Less is a strategy board game for 2 or 4 players.

2 players can play with one set of Less, which consists of 12 square tiles and 8 game pieces. For a game of 2 players, you will need 9 square tiles and you can use the rest of them as beverage coasters!

## Game rules for 2 players, Black and White

Piece together a $3 \times 3$ square board using 9 randomly chosen square tiles. Each player places his or her 4 pieces into one of the two diametrically opposite corners closest to him or her.

The goal of the game is to reach the opposite corner of the board with all of your pieces, but making fewer moves than your opponent.

Game setup example

Blackës corner


## Whitë̈s corner

When it is your turn, you must always make three moves (until you have moved all of your pieces into your opponent's corner), but you can either make them all with a single piece or with several different pieces. You may move the piece onto the adjacent square either vertically or horizontally, or you may leap over one of the pieces horizontally or vertically; both count as one move. You may also leap over a wall, which counts as two moves, while leaping over a double wall counts as three moves.

One move


Two moves


Three moves


The pieces cannot move diagonally, leap over a wall and another piece at the same time, or leap over two or more pieces at the same time.

Not allowed


Opening three moves example


## Scoring rules (optional)

The game score is determined by the difference in the total number of moves made by the two players. If both have made the same number of moves, it counts as a tie. If, for example, White moved first and finished first, too, Black can still use as many moves as White did when it was his or her last turn.

## Scoring examples

ǒ White moved first. When it was his or her last turn, he or she finished by making a single move. After White, Black, too, finishes by making a single move. The two players tie.
ǒ White moved first and finishes first, making two moves in his last turn; Black needs to make three more moves to finish. White wins by a point.
ǒ White moved first. Black finishes first, making two moves; White also needs to make two moves to finish. Since White moved first, Black wins by three points.

## Alternative rule

If, by the end of the game, one of your pieces is still in your corner, you lose the game by 10 points. For example: If White has managed to reach Black's corner with three of his or her pieces and the last square in the corner is blocked by one of Black's own pieces, Black has lost the game.

## Game rules for 4 players, divided into two teams, Black and White

Piece together a $4 \times 4$ square board using 16 randomly chosen square tiles (you will need 2 sets of Less). Divide into 2 teams of two. Each team places the pieces of the same color into the two adjacent corners closest to them. One player in each team turns his or her pieces upside down, so the pieces belonging to each of the players can be told apart.

The object of the game is for a team to reach the opposite corners with all of their pieces, but making fewer moves than the opposite team. If one of the two players in a team finishes first, he or she can use the rest of the remaining moves to move the pieces belonging to his or her teammate. The team that moves all of their eight pieces into their respective diametrically opposite corners by making the least moves, wins (see Scoring rules).

A sequence of moves example

## Team 1



1

## Tips \& tricks:

1. Leap over pieces to move faster.
2. Strategize by blocking your opponent's way.
3. Adjust the game difficulty by using square tiles with three walls. (If the game proves too challenging, use the ones with fewer walls instead.).
4. For a more dynamic gameplay, try using a timer, such as a chess clock (app)

There are numerous ways to play Less. Feel free to add your own rulesð and share them with other players on our website www.less-game.com or on our Facebook page.

