

dòu

shòu

qí



oca studios
about this game

This is the "bronze" version of Dòu Shǒu Qí, the Jungle Game, in English. It is a traditional Chinese game and the rules, as well as this design by Ocastudios, is in Public Domain. This game is distributed as a PDF so anyone can download, print and play it. For more information, visit www.ocastudios.com/rights

Printing instructions:

- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

history

Sadly, game historians and enthusiasts have been paying too little attention to Dòu Shòu Qí. That is probably because it is considered a children's game, less noble compared to mental sports, such as Go and Chess. What we do know is that it descends from Chaturanga, an Indian game developed around the 6th century of the Common Era.

Chaturanga rapidly divided into two branches, one of which gave birth to Xiàng Qí, also known as "Chinese chess", a game that reached its maturity around the 17th century. Although we can be sure Dòu Shòu Qí descends from Xiàng Qí, when and how the process took place is not adequately documented. Many also speculate that Dòu Shòu Qí may have inspired commercial games in the Western world.

One thing we can be sure is that Dòu Shòu Qí occupies a central role in the universe of Chinese games, at least when children are taken into account. We also do know the game's appeal to children easily transcends cultural barriers.

rules

Each player will lead a pack of eight animals, each with a different level, and the goal is to reach, with any of them, the Den in the opponent's side of the board.

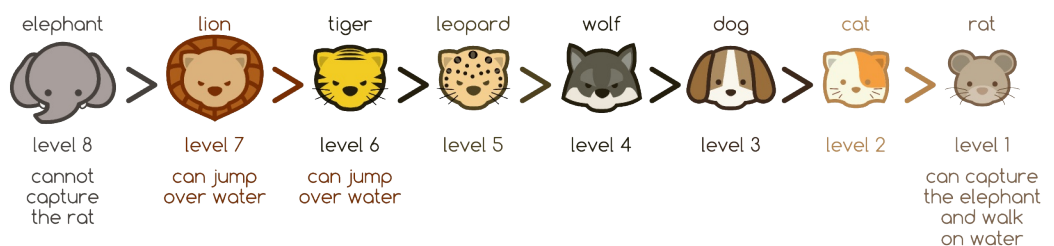
In order to play, place the pieces as indicated on the board. Players will alternate turns - in which they move one piece - starting with the one controlling the darker pieces.

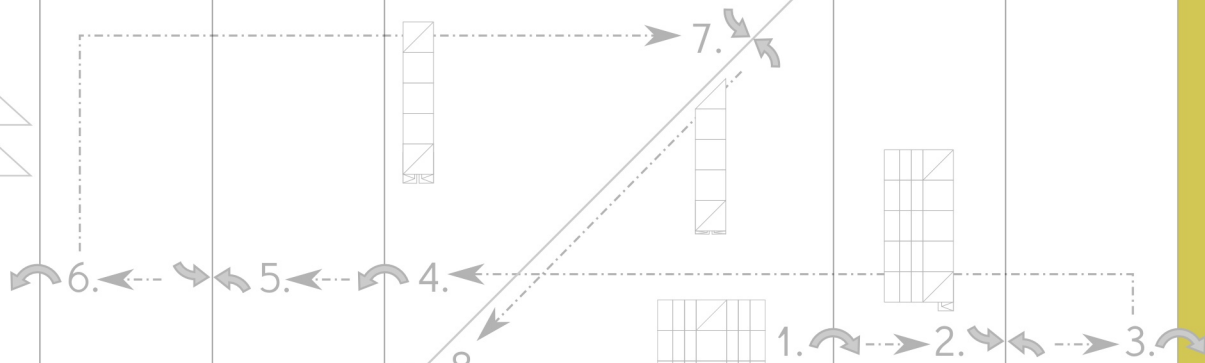
The basic movement is the same for all pieces. They can move up, down or sideways, but never diagonally. Except for the Rat, none of them can enter the River (the blue spaces in the middle of the board). The Lion and the Tiger can, however, jump over the River, moving straight to the space on the other margin. They cannot, though, jump over any Rat that might be strolling in the River.

No animal can move onto a space occupied by an allied animal. They can, however, move to a space occupied by an enemy animal with equal or lower level - an animal's level is indicated in the pieces, and varies from 1 (Rat) to 8 (Elephant). When this happens, the enemy animal is captured and taken out of game.

Usually, an animal cannot be captured by a lower level enemy, but Rats have a special ability: since they are so fast and small, they can capture the enemy Elephant, and cannot be captured by it. Check out the animal's levels on the side chart.

Besides the River, there are two more special spaces on the board: the Traps, marked by Xs, and the Dens, marked by circles. When an animal is lying on a Trap in the opponent's side of the board, it can be captured by any of the opponent's animals, regardless of level. And lastly, there are Dens. Your animals can never land on the Den on your side of the board, and when any of your animals land on the Den on your opponent's side of the board the game ends and you win!





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Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.

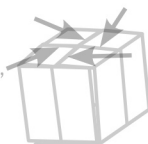


10.

III. Lock a tab into the pocket of the tab to its left.

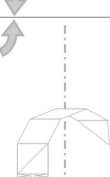


IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



12.

*IT TAKES 10' TO LEARN THE GAME. DURATIONS MAY VARY

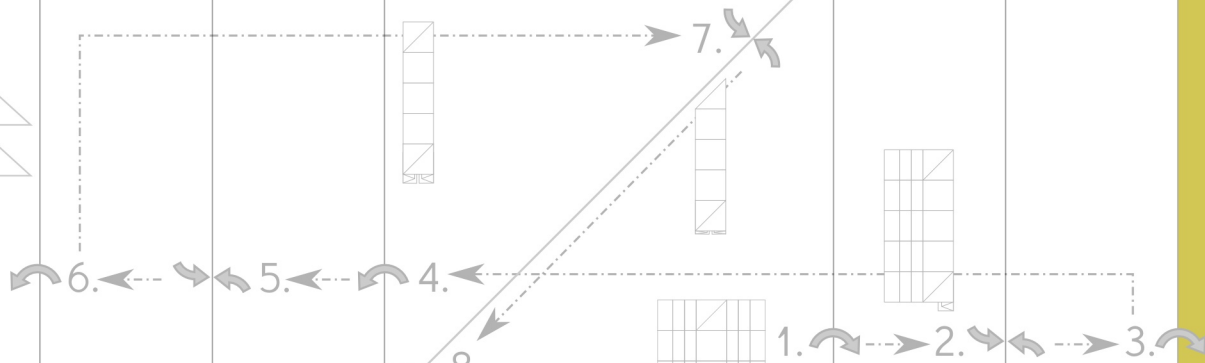
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number players	2	ages	5+
duration of a match*	15'	duration of assembly	30'



Illinois classics
This game is part of a series of classics in public domain. It is designed by ocastudios, but the rules are kept as unaltered as possible.





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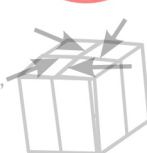


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