

# 10,000

## A Myriad of Puzzles

A pack of 100 puzzles set by  
the CTC community

# Introduction

In just above 3 years, this community has submitted 10,000 puzzles<sup>1</sup> 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  $\sqrt{10000} = 100$  **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*

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<sup>1</sup>Actually, 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.

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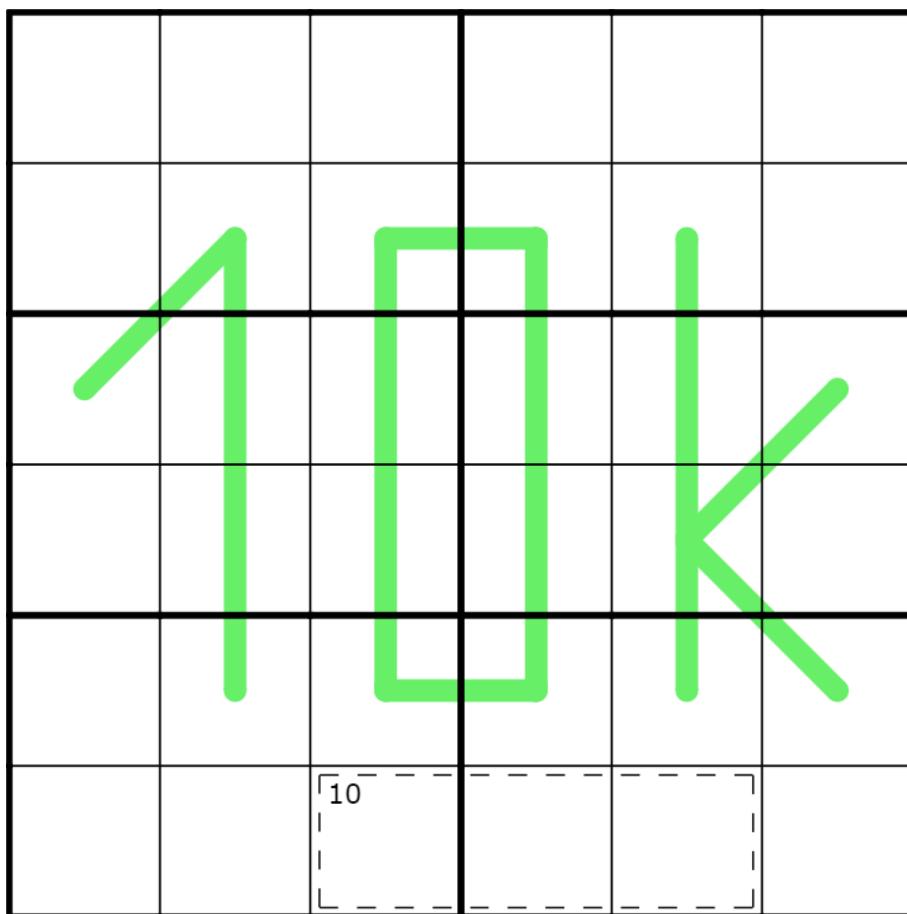
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# Sudoku and Latin Square

## 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.

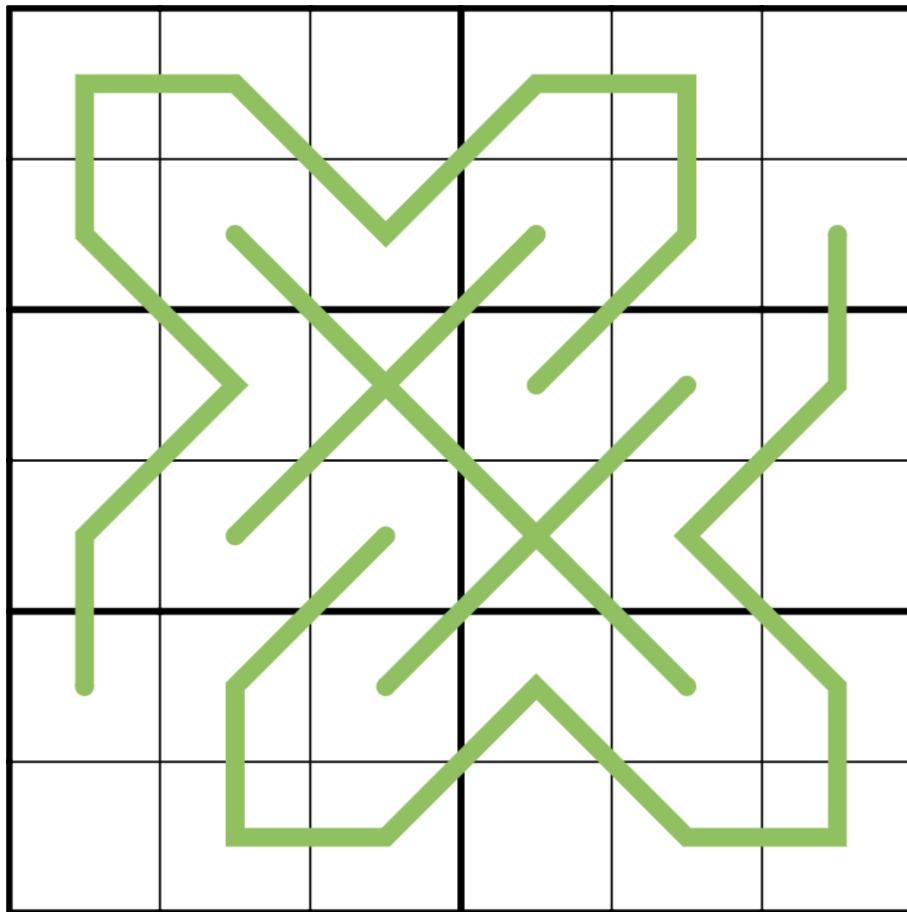
### Links

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:

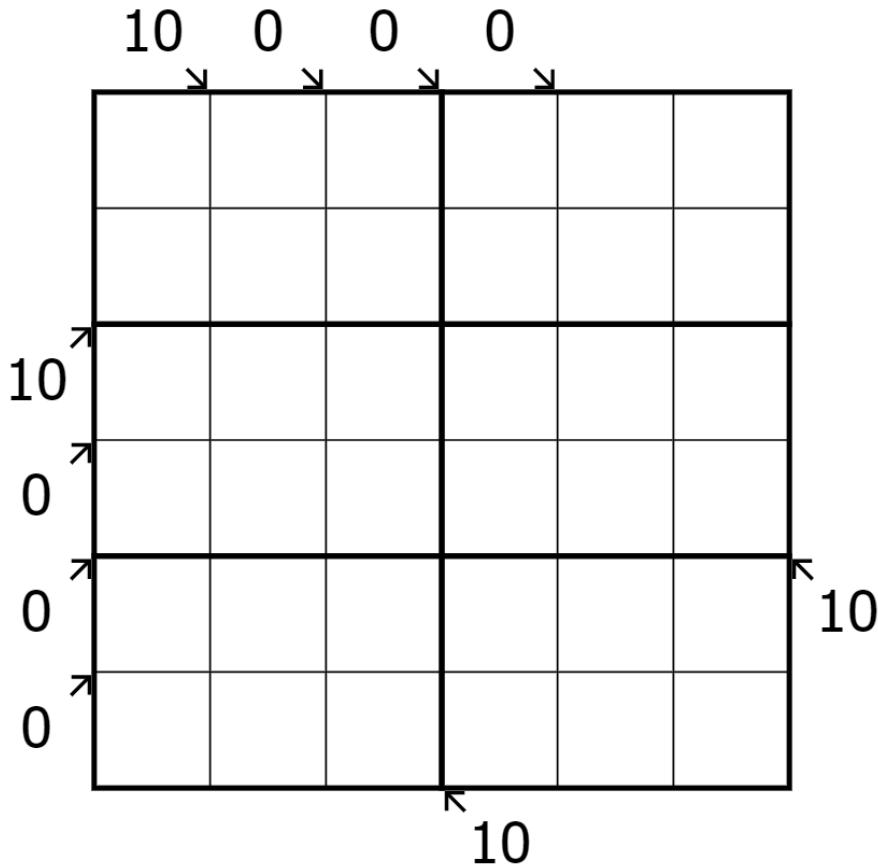
- For each box the line passes through, sum the digits on that line on that box.
- Multiply those sums together.
- The result must equal 10,000.

### Links

CTC App <https://tinyurl.com/2s4jurw2>  
F-puzzles <https://f-puzzles.com/?id=2zzu7lme>

### 1.3 10000 Parity Little Killer | Aspartagcus

*Parity Little Killer Sudoku*



#### Rules

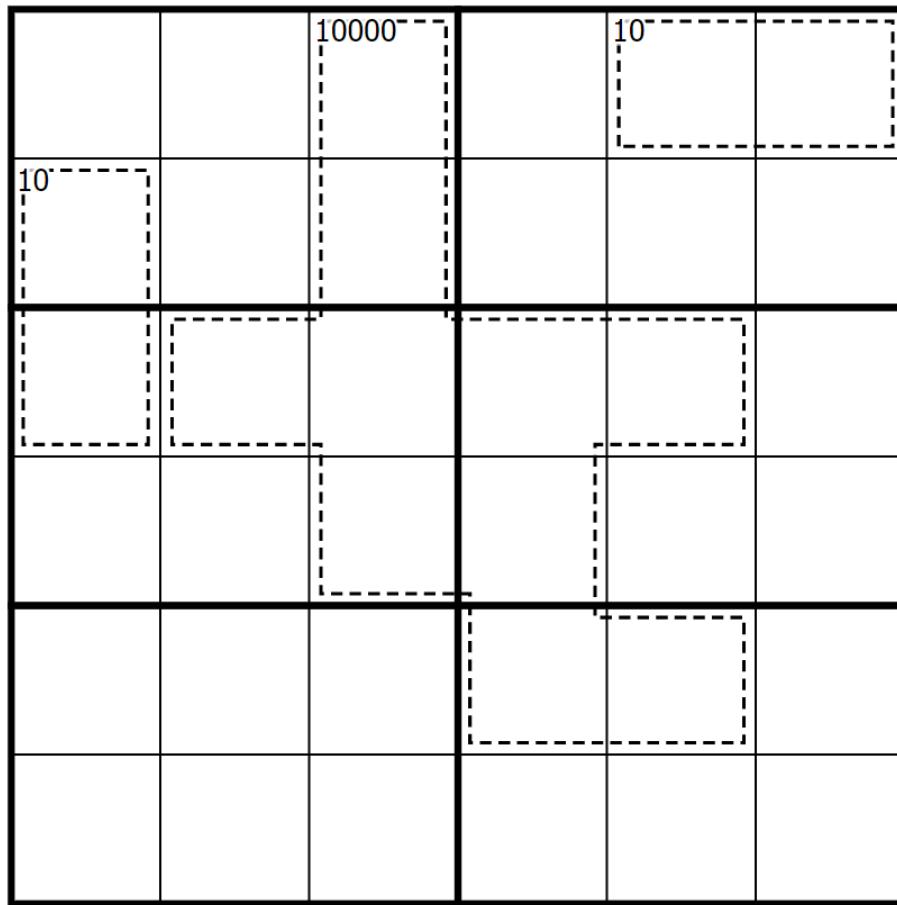
- Standard sudoku rules apply.
- Clues outside the grid give the sum of either the odd or the even digits in the indicated diagonal.
- One of the clues indicates the sum of the odd digits in its indicated diagonal, **as well as** the sum of the even digits in the diagonal.

#### Links

*SudokuPad* <https://tinyurl.com/2ycarr2y>

## 1.4 10000 Product Killer | Aspartagcus

*Product Killer Sudoku*



### Rules

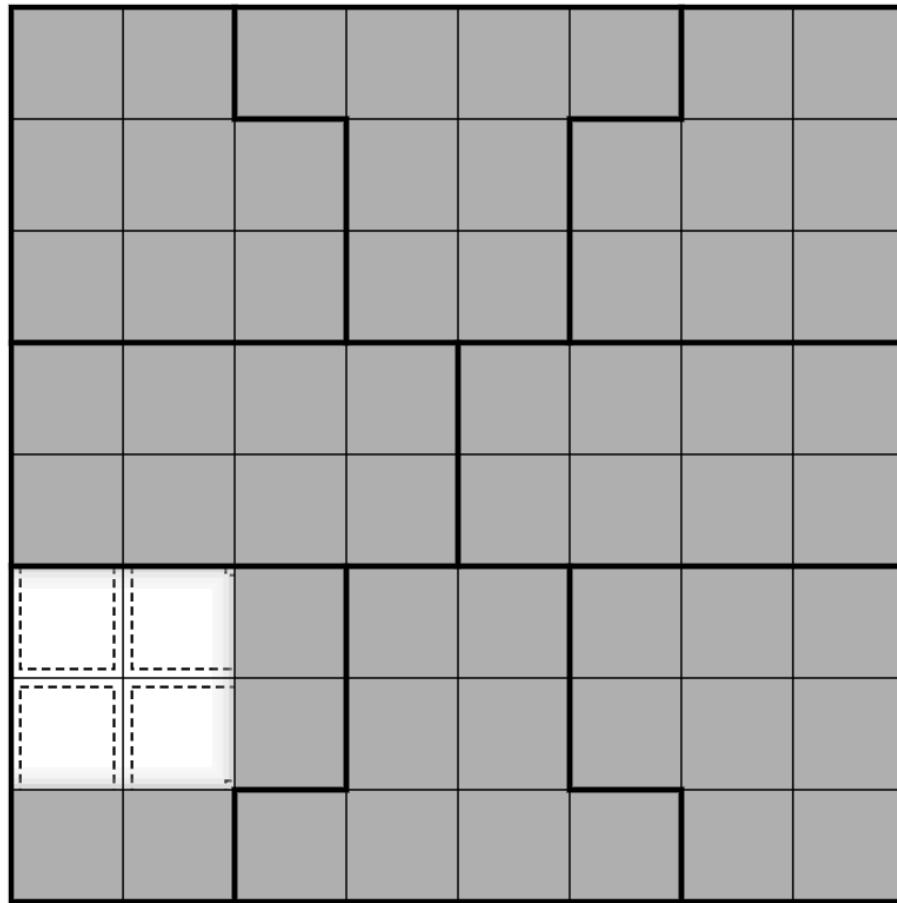
- Standard sudoku rules apply.
- Digits in a cage either sum or multiply to the number in the corner of the cage. Digits may repeat in a cage.

### Links

*SudokuPad* <https://tinyurl.com/mta6k8c3>

## 1.5 10000 killers in the fog | Aspartagcus

*Irregular Killer Fog Of War Sudoku*



### Rules

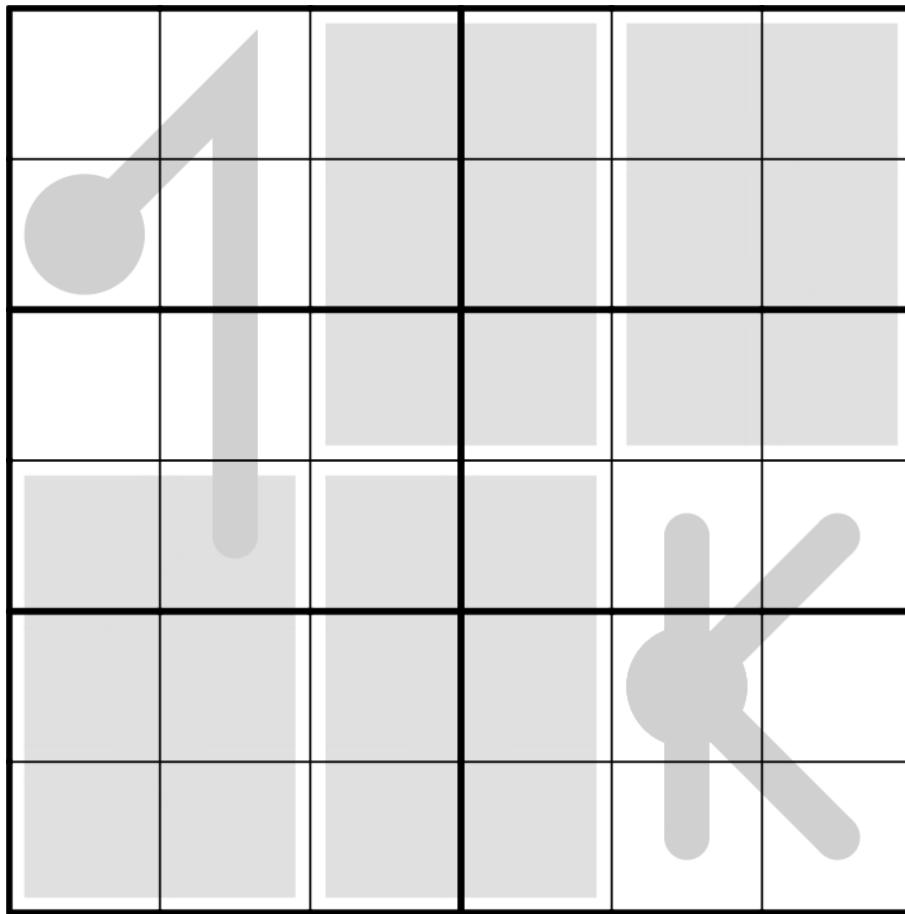
- 8x8 irregular sudoku rules apply.
- Digits in a cage do not repeat and sum to 10.
- Most of the clues are hidden in fog, enter correct digits to disperse it.

### Links

SudokuPad <https://tinyurl.com/5n7ck94k>

## 1.6 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.

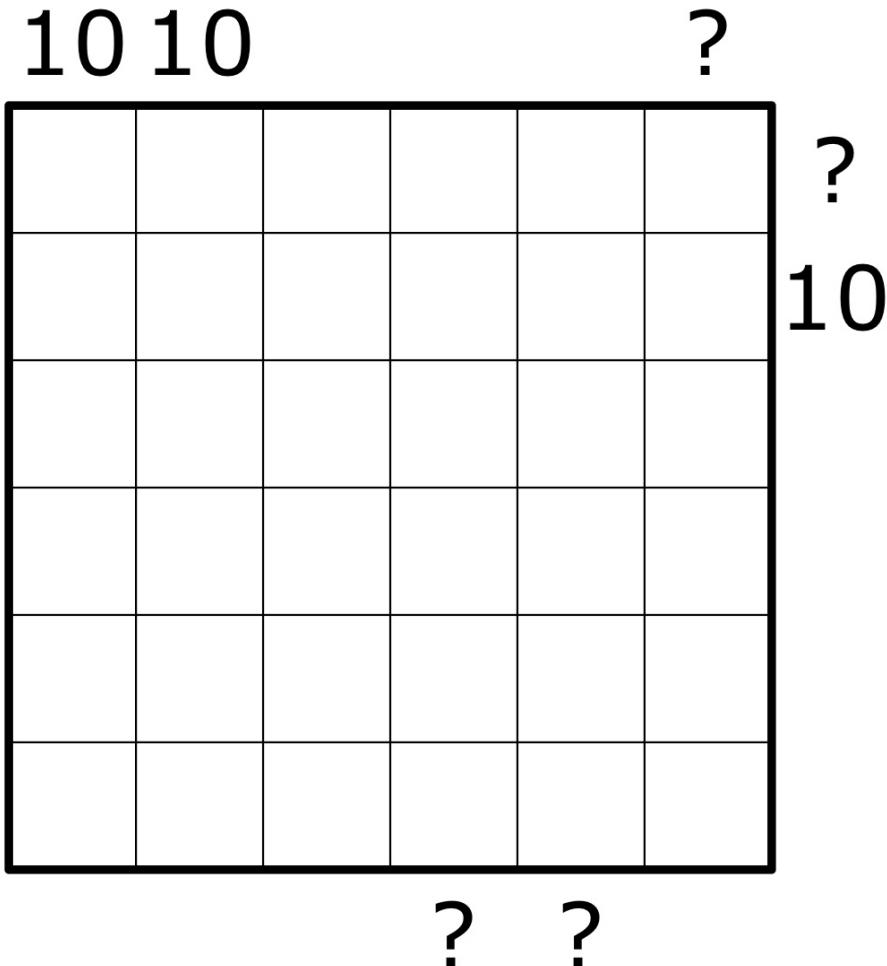
Thermos: Digits along the thermometer must increase from the bulb end.

### Links

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

## 1.7 10Khaos | MicroStudy

*Sudoku, Chaos Construction, X-Sums*



### Rules

**Chaos Construction (6x6):** Divide the grid into regions, each consisting of six orthogonally connected cells. Each row, column and region must contain the digits 1-6 once each.

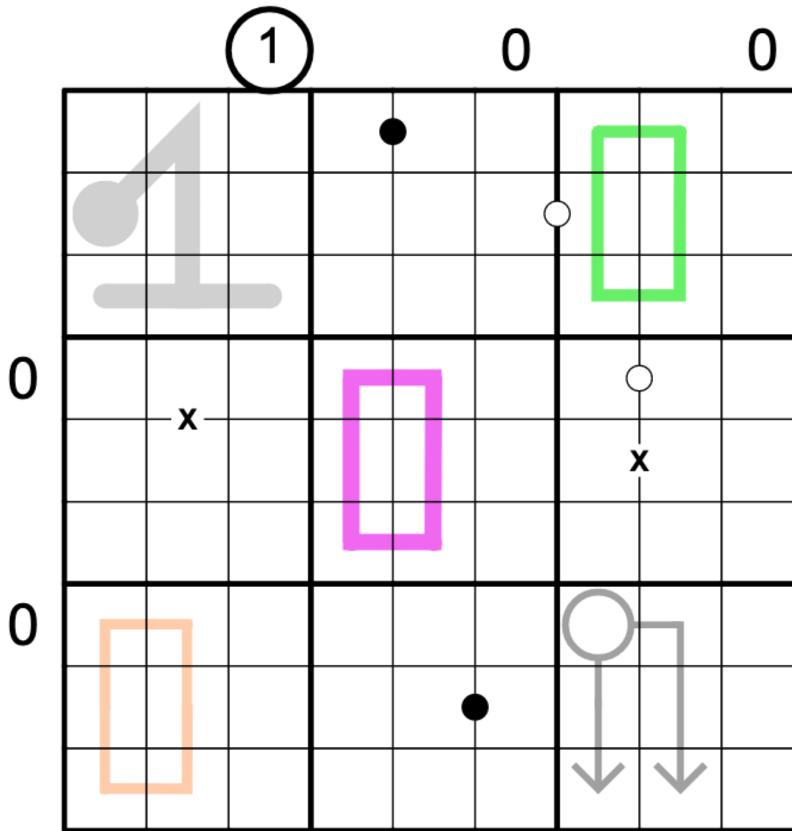
**X-Sums:** Clues outside the grid show the sum of the first X cells in the corresponding row/column, where X is the digit in the cell nearest to the clue. In addition, the first X cells in this row/column are part of the same region, and the X+1th cell is part of a different region. ? clues can stand for any positive integer.

### Links

*SudokuPad* <https://tiny.puz.com/2k79cwh9>

## 1.8 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.

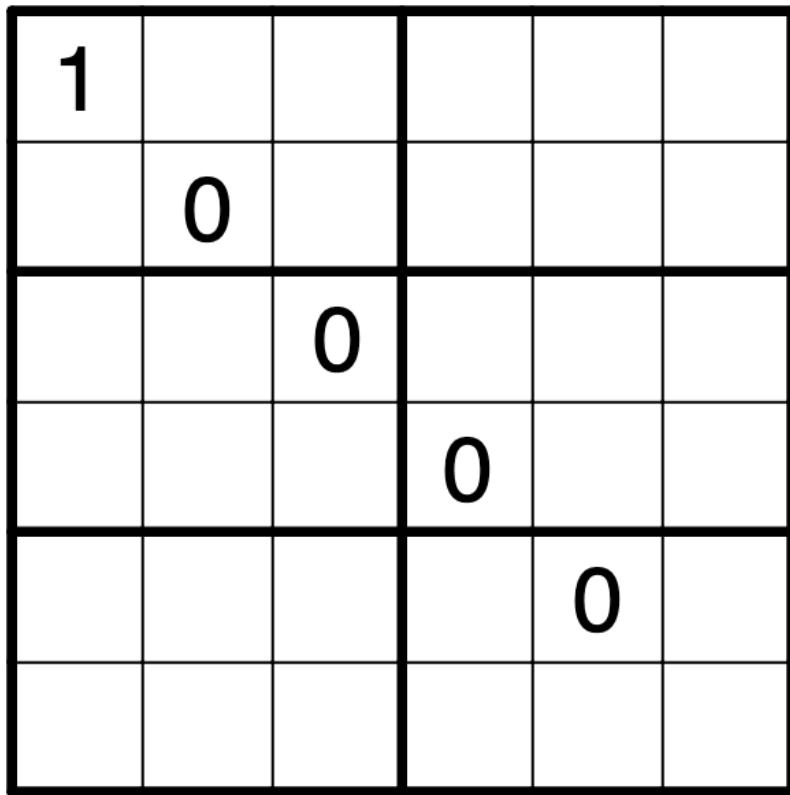
### Links

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

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

## 1.9 10k (Not) In a Row | SSG

*Non-Consecutive Sudoku*



### Rules

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

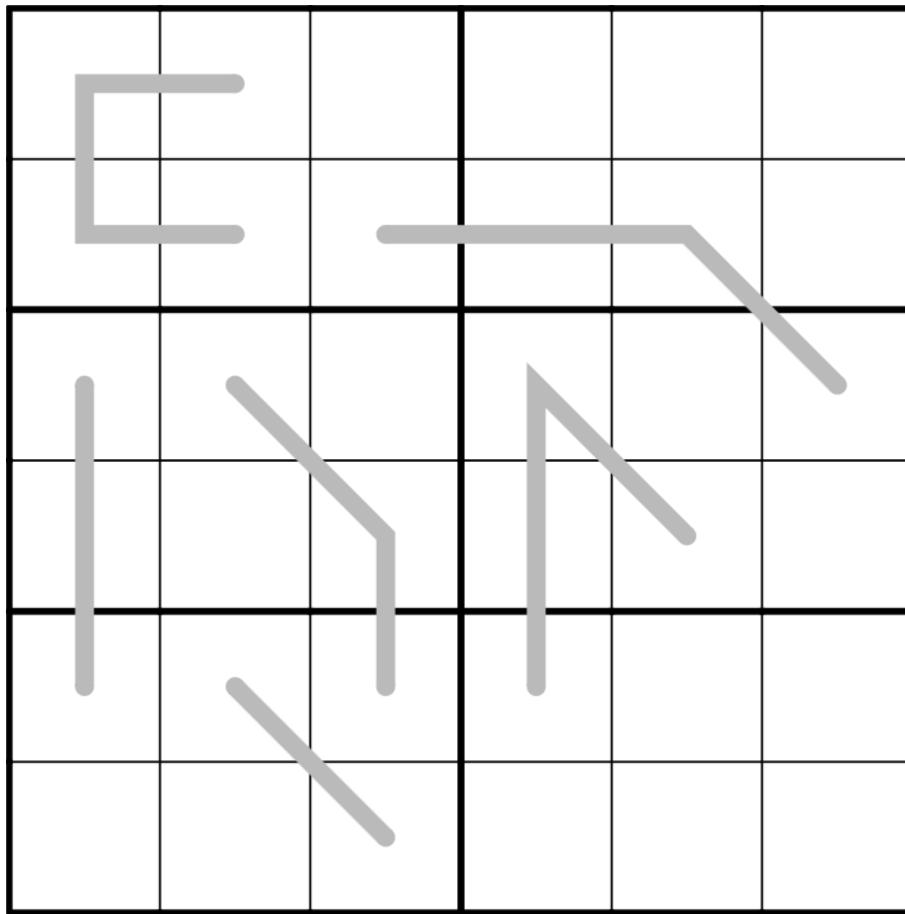
**Non-Consecutive:** Orthogonally adjacent cells may not contain consecutive digits.

### Links

Penpa+ <https://tinyurl.com/4393b7ey>  
 CTC App <https://tinyurl.com/yc2x4vxv>

## 1.10 10k Equalines | Xendari

*Sudoku, Equalines*



### Rules

Normal sudoku rules apply.

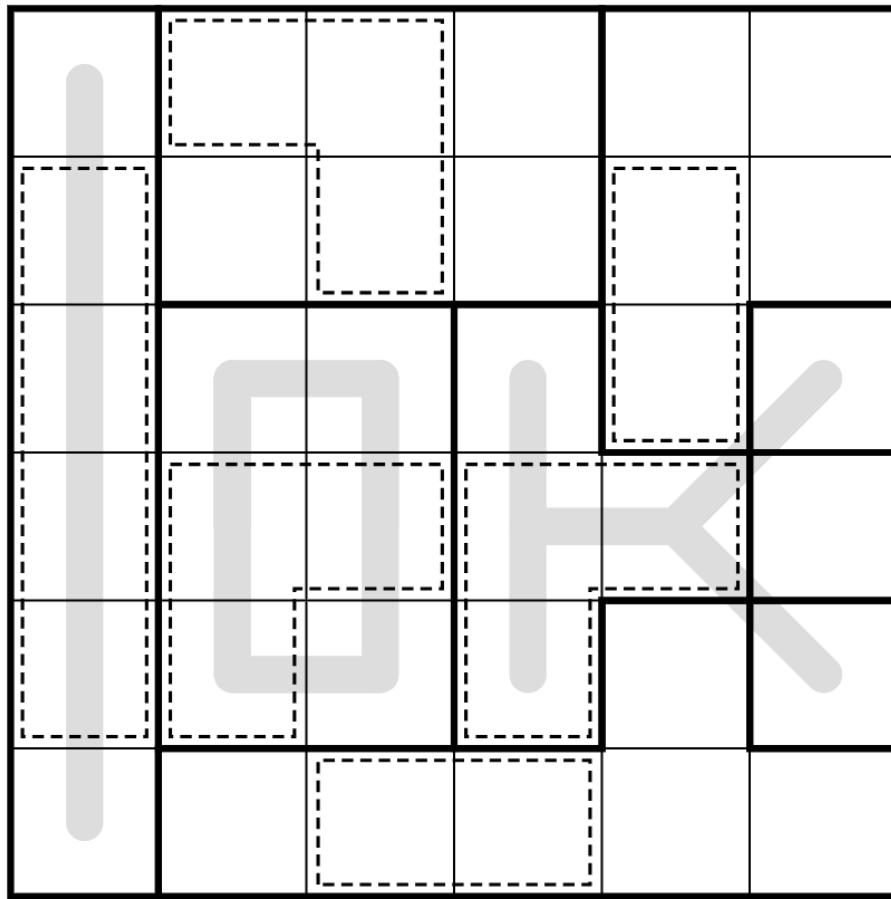
Digits on each line must sum to the same number. Digits may repeat on a line where allowed by other rules.

### Links

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

## 1.11 10k Irregular Killer | Aspartagcus

*Irregular Killer Sudoku*



### Rules

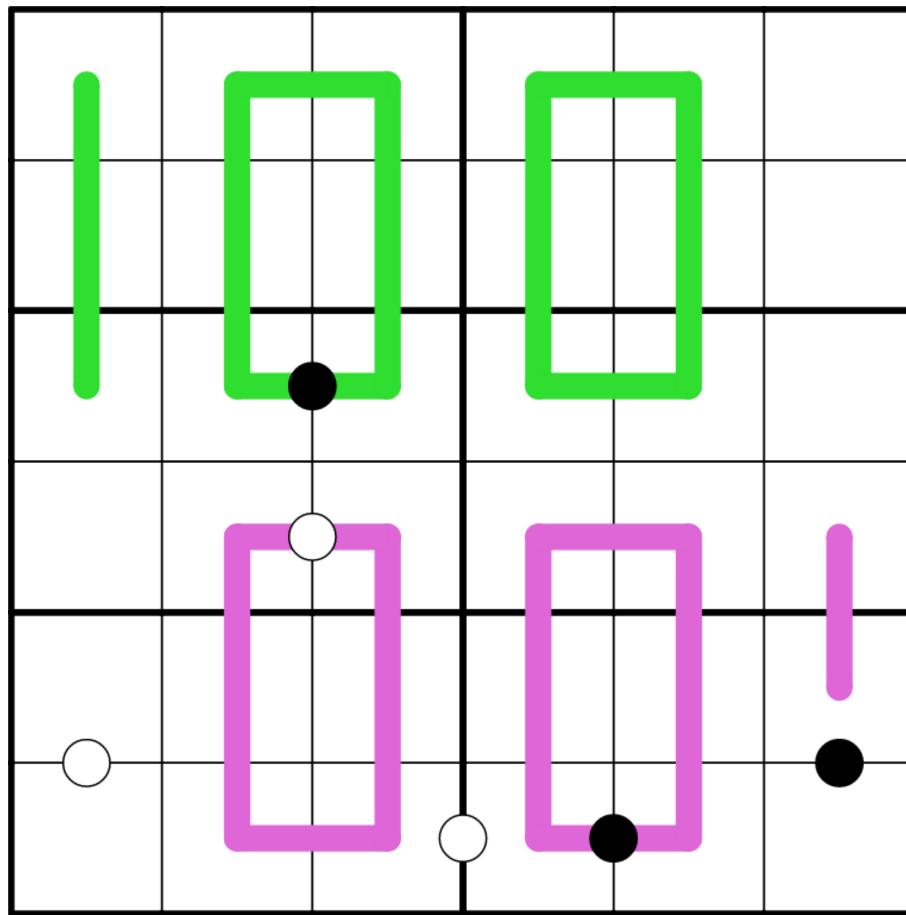
- Irregular 6x6 sudoku rules apply. A couple of regions have been separated into smaller, unconnected areas, but each region is still made up of 6 cells.
- Digits in a cage do not repeat and sum to 10.

### Links

*SudokuPad* <https://tinyurl.com/y7m7c5df>

## 1.12 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  $\geq 3$ ), Renban

Detailed Variant Rules:

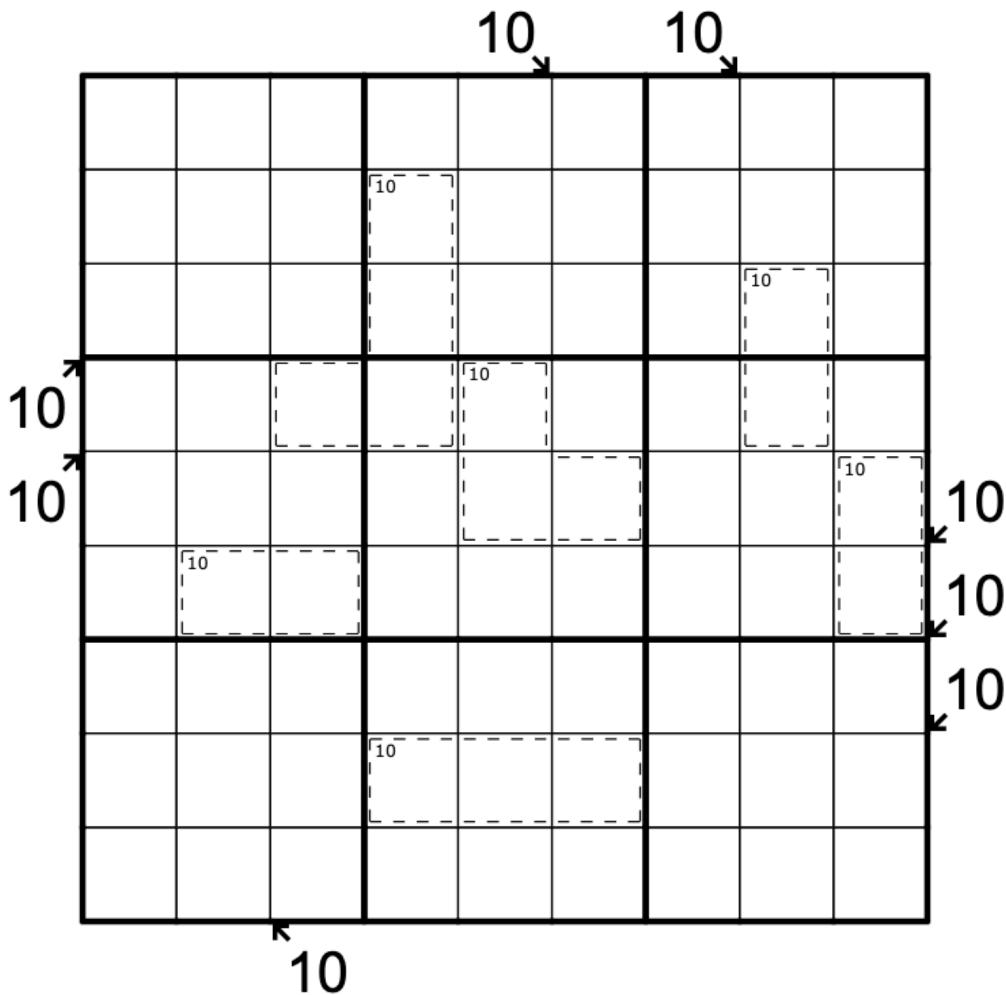
- Black Kropki Dots: Digits separated by a black Kropki dot must be in a ratio of 1:2.
- White Kropki Dots: Digits separated by a white Kropki dot must be consecutive.
- German Whispers (6x6): Adjacent digits along a green German Whispers line must differ by 3 or more.
- Renban: Digits along a purple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

### Links

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

## 1.13 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.

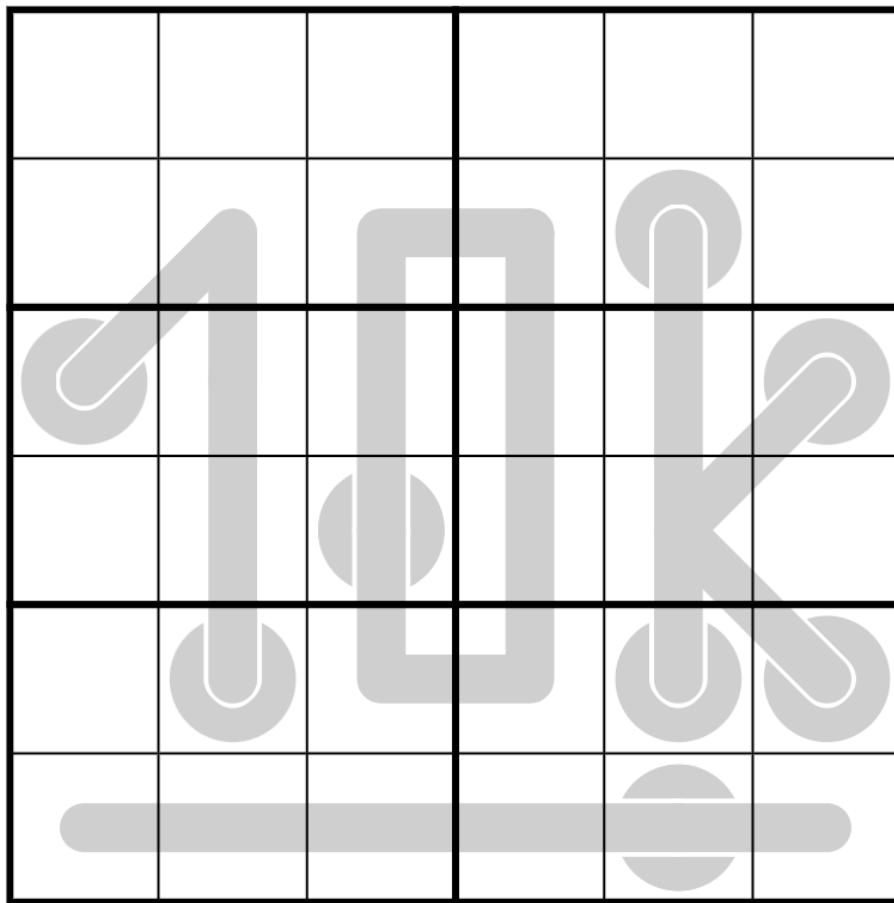
**Little Killer:** Digits along an indicated diagonal must sum to the given total and may repeat if allowed by other rules.

### Links

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

## 1.14 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

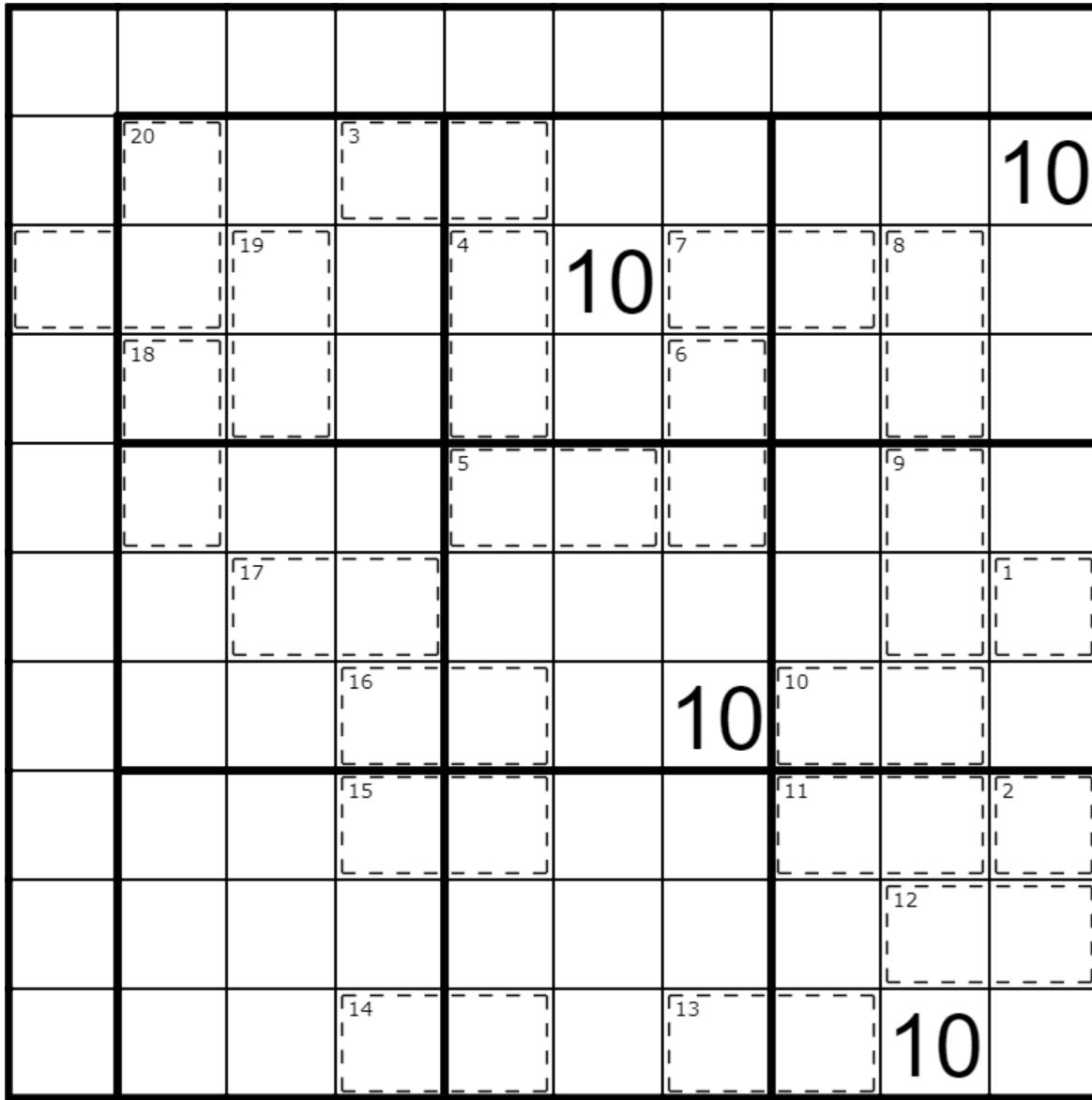
*SudokuPad* <https://tinyurl.com/5n875un9>

## 1.15 Blackbird Pie | jubale, Malrog

*10x10 Latin Square, Deficit, Killer Cages*



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 1-10 once each in every row and column. Numbers may not repeat within a 3x3 box.

Numbers in cages may not repeat and sum to the value in the corner.

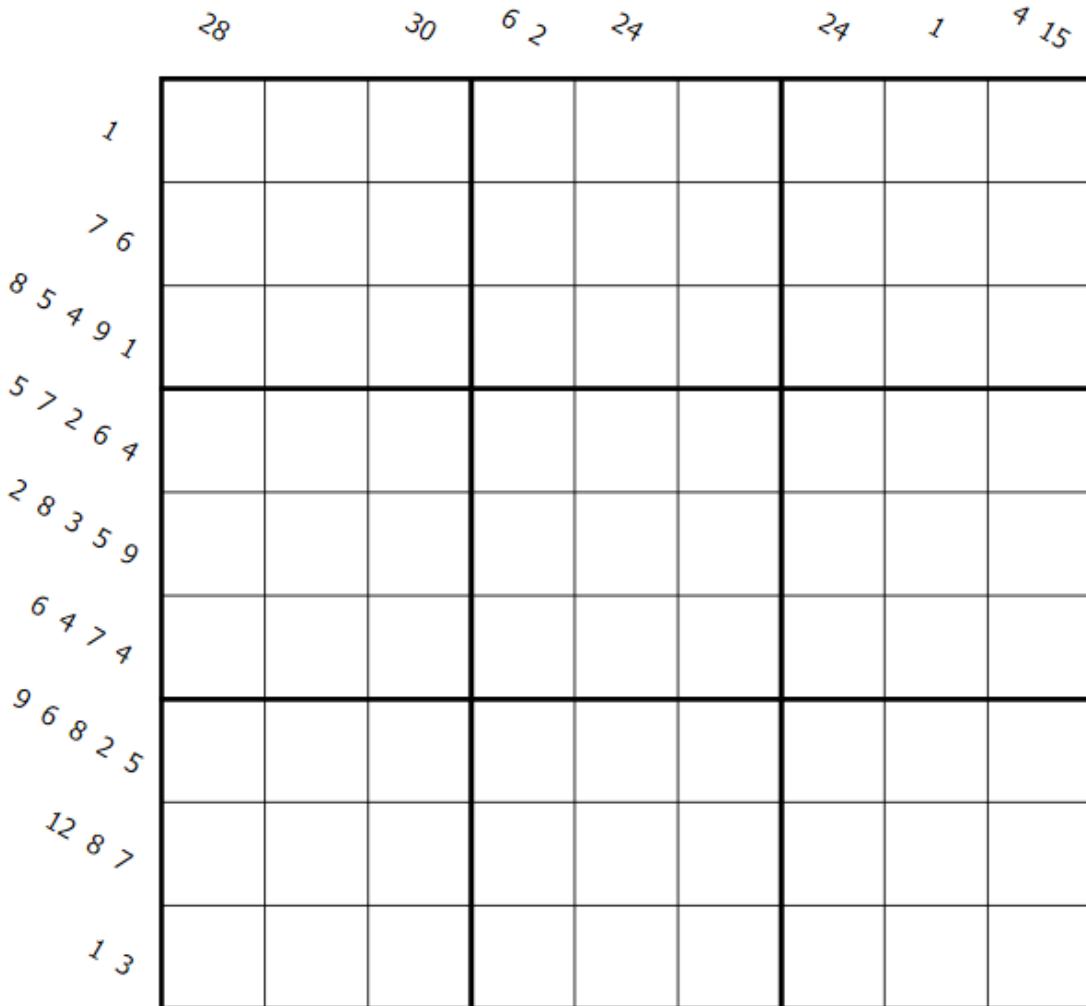
Solving note: Use 0 in place of 10 if solving in SudokuPad, its value still counts as 10 for cages.

### Links

*F-puzzles* <https://f-puzzles.com/?id=2fwdh9yj>  
*SudokuPad* <https://tinyurl.com/424bcbtc>

## 1.16 Congrats on 10k | Panthera

JSS/Sandwich



### Rules

Normal sudoku rules apply.

Adjusted Japanese sums rules apply.

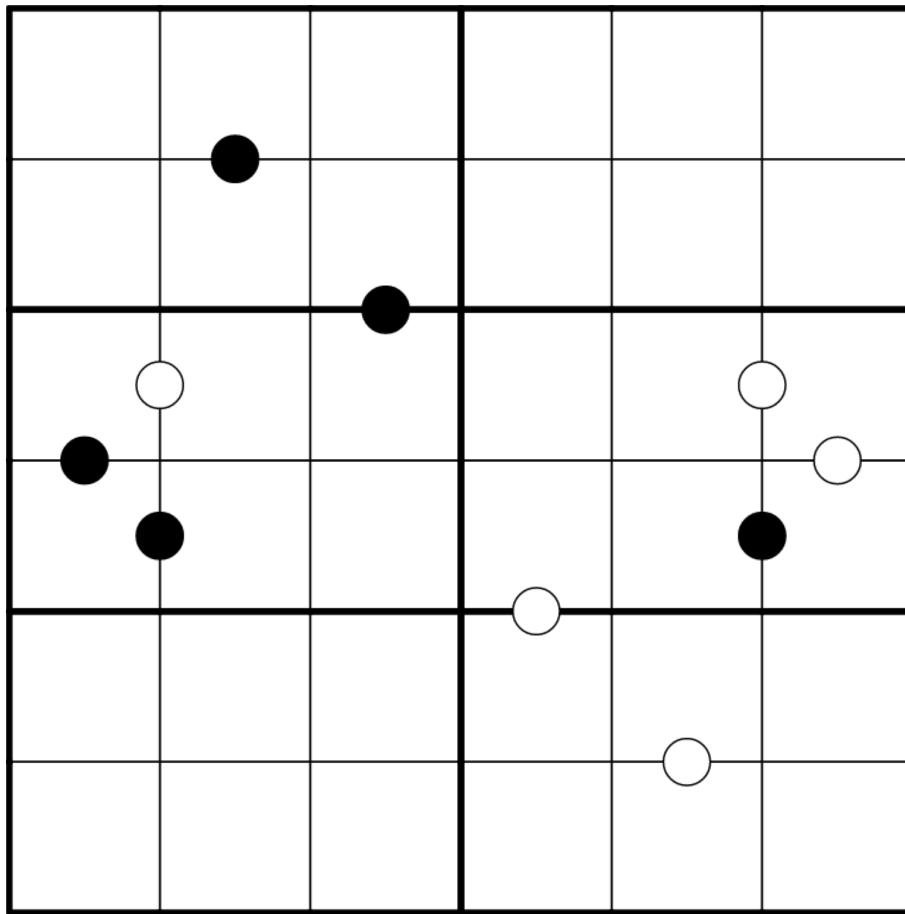
Normal Japanese Sums: The clues outside the grid indicate the sums of the contiguous runs found in that row or column that must be shaded. There must be an unshaded cell between runs of the same color. If a row or column is unclued, there is no shading in that row or column. Adjusted – any outside clue could represent a sandwich clue instead! (that is, the sum of the digits between the 1 and 9 where the 1, 9, and all the digits in between are shaded).

### Links

CTC <https://tinyurl.com/4p5rnb7w>

## 1.17 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>

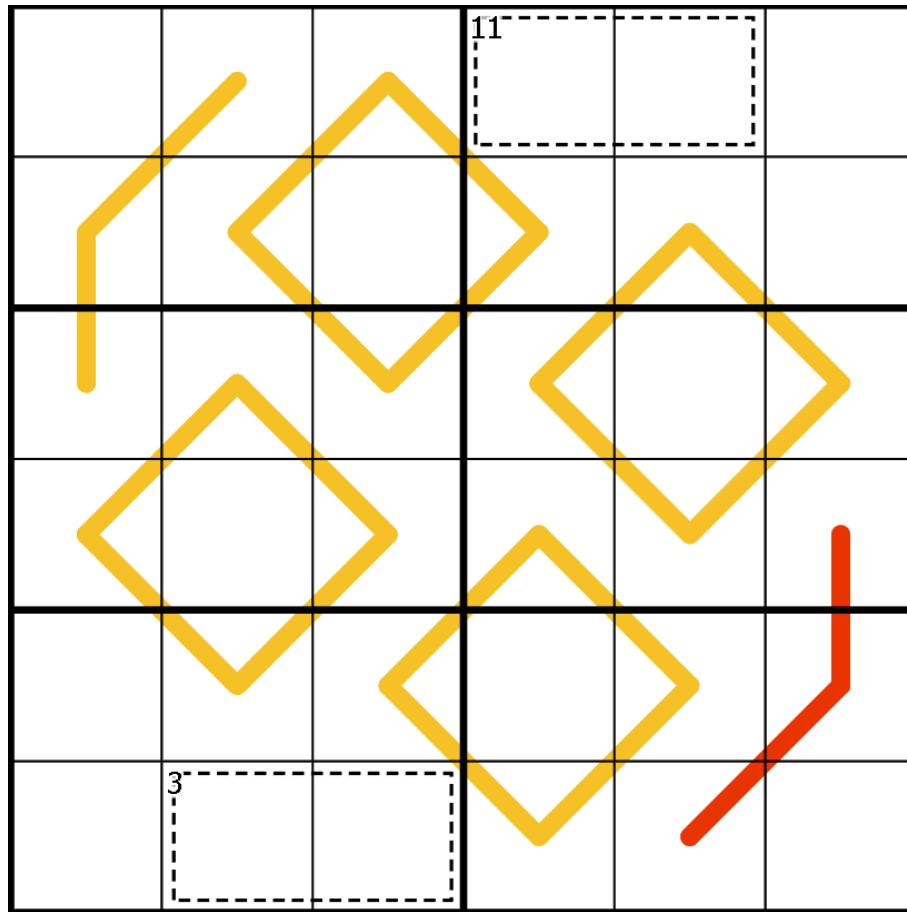
*CTC App* <https://tinyurl.com/2efn5c8f>

## 1.18 Four Diamonds | TopAutism

*Parity*



Parity coloring puzzle based on diamond shapes.



### Rules

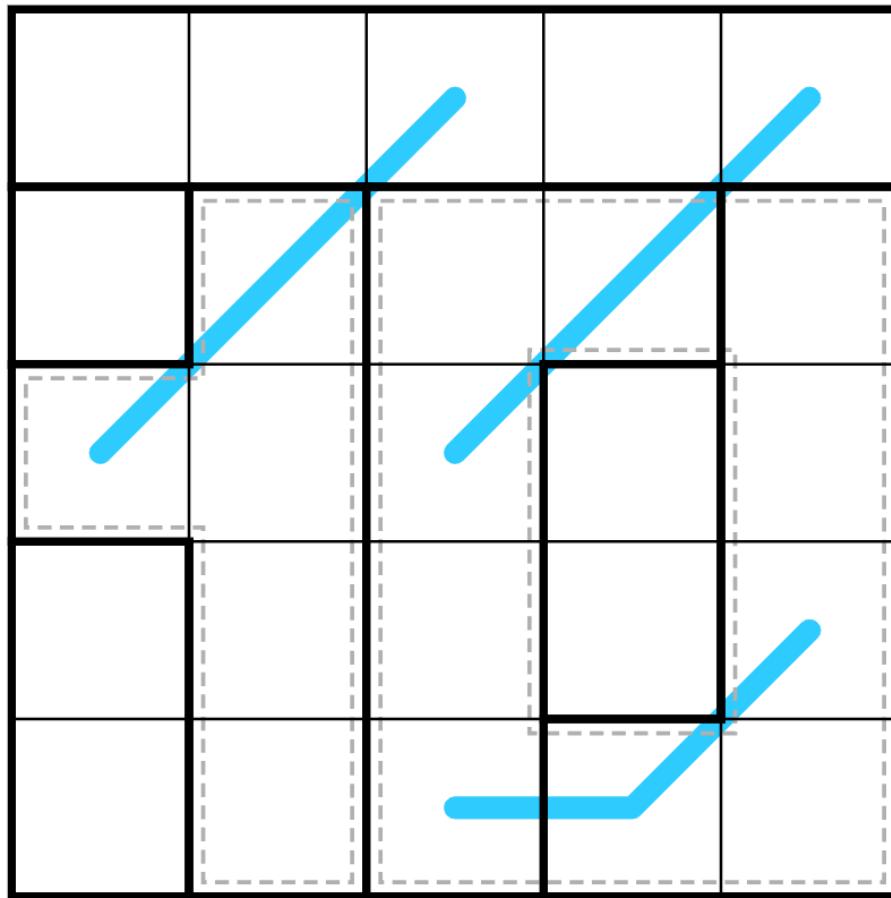
- Place 1-6 once each in every row, column, and box.
- Digits in a cage sum to the clue in the top left corner.
- Digits on yellow lines alternate odd & even.
- On the red line, consecutive digits are consecutive.

### Links

SudokuPad <https://tinyurl.com/mr2xdxn>  
 F-puzzles <https://f-puzzles.com/?id=2droq655>

## 1.19 Irregular reg10n sums | Aspartagcus

5x5 Irregular Region Sums Sudoku



### Rules

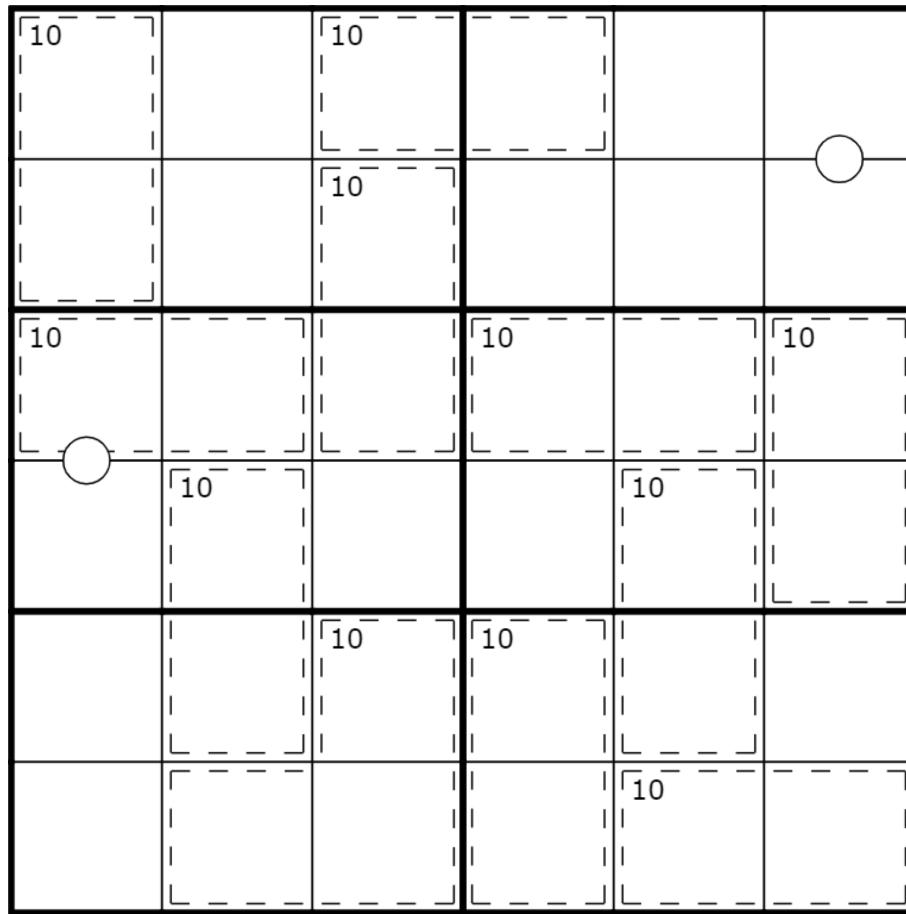
- Place the digits 1-5 once each into every row and column. Digits within regions may not repeat.
- For each line, digits on the line have an equal sum  $N$  within each box it passes through. Different lines may have different sums.

### Links

SudokuPad <https://tinyurl.com/mmuzhypn>

## 1.20 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.

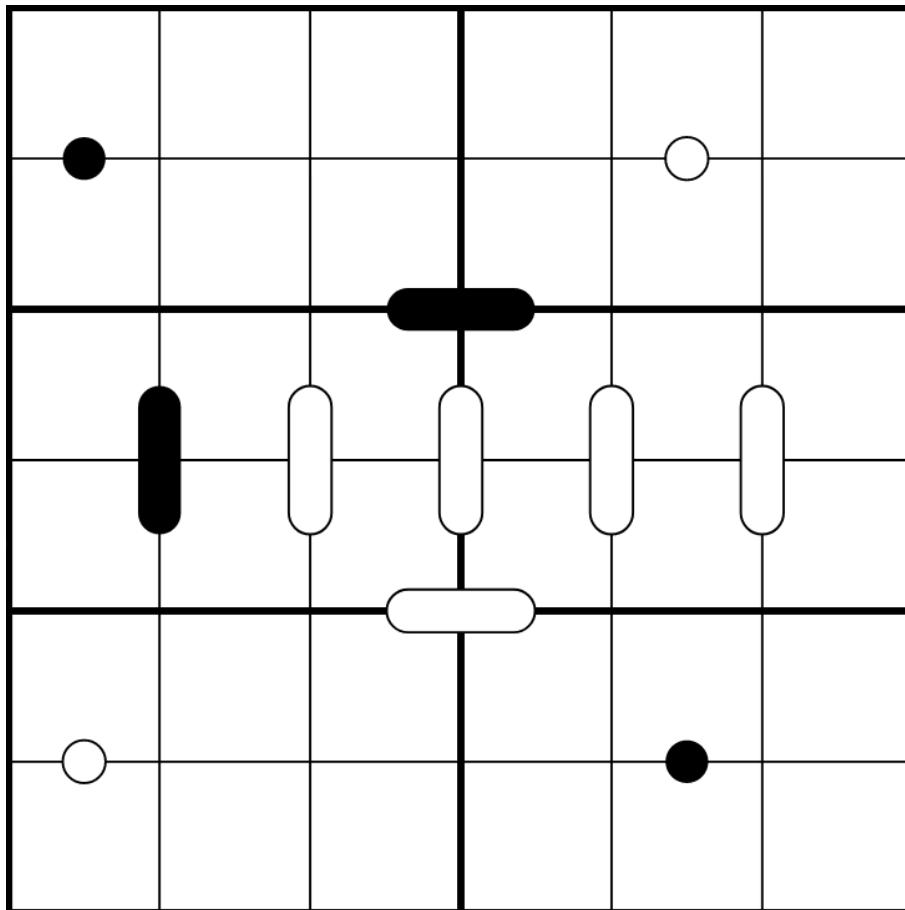
### Links

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

## 1.21 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.

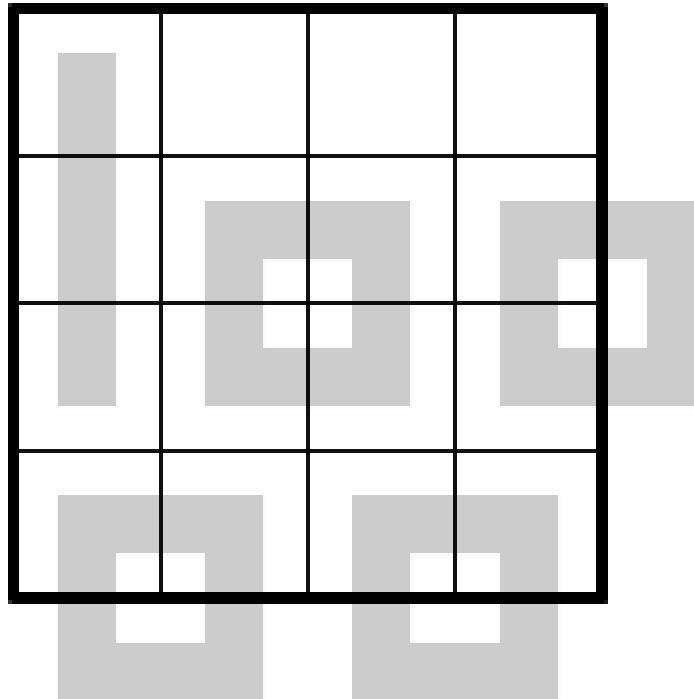
Kroopki Doots: Sets of digits separated by a white Kroopki doot (the long, ellipse-looking things) must have their respective sums be consecutive. Sets of digits separated by a black Kroopki doot must have their respective sums be in a 1:2 ratio. Not all Kroopki doots are given.

### Links

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

## 1.22 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

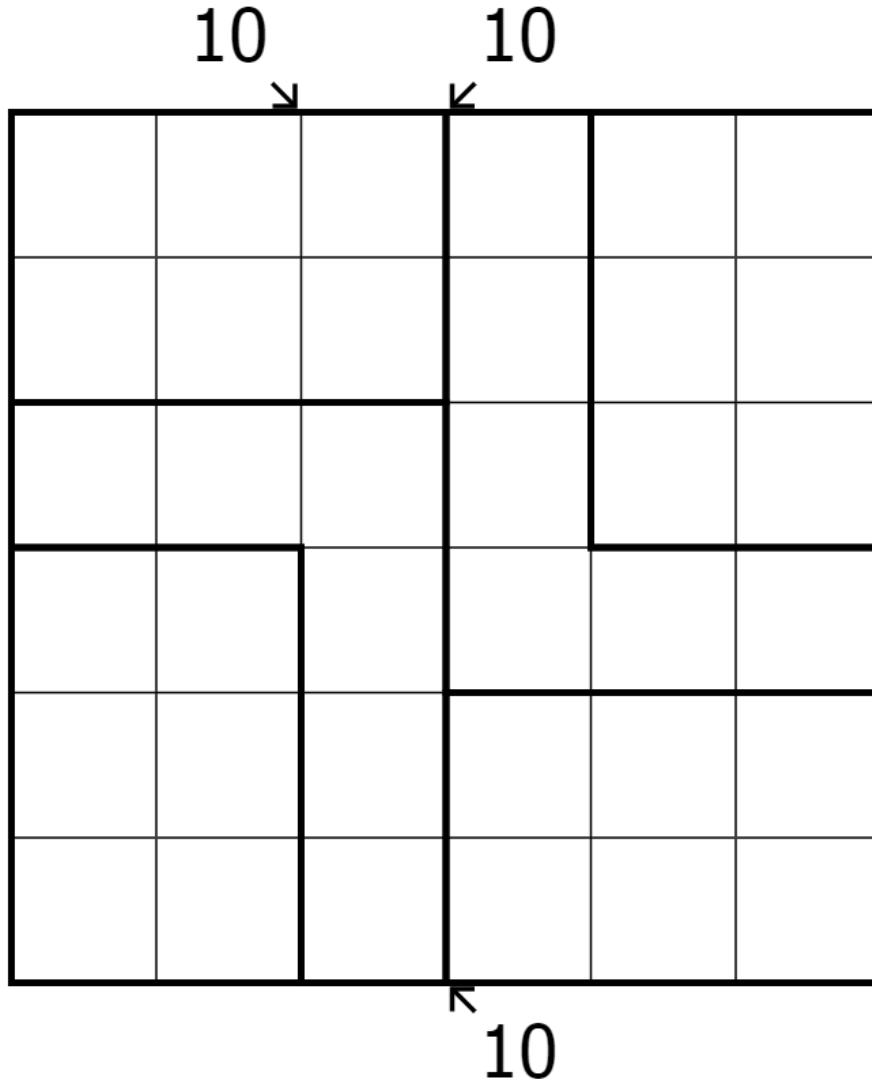
Penpa+ <https://tinyurl.com/2gcbjbttx>

## 1.23 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

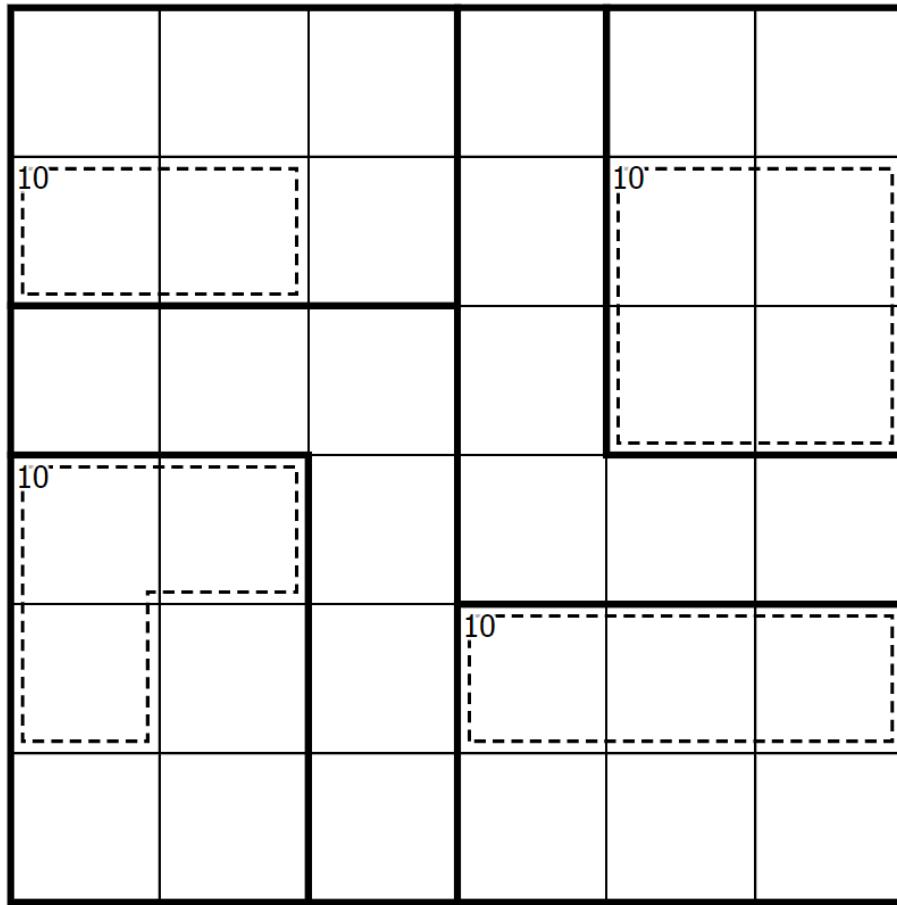
*F-puzzles* <https://f-puzzles.com/?id=2mxb5kzu>  
*CTC App* <https://tinyurl.com/MountedArchers>

## 1.24 Mobile Oubliettes | DiMono

*6x6 Irregular 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

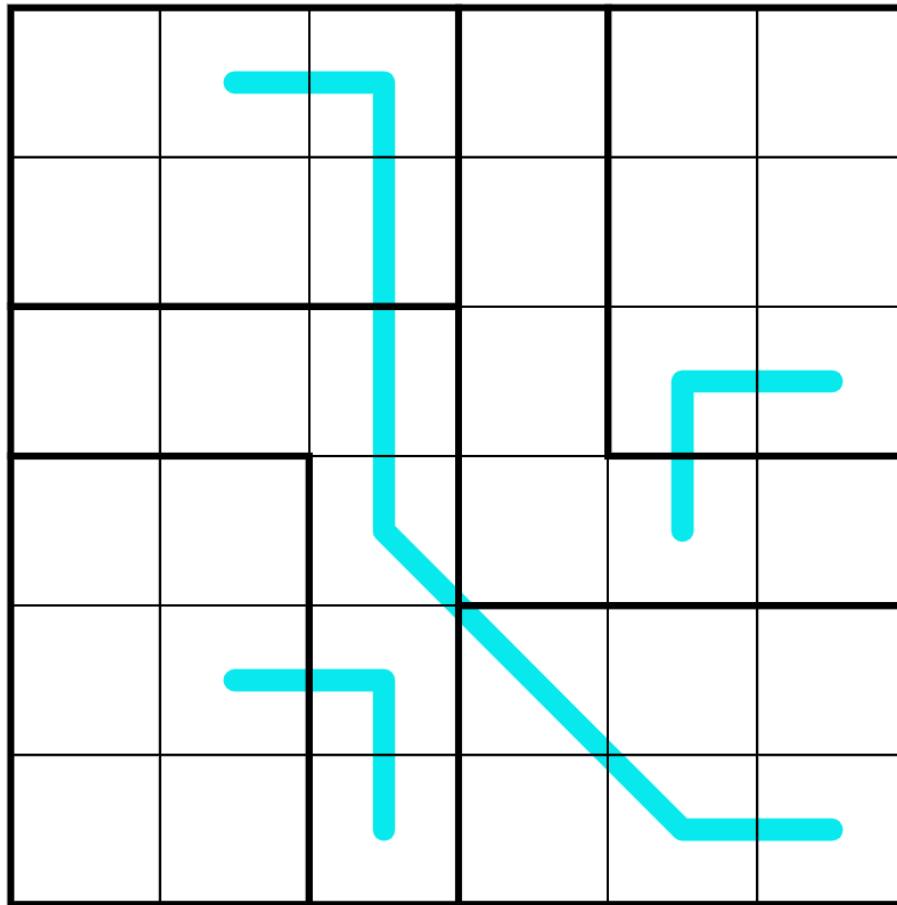
F-puzzles <https://f-puzzles.com/?id=2f6fnhux>  
 CTC App <https://tinyurl.com/MobileOubliettes>

## 1.25 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>

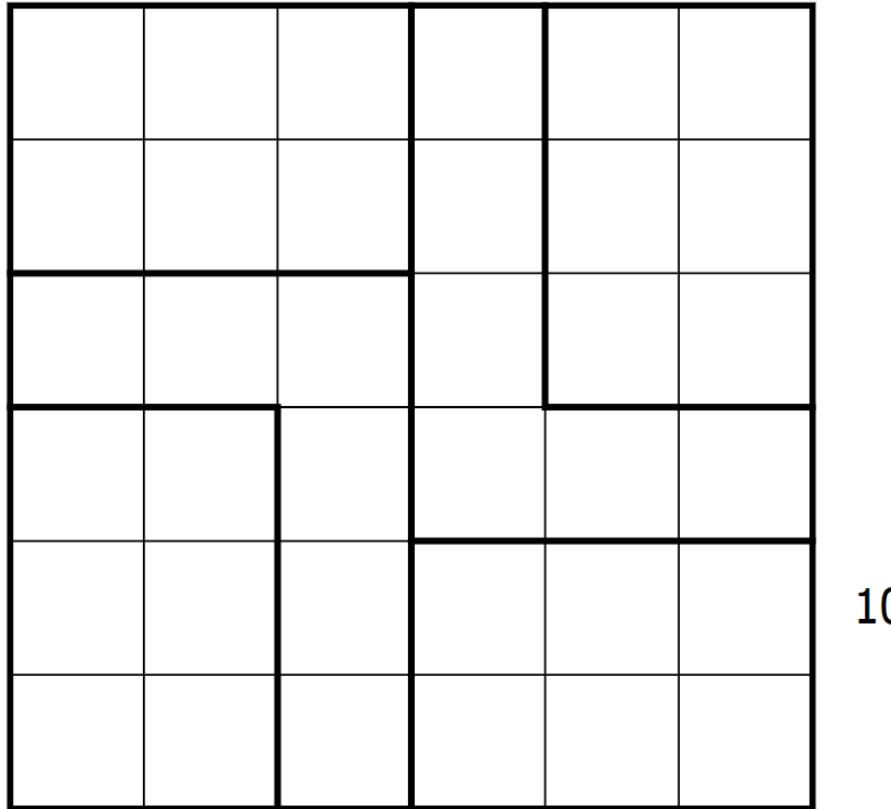
## 1.26 Same As It Ever Was | DiMono

*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.

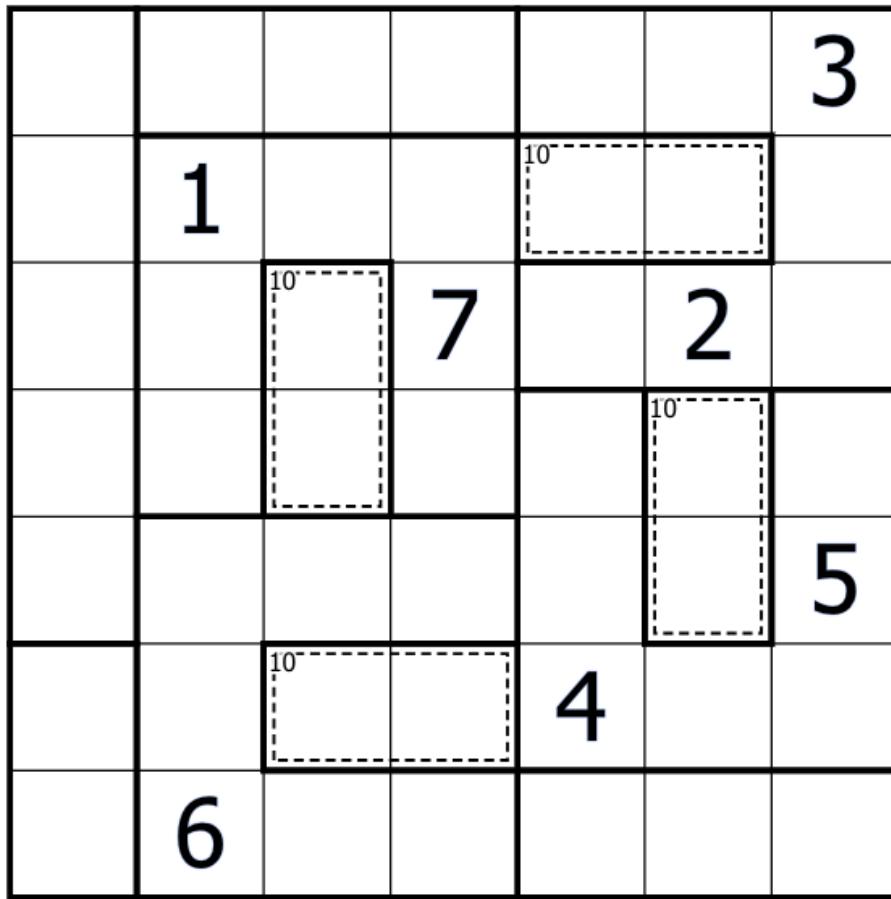
### Links

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

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

## 1.27 No Deficit of Puzzles | rockratzero

*Deficit Killer Sudoku*



### Rules

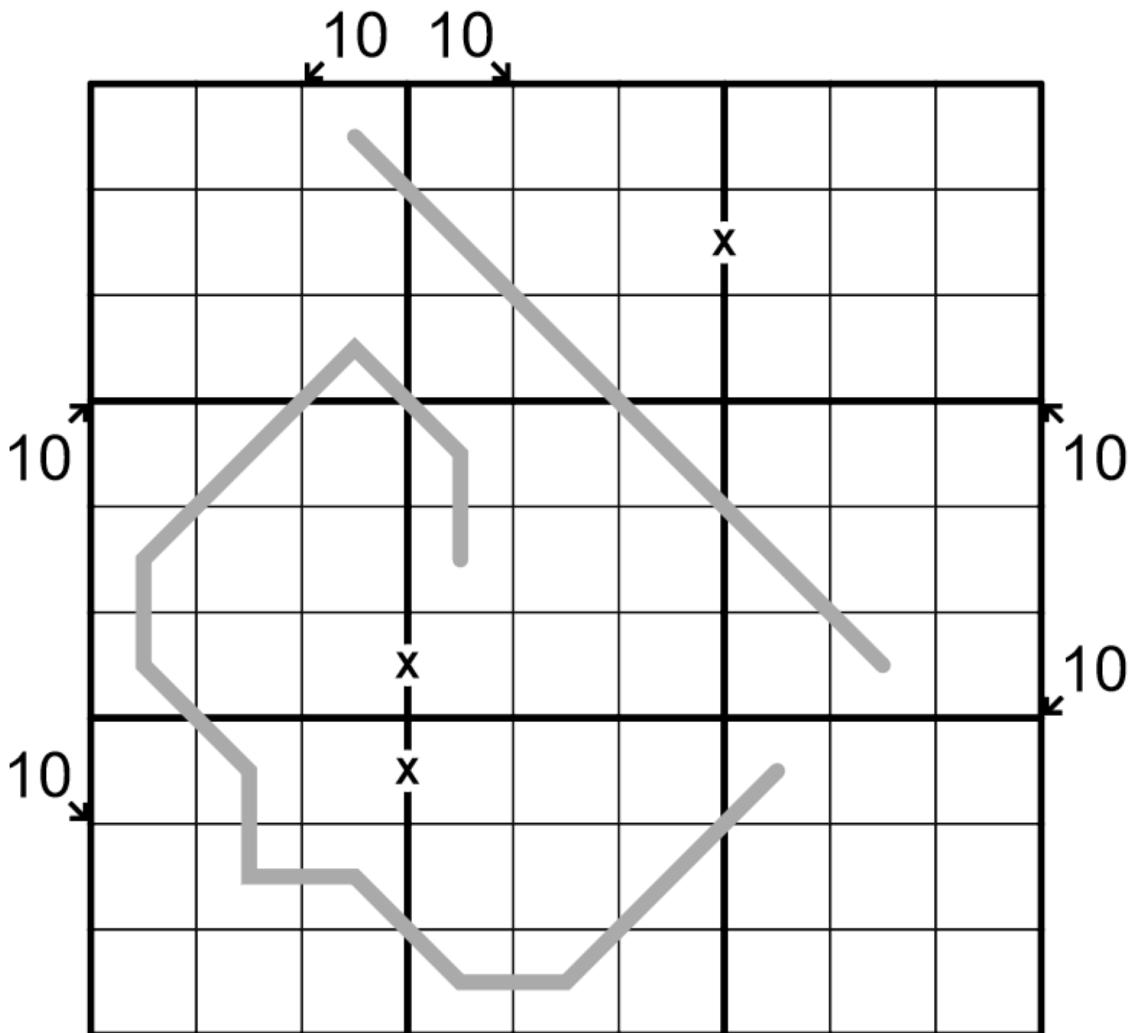
7x7 Latin Square Rules Apply. Place the digits 1-7 in each row and column without repeating. Additionally, no digit may repeat within a bold bordered region. Digits in cages sum to 10.

### Links

*SudokuPad* <https://tinyurl.com/29w429z8>

## 1.28 Production Lines | James Sinclair

Sudoku



### Rules

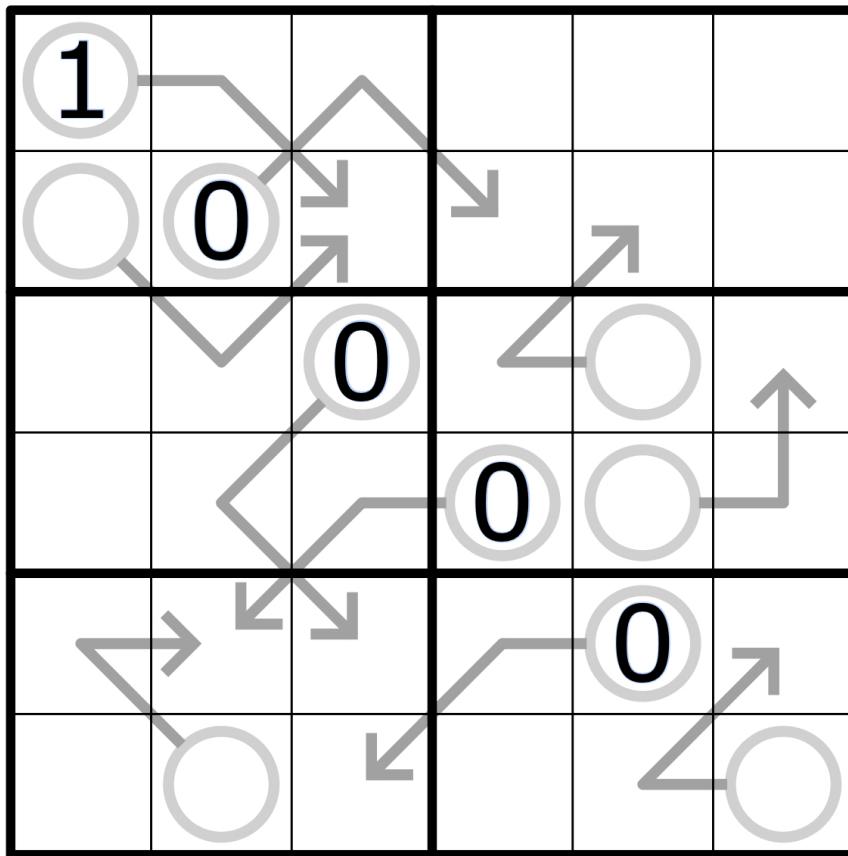
Normal sudoku rules apply. The product of the digits along each gray line is 10,000. Clues outside the grid give the sum of the digits along the indicated diagonal. Digits in cells separated by an X sum to 10.

### Links

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

## 1.29 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>

## 1.30 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

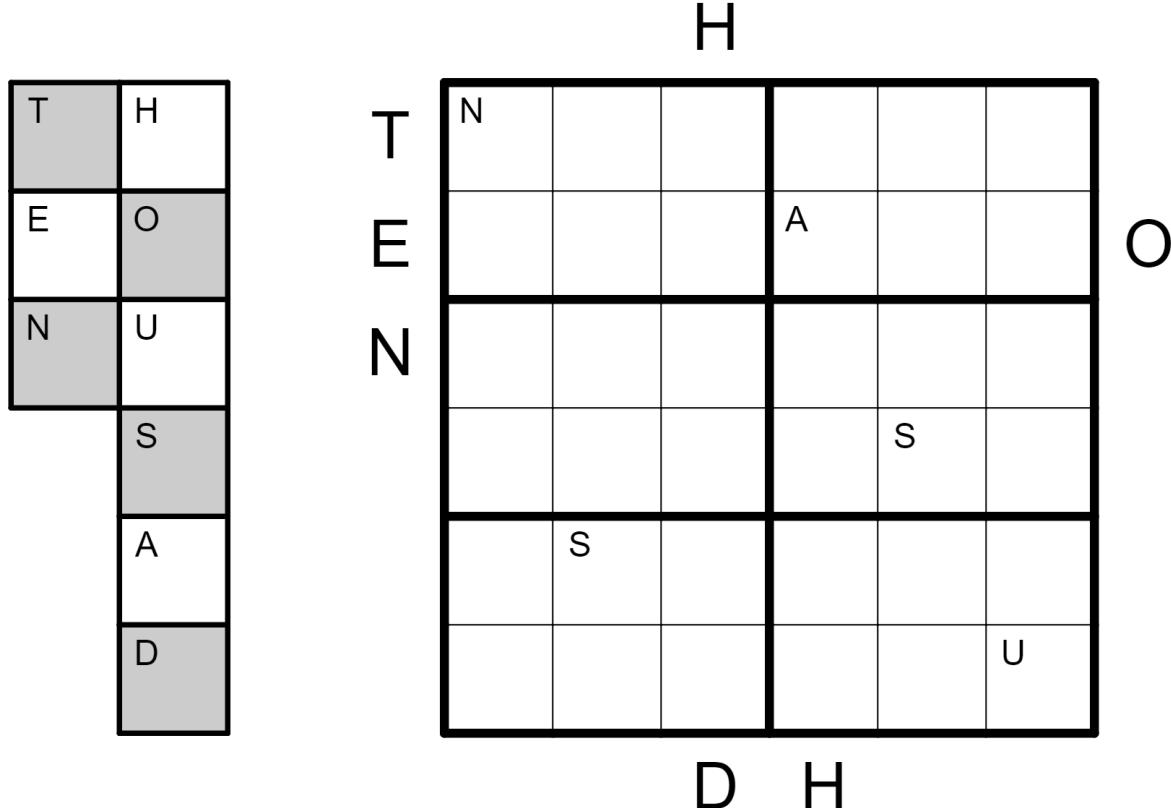
Normal sudoku rules apply.

### Links

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

## 1.31 TEN HOUSAD | Xendari

*Sudoku, X-Sums, Cipher*



### Rules

Normal 6x6 sudoku rules apply.

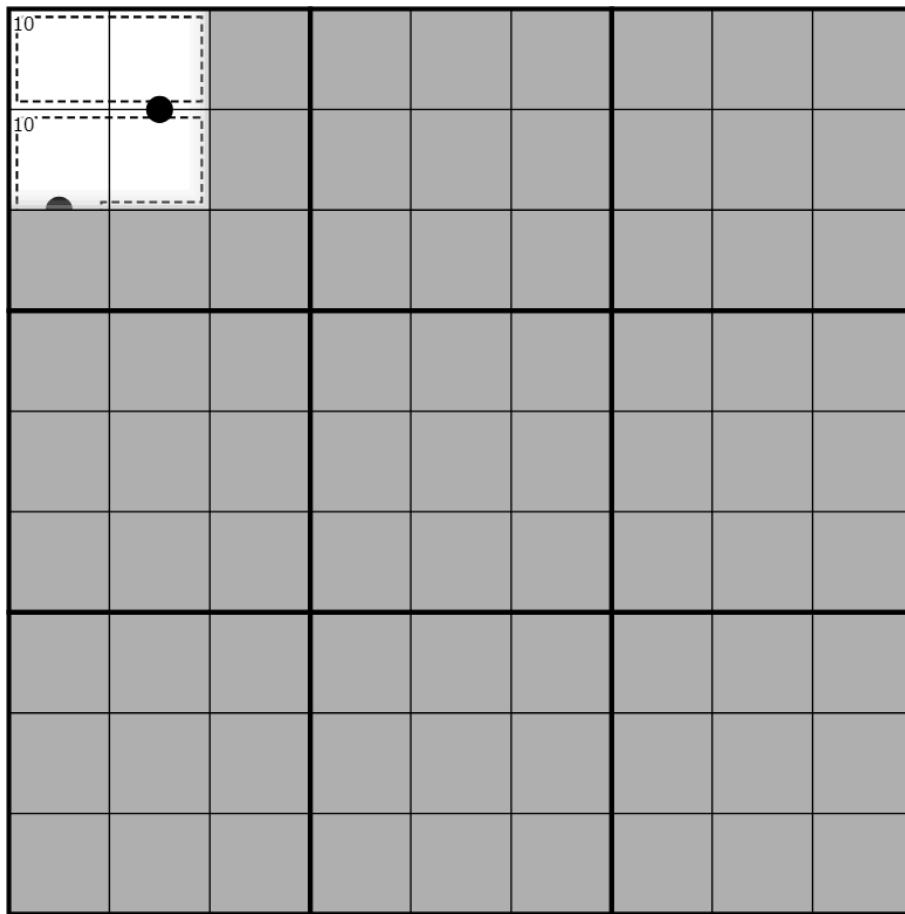
Each letter represents a different number from 1-9. Clues outside the grid give the sum of the first X cells in that direction, where X is the first cell seen from that direction. A cell with a letter must contain its associated digit.

### Links

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

## 1.32 Ten(sions in the dar)K | MicroStudy

*Sudoku, Fog Of War, Killer, Kropki Pairs*



### Rules

Normal Sudoku rules apply: Place the digits 1-9 once each into every row, column and 3x3 box.  
 Fog of War: The grid is mostly covered in darkness. Placing correct digits illuminates adjacent cells. No guessing is required.

Killer Cages: Digits inside Killer Cages cannot repeat and must sum to the digit in the top left corner.

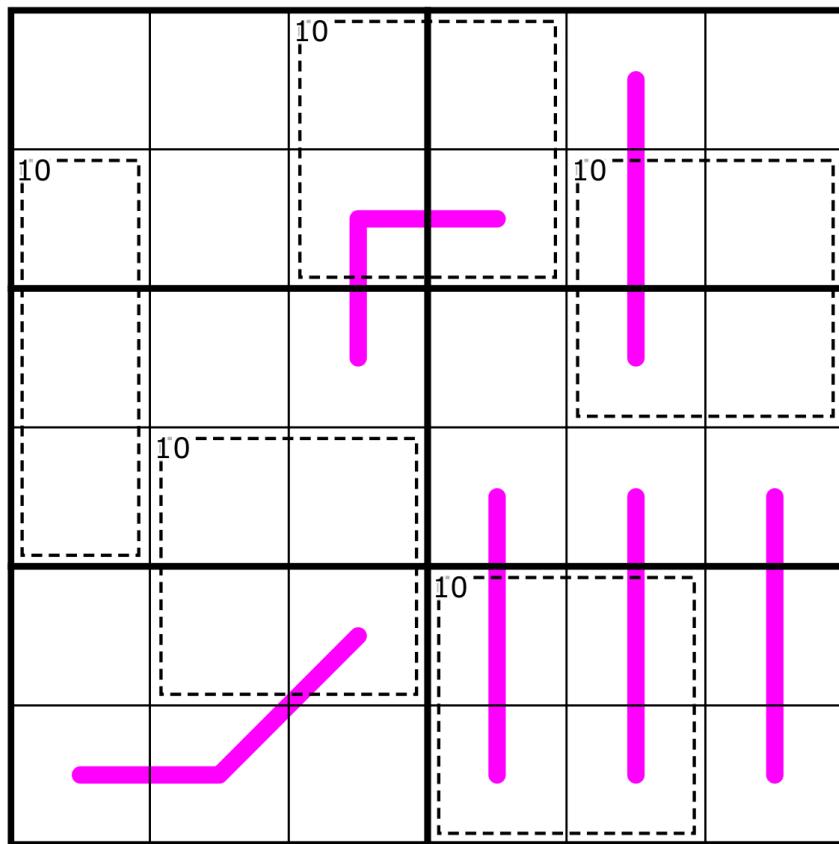
Kropki Pairs: Digits separated by a black dot must be in a 1:2 ratio. Digits separated by a white dot must be consecutive. Not all dots are necessarily given.

### Links

CTC App <https://tinyurl.com/3u39cpu6>

### 1.33 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.

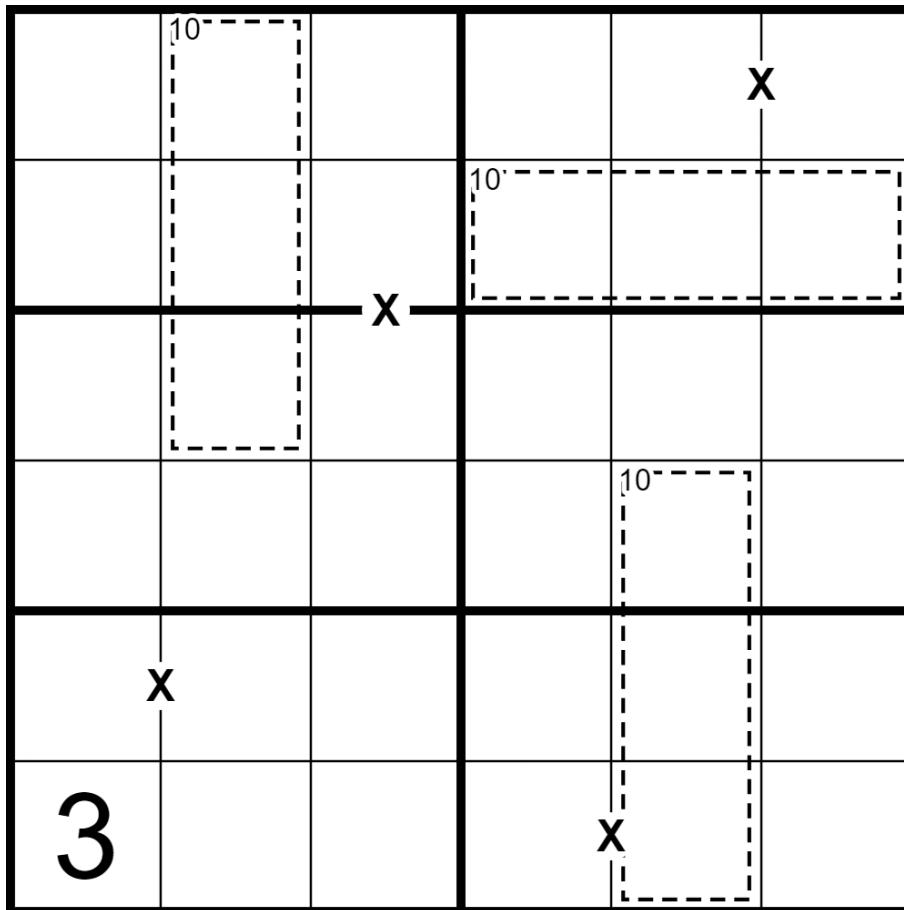
Digits on a purple renban line are consecutive, in any order.

#### Links

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

## 1.34 X-Knight | myShoggoth

*Sudoku, Killer, XV*



### Rules

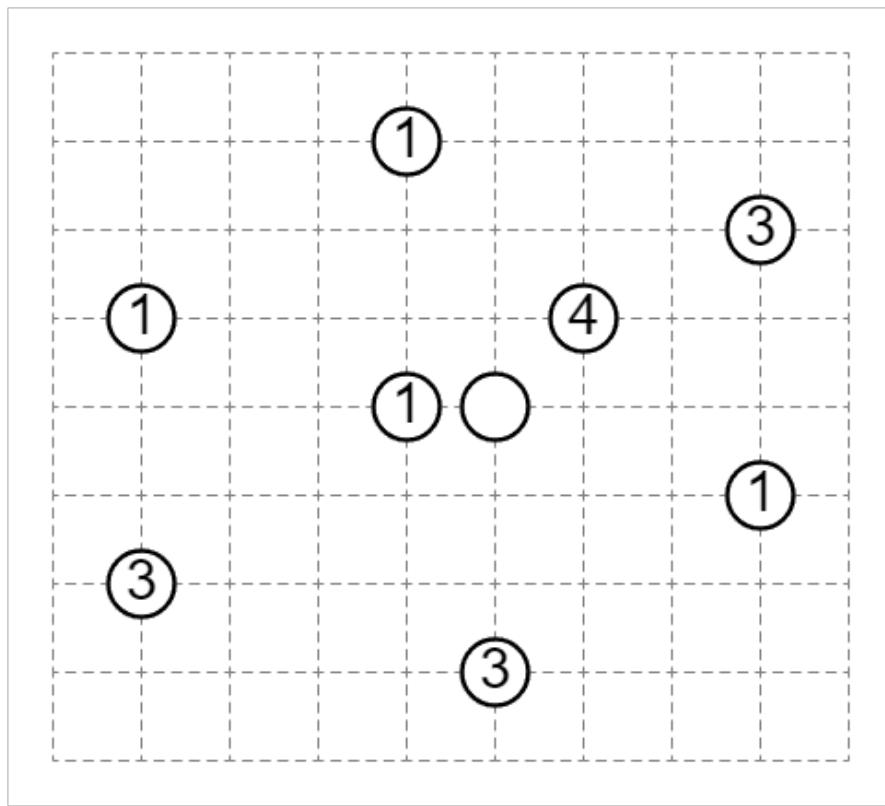
Normal 6x6 sudoku rules apply. The same digit may not repeat a chess knight's move apart. Digits separated by Xs must sum to 10. Digits in killer cages sum to the number in its upper left, and may not repeat. Not all Xs are necessarily given.

### Links

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

## 2.1 $10^4$ | Malrog

*Ichimaga*



### Rules

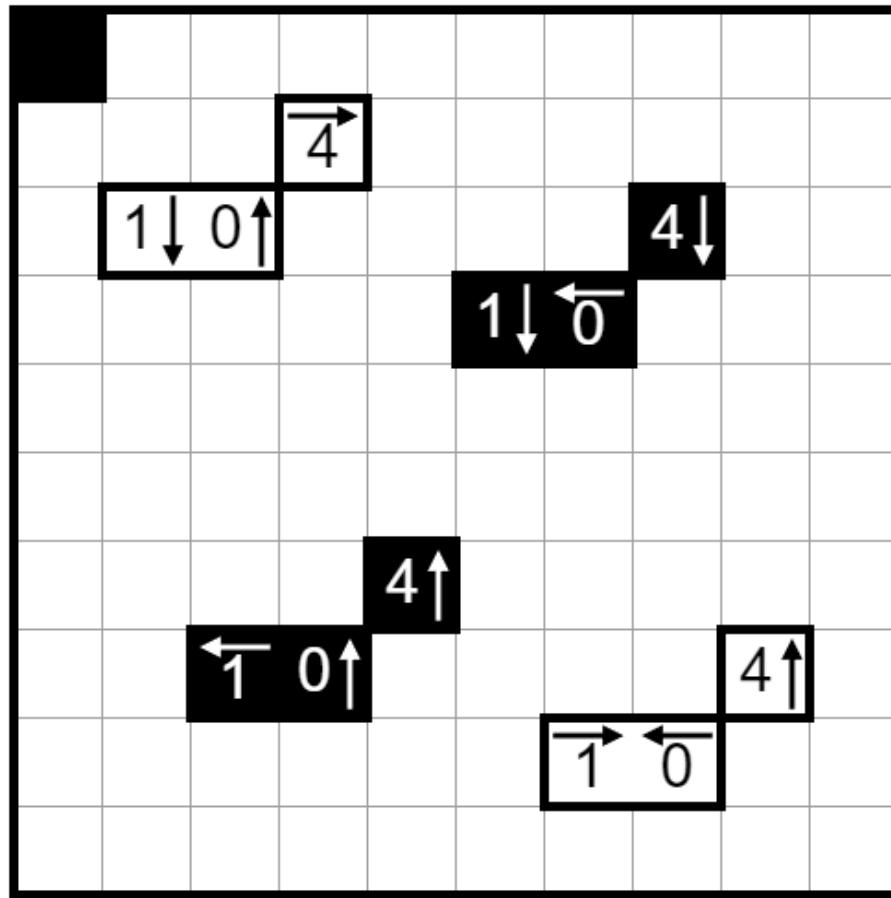
Draw paths along the grid lines connecting pairs of circles such that all circles form one connected network. Paths may not cross each other or themselves, and a path may not turn more than once. A number in a circle indicates how many paths are connected to it.

### Links

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

## 2.2 $10^4$ Castle Wall | Stef

*Castle Wall*



### Rules

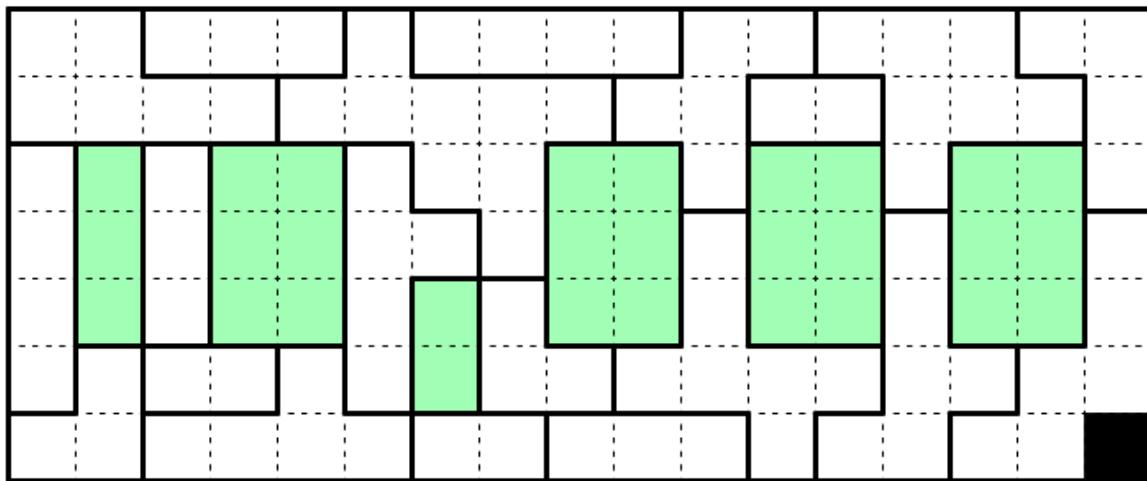
Draw a single closed loop (without intersections or crossings) passing through some empty cells in the grid. The grid contains some bordered or colored cells that cannot be part of the loop. Black cells must be outside the loop; white cells (with heavy borders) must be inside the loop. Numbers and arrows 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 10,000 Double Back | Danlson

### *Double Back*



## Rules

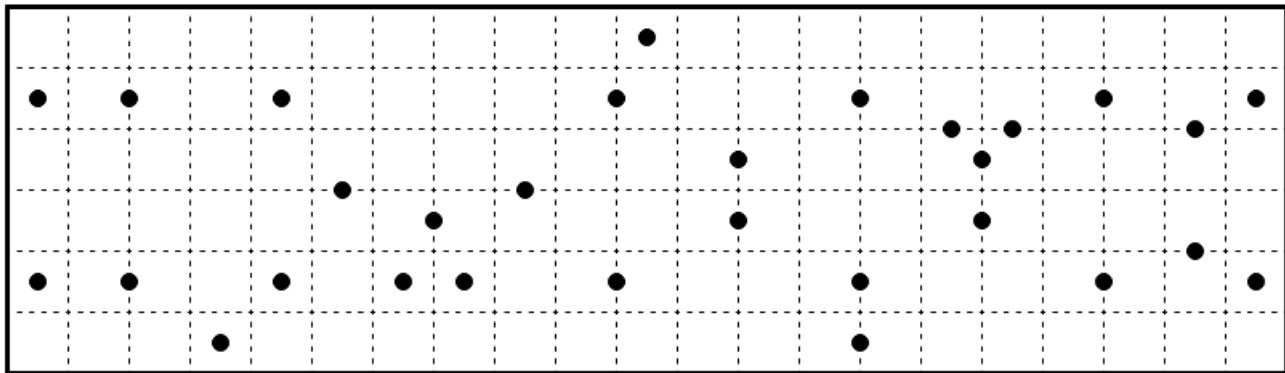
Draw a loop that goes through every unshaded cell.

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

## 2.4 10,000 Midloop | Danlson

Midloop



### Rules

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

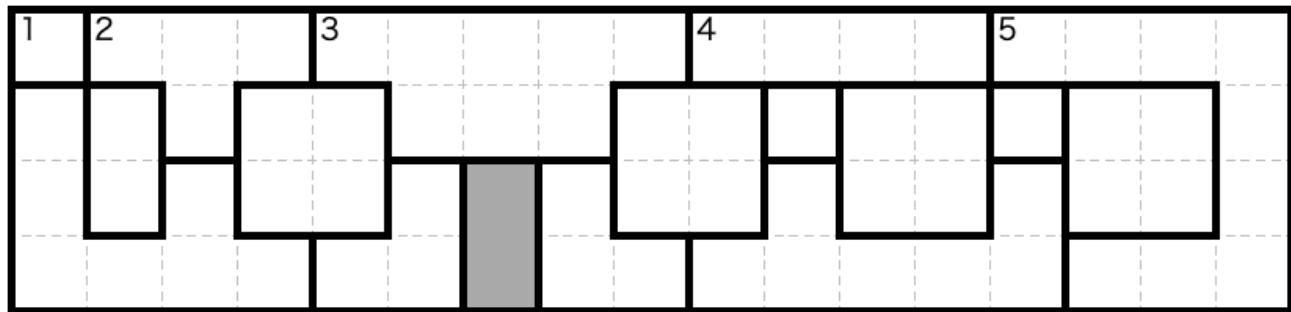
1. The loop cannot branch off or cross itself.
2. Each circle marks the center of the straight line segment it lies on.

### Links

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

## 2.5 10,000 Remembered Length | Danlson

*Remembered Length*



### Rules

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

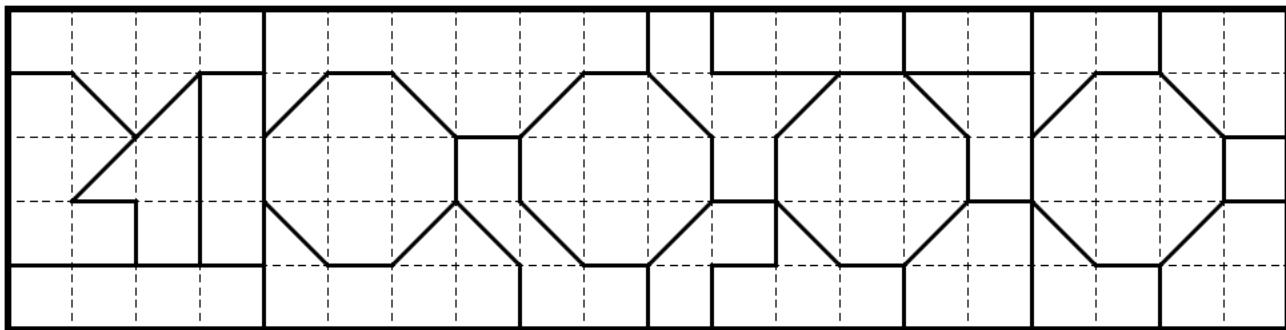
1. All unshaded cells must be visited.
2. The loop cannot branch off or cross itself.
3. Each time the loop exits a region containing a number, its visit to the next region must consist of exactly that number of cells.

### Links

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

## 2.6 10000 Nanameguri | Aspartagcus

*Nanameguri*



### Rules

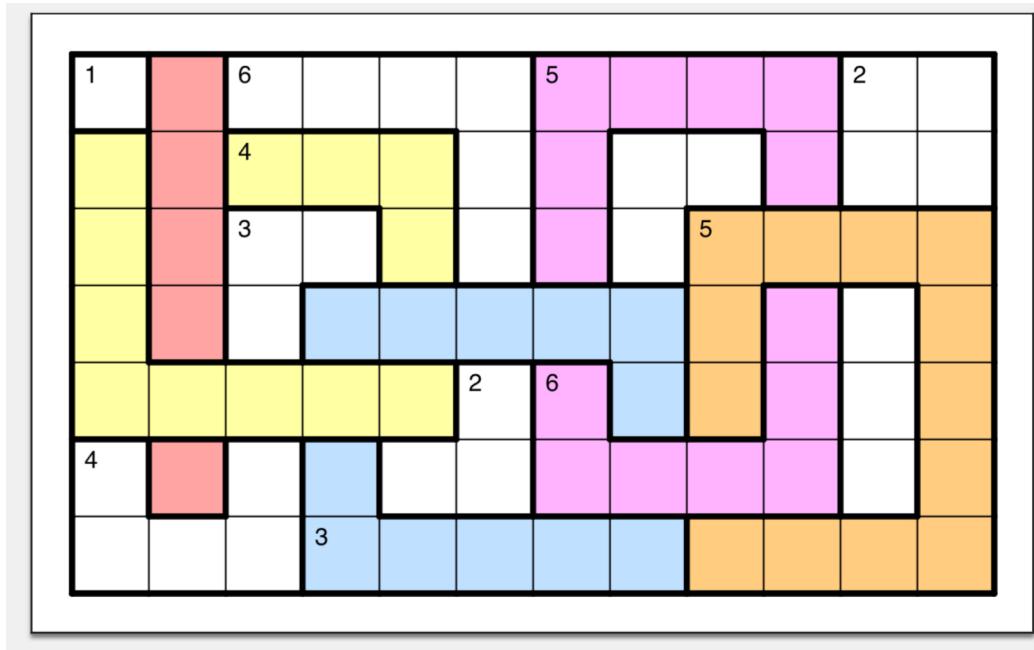
Draw a non-intersecting loop through the centers of some cells which passes through each region exactly once. Each cell containing a diagonal portion of a region boundary must be used by the loop in exactly one of the two regions it separates, and the loop must make a 90° turn, as though reflected off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

### Links

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

## 2.7 10K Road Trip | jubale

*Road Trip*



### Rules

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

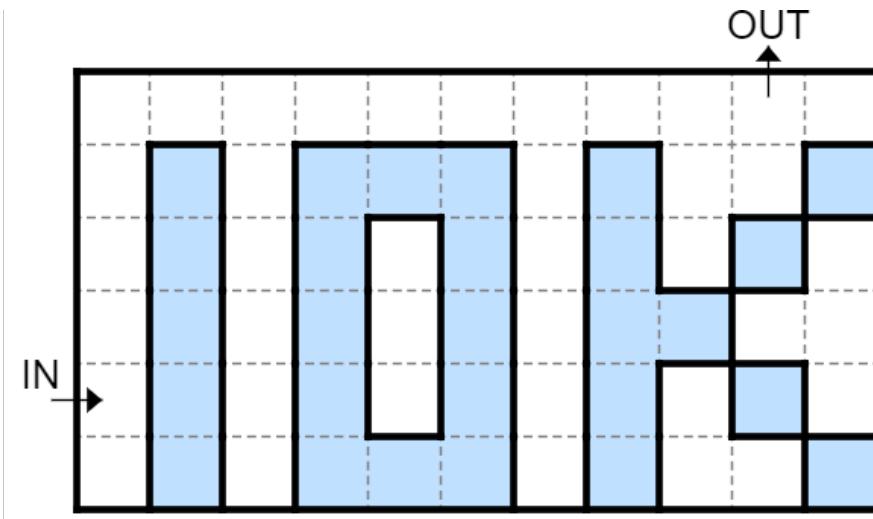
- enter every region of the map once each
- stay in the numbered regions for the indicated number of cells
- The loop must not branch or intersect itself

### Links

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

## 2.8 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.

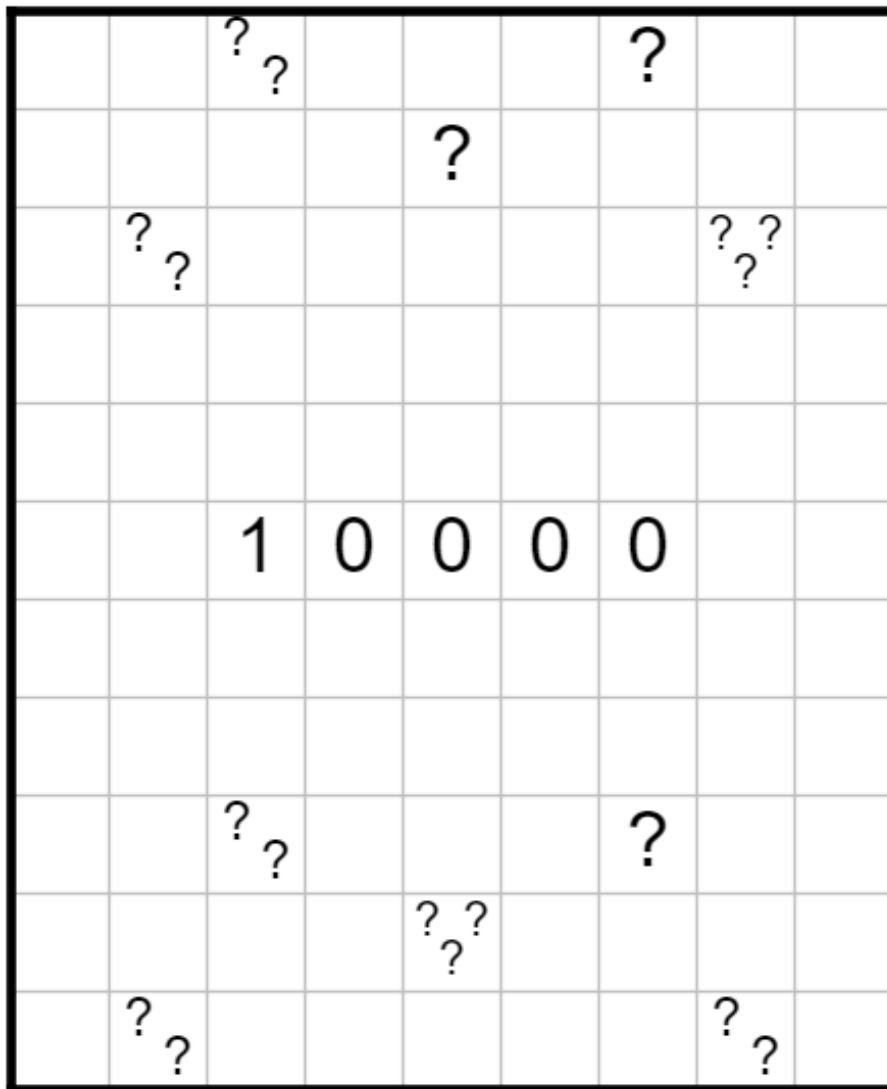
The loop may not turn on icy cells.

### Links

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

## 2.9 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

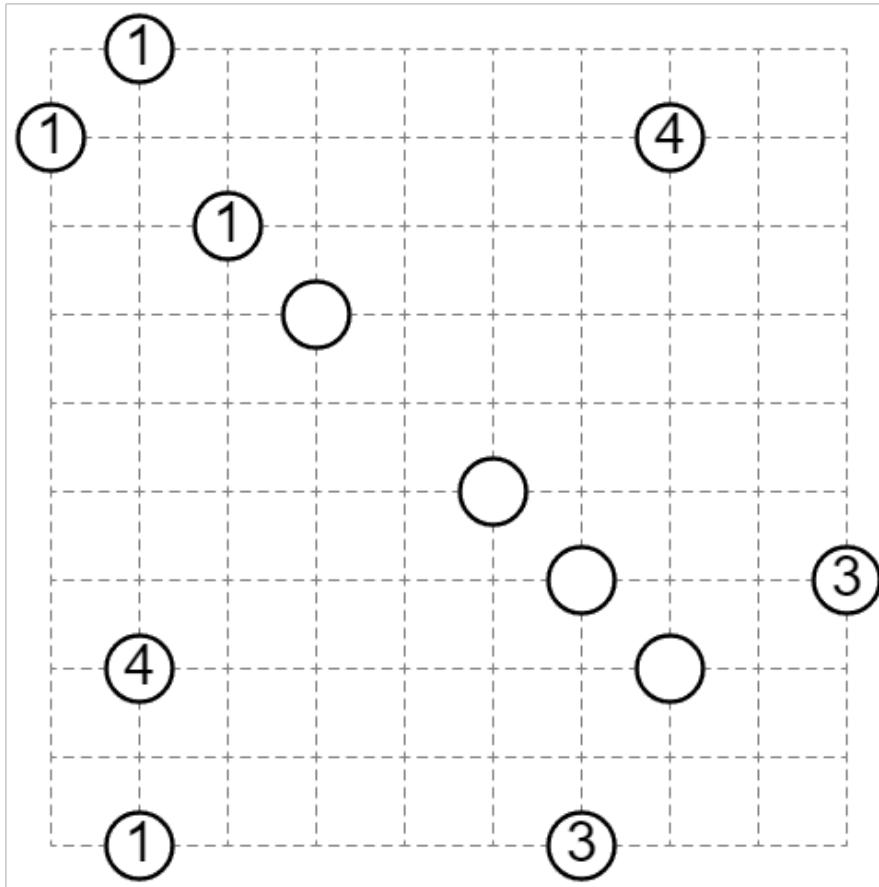
Puzz.link <https://puzz.link/p?tapaloop/9/11/ha0i.1.ka0k+10zg10000zha0i.1+10k>  
a0ka0g

## 2.10 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>

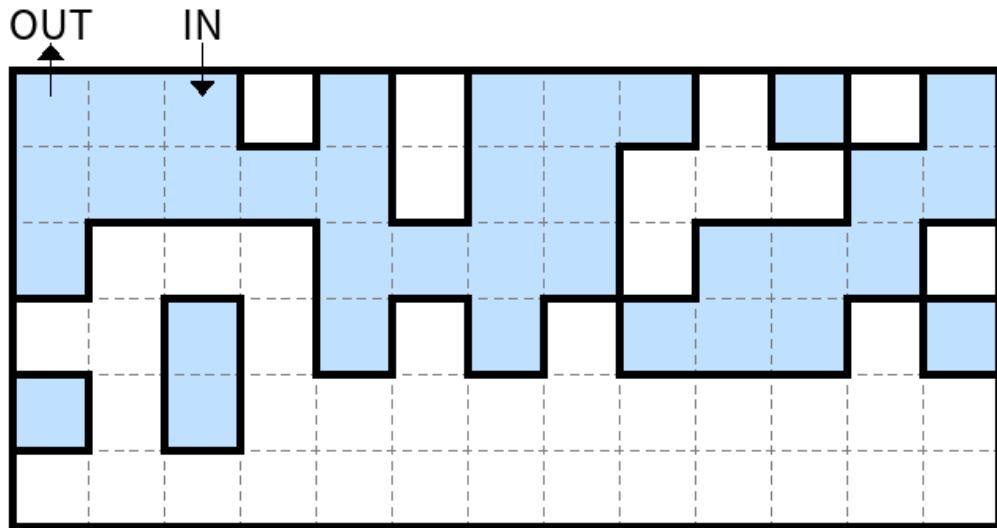
Puzz.link <https://puzz.link/p?ichimagam/10/10/gblbjehbn.zg.p.h8ei.sbhdg>

## 2.11 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

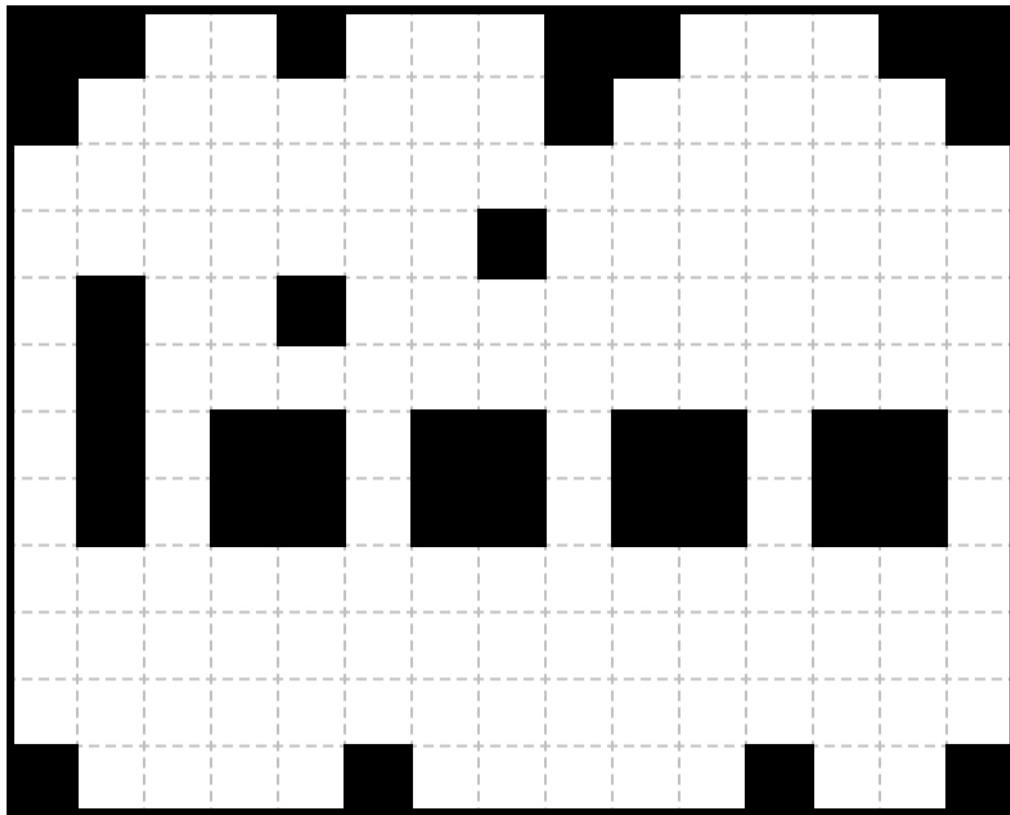
Puzz.link <https://puzz.link/p?icelom/a/13/6/TenThousand>

## 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.

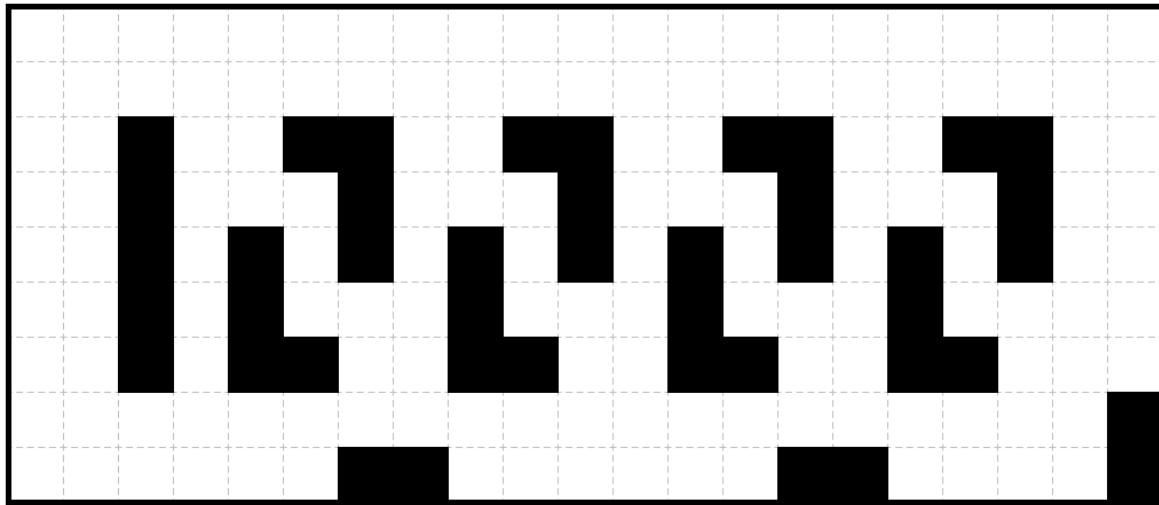
1. Loops may cross each other, but may not overlap or share a corner.
2. Loops cannot go through shaded cells.

### Links

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

## 2.13 S10000p | Scor

*Simple Loop*



### Rules

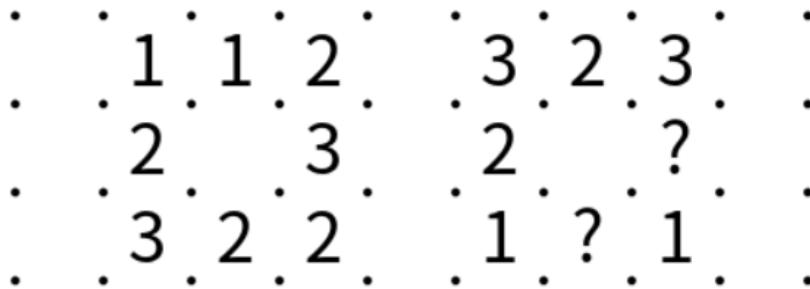
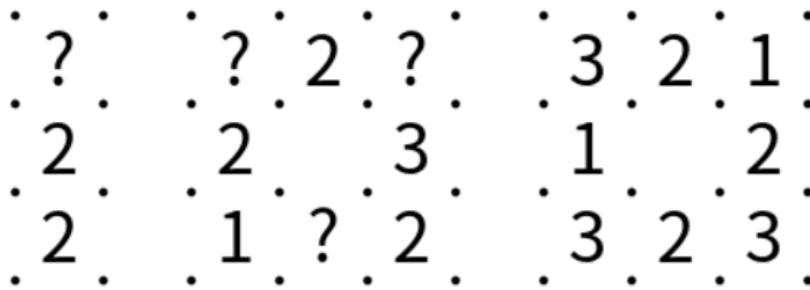
Draw a non-intersecting loop through the centers of all empty cells.

### Links

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

## 2.14 Slitherlink | Virtual

*Slitherlink*



### Rules

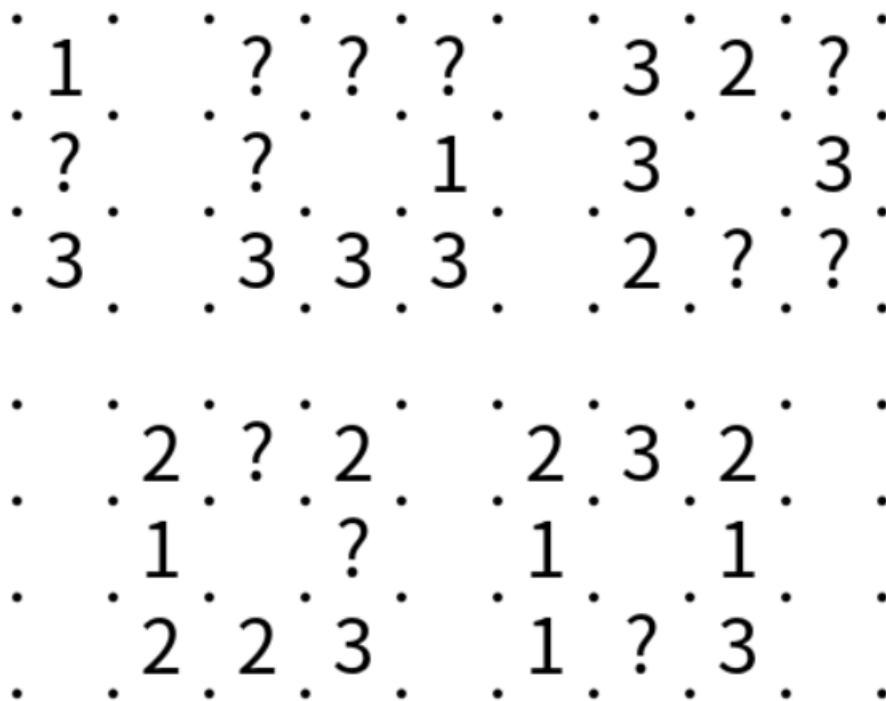
Normal Slitherlink rules apply. Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue. Question marks can represent any number.

### Links

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

## 2.15 Slitherlink | Virtual

*Slitherlink*



### Rules

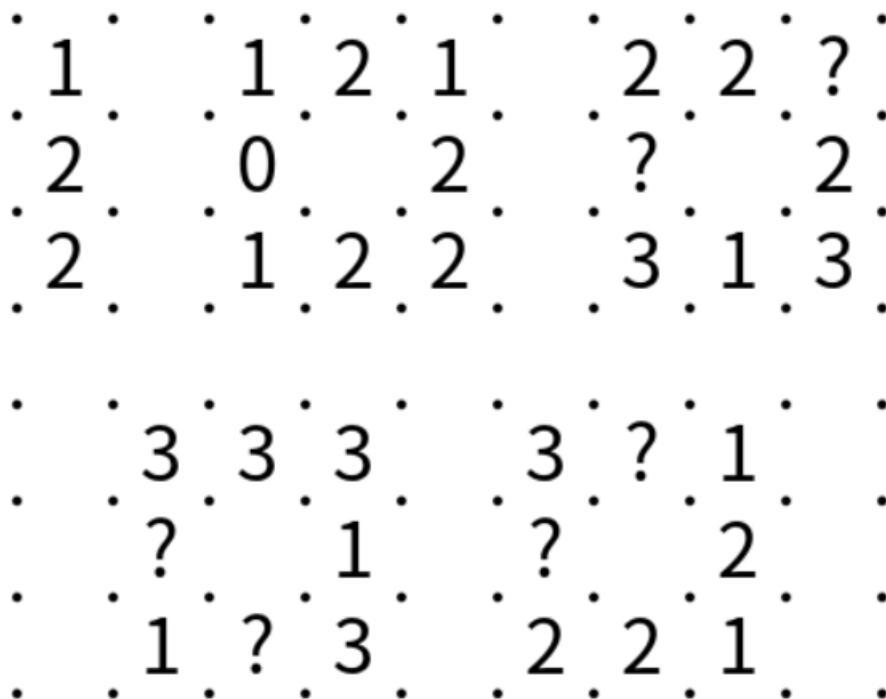
Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue.

### Links

Puzz.link <https://puzz.link/p?slither/9/7/6...g32..g.g68383382..p2.723c6.g6b2281.d>

## 2.16 Slitherlink | Virtual

*Slitherlink*



### Rules

Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue.

### Links

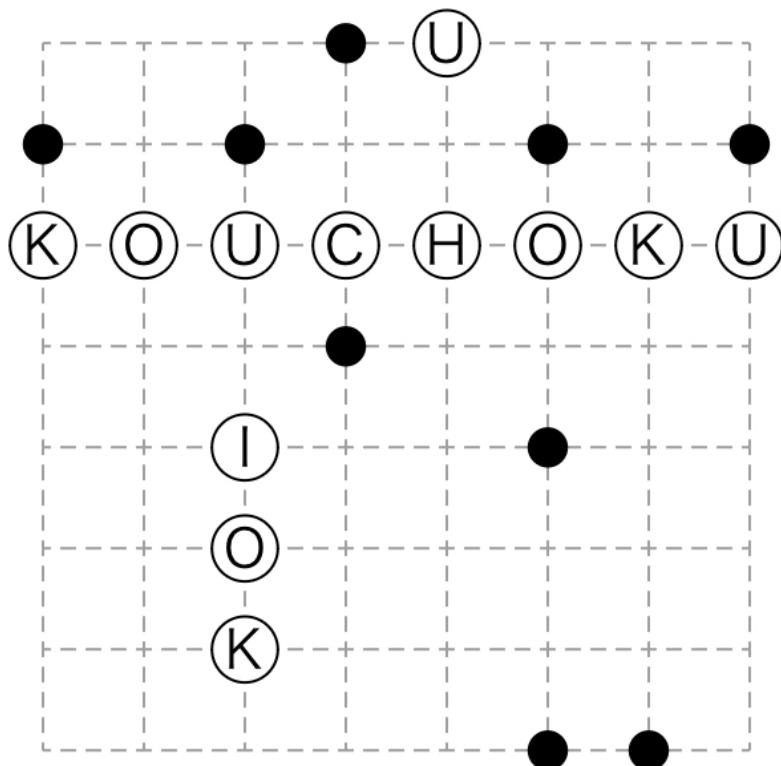
Puzz.link <https://puzz.link/p?slither/9/7/612622.757.g2712731dn3383.b.gc1.822b>

## 2.17 U Kouchoku; I OK | jubale, hoochie kouchie man

*Kouchoku*



Kouch 10K U



### Rules

Draw lines between every node to form a loop.

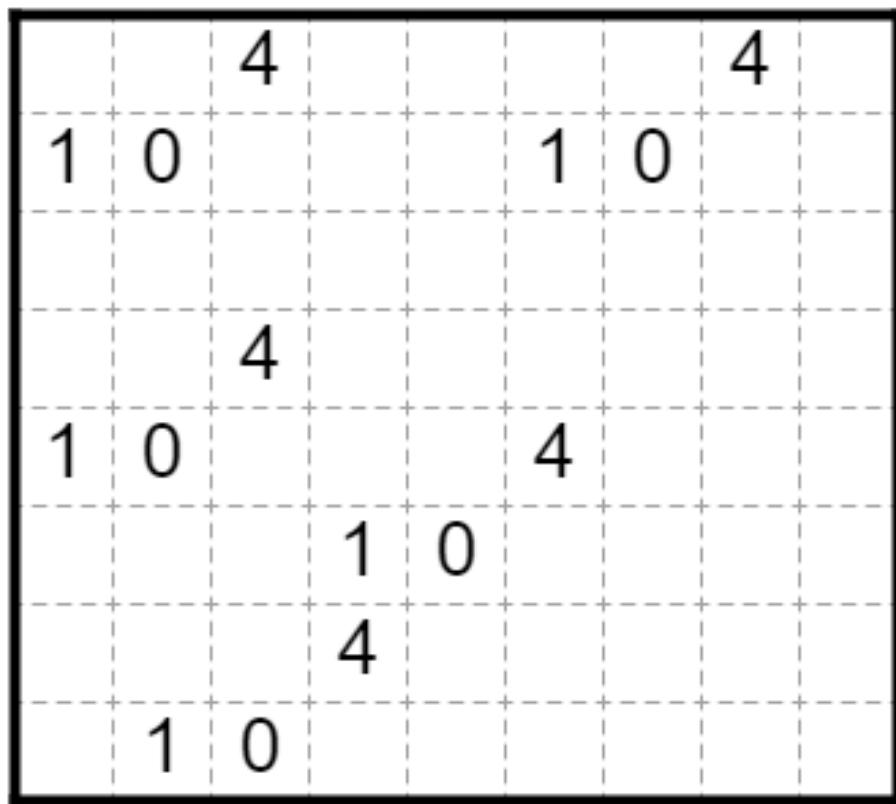
1. Lines go straight from node to node, and can be drawn at any angle.
2. The loop can not branch off. Nodes must be visited exactly once.
3. The loop may intersect itself if the two lines meet at a right angle ( $90^\circ$ ), and there is not a node at the intersection.
4. All clues containing the same letter must be connected consecutively.
5. Clues containing different letters may not be directly connected; the loop must travel through at least one unmarked node between them.

### Links

Puzz.link <https://puzz.link/p?kouchoku/7/7/2.u2.0.1.0.kouchoku2.5i1.3o6k9..0>

### 3.1 $10^4$ Tren | Aspartagcus

*Tren*



#### Rules

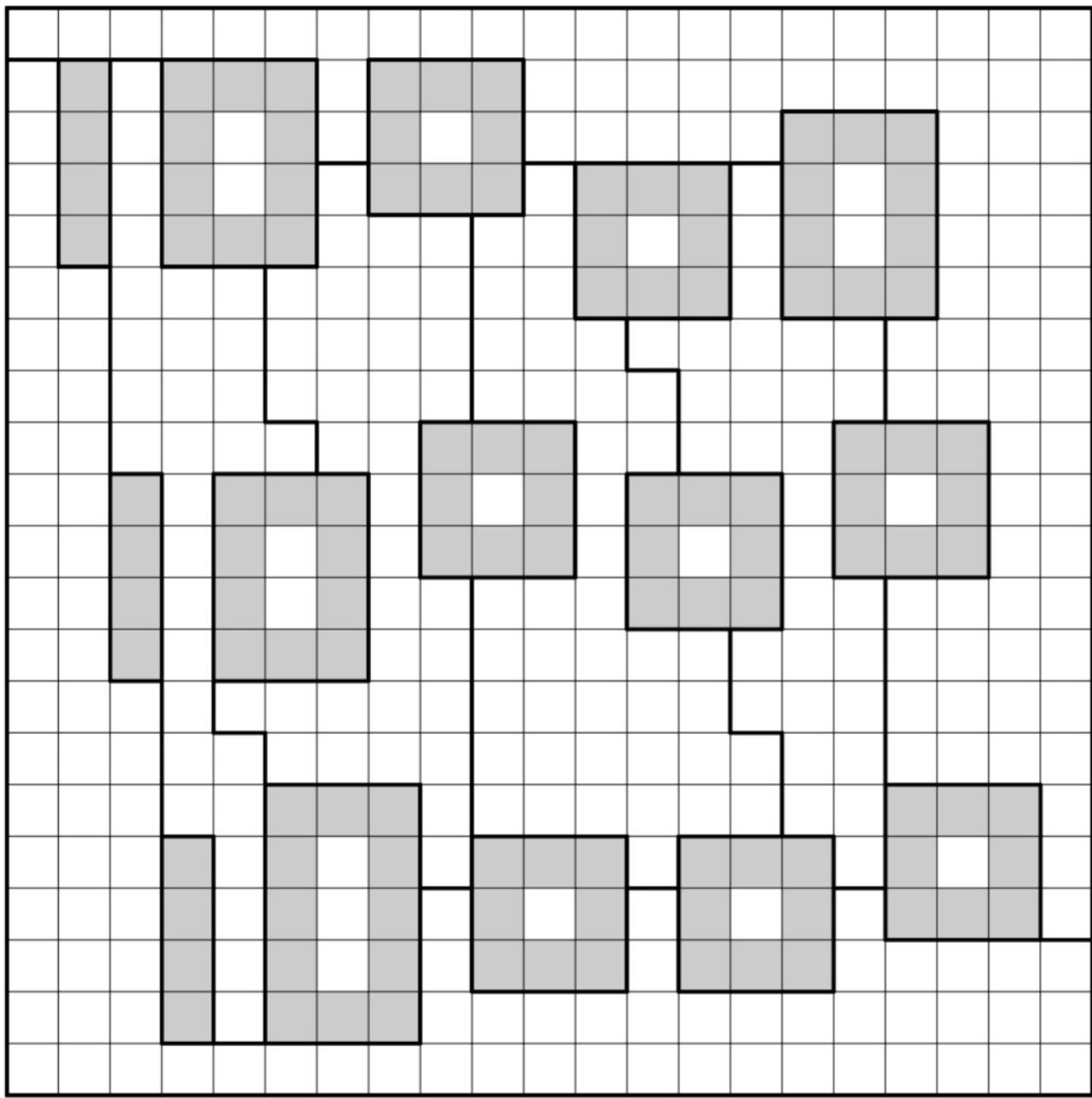
Locate some blocks in the grid, each of which are either 1x2 or 1x3, which may not overlap each other. Each clue must be used by a block and each block must contain exactly one clue, the value of which represents how many different locations to which the block can be moved by sliding it in the direction of its short end without overlapping another block or going out of the grid. Staying stationary does not count as one of these locations.

#### Links

Puzz.link <https://puzz.link/p?tren/9/8/h4j4g10i10s4l10i4l10m4l10l>

## 3.2 10000 Star Battle | Danlson

Star Battle (2\*)



### Rules

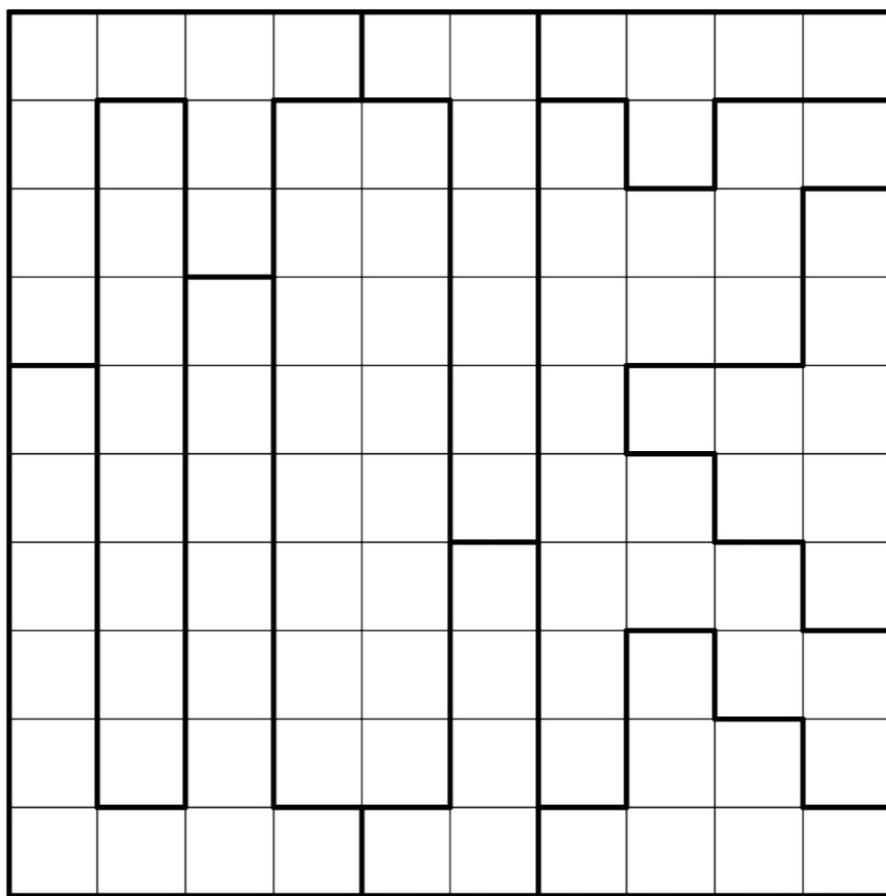
Place 2 stars in each row, column, and region.  
Stars may not touch, not even diagonally.

### Links

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

### 3.3 10K Star Battle | Danlson

*Star Battle (2\*)*



#### Rules

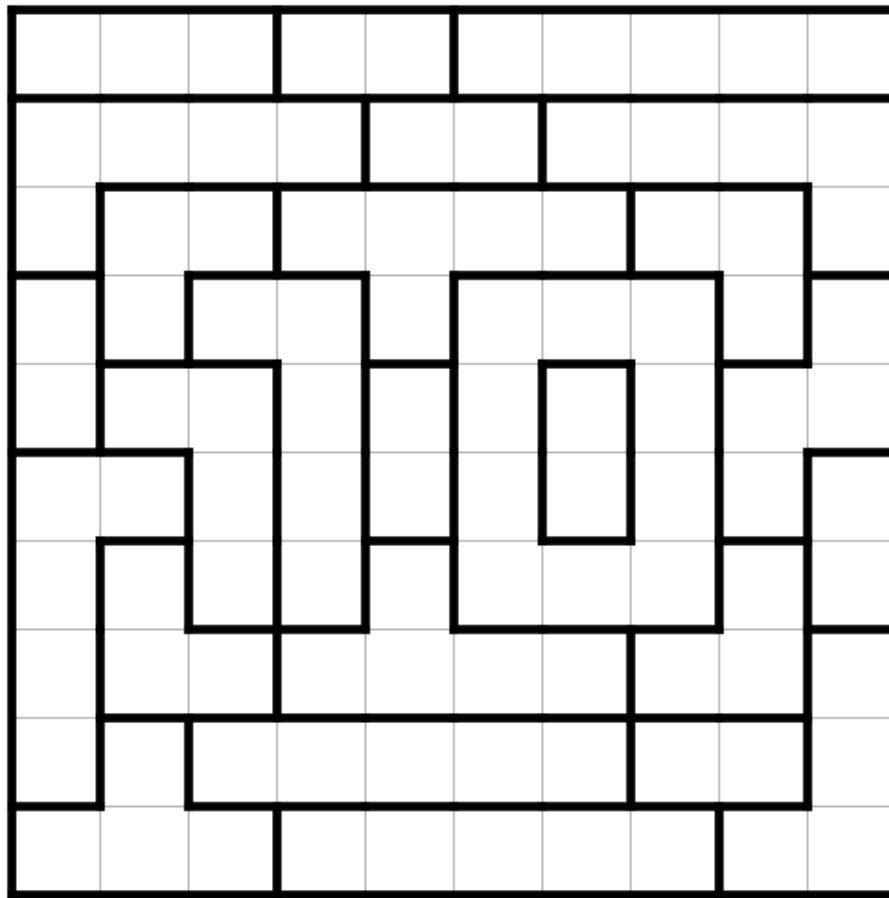
Place 2 stars in each row, column, and region.  
Stars may not touch, not even diagonally.

#### Links

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

## 3.4 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>

## 3.5 3D Akari | Danlson

*3D Akari*



### Rules

Akari rules:

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

1. 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. 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>

## 3.6 Akar10000 | BenceJoful

*Akari*



### Rules

Place lights in some cells so that every cell is illuminated. 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. Lights may not illuminate each other. Clues represent the number of lights in the (up to) four cells surrounding the clue.

### Links

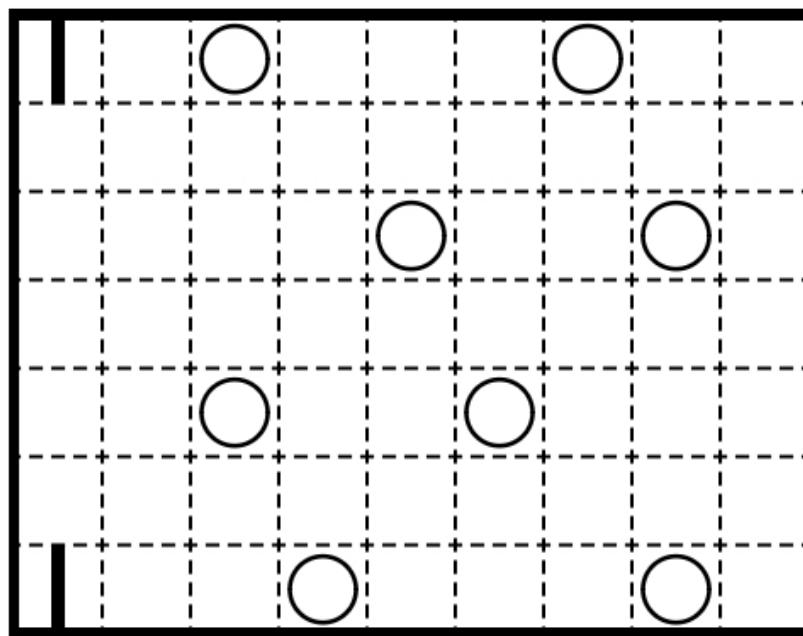
Puzz.link <https://tinyurl.com/bde2dekd>

## 3.7 loooollipops! | jubale

*Lollipops*



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



### Rules

Place several lollipops of size 1x2 into the grid.

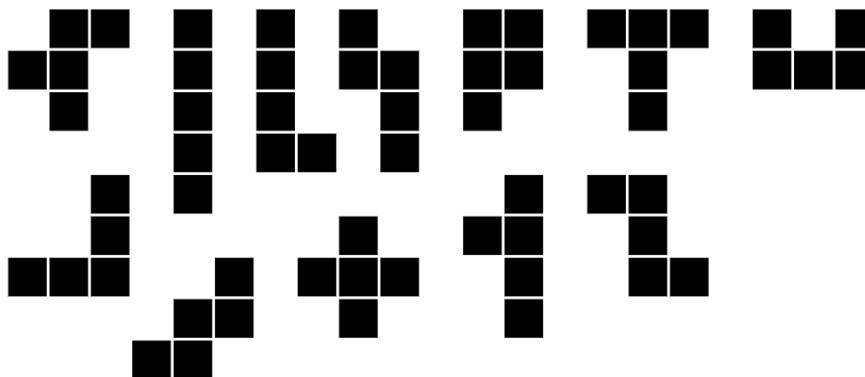
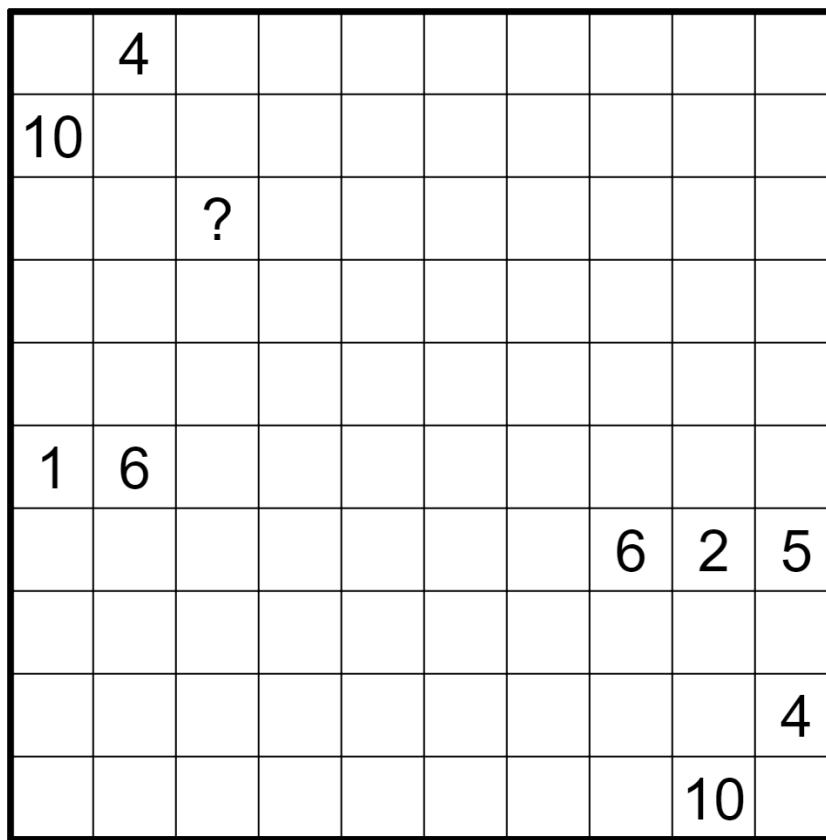
1. A lollipop consists of a circle and a connected horizontal or vertical line. Some parts are given.
2. Two lollipops cannot be orthogonally adjacent.
3. Two cells with the same symbol (horizontal line, circle or vertical line) cannot share a row or column, unless another symbol is between them.

### Links

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

## 3.8 Myriad Distopia | Botaku

*Distopia (Partial)*



### Rules

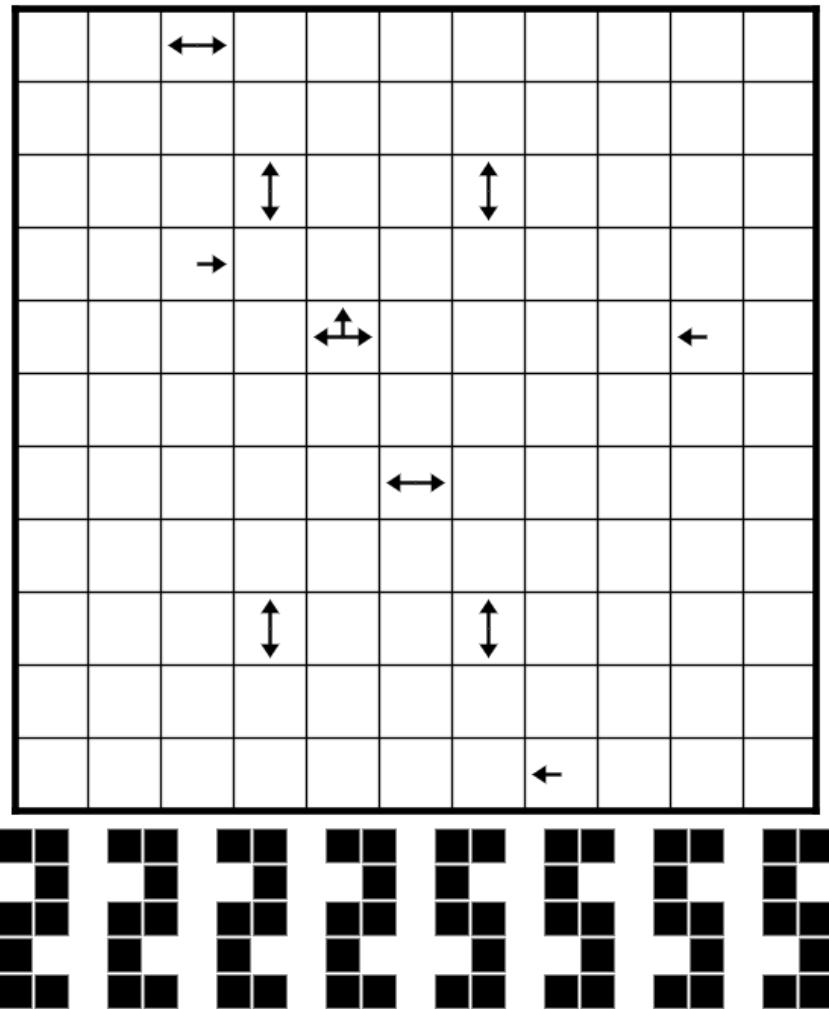
Place some pentominoes from the bank given outside the grid into the grid so that no pentominoes touch one another, not even diagonally. Rotating and reflecting pentominoes is allowed. Clued cells cannot be used by a pentomino, and indicate the sum of the distances (measured from centre to centre) to the first cell used by a pentomino in all of the orthogonal directions in which a used cell appears closest to the clued cell.

### Links

Penpa+ <https://tinyurl.com/2pf2gpa>

## 3.9 Myriad Pentopia | Botaku

*Pentopia (Custom Shape Bank, No Reflection)*



### Rules

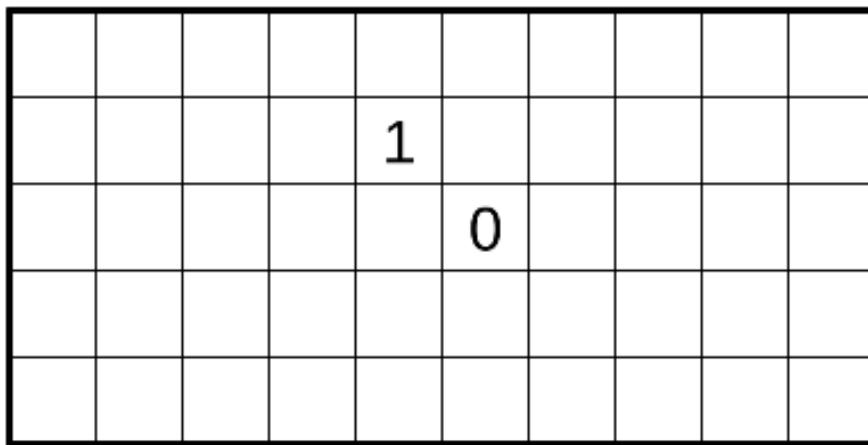
Place some of the shapes from the shape bank below (you can rotate but **not** reflect the shapes) into the grid so that no two shapes touch one another, not even diagonally. Clued cells cannot be shaded, and contain arrows indicating all of the orthogonal directions in which a shaded cell appears closest 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>  
Penpa+ <https://tinyurl.com/21sj8az2>

## 3.10 Rec10ular Starsweeper | BenceJoful

*Starsweeper (Rectangular)*



### Rules

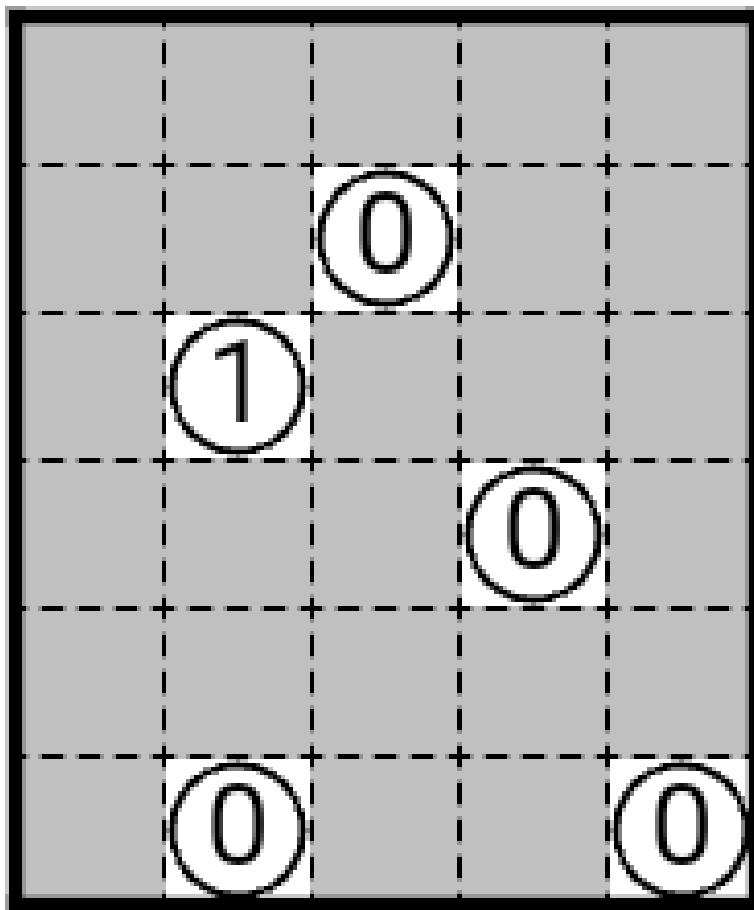
Place 10 stars in the puzzle: 2 per row, and 1 per column. Stars may not touch, even diagonally. Clues give the number of stars which are placed within the 3x3 box of cells centered at the number.

### Links

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

### 3.11 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.

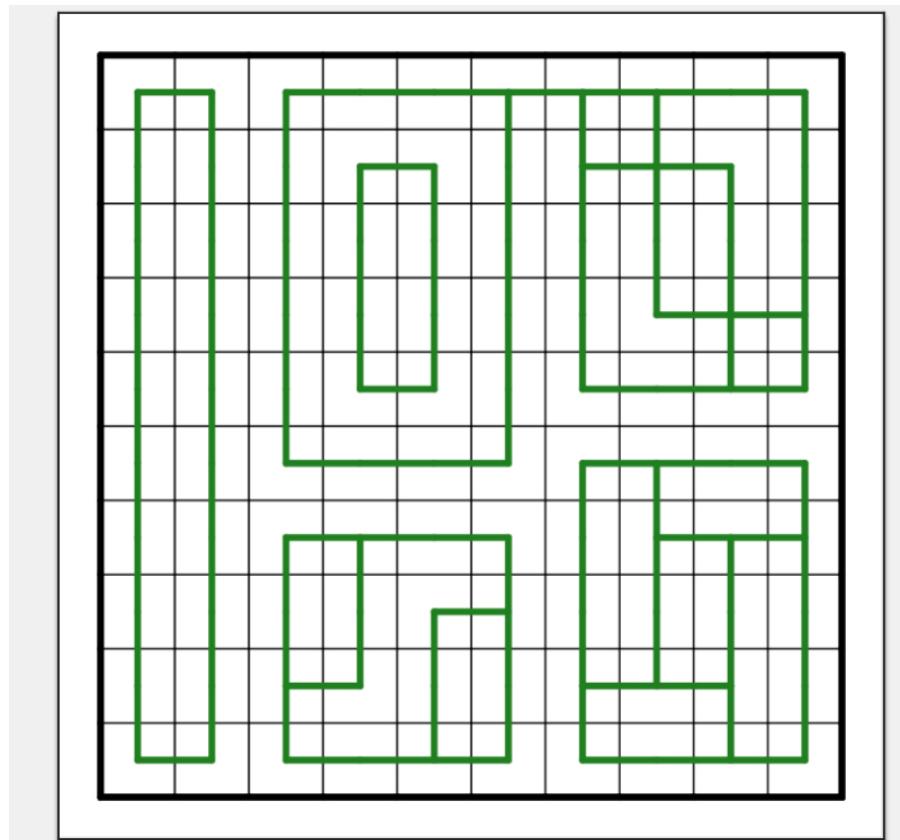
#### Links

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

## 3.12 Starliner 10000 | jubale

*Star Battle/Lines*

★★☆☆☆



### Rules

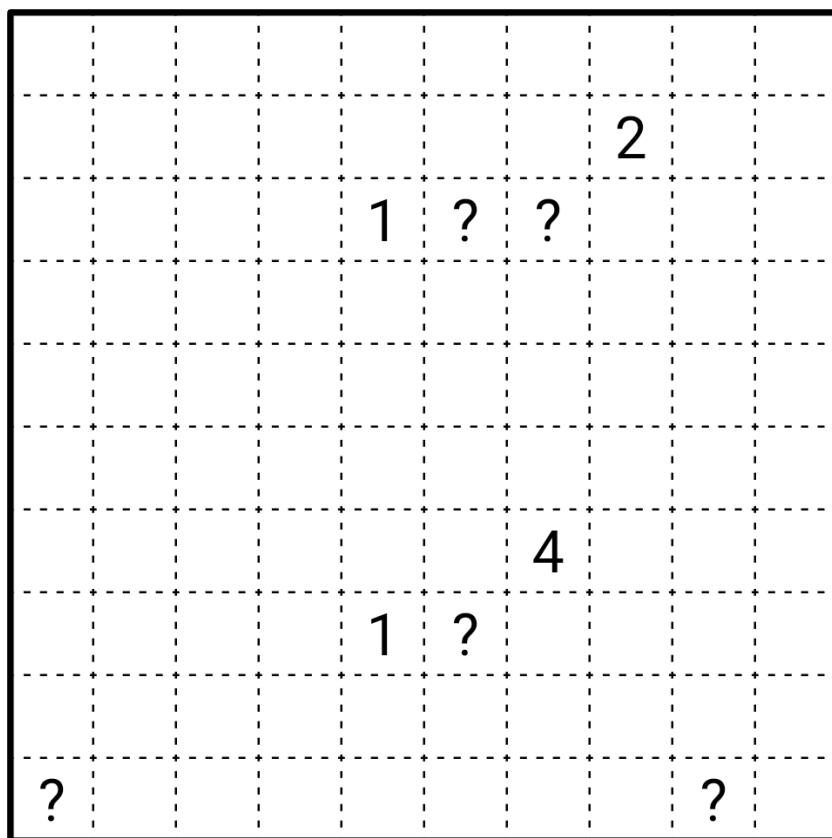
Place 1 star on every straight line. Stars may not touch orthogonally or diagonally.

### Links

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

## 4.1 100 Squared Jam | GBF

*Square Jam*



### Rules

Rules:

Normal Square Jam rules apply:

Divide the grid into all square regions so that no four squares meet at the same vertex. Digits inside squares must equal the side length of the square

The ? contains the same value, to be determined by the solver

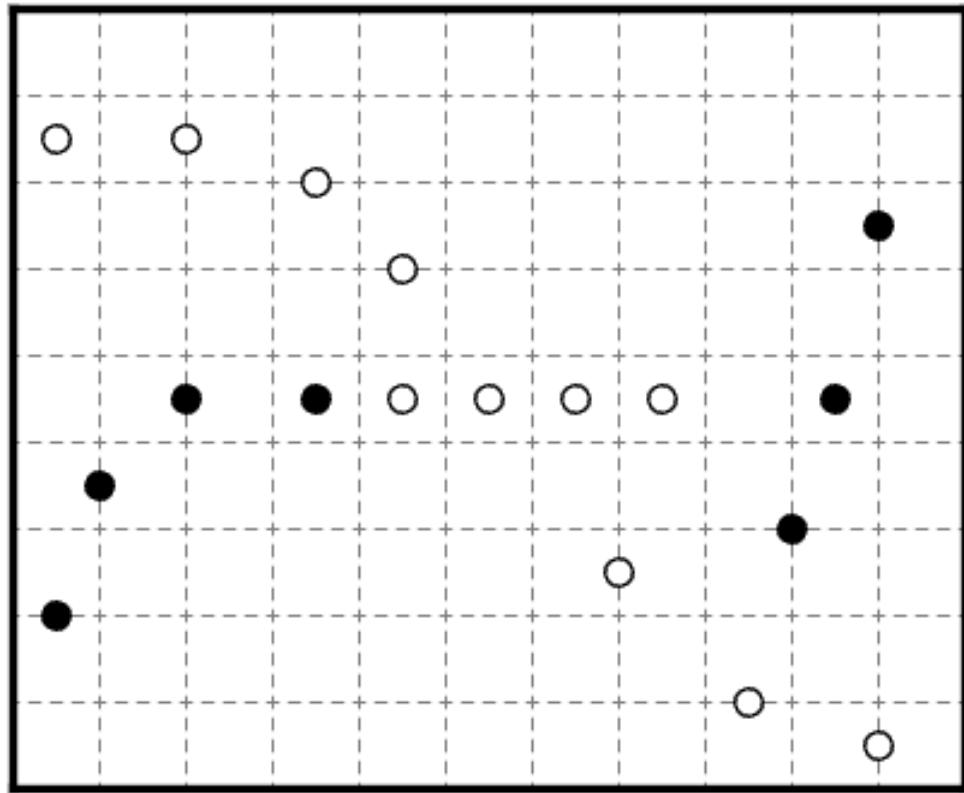
### Links

Penpa+ <https://tinyurl.com/2jr68fyu>

Puzz.link <https://puzz.link/p?squarejam/v:/10/10/w2l1..zy4m1.t.m.g>

## 4.2 10taisho | Ymmi

Tentaisho



### Rules

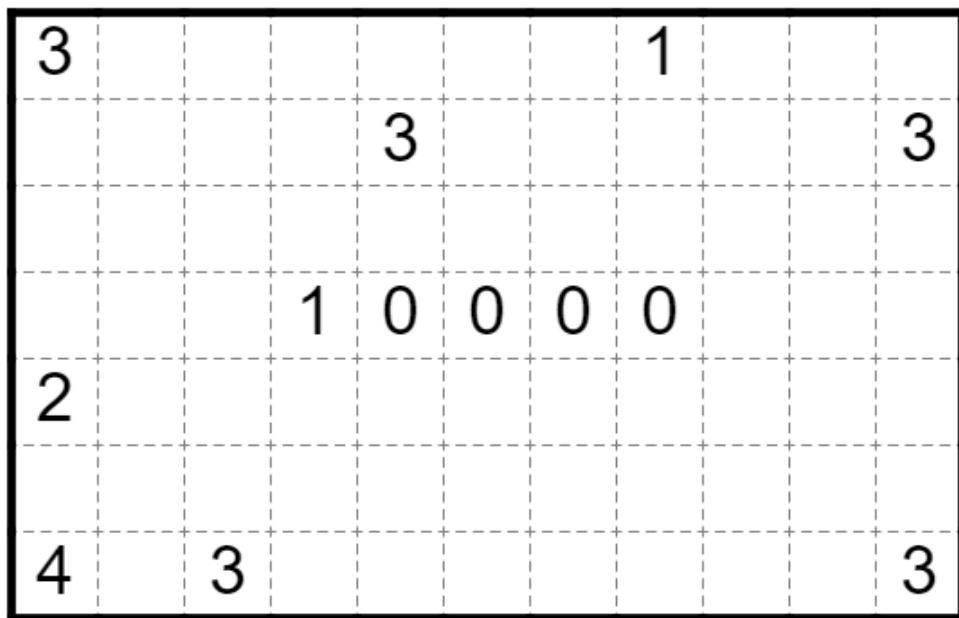
Divide the grid into regions of orthogonally connected cells. Each region must contain exactly one circle and have 180° rotational symmetry around it.

### Links

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

## 4.3 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

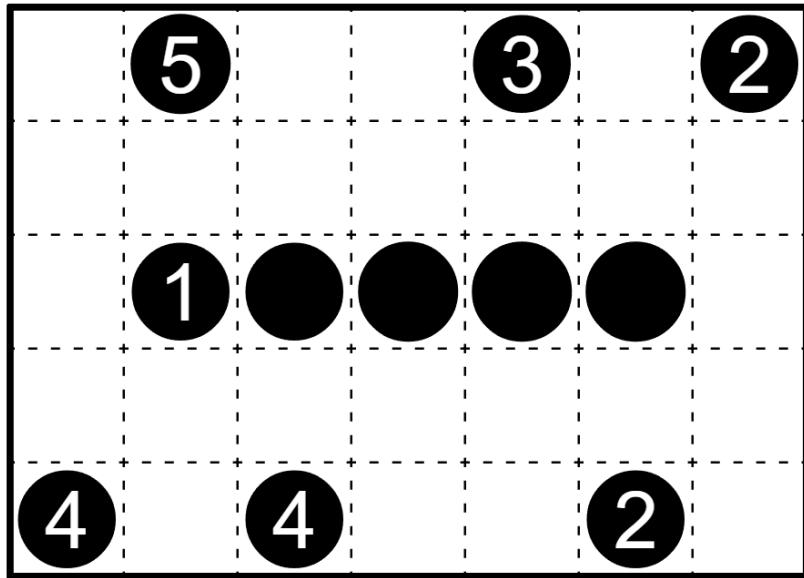
Puzz.link <https://puzz.link/p?lapaz/11/7/311m3k3t10000i2zg4g3m3>

## 4.4 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

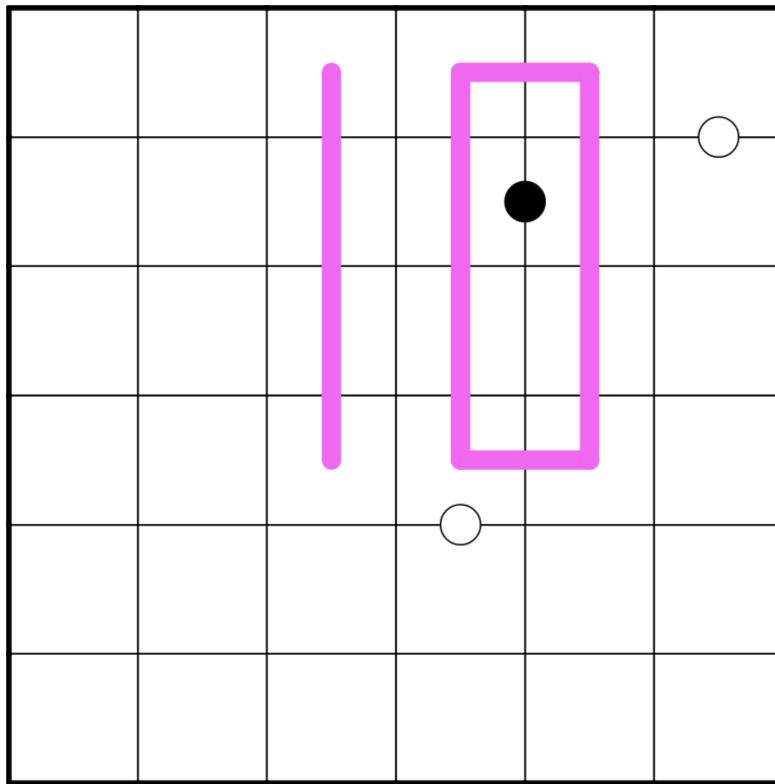
Divide the grid into regions, each of which is a 1-cell-wide snake of connected cells that may touch itself diagonally but not orthogonally. Each region must contain exactly one circle, which may contain a number. If there is a number, it indicates the area of the snake which must be at least 1. No two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

### Links

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

## 4.5 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.

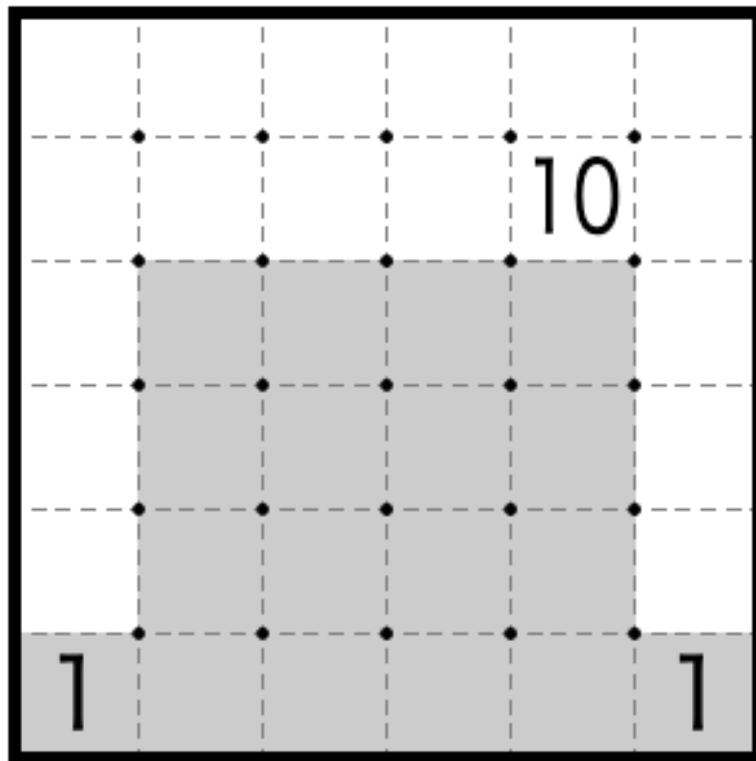
Kropki Pairs: Digits separated by a white Kropki dot must be consecutive, digits separated by a black Kropki dot must be in a 1:2 ratio. Not all dots are necessarily given.

### Links

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

## 4.6 Top Hat | Lavaloid

*Double Choco*



### Rules

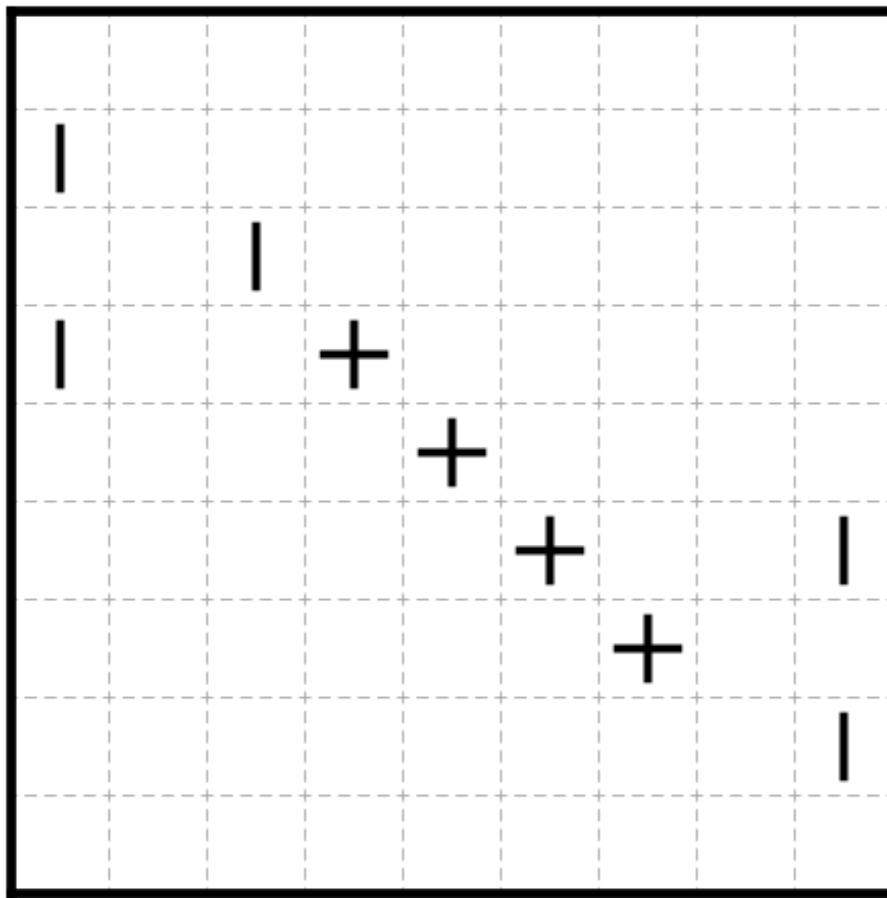
Divide the grid into regions of orthogonally connected cells, each containing a connected group of white cells and a connected group of grey cells, with the property that the shape of the white cells is identical to the shape of the grey cells, allowing rotations and reflections. Clued cells must belong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

## 4.7 |++++ Tatamibari | MicroStudy

Tatamibari



### Rules

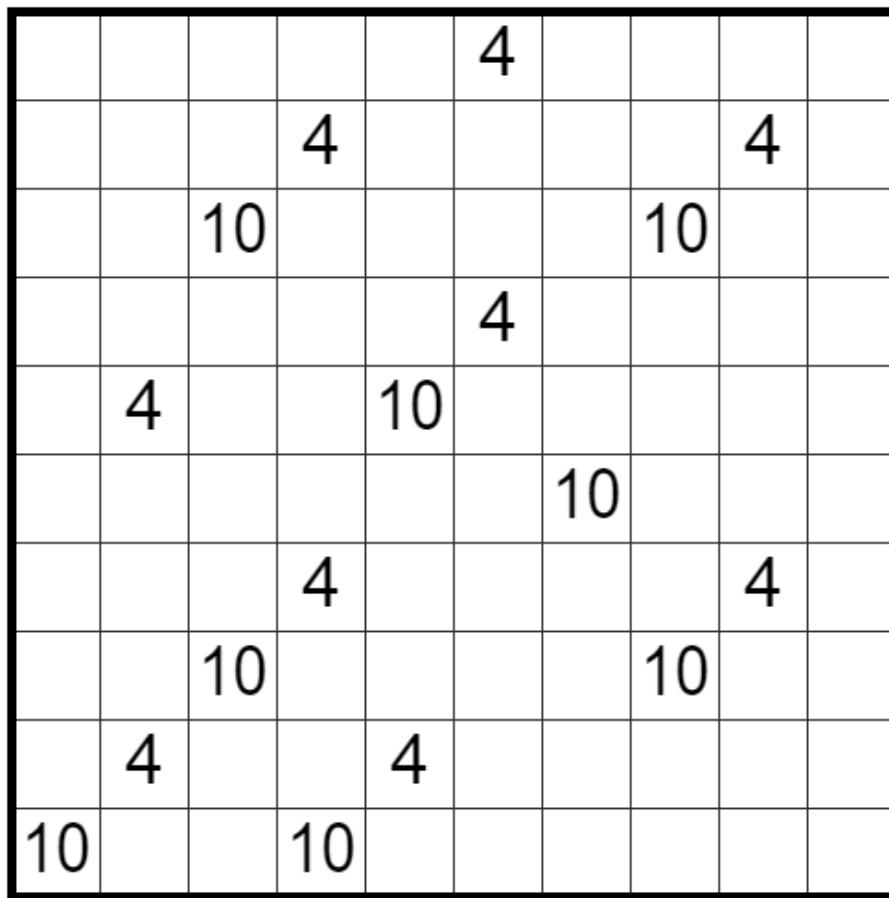
Tatamibari: Divide the grid into rectangles such that each rectangle contains exactly one symbol. If a rectangle has the | symbol, it must be taller than it is wide. If it has the – symbol, it must be wider than it is tall. If it has the + symbol, it must be a square. Region borders cannot form a four-way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

### Links

Puzz.link <https://puzz.link/p?tatamibari/9/9/o1p111h3o3o3h113p1o>

## 5.1 $10^4$ Canal View | Aspartagcus

*Canal View*



### Rules

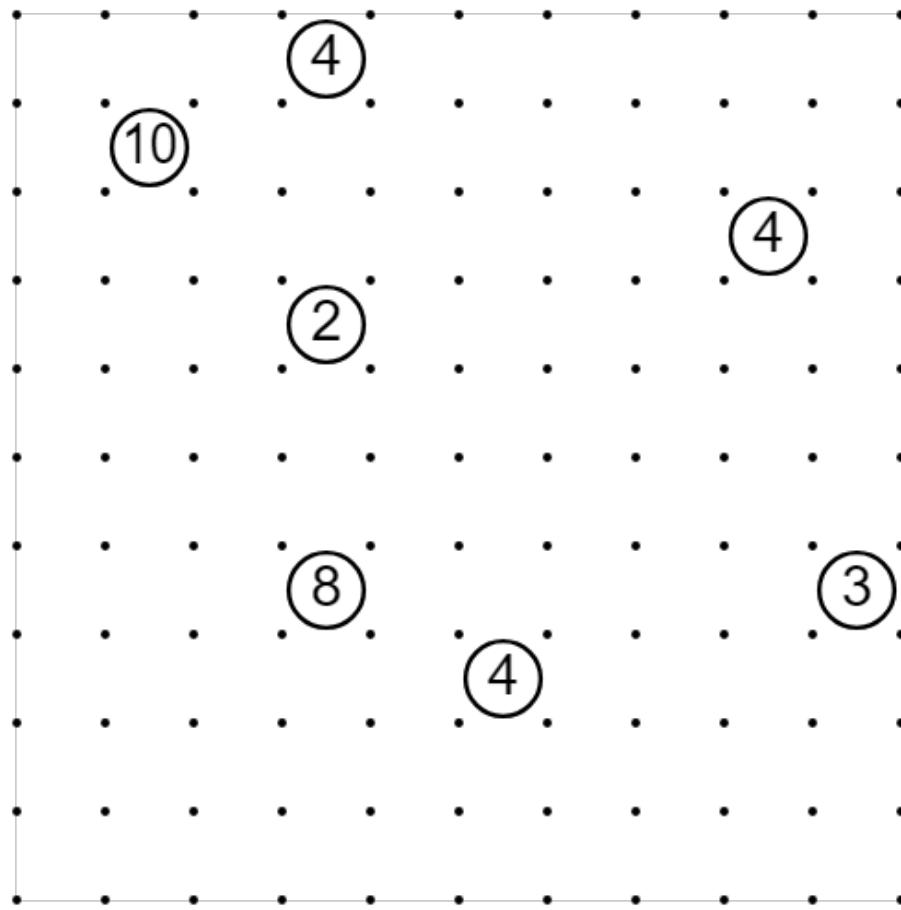
Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue.

### Links

Puzz.link <https://puzz.link/p?canal/10/10/k4m4j4iajam4k4haqal4j4iajai4h4kahal>

## 5.2 $10^4$ Scrin | MicroStudy

*Scrin*



### Rules

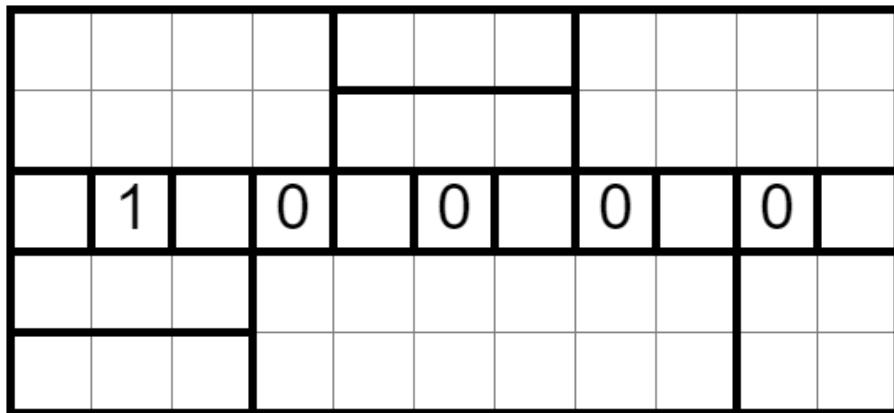
Shade some cells so that each orthogonally connected area of shaded cells is in the shape of a rectangle. The shaded rectangles must all form a single loop through diagonal connections, with no branches. All cells with circles must be shaded, and if a circle contains a number, its shaded rectangle must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

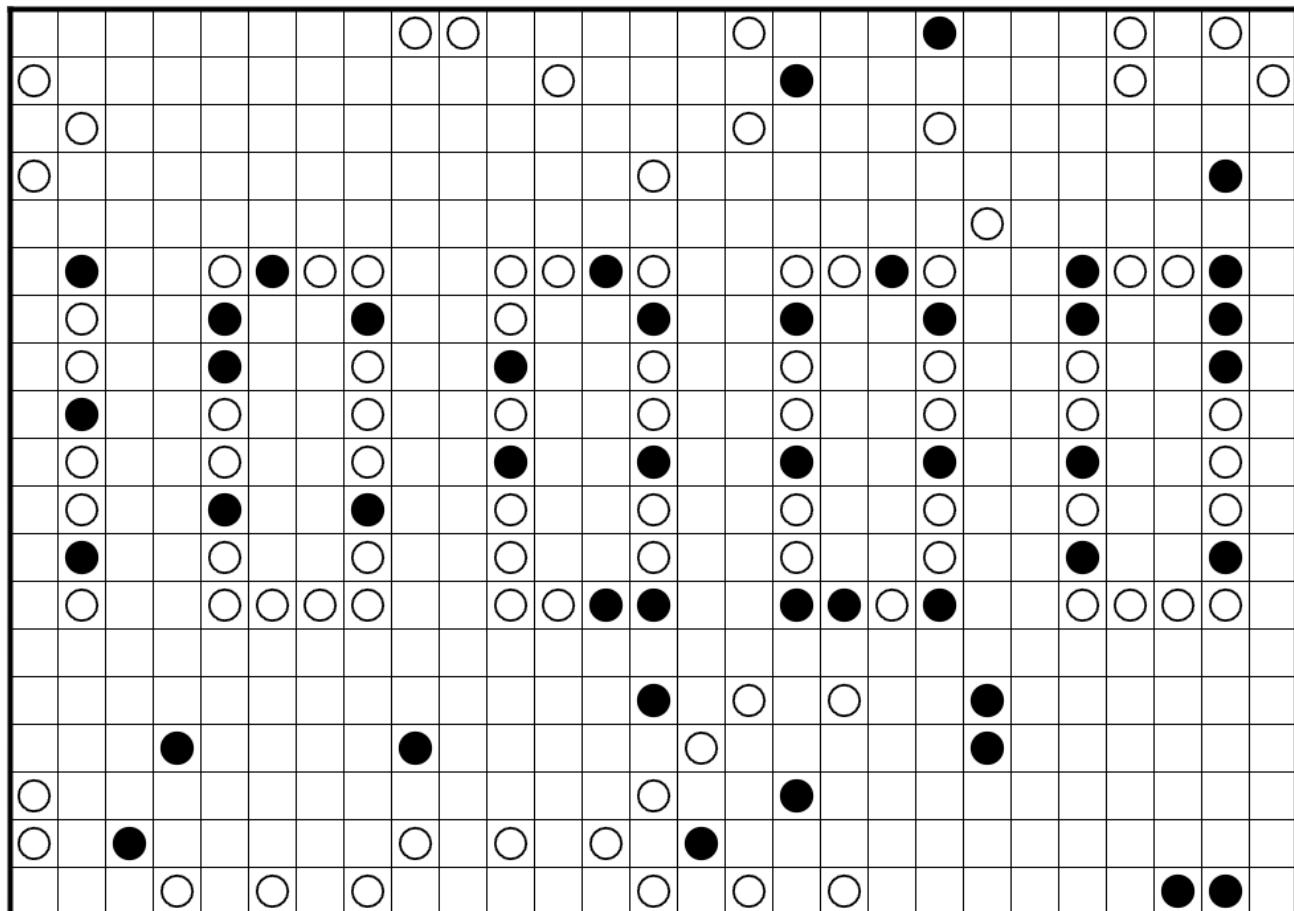
Puzz.link <https://puzz.link/p?cbanana/18/8/x2g4g6m3h6g65iag4kak3i2g4k2s2haga h2ajaiag4s7m5g3s6g5i>

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

*Circles and Squares*



Beeg puzzle. Need I say more?



### Rules

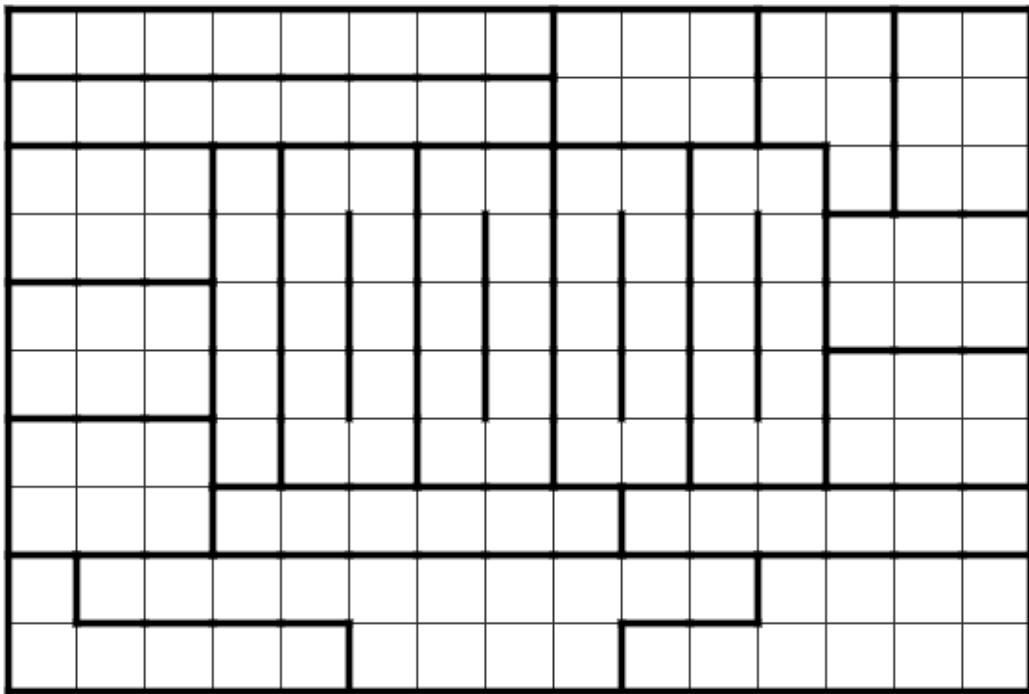
Shade some cells such that all shaded cells form **one** orthogonally connected area and all unshaded areas *must* form squares. No 2x2 anywhere in the grid may be completely shaded. Black circles must be shaded and white circles must be unshaded.

### Links

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

## 5.6 10000 LITS | Aspartagcus

*LITS*



### Rules

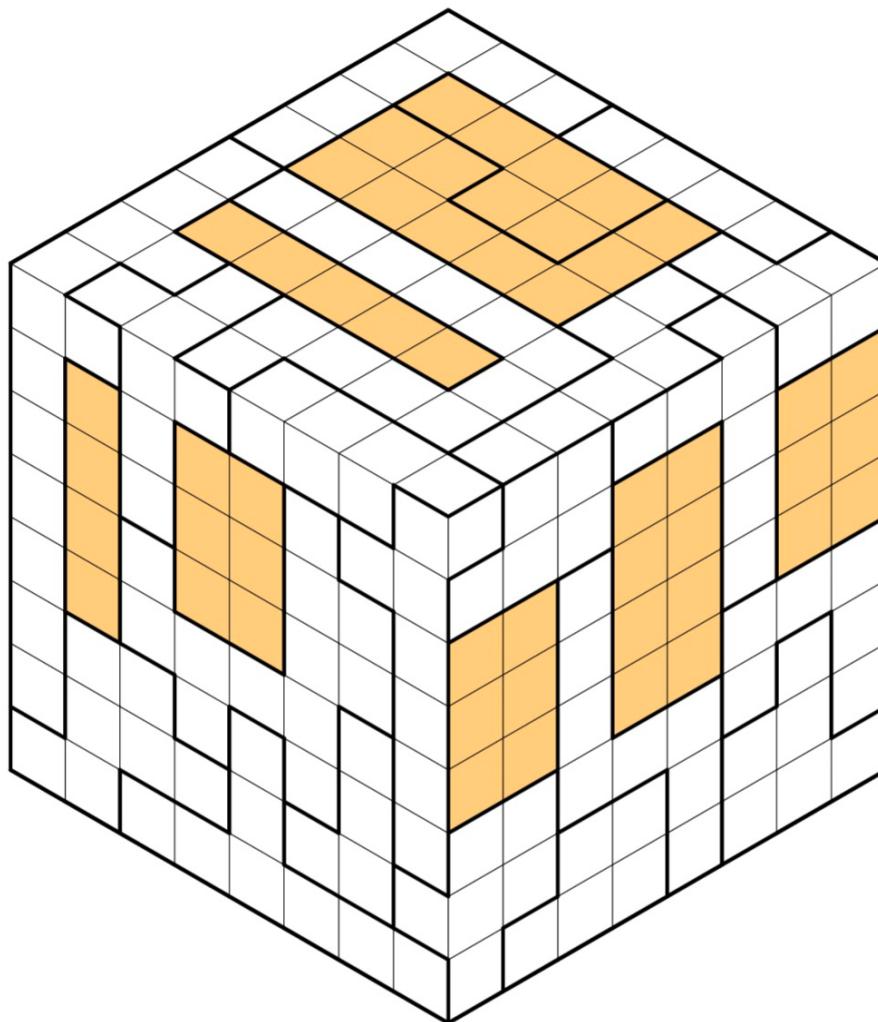
Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.

### 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

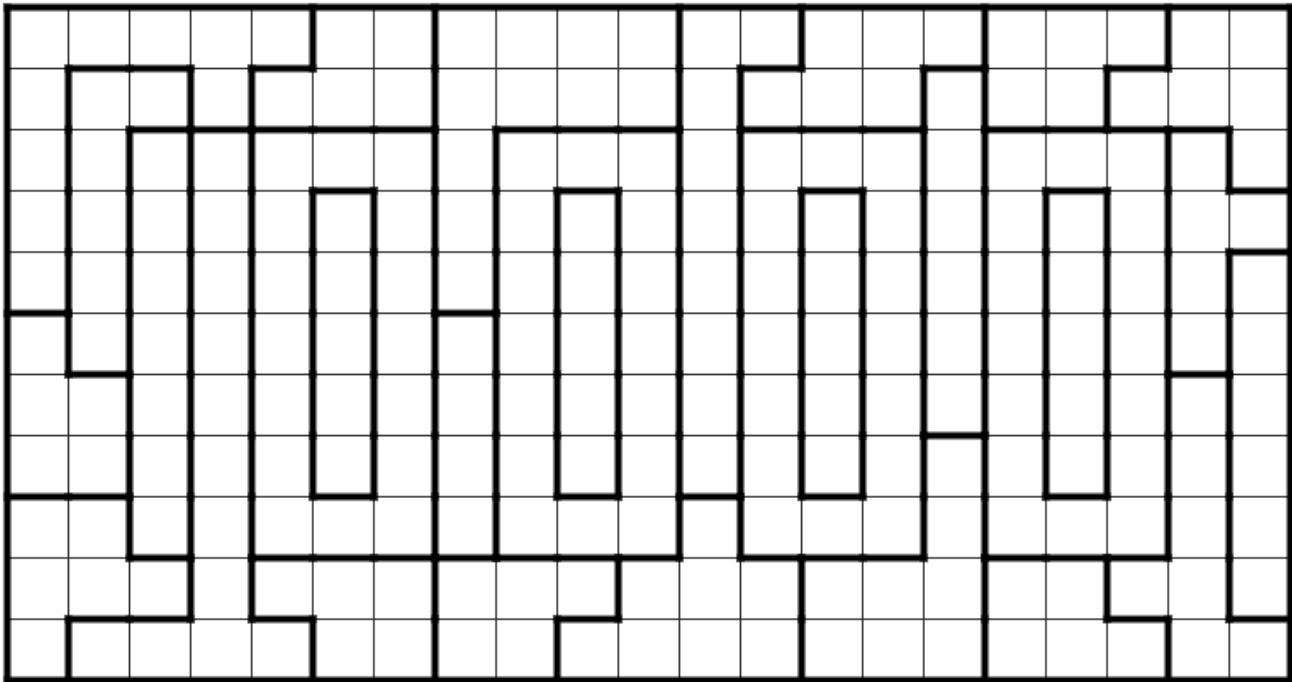
Penpa+ <https://tinyurl.com/2mt33ltn>

## 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

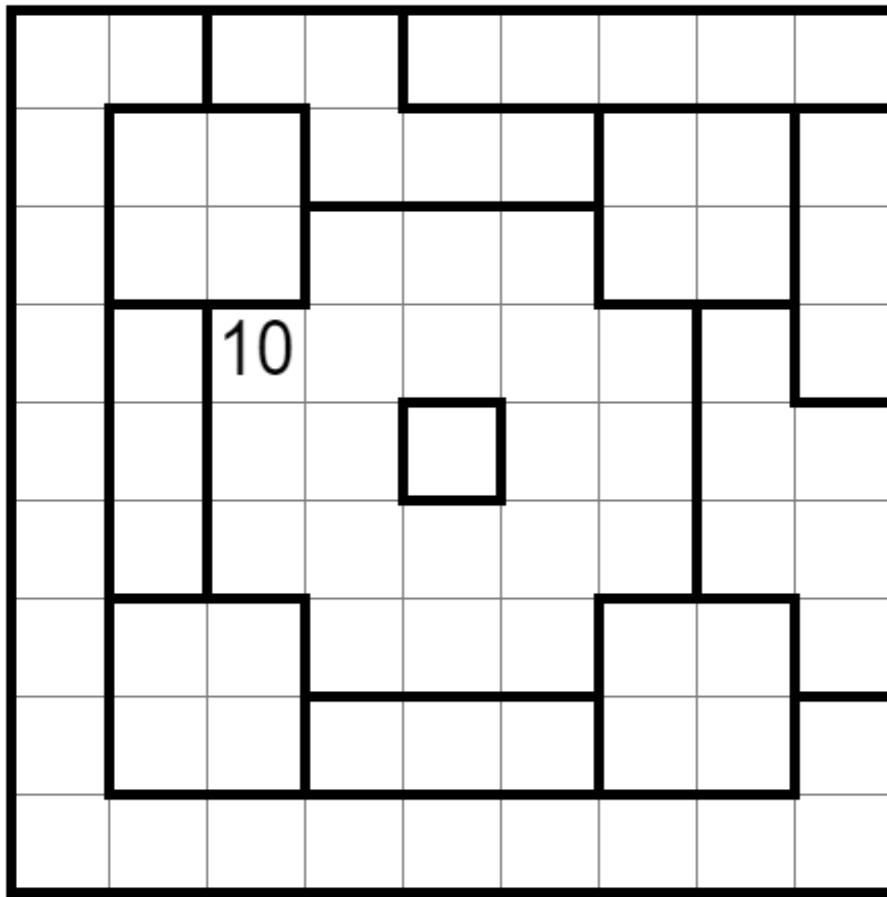
Shade some cells such that each region contains exactly 1 tetromino (a shape consisting of 4 shaded cells.) All shaded cells must be connected orthogonally, and no 2x2 can be completely shaded (so there can't be an O tetromino). Two different tetrominoes touching each other must be of a completely different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

### Links

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

## 5.9 10k shimaguni | Aspartagcus

*Shimaguni*



### Rules

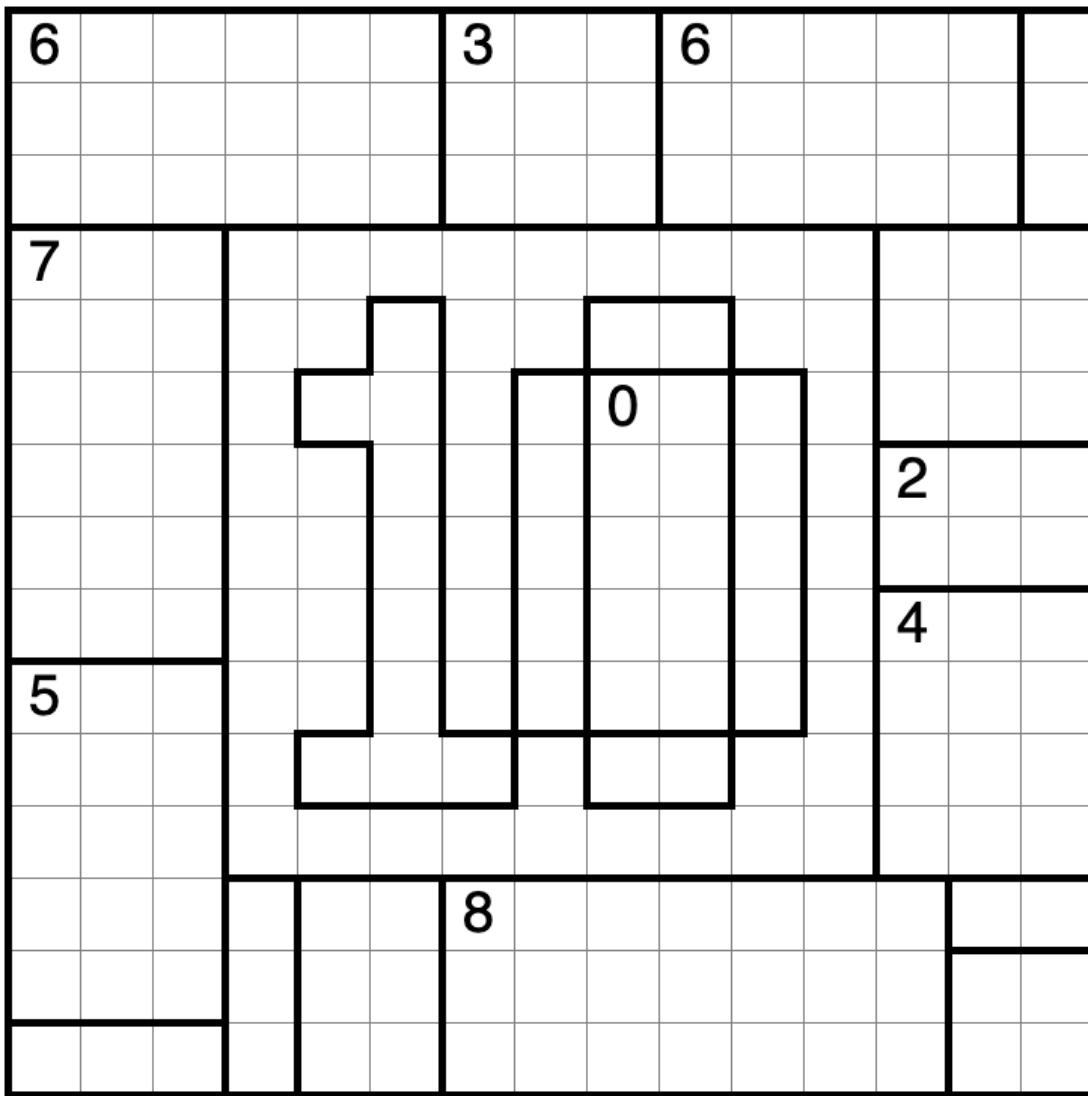
Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells, and no two adjacent regions may contain the same number of shaded cells.

### Links

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

**5.10**  $536 \times 7 + 6248 = 10000$  | 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**

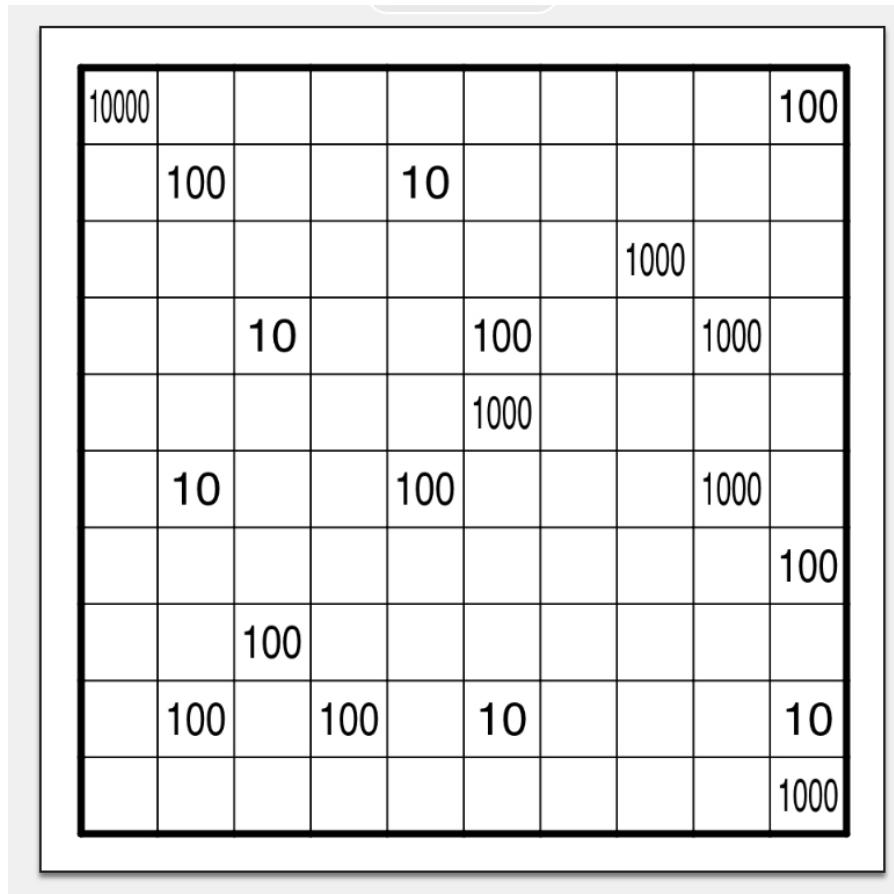
Puzz.link <https://puzz.link/p?heyawake/15/15/0i2144289022qk6tobrgnn1fe2us6d880gq0hk138200000vvv0j017g107000007s001fg1r03vv003s00636g7k0g245i8i>

## 5.11 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/28ym7lwf>

## 5.12 con10Kt | RSP

*Context*



1	1		1	1	1	1	2
2		1	2	1	2		
2	1	1	2	1	1	1	2

### Rules

Normal Context rules apply:

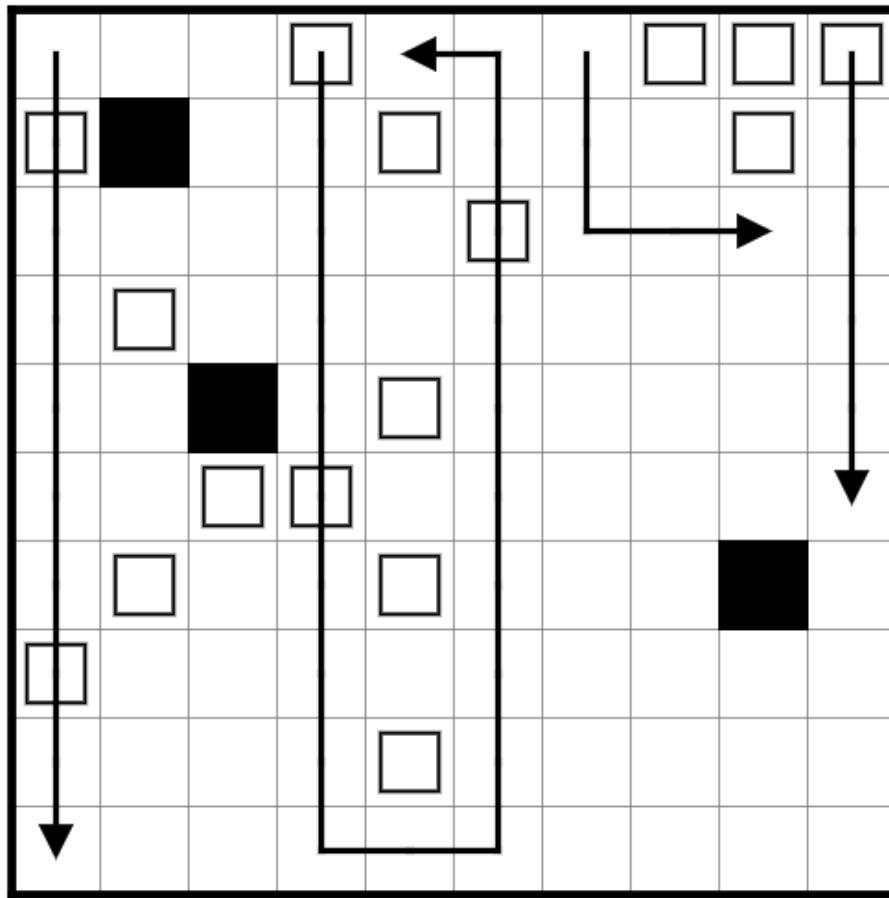
Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. An unshaded clue indicates the number of orthogonally adjacent shaded cells. A shaded clue indicates the number of diagonally adjacent shaded cells.

### Links

Puzz.link <https://puzz.link/p?context/13/3/g11h111g1g2i2h1g2g12i211g211g1g2g>

## 5.13 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

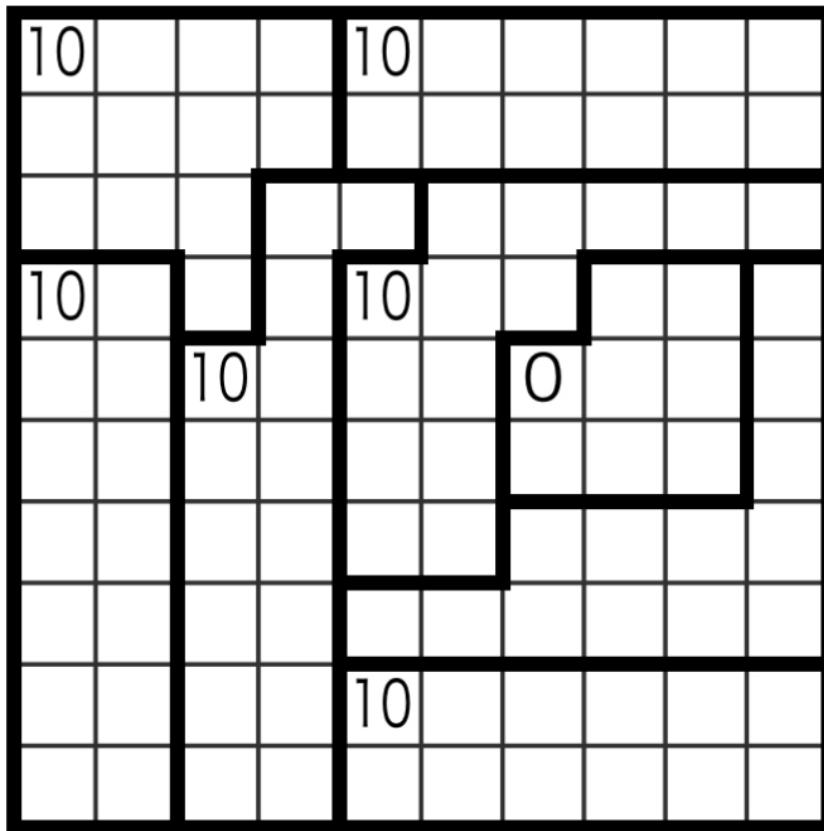
Puzz.link <https://puzz.link/p?evolmino/10/10/0i8p20i0606000b0080066160000i000004zzk99999994o0zn042220222025025025026262626>

## 5.14 Heqtares | jubale

*Aqre*



Trivia: One hectare is 10,000 square metres. It's roughly comparable to acres.



### Rules

Shade some cells on the board.

1. Numbered regions must contain the indicated amount of shaded cells.
2. There may not be a horizontal or vertical run of 4 or more consecutive shaded or unshaded cells.
3. All shaded cells form an orthogonally contiguous area.

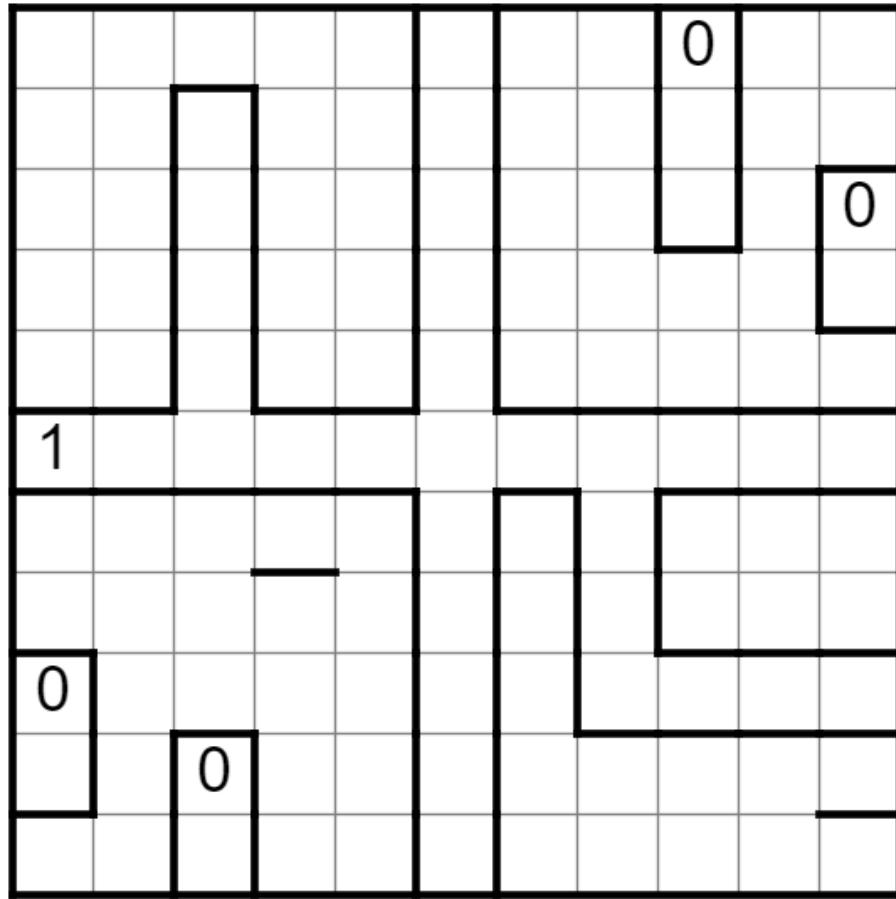
This genre was invented by Eric Fox.

### Links

Puzz.link <https://puzz.link/p?aqre/10/10/2040k3il9ail182g50003vp748000e1g1v00aaaaa0ga>

## 5.15 Is This 10000ss? | Botaku

*Heyawake*



### Rules

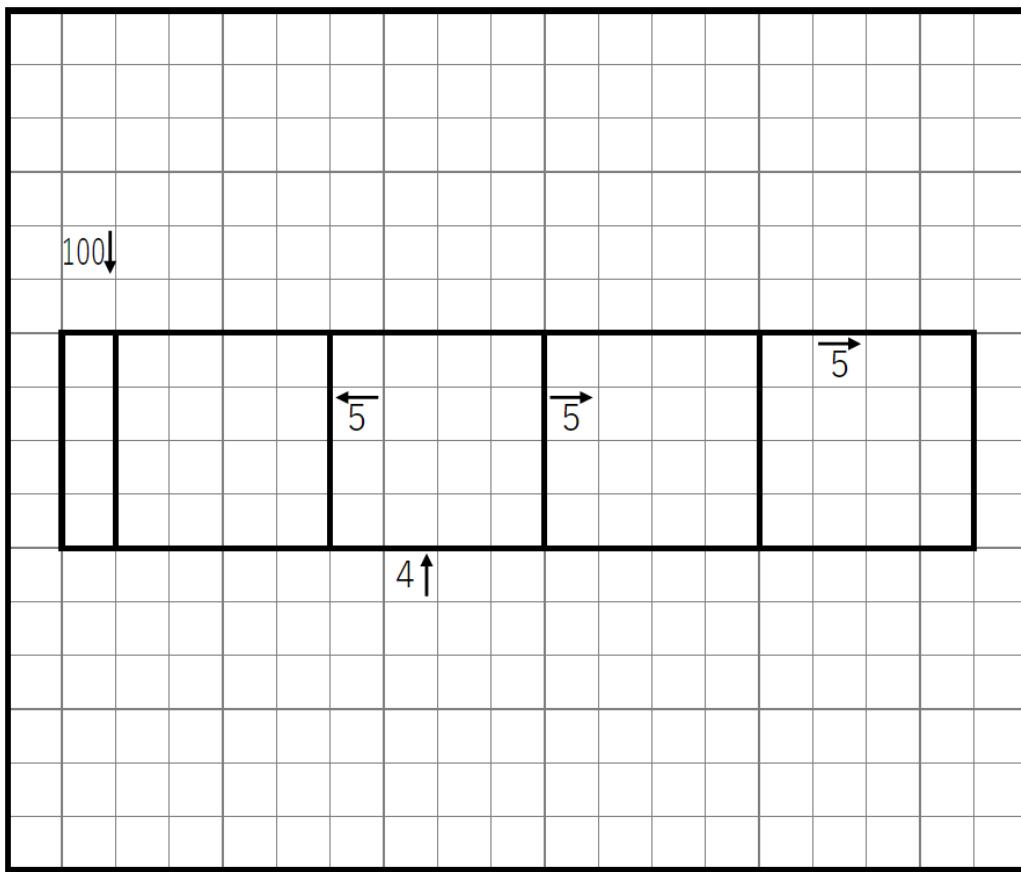
Usual Heyawake rules apply: shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Numbered regions must contain the indicated amount of shaded cells. A line of consecutive unshaded cells may not cross more than one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

### Links

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

## 5.16 Kuroc10000ne | Aspartagcus

*Kuroclone*



### Rules

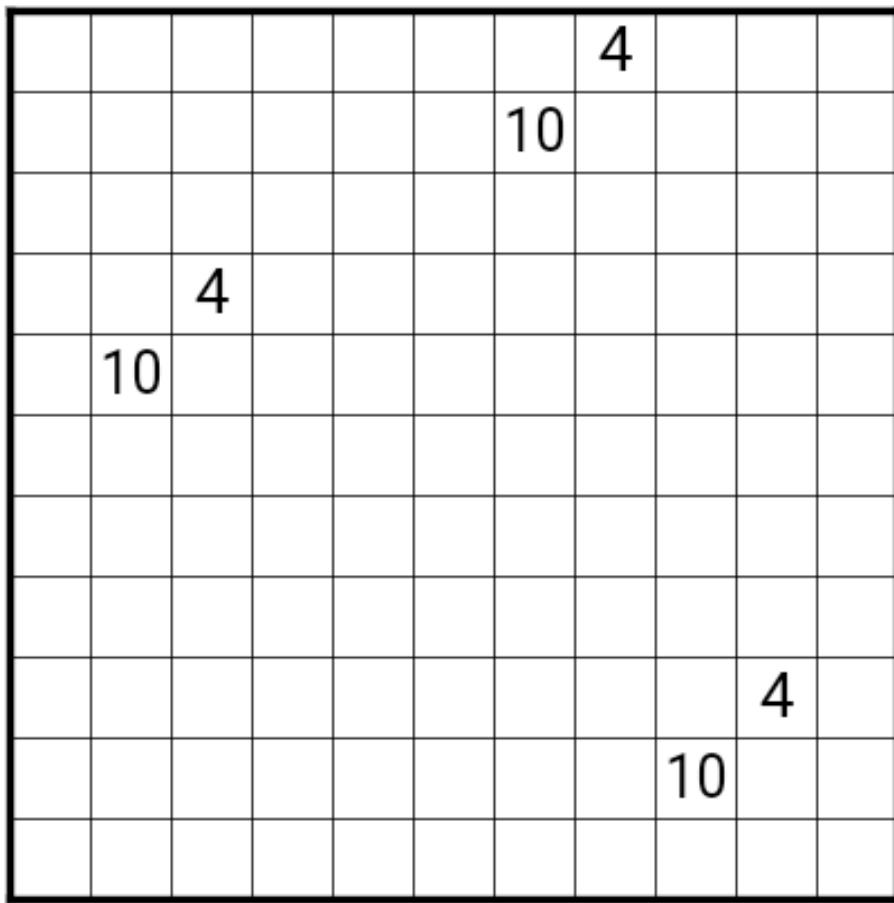
Shade two groups of orthogonally connected cells in each region. Both of a regions groups must have the same size and shape, but may be rotated or reflected. Shaded groups may not be orthogonally adjacent. Clued cells may not be shaded, and indicate the size of a group of shaded cells which occupies the adjacent cell in the indicated direction.

### Links

Puzz.link <https://tinyurl.com/2s4dux2m>

## 5.17 M0chinyOr0 | Ymmi

*Mochinyoro*



### Rules

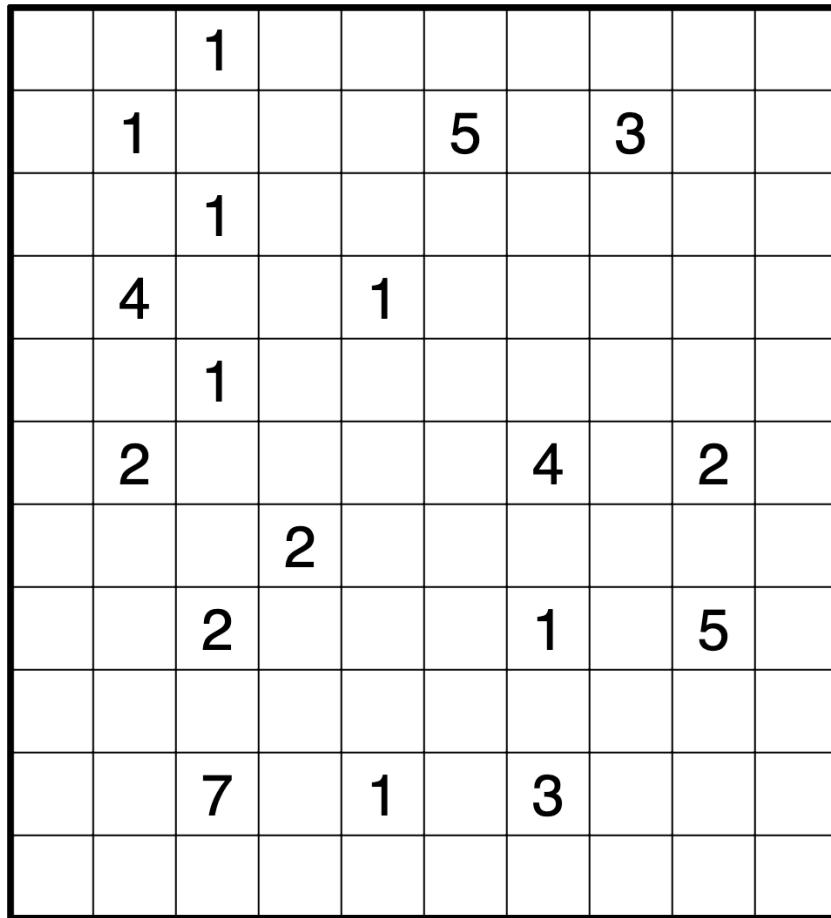
Shade some cells so that all areas of orthogonally connected unshaded cells are rectangular and all areas of orthogonally connected shaded cells are not rectangular. The unshaded rectangles must all be connected diagonally. Clues cannot be shaded, and represent the number of cells in the unshaded area 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>

## 5.18 Meidju-kabe | glum\_hippo

*Meidjuluk Nurikabe*



1 2 3 4 5 6 7 8 9 10

### Rules

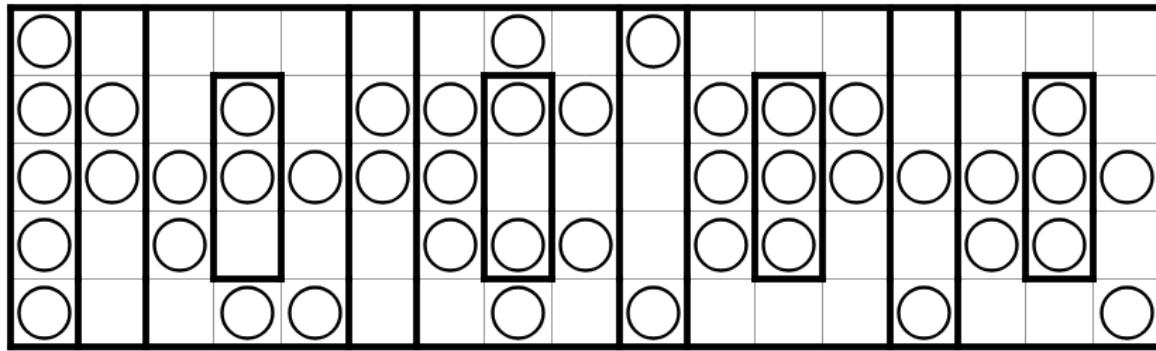
Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and every orthogonally connected area of unshaded cells contains one or more clues, the values of which are factors of the size of the area. No two areas are of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

### Links

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

## 5.19 N0000ndang0000 | MicroStudy

*Nondango*



### Rules

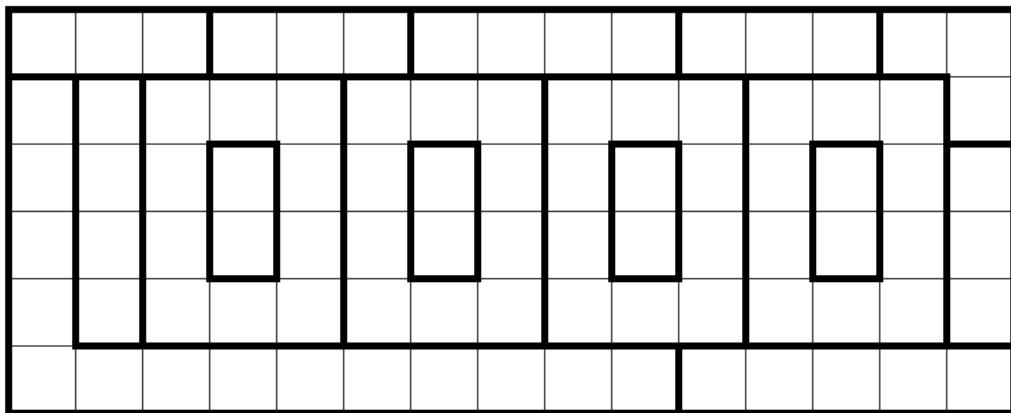
Shade one circle in each region so that no three consecutive cells contain all shaded circles or all unshaded circles, horizontally, vertically, or diagonally.

### Links

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

## 5.20 Nor1n0ri | BenceJoful

Norinori



### Rules

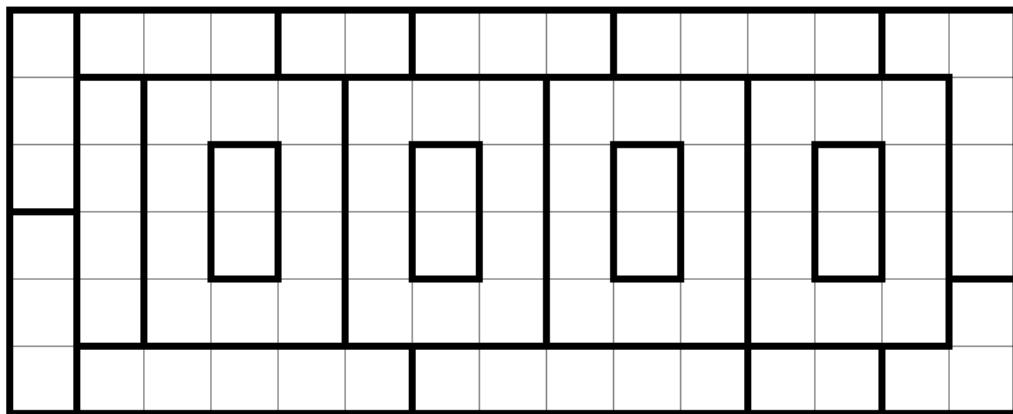
Shade some dominoes of cells so that every region contains exactly two shaded cells. Shaded dominoes may not touch orthogonally.

### Links

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

## 5.21 Shimagun10K | 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.

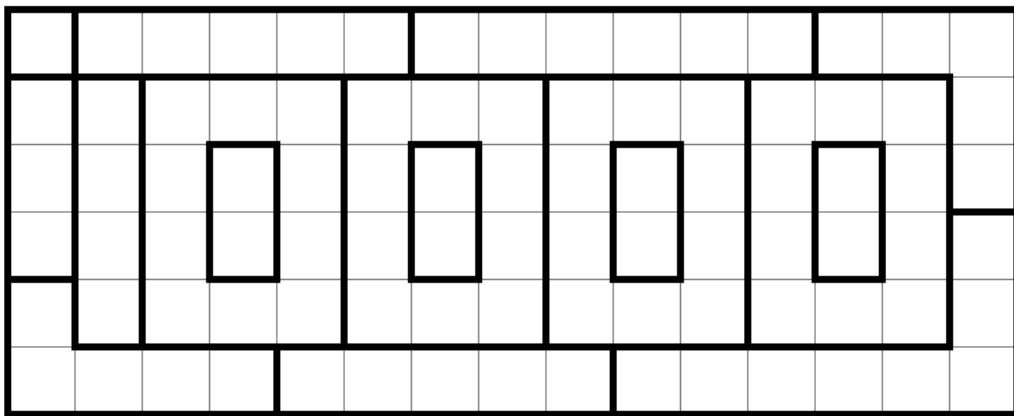
### Links

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

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

## 5.22 StosTen | BenceJoful

*Stostone*



### Rules

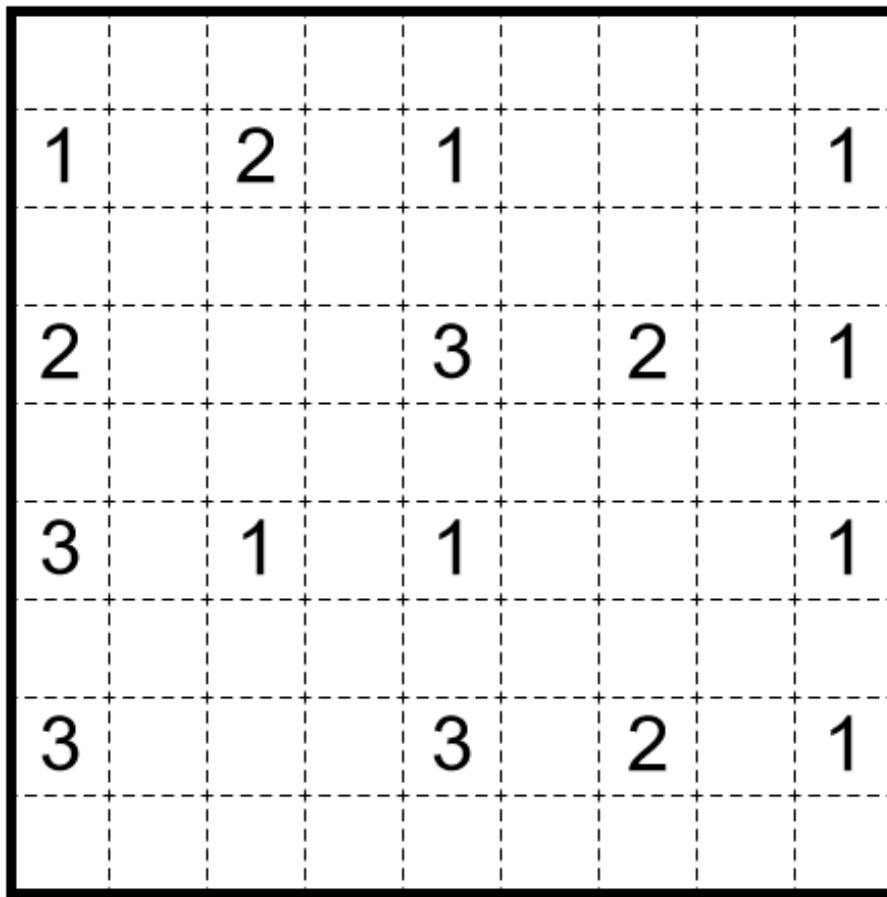
Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. If all of the shaded groups were to fall straight down without changing shape, they must completely fill the bottom half of the grid.

### Links

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

## 5.23 Odd One Out | RSP

*Look-Air (One One)*



### Rules

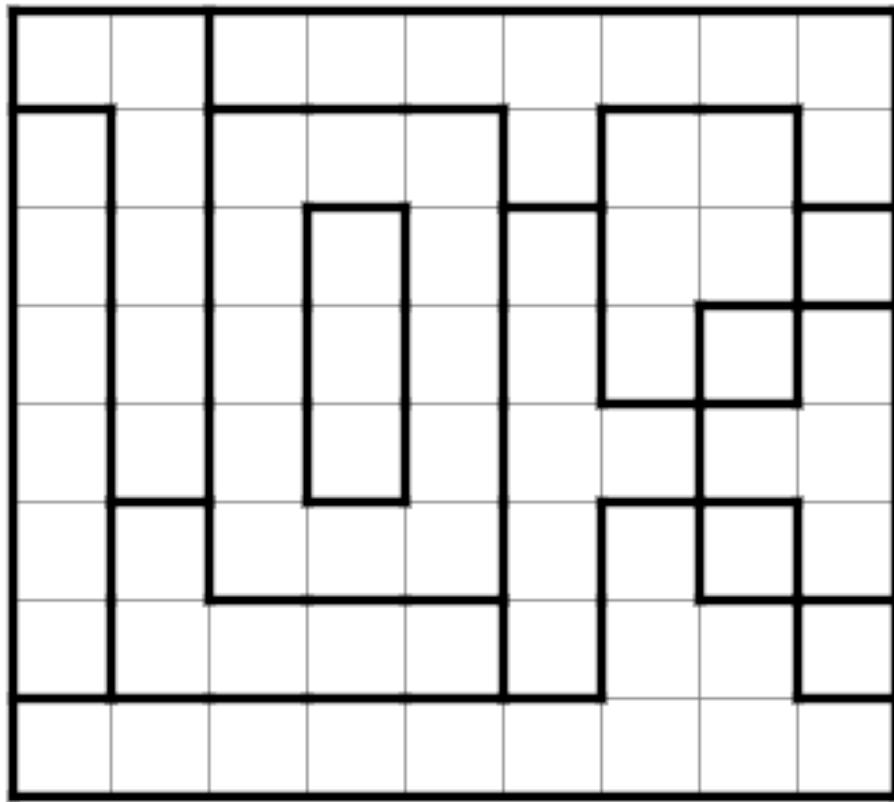
Normal Look-Air rules apply, *except* that **exactly one** square is not a square! Instead, it is a  $1 \times N$  "line", where  $N > 1$ . The line additionally cannot see any  $1 \times 1$ s, or any  $N \times N$ s.

### Links

Penpa+ <https://tinyurl.com/yckzma3w>

## 5.24 S10s10ne | Ymmi

*Stostone*



### Rules

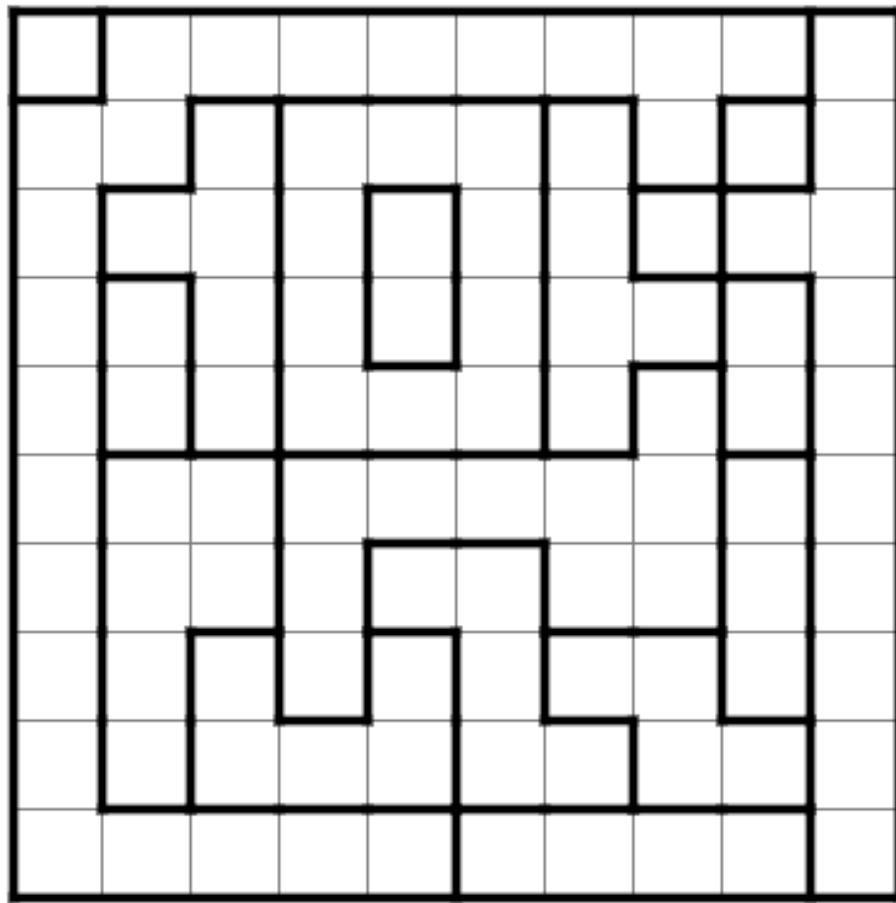
Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. If all of the shaded groups were to fall straight down without changing shape, they must completely fill the bottom half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

### Links

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

## 5.25 Sh1mag0000ni | GBF

*Shimaguni/Islands*



### Rules

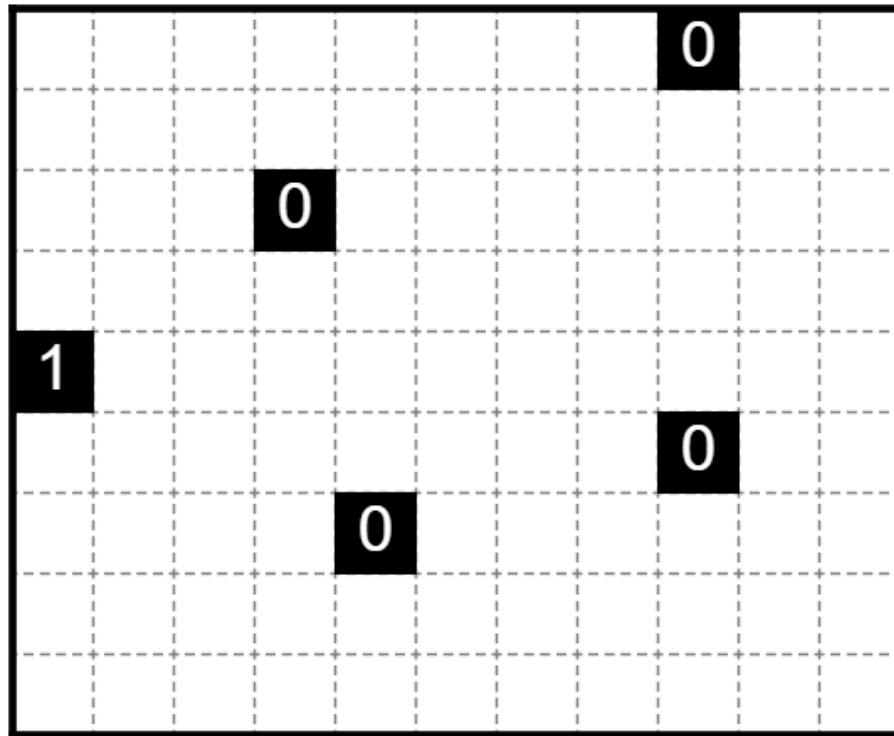
Shade some cells in each region so that shaded cells in a region must be orthogonally connected, two cells that share a border between regions must not be shaded, and regions that share a border must not have the same number of shaded cells

### Links

Puzz.link <https://puzz.link/p?shimaguni/10/10/g2puvntufk7dfuuaghnq968614fq1g5c2afux>

## 5.26 Sha10kasha10ka | Ymmi

*Shakashaka*



### Rules

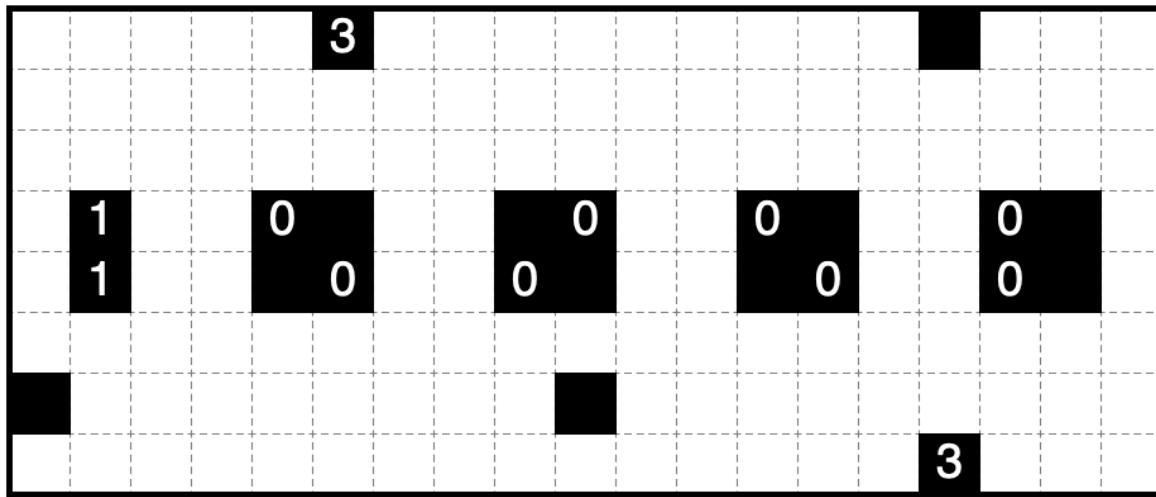
Shade some right triangles in cells such that every remaining unshaded area is rectangular. Clues give the number of triangles in the 4 cells it shares an edge with.

### Links

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

## 5.27 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>

## 6.1 10000 Cryptic Crossword | phil\_the

*Cryptic Crossword*



This puzzle is too big to be fully contained in this document. Please visit the link in the author's website to solve this puzzle.

### CtC Discord archive 10,000 puzzle milestone

*This puzzle is to celebrate the milestone of the puzzle archive in the CtC fan discord server reaching 10,000 puzzles. Hopefully this should not be too difficult if you are familiar with cryptic crosswords.*

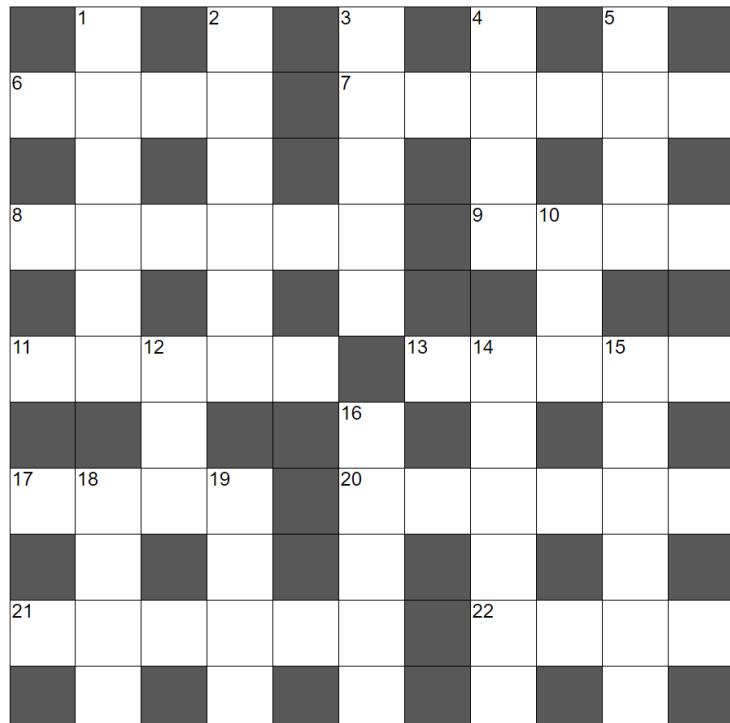
Solve online:  
<https://philpreen.co.uk/puzzles/crosswords/10000/>

#### ACROSS

- 6 Black note at the end missing from how music should be played (4)
- 7 Nice person's good lilacs regularly make a comeback as small tree (6)
- 8 Me in over the top is painful for the ear (6)
- 9 Reflection in European community house (4)
- 11 Ring AA for the turn of the screw perhaps (5)
- 13 Pace of Mike and Papa restrained by broken toe (4)
- 17 Miss Wallace's dog gets ready leads, going walkies (4)
- 20 Drove around with nothing to take too far (6)
- 21 Party returns before tidy/untidy departure (6)
- 22 Large container of soil with last of potato heading to the Far East (4)

#### DOWN

- 1 Marching as one on foot? (6)
- 2 Boy's terrarium contains shellfish (6)
- 3 Bumblebee - so very chubby (5)
- 4 Less than twice in the past (4)
- 5 Use only characters disguised in that hot tattoo to make this promise (4)
- 10 Part of shaft in engine arrived without central piece of propeller (3)
- 12 Priest constrained by beliefs (3)
- 14 Yes but Eve never saw ophidia initially (4,2)
- 15 Accolade perhaps discovered on the way up to paddle boat (6)
- 16 City break took over year (5)
- 18 Note detective inspector's length of skirt (4)
- 19 Time sat on Brazilian city's three things (4)



## Links

- Author's website <https://philpreen.co.uk/puzzles/crosswords/10000/>  
 AmuseLabs <https://amuselabs.com/pmm/crossword?id=52dcfca7&set=15d83c304e8b13276a225699f2b2e570fcce1e5429e0de1109a1ffca871a2850>

## 6.2 100x100 Cryptic Crossword | phil\_the

*Cryptic Crossword*



### Links

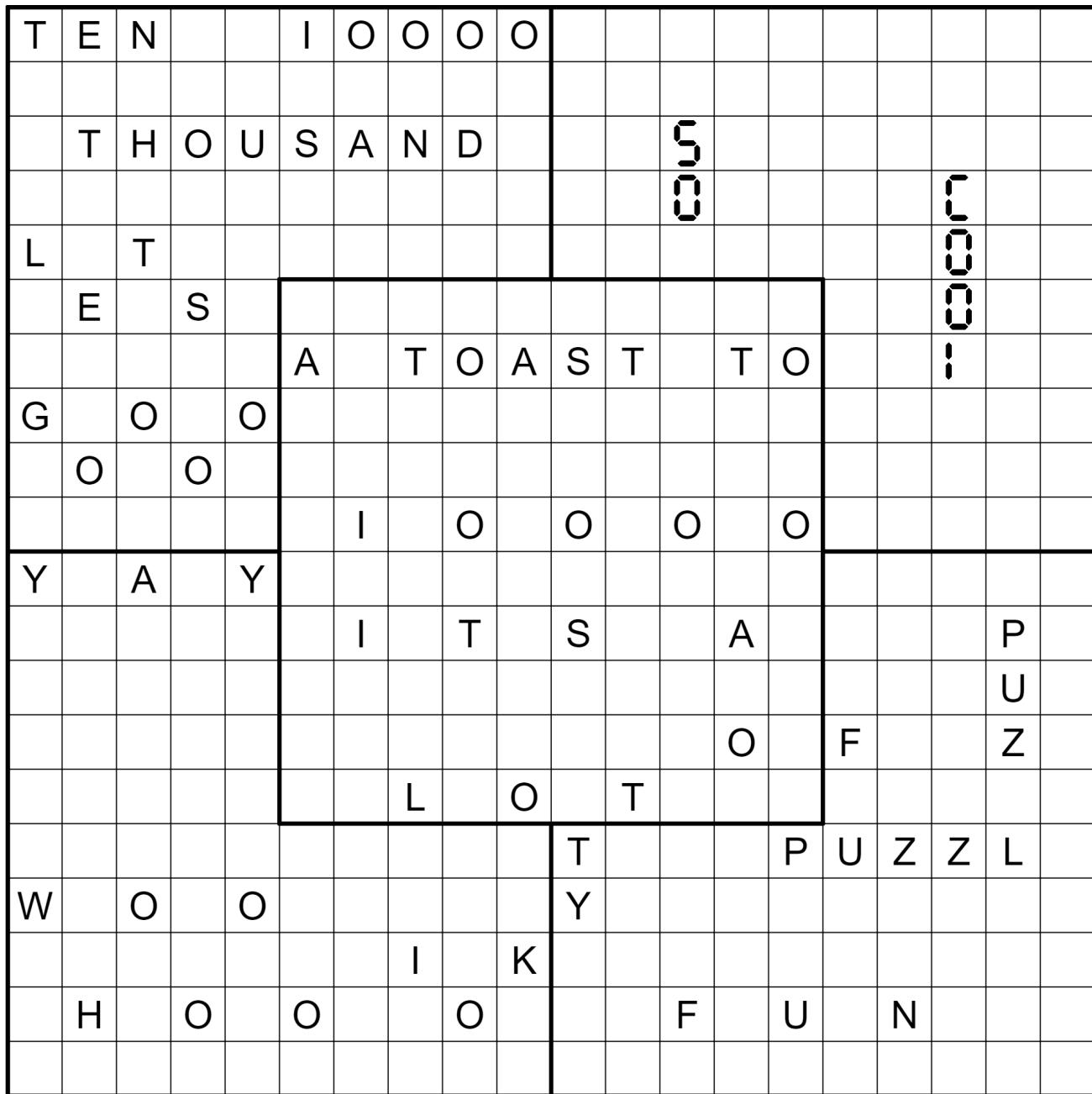
Author's website <https://philpreen.co.uk/puzzles/crosswords/100x100/>

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