

# Increasingly Sophisticated Knight Puzzles

Made by ryanbear (■)

Mechanics need deducing

Unofficial sequel to 120ICKP by koo\_koo

Some minor 120ICKP mechanics may be violated

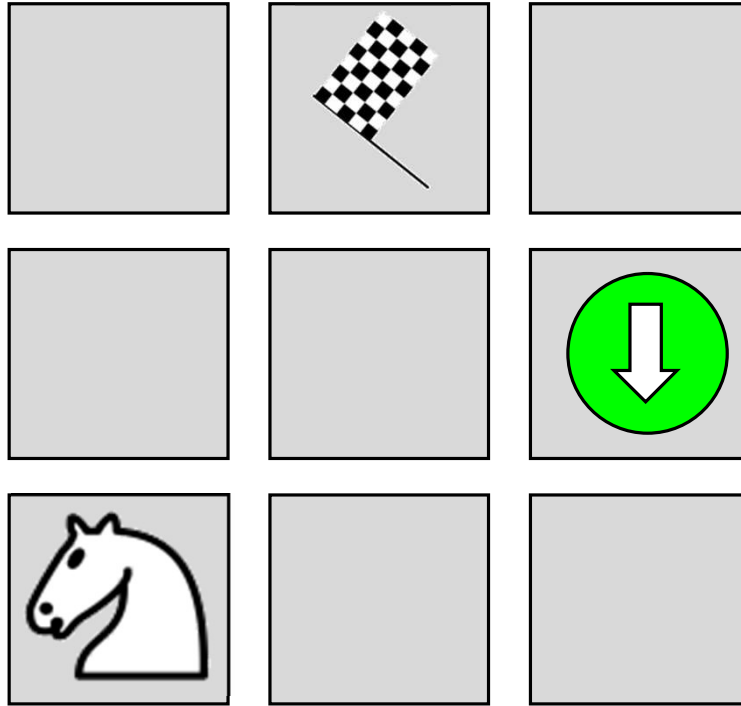
All puzzles should have 1 unique solution but its not playtested (also if 2 solutions are similar enough it counts as 1 solution)

# Chapter 0

Reintroduction

0

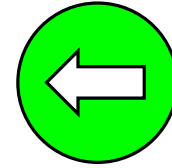
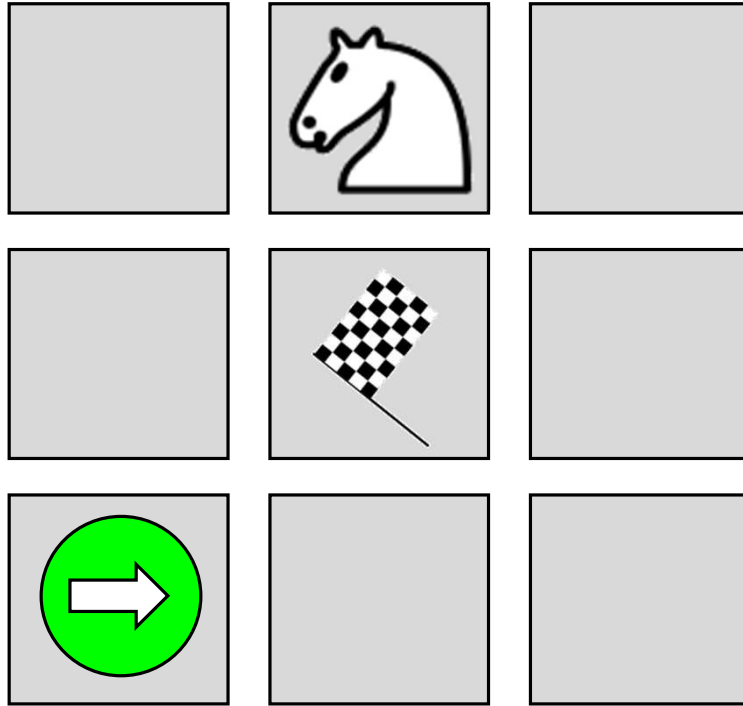
Moves: 2



Exact Move Count

0 

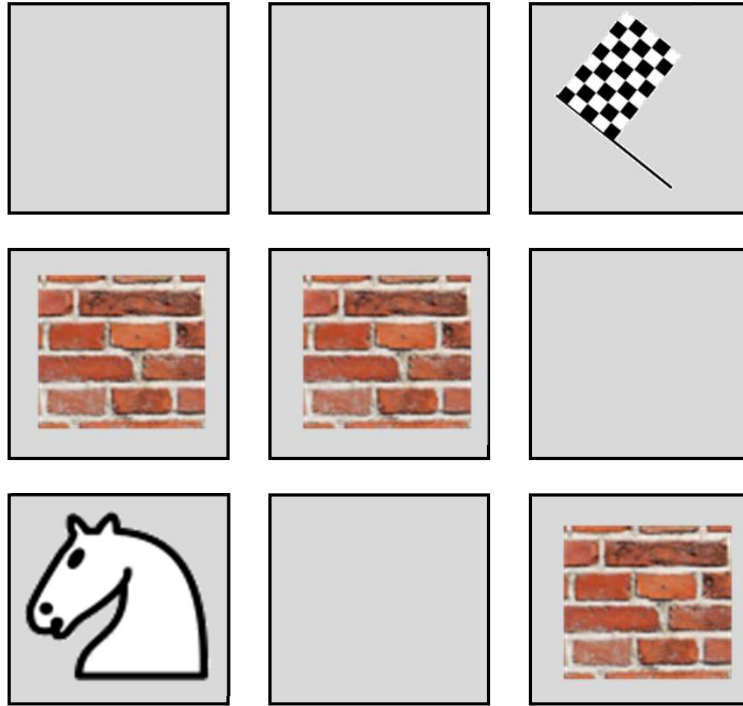
Moves: 3



Tile Construction

0 

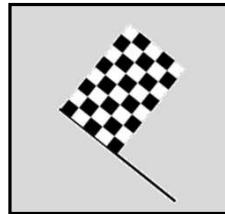
Moves: 4



Wall Destruction

0 

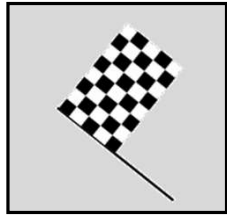
Moves: 2



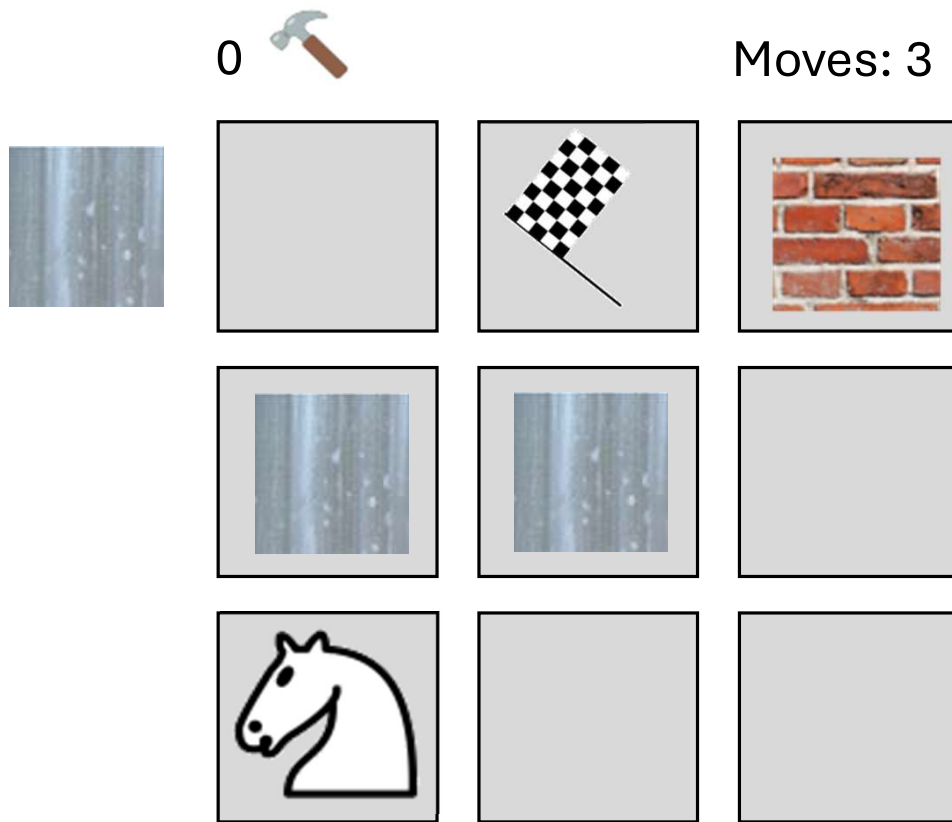
Both Uses

0 

Moves: 2



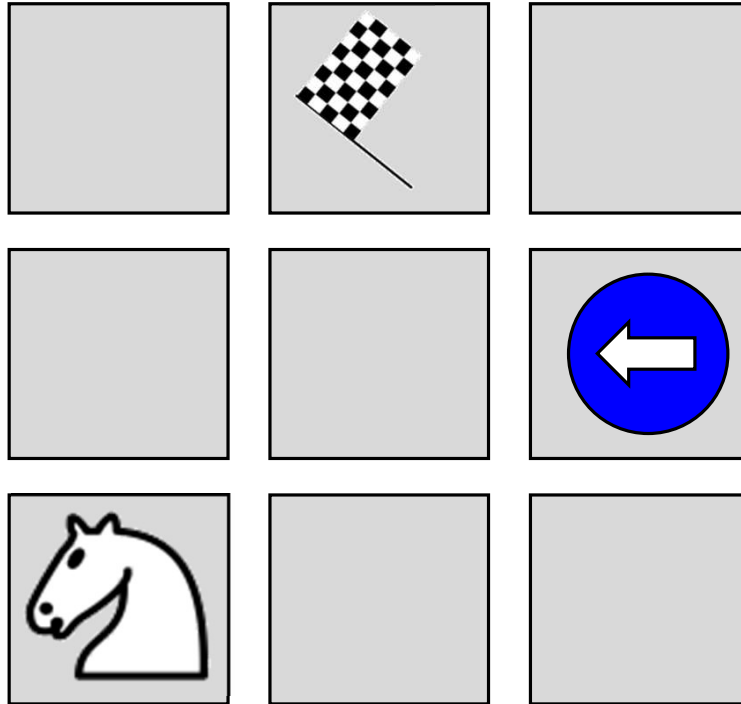
Both Uses 2



Indestructible Walls

0

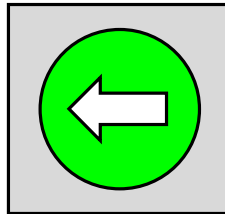
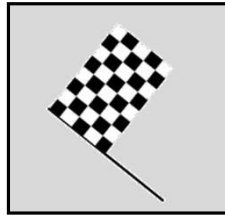
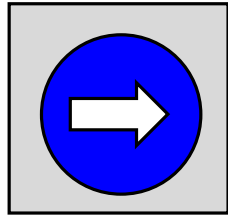
Moves: 3



Blue Arrow

0 

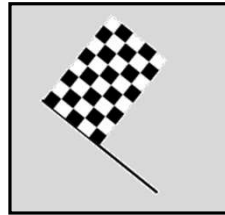
Moves: 3



Multiple Arrows

0

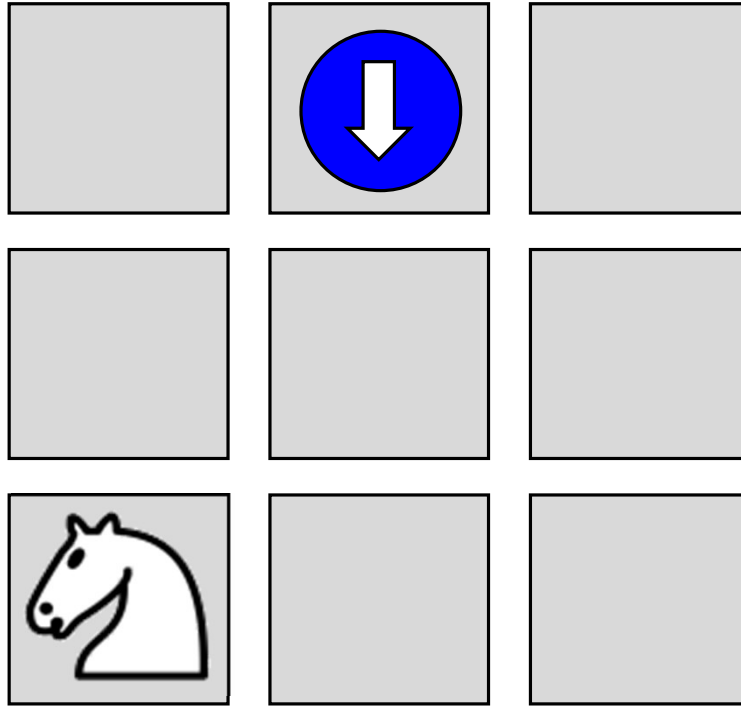
Moves: 5



Wasting Moves

0

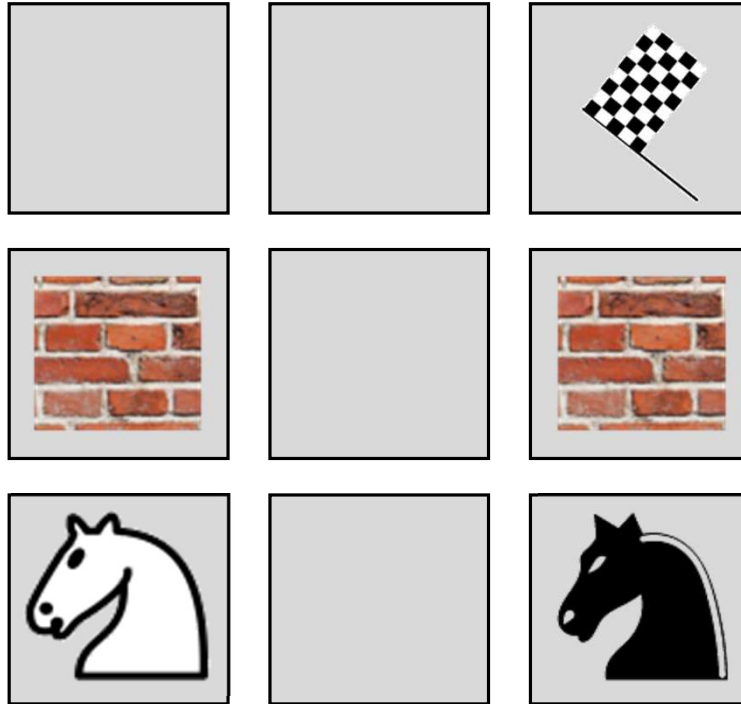
Moves: 5



Outside Flag

0

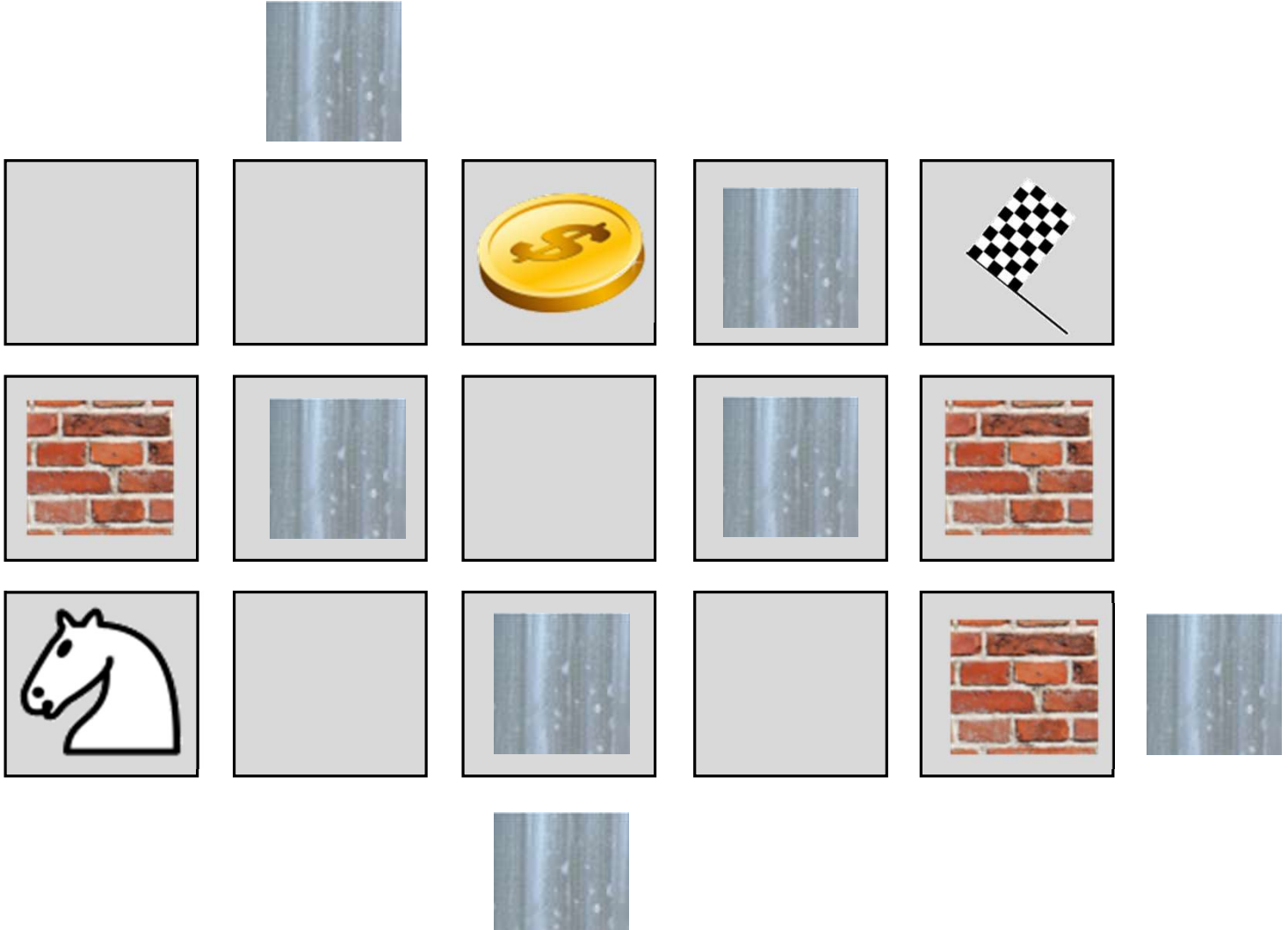
Moves: 5



Knight Stacking

0 

Moves: 6



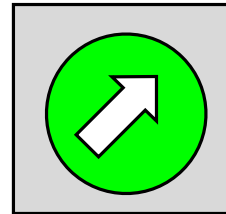
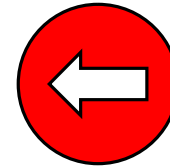
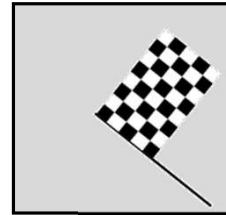
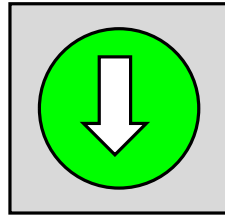
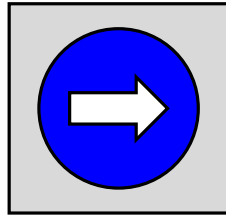
Coin

# Chapter 1



1

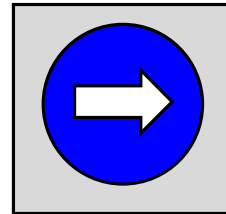
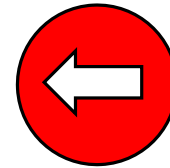
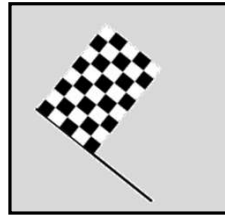
Moves: 2



RGB Arrows

2

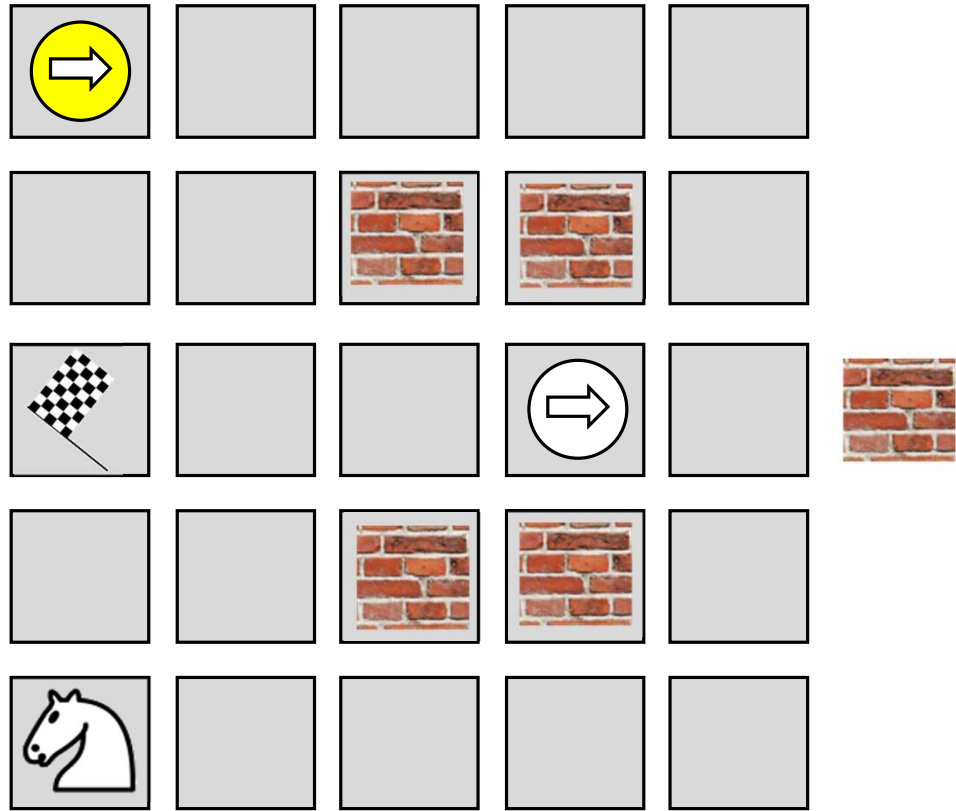
Moves: 2



Bounce

3

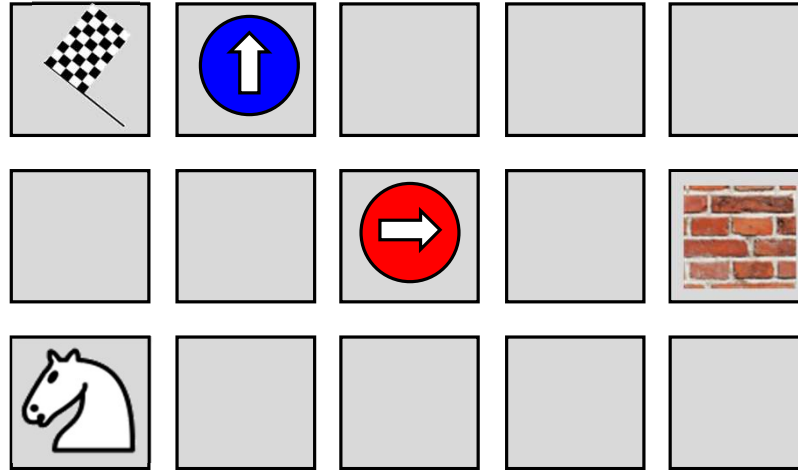
Moves: 3



Color Combination

4 

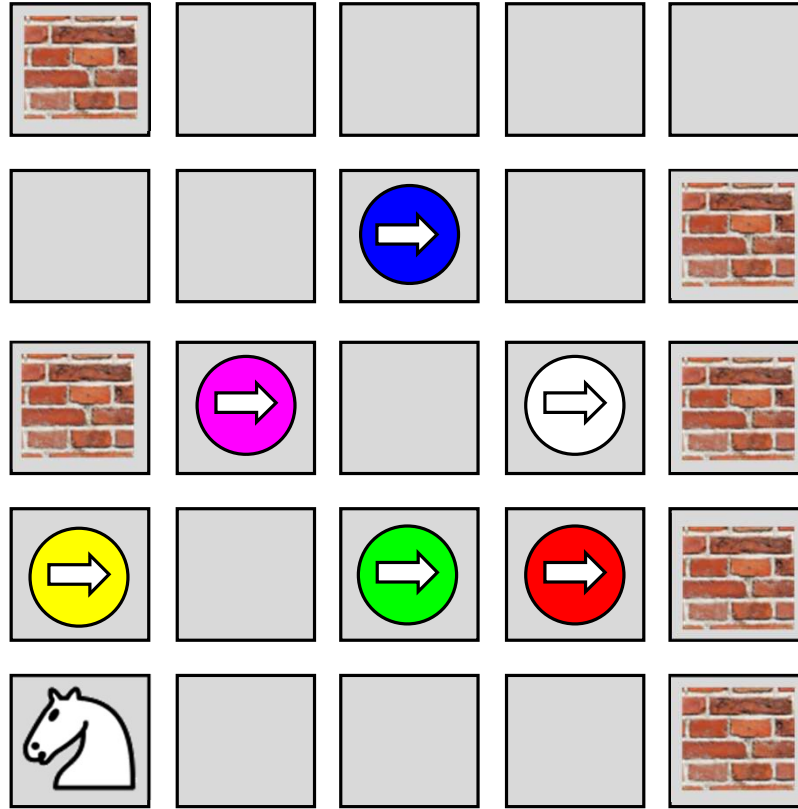
Moves: 2



Infinite Loop

5

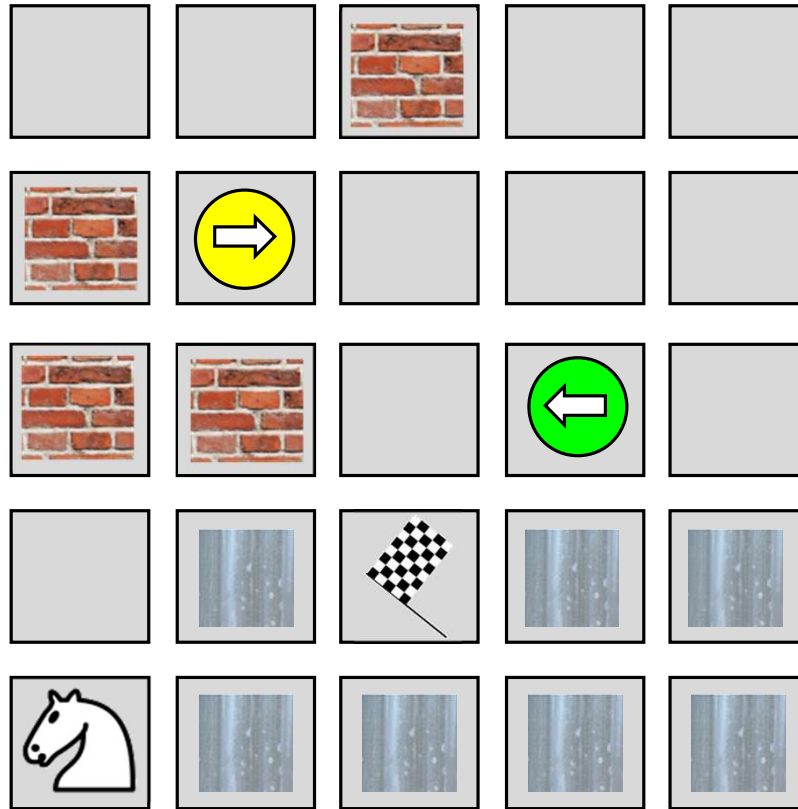
Moves: 6



Bounce 2

6 🛠️🛠️🛠️

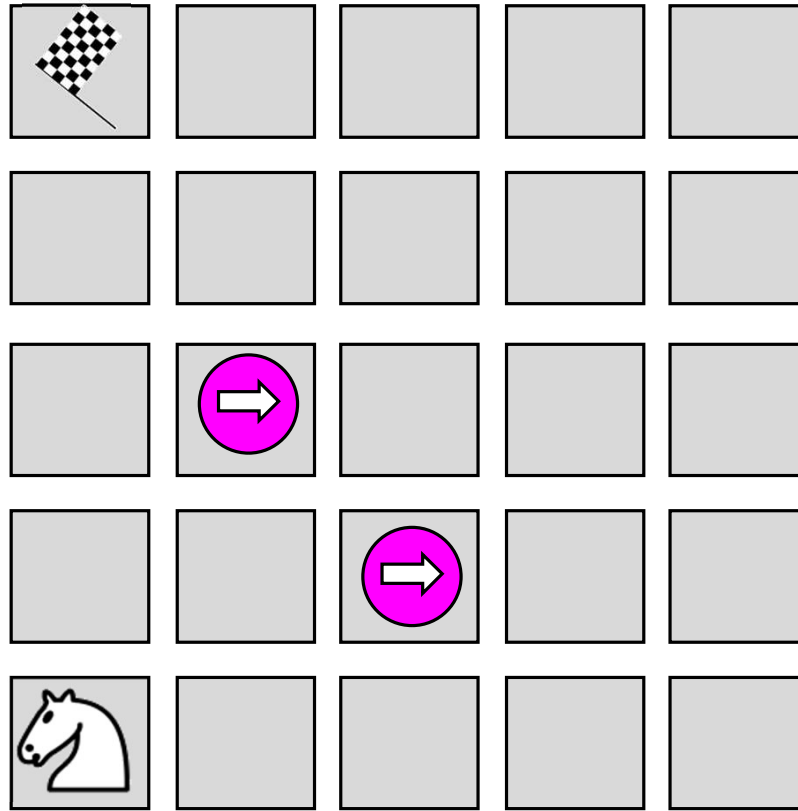
Moves: 6



Entrance

7 

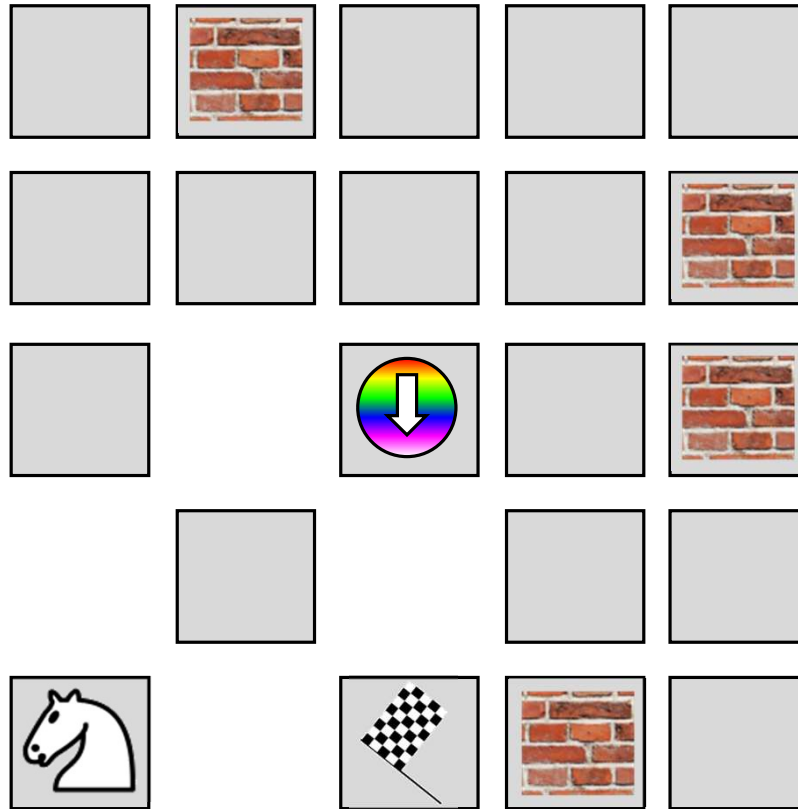
Moves: 4



Blockage

8 

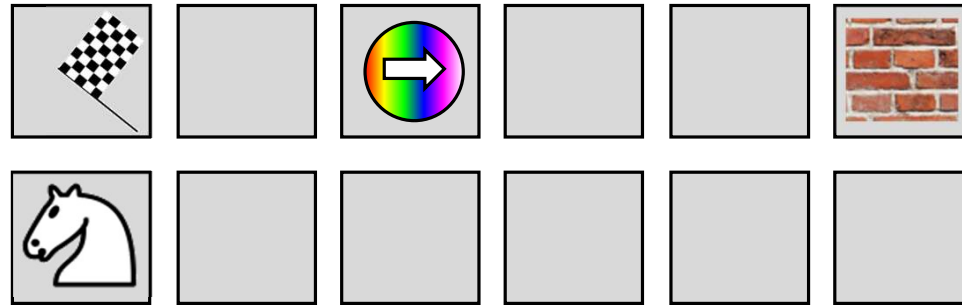
Moves: 3



Custom Distance

9

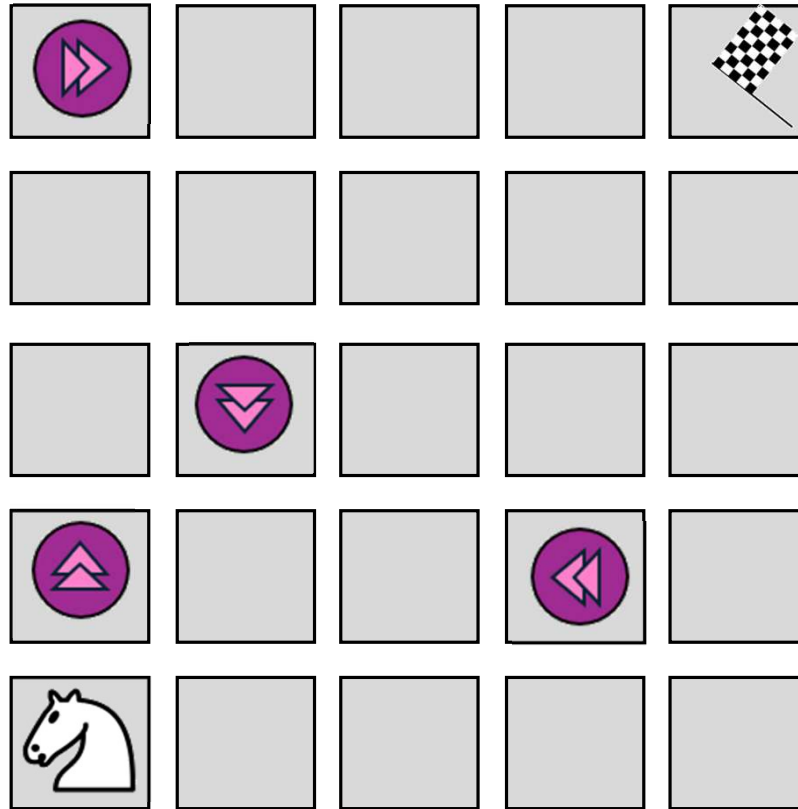
Moves: 3



Distance Limit

10

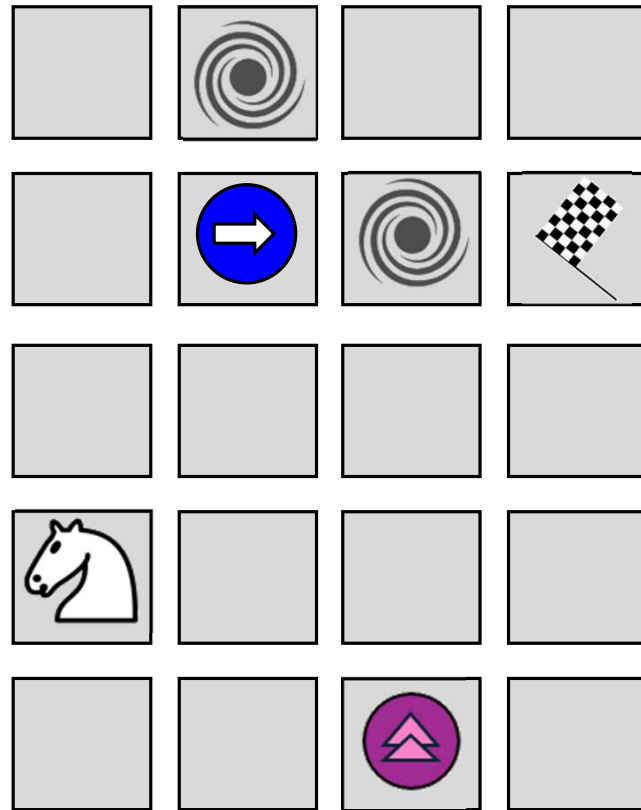
Moves: 2



Gravity

11

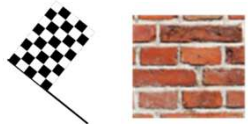
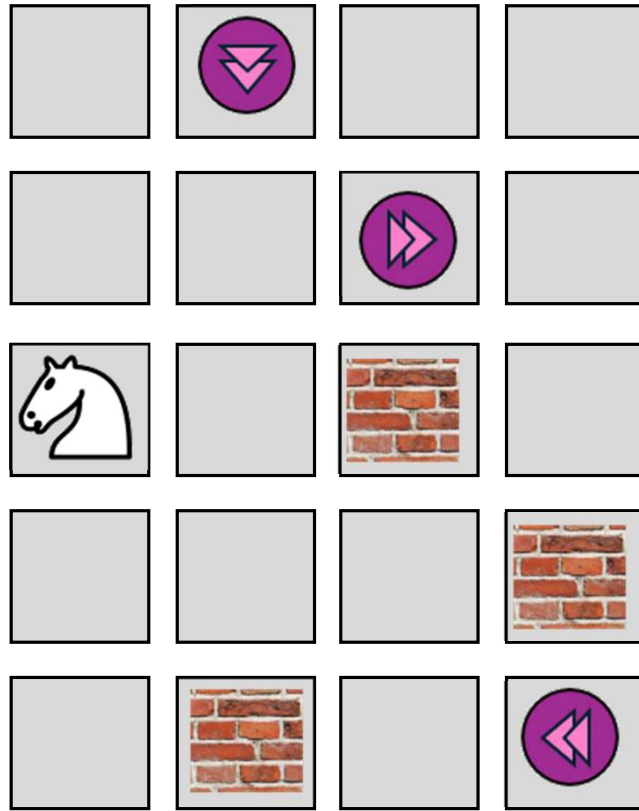
Moves: 5



Black Hole

12

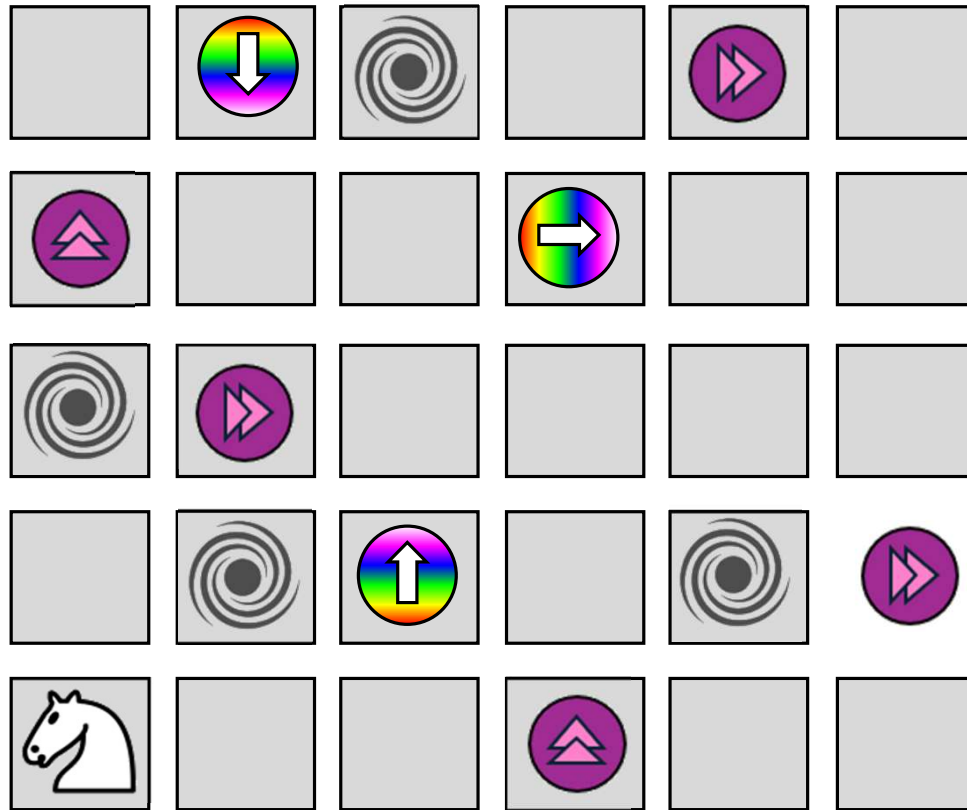
Moves: 3



Ground Landing

13 

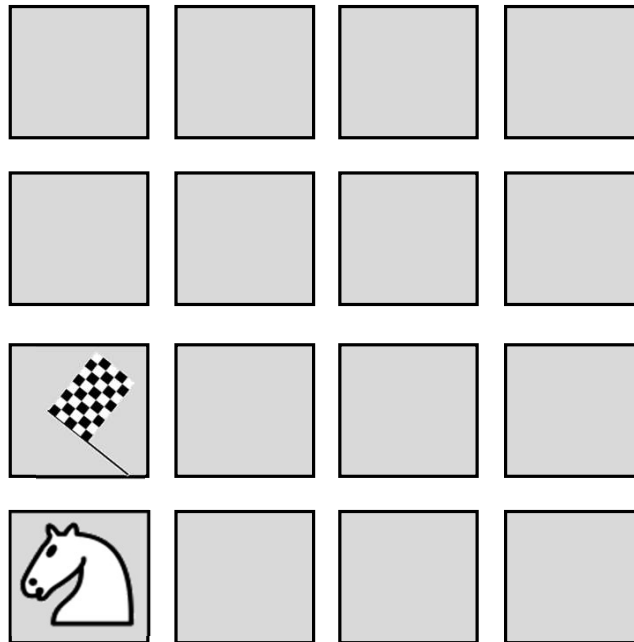
Moves: 3



Arrow Maze

14 

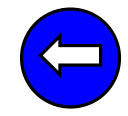
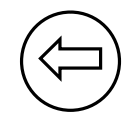
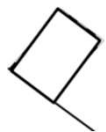
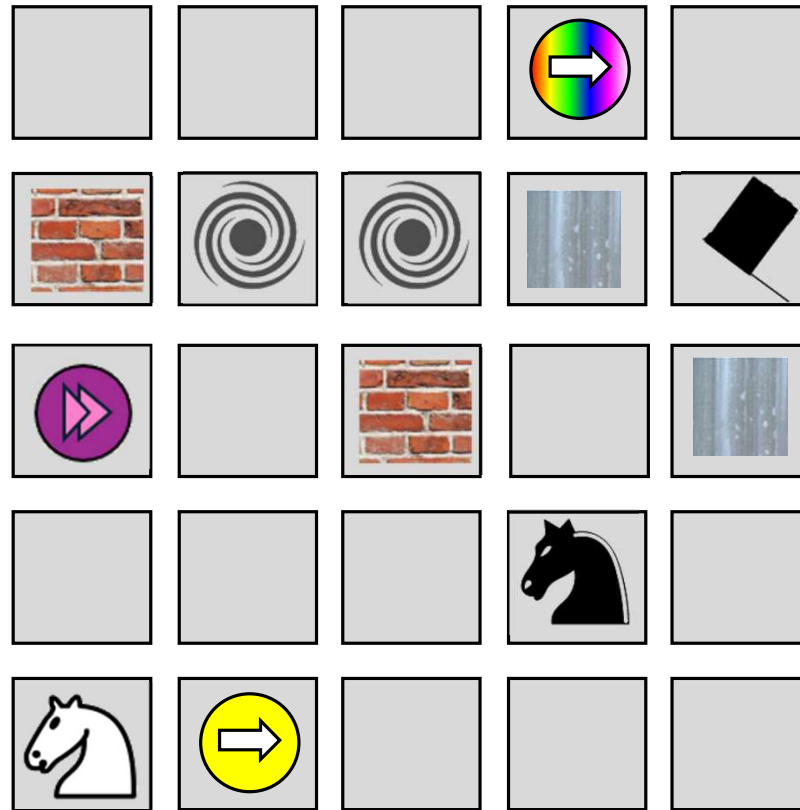
Moves: 2



Exit

15   

Moves: 6



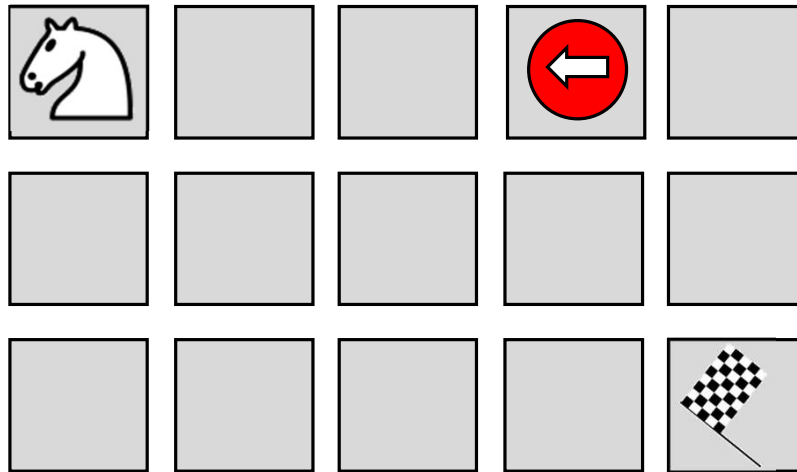
Two Knights

# Chapter 2



16

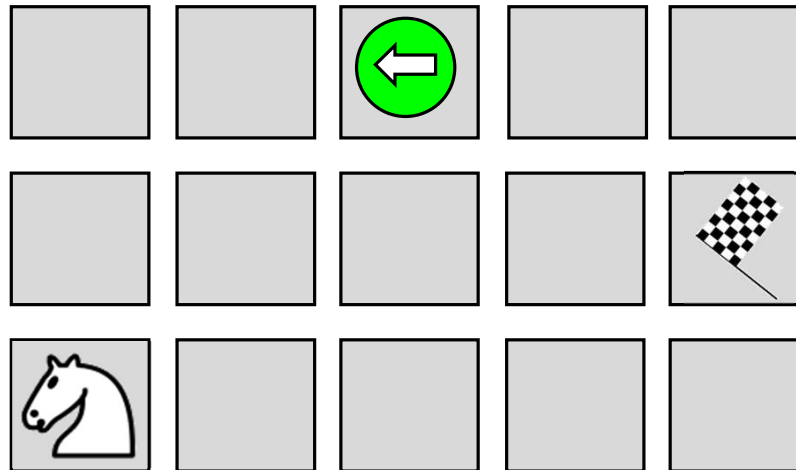
Moves: 0  
Undoes: 1



Undo

17

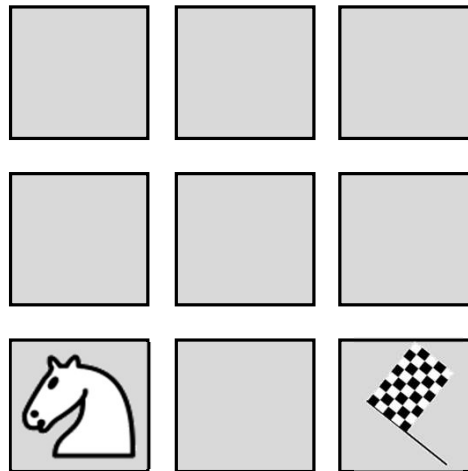
Moves: 1  
Undoes: 1



Alternate Timelines

18

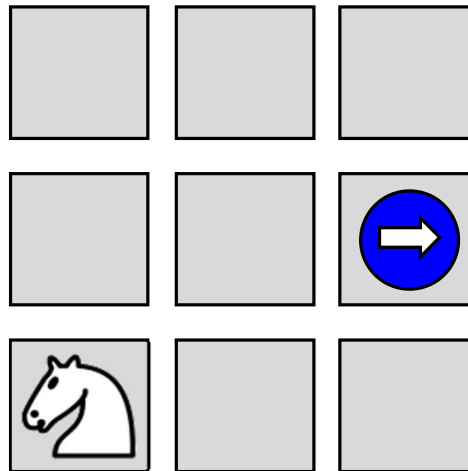
Moves: 1  
Undoes: 1



Normal Undo

19

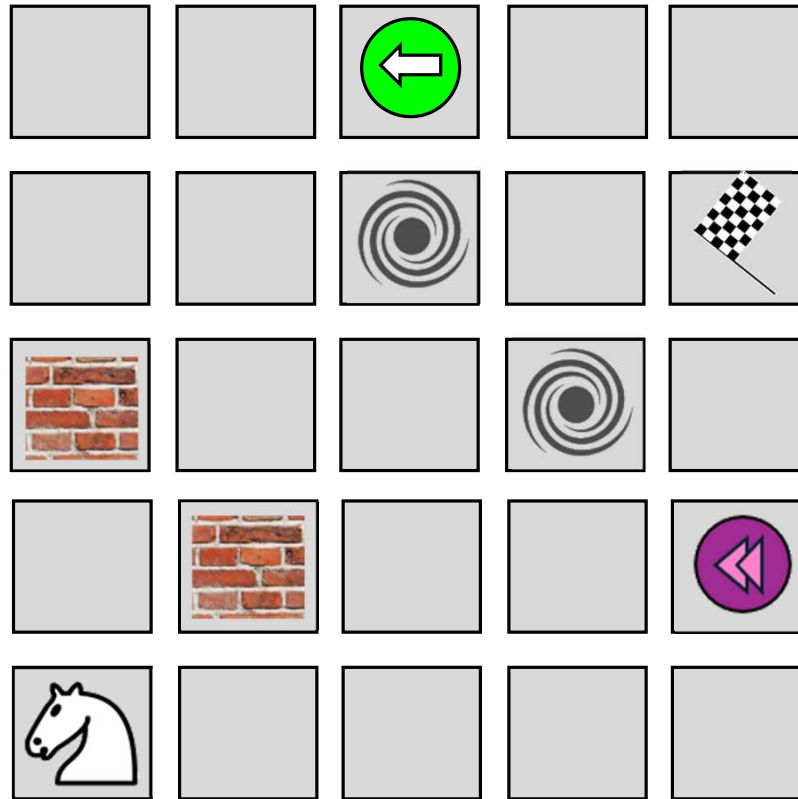
Moves: 0  
Undoes: 3



Unable to Undo

20

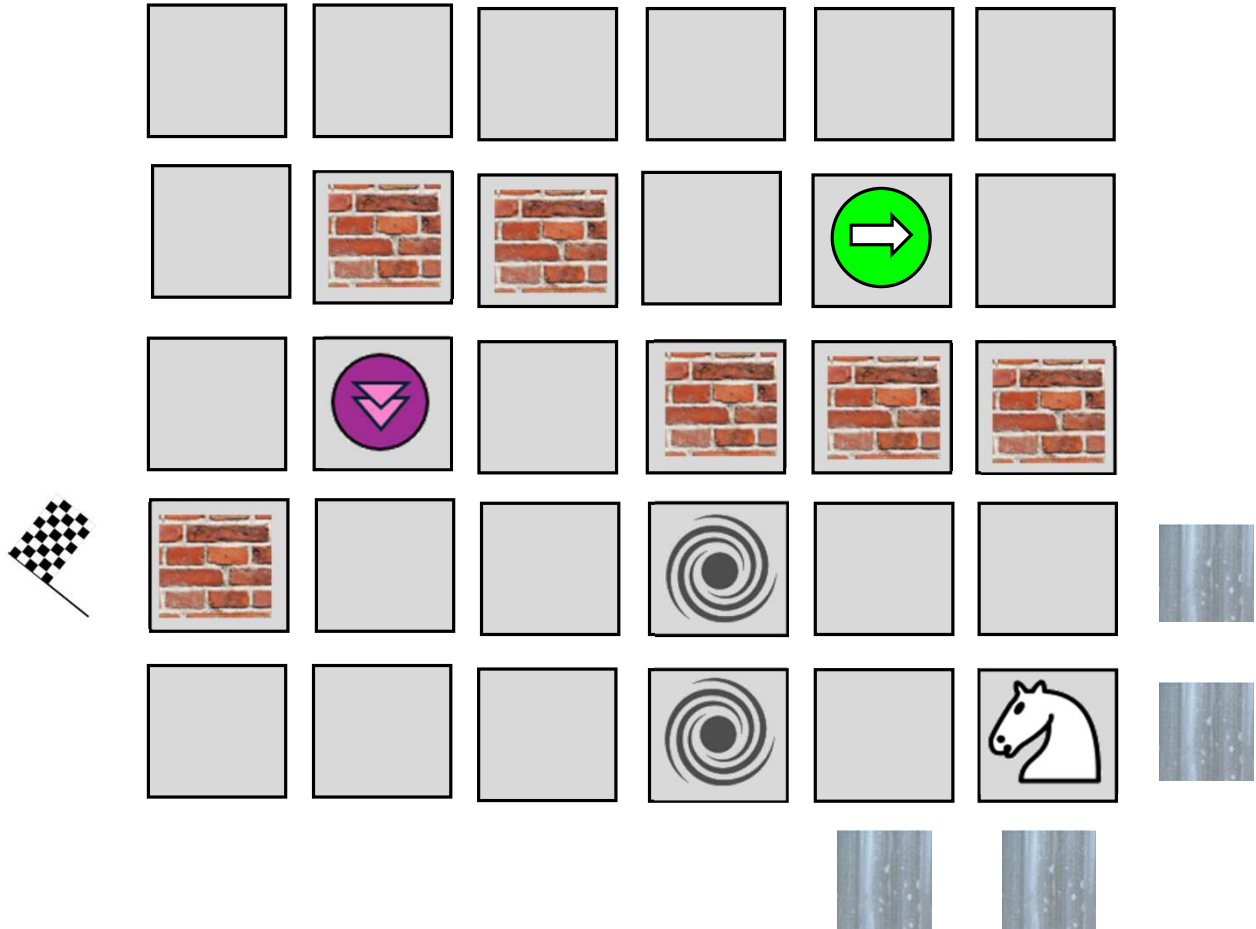
Moves: 2  
Undoes: 2



Two Undoes

21 

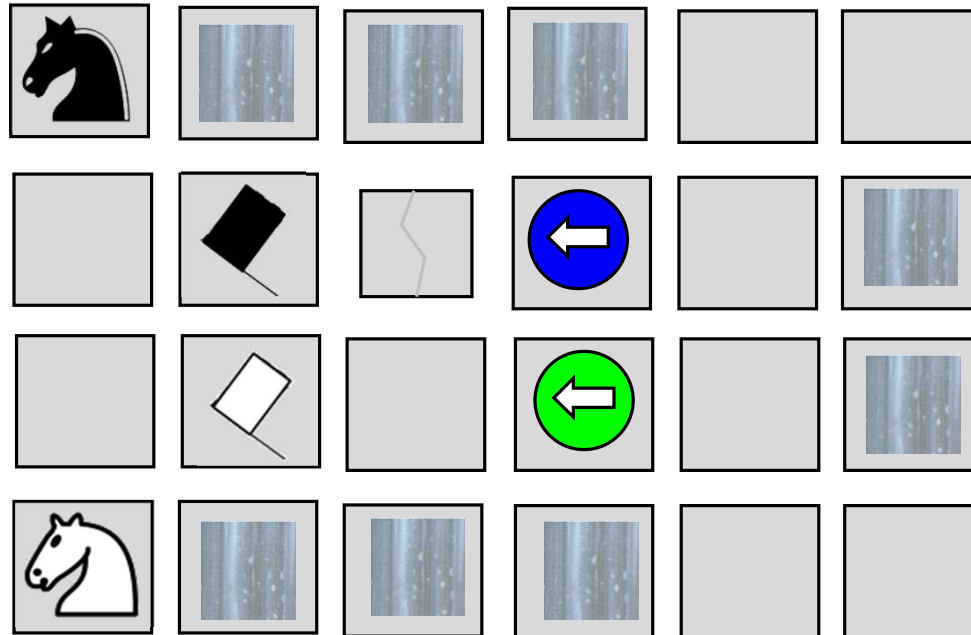
Moves: 5  
Undoes: 1



Fortress

22

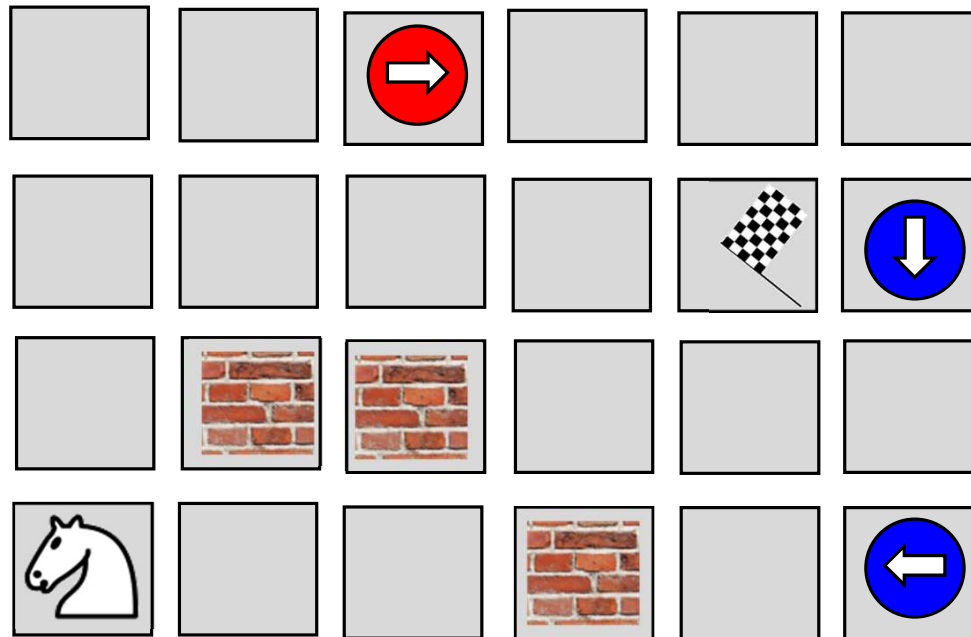
Moves: 9  
Undoes: 1



Launcher

23

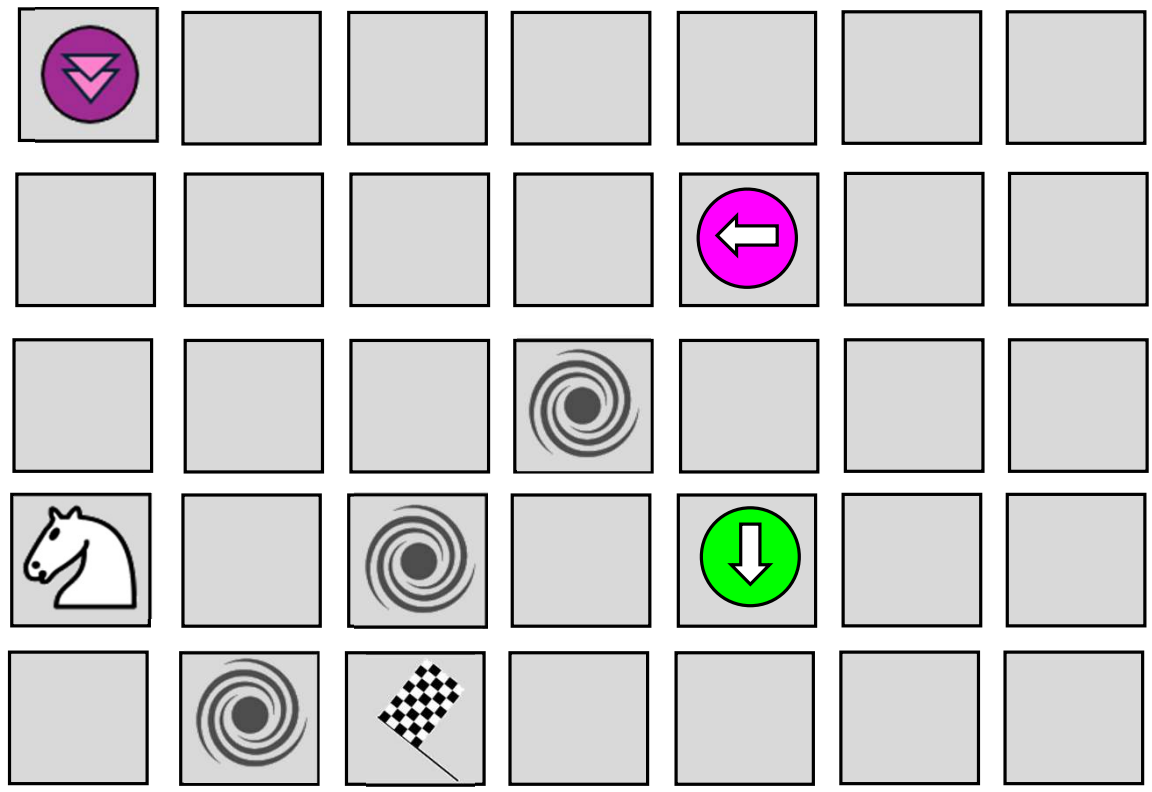
Moves: 0  
Undoes: 5



Normal Undo 2

24 

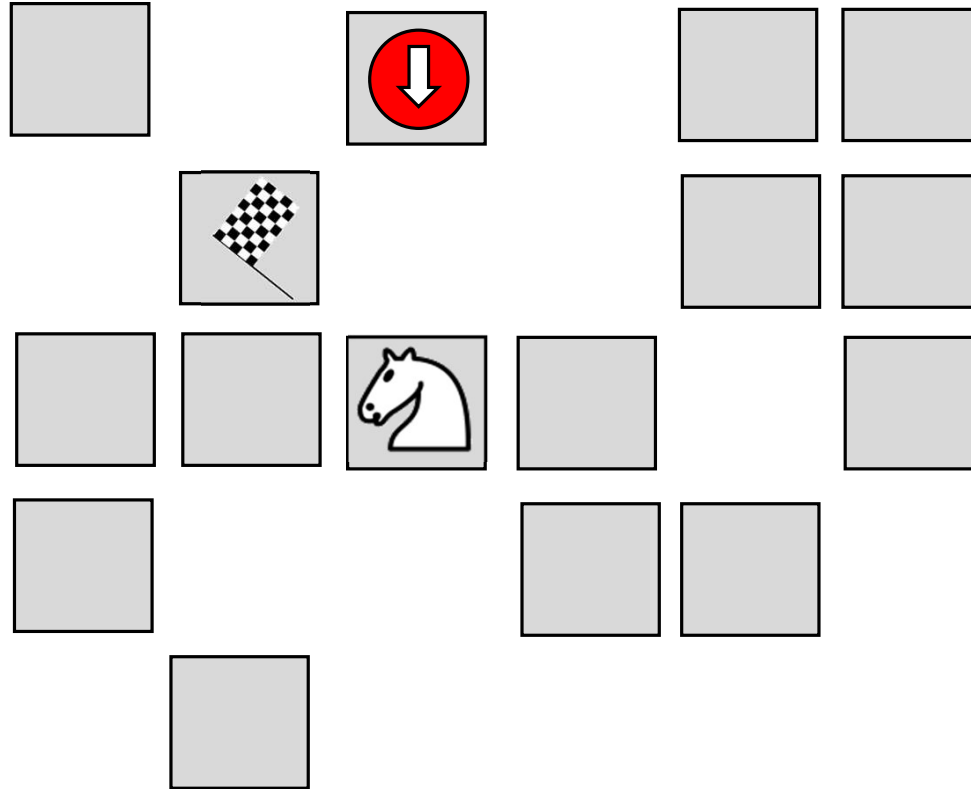
Moves: 1  
Undoes: 3



Block Placement

25 

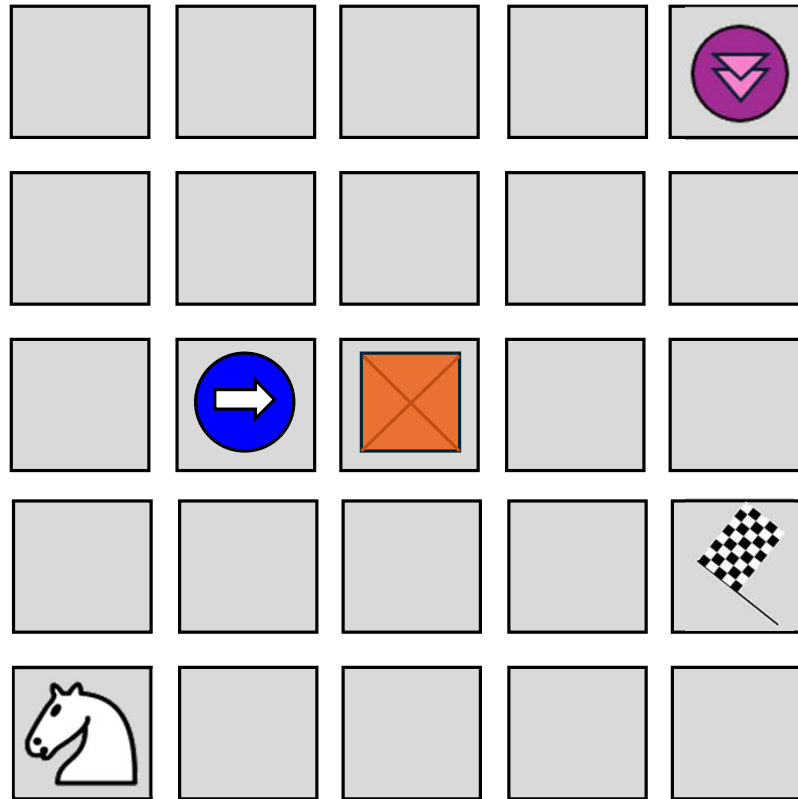
Moves left: 2  
Moves right: 2  
Moves up: 3  
Moves down: 1



Increasingly Cursed Move Counters

26

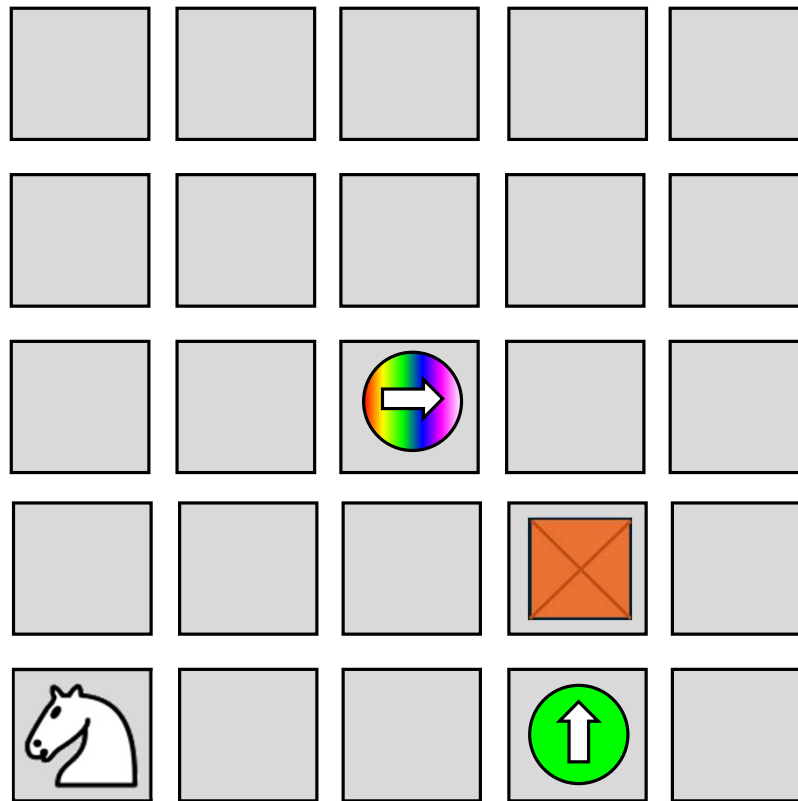
Moves: 2  
Undoes: 0



Push

27 

Moves: 5  
Undoes: 0

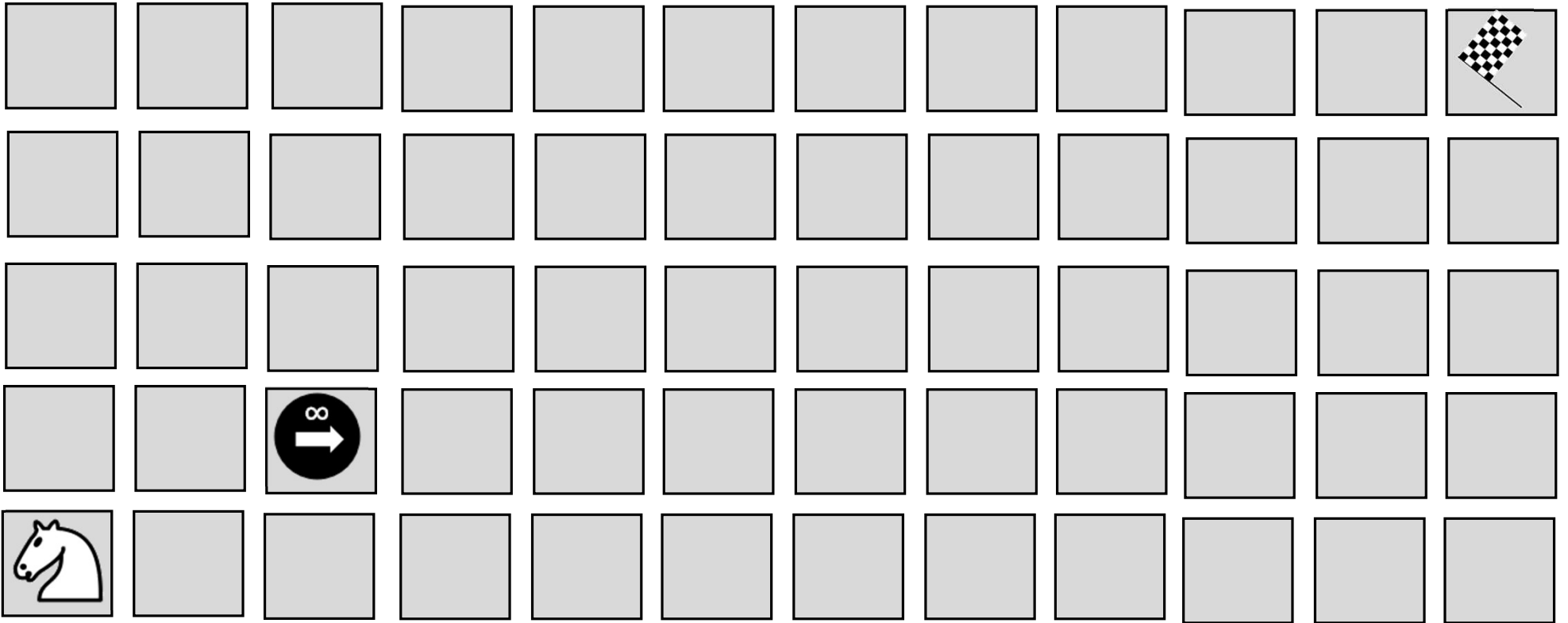


Nails

28

Moves: 3

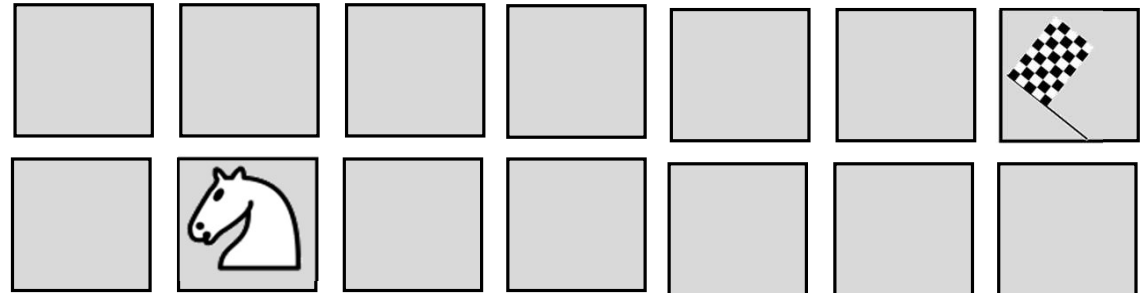
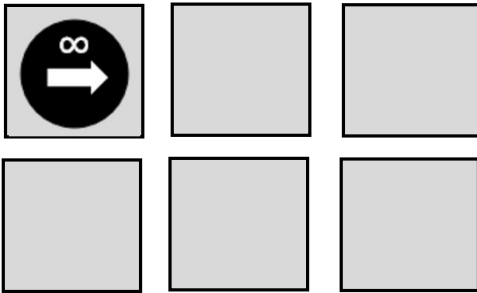
Undoes: 0



Infinite Range

29

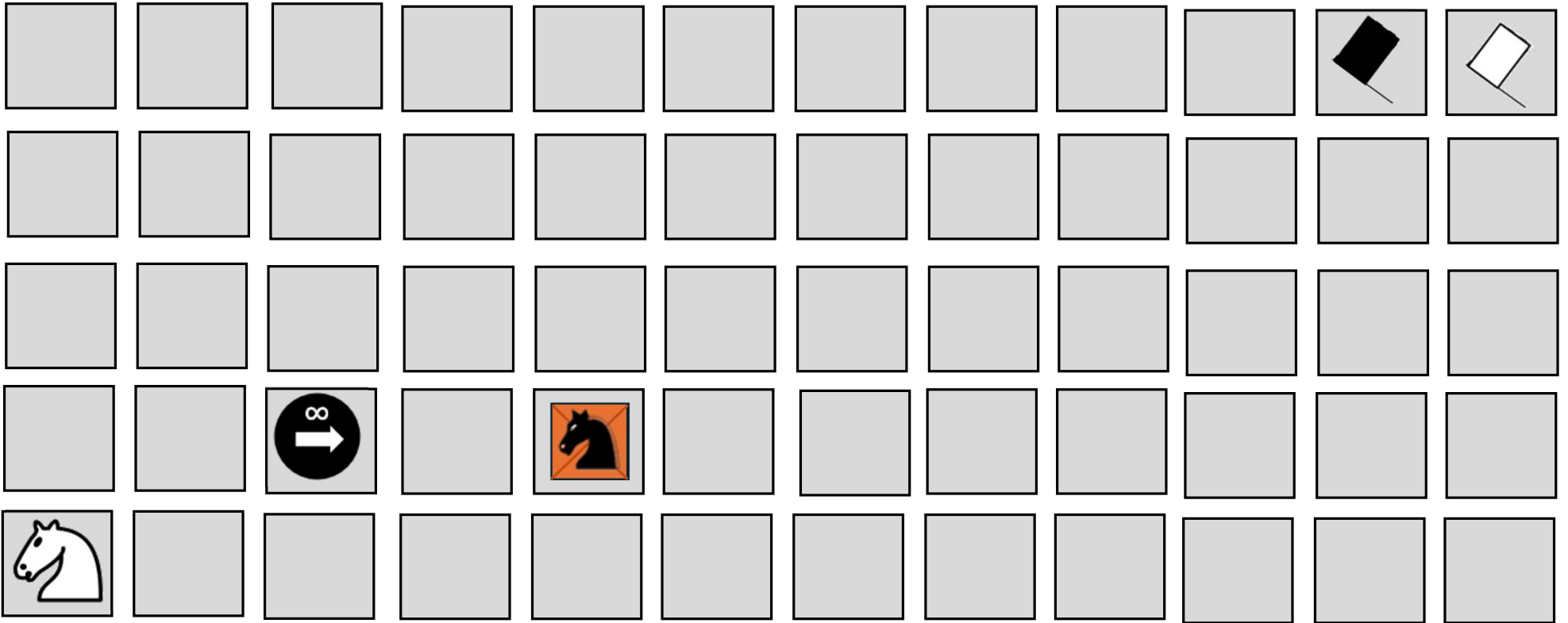
Moves: 2  
Undoes: 1



Infinite Range 2

30

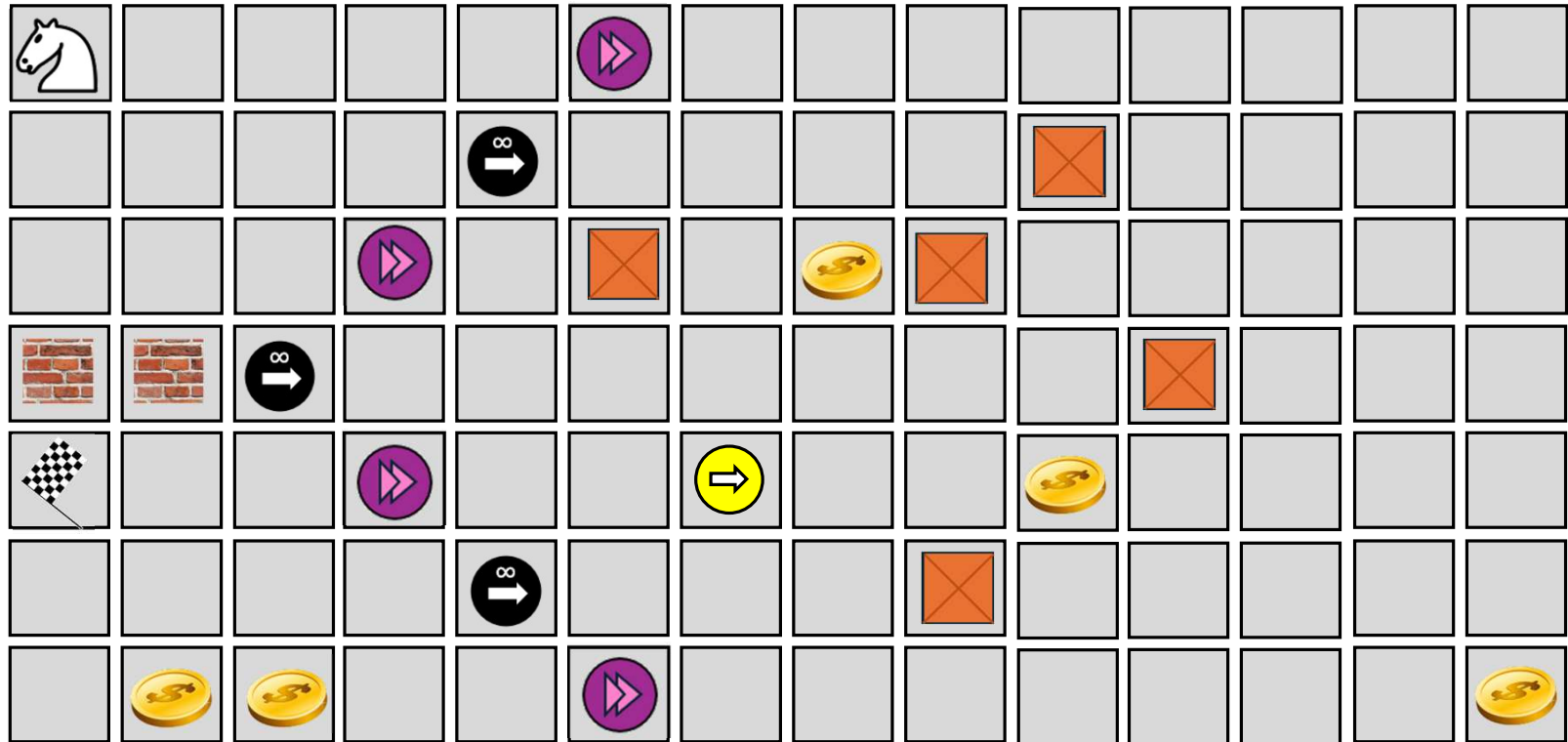
Moves: 5  
Undoes: 0



Ride

31 

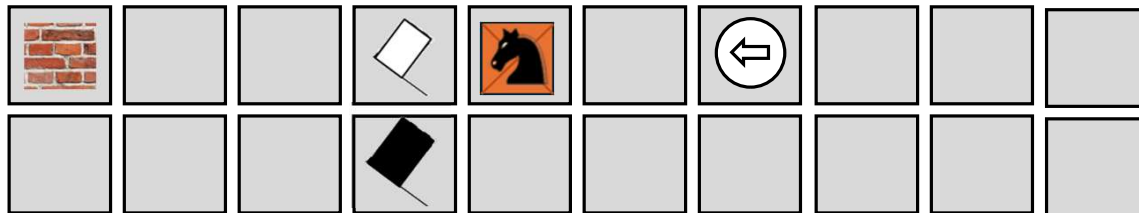
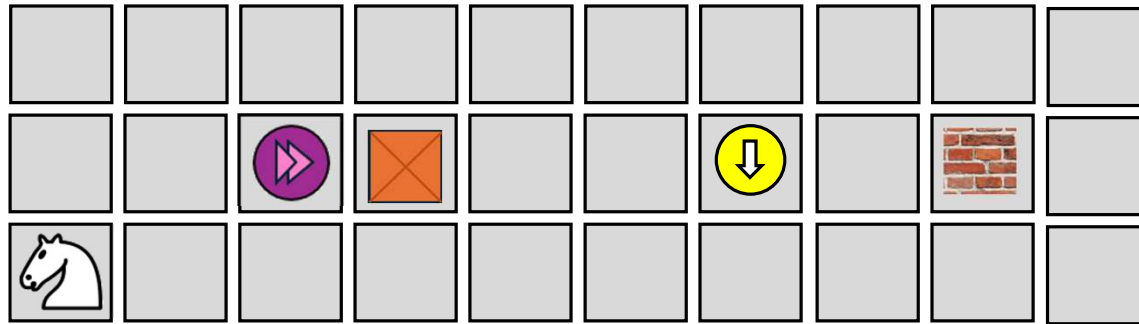
Moves: 11  
Undoes: 2



5 Coins

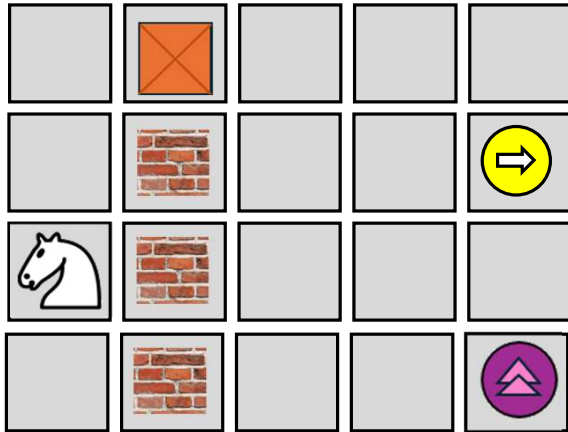
32

Moves: 2  
Undoes: 0

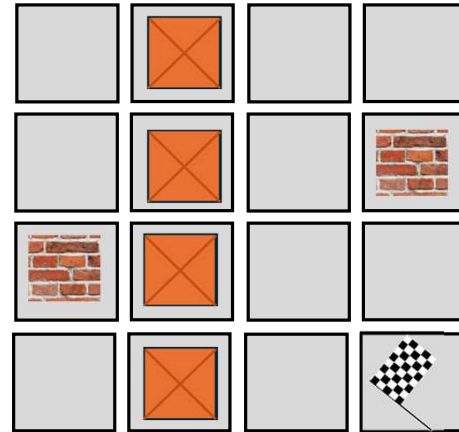


Wall Collisions

33



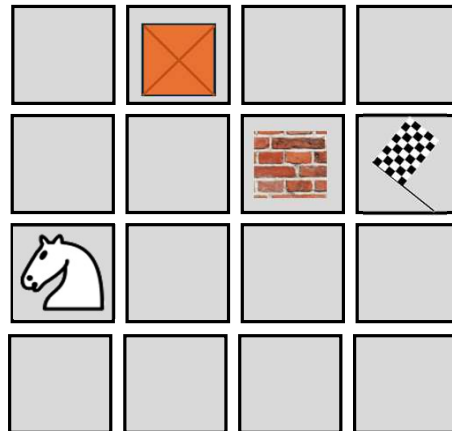
Moves: 8  
Undoes: 0



Move Push

34

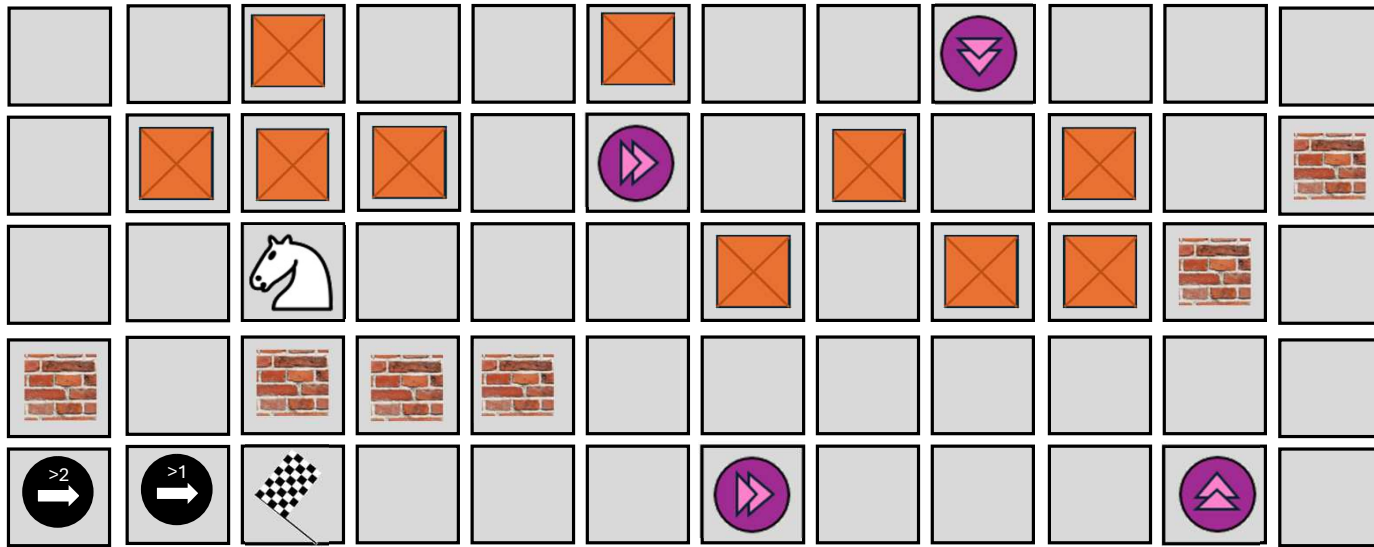
Moves: 2  
Undoes: 0



No Void Push

35 

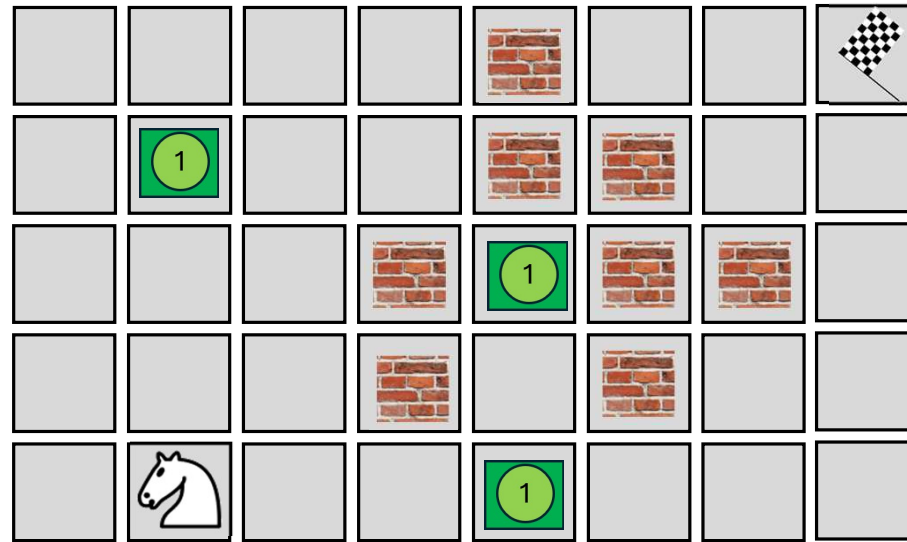
Moves: 7  
Undoes: 0



Minimum Range

36

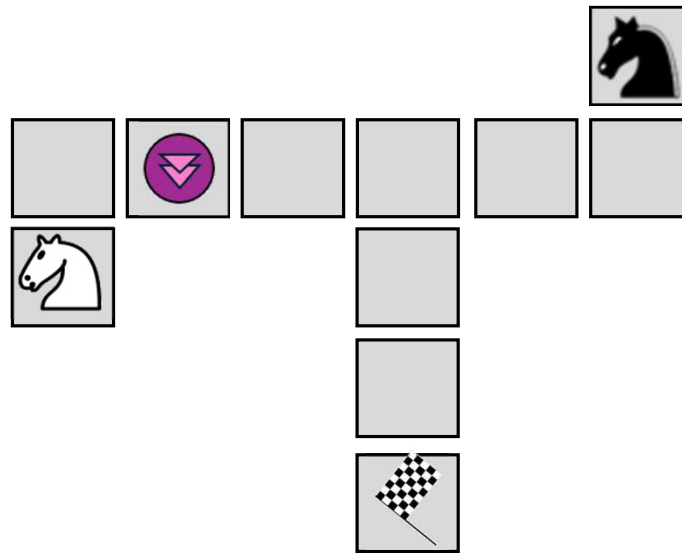
Moves: 10  
Undoes: 0



Shop

37

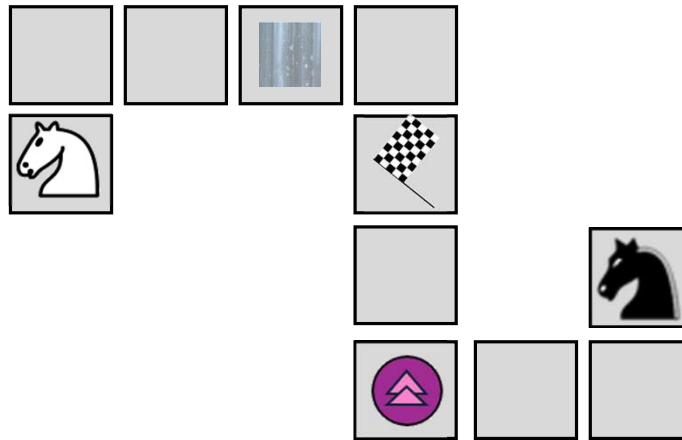
Moves: 1  
Undoes: 0  
Pushes: 1



Push

38

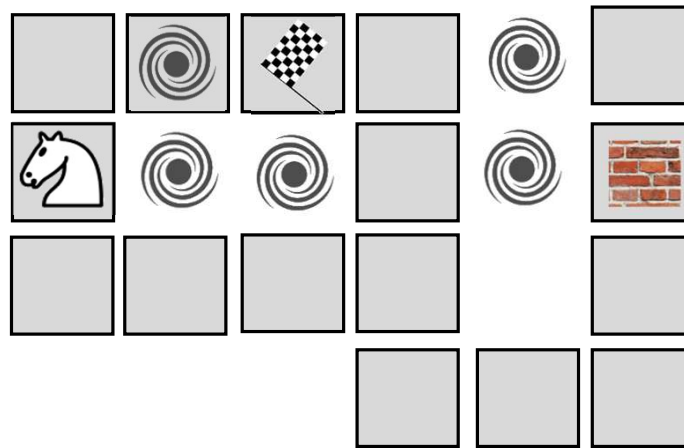
Moves: 1  
Undoes: 0  
Pushes: 1



Push 2

39

Moves: 4  
Undoes: 0  
Pushes: 1



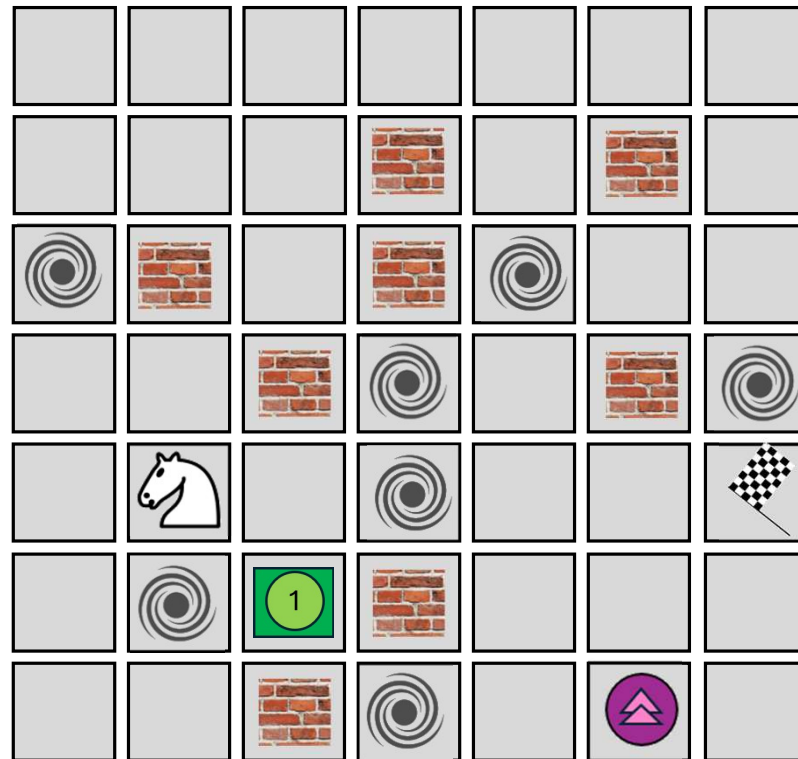
Failed Push

40 

Moves: 3  
Undoes: 2  
Pushes: 2

+2 moves  
1.00 \$

+1 undo  
1.00 \$



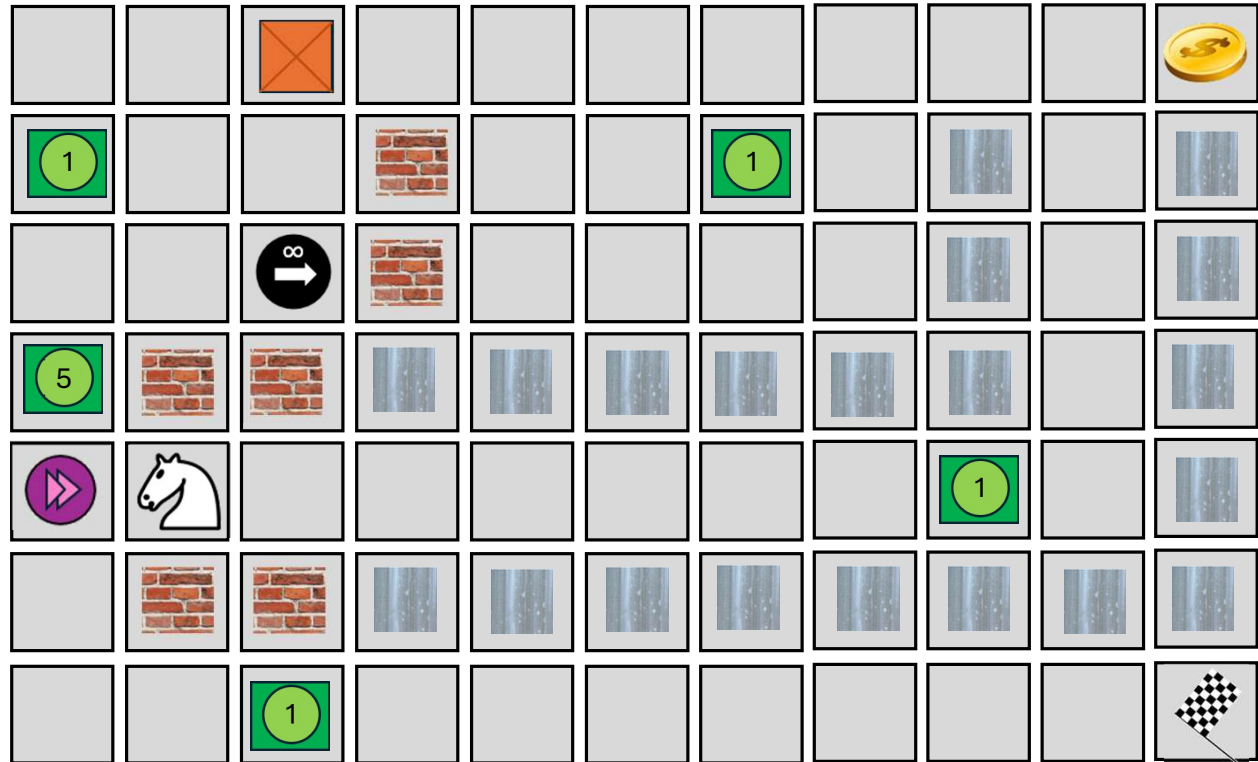
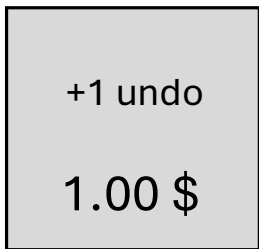
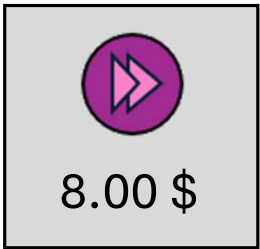
Wall Disposal

41

Moves: 18

Undoes: 0

Pushes: 2



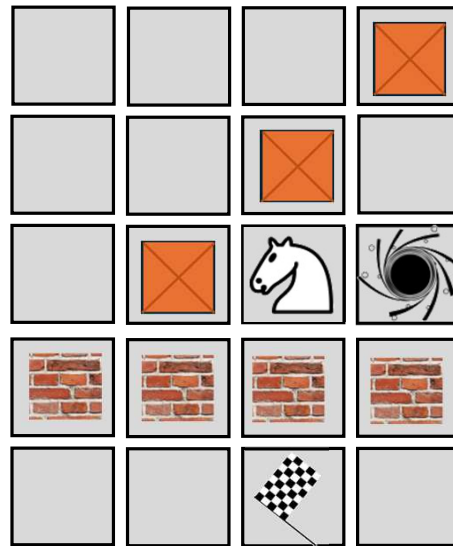
Tunnels

# Chapter e



42.1

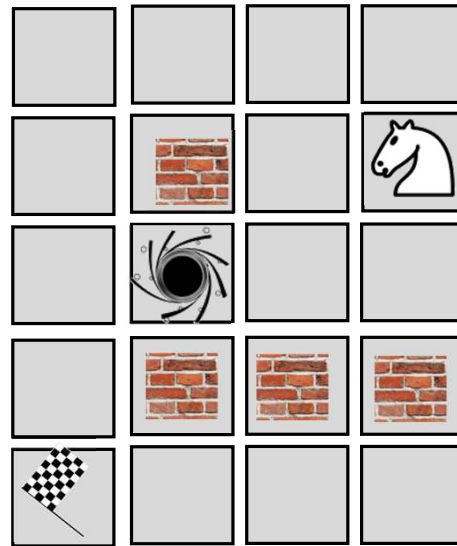
Moves: 6  
Undoes: 0  
Pushes: 0



Wormhole

42.2

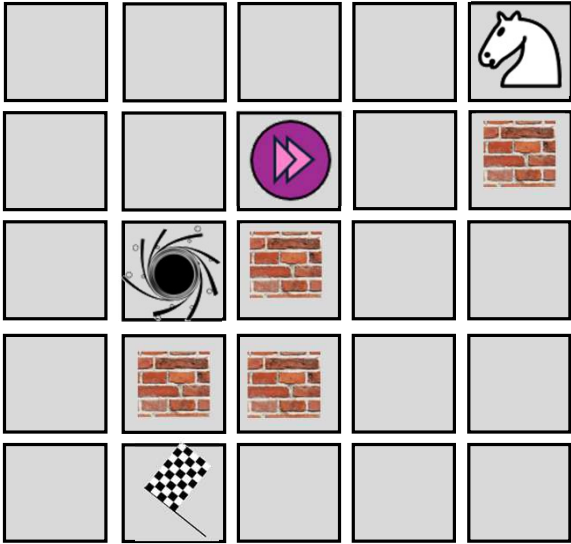
Moves: 2  
Undoes: 0  
Pushes: 0



Wormhole

43.1

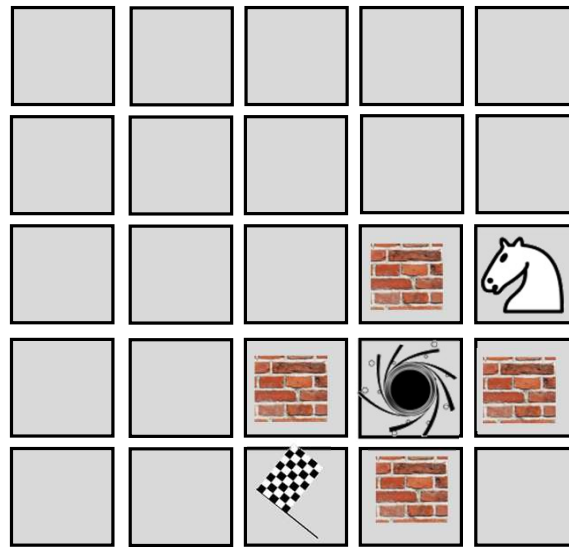
Moves: 4  
Undoes: 1  
Pushes: 0



3-way Portal

43.2

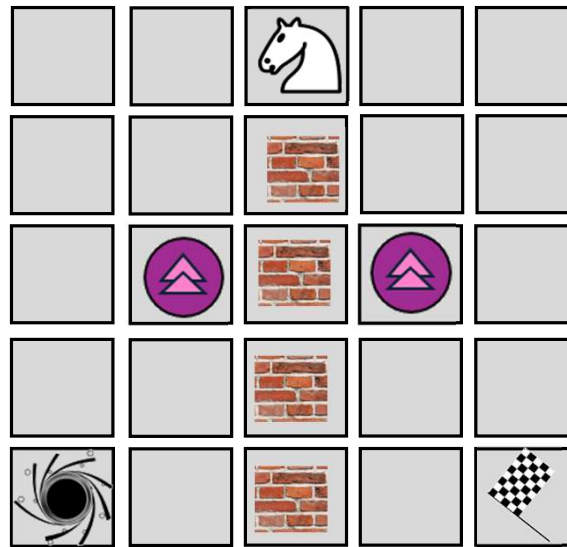
Moves: 4  
Undoes: 0  
Pushes: 1



3-way Portal

43.3 

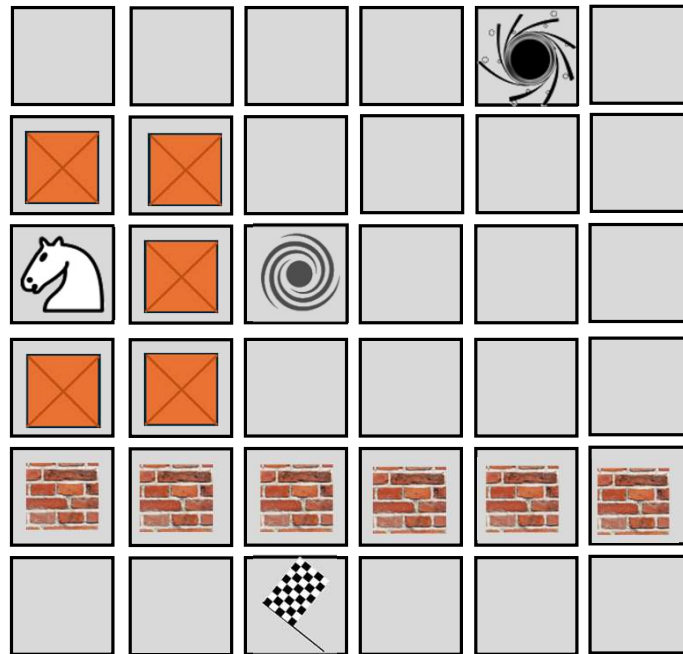
Moves: 5  
Undoes: 0  
Pushes: 0




3-way Portal

44.1 

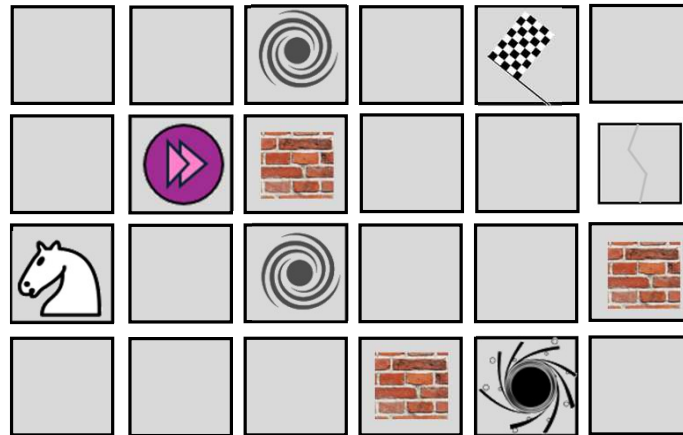
Moves: 7  
Undoes: 0  
Pushes: 0



Boxes

44.2 

Moves: 6  
Undoes: 0  
Pushes: 0



Boxes

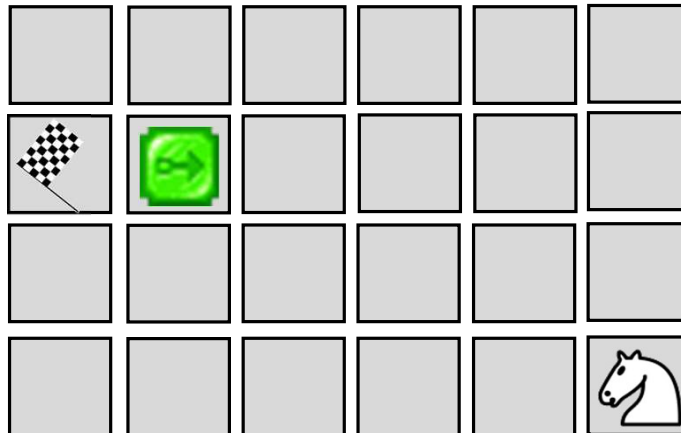
# Chapter 3



45

Moves: 1

Waits: 3

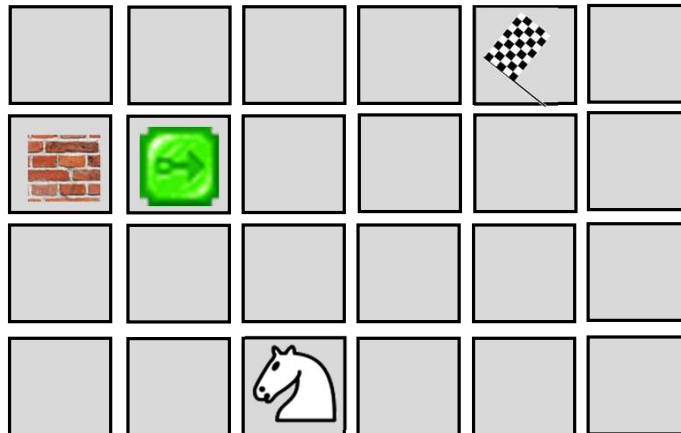


Generator Cell

Image Source: CelLua Wiki

46

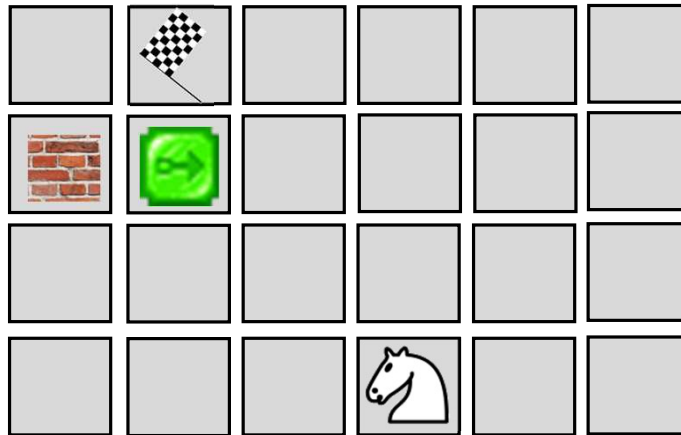
Moves: 3  
Undoes: 0  
Pushes: 0



Expanding Wall

47

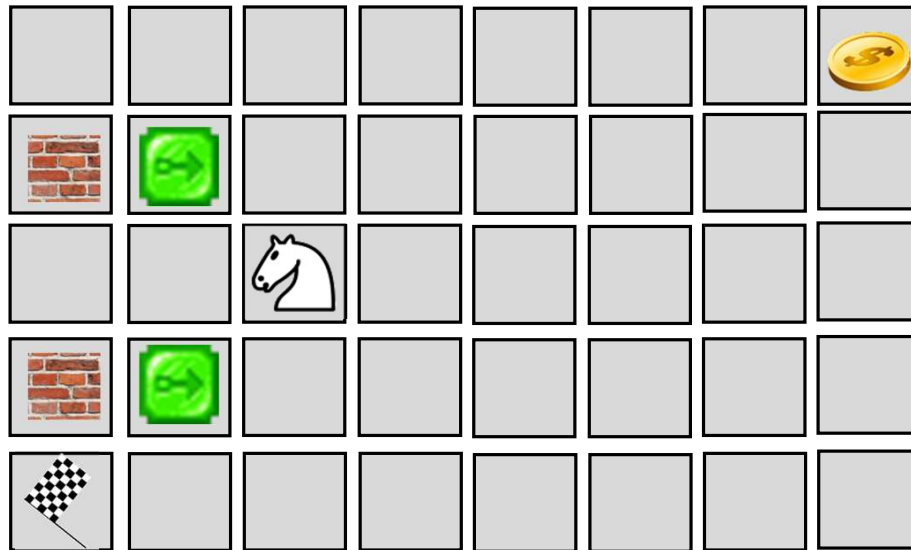
Moves: 2  
Undoes: 0  
Pushes: 0



Push

48

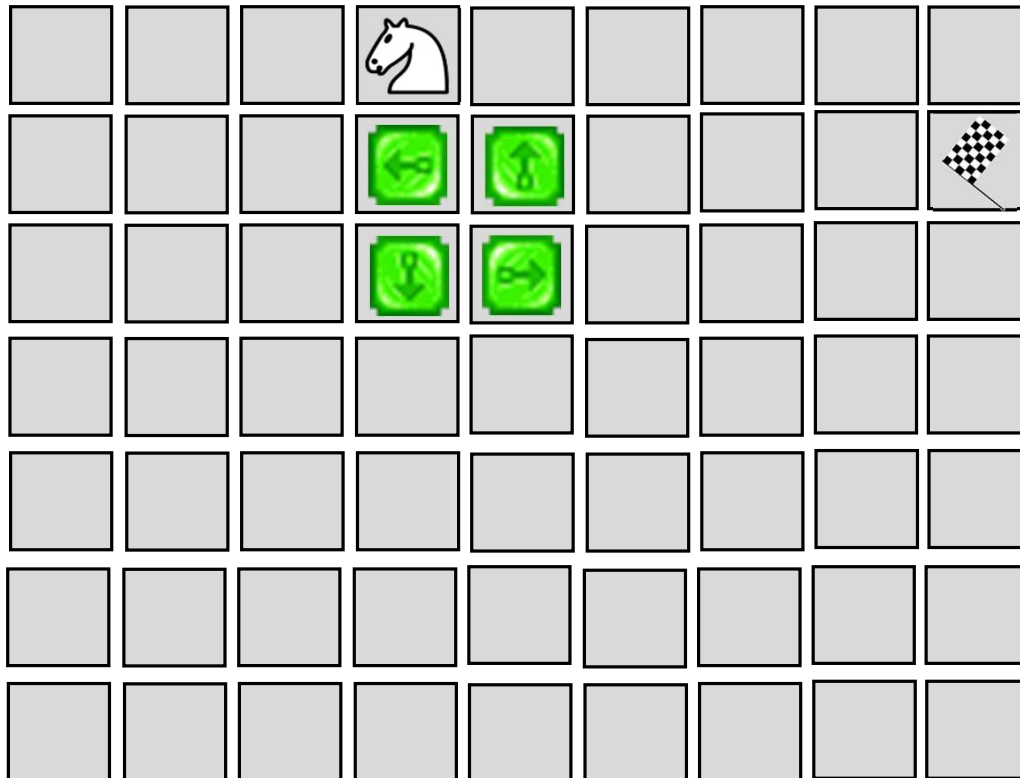
Moves: 9  
Undoes: 0  
Pushes: 1



Deactivation

49

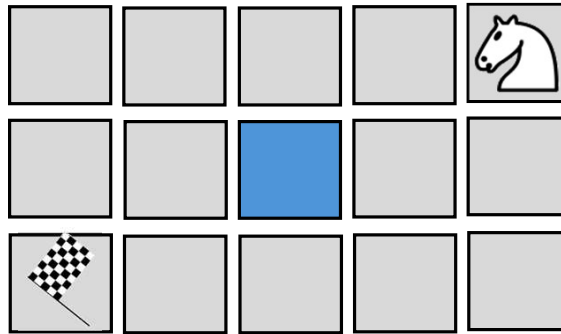
Moves: 4  
Undoes: 0  
Pushes: 0



Explosion

50

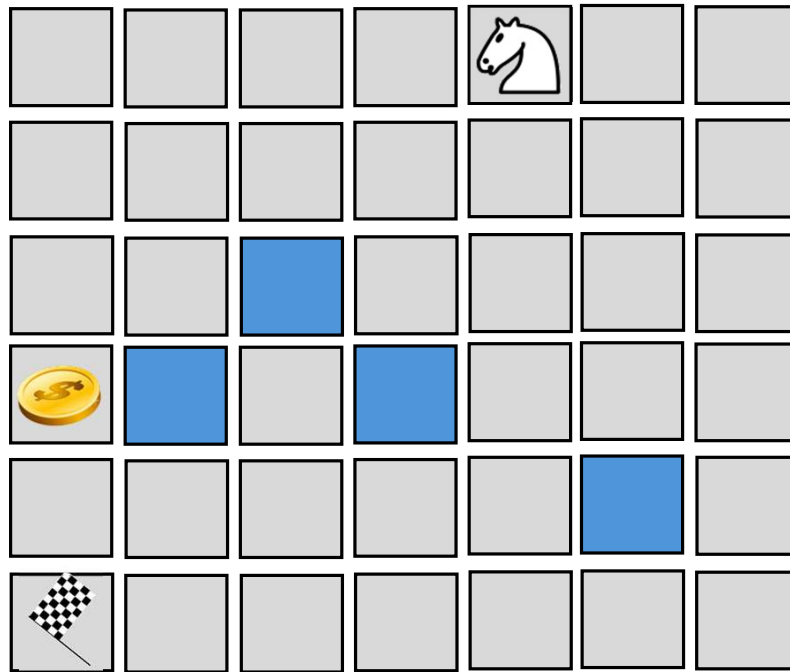
Moves: 0  
Undoes: 0  
Pushes: 0



Blue

51

Moves: 1  
Undoes: 0  
Pushes: 0



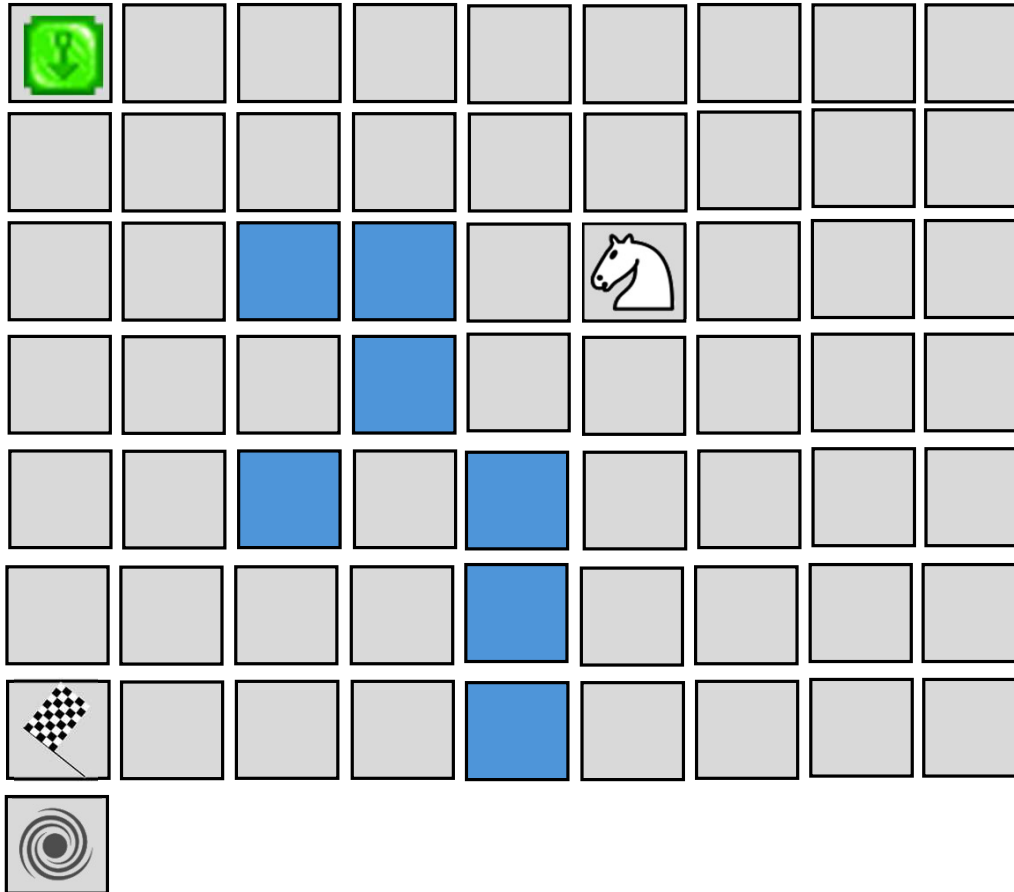
Blue 2

52

Moves: 0

Undoes: 0

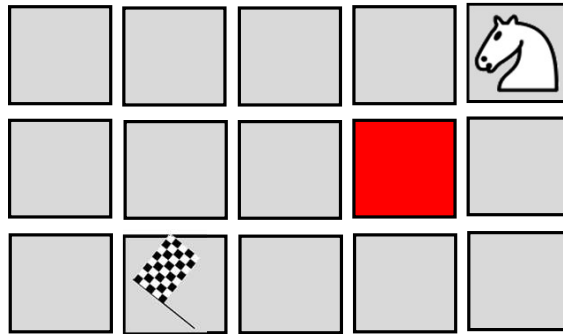
Pushes: 0



Timing

53

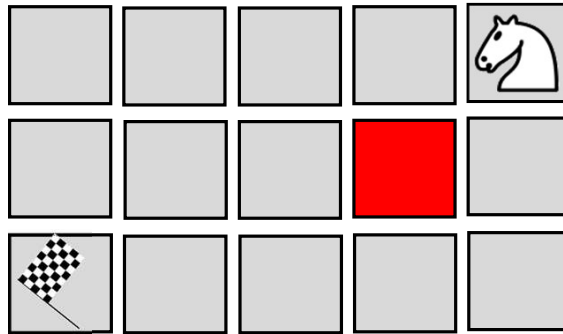
Moves: 2  
Undoes: 0  
Pushes: 0



Red

54

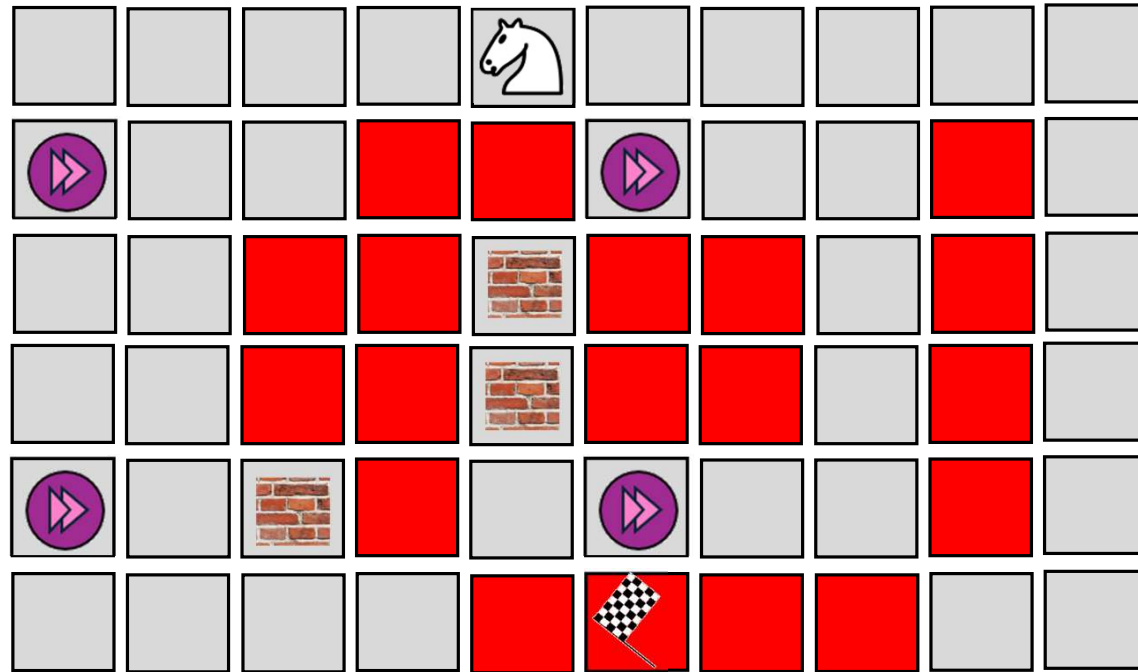
Moves: 2  
Undoes: 0  
Pushes: 0



No Red

55 

Moves: 4  
Undoes: 0  
Pushes: 0



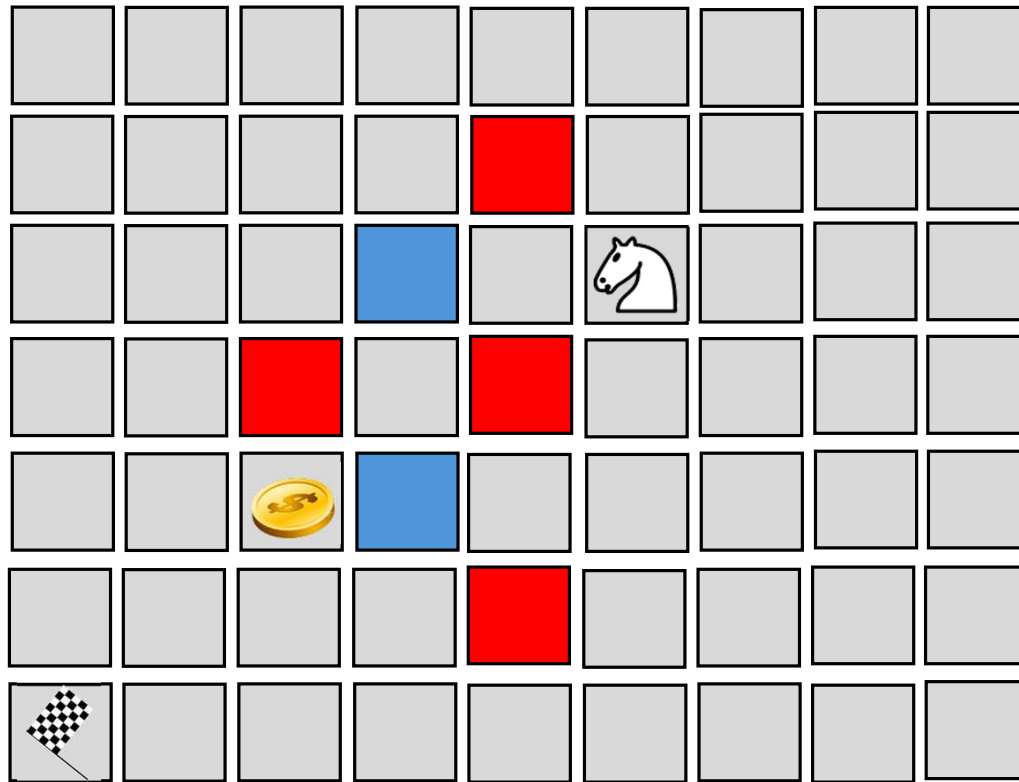
Arrow Interruption

56

Moves: 3

Undoes: 0

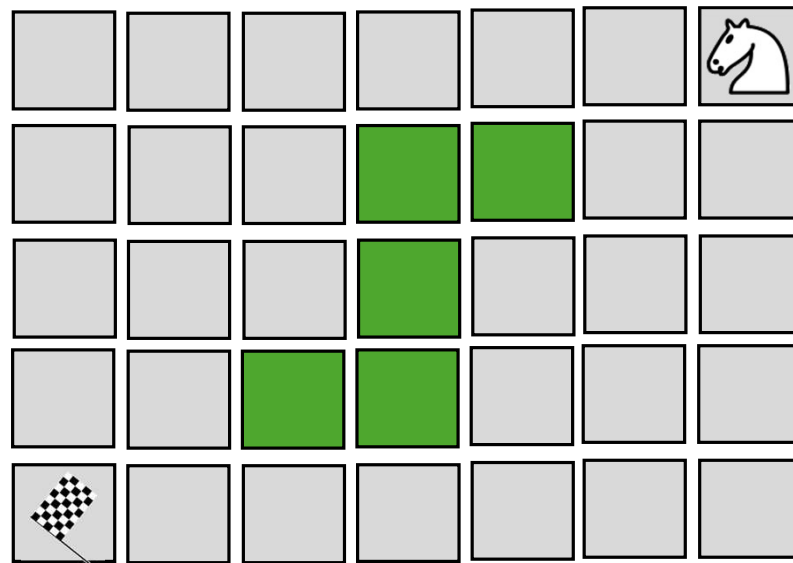
Pushes: 0



Moving Flag

57

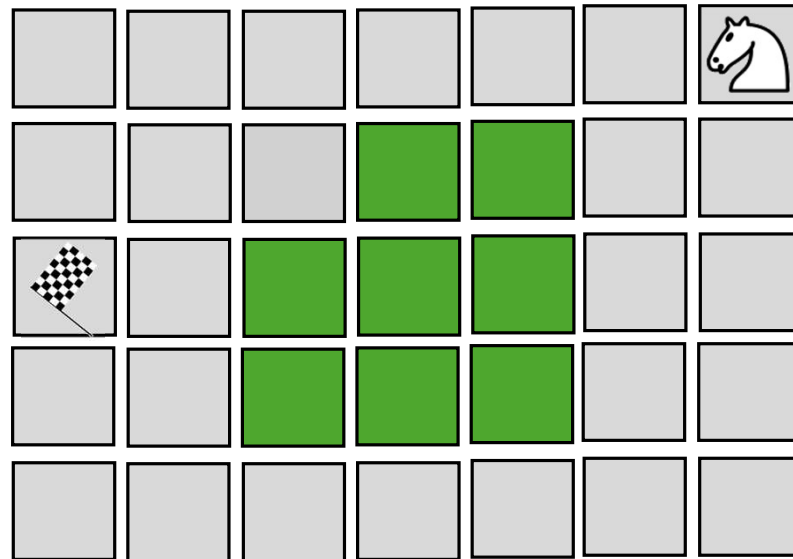
Moves: 2  
Undoes: 0  
Pushes: 0



Green

58

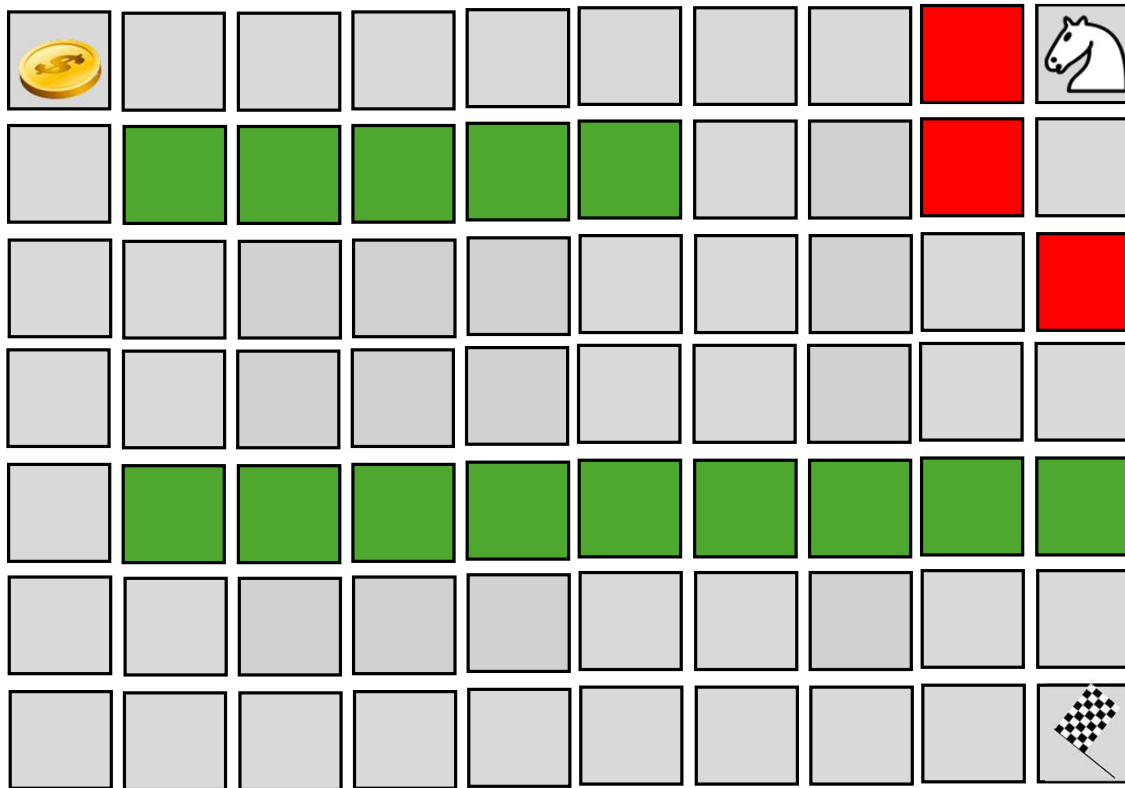
Moves: 2  
Undoes: 0  
Pushes: 0



Green 2

59

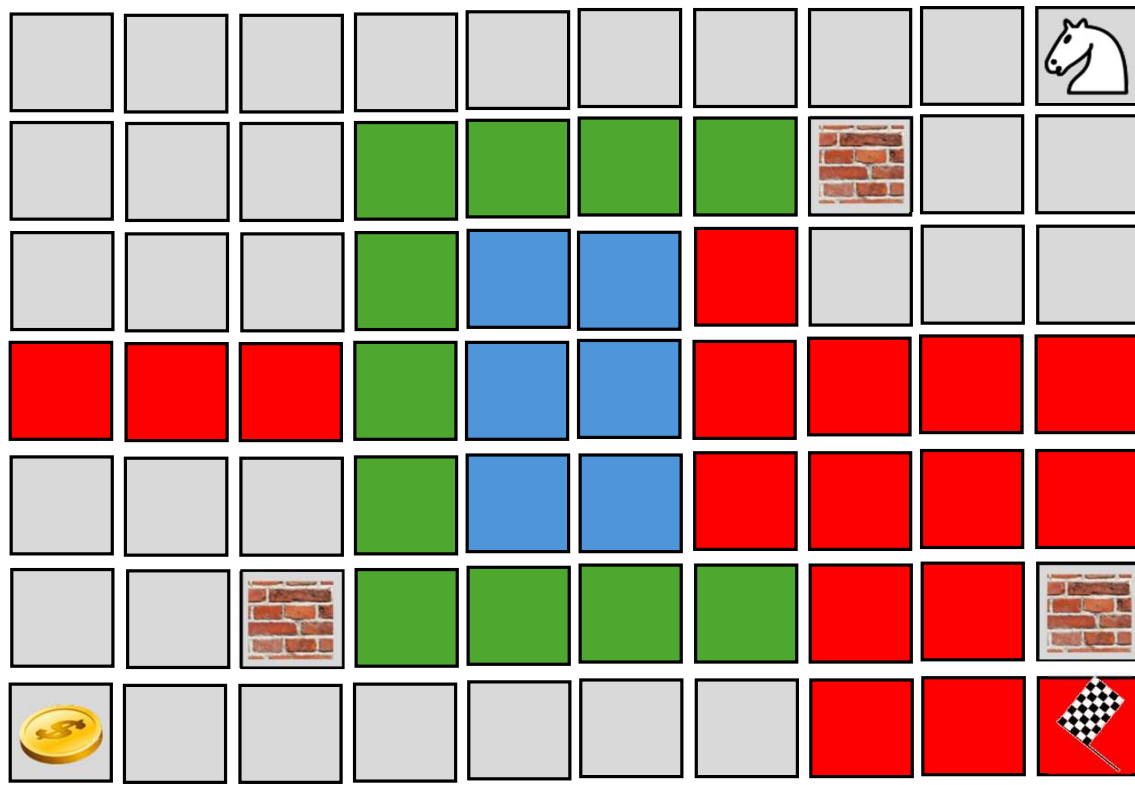
Moves: 7  
Undoes: 0  
Pushes: 0



Sliders

60 

Moves: 7  
Undoes: 0  
Pushes: 0



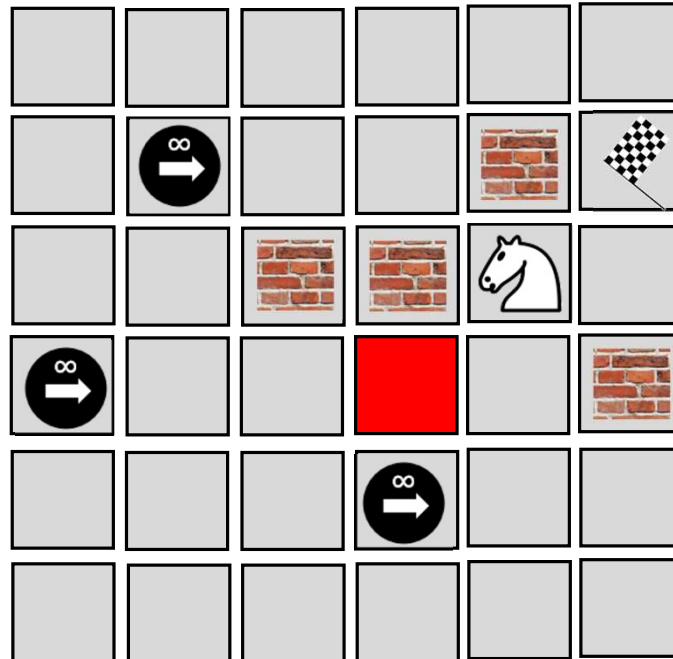
RGB Tiles

61

Moves: 2

Undoes: 1

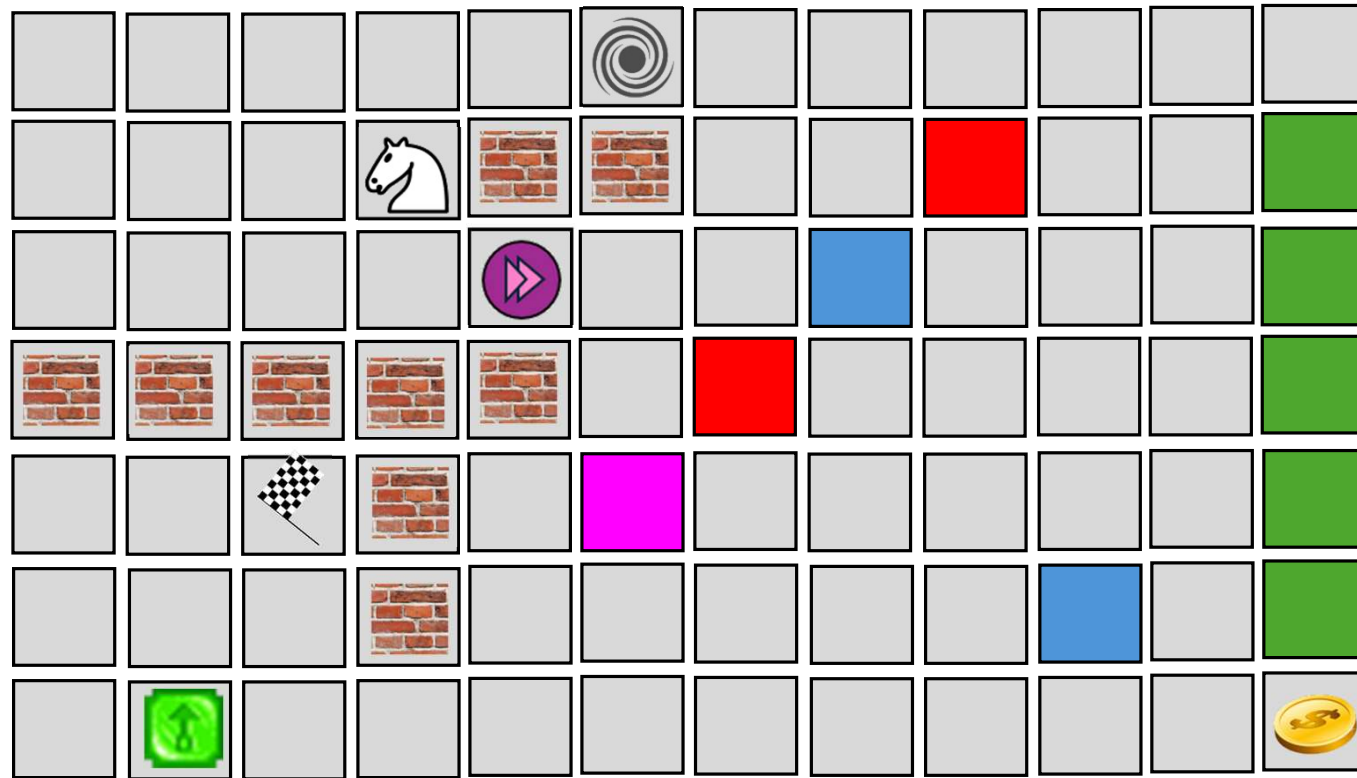
Pushes: 0



Normal Puzzle

62

Moves: 2  
Undoes: 1  
Pushes: 1

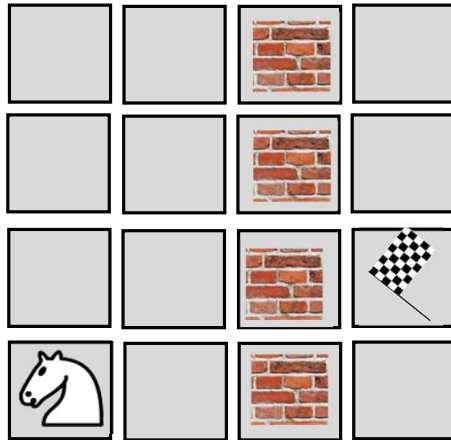


Color Combination



63

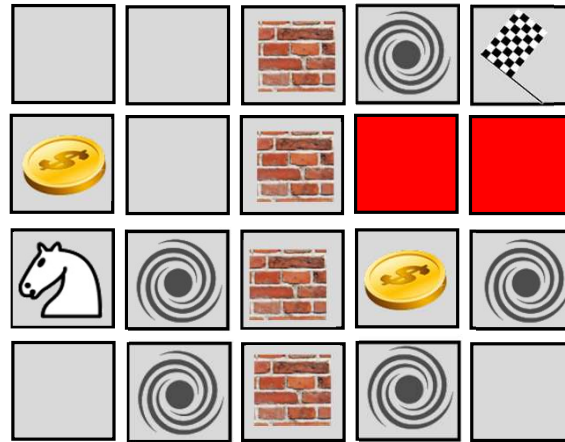
Moves: 0  
Undoes: 0  
Pushes: 0  
Leaps: 2



Leap

64

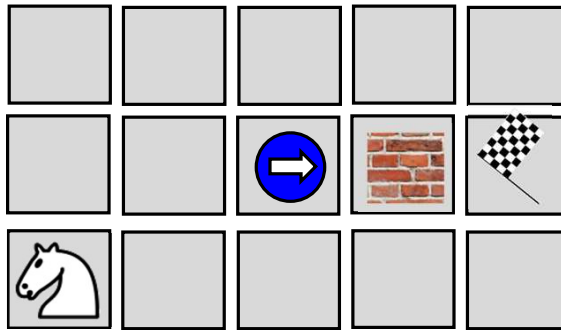
Moves: 0  
Undoes: 0  
Pushes: 0  
Leaps: 6



Leap 2

65

Moves: 1  
Undoes: 0  
Pushes: 0  
Leaps: 1



Leap 3

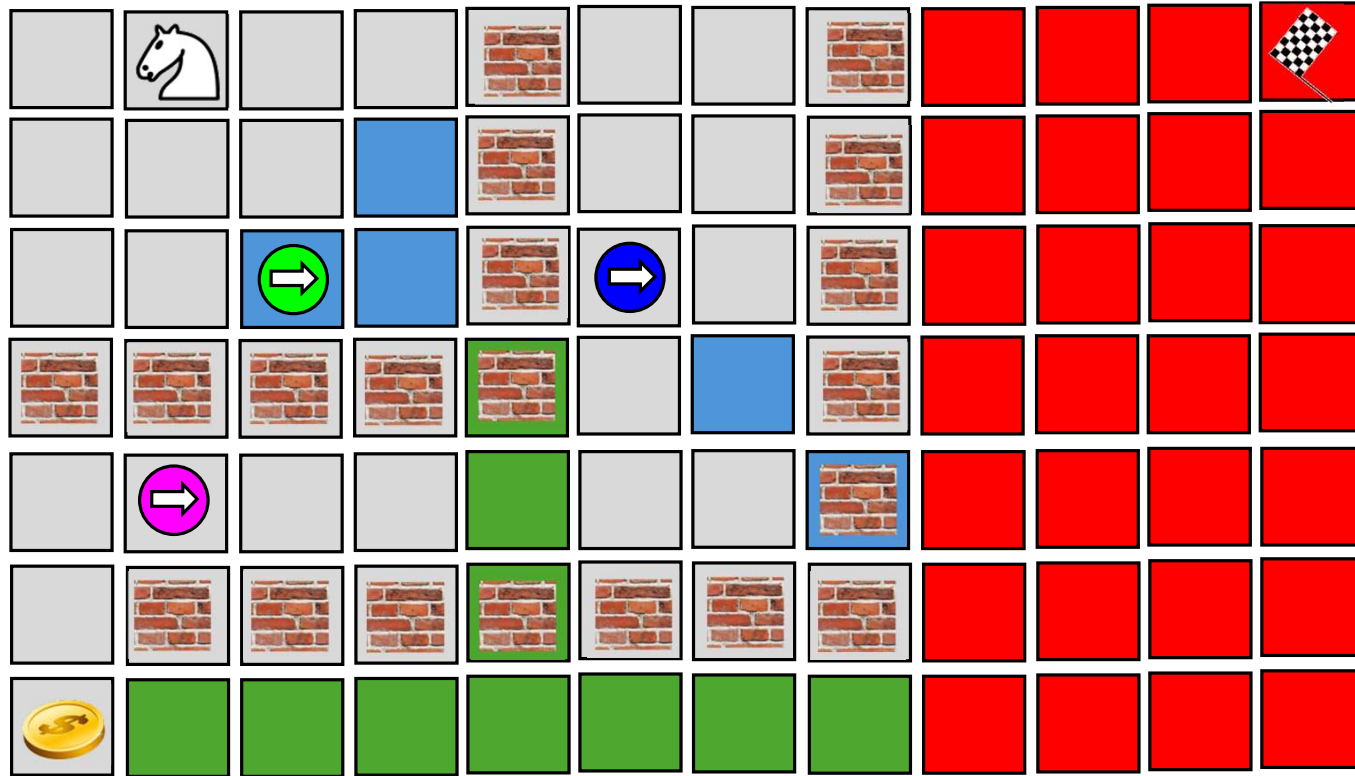
66

Moves: 7

Leaps: 2

Undoes: 0

Pushes: 0



Colored Wall Tiles

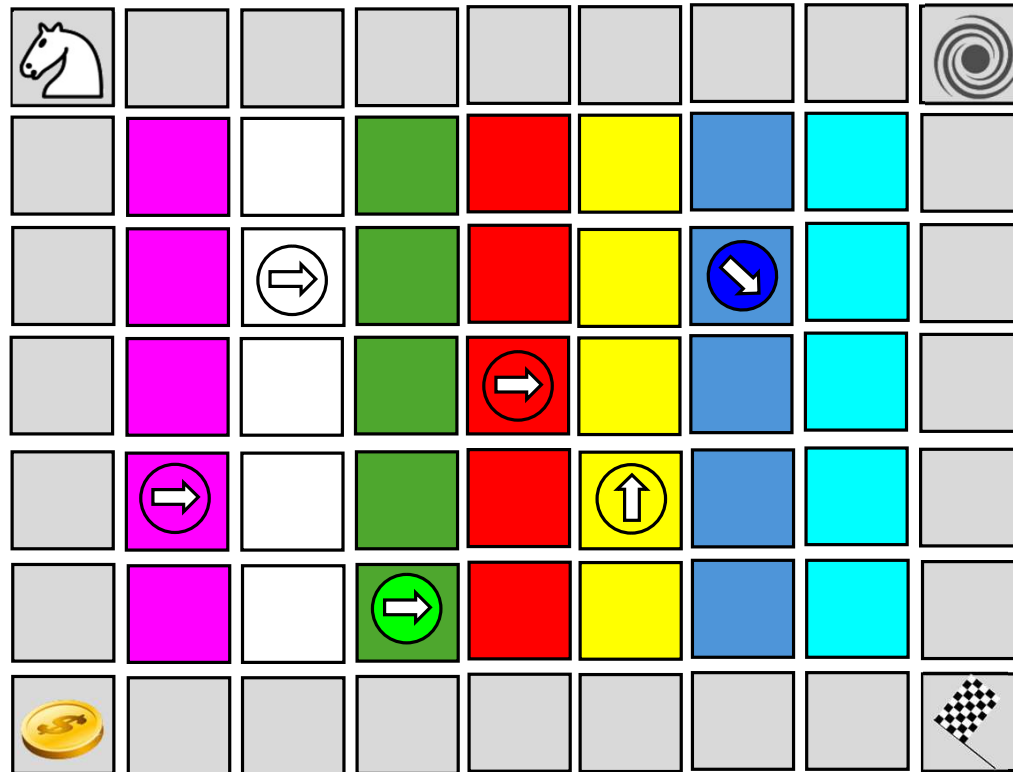
67

Moves: 0

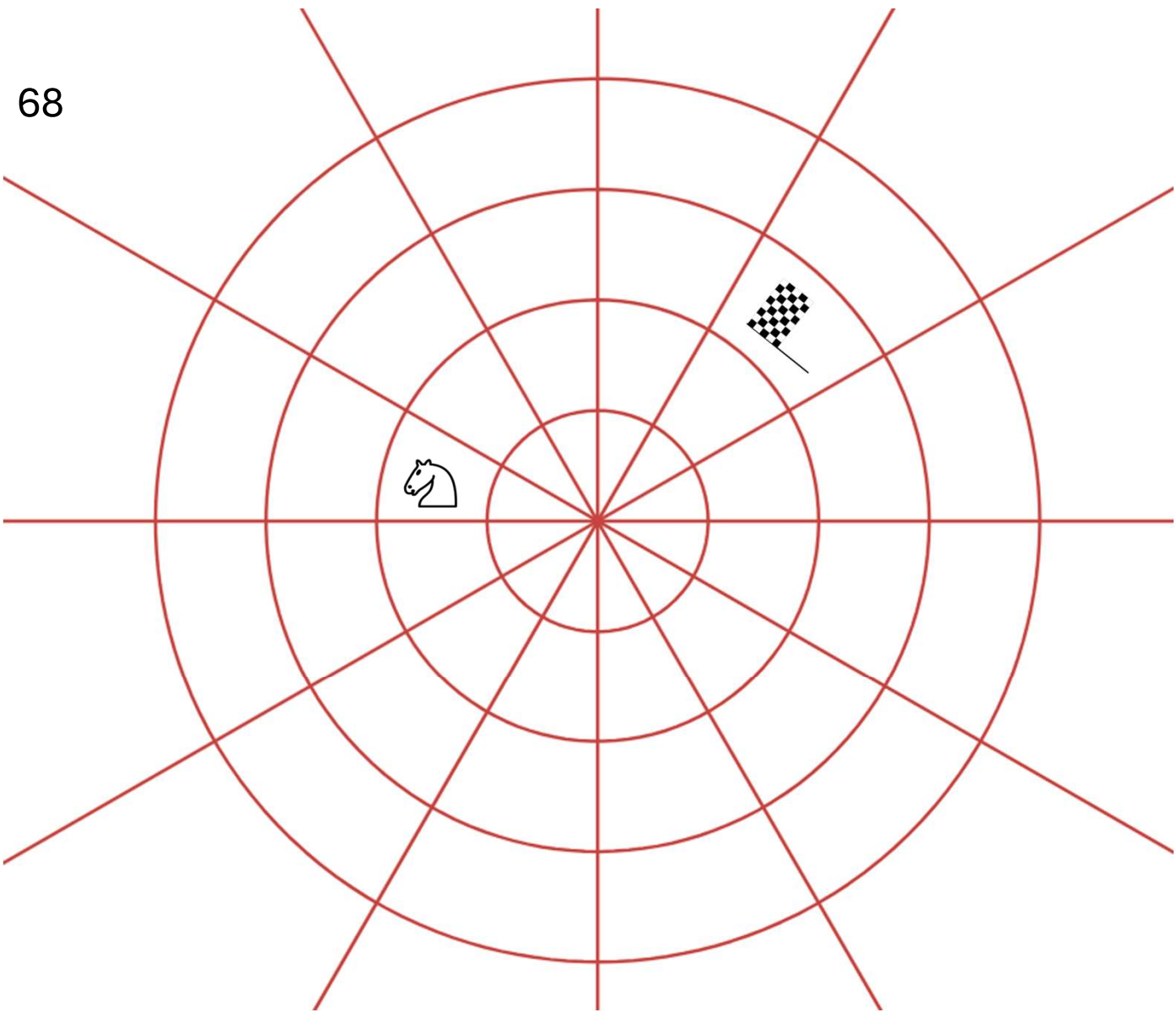
Leaps: 0

Undoes: 0

Pushes: 0



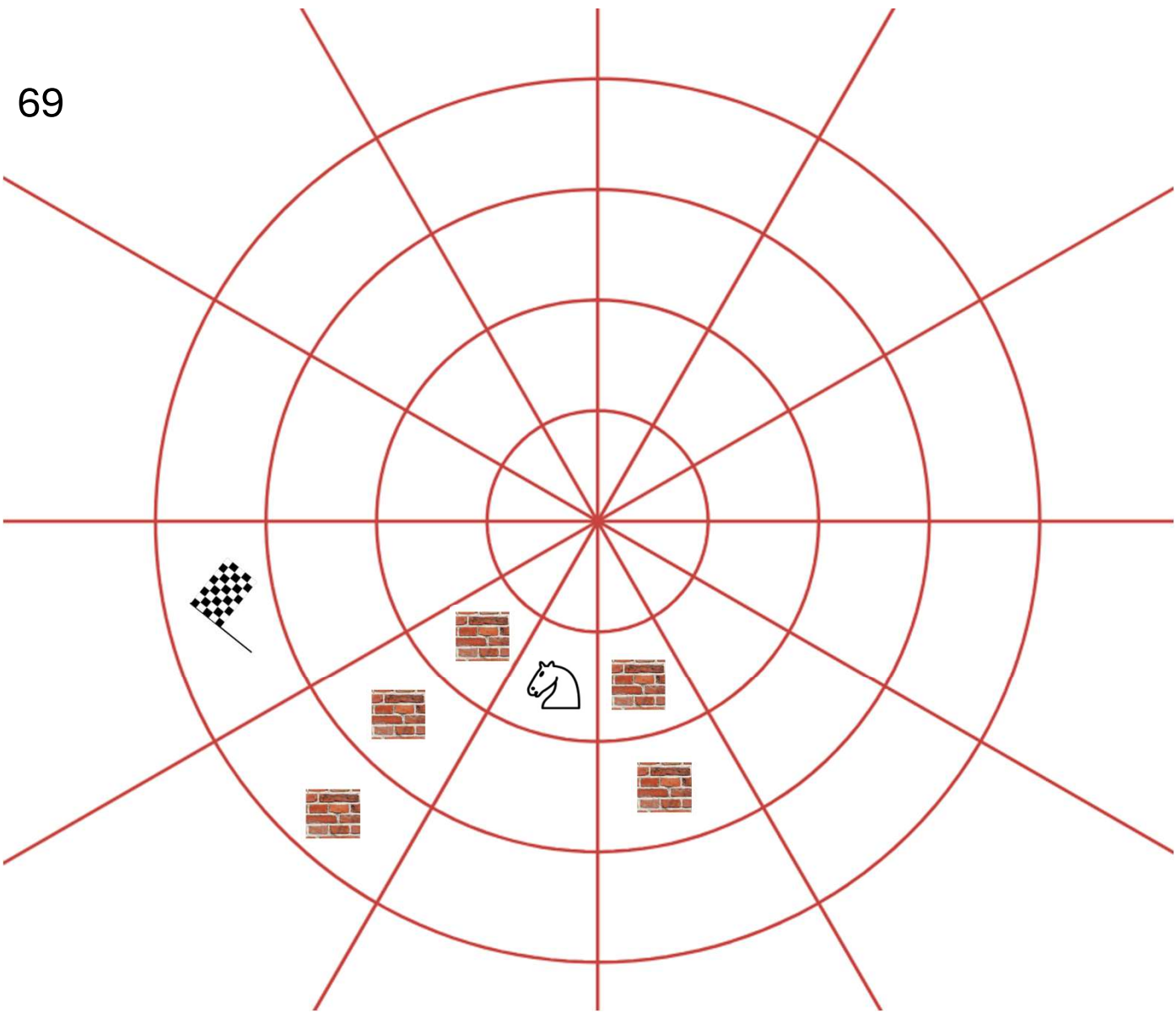
Color Combination 2



68

Moves: 2  
Undoes: 0  
Pushes: 0  
Leaps: 0

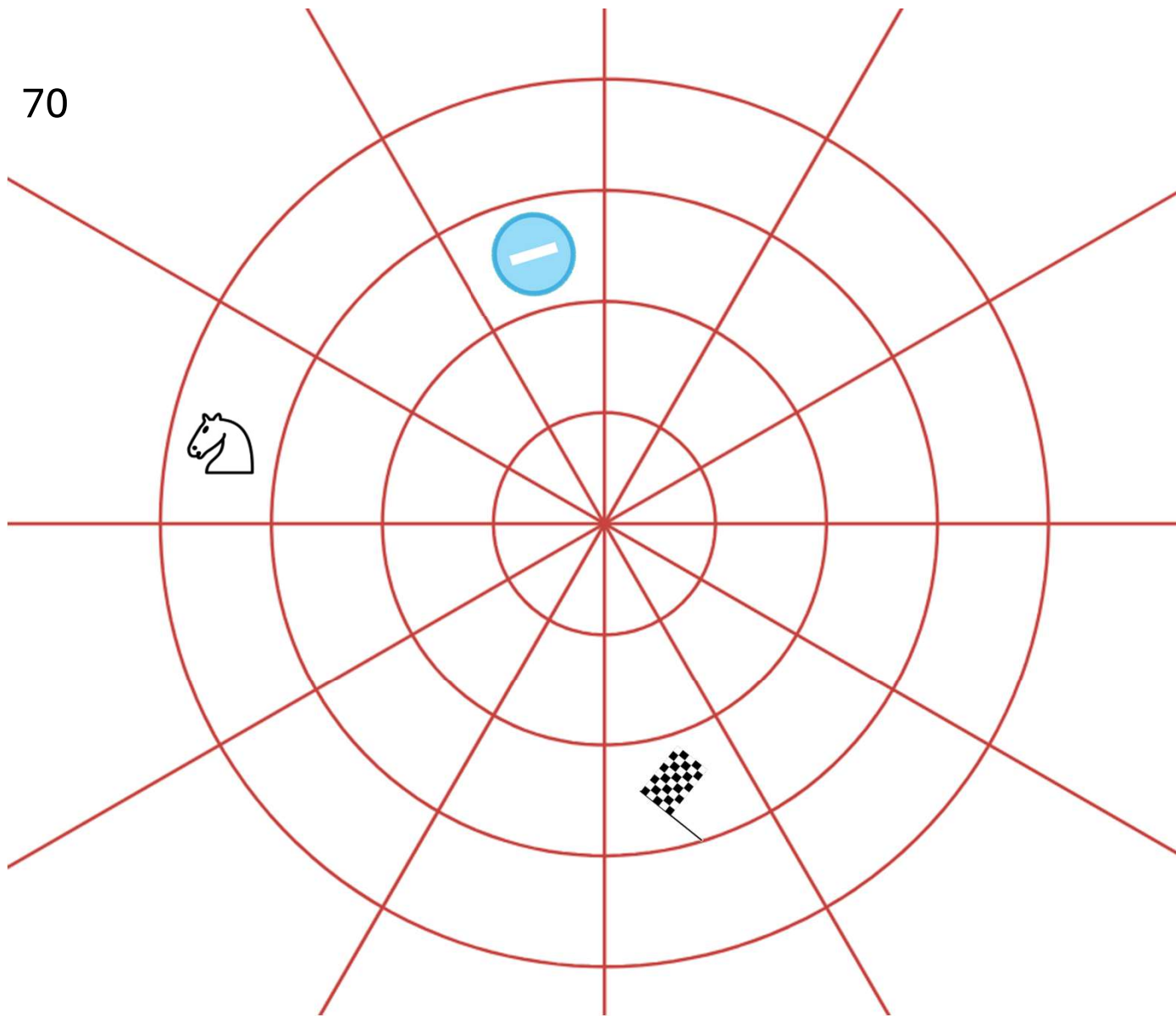
Polar ICKP



69

Moves: 4  
Undoes: 0  
Pushes: 0  
Leaps: 0

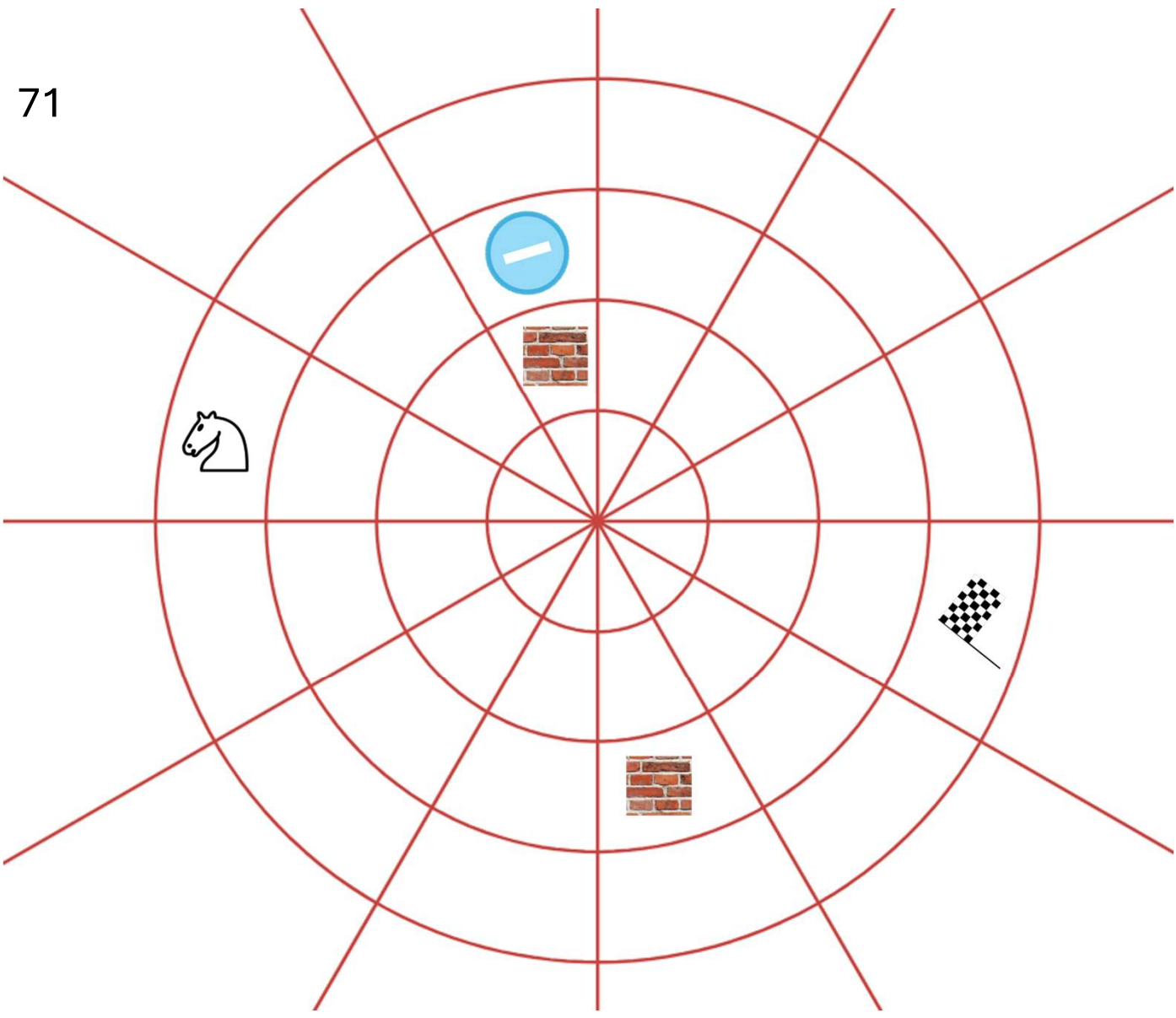
Warp



70

Moves: 1  
Undoes: 0  
Pushes: 0  
Leaps: 0

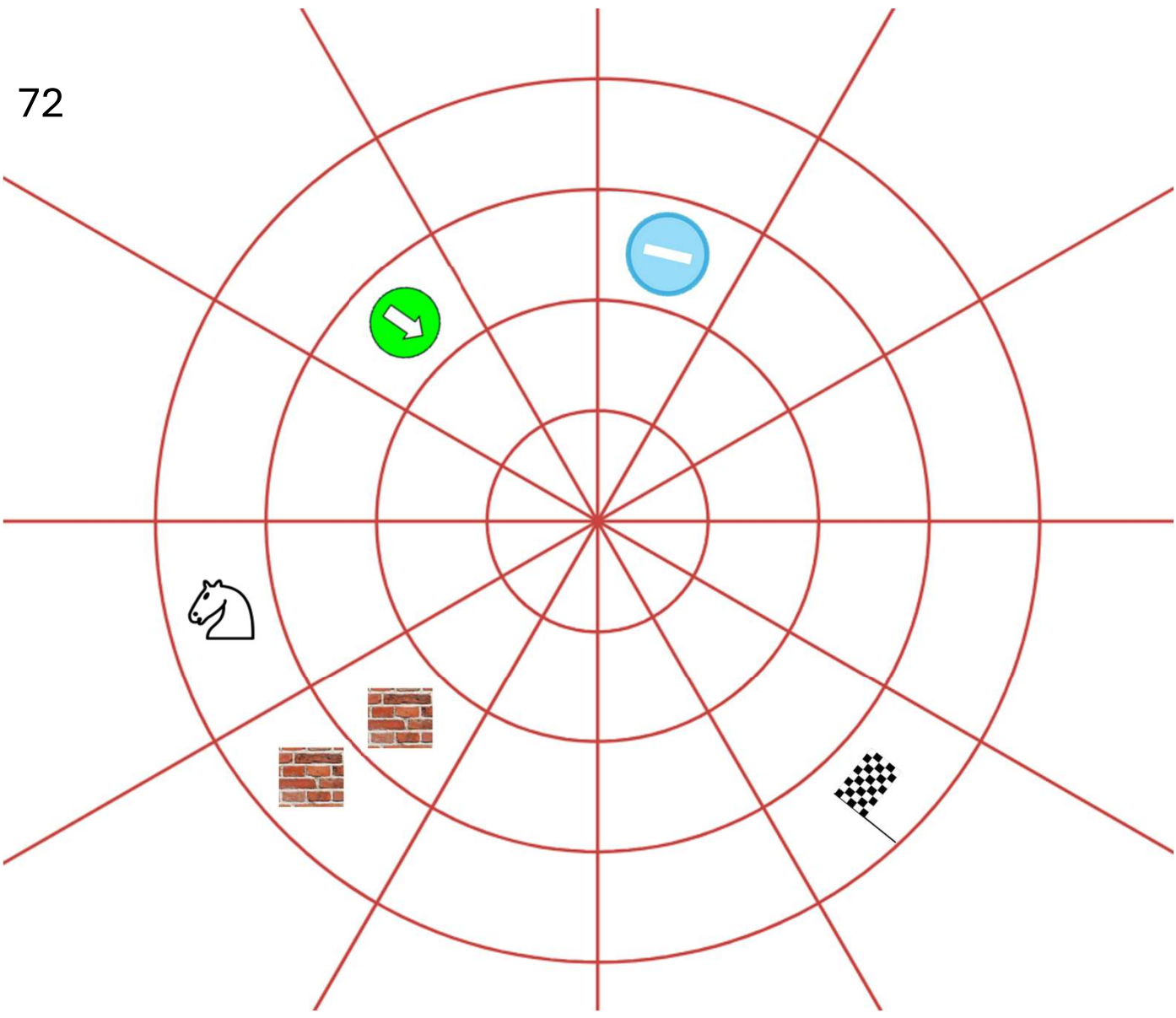
Reflection



71

Moves: 2  
Undoes: 0  
Pushes: 0  
Leaps: 0

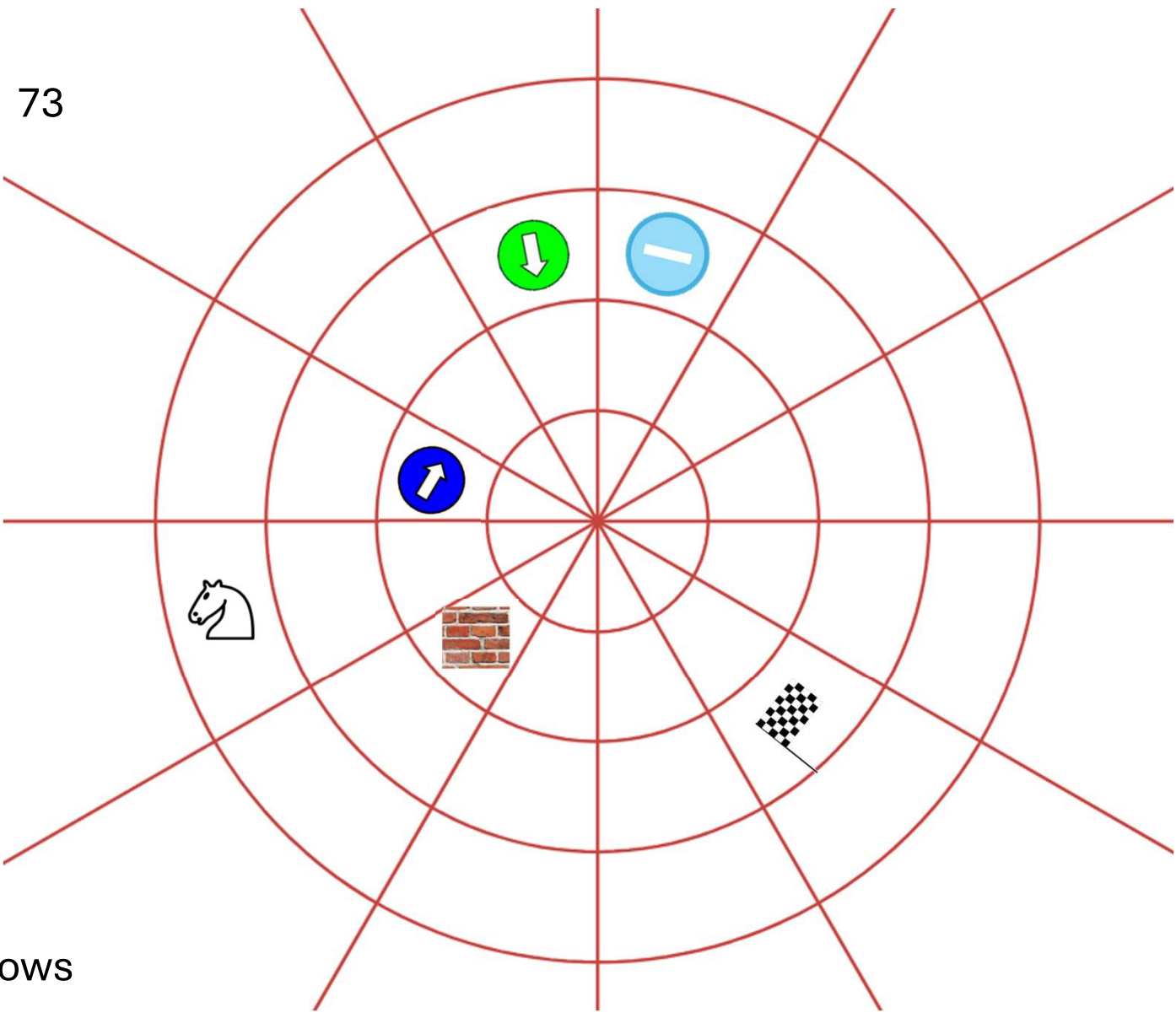
Wall Landing



72

Moves: 3  
Undoes: 0  
Pushes: 0  
Leaps: 0

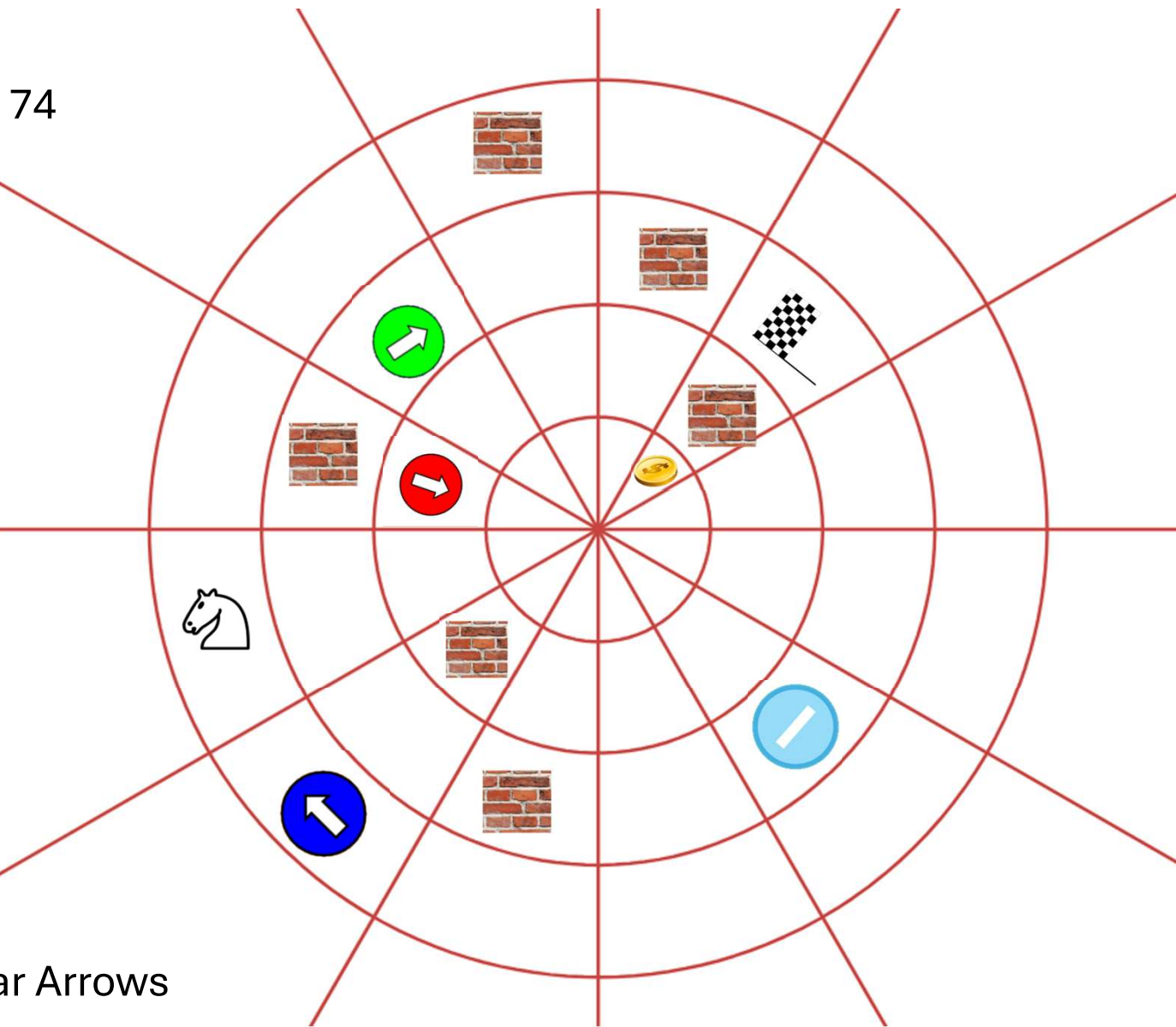
Polar Arrows



73

Moves: 2  
Undoes: 1  
Pushes: 0  
Leaps: 0

More Polar Arrows



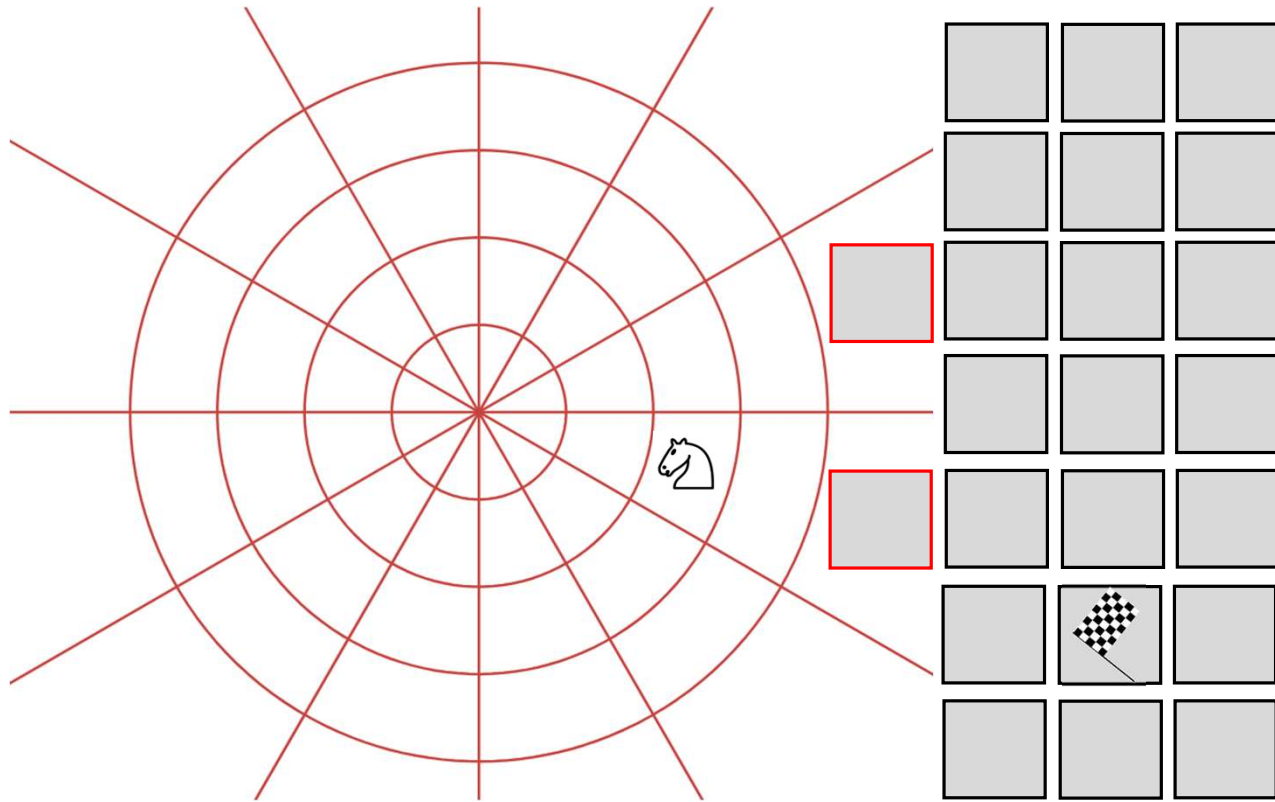
74

Moves: 5  
Undoes: 0  
Pushes: 0  
Leaps: 0

Even More Polar Arrows

75

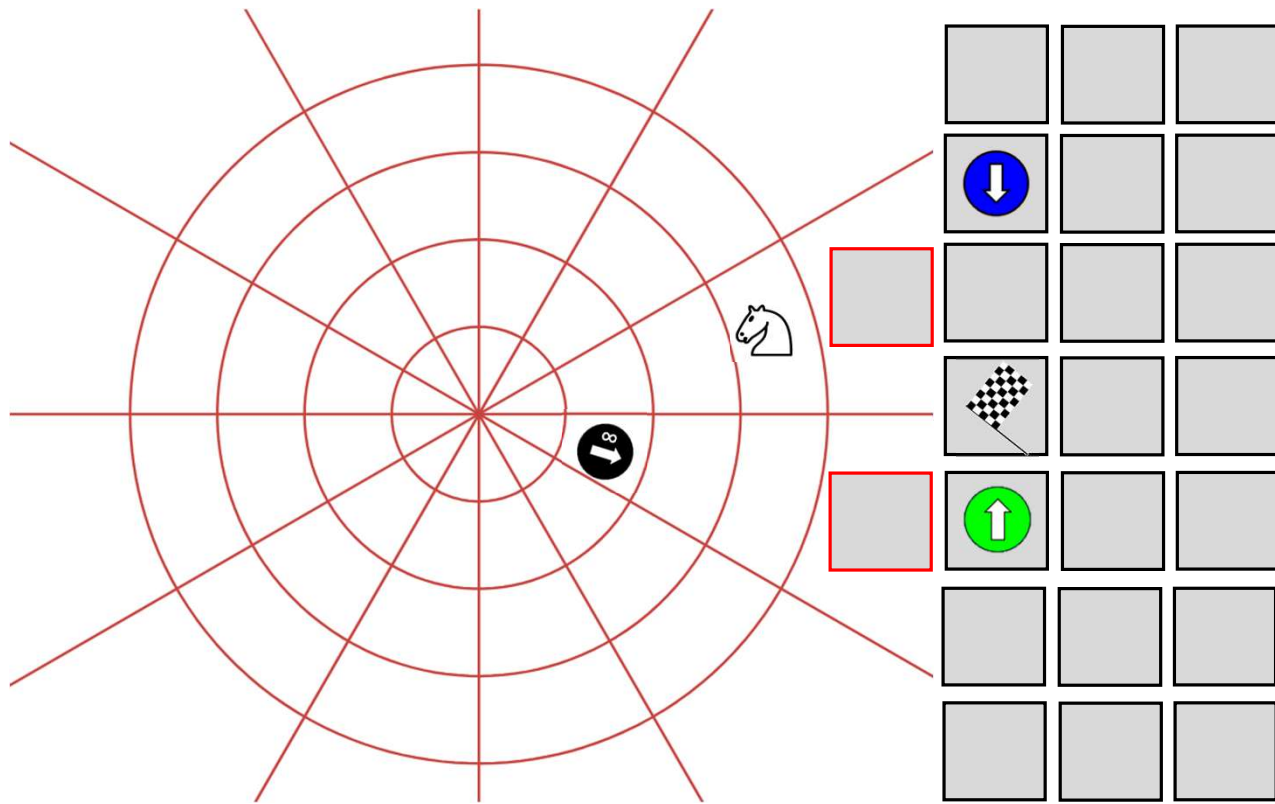
Moves: 3  
Undoes: 0  
Pushes: 0  
Leaps: 0



2 Worlds

76

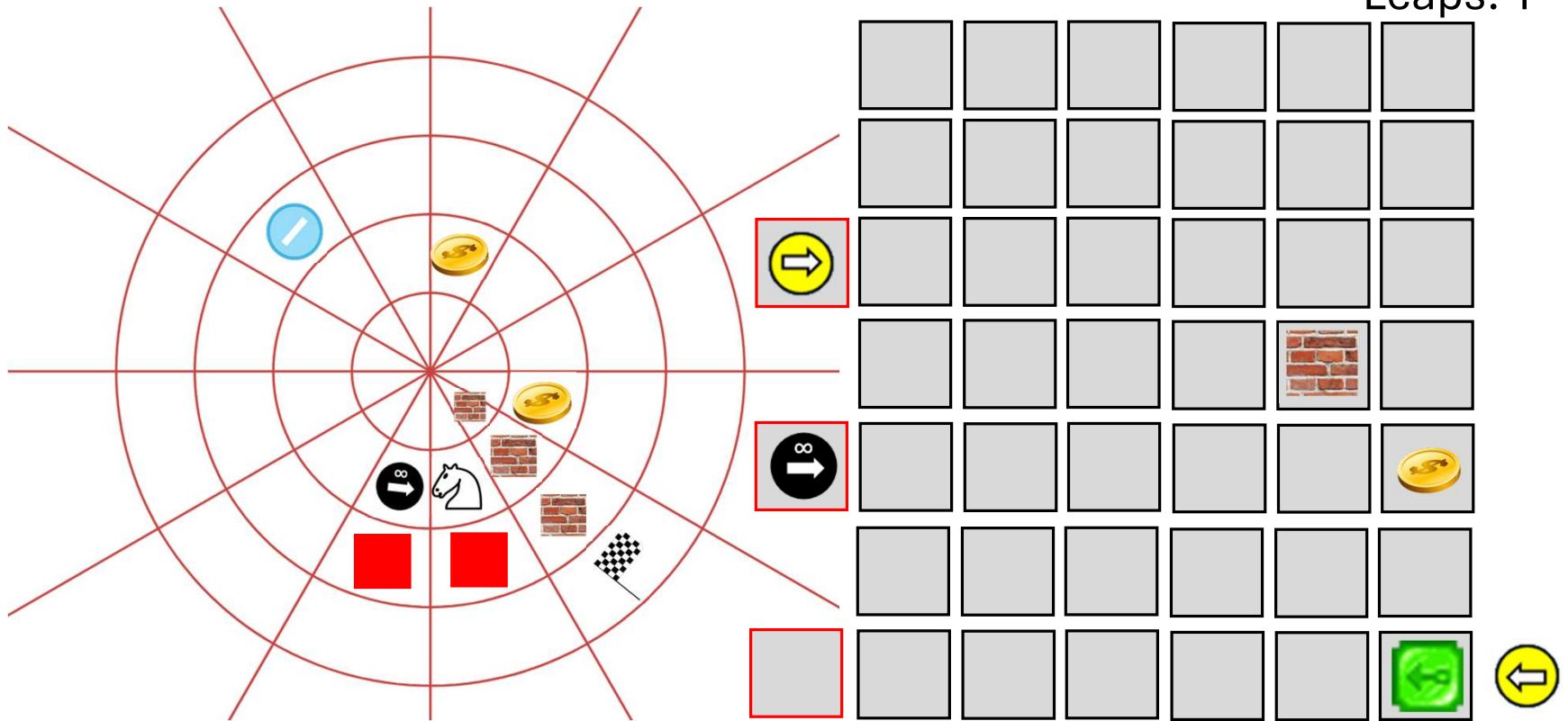
Moves: 1  
Undoes: 0  
Pushes: 0  
Leaps: 0



Crossing

77

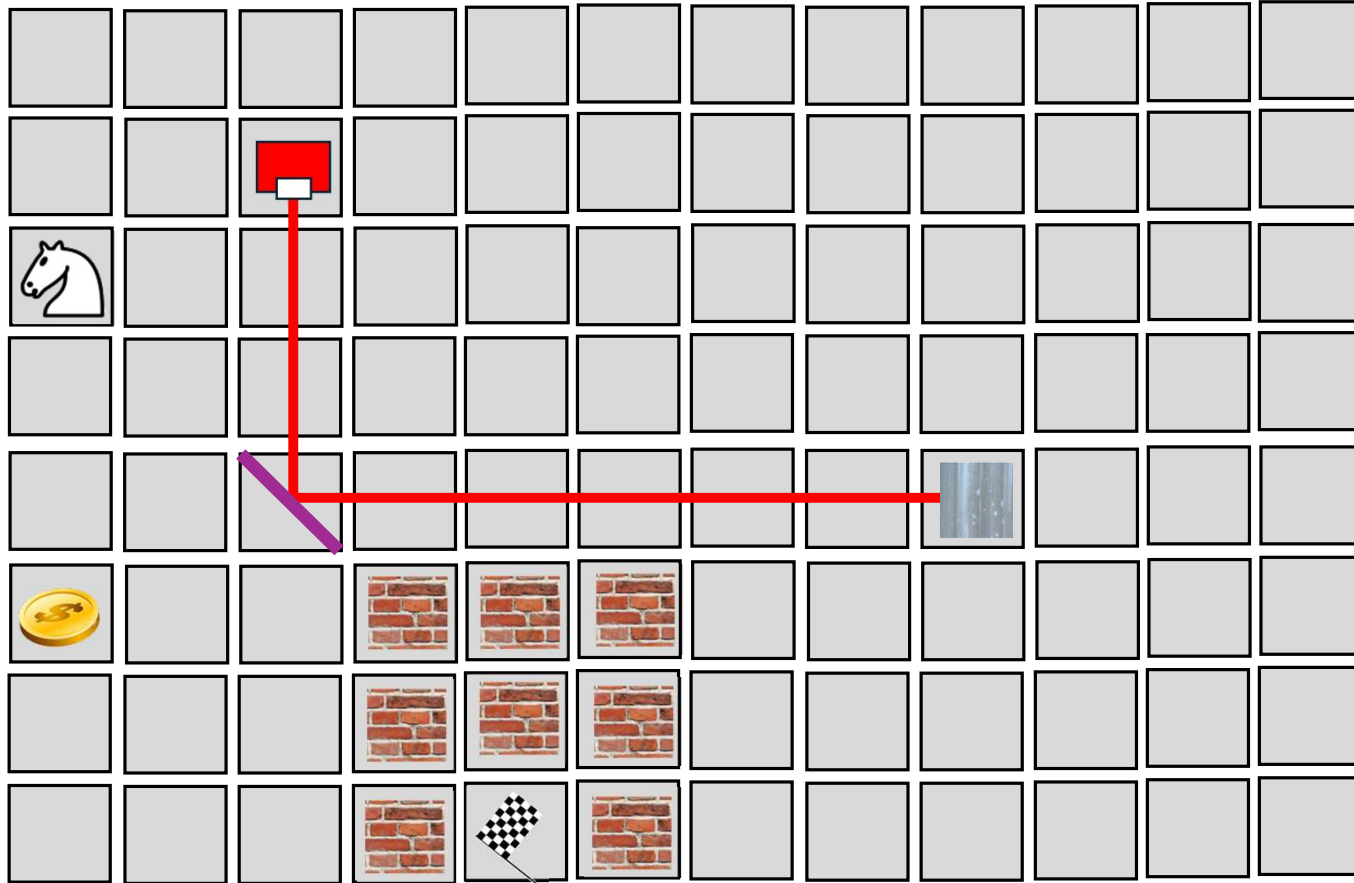
Moves: 8  
Undoes: 0  
Pushes: 0  
Leaps: 1



3 Coins



79



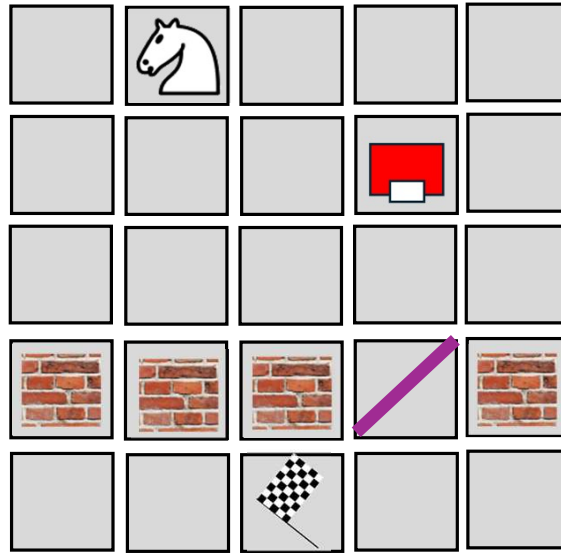
Moves: 4  
Undoes: 0  
Pushes: 1  
Leaps: 0

Laser

80



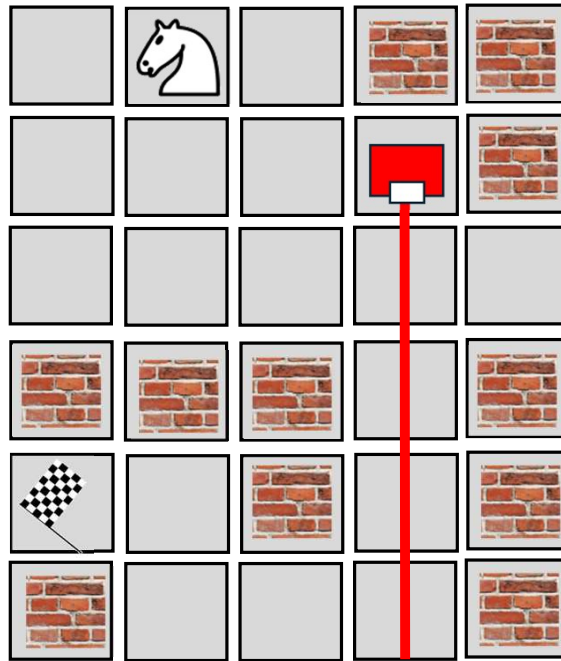
Moves: 3  
Undoes: 0  
Pushes: 0  
Leaps: 0



Turn On Laser

81

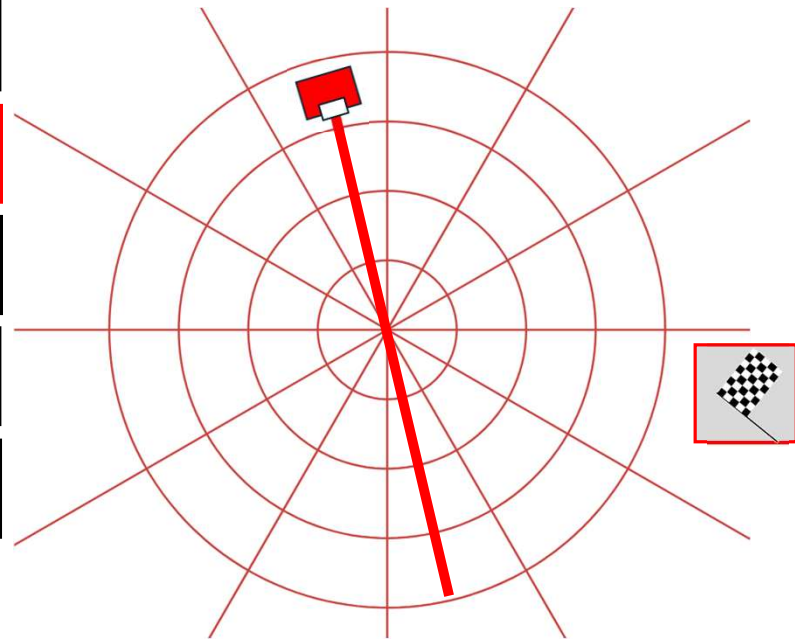
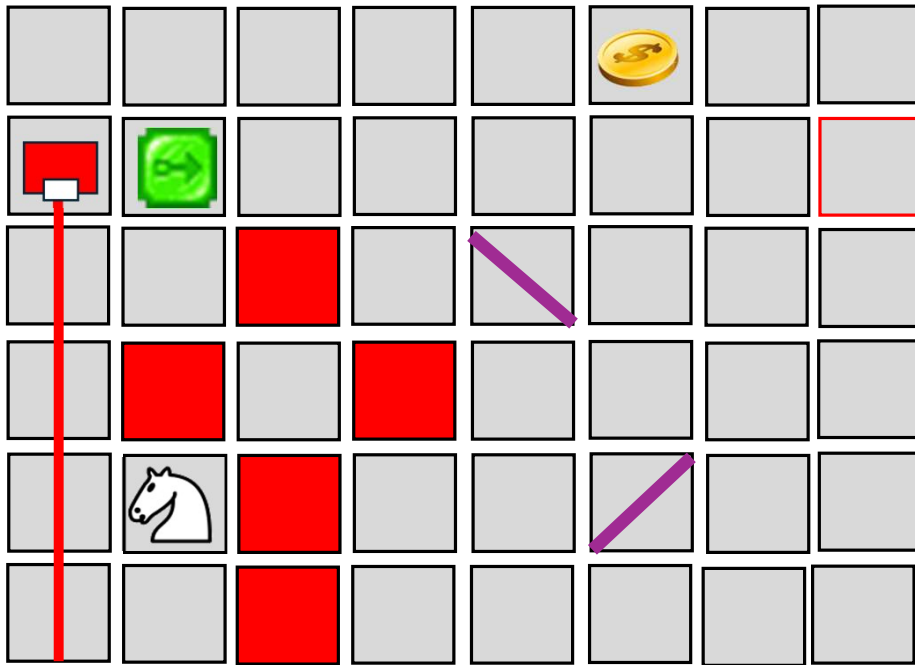
Moves: 5  
Undoes: 0  
Pushes: 0  
Leaps: 0



Turn Off Laser

82

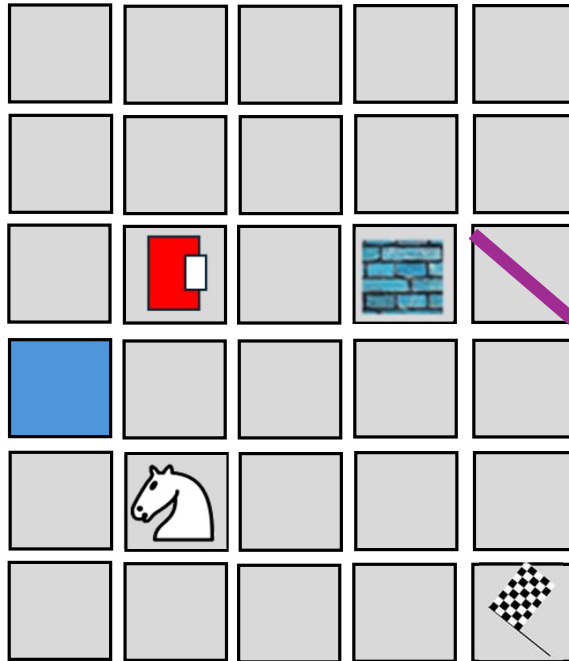
Moves: 8  
Undoes: 0  
Pushes: 0  
Leaps: 1



Run

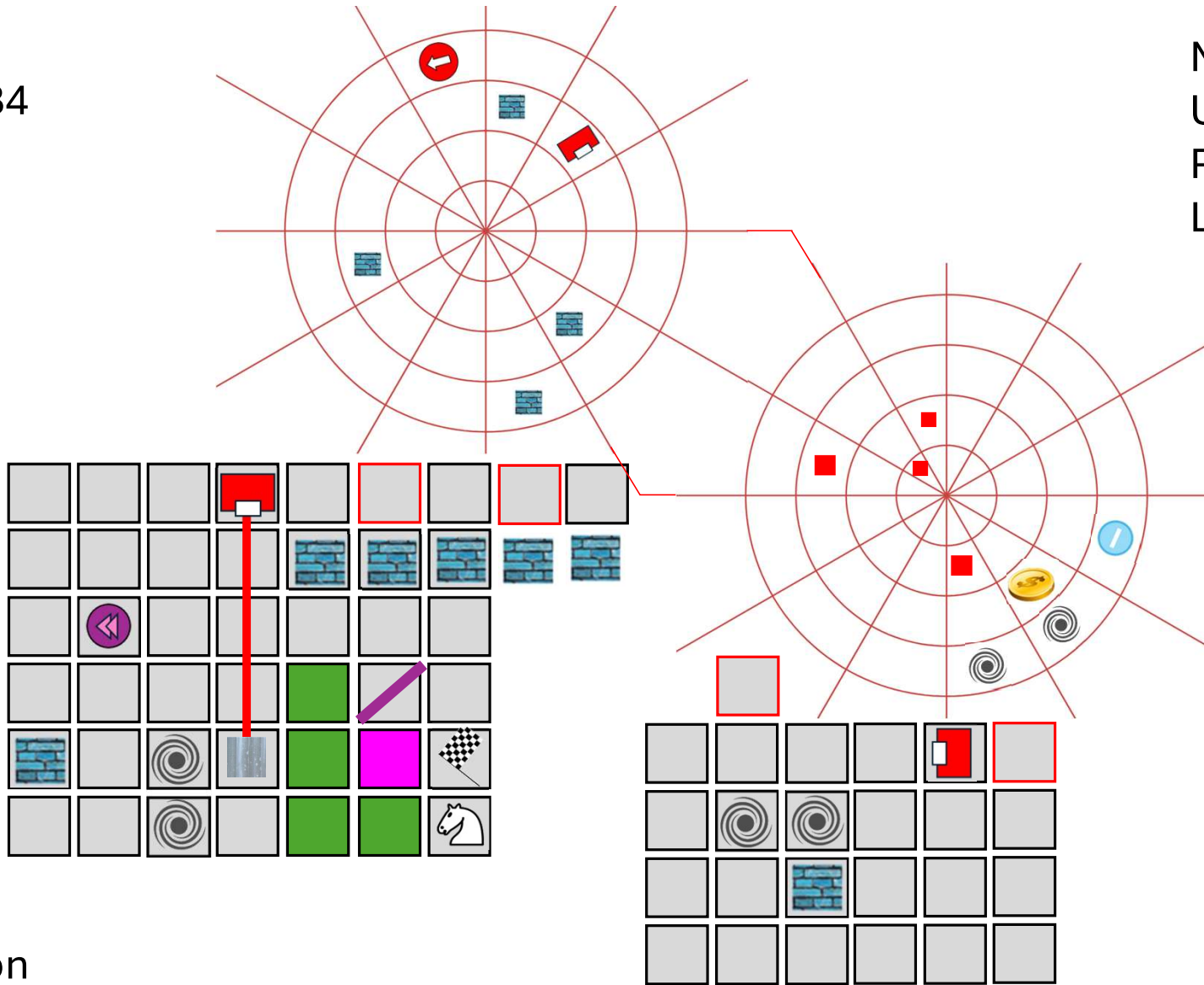
83

Moves: 2  
Undoes: 0  
Pushes: 2  
Leaps: 0



Required Destruction

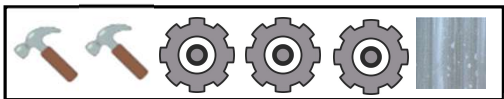
84



Moves: 22  
Undoes: 1  
Pushes: 9  
Leaps: 0

Mass Destruction

85

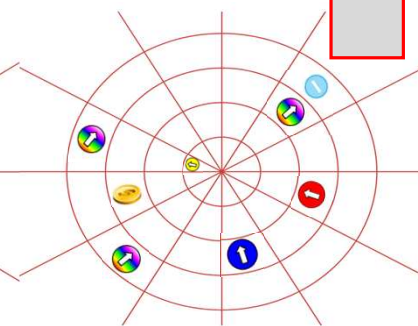
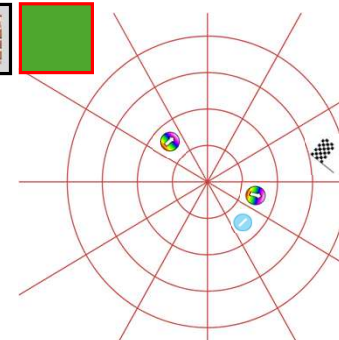
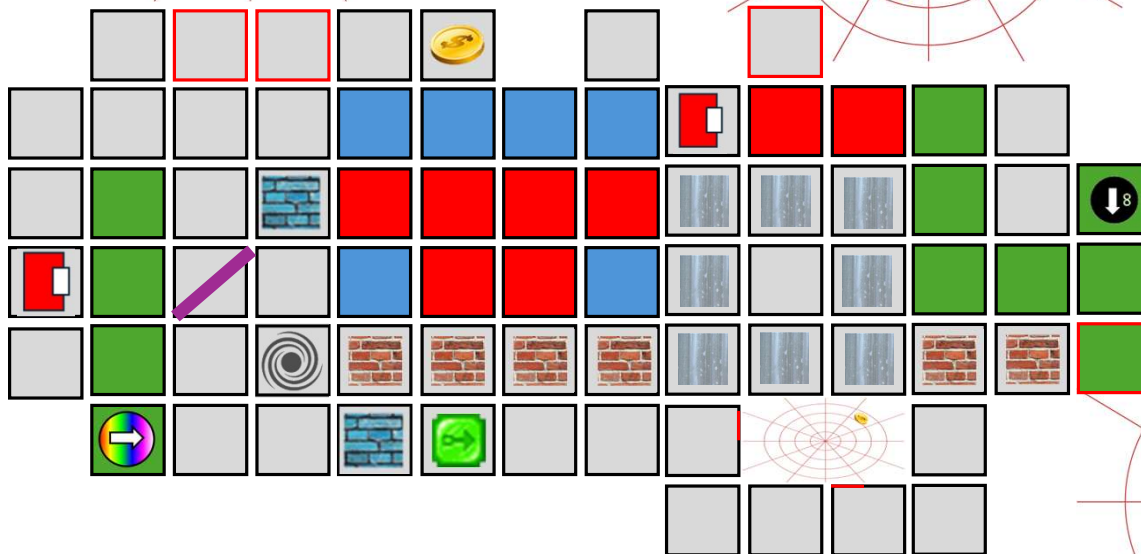
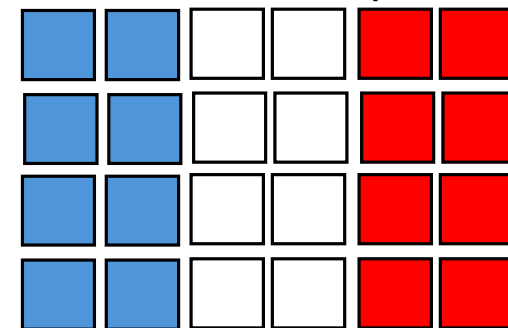
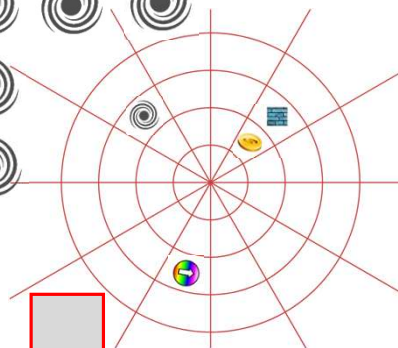
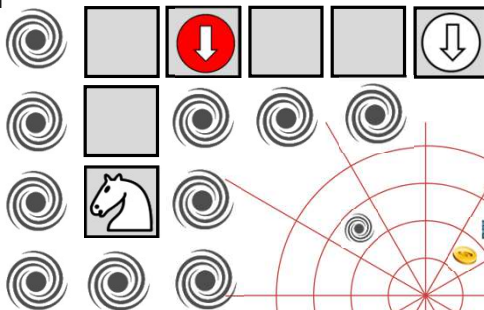
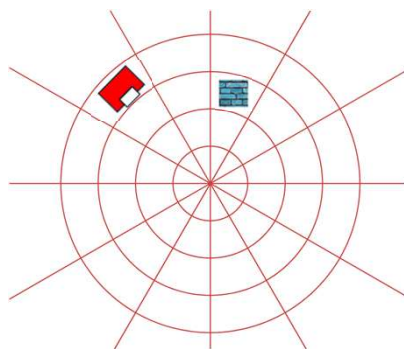


Moves: 15

Undoes: 2

Pushes: 1

Leaps: 1












Object Rotation

# Assets



# Original ICKP Mechanics (Ch 0)


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


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.


Knights may land 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.


# Chapter 1 New Mechanics


 Cannot be crossed


 Move 3 spaces

 Move 4 spaces

 Move 5 spaces

 Move 6 spaces

 Move 1-6 spaces

 Move until hit a wall or the last grid space  
(when its outside it goes to the first grid space)

# Chapter 2 New Mechanics



Moves any spaces

Undo

Goes to a position where a move would have landed on the current position (you can't use undo to go on walls because I forgot about that until 50 puzzles later (also that would probably be way too op))



Box that can be pushed by knight  
(cannot be pushed into void)  
(knight can move both L and Z)



Turns a box into a wall



+1 dollar

Push  
Treats everything besides black holes as a box (when anything is pushed into a black hole it disappears)

Not all knights need to be on a flag to win  
(all the flags just need to be filled)

# Chapter e New Mechanics

If the user is on level A.B, then the user can teleport to wormholes in levels A.1, A.2, ...



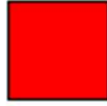
# Chapter 3 New Mechanics



After the knight moves and objects are used, this duplicates the element right before it and pushes it forward (everything else also gets pushed)



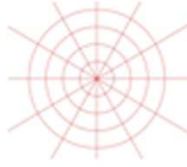
Moving to and from a blue tile does not decrease the move counter



The red tile interrupts a knight's path and makes it stop (can be jumped over if knight is on a wall)



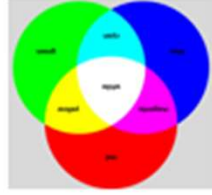
The knight can slide on adjacent green tiles



Works like a normal grid but you can go around the center



On the polar plane, it reflects the knight by changing the radius from  $r$  to  $-r$



Tile colors can be combined



Allows the knight to switch between polar and square grid. The knight has to land on this tile to switch.



When turned on, destroys everything in its path except metal and black holes by emitting a laser beam. A knight lands on this to toggle on/off. Laser beams can transition from square to polar grid if they touch a red border tile. The laser beam stops when it reaches a metal/black hole.



Reflects the laser beam



Acts like a brick but must be destroyed



Rotates objects by  $90^\circ$  in either direction

## Leap

Jumps over everything (except black holes) Can be used when landing on arrows