



Instructions

This is a two-player game. One person plays the red circle (the “Fox”) and the other player plays the thirteen white circles (the “Geese”). The two players have different objectives for winning.

1. Cut out the white and red pieces. Place the Geese on the black circles along the points of the board. Place the Fox in the red circle in the middle of the board (or anywhere else on the board, for more variation).
2. The Geese move first. Players alternate turns after that.
3. During their respective turns, the Fox and the Geese may move along the lines in any direction, but only to the next available point.
4. The Fox captures the Geese by jumping over them to a vacant spot beyond them. The Fox can jump over multiple Geese if possible.
5. Geese cannot jump over each other or the Fox.
6. The Geese win if they hem in the Fox and make it unable to move. The Fox wins if it captures enough Geese so that they cannot hem it in.