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Each player has nine counters of the same colour.
They are taken to place a counter on one of the spots on the board.
When all the counters are placed, a turn consists of moving to an adjacent vacant point, trying to make a mill (three counters in a line).
On making a mill, a player removes one of his opponent's counters from the board. When a player is reduced to two counters or cannot move, they have lost.

