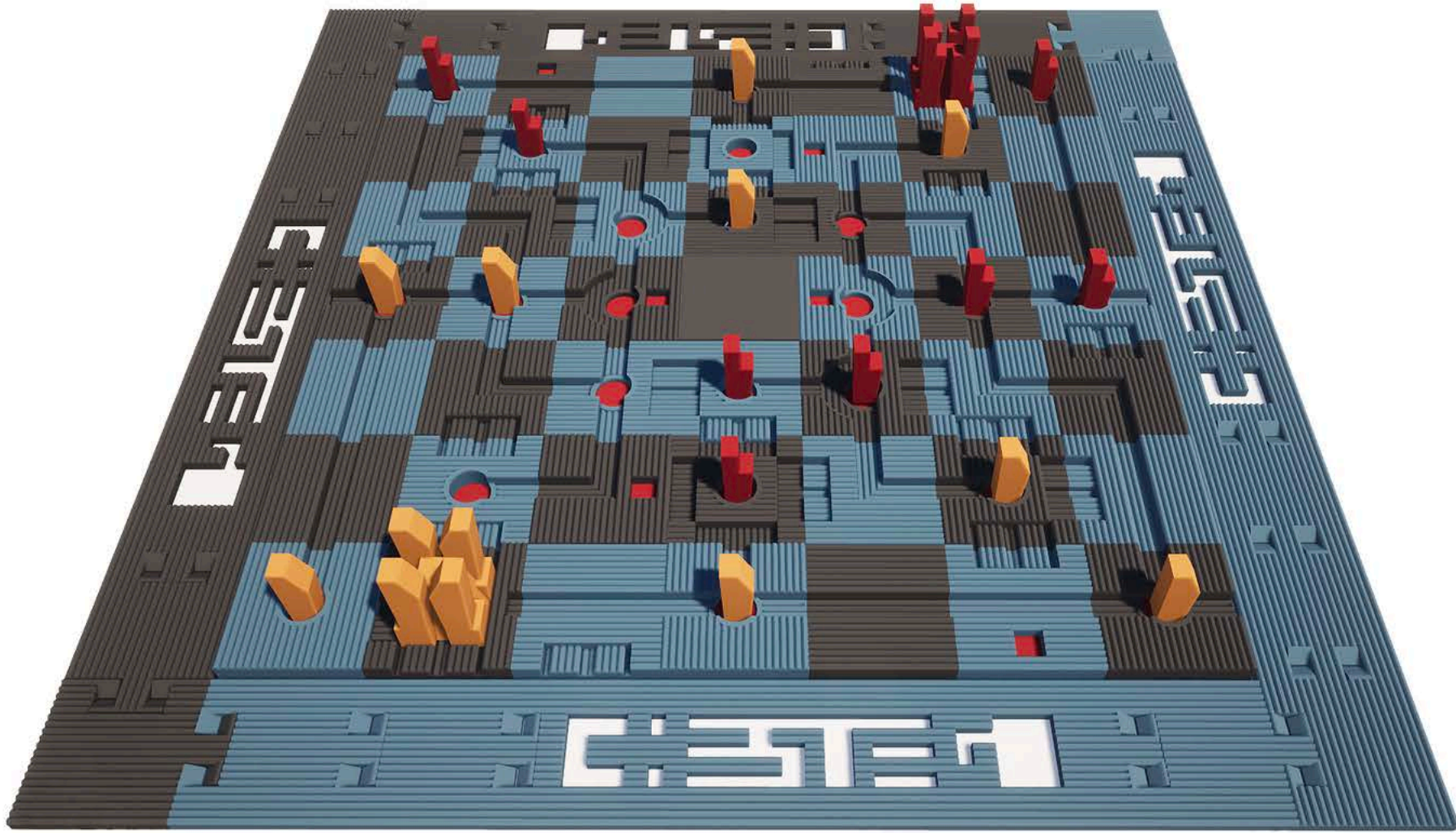




# NIN

A variation of a strategy game dated to the Roman Empire called Nine Men's Morris (also known as Cowboy Checkers among other names).



Line up 3 of your Men to capture the opponents men.

## PHASE 1: PLACING PIECES

- Roll a die to see who starts first (highest number wins and Square or Triangle beats all numbers)
- Board starts empty and players take turns placing pieces in the Dots.
- A tower is also played as a blocker ( in 1 of the 2 spots) and the row and column that it is in blocks the opponent from completing that row or column.
- If a player lines up 3 Men they create a Mill and may remove one of their opponent's pieces from the board and the game (that piece cannot be used). Only opponents pieces that are not milled may be removed unless no other free piece exists. A Mill is 3 dots in either a Row, Column or Diagonal.

## PHASE 2: MOVING PIECES

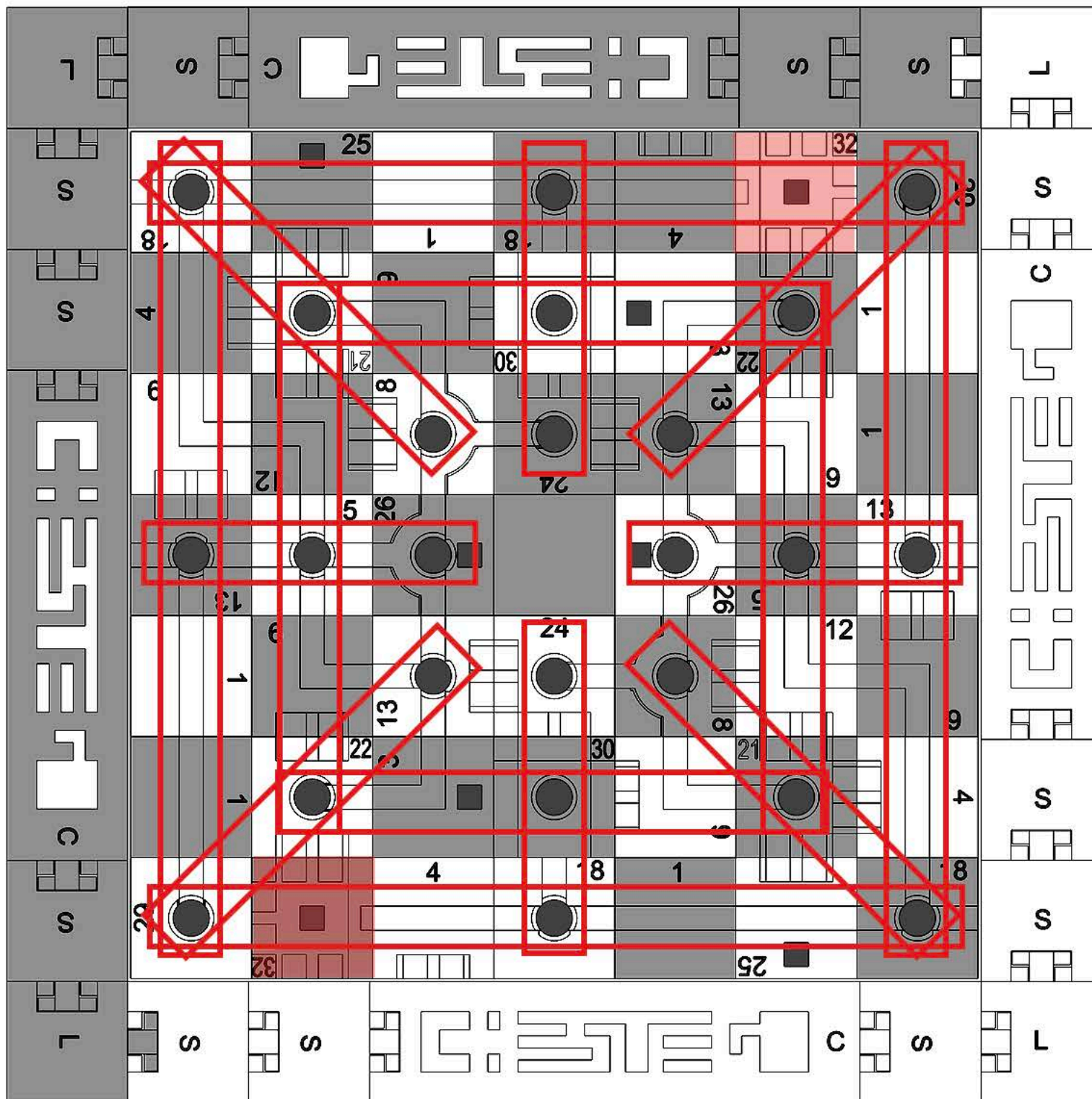
- Players continue to alternate moves.
- Player move from Dot to Dot following the Lines and Men cannot jump other men
- Players attempt to complete Mills to continue removing opponent pieces. A Mill is 3 dots in either a Row, Column or Diagonal.
- Completing a Mills allows you to remove an enemy piece.

## WIN CONDITION

- Reducing the opponents men to 2 wins the game .



# BOARD SETUP:



# PIECE RULES

T TOWER 2

- Tower blocks one of two spots and prevents finishing the row and column that it is in.

C CLUSTER 9

- Move Cluster to try to complete 3 in a row.
- Must follow the Lines from one Dot to another.
- Cannot pass thru any other piece.