



*Seek first to understand, then to be understood*

## **The (changed) rules of Game of Goose**

### **Purpose**

The team conquering all obstacles and reaching the target field 63 exactly with all pawns, has won.

### **Resources & start condition**

Every player receives a budget of 5 counters/sweets.

All pawns of a team are placed before field 1, for that is life's order.

### **General rules**

The youngest team member may begin.

In clockwise turn the dice are thrown by the players. Players move a goose pawn as many fields on the game board as the total number on the dice.

A pawn may not be placed on a field already taken by another pawn.

### **Exceptional rules**

If a player throws 5 and 4 in his or her first throw, a pawn may be moved to field 53 immediately.

If a first throw is 2 and 6, a pawn can be chosen to move to 26 immediately.

### **Operational rules**

Number 6 is the Bridge leading to the target field faster: Payment of 5 sweets gets your pawn across and advances you to field 12. Without payment you are using a toll free bridge, the long road. Pass over a turn for throwing the dice.

19 is the Inn. 5 counters must be paid for keep, or you collapse and need to recoup for two turns.

31 is the Well. This costs you all your counters and you'll have to wait until someone comes to rescue you. And of course, if that happens your savior drops in the well while saving you.

42 is the Labyrinth. Pay 5 counters and go back to number 37.

52 is Prison. Wait until one of your accomplices frees you. Alas, your mate is apprehended whilst in the act of freeing you. He now goes to prison instead.

58 is Death. Start anew, at Number 1.