YŌKAI 妖怪の森 NO MORI

- Spirits of the forest -


koropokkuru


kitsune


tanuki


kodama / *kodama samurai*

Yōkaï no Mori is a game for two players created by Madoka KITAO and is illustrated by NAÏADE.

Rules of *the classic version* 3x4

This version is played on the board of 12 squares (3x4 squares), with 8 large pieces of wood that come with adhesive stickers showing full views of each major character – see below.

Game goal

Be the first to capture the opponent *koropokkuru* or to bring yours safely to the last *koropokkuru* row of the board.

General presentation

Each player has four types of *yōkai* – forest spirits. They all have a face with orange dots and one can be turned over to a face with blue dots (*kodama*):


The *koropokkuru* (leprechaun) is the master of *yōkai*.
1 sticker


The *kitsune* (fox).
1 sticker


The *tanuki* (related to the racoon).
1 sticker


The *kodama* (tree spirit) can be turned into a *kodama samurai*.
2 stickers - one for each side

The starting positions of the *yōkai* are shown here. They all start with the side showing orange dots facing up. A guide is also drawn at the bottom of the board.



At the start of the game, each player has the same *yōkai*.
Players should place their pieces in front of them.

The first player is chosen at random and then each player, in turn, must move their *yōkai* one square at a time (players may not skip their turn).

Moving, capturing and parachuting of *yōkaï*

On their turn, each player must do <u>one</u> of the following:

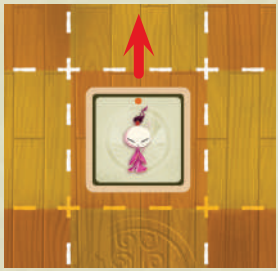
1. Move a piece to a free space
2. Move a piece to a space occupied by the opponent and capture it
3. "Parachute" a captured piece back onto the board

1. Moving

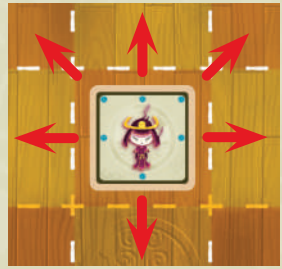
A *yōkai* can only move in the directions indicated by its dots.
The final square can be empty or occupied with an opponent's *yōkai*.

The *kodama* can only move forward one square, while his orange dots side is facing up.
Once a *kodama* crosses the orange line (the river) and occupies a space in the ***promotion zone***, the *kodama* can be advanced (flipped over to the blue dots side) – he is now a *kodama samurai*.
Thereby increasing the directions he can move.

Example :



On its orange dots side, the *kodama* can only move one space forward.



As a *kodama samurai*, he can move one space in any direction on the board except to a diagonal backwards space.

2. Capturing an opposing *yōkaï*

If a *yōkaï* moves to a square occupied by an opposing *yōkaï*, that opponent's piece is captured and moved to the capturing player's *reserve* at the side of the board.

Important: a captured *kodama samurai* returns to its initial state of *kodama* (showing the orange dots face up) in the reserve.

Note : a *kodama* can be promoted while capturing and crossing into the promotion zone.

3. Parachuting a captured piece

On a turn, instead of moving a piece on the board, a player can take a piece from his reserve (captured pieces) and ***parachute*** (place) it onto any open space on the board with its orange dots side facing up.

Important: a *kodama* placed this way may not be promoted immediately. It must physically move one space within the *opponent's back row* (the last row after the orange line) to be promoted.

Note: it is possible to parachute a *kodama* directly into the opponents back row if desired, but the *kodama* will be unable to move further, and will never become promoted to *kodama samurai*.

Winning the game

1. If you capture the opponent's *koropokkuru*, you win.
2. If you manage to move your *koropokkuru* into the *opponent's back row* and it can not be captured by your opponent on their next turn, you win.
3. If the players move their *yōkaï* back and forth three times in succession, the game ends in a draw.

Be careful: turnarounds are very quick and often fatal. Enjoy!

Yōkaï no Mori 3x4 was created by Madoka Kitao, a professional *Shogi* player, to give young players an enjoyable introduction to *Shogi* - Japanese Chess - a highly sophisticated and difficult game to learn with rigid rules and movements of the pieces. In this version, *Yōkaï no Mori* is played on a board of 3x4 squares with only 4 pieces for each player. The pieces and the board are illustrated by Naïade.

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YŌKAI 妖怪の森 NO MORI

- Spirits of the forest -



Yōkaï no Mori ***5x6*** is a game for two players created by the Japanese *Shogi* Association and is illustrated by NAÏADE.

Rules for the *expert version* 5x6

This version is played on the board of 30 squares (5x6 squares), with 16 small pieces of wood that come with adhesive stickers showing full views of each major character – see below.

The *koropokkuru*, *kodama* and *kodama samurai* are the same as the classic version 3x4 of *Yōkaï no Mori*. The two new *yōkai* are explained below.

The rules are the same as the classic version except for the following additions:

Game goal

Be the first to capture the opponent *koropokkuru*.

General presentation

Each player now has four types of *yōkai* – forest spirits. They all have a face with orange dots and two can be turned over to a face with blue dots (*kodama* and *oni*).



The *koropokkuru* (leprechaun) is the master of *yōkai*.
1 sticker



The *kirin* (unicorn) is the best friend of the *koropokkuru*.
1 sticker



The *oni* (ogre) can be turned into a *super oni*.
2 stickers - one for each side



The *kodama* (tree spirit) can be turned into a *kodama samurai*.
2 stickers - one for each side

The starting positions of the *yōkai* are shown here. They all start with the side showing orange dots facing up. A guide is also drawn at the bottom of the board.



Moving, capturing and parachuting of *yōkai*

The "promotion zone" of the opponent (*koropokkuru*) is the top two rows of the board – after the river and the orange line. The two central rows (where the *kodama* are at the beginning of the game) are a "neutral zone".

To enter the opponent's promotion zone with its pieces, or to exit, or to move into this zone, gives the right to "promote this piece" – to flip the piece onto its face with the blue dots.

Note : by capturing an opponent's piece, a promotion is also possible.

The two pieces which can be promoted are the *kodama* (promoted to *kodama samurai*), and the *oni* (promoted to *super oni*).

The parachuting (returning to play) of a captured piece is always placed on its initial face (face with orange dots facing up).

Special rules

1. When a piece is "parachuted" (placed back into play after being captured), it must be able to make a valid movement afterward. Therefore, *kodama* can never be parachuted into the last row since it could not move.

2. A promotion is always optional while moving pieces around in the promotion zone, except in the case of a *kodama* that would reach the last row: it is obliged to be promoted into *kodama samurai*, otherwise it could not move afterwards – see section just before.

3. Two *kodama* belonging to the same player can **never** be positioned in the same column. However, having a *kodama* and a *kodama samurai* in the same column is allowed.

4. It is forbidden to put a parachuting *kodama* in front of the opponent *koropokkuru* if it creates "checkmate" (*koropokkuru* cannot move without getting captured and cannot capture the parachuted *kodama* without being captured himself).

Example of a legal checkmate

In this example, the *Super Oni*'s position prevents the opponent *koropokkuru* from escaping and accomplishes "checkmate".

Note: the *koropokkuru* cannot capture this *Super Oni* or escape by moving since it would be in position to be captured.

So Player 1 wins.



History

The goal of the Japanese *Shogi* Association is to promote and popularize the *Shogi*. There are 250 professional players in this Federation.
Yōkaï no Mori 5x6, or *Gorogoro Shogi*, was created by the Japanes *Shogi* Association in 1994.

We wish to thank Madoka Kitao and the Japanes *Shogi* Association for giving us the right to adapt this version of *Shogi*.

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