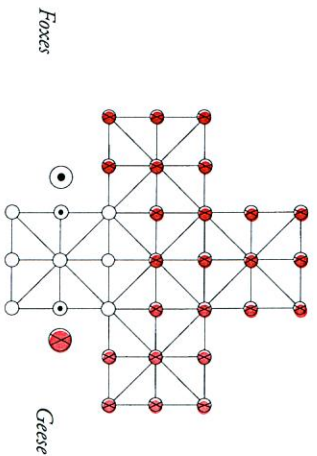




Fox and Geese



Variations of this game date back to at least 16th Century England and to the early 1800s in the Appalachian Highlands. It has been a favorite pastime of the "Millboy" and a neighbor while the miller grinds the "turns" of his corn. A roughly-drawn board on an upturned box, two grains of red corn (foxes, 24 white grains (geese) and two men or boys with time to spare furnished hours of fun for onlookers as well as participants.

Object: the geese must try to "pen up" both foxes so they cannot move as the foxes attempt to capture 12 of the geese. **How to play:** one player represents the foxes and the other plays the geese. A fox moves first, then a goose, each player making one move at a time.

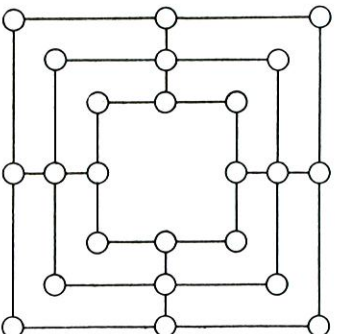
The foxes may move forward, backward, diagonally or sideways and capture a goose by jumping over it when there is an empty hole on the other side of the goose (as in checkers). The foxes are not *required* to jump—they may simply move one space provided there is an empty space next to their fox. One more or jump *must* be made on each turn.

The geese may move forward or sideways, one hole at a time and are not permitted to jump a fox, but instead try to "pen" it up so it cannot jump or move further.

A tradition of challenge since 1893



NINE MEN'S MORRIS



This game has been found in an old Roman tile and on a step of the Acropolis at Athens. It has been found scratched upon a stone built into a wall in England about 1200, and cut into the choir stalks in several old English cathedrals. Shakespeare mentions it in *Midsummer Night's Dream*. It has been popular in many other countries—France, Poland, Germany, Austria, Iceland, Brazil—and is still played with gusto in this country. Sometimes it is known as the "Shepherd's Game," or "Mill."

DIRECTIONS

The game is divided into three parts, each of which calls for a different style of ingenuity: (1) Placing, (2) Moving, (3) Hopping. The game starts with the board bare and each of the two players has nine marbles of distinguishing color. (1) Placing—Players alternately place a man on one of the stations. The main object is to get three men in a line, on three adjoining vertical or horizontal stations. If either player succeeds in placing three men in a line, he has a "Mill" and may "pound" one of his adversary's men (that is, he may remove one from the board). However, a man in a mill can be pounded only if there is no other man to be pounded. Placing continues until each player has placed his nine men.

(2) Moving—The next part of the game consists in alternately moving a man from one intersection to an adjacent one that is open, but only along the lines. Selection of the strategic man to "pound" will largely determine the winning of the game. The object in removing an opponent's man is to gain advantage for subsequent moves, as well as to inconvenience the adversary. When one player has been reduced to three men, the third phase of the game is reached.

(3) Hopping—When a player is reduced to three men, he can "hop" to any open station on the board, instead of moving. When a player is reduced to two men, he has lost the game.

Optional rules (more difficult):

- A. The same man may not be moved twice in succession.
- B. The same mill of three men can be counted for pounding only the first time it is formed.

A tradition of challenge