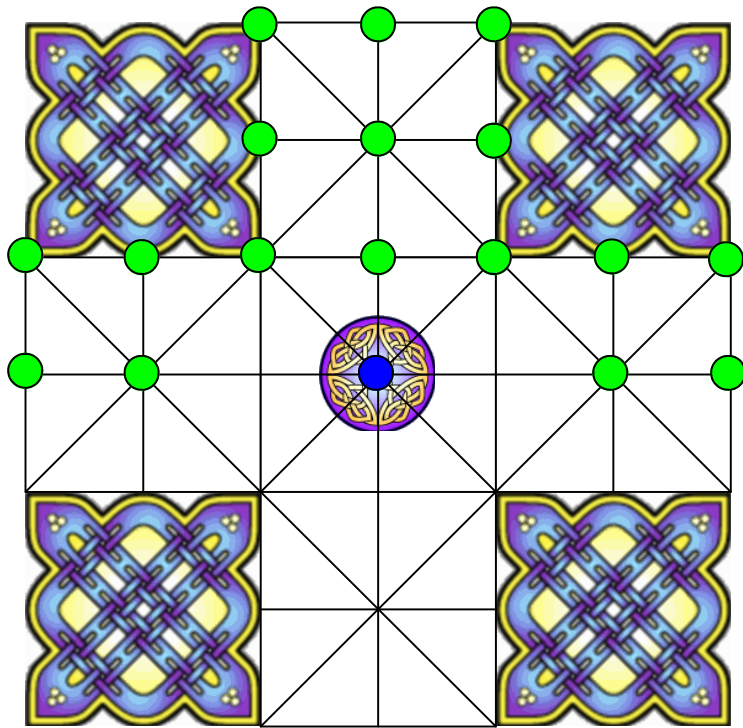


Fox and Geese

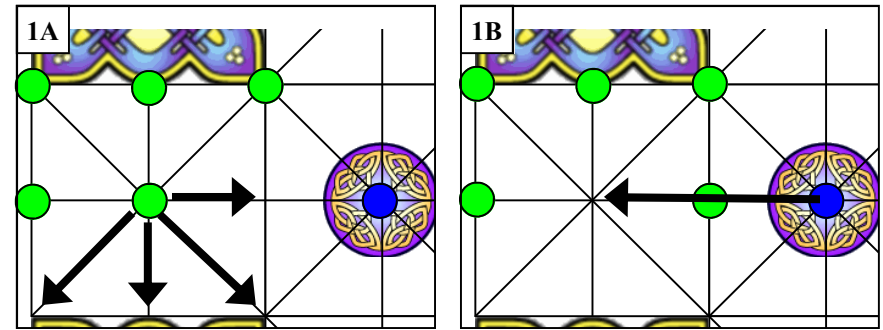


See above for the starting position of Fox and Geese.

Fox and Geese is an old Scandinavian game that is a simple variation of Tafl games, where players begin with an unequal numbers of pieces.

The sides consist of 1 Fox (blue) and 13, 17, or 22 Geese (17 is shown). The objective for the Geese is to capture the Fox by surrounding him and the Fox must try to eliminate the Geese until there are not enough left to capture him.

Geese move first. Both Fox and Geese may move along any line one space to the next point on the line, as shown in Fig 1A. The Fox may capture a piece by jumping it, as in 1B.



The Fox can only jump one piece at a time and must have an empty space behind the Goose piece to capture it. The Fox may, however, make as many jumps in a row as possible, as long as empty spaces are available (as in checkers).

Geese may not jump or capture any pieces. They must capture the fox by force of numbers alone.

A piece must be moved on each turn. Play continues until the Fox has no more moves or there are less than 4 Geese left on the board.

Variations:

1. Geese may move forward or diagonally only. They can not move backwards
2. If a jump is available, the Fox MUST jump the Goose.

