

# *Nine Men's Morris*

Each player has nine counters.

Players take their turn in placing each of their counters on the intersection points on the board.

The aim of the game is to form 'mills,' or a row of three counters – and to stop the other player from doing so.

The winner of the game is the player with the most counters left on the board, and the loser is the player reduced to two counters.

If a player is able to put three of his counters on three adjacent points, vertically or horizontally, he may remove one of his opponent's pieces from the board.

Once all counters are on the board, players can move their counters at each turn to adjacent points, and continue to attempt to form 'mills.'

Once a player only has three counters left, they may move counters to any available point, rather than just adjacent ones.

When one player has been reduced to two counters, the other player wins.

TIP: Once a player has a 'mill' it is possible to use their turns to move one counter and then move it back in order to remove his opponent's pieces multiple times: this is known as 'pounding.'