

Contents of Fox & Goose Help

Fox & Goose is a classic battle game that has been played around the world for centuries. Variations of the game are called: Cows and Leopards; Coyote and Chickens; Musinaykahwhanmetowaywin (Cree) and many others. In all cases the object of the game is the same, either capture or destroy opponent.

In this version you play the Geese and the computer plays the Fox. If played correctly you will win everytime - the Fox may only win if you make an error. Remember that as you play.

To learn how to use Help, press F1.

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Rules of the Game

- 1 Fox & Goose is a two player game. The Geese are played by you and the single Fox is played by the computer. The Geese always start. Remember if you play wisely you will every time.
- 2 Geese may move a single space left, right or forward but may not move backward. When Diagonal Moves is turned on, the Geese may make forward diagonal moves (see Change the Options)
- 3 The Fox is permitted forward, backward and sideways movement (and diagonal moves if turned on). The Fox may either move a single space or capture a Goose. To capture a Goose the Fox must jump an adjacent Goose to an empty square. If captured the Goose is removed from the board.
- 4 Play continues until a win occurs.
- 5 Players must take their turn, you may not pass.

Changing the Options

Fox and Goose has a number of options that allow you to adapt the game to your needs. Once you have become comfortable with the basic rules you should try changing some of the options. Simply changing the Board or toggling Diagonal Moves will make the game very different.

The menus for Fox & Goose are explained below:

Game

Menu is used to start a new game (New), save a game in progress (Save or Save As) and quit the program (Exit). You may also go back one move using the Undo command. Pressing Alt + BackSpace is the same as clicking Undo. Once you use the Undo feature you may replay the last move by clicking Redo.

Board

You may select either the English (33 spaces), french (37 spaces) or Square Board (49 spaces). Each board provides different challenges.

Number

You may choose the number of Geese to begin the game, the valid range is 7 to 17.

Moves

Toggle Diagonal Moves on and off.

Win

The Geese win if they trap the Fox so that it may neither move or capture a Goose. The Fox wins if it captures enough Geese so they may not trap the Fox or the Fox wins if it moves below all remaining Geese (because the Geese may not move backwards).

