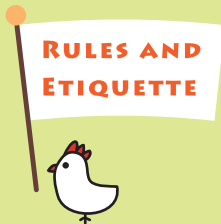


D  B U T S 
 S   G I 

IN THE GREENWOOD

playing Manual



- 1 Greet your opponent**

Before starting the game, you say "Onegai-shimasu."
 After finishing, you say "Thank you" or "Arigato-gozaimeshita."
- 2 Decide by yourself**

Think hard and decide by yourself how to move the pieces.
- 3 Don't retract your moves**

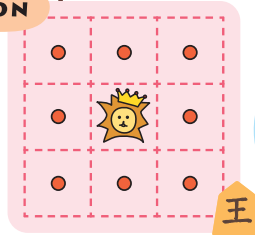
Failure is a stepping stone to success. Go over your errors and try hard again in the next game.

MOVING THE ANIMAL PIECES

- and ▲ Symbols
Animal pieces can move only to specified squares in the direction indicated by the symbol(s):
- : The animal pieces can move one square in the direction indicated by the dot(s).
- ▲: The animal pieces can move as many squares as you want in the direction indicated by the triangle. However, it can't jump over any animal piece in doing so.

Familiar Animal Pieces from "Dobutsu Shogi"

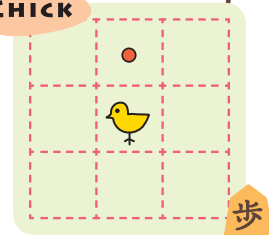
LION



It looks like this in "Shogi."

It is the leader of your team. It is strong but doesn't like to be alone. Protect it so that it won't be captured.

CHICK



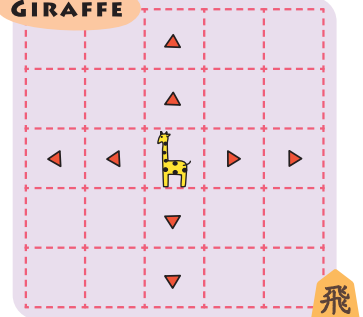
Chicks can toddle only one step forward. Let's go forward with your teammates. Chicks are hoping to grow up.

ELEPHANT



Long-nosed elephants walk diagonally with their big feet to far-away corners.

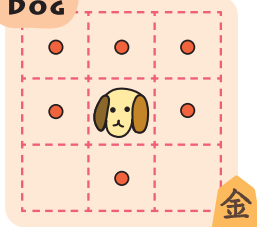
GIRAFFE



Giraffes stretch their long necks and watch over the wide world, moving horizontally and vertically.

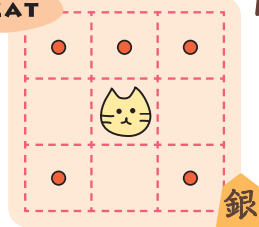
Animal pieces from "Goro-Goro Dobutsu Shogi"

DOG



Dogs protect their masters by staying beside them. They are reliable and act as models for the other animals.

CAT

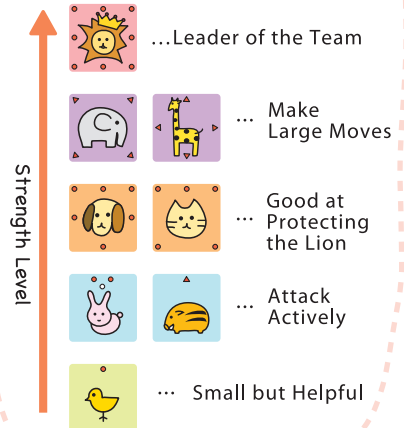


Carefree cats move easily to far-away squares to play. They value their freedom most of all and they are always active.

NOTE:

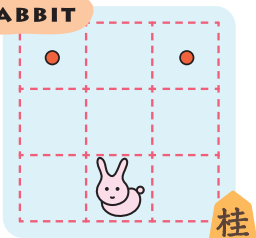


The background colors of the animal pieces indicate the level of strength. The lion is the strongest animal piece.



New Animals from "Dobutsu Shogi in the Greenwood"

RABBIT



Jumping rabbits leap over the other animal pieces as shown in the picture. Be careful, though. They can't move backwards.

WILD BOAR



Wild boars are always going forward. They go straight all the way without looking around.

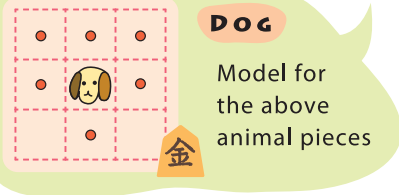
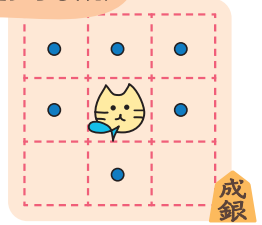
GETTING POWER

Animal pieces can be flipped over to the reverse side when one moves onto a square in the opponent's area. They get power and become able to move to more squares than the original side. In "Dobutsu Shogi in the Greenwood," each team has three rows. Let's try to empower as many teammates as possible!



By moving into the opponent's area, cat, rabbit and wild boar pieces can be flipped over to get power and become able to move in the same way as dogs. Chick pieces can also be moved like this in order to become hens (empowered chicks).

EMPOWERED CAT, EMPOWERED RABBIT, EMPOWERED WILD BOAR AND HEN



DOG
Model for the above animal pieces

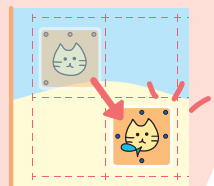
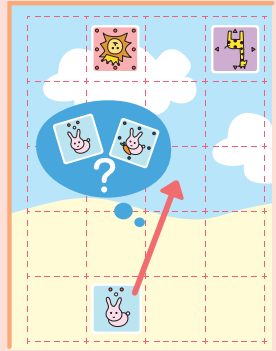
NOTE:



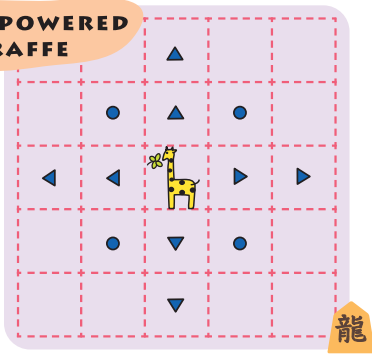
You can choose whether to empower an animal piece or not.

Once you empower a piece, you can't flip it back to the original side.

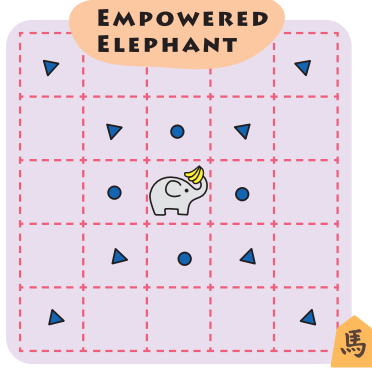
You can also empower animal pieces by moving them out of the opponent's area or moving them within the opponent's area.



EMPOWERED GIRAFFE

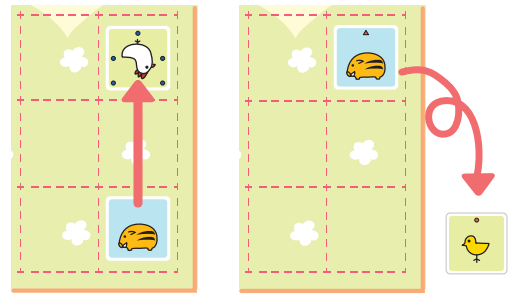


EMPOWERED ELEPHANT



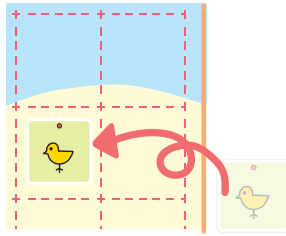
GETTING A NEW TEAMMATE

If there is an opponent's animal piece in a square where your animal piece can move, you can capture it. It becomes your new teammate. Captured animals wait along the playing board. Captured empowered-animal pieces must be flipped back to their original sides.

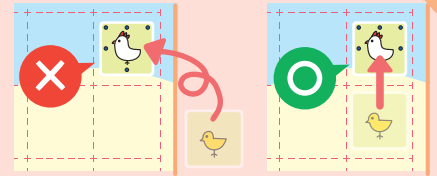


GOING BACK TO THE PLAYING BOARD

In your turn, you can put one of the animal pieces waiting along the playing board back onto an empty square.



NOTE:



Animal pieces should be put back onto the playing board with their original sides facing upwards.

CHECKING AND CHECKMATING

The lion is the strongest of the animals and the leader of the team. Let's learn about check and checkmate moves, so that you can capture your opponent's lion.

"OUTE" OR CHECKING

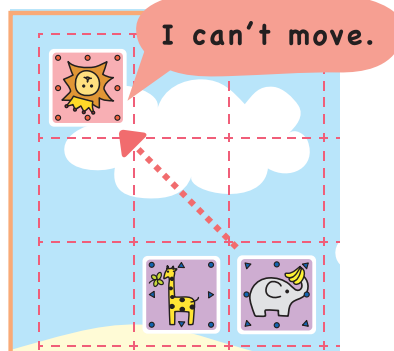
A move intending to capture the lion on your next turn is called "oute (oh-tay)" or check.



"TSUMI" OR CHECKMATING

In this situation, the lion will be captured wherever it goes.

When the lion is in check and has no place to escape to, the situation is called "tsumi (tsoo-mee)" or checkmate.



When you chase the lion into a corner, it will be easier to checkmate it because there will be less squares for it to escape to.



FOR BEGINNERS

Game Variation 1: TAG THE LION

Empower your elephant and giraffe by moving them far away on the board. You can put your chick into any square you like. Can your teammates cooperate with each other and capture the lion?

How to Play



Land team starts. Take turns and move one animal at a time. You can't skip your turn. Land team wins when three animals cooperate with each other and capture sky-team's lion. Sky-team's lion should move carefully and try not to be captured. Sky team wins if the lion can move into the land area.

Advanced Variation

Start the game with a chick being sky-team's waiting animal. The chick can guard the lion from being checkmated; therefore, it will be easier for the lion to move into the opponent's area in order to escape.



※When you learn how to play tag properly, land team always wins. Sky team can practice defending the lion. Land team can practice capturing the lion. Take turns and play as sky team and land team alternately. Sky team must be careful so that the lion won't be caught. Try to find ways to get the lion to safety!



FOR BEGINNERS

Game Variation 2: "OPEN-AIR" SHOGI

Decide who plays first. (In Japan, the game of "Rock, Paper, Scissors" is used.) Let's greet each other. Take turns and try to capture as many of your opponent's animals as possible.

How to Play Practice Games To Get More Teammates



- ※In this variation, you don't put your waiting animals back onto the playing board.
- 1 You win when you capture your opponent's lion.
- 2 You stop playing if either player can't find any animal piece to capture. You count your total number of animal pieces on the board as well as those waiting along the board. The player who has the most animal pieces wins!

How to Play "Open-Air" Shogi To Capture the Lion

Now you have gotten used to capturing your opponent's animals. Use your waiting animals to help you chase your opponent's lion to the capture! On your turn, you can either move one of your own animals on the playing board or put back one of your waiting animal pieces onto an empty square.



Important Points

- 1 Capture as many animals as possible: The stronger, the better.
- 2 Try to empower as many animals as possible.
- 3 Try to "check" the lion from far away.
- 4 All the animal teammates should cooperate to checkmate the lion.

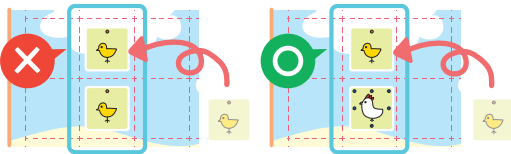


"SHOGI"

Have you gotten used to the newly-introduced animals and the bigger playing board? Let's now start to play "Shogi."



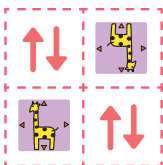
"Ni-fu" or Double Pawns



There is a rule that "only one chick in a column per player is allowed." You will foul out and lose the game if you put a second chick in a column.

A chick waiting along the board can be put back into a square if pieces in the same column are hens.

"Sen-nichi-te" or Thousand-Day Moves



If both players repeat the same moves and the same situation occurs 4 times, the game is declared a draw. This is called "thousand-day moves" as the game does not end even after a thousand days.

How to Play

The starting positions of the pieces are shown at left. Do the pawn toss using chick pieces and decide who plays first. Greet each other before you start the game. In Japan we say "Yoroshiku-onegai-shimasu (yoro-she-koo-oh-neigh-guy-she-mus)."

Suggested first moves are

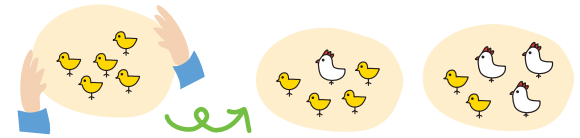
- 1 either move the chick so that the elephant can move
- 2 or move the chick so that the giraffe will be able to move more.

The winner is the first person to capture the lion.

Both the winner and the loser should thank each other after the game saying "Arigato-gozaishita (ahree-gut-oh-go-zah-ee-mush-ta)," or "Thank you."

"Furigoma" or Pawn Toss Using Chick/Hen Pieces

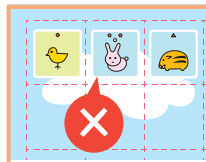
One player takes 5 pieces, shakes them well in his hands to mix them up and throws them onto the playing board. It is a custom that an older or a higher-ranked player does the pawn toss.



If there are more chicks than hens, the player who tossed the pieces plays first.

If there are more hens than chicks, the player who tossed the pieces plays second.

Animal Pieces With No Movable Square



Make sure to put all animal pieces into a square where it has at least one square to move to. It is a foul to place an animal piece into a square where it has no place to move to.

"Nyu-gyoku" or King Entering

When a lion enters into the opponent's area, the situation is called

"nyu-gyoku (new-gyo-koo)" or king entering. When both lions enter into the opponents' area, it is called "ai-nyu-gyoku (eye-new-gyo-koo)" or both kings entering.

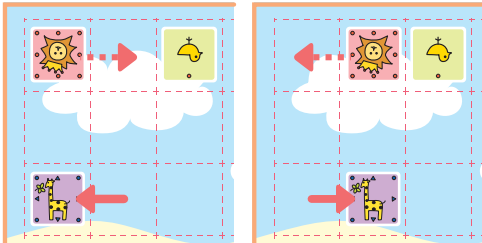
The game will be either a draw, or the player who gets more points counted by the total number of animal pieces will be the winner.

✿ Complicated Rules ✿

There are some complicated rules in Shogi. You can play without these when you start to learn. When you get used to playing, try to play with Shogi pieces marked with Chinese characters and obey the following:

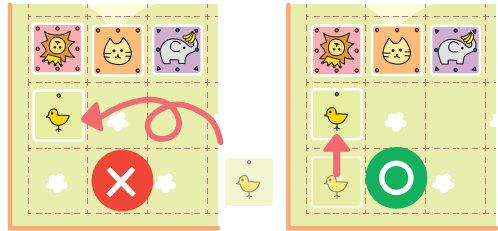
Perpetual Check

If one player is perpetually checking the lion in the "thousand-day moves," the checking player must change the movement. One will lose the game if the same checking pattern occurs 4 times.



"Uchi-fu-zume" or Pawn Drop Mate

In Shogi, it is a foul to checkmate a lion (king) (lion has no place to escape to) with a waiting chick (pawn) coming directly back from off the board. This foul is called "uchi-fu-zume (oo-chee-who-zoo-may)" or pawn drop mate.

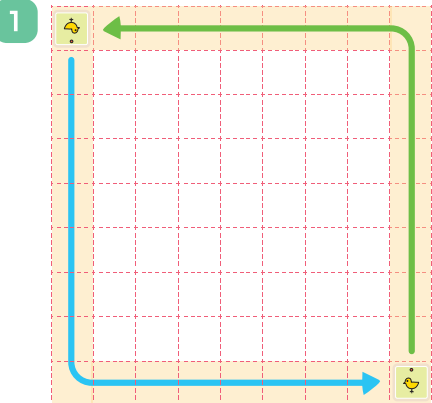


It is accepted to checkmate with a chick (pawn) which is already on the playing board by moving it forward.

FOR
YOUNGER
CHILDREN

CIRCLING SHOGI RACE

You can play this variation with 2 to 4 players. Let's learn the strengths of the animal pieces while you play a traditional board game using dog pieces for dice and the other animal pieces as your game pieces.



First, place a chick piece (your first game piece) at any corner of the playing board.
※Make sure to remember which one is yours.

2 Shake 4 dog pieces in your hands and throw them onto the playing board. Your game piece can move one square forward for every dog piece which lands flat with the dog-picture face up.

✿ Move **one** square forward.

✿ Move **three** squares forward.

✿ If a piece lands thi way, move **five** more squares.

✿ If a piece lands thi way, move **ten** more squares.

✿ If a piece lands thi way, move **ten** more squares.

Special Results

✿ **Move one complete round:**
exchange for the next animal.

✿ **Move two complete rounds:**
exchange for an animal two levels stronger.

※When some dog pieces land overlapping or completely on top of each other or land out of the playing board, the throw is deemed unsuccessful. You must wait for your next turn.

3

Start



CHICK



WILD BOAR



RABBIT



CAT



GIRAFFE



ELEPHANT



LION

Go one round

Goal

Your game piece moves counter-clockwise on the outer squares. When it gets back to your starting square, you exchange your game piece for an animal of the next level. The player who reaches the goal first, using the strongest animal game piece, is the winner of the game.

PUTTING YOUR ANIMAL PIECES AWAY



Let's put your animal pieces neatly back into the box. Starting in order from the lions, let's confirm the numbers as shown at left, while putting them back into the box.

※There are two spare, blank pieces. In case you lose some pieces, you can use them by drawing pictures on them.

※Chick pieces are thinner than the other animal pieces.

DOBUTSU SHOGI VARIANTS

DOBUTSU SHOGI



Simple but challenging "Shogi" with a small board of 3x4 squares.

Age 3+

GORO-GORO DOBUTSU SHOGI



It's a stepping stone to "Shogi." Let's get used to the movements of "golds" and "silvers."

Age 6+

PORTABLE DOBUTSU SHOGI



Portable version of Dobutsu Shogi. Each piece contains a magnet.

Age 6+

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