

Age:

6+



LET'S CATCH THE LION!  
どうぶつしょうぎ



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 Greenwood



9x9 Board  
40 Animals



"Goro-Goro Dobutsu Shogi" is a game to link "Dobutsu Shogi" to "Dobutsu Shogi in the Greenwood." 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.

Sky Area

Land Area



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



Playing Etiquette

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)"



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

Usually the older or stronger player makes the pawn toss.



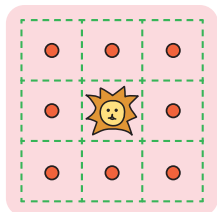
If there are more chicks than hens, the player who tossed the pieces plays first.



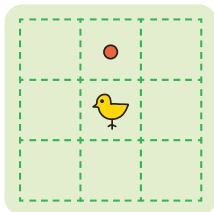
If there are more hens than chicks, the player who tossed the pieces plays second.

## How the Animals Move

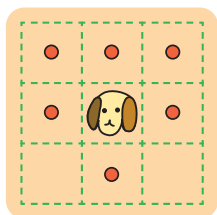
The animals can move one square in the direction indicated by the dots.



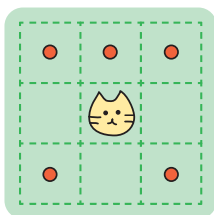
Lion



Chick

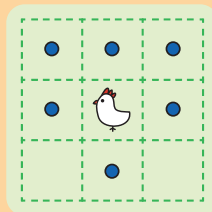


Dog



Cat

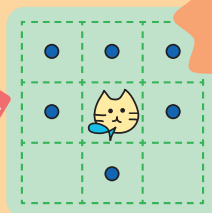
Get Power!



Hen

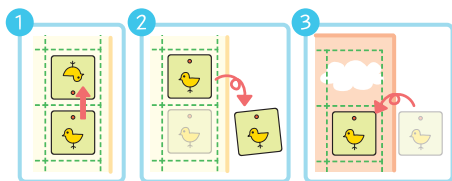
Hens and empowered cats can move in the same way as dogs.

Get Power!



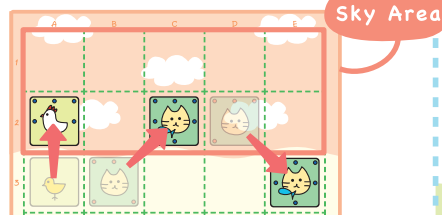
Empowered Cat

## 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



Chicks and cats can be flipped over to get power when one moves into, within or out from the opponent's area.

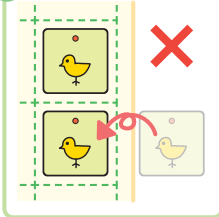
You decide whether to empower an animal or not when you move it. Once an animal gets power, you can't flip it back to its original side. However, when it is captured, it must be flipped back to its original side.

## Playing Rules

Let's master the rules.

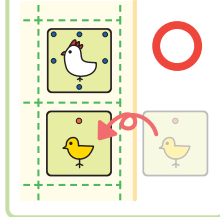
### Rules for Chicks Part 1

1



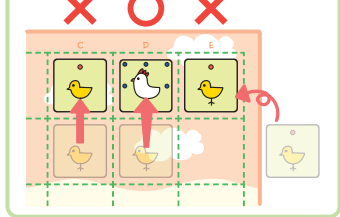
Only one chick per player is allowed in a column.

2



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

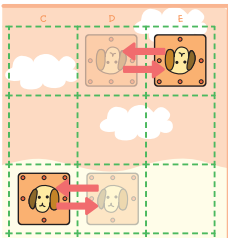
3



\*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.

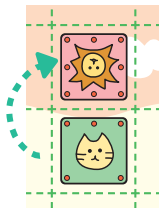
### Repetition (Thousand-Day Moves)

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.

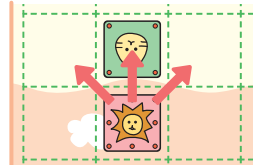
### Check



A move intending to capture the lion in your next turn is called a "check."

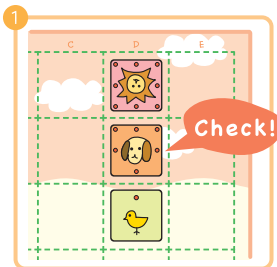
Go for a check whenever you can. You win the game when you capture the lion!

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.

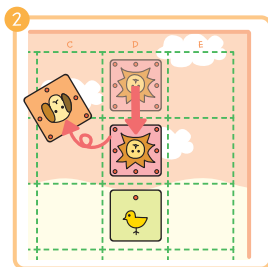


## Checkmate

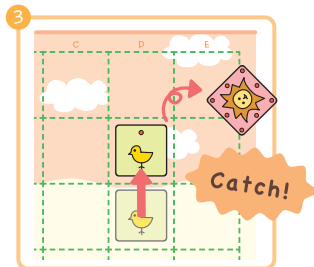
Cooperate with your teammates to capture the lion!



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



Even if your dog is captured,

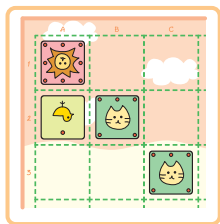


the chick can capture the lion, having guarded the dog from behind!

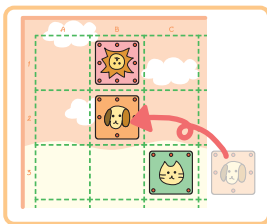


In picture ① shown above, the lion can't escape to any square safely. We call it a "checkmate." The lion is captured no matter what he and his teammates do.

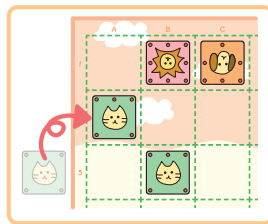
## Many Ways to Checkmate



A lion in a corner is easier to be captured.



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

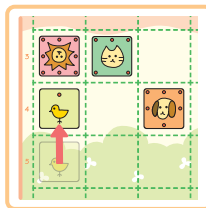


Check from a square where opponent's teammates are not nearby.

## 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!

# Game Variations

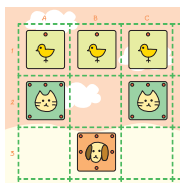
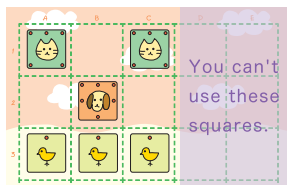
## Puzzle Games using Dogs and Cats

For 1 Player

This is a 3x3 puzzle game for one player.

Move the animals from their starting positions to the goal positions.

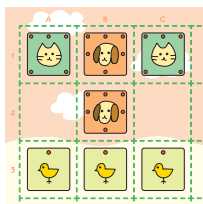
### 1st Step: 3 Empty Squares



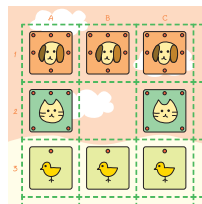
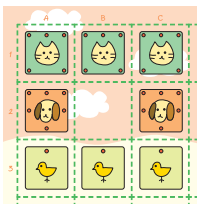
Goal!

Can you do it?

### 2nd Step: 2 Empty Squares



### 3rd Step: 1 Empty Square

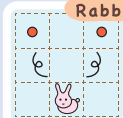


## Rabbits and Wild Boars

An Advanced Version of Goro-Goro Dobutsu Shogi for 2 Players

Let's try Goro-Goro Dobutsu Shogi with rabbits and wild boars from "Dobutsu Shogi in the Greenwoods."

Rabbit



A rabbit moves as shown in the picture. It can jump over other animals.

Let's try!

Wild Boar



A wild boar can move forward any number of empty squares following specific rules\*\*. It can't move backwards.



To start the game, place a rabbit and a wild boar along the playing board as "waiting animals."



Game Design: Goro-Goro Shogi + Kei Kyo / Jochen Drechsler

\*\*Rabbits and wild boars pieces and a rules booklet are included in "Dobutsu Shogi in the Greenwoods."

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Game Design by Japan Shogi Association

棋士、女流棋士（基準あり）を正会員とする団体。  
将棋の普及発展と技術向上を目的としている。

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tournaments, working to popularize Shogi around  
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Illustrated by Maiko FUJITA

Designed the pieces of Dobutsu Shogi. Teaches  
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企画 ねこまど

制作 株式会社 クロノス

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