

# Merelle of 9

## Rules

### Material

The game board  
18 pawns (9 red pawns and 9 white pawns)

### The aim of the game

The goal is to form mills (3 pawns aligned on a path of the board). Be careful we can not form twice the same mill (same pawns in the same locations).

### Number of players

Here we have a 2-player game.

### Establishment

Take out the pawns and arrange the board between the two players. Distribute 9 pawns per player.

### Course of the game

#### Phase 1

Each in turn the players place one of their pawns on a free square of the board. After 9 turns all the pawns are on the board.

During this phase it is possible to authorize or not the withdrawal of a pawn when creating a mill. However, he cannot remove a pawn that is part of a mill.

⚠ If you choose to allow it, set aside the pawns remove so as not to confuse them with the pawns not yet placed.

#### Phase 2

In turn the player must move a pawn by dragging it onto an adjacent square following a line. If he forms a mill he can remove an opposing pawn. However, he cannot remove a pawn that is part of a mill.

It is forbidden to form the same mill twice (same pawns in the same locations)

### Game over

The first to remove 7 pawns from his opponent, who can then no longer make mills, or to block him so that he has no more possible movement wins the game.