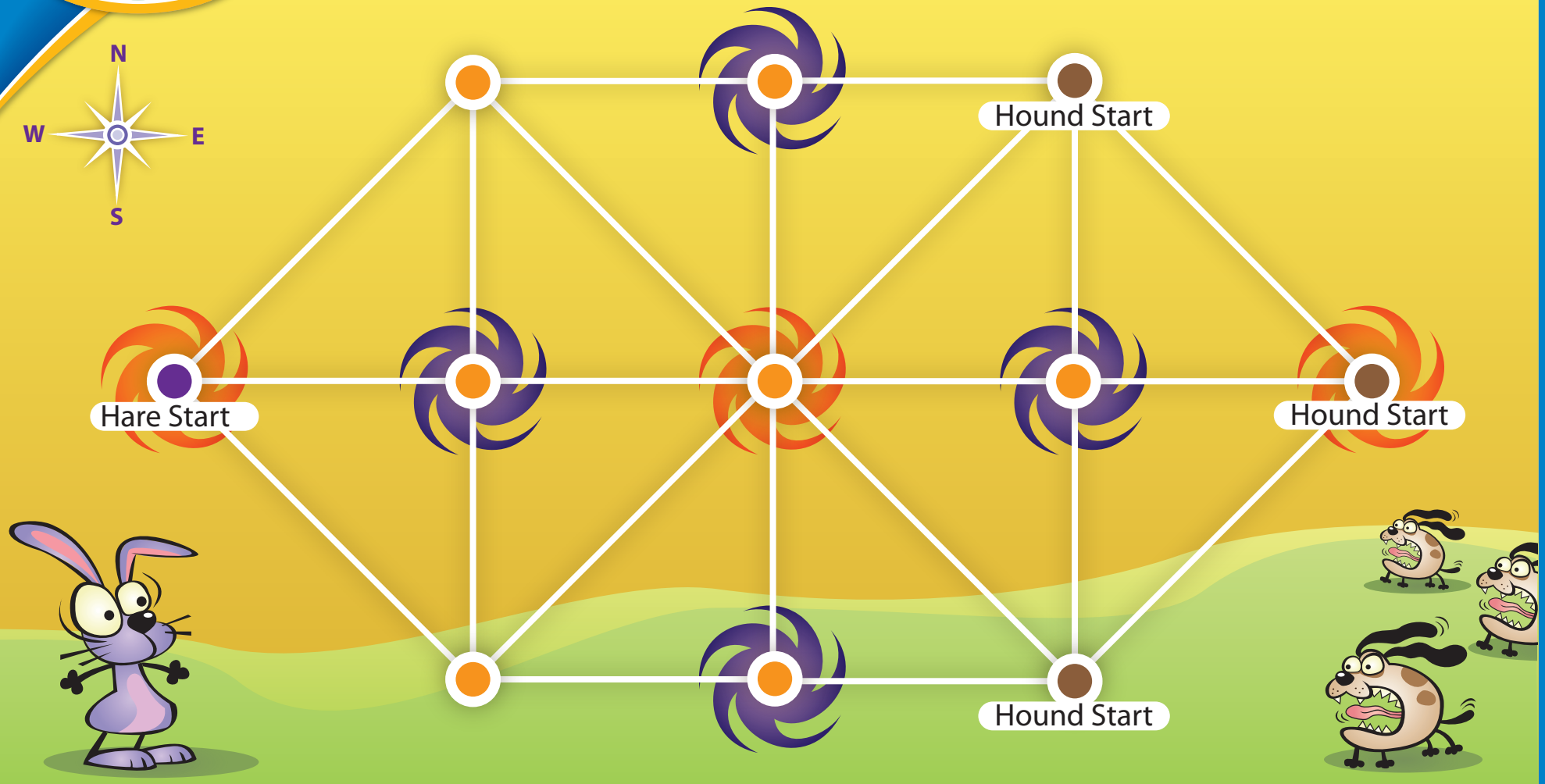




# Hare & Hounds

Two Player Strategy Game



**Your Goal:** The Hare's goal is to get past the Hounds. The Hounds' goal is to trap the Hare!

- To Play:**
1. Decide which player will play the Hare and which player will play the 3 Hounds. Decide who moves first.
  2. Place tokens (3 Hounds, 1 Hare) on the Start positions. You will need to supply your own tokens.
  3. Players take turns, each time moving one token one space. Hounds may move in any direction except backward ( $\rightarrow$ ) or diagonally backward ( $\nearrow$  or  $\searrow$ ), while the Hare may move in any direction.
  4. Hounds may not "stall" (move north  $\uparrow$ /south  $\downarrow$ ) for more than 6 moves. After 6 stalling moves, the Hare wins.