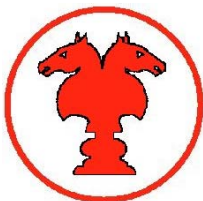


Hound and Hare

Rules:

Place twelve counters on the top two rows of the board, and the ends of the third row. These are the Hares. Place one counter in the centre of the board. This is the Hound. The Hares are trying to pen in the Hound so he can't move. They can move one space at a time along the lines. The Hound is trying to eat the Hares. To eat a Hare the Hound hops over it like in checkers. Otherwise the Hound moves one space along the lines just like the Hares. The Hound does not have to jump.



Board and Rules by The Games Guild of Ealdormere
www.lozengy.net/gamesguild

