

Game Atlas is a social initiative that researches, archives, and redesigns ancient and traditional games on-site, transforming them into cultural products. It connects with humanity, culture, and nature through the medium of play.

At the heart of the Istanbul Mini Collection lie the themes of "diversity" and "balance," reflecting the cosmopolitan essence of the city. The designs blend modern geometric forms with traditional motifs, while stained glass and mosaic patterns bring Istanbul's cultural richness to the game surface.

The chosen color palette symbolizes the diverse regions and textures of Istanbul. These colors represent the city's surrounding waters, natural beauty, historic gardens, and its cosmic and spiritual dimensions, adding depth to the designs.

Istanbul, a city that has hosted countless civilizations, conveys this diversity through cyclical motifs. The symmetrical details in the designs reflect the balanced and harmonious relationship between Istanbul's Asian and European sides. Just as the Bosphorus unites the two continents, the patterns on the game surface bring together different elements.

These designs, evoking the unique atmosphere of Istanbul, offer game enthusiasts an artistic and immersive experience.

A portion of the proceeds from our products will be allocated to providing free museum passes for young people and including them in our gamified cultural routes. Game Atlas contributes to the Global Goals for Sustainable Development by working towards Goal 4: "Quality Education" and Goal 11: "Sustainable Cities and Communities."

Under Quality Education, we aim to facilitate young people's access to cultural heritage and engage them in a learning process rooted in cultural and historical knowledge. This not only promotes lifelong learning but also enhances their cultural awareness and appreciation of values.

In line with Sustainable Cities and Communities, we strive to raise awareness about the importance of protecting cultural heritage, encouraging young people to recognize its value and become active participants in its preservation. Through gamified routes, we increase interest in cultural sites and support their sustainable conservation.

Through these activities, we align our goals of "protecting cultural heritage" and "increasing the active participation of young people" with the sustainable development goals.

Using coffee beans instead of stones in Nine Men's Morris holds special meaning. Coffee is more than just a beverage; it is a gift from nature and a cultural symbol that brings people together. These seeds, which draw us in with their scents, create a bond that accompanies the moments when we share our stories.

Combining the unifying power of coffee and games, we bring together the traditions of the past and the values of today.

NINE MEN'S MORRIS

Nine Men's Morris is a simple yet strategic board game that has appeared and been played in different cultures worldwide. It dates back to ancient times and is considered one of humanity's oldest games. It became popular as both a form of social entertainment and as a method of developing strategy.

Ancient Origins

Egypt and Mesopotamia (1400-2000 BC)

The oldest known form of the game of nine stones originated in ancient Egypt. Game boards displayed at the Cairo Museum suggest the game dates back to 1400 BCE. There is also evidence of similar games in Mesopotamia. In Egypt, a game known as the 'Game of Sealed Lines' is considered to be the ancestor of the nine stones. This game symbolised social status and strategic intelligence.

Ancient Rome

In the Roman Empire, the game was known as "Merels" or "Nine Men's Morris." It was popular among Roman soldiers, with game pieces often made of stone or pebbles. Boards were etched into stone surfaces or walls and are believed to have spread across Europe from Rome.

Medieval Europe

During the Middle Ages, Nine Men's Morris became one of Europe's favorite board games. Boards were typically wooden, and pieces were made of small metal objects or colorful stones. The game was particularly popular during the Tudor period in England. Engraved boards of the game have been found in historical sites such as Shakespeare's house in Stratford-upon-Avon. The game's strategic nature attracted both nobles and common folk.

In Anatolia and the Middle East

Nine Men's Morris also has been played in Anatolia and the Middle East, since ancient times. Its simple rules and minimal material requirements made it easy to spread among the general population. In Anatolian villages, the game was played with simple shapes drawn on the ground. During the Ottoman era, it was a popular game among children, while adults also played it in coffeehouses. It was considered a means of entertainment and a tool for developing strategic thinking.

Modern Era

Today, Nine Men's Morris is played under various names worldwide. In English, it is known as "Nine Men's Morris" or "Mill Game," in German as "Mühle," and in French as "Jeu de Moulin." Its global prevalence and adaptation to different cultures illustrate its enduring appeal. With the advent of technology, it has found a place among digital games, reaching new generations via mobile apps and computer games.

Cultural and Philosophical Significance

Nine Men's Morris was not recognised just a game; but also as a tool for developing strategic planning, patience and foresight. From ancient times to the present, it has strengthened both individual competition and social bonds. As a game that can be played by people of all ages due to its simple rules, it also symbolises the philosophy of 'doing more with less'.

Evolution of Rules

While the game's core rules have remained largely consistent over time, regional variations have emerged. For instance, the order of placing pieces on the board and capturing the opponent's pieces by forming a "mill" can vary. The main objective, however, remains to reduce the opponent's pieces or render them immobile to win.



WARNING: RISK OF CHOKING
• Contains small parts. Not suitable for children aged 3 and under.
• Suitable for 4-6 age group to play under adult supervision.



CAUTION!

- The products are colored with natural dyes; slight fading is normal. Please wash according to the instructions.
- The stones included in the pouches are not food. They are intended for use as game stones.

How to Play? Rules of "Nine Men's Morris"

Game Board: The game is played on a board consisting of three nested squares, with 24 intersection points at the corners and midpoints of the squares' sides.

Pieces: Each player has 9 pieces, typically in different colors.

Starting the Game: Players determine who will start the game either by drawing lots or by mutual agreement.

Placing the Pieces:

- Players take turns placing one piece on any unoccupied point on the board.
 - The goal is to align three pieces in a horizontal, vertical, or diagonal line to form a "mill."
 - Forming a mill allows the player to remove an opponent's piece, except if that piece is part of another mill.
 - If the opponent has no pieces outside the mill, then one piece from the mill must be removed.
- Once all pieces are placed, the second phase begins.

Moving the Pieces:

- Players take turns moving their pieces vertically or horizontally to an adjacent empty point.
- The aim is to create new mills through movement.

Forming Mills and Removing Pieces:

- Forming a mill by movement grants the player the right to remove an opponent's piece.

Final Stage: Free Movement

- When a player has only 3 pieces left, they can jump to any point on the board.
- This free movement provides an advantage if the opponent still has 4 or more pieces.

Winning Conditions:

- A player wins the game by reducing their opponent's pieces to two, as the opponent can no longer form a mill.
- A player also wins if their opponent has no legal moves left.

Strategies and Tactics

Set "Mill Traps":

- Try to create opportunities to form multiple mills simultaneously. This forces the opponent to decide which mill to break.

Break the Opponent's Mills:

- Pay attention to the points where the opponent aligns two pieces to form a mill and try to block these areas.

Balance Defence and Attack:

- Focus not only on creating mills but also on protecting your own pieces.