

Nine Men's Morris

The board consists of a grid with twenty-four intersections or points. Each player has nine pieces, or "men". Players try to form 'mills'—three of their own men lined horizontally or vertically—allowing a player to remove an opponent's man from the game. A player wins by reducing the opponent to two pieces (where he could no longer form mills and thus be unable to win), or by leaving him without a legal move.

The game begins with an empty board. The players determine who plays first, then take turns placing their men one per play on empty points. If a player is able to place three of his pieces in a straight line, vertically or horizontally, he has formed a mill and may remove one of his opponent's pieces from the board and the game. Any piece can be chosen for the removal, but a piece not in an opponent's mill must be selected, if possible.

Players continue to alternate moves, this time moving a man to an adjacent point. A piece may not "jump" another piece. Players continue to try to form mills and remove their opponent's pieces in the same manner as in phase one. A player may "break" a mill by moving one of his pieces out of an existing mill, then moving the piece back to form the same mill again, each time removing one of his opponent's men.

When a player is reduced to three pieces, there is no longer a limitation on that player of moving to only adjacent points: The player's men may "fly", "hop", or "jump" from any point to any vacant point.

Samson Family Leather, LLC
119 N Meridian St
Lebanon, IN 46052
www.samsonleather.com
(765)-859-5112