

GB Playing instruction

DRAUGHTS

Contents

- 12 black pieces
- 12 white pieces
- 1 board

Aim of the game

Players try to capture all the opponent's pieces or to outmanoeuvre the opponent, so that he is unable to move.

Preparations

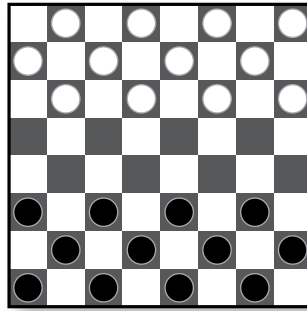
Players sit opposite each other and place the board on the table between them, so that each player has a dark corner square at his left. Each player chooses a colour and takes the 12 corresponding pieces. Both sides place their pieces on the dark squares in the first three rows of the board (see illustration). Black plays first.

How to play

You only use the dark squares. In turns, players move one of their pieces one square forwards diagonally. You may not move on squares that are occupied by your own or an opponent's piece. Whenever a piece has an opponent's piece adjacent to it and the square immediately behind the opponent's piece is vacant, the opponent's piece has to be leapfrogged and taken – thus "captured". It is possible to leapfrog several opponent's pieces (including direction changes), if the square behind each of these pieces is vacant. All leapfrogged pieces are removed from the board. You may not move or leapfrog backwards.

Any piece that reaches the opponent's first row becomes a king, and is crowned by a second piece of the same colour which has already been taken. In contrast to a normal piece, a king may move and leapfrog forwards and backwards. Of course, the king may also execute several successive jumps and can be captured like every other piece. A player may have several kings.

If a player is in a position to take an opposing piece, he must do so. If more than one of his pieces is



able to take opposing pieces, he can choose which one to move. If a chance to take an opponent's piece is overlooked, the opponent can remove this player's piece.

End of the game

A player has won the game when he has captured all of his opponent's pieces or when his opponent cannot move any of his remaining pieces because they are blocked.

Variations:

Losing Draughts

In this interesting variation, the first player to have lost all his pieces wins the game. Thus, the aim is to manoeuvre your pieces so that your opponent is forced to take them, because in this variation, pieces must also be taken wherever it is possible to do so. Otherwise, the rules of the original game apply without any modification.

Wolf and Sheep

Players draw lots to determine who plays the wolf. He receives one single black piece. The other player receives four white pieces as sheep and places them on the black squares of his first row. At the start of the game, the wolf can be placed on any vacant black square. All sheep are moved forward diagonally one square, while the wolf moves one square forwards or backwards. They play in turns. The sheep try to surround the wolf so that he cannot move, while the wolf tries to break through the chain of sheep, and get behind them. If he manages to do so, he has won the game, for the sheep cannot move backwards.

GB Playing instruction

NINE MEN'S MORRIS

Contents

- 12 black pieces
- 12 white pieces
- 1 board

Aim of the game

Players try to build as many mills as possible or to block all the opponent's pieces. Every time a player forms a line of three (mill), he can remove an opponent's piece.

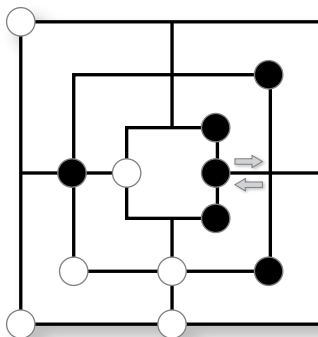
Preparations

Players choose a colour and take 9 corresponding pieces. The player with the white pieces starts. He places a piece on any vacant intersection of the board. Then, it is the black player's turn and so on in turns until each player has placed all 9 pieces on the board.

While placing the pieces, players try to build a mill – that is three pieces of the same colour on the intersections of the same row. The opponent tries to prevent this by placing one of his pieces in between before a row is completed. If a player manages to build a mill while placing the pieces on the board, he may immediately remove one of his opponent's pieces from the board. As soon as all pieces are placed on the board, players start to move them. In turns, each player moves any piece to any unoccupied adjacent intersection and tries to build a mill or to prevent opposing mills.

After having built a mill, a player may remove any opponent's piece from the board, however it is not allowed to capture a piece which forms part of a mill. You open a mill by moving one of its three pieces. Now, the opponent can attack this mill. But during the next turn, you can close your mill again. An ideal position is a double mill (see illustration): The player opens one mill and simultaneously closes another one in one single move. He can thus remove an opponent's piece every turn.

If you have already removed all opposing pieces that aren't part of any mill, you may then choose a piece from a mill. As soon as a player has only



three pieces left, they can jump to any vacant intersection on the board instead of moving only one step.

End of the game

If a player is reduced to two pieces and has no option to build new mills, he has lost. A player can also lose with more than three pieces, if his opponent blocks them so that they cannot be moved.

Variations:

Mixed Mill

In this variation, the phases of placing and moving the pieces are not separated. So players may either choose to place a piece on the board or to move a piece that is already on the board.

Ceylon Mill

The rules of the original game apply with one modification: If a player manages to build a mill while placing the pieces on the board, he may not remove an opponent's piece, but he can execute another turn. If all pieces are on the board and a player manages to build a mill, he removes an opponent's piece and executes another turn.