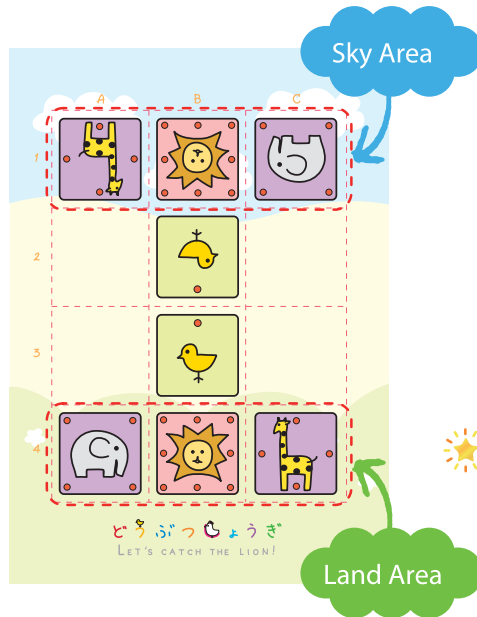


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LET'S CATCH THE LION!

English



How to play

This game is played by two players.
Set the animals on the board as in the figure.
Make kind greetings before starting the game.
In Japanese, we say "Onegai-shimasu."
(Also, after the game ends, say "Arigatou-gozaïmashita," which means "Thank you very much.")
Decide who plays first, and then take turns to move one animal by one step.

The player who makes the first move is called "sente", while the other player who plays second is "gote".

Your teammates

The animals with their legs oriented toward yourself are your teammates.
The player on Land Area side can move the animals of Land Team, and the other player on Sky Area side can move the animals of Sky Team, one animal at a time.
Only one animal can be on each square.

How to win

- 1 The player who first catches the opponent's Lion wins.
- 2 You also win the game if your Lion safely reaches the opponent's area (Sky or Land). However, you lose if the Lion is caught right after he reaches there.

Say "Catch!!!" when you have caught the Lion.
Say "Reach!!!" when your Lion has reached the opponent's area safely.

How to move

Your first teammates are the four: Lion, Elephant, Giraffe, and Chick.
They can move one step in the direction shown by the dots.

Lion is the leader of your animals. He can move to all squares around him.

The reliable Elephant moves diagonally.

The long-necked Giraffe moves to the front, back, and sides.

The little Chick moves one step to the front. But what if it grows up?

When a Chick reaches the opponent's area (1st row from Sky or Land side), you can flip it over, and it grows to become a Hen! She can move to all squares around her except diagonally back.

How to catch

- 1 When your teammate moves to a square where one of the opponent's animals already is, you can capture it and make it your teammate as well. The new teammate waits outside the board on your side until the time comes for it to play again.
- 2 When you have your turn, you can take one of your teammates waiting outside onto any empty square, instead of moving a teammate who is inside the field.

Other rules

- 1 When you take a Chick into the field from outside, it cannot become a Hen at the time. Even if you have taken it into the opponent's area, it starts as a Chick.
- 2 When a Hen is captured, she becomes back to a Chick.
- 3 If the positions of the animals have been in the same pattern three times because they have repeated moves, the game is a draw.
- 4 There is no pass in this game.

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