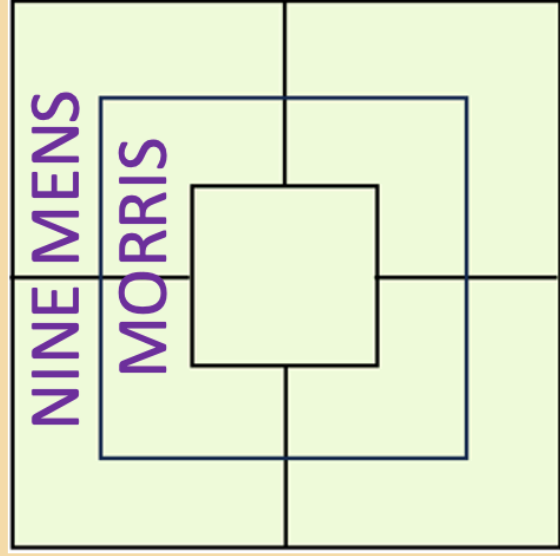




NINE MENS MORRIS

<https://aiminghigh.aimssec.ac.za/nine-mens-morris-or-morabaraba/>



Stage 1 PLACEMENT: For NINE MENS MORRIS take turns to place one of your 9 counters on any one of the 24 intersection points on the empty board. If you get 3 in a line, remove one of your opponent's counters from play.

Stage 2 MOVING: Take turns to move one of your counters to an adjacent point. No jumps are allowed. If you get 3 in a line, remove one of your opponent's counters.

Stage 3 FLYING: (optional) When a player is reduced to 3 counters they can 'fly' to any vacant point. You lose if you are reduced to 2 counters or have no legal moves.

VARIATIONS include Three, Six, Ten and Twelve Mens Morris played similarly with the corresponding number of counters.

