



The little HORSES

Object of the game:

Be the first to reach the centre of the board with your 4 pieces.

Game procedure:

Each player places his/her pieces in the stable (the pieces are the same colour as their stable). The game is played clockwise.

The youngest player starts by throwing the dice.

- **A double:** enables the player to leave a piece on the first space of his/her colour. **Variant:** a 6 allows you to leave one piece.

You can add up the number of points of the 2 dice to move forward one piece or play the number of points per piece separately.

Special cases:

- If you fall on a space already occupied by a piece, you take the place of this piece and it is sent back to the stable.
- If you go past a space already occupied by another piece, you stop on the space right in front of this piece.

After doing a full circuit of the board, the pieces are placed on the last space of their journey. (just before the start of their colour).

If the number of points obtained with one of the dice exceeds the number of spaces it takes to get there, the pieces go back by the number of points exceeded. Once the player gets the exact number of points to reach this space, a 1 is needed to access space 1 of the ladder, then a 2 for space 2 and so on until 6. A second 6 will push the winning piece off the ladder.

Variant: for a shorter game, the player whose 4 pieces are on the ladder is the winner.



Game of Goose

Object of the game:

Be the first to get to space 63.

Game procedure: In turn, the players throw the dice and move their piece forward according to the number thrown with the dice. When a piece reaches a space occupied by another piece, the latter moves back to the space occupied by the piece that has just taken its place.

The first time the dice is thrown, if a player gets 9 with a 6 and a 3, he or she goes directly to space 26.



Special spaces:

The « goose » spaces 9, 18, 27, 35, 47, allow the player to move forward a second time according to the points obtained from the last throw of the dice.

space 6 (bridge) makes you move forward to the second bridge (space 12).

space 19 (pillow) makes you miss a turn.

space 31 (well) and space 52 (cage) retains the player until another player falls on this space on their turn. The player is released and returns to the space that this other player has come from. Variant: makes you miss 2 turns.

space 42 (labyrinth) makes you move back to space 30.

space 58 (skull and crossbones) sends you back to space 1.

Attention: when a player goes past space 63, he goes back by as many spaces as he/she has extra in points.

