


## 9MM Tutorial Mode

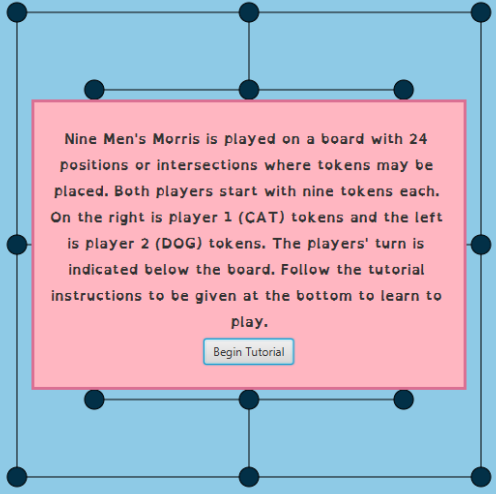
### Player chose to play Tutorial

- THE FIRST PLAYER WHO HAS LESS THAN THREE TOKENS LOSES.
- THE FIRST PLAYER WHO CANNOT MAKE A LEGAL MOVE LOSES.

Start Game



Tutorial





Nine Men's Morris is played on a board with 24 positions or intersections where tokens may be placed. Both players start with nine tokens each. On the right is player 1 (CAT) tokens and the left is player 2 (DOG) tokens. The players' turn is indicated below the board. Follow the tutorial instructions to be given at the bottom to learn to play.

Begin Tutorial



**TURN: CAT**

**CHOOSE A POSITION TO PLACE YOUR TOKEN**

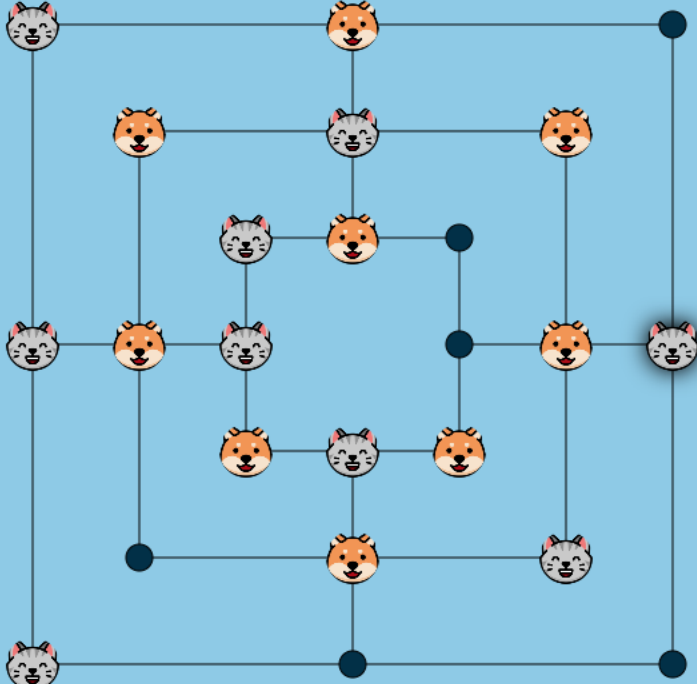
## Tutorial Explaining how place works, user able to practice Place

**TURN: CAT**  
**CHOOSE A POSITION TO PLACE YOUR TOKEN**

The game begins with players alternately placing tokens on an empty position.  
Try clicking on a position to place your token.  
When you have done this click 'Next' below.

Next

## Tutorial Explaining how Slide works, user able to practice Slide



The grid is 5x5. Tokens are placed as follows:  
Row 1: Cat at (1,1), Dog at (1,2), Empty at (1,3), (1,4), (1,5)  
Row 2: Empty at (2,1), Dog at (2,2), Cat at (2,3), Dog at (2,4), Empty at (2,5)  
Row 3: Cat at (3,1), Dog at (3,2), Cat at (3,3), Dog at (3,4), Empty at (3,5)  
Row 4: Empty at (4,1), Dog at (4,2), Cat at (4,3), Dog at (4,4), Empty at (4,5)  
Row 5: Cat at (5,1), Empty at (5,2), Dog at (5,3), Cat at (5,4), Empty at (5,5)  
(Coordinates are (row, column) starting from top-left)

**TURN: DOG**

**CHOOSE A TOKEN AND THE POSITION YOU WANT TO SLIDE TO**

After all tokens are placed, players slide tokens to any adjacent vacant point.  
Choosing a token and then choose a position that is adjacent to the token to slide.  
Players can only choose their own tokens to slide when it is their turn.

Next

## Tutorial Explaining how Hop works, user able to practice Hop

**TURN: DOG**

**CHOOSE A TOKEN AND THE POSITION ANYWHERE TO HOP**

When a player has only three tokens left, they may jump a tokens to any vacant point.  
Choosing a token and then choose a position that is unoccupied by a token to hop.  
Players can only choose their own tokens to hop when it is their turn.

Next

## Tutorial Explaining how Mill works, user able to practice Mill

**TURN: DOG**

**YOU'VE CREATED A MILL, CHOOSE AN OPPONENT PIECE TO REMOVE**

The objective of the game is to create a mill (three-in-a-row) by moving your tokens.

When you close a mill, you can remove any of your opponent's token which are not part of a mill.

Created a mill by sliding your tokens and then choose the opponent's token to remove.

Next

## Tutorial Explaining winning condition, player finished tutorial

**TURN: CAT**

You win when your opponent has less than three tokens remaining  
OR your opponent cannot make a legal move. And the game ends.  
You have learned all the rules and are not ready to play! Have fun!

Finish Tutorial