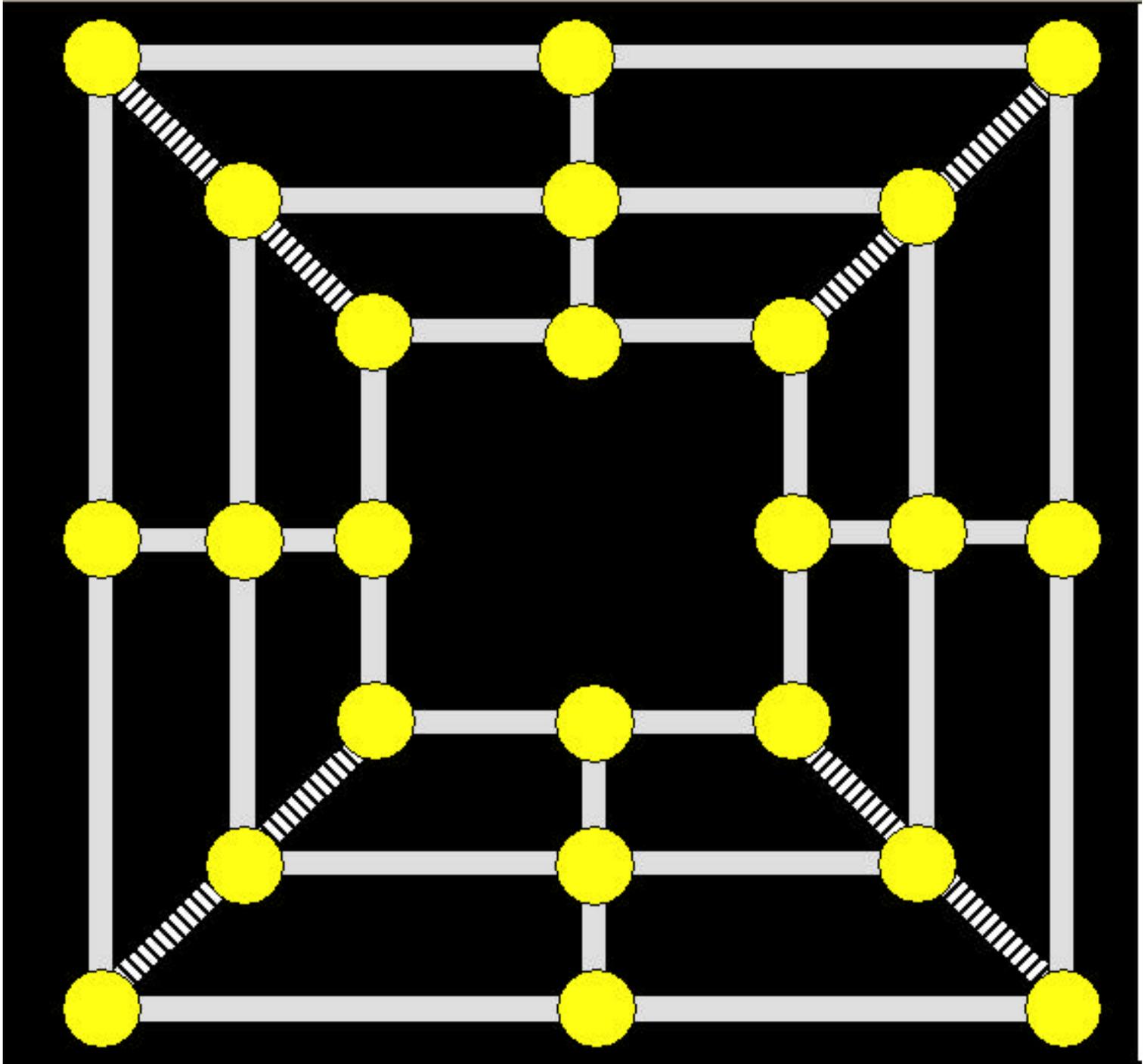


Mill Rules © 2012 Larry Loc



Mill

Print the board above and use 9 dimes and 9 pennies as playing pieces to play the game using the following rules. (or buy pieces from us)

The Game of Mill is a forerunner of chess, checkers and tic-tac-toe. This ancient Egyptian game combines the elements of all three games in a manner that is deceptively simple and strategically complex at the same time.

Each of the two (2) player has nine (9) playing pieces. These playing pieces are placed on a board of three interconnected squares. (see figure 1)

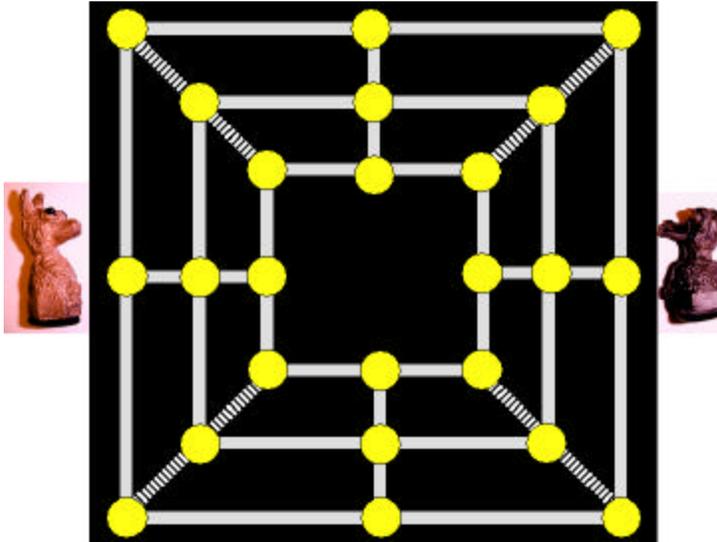


Figure 1

The name Mill comes from the ancient Egyptian; it is a literal translation, meaning to **grind down** as in the milling process. There are two (2) phases to a game of Mill. Strategy is important in both phases of the game.

The object of the game is to align your pieces so that you have three (3) in a row on either the horizontal or the vertical axis. (See Figure 2) When this happens you have created a Mill and get to remove one of your opponent's Playing pieces. When all but two (2) of one of the colors have been remove the game is over.

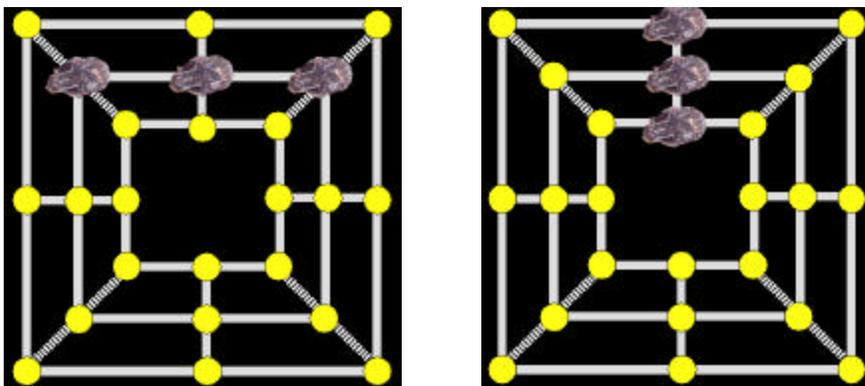


Figure 2

Examples of valid "Mill" on Horizontal or Vertical rows.

You are not allowed to remove a playing piece from an opponent's Mill. It is therefore possible to stalemate the game if a Mill is created by one player and all of the other player's pieces are in mills so that they may not be removed from the board.

If a player gets three (3) playing pieces lined up on one of the four dashed diagonal lines this does not constitute a Mill. The player **can not** remove an opponent's playing piece. (see figure 3)

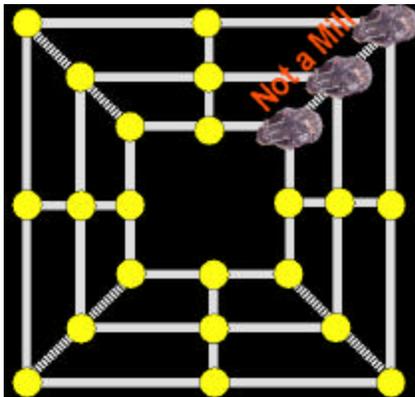


Figure 3

Three in a row on the diagonal does not constitute a "Mill".

THE TWO PHASES OF MILL

PHASE ONE: THE LAYING OF THE FIELD OF COMBAT:

In the first phase of the game, the two players take turns placing their playing pieces on the board one at a time, the player with white makes the first move. The pieces are laid down one at a time at the junction of the lines on the playing board.

(See Figure 4)

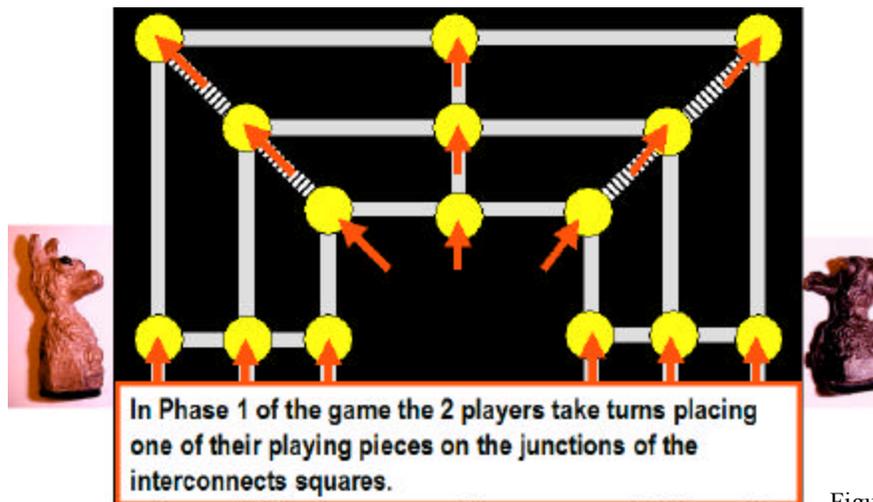


Figure 4

PHASE TWO: MOVEMENT ON FIELD OF COMBAT:

When the last piece has been laid down on the board, the game moves into the second phase. Still taking turns with white moving first, the pieces are then moved one at a time along the lines of the board. (See Figure 5) during his turn, the player may move one and only one playing piece. A legal movement of a piece is only along a straight line and is only the distance from one junction to the next junction on that straight line.

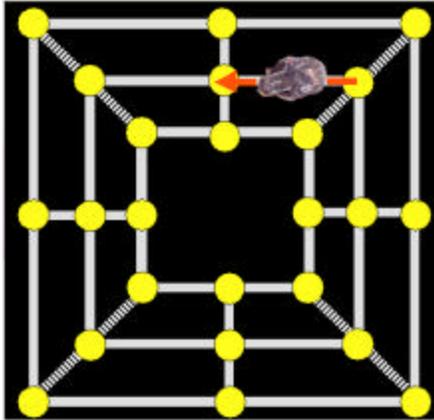


Figure 5

It is possible for one playing piece to have more than one move but one player can not move their piece onto a junction that is already occupied by another playing piece.

It is possible to move out of a Mill and then on your next move, move back into that Mill creating the Mill again. If this happens then the player remove any one of the opponent's playing pieces not in a Mill.

It is also possible to set up the board so that when you move out of one Mill you are moving your playing piece into another Mill. Each time you create a Mill you remove one of your opponent's pieces. (Figure 6)

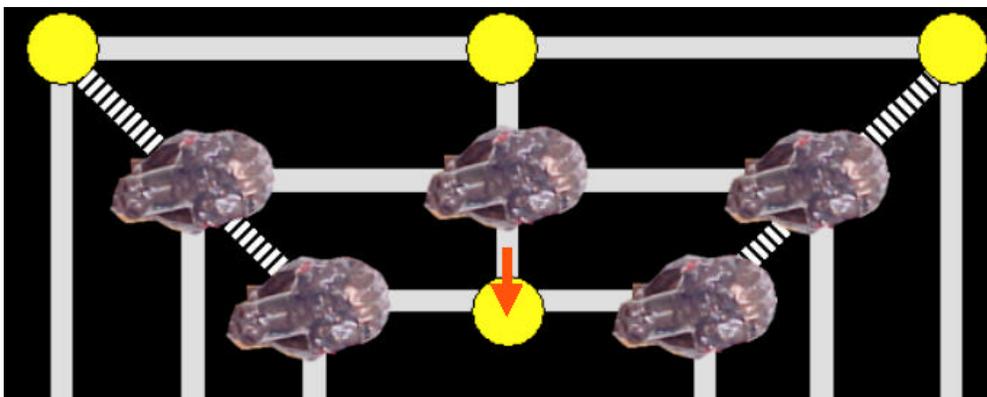


Figure 6