Nurikabe Rules

These are standard nurikabe puzzles. The rules are reproduced here for your convenience.

- Label each cell as water or land, dividing the grid into islands of contiguous land cells. Cells are considered contiguous if they are orthogonally adjacent.
- Each numbered cell must be a land cell.
- There must be exactly one number per island. The size of each island, in cells, must be equal to the number on that island.
- All water cells must be contiguous.
- There cannot be any 2 x 2 squares of water.

Example nurikabe and solution

Chess Rules

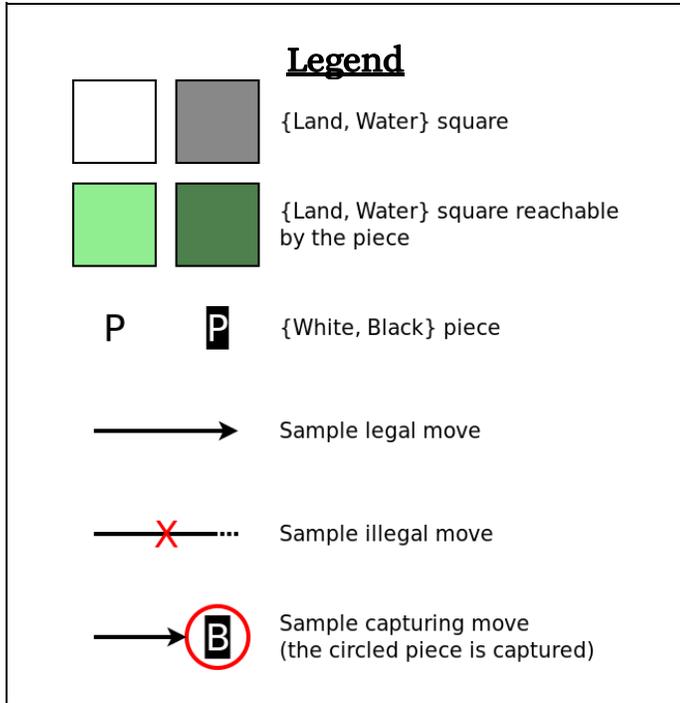Special piece movement rules are on the next page.

1. Place a white piece on the board. Each piece (Dormouse, Mad Hatter, March Hare) must be used on exactly one board.
2. Black gets one move. No matter what the move, White must be able to mate on the next move.

Fairy Chess Movement Rules

The king, queen, rook, knight, bishop, and pawn move as in normal chess.

Unless otherwise specified, all pieces capture by landing on an opponent piece. Pieces may never capture other pieces of the same color.

Unless otherwise specified, all pieces may use both land or water tiles.

Legend

{Land, Water} square

{Land, Water} square reachable by the piece

P P {White, Black} piece

Sample legal move

Sample illegal move

Sample capturing move (the circled piece is captured)
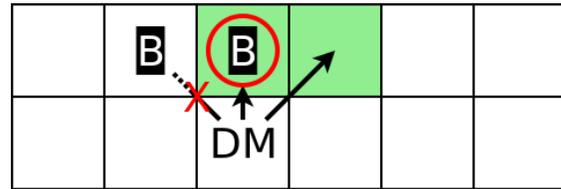
Dormouse

MOVE
Moves one square diagonally forward (as in the pawn's capturing move).

CAPTURE
Moves one square directly forward into the target square's space (as in the pawn's non-capturing move).
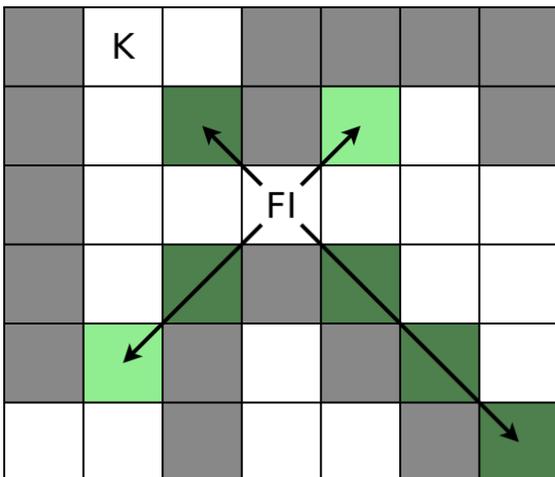
NOTE
If the dormouse reaches the last rank, it does not promote.

Fish Footman

MOVE
Moves any number of squares diagonally. Once it enters a land square (not including its starting square), it must stop.
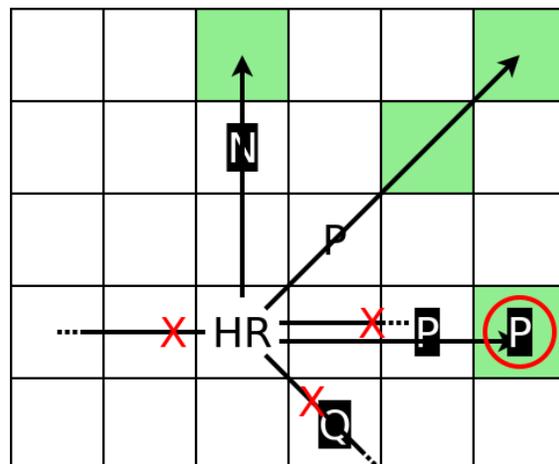
March Hare

MOVE
Moves in any of the 8 directions, but must hop over exactly one piece (of either color) during the move.

CAPTURE
Land on the target piece. The hopped piece is not captured.

Mad Hatter

MOVE

Makes unlimited zig-zagging knight moves bouncing between two ranks or two files. None of the landing squares of the knight moves may be occupied by a friendly piece.

See the diagrams for examples. The green squares show all squares to which the Hatter can move, as well as several possible legal moves, and sample illegal moves.
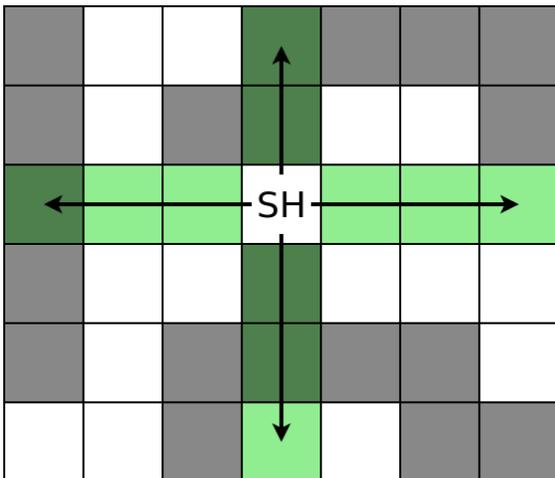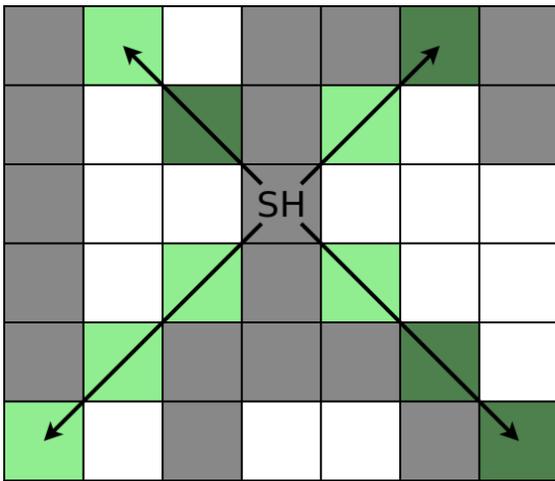
CAPTURE

Land on the target piece. The Hatter cannot continue moving past a piece that it would land on.
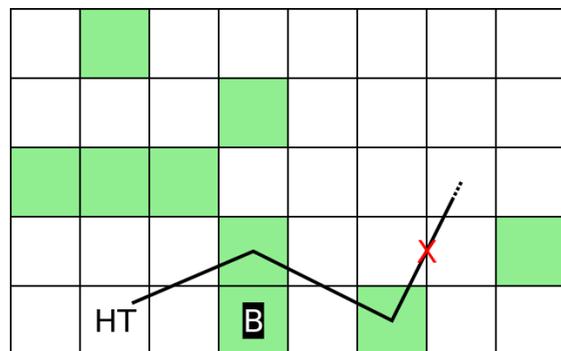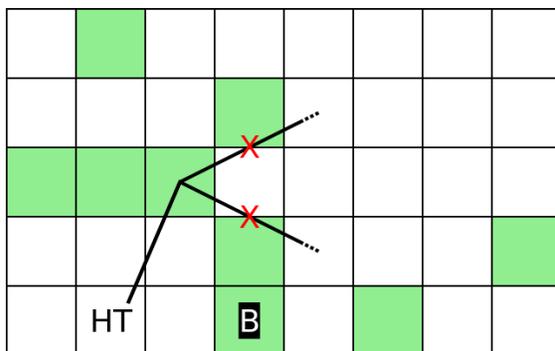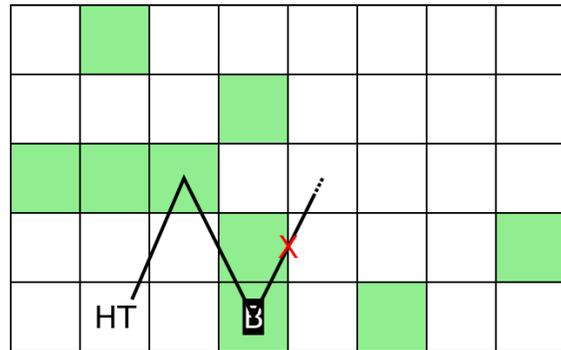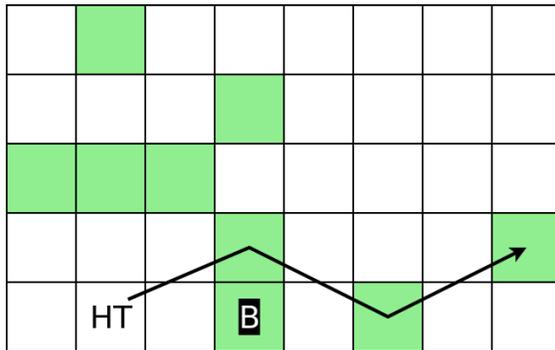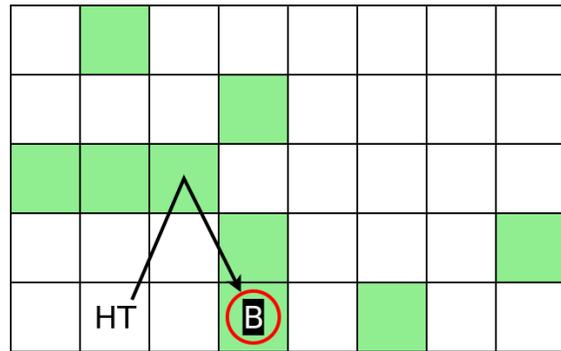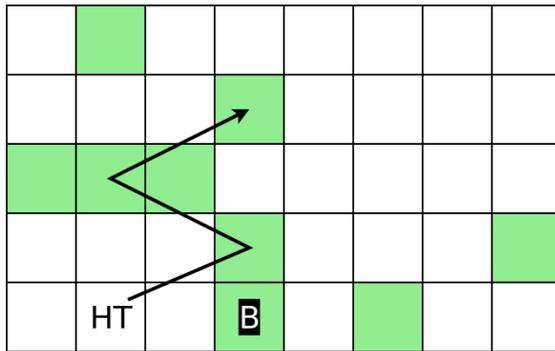
Sheep

MOVE

If it starts the turn on land, it moves like a rook. If it starts the turn in the water, it moves like a bishop.

Walrus

MOVE

Moves along a path of exactly three distinct water squares. The squares of the path may be connected orthogonally or diagonally.