

About this Booklet

How to Print:

This booklet will print best on card stock (110 lb. paper), 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.

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Dou Shou Qi

The Traps

Each side has three Trap squares surrounding its Den. 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 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.



Background

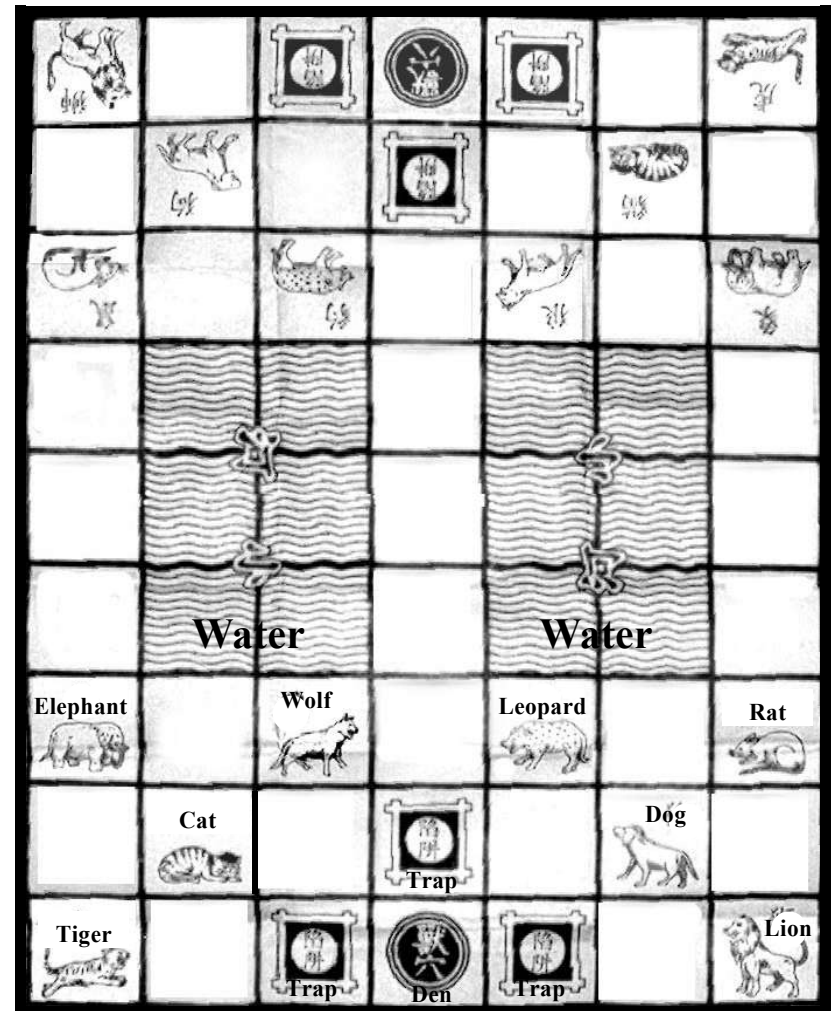
This pamphlet was compiled with the aid of R. C. Bell's *Board and Table Games from Many Civilizations*, and from an English instruction sheet which accompanied a Dou Shou Qi set, from China.

Further information

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

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“Doe Show Chee”

also known as

the Jungle Game, the Animal Game, and 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, Animal Fight Game. This is a popular game in China, especially among children. It is apparently derived from the very popular Xiang Qi — the Chinese form of chess. Although Dou Shou Qi is not familiar to many in the western world, the very well known game Stratego is probably derived from this game.

Arrangement

The starting arrangement of the pieces is shown by pictures and Chinese characters printed right on the board. The front of this pamphlet shows the beginning position, with the pieces’ English names. 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. Here are the pieces, their English names, and their relative powers, indicated by number:



Rat = 1



Leopard = 5



Cat = 2



Tiger = 6



Wolf = 3



Lion = 7



Dog = 4



Elephant = 8

The Animals depicted on the pieces shown here are very interesting abstractions. Your set may look like this, or may have the same animals depicted in a different style — and the same animals may be depicted differently on the board as well. You may want to pencil the pieces’ value numbers, 1 through 8, on the underside of each piece, or keep this chart on hand, to help you become acquainted with the pieces as you play.

Object of the Game

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

Movement of the Pieces

The black (or darker) pieces have the first move. All pieces have the same basic move, although some have special powers (described below). 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 Dog (4), but the Dog can not capture the Leopard or Tiger.

Special Powers

- 1) The **Rat**, although it is the least powerful piece, has the power to capture the Elephant. The Elephant can not capture the Rat. It is said that this is because the rat can creep in under the Elephant’s ear and eat his brain (!).
- 2) The **Rat**, and no other animal, can move freely in the water. 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) to the first square of dry land on the other side. They may capture in this move as well. The Lion and Tiger may **not**, however, jump over a rat if it is in the way, in the water.