



Merels (or 9 man morris)

The game is played on a square board made up of three concentric squares connected by intersecting lines in the center of each of the square's sides. (dotted lines are for 12 man morris) Each player starts with nine pieces or men, off the board. The two sets of men must be different colors.

The players decide who starts first. Then they take turns placing one man at a time on any unoccupied point on the board. There are 24 points (marked with dots in the illustration) that men may be placed on. Once both players have placed all of their men on the board, they take turns in moving their men (one at a time) already on the board. Men can only be moved to adjacent points along the marked lines. Only one man may be placed on any point. If a man is already on a point, another cannot be moved there. The object is to form mills. A mill consists of a straight row of three of the player's own men along a straight marked/connecting line. If a player succeeds in making a mill, they may capture an opponent's man. This is done by removing an opponent's man from the board. Once captured, men cannot be brought back into play. Whenever possible the captured man should NOT be taken from an opponent's existing line of three (mill). Two intervening moves must be made before a piece may be moved back into the same mill. No such restriction applies if a mill is being formed along a different line, or using different pieces. Players must move a man if they can (even if it would be to their disadvantage). A player who cannot move a man loses the game. Once a player has been reduced to two men, and therefore is unable to form a mill which lets them capture their opponent's men, they lose the game.