

# STRATEGY GAME

## NINE MEN'S MORRIS

### OTHER NAMES

Nine Man Morris, Mill(s), The Mill Game, Windmill, Merels, Merrills, Merelles, Marelles, Morelles, Ninepenny Marl, Cowboy Checkers

### NUMBER OF PLAYERS

Two

### VARIATIONS

The three main variations of the game are played with different numbers of pieces: three, six and twelve.

### HISTORY

This game may date as far back as ancient Egypt (maybe 1400 BCE), but it is not certain. More certain is that the game was known and played by Ancient Romans (around 400 CE) and reached its height of popularity in medieval England (5th-13 Century).

### MATERIALS

- Game board (see attached) or draw your own. Can be made with sidewalk chalk.
- Game pieces in two different colours, one colour for each player.



# 3 Men's Morris

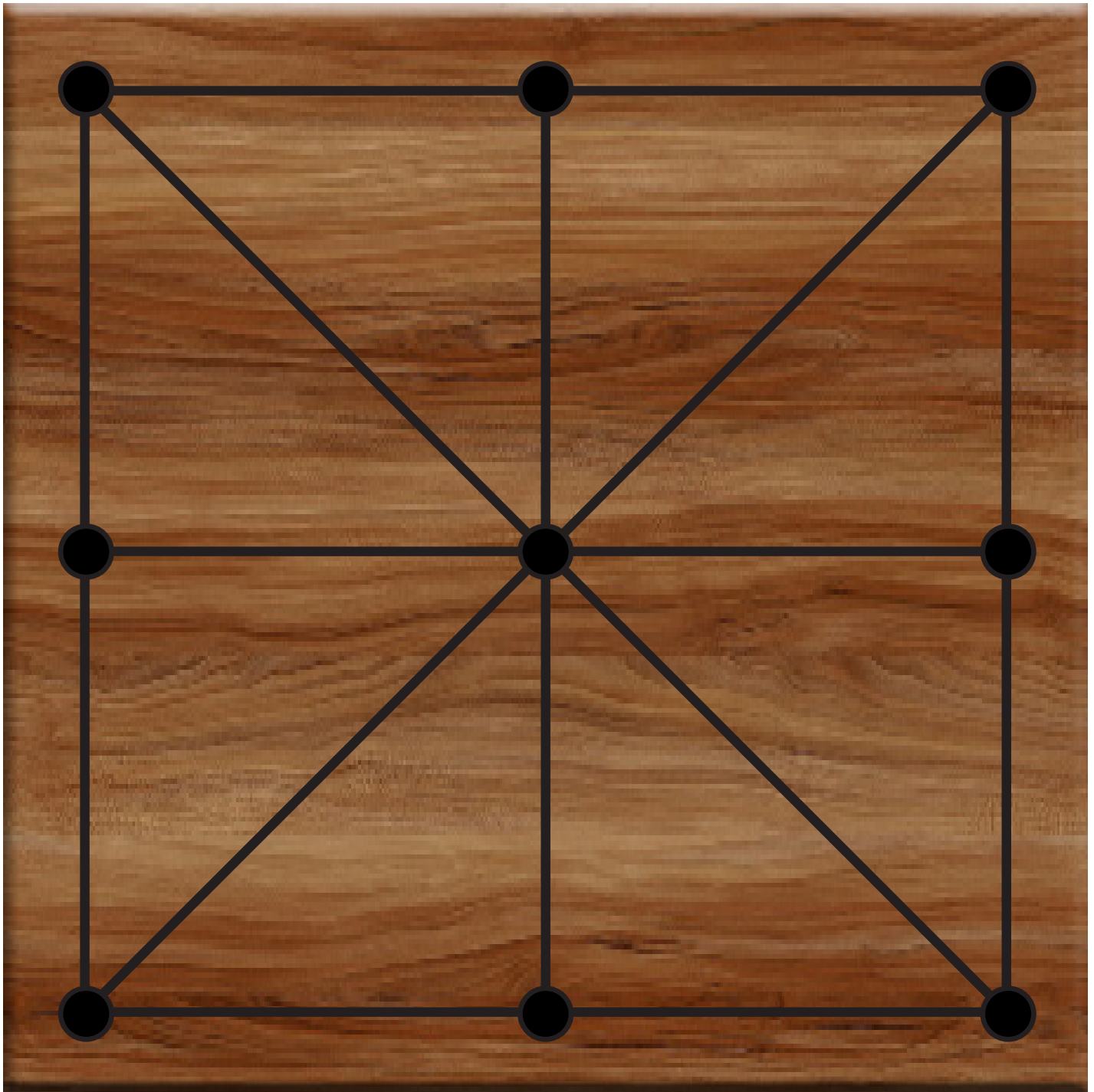


## SETUP:

Each player has three pieces. The winner is the first player to align their three pieces on a line drawn on the board.

## GAMEPLAY:

The board is empty to begin the game. Players take turns placing their pieces on empty points, trying to create a row of three. If no one has won after all pieces are placed, then play continues with each player moving one of their pieces per turn to an open spot connected by a line.



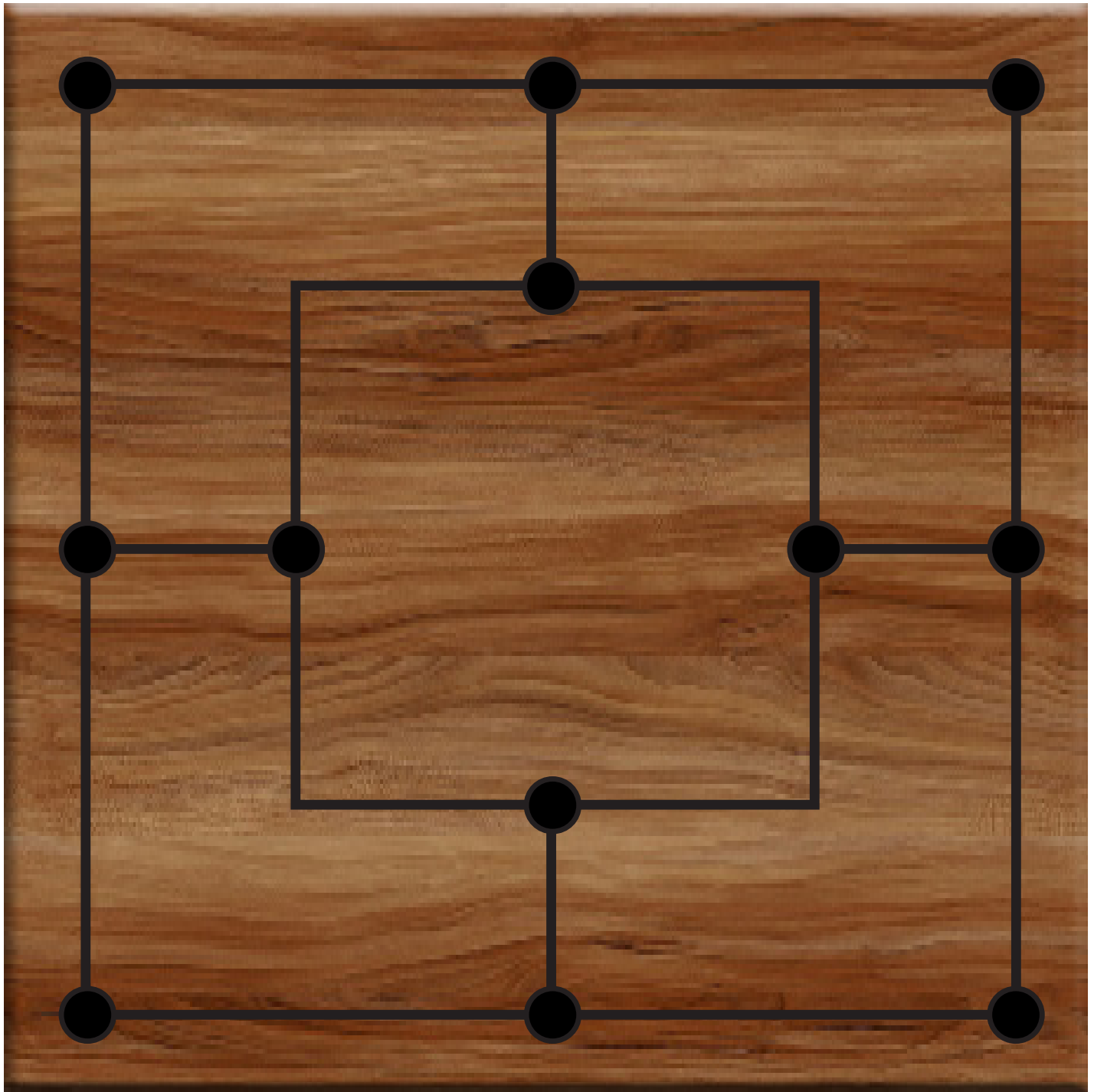
# 6 Men's Morris



## SETUP:

Each player has six pieces. The winner is the first player to align their three pieces on a line drawn on the board.

**GAMEPLAY:** The board is empty to begin the game. Players take turns placing their pieces on empty points, trying to create a row of three (a mill). If a player creates a mill, they remove 1 of their opponent's pieces from the board, except any in a mill. If an opponent only has pieces in a mill, one can be captured. When all pieces are placed, players take turns moving to an open adjacent point on the board, trying to form a mill. Pieces cannot jump over other pieces. Each time a mill is formed, an opponent's piece is removed. Play then passes back to the other player. Players can "break" and "remake" mills. When one player has three pieces left, they can "jump" their pieces to any vacant point on the board. Play ends when one player only has two pieces left.



# 9 Men's Morris

MoD

## SETUP:

Each player has nine pieces. The winner is the first player to align their three pieces on a line drawn on the board.

**GAMEPLAY:** The board is empty to begin the game. Players take turns placing their pieces on empty points, trying to create a row of three (a mill). If a player creates a mill, they remove 1 of their opponent's pieces from the board, except any in a mill. If an opponent only has pieces in a mill, one can be captured. When all pieces are placed, players take turns moving to an open adjacent point on the board, trying to form a mill. Pieces cannot jump over other pieces. Each time a mill is formed, an opponent's piece is removed. Play then passes back to the other player. Players can "break" and "remake" mills. When one player has three pieces left, they can "jump" their pieces to any vacant point on the board. Play ends when one player only has two pieces left.

