 Blackbird Pie | jubale, Malrog

Sudoku



Sing a song of six pence, a 10x10 Sudoku.
 Four tens, twenty cages baked just for you!
 Hope you solve the tricky bits, or at least you give a try.
 But work this puzzle carefully, it's easy to go awry.



Rules

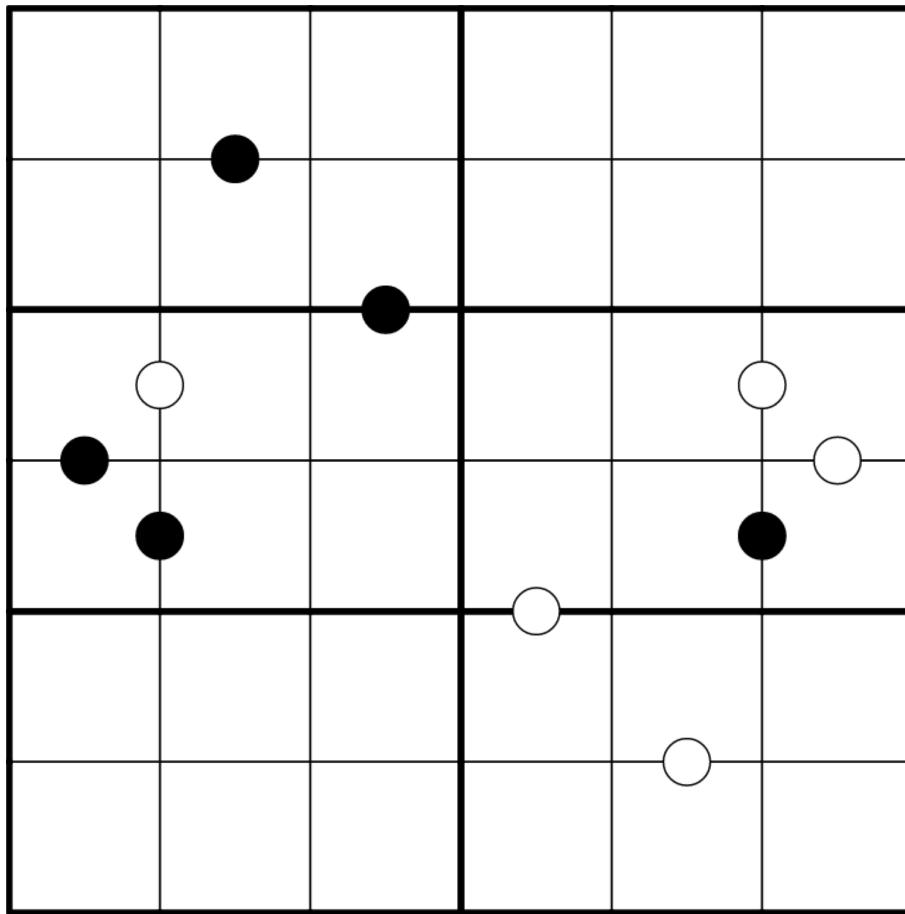
Place the numbers 1-10 once each in every row and column, such that no digit repeats in any 3x3 box. Use a 0 in place of 10 within the CTC app. It's value still counts as 10 for cages.

Links

SudokuPad <https://tinyurl.com/385kfp47>

1.13 DecaDots | SSG

Kropki Pairs Sudoku



Rules

Normal 6x6 sudoku rules apply.

Kropki Pairs: Cells connected by a white dot must contain consecutive digits. Cells connected by black dots must contain digits in a 1:2 ratio. Not all possible dots are necessarily given.

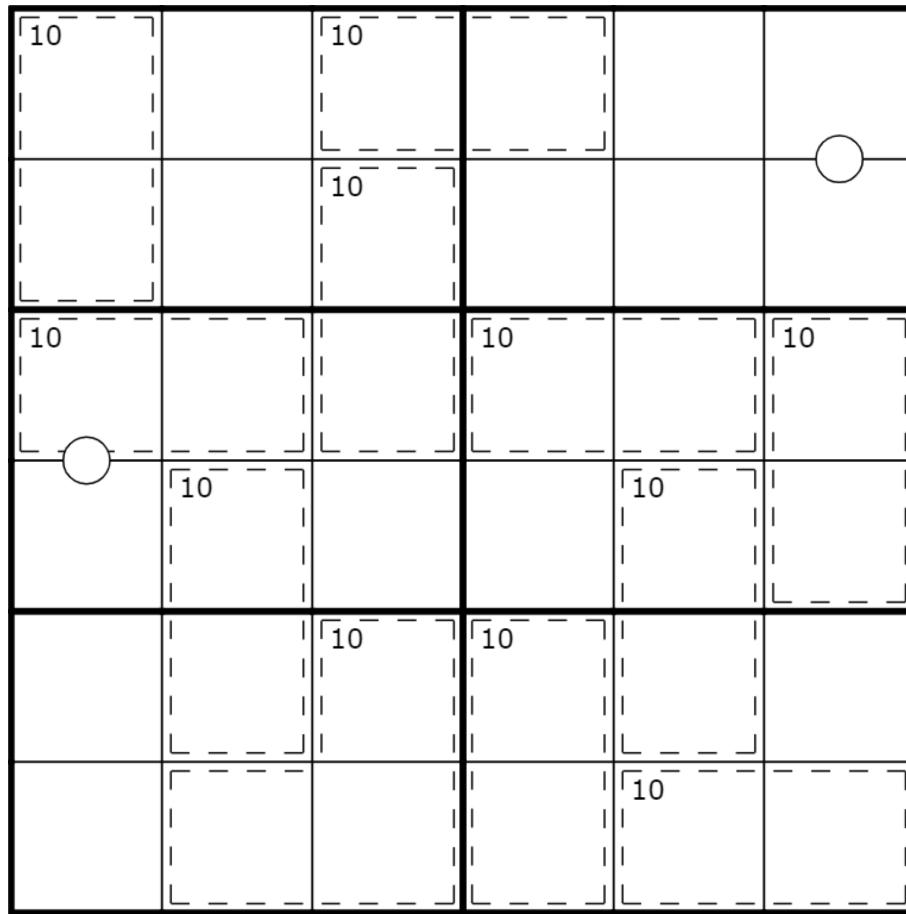
Links

F-puzzles <https://f-puzzles.com/?id=2oytpytl>

CTC App <https://tinyurl.com/2efn5c8f>

1.14 Killing it at 10k | Degustaf

Killer Mean Mini Sudoku



Rules

Place 6 of the digits from 1 to 9 into the grid so that no digit repeats in any row, column, or box.

Digits in a cage must sum to the total given in the corner.

Digits separated by a white kropki dot must be consecutive.

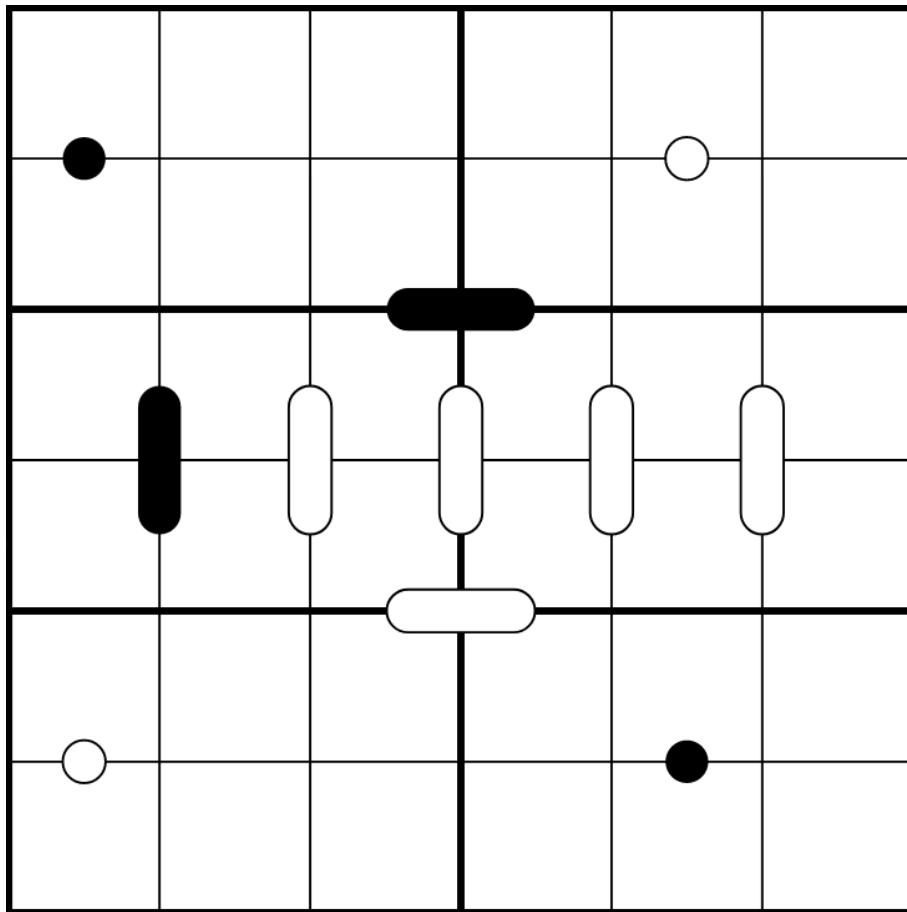
Links

SudokuPad <https://tinyurl.com/4wbzeznb>

1.15 Kr0000pki D0000ts | MicroStudy

Sudoku, Kropki Pairs, Kroopki Doots

★★☆☆☆



Rules

Normal 6x6 Sudoku rules apply. Place the digits 1-6 once each into every row, column and 2x3 box.

Kropki Dots: Digits separated by a white Kropki dot must be consecutive. Digits separated by a black Kropki dot must have a ratio of 1:2. Not all Kropki dots are necessarily given.

Kroopki Doots: Sets of digits separated by a white Kroopki doot (the long, ellipse-looking things) must have their respective sums be consecutive. Sets of digits separated by a black Kroopki doot must have their respective sums be in a 1:2 ratio. Not all Kroopki doots are given.

Links

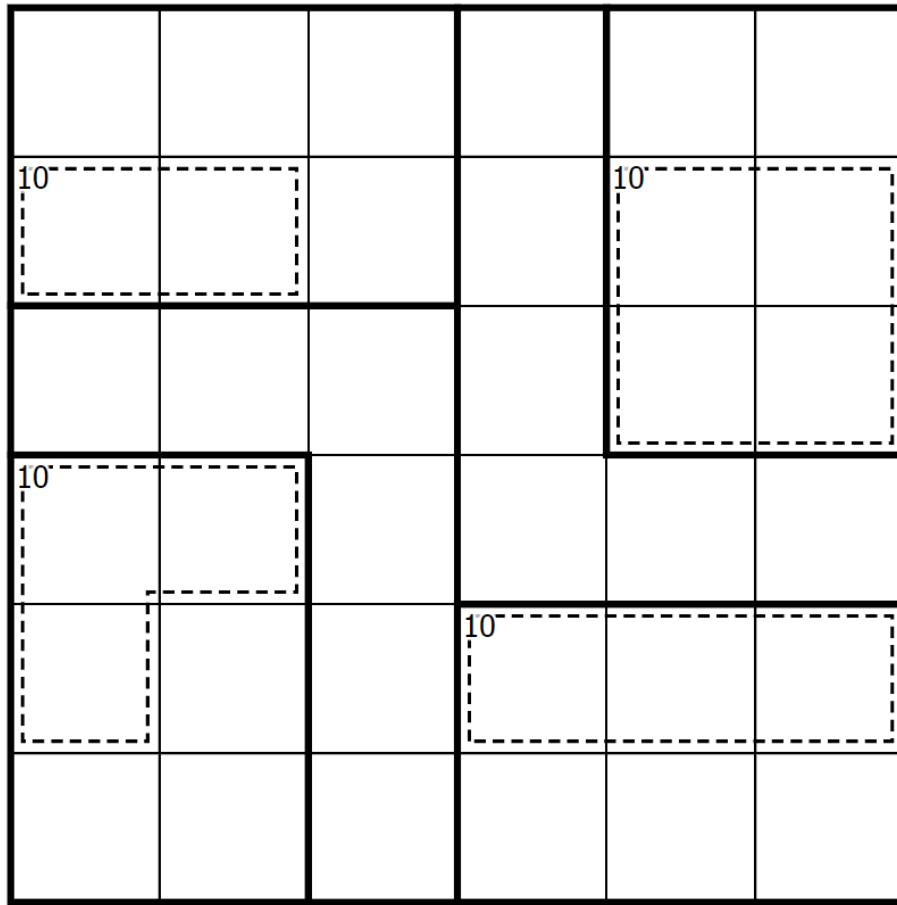
CTC App <https://tinyurl.com/yp6hhhz>

1.16 Mobile Oubliettes | DiMono

Irregular 6x6 Anti-Knight Killer



The second of four



Rules

Irregular 6x6: Place the numbers 1-6 into each row, column, and region, exactly once.

Anti-knight: Cells separated by a knight's move must contain different digits.

Killer Cages: Cells inside a cage must sum to the total in the top left of the cage without repeating any digits.

Links

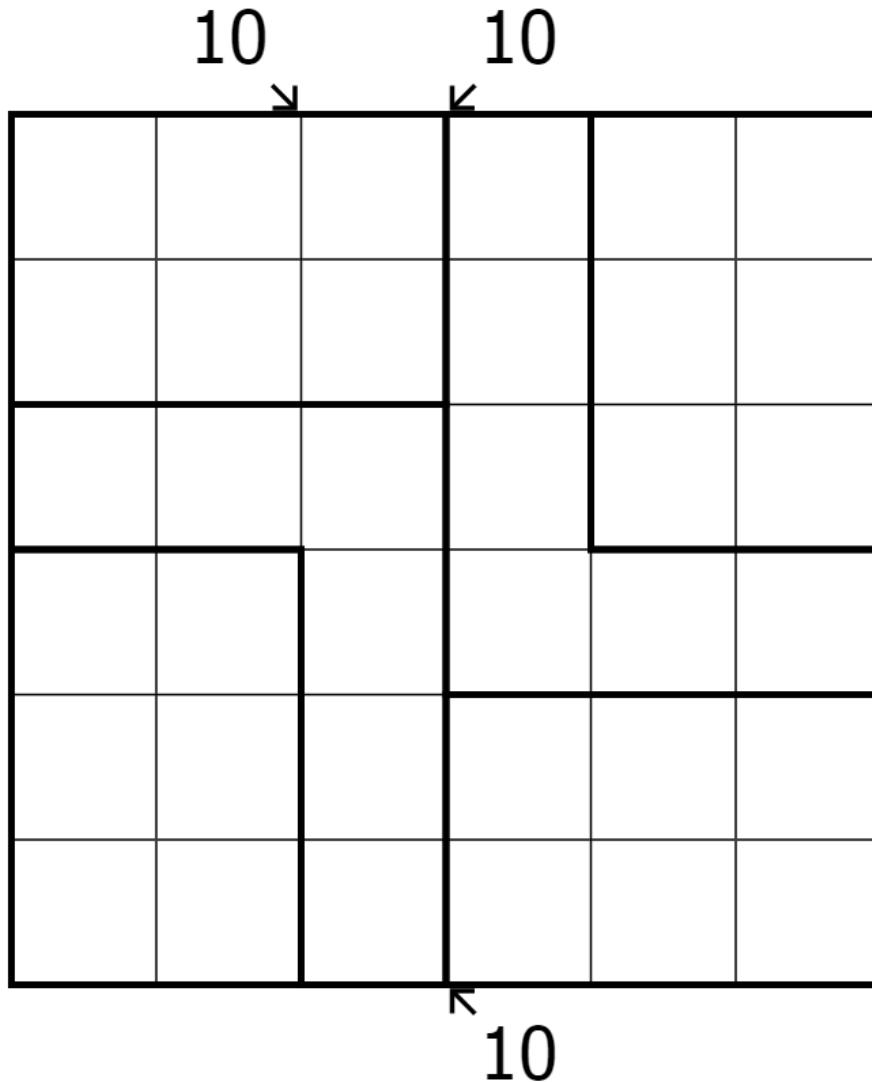
F-puzzles <https://f-puzzles.com/?id=2f6fnhux>
 CTC App <https://tinyurl.com/MobileOubliettes>

1.17 Mounted Archers | DiMono

6x6 Irregular Anti-Knight Little Killer



The first of four in a set



Rules

Irregular 6x6: Place the numbers 1-6 into each row, column, and region, exactly once.

Anti-knight: Cells separated by a knight's move must contain different digits.

Little Killer: Digits along an indicated diagonal must sum to the value of the clue.

Links

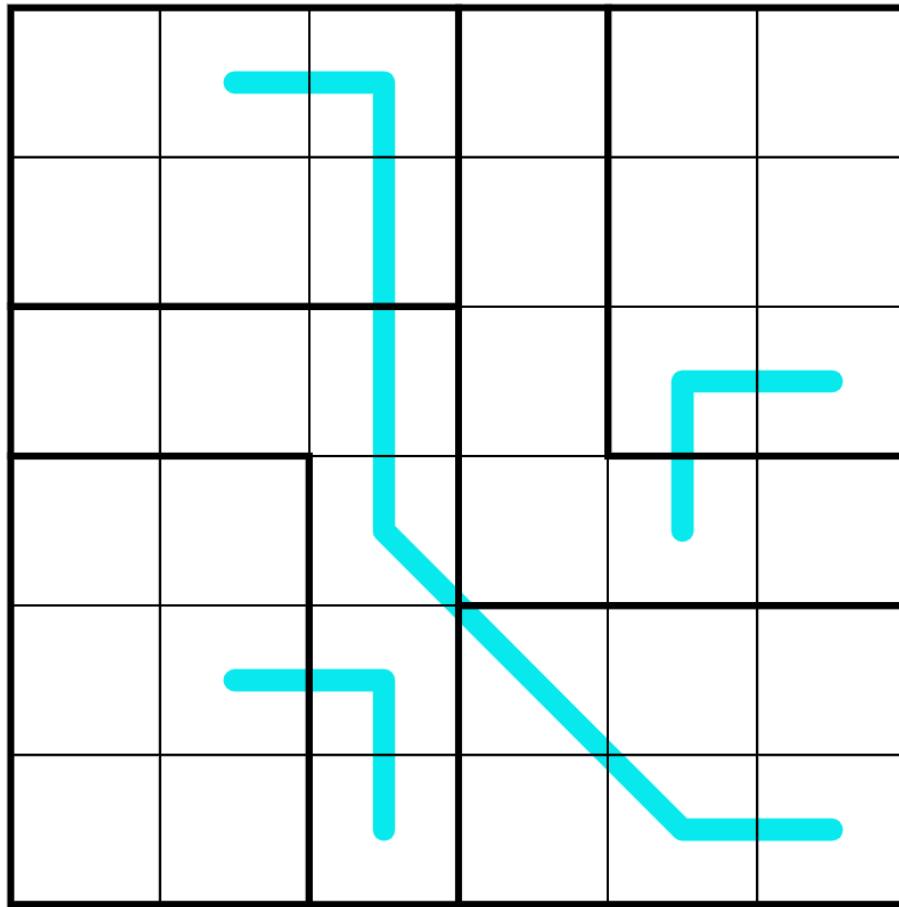
F-puzzles <https://f-puzzles.com/?id=2mxb5kzu>
CTC App <https://tinyurl.com/MountedArchers>

1.18 Mounted Divisions | DiMono

6x6 Irregular Anti-Knight Region Sum Lines



The third of four



Rules

Irregular 6x6: Place the numbers 1-6 into each row, column, and region, exactly once.

Anti-knight: Cells separated by a knight's move must contain different digits.

Region Sum Lines: Digits on a blue line add to the same sum in each box the line appears in.

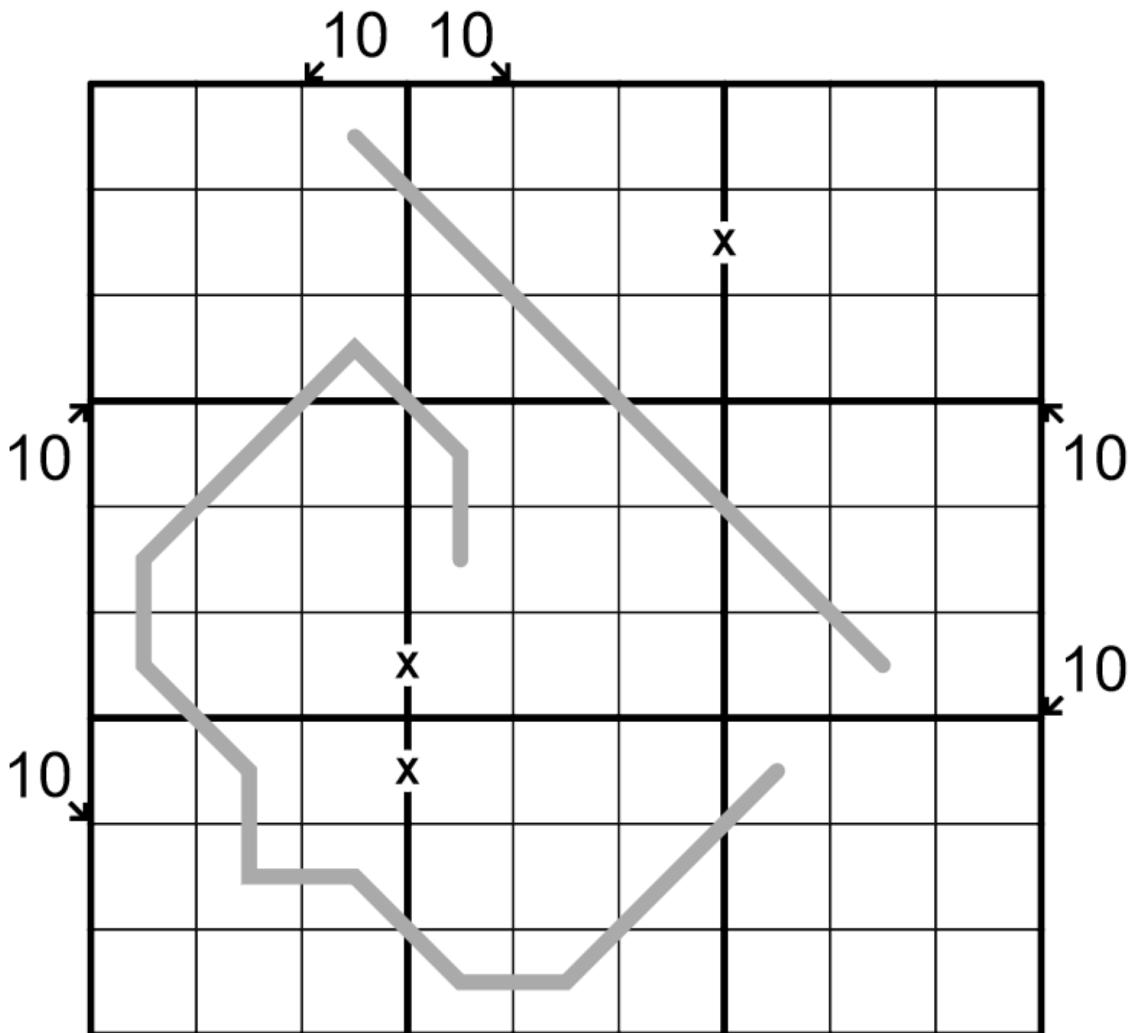
Links

F-puzzles <https://f-puzzles.com/?id=2xzh6la2>

CTC App <https://tinyurl.com/MountedDivisions>

1.19 Production Lines | James Sinclair

Sudoku



Rules

Normal sudoku rules apply. The product of the digits along each gray line is 10,000. Clues outside the grid give the sum of the digits along the indicated diagonal. Digits in cells separated by an X sum to 10.

Links

F-puzzles <https://f-puzzles.com/?id=2nuxkjug>
SudokuPad <https://tinyurl.com/3fdr4pe2>

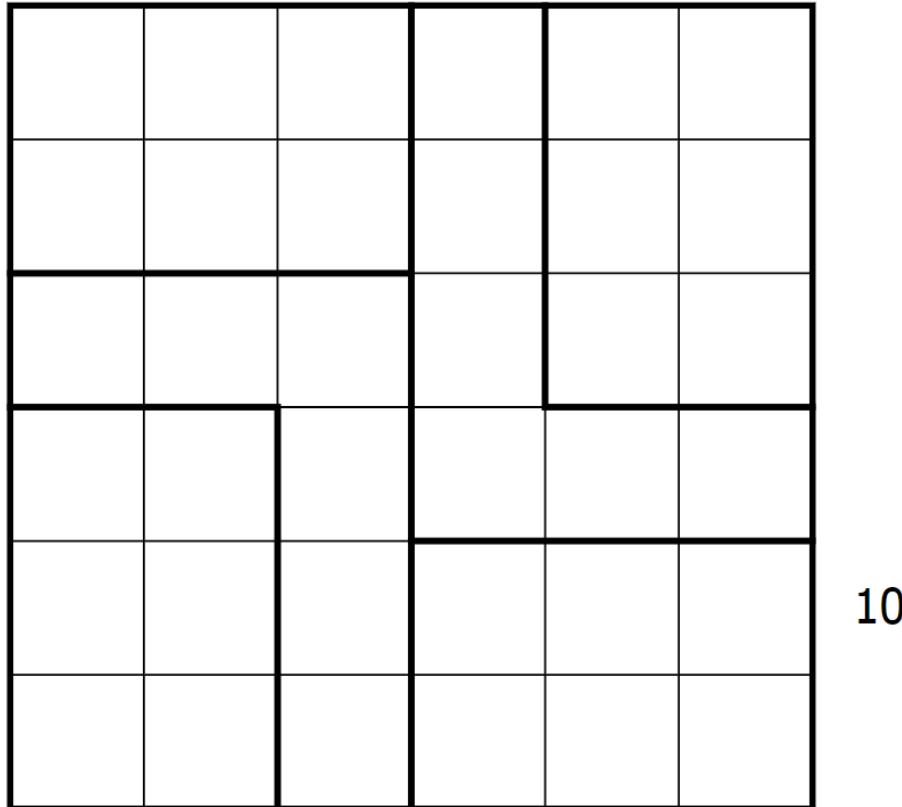
1.20 Same As It Ever Was | DiMono

6x6 Irregular Anti-Knight X-Sums + Deja Vu



The fourth of four.

10



Rules

Irregular 6x6: Place the numbers 1-6 into each row, column, and region, exactly once.

Anti-knight: Cells separated by a knight's move must contain different digits.

X-Sums: Clues outside the grid indicate the sum of the first X cells that are "seen" from the clue, where X is the digit in the first seen cell.

Deja Vu: This puzzle has a unique solution - if you've been paying attention to my puzzles in this pack.

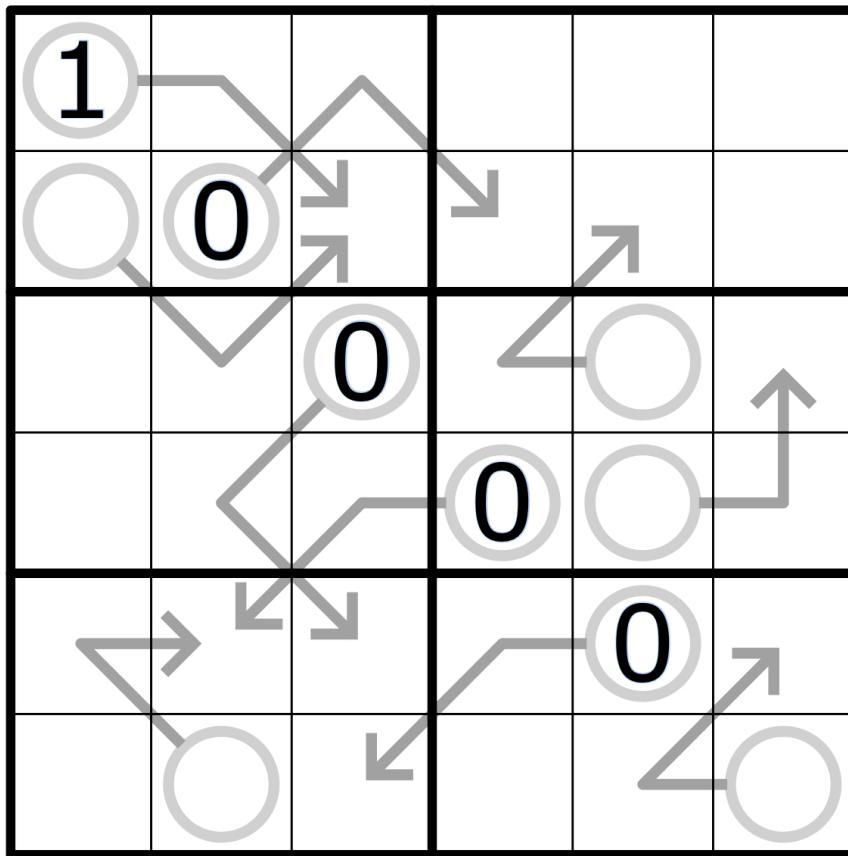
Links

F-puzzles <https://f-puzzles.com/?id=23o29sua>

CTC App <https://tinyurl.com/CTCSameAsItEverWas>

1.21 Small Differences | jubale

Sudoku, Subtraction Arrows



Rules

Place 0-5 in each row, column, and box without repeats.

Arrows are subtraction defined by BULB = MIDDLE - TIP.

Links

SudokuPad <https://tiny.puz.com/2xht3ete>

Penpa+ <https://tinyurl.com/2c5qqre4>

1.22 Su10ku! | SSG

Classic Sudoku



		5			6	7	8	
1	8				5		6	
	3				7		5	
7	1	2			8	5	4	
5		1			8			
8	7				6			
4	2							
6		3				1		

Rules

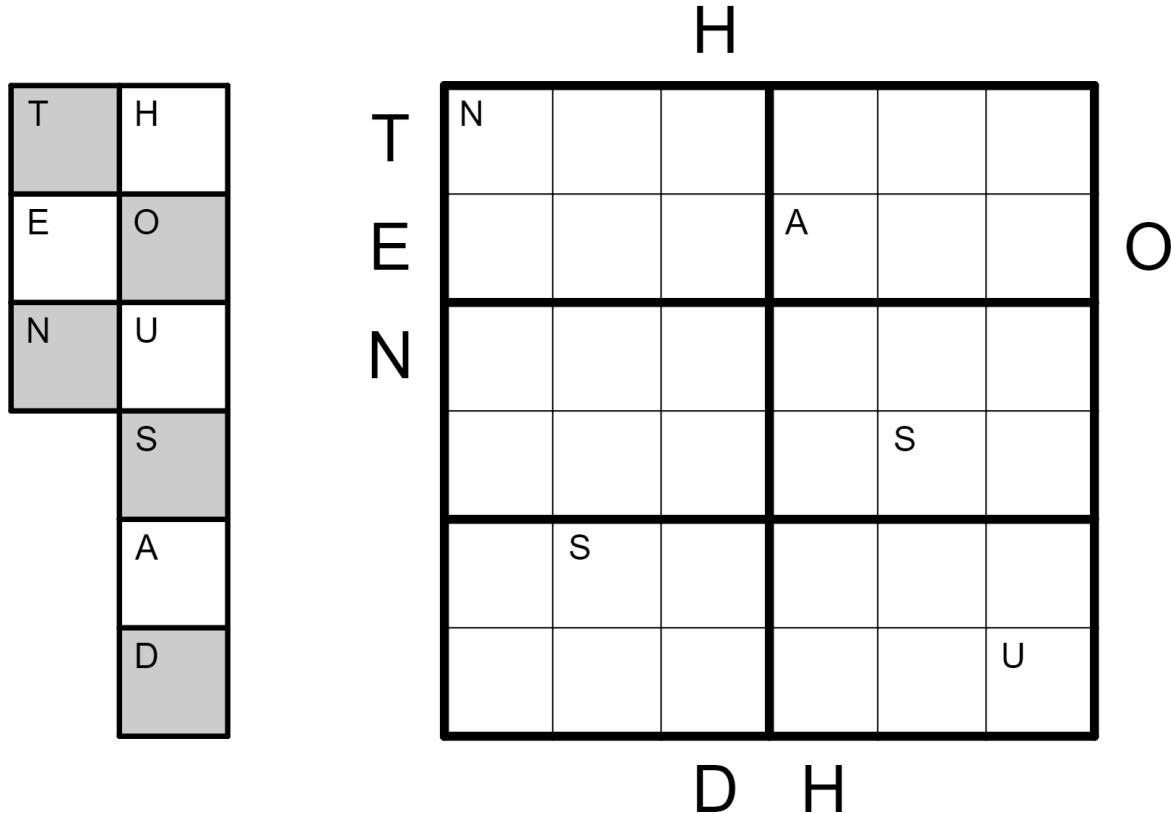
Normal sudoku rules apply.

Links

- CTC App <https://tinyurl.com/6n76punx>
F-puzzles <https://f-puzzles.com/?id=2d4aupae>

1.23 TEN HOUSAD | Xendari

Sudoku, X-Sums, Cipher



Rules

Normal 6x6 sudoku rules apply.

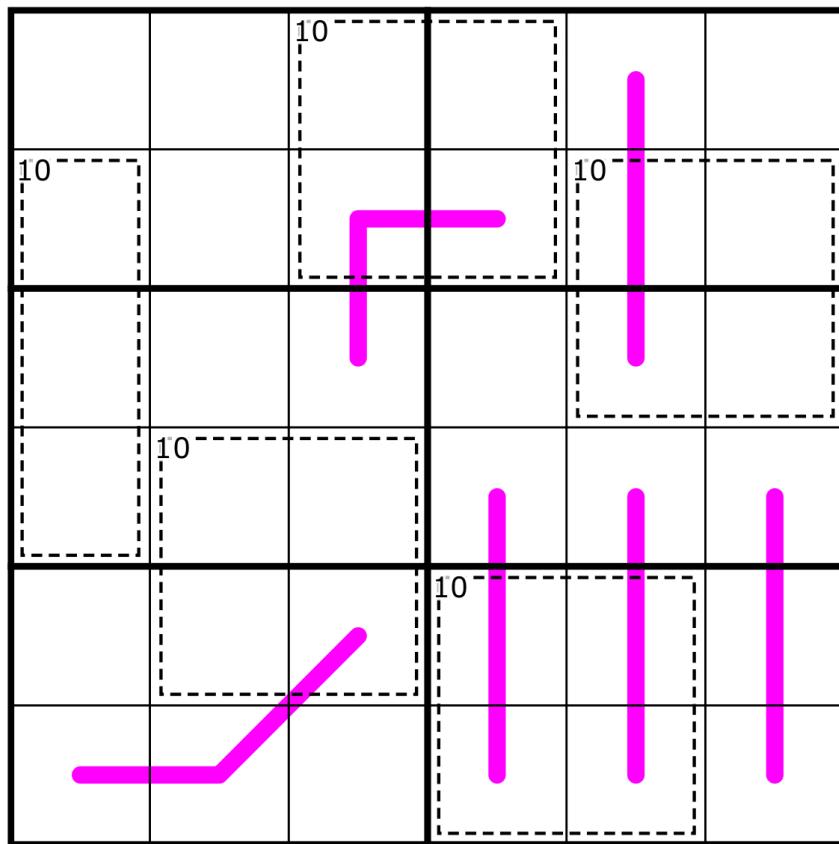
Each letter represents a different number from 1-9. Clues outside the grid give the sum of the first X cells in that direction, where X is the first cell seen from that direction. A cell with a letter must contain its associated digit.

Links

Penpa+ <https://tinyurl.com/dm39rn8e>

1.24 Tenban | jubale

Sudoku/Renban,Killer



Rules

Place the numbers 0-5 in every row, column and 2x3 box.

Digits in a cage may not repeat, and sum to the number in the corner.

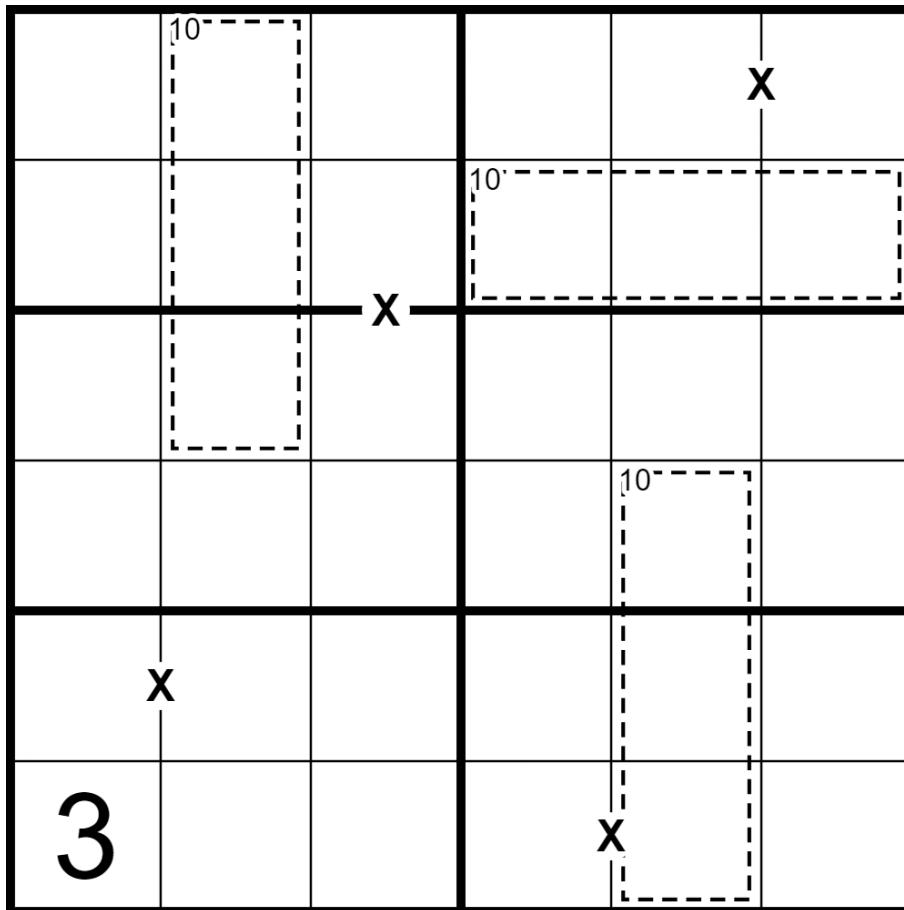
Digits on a purple renban line are consecutive, in any order.

Links

CTC App <https://tinyurl.com/2uu9nc4f>

1.25 X-Knight | myShoggoth

Sudoku, Killer, XV



Rules

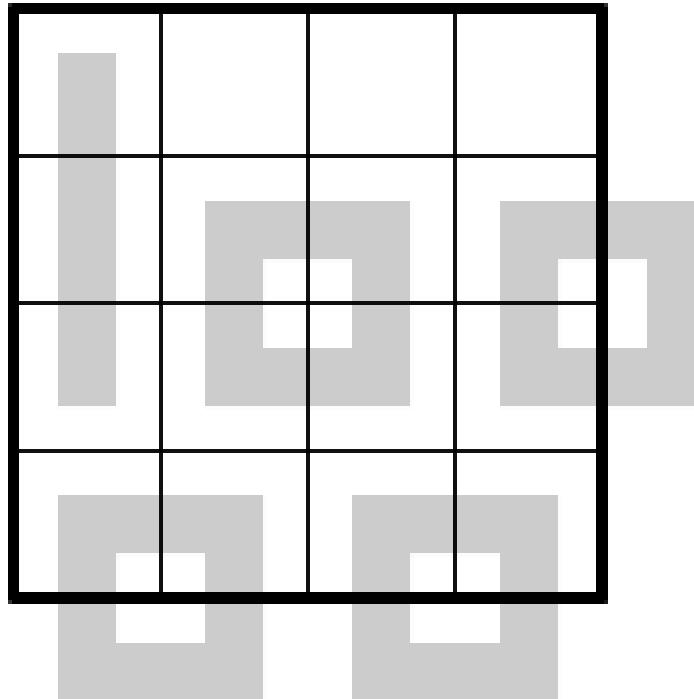
Normal 6x6 sudoku rules apply. The same digit may not repeat a chess knight's move apart. Digits separated by Xs must sum to 10. Digits in killer cages sum to the number in its upper left, and may not repeat. Not all Xs are necessarily given.

Links

CTC App <https://tinyurl.com/4av6bhjs>

1.26 loooo | Lavaloid

Renban Skyscrapers



Rules

Skyscraper: Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. A clue outside the grid represents how many cells in the corresponding row or column contain a larger number than all cells before it in that row or column from the direction of the clue.

Renban: Digits along the given lines must form a non-repeating consecutive group of numbers in any order. Some of the digits may be outside the grid, where they behave as skyscrapers clues.

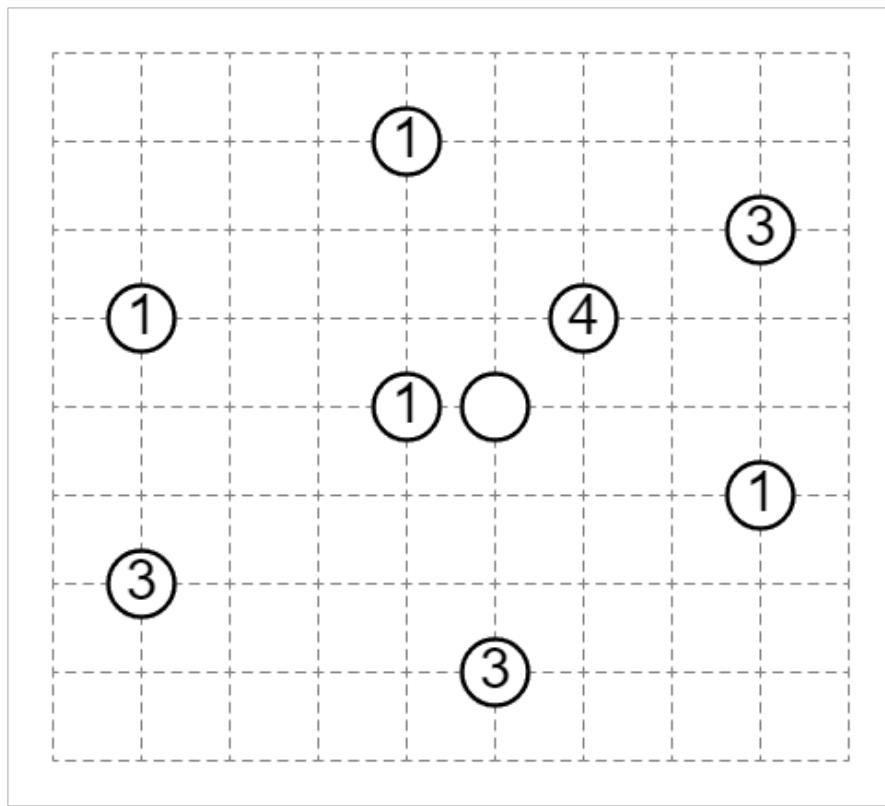
Solving note: For answer check, fill in all cells with cages.

Links

Penpa+ <https://tinyurl.com/2gcbjbttx>

2.1 10^4 | Malrog

Ichimaga



Rules

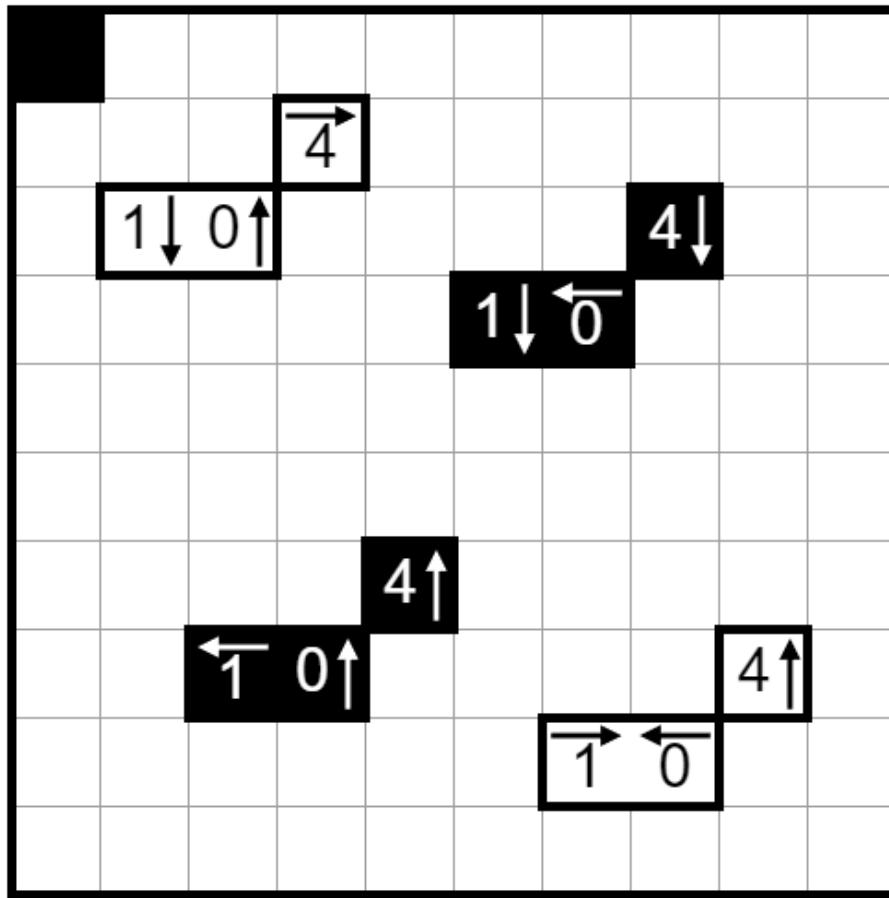
Draw paths along the grid lines connecting pairs of circles such that all circles form one connected network. Paths may not cross each other or themselves, and a path may not turn more than once. A number in a circle indicates how many paths are connected to it.

Links

Puzz.link <https://puzz.link/p?ichimaga/10/9/tbqdbhek1.rbdqdr>

2.2 10^4 Castle Wall | Stef

Castle Wall



Rules

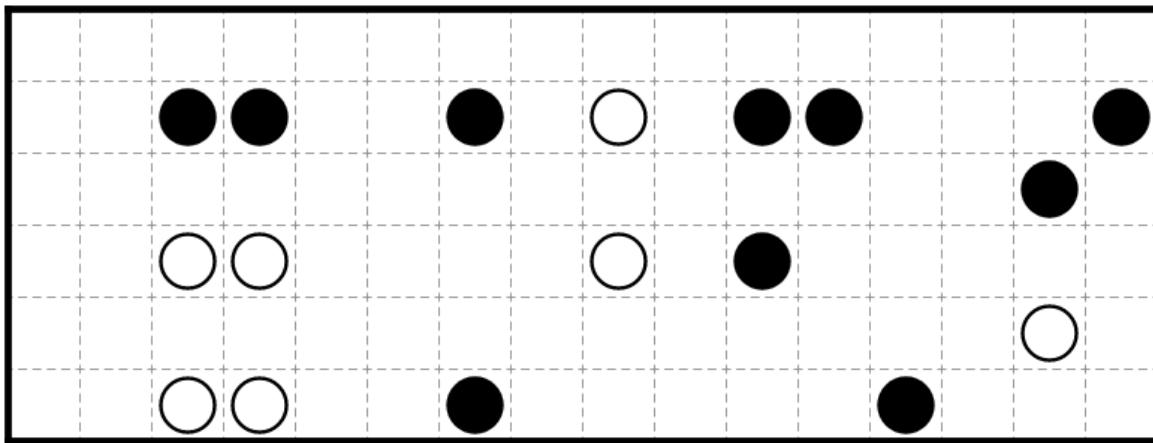
Draw a single closed loop (without intersections or crossings) passing through some empty cells in the grid. The grid contains some bordered or colored cells that cannot be part of the loop. Black cells must be outside the loop; white cells (with heavy borders) must be inside the loop. Numbers and arrows refer to the total sum of the lengths of loop segments in the given direction. (An equivalent way to understand these values is to count the number of cell borders crossed by the loop in that direction.)

Links

Puzz.link <https://puzz.link/p?castle/10/10/20.1144g121110d224g221230za214g231210d114g1411301>

2.3 10's New Roman | MicroStudy

Masyu [6x16]



Rules

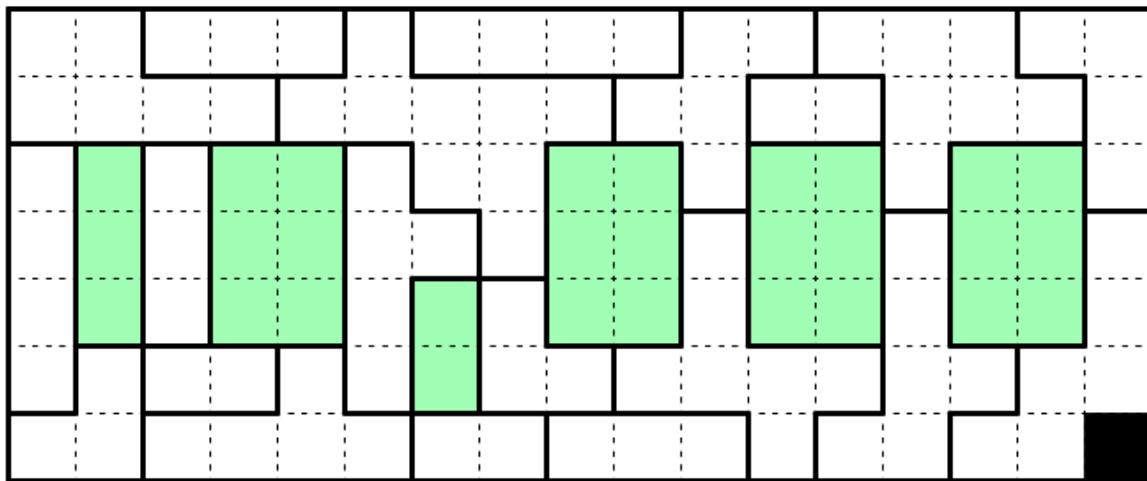
Masyu: Draw a non-intersecting loop through the centers of some cells that passes through every circle. The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.

Links

Puzz.link <https://puzz.link/p?mashu/16/6/000000o6bi6000061916000000942020>

2.4 10,000 Double Back | Danlson

Double Back



Rules

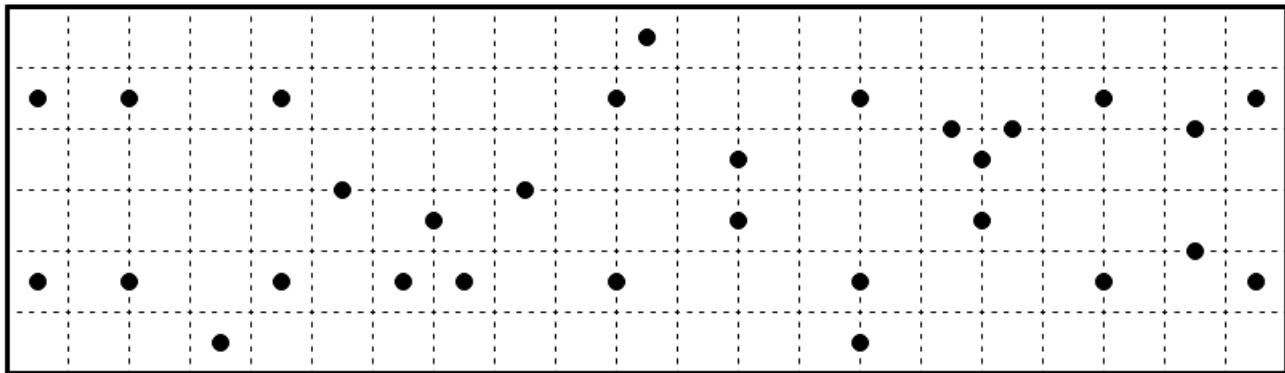
Draw a loop that goes through every unshaded cell.

1. The loop cannot branch off or cross itself.
 2. The loop cannot go through shaded cells.
 3. The loop visits each outlined region exactly twice.

Links

2.5 10,000 Midloop | Danlson

Midloop



Rules

Draw lines through orthogonally adjacent cells to form a loop that goes through every circle.

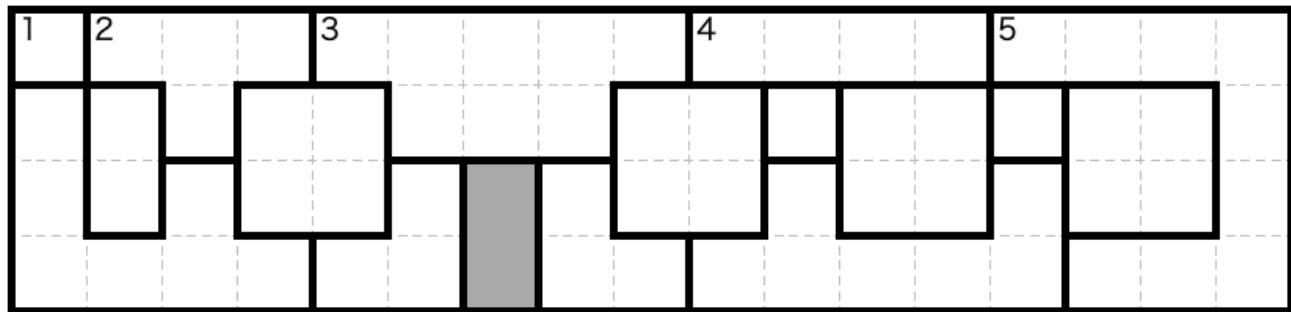
1. The loop cannot branch off or cross itself.
2. Each circle marks the center of the straight line segment it lies on.

Links

Puzz.link <https://puzz.link/p?midloop/21/6/zfzzt59fiff9fzi3bfxffrbfpfhffzz559739ff9fzzfsfl>

2.6 10,000 Remembered Length | Danlson

Remembered Length



Rules

Draw lines through orthogonally adjacent cells to form a directional loop.

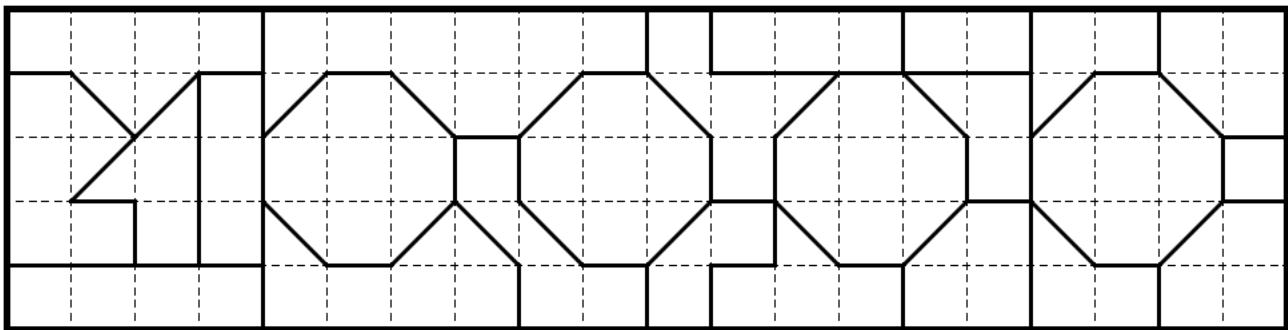
1. All unshaded cells must be visited.
2. The loop cannot branch off or cross itself.
3. Each time the loop exits a region containing a number, its visit to the next region must consist of exactly that number of cells.

Links

Puzz.link <https://puzz.link/p?remlen/17/4/i24eirf9dk888r3vh54gm6r000000000g0040012345q>

2.7 10000 Nanameguri | Aspartagcus

Nanameguri



Rules

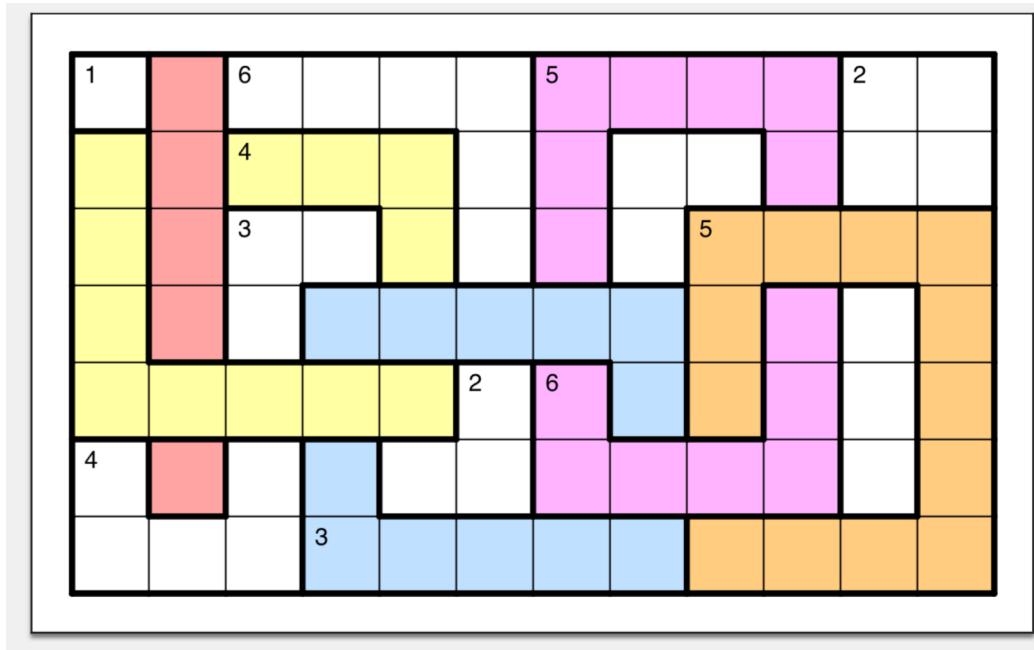
Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. Each cell containing a diagonal portion of a region boundary must be used by the loop in exactly one of the two regions it separates, and the loop must make a 90° turn, as though reflected off of it.

Links

Puzz.link [https://puzz.link/p?nanameguri/20/5/21ikc010pj6bg2412paihfk0401808
huha40000000fj6b3j200000003m6b3i0000000](https://puzz.link/p?nanameguri/20/5/21ikc010pj6bg2412paihfk0401808huha40000000fj6b3j200000003m6b3i0000000)

2.8 10K Road Trip | jubale

Road Trip



Rules

Plan a road trip (draw a loop with orthogonal lines):

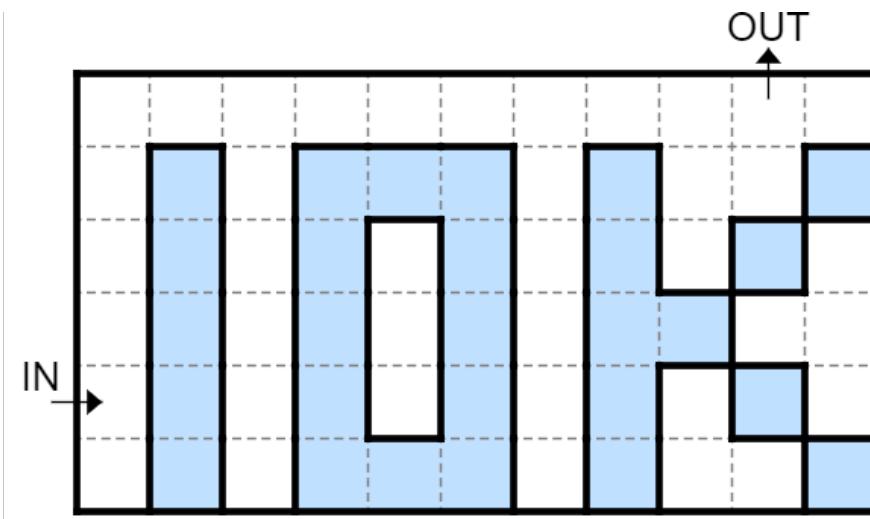
- enter every region of the map once each
- stay in the numbered regions for the indicated number of cells
- The loop must not branch or intersect itself

Links

Penpa+ <https://tinyurl.com/234momp6>

2.9 10k icelom | Ymmi

Icelom



Rules

Draw a line that starts at the IN arrow, and goes through every white cell before reaching the OUT arrow.

Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap.

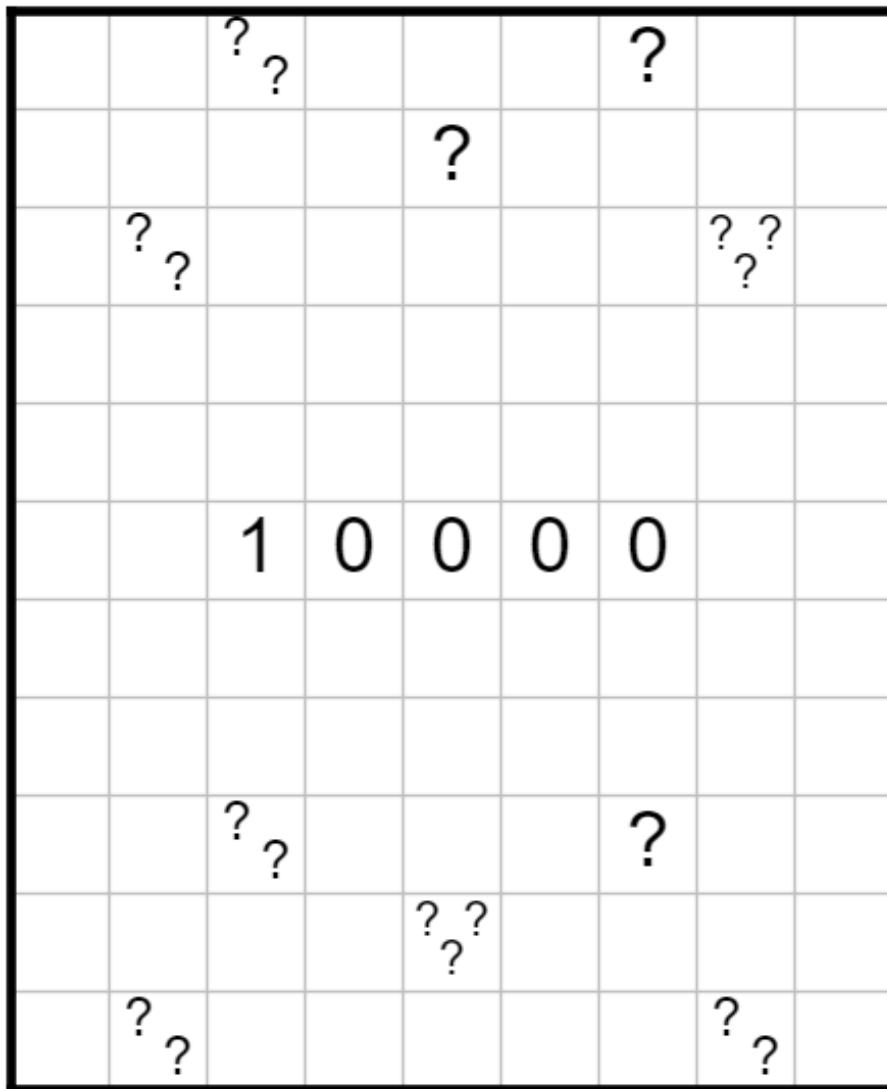
The loop may not turn on icy cells.

Links

Puzz.link <https://puzz.link/p?icelom/a/11/6/005qa19aolabkgzzl/26/9>

2.10 10k tapa-like loop | Ymmi

Tapa-Like Loop



Rules

Draw a non-intersecting loop through the centers of some empty cells. Clues represent the numbers of consecutive cells occupied by the loop each time it enters the (up to) eight cells surrounding the clue, in no particular order.

Links

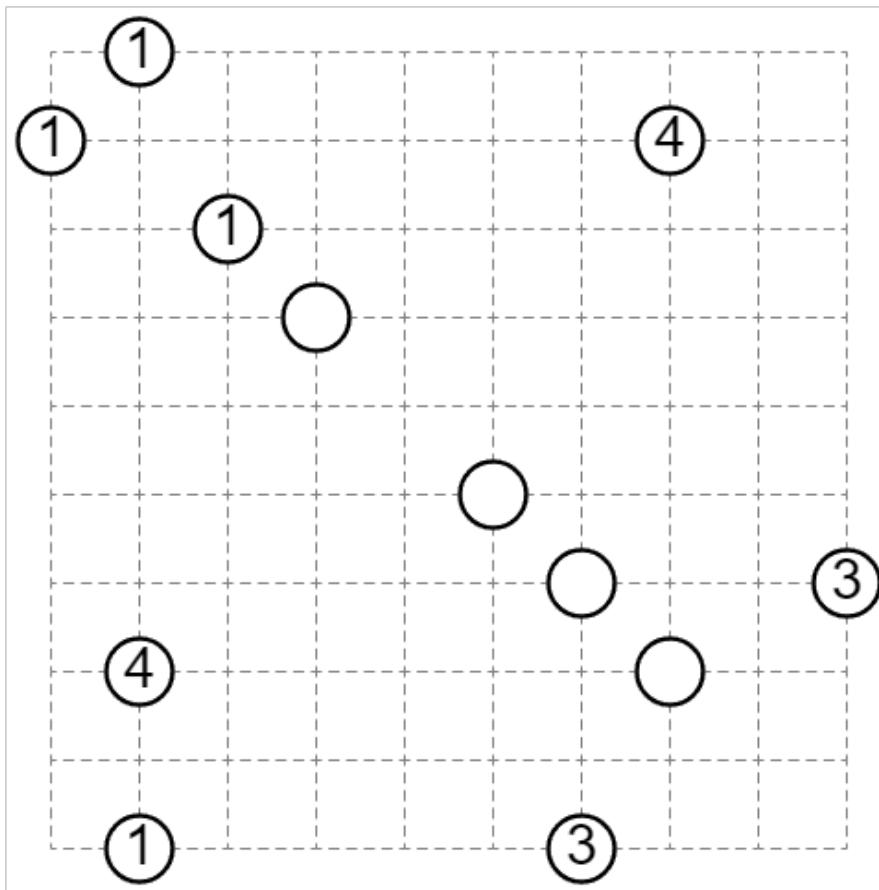
Puzz.link <https://puzz.link/p?tapaloop/9/11/ha0i.1.ka0k+10zg10000zha0i.1+10ka0ka0g>

2.11 Butterfly | Malrog

Magnetic Ichimaga



Due to the variant in this puzzle, Penpa is recommended for the more robust answer checking it will provide.



Rules

Draw paths along the grid lines connecting pairs of circles such that all circles form one connected network. Paths may not cross each other or themselves, and a path may not turn more than once. A number in a circle indicates how many paths are connected to it. Two identical numbers cannot be connected directly.

Variant: All empty circles have the same number, which must be determined.

Links

Penpa+ <https://tinyurl.com/23babq85>

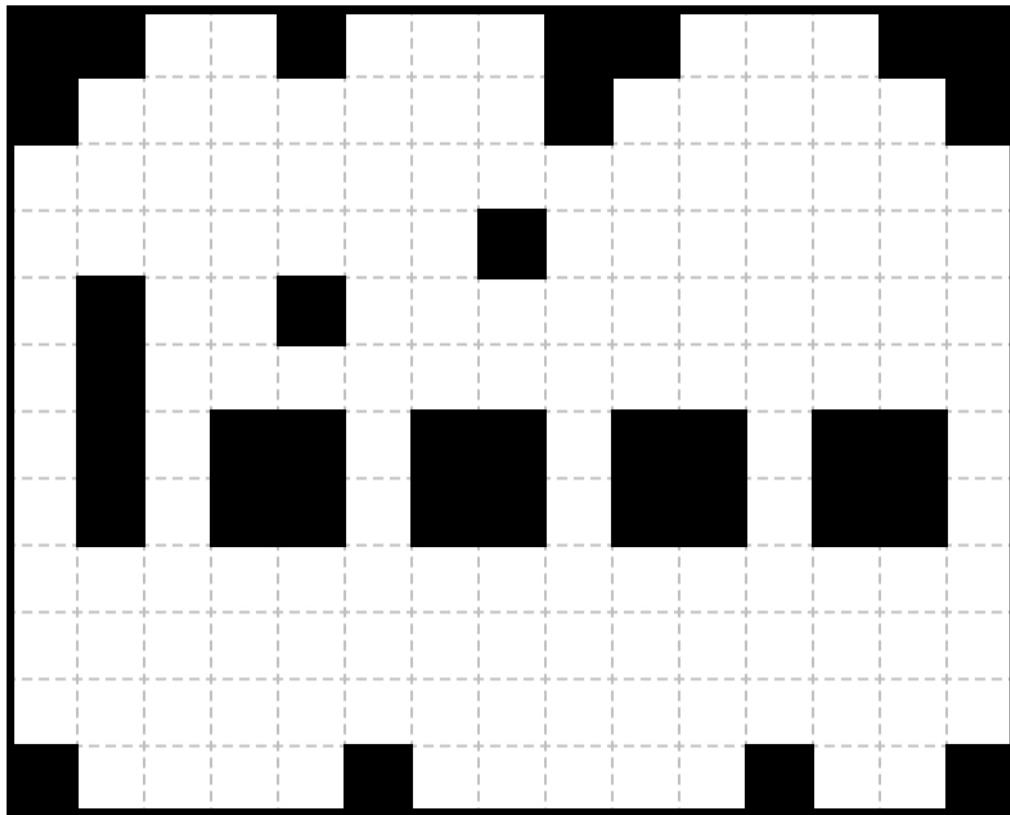
Puzz.link <https://puzz.link/p?ichimagam/10/10/gblbjehbn.zg.p.h8ei.sbhdg>

2.12 Ring-ring | jubale

Ring-Ring



Beware of false assumptions.



Rules

Draw lines through the center of cells to fill each empty cell with a rectangular loop.

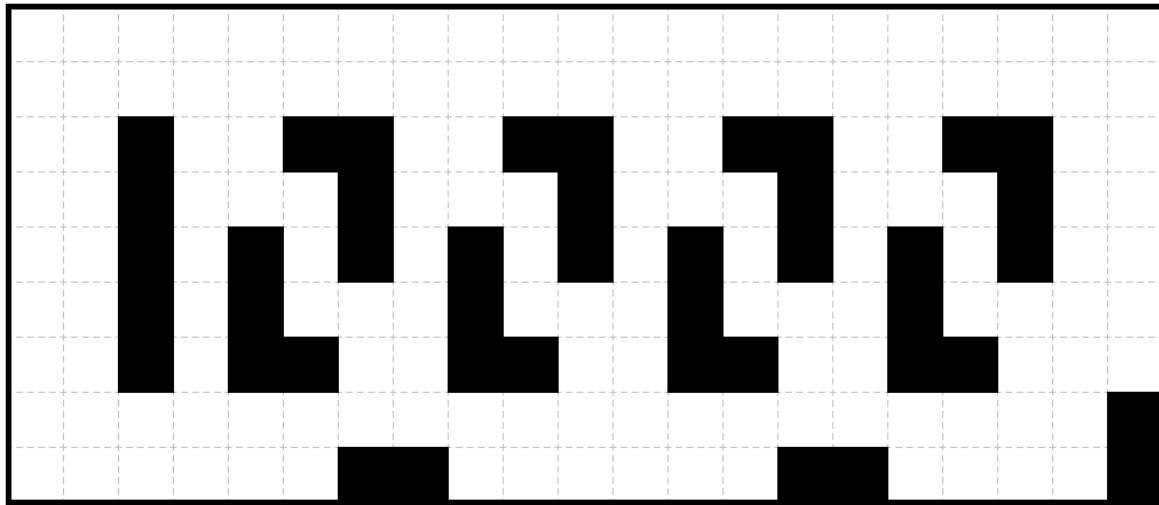
1. Loops may cross each other, but may not overlap or share a corner.
2. Loops cannot go through shaded cells.

Links

Puzz.link <https://puzz.link/p?ringring/15/12/0023030075m82be10101010210101010.a452>

2.13 S10000p | Scor

Simple Loop



Rules

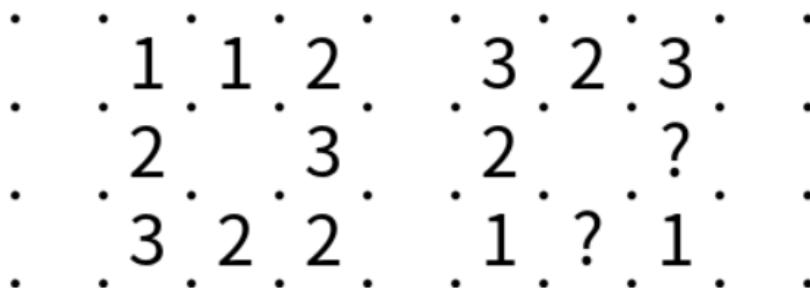
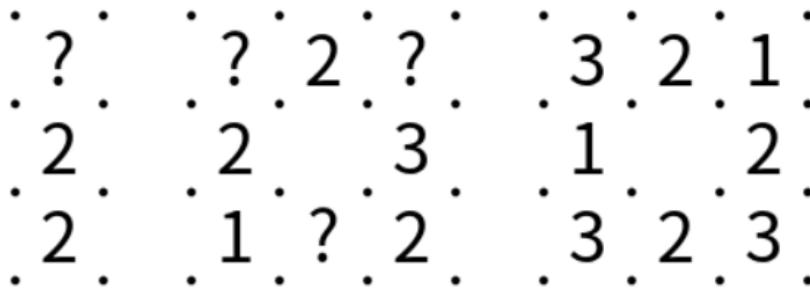
Draw a non-intersecting loop through the centers of all empty cells.

Links

Puzz.link <https://puzz.link/p?simpleloop/21/9/0000000016cpgh248alak52482pj6000041g62>

2.14 Slitherlink | Virtual

Slitherlink



Rules

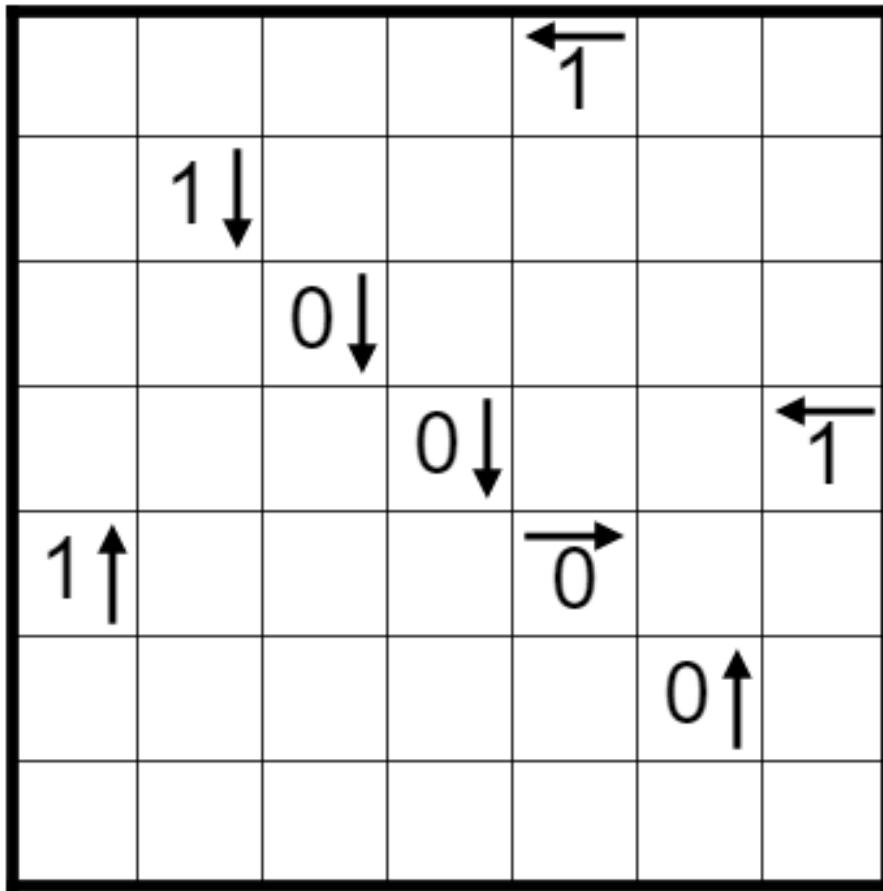
Normal Slitherlink rules apply. Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue. Question marks can represent any number.

Links

Puzz.link <https://puzz.link/p?slither/9/7/.g.2.g3217786271.732dn11732d787.h3271.b>

2.15 Very Tiny Yajilin | MicroStudy

Yajilin



Rules

Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction.

Links

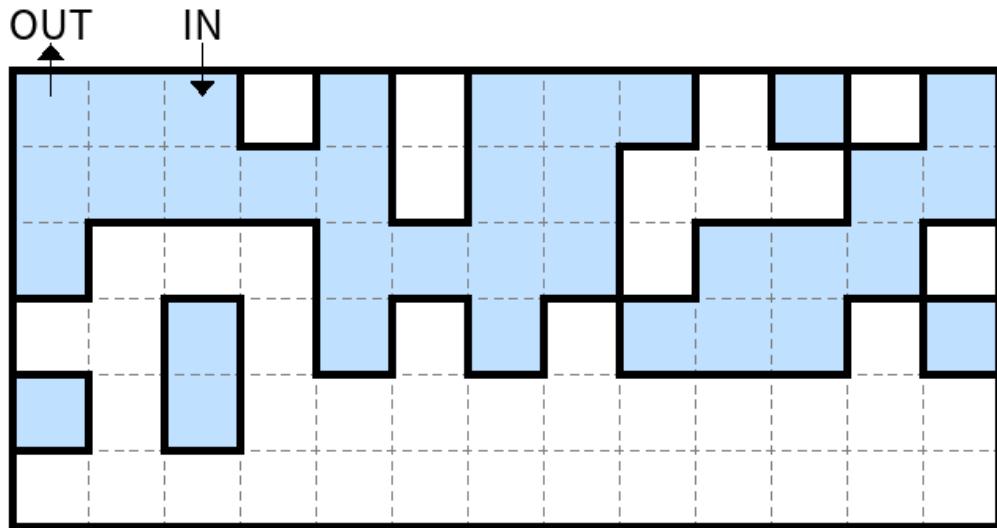
Puzz.link <https://puzz.link/p?yajilin/7/7/d31c21g20g20b3111c40g10hx>

2.16 meme theme | BenceJoful

Icelom



If you're having trouble working out why this is included in the pack, check the URL again ;)



Rules

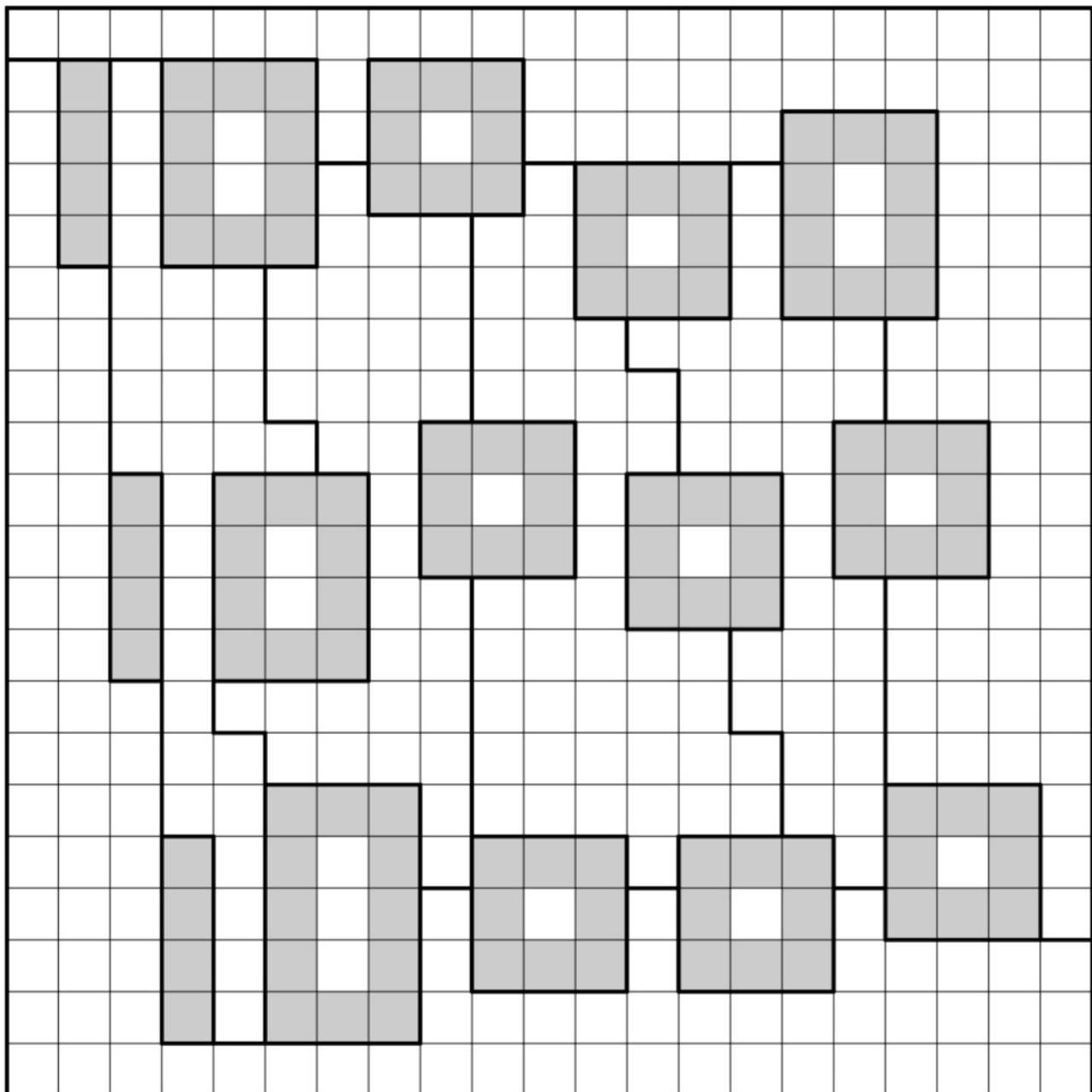
Draw a path through the centers of some cells, entering the grid at the “IN” marking and exiting at the “OUT” marking. All non-icy cells must be visited. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The path may not turn on icy cells.

Links

Puzz.link <https://puzz.link/p?icelom/a/13/6/TenThousand>

3.1 10000 Star Battle | Danlson

Star Battle (2*)



Rules

Place 2 stars in each row, column, and region.

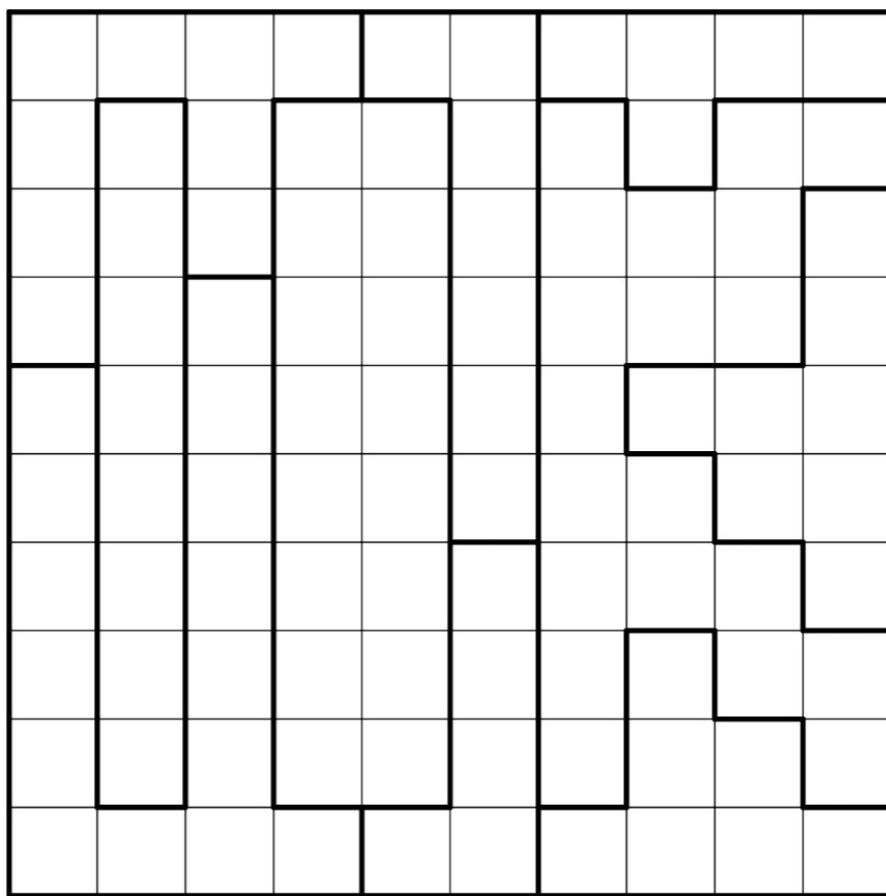
Stars may not touch, not even diagonally.

Links

Penpa+ <https://tinyurl.com/2p4yyjtj>

3.2 10K Star Battle | Danlson

Star Battle (2)*



Rules

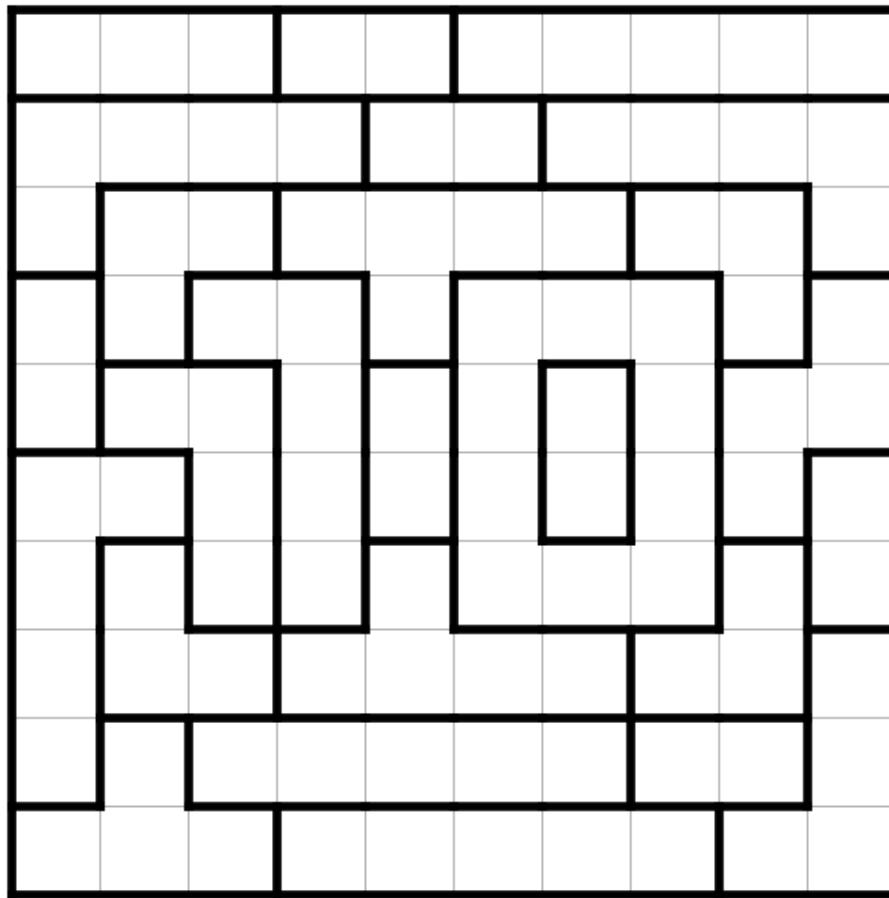
Place 2 stars in each row, column, and region.
Stars may not touch, not even diagonally.

Links

Penpa+ <https://tinyurl.com/27bhmyqu>

3.3 10th Hole | Malrog

Putteria



Rules

Label one cell in each region with the number of cells the region contains. Two orthogonally adjacent cells may not both be labeled. No two cells which share a row or column may be labeled with the same number.

Links

Puzz.link <https://puzz.link/p?putteria/10/10/5052heprufvuehe2i2vvfumtdao19a6tfunuzzzzz>

3.4 3D Akari | Danlson

3D Akari



Rules

Akari rules:

Place lights in some empty cells so that every non-black cell is illuminated.

1(a). Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell.

1(b). Light does not bend around the edges of 3d surfaces, but can travel across gaps to reach other surfaces.

2. Lights may not illuminate each other.
3. Clues represent the number of lights in the (up to) four orthogonal cells surrounding the clue.
4. Clues in black squares can see all orthogonally adjacent squares not separated by a gap

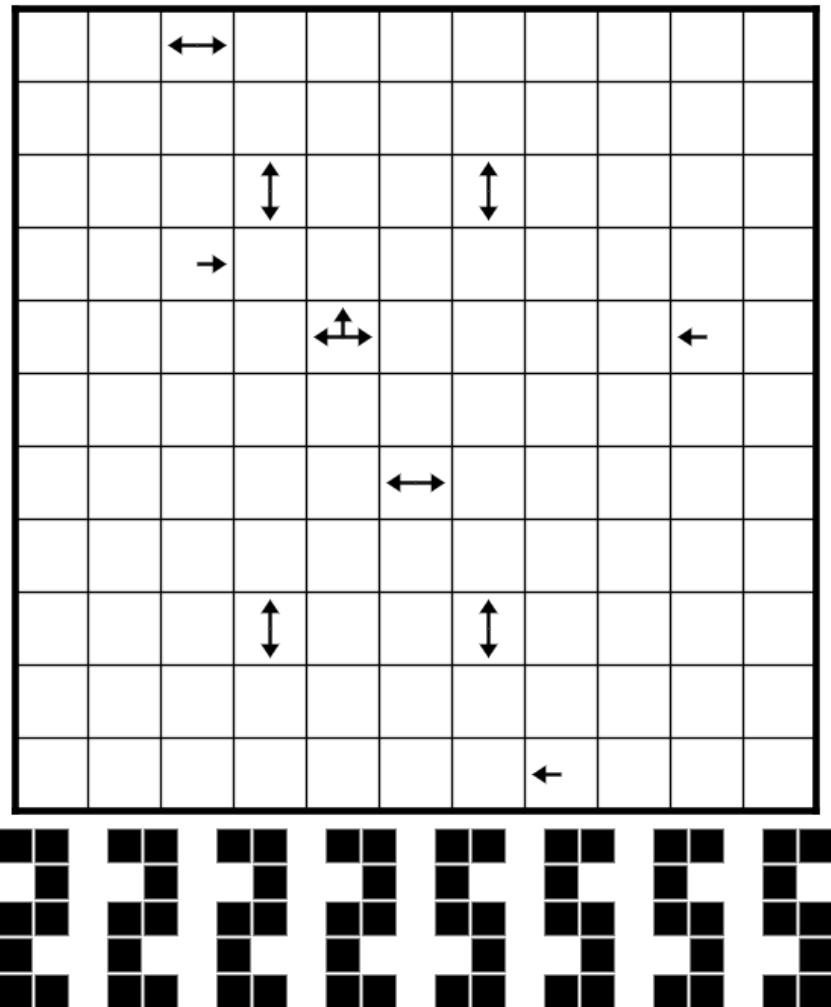
Note: only white cells in the outlined regions need to be illuminated.

Links

Penpa+ <https://tinyurl.com/2grzwy7d>

3.5 Myriad Pentopia | Botaku

Pentopia (Custom Shape Bank, No Reflection)



Rules

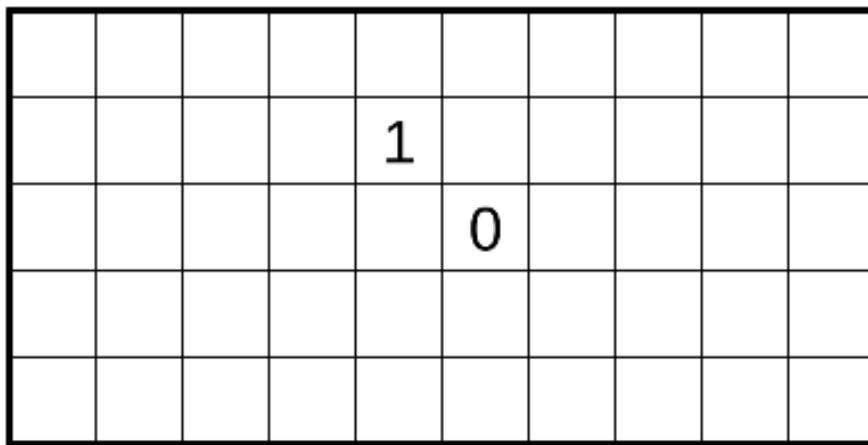
Place some of the shapes from the shape bank below (you can rotate but **not** reflect the shapes) into the grid so that no two shapes touch one another, not even diagonally. Clued cells cannot be shaded, and contain arrows indicating all of the orthogonal directions in which a shaded cell appears closest to the clued cell. At least one shaded cell must appear in the direction of an arrow.

Links

Puzz.link <https://puzz.link/p?pentopia/v:/11/11/hczh3h3l8rdj4wcy3h3zh4i/8/25rr/25rr/25rr/25tn/25tn/25tn/25tn>

3.6 Rec10ular Starsweeper | BenceJoful

Starsweeper (Rectangular)



Rules

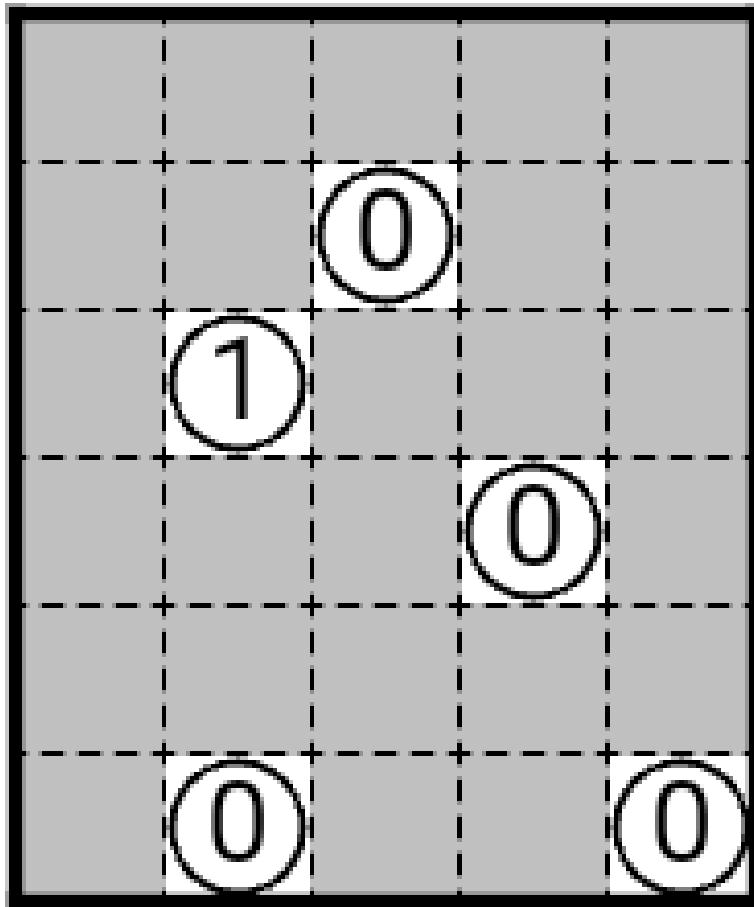
Place 10 stars in the puzzle: 2 per row, and 1 per column. Stars may not touch, even diagonally. Clues give the number of stars which are placed within the 3x3 box of cells centered at the number.

Links

Penpa+ <https://tinyurl.com/2aqtbq48>

3.7 Sc10000l trip | Ymmi

School Trip



Rules

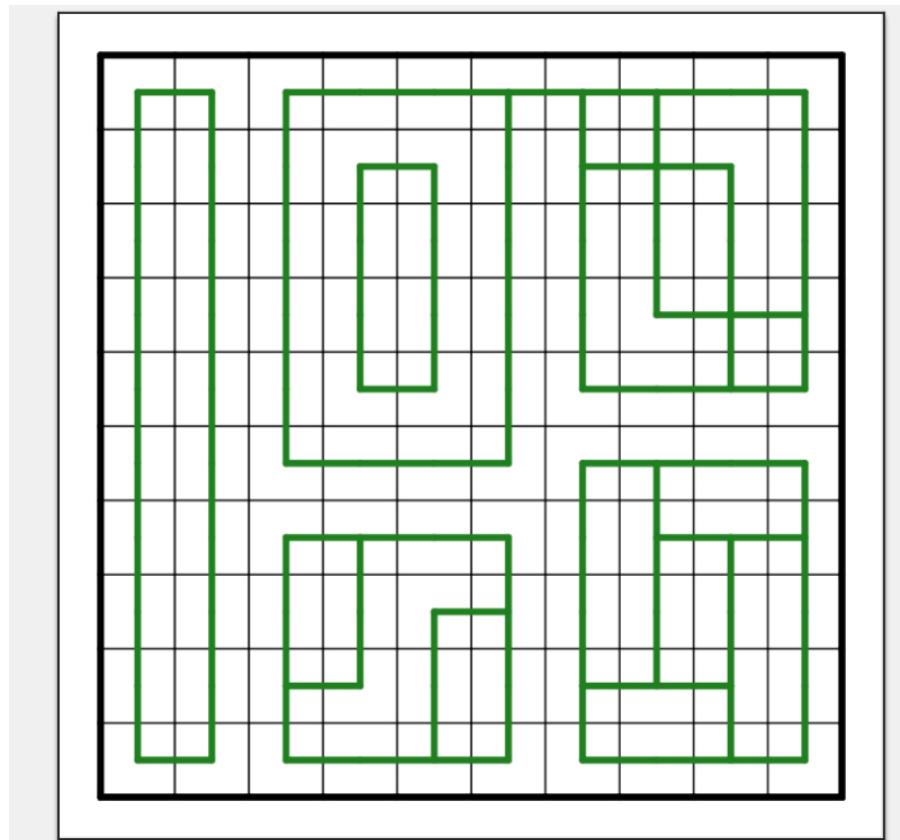
Place some 1x2 beds in the grid, each with a pillow on one side and shade all of the remaining empty cells. All shaded cells form one orthogonally connected area. No 2x2 region may be entirely shaded. Each bed must be orthogonally touching the group of shaded cells. Beds may not overlap each other or shaded cells. Cells with clues cannot be shaded or contain beds. A clue indicates the number of pillows appearing in cells orthogonally adjacent to it. A vertically oriented bed must have its pillow on its bottom half.

Links

Puzz.link <https://puzz.link/p?shugaku/5/6/c081b0c070>

3.8 Starliner 10000 | jubale

Star Battle/Lines



Rules

Place 1 star on every straight line. Stars may not touch orthogonally or diagonally.

Links

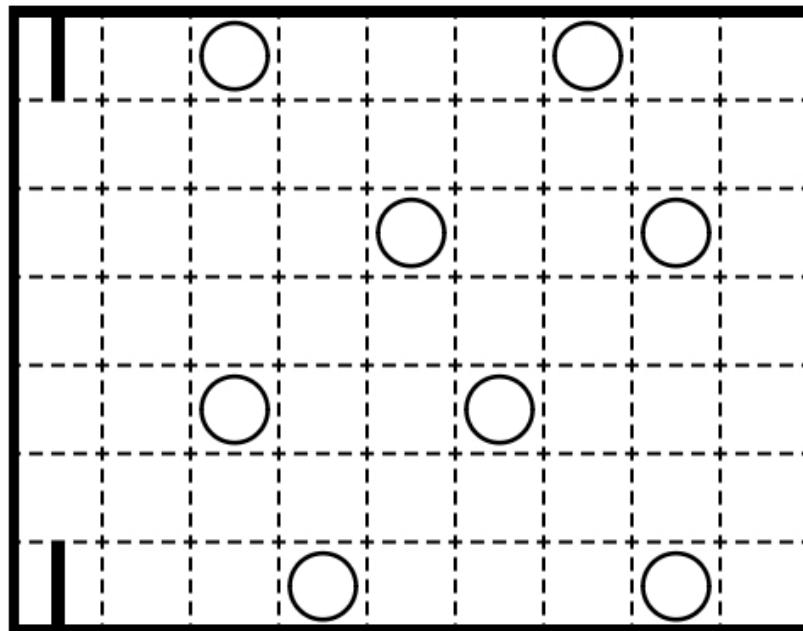
Penpa+ <https://tinyurl.com/25r5dqff>

3.9 loooollipops! | jubale

Lollipops



For a puzzle this small, it's surprisingly tricky.



Rules

Place several lollipops of size 1x2 into the grid.

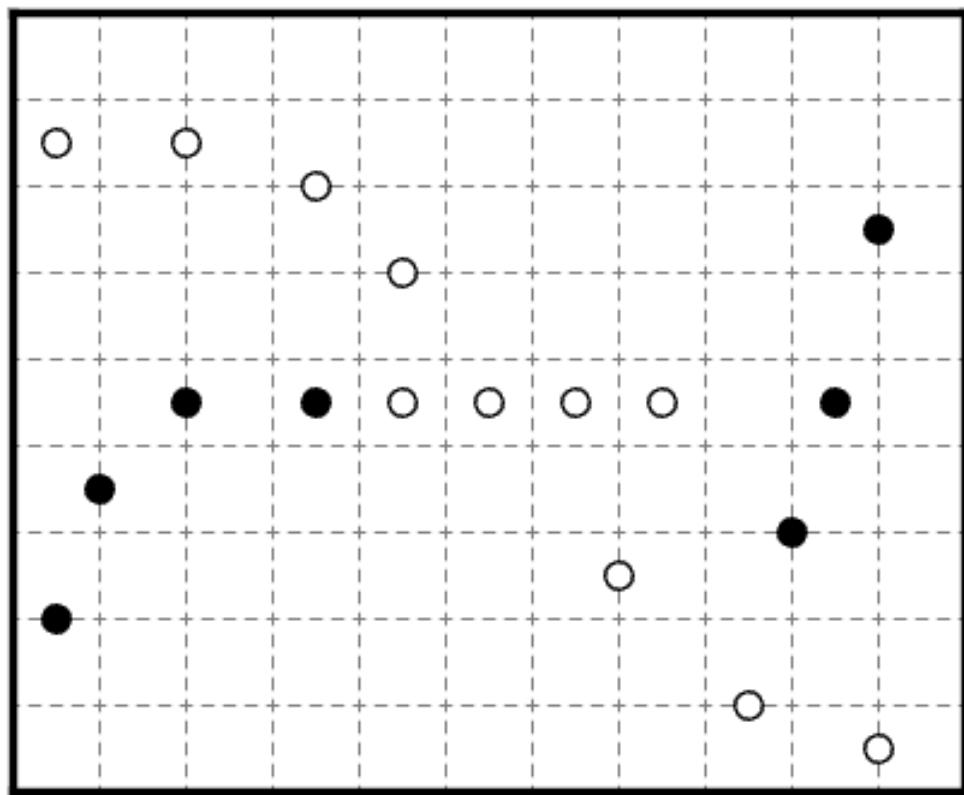
1. A lollipop consists of a circle and a connected horizontal or vertical line. Some parts are given.
2. Two lollipops cannot be orthogonally adjacent.
3. Two cells with the same symbol (horizontal line, circle or vertical line) cannot share a row or column, unless another symbol is between them.

Links

Puzz.link <https://puzz.link/p?lollipops/9/7/2a1c1o1b1l1b1l2b1c1a>

4.1 10taisho | Ymmi

Tentaisho



Rules

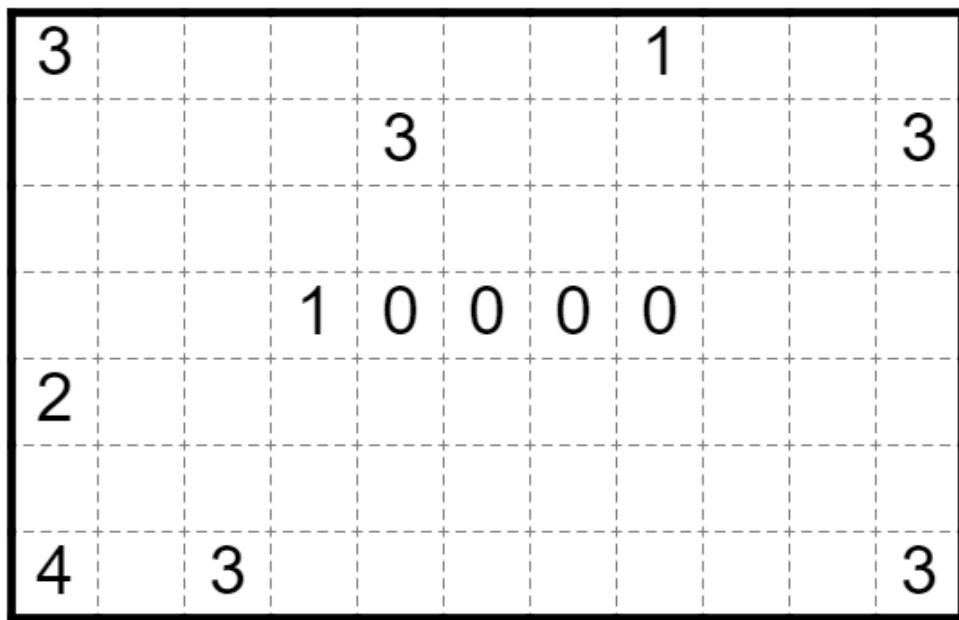
Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one circle and have 180° rotational symmetry around it.

Links

Puzz.link <https://puzz.link/p?tentaisho/11/9/zzh4evezlfhezzp532226fwfzofoefzzpeve>

4.2 Capital of Bolivia | MicroStudy

La Paz



Rules

Shade some cells so that no two shaded cells are orthogonally adjacent and divide the remaining unshaded cells into two-cell regions. Clued cells cannot be shaded. A clue indicates the number of shaded cells which lie entirely within the same row or column as the region containing the clue.

Links

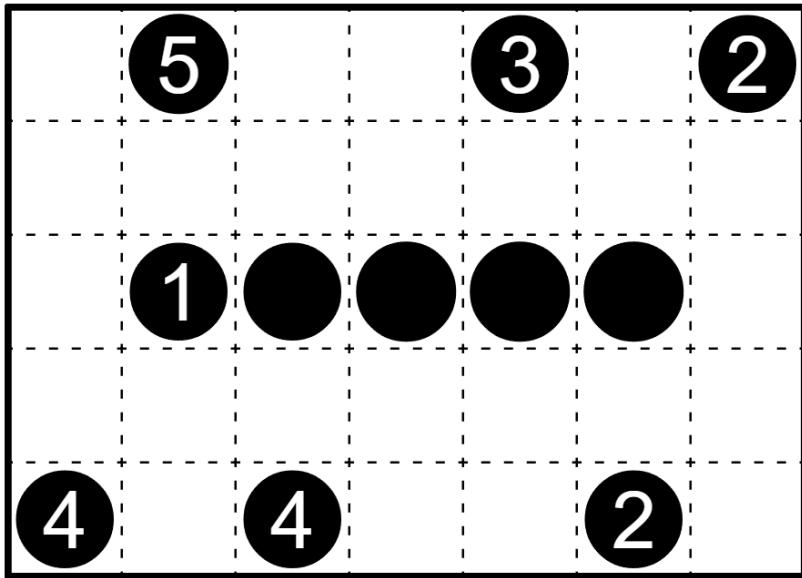
Puzz.link <https://puzz.link/p?lapaz/11/7/311m3k3t10000i2zg4g3m3>

4.3 Separated Snakes | Malrog

Separated Snakes



This genre was invented on the discord server by Karen Carpenter, just another example of the good things that have occurred over the last 10,000 puzzles. If you enjoyed this, you should search for the others; there's even a GAPP one.



Rules

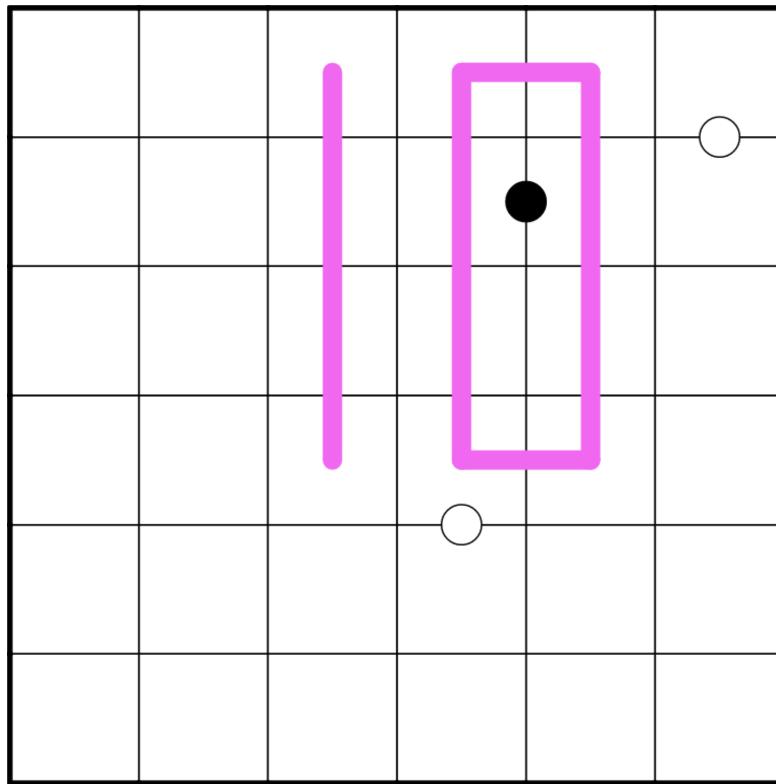
Divide the grid into regions, each of which is a 1-cell-wide snake of connected cells that may touch itself diagonally but not orthogonally. Each region must contain exactly one circle, which may contain a number. If there is a number, it indicates the area of the snake which must be at least 1. No two snakes of the same area may touch orthogonally.

Links

Penpa+ <https://tinyurl.com/2a53koum>

4.4 There Is No 10-Omino | MicroStudy

Fillomino, Renban, Kropki Pairs



Rules

Fillomino: Divide the grid into regions, so that no two orthogonally adjacent regions have the same size. Each cell contains a digit indicating the size of its region.

Renban: Digits along a purple Renban line must form a set of non-repeating, consecutive digits in any order.

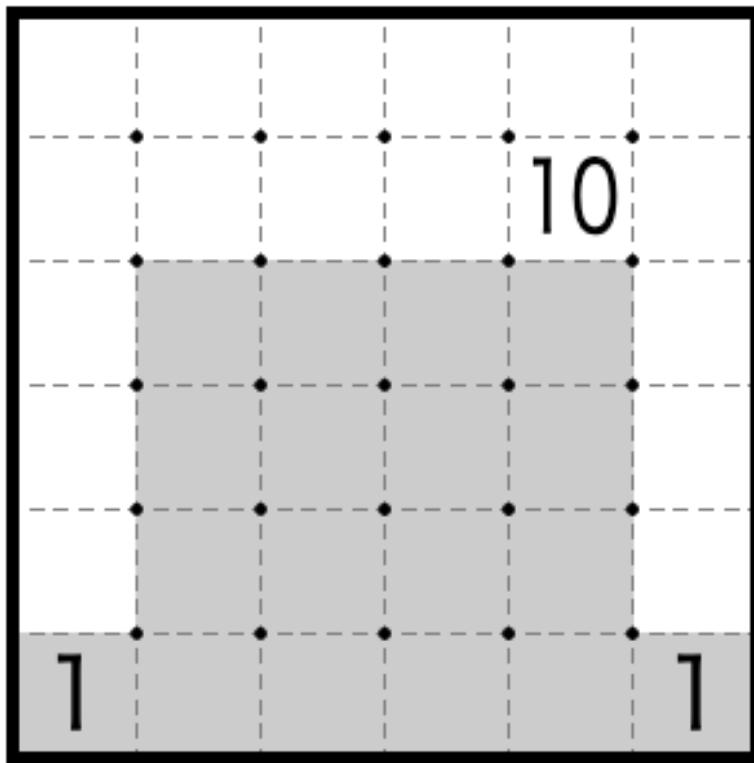
Kropki Pairs: Digits separated by a white Kropki dot must be consecutive, digits separated by a black Kropki dot must be in a 1:2 ratio. Not all dots are necessarily given.

Links

CTC App <https://tinyurl.com/5h7w9rb>

4.5 Top Hat | Lavaloid

Double Choco



Rules

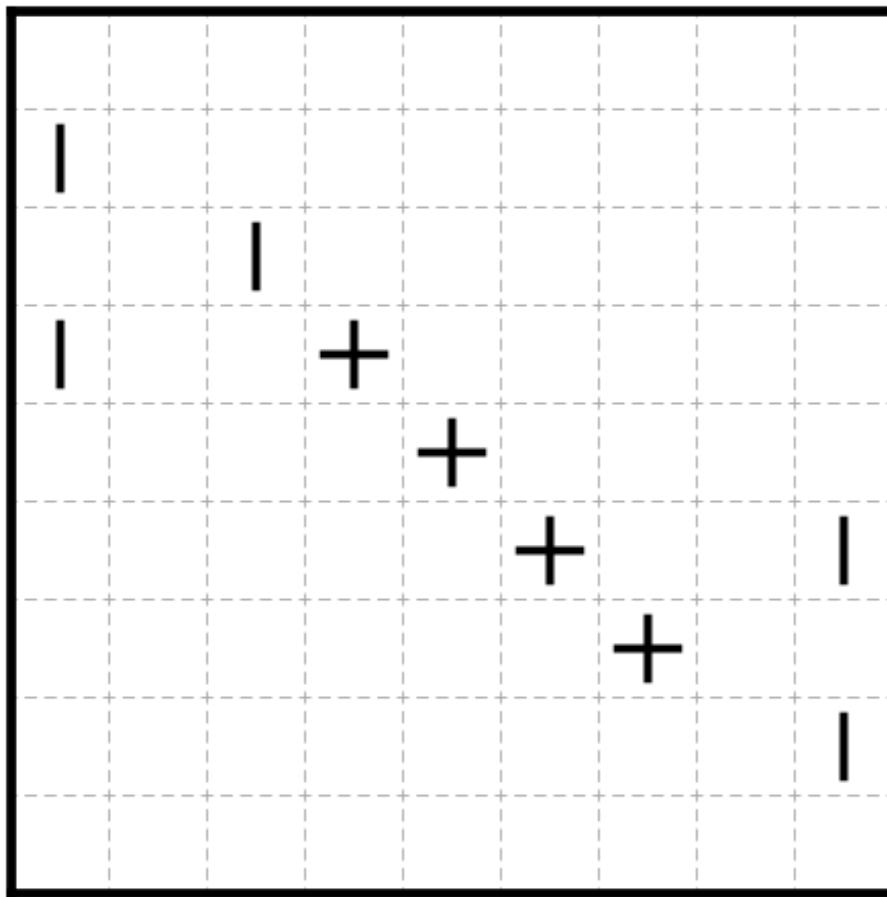
Divide the grid into regions of orthogonally connected cells, each containing a connected group of white cells and a connected group of grey cells, with the property that the shape of the white cells is identical to the shape of the grey cells, allowing rotations and reflections. Clued cells must belong to a region containing the indicated number of white cells and the indicated number of grey cells.

Links

Puzz.link <https://puzz.link/p?dbchoco/6/6/003psuvpgay1j1>

4.6 |++++ Tatamibari | MicroStudy

Tatamibari [9x9]



Rules

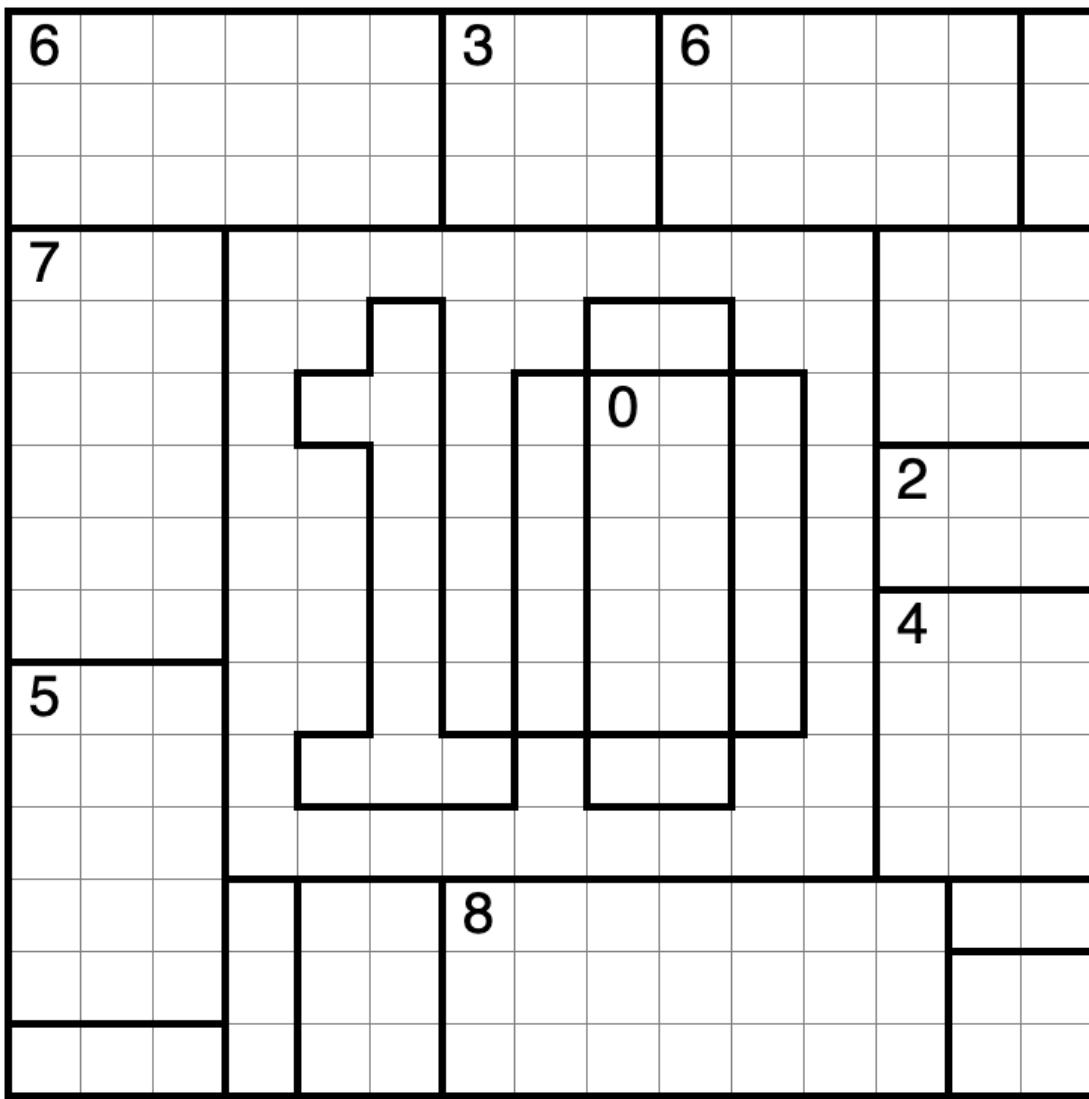
Tatamibari: Divide the grid into rectangles such that each rectangle contains exactly one symbol. If a rectangle has the | symbol, it must be taller than it is wide. If it has the – symbol, it must be wider than it is tall. If it has the + symbol, it must be a square. Region borders cannot form a four-way intersection.

Links

Puzz.link <https://puzz.link/p?tatamibari/9/9/o1p1l1h3o3o3h1l3p1o>

5.1 $536 \times 7 + 6248 = 10000$ | Lavaloid

Heyawake



Rules

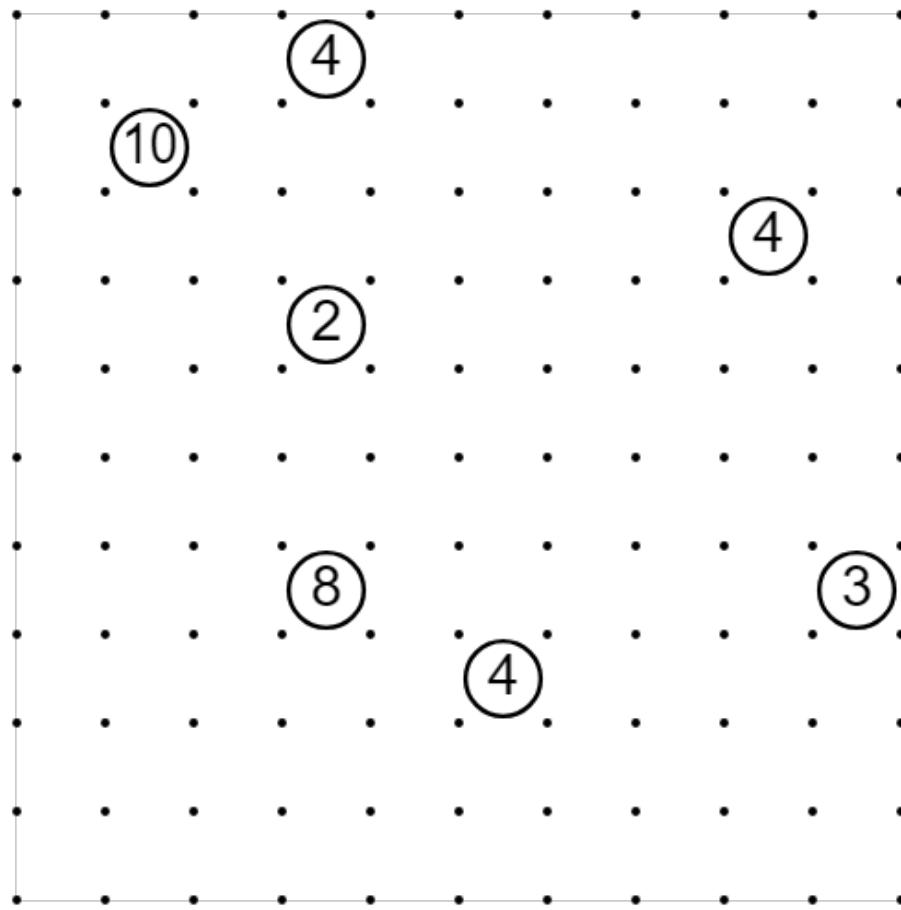
Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A vertical or horizontal line of consecutive unshaded cells may not cross more than one bold border.

Links

Puzz.link <https://puzz.link/p?heyawake/15/15/0i2144289022qk6tobrgnn1fe2us6d880gq0hk1382000000vvv0j017g107000007s001fg1r03vv003s00636g7k0g245i8i>

5.2 10^4 Scrin | MicroStudy

Scrin



Rules

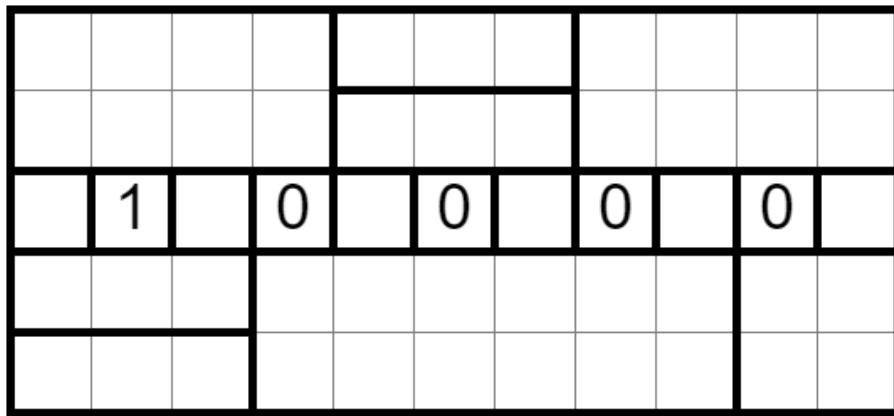
Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. The shaded rectangles must all form a single loop through diagonal connections, with no branches. All cells with circles must be shaded, and if a circle contains a number, its shaded rectangle must contain the indicated number of cells.

Links

Puzz.link <https://puzz.link/p?scrin/10/10/i4mav4j2zo8k3k4zj>

5.3 10000 Ayeheyā | Aspartagcus

Ayeheyā



Rules

Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. The shaded cells within a region must have 180° rotational symmetry around the region's center. A line of consecutive unshaded cells may not cross more than one bold border.

Links

Puzz.link <https://puzz.link/p?ayeheyā/11/5/2828vv42421ofvvvvg0k1g0g0g0g0k>

5.4 10000 Choco Banana | Danlson

Choco Banana



2	4	6					3		6	6		
5		10	4				10					
3		2	4				2		2			
				2			10	10			2	10
		10		10	4					5	3	
				7					6	5		

Rules

Shade some cells on the board.

1. A group of shaded cells must form a rectangle or square.
2. A group of unshaded cells must not form a rectangle or square.
3. A number indicates the size of the (shaded or unshaded) group that overlaps it. A group can contain one or more numbers, or none at all.

Links

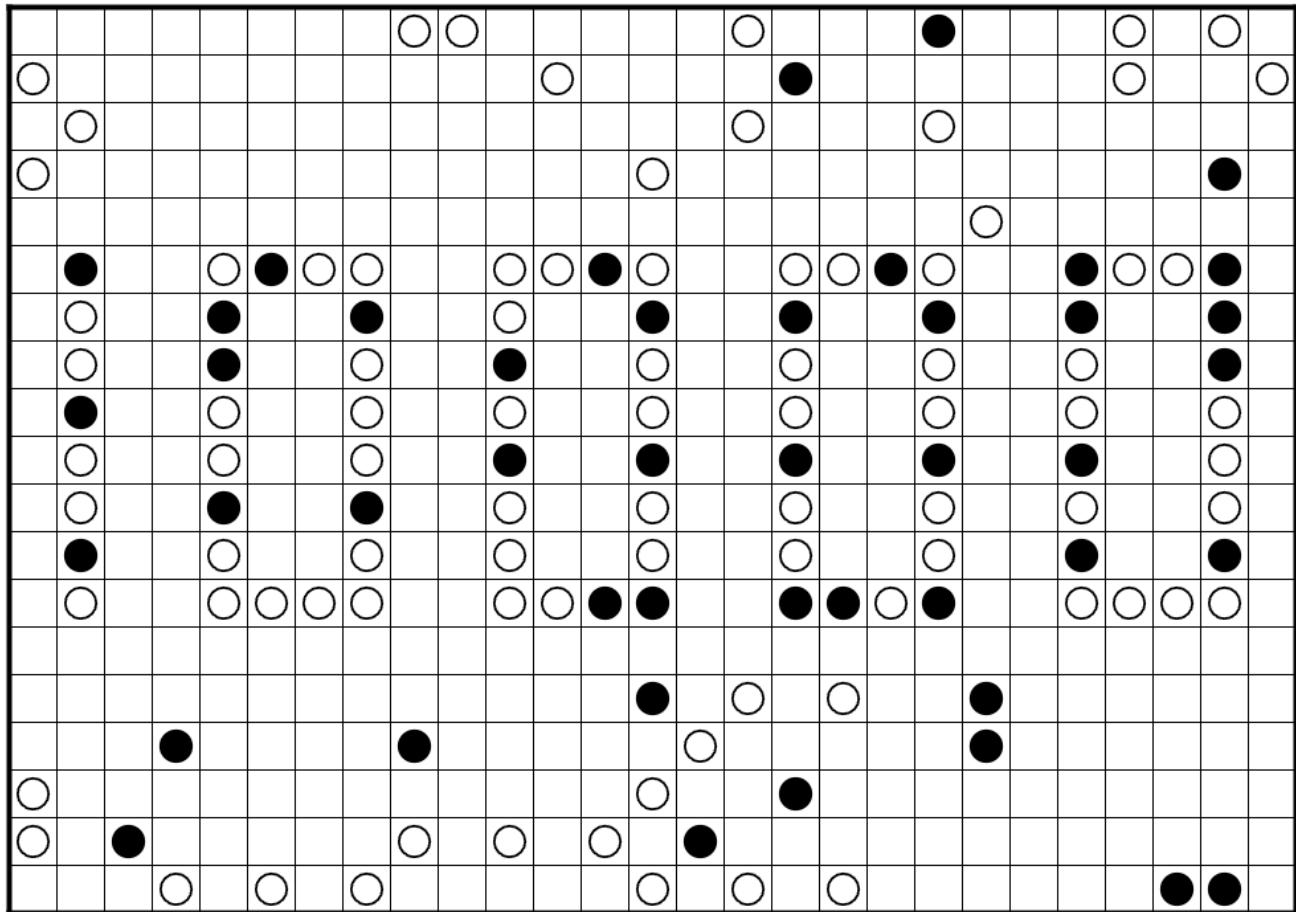
Puzz.link <https://puzz.link/p?cbanana/18/8/x2g4g6m3h6g65iag4kak3i2g4k2s2haga h2ajaiag4s7m5g3s6g5i>

5.5 10000 Circles and Squares (But not really 10000 in total! Maybe!) | Anonymus25

Circles and Squares



Beeg puzzle. Need I say more?



Rules

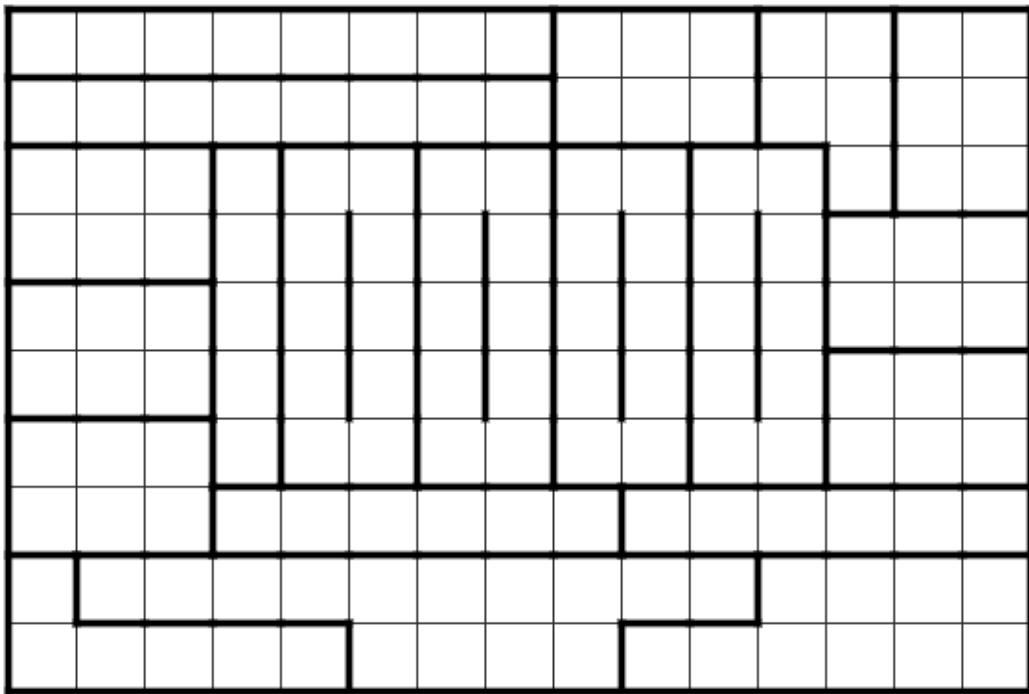
Shade some cells such that all shaded cells form **one** orthogonally connected area and all unshaded areas *must* form squares. No 2x2 anywhere in the grid may be completely shaded. Black circles must be shaded and white circles must be unshaded.

Links

Puzz.link <https://tinyurl.com/659zruse>

5.6 10000 LITS | Aspartagcus

LITS



Rules

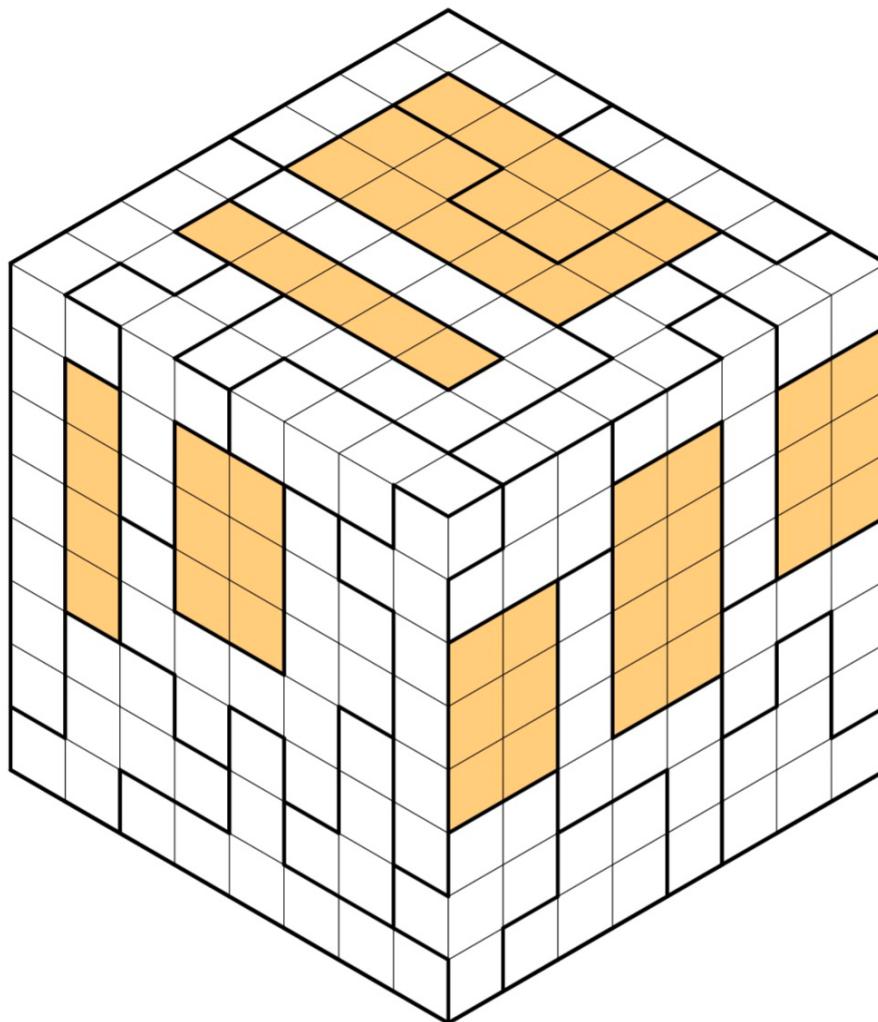
Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.

Links

Puzz.link <https://puzz.link/p?lits/15/10/04k098qlhvu3vs7vodagg84040h0vs0vvo007s00007s003vvvvvf1g>

5.7 10000 LITS | Danlson

3D LITS



Rules

Standard LITS rules.

Place a tetromino (a block of 4 cells) in every outlined region.

1. There can not be a 2x2 square of cells occupied by a tetromino.
2. Two identical tetrominoes cannot share an edge, counting rotations and reflections as the same.
3. All tetrominoes form an orthogonally contiguous area.

Links

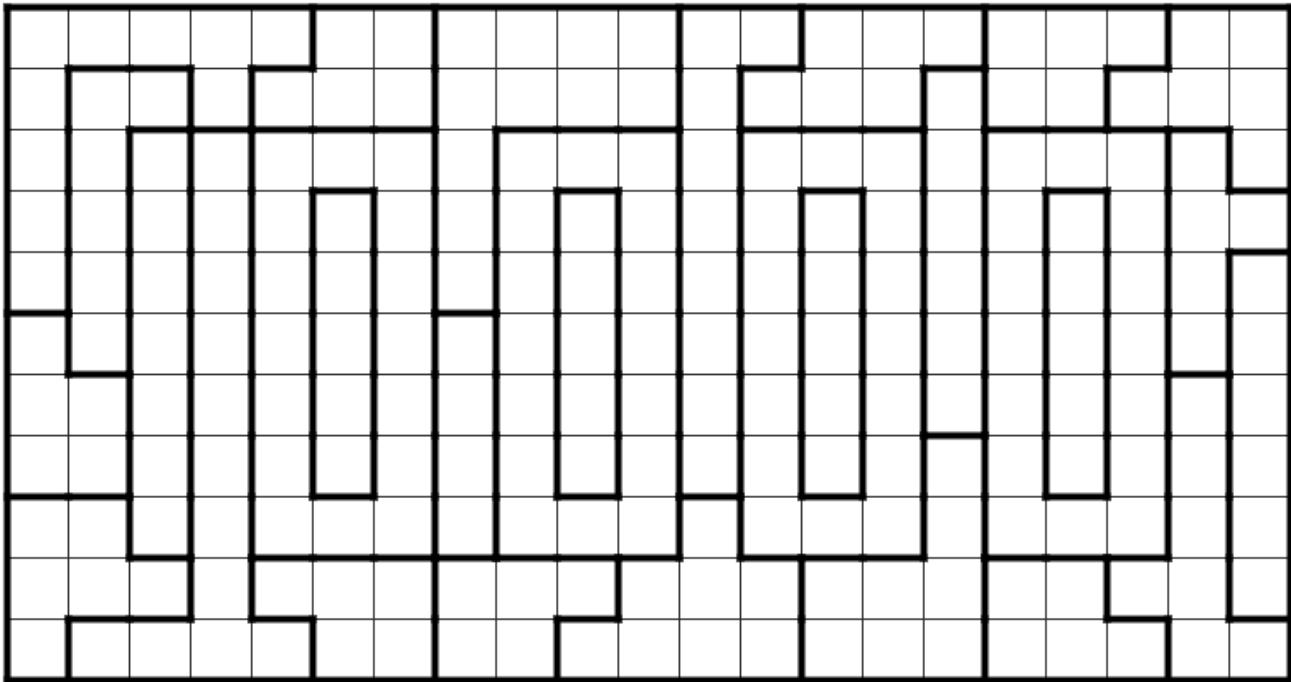
Penpa+ <https://tinyurl.com/2mt33ltn>

5.8 10K LITS | Anonymus25

LITS



Fun fact: This puzzle was originally intended to be easier than it is. However, I made a logical leap in the creation process, so a deduction that I wanted to happen got lost, and got replaced with a much harder one. Somehow it's still unique though!



Rules

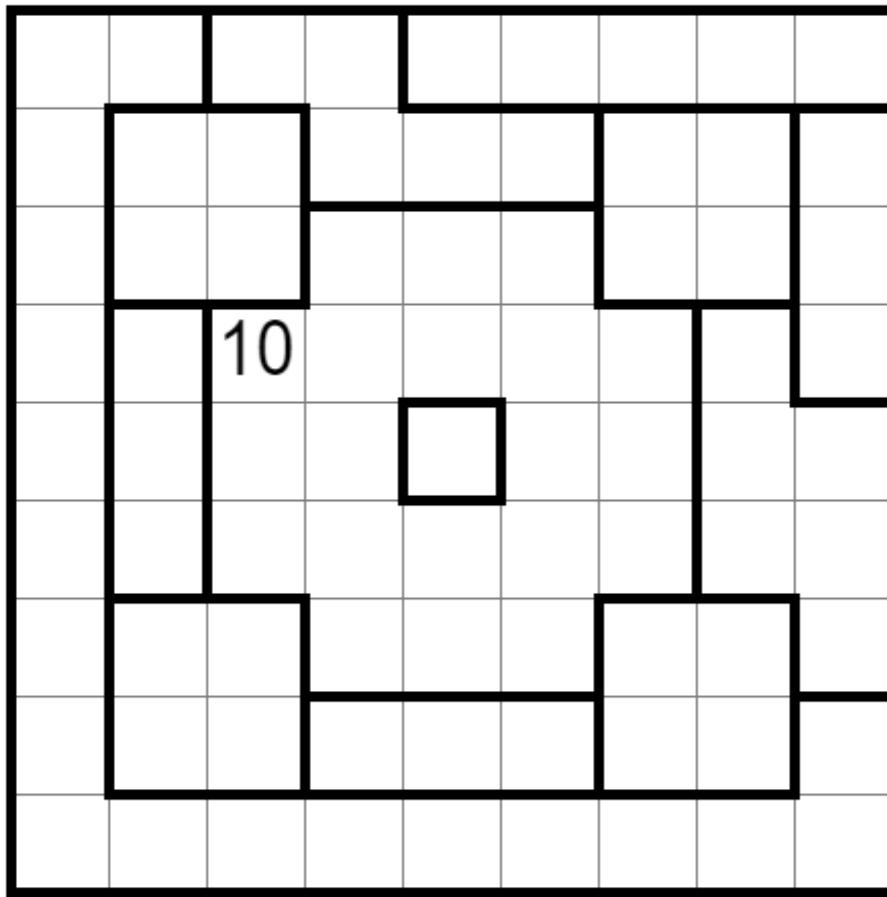
Shade some cells such that each region contains exactly 1 tetromino (a shape consisting of 4 shaded cells.) All shaded cells must be connected orthogonally, and no 2x2 can be completely shaded (so there can't be an O tetromino). Two different tetrominoes touching each other must be of a completely different type.

Links

Puzz.link <https://tinyurl.com/43ezhteb>

5.9 10k shimaguni | Aspartagcus

Shimaguni



Rules

Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells, and no two adjacent regions may contain the same number of shaded cells.

Links

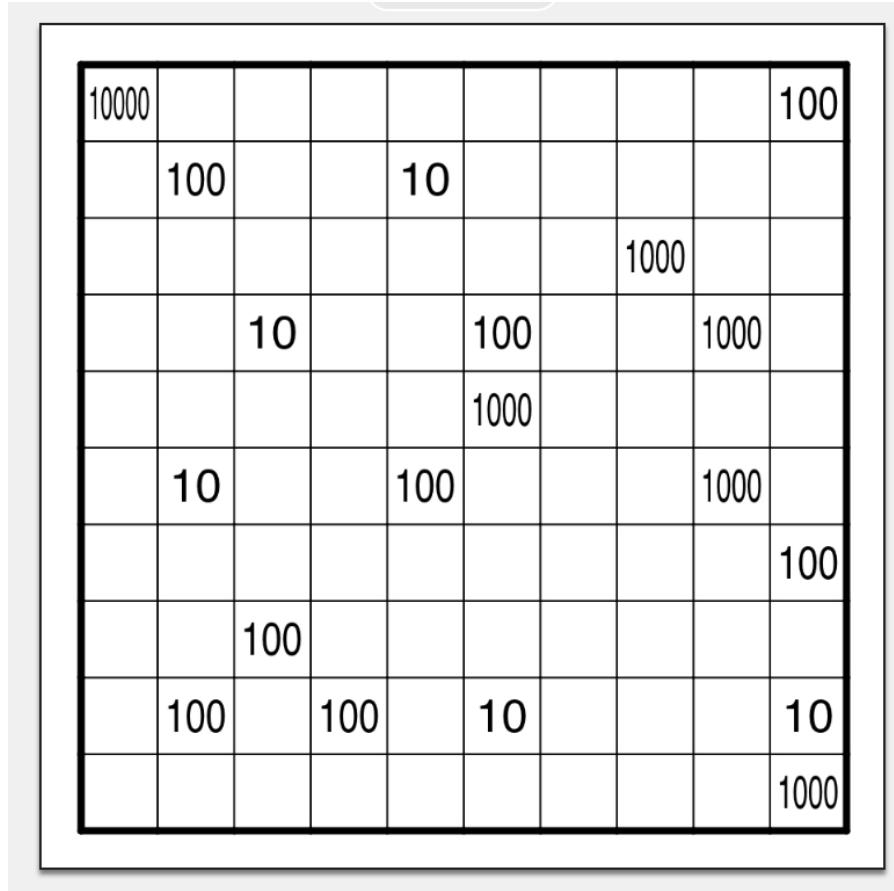
Puzz.link <https://puzz.link/p?shimaguni/9/9/a2iqbguqoaiqa00du71hg8ggcc75vgla1>

5.10 Cave of 10000 | jubale

Cave



This puzzle was sent to me by aliens who count in binary.



Rules

Shade some cells on the board to form a cave.

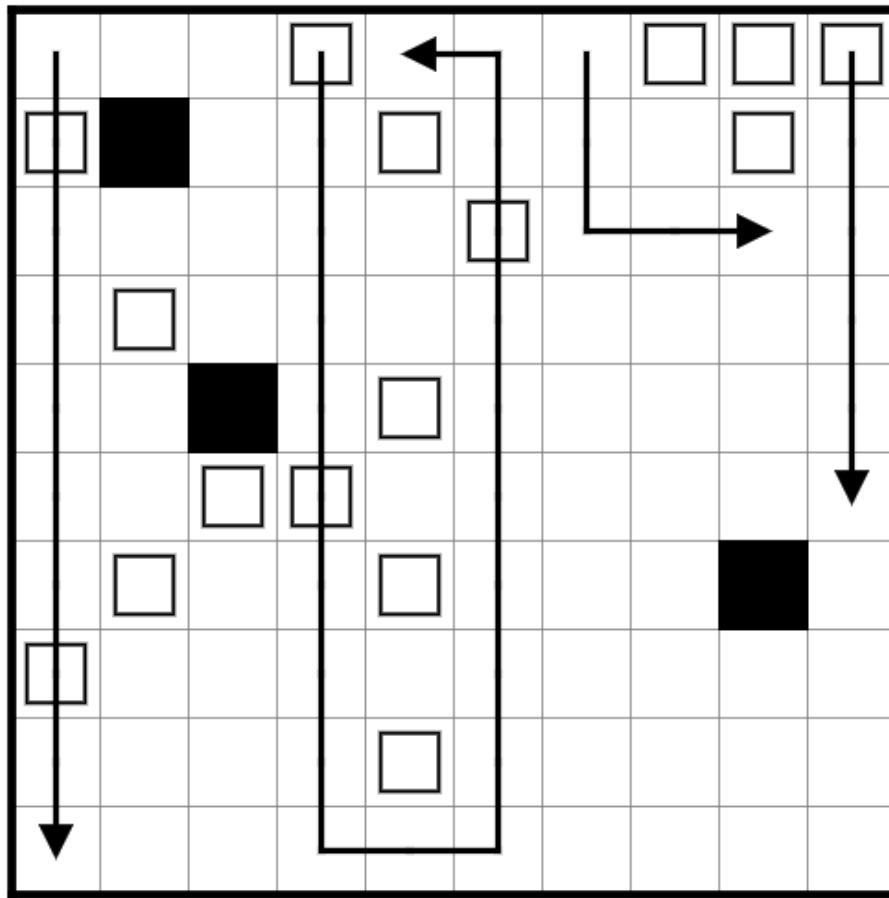
1. All shaded cells are connected through other shaded cells to the outside of the grid.
2. Numbers cannot be shaded.
3. Clues represent the total number of unshaded cells that can be seen in a straight line vertically or horizontally, including itself.
4. All unshaded cells on the board form an orthogonally connected area.

Links

Penpa+ <https://tinyurl.com/26rqgsfk>

5.11 Exponentiation? | Karen Carpenter

Evolmino



Rules

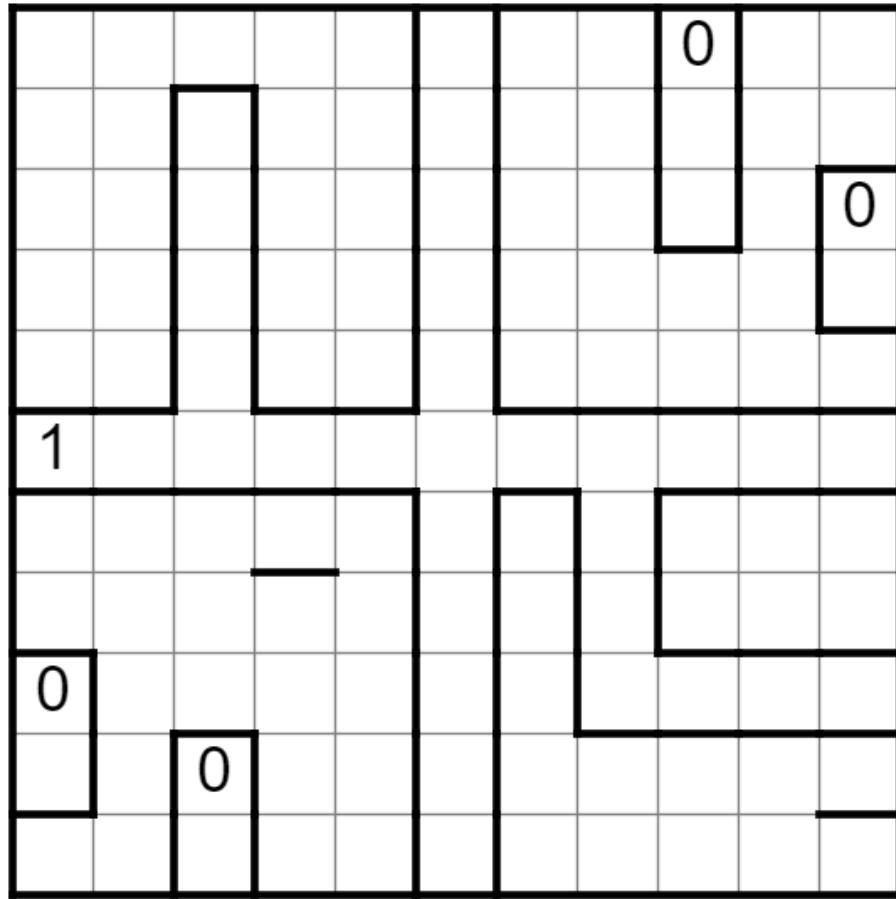
Standard Evolmino rules apply: Place squares into some white cells such that exactly one square in each orthogonally connected group of squares is on part of an arrow. Each arrow must pass through at least two different groups of squares. Each group of squares must be exactly the same shape as the one that came before it on the same arrow (if it exists), without rotation or reflection, plus one additional square.

Links

Puzz.link <https://puzz.link/p?evolmino/10/10/0i8p20i0606000b0080066160000i000004zzk99999994o0zn042220222025025025026262626>

5.12 Is This 10000ss? | Botaku

Heyawake



Rules

Usual Heyawake rules apply: shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A line of consecutive unshaded cells may not cross more than one bold border.

Links

Puzz.link <https://puzz.link/p?heyawake/11/11/1mdmdndhdg001s1shotgdg400080g03mrvbh040sgv01g1g00i00>

5.13 M | BenceJoful

Tapa



2				2	3	¹ ₁		¹ ₂		¹ ₁	2		0		5
3	³ ₃					7	³ ₃				6		5		
3		³ ₃		2	7			¹ ₂	5	8	³ ₃		2	2	7

Rules

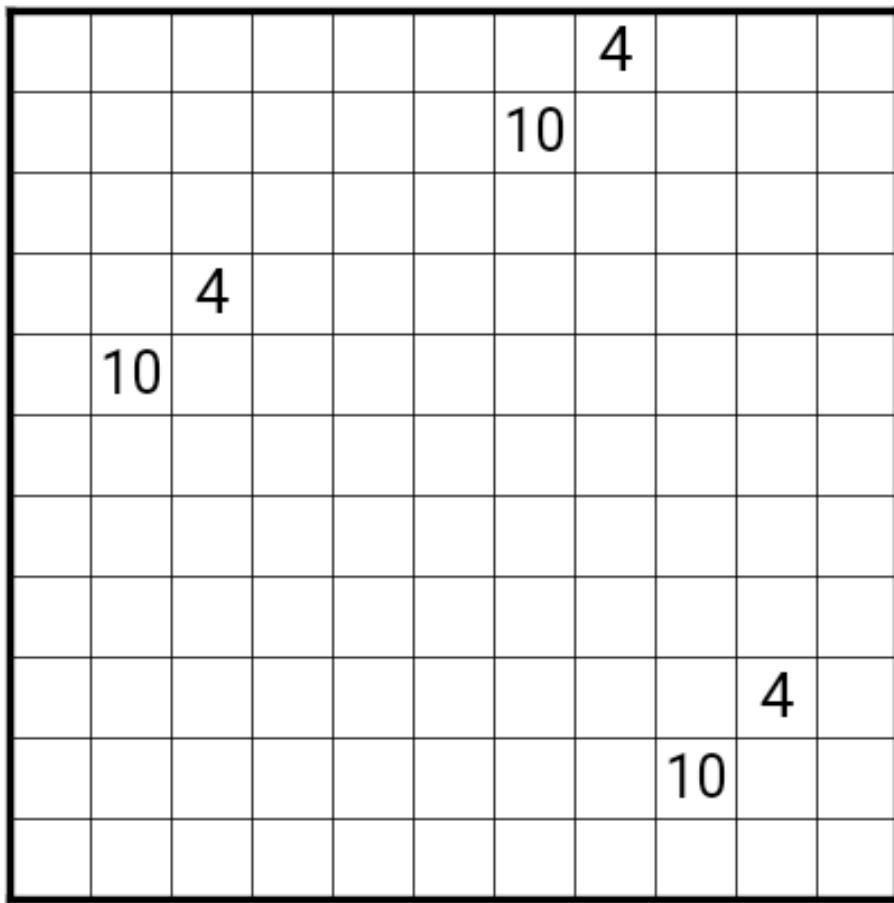
Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue.

Links

Puzz.link <https://puzz.link/p?tapa/30/6/xa7h2k0h2k2h3ga7ia8n3i5h3galt9i6i5t7galw3iali7p8iali7jaeiaema8h5iaeiae>

5.14 M0chinyOr0 | Ymmi

Mochinyoro



Rules

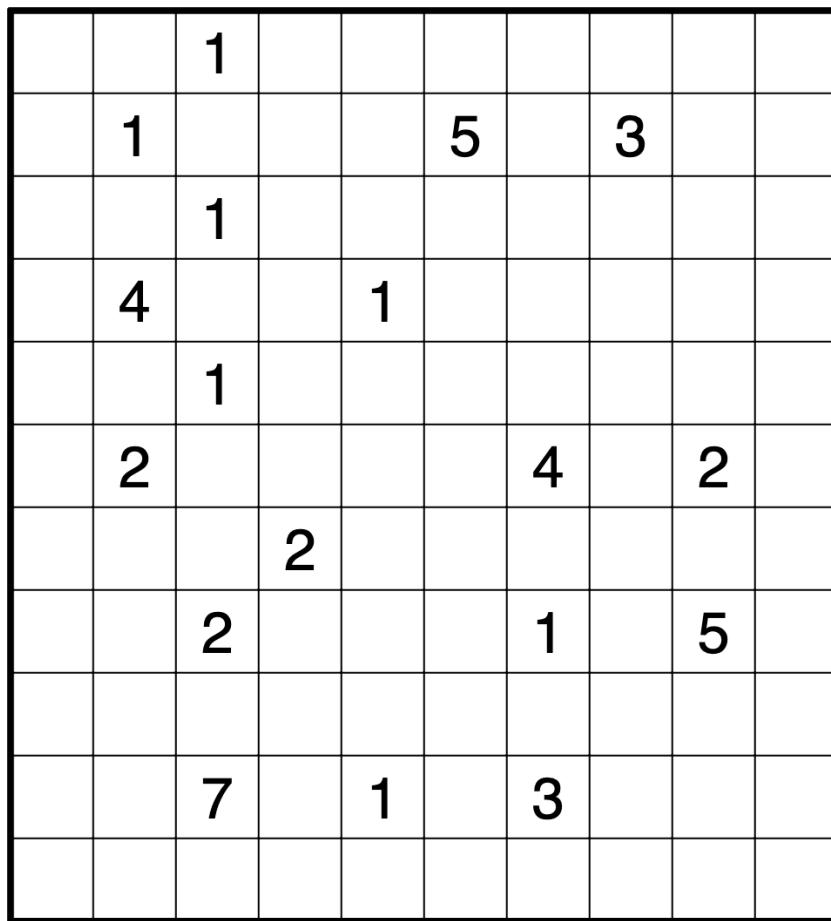
Shade some cells so that all areas of orthogonally connected unshaded cells are rectangular and all areas of orthogonally connected shaded cells are not rectangular. The unshaded rectangles must all be connected diagonally. Clues cannot be shaded, and represent the number of cells in the unshaded area they belong to. An unshaded area of cells cannot contain more than one clue. No 2x2 region may be entirely shaded.

Links

Puzz.link <https://puzz.link/p?mochinyoro/11/11/m4oaw4oazzq4oas>

5.15 Meidju-kabe | glum_hippo

Meidjuluk Nurikabe



1 2 3 4 5 6 7 8 9 10

Rules

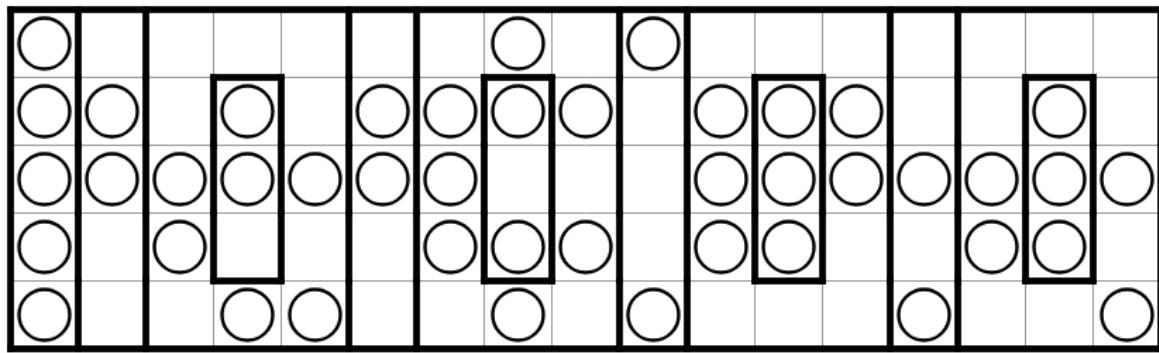
Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains one or more clues, the values of which are factors of the size of the area. No two areas are of the same size.

Links

Penpa+ <https://tinyurl.com/Meidjukabe02>

5.16 N0000ndang0000 | MicroStudy

Nondango



Rules

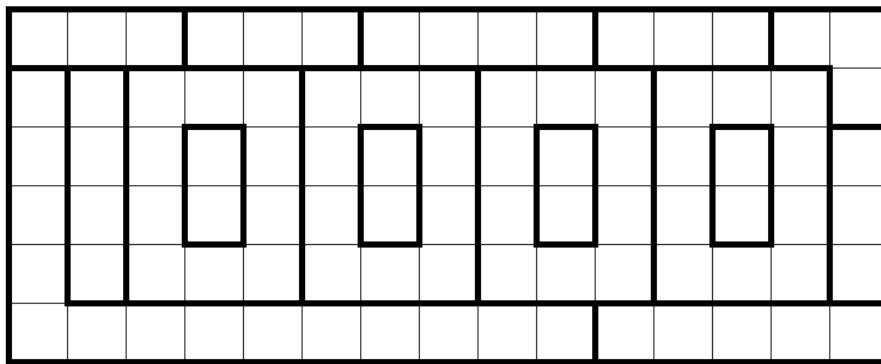
Shade one circle in each region so that no three consecutive cells contain all shaded circles or all unshaded circles, horizontally, vertically, or diagonally.

Links

Puzz.link <https://puzz.link/p?nondango/17/5/pj6fvvvvvvvvjj6c248g0000001248fqvp88q0e05oj5jbm>

5.17 Nor1n0ri | BenceJoful

Norinori



Rules

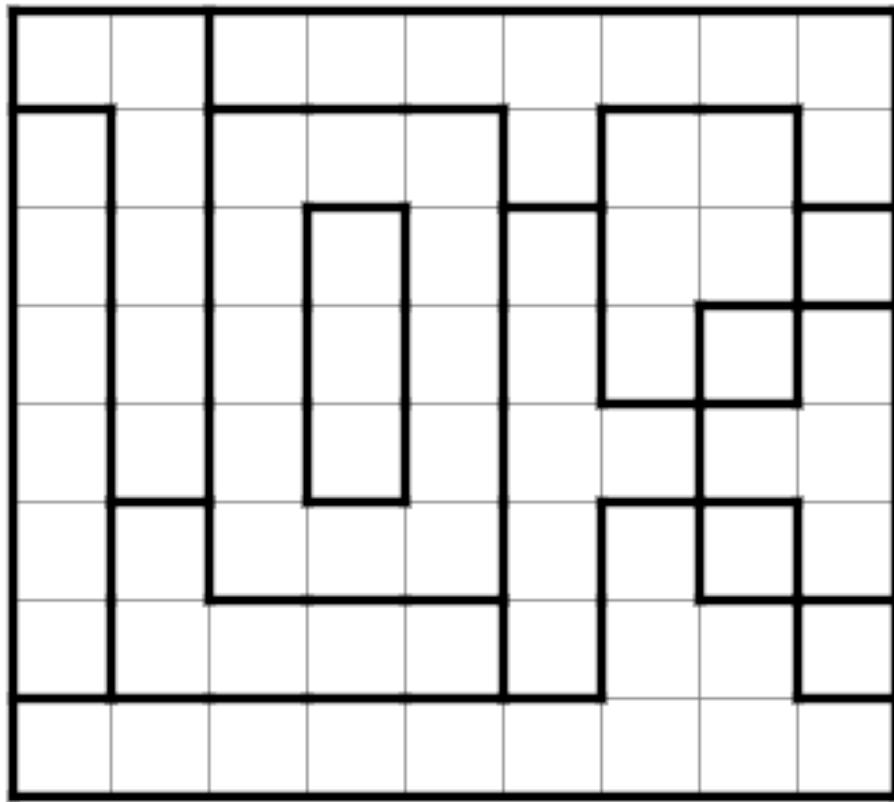
Shade some dominoes of cells so that every region contains exactly two shaded cells. Shaded dominoes may not touch orthogonally.

Links

Puzz.link <https://puzz.link/p?norinori/15/6/4h5i97vvvvvsi9010vvu295000294fvv>

5.18 S10s10ne | Ymmi

Stostone



Rules

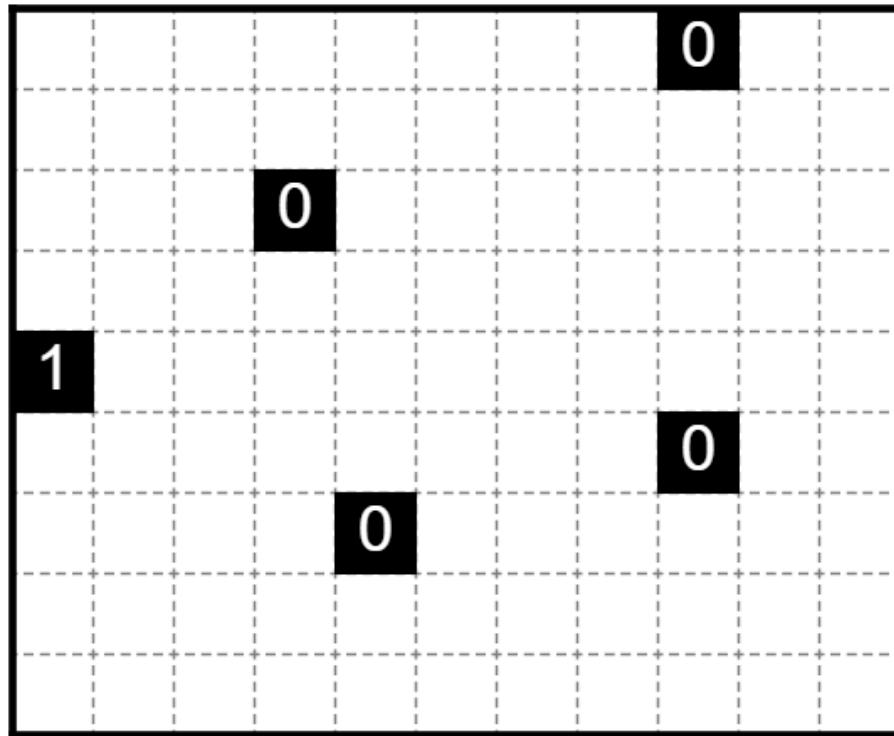
Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. If all of the shaded groups were to fall straight down without changing shape, they must completely fill the bottom half of the grid.

Links

Puzz.link <https://puzz.link/p?stostone/9/8/836vrvvqpu6g0nc540o35677v4t>

5.19 Sha10kasha10ka | Ymmi

Shakashaka



Rules

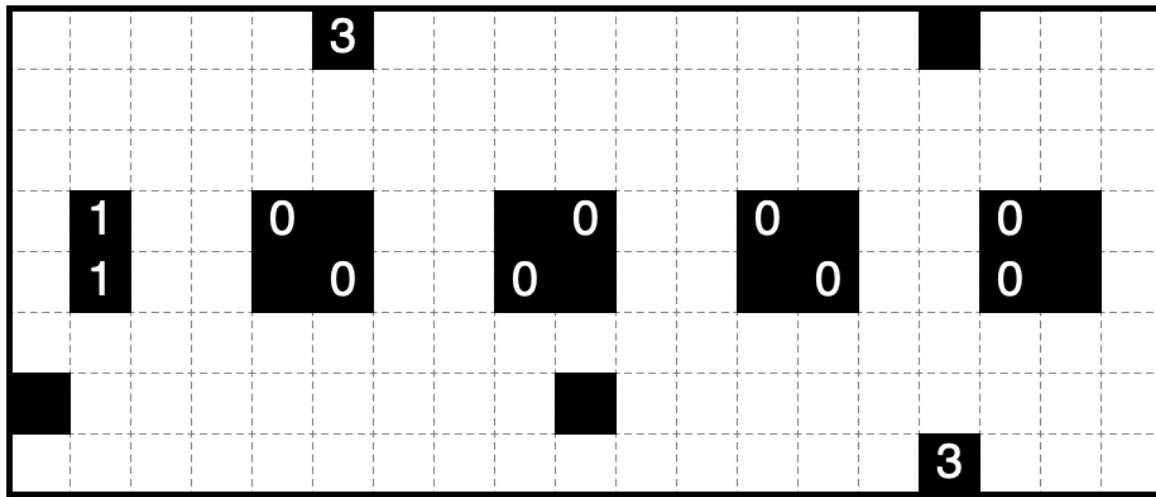
Shade some right triangles in cells such that every remaining unshaded area is rectangular. Clues give the number of triangles in the 4 cells it shares an edge with.

Links

Puzz.link <https://puzz.link/p?shakashaka/11/9/natavbvajzl>

5.20 Shakashaka | SSG

Shakashaka



Rules

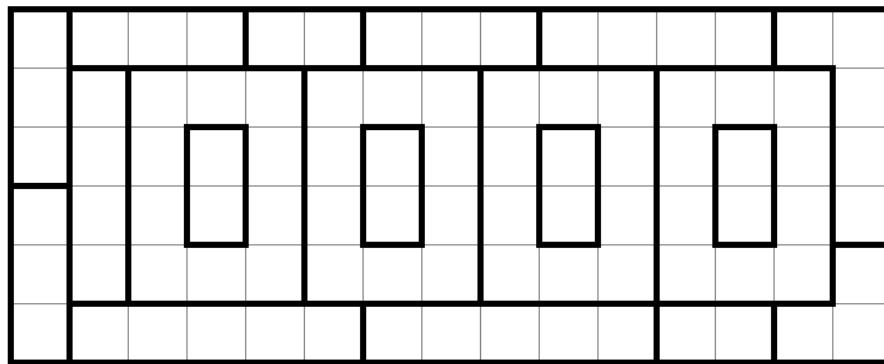
Place black triangles such that all remaining white areas are rectangles. Numbers specify the number of triangles in cells orthogonally adjacent to the clue's cell.

Links

Puzz.link <https://puzz.link/p?shakashaka/19/8/kdm.zzhb0.h.a0.h0.hb.a0.h.a0.z.n.zjdg>

5.21 Shimagun1K | BenceJoful

Shimaguni/Islands



Rules

Shade a single group of orthogonally connected cells in each region. Shaded groups may not be orthogonally adjacent. Each region must contain at least one shaded cell, and no two adjacent regions may contain the same number of shaded cells.

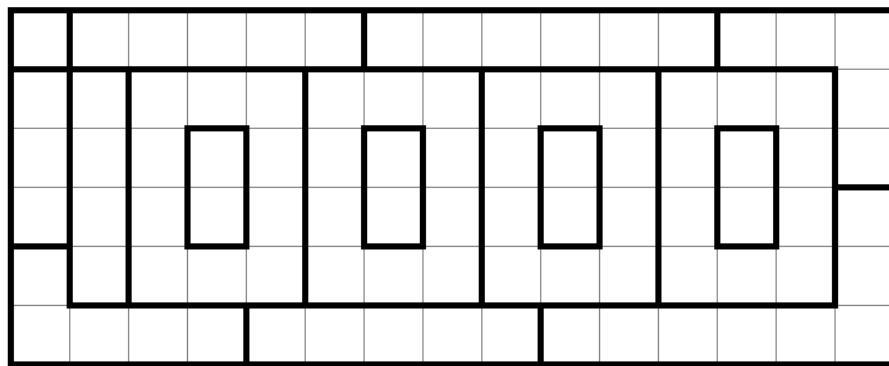
Links

Penpa+ <https://tinyurl.com/2384swdq>

Puzz.link <https://puzz.link/p?shimaguni/15/6/ii5i97vvvvvsi9ggkfvu294g00295fvuz>

5.22 StosTen | BenceJoful

Stostone



Rules

Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. If all of the shaded groups were to fall straight down without changing shape, they must completely fill the bottom half of the grid.

Links

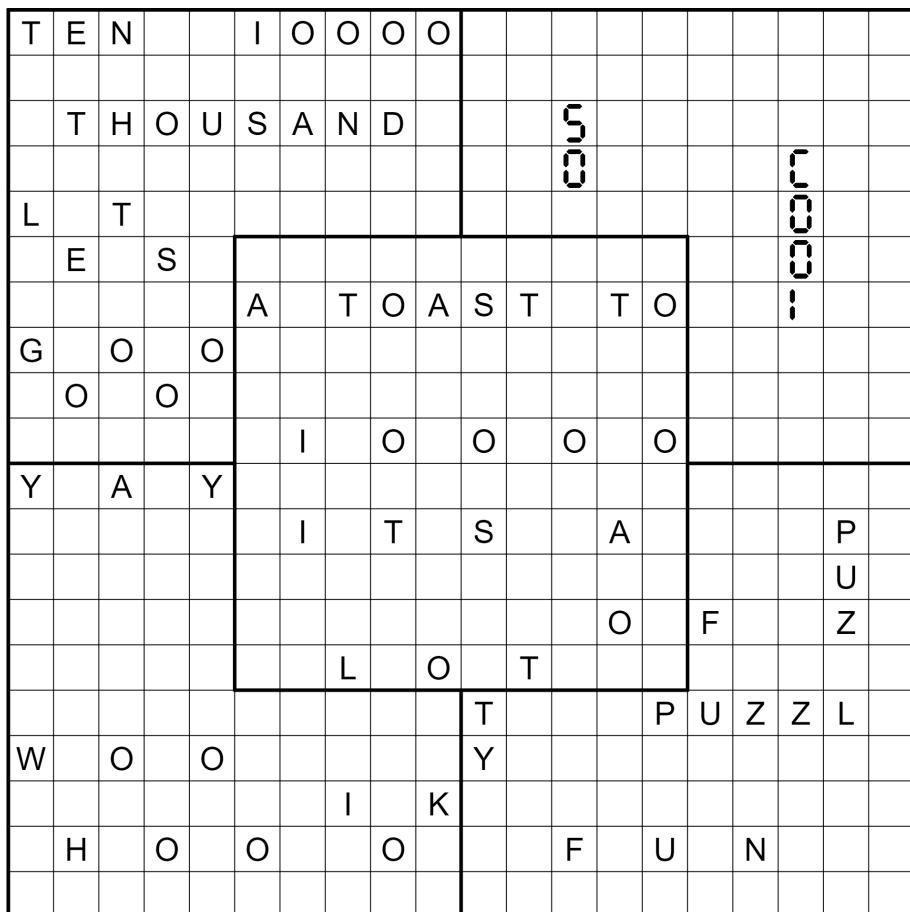
Puzz.link <https://puzz.link/p?stostone/15/6/gg9i97vvvvvsi9220vvu294001i94fvuw>

6.1 The Abominat10000n | MicroStudy, ymmi

Nikoji, Curve Data, Gemini Loop, Dominion, Pentominous



Do not ask why this was created. It will grow even stronger if you do.



Rules

Top Left: NIKOJI

Top Right: Curve Data

Center: Gemini Loop

Bottom Left: Dominion

Bottom Right: Pentominous

There are no numerals in the grid. The "10000" and "10K" are made up of the letters I and O and are to be treated as such.

Detailed Rules:

- NIKOJI: Divide the grid into regions of orthogonally connected cells, each containing exactly one clue. Regions with the same clue type must be exactly identical in shape, orientation, and position relative to the clue. Regions with different clue types may not be the same shape, counting rotations and reflections as the same.

- Curve Data: Draw lines between the centers of cells so that each connected figure goes through exactly one clue, and all cells are used by a figure. Clues show how their figures turn and connect with themselves, not allowing rotation or reflection. The length of each line segment can be expanded or reduced, as long as it is at least 1.
- Gemini Loop: Draw a non-intersecting loop through the centers of all cells. Cells containing the same letter must be entered by the loop from the same directions. Cells containing different letters must not.
- Dominion: Shade some dominoes of cells to divide the grid into unshaded areas. Shaded dominoes may not touch orthogonally. Clues cannot be shaded, and each orthogonally connected area of unshaded cells contains exactly one type of clue, and all instances of it.
- Pentominous: Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter.

Links

<i>Penpa+ (Main Grid)</i>	https://tinyurl.com/49tbwdcy
<i>Penpa+ (NIKOJI)</i>	https://tinyurl.com/2h6buac3
<i>Puzz.link (Curve Data)</i>	https://tinyurl.com/ec43xb88
<i>Penpa+ (Gemini Loop)</i>	https://tinyurl.com/5e9vyxkp
<i>Penpa+ (Dominion)</i>	https://tinyurl.com/4rm3cnd4
<i>Penpa+ (Pentominous)</i>	https://tinyurl.com/25juwust