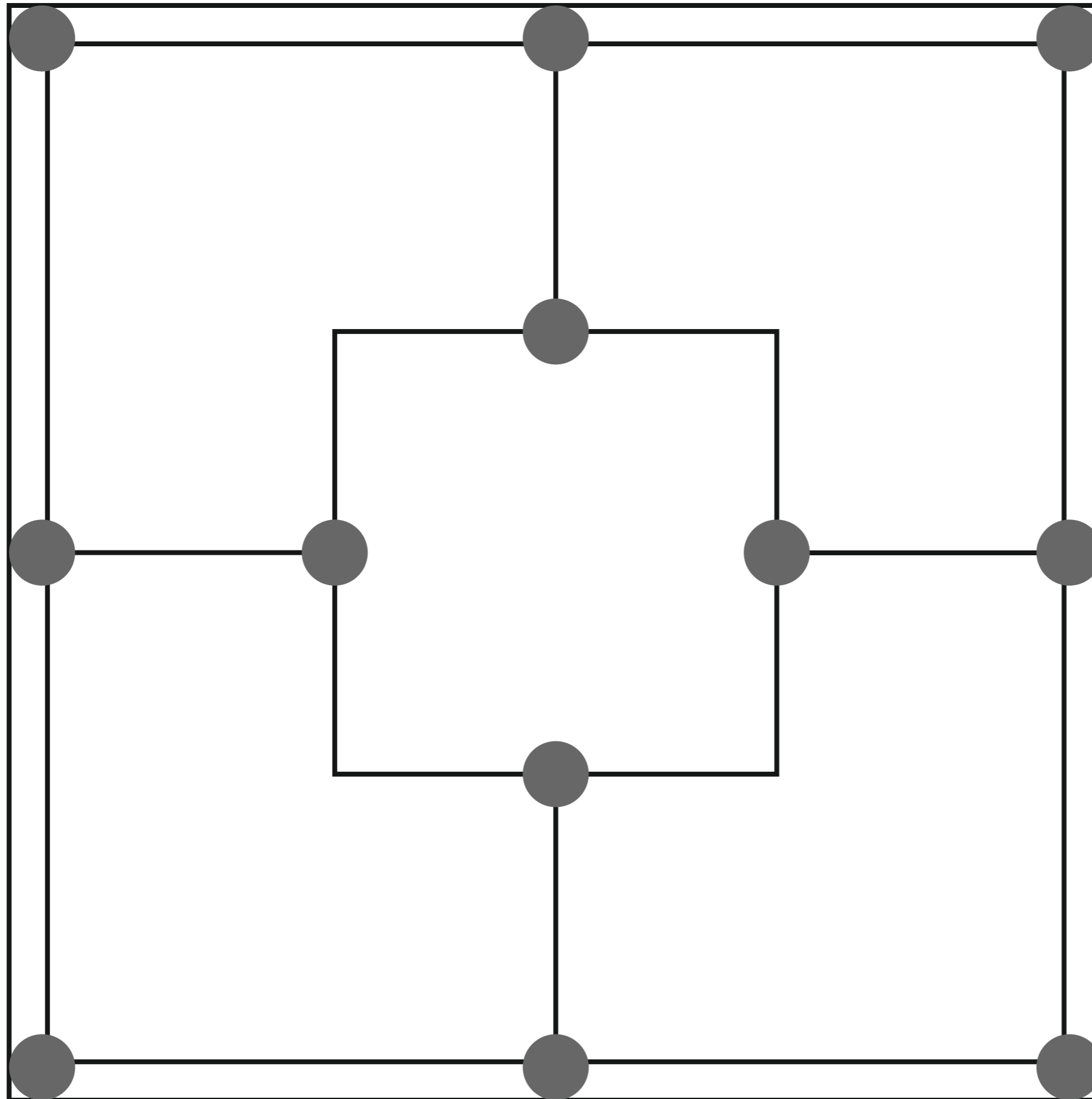




ABEC06ACT0801

6 MEN MORRIS BOARD



Age range : Std. 6 +

Number of players : 2

Learning : Strategy

You will need :

- 6 coins of a certain colour for player 1
- 6 coins of a different colour for player 2

Objective :

To capture enough enemy pieces so that they cannot form a mill (three friendly pieces in a row)

Game setup :

- The board is empty, and each player has six pieces in hand. Players decide at random who goes first.
- Each player takes turns to place a piece on any intersection on the board.
- When all of the pieces are on the board, the moving can start.

Movement and capturing :

- Once the movement begins, players move a piece on the board along a marked line to the adjacent point.
- When a player forms a row of three friendly pieces along a marked line (called a "mill"), an enemy piece may be taken. Any piece may be selected that is not itself in a row of three enemies.

Winning :

- When one player is reduced to two pieces and is therefore unable to form a mill, then the game is over and that player has lost.