



The Game of the Goose

Tudors

You will need: 4 counters, 4 players, 2 dice.

1. The 4 players begin on the **Start** arrow and roll 2 dice. The aim of the game to get to the central **63** square first.
2. Players take turns to roll and move their counter forward by the sum of the 2 dice in a race to the centre. But there are traps along the way...
3. If your first throw is six and three, move to space **26**.
4. If your first throw is five and four, move to space **53**.
5. If you land on another player's counter, your counters swap places.
6. If you land on a **Goose**, you move forward the same number of spaces again. If you land on another **Goose**, repeat!
7. If you land on space 6, **the Bridge**: go forward to space 12.
8. If you land on space 19, **the Inn**: miss a turn.
9. If you land on space 31, **the Well**: you must stay until an opponent lands on the Well. They then take your place!
10. If you land on space 42, **the Maze**: go back to space 39.
11. If you land on space 52, **the Prison**: you must stay until an opponent lands on the prison. They then take your place!
12. If you land on space 58, **the Gallows**: return to **Start**!
13. You must land exactly on the 63 square to win. If you overshoot, move back onto the board by the number of extra points. If this happens, the **Goose** and **Gallows** squares are still in play if you land on them.