



Instructions

This is a turn-based game for two players. One player plays black, the other white. The goal is to create “mills” of three pieces in a row, thereby reducing the opponent’s pieces to two and winning the game.

1. Start with an empty board. Decide who will go first.
2. Players take turns placing their pieces on the points around the board. Pieces may be placed anywhere, but no two pieces may share a point.
3. If a player puts three of their own pieces in an unbroken line (horizontal or vertical), it’s called a mill. For every mill formed, that player may remove one of the opponent’s pieces, starting with unattached pieces that are not currently part of a mill.
4. Once all the pieces are on the board, players take turns moving their pieces around. Pieces may only move to an adjacent point connected by a line and they can’t jump any pieces. The goal is to keep making mills.
5. Mills can be broken and reformed by moving a player out of the mill and then back in. Each time, the player may remove an opponent’s piece.
6. When a player has been reduced to three pieces, those pieces are now able to move to any unoccupied point on the board. They can now jump over other pieces.
7. When a player is reduced to two pieces, the game is over, and the other player wins.