

NINE MEN'S MORRIS

Some history.

This game is often called merels.

We know it has been played since 1400 BC!

Medieval monks definitely played this game because boards have been found scratched into the stone seats of medieval cloisters in monasteries in Britain.

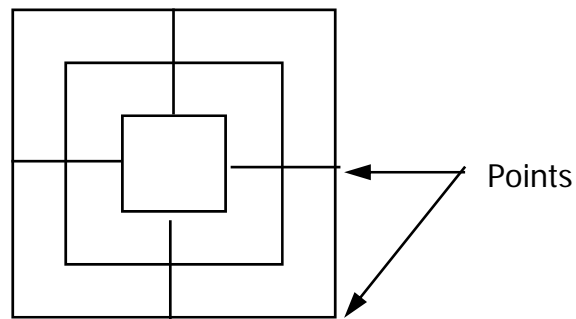
At first people used to play with three counters (called **men**). Later six men were used by each player and then eventually nine men per player, as it is today.

The men might have been coloured stones, pieces of wood, or even pieces of bone.

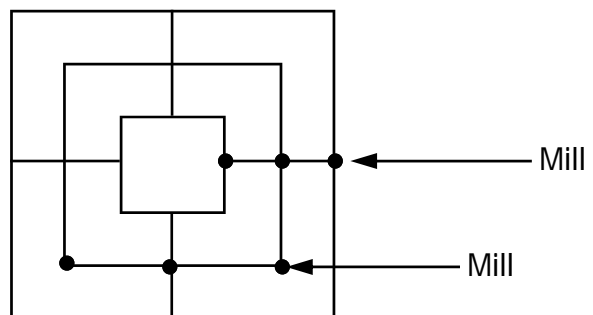
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The Rules

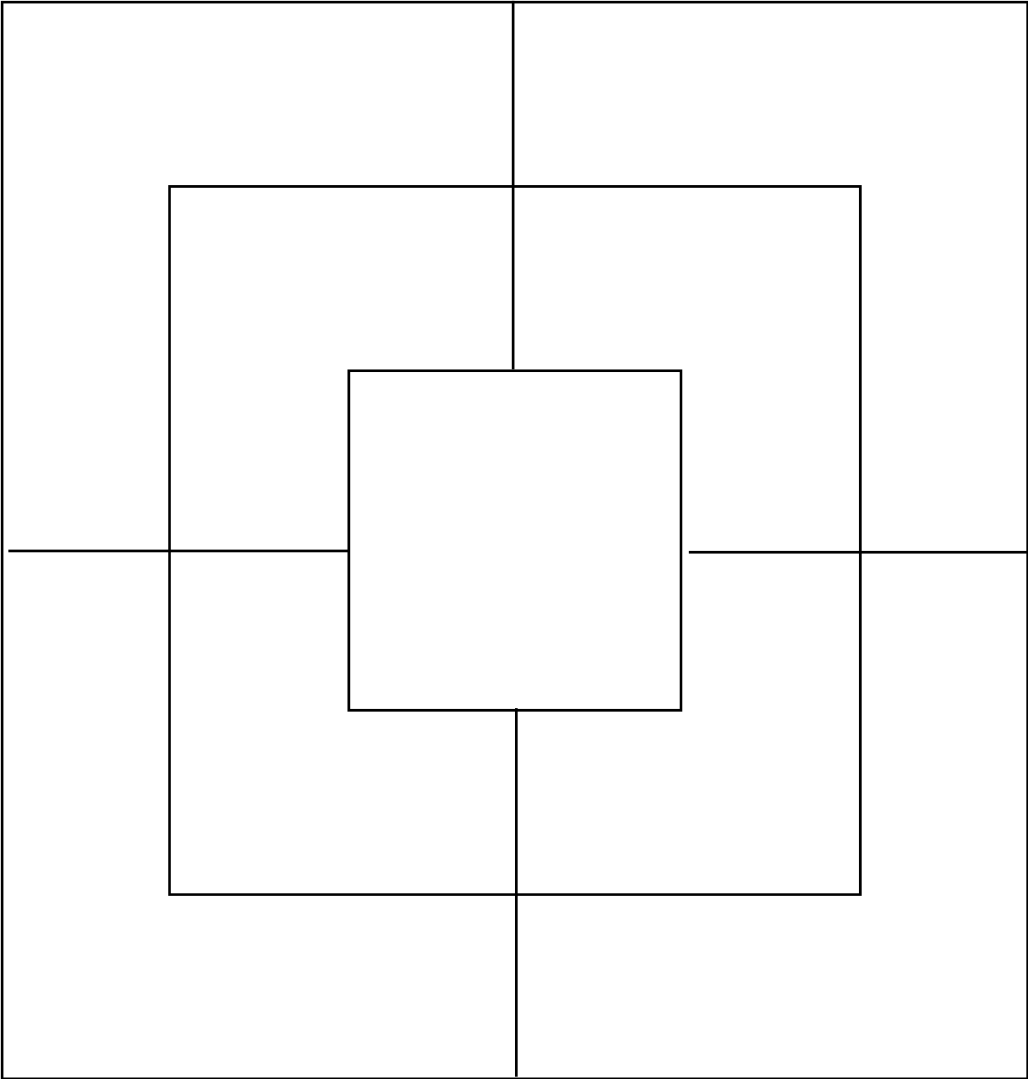
The object of the game is to remove your partner's men from the board. Each player needs nine men. You take it in turn to put a man on any empty point on the board (a point can be where two lines join, or a corner — there are 24 points on the board altogether).



The aim is to try and place your men on the board so that they make a **mill** (a line of three men).



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You need to stop your partner from making a mill.

Every time you make a mill you can take one of your partner's men off the board — but not one which is in a mill —they are safe.

When you have both put all your men on the board you take turns to move one man to the next point on a line, trying all the time to make a mill so that you can take one of your partners men away.

The loser is the player who has only 2 men left on the board.

(If you only have three men left on the board and they are in a mill you must move one piece out of the mill when it is your turn.)