

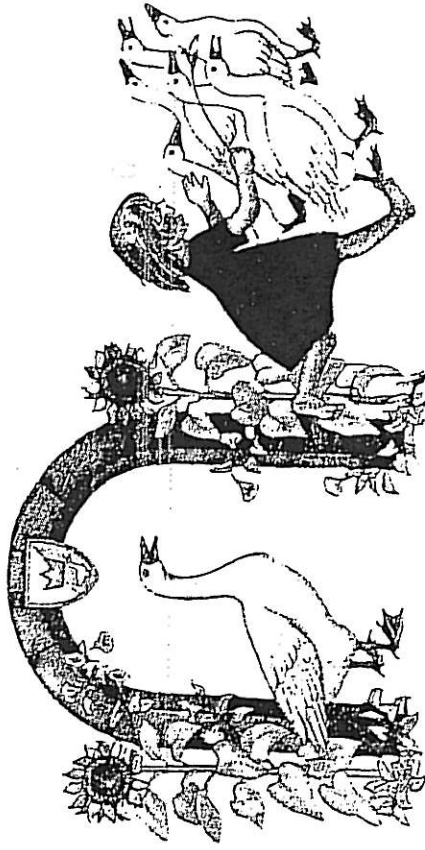
Game of Goose

Ravensburger® Games Nr. 00 207 8

A dice-a-move game for 2 to 6 players
between 5 and 10 years of age

Graphics: Waltraut Schmidt

Contents: 1 playing board
6 large wooden geese, each a different colour
2 dice



The oldest known spiral route games were found in royal tombs in Egypt dating from about 3000 B.C. From the sixteenth century on, this type of game spread gradually from Greece, Italy and France across all of Europe. One interesting feature of geese games from the period when they were at the height of their popularity is that they generally have exactly 63 squares. In ancient number symbolism, every seventh and ninth year of a person's life was dangerous. 7 x 9 are 63. Equally striking is the fact that in most geese games the surprises met with are the same (squares 6, 19, 31, 42, 52, 58...). And almost without exception the spiral coils inwards from right to left. In earlier times the spiral was thought of as representing human life, in that our life is also shaped and determined by dangers, chances, luck, successes and failures and, in the last event, by death. And since time immemorial the spiral has served as a symbol of time and its infinity. This is why the spiral represents immortality in so many cultures. In recent decades our understanding of the game has changed increasingly, with the result that geese games are now firmly established as a much-loved pastime for children.

Aim of the game

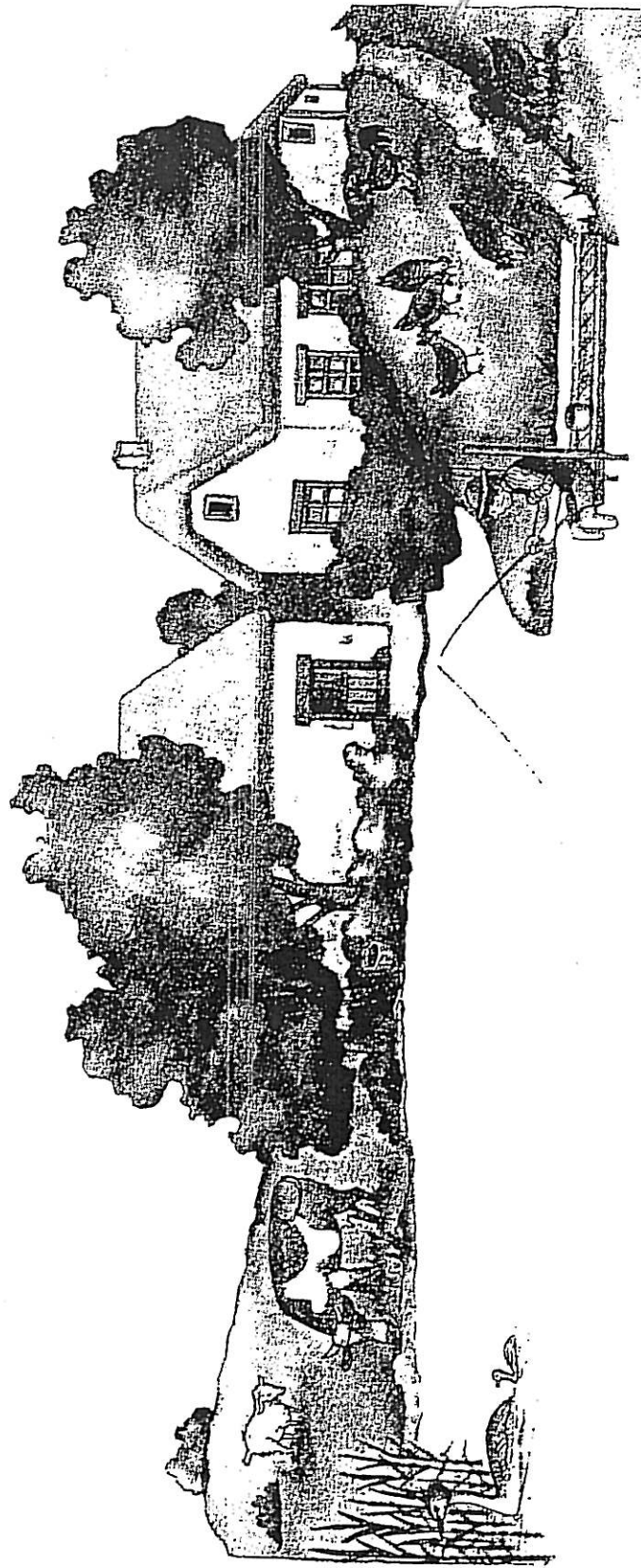
The first player to overcome all the obstacles and reach Goal with an exact throw has won the game.

Preparation

The board is laid out on the table. Each player chooses a goose. The geese are placed in front of the square marked as square 1.

Variation 1

Turns are taken to throw the dice and move in a clockwise direction, beginning with the youngest player. Each time your turn comes, you move the number of squares corresponding to the score thrown on the dice.



Variation 2

Each player receives 1 goose and 5 tokens (such as beans, sweets, etc.). In turn the players throw the dice and move forward the corresponding number of squares. The winner is the player first to land on square 63 with an exact throw. Anyone who throws too high a score to land on square 63 exactly must move back the number of squares corresponding to the superfluous point thrown.

If you throw a 3 and a 4 at your first turn, you move straight to square 26. If you throw a 4 and a 5 at your first turn, move straight to square 53.

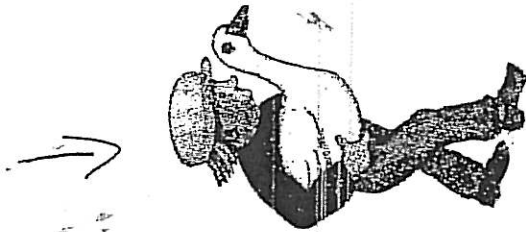
If you land on a square with a goose, that is, one of the following squares: 5, 9, 14, 18, 23, 27, 32, 36, 41, 45, 50, 54, and 59, you move on the number you threw once again.

If you land on square 6, move to square 12 for a swim - but it costs you 1 token.

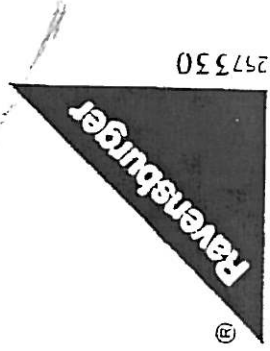
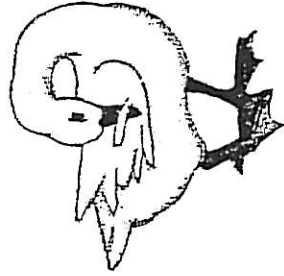
If you land on square 19, miss two turns to "fortify" yourself and pay 1 token.

If you land on square 31, you have fallen down the well and you dangle there until someone finishes a move on this square and can pull you out. Your rescuer receives a reward of 1 token and moves on as normal at his or her next turn. You, however, must return to square 1 and begin again.

If you land on square 63 with an exact throw, you win the game and can claim all the tokens forfeited in the course of the game.



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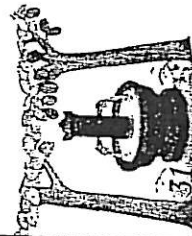
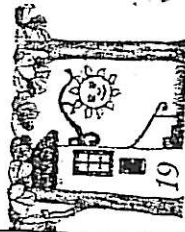
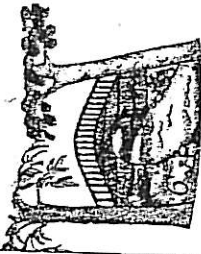


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Watch out, however, because various surprises await you on of the squares * below, as indicated:

- 5 Move back the number of squares thrown on the dice.
- 6 Take a short-cut to square 12 across the bridge. It is faster and your don't get your feet wet.
- 9 Move forward the number of squares thrown on the dice.
- 14 Move back the number of squares thrown on the dice.
- 18 Move back the number of squares thrown on the dice. If this lands your goose on square 23, miss a turn.
- 19 Staying overnight in the hostel costs money: miss two turns.
- 23 Move back the number of squares thrown on the dice.
- 27 Move back the number of squares thrown on the dice.
- 31 A cool drink of water refreshes you: take another turn.
- 32 Move forward the number of squares thrown on the dice.



The first player to reach square 63 with a throw which lands his or her goose exactly on this square has won the game and becomes ruler of Geese Land. If near this square your throw is too high to land exactly on square 63, you must move back the number of squares corresponding to the superfluous points thrown on the dice.

- 36 Move forward the number of squares thrown on the dice.
- 41 Move back the number of squares thrown on the dice.
- 42 You get lost in the maze: move back to square 30.
- 45 Move back the number of squares thrown on the dice.
- 50 Move forward the number of squares thrown on the dice. If this lands your goose on square 54, miss one turn.
- 52 Your sentence in prison is: miss two turns.
- 54 Move back the number of squares thrown on the dice.
- 58 Your goose has fallen asleep. Go back to Start and begin again.
- 59 Quickly move forward the number of squares thrown on the dice.
- 63 Goal can only be reached with an exact throw.

