

Lancelot

2021, Chris Huntoon, <https://boardgamegeek.com/thread/2595252>

This game has the following opening set up:



Pieces move and capture as in Chess

Lone Survivor: A player loses if either of their two types of pieces (Knights & Queens) is reduced to a single piece. For example, a player would lose if they had multiple Knights - but just one Queen.

Author words:

- The basic idea of this game is that Knights and Queens are pieces that offset one another. In other words, depending on their relative positions, a Knight can threaten a Queen without being threatened back - or vice versa. So, defense is achieved through the support of other pieces. Focusing purely on a defensive formation will only take you so far. To win the game you will need to strike a balance between defense and offense. There will be plenty of opportunities for attacks, especially early in the game. But a player has to decide if an attack is worthwhile.
- Consider that to win, either of the two types of pieces must be reduced to a single piece. That means, before the final move, each side will have at the very least two Knights and two Queens. Gameplay will always involve at the bare minimum 8 pieces on the board. That is a pretty full board for an endgame situation. So, draws and endless chases are quite rare.
- In the original concept of the game, the goal was to completely eliminate one type of piece. But when playtesting I ran into the issues you brought up - the repetition between players or endless chases. The other issue was when elimination did happen, the endgames tended to be long, drawn out, and tedious. But when I changed the goal to a lone survivor, the game started to play well. Sometimes elegance must bow to practicality.