





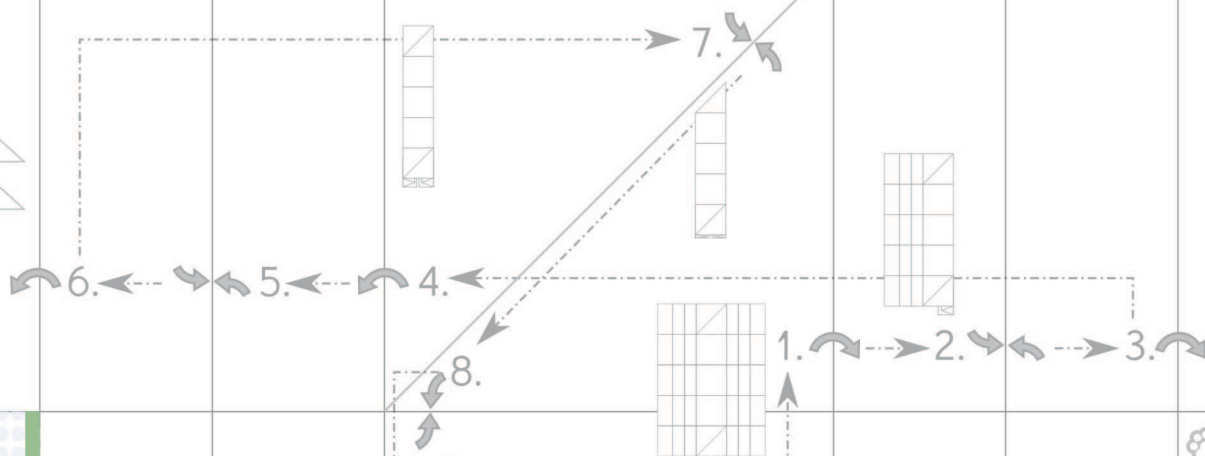
studios
about this game

This is the "bronze" version in English of Shogi4, a Shogi variant developed by Oca Studios and intended for young children. We, the authors, release under Public Domain this game and all art included in it. This file 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).





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.



number of players	2	idade	5+
duration of a match*	10'	duration of assembly	50'

*IT TAKES 3' TO LEARN THE GAME. DURATIONS MAY VARY





design by



Hi,

let's learn how to play Shogi4?

In this game, you have a farm where you take care of animals. But in order to get all kinds of animals there, you'll need to invite one animal that only the other player possesses. The first player to get the opponent's Crane or Pheasant wins the game.

To get started

place the pieces as indicated on the board - they are placed lying down, with the animal facing up. It isn't the piece's color that indicate to what team it belongs, but its orientation. Your pieces are the ones right-side up, while your opponent's are upside down.

One player shall lead the Grow team and the other will lead the Pheasant team. The Grow team goes first.

Move an animal

in your turn, but it must move in one of the directions marked on the piece. This means Carps may only go forward, while Grows and Pheasants may move in any direction.

Each animal only moves one space at a time, but he can jump over another piece that belongs to the same player. To do it, he must fall on an empty space or a space occupied by an opponent's animal.

Evolve an animal

as soon as it gets to the last row, in the opposing side of the board. Carps, Tapirs, Racoon-dogs and Foxes always evolve, but the Grow and the Pheasant never evolve.

To evolve an animal, just flip its piece so that the animal shown below - the one on the red background - faces up. The evolved versions of animals can move in more directions than the regular animals.

Invite an animal

belonging to the other player to come to your farm. To do it, just move one of your animals to a space occupied by one of his animals. His invited animal is removed from the board and placed on your farm. But remember that an evolved animal, when invited to your farm, will go back to its regular form.

When you invite the Grow or Pheasant of the other player to your farm, you win the game.

Call an animal

from your farm to help you, by placing it on an empty space on the board. But it can't be on the last row, on the opposing side of the board. And you can only do this once per turn, instead of moving.

Parents,

Shogi4 is a variant of the traditional Japanese game 'Shogi', and was developed by Ocastudios in order to introduce young children to this excellent game. To learn more about Shogi, visit ocastudios.com/bronze/classics. If you are looking for more games for children, we recommend DouShouQi and LuZhanQi, both available at the same address. Enjoy!

Animals move one space in any direction indicated, but may jump over allied pieces.



If your animal moves to a space occupied by an opponent, he invites him to your farm.

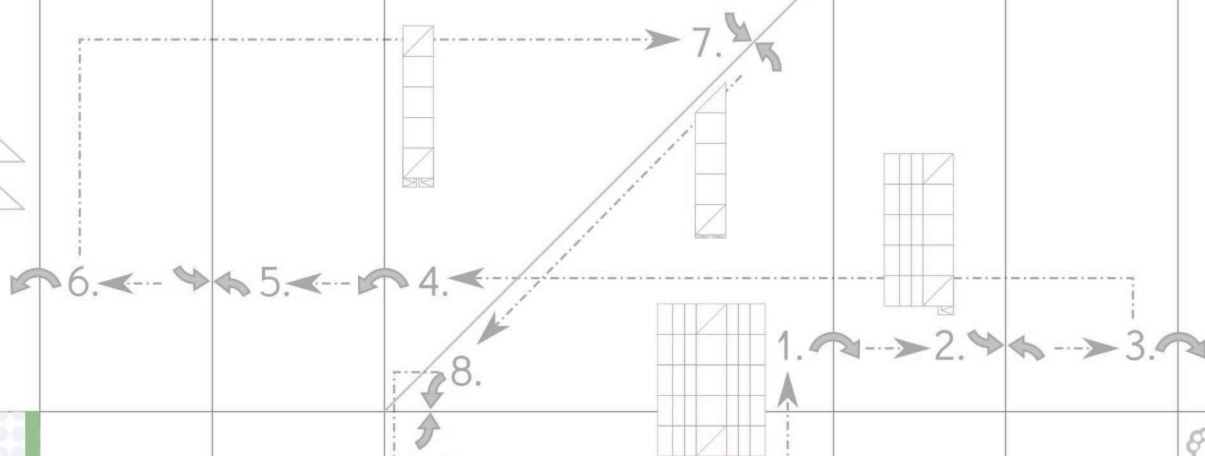


Animals evolve when they reach the last row, except for the grow and the pheasant.



You may only call animals from your farm to empty spaces, and never to those on the last row.





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shogi
we would appreciate your feedback write to oco@ocastudios.com

