

RULES FOR PLAYING
THE GAME OF
FOX AND GEESE
FOR TWO PLAYERS

IMPLEMENTS Consist of 18 men. 17 men to represent geese, and piece for the fox.

THE OBJECT of the game is to have the fox capture the geese, or the geese pen the fox.

TO BEGIN: One player chooses the fox and the other player the 17 geese. The player having the geese takes the end of the board at which the first 9 spaces are not enclosed in a green border. The fox is put in the centre of the board. The player having the geese fills all the spaces at his end of the board, leaving two spaces vacant.

THE MOVES: The fox can be moved from space to space along the lines in any direction either forward, or backward, or diagonally.

The geese may be moved from space to space along the lines "*forward only*" either in a straight, or in diagonal direction. At the two points where one of the cross-lines is double they may also be moved side-ways.

Rule 1. When the fox is *next to a goose* which has a vacant space immediately behind it in a straight line, the fox may jump over the goose and capture it. The fox makes as many jumps in any direction as there are geese, if there are vacant spaces behind the geese. Each goose is removed from the board.

Rule 2. The fox must jump whenever there is a chance.

TO WIN: When the geese are unable to move by reason of moving backward only, or when

ADVANCING. After a man is entered, he may be advanced one space for each space number spun, except the double number and that counts double.

"DOUBLE 6." Any entered man may be moved but only one at a spin, except when "double 6" is spun, then any 4 men may be moved 6 spaces each, or any 1 man 24 spaces.

CAPTURING, If a man overtakes another on any but the 12 purple spaces which are safeties, the overtaken man must go back to the beginning, and begin again on a spin of five.

SAFETIES. No man can enter a purple or safety space that is occupied by a man of another color. The mover must move some other man or lose his turn.

BLOCKADE. Two men of one color may stand on any space: they then form a blockade, and may not be passed by any other men on the board. A player cannot block his own men: he must move his blockade if he cannot play otherwise.

TO WIN. The last move must be made on an exact spin. The player thus getting any *one* of his men up his red road to the central home first, wins the game.

Count the home in spinning as "one."

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