Make your own Nine Men's Morris game

We know that the Anglo Saxons at West Stow played games as we have found game pieces, we just don't know what the games were. However, Nine Men's Morris is an ancient game and the board is a simple one – it could easily be marked out in soil with a stick!



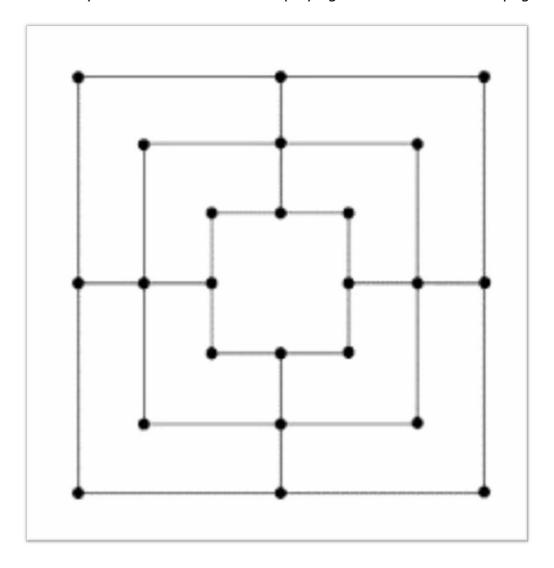
You can make the game board out of a piece of paper or card, just copy the design below. Make sure the size is large enough for your counters, you should be able to fit a square 19cm x 19cm on a sheet of A4 with a boarder all around.

You could make the board larger and if you want to make your board really fancy you could decorate it! We've included some patterns to copy on the next page, all taken from objects that can be seen in our museum.

Then you need two sets of counters, nine counters in each set. Ideas for how to make these include:

- buttons (one colour or shape for each set)
- small stones painted with two different colours
- playdough or plasticine balls in two colours

Now all you need are the rules for playing which are on the last page. Have fun!



Anglo Saxon decoration



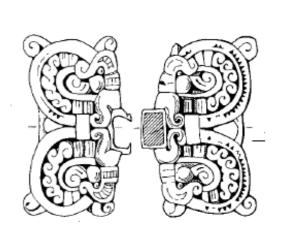


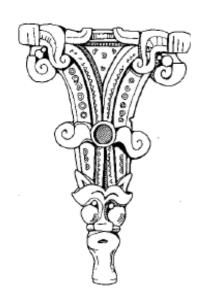


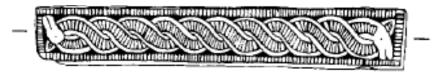












Line drawings taken from EAA 84 A Corpus of Anglo-Saxon Material From Suffolk. Available at: http://eaareports.org.uk/publication/report84/

Nine Men's Morris

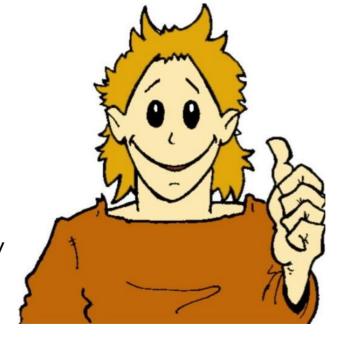
The basic aim of Nine Men's Morris is to make vertical or

horizontal lines of three in a row.

Begin with an empty board.

Decide which colour will go first.

Take turns to play a piece of your own colour on any empty dot until all pieces have been played.



After that, take turns to move your pieces one at a time along the lines, one space. You cannot move to a space already taken.

Whenever you make a row of three of your colour, remove one of your opponent's pieces that is not in a row of three.

If all your opponent's pieces form rows of three then you a e allowed to remove any piece.

Captured pieces stay captured for the remainder of the game.

The game is finished when a player loses either by being reduced to two pieces or by being unable to move.

