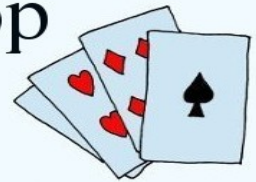
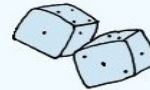


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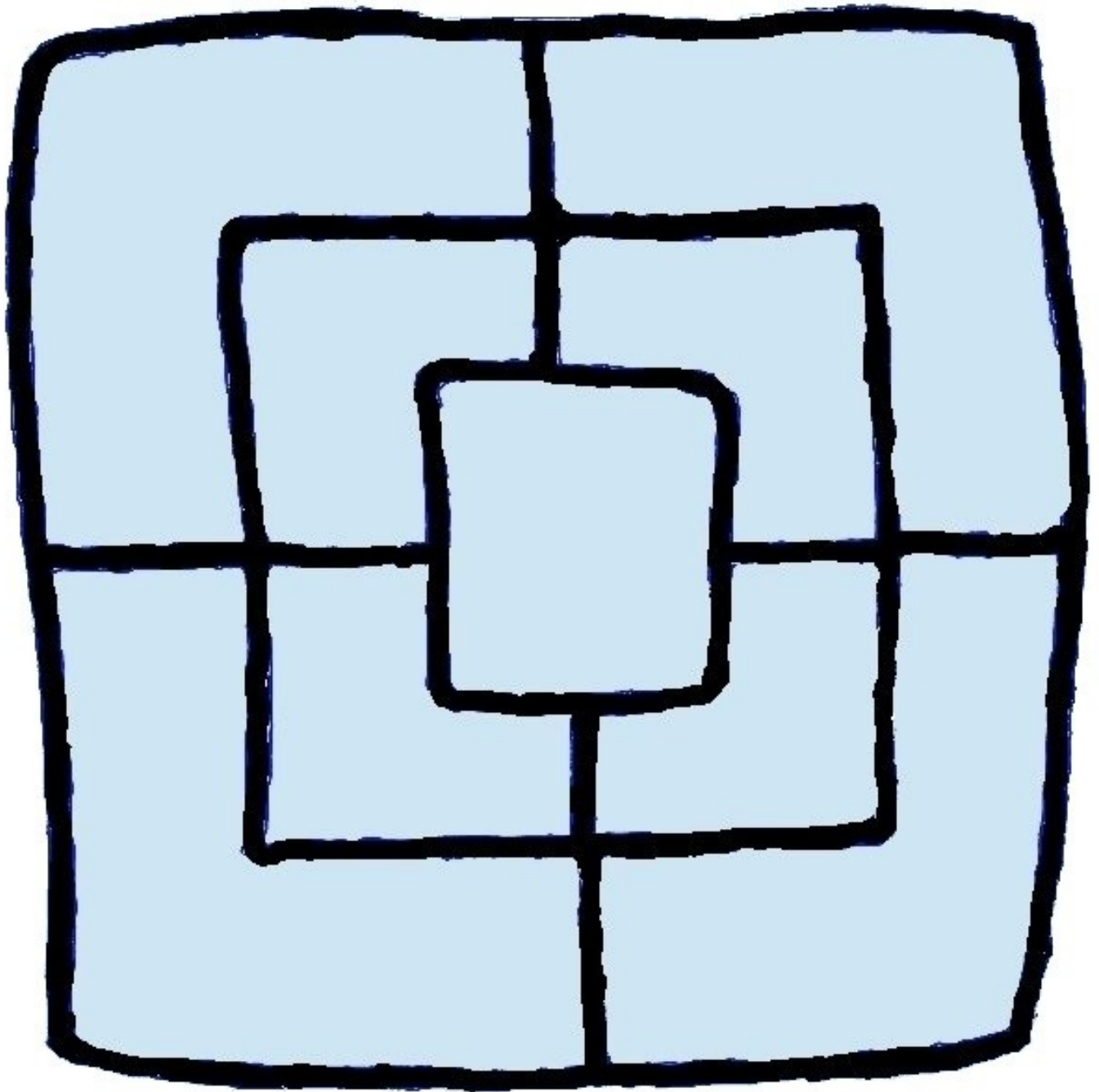
A GAME FOR TWO PLAYERS. PRINT OUT THE PAGE OR DRAW A COPY OF THE BOARD - TAKE A LOOK AT <https://www.thehistoricgamesshop.co.uk/the-historic-games-club.html> FOR IDEAS FOR MAKING OR FINDING YOUR OWN GAMES PIECES, AND HOW TO PLAY IF YOU HAVE NO OPPONENT. THE BOARD IS ON PAGE 2.

No. 10. Nine Men's Morris

For our tenth Historic Games Club game we're returning to the Morris games (see [Game No. 1 Three Men's Morris](#)). Nine Men's Morris was played across the Roman Empire, and is one of the most popular games throughout European history, with evidence from Viking ship burials, many medieval churches and cathedrals, Henry VIII's warship the Mary Rose, Shakespeare's *Midsummer Night's Dream*, and, more recently, the *Assassin's Creed* video games!

You will need nine playing pieces each. Each player takes turns to place a piece on the board, at any of the corners of the three squares, or the points where lines join or cross. As in *Three Men's Morris* your aim is to try to make rows (known as mills) of three of your pieces, and to stop your opponent doing the same. A mill is any straight row of three along a line – you cannot make a diagonal row, and you cannot turn a corner. If you make a mill you can remove one of your opponent's pieces, but not from one of their mills unless there is no alternative. Once you have made a mill you cannot move a piece away and back again to make the same mill until you have made a mill somewhere else on the board. However, if you manage to arrange your pieces strategically you are allowed to move one piece back and forth between two mills, giving your opponent little chance of winning. But beware your opponent doing the same! Once all the pieces (except any taken off during this first stage) are on the board the second stage of play begins. Each player can now move a piece to an adjacent position on the board, again trying to make rows of three and remove an opponent's piece. Once either player is reduced to only three remaining pieces they are allowed to move their piece to any empty position on the board. The player who reduces their opponent to two pieces is the winner!

There are a few additional or alternative rules that you can try out, especially if one player is more experienced at playing. You can allow pieces in a mill always to be safe from capture so that players lose the chance to take if there is no other piece available. You can also disallow the repeated remaking of the same mill by a player until after a certain number of turns.



Though the rules and aims of Nine Men's Morris are very simple, it is a game of pure strategy, and one of the very best historic games. Apart from Three and Nine Men's Morris there are variants with five or six pieces each on slightly different boards; and you might like to try Twelve Men's Morris - just add four diagonal lines between the corners of the squares and three more pieces each!

HAPPY PLAYING!

Let us know how you get on at <https://www.thehistoricgameshop.co.uk>