The goose pond

2–4 players · One die · 63 squares



The goose pond

How to play · Get your counters and one die ready

Choose a counter and put it at START, before 1. Each player rolls: highest goes first. Then take turns clockwise.

On your turn, roll the die and follow the arrows. Do the action on the square where you land. Passing a special square does not trigger it.



From goose to goose!

Land on a goose? Jump to the next and roll again. Make only one jump per throw. From goose 59, go to 63: you have reached the pond!



6 · Bridge

Cross the bridge: go to 12.



19 · Inn

Wait 1: miss your next turn.



31 · Well

Wait 1: miss your next turn.



42 · Maze

Go back to square 30.



52 · Prison

Wait 2: miss your next 2 turns.



58 · Return

Go back to 1, on the board.

Reaching the finish

Reach 63 to win. If you overshoot, bounce back by the extra spaces and apply the square where you land. Example: from 61, a roll of 5 ends at 60. Goose 59 also takes you to the finish.

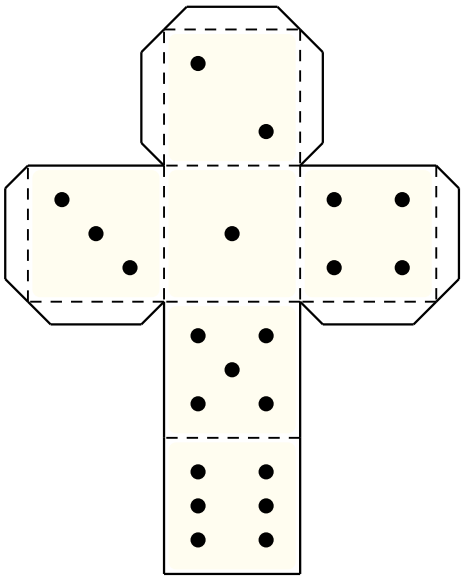
Counters may share a square. Waits count your own turns: nobody needs to rescue you. Bridge, maze and return do not give another roll.

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Prepare the game · One die and eight counters to choose from

Print at 100%. You can use a die and counters you already own. If you make this kit, ask an adult to help with cutting when needed.

1. Make the die



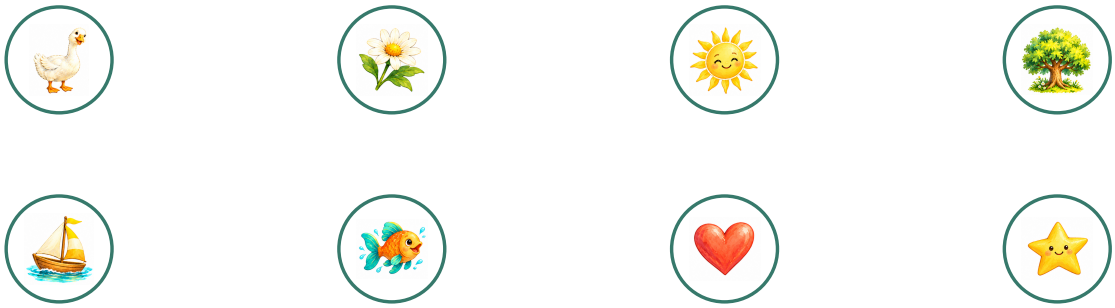
1. Cut along the solid outline.
2. Fold along the dashed lines.
3. Glue the tabs on the inside.
4. Let it dry and check it rolls.

——— Cut

- - - - - Fold

2. Choose your counter

Cut out the eight circles. Each player chooses a different picture. Keep the spare counters for another game.



Thicker paper or light card helps the die and counters last longer. Keep all three pages together for your next game.