



How To Play:

The object of the game is for the geese to pen up both foxes so they cannot move or for the foxes to capture twelve of the geese.

Two persons play the game; one has the foxes and the other the geese. A fox moves first and then a goose, each player making one move at a time.

The foxes may move forward, backward, diagonally, or toward the side and may capture the geese by jumping over them (as would a King in checkers) when a hole beyond a goose is empty. The foxes are not required to jump but may move to another hole if one is open. A move or jump must be made on each turn.

The geese may move only forward or side wise, one hole at a time, and are not permitted to jump a fox, but instead try to pen him up so he cannot move or jump.