

Age:
6+

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LET'S CATCH THE LION!
どうふつしうき

How to Play
Goro-Goro Dobutsu Shogi



Welcome to the World of



Goro-Goro Dobutsu Shogi!

Dobutsu Shogi



3x4 Board
8 Animals



Goro-Goro Dobutsu Shogi



5x6 Board
16 Animals



Dobutsu Shogi
in the Greenwoods



9x9 Board
40 Animals



"Goro-Goro Dobutsu Shogi" is a game to link "Dobutsu Shogi" to "Dobutsu Shogi in the Greenwoods." Dogs and cats play important roles. Let's have fun and master the basic playing rules and checkmate strategies of Shogi.

Game Design: Japan Shogi Association

"Goro-Goro Dobutsu Shogi" uses the rules of "Goro-Goro Shogi," which was designed as an introductory game to Shogi by Japan Shogi Association. The pieces move just like a king (lion), a gold (dog), a silver (cat) and a pawn (chick). Fouls and other rules are the same as in Shogi.

How to Start

Set up the pieces as illustrated.

Decide who plays first by "Furigoma (pawn toss using chick pieces)."

Take turns and move one animal at a time.



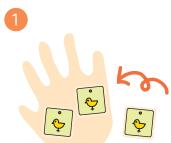
You win if you capture your opponent's lion first.



Let's say "Onegai-shimasu (Let's play)," when you start.

Let's say "Arigato gozaimashita (Thank you)," when you finish.

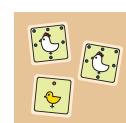
"Furigoma (Pawn Toss Using Chick Pieces)"



④



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

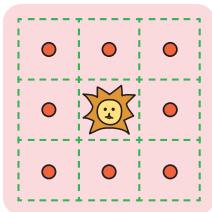


If there are more hens than chicks, the player who tossed the pieces plays second.

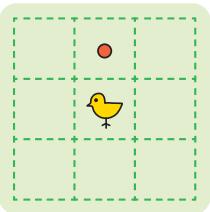
One player takes 3 chicks, shakes them well and tosses them on the table.

Usually the older or stronger player makes the pawn toss.

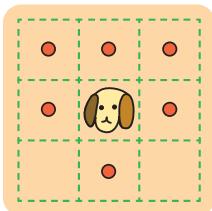
How the Animals Move



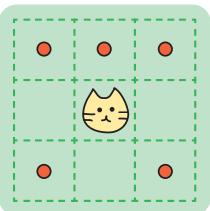
Lion



Chick



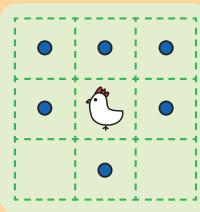
Dog



Cat

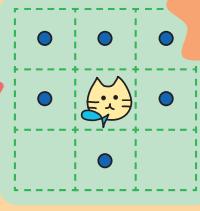
The animals can move one square in the direction indicated by the dots.

Get Power!



Hen

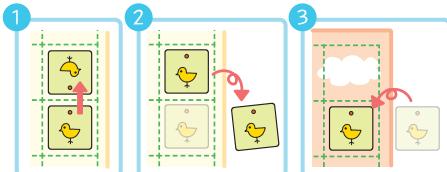
Get Power!



Empowered Cat

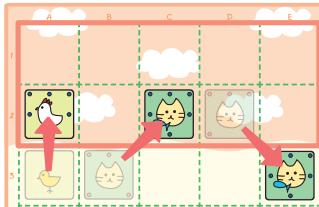
Hens and empowered cats can move in the same way as dogs.

Get a New Teammate



- 1 When an opponent's animal is in the square where your animal moves to, you capture it and it becomes your new teammate.
- 2 The new teammate must wait along the playing board until the time comes for it to play. Let's call this a "waiting animal," for example a "waiting chick."
- 3 On your turn you can choose to put a "waiting animal" back into an empty square following specific rules*, or to move an animal on the board.

Get Power



Sky Area

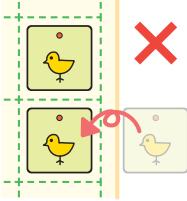
Chicks and cats can be flipped over to get power when one moves into, within or out from the opponent's area.
You decide whether to empower an animal or not when you move it. Once an animal gets power, you can't flip it back to its original side. However, when it is captured, it must be flipped back to its original side.

Playing Rules

Let's master the rules.

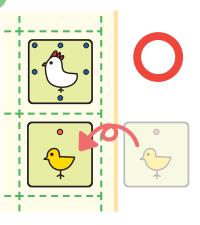
Rules for Chicks Part 1

1



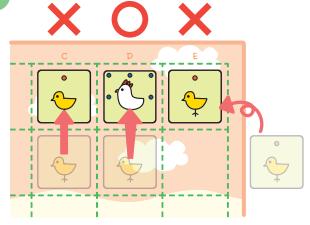
Only one chick per player is allowed in a column.

2



However, hens are allowed to be in the same column as a chick.

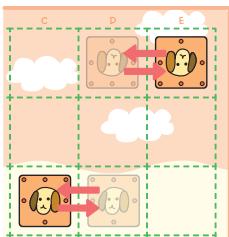
3



*You can't place your chick onto your opponent's end line, because it can't move. Therefore, you must empower the chick when it reaches the end line. Also, you can't place your "waiting chick" onto your opponent's end line.

Repetition (Thousand-Day Moves)

The game is a draw if the same situation occurs 4 times.

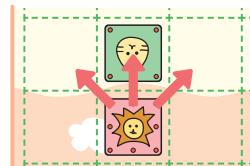


Repetition of the same moves is called "thousand-day moves" as the game does not end even after a thousand days.

Check

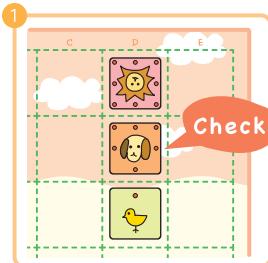
A move intending to capture the lion in your next turn is called a "check." Go for a check whenever you can. You win the game when you capture the lion!

The checked team animals must try not to let the lion be captured. The team must either make the lion escape or capture the checking animal.

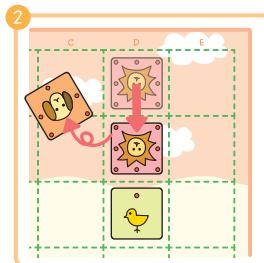


Checkmate

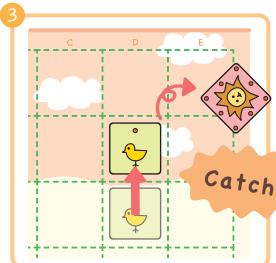
Cooperate with your teammates to capture the lion!



Let's cooperate with your teammates and check the lion.



Even if your dog is captured,



the chick can capture the lion, having guarded the dog from behind!

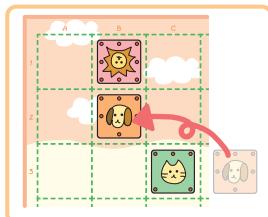


In picture ① shown above, the lion can't escape to any square safely. We call it a "checkmate." The lion is captured no matter what he and his teammates do.

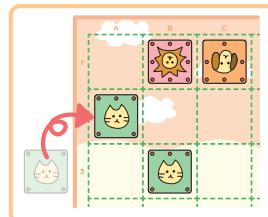
Many Ways to Checkmate



A lion in a corner is easier to be captured.



Dogs are good at making checkmates. Place a dog in front of the lion.



Check from a square where opponent's teammates are not nearby.

Rules for Chicks Part 2



It is not allowed to checkmate by placing a "waiting chick" back onto the board.



It is allowed to checkmate when a chick moves on the board.



LET'S CATCH THE LION!
Have fun!

