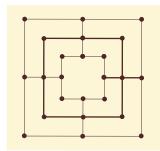


or "Greater Merrils or Merels" (and multiple other spellngs)

A game played by two people, on a simple board that has been found carved into tables and other furniture. It is Old English, but may even be Roman or Egyptian.

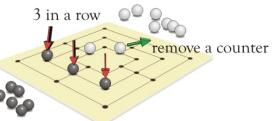


Played with 9 counters each, of contrasting colours. The board is based on 3 concentric squares, with spots marked at the corners and midpoints, all joined together with lines.

The game is played in 2 stages. In the first stage, players take it in turn to place the counters upon the board, and in the second, they move the counters around. All the time, trying to make a row of 3 of their counters, along the drawn lines only.

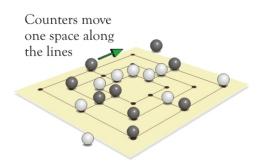
After agreeing who goes first, they place a counter on any position on the board, and take it in turns to do so. If a row of 3 counters is made, that player may remove an opponent's counter of their choice, except where the counter is already in a row of 3.

Once the last counter is placed, (that player may remove an opponent's counter if they have made a row of 3), then play passes

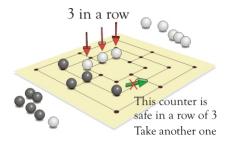


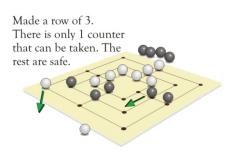
to the other player, who now starts by moving one of their counters. The counters are moved one space at a time, only along the lines. You can't jump over counters, have 2 on 1 spot, or move an opponent's out of the way.

Once again, if you make a row of 3, you can remove one of your opponent's counters,

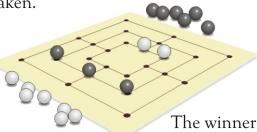


unless it is in a row of 3. You only remove a counter when the row of 3 is made, not for each round that it remains intact. You can move a counter out of the row, and then move it back the





following round, but while the row is broken, the pieces maybe taken from you. When the row of 3 is remade, a counter maybe taken.



The winner is the player who wins all but 2 of their opponent's counters.

There is a variation, where when a player gets down to 3 counters, they may move to any free space on the board, regardless of distance. If you wish to play this variation, remember to agree at the start of the game, not when you are losing.