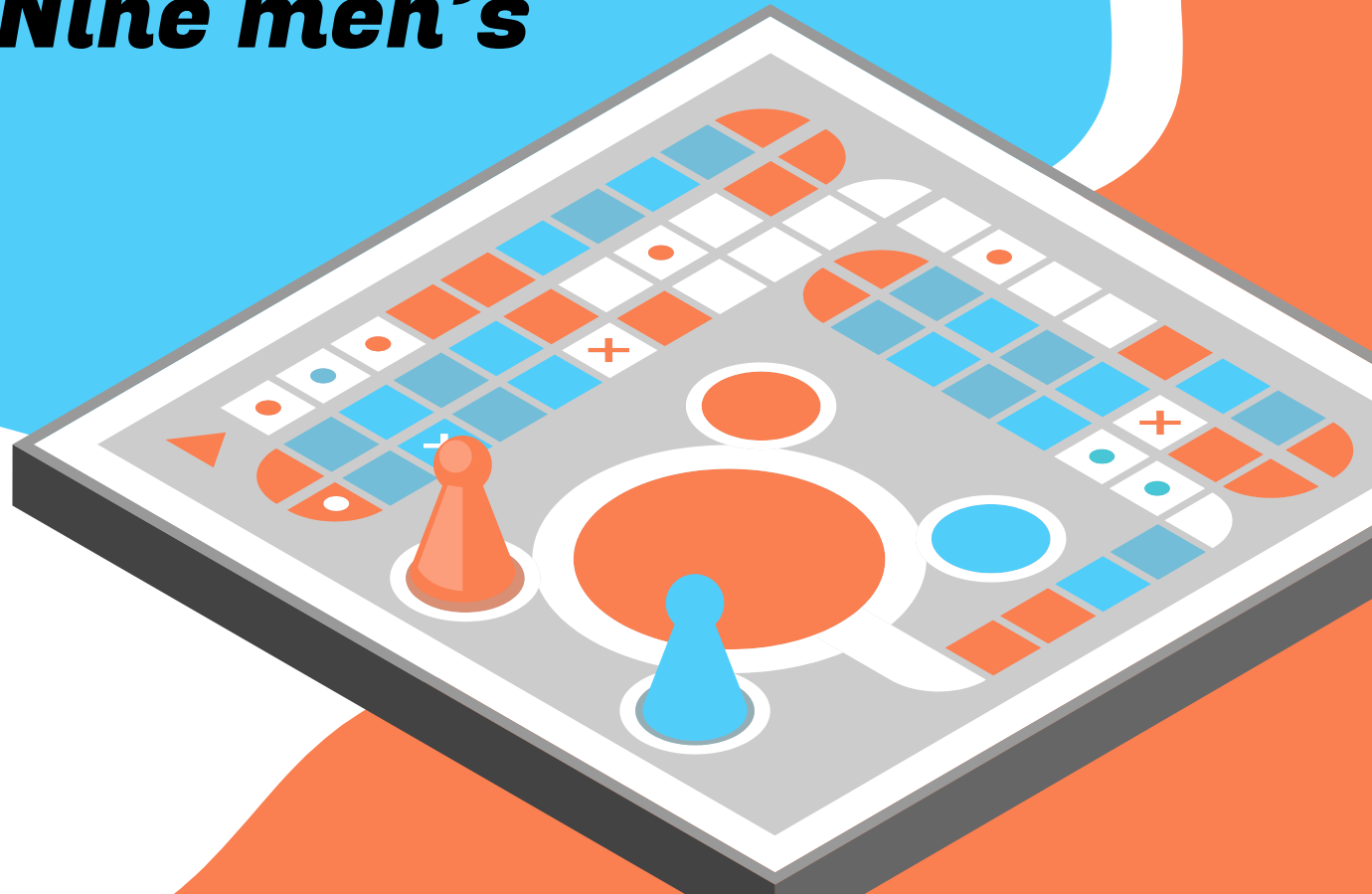


Țintar (Nine men's Morris)



**Presentation
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About

Nine men's Morris is a strategy game that requires two players. Nine men's Morris, Mill, Mills, Merels, Merrills and other names is a game whose optimal strategy has been calculated, showing that when players play the best moves and the game is played perfectly, it ends in a draw.

The table board contains three concentric squares, each being connected in the middle of the sides.

The basic aim of Nine Mens Morris is to make "mills" - vertical or horizontal lines of three in a row. Every time this is achieved, an opponent's piece is removed, the overall objective being to reduce the number of opponent's pieces to less than three or to render the opponent unable to play.

There are three phases in this game

PHASE

1

Placing pieces

The starting phase of the game.

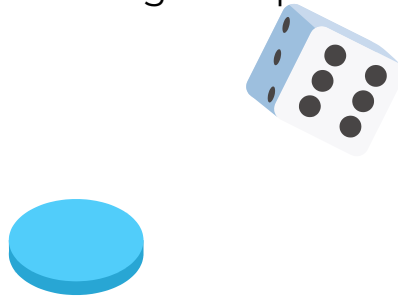


PHASE

2

Moving pieces

Players begin to use their strategies by moving their pieces.



PHASE

3

Flying pieces

The “endgame” phase of Nine men’s Morris.



SOURCES

https://en.wikipedia.org/wiki/Nine_men%27s_morris

<https://www.ancientgames.org/nine-mens-morris/>

<https://www.cumsejoaca.ro/reguli-si-regulamente/regulile-jocului-de-moara-tintar/>

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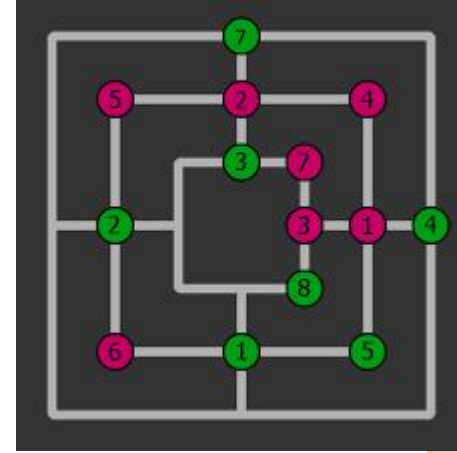
Erasmus+

Phase 1

Placing pieces

The game begins with an empty board. The players determine who plays first either by agreement or deciding based on who has the lighter colored pieces, then take turns placing their men one per play on empty points. If a player is able to place three of their pieces on contiguous points in a straight line, vertically or horizontally,

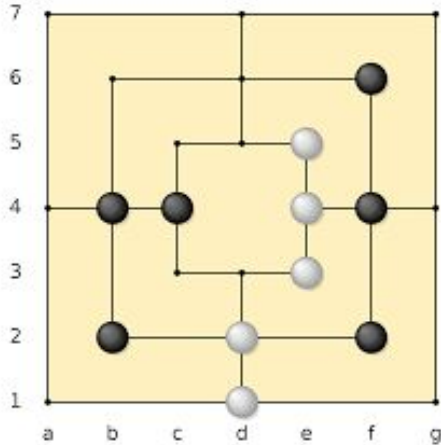
they have formed a mill and may remove one of their opponent's pieces from the board and the game, with the caveat that a piece in an opponent's mill can only be removed if no other pieces are available. After all men have been placed, phase two begins.



Phase 2

Moving pieces

Players continue to alternate moves, this time moving a man to an adjacent point. A piece may not "jump" another piece. Players continue to try to form mills and remove their opponent's pieces as in phase one.

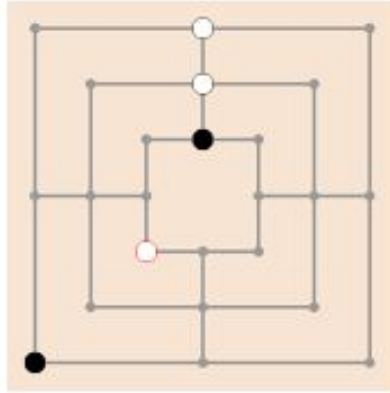


A player can "break" a mill by moving one of his pieces out of an existing mill, then moving it back to form the same mill a second time (or any number of times), each time removing one of his opponent's men. The act of removing an opponent's man is sometimes called "pounding" the opponent. When one player has been reduced to three men, phase three begins.

Phase 3

Flying pieces

When a player is reduced to three pieces, there is no longer a limitation on that player of moving to only adjacent points: The player's men may "fly" (or "hop", or "jump") from any point to any vacant point.



Some rules sources say this is the way the game is played, some treat it as a variation, and some do not mention it at all. A 19th-century games manual calls this the "truly rustic mode of playing the game". Flying was introduced to compensate when the weaker side is one man away from losing the game.

*Moldoveanu
Melania*

History of the Game



Nine men's Morris is a very popular board game, and if we talk about Nine men's Morris, it has an extremely long history. Nine men's Morris is known as "Mill" in 2023. As I mentioned, Nine men's Morris is very well known, but this is not surprising. This history is very long, found found of the game board in a temple in Egypt, which dates precisely from the years 1400 BC. HR. For this reason, specialists believe that the origin of this game comes from that geographical area.

More history

Evidence of the game has also been discovered in Africa, China, Greece, Germany and many other countries or regions around the world. If from the 13th century there are clear records of the game in the Iberian Peninsula, the target was spread in a short time throughout the territory of Europe, being highly appreciated at the royal courts



***Niță
Cristian***

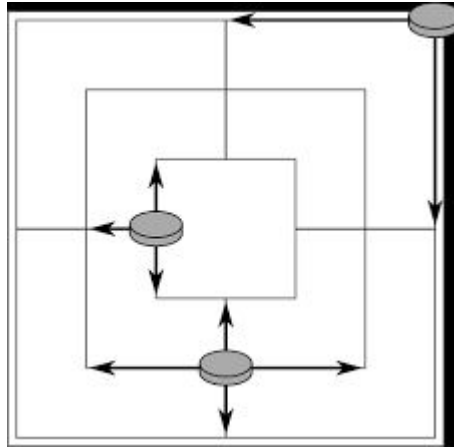
Nine men's Morris was the most popular board game that could be played by two players, being overtaken by chess in the 1800s.

Setup



The board consists of a grid with twenty-four intersections or points. Each player has nine pieces, or "men", usually coloured black and white. Players try to form 'mills'—three of their own men lined horizontally or vertically—allowing a player to remove an opponent's man from the game. A player wins by reducing the opponent to two pieces (where they could no longer form mills and thus be unable to win), or by leaving them without a legal move.

Strategy



At the beginning of the game, it is more important to place pieces in versatile locations rather than to try to form mills immediately and make the mistake of concentrating one's pieces in one area of the board. An ideal position, which typically results in a win, allows a player to shuttle one piece back and forth between two mills, removing a piece every turn.

***We think we are pretty good at this game.
Wanna challenge us?***

***Niță
Cristian***

***THANK YOU FOR
YOUR ATTENTION!***

