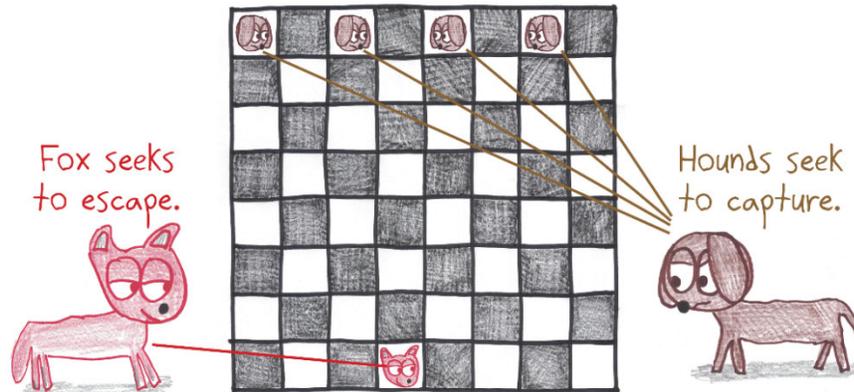


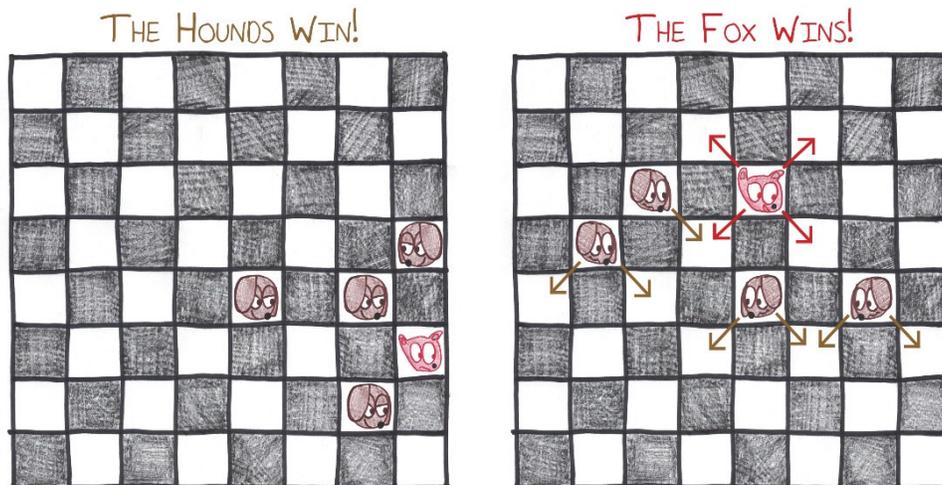
Fox and Hounds

This old standby is played on the red squares of a checkerboard. One player has four black checkers, called “hounds.” The other has one red checker: “the fox.” (If you’re short on supplies, draw the checkerboard by hand, and use four pennies plus a nickel.) The hounds aim to trap the fox; the fox aims to slip past the hounds.



To begin, the trapping player **picks one hound and moves it one diagonal square forward** (like a piece in checkers). **The fox goes next, and can move one diagonal square in any direction** (like a king in checkers). Take turns. You cannot “pass” a turn.

If the fox becomes trapped, with no available moves, then the hounds win. **If the fox slips past the hounds, then the fox wins.**



Fox and Hounds belongs to a sprawling family of chase-and-capture games. I find something deep and resonant about these games. Even as modern humans, we can’t resist trying on the roles of “predator” and “prey,” applying our cognitive gifts to explore the ancient asymmetries of our evolutionary ancestors.