

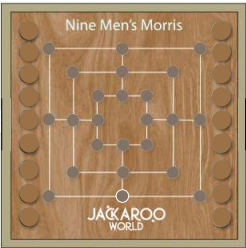
Nine Men's Morris ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣



An exciting strategy board game dating back to the Roman Empire! This two-player game is played with marbles on a square board with a grid of three concentric squares connected by lines. It's a timeless game where every move counts, and the excitement comes from the intense mind games and tactical decisions!

Game Set ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥

Nine Men's Morris board

18 Marbles (9 black and 9 white)





Steps to Set Up ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠

- 1

Prepare the Board:
Place the Nine Men's Morris board on a flat surface where both players can easily reach it.
- 2

Distribute the Marbles:
Each player chooses a color and takes 9 marbles of that color (Black or White).
- 3

Position and get ready:
Players sit across from each other and place their marbles on their "Outside Zone".

Objective ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣

The objective of the game is to form "mills"—three of your marbles in a row—along a line. Every time you form a mill, you can remove one of your opponent's marbles off the board. Your aim is to strategically control the board and limit your opponent's mobility to form mills. The game is won by reducing your opponent to two marbles or by blocking them from making any moves.

Phases of the Game ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣

- The game consists of three phases: Placing, Moving, and Flying.
- 1. Placing Phase:**
 - Players take turns placing one marble at a time on any empty spot on the board.
 - If a player forms a mill (three marbles in a straight line), they can remove one of their opponent's marbles that is not part of a mill. If all of the opponent's marbles are in mills, any marble can be removed.
 - This phase continues until all marbles are placed on the board by both players.

2. Moving Phase:
 - Once all marbles are placed, players take turns moving one marble to an "adjacent" empty spot along the lines.
 - Forming a mill during this phase allows the player to remove an opponent's marble, following the same rules as in the placing phase.
 - This phase continues until a player is reduced to three marbles or cannot make any legal moves.

3. Flying Phase:
 - If a player is reduced to three marbles they enter the flying phase, where they can move their marbles to any empty spot on the board, not just adjacent ones.
 - This phase ends when a player is reduced to two marbles and the game finishes.

Winning the Game

A player wins by reducing their opponent to two marbles or by blocking all their opponent's marbles from making a legal move.

Tips for Playing

- **Form Mills Strategically:** Plan your moves to form mills while blocking your opponent from forming theirs.
- **Flexible Positioning:** Keep your marbles in positions that allow for easy movement and flexibility to form new mills.
- **Defense:** Be mindful of your opponent's potential to form mills and position your marbles to block them.
- **Flying Phase Advantage:** If you reach the flying phase, use the ability to move marbles freely to create new mills and gain an advantage.

Nine Men's Morris is a game of strategy and tactics, requiring players to think several moves ahead and adapt to their opponent's moves. Enjoy the challenge!