PLACING A TOKEN

NINE MEN'S MORRIS
~type **RULES** to view the game rules~
~type **HELP** to view the game controls~
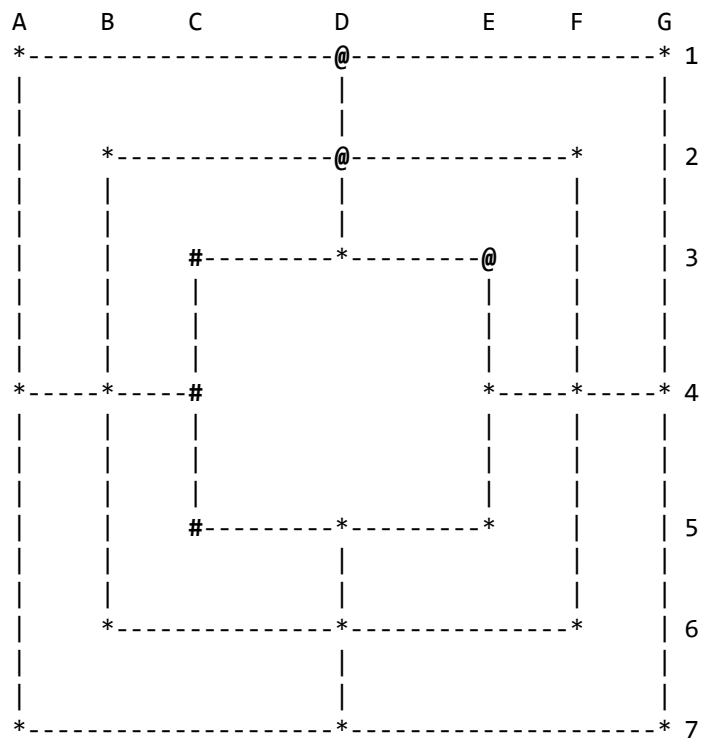
Player 1: James
Piece type: @
Pieces to play: 5
Pieces out of play: 1
Pieces in play: 3

```
    A       B       C           D           E       F       G
    *-------------------@-------------------* 1
    |                   |                   |
    |                   |                   |
    |       *---------------@---------------*       | 2
    |       |               |               |       |
    |       |               |               |       |
    |       |       #---------*---------@       |       | 3
    |       |       |                   |       |       |
    |       |       |                   |       |       |
    |       |       |                   |       |       |
    *-------*-------#                   *-----*-----* 4
    |       |       |                   |       |       |
    |       |       |                   |       |       |
    |       |       |                   |       |       |
    |       |       #---------*---------*       |       | 5
    |       |                   |               |       |
    |       |                   |               |       |
    |       *---------------*---------------*       | 6
    |                   |                   |
    |                   |                   |
    *-------------------*-------------------* 7
```

Player 2: Sarah
Piece type: #
Pieces to play: 6
Pieces out of play: 0
Pieces in play: 3

~~~~~~
Player 2 turn
Please type the location to place your next piece:
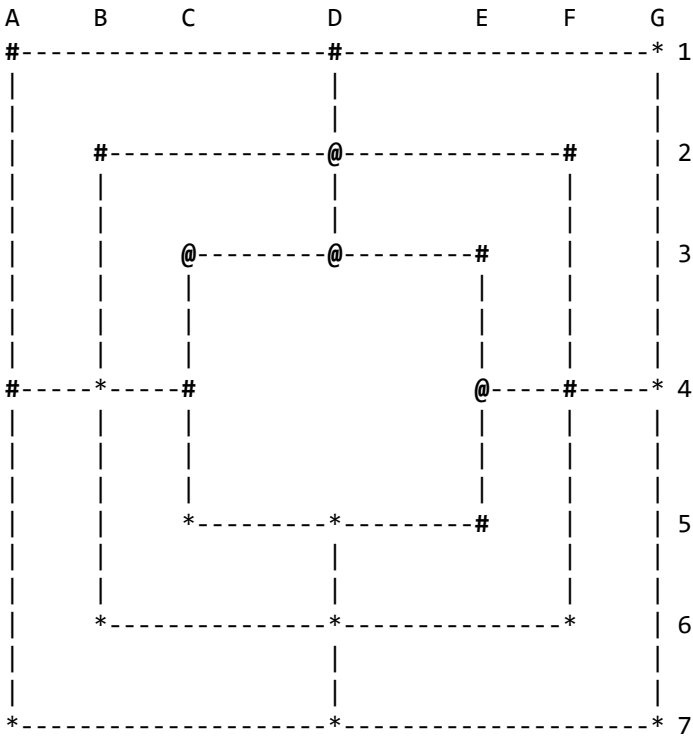D3_

NINE MEN'S MORRIS
~type **RULES** to view the game rules~
~type **HELP** to view the game controls~

Player 1: James
Piece type: @
Pieces to play: 0
Pieces out of play: 0
Pieces in play: 9

```
   A      B      C         D         E      F      G
   #---------------------#---------------------* 1
   |                     |                     |
   |                     |                     |
   |      #--------------@--------------#      | 2
   |      |              |              |      |
   |      |              |              |      |
   |      |      @---------@---------#      |      | 3
   |      |      |              |      |      |
   |      |      |              |      |      |
   |      |      |              |      |      |
   #-----*-----#              @-----#-----* 4
   |      |      |              |      |      |
   |      |      |              |      |      |
   |      |      *---------*---------#      |      | 5
   |      |                     |      |      |
   |      |                     |      |      |
   |      *--------------*--------------*      | 6
   |                     |                     |
   |                     |                     |
   *---------------------*---------------------* 7
```

Player 2: Sarah
Piece type: #
Pieces to play: 0
Pieces out of play: 5
Pieces in play: 4

~~~~~~
Player 2 turn
You have no valid moves. Player 1 wins!
~~~~~~
Type EXIT to leave or RETRY to play again

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NINE MEN'S MORRIS
~type **RULES** to view the game rules~
~type **HELP** to view the game controls~

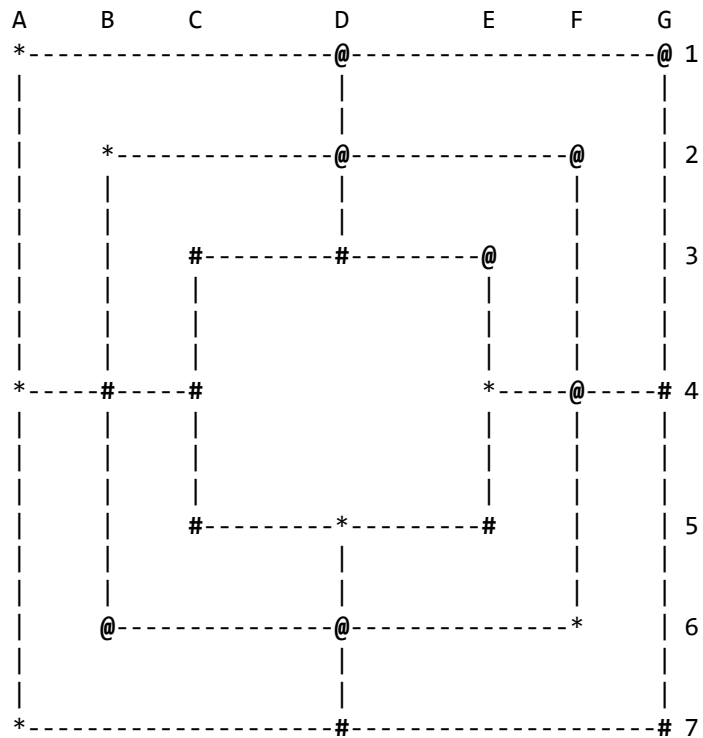**Player 1: James**
Piece type: @
Pieces to play: 0
Pieces out of play: 1
Pieces in play: 8

```
  A       B       C           D           E       F       G
  *-------------------------@-----------------------@ 1
  |                         |                       |
  |                         |                       |
  |       *---------------@---------------@       | 2
  |       |                 |               |       |
  |       |                 |               |       |
  |       |       #---------#---------@       |       | 3
  |       |       |                 |       |       |
  |       |       |                 |       |       |
  |       |       |                 |       |       |
  *-----#-----#                 *-----@-----# 4
  |       |       |                 |       |       |
  |       |       |                 |       |       |
  |       |       #---------*---------#       |       | 5
  |       |                 |               |       |
  |       |                 |               |       |
  |       @---------------@---------------*       | 6
  |                         |                       |
  |                         |                       |
  *-------------------------#-----------------------# 7
```

Player 2: Sarah
Piece type: #
Pieces to play: 0
Pieces out of play: 0
Pieces in play: 9

~~~~~~
Player 1 turn
Please type the location of the piece you want to move:
D6
~~~~~~
Please type the location you want to move the piece to:
F6_

NINE MEN'S MORRIS
~type **RULES** to view the game rules~
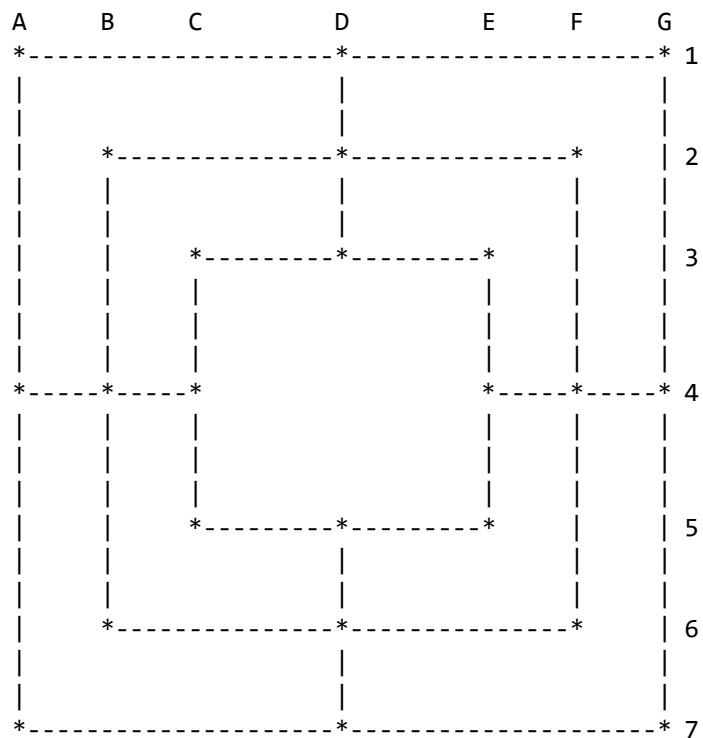~type **HELP** to view the game controls~

Player 1: James
Piece type: @
Pieces to play: 9
Pieces out of play: 0
Pieces in play: 0

```
A       B       C           D           E       F       G
*---------------------*---------------------* 1
|                     |                     |
|                     |                     |
|       *---------------*---------------*   | 2
|       |             |             |       |
|       |             |             |       |
|       |       *---------*---------*       | 3
|       |       |             |     |       |
|       |       |             |     |       |
|       |       |             |     |       |
*-----*-----*                 *-----*-----* 4
|     |     |                 |     |     |
|     |     |                 |     |     |
|     |     |                 |     |     |
|     |     *---------*---------*     |     | 5
|     |             |             |   |
|     |             |             |   |
|     *---------------*---------------*   | 6
|                     |                     |
|                     |                     |
*---------------------*---------------------* 7
```

Player 2: Sarah
Piece type: #
Pieces to play: 9
Pieces out of play: 0
Pieces in play: 0

~~~~~~
Player 2 turn
Please type the location to place your next piece:

_

JUMPING A TOKEN

NINE MEN'S MORRIS
~type **RULES** to view the game rules~
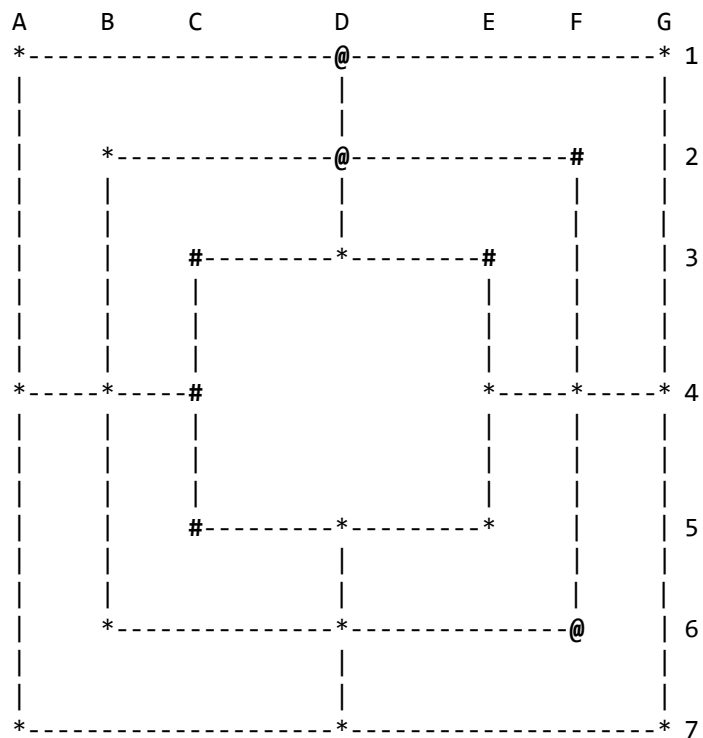~type **HELP** to view the game controls~

Player 1: James
Piece type: @
Pieces to play: 0
Pieces out of play: 6
Pieces in play: 3

```
  A       B       C           D           E       F       G
  *-------------------------@---------------------*  1
  |                         |                     |
  |                         |                     |
  |       *---------------@---------------#       |  2
  |       |                 |             |       |
  |       |                 |             |       |
  |       |       #---------*---------#   |       |  3
  |       |       |                 |     |       |
  |       |       |                 |     |       |
  |       |       |                 |     |       |
  *-----*-----#                     *-----*-----*  4
  |     |     |                     |     |     |
  |     |     |                     |     |     |
  |     |     |                     |     |     |
  |     |     #---------*---------*  |     |  5
  |     |                 |             |     |
  |     |                 |             |     |
  |     *---------------*---------------@  |  6
  |                     |                     |
  |                     |                     |
  *-------------------------*---------------------*  7
```

Player 2: Sarah
Piece type: #
Pieces to play: 0
Pieces out of play: 4
Pieces in play: 5

~~~~~~
Player 1 turn
Please type the location of the piece you want to jump:
F6
~~~~~~
Please type the location you want to jump the piece to:
D3_

FORMING A MILL (WIN CONDITION)

NINE MEN'S MORRIS
~type **RULES** to view the game rules~
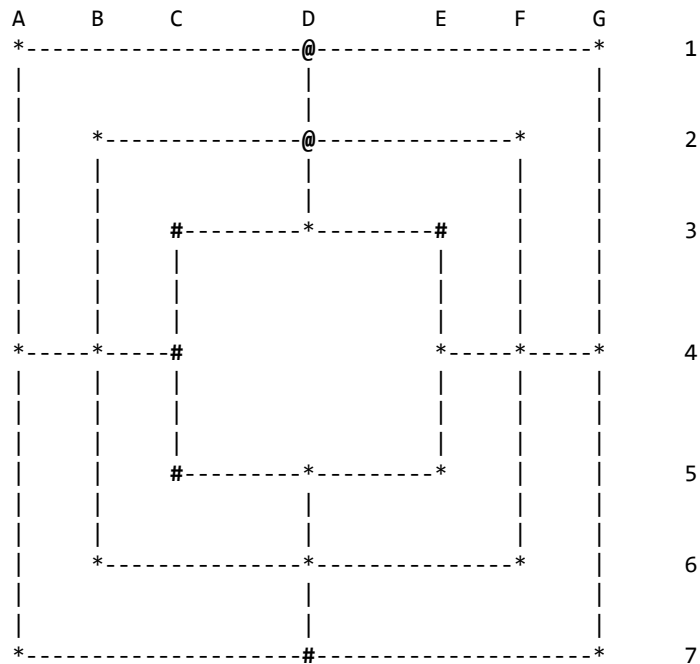~type **HELP** to view the game controls~

Player 1: James
Piece type: @
Pieces to play: 0
Pieces out of play: 6
Pieces in play: 3

```
    A     B     C         D         E     F     G
    *-------------------@--------------------*       1
    |                   |                    |
    |                   |                    |
    |     *---------------@----------------*  |       2
    |     |             |             |    |
    |     |             |             |    |
    |     |     #---------*---------#  |    |       3
    |     |     |             |    |    |
    |     |     |             |    |    |
    |     |     |             |    |    |
    *-----*-----#             *-----*-----*       4
    |     |     |             |    |    |
    |     |     |             |    |    |
    |     |     |             |    |    |
    |     |     #---------*---------*  |    |       5
    |     |             |             |    |
    |     |             |             |    |
    |     *---------------*----------------*  |       6
    |                   |                    |
    |                   |                    |
    *-------------------#--------------------*       7
```

Player 2: Sarah
Piece type: #
Pieces to play: 0
Pieces out of play: 4
Pieces in play: 5

~~~~~~
Player 2 turn
Please type the location of the piece you want to move:
D3
~~~~~~
Please type the location you want to move the piece to:
C3
~~~~~~
Player 2 has formed a Mill. Please type the location of Player 1's piece you would like to
remove:
G1
Player 1 has less than 3 pieces left. Player 2 wins!
~~~~~~
Type EXIT to leave or RETRY to play again

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CHOOSING YOUR OPPONENT

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                  WELCOME TO NINE MEN'S MORRIS
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Please select your opponent:
1. Human
2. Computer


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Type the number corresponding to your desired opponent below:
2
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
You have chosen to battle the computer.
Is this correct? Please type Y to continue or N to choose a different opponent:
Y_
```

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                  WELCOME TO NINE MEN'S MORRIS
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

You will be battling another human.

Player 1: James
Player 2: Sarah

Player 2 will take the first turn.


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Please press enter to continue:
_
```

ENTERING PLAYER NAMES

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
            WELCOME TO NINE MEN'S MORRIS
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

You will be battling another human.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Player 1, please enter your name:
James
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Player 2, please enter your name:
Sarah
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~


Player 1: James
Player 2: Sarah


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Is this correct? Please type Y to continue or N to choose different names:
Y_
```

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
              NINE MEN'S MORRIS - RULES
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```

- Each player starts with 9 pieces.
- In the first phase of the game, players take turns to place
  their pieces on the board.
- Once you have placed all of your pieces, you can begin to
  move them, sliding them to an empty adjacent intersection.
- When placing and moving your pieces, your aim is to form
  Mills. A Mill is a straight row of 3 of your pieces.
- When you form a Mill, you can remove one of your opponent's
  pieces from the board. The piece you remove cannot be part
  of an existing Mill.
- Once a piece has been removed from the board, it cannot be
  played again.
- If you only have 3 pieces left, you can jump your pieces. This
  means that on your turn, rather than sliding your pieces, you
  can move them to any free intersection on the board.
- Your aim is to leave your opponent with less than 3 pieces on
  the board, or no legal moves on their turn. If you successfully
  achieve either of these conditions, you win the game.

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Please press enter when you are ready to return to the game:
_

RULES SCREEN

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            NINE MEN'S MORRIS — GAME CONTROLS
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Placing: Type the grid reference of the location you want
To place your piece, then press enter.
Sliding/Jumping: Type the grid reference of current location
of the piece you want to move, then press enter. Then type
the grid reference of the location you want to move that
piece to, then press enter.
Removing a piece: The game will prompt you when you can
remove an opponent's piece. Type the grid reference of the
location of the piece you want to remove, then press enter.

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```
Please press enter when you are ready to return to the game:
_