

# The Goose

Each player takes it in turn to roll two dice, and move around the board the number of spaces rolled.

Only one player is allowed on a square at a time. If a player lands on an occupied square the two players swap places on the board.

Some squares are marked with pictures. If you land on these squares you must do the following:

**The Goose** (squares 5, 9, 14, 18, 23, 27, 32, 36, 41, 45, 50, 54, 59) – move forward again the same number of squares that you just moved.

**The Bridge** (square 6) – advance to square 12.

**The Tavern** (square 19) – have a drink and stay in the tavern – miss two turns

**The Well** (square 31) – you fall in the well and must remain there for two turns

**The Maze** (square 42) – you get lost in the maze and must go back to square 30

**The Prison** (square 52) – you must stay in prison for two turns

**Death** (square 58) – you must go back to the start of the board

**The Goblet** (square 62) – you have one last drink and miss a turn

The winner is the first player to reach square 63. In order to win, you must reach square 63 with an exact roll of the dice – if you roll too high you must go to square 63, come backwards to complete the turn then try again in your next turn.