

CHESS with LOVE **BETA**

What is CHESS with LOVE?

CHESS with LOVE (CwL) is a Chess variant (made by artist and game designer Ossian Borén) that adds a somewhat simple rule and does some slight changes to the base game, that radically changing the way Chess is played and experienced. It turns a strategic game of war into a strategic game of war with respect to one of the most fundamental and unpredictable aspects of life: *love!*

What is needed?

- A regular chessboard + pieces
- An 8 side die*
*or other means of producing a random number between 1 and 8.

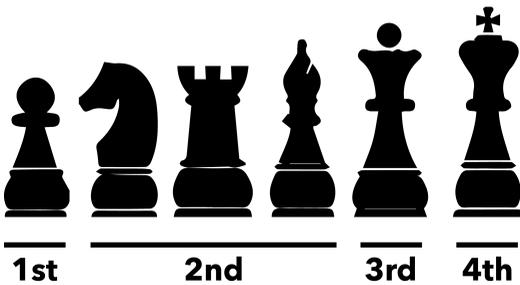
Changes in terminology

- *The king* is now called *the monarch*
- *The queen* is now called *the general*
- Capturing is now called killing
- The addition of the "*LOVE-mate*"



What does it mean to be in LOVE?

A game of *CwL* is played like a regular game of Chess, except for the addition of LOVE. During play, a couple of randomly selected pieces will fall *in LOVE* with each other. These pieces will attract each other and is therefore moved one space towards each other between turns until they mate or one of them is killed.



The LOVE phases

CwL has four phases. In the beginning of the game, only pawns can fall in love. In the second phase only the rook, the knight and the bishop may fall in love. In the third phase the generals

(the piece formerly known as the queen) fall in love, and in the fourth and final phase, the monarchs (the piece formerly known as the king) fall in love. If a piece *in LOVE* is killed, a new couple is chosen. A phase will keep going until a couple successfully *LOVE-mates* or every piece is killed.

How to determine who's in LOVE

This is where the die comes into play. For each phase, use the die to produce two random coordinates between 1-8 and A-H. The piece closest to this coordinate (according to phase) on the board is now in LOVE. If two or more pieces are equally close to the coordinate, the one closest to the middle of the board is chosen, and if they are of different colour white is favoured. This procedure is then done again to determine the other piece of the couple. If two or more pieces of different colour are equally close to the the coordinate, the piece with a different colour from the first piece is favoured.

If there are only two of the intended pieces left on the board (as is the third and fourth phase by default), these two are chosen.

If, during the second phase there are only 1 or less of the intended pieces in play, pawns may fall in love as well, and if during the third phase there is only 1 or less general in play, pawns and second phase pieces may fall in love.

The LOVE move

Pieces *in LOVE* can be moved just as normal, but are **pacifist** and may not kill another piece, prohibiting such moves.

Whether a piece *in LOVE* is moved or not, it will do a *LOVE move* one space closer to it's loved one each turn, the white moving first (or in any order, should both pieces be of the same colour). If the path between the couple isn't straight, the pieces move sideways first (the A-H axis), then across the board (the 1-8 axis). A piece *in LOVE* may however be blocked, as it cannot move to (or jump over) a space already occupied by another piece during the *LOVE move*, even if that move would normally be a legal capture move. A blocked piece may instead move on the other axis, but never away from its loved one. Pieces may not move diagonally during the *LOVE move*.

To "lovemate"

Whenever a couple of pieces *in LOVE* meet (during the LOVE move or through normal move), they *lovemate* and are taken off the board, then the next phase begins. Should the monarchs *lovemate*, the game ends in a draw. The monarchs may not checkmate each other during the fourth phase, and can as such move next to each other (which would normally be an illegal move that would result in check or checkmate).

Indicating LOVE

It is recommended to indicate the *LOVE* status of a piece by adding something to its space (like a red marker) or replacing it with a special piece should you have something fitting. Whatever works!