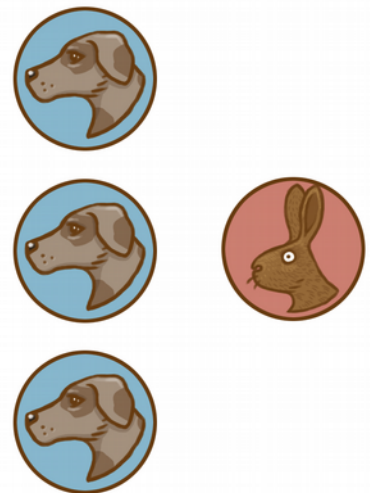
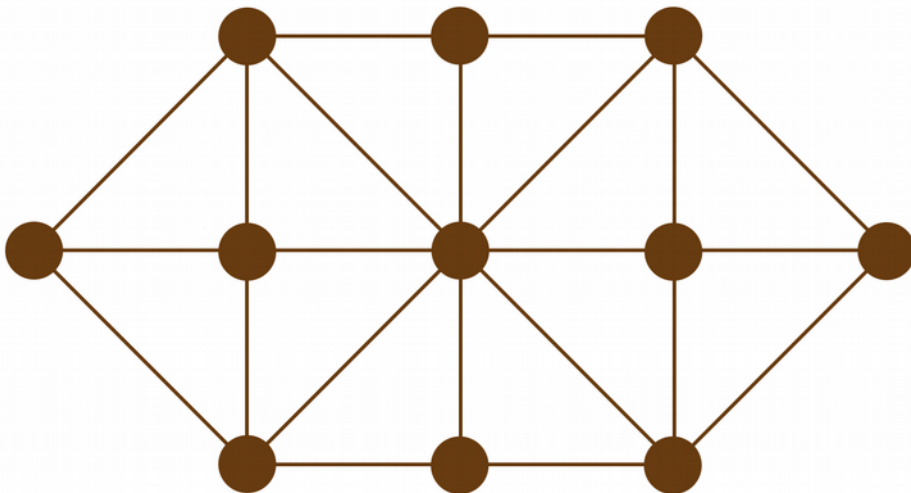




## HARE AND HOUNDS

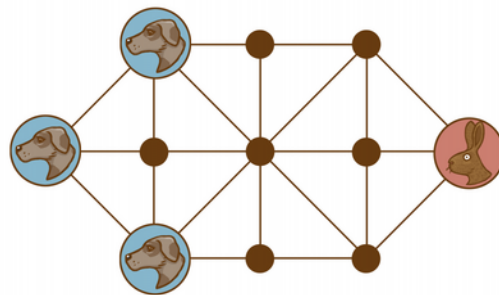
Hare and hounds is a game once popular throughout northern Europe but now largely forgotten. The earliest versions have been dated to around 1300. The game is asymmetrical with one player having three pieces and the other only one. The player with less pieces like many of these type of games has more power or better movement than the more numerous opposition.

You could make your own version, either drawing it out on paper or painting it onto cloth or leather and making counters from wood or clay. Alternatively you could just cut out the board and pieces below.

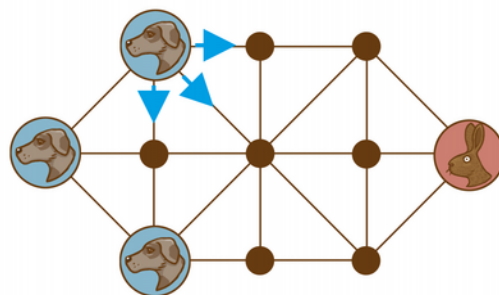


# THE RULES

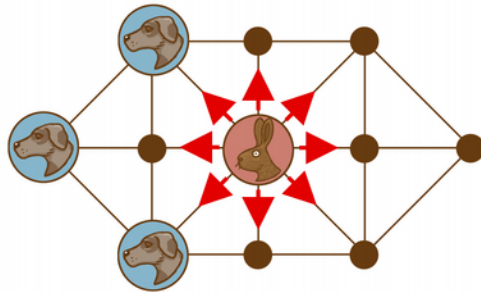
1. Players decide which animal to play. The Hounds are placed on one end of the board while the hare will be placed at the other end. OR you can choose to place the Hare on any vacant spot on the board. Players decide who goes first and then players alternate their turns.



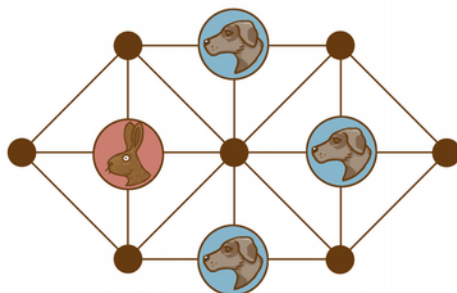
2. Hounds can only move straight forward, diagonally forward, or sideways. They cannot move backwards in any way. They can only move one space per turn onto a vacant spot following the lines on the board. Only one hound can be moved per turn. There are no captures in this game by either the hounds or the hare.



3. The hare can move one space in any direction onto a vacant spot following the pattern on the board.



4. If the hare successfully passes the three hounds or reaches the other end of the board, the hare wins.



5. If the hounds surround and immobilize the hare, the hounds win.

