

# DRAGONFLY *Escape*

## Fox & Geese Rules

### Objective

The **fox** wins by capturing enough geese that the geese can no longer trap it.

The **geese** win by trapping the fox so it cannot make a legal move.

### Setup

Fox & Geese is played on a cross-shaped board of connected points.

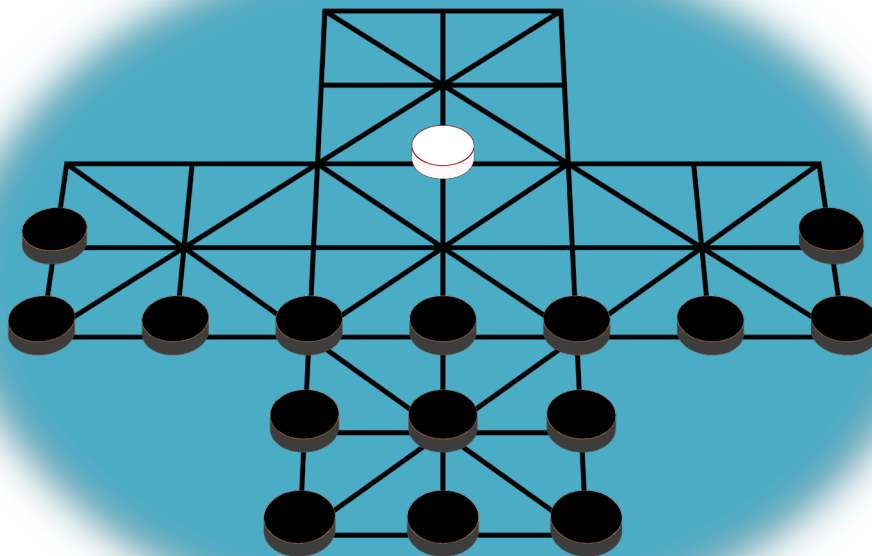
Players take the following roles:

- 1 Fox (white)
- 15 Geese (black)

Place the pieces in their starting positions:

- The fox begins in the center of the board.
- The geese occupy the outer positions shown on the board diagram.

The geese move first.



## Movement Rules

- Players take turns moving one piece.
- Pieces move along the lines on the board from one point to an adjacent connected point.
- Pieces may not jump unless they are capturing an opposing piece.

## Goose Movement

- Geese move one space forward or diagonally forward along a line to an adjacent point. Geese may not move sideways or backward.
- Geese cannot jump or capture the fox.
- The geese must work together to block the fox's movement.

## Fox Movement

- The fox moves one space in any direction along a connected line.
- The fox may capture a goose by jumping over an adjacent goose to the empty point directly beyond it.
- The jumped goose is removed from the board.
- The fox may make multiple captures in one turn if additional jumps are available.

## Ending the Game

The game ends when:

The fox wins: The fox captures enough geese that the geese cannot trap it.

The geese win: The geese successfully block the fox so it cannot move.

## Strategy Tips

Fox Strategy

- Look for opportunities to capture multiple geese in a single turn.
- Avoid being pushed toward the edge of the board.

Geese Strategy

- Work together to surround the fox.
- Move carefully to avoid leaving capture openings.