





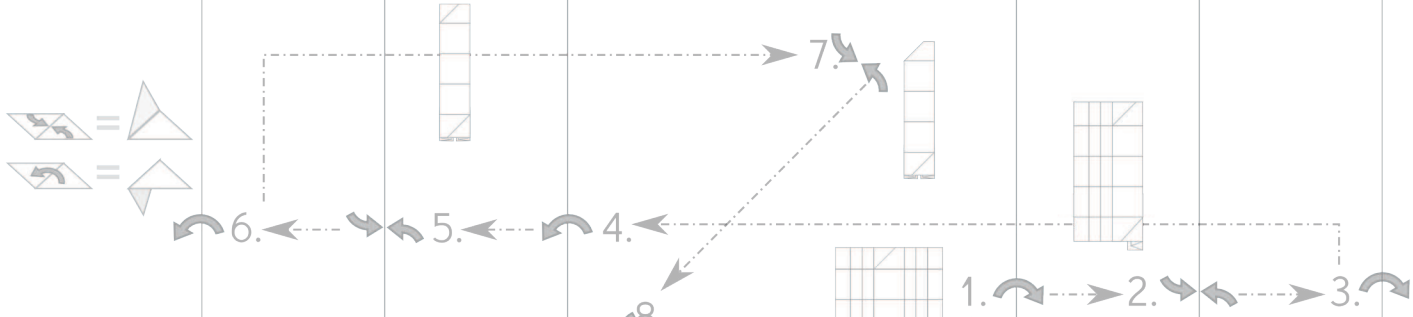
studios  
about this game

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](http://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.

































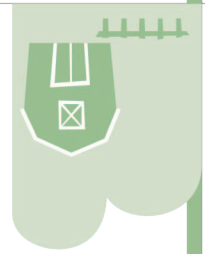

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|                      |    |                      |    |
|----------------------|----|----------------------|----|
| number of players    | 2  | idade                | 5+ |
| duration of a match* | 10 | duration of assembly | 50 |

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



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



# To get started

place the pieces as indicated on the board - they are placed by age, the youngest has the indicated king up. If not, they are placed right-side down, while the oldest king is up, its orientation is up. Your pieces are the ones indicated to be up, while your opponent's are upside down. 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 on animal

in your turn, but it must move in one of the directions marked on the piece. This means cars 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 **Grass** **goes** to the **Forest** on the **opposing** side of the board. Carps, Tapirs, Racoon-dogs and Foxes **Evolve** **over** **an** **animal**, **just** **flip** **its** **side** **that** **the** **animal** **shows** **below** - the one on the red background - faces up.

The evolved versions of animals can move in more directions than the regular animals.

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.

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 the path. But remember that an invited animal, when invited to your farm, will go back to its regular form, occupied by one of his animals. His invited animal is removed from the board and placed on the path. But remember that an invited animal, when invited to your farm, will go back to its regular form.

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

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.

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

## 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](http://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.



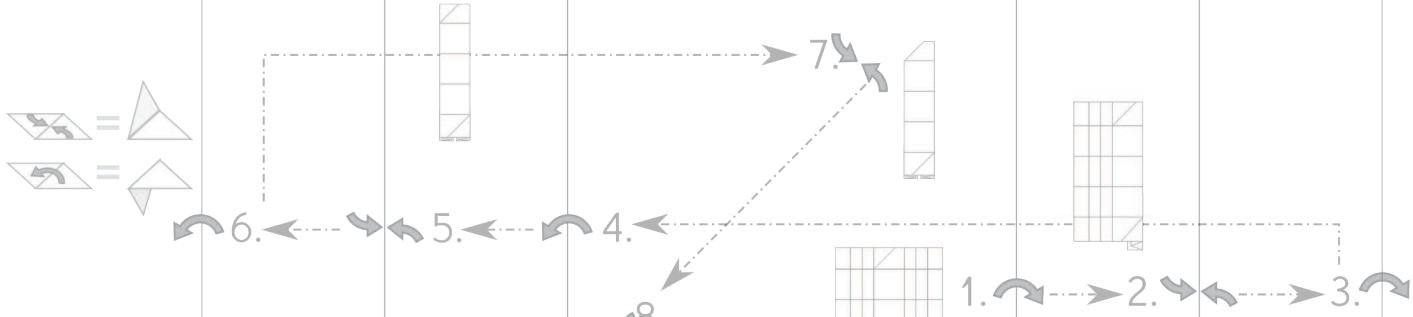
Animals evolve when they reach the last row, except for the grow and the pheasant.



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







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