

whoo finally finished this all the way through! it was really really good and really really fun!! I cannot imagine it was easy to construct so many puzzles so precisely!

i love cursed
puzzles

120 Increasingly Cursed Knight Puzzles

Mechanics may need deducing.

Each puzzle only has one solution.

(the order in which things are done may vary but the underlying steps stay the same)

Bro... why did
you have to ruin
chess?

you were indeed not lying this is in fact fire
omg i just scrolled down a bit to take a look this gets crazy what

as a puzzle game.
definitely
something i would
finish if i bumped
into it on cool
maths games

Ayo, this concept of "here's a symbol, figure
out what it means lol f you" is 

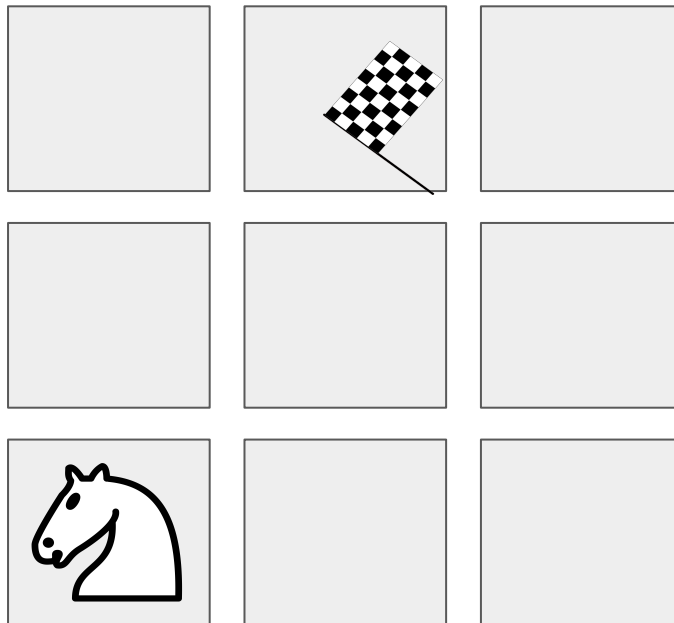
if you're gonna send me a
virus just get it over with

Chapter I

The Basics
35 Puzzles

|

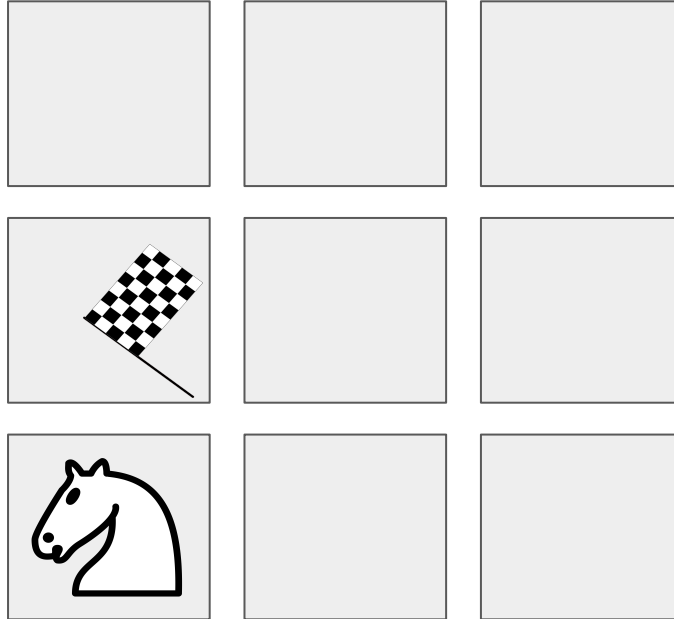
moves: |



Jump

2

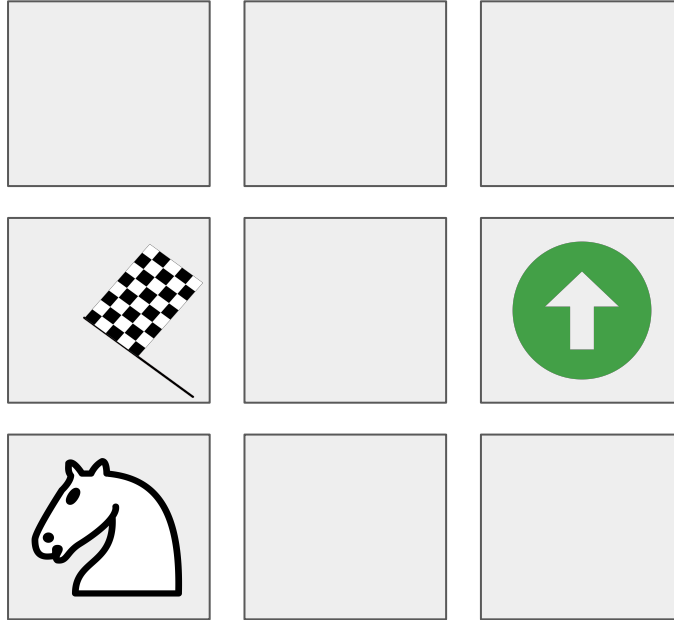
moves: 3



Triple Jump

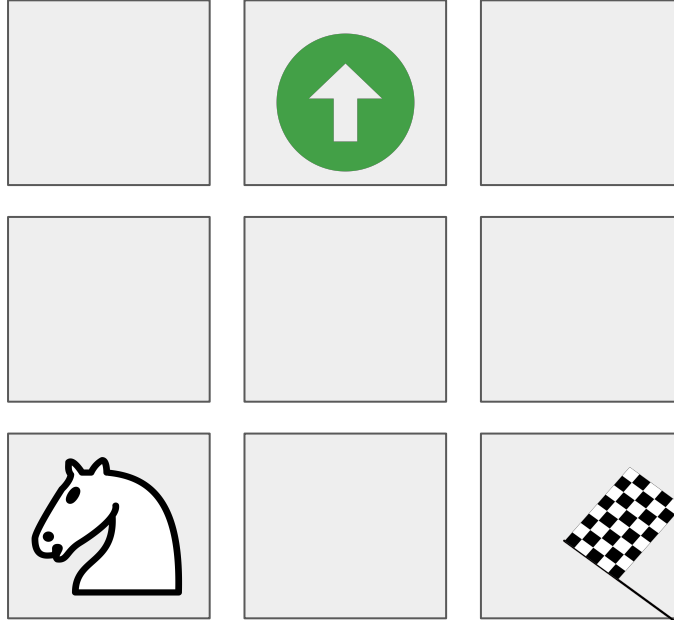
3

moves: 2



4

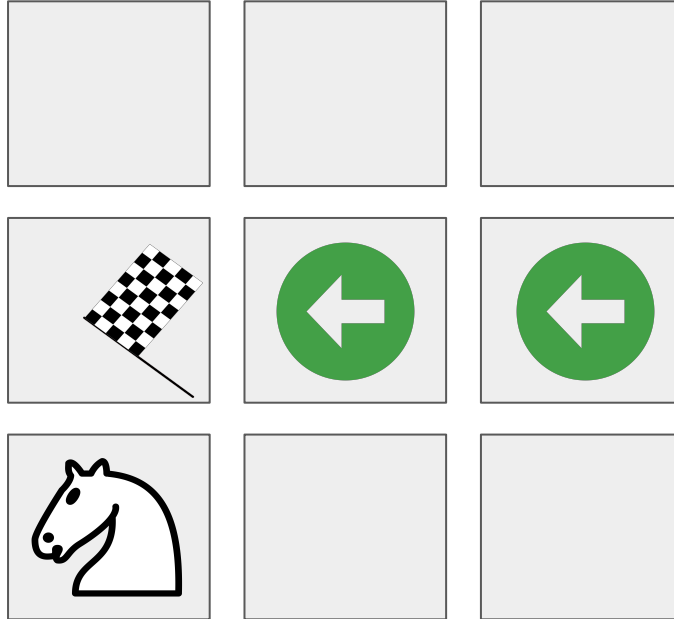
moves: 6



Mischievous Arrow

5

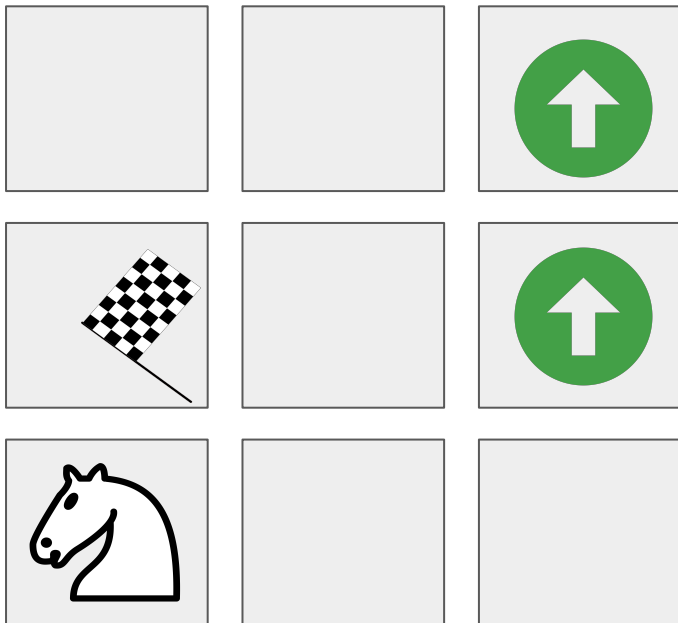
moves: 1



Chained Arrows

6

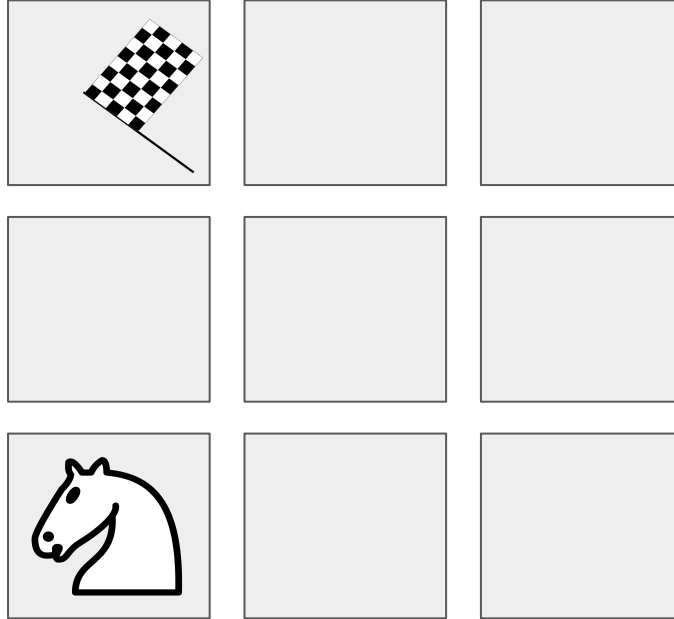
moves: 3



Mischievous Chain

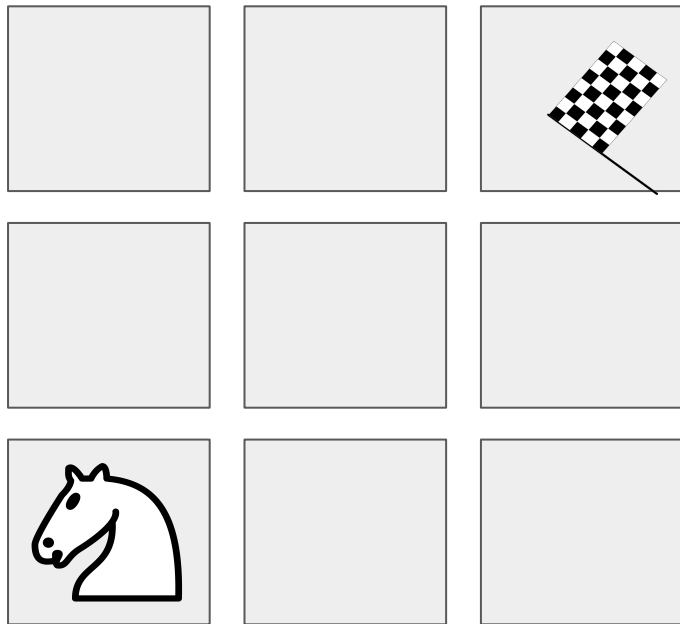
7

moves: 1



8

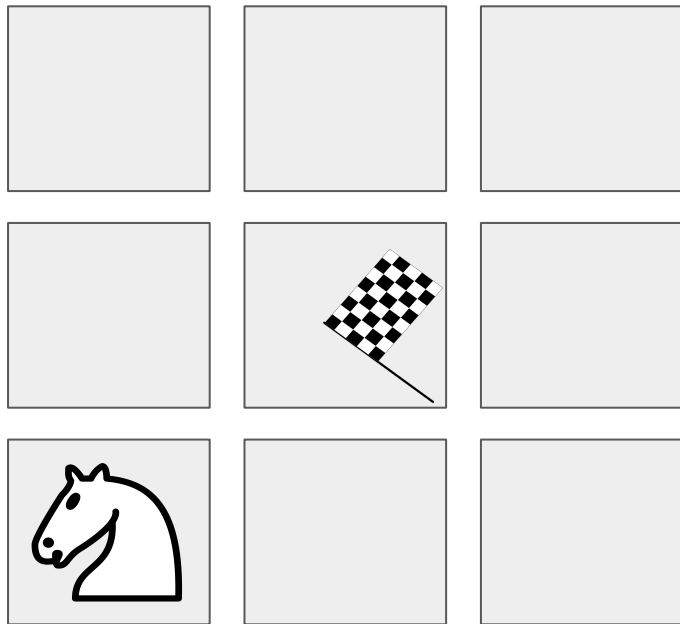
moves: 2



Void Chain

9 

moves: 2

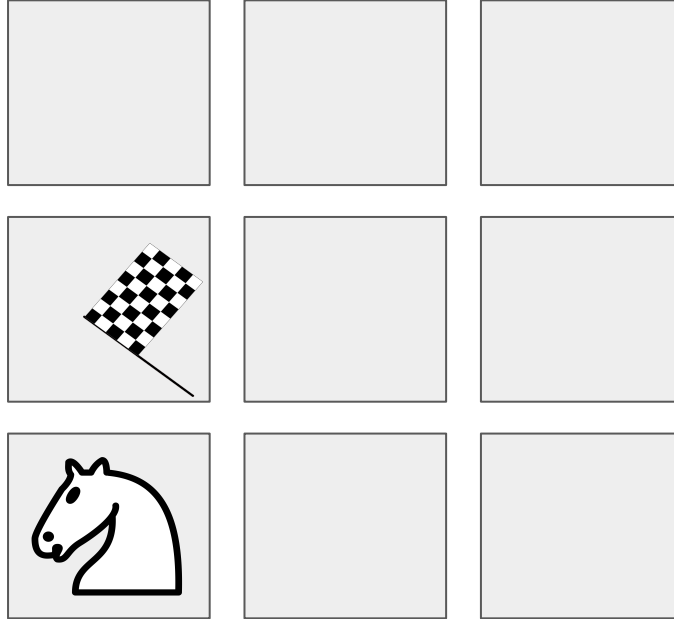


← psst, this arrow is here so that there's just one solution. it's a red herring.



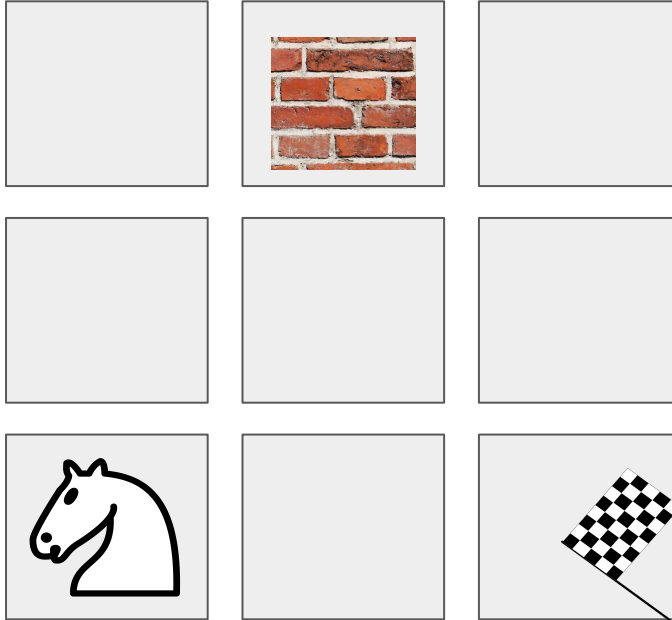
10 

moves: 2



||

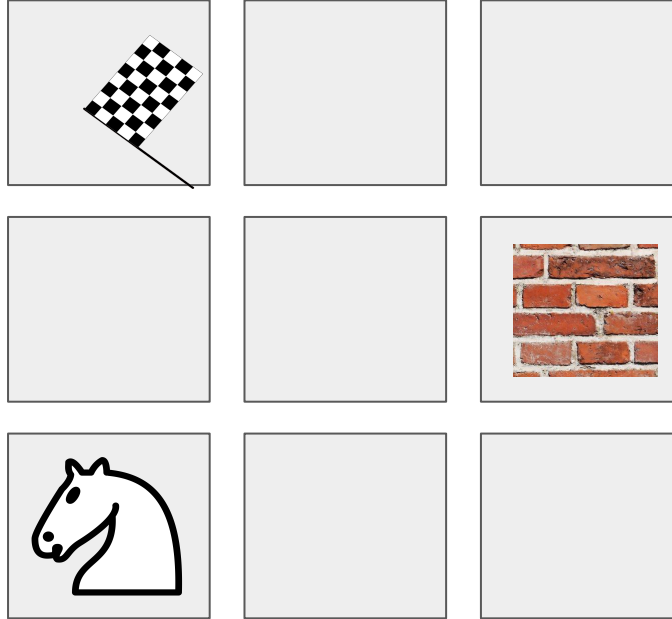
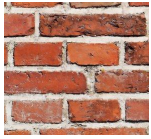
moves: 6



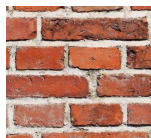
Obstruction

12 

moves: 2

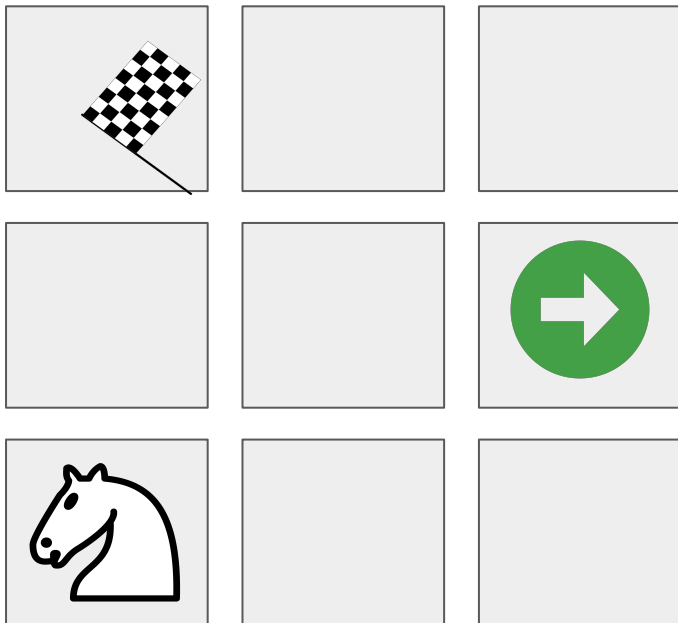


Demolition



13 

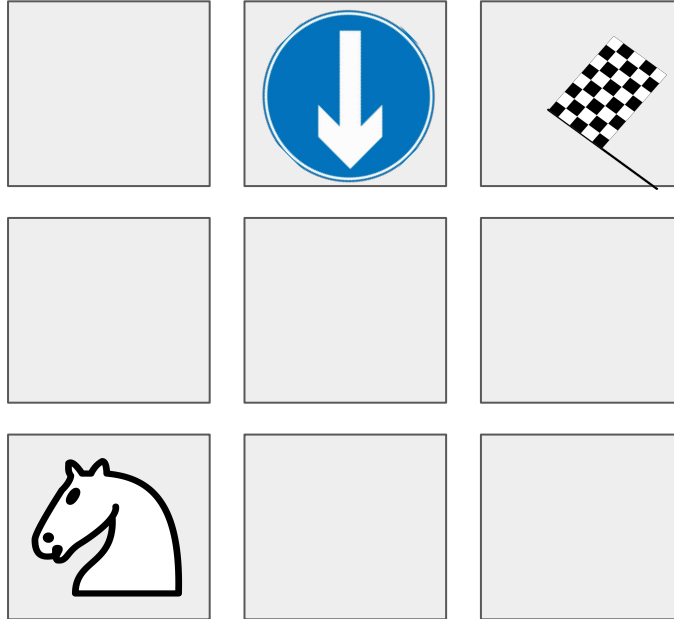
moves: 2



Renovation

14

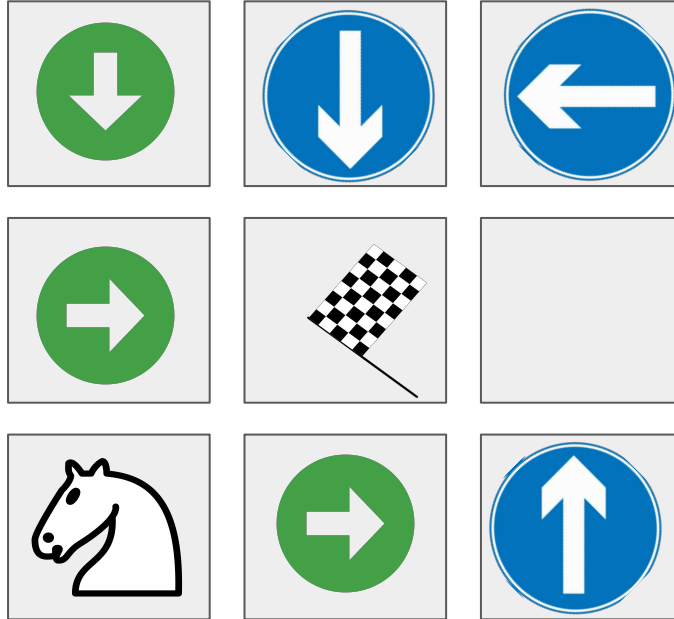
moves: 2



Cool Blue Arrow

15

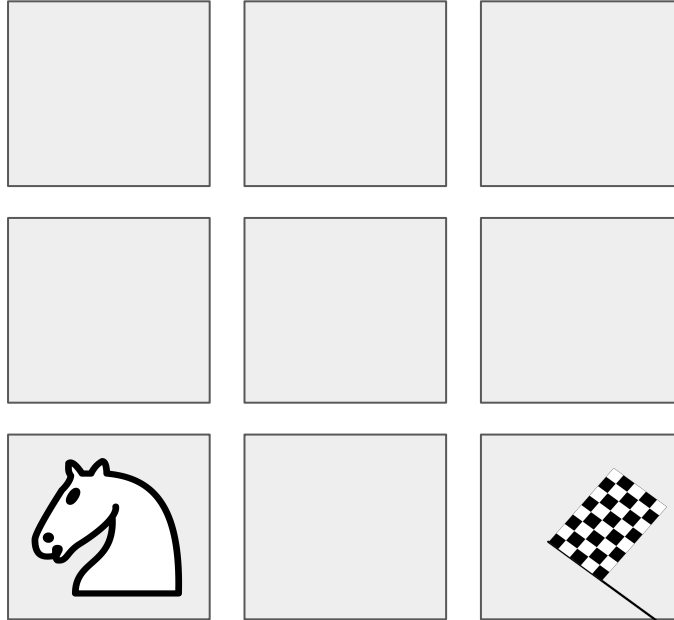
moves: 1



16

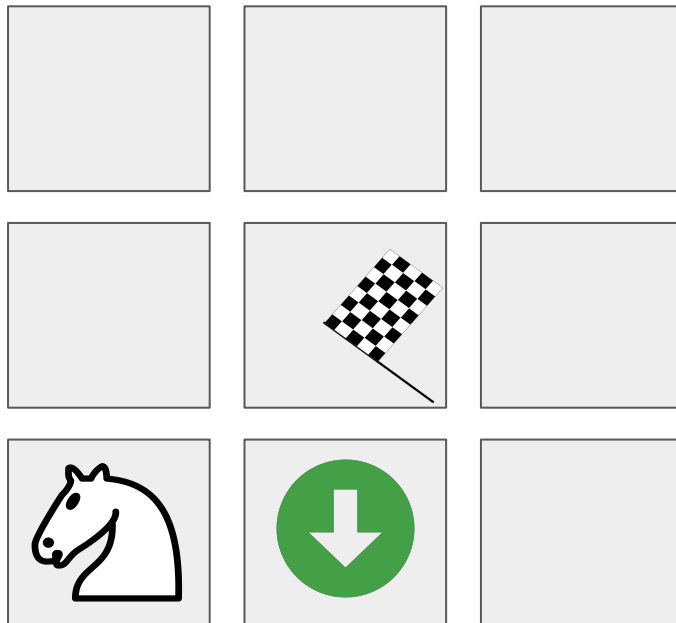


moves: 1



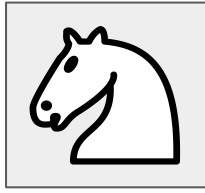
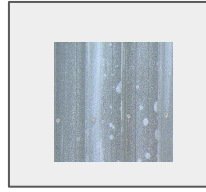
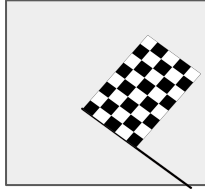
17  

moves: 1



18 

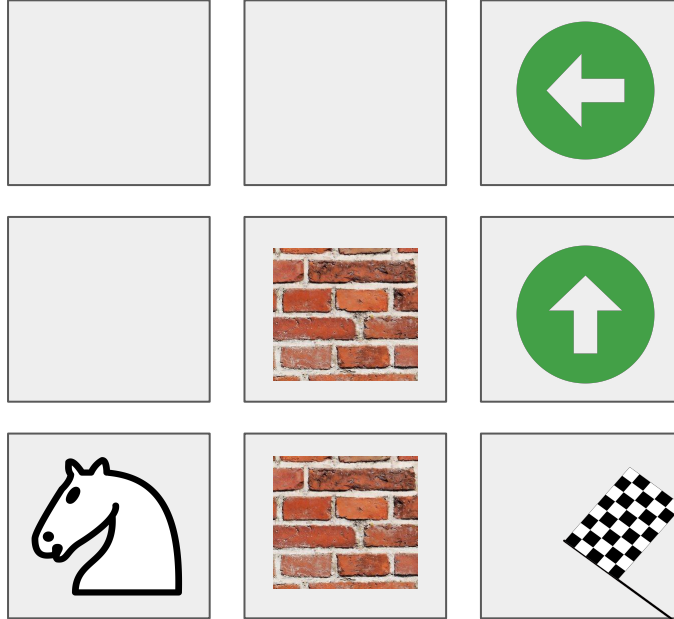
moves: 2



Reinforcement

19

moves: 2

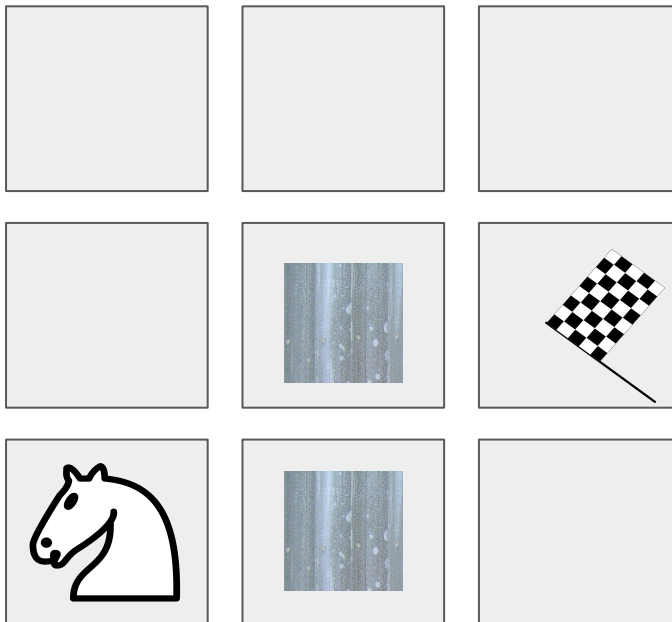


Blockade



20 

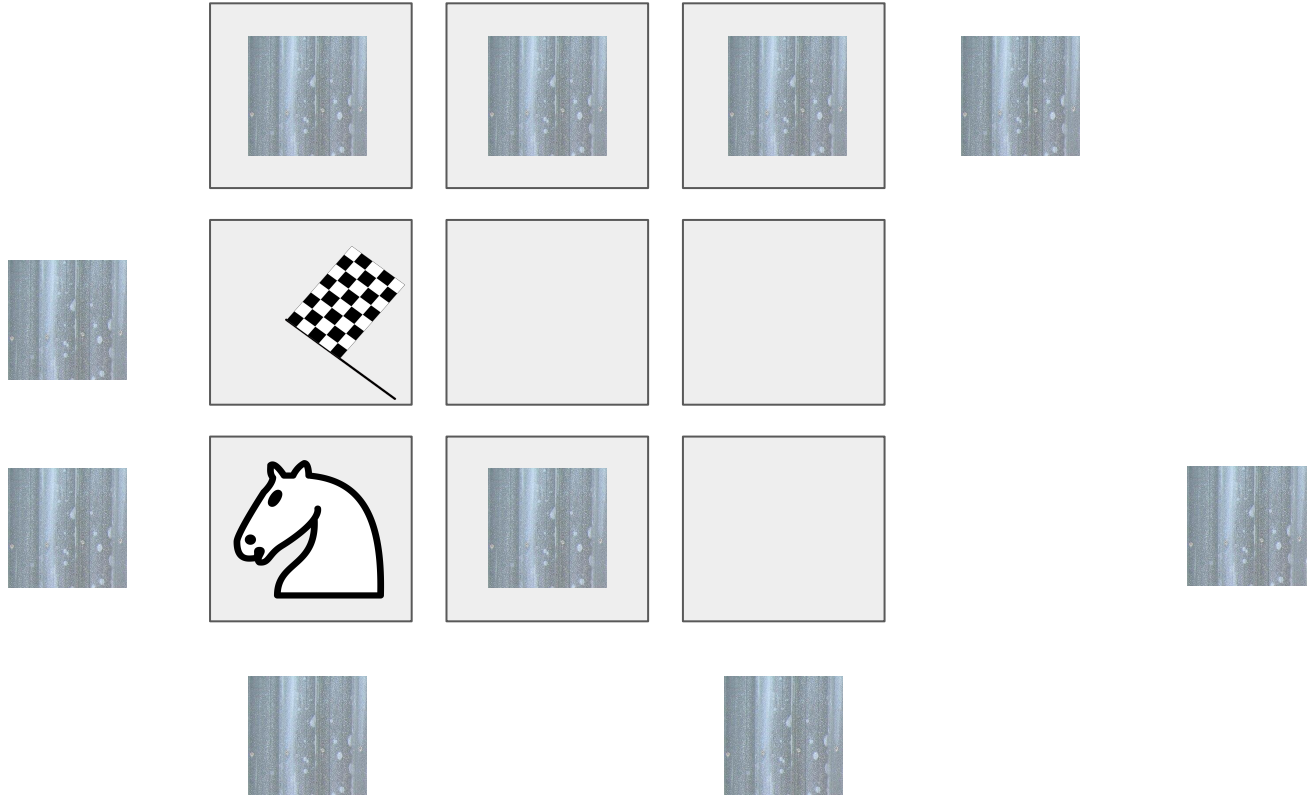
moves: 3



Detour

21 🛠️🛠️

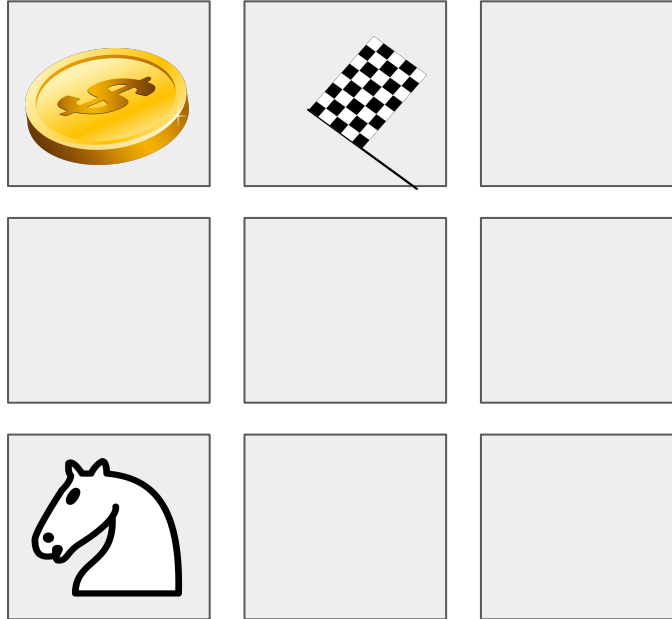
moves: 5



Re-entry

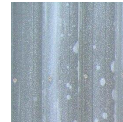
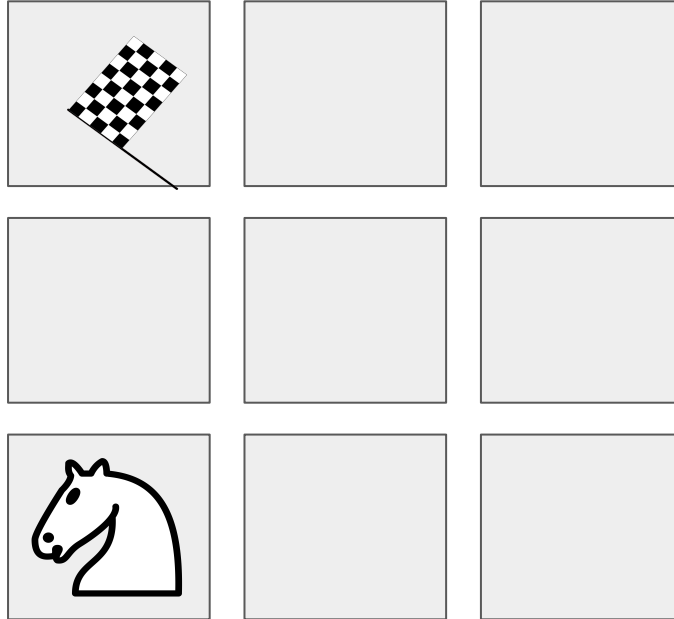
22

moves: 5



23 

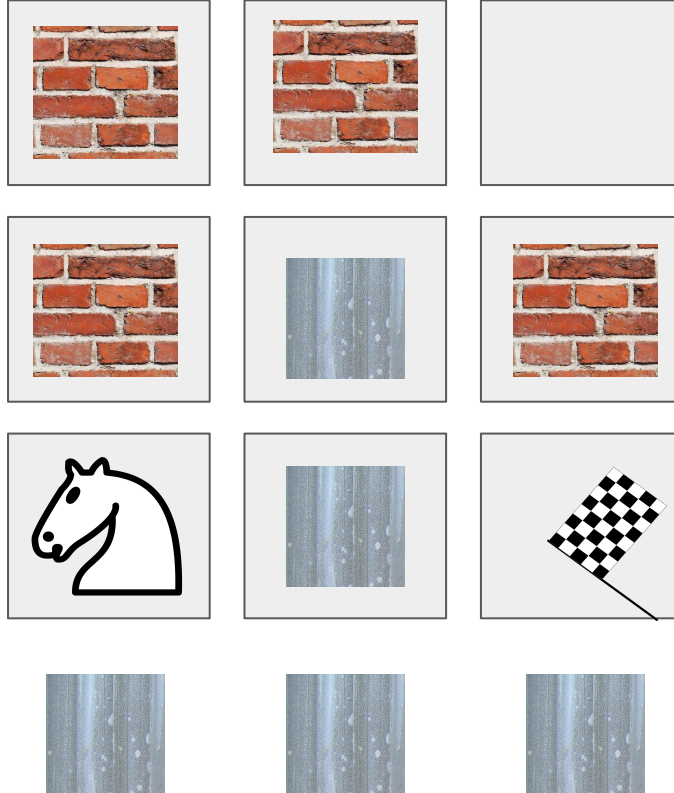
moves: 4



Heist

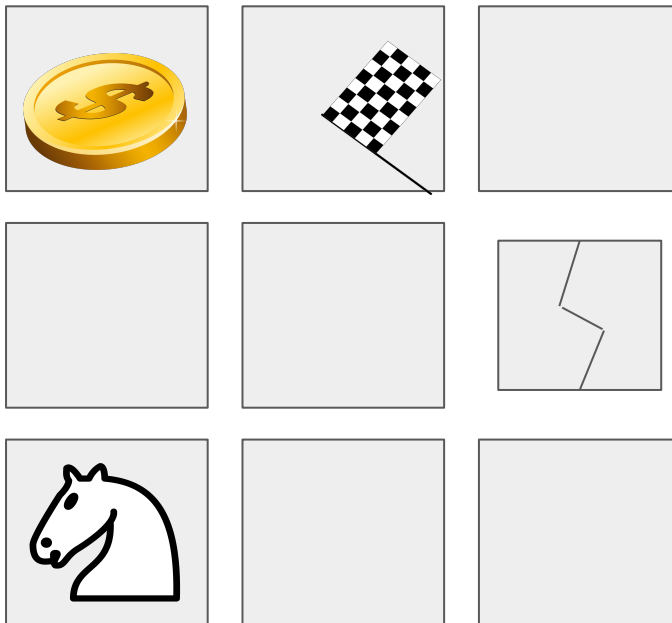
24 🛠️🛠️🛠️🛠️

moves: 2



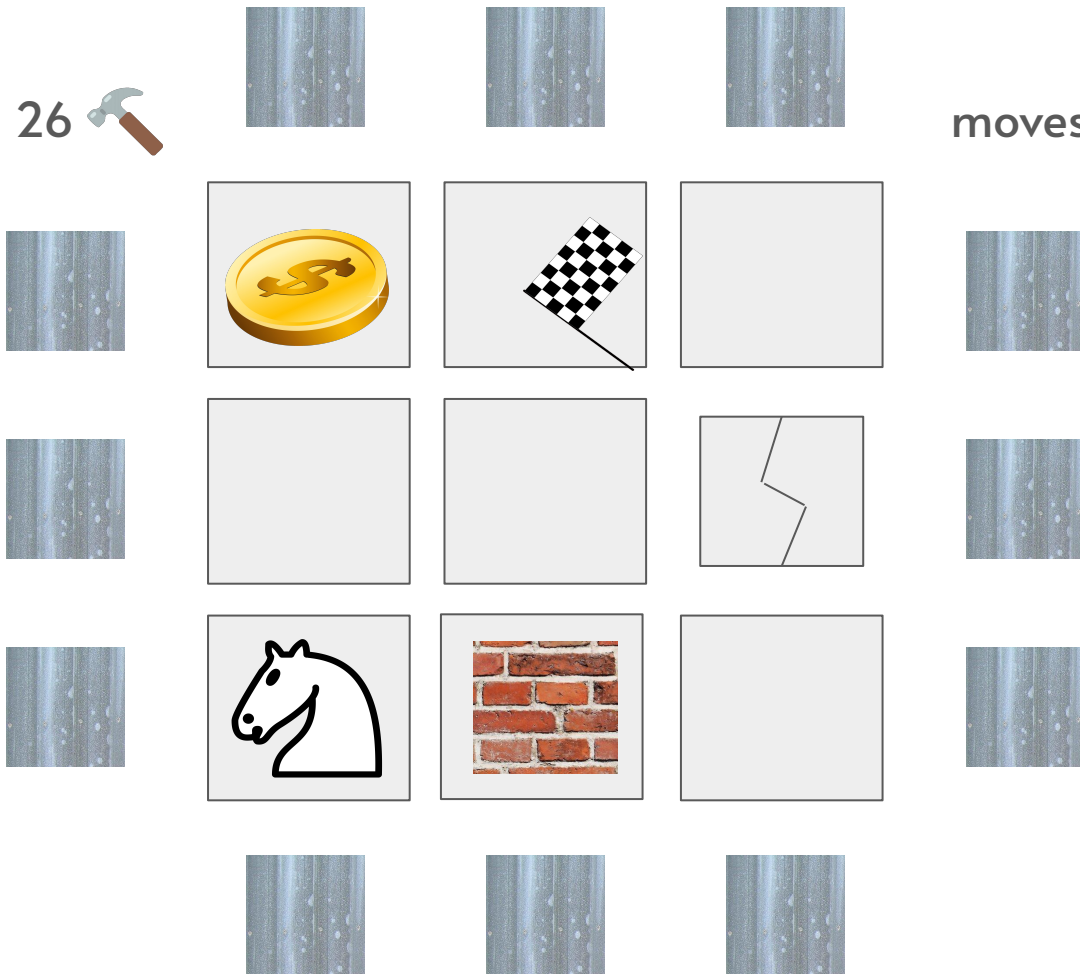
25

moves: 7



26 

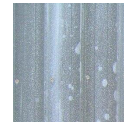
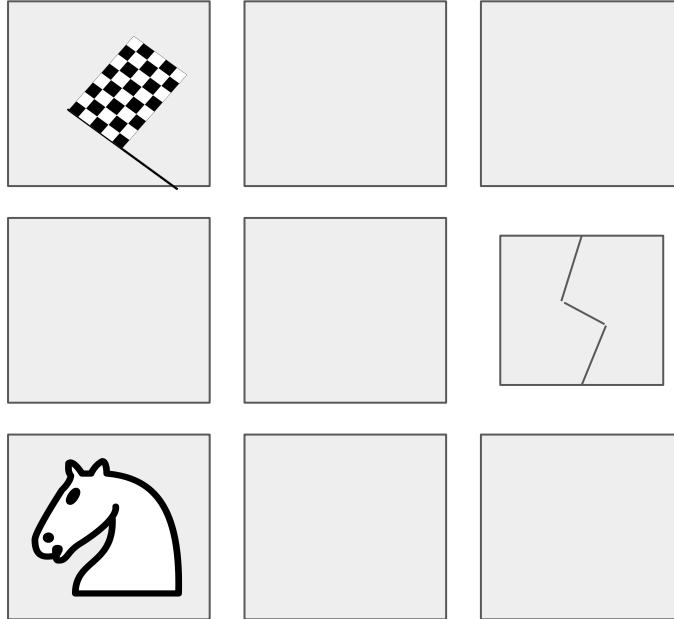
moves: 7



Irreplaceable

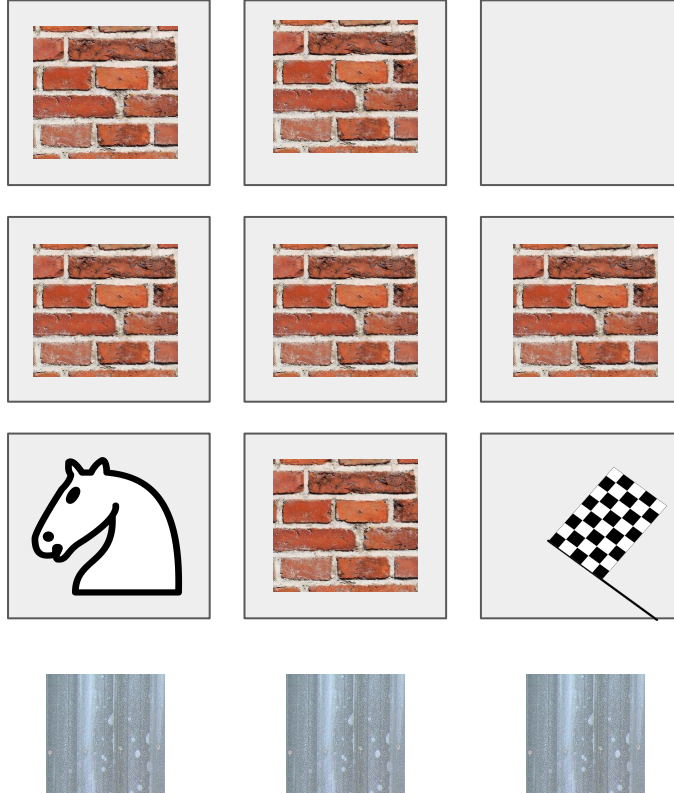
27  

moves: 4



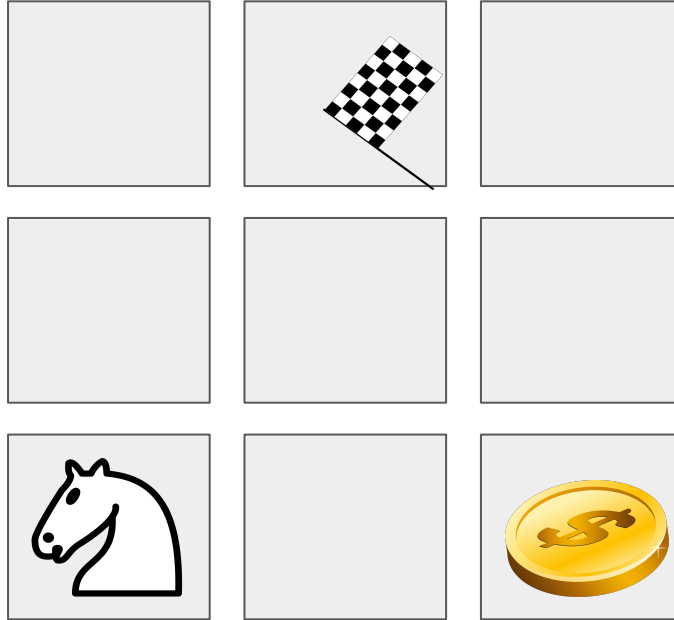
28 🛠️🛠️🛠️

moves: 2



29

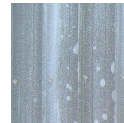
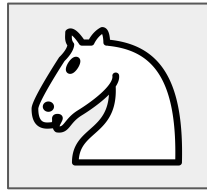
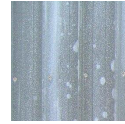
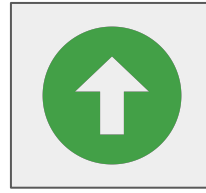
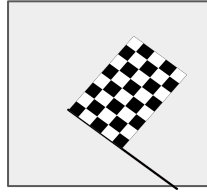
moves: 7



Unfinished Business

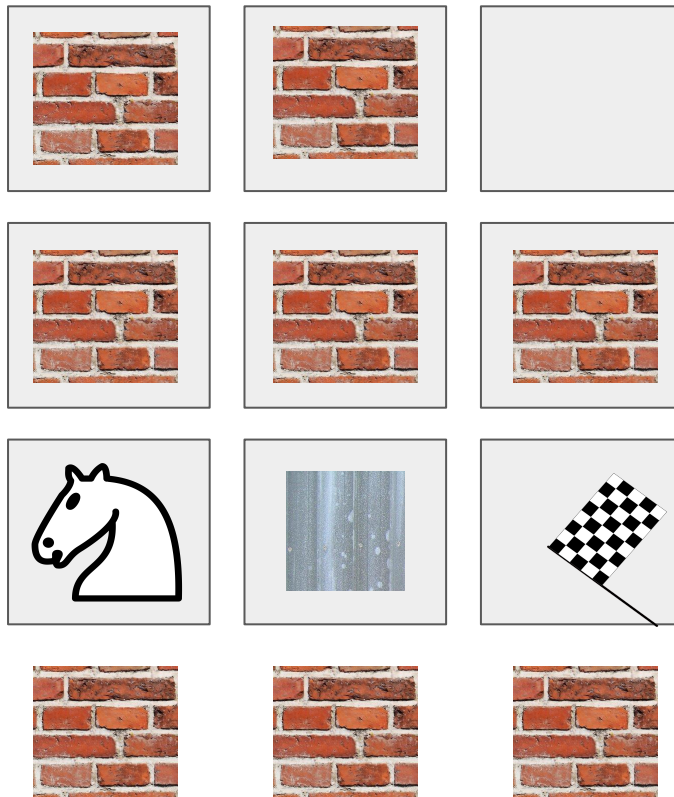
30  

moves: 5



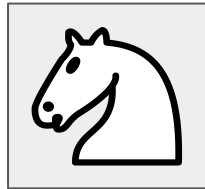
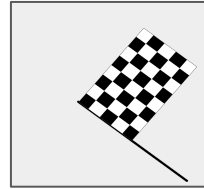
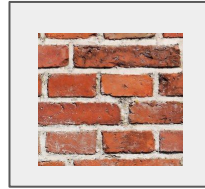
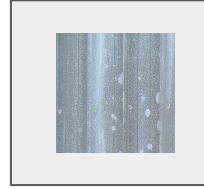
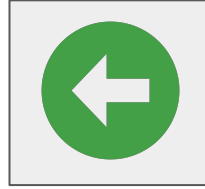
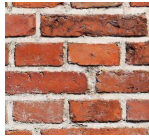
31 

moves: 2



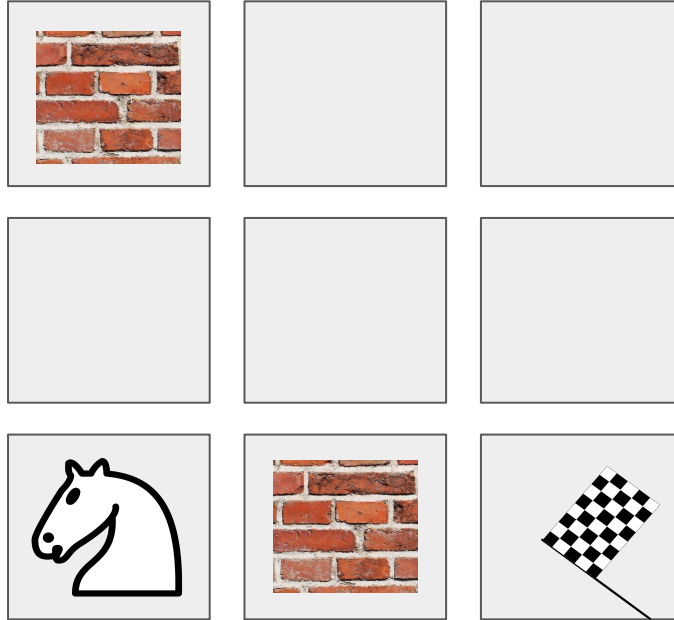
32  

moves: 3



33

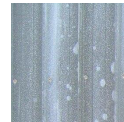
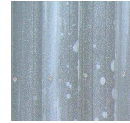
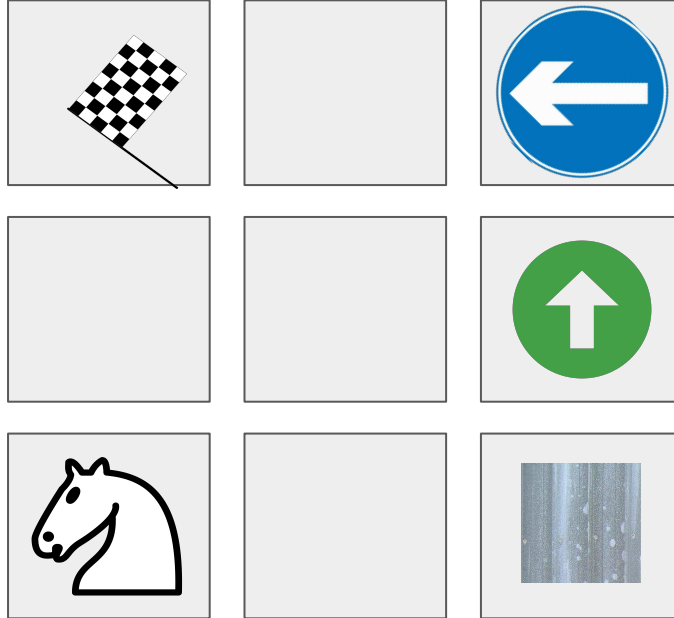
moves: 2



Zig zag (why did so many people restrict it to an L and then say levels were impossible)

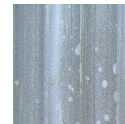
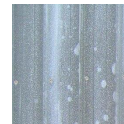
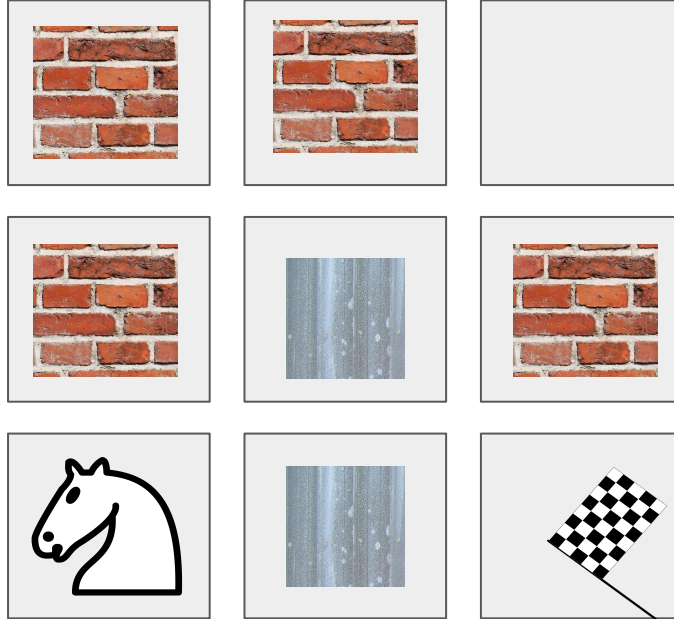
34 

moves: 5



35 🛠️🛠️🛠️

moves: 4

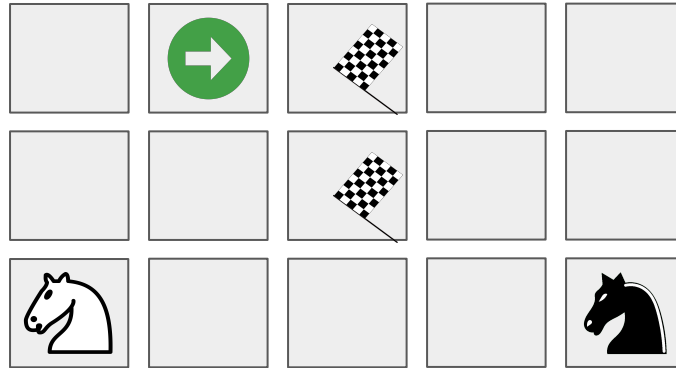


Chapter 2

Knights, plural
20 Puzzles

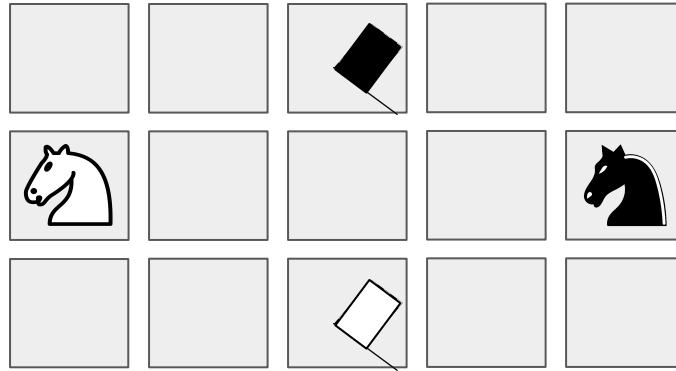
36

moves: 2



37

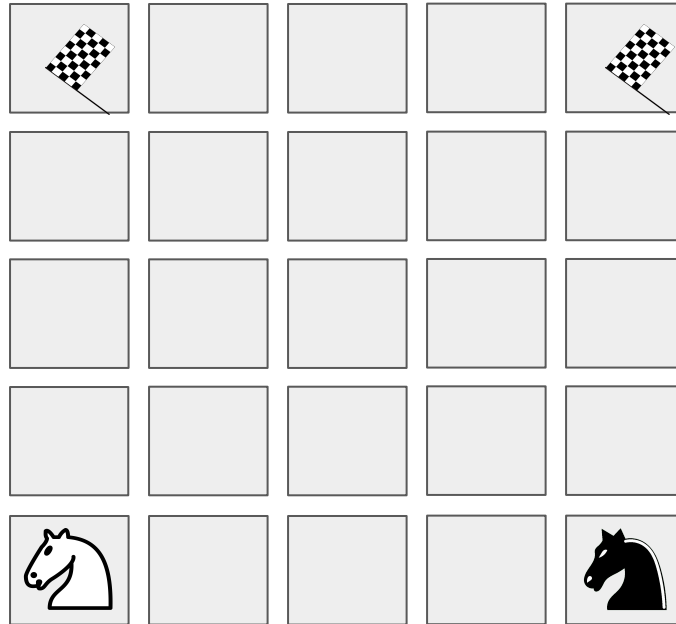
moves: 2



Disambiguation

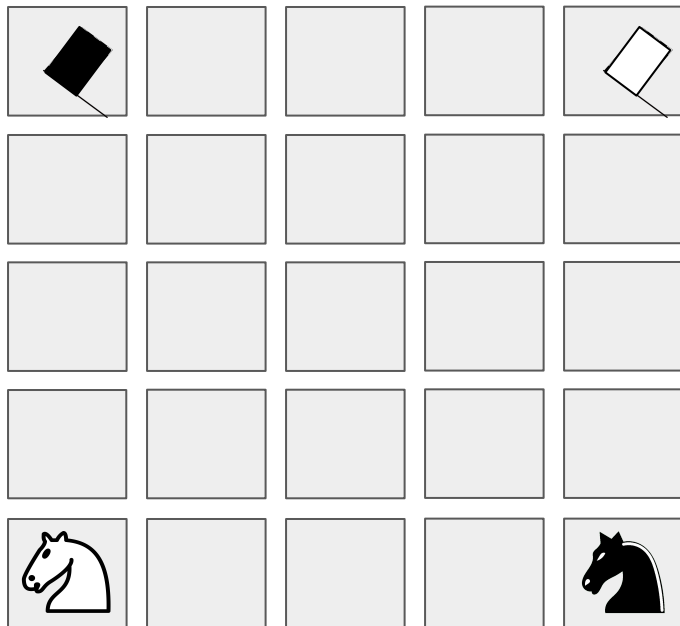
38

moves: 4



39 

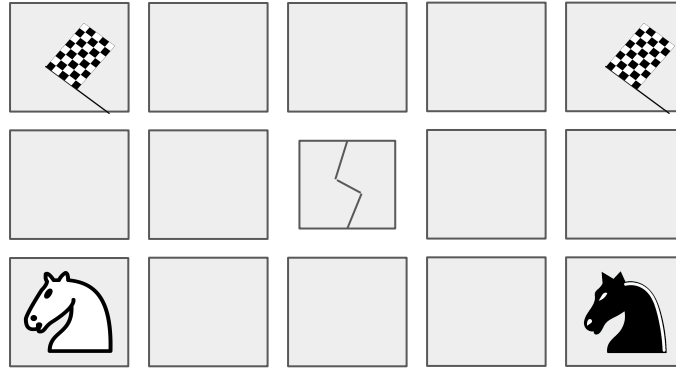
moves: 4



Swap

40 

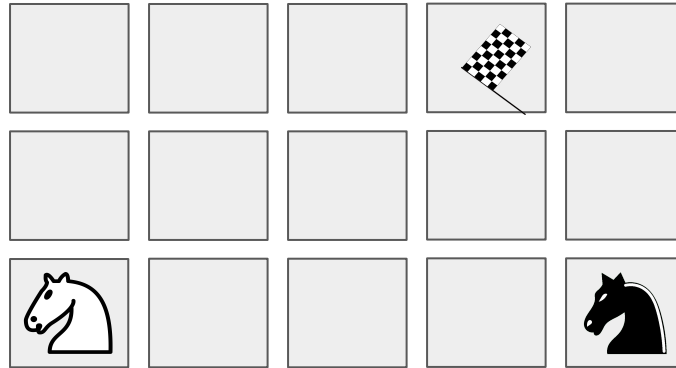
moves: 4



Single-use

41

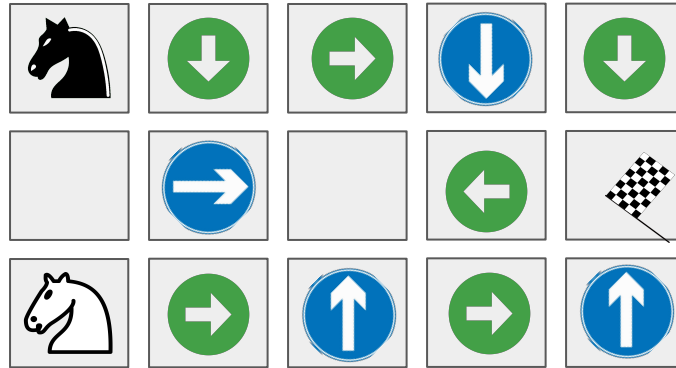
moves: 1



Non-obligatory

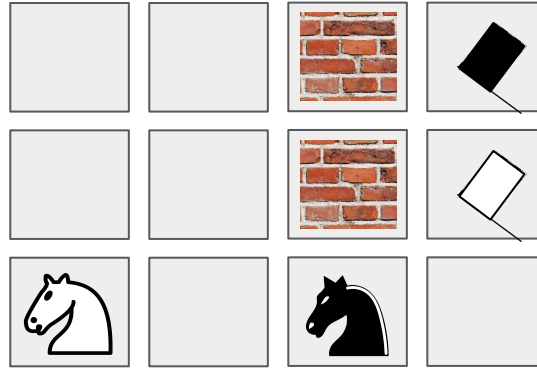
42

moves: 1



43

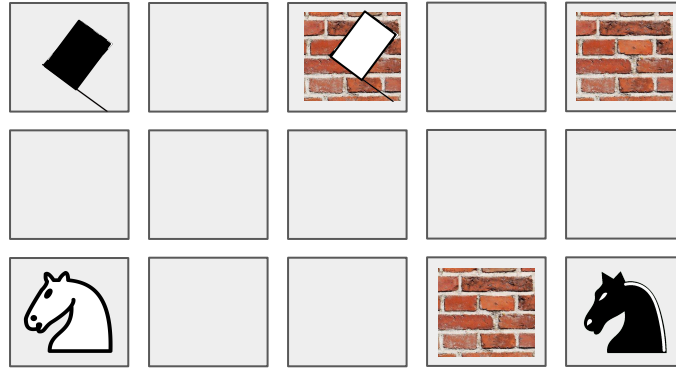
moves: 5



Horseback Riding

44

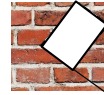
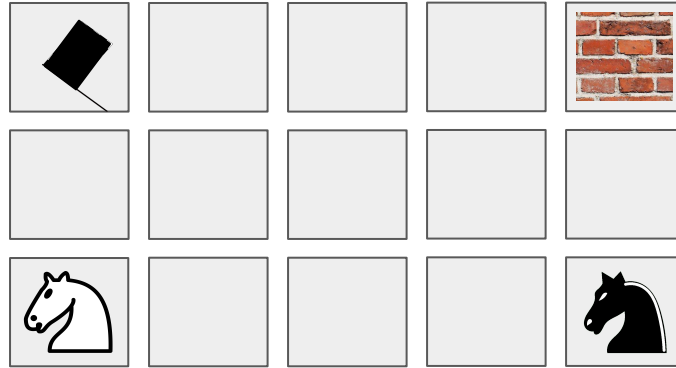
moves: 6



It's Over, Anakin!

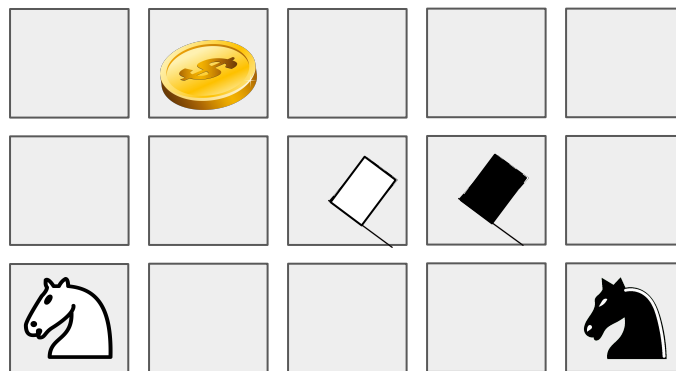
45

moves: 12



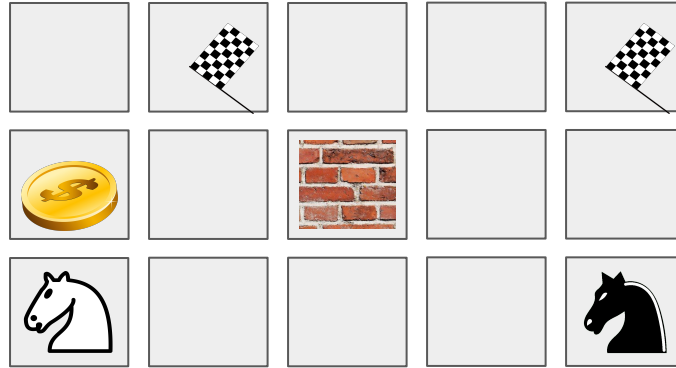
46

moves: 5



47

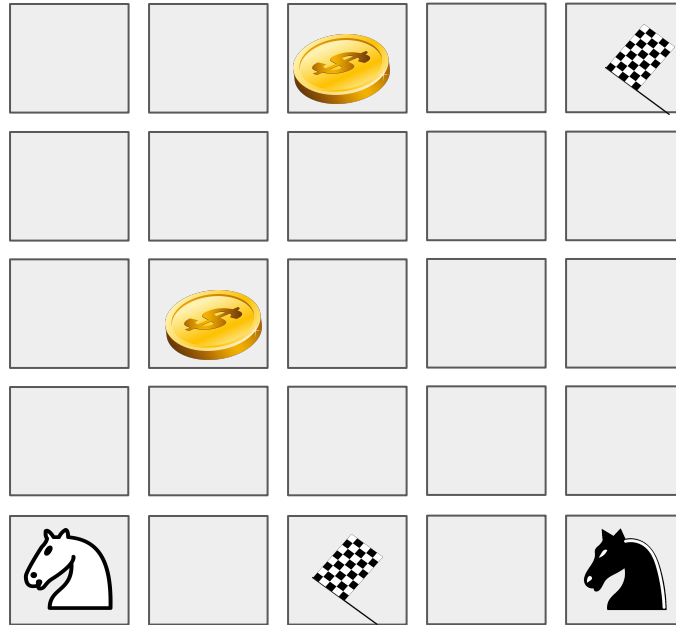
moves: 7



Up for Grabs

48

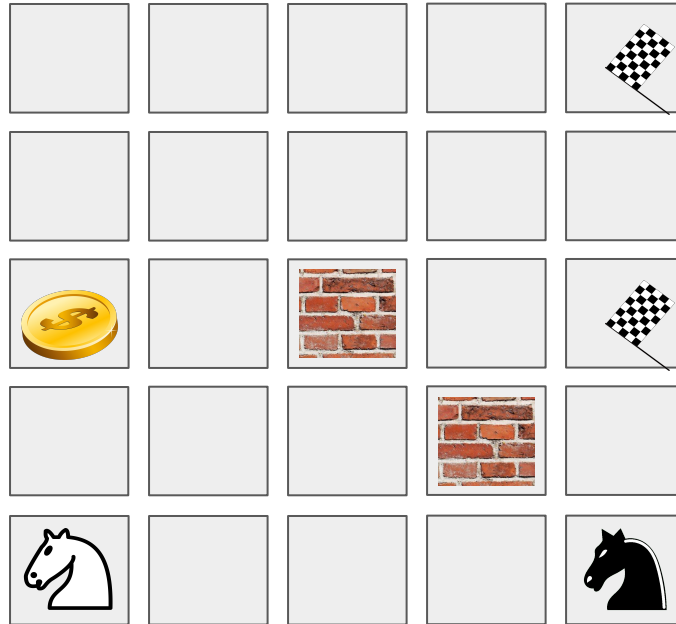
moves: 6



Sharing is Caring

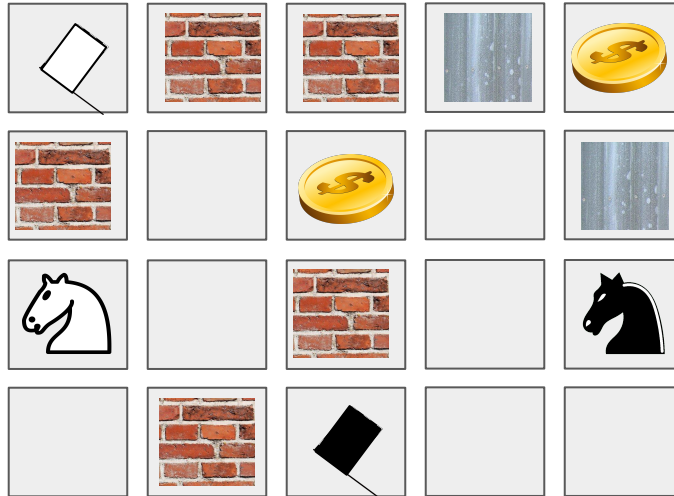
49

moves: 6



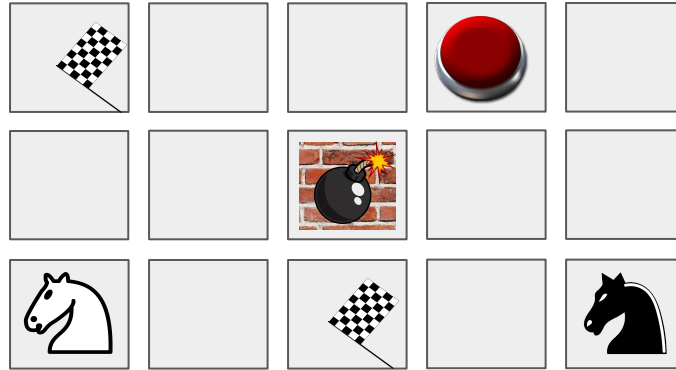
50 

moves: 7



51

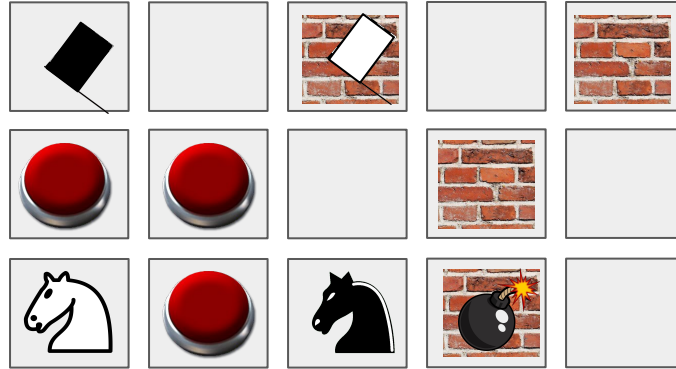
moves: 4



Detonation

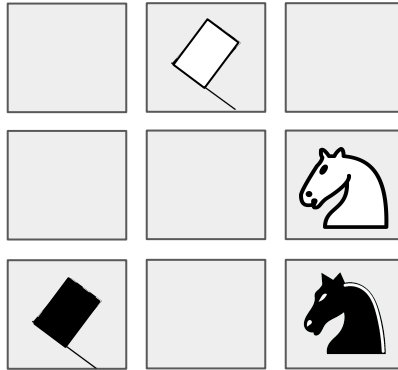
52

moves: 8



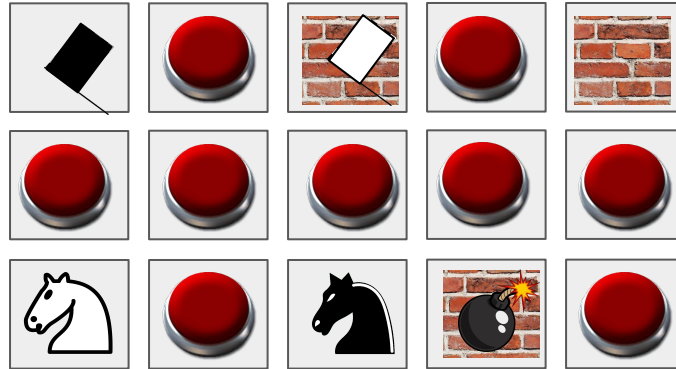
53

moves: 12



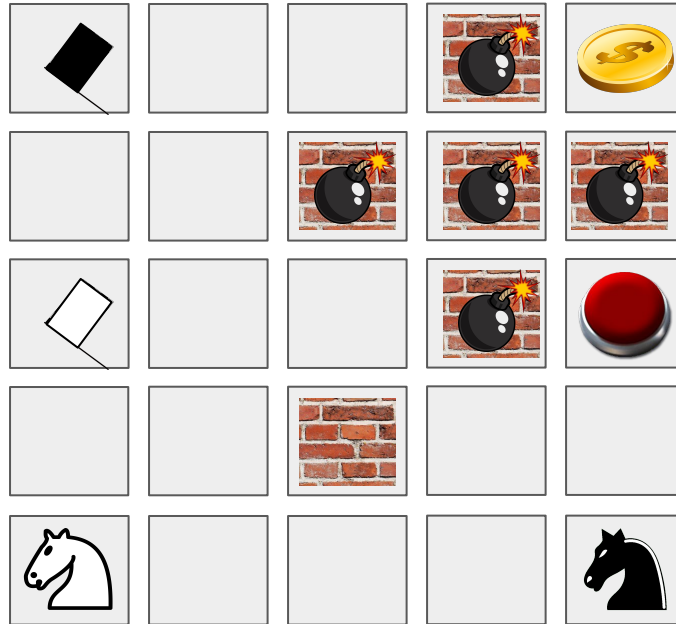
54

moves: 8



55

moves: 12

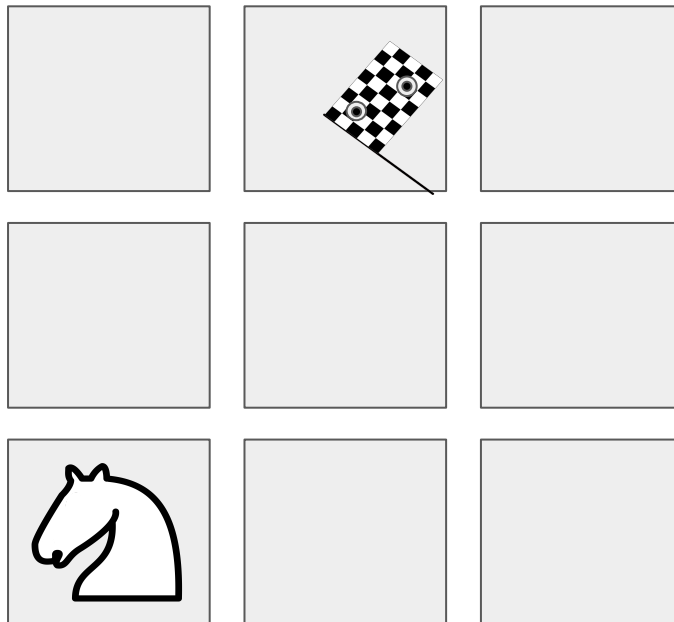


Chapter III

The Knight's Friends
5 Puzzles

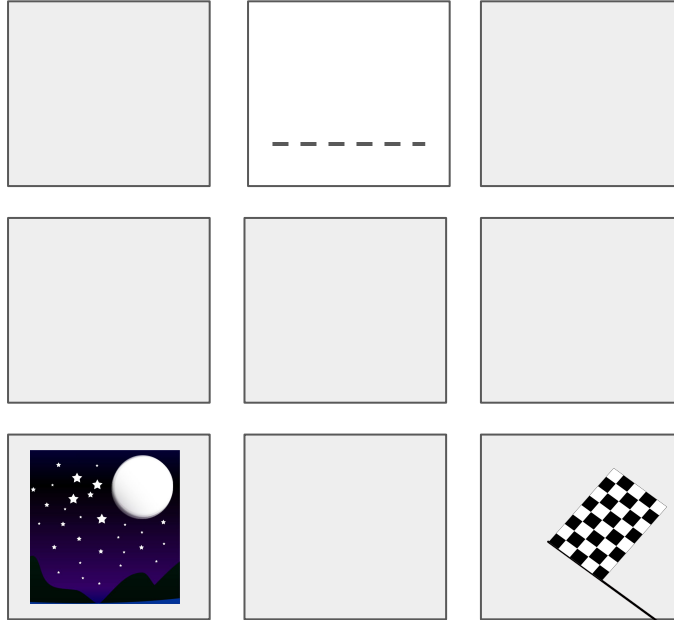
56

moves: 1



57

moves: 2

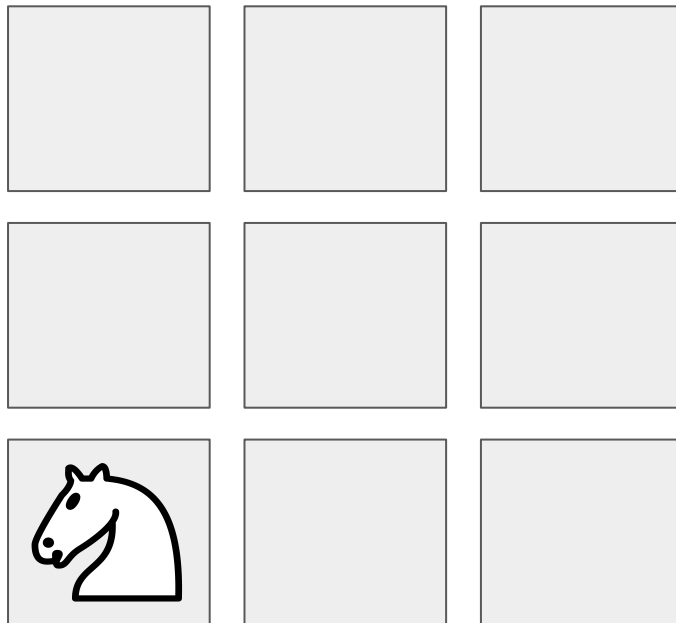


Flag

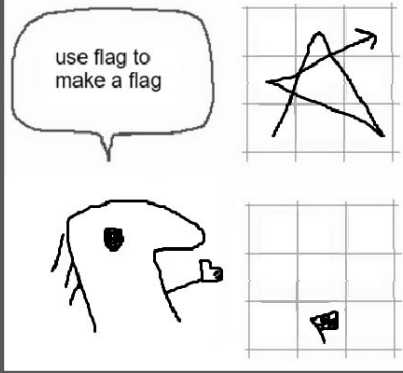


58

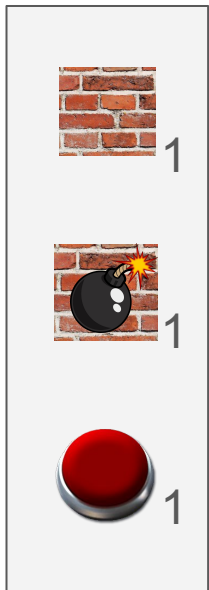
moves: 5



pro tip



there's another level where you jump like this but the justification is that it doesn't have this ui element



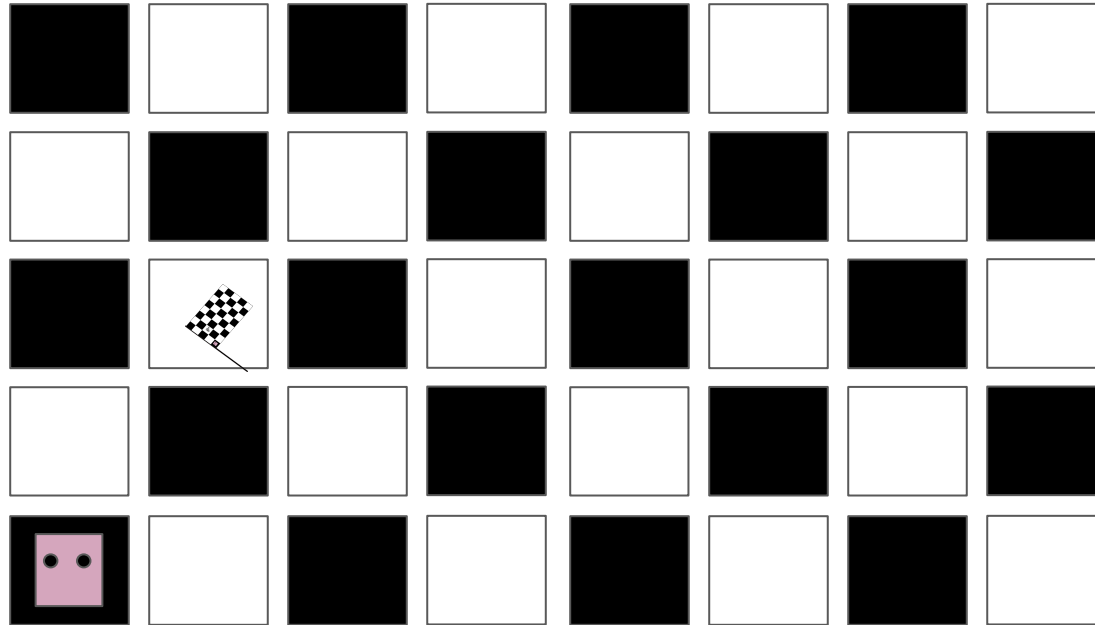
59

moves: 9



60

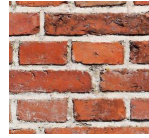
moves: 1



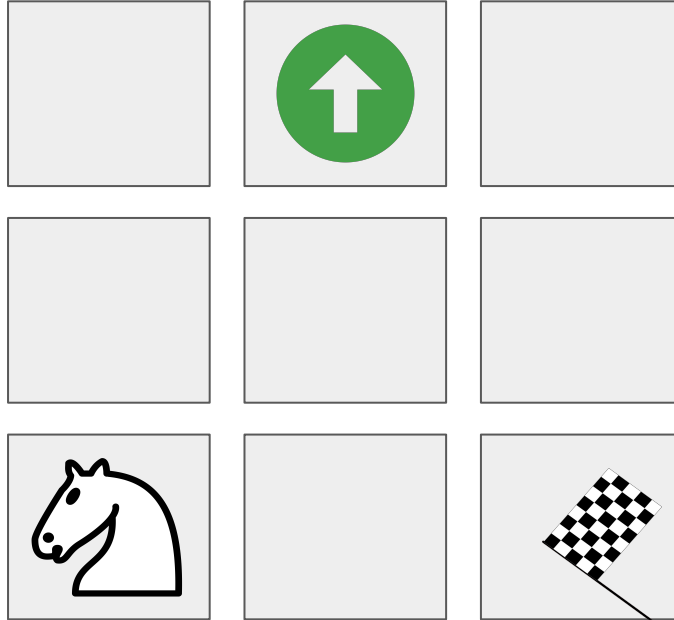
Chapter IV

Advanced Chess
20 Puzzles

6l



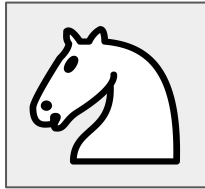
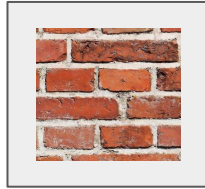
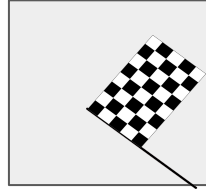
moves: 2



Immovable Object

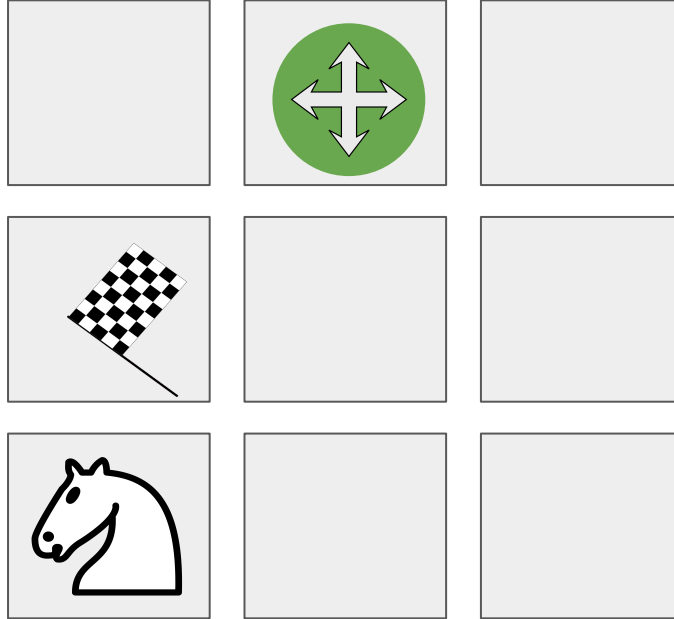
62 

moves: 2



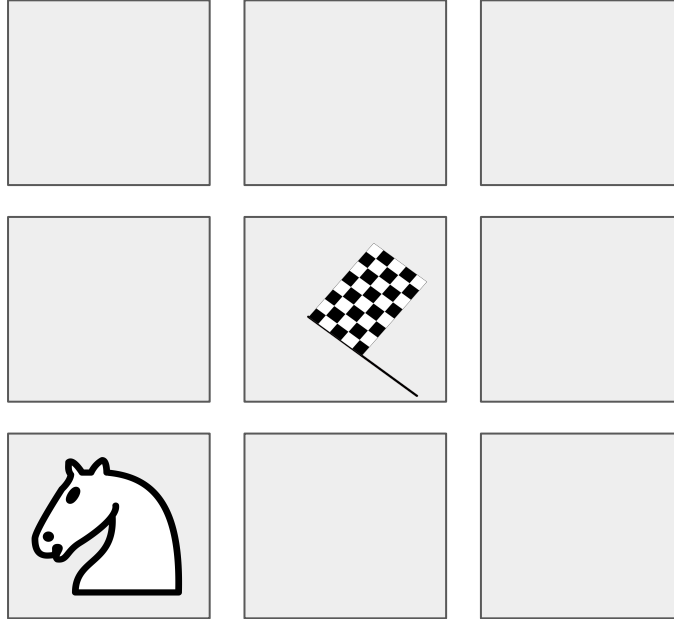
63

moves: 2



64  

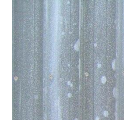
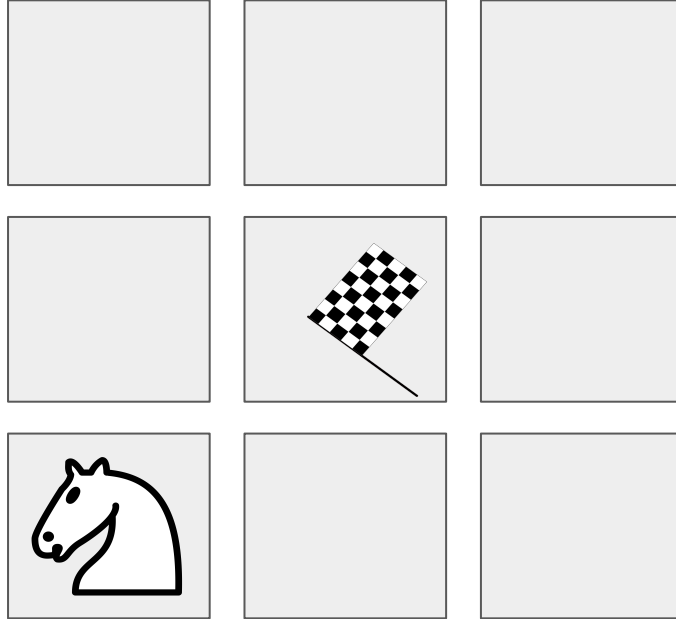
moves: 4



65

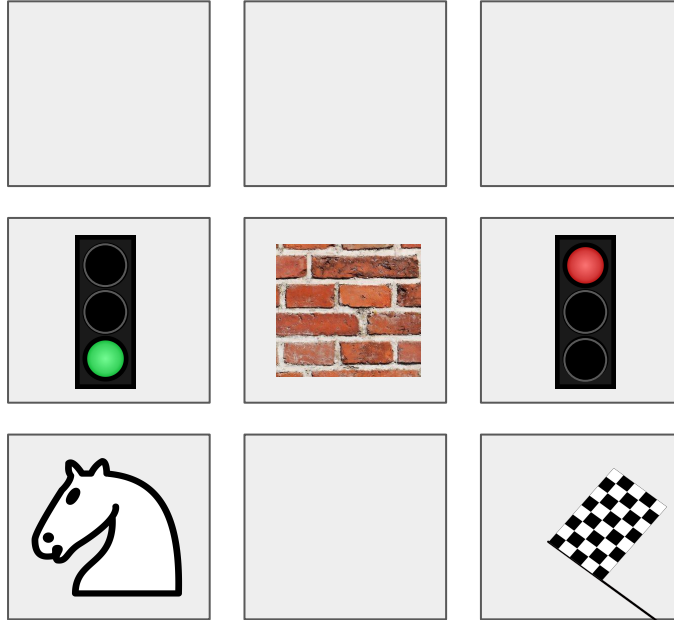


moves: 4



66

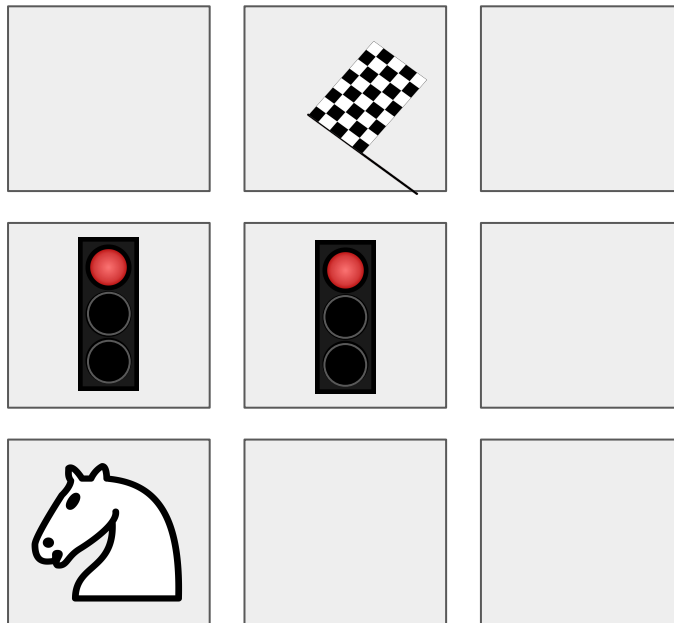
moves: 2



Unsynchronized

67

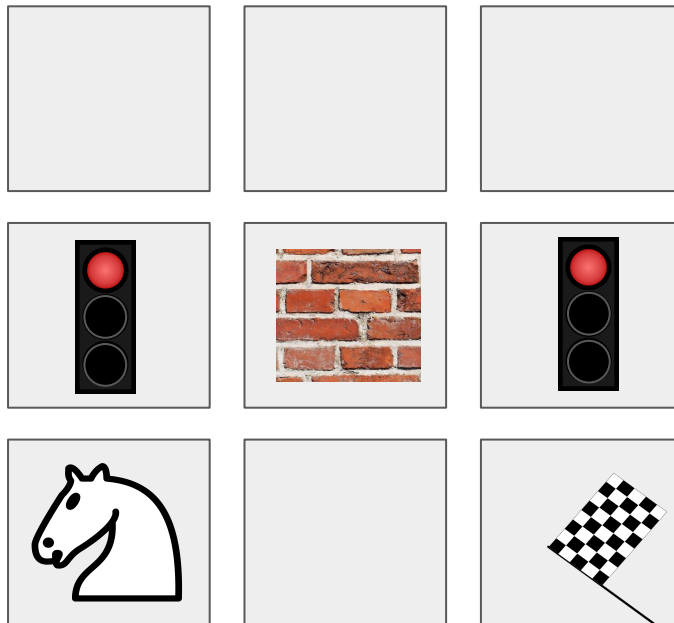
moves: 2



Wait

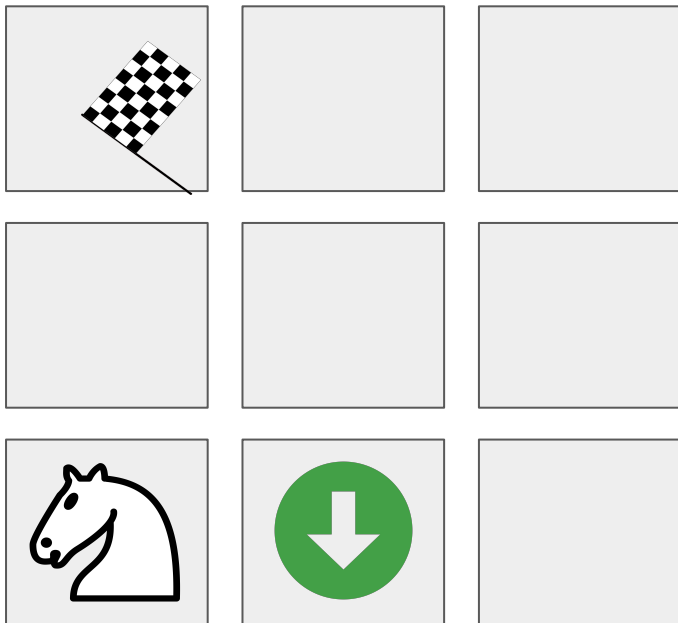
68

moves: 4



69 

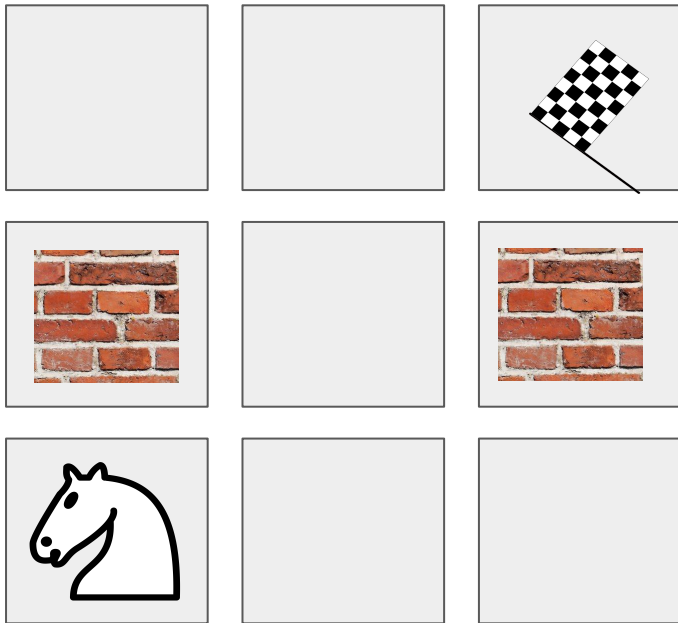
moves: 1



70



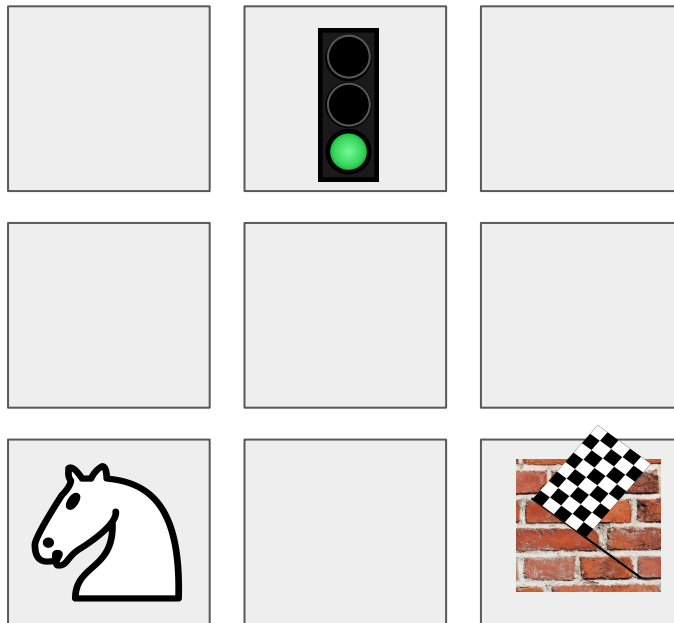
moves: 0



Blink and you'll miss it

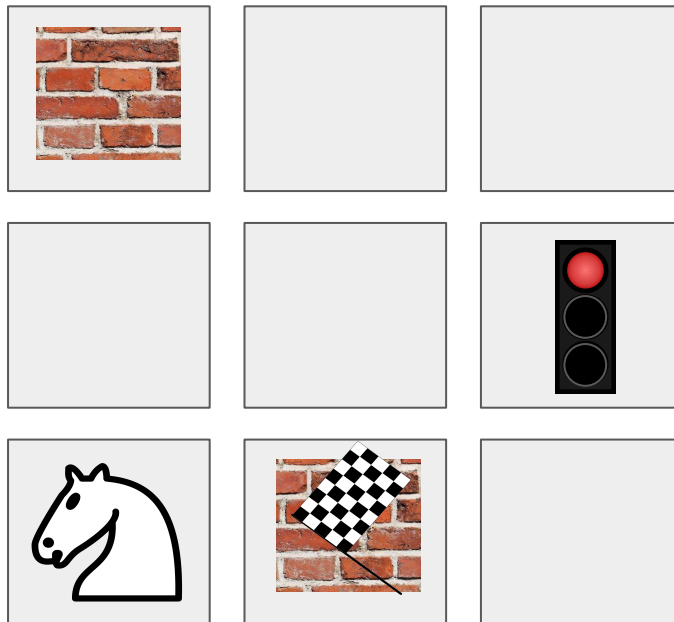
71

moves: 2



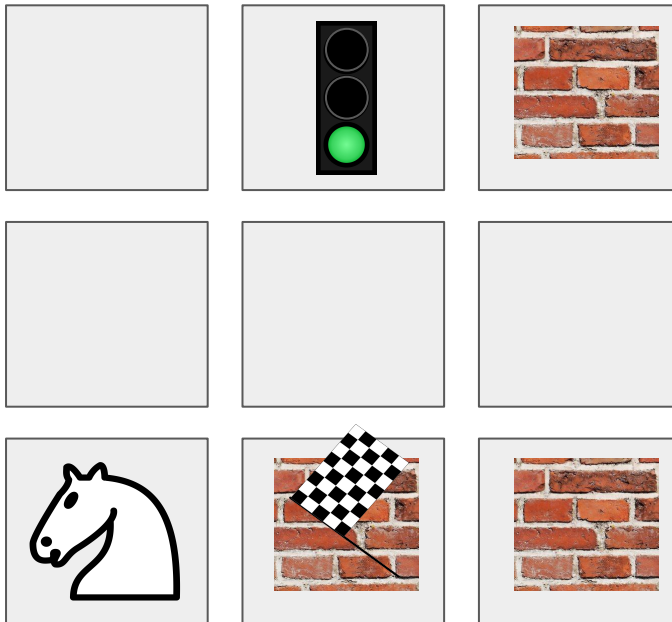
72

moves: 4



73 

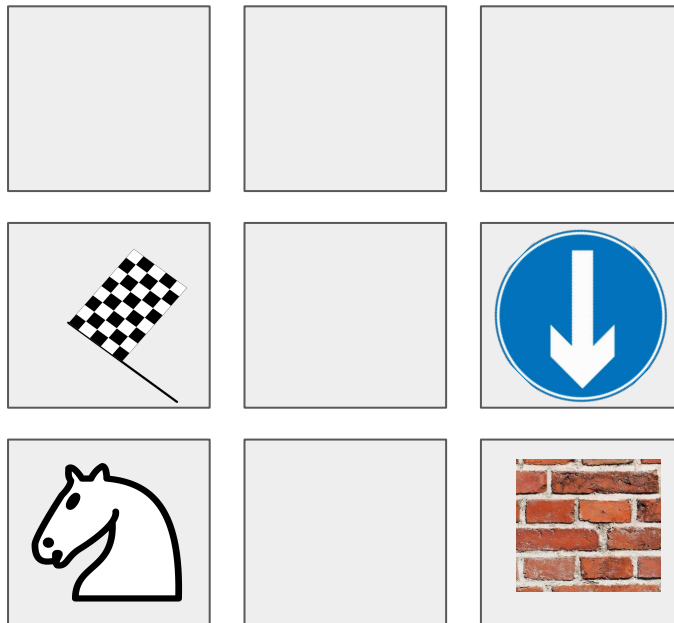
moves: 2



Mind the Gap

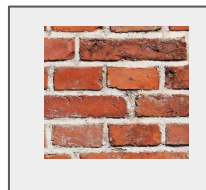
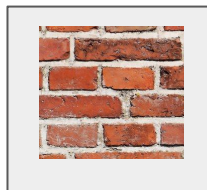
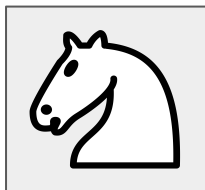
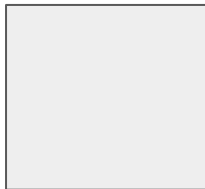
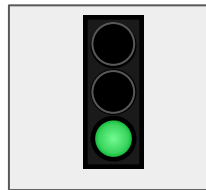
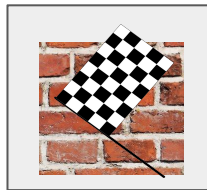
74

moves: 2

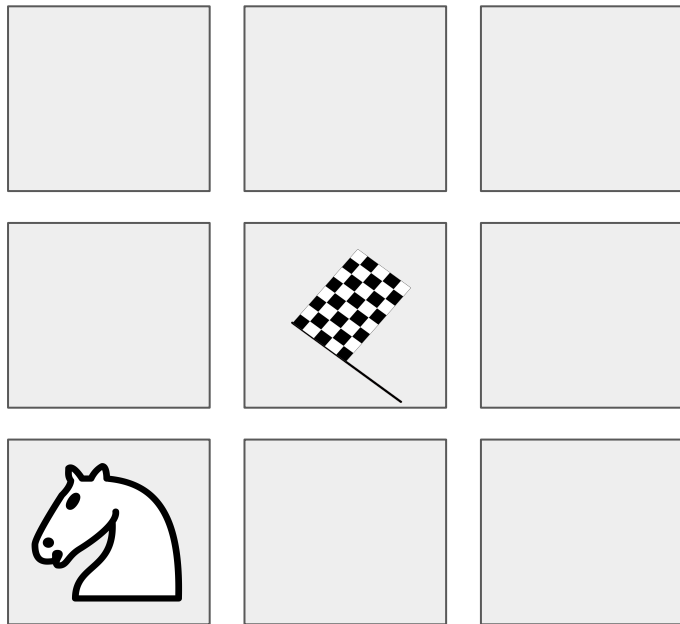


75  

moves: 3

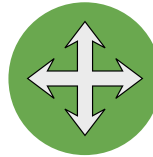
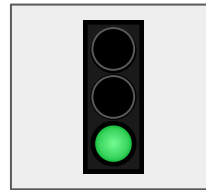
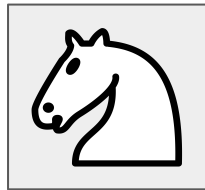
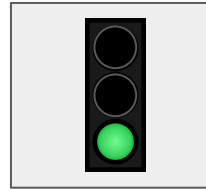
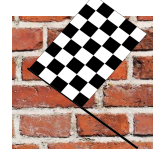
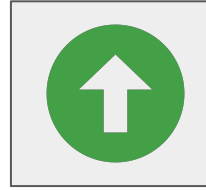
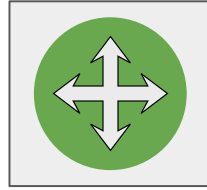


76      moves: 0



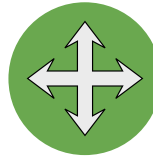
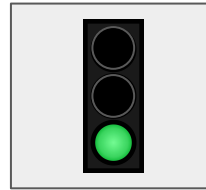
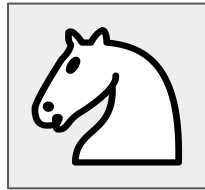
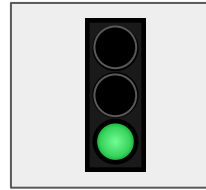
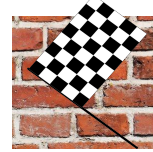
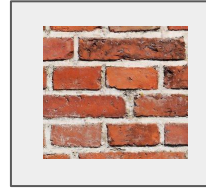
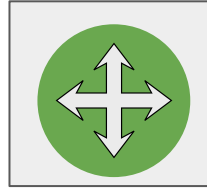
77

moves: 4



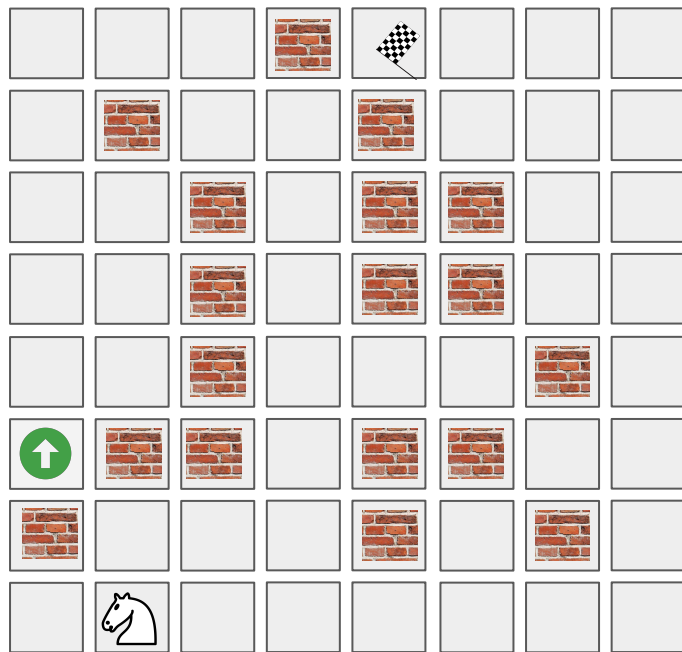
78

moves: 4



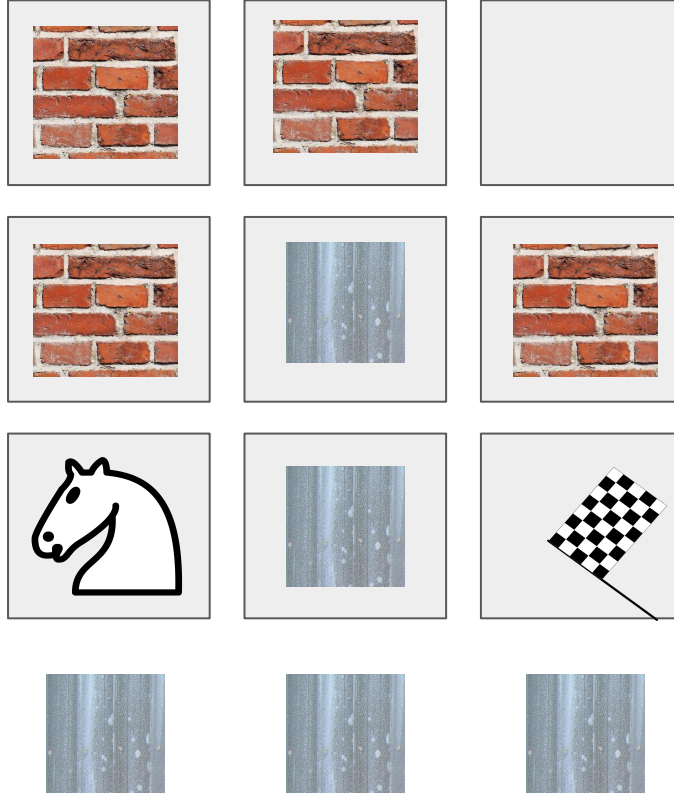
79

moves: 21



80    

moves: 3

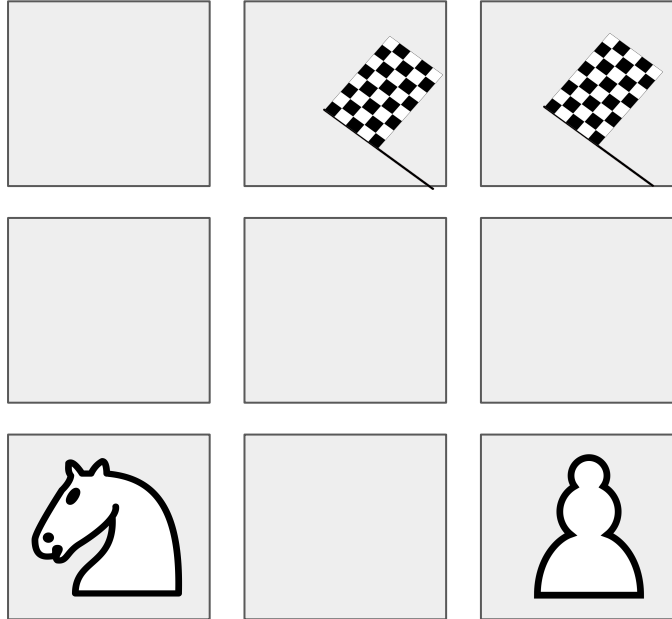


Chapter V

The Family
15 Puzzles

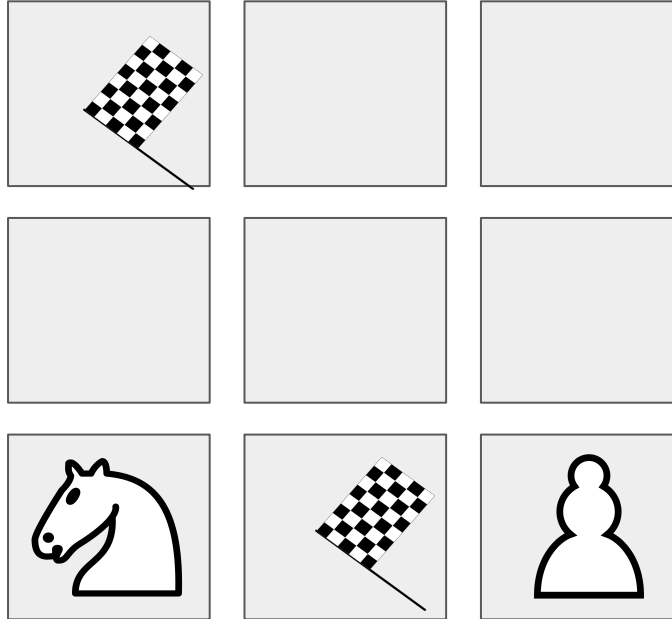
8l

moves: 3



82

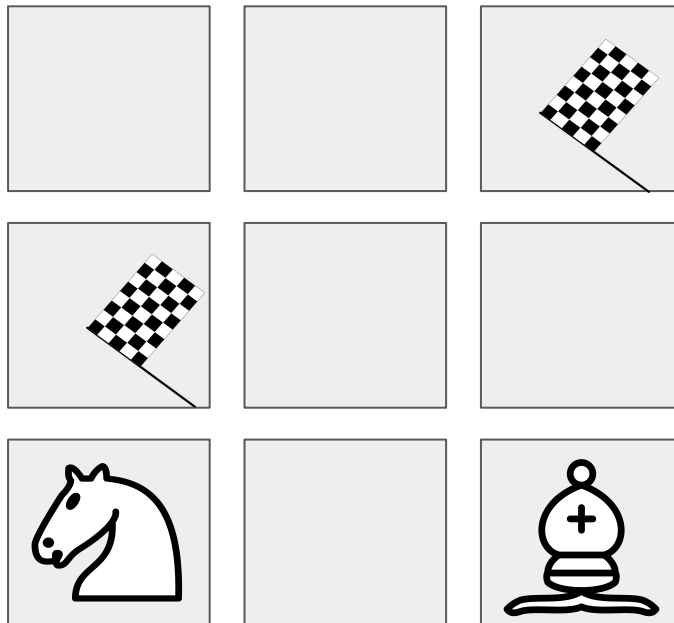
moves: 5



Promotion

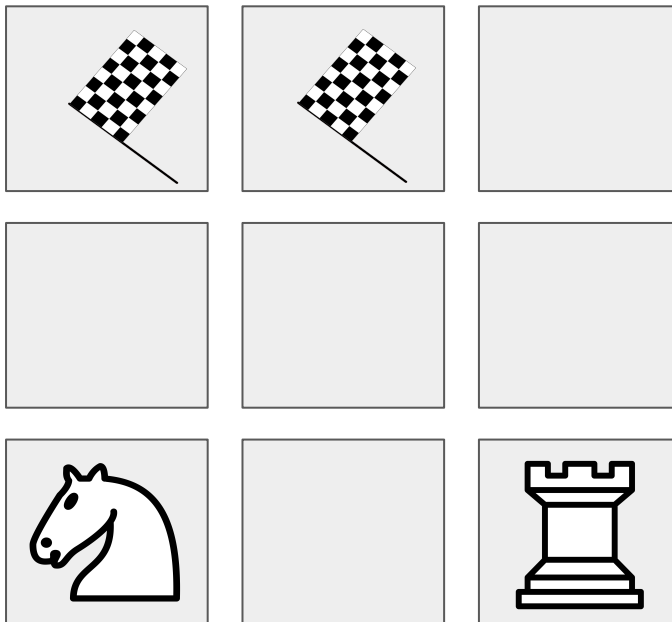
83

moves: 5



84

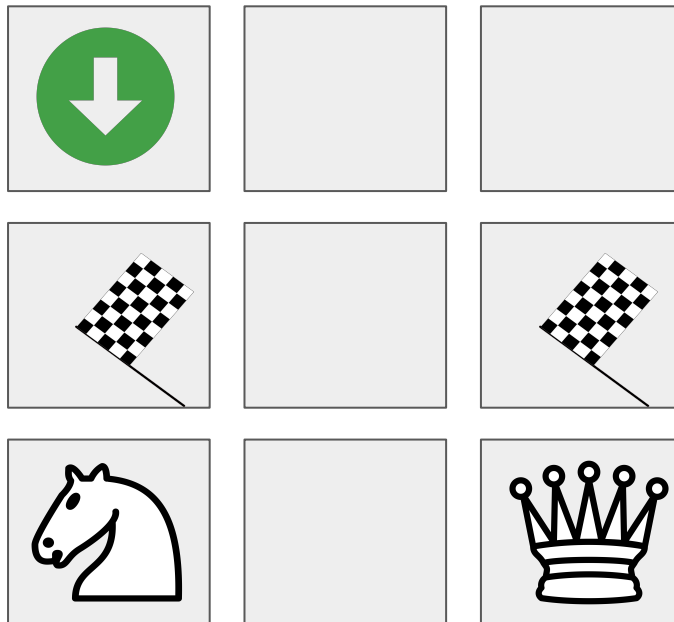
moves: 3



Rook

85

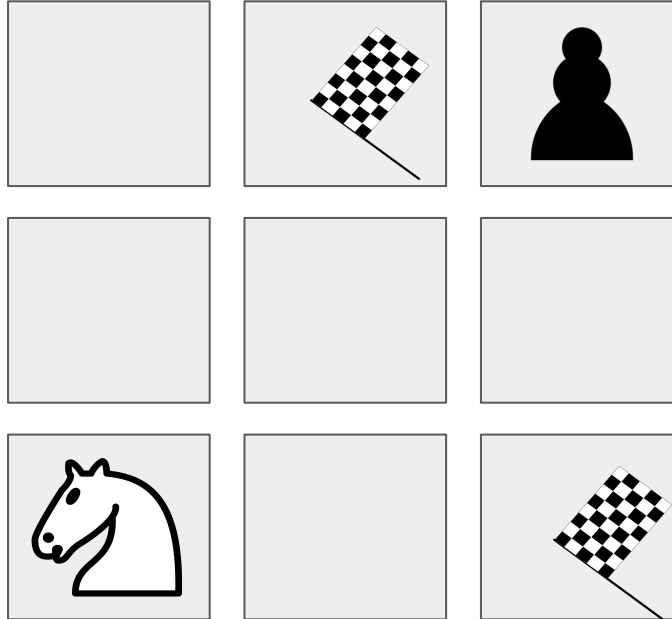
moves: 2



Queen

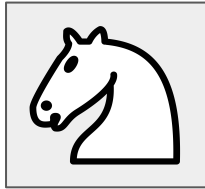
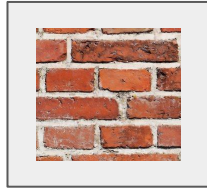
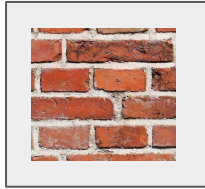
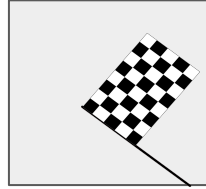
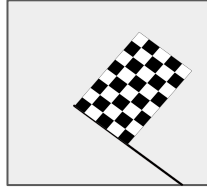
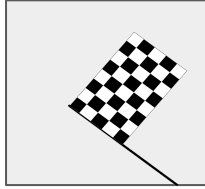
86

moves: 3



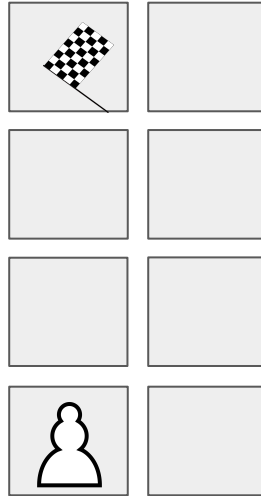
87 

moves: 4



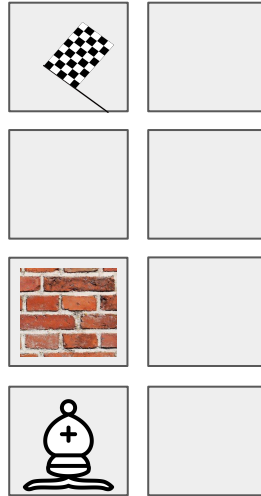
88 

moves: 2



89 

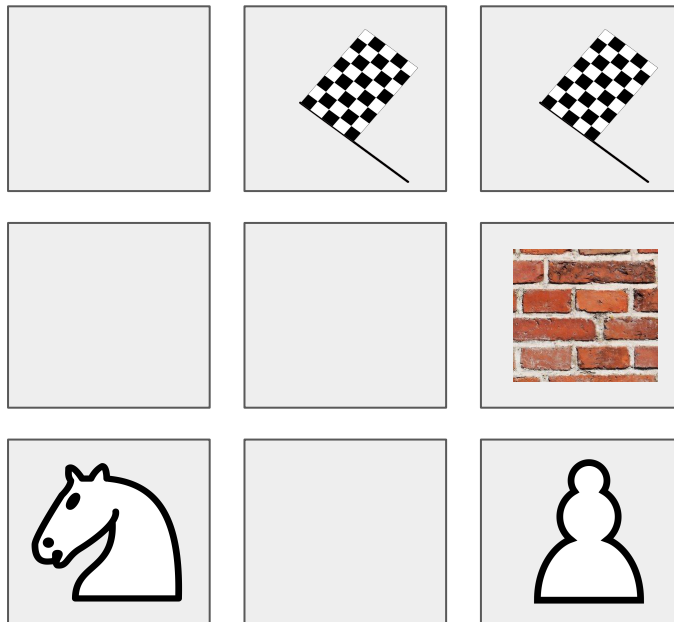
moves: 2



Convert

90

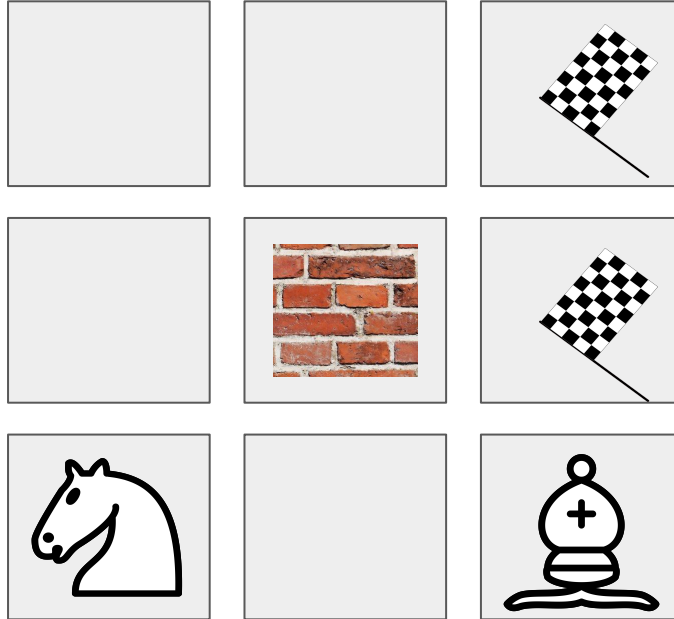
moves: 3



Pawn?

91

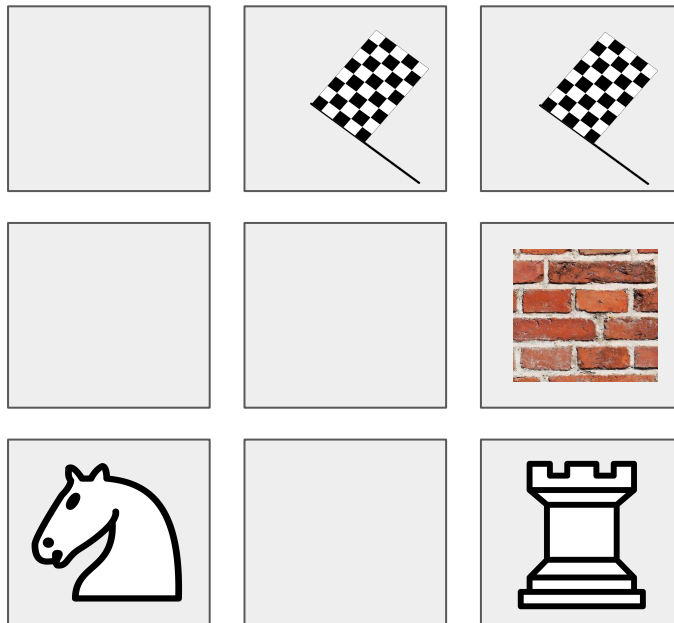
moves: 3



Bishop?

92

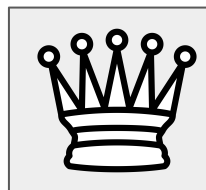
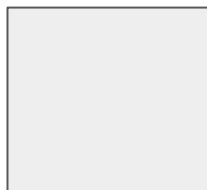
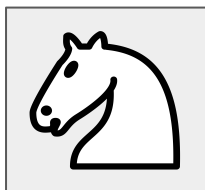
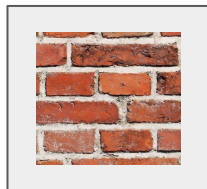
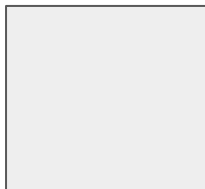
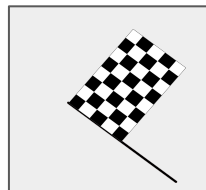
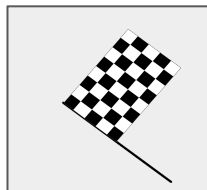
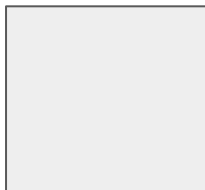
moves: 3



Rook?

93

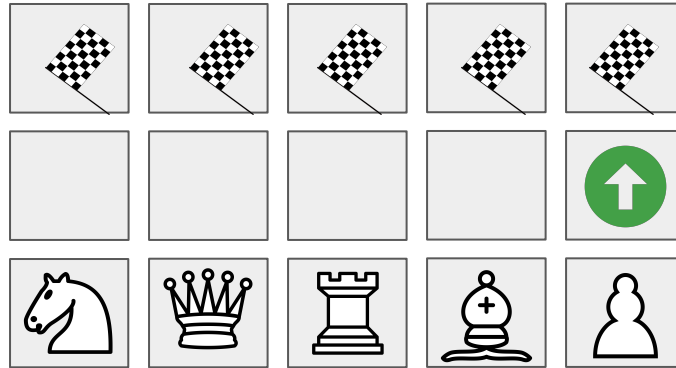
moves: 3



Queen?

94

moves: 5

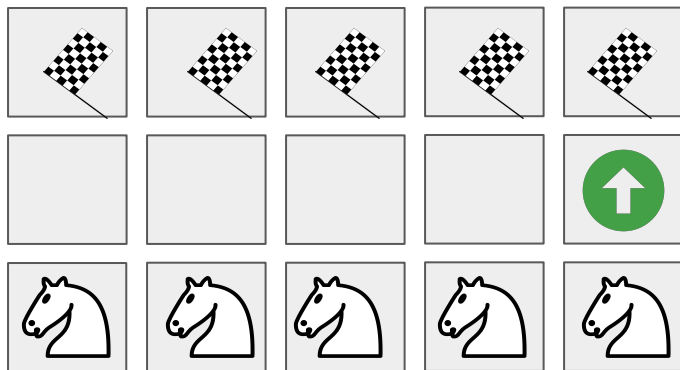


Wait...

The next puzzle may spoil this chapter's gimmick.

95

moves: 5



Always Has Been

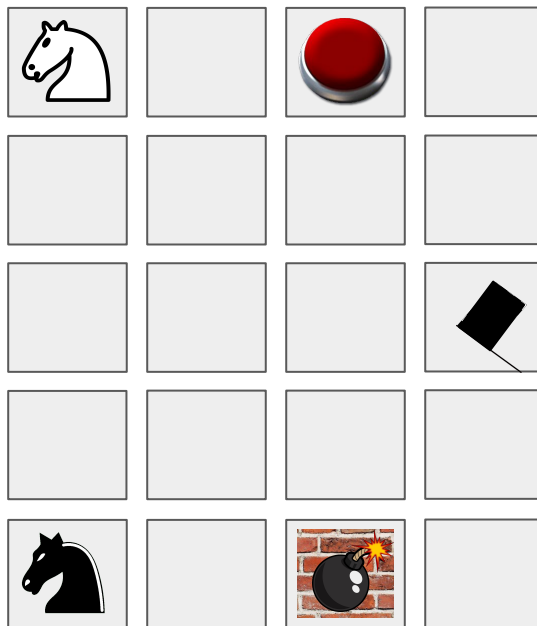
Chapter VI

Playtesters' Puzzles 5 Puzzles

*these puzzles were submitted by playtesters and hadn't been altered until
the game got a wider audience and one of them had a dual solution
thanks playtesters!*

96

moves: 5

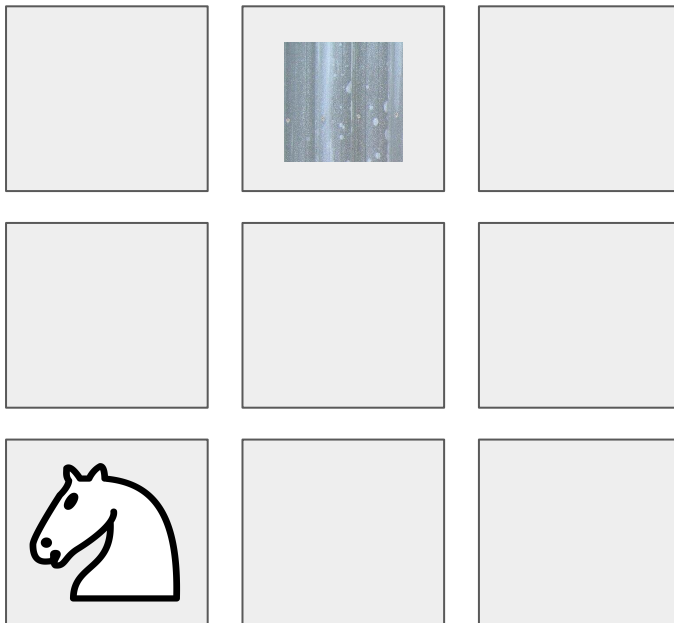


Abstinent Turtle:
Evil Twin



97   

moves: 10

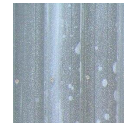
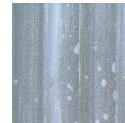
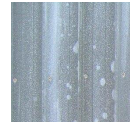
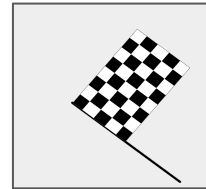
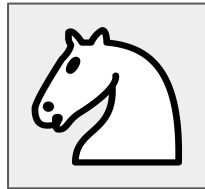
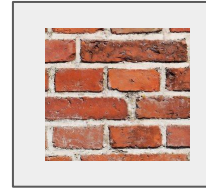
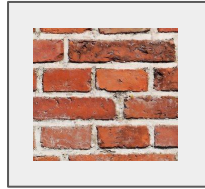
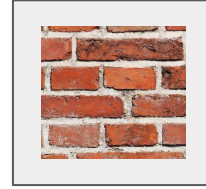
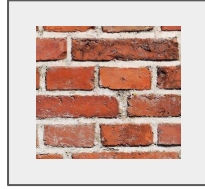


Askz
Heist 5

98



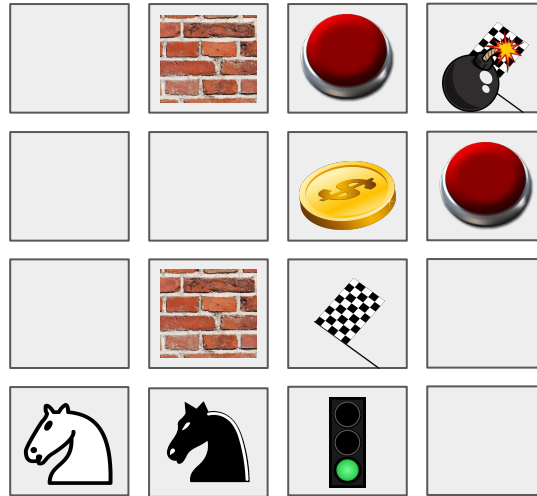
moves: 4



DuckRoguer:
Jailbreak 6

99

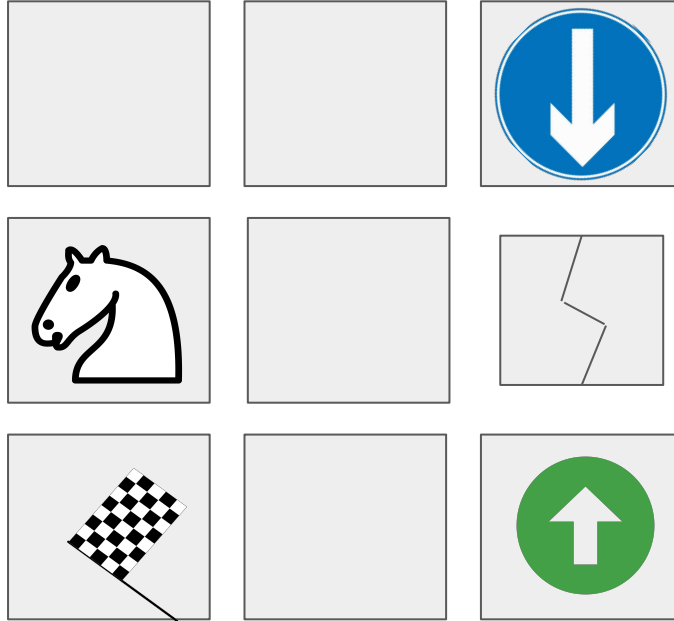
moves: 5



tim!!!:
A Crazy Idea

100

moves: 2



Akebia:
This behavior was undefined

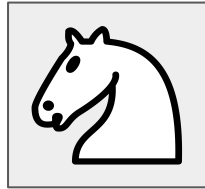
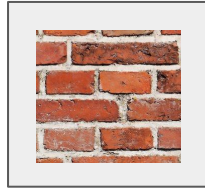
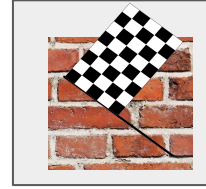
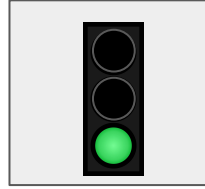
Chapter VII

Long Distance
20 Puzzles

101

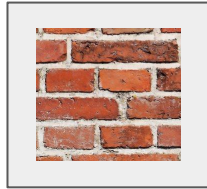
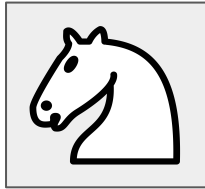
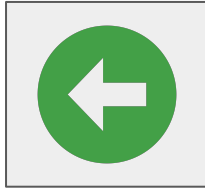
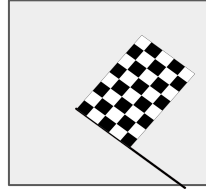
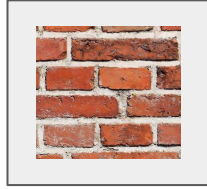


moves: 4



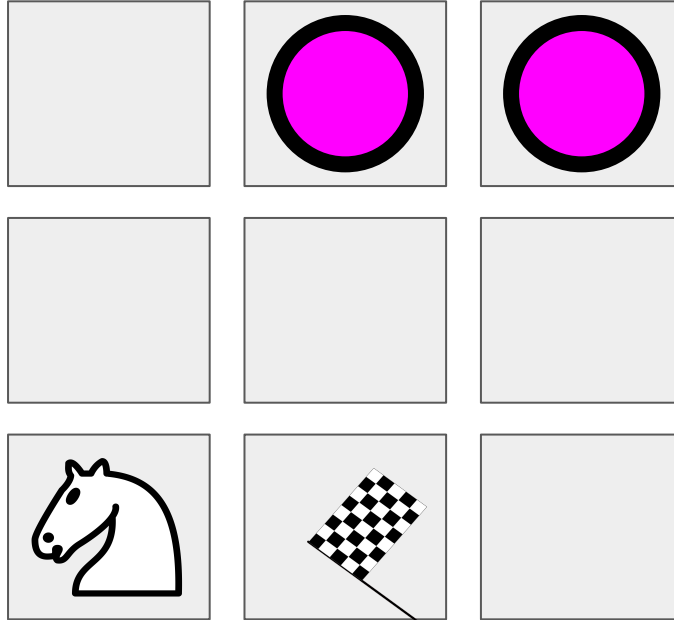
102

moves: 1



103

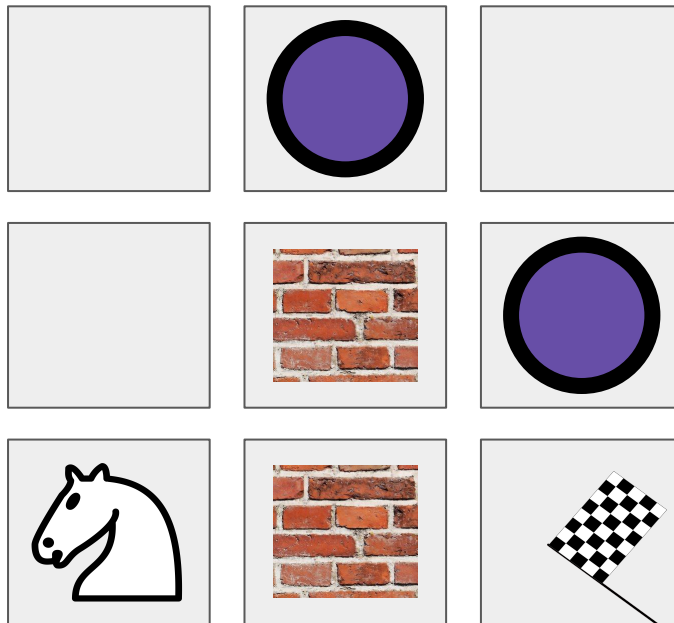
moves: 2



Teleportation

104

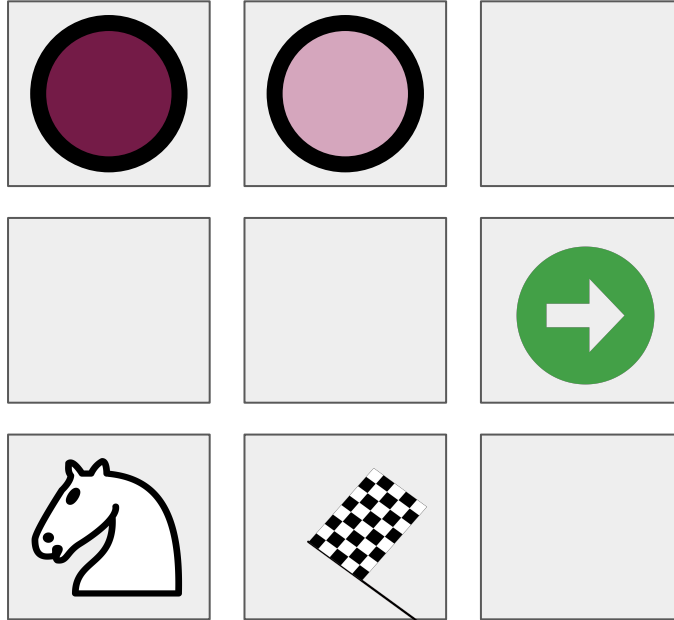
moves: 3



Return

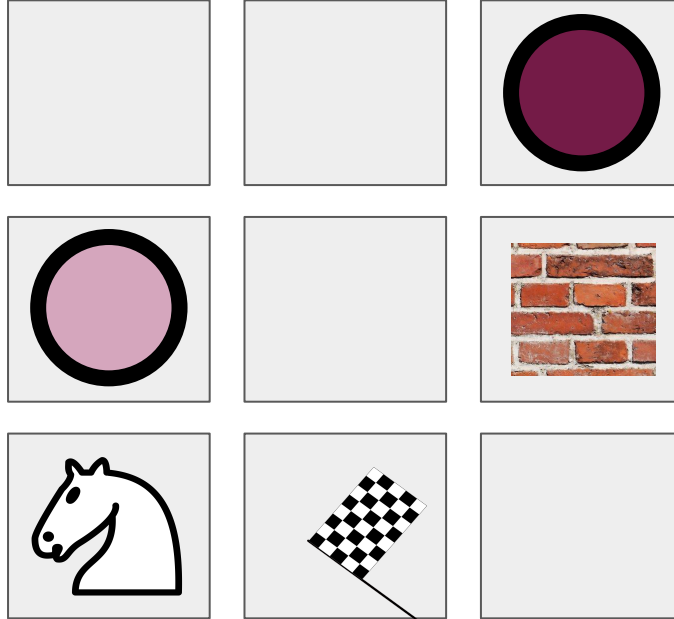
105

moves: 3



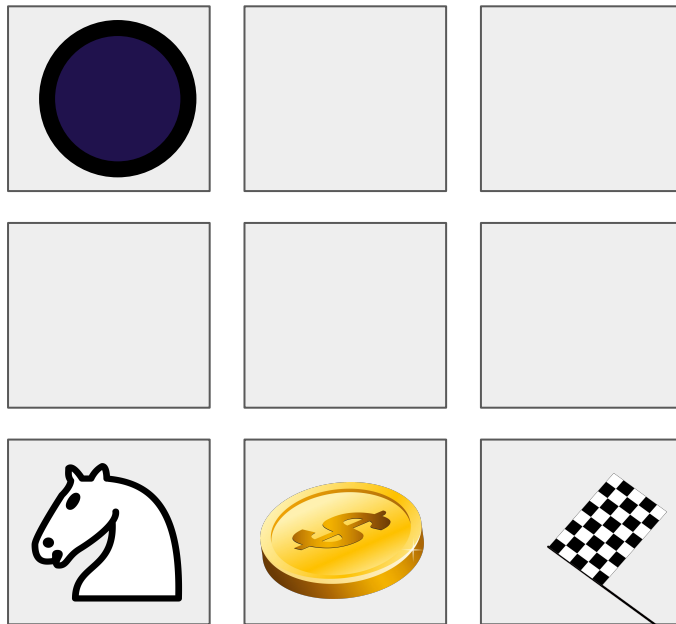
106

moves: 7



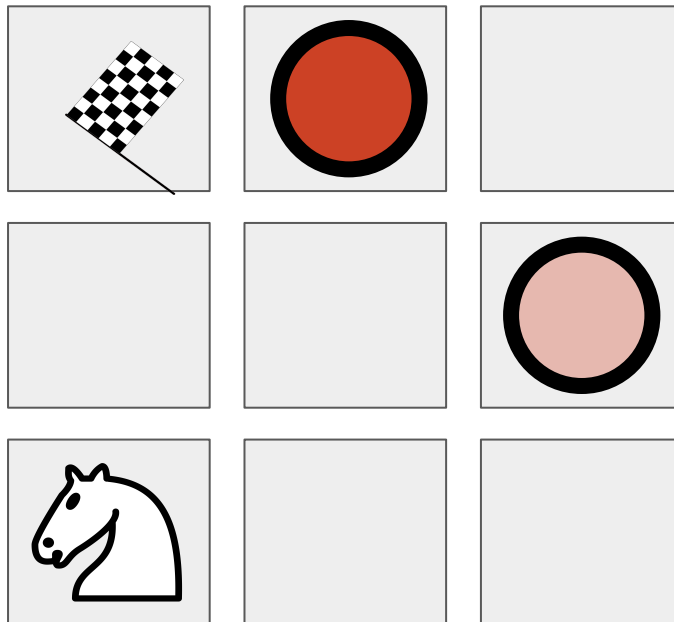
107 ●

moves: 4



108

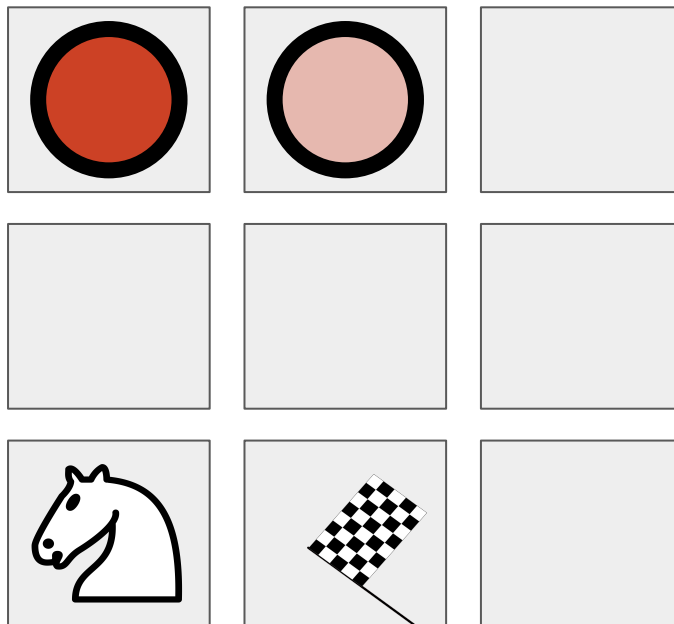
moves: 2



Trade

109

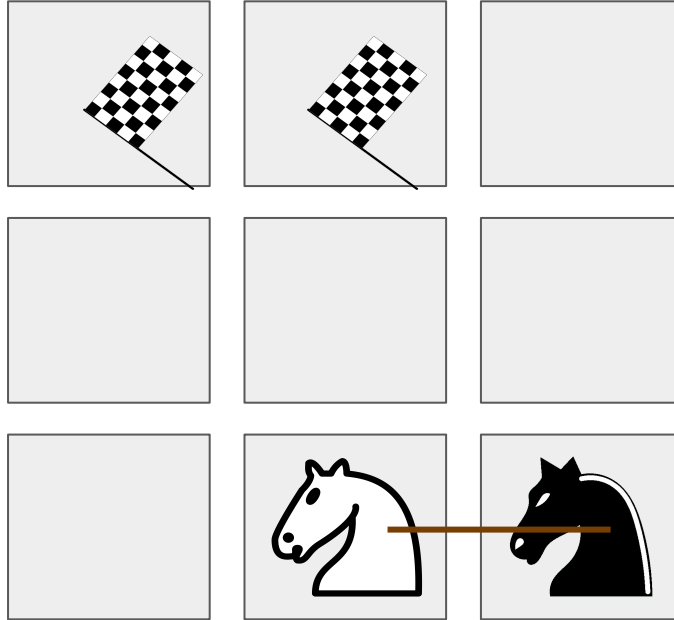
moves: 2



Exchange

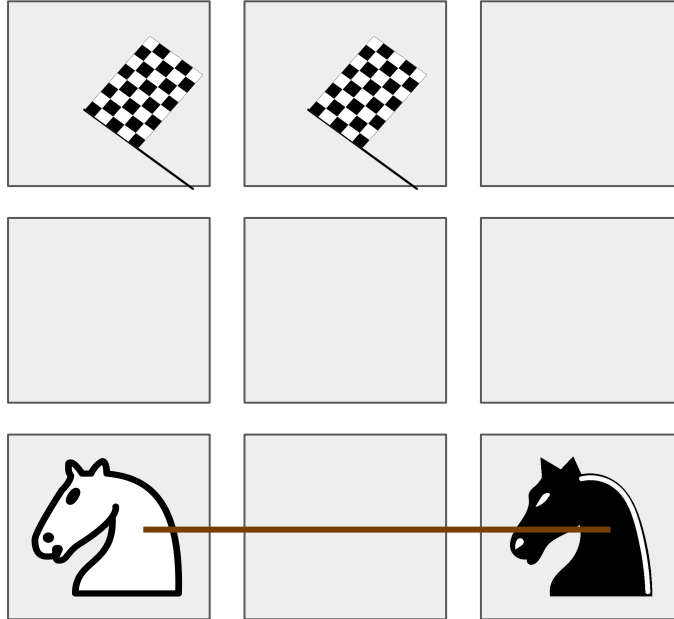
110

moves: 1



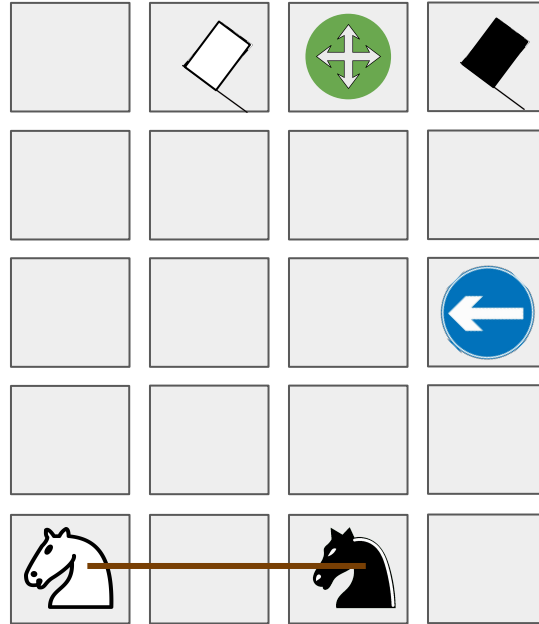
|||

moves: 1



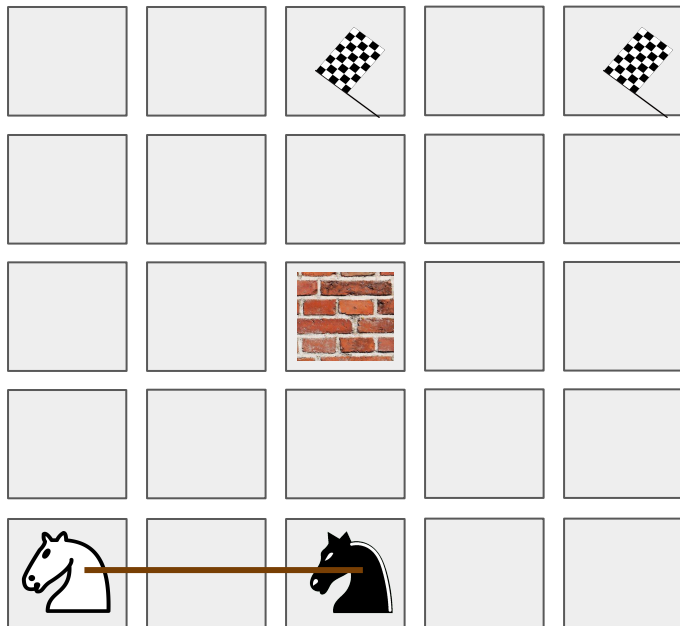
112

moves: 2



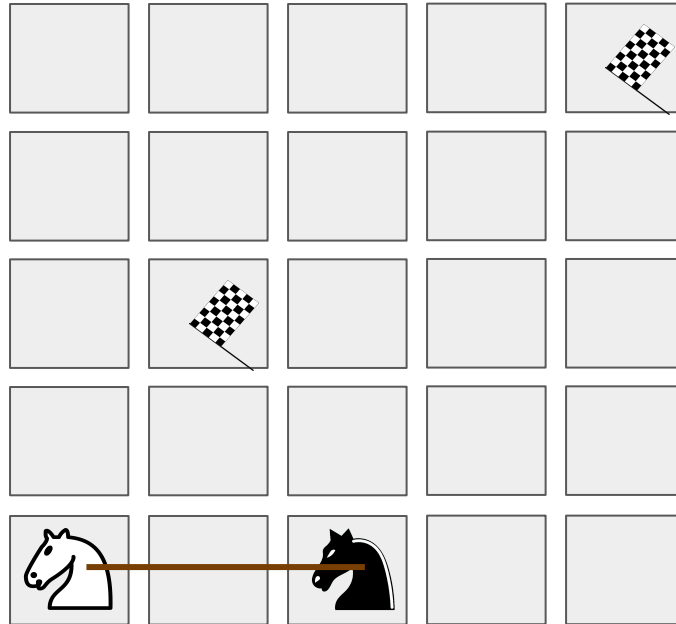
113

moves: 3



114 

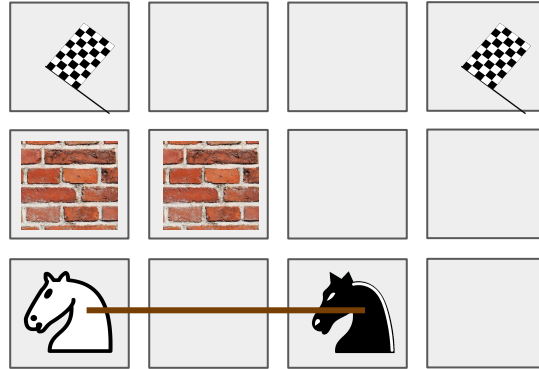
moves: 2



Overshoot

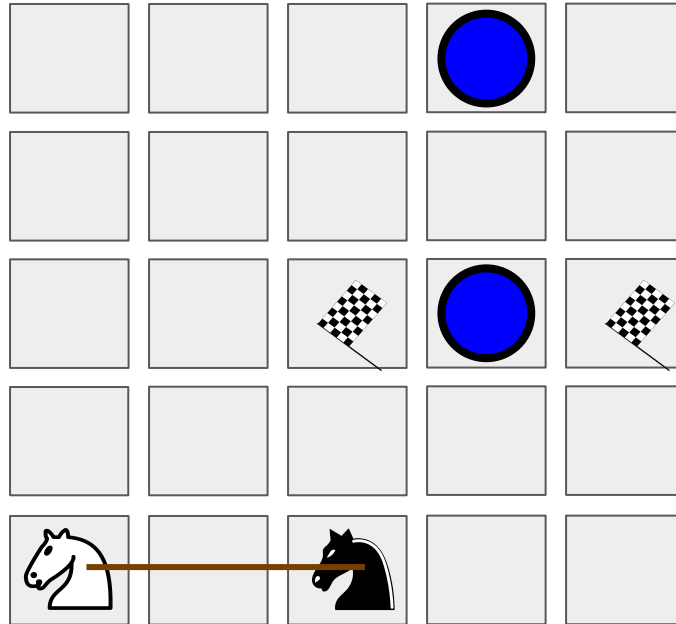
115

moves: 3



116

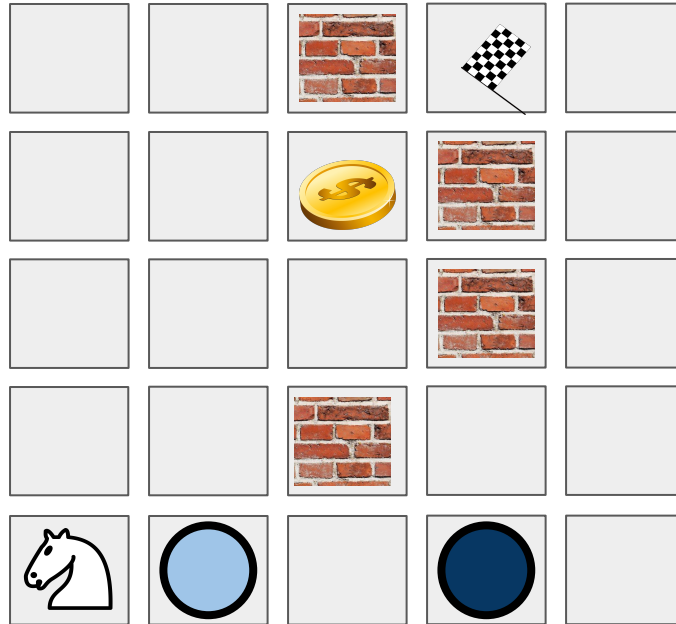
moves: 2



Hold on Tight

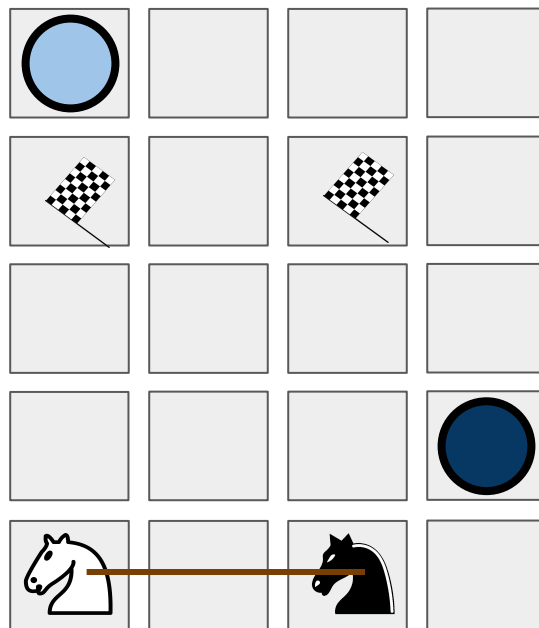
117

moves: 8



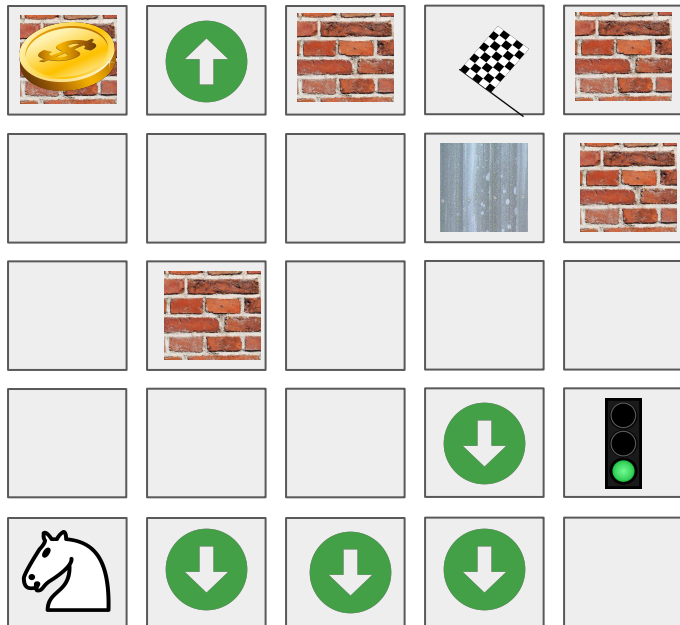
118

moves: 3



119 

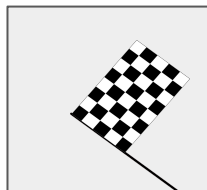
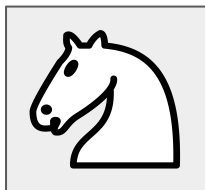
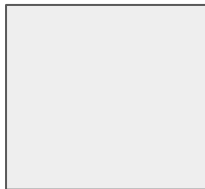
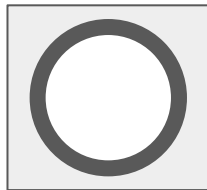
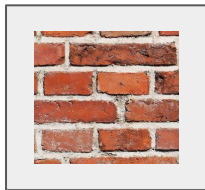
moves: 11



Almost there!

120

moves: 2



White

End

Thanks for playing!

by me: @kookoobananas (discord), https://koo_koo.itch.io

ICKP would have fewer cursed mechanics, less clarity, and broken puzzles if it weren't for my amazing playtesters!

- Abstinent Turtle
- Akebia
- Askz
- DuckRoguer
- Moz
- Playcebo
- tim!!!

I made a discord server, feel free to leave feedback or just hang out!

<https://discord.gg/9ra2fZFQrG> (@squeaky_duck has made a set of 64 extra puzzles!!)

Mechanics Key

Hopefully you didn't need these. But if you're feeling truly stuck, here's how the non-orthodox chess elements work.

Chapter I

Must be reached by the knight. The knight cannot leave it after arriving.	Knight	
Moves like a knight from chess. Has a limited number of moves. Must land on tiles.	Green Arrow	
When landed on, moves the knight 1 space in shown direction.	Blue Arrow	
Green arrow, but 2 spaces.	Hammer	
Can be used once at any time to create a new tile or remove a brick.	Brick	
Cannot be landed on. Cannot be jumped through (imagine the knight drags along the ground in either an L or Z, its path cannot be blocked with brick.)	Metal	
Functions like a brick, but cannot be broken by a hammer.	Coin	
Must be collected before reaching the flag.	Cracked Tile	
Can only be stepped on once. Cannot be replaced by a hammer.		

If an arrow would push the knight off of a tile, the move is invalid. If an arrow would push the knight onto a tile from the void, the move is valid.

Arrows where hammers would normally be can be used like hammers to place an arrow facing that direction.

Tiles from the hammer can be built off screen.

Chapter 2



Colored Flags

Behaves like a normal flag, but must be reached by the matching knight.

Knights



There's more than 1! Move count is shared between them.

Button



Detonates all bombs when stepped on. IS NOT 0.5 HEIGHT ICELY.

Bomb



When detonated, removes the wall it's on.

All flags must be reached. Not every knight must reach a flag.

Knights may lands on each other. While on another knight, a knight may jump onto/over bricks and metal. When moving from one of those, it can jump to another object on that elevation.

Each knight can only carry 1 coin.

Chapter 3

All of these levels are references. 59 is the only one that truly introduces something new: add the elements on the left to the grid to make the shortest possible solution 9 moves.

60	Patrick's Paradox
59	Vegetable Quest
58	Bee Magic
57	Lingo
56	Baba is You

Chapter 4



4-way Arrow

When landed on, the knight can move in any of the 4 directions.



Boot

Can be used like a hammer to move 1 space orthogonally.



Traffic Lights

Alternate between green and red after each move. When red, behaves like metal. When green, behaves like a normal tile.

If a green arrow would push a knight into brick or metal, the knight is not moved.

If a blue arrow would push a knight into brick or metal, the knight “rebounds” 1 space away from the wall.

Boots cannot be used mid-move to keep you from falling off the grid.

Boots cannot move you from a red traffic light to a brick or metal, but boots and arrows can move you onto green traffic lights.

The knight may spend a turn standing still.

Chapter 5

	Queen	Moves like a knight from chess.
	Rook	Moves like a knight from chess.
	Bishop	Moves like a knight from chess.
	Pawn	Moves like a knight from chess.
	Black Pawn	Moves like a knight from chess.

Chapter 6

If a knight is able to be blown up by a bomb, it must be.
If blowing up a knight would require a flag to be blown up as well, it needn't be.
Blue arrows pushing you 2 tiles will destroy cracked tiles you pass over.

Chapter 7



— Tether

When stepped on or stood still on, the knight will move to the matching portal of the same color.

Attached knights move in the same direction for the cost of 1 move.

If an item (by the level #) is unused it may be used in later puzzle.

If the knight stands still on a portal, it will return to the other one.

Portals can go between puzzles.

Knights may reach any flag as long as all flags are reached.

If a brick is in the middle of a tether, it snaps and the knights move like normal.

If bricks block a tethered knight from moving, only one of them moves.

When a tethered knight moves from an arrow, only it moves. When a tethered knight moves from a portal, the other one moves with it.