

Notes for *Nine Men's Morris*

Level: Grades 1 and above

Recommended # of Players: 2

Materials: *Nine Men's Morris* game board; 9 markers in each of 2 colors

Math Skills: Spatial reasoning; logic

Mathematical benefits:

Nine Men's Morris gives its players the opportunity to develop more and more complex strategies, both offensive and defensive, as they advance. This game is excellent for the development of spatial reasoning. Players must decenter to consider 16 possible rows of 3 markers at a time.

Opportunities for strategic thinking include deciding where to place markers and, when a row of three is made, which of the other player's markers to capture. Players must also think about where the other player is considering placing his or her marker and to block the other player. For this reason, this game also promotes the development of perspective taking.

Nine Men's Morris

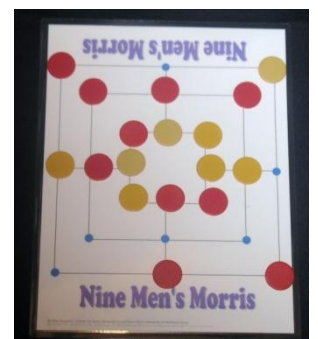
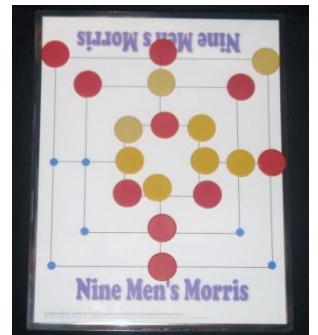
(2 players)

Materials: *Nine Men's Morris* gameboard; 18 markers (9 markers in two different colors)

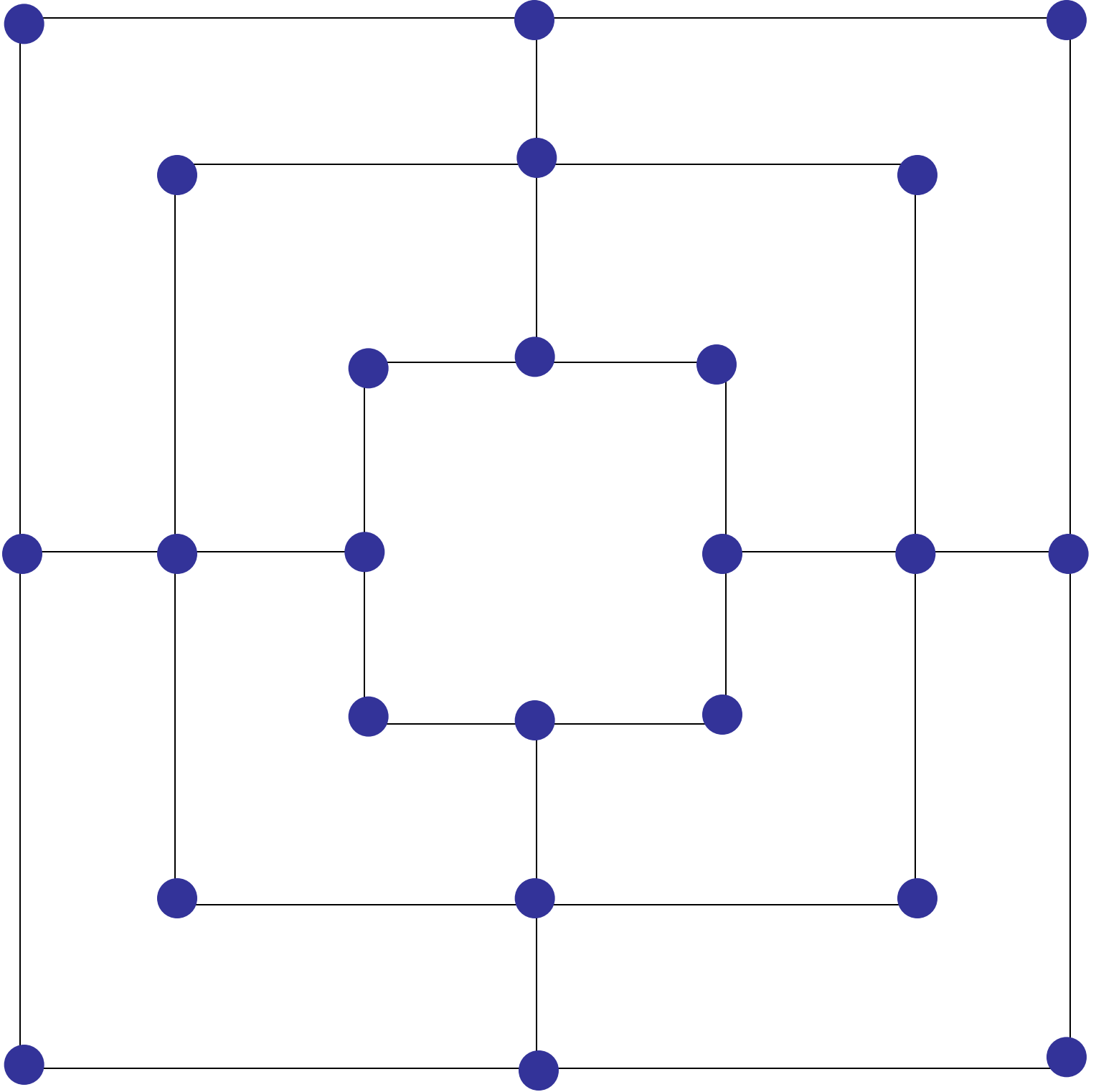
Objective: To be the first player to capture 7 of the other player's markers.

To Play:

1. Players decide which color they will use and who goes first.
2. The first player starts by placing one of his or her markers on any empty blue dot.
3. Players continue to take turns placing one marker on any empty blue dot.
4. When both players have placed all of their markers on the board, they take turns sliding one of their markers along a line to a neighboring empty spot. Markers can only move one space along a line, cannot jump over another marker, and cannot be on the same dot as another marker.
5. When players make a line of 3 of their markers horizontally or vertically (not diagonally), they take one of the other player's markers off the board. The marker taken must not be in a line of 3 unless no other markers are left on the board.
6. The player to capture 7 of the other player's markers (leaving only 2 of that player's markers on the board) or to trap the other player so that he or she cannot move is the winner.



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