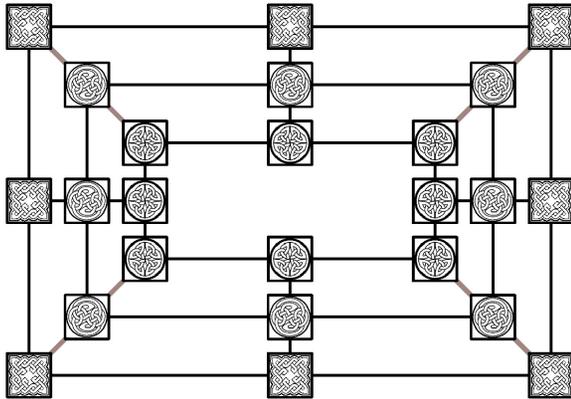


# Twelve-Man Morris



Two players. Each player starts with 12 men. Players draw lots to see who begins, and then take turns placing men on the intersections of the lines. The object is to form a “mill” — three of your men in a straight line (as in Tic-tac-toe). The diagonal lines connecting the corners of the board can be used both for moving pieces, as well as for making diagonal mills. Whenever a player creates a mill, they can capture any one of their opponent’s men on the board. Once a man is removed from the board, it is *dead* and cannot be played again.

The players continue to take turns placing their men until all of the *live* pieces are on the board. At that point, players begin to take turns sliding their men along the lines. They can move only one space at a time, to any vacant intersection. Their goal is to continue making new mills and capturing enemy pieces, or blocking the opponent from making mills. If a player breaks up their own mill while sliding a piece, they cannot reform that mill on their next turn using the same piece. The winner is the player who reduces his opponent down to just two

men on the board.

Optional Rule: Men in a mill are immune from attack. If a player forms a new mill, and all of the opposing pieces are already in mills, no pieces are captured.

## *Variation: Nine-Man Morris*

The rules for 9-man are the same as for 12-man except each player starts with only nine pieces and the diagonal lines connecting the corners of the board can no longer be used for the building of mills.

## *Variation: Shah*

The players each have twelve pieces, and begin as in a standard game of Morris by taking turns placing their men on the board. However, the players do not capture pieces if they create mills during the first phase of the game.

Once all of the pieces have been placed, the board is full and the players have no empty spaces for sliding. The player who was the first one to create a mill earns the right to start the second phase of the game by removing any one of their opponent’s pieces. The other player then makes their first slide if they have an opening. The game then proceeds as a standard game of Morris.

If a player gets trapped, with no vacant spaces to slide to, they lose a turn until there is an open space available. If you trap your opponent so they cannot move, you can capture a piece only on the move that traps them. You do not get to capture additional pieces while they are cornered, even if you form new mills.