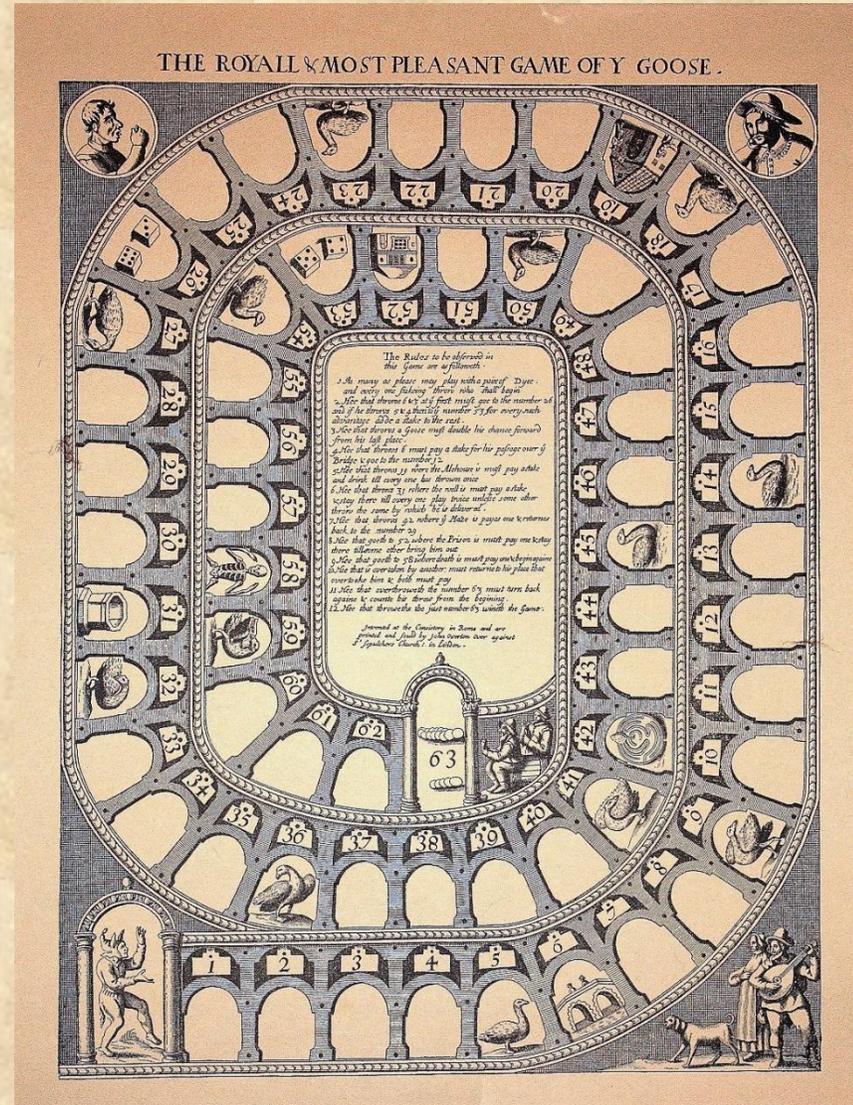


Game of the Goose

Background

The exact origin of the game is uncertain; however, Francesco I de' Medici gave a version of the game to King Philip II of Spain sometime between 1574 and 1587. It is a board game for two or more players played on a specially designed board with a spiraling line of 63 squares. A pair of dice are also needed as well as tokens representing each player. This game was often played in taverns by commoners as well as in parlors of the wealthy.



Objective

The first player to reach the last square (square 63) wins.

Winning

The player must land exactly on space 63. If the player throws too many, the piece counts the extra points backwards. If that causes the player to land on a goose space, the piece continues moving the same amount backwards. The player who lands exactly on Space 63 wins.

Before the Game Begins

The order of players is determined by whatever means desired and a token is given to each player. All tokens remain off the board.

Betting

The game may be played without betting; however, if gambling is desired, a pre-determined amount of money is designated to value one chip. Each player places 4 chips into the pot before the game begins. Any player who lands on a special square with a picture on it must place one chip into the pot. If a player lands on another player's piece, both pay one chip to the pot. The winner of the game takes the pot.

Play

Each player tolls the dice and moves their token the number of squares shown on the dice.

❖ On the player's first throw:

➤ **If it is a 6 & 3, the player moves to space 26.**

➤ **If it is a 4 & 5, the player moves to space 53.**

❖ If the roll causes a player's piece to land on another player, the other player's piece is moved back to where the first player's piece was.

❖ If a piece lands on a square with a picture of a goose, it moves forward the same amount.

❖ If it lands on another goose, it moves the same amount again.

❖ If it lands on a special space, do the following:

➤ **Space 6 – The Bridge – Go to space 12**

➤ **Space 19 – The Hotel – Stay and miss one turn**

➤ **Space 31 – The Well – Fall in and wait until someone else lands on that space to pull you out – then they take your place in the well**

➤ **Space 42 – The Maze – Go back to space 39**

➤ **Space 52 – The Prison – Wait until someone else lands on that space to take your place**

➤ **Space 58 – Death – Return to the beginning of the game**