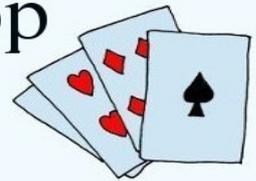
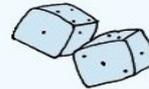


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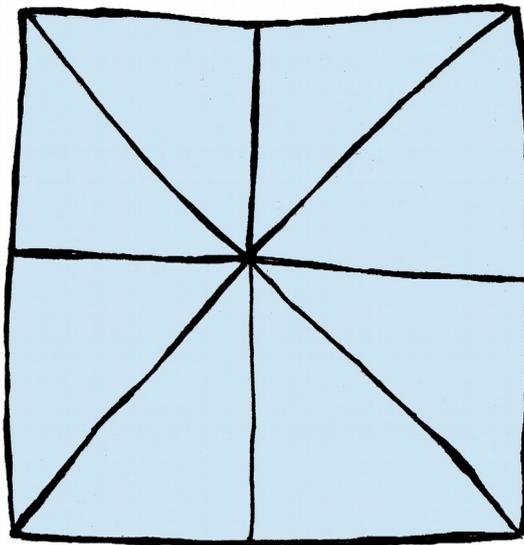


The Historic Games Club

PRINT THIS PAGE AND USE THE BOARD, OR, IF YOU PREFER, COPY THE BOARD ONTO PAPER OR CARD – AN OLD CEREAL PACKET WOULD BE IDEAL! YOU COULD USE COINS (DO YOU HAVE A POT OF PENNIES SOMEWHERE? - HEADS AND TAILS FOR TWO PLAYERS), DIFFERENT COLOURED STONES FROM THE GARDEN, OR SHELLS FROM A SEASIDE TRIP, OR JUST CUT OUT CIRCLES FROM PAPER (COLOUR HALF THE PIECES IN) OR CARD (PATTERNED AND PLAIN SIDE OF YOUR CEREAL PACKET), OR MAKE TWO DIFFERENT SHAPES. MOST GAMES ARE FOR TWO PEOPLE – IF YOU DON'T HAVE SOMEONE AT HOME TO PLAY AGAINST MAYBE YOU COULD PLAY WITH A FRIEND BY TEXT OR MESSAGING – MAKE YOUR OPPONENT'S MOVE FOR THEM ON YOUR OWN BOARD. YOU COULD NUMBER EACH OF THE PLAYING POSITIONS TO AVOID CONFUSION

No. 1. Three Men's Morris

We'll start off the Historic Games Club with one of the oldest and simplest board games – played by the Romans. You will need 6 playing pieces – three for each person. Rules are very simple! You are trying to make a row (in a straight line, but in any direction!) of your three pieces. First player puts a piece on the board at one of the 9 positions where lines join. Second player does the same – try to stop the first player making a row! First player goes again; then second; first again; then second, remembering to try to stop your opponent from making a row. By now, either one person has made a row of three (congratulations – you won!) or neither have. If neither have, the first player can now move any of their pieces to an adjacent (next-door – in any direction!) empty position. Still no row of three? Carry on, each player taking a turn to move any piece to an empty adjacent position, until someone succeeds!



Congratulations to the winner! Have another go, with the other player going first - you can keep swapping for a best of three, or as many times as you want!

There are two more games you can play on the Three Men's Morris board:

Nine Holes – this is exactly the same as Three Men's Morris, except that, once all your pieces are on the board you can move them to ANY empty position on the board – not just an adjacent one! Do you think this make the game better?

Noughts and Crosses (or Tic Tac Toe) – did you know that Noughts and Crosses probably evolved from Three Men's Morris when most people began to have pencils and paper to hand? The only difference is that once each player has had three goes the game is over. You can easily play Noughts and Crosses over and over on your Historic Games Club board, and save on paper! Which of the three games do you prefer?

Though all three of these games are very simple they are a great way to practice tactical and strategic thinking, which will come in handy for more complicated games; and maybe to keep younger sisters and brothers entertained (and teach them to be good losers... or maybe winners!)

HAPPY PLAYING!

Let us know what you think at <https://www.thehistoricgameshop.co.uk/>