

# Merels (Six Men's Morris) **Anglo-Saxons**

You will need:  
6 white counters  
6 black counters  
2 players.

1. The aim of the game is to get 3 of your counters in a row (not diagonally though!) This is called a 'mill'. After making a 'mill' you can remove one of your opponent's counters from the board.
2. Decide who goes first. Players take turns placing a counter on a dot until you run out.
3. When all the counters are placed, take turns moving counters from dot to dot.
  4. Remember that you can't jump over another counter and you must stick to the lines - try and block your opponent from making a mill!
5. This continues until one player has only 3 counters left. You can then move counters anywhere on the board, but still only one at a time. This gives the losing player a bit of a fighting chance!
6. The winner is decided when one player is down to only 2 counters on the board!  
Good luck!

