



## ENGLISH

Ages: 6 years and up  
Players: 2 – 4

### PRESENTATION

They are wearing sunglasses, roller-skates, an astronaut's helmet... Are you ready to look for the geese hiding on the board? Find the right goose before anyone else and you'll be the first to reach the finish line.

### CONTENTS

- 1 game board (consisting of a central spinner and 8 interchangeable board pieces)
  - 1 spinner
  - 1 30-second sand timer
  - 4 playing pieces
- (The first time you play it is necessary to set up the spinner in the centre of the board).

### AIM OF THE GAME

Be the first player to get round the entire board by finding the right geese on each turn.

### PREPARATION

The board is set up by fitting all the pieces together and each player places his playing piece on the orange starting square. You can combine the outer pieces of the board however you wish, so the board can be different for each game.

### HOW THE GAME WORKS

The game of the Goose has two ways to test your speed and observation skills in a fun way. We recommend that you play the first games "In Turns".

#### 1. IN TURNS

The player with the most pets starts the game and then the turn passes to their left.

The player whose turn it is spins the spinner while another player turns over the timer. You must then search the board for the goose shown on the spinner and try to find it before the time runs out. There are two geese of each type hidden around the board.

If you find a goose of the type shown, you can move your playing piece forward the corresponding number of squares and then your turn is over. But if the time runs out and you haven't found the goose, the other players can join in the search. Whoever finds a goose of the right type first can move their playing piece forward the corresponding number of squares, even if it is not their turn. More than one playing piece can be on the same square at a time.

The following special squares are located along the route:

- **Goose:** when your playing piece lands on a goose, move it to the next goose saying "From goose to goose and I turn and throw because it's my go". Then turn the board round one board piece in the direction you want, and spin the spinner to play again.
- **Dice:** if you land on a dice square, say "From dice to dice and I throw because it's my go" and move your playing piece, either forward or backward, to the other dice square. Then, spin again.
- **Bridges:** have the same effect as dice but you have to

say "From bridge to bridge and throw because the current flows".

- **Inn, well, hotel and maze:** if you land on one of these squares, you will lose your next turn and, in addition, cannot take part in the goose chase on another player's turn if they run out of time.
- **Skull:** if you land on this square, you must go back and restart the game from the beginning. If the goose number on the spinner means you land on the skull square, you must move directly to the skull square without looking for the corresponding goose.

The first player to get around the board and return to the starting square is the winner. You do not have to get the exact number to land on the final square. If there are movement points left over, they are not used and the piece stops at the finish line when passing through it.

#### 2. GEESSE ON THE RUN

The game is played as in the previous version, but instead of taking turns, the timer is left in the box and on each turn all the players search for the goose shown on the spinner at the same time. There are two geese of each type, so the players who find one of the two geese then move forward the points shown. If the same player finds both geese, they can move forward both times.

After each round, the board is turned around the distance of one board piece, the next player spins the spinner and all the players play again. In this game mode, the special boxes have the following effects:

- **Goose:** the player moves to the next goose saying "From goose to goose and I turn because it's my go". Then they turn the board but they don't throw again.
- **Dice and bridges:** the player moves to the other square of the same type but does not roll again.
- **Inn, well, hotel and labyrinth:** when a player lands on one of these boxes, they cannot take part in the next search. After that, play continues normally.
- **Skull:** any playing piece that is as many squares away as the value of the goose to be searched for must move directly to the skull square and restart the game from the starting square.

The first player to get around the board and return to the starting square is the winner.

