

## *Fox and Geese*

a 10-minute board game for two players

### EQUIPMENT:

You will need 14 markers, and one more that is different from the others-- the fox!

### THE STORY:

The fox is chasing the geese. The geese hate the fox. The fox can kill any goose, but the geese, working together, can kill the fox.

### HOW TO PLAY:

The geese start on the black spots, and the fox starts on the grey one. After setup, spot colors are ignored.

Players take turns moving one marker along one line to an adjacent spot.

The fox "eats" a goose by jumping over it into an empty space-- like in Checkers. After the jump, that goose is removed from the board. More than one goose may be eaten per turn. If a capture is possible, it must be made.

### WINNING:

The fox player wins by eating 6 geese. The goose player wins by "trapping" the fox, which they do by arranging themselves around the fox so that it cannot move.

### HINTS:

It is much harder to win as the geese; players of equal skill should take turns playing the fox. Geese should try to stay together and try to move in waves, and consider sacrificing one of their own to force the fox into unsafe areas.

### HISTORY:

This game is very old, but no one knows how old. It is described in the *Grettis Saga*, which was written in Iceland around 1300, and it is a relative of the Celtic and Norse family of *Tafl* games, which go back to the stone age.

