

# Love Conquers All

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Life is a cooperative game. We work together to make it better for each other as well as ourselves. All players win if you can manage to play or discard all the cards in the deck.

## Overview:

The board represents a relationship between the players. The challenge cards are problems that you must deal with by placing tiles on the board. Each problem has its own rule that you must follow when placing it and thereafter until the problem has been conquered by love. The love cards cancel the challenges they touch. Flip canceled problems over and discard the cards corresponding to them. Love cards also give a specific benefit as described on the card when played. Love cards are reversible so can be played either side up.

For your first game, you should play the starter deck of love cards.

## Communication:

Players are welcome to discuss their plays. The theme and the point of this game is to encourage interaction. You may communicate about what you need but you are not allowed to reveal your cards or tell other players what they are. Once you've chosen a card to play, the group can help you find the best spot for it.

## Objective:

The players win if they can deal with all of the cards in their hands by playing them or discarding them due to love. If ever there is no way to legally play a card, the game ends in a loss. Dust yourselves off and try again. If you manage to get through the whole deck and empty everybody's hands, you win!

## Setup

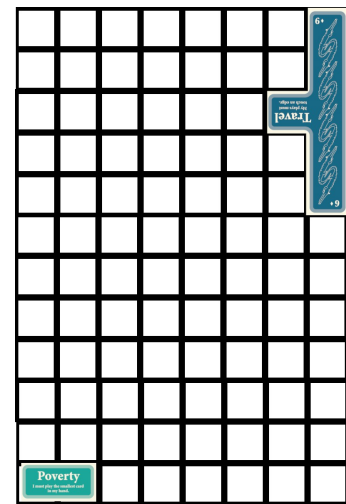
Shuffle the starter deck and deal 5 cards to each player (6 in a 2 player game). For your very first game, you can play without shuffling. Set the rest of the deck near the board. Leave the tough love deck out of your first game.

Sort the tiles by size to make it easier to find the right one to match each card.

## Starting Play

The person most in need of a hug begins. Play proceeds clockwise until all cards have been played and everybody wins or it is impossible to play a card and everybody loses.

The first 2 plays of the game must each be on opposite corner squares of the board. All other plays can be anywhere (**touching a previous play or touching nothing at all**) as long as they follow the rule on the card they are playing and any unresolved challenge cards still in play. Cards marked with a red border affect more than only the player playing them.



## On your turn:

Play a card following the rule on the card and any unresolved cards that apply to your play. Flip any tiles to “resolved” if they touch love. Draw your hand back up to the hand limit of 5 (hand limit is 6 in a 2 player game or 4 if a certain card is in play). Play passes to the left.

## Playing cards

Choose a card from your hand and place it face up in front of you. Find the tile that corresponds to your card and place it anywhere on the board (not hanging off it or overlapping other tiles) while meeting the restrictions of that card and any active (face up) problems. The tile you play does not have to touch another tile but it may touch another tile as long as it does not violate the rules on itself or any other active tiles.

## **Love Conquers Challenges**

If the placement of a tile makes it so that a love tile is in contact with any number of challenges, flip the challenge(s) face down showing the resolved side and discard their challenge card(s). This occurs immediately regardless of whether a love tile is placed next to a challenge or the challenge is placed next to a love tile. The restrictions on the challenge tile are in effect before the new tile is played but not afterward. Example: "Injury" is in play: "No plays may touch an edge." I could not play the love tile next to the edge. If I play the love tile next to the "Injury" tile, the next player may play next to an edge because my love conquered that "Injury" problem.

## **Game End**

The game ends in victory for all if all players have been able to empty their hands.

The game ends in a loss for all if there ever is a situation where a player has cards left and can't find a legal play for any of them.

## **Tough Love**

After you've managed to beat the starter deck, you can try playing using the cards with this background (illo here xxx).

These cards are trickier.

## **Crazy Love**

Shuffle both decks together and use only half the cards for a really random experience. It is best to make sure there are exactly 4 love cards in the deck for this variant.

## **FAQ**

### **Can I play a play not touching either of the first corner plays?**

Yes. As long as you follow the rules of all problems in play, you can play wherever you want including not touching anything.

### **Is love an active card?**

No.

### **What is the difference between a tile and a square?**

A tile is the collection of squares. Abuse is 1 tile with 8 squares on it.

### **What do I do if a challenge changes the hand size.**

Keep playing. Don't discard. Only draw if your hand is below the hand limit.

### **Somebody has run out of cards but I still have several left. Did we screw up?**

No. Some of the discards due to love and running out of the deck at different times can make hand sizes differ near the end.