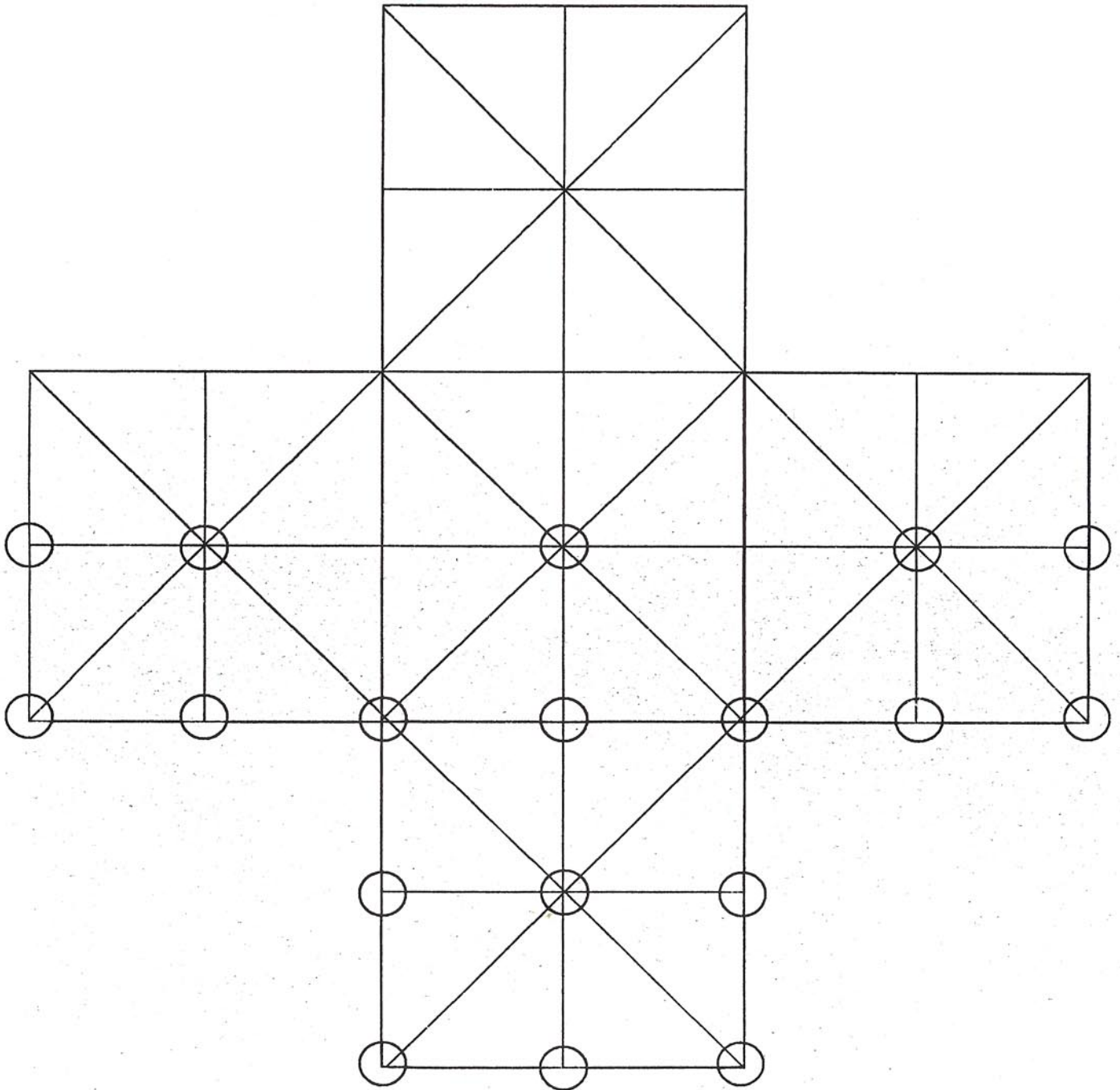


# *Fox and Geese*



**18 Geese 2 Foxes**

**Geese start** where the circles indicate, and can move any direction.

**Foxes start** anywhere that the lines meet, and can move any direction.

**Foxes win** by jumping (like in the game of checkers) 5 Geese, or if one Fox is trapped, 8 Geese must be jumped.

**Geese win** by trapping (getting them in a place where they cannot move or jump) both Foxes.

