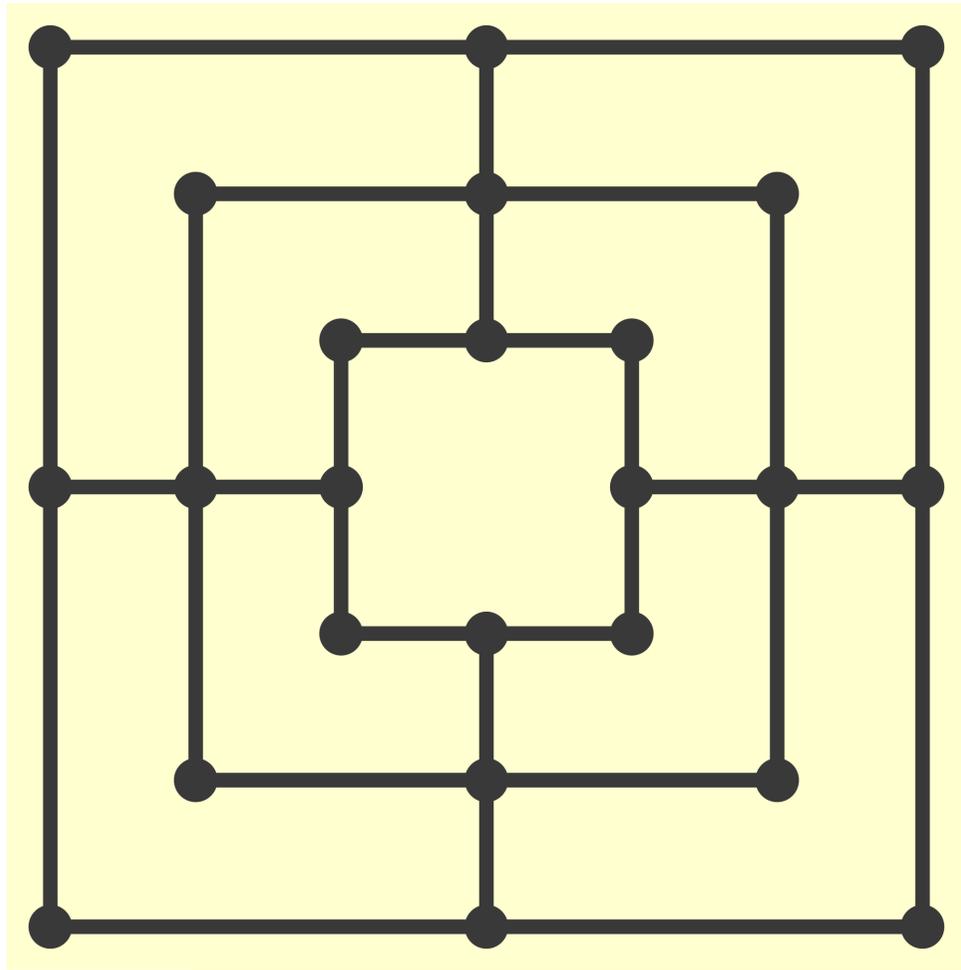


« Merelle game » or mill game



MATERIAL

- One board game (that you can draw on a piece of paper, a wood board, or a piece of cloth...)
- Two sets of 9 pieces of two different colours (it can be nuts, chestnuts, corks...)

A BIT OF HISTORY...

The “Merelle” or mill board game is a very old game that was already played in the Egyptian and the Roman cultures.

It became very popular in France in the XIV century (between 1300 and 1400), just before the time of Jean sans Peur. It belongs to the games that we call “strategy games” which were allowed at the time, compared to **games of chance**, which were frowned upon because they were often linked to money.



NUMBER OF

PLAYERS: 2

RULES

In order to win, a player must **reduce the opponent to 2 pieces or leave them without a legal move.**

PHASE 1: placing pieces on vacant points:

- The first player to start is randomly drawn. Each player places in turn one piece on the board game at one crossing or one angle.
- The aim, during this phase is to try and form a mill, which means to line up 3 pieces from the same colour on the board game.
- When one of the players forms a mill, they can remove an enemy piece anywhere from the board except from mills (which are protected).

PHASE 2: moving pieces :

- Each player **moves** their pieces in turn, one at a time. Just like for phase 1, each player who manages to **form a new mill** may remove one enemy piece.
- The pieces can only move **one free point at a time** and by **following the lines** on the board.
- A piece **may not jump another piece.**
- Players must move one piece each time it is their turn to play even if they have to break a mill to do so.

-It is not possible to break a mill and form it again at each turn.

BONNE PARTIE !