

TITLE

Juego de la Oca

**TITLE IN ENGLISH**

Game of the Goose

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Spain, Poland (Gęś), Italy (Gioco dell'Oca), Portugal (Jogo do ganso)

ORIGIN:

The game is considered the prototype of many of the commercial European racing board games, but its origins are uncertain.

It could be a creation of the Greeks during the siege of Troy. This theory is based on the Phaistos disc, from 2000 A.C., which could be the board of a game.

Another theory is that one of the first versions of the game was given as a gift by Francesco I de' Medici of Florence to King Philip II of Spain sometime between 1574 and 1587, and then spread through the royal courts of Europe.

Another theory states that the templars created it in the 12th century, drawing inspiration from the Camino de Santiago.

MINIMUM NUMBER OF PARTICIPANTS

2

MAXIMUM NUMBER OF PARTICIPANTS

4

MATERIAL AND BUILDING INSTRUCTIONS

The board, chips of four different colors, tokens and four dice.

SETTING:

Indoor, outdoor.

DESCRIPTION OF THE GAME:

The board consists of a track with consecutively numbered spaces (usually 63), and is often arranged in a spiral with the starting point at the outside. The player who gets the highest score with the dice starts.

Each player's token is moved after throwing one or two dice, depending on the throw. Depending on the box in which it falls, you can move forward or, on the contrary, go back and in some of them a punishment is indicated.

The first player to reach square 63, "the Garden of the Goose", wins the game.

RULES:

The rules of the game of La Oca refer to the boxes in which the players are located. There are several variations, mostly consisting of differences in the boxes according to the origin of the boards.

The Goose: located every nine squares from boxes 5 and 9. It advances until the next goose and, in some modalities, it can throw the dice again.

6 and 12 - The Bridge. It advances or goes back to the previous bridge and, in some modalities, you have to throw the dice again.

19 - The Inn. You have to skip one turn.

31 - The Well. You have to skip two turns. If only two people are playing and the other player falls into the skull and starts from the beginning, the punishment of being without playing is invalidated and you continue playing normal, leaving the well as soon as you it's your turn.

26 and 53 - The Dice. It advances or goes back to the other with the same drawing and you throw the dice again.

42 - The Labyrinth. Go back to box 30.. In other versions, you get stuck and you can't keep moving forward until you get a certain number with the dice.52 - The Jail. You have to skip three turns.

58 - The Skull or Death. You have to start again from box 1.

63 - The last Box. The last one must be reached with the exact score. Otherwise, you have to move backwards the number of points that are extra. Another way to get there is when you fall on the penultimate goose. The player goes from goose to goose and therefore wins.

LEARNING OUTCOMES | COMPETENECES TO BE DEVELOPED THROUGH THE GAME:

Social skills: Social interaction, respect.

Intellectual abilities: strategy, decision making, problem solving, observation, concentrarion, memory.

ILLUSTRATION:

Illustration by Hubert Wencel