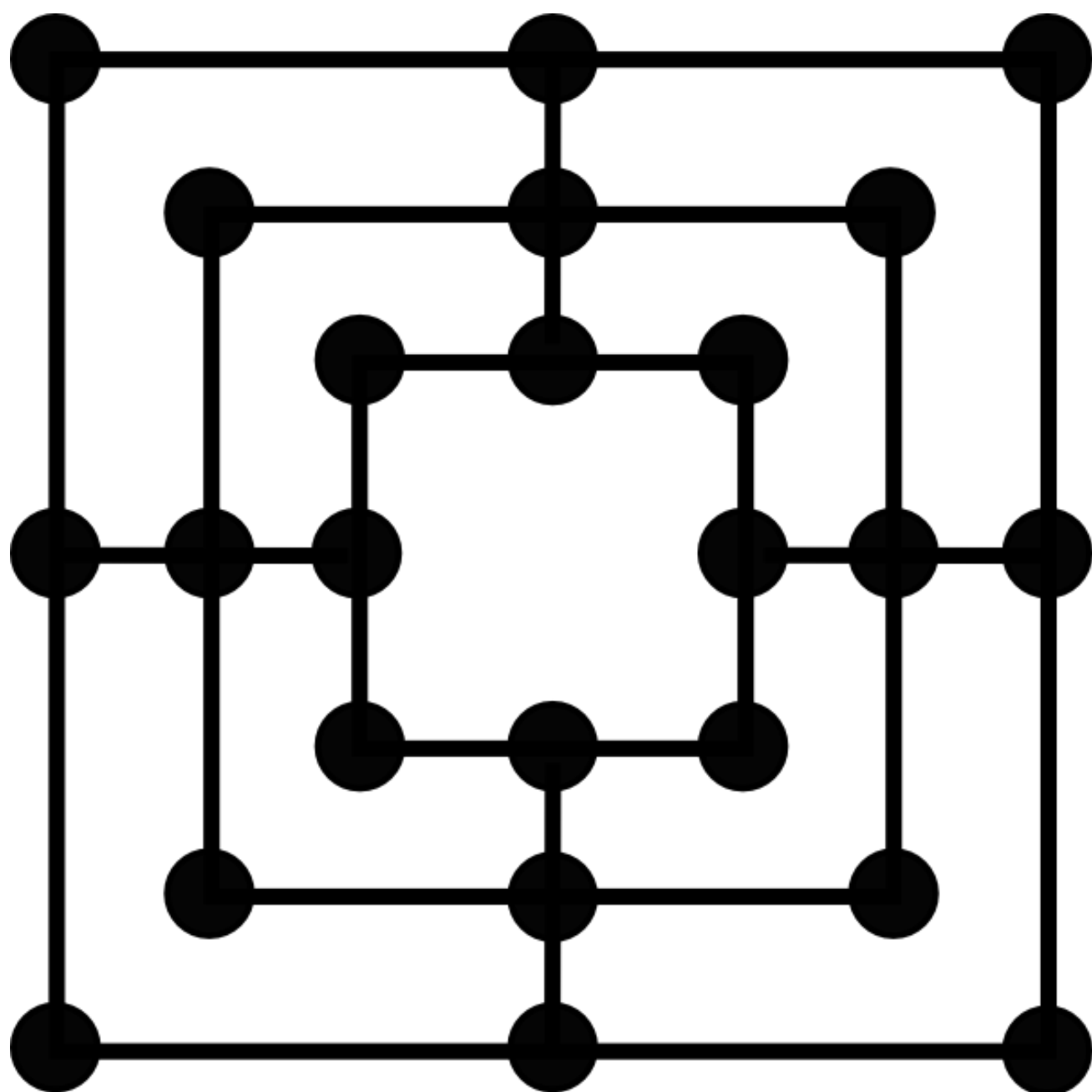
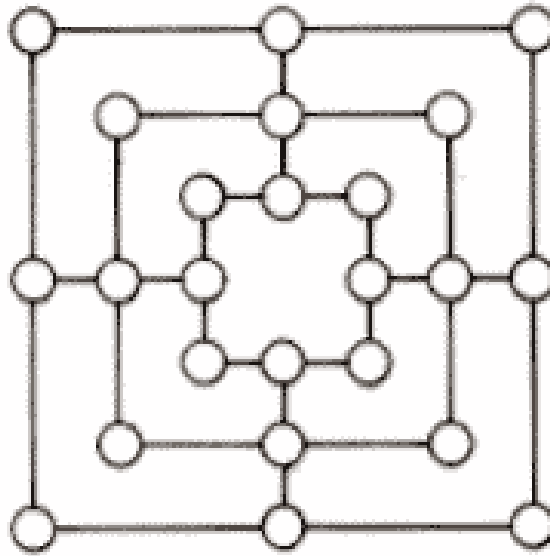




Nine Men's Morris or Merelles



Each player has nine counters. The object of the game is to remove all the enemy pieces from the board.

1. The game starts with an empty board. The players take turns placing pieces on any empty intersection.
2. When all 18 pieces have been placed on the board, players take turns in moving one of their pieces at a time by sliding it from one intersection to an adjacent one.
3. If a move results in a row of three, (forming a 'mill'), he/she can remove one of his opponent's pieces, as long as it does not form part of a mill and there are other pieces of the opponent's colour still on the board.
4. When a player only has three remaining pieces, he can move his next piece to any intersection, however far from its previous position.
5. Once a player has been reduced to only two pieces, he loses the game.