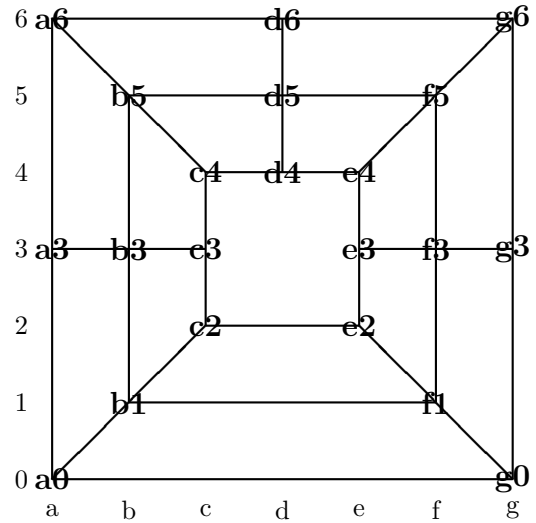
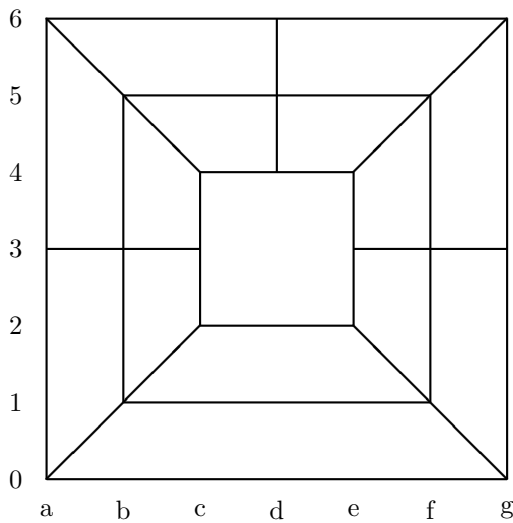


# Morris Game, Variant

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
a0	g0	b1	f1	c2	e2	a3	b3	c3	e3	f3	g3	c4	d4	e4	b5	d5	f5	a6	d6	g6



## Game rules

The Morris Game, Variant , is a variant of Nine Men's Morris game. It is a board game between two players: White and Black. Each player has 8 pieces, and the game board is as shown above. Pieces can be placed on intersections of lines. (There are a total of 21 locations for pieces.) The goal is to capture opponents pieces by getting three pieces on a single line (a mill). The winner is the first player to reduce the opponent to only 2 pieces, or block the opponent from any further moves. The game has three distinct phases: opening, midgame, and endgame.

**Opening:** Players take turns placing their 8 pieces - one at a time - on any vacant board intersection spot.

**Midgame:** Players take turns moving one piece along a board line to any adjacent vacant spot.

**Endgame:** A player down to only three pieces may move a piece to any open spot, not just an adjacent one (hopping).

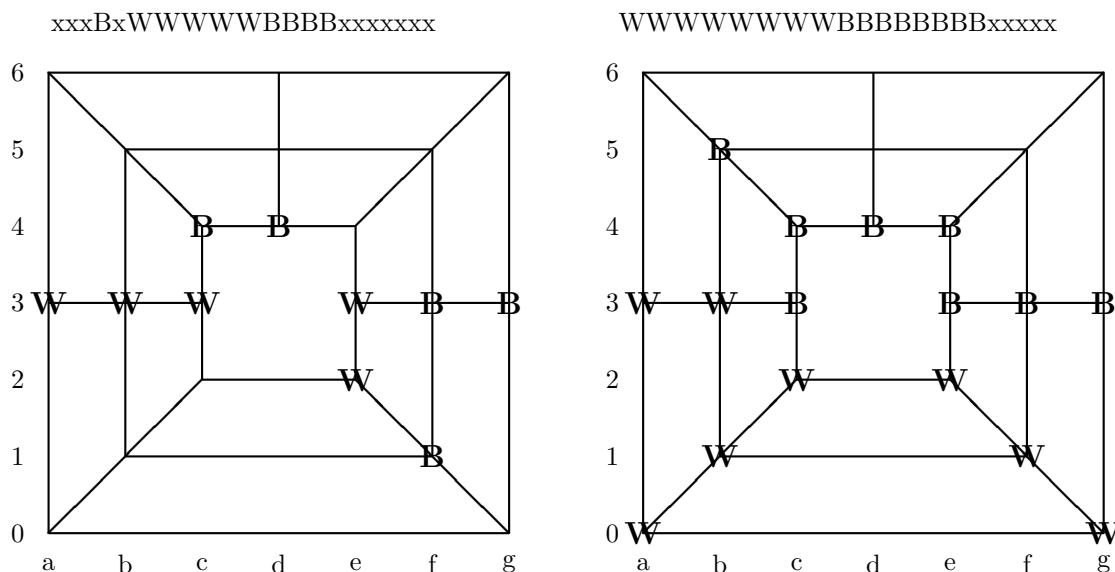
**Mills:** At any stage if a player gets three of their pieces on the same straight board line (a mill), then one of the opponent's isolated pieces is removed from the board. An isolated piece is a piece that is not part of a mill.

## A computer program that plays Variant

The basic components of a computer program that plays Variant are a procedure that generates moves, a function for assigning a static estimation value for a given position, and a MiniMax or AlphaBeta procedure.

### Representing board positions

One way of representing a board position is by an array of length 21, containing the pieces as the letters  $W, B, x$ . (The letter  $x$  stands for a “non-piece”.) The array specifies the pieces starting from bottom-left and continuing left-right bottom up. Here are two examples:



### Move generator

A move generator gets as input a board position and returns as output a list of board positions that can be reached from the input position. In the next section we describe a pseudo-code that can be used as a move generator for White. A move generator for Black can be obtained by the following steps.

**Input:** a board position  $b$ .

**Output:** a list  $L$  of all positions reachable by a black move.

1. compute the board **tempb** by swapping the colors in  $b$ . Replace each  $W$  by a  $B$ , and each  $B$  by a  $W$ .
2. Generate  $L$  containing all positions reachable from **tempb** by a white move.
3. Swap colors in all board positions in  $L$ , replacing  $W$  with  $B$  and  $B$  with  $W$ .

### A move generator for White

A pseudo-code is given for the following move generators: **GenerateAdd**, generates moves created by adding a white piece (to be used in the opening). **GenerateMove**, generates moves created by moving a white piece to an adjacent location (to be used in the midgame). **GenerateHopping**, generates moves created by white pieces hopping (to be used in the endgame). These routines get as an input a board and generate as output a list  $L$  containing the generated positions. They require a method of generating moves created by removing a black piece from the board. We name it **GenerateRemove**.

### **GenerateMovesOpening**

**Input:** a board position

**Output:** a list L of board positions

Return the list produced by **GenerateAdd** applied to the board.

### **GenerateMovesMidgameEndgame**

**Input:** a board position

**Output:** a list L of board positions

if the board has 3 white pieces Return the list produced by **GenerateHopping** applied to the board. Otherwise return the list produced by **GenerateMove** applied to the board.

### **GenerateAdd**

**Input:** a board position

**Output:** a list L of board positions

L = empty list

for each location in board:

    if board[location] == empty {  
        b = copy of board; b[location] = W  
        if closeMill(location, b) generateRemove(b, L)  
        else add b to L  
    }

return L

### **GenerateHopping**

**Input:** a board position

**Output:** a list L of board positions

L = empty list

for each location  $\alpha$  in board

if board[ $\alpha$ ] == W {  
    for each location  $\beta$  in board  
    if board[ $\beta$ ] == empty {  
        b = copy of board; b[ $\alpha$ ] = empty; b[ $\beta$ ] = W  
        if closeMill( $\beta$ , b) generateRemove(b, L)  
        else add b to L  
    }

}  
return L

**GenerateMove****Input:** a board position**Output:** a list L of board positions

```

L = empty list
for each location in board
if board[location]==W {
    n = list of neighbors of location
    for each j in n
    if board[j] == empty {
        b = copy of board; b[location] = empty; b[j]=W
        if closeMill(j, b) GenerateRemove(b, L)
        else add b to L
    }
}
return L

```

**GenerateRemove****Input:** a board position and a list L**Output:** positions are added to L by removing black pieces

```

for each location in board:
    if board[location]==B {
        if not closeMill(location, board) {
            b = copy of board; b[location] = empty
            add b to L
        } }
If no positions were added (all black pieces are in mills) add b to L.

```

**neighbors and closeMill**

The proposed coding of the methods neighbors and closeMill is by “brute force”. The idea is as follows.

**neighbors****Input:** a location j in the array representing the board**Output:** a list of locations in the array corresponding to j’s neighbors

```

switch(j) {
    case j==0 (a0) : return [1,2,6]. (These are g0,b1,a3.)
    case j==1 (g0) : return [0,3,11]. (These are a0,f1,g3.)
    etc.
}

```

### closeMill

**Input:** a location  $j$  in the array representing the board and the board  $b$

**Output:** true if the move to  $j$  closes a mill

$C = b[j]$ ;  $C$  must be either W or B. Cannot be x.

```
switch(j) {  
    case j==0 (a0) : return true if  
        (b[2]==C and b[4]==C) { the mill is a0, b1, c2 }  
        or (b[6]==C and b[18]==C) { the mill is a0, a3, a6 }  
        else return false  
    case j==1 (g0) : return true if  
        (b[3]==C and b[5]==C) { the mill is g0, f1, e2 }  
        or (b[11]==C and b[20]==C) { the mill is g0, g3, g6 }  
        else return false  
    etc.  
}
```

### Static estimation

The following static estimation functions are proposed. Given a board position  $b$  compute:

**numWhitePieces** = the number of white pieces in  $b$ .

**numBlackPieces** = the number of black pieces in  $b$ .

$L$  = the MidgameEndgame positions generated from  $b$  by a black move.

**numBlackMoves** = the number of board positions in  $L$ .

#### A static estimation for MidgameEndgame:

```
if (numBlackPieces  $\leq$  2) return(10000)  
else if (numWhitePieces  $\leq$  2) return(-10000)  
else if (numBlackMoves==0) return(10000)  
else return ( 1000(numWhitePieces - numBlackPieces) - numBlackMoves)
```

#### A static estimation for Opening:

```
return (numWhitePieces - numBlackPieces)
```