

K E S S™

Strategy game

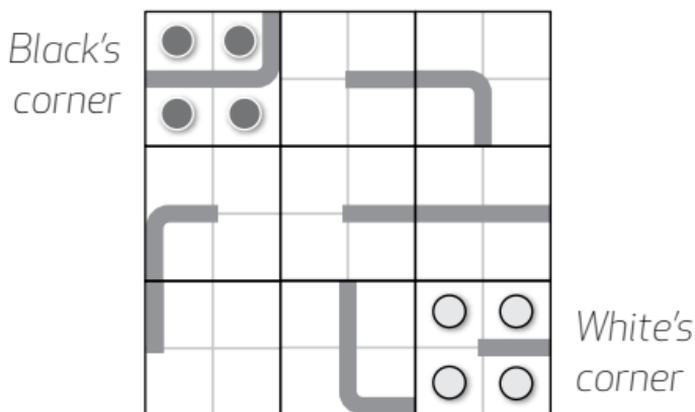
Like Chess but Less

Less is a strategy game for 2 or 4 players. The game consists of 12 square cards and 4 pieces for each player.

Rules for 2 players

Lay out the 3x3 board and set the pieces in the opposite corners.

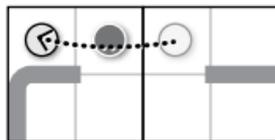
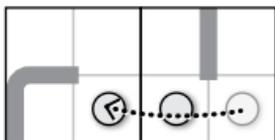
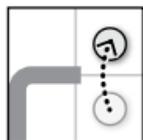
Example of game setup



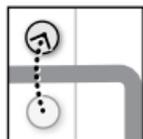
The goal of the game is to move your pieces to your opponent's corner in the least amount of moves.

Players must use three moves in each turn. Horizontal/vertical moves and jumping over another piece count as one move; jumping over a wall counts as two moves; and, jumping over a double wall will count as three moves.

1 move



2 moves

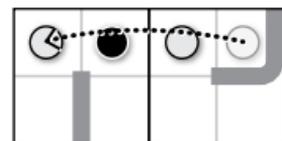
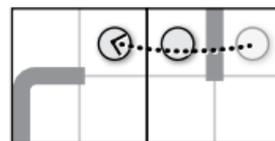
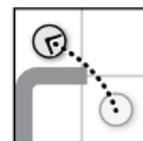


3 moves



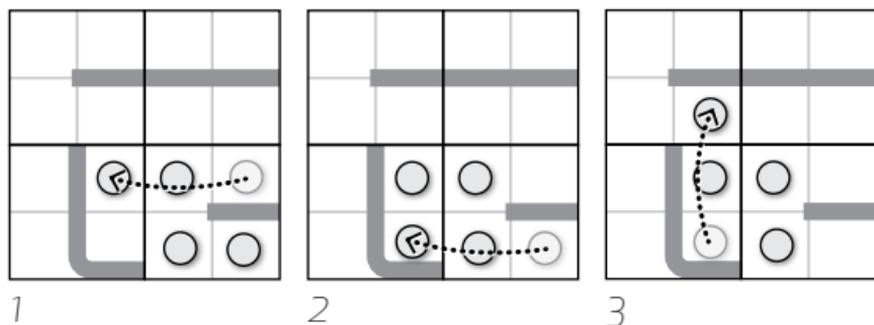
You cannot move diagonally, jump over an adjacent wall and a piece or jump over two pieces or more.

Forbidden moves



The player with the white pieces will go first. When the game is over, take your opponent's pieces, shuffle the cards, and lay out a new board.

Example of a debut move



Scoring

The game is scored by the difference between the number of moves required to get to the final position.

Scoring examples

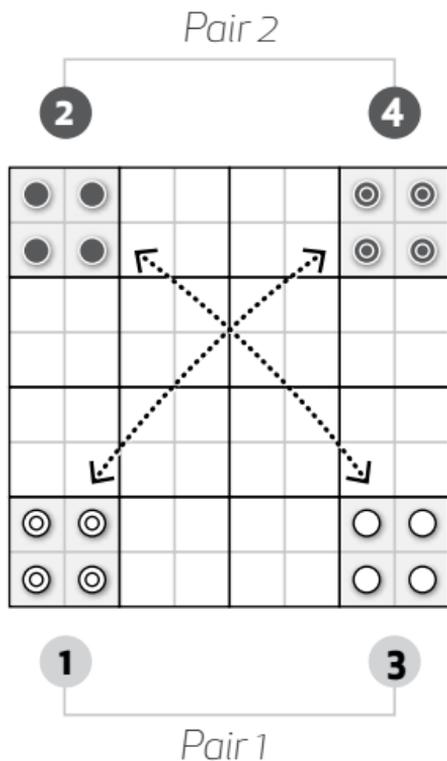
- *White starts and finishes first with 2 moves; Black required 3 moves to finish, so White wins by 1 move.*
- *White finishes first with 1 move, and Black needs 1 move to finish, then it's a draw.*
- *Black finishes first with 2 moves; White required 2 moves to finish. As White's moved first, then Black wins by 3.*
- *If the game reaches a stalemate (neither of players moving forward), the winner is determined by the difference of moves required for all of the individual pieces to have reached the final destination without the opponent's pieces on the board.*

Rules for 4 players

Lay out the 4x4 board; two pairs of players set their pieces in adjacent corners. The first pair of players alternate moves with the second one. When one player finishes, he can use his remaining moves to move his partner's pieces.

The goal is to move pieces to the opposite corner.

Example of the sequence of moves



www.less-game.com

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