

どうぶつしょうぎ

LET'S CATCH THE LION!

Game Design / Madoka KITAO illustration / Maiko FUJITA

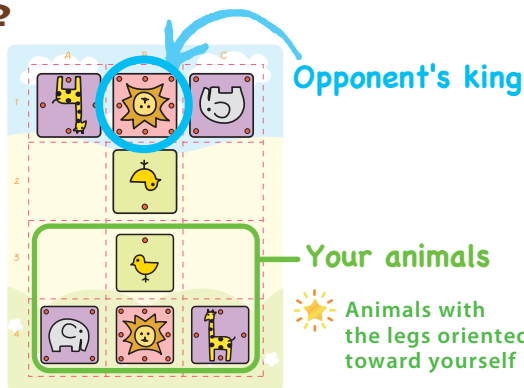
English

Quick Guide

WHAT IS DOBUTSU SHOGI?

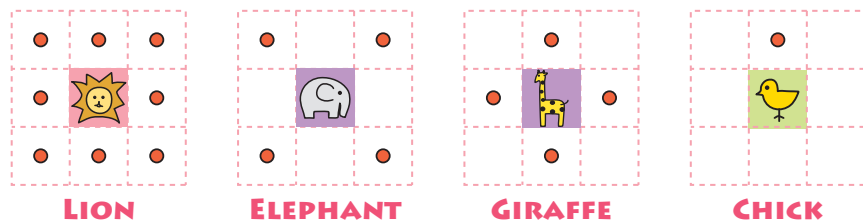
Dobutsu Shogi (Animal Shogi) is a popular Japanese small chess variant.

Each player tries to catch the opponent's king (Lion).



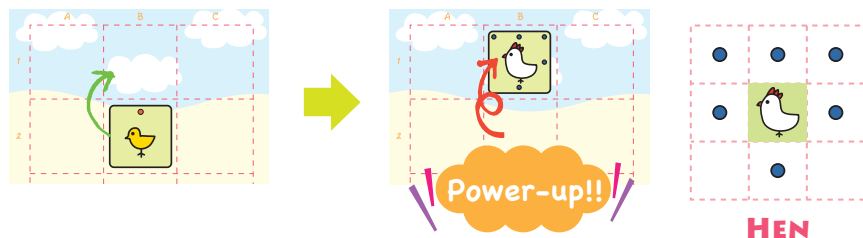
HOW TO MOVE

The animals can move one step in the directions indicated by the dots.



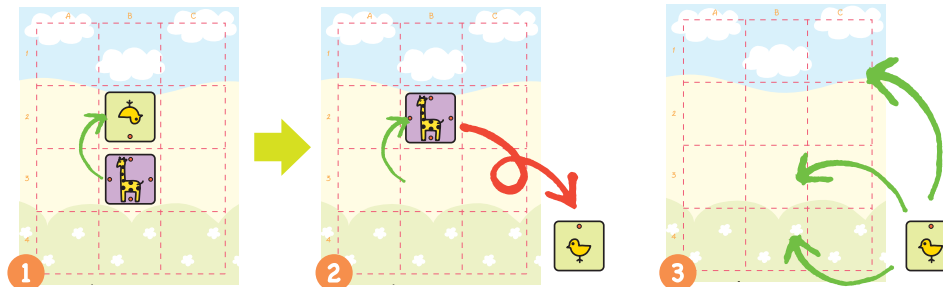
SPECIAL POWER-UP!

When a Chick reaches the end, it grows up to become a Hen!



HOW TO CAPTURE & DROP

- 1 When your animal moves onto an opponent's animal, you can capture it.
- 2 It then becomes your teammate. (It waits outside the board.)
- 3 You can put your new teammate anywhere in later turns.



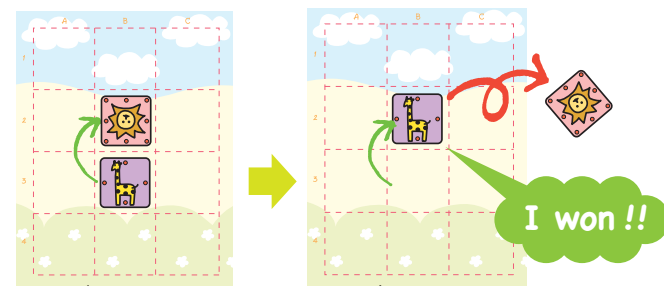
A Hen reverts to a Chick when it is captured.

A Chick cannot become a Hen when it goes in.

HOW TO WIN

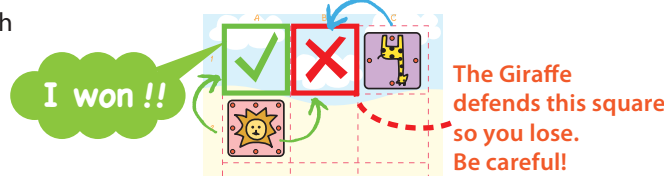
- 1 Capture the opponent's Lion.

"CATCH!"



- 2 Let your Lion reach the final row.

"REACH!"



WHAT IS "SHOGI"?

Shogi is a traditional Japanese board game similar to chess. It has more than 1000-year history.

Dobutsu Shogi is a smaller version created by the professional shogi player Madoka Kitao, with the aim of teaching shogi to children.

