

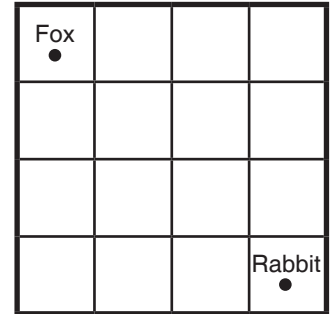
Fox & Rabbit

Practice 2C: Chapter 9, pages 96-97

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Fox & Rabbit is a game for two players. One player is the Fox, and the other is the Rabbit. The game is played on a grid of squares. Fox begins in the top-left square, and Rabbit begins in the bottom-right square.

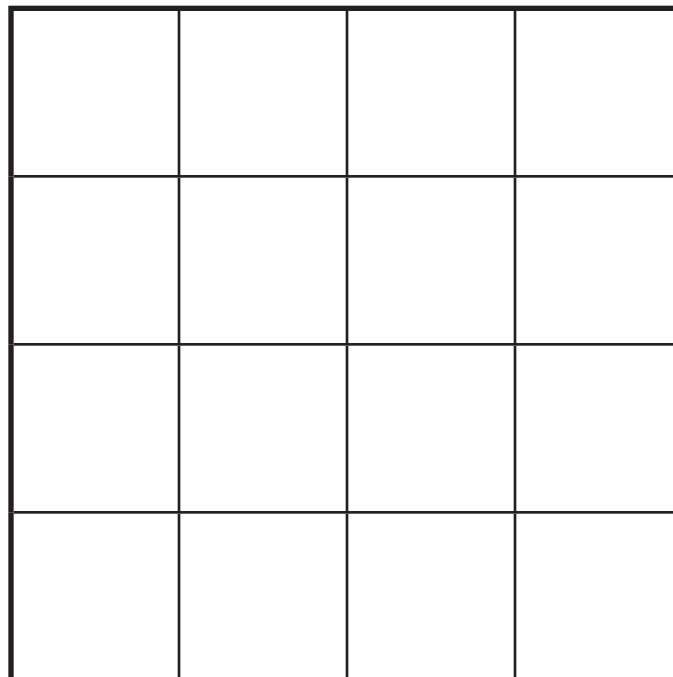


Fox and Rabbit take turns moving one square up, down, left, or right. If Fox catches Rabbit by landing on Rabbit's square, then Fox wins. If Fox cannot catch Rabbit, then Rabbit wins.

The player who is Rabbit chooses who moves first.

Find a partner and play on these grids!
Use coins or other small objects as game pieces.

4-by-4 board





4-by-5 board

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5-by-5 board

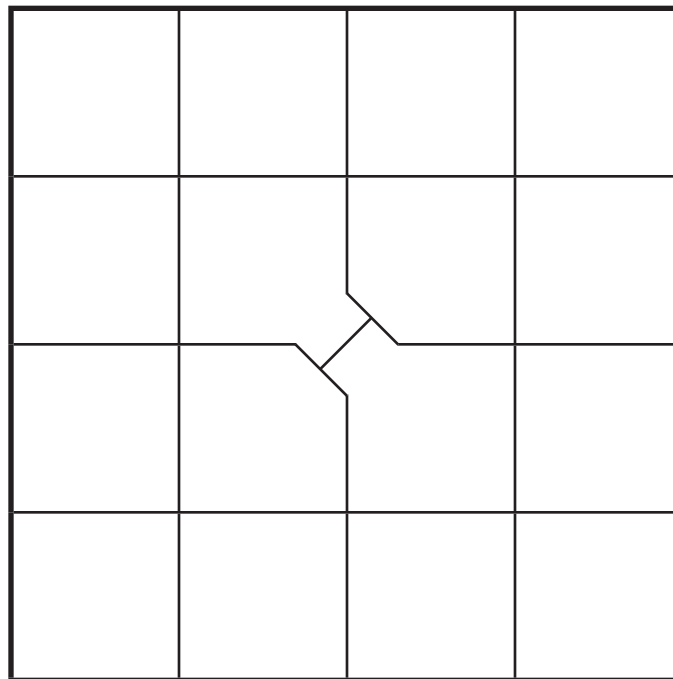
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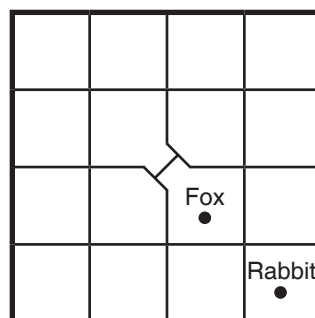
On the board below, two of the middle squares are connected diagonally. Fox or Rabbit may move diagonally between these two squares.

Find a partner and play on this grid!

4-by-4 board with a “bridge”



If Fox and Rabbit start as shown below, can Fox win?





On the board below, there are two pairs of squares that are connected diagonally.

Fox begins in the top-left square, and Rabbit begins in the bottom-right square.

Find a player and play on this grid!

5-by-5 board with two “bridges”

