IIΛ		✕	⌣̄	✕		IΛ
	III		✕		II	
I		Λ		ΛI		IIIΛ
VIII		IV		V		I
	II		✕		III	
VI		✕	⌣	✕		VII

Animal Chess
(Do Shou Qi)

1. Each player has eight numbered animals: a *rat* (1), a *cat* (2), a *dog* (3), a *wolf* (4), a *leopard* (5), a *tiger* (6), a *lion* (7), and an *elephant* (8). These animals start the game on the same-numbered square on that player's side of the board.

2. Players take turns moving an animal. Animals can move one square forward, backward, left, or right, but not diagonally. However, you cannot move an animal to repeat a prior state of the game.

3. The square marked with a crown is a *den*. Your animals cannot move onto your own den, but you win if one of your animals moves onto your opponent's den.

4. Your animals cannot move onto the same square as another of your animals, or onto an opponent's animal with a larger number; but if one of your animals moves onto an opponent's animal with the same or a smaller number, it is *captured* and removed from the game. As an exception, rats (1) can capture elephants (8) instead of the reverse: this is because elephants are afraid of rats!

5. The squares marked with ×'s are *traps*. A trapped animal may be captured by any kind of animal as if its number were zero. (A trapped rat (1) may even be captured by an elephant (8).)

6. The blue squares in the middle of the board are *rivers*. Animals cannot move onto a river. As an exception, rats (1) are very good swimmers and can move on rivers, but cannot capture when moving onto or off of a river.

7. Tigers (6) and lions (7) are very strong and can jump in a straight line over a river in a single move: tigers (6) can jump horizontally over two river squares, and lions (7) can jump in either direction over up to three river squares. These animals can even capture another animal when jumping; however, they are too afraid of the water to jump over a swimming animal.