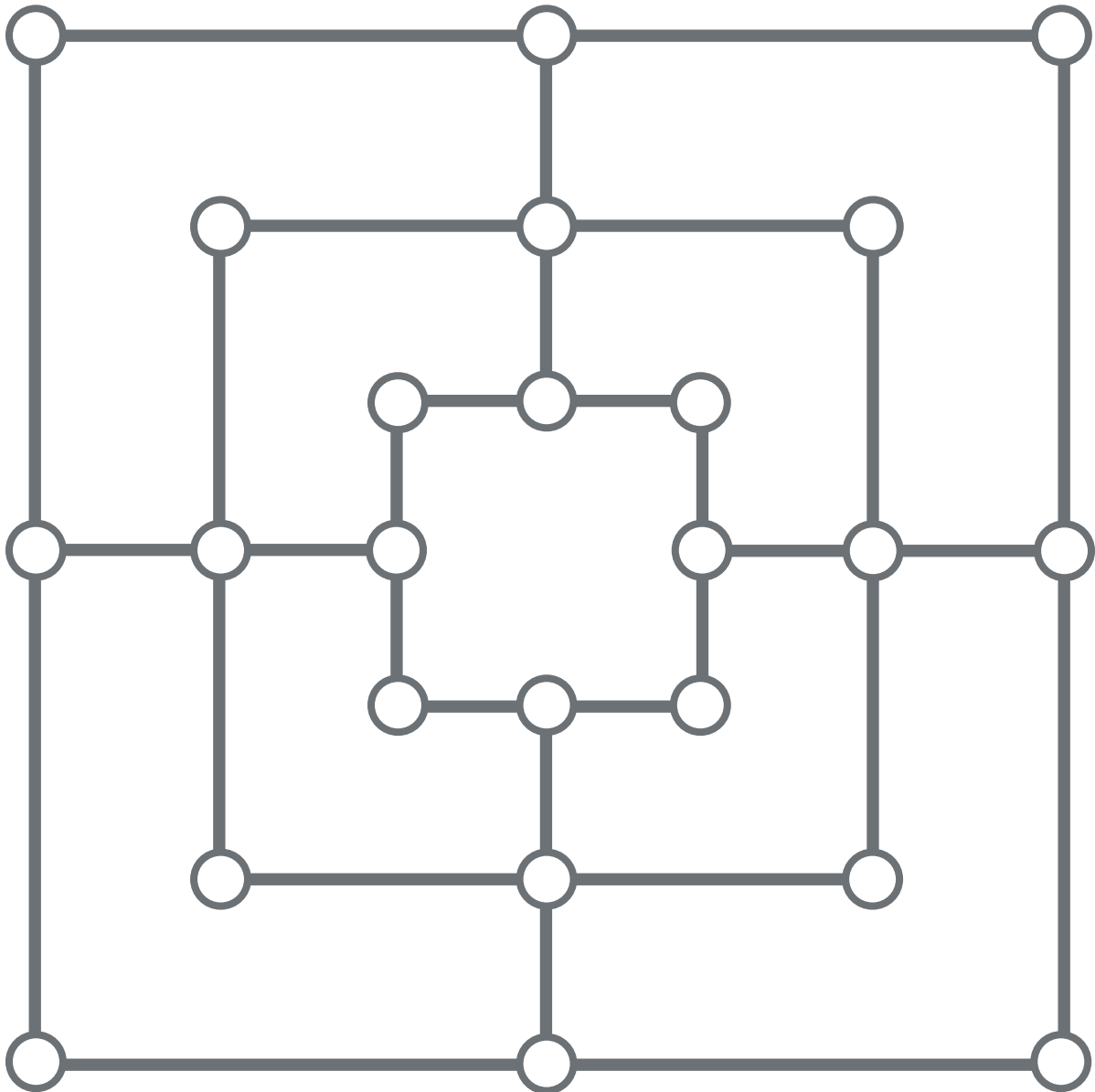


# Merels (Nine Men's Morris)



## Rules of the Game

- 1 The game is played by two opposing players on the board above.
- 2 Each player has nine counters of the same colour.
- 3 Take it in turns to place one counter on the board.
- 4 The first player to make a line of three counters of their colour wins the game!

Choose to play as Reginald or Olaf to win the Kingdom of Man and the Isles.



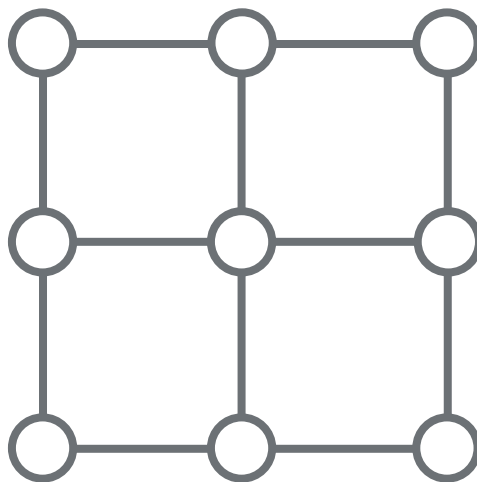
# Three Men's Morris or Noughts & Crosses

Nine Men's Morris is believed to be an extension of a much simpler game called Three Men's Morris. There were two different versions of this game, one had a board with diagonals (which later evolved into the game we now know as Noughts & Crosses/Tic-Tac-Toe), the other did not.

## Three Men's Morris Rules

Two players each have four counters. The players alternate at placing a counter on any of the nine dots on the board. Their aim is to form a straight row of three of their counters.

Each player attempts to stop their opponent forming a line of three. The winner is the first to form a line of three.



## Noughts & Crosses Rules

Two players – one will use 'noughts' the other 'crosses' to take it in turns placing their nought or cross in a square. The object of the game is to get three the same on a row in any direction.

