



# *Rules For* "FOX AND HOUNDS"

COPYRIGHT © 1948 BY

*Parker Brothers Inc.*  
SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA  
MADE IN U.S.A.



## TWO TO FIVE PLAYERS

The Fox leads the Hounds on an exciting chase across the country. To win the Fox must safely reach his den. The Hounds attempt to catch the Fox and, if one does, then that Hound Wins!

### PREPARATION:

One player is selected to be the Fox, by spin or otherwise, and he uses the red Fox piece. The other players use the colored Hounds. **The winner of the first game is the Fox for the following game**, regardless of whether the Fox or a Hound wins.

The player using the Fox piece places it upon the space marked "FOX starts here."

The HOUNDS are put upon the space marked "HOUNDS start here."

### PLAY:

The Fox has the first move, spins the indicator and plays over any track he wishes, as many spaces as the indicator shows.

The Hounds then spin and play in turn, endeavoring to capture the Fox by landing **exactly** on the same space the Fox occupies.

Pieces may move in any direction but must not back track on the same turn, i.e. move forward and backward over the same spaces. Any piece may pass another on the same track.

The FOX, if hard pressed by the HOUNDS, can dodge into the Red Track but **must move out on his next turn** if the number spun on the indicator is large enough to do so. The FOX is safe upon the Red Track as the **HOUNDS cannot enter on or move upon the Red Tracks.**

If the Fox can reach the FOX'S DEN by exact move, before he is captured by one of the HOUNDS he WINS!

Otherwise the player whose HOUND captures the FOX WINS!

---

*Questions on FOX and HOUNDS will be gladly answered if a three cent stamp is enclosed. Address Parker Brothers, Inc., Salem, Mass.*