

FOX AND GEESE

Age: Adults and older children

No. of players: 2

Equipment: 14 counters (13 black and 1 white; or other colours.) You could even use different coloured counters for the geese and a coin for the fox, as long as you can tell which counter(s) belong to each player.

Time: 10 minutes+

Aim: Each player has a different aim. The geese aim to trap the fox and prevent him from moving; the fox (white counter) aims to capture enough geese to stop them achieving their aim.

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Rules:

1. Players choose which one will be the fox (white counter) and which will be the geese (black counters). Set up the board as shown below.
2. Both the fox and the geese can move a counter one square along any line to an adjacent point (backwards, forwards or sideways) in alternate turns.
3. Only the fox can capture, by jumping over a goose in a straight line to a vacant point immediately beyond it, similar to the rules of checkers or draughts. The fox cannot jump over two geese unless there is a vacant point between them. Multiple captures within one turn are possible, even if the geese are not in a straight line as long as there are empty spaces between them. This is the only time the fox can move more than one square in a turn. Geese cannot capture the fox and cannot move more than one square in a turn.
4. The geese win if they can surround and immobilise the fox, so that it cannot move. The fox will win if it can capture so many geese that they cannot trap it.

