



Spaceship Morris

The Nine Spaceship Morris Nebula board consists of a grid with twenty-four intersections or points. Each player has nine spaceships in his or her color. Players try to form ‘mills’— three of their own spaceships lined horizontally or vertically—allowing a player to remove an opponent’s spaceship from the game. A player wins by reducing the opponent to two spaceships (where he could no longer form mills and thus be unable to win), or by leaving him without a legal move to make.

The game proceeds in two phases:

Phase one: Placing Spaceships

Spaceship Morris starts on an empty board.

The players determine who plays first, then take turns placing their spaceships one per play on empty points. If a player is able to place three of his spaceships in a straight line, vertically or horizontally, he has formed a mill and may remove one of his opponent’s spaceships from the board and the game. Any piece can be chosen for the removal, but a piece not in an opponent’s mill must be selected, if possible.

Phase two: Moving Spaceships

Players continue to alternate moves, this time moving a man to an adjacent point. A piece may not “jump” another piece. Players continue to try to form mills and remove their opponent’s spaceships in the same manner as in phase one. A player may “break” a mill by moving one of his spaceships

out of an existing mill, then moving the piece back to form the same mill a second time (or any number of times), each time removing one of his opponent's spaceships. The removed spaceship can't be from a mill, unless all the opponent's spaceships are in a mill.

When a player is reduced to three spaceships, there is no longer a limitation of moving to only adjacent points: The player's spaceships may Warp from any point to any vacant point.

The Three Spaceship Variant is played on a Radial Galaxy Board with nine intersections and with three Spaceships per player. The first player to form a Mill wins.

The Six Spaceship Variant is played on the Lunar Board with fifteen intersections with Six Spaceships per player.

The Twelve Spaceship Variant is played on the Cosmic Board with twenty-one intersections with Twelve Spaceships per player.

SPACESHIP MORRIS™

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