

## CLASSICS TECHNOLOGY CENTER

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## Ancient Egypt

### Nine Men's Morris by Ms. Hebert's Math Class

#### History

The game Nine Men's Morris began popping up in about 1400 BC. For 597 years, people have been playing the fun and fulfilling game. If you're good at strategic games and you like challenges, then you'll like Nine Men's Morris as much as the Egyptians did.

The first Nine Men's Morris gameboard was found in an Ancient Egyptian Temple. During the Bronze Age, the game was brought to Ireland by traders from Greece or Phoenicia. It then made its way into Europe. The game began to pick up names like Me'relles, Muhle, and Mill as it spread to other countries.

#### Playing the Game

You will be pleased to be informed that Nine Men's Morris is a very simple and easy game to learn.

#### Ages

8 and older

#### Players

Two

#### Materials

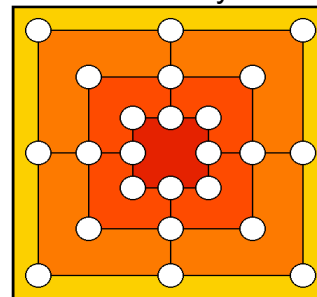
Copy of [game board](#) and 18 playing pieces--Two different colors (9 of each).

#### Object

To either trap your opponent so he or she can no longer move or to capture all their playing pieces except for two.

#### Rules

The first person to play (be polite and let them go first) puts a piece over



Nine Men's Morris

Inside  Connection <sup>TM</sup>

Complementary  
Resources

#### CTCWeb Resources

[Early Man](#)

[Mesopotamia](#)

[Ancient China](#)

[Ancient Greece](#)

[Ancient Rome](#)

[Maya/Inca](#)

[Ancient Africa](#)

[Middle Ages](#)

#### Knowledge Builders

[Ancient Greek Animals, Music & Dance](#) and [more](#).

#### Teachers' Companions

[Ancient Greek Animals, Music & Dance](#) and [more](#).

#### Other Resources

[Mysteries of Egypt](#)

[Egyptoan Art and Archaeology](#)

[The Art of the Fake](#)

#### Global Glossary

##### Terms

- [Alexander the Great](#)
- [Caesar](#)
- [Ptolemy](#)
- [Caligula](#)
- [Cleopatra](#)
- [Medea](#)

any of the white circles on your [gameboard](#). Then the second person does the same. Your objective is to get three of your pieces in a row (which is called a "mill"). All the pieces in a "mill" must be on circles which are connected by lines. In other words, diagonal mills don't count. When you get a mill, you may remove and keep one of your opponent's pieces from the board. The only time a piece can be removed from an opponent's mill is when there are no other pieces available except those in a mill.

Once both players have put down all their pieces, they take turns moving their pieces along the lines in an effort to form a mill. You can only move one space at a time, and you can't move diagonally. Also, you may only move to adjacent open circles. You may not bump or jump an opponent's piece. Again, the forming of a mill allows for the removal of an opponent's piece.

If well planned, it is possible to play a piece which forms two mills. If this occurs, you can remove two of your opponents pieces.

Play continues until a player can no longer move or is left with only two playing pieces on the board. Whichever outcome, this person loses the game.

Plan your strategies well! Try keeping track of your moves and your opponents moves. For a new and interesting twist, learn how to keep score in Egyptian numbers.

### **Strategies**

I found that I had a better chance of winning if I placed my pieces on the four corners first.--Onyi

Whenever I have a mill, I will move out of the mill in one turn and back into the mill the next turn.--Caitlin

### **Other Sites**

Mine Men's Morris [Computer game](#) for Microsoft Windows 3.1

Play Nine Men's Morris on the [Internet](#)

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