

# One-die goose game: 63 squares

2–4 players · One die

Start off the board, before 1. Follow the numbers.

|             |    |          |          |             |           |    |    |             |
|-------------|----|----------|----------|-------------|-----------|----|----|-------------|
| 55          | 56 | 57       | 58<br>>1 | 59<br>GOOSE | 60        | 61 | 62 | 63<br>END   |
| 54<br>GOOSE | 53 | 52<br>-2 | 51       | 50<br>GOOSE | 49        | 48 | 47 | 46          |
| 37          | 38 | 39       | 40       | 41<br>GOOSE | 42<br>>30 | 43 | 44 | 45<br>GOOSE |
| 36<br>GOOSE | 35 | 34       | 33       | 32<br>GOOSE | 31<br>-1  | 30 | 29 | 28          |
| 19<br>-1    | 20 | 21       | 22       | 23<br>GOOSE | 24        | 25 | 26 | 27<br>GOOSE |
| 18<br>GOOSE | 17 | 16       | 15       | 14<br>GOOSE | 13        | 12 | 11 | 10          |
| 1           | 2  | 3        | 4        | 5<br>GOOSE  | 6<br>>12  | 7  | 8  | 9<br>GOOSE  |

Roll and move. Reach the final square exactly to win; if you overshoot, bounce back by the excess. The next page explains special squares.

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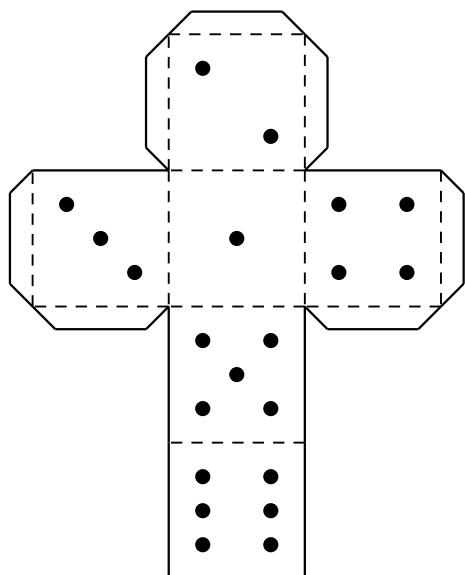
## Game rules

1. Goose: a simple one-die edition. For 2–4 players. Everyone starts off the board (position 0). Highest initial throw starts; then play clockwise.
2. Roll one die and follow the numbers. Land on GOOSE: jump to the next GOOSE and roll again. Apply this jump once, without chaining all the geese. From goose 59, jump to 63 and win.
3. Bridge 6: move to 12. Inn 19 and well 31: miss your next turn. Maze 42: go back to 30. Prison 52: miss your next two turns. Square 58: return to 1.
4. First to reach 63 wins. If you overshoot 63, bounce back by the excess and apply the effect of your landing square. Example: a 5 from 61 lands on 60.
5. Counters may share a square. Missed turns mean your own turns; you never need another player to release you.

# One-die goose game: 63 squares

Cut-out dice and counters

Cut along solid lines. Fold the dashed lines and glue the tabs inside the die. Check that it rolls. You can also use a die you already own.



Cut out the counters. Each player chooses a letter.

