

How to play the mill

- For 2 players. Each player has 9 token / game pieces
- Each player alternately places 1 token on each of the points of the game board
- Whoever has 3 token in a row (horizontal or vertical, not diagonally!), may take 1 token away from the opponent.
- On a mill (= 3 game pieces next to each other) the opponent may not be taken away a token; Exception: the opponent only has 3 token left
- When all game pieces have been placed, there is always 1 token alternately pulled (to the next point); who thereby closes a mill can take a token away from the opponent.
- If a player only has 3 token left and it is his turn, 1 token at a time may jump to any point.

The end of the game:

- 1 player only has 2 token left
- or
- 1 player cannot move a token when it is his turn
- or
- For 20 moves no player can build a mill. The game ends in a draw.

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