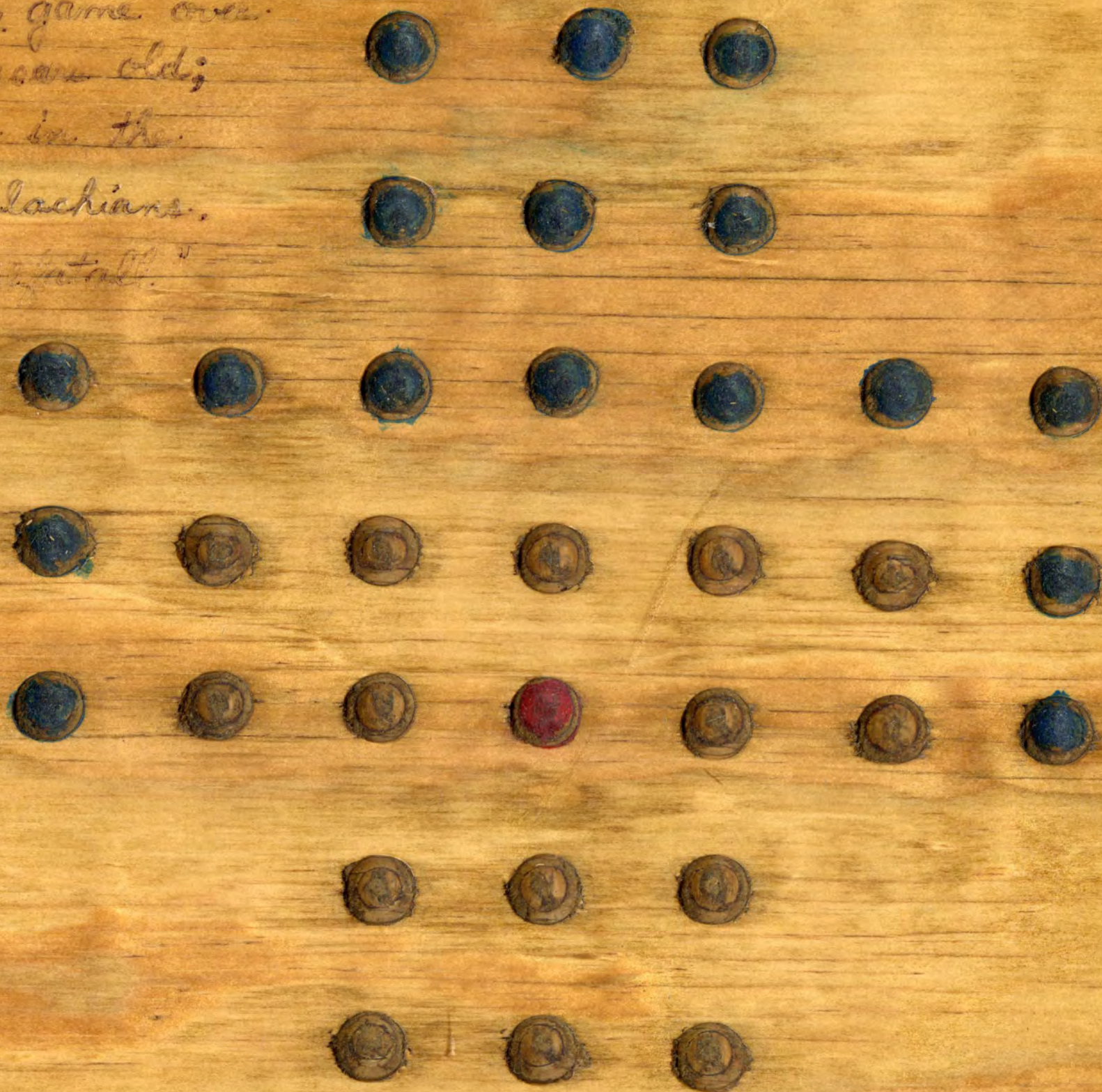


Fox & Geese

Viking game over
1000 years old;
played in the

Appalachians.

"Hornetall."





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* (huh-fah-ah) 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!

