

One-die goose game: 63 squares

2–4 players · One die

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

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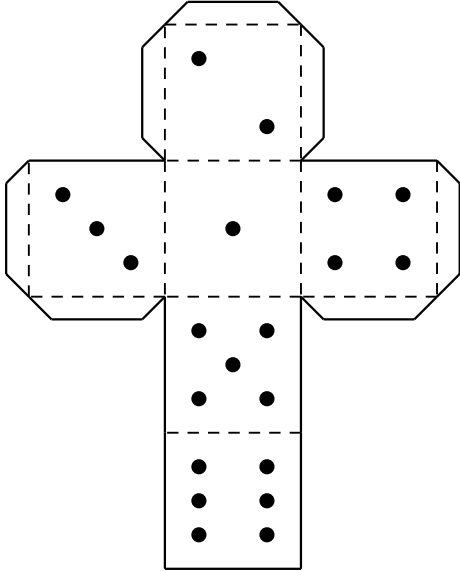
Game rules

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.

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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.

