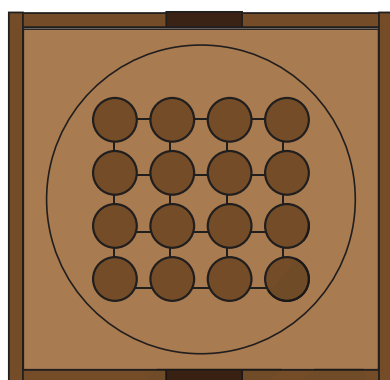
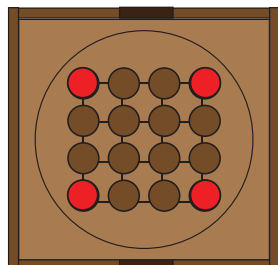


## FOXES AND SHEEP

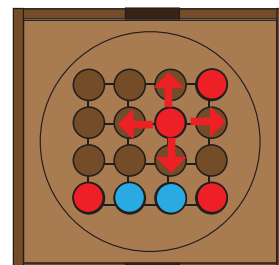
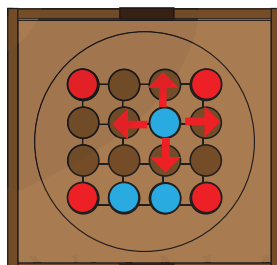


Components

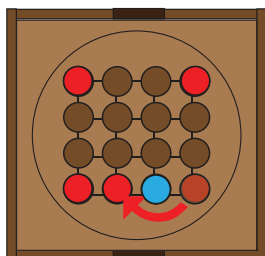


START

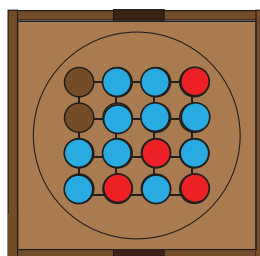
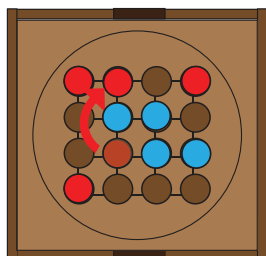
Place 4 foxes on each corner of the board.



How to move



● Hunting



● Capturing

### WINNER

- When the sheep are eaten or removed off the board.
- When the foxes are captured or can not make any movement.