



Nine Men's Morris

Cut out the board and the pieces. Each player gets 9 "men".

First, take turns putting a man down on one of the 24 dots. Then, when all men are down, take turns moving. On each turn you may move one man along the lines to the next unoccupied dot. You may go around corners. You may not "jump" over other men.

Try to get three of your men in a straight line along one of the lines on the board; this is called a "mill". When you make a mill (either during the "putting the pieces down" part or the "moving the pieces" part) you can take one of the other player's men.

You can't take a man that is part of an existing mill unless there are no other pieces to take.

To win the game, take all but two of the other player's men, or block him so he cannot move.

