PUZZY · 10X10

Scoring & Pieces

How points work, how the three star blocks behave, and every piece the generator can produce.

Rules v2 · November 2026 · Daily seed resets at 00:00 UTC

The short version

Placing

Every cell in a placed piece scores 1 point. A 4-cell piece scores 4. Star blocks are already on the board and are never “placed” for points.

Clearing lines

$$10 \times L^2 \times C$$

L is the number of lines completed by this move. C is the combo multiplier.

One line at combo 1 scores 10. Two lines at combo 1 score 40. Three lines score 90. The L^2 term pays both for each line and for clearing them together.

Combo

The multiplier starts at 1. Any move that clears at least one line raises it by 1 afterwards, no matter how many lines that move cleared. A move that clears nothing resets it to 1.

Examples: a first clear uses C = 1, the next consecutive clear uses C = 2, and the one after that uses C = 3.

Star blocks

Each board has three star blocks with values 3, 4 and 5, placed on three different rows and three different columns from the daily seed. They are occupied cells and count as filled squares, but they cannot be placed on.

When a completed line contains a star, the rest of the line clears and the star’s value drops by 1. The star stays on the board. A star that sits where a row and a column clear together loses 2 at once.

When a star reaches 0 it disappears and pays a flat bonus of 50 × its starting value:

- 3-star → 150 points
- 4-star → 200 points
- 5-star → 250 points

The star bonus is never multiplied by combo or by multiple lines.

End rating

You earn one end-of-game star for each star block you clear: 0, 1, 2 or 3. The result screen shows the rating.

Undo

One full undo per game. It restores the board, stars, score, lines, combo, pieces and queue to the moment before the last move. After it is used, it is unavailable for the rest of the game.

Worked examples

MOVE	POINTS
Place a 4-cell piece, no clear	4
2 lines at combo 1	40
2 lines at combo 3	120
Clear a 5-value star	+250
Place a 4-cell piece + clear 2 lines at combo 3 + clear a 5-star	4 + 120 + 250 = 374

The piece catalogue

There are 29 unique pieces. Pieces are not rotated: the orientation shown is the orientation you get. Each round generates 2, 3 or 4 *distinct* pieces, with the round size drawn as 25% two-piece, 50% three-piece, 25% four-piece.

Each generator slot picks uniformly from the 29 pieces. The chance a specific piece is the next piece drawn is 3.45%. The chance it appears at least once in a round — across the 25/50/25 mix of set sizes — is 10.34%. Conditional on set size: 6.90% in a 2-piece set, 10.34% in a 3-piece set, and 13.79% in a 4-piece set.

Piece sizes

CELLS	PIECES	SHARE OF CATALOGUE
1	1	3.45%
2	2	6.90%
3	6	20.69%
4	14	48.28%
5	6	20.69%

Average piece size: 3.76 cells.

Colour key

The game colours a piece by its size so a glance tells you how big it is.

- 1–2 CELLS · BLUE
- 3 CELLS · YELLOW
- 4 CELLS · AMBER
- 5 CELLS · PINK

#	PIECE	CELLS	CHANCE PER DRAW	CHANCE PER ROUND
01		1	3.45%	10.34%
02		2	3.45%	10.34%
03		2	3.45%	10.34%
04		3	3.45%	10.34%
05		3	3.45%	10.34%
06		3	3.45%	10.34%
07		3	3.45%	10.34%
08		3	3.45%	10.34%
09		3	3.45%	10.34%
10		4	3.45%	10.34%
11		4	3.45%	10.34%
12		4	3.45%	10.34%
13		4	3.45%	10.34%
14		4	3.45%	10.34%
15		4	3.45%	10.34%
16		4	3.45%	10.34%
17		4	3.45%	10.34%
18		4	3.45%	10.34%

#	PIECE	CELLS	CHANCE PER DRAW	CHANCE PER ROUND
19		4	3.45%	10.34%
20		4	3.45%	10.34%
21		4	3.45%	10.34%
22		4	3.45%	10.34%
23		4	3.45%	10.34%
24		5	3.45%	10.34%
25		5	3.45%	10.34%
26		5	3.45%	10.34%
27		5	3.45%	10.34%
28		5	3.45%	10.34%
29		5	3.45%	10.34%