

About this Booklet

How to Print:

This booklet will print best on card stock, but can also be printed on regular (20 lb.) paper.

Do not print Page 1 (these instructions).

First, have your printer **print Page 2**.

Then load that same page back into your printer to be printed on the other side and **print Page 3**.

When you load the page back into your printer, be sure that the top and bottom of the pages are oriented correctly.

Permissions:

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Special Powers

1) The **Rat**, although it is the least powerful piece, has the power to capture the Elephant. It is said that this is because the rat can creep in under the Elephant's ear and eat his brain (!). The Elephant can not capture the Rat.

2) The **Rat**, and no other animal, can move freely in the water, the blue squares on the board. It can not, however, attack the Elephant from the water.

3) Both the **Lion** and the **Tiger** can jump over the water, moving from one bank straight forward, backward, left or right (like a rook in chess). It jumps from a square right next to the water straight across to the first square of dry land on the other side. The **Lion** or **Tiger** may capture in this move as well. They may **not**, however, jump over a **Rat** if it is in the way, in the water.

Traps

Each side has three **Trap** squares surrounding its Den (see diagram on previous page). A player may move on and off of his own Trap squares with no effect. If, however, a player moves onto the opponent's trap square, that piece then loses all of its power, and may be captured by any of the defending pieces.

The Den

Animals are not allowed to move into their own Dens. When an animal moves into the opponent's Den, it has won the game.

Variations

We recommend the rules given in this booklet, but slight variations exist among players:

- 1) Some play that the Elephant may capture the Rat. Either one, Rat or Elephant, may attack and capture the other.
- 2) Some players consider the Dog more powerful than the Wolf. The Wolf then is in power position 3 and the Dog is in position 4.

Further information

For more information about Dou Shou Qi and other chess related games throughout the world, visit our web site:

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Dou Shou Qi

鬥獸棋



“Doe Show Chee”

also known as

***the Jungle Game,
the Animal Game, and
Chinese Animal Chess***

For information about Chess Variants throughout the world and free copies of this booklet, visit www.AncientChess.com

Dou Shou Qi

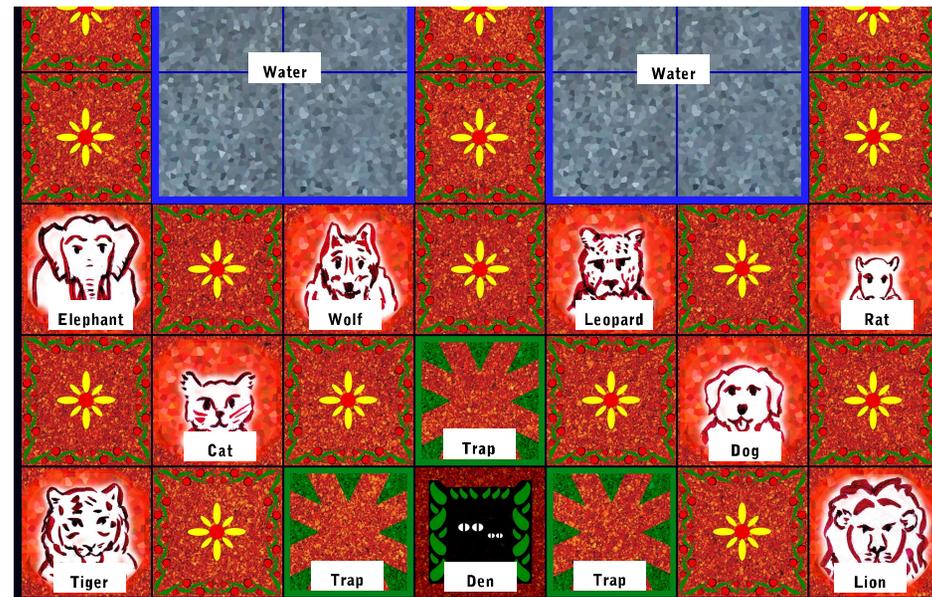
Pronounced “Doe Show Chee,” which means literally, Fighting Animal Game. This is a popular game in China, especially loved by children. It is apparently derived from Xiangqi — the Chinese form of chess. Although Dou Shou Qi is not so familiar in the western world, it is closely related to the well-known game, Stratego.

Arrangement

The starting arrangement of the pieces is shown by pictures printed right on the board. The half-board diagram at the right shows the beginning position, with the pieces’ names given. Note that the opposite sides do not mirror each other. The Elephant faces the Rat across the board, and each player has the Lion at his right hand, etc.

The Pieces

Each player has eight pieces, different animals, with different degrees of power. While the traditional Chinese pieces are little disks with pictures, the set shown here has 3-D sculpted heads. Here are the pieces, their names, and their relative powers, indicated by number:



The various sizes of the pieces shown here make it easy to see their relative powers. Traditional Chinese pieces with pictures and ideograms make the game a little more difficult for children and foreigners to grasp.

Object of the Game

To win the game, one player must successfully move any animal into the Den of the opponent (see Den in the diagram above).

Movement of the Pieces

The blue (or darker) pieces have the first move. All pieces have the same basic move, although some have special powers (described on next page). The basic move is just one space either forward, backward, left or right. The pieces never move diagonally.

Captures

An animal is captured (or “eaten”) by an opposing animal moving onto its square, as in chess or Stratego. But the attacking animal must be of **equal** or **higher** power than the one being captured. For instance, the Tiger (6) can capture the Tiger (6), Leopard (5) or Wolf (4), but the Wolf can not capture the Leopard or Tiger.



Rat = 1



Leopard = 5



Cat = 2



Tiger = 6



Dog = 3



Lion = 7



Wolf = 4



Elephant = 8