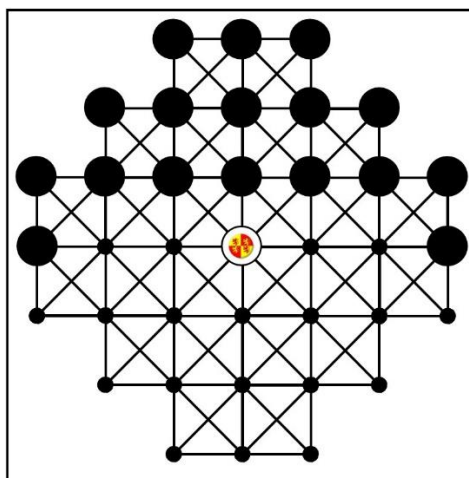




Capture Glyndŵr

(Fox & Geese)

This is a game where the attackers (black pieces) try to surround Glyndŵr (the white piece) so that he cannot move. Glyndŵr tries to stop this by jumping over the attackers to remove them. The starting positions are shown in the picture below:



Rules

1. Moving Pieces

Glyndŵr makes the first move and he can move one space along a line in any direction onto an empty point. The attackers can move forwards or sideways along a line to an empty point but they cannot move backwards.

Players then take turns to move their pieces.

2. Capturing Pieces

Glyndŵr can capture attackers by jumping over them, as long as he is next to the attacker and the point beyond them is empty. He can continue to jump over more attackers if it is possible, but he can also stop jumping at any time during the turn. The captured pieces are then removed from the board.

3. Winning

The attackers win by blocking Glyndŵr so that he cannot move or capture an attacker.

Glyndŵr wins if he removes enough attackers to stop them from blocking him.

