

ど う ぶ つ よ う ぎ

# LET'S CATCH THE LION!

Game Design / Madoka KITAO Illustration / Maiko FUJITA  
Translation / Tomohide KAWASAKI

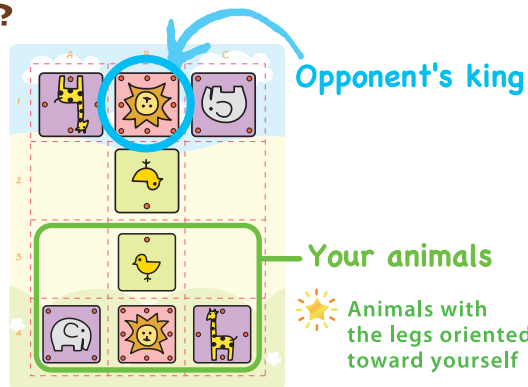
**English**

Quick Guide

## WHAT IS DOBUTSU SHOGI?

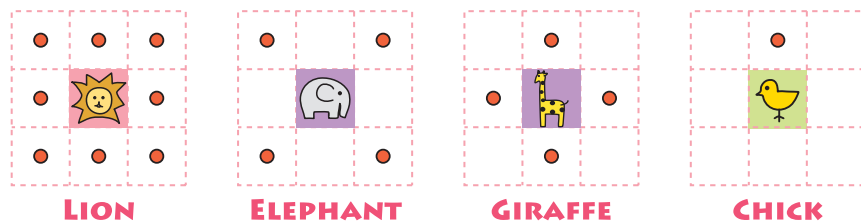
Dobutsu Shogi (Animal Shogi) is a popular Japanese small chess variant.

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



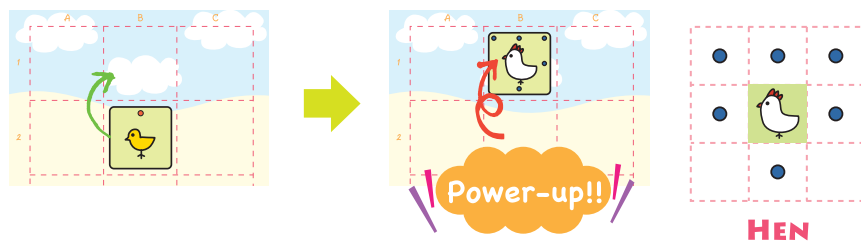
## HOW TO MOVE

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



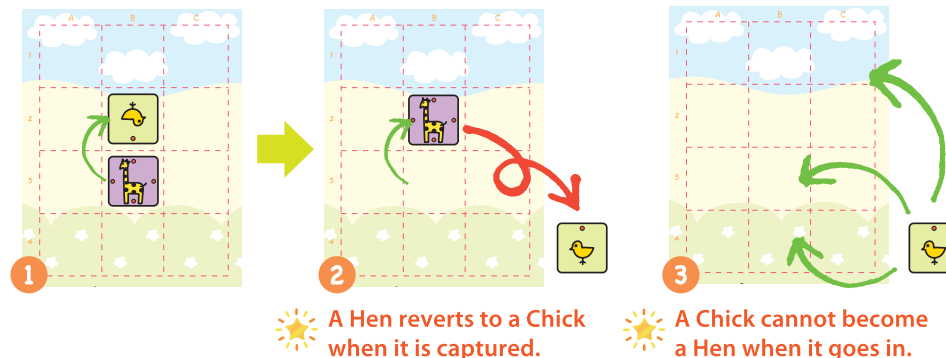
## SPECIAL POWER-UP!

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



## HOW TO CAPTURE & DROP

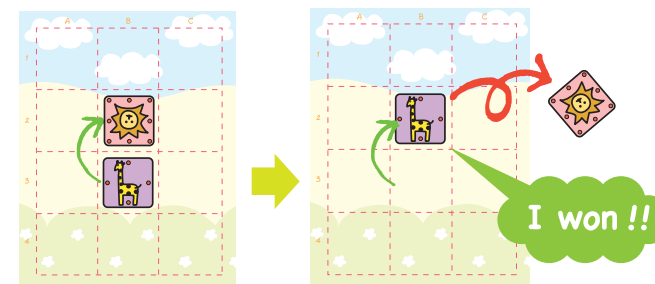
- 1 When your animal moves onto an opponent's animal, you can capture it.
- 2 It then becomes your teammate. (It waits outside the board.)
- 3 You can put your new teammate anywhere in later turns.



## HOW TO WIN

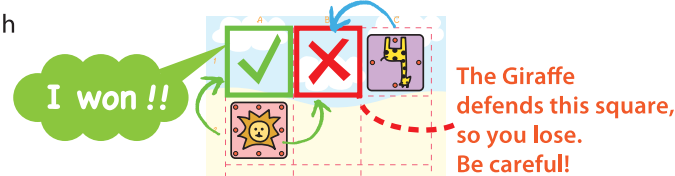
- 1 Capture the opponent's Lion.

**"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.

