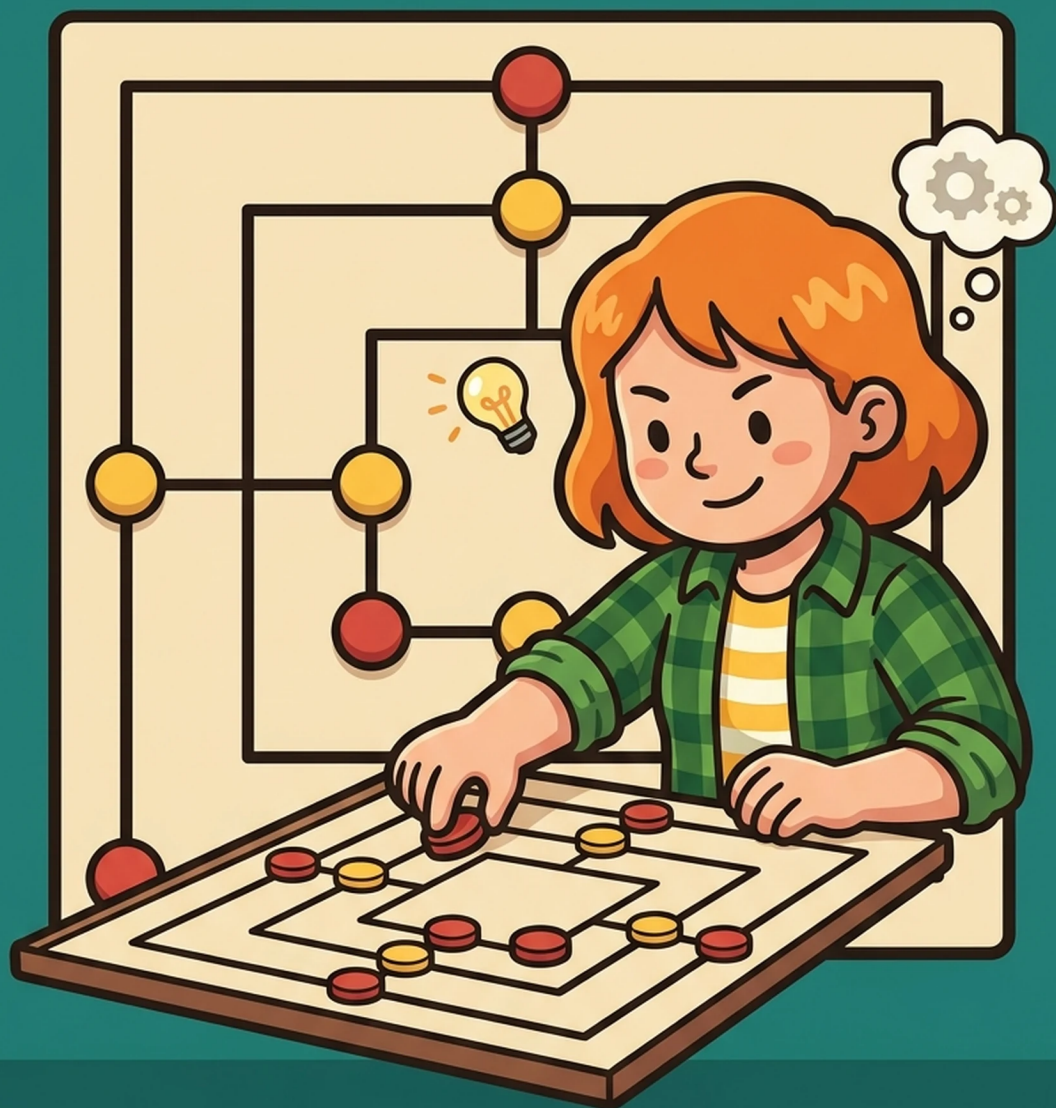




MillSong

Find the Winning Move

A Spark & Anvil Strategy Book

Millsong – Find the Winning Move

A *Story Time-style strategy puzzle workbook – every position is drawn from the app's shipped, engine-verified tactics bank. No position is made up.*

About this book

Part of the **Millsong** Companion Book Program. Free to download and print under **CC BY-NC-SA 4.0**. Every puzzle is a real, engine-verified tactic – solve it, then turn the page to check your move and the reason it works.

Contents

1. Make a Mill – Slide and Capture

How to use this book

1. Look at the board. The side to move is written above it.
2. Find the strongest move – the winning tactic.
3. Say your move out loud, then **turn the page** to check it and read *why* it wins.
4. Puzzles get harder as you go. Take your time.

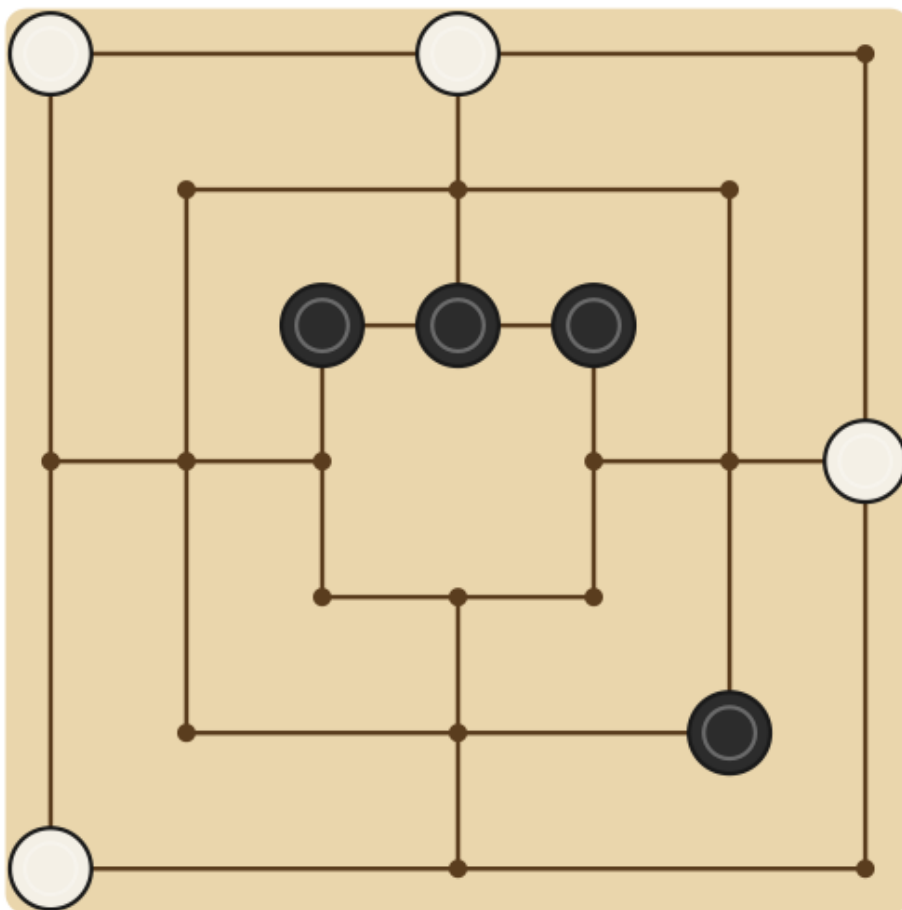
Make a Mill – Slide and Capture

Puzzle 1

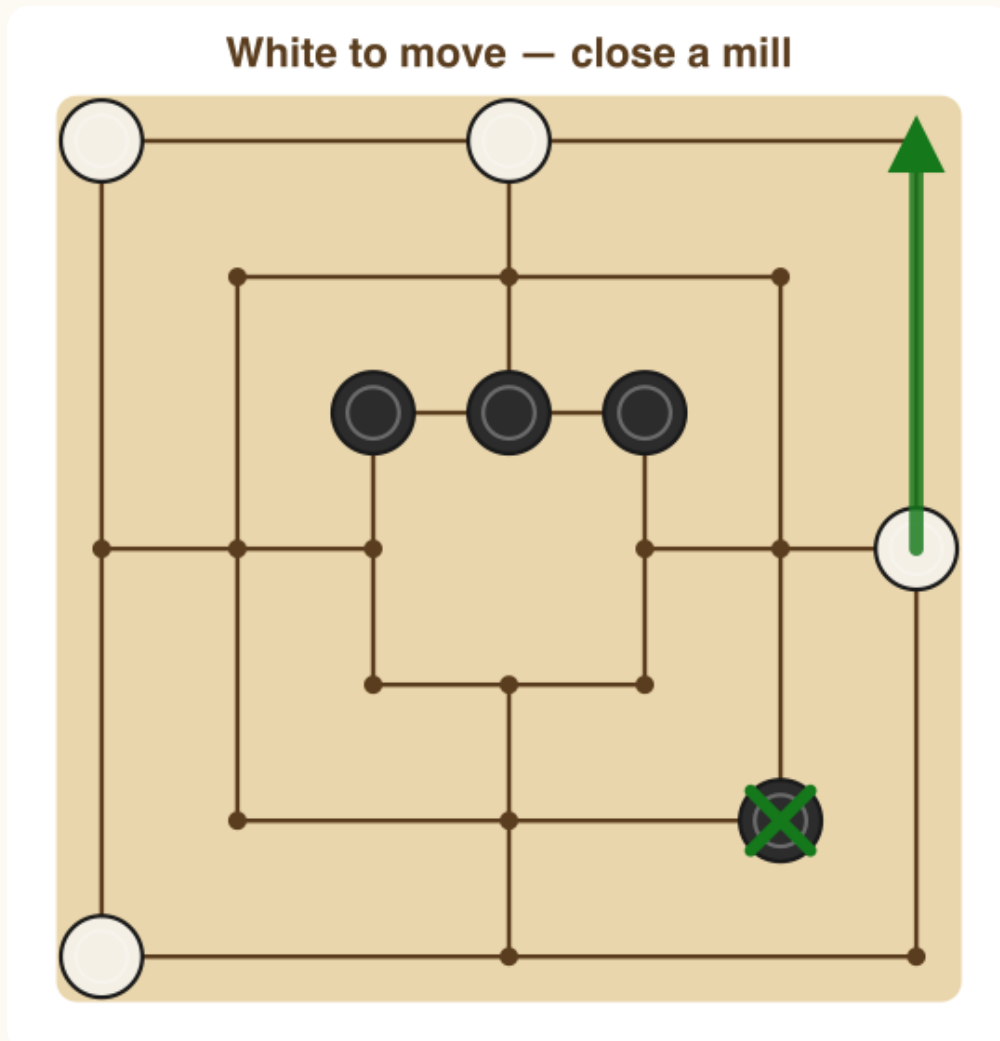
White to move – find the winning move.

Two of your men already sit on the top row with the corner empty. Bring the third man home to close the mill – and capture.

White to move — close a mill



Puzzle 1 – Answer



Slide the man along the green arrow to close the mill, then take the ×-marked man.

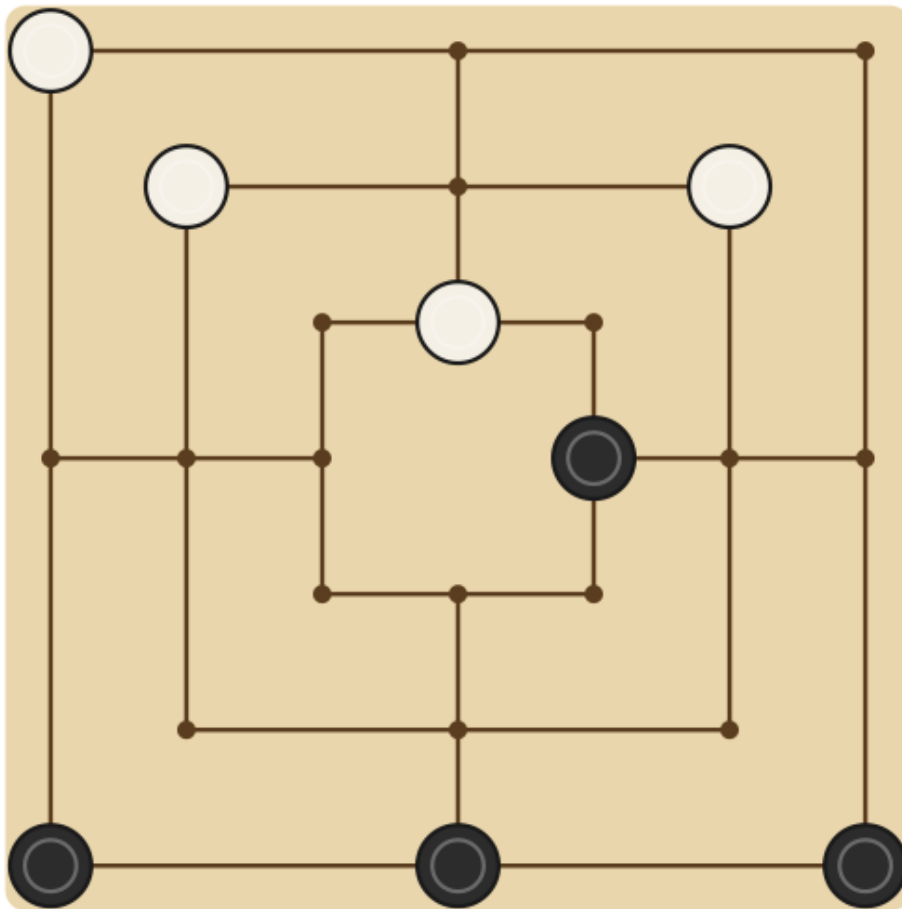
Three of your men in a straight line is a MILL, and forming one lets you remove an enemy man. Two of yours were already on the top row (points 1 & 2); sliding the third in completes it. You take the loose enemy man – the three in a mill are protected.

Puzzle 2

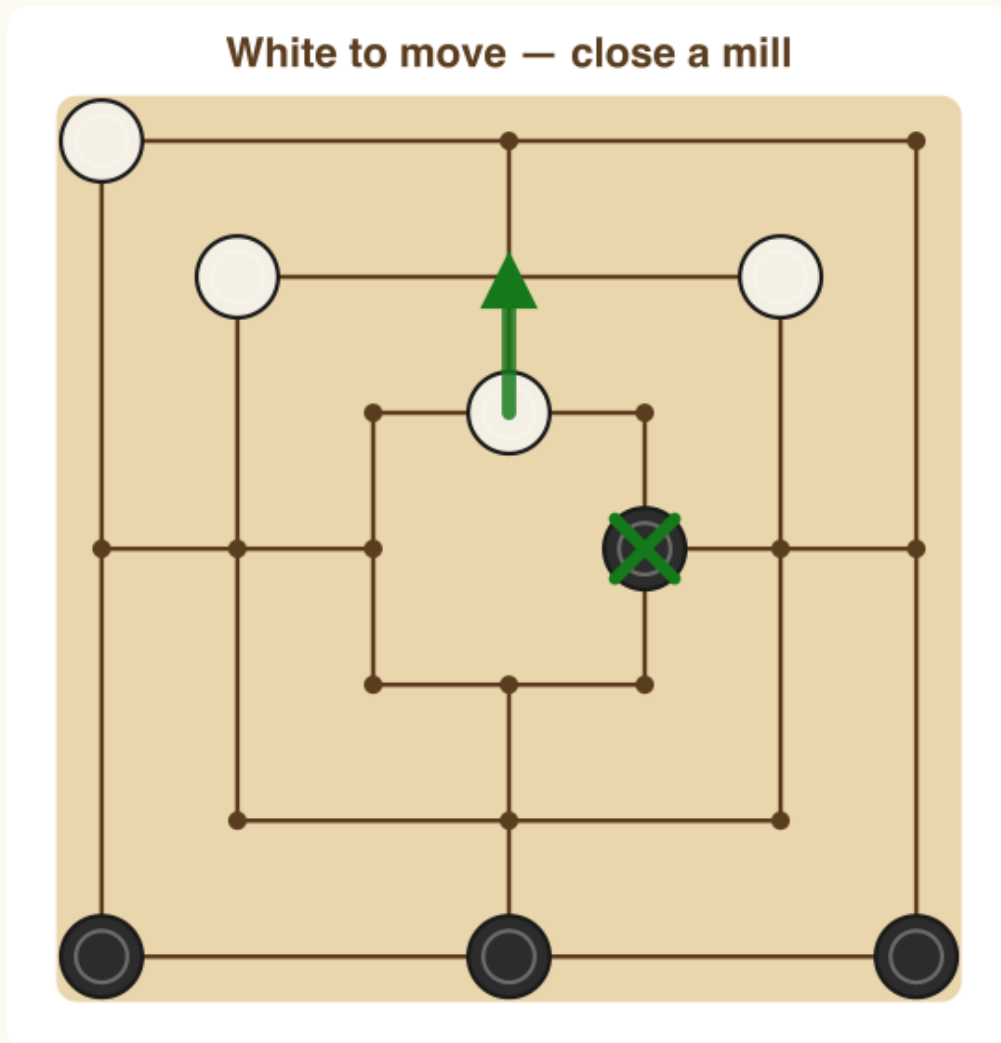
White to move – find the winning move.

The middle-row mill is one man short. A man sits right next to the empty spot – swing it in to close the mill.

White to move — close a mill



Puzzle 2 – Answer



Slide the man along the green arrow to close the mill, then take the ×-marked man.

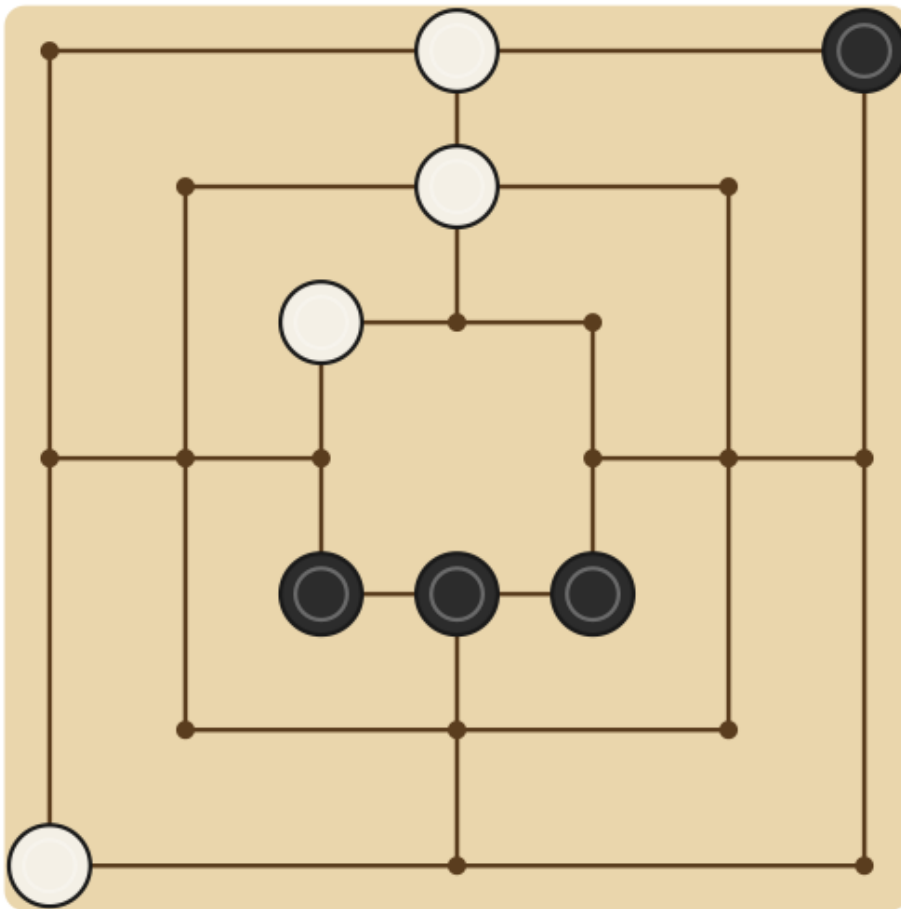
A mill needs all three points on the line filled by YOUR men. The two ends of the middle row were yours; the neighbouring man slides into the gap to complete it. Forming the mill captures the loose enemy man.

Puzzle 3

White to move – find the winning move.

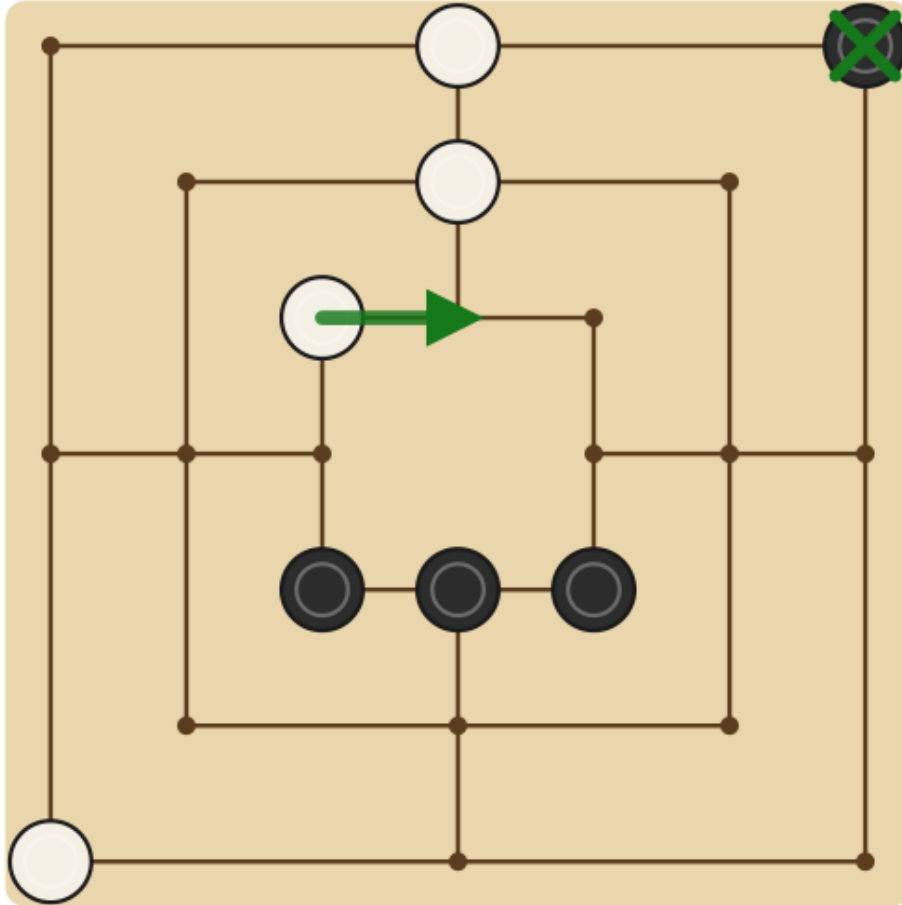
The top spoke (the vertical line to the centre) has two of your men. Slide the third onto the spoke to form the mill.

White to move — close a mill



Puzzle 3 – Answer

White to move — close a mill



Slide the man along the green arrow to close the mill, then take the ×-marked man.

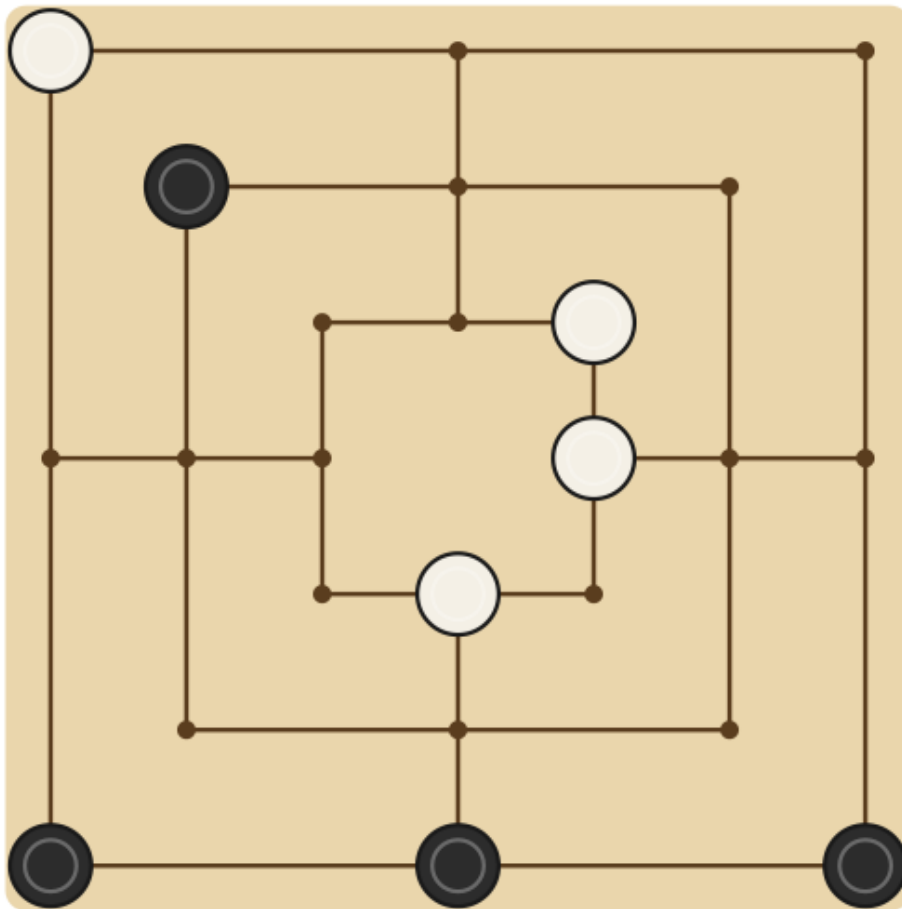
Mills run along the SPOKES too, not just the square edges. Two of your men held the spoke; the inner man slides up to close it. The enemy mill of three is safe, so you take their loose man.

Puzzle 4

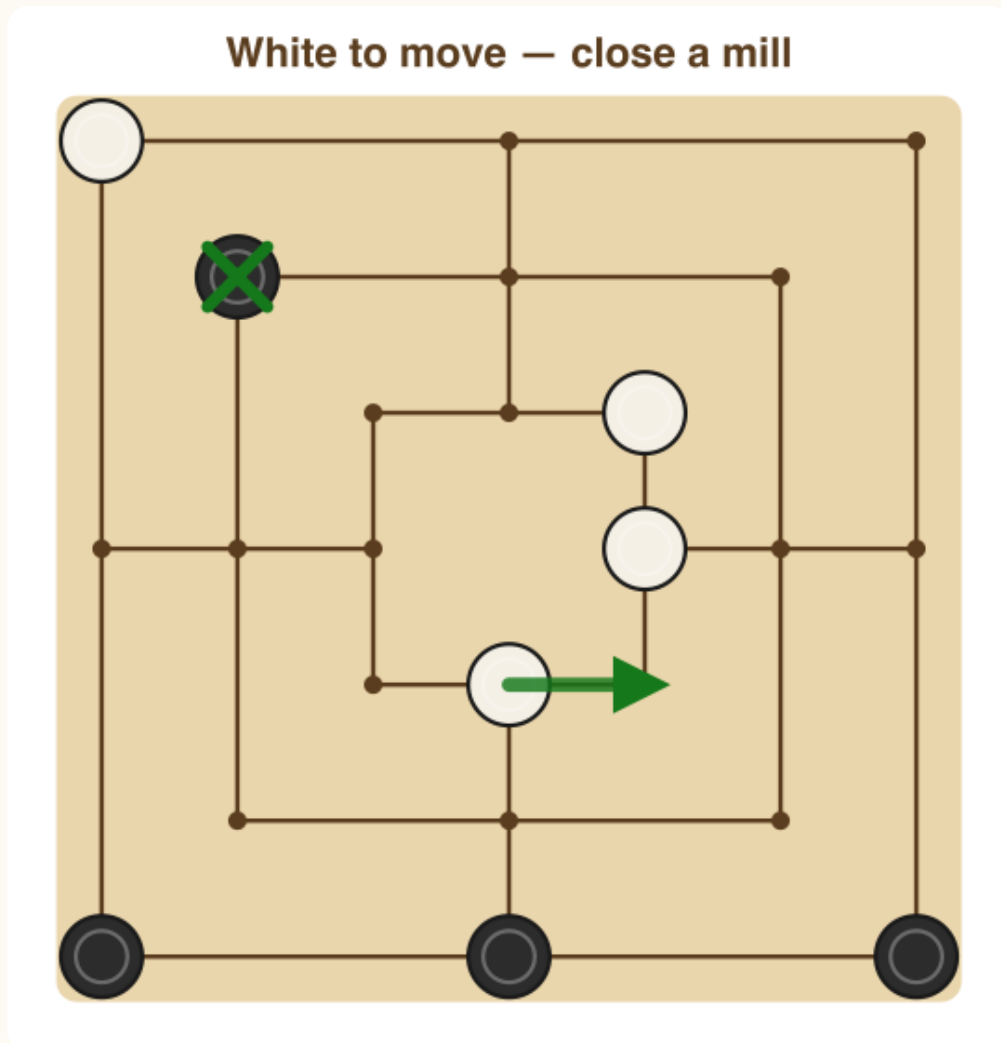
White to move – find the winning move.

A vertical inner line waits for one more man. Move the neighbouring man onto it to close the mill and capture.

White to move — close a mill



Puzzle 4 – Answer



Slide the man along the green arrow to close the mill, then take the ×-marked man.

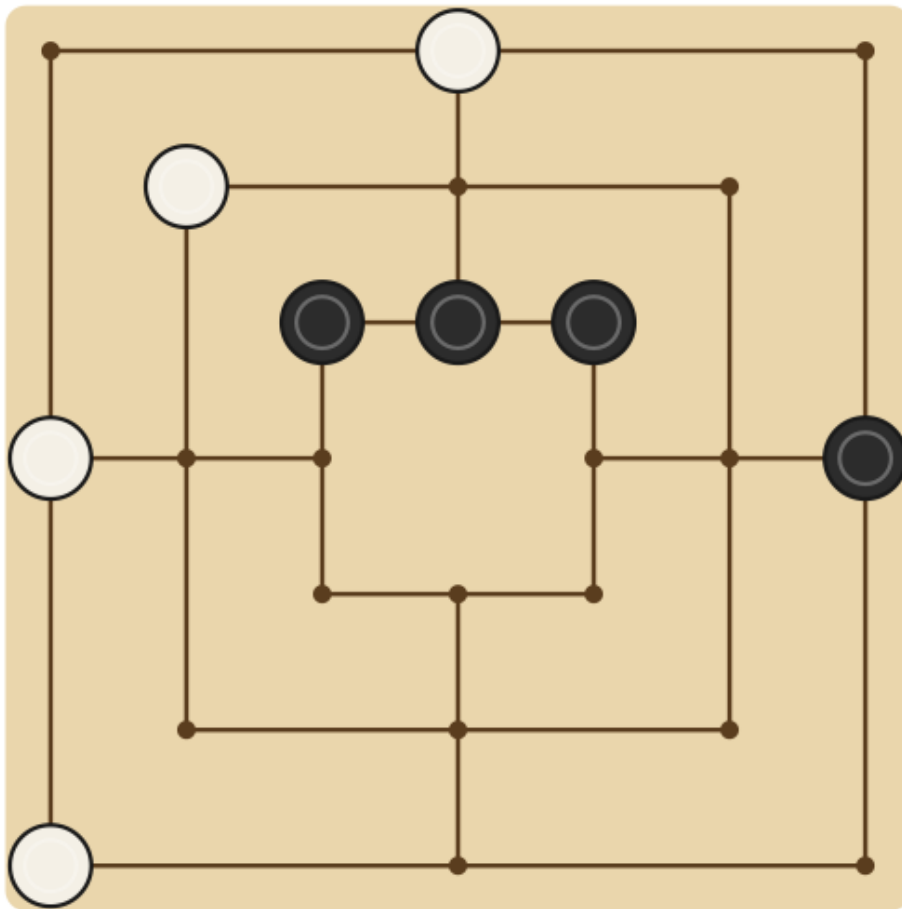
Lines go up-and-down as well as across. Two of your men sat on this short column; sliding the third in makes the mill. You remove the enemy's one man that is not already inside a mill.

Puzzle 5

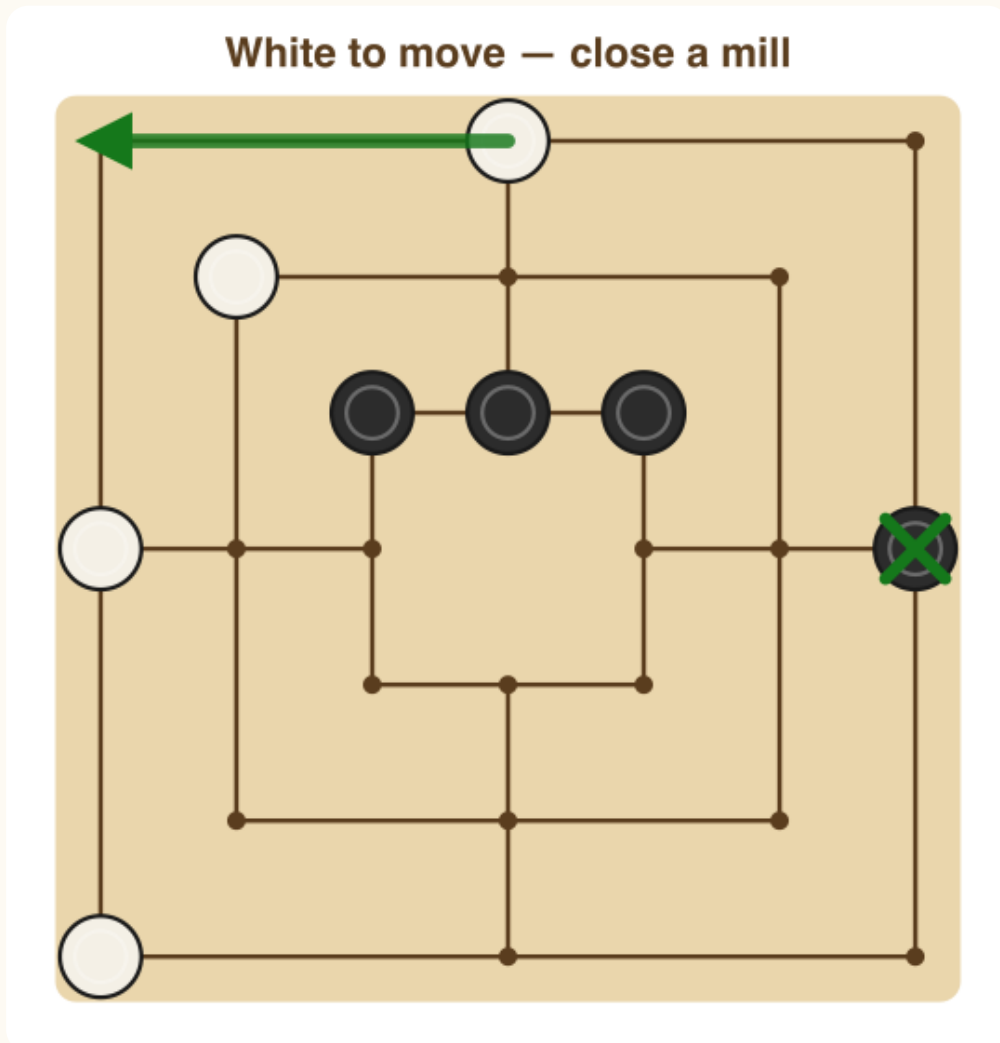
White to move – find the winning move.

The left outer file is nearly a mill. Bring your man to the empty corner to line up three and capture.

White to move — close a mill



Puzzle 5 – Answer



Slide the man along the green arrow to close the mill, then take the ×-marked man.

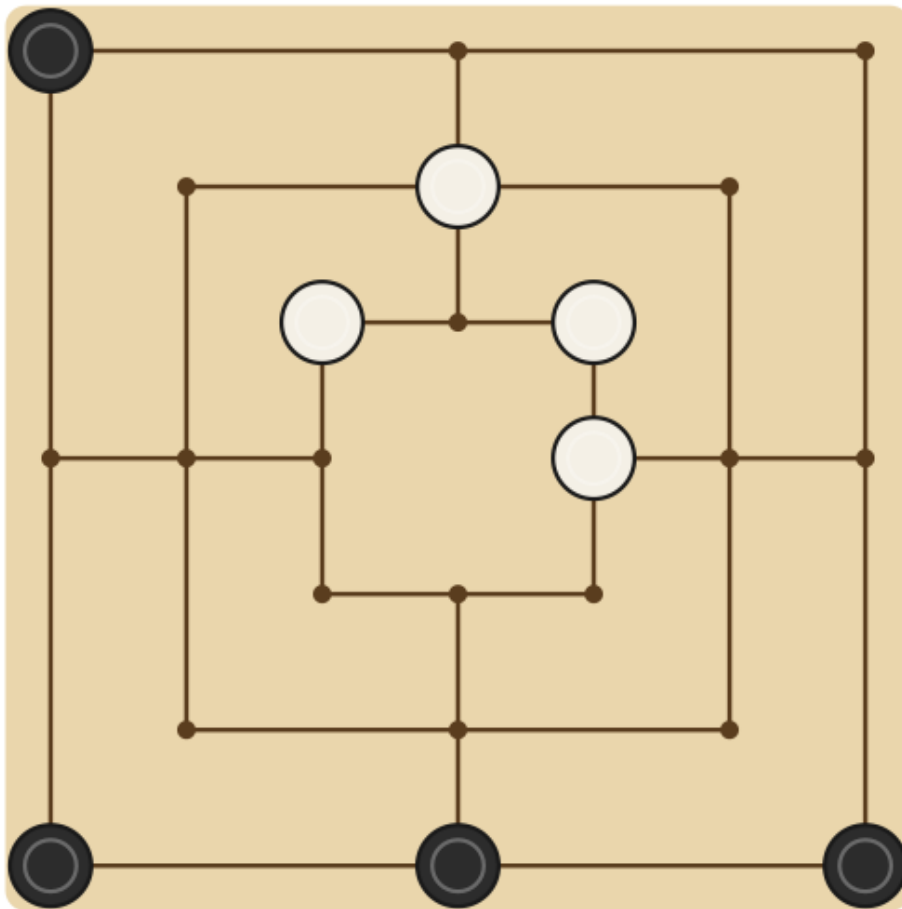
The long outer edges are mill-lines too. Two of your men already held the file; the third slides to the corner to close it. Forming the mill lets you take the loose enemy man.

Puzzle 6

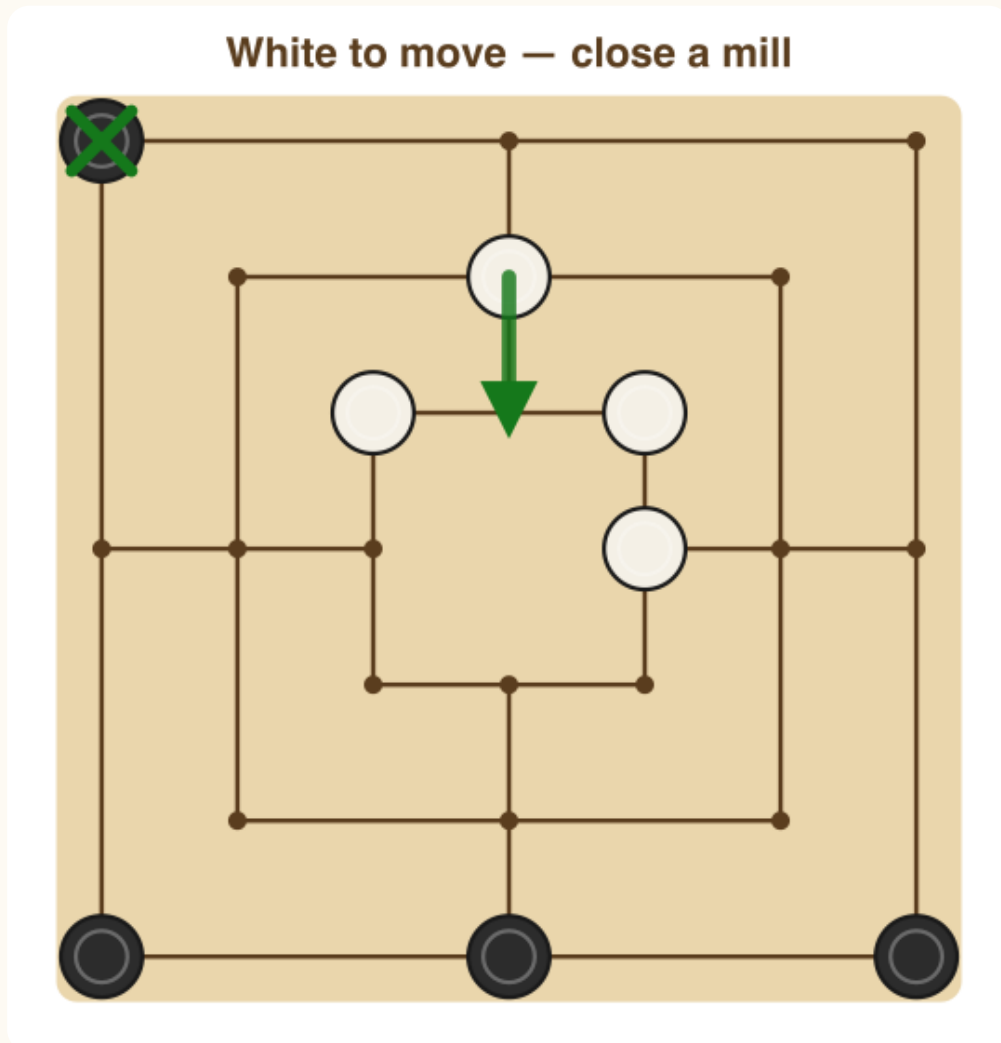
White to move – find the winning move.

Two of your men flank the inner row with the middle open. Fill the centre to complete the mill.

White to move — close a mill



Puzzle 6 – Answer



Slide the man along the green arrow to close the mill, then take the ×-marked man.

When you hold both ends of a three-point line, the middle is the winning square. Sliding your man into it closes the mill – and captures the enemy man that stands outside any mill of theirs.

Keep playing

Play the live tactics trainer at [**spark-and-anvil.org/play/millsong**](https://spark-and-anvil.org/play/millsong) and read the cast's strategy stories at [**spark-and-anvil.org/cast/millsong**](https://spark-and-anvil.org/cast/millsong).