Rules for Game of the Goose (Royal Game of Goose)

*Excerpted from play@mastersofgames.com

The game of the goose was played in Italy as early as the 15th century and reached England by 1597. Rules and board illustrations have varied over time, however the rules presented here are standard basic rules for today’s boards and those used 400 years ago.

The Game of the goose is a simple race game. It is played on a spiral shaped board with 63 spaces. Players move their markers with the rolled total of two six-sided dice. The first player to reach space 63 wins.

**Play**

- Start on space 1. Highest roll of the dice goes first.
- If your first throw is a 6 and 3, move to space 26.
- If your first throw is a 5 and 4, move to space 53.
- *A roll of 9 on a player’s first roll sends his piece all the way to space 63!!
- If a marker lands on another player, the two pieces swap places. (For example, if a player moves from space 8 to space 16, which is already occupied, the two players trade spaces (spaces 8 and 16).
- If a piece lands on a space with a picture of a goose, it moves forward by the same amount again. If this causes the piece to land on another goose, if moves forward again in the same way.
Hazard Spaces

- These spaces are illustrated to match their name.
  - **6-The Bridge** – Go to space 12.
  - **19-The Hotel** – Stay for (miss) one turn.
  - **31-The Well** – Wait until someone comes to pull you out – they then take your place.
  - **42-The Maze** - Go back to space 39 (or space 30 in most French games).
  - **52-The Prison** – Wait until someone comes to release you – they then take your place.
  - **58-Death** – Return your piece to the beginning – start the game again.

*If one of the last players lands on the well or prison, or if there are very few players, the person on the well or prison has little chance to get off. Some rules allow for a piece to leave the well or prison on a throw of 9 as well as when another piece lands there.

Winning the Game

To win the game, a piece must land exactly on space 63.

If a player throws too many, the piece counts the extra points backwards from the winning space. If you then land on a goose space, you must continue moving backwards by the amount of your throw until you land on a space with no goose space. If you land on the Death space, you must start again.