

9 Men's Morris

Origin: Egypt, pre-1400 BCE; Dispersed in ancient and medieval Europe

Players: 2

Pieces: Each player uses their own color of 9 markers/pawns

OBJECTIVE: Remove 7 of your opponent's markers from the board.

RULES:

Phase 1: Players take turns placing their markers on the board circles. If a player makes a row of 3 with their markers, they may remove one of their opponent's pieces from the board.

Pieces in a row of 3 may not be removed unless there is no other choice. Phase 1 ends when all pieces have been placed.

Phase 2: The player who went second in Phase 1 now goes first. Players take turns moving their pieces along board lines to adjacent, unoccupied circles. You must move on your turn. You may not jump other markers. When a player forms a line of 3, they may remove one of their opponent's markers. Markers in rows 3 may only be removed if there are no other options.

WINNING: Remove 7 of your opponent's markers or block your opponent from making any move

