

Morabaraba Rules

☀ Phase 1: Placing Cows

1. You and your opponent take turns putting one cow on any empty spot on the board.
2. Try to make a line of 3 cows in a row. This is called a mill.
3. If you make a mill, you can take one cow off the board from your opponent.
4. You can't take a cow that's already in a mill – unless every cow they have is in a mill.
5. If your move makes two mills at once, you still only get to remove one cow.
6. Any cow that gets removed is gone for the rest of the game.

When both players have placed all their cows, move to Phase 2.

☀ Phase 2: Moving Cows

1. Now you take turns moving one cow to a spot right next to it, along the lines.
2. You keep trying to make mills (3 cows in a row).
3. If you make a mill, you remove one opponent cow, just like in Phase 1.
4. You are allowed to break your own mill and make a new one later.
 - But you cannot break a mill on one turn and remake the exact same mill on your next turn.

When a player is down to 3 cows, they move to Phase 3.

☀ Phase 3: Flying Cows

1. When you only have 3 cows left, your cows can fly.
2. Flying means your cow can move to any empty spot on the whole board – it doesn't need to be next to it.

🏆 Winning the Game

You win if:

- Your opponent has only 2 cows left,

OR

- Your opponent can't make any legal move on their turn.

If both players have 3 cows, and no cows get taken in the next 10 moves, the game is a draw.