

# *The Family Guide to Printable Board Games*



15 Favourite Printable Board Games from  
*Family Games Treasurehouse*

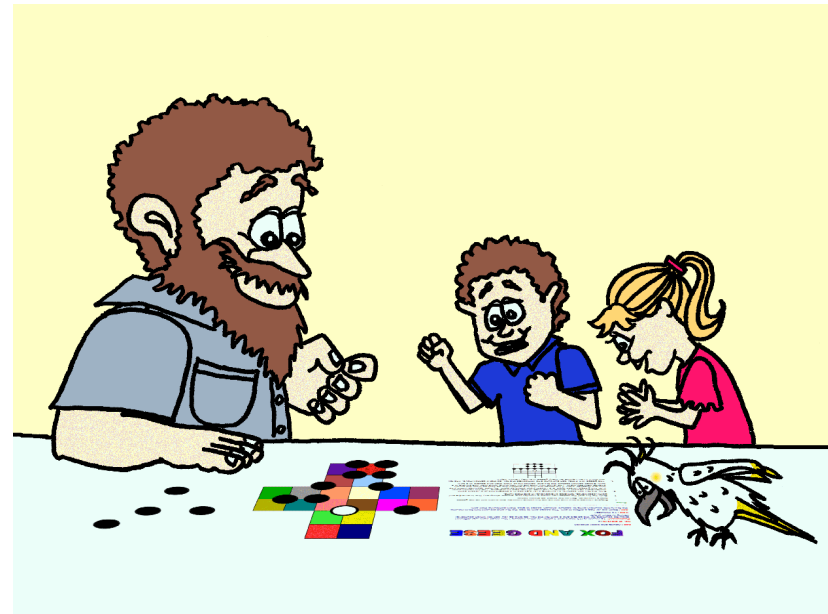
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# Fox and Geese

**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.

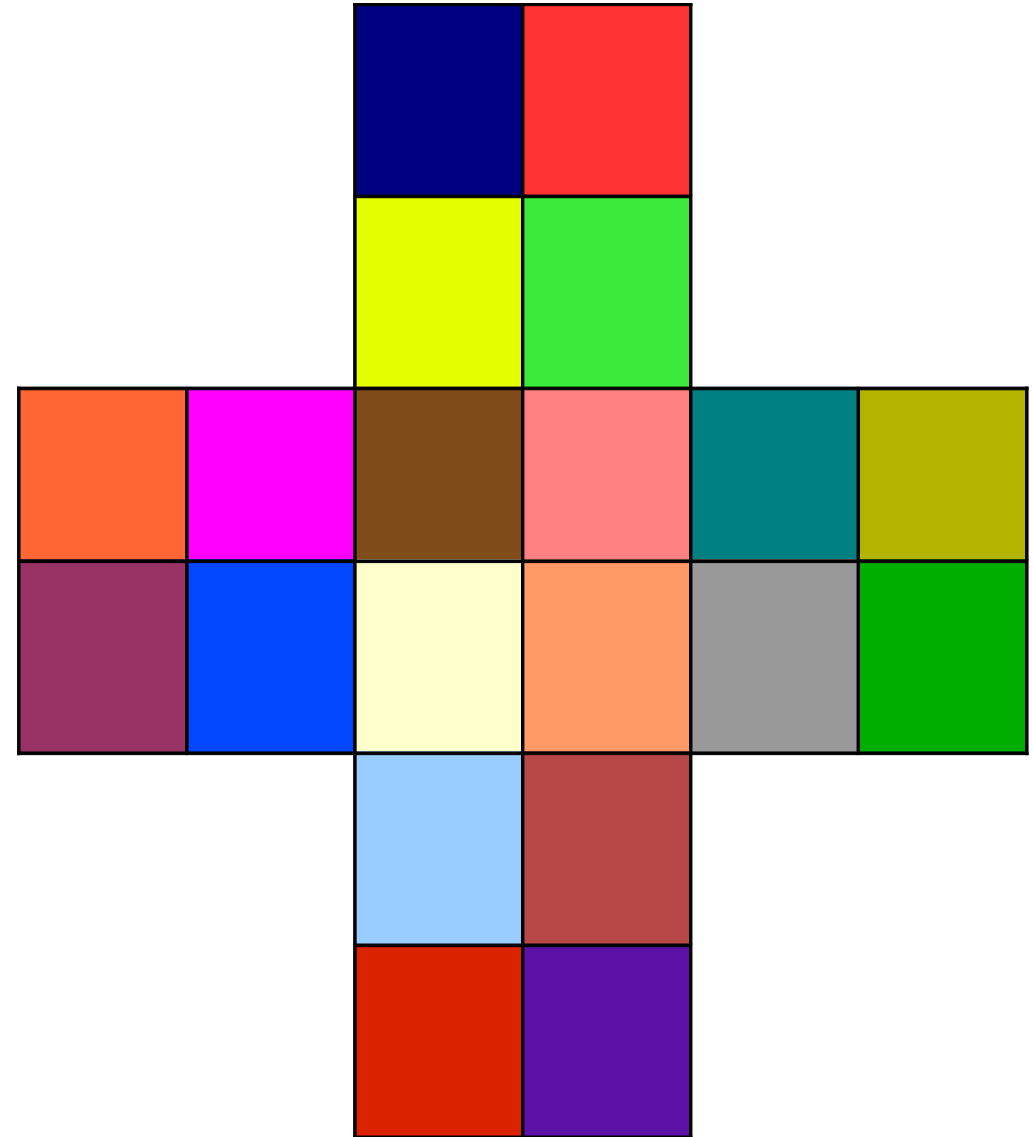
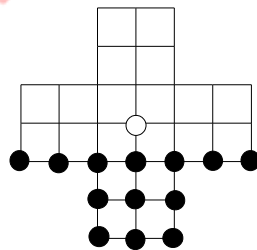
**Time:** 10 minutes+

**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.



# HALMA

**Age:** Adults and older children

**No. of players:** 2-4

**Equipment:** Two players – 19 counters each

Three players - 13 counters each

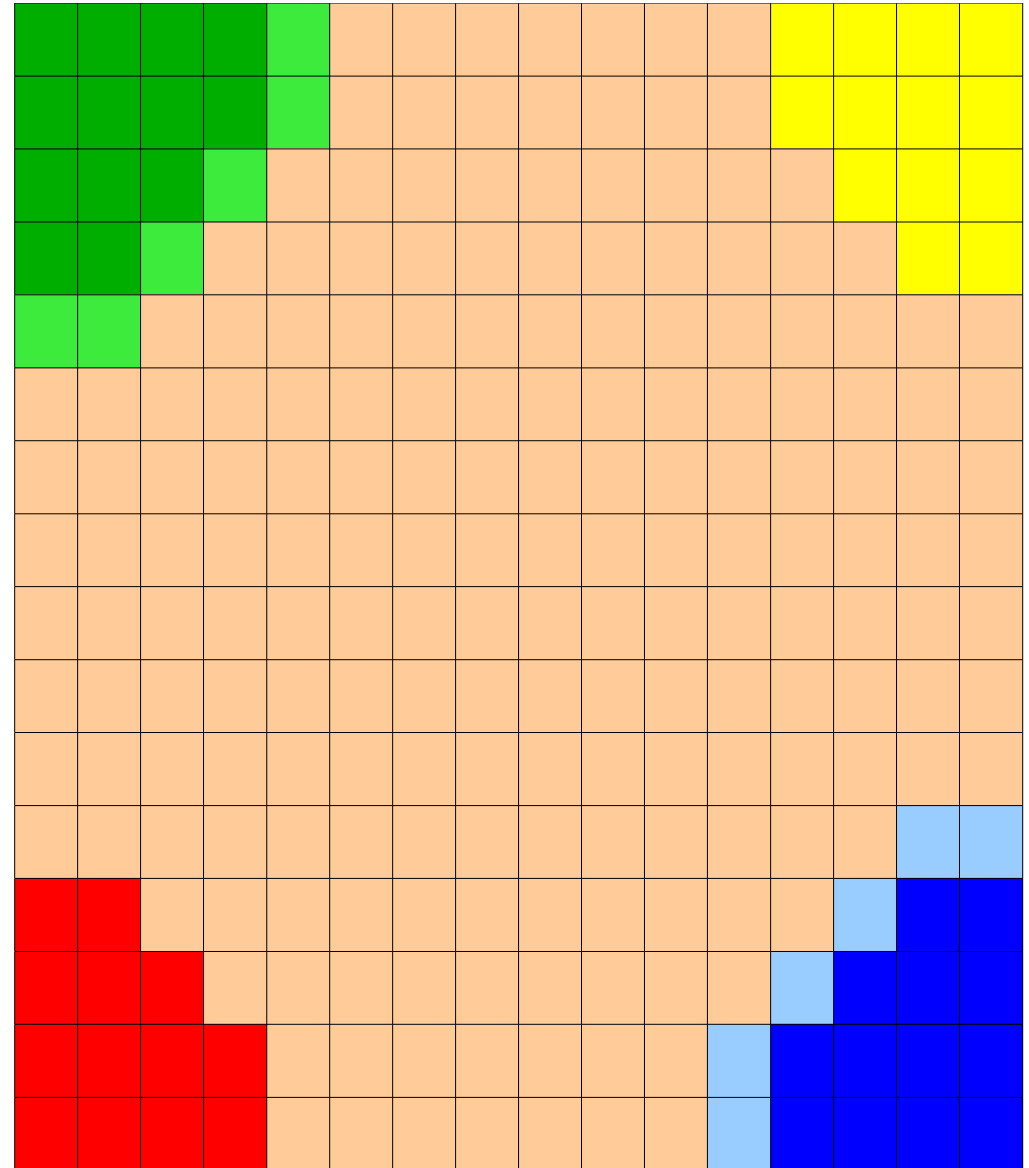
Four players – 13 counters each

**Time:** 15 minutes+

**Aim:** To be the first player to move all their counters to the opposite camp.

## Rules:

1. Each player chooses a 'camp' (corner of the board). If there are two players, they each place 19 counters in the top left and bottom right 'camps', using the dark and light squares. 3-4 players place 13 counters each in their 'camp' using only the dark squares.
2. Players choose who will go first.
3. Each player takes turns to move one counter one square in any direction (backwards, forwards, sideways, diagonally).
4. Players can jump over any other counter (either your own or an opponent's) onto a vacant square, similar to Draughts and Chinese Checkers. Counters are not removed.
5. The aim is to move all of your men from your camp to the camp on the opposite corner of the board. Building a ladder of men can help you make multiple jumps across the board, but they can also help your opponents to move their own men.
6. The first player to get all their men to the opposing camp wins the game.



# Appendix

Chess/Draughts Board

Chess Pieces

Checkers/Draughts Pieces

Reversi Pieces

Shepherds and Wolf  
Pieces and Board

**CHESS/  
DRAUGHTS**

**BOARD**

