



INSTRUCTIONS:

1. Each player has 9 pieces. In this case, the pieces are denoted by yellow and green respectively. There are 24 points on the board known as 'intersections.' These intersections are indicated by black dots on the board.
2. The game starts with the players placing their pieces on the intersections with the objective of aligning 3 pieces in a straight line either vertically or horizontally, this formation is called a '*mill*'. The pieces can also be placed on the intersections to prevent your opponent from forming a mill with their pieces.
3. Once you form a *mill*, you can remove one of your opponent's pieces from the board. You cannot remove a piece from your opponent's *mill*, unless only three aligned pieces of the opponent remain on the board for you to remove from.
4. Once all the pieces have been placed on the board, you are supposed to move the pieces to the adjacent vacant intersection. You cannot place your piece on an already occupied intersection. Continue playing the game according to the previous point.
5. You can break a mill by moving one of the pieces to the adjacent intersection. You can subsequently place the piece back in its position to restore the mill formation and remove one piece from the opponent.
6. If you only have 3 pieces left on the board, your pieces can 'fly' and move from one intersection to another vacant intersection even if the intersections are not adjacent to each other.
7. You can win by two ways:
 - You can block the movement of all the existing pieces of your opponent, such that the pieces of the opponent are unable to move to the adjacent intersection due to a lack of vacancy. In such case, you will win the game. Or,
 - If only 2 pieces of your opponent remain on the board, you win the game.

