

<=> (More or Less)

A microgame for 2 players (8+) played in less than 5 minutes.

First play

Cut off the 10 mini playing cards or take 10 cards with the same numeric values from a regular stock of cards.

Game idea

<=> is a trick-taking game. Whoever wins the last trick, wins the game. But winning a trick may not always be in your advantage.

Game setup

Put the playing board (with 4 colored areas) in the middle of the

table. Determine who will be the declarer in the first trick.

Shuffle the cards. Draw a card and put a token (a coin or meeples) on the square with the indicated number. Discard the card.

Discard a second card without looking. Deal the remaining 8 cards equally to both players.

Gameplay

Play the game in tricks (rounds). After 4 tricks, the game ends (and all cards are played). The player who

wins the **last trick**,
wins the game.

Both players **simultaneously** play a card from their hand. The declarer wins the trick if the condition indicated by the token on the board is met:

- = both cards have the same value
- < the declarer has the card with strictly the lowest value
- > the declarer has the value with strictly the highest value
- <> the cards have different values

If the declarer **wins**

the trick, the token is moved to the next square on the board (in clockwise direction). If the declarer **loses** the trick, the other player will become the declarer and the token is moved one square back (in counter-clockwise direction).



Credits

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