

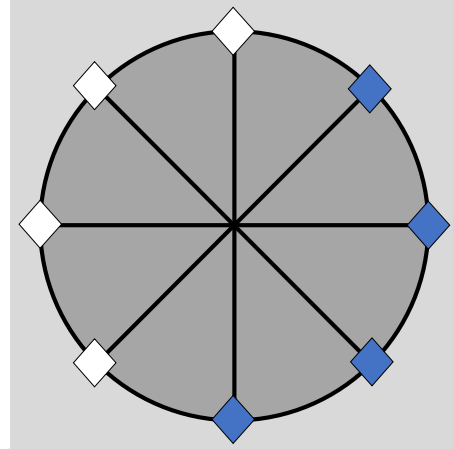
# Mu Torere

The Game is played between two players. Each player has four pieces. The starting layout can be seen to the right.

The starting player is selected or drawn. This player has to move one of their pieces onto an empty tile.

Then turns alternate. It's not allowed to move a piece which is surrounded left and right with own pieces.

The goal of the game is to immobilize the opponent. It is not allowed to jump over or take out enemy pieces.



# Roman Mill

Or: Wheelmill, Round Mill

The game is played between two players. Each player gets three pieces.

The starting player is selected or drawn. This player starts the game by placing one of their pieces onto an empty tile. Then turns alternate.

When all pieces are placed on the board without a winner, players take turns moving one of their pieces by one tile. Pieces can only be moved onto empty tiles. It is not allowed to jump over or take out opponent pieces.

The game can be played against the clock, so players don't have much time to think about their moves. Possible time limits could i.e. be 10 seconds per turn.

The goal of the game is to form a mill by creating a straight line through the middle of the board.