

Fox and Geese

The objective is to capture each other's pieces. It is not mandatory for the fox to capture the opponent's pieces, and there are no restraints on the defender's (the geese's) movements.

The fox is placed in the middle of the board, and 13 geese are placed on one side of the board. The fox and geese can move to any empty space around them (also diagonally). The fox can jump over geese like in [checkers](#), capturing them. Repeated jumps are possible. Geese can not jump. The geese win if they surround the fox so that it cannot move. The fox wins if it captures enough geese that the remaining geese cannot surround it anymore.

The traditional game with 13 geese is not well balanced and gives advantage to geese. There are more balanced game variants with 15 and 17 geese or two foxes.

Nine Men's Morris

Each player has nine pieces, or "men", which move among the board's twenty-four intersections. As in [checkers](#), the object of the game is to leave the opposing player with fewer than three pieces or no legal moves.

The game begins with an empty board. Players take turns placing their pieces on empty intersections. If a player is able to form a row of three pieces along one of the board's lines, he has a "mill" and may remove one of his opponent's pieces from the board; removed pieces may not be placed again. Players must remove any other pieces first before removing a piece from a formed mill. Once all eighteen pieces have been placed, players take turns moving.

Moving the pieces

To move, a player slides one of his pieces along a board line to an empty adjacent intersection. If he cannot do so, he has lost the game. As in the placement stage, a player who aligns three of his pieces on a board line has a mill and may remove one of his opponent's pieces, avoiding the removal of pieces in mills if at all possible. Any player reduced to two pieces is unable to remove any more opposing pieces and thus loses the game.

Strategy

At the beginning of the game, it is more important to place pieces in versatile locations than to try to form mills immediately and make the mistake of concentrating one's pieces in one area of the board. An ideal position, which typically results in a win, is to be able to shuttle one piece back and forth between two mills, removing a piece every turn. For example, in the diagram above, white can win the game even if black moves first.