



Barbara Wickersham

FOX AND GEESSE CHAMPION: Myrtle Shell is a native Roan Mountain resident and champion at the traditional board game of Fox and Geese. The UTK University Studies Program is sponsoring a one day Roan Mountain seminar May 22. For details see page 2.

“ QUOTATION MARKS ”

I suggest that the only books that influence us are those for which we are ready, and which have gone a little farther down our particular path than we have yet gone ourselves.

—E.M. Forster

The heart of another is a dark forest, always, no matter how close it has been to one's own.—**Willa Cather**

None but one can harm you,/ None but yourself who are your greatest foe;/ He that respects himself is safe from others;/ He wears a coat of mail that none can pierce.

—Henry Wadsworth Longfellow

How closely linked are Luck and Merit,/ Is something fools have never known.—**Goethe**

No matter how much I probe and prod,/ I cannot quite believe in God;/ But oh, I hope to God that He unswervingly believes in me.—**E.Y. Harburg**

Fox & Geese

Even when bad weather kept the Vikings indoors, they could still hunt and trap — through board games. One popular Viking game was *hnefatafl* (hny-uh-tah-ul). Historians say it is more than a thousand years old.

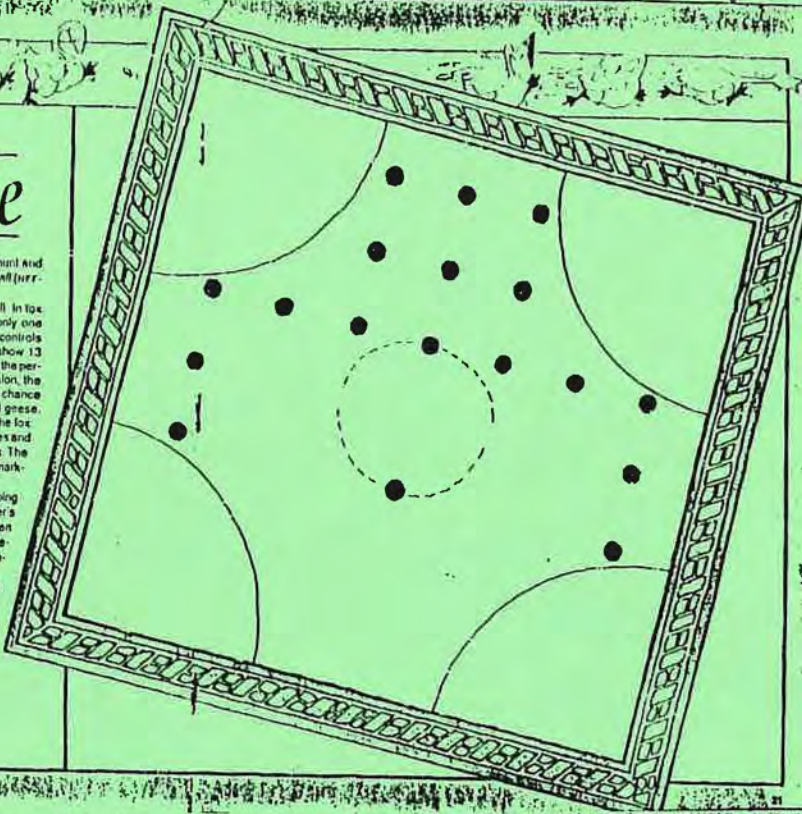
The modern game of fox and geese may be related to *hnefatafl*. In fox and geese, there are two players. One player — the fox — uses only one playing piece. He or she must try to outsmart the other player, who controls several markers — the geese. The oldest examples of the game show 13 geese and one fox. Despite the unequal numbers of playing pieces, the person playing the fox more often won the game. In this modern version, the fox has 17 geese as opponents. Both players stand an equal chance of winning. Use the game board on these pages to play fox and geese. For markers, you'll need 17 pennies for the geese and a dime for the fox.

At the beginning of the game, arrange the geese on the blue circles and place the fox on the black circle. Flip a coin to see who will be the fox. The fox moves first. Then the two players alternate turns, moving their markers from one circle to any other circle.

Throughout the game, the fox tries to capture the geese by jumping over them (as players in the game of checkers jump one another's markers). The fox may make more than one jump in each turn when possible. It may move in all directions — forward, backward, sideways, and diagonally. Once jumped by the fox, the geese are removed from the board.

The geese may not capture the fox by jumping over it and taking it from the board. To win the game, the geese must corner the fox. Geese may move forward and sideways only. The player who is the geese may move only one marker during each turn.

The game lasts until the fox captures 12 of the geese or until the geese trap the fox. Happy hunting!



Fox & Geese

Even when bad weather kept the Vikings indoors, they could still hunt and trap — through board games. One popular Viking game was *hnefatafl* (hny-uh-tah-ul). Historians say it is more than a thousand years old.

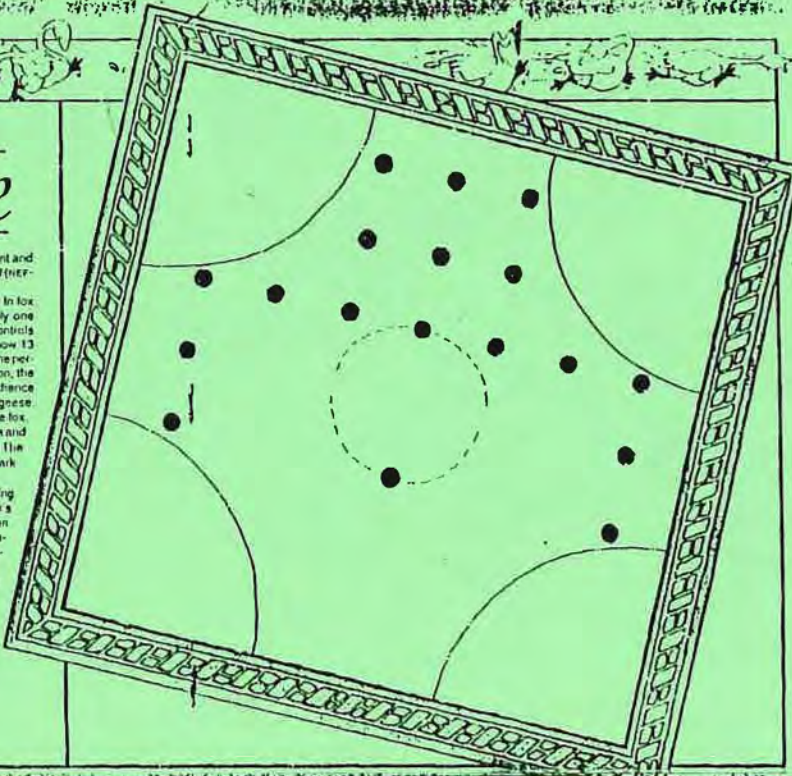
The modern game of fox and geese may be related to *hnefatafl*. In fox and geese, there are two players. One player — the fox — uses only one playing piece. He or she must try to outsmart the other player, who controls several markers — the geese. The oldest examples of the game show 13 geese and one fox. Despite the unequal numbers of playing pieces, the person playing the fox more often won the game. In this modern version, the fox has 17 geese as opponents. Both players stand an equal chance of winning. Use the game board on these pages to play fox and geese. For markers, you'll need 17 pennies for the geese and a dime for the fox.

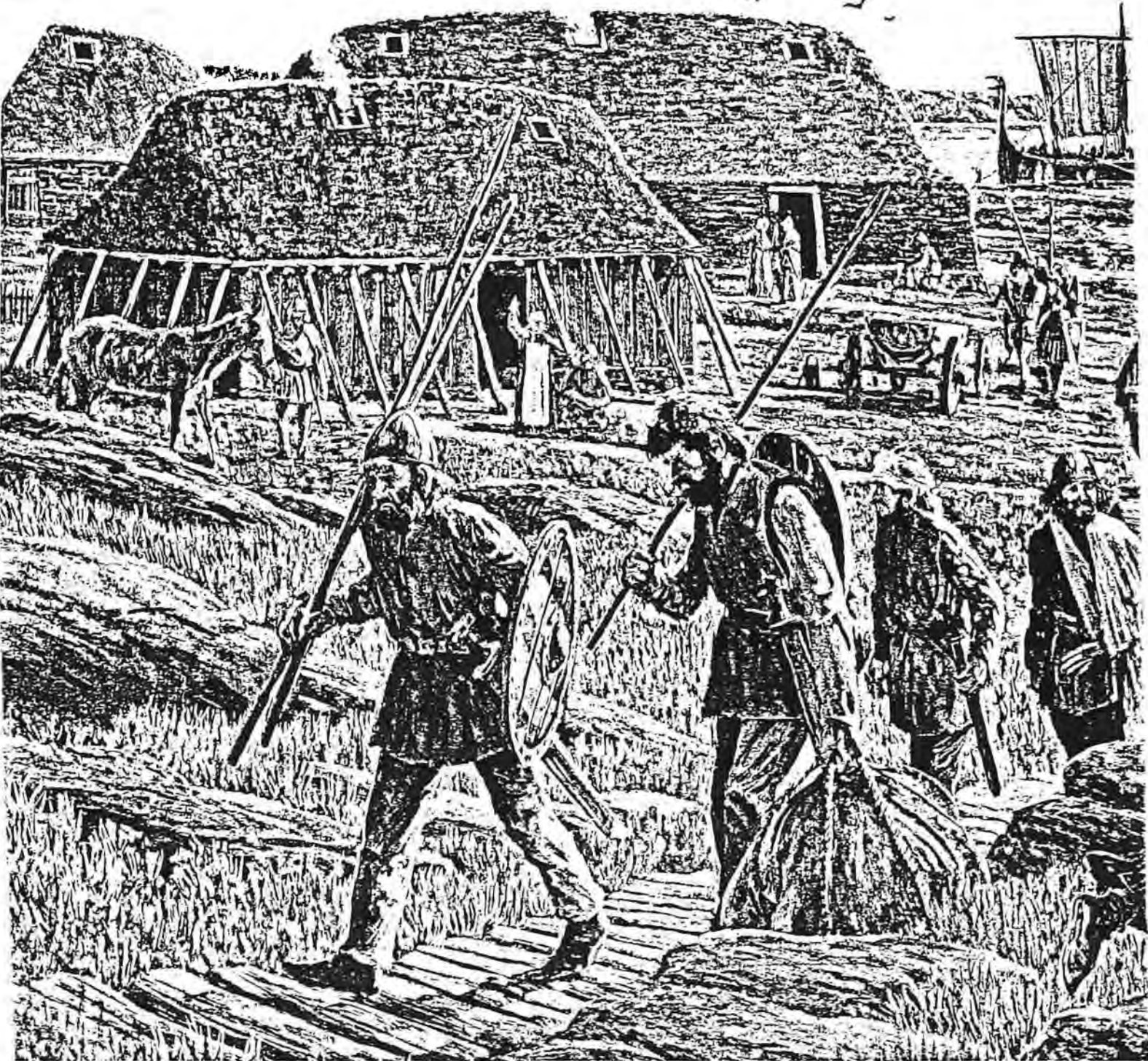
At the beginning of the game, arrange the geese on the blue circles and place the fox on the black circle. Flip a coin to see who will be the fox. The fox moves first. Then the two players alternate turns, moving their markers from one circle to any other circle.

Throughout the game, the fox tries to capture the geese by jumping over them (as players in the game of checkers jump one another's markers). The fox may make more than one jump in each turn when possible. It may move in all directions — forward, backward, sideways, and diagonally. Once jumped by the fox, the geese are removed from the board.

The geese may not capture the fox by jumping over it and taking it from the board. To win the game, the geese must corner the fox. Geese may move forward and sideways only. The player who is the geese may move only one marker during each turn.

The game lasts until the fox captures 12 of the geese or until the geese trap the fox. Happy hunting!





Bringing treasures, a Viking raiding party returns home to Norway. Rorik, one of the warriors, carries a chest of silver coins won in battle in France. Rorik's wife, Hallgerd, peeks inside. His daughter, Helga, and his sons, Snorri and Erik, eagerly welcome their father home.

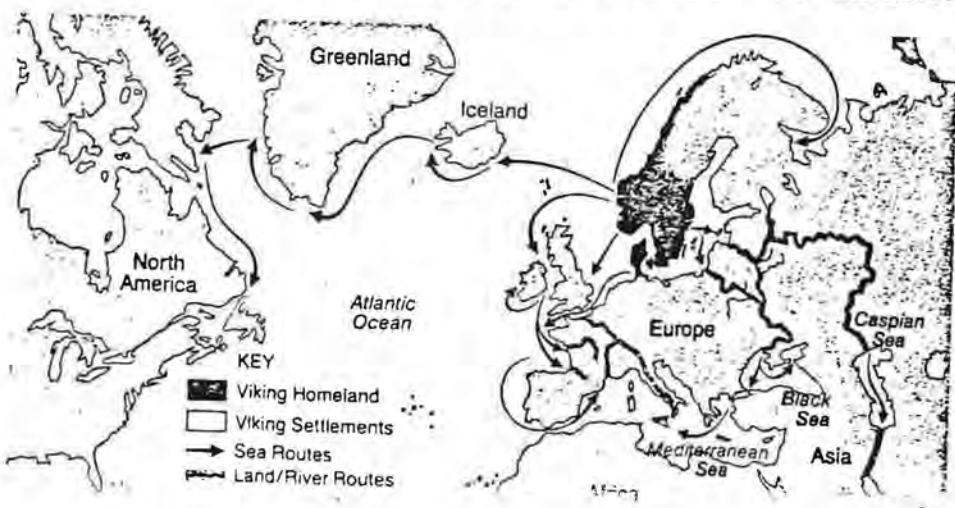
Rorik holds the title of skald, or official storyteller. He composes poems about the brave deeds of the king and his warriors. From such poems comes much of what we know

about the travels of the Vikings.

Here at home, the smell of food reminds Rorik that it's harvesttime. He asks Hallgerd how the oat and barley crops did this year. The short summers and poor, rocky soil make farming difficult. There is not enough good land to support the village. The poor farming conditions cause the Vikings to look to more southerly lands to gain the things their homeland does not supply.

Rorik asks Hallgerd to prepare a

Rorik, a poet-warrior called a skald, carries a treasure chest home (above). Villagers welcome the returning raiders. Soon Rorik will tell a story of the raids to his family and friends. Through such stories, which came to be written down, historians have learned of Viking travels. The Vikings extended the known world (right). They sailed to North Africa and western Asia and across the Atlantic Ocean to North America.



A Viking warrior and ship decorate silver coins (above) from Viking times. The ship coin was made in Denmark during the ninth century. The warrior coin, made a century later, comes from England.

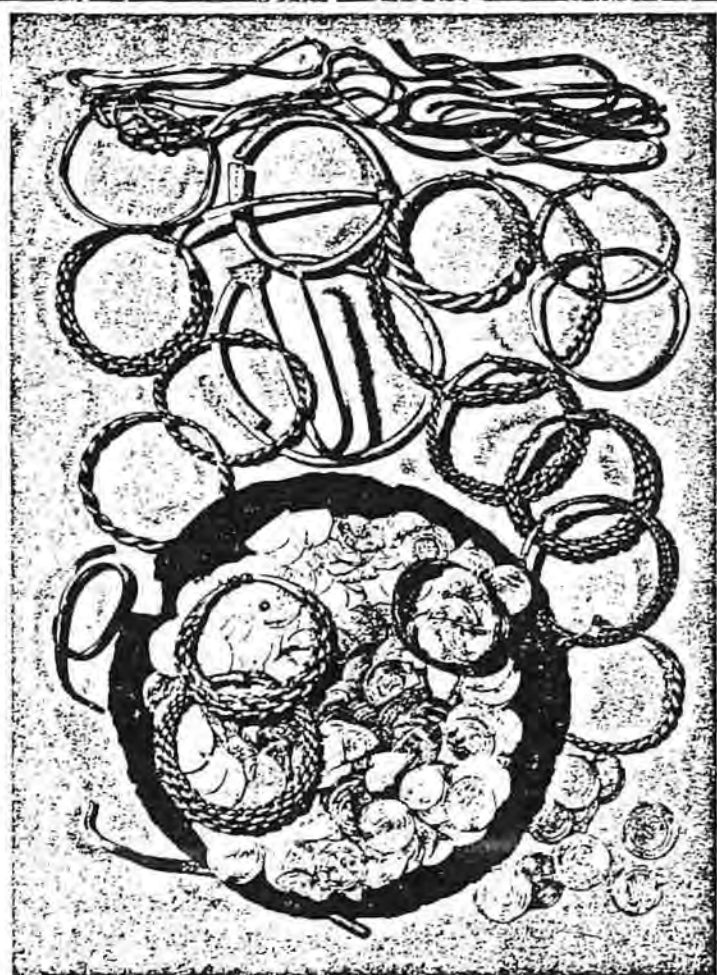


Slashing sword and high-held shield help Rorik fight for a treasure chest during a raid in France (above). In front of him, a bare-chested berserk overcomes another foe. Berserks were the fiercest of all Viking warriors. They would work themselves into a great fury before battle—sometimes biting their shields. Surprise was the key to Viking attacks. The raiders landed swiftly, robbed their victims before they could organize a defense, and set to sea again.

Silver coins and ornaments (left) went to the grave with a Viking in Sweden. Vikings buried such treasure so the owner would have use of it in the next world.



Designs of silver on bronze mark this Viking sword handle (above) as that of a great king.



NEWS NOTES



Barbara Wickersham

Some of the resourceful residents of Roan Mountain include Howard (87) and Myrtle (91) Shell, here pictured playing Fox and Geese, a traditional board game played with buttons and corn that has been traced all the way back to Viking times. Myrtle is recognized champion. A symposium on life in the Highlands of Roan will be held May 22.

Fourth Annual Rock and Mineral Sale May 2-3

The fourth annual Rock, Mineral, Fossil, Book, and Map Sale to benefit the Department of Geological Sciences and McClung Museum will be held May 2-3 in room 200 of the Geology and Geography Building. Rocks and minerals include many



May 22 The Highlands of Roan A Multi-Disciplinary Exploration

Sponsored by the University Studies Program through the Tennessee Appalachian Forum and the UTK Learning Research Center

On May 22 from 9 a.m.-4:30 p.m. a one-day symposium on the Highlands of Roan, located toward upper East Tennessee and into North Carolina, will be held in the University Center Ballroom.

The symposium features scholars in geology, botany, forestry, ornithology, zoology, and oral history who have studied Roan Mountain in depth. The meeting will explore some of the excitement of the high rolling balds which form a large part of the Highlands of Roan, the underlying geology, the side variety of plants and animals, and the very independent and resourceful people who have spent their lives dealing with the isolation and the high winds and capricious and unforgiving weather.

Two excursions to Roan Mountain will be available following the program, one overnight and one day trip.

For more information on the trips and registration for the symposium, call the Learning Research Center at 974-2459.

