**QUEENSLAND BLIND ASSOCIATION INC.**

**G035**

**STRATEGY WOODEN GAME**

A strategy game for 2 players. The game includes a board with 24 holes, 9 pegs in one colour and 9 pegs in another colour.

**THE OBJECT**

To create 3 pegs from the same colour along a line.

**THE GAME**

The game has 2 stages.

Placing the pegs on the board.

Moving the pegs on the board.

The game is started with a clear board. (All the pegs are out)

A player, on their turn, places one peg in his/her colour in any empty hole. Each player tries to create a continuous line of 3 pegs from his/her colour. A continuous line of 3 pegs from the same colour is called a ‘mill’.

Player that succeeds to create a ‘mill’ can remove one of the opponent’s pegs from the board. (The removed peg stays out until the end of the game.)

The first stage of the game ends after the players placed all their pegs on the board.

In the second stage, the players can move their pegs along the lines (one peg at a time) in order to create a ‘mill’. The pegs can be moved only along the line and only to next empty hole.

**THE RULES**

You can place/move one peg at a time.

You can move the peg only along the line (not diagonal)

You can’t jump over a peg.

After you create a ‘mill’ you can open it (by moving one of the pegs) and create it again on your next turn (and you can do it over and over)

Each time a ‘mill’ is created one of the pegs is removed from the game.

A peg that is removed is no longer part of the game.

**THE WINNER**

The first player that is left with two pegs – loses.