



foxes & sheep

OBJECTIVE: The four foxes must eat the sheep. The twelve sheep must trap the foxes.

NUMBER OF PLAYERS: Two

SETTING UP: The game starts with the 4 black foxes positioned in the four corner peg holes of the board. The 12 white sheep are off the board.

HOW TO PLAY: Decide which player will be foxes and which player will be sheep. Both foxes and sheep may only ever move vertically or horizontally (not diagonally). The sheep player starts by placing one of their white sheep pegs in any vacant hole on the board. The foxes take their turn by moving any black fox peg to an adjacent empty peg hole. Alternatively, the fox player can on their turn catch an adjacent white sheep peg by jumping a black peg over it into an empty peg hole. A sheep that has been caught is permanently removed from the game. The players continue to take turns like this until all sheep have been placed. Once all sheep have been placed, the sheep player may commence moving their sheep on each turn. Rules for moving sheep are the same as the foxes except the sheep may not jump. Play continues in this fashion with the foxes aiming to catch all the sheep and the sheep aiming to box the foxes in so they cannot move. Boxed in foxes are never removed from the board.

WINNING: The foxes win when all sheep have been caught. The sheep win when the foxes are all boxed in and cannot move.