

## Placing a token.

### NINE MEN'S MORRIS

~ type RULES to view the game rules ~

~ type HELP to view the game controls ~

Player 1 : James

Colour : White O

Pieces to play : 5

Pieces out of play : 1

Pieces in play : 3

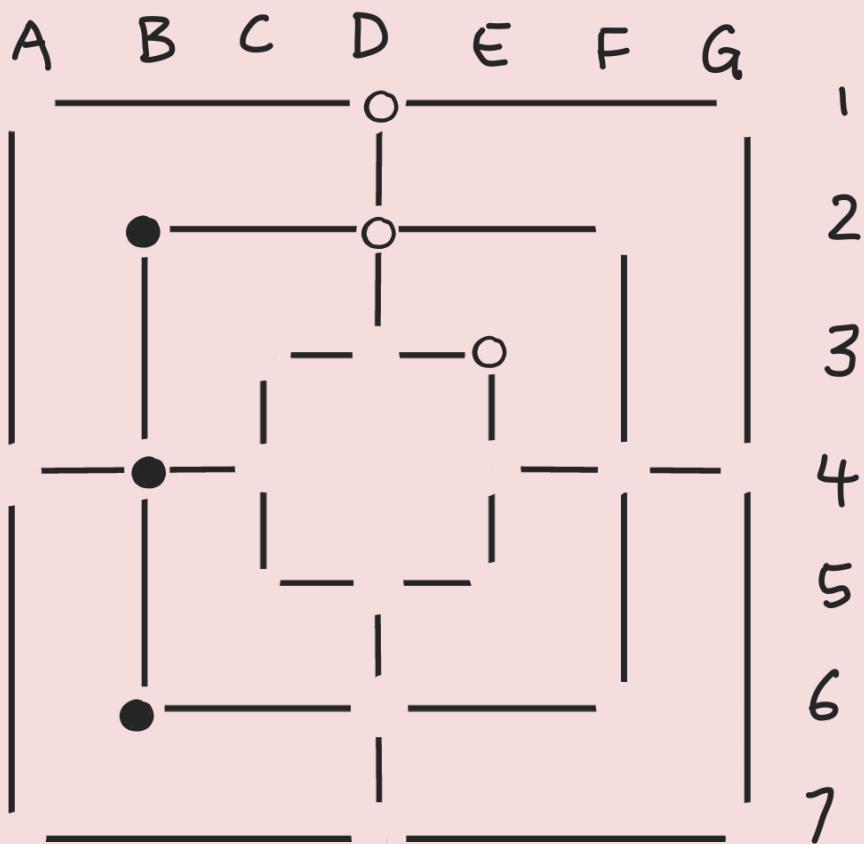
Player 2 : Sarah

Colour : Black ●

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.

D 3 -

## No Valid Moves (Win condition)

### NINE MEN'S MORRIS

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Player 1 : James

Player 2 : Sarah

Colour : White O

Colour : Black ●

Pieces to play : 0

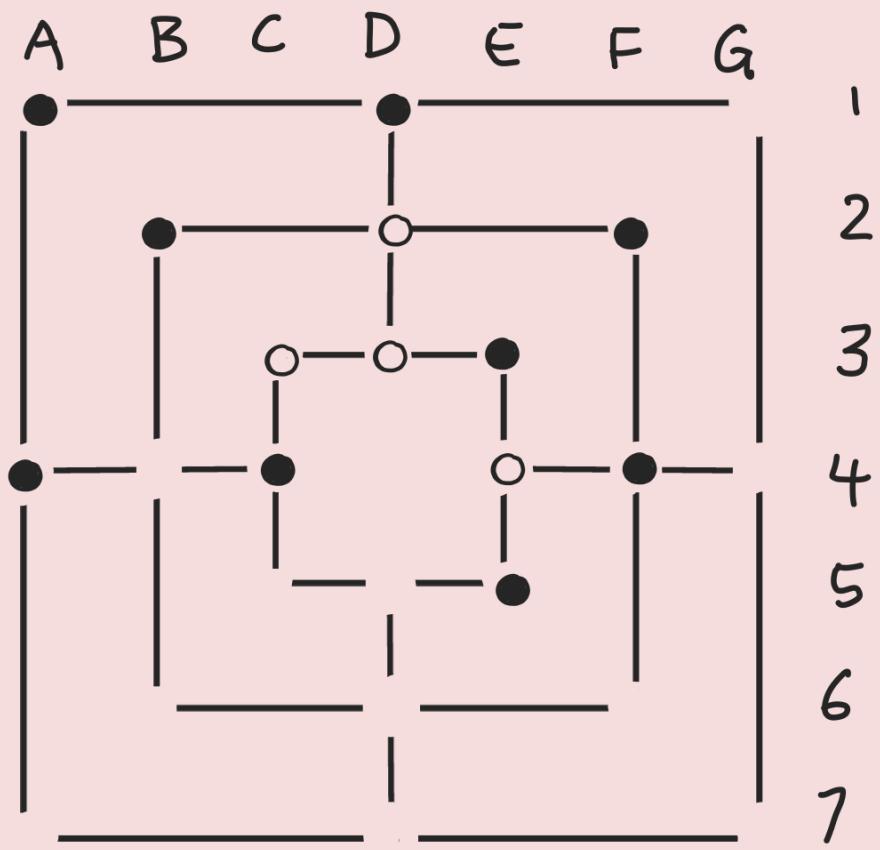
Pieces to play : 0

Pieces out of play : 5

Pieces out of play : 0

Pieces in play : 4

Pieces in play : 9



Player 2 has no valid moves. Player 1 wins!

Type EXIT to leave or RETRY to play again.

## Moving a token

### NINE MEN'S MORRIS

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Player 1: James

Player 2: Sarah

Colour: White O

Colour: Black ●

Pieces to play: 0

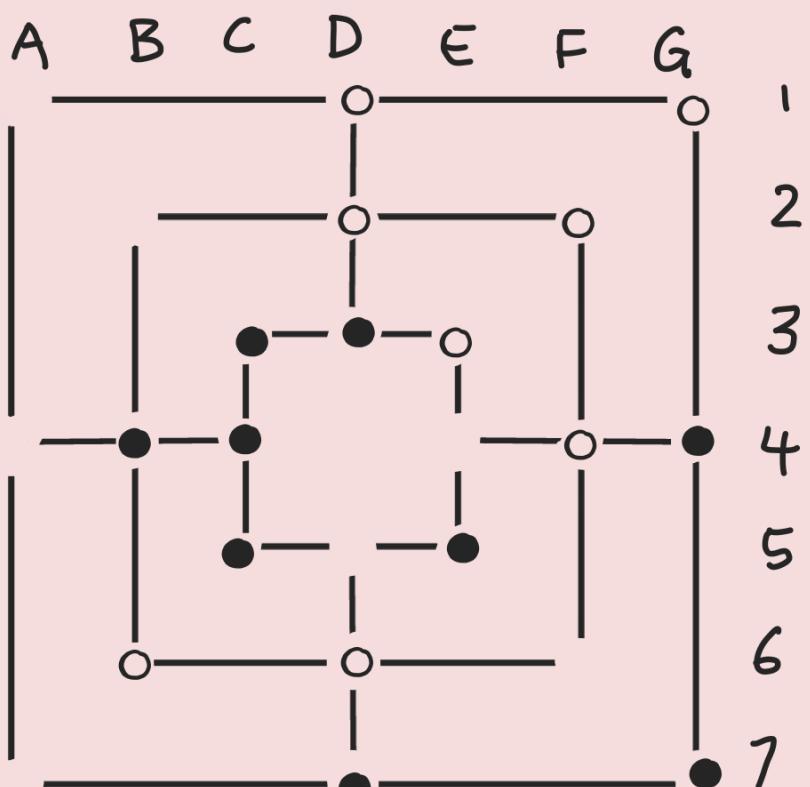
Pieces to play: 0

Pieces out of play: 1

Pieces out of play: 0

Pieces in play: 8

Pieces in play: 9



Player 1 turn: Please type the location of the piece you want to move.

D6

Player 1 turn: Please type the location you want to move the piece to.

F6 -

## Initial board.

### NINE MEN'S MORRIS

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Player 1 : James

Player 2 : Sarah

Colour : White O

Colour : Black ●

Pieces to play : 9

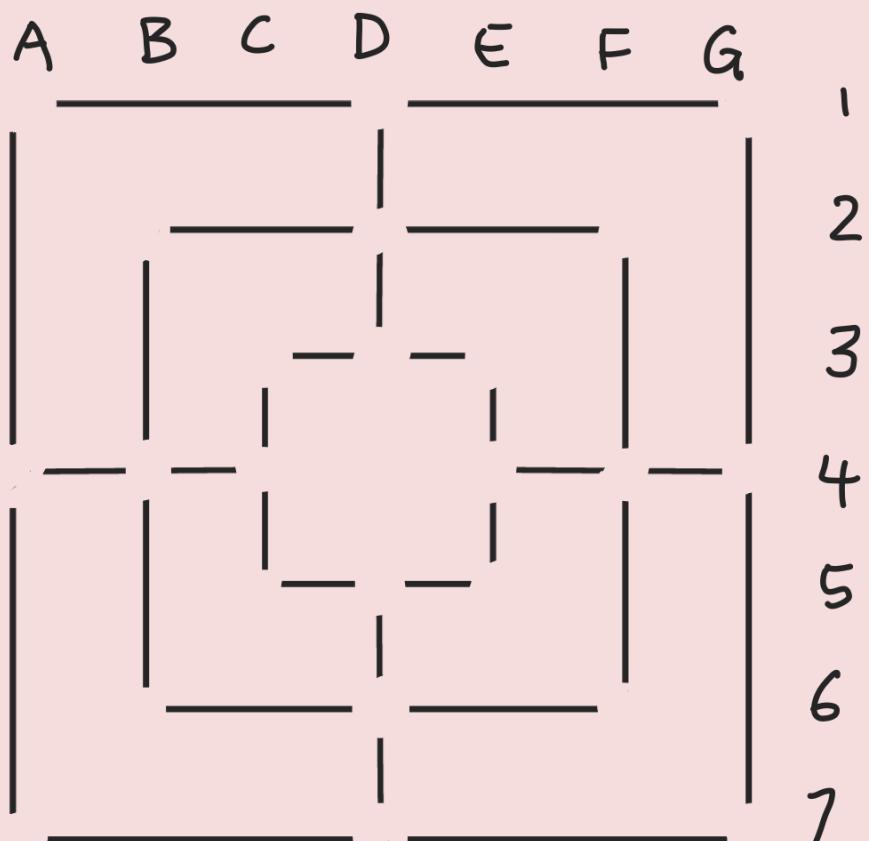
Pieces to play : 9

Pieces out of play : 0

Pieces out of play : 0

Pieces in 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

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Player 1 : James

Player 2 : Sarah

Colour : White O

Colour : Black ●

Pieces to play : 0

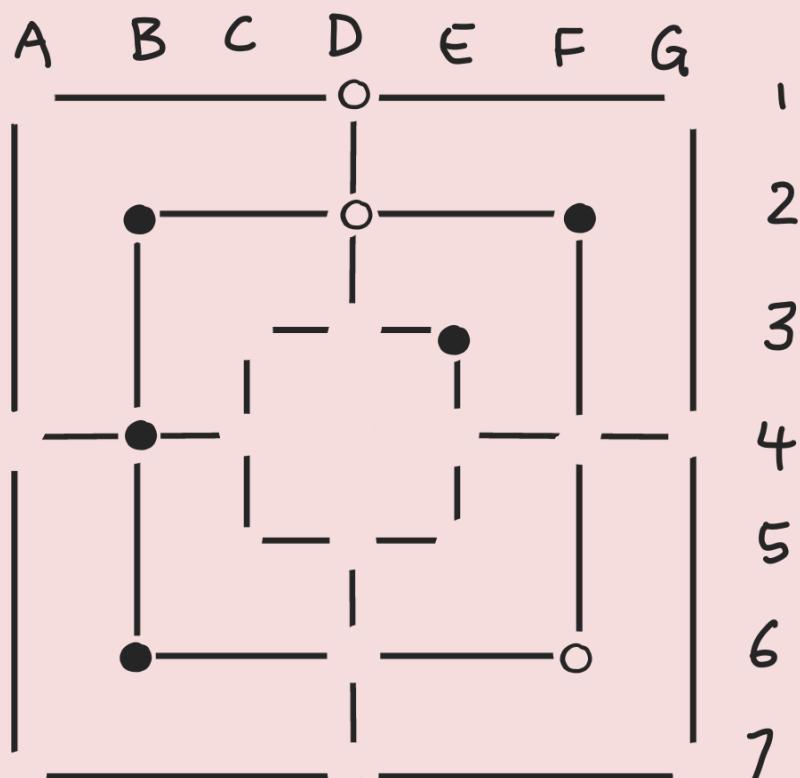
Pieces to play : 0

Pieces out of play : 6

Pieces out of play : 4

Pieces in play : 3

Pieces in play : 5



Player 1 turn : Please type the location of the piece you want to jump.

F6

Player 1 turn : 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

Player 2 : Sarah

Colour : White O

Colour : Black ●

Pieces to play : 0

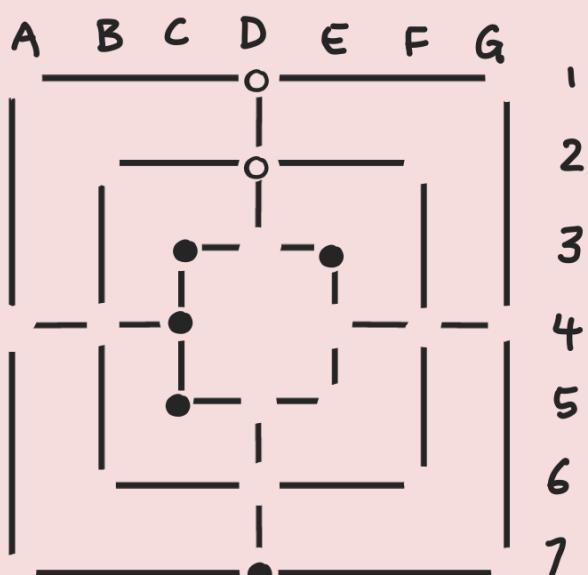
Pieces to play : 0

Pieces out of play : 7

Pieces out of play : 4

Pieces in play : 2

Pieces in play : 5



Player 2 turn : Please type the location of the piece you want to move.

D3

Player 2 turn : 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.

## Choosing your opponent

WELCOME TO NINE MEN'S MORRIS

Please select your opponent:

1. Human
2. Computer

Type the number corresponding to your desired opponent:

2

You have chosen to battle the computer.

Is this correct? Please type 'Y' to continue or 'N' to choose a different opponent:

Y-

## Allocating turn order

### 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.

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

- 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 a 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 goals, you win the game.

Please press enter when you are ready to return to the game.

## Controls screen

### NINE MEN'S MORRIS -

Placing: Type the grid reference of the location you want to place your piece, then press enter.

Sliding/Jumping : Type the grid reference of the 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 opponents piece. Type the grid reference of the location of the piece you want to remove, then press enter.

Please press enter when you are ready to return to the game.