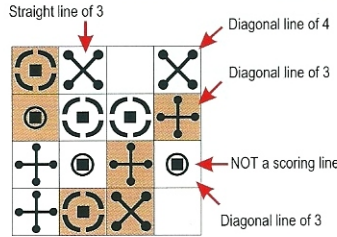


**SCORING** - Players score 1 point for each straight or diagonal continuous LINE of three pieces in their colour. Longer lines score more points, 1 extra point for each extra piece. So a line of 4 = 2points.

In our example Light scores 4 points (one line of 4 and two lines of 3) and Dark scores 1 point (one line of 3).

Please note that each of the lines are of consecutive pieces. If a space or an opposing piece interrupts a line it does not score.



**Advance Play** - Once players are familiar with the rules and basic square board you are welcome to try out different board shapes.

Some board shapes can become quite irregular and in these cases lines of play and permissible moves are not considered to jump gaps in the board but where boards are connected corner to corner diagonal lines do still apply.

In the Advanced game longer scoring lines can be achieved. A line of 5 = 3 pts, 6 = 4 pts, 7 = 5 pts, 8 = 6 pts etc.

Why not try putting two or more sets together for an even bigger game of Mijnlieff!!

*"I'd like to say that Mijnlieff was discovered in a Viking tomb over a thousand years ago. But it wasn't. I thought of this game during Christmas 2009 in a quiet corner of Norfolk. Special thanks go to Vicky, Anna, James, George and Lydia."* Andy Hopwood

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# Mijnlieff

WINNER 2010



BEST ABSTRACT GAME

An award winning abstract game for 2 players by Andy Hopwood

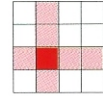
**Aim of the game** - to create the most lines of 3 pieces in your colour. Players do this using special pieces that control where their opponent can play next. Before reading the rules it is best to look at the **Guide to the Pieces** to get an overview of these.

An example game has been included in blue which covers all aspects of the rules.

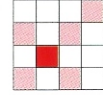
**GUIDE TO THE PIECES** - In each example the areas shaded pink indicates where your opponent is allowed to play. Please note - The piece played affects your opponent as indicated in the NEXT TURN ONLY.



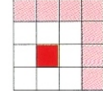
**STRAIGHTS** - Makes your opponent play into any one of the empty squares that lie in a straight line from where you play it.



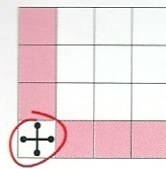
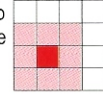
**DIAGONALS** - Makes your opponent play into any one of the empty squares that lie in a diagonal line from where you play it.



**PUSHERS** - Makes your opponent play into any one of the empty spaces that DO NOT touch the square you play this into.

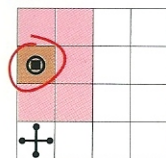


**PULLERS** - Makes your opponent play into any one of the empty spaces that touch the square you play this into.



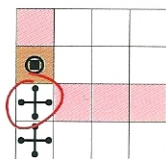
**SETTING UP** - Each player takes 8 pieces in one colour. Place these face up and clearly visible. Take the four larger board pieces and set them up into a square.

Light begins by playing any piece into any outside space.



Dark now considers the piece played by light and establishes which square(s) are available for play.

In our example game Light chooses and places a Straight in the bottom corner then Dark chooses and places a Puller as shown.

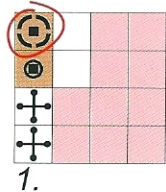


Continue in turn with each play determined by your opponents previous play. Pieces do not exert any permanent restrictions on play, just next turn only.

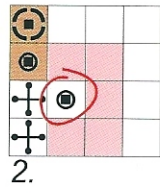
Intervening pieces do not block your path.

After Light plays the Straight as shown Dark decides to play a Pusher into the top corner.

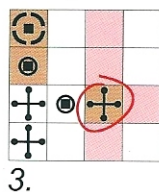
The example game continues below:



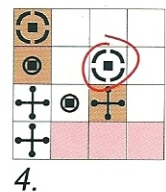
1.



2.



3.



4.



5.



6.

**PASSING** - If you are unable to play because there are no legal spaces available you must PASS.

Dark's Straight allows Light to play a Diagonal into the corner which will force Dark to pass.

If the other player PASSES you have a free play into ANY space on the board. You may be able to force your opponent to pass again.

Light's Diagonal leaves no available spaces for Dark to play into. Dark has to pass.

Light's next Diagonal leaves nowhere for Dark again. So Light has another free play.

**ENDING THE GAME** - As soon as one player places their last piece their opponent gets ONE last chance to play, which they forsake if they have to PASS, and the game ends.

Light's last piece is a Pusher which allows Dark to play one last piece.

Even if the last piece would block the opponent you may not continue to place further pieces. ONE last chance means ONE last piece,

Dark plays a Pusher. Light has no more pieces left and the game ends.

