

KIDS CLASSIC GAMES

INSTRUCTIONS

Goose

Players take turns rolling 2 dice and moving their pawn around the board.

The board includes:

- The Bridge (space 6), advances the player to space 12.
- A Roadside Inn (space 19), the traveler must sleep for one turn.
- The Well (space 31), the visitor loses 2 turns.
- The Maze (space 42), traveler loses his way and returns to space 30.
- The Prison (space 52), the prisoner remains until another arrives, and the two trade places. An additional means of escape is to roll a 9 and go to one of the fields with dice.
- Space 58, the Grim Reaper sends the player back to start.

Additional rules: A lucky throw of 9 at the beginning of the game advances a player to space 26 (if you roll a 6+3), or to space 53 (if you roll a 5+4). Landing on any of the geese doubles a player's move. An exact count on one or both dice is needed to reach the center goose, and if the number rolled is too great, the player has to take the surplus numbers in reverse. Landing on another player's space sends that player to where the new arrival began the turn. You could be moved backward or forward; go for it!



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MADE IN CHINA

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Keep this information.
WARNING! Not suitable for children under 3 years.
Choking hazard. Small parts.
Colour, designs and decorations may vary
from those shown in photographs.