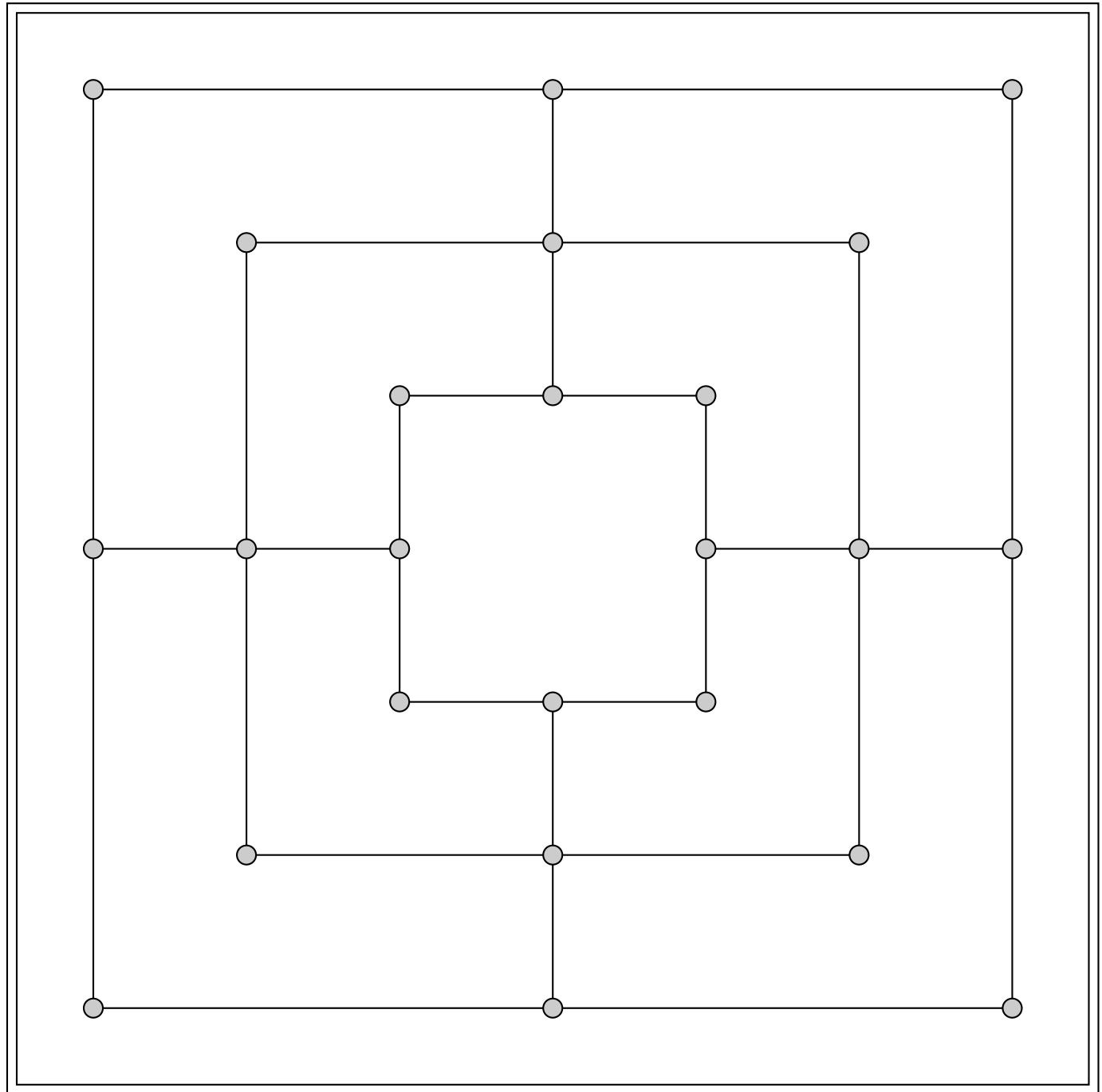
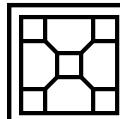


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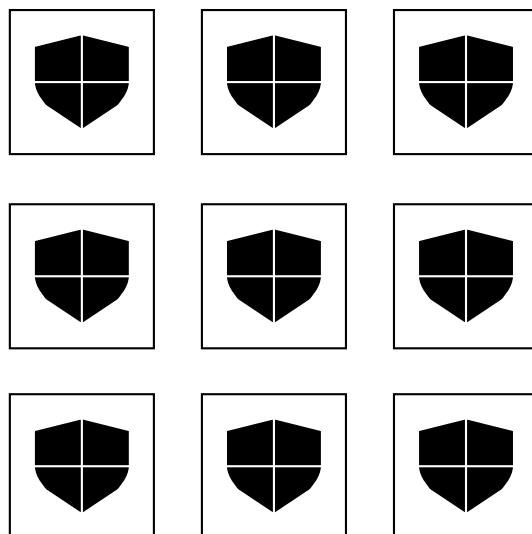
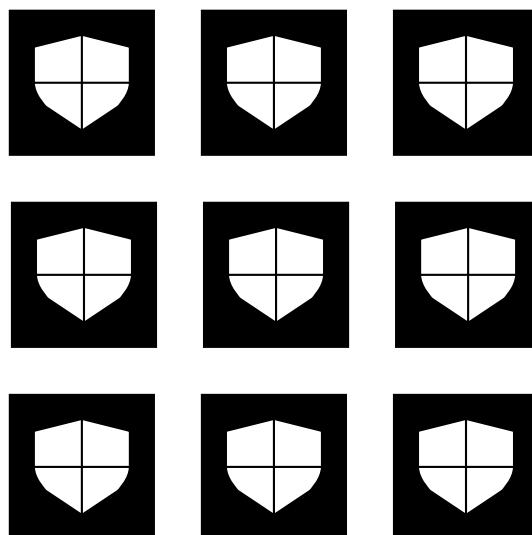
NINE MEN'S MORRIS

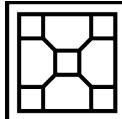




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NINE MEN'S MORRIS





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ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, two A4 sheets of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheets onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.

3. Cut out the board and individual pieces. You may want to apply more glue if the paper is coming loose around the edges.

There are alternative methods. If you have only scissors, not a craft knife, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheets could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round off the corners to prevent scratching.

RULES FOR NINE MEN'S MORRIS

To begin: the board is empty, and each player has nine pieces in hand. Players decide at random who goes first.

Placement & movement: Each player takes it in turn to place a piece on any intersection on the board. When all of the pieces are entered, players instead move a piece on the board along a marked line to the adjacent point. When a player is reduced to three pieces, that player's pieces may move freely to any vacant intersection.

Capturing enemies: 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.

To win: 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.