

DRAGONFLY *Escape*

Nine Men's Morris Rules

Objective

Reduce your opponent to two pieces or block them so they cannot make a legal move.

Setup

Nine Men's Morris is played on a board of 24 connected points arranged in three nested squares.

Each player receives 9 pieces of one color.

At the start of the game:

- The board is empty.
- Players take turns placing their pieces on any open point.

Phase 1: Placing Pieces

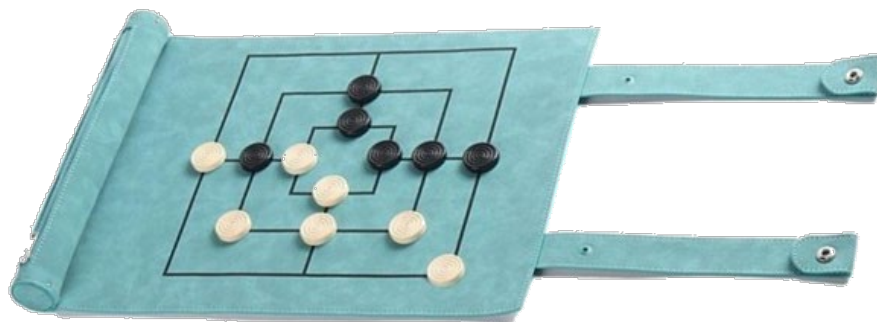
Players take turns placing one piece at a time on any empty point.

If a player forms a mill (three of their pieces in a straight line), they remove one opponent piece from the board.

Rules for removing pieces:

- A player may remove any opponent piece not currently in a mill.
- If all opponent pieces are in mills, any piece may be removed.

Players continue placing pieces until all 18 pieces have been placed.



Phase 2: Moving Pieces

Once all pieces are placed, players begin moving pieces.

On each turn:

- A player moves one of their pieces to an adjacent connected point along a line on the board.
- Players continue attempting to form mills.
- Whenever a mill is formed, the player removes one opponent piece.

Phase 3: Flying

When a player is reduced to three pieces, they may begin flying.

Flying allows a player to move a piece to any open point on the board, not just adjacent ones.

This rule helps prevent the game from ending too quickly.

Ending the Game

A player wins if their opponent:

- Is reduced to two pieces, OR
- Cannot make a legal move.

What is a Mill?

A mill occurs when a player places or moves pieces so that three of their pieces form a straight line along the board's marked lines.

Examples include:

- Three pieces along one side of a square
- Three pieces along the center lines connecting the squares

When a mill is formed, the player immediately removes one opponent piece.

Players may move pieces out of a mill and then form the same mill again on a later turn.