

Yokai no Mori

Yokai no Mori is a game for two people, created by Madoka Kitao and illustrated by Naiade.



Rules for the Standard 3x4 Game

This version is played on the board with 12 fields (3x4). For this purpose, the eight great wooden figures can be used. Large stickers showing from head to toe may be pasted on the wooden figures (more on that later).

Aim of the game

Be the first to catch the opponent's Koropokkuru, or safely bring your own Koropokkuru to the last row of the playing field.

General

Each player has four different "Yokai - spirits from the forest". They all have a side with orange dots; only one of which can be flipped to the side with the blue dots (the Kodama):



Koropokkuru - the Imp. He is the master of Yokai. One front-side sticker.

Kitsune - The fox. One front-side sticker.

Tanuki (a type of raccoon). One front-side sticker.

Kodama - Spirit of the tree. He can transform into Kodama Samurai. 2 stickers (front & back).



The starting position of the Yokai is shown on the accompanying picture. They are all positioned with the orange dotted side up at the start of the game. A reminder is marked at both ends of the board.

At the beginning of the game both players have the same Yokai. Which player the figures belong to can be recognized by their orientations; the figures belonging to you are to be orientated upright from your view.

The first player is determined randomly, then each player may move one of his Yokai to a field alternately. Passing is not possible.

Possible Moves, Capture and Drop the Yokai

The player who is on his turn has the following options:

1. Move a figure onto an empty square.
2. Move a figure to a square occupied by an opponent: capture.
3. Dispatch a captured figure.

1. Each Yokai has special directions of movement; it moves one square in the direction dictated by the coloured dots.

The targeted square can be empty or occupied by an opponent's Yokai.

The orange dotted side of the piece Kodama can be moved only 1 square forward. When it reaches the opponent's departure zone (the last row, behind the orange line and the river), it is promoted. The figure is flipped to the blue dotted side to become a Kodama Samurai. This allows it to move in almost any direction. Only diagonal backward movements are not possible.

Example:

At his side of the orange dotted line, Kodama can only be moved to the square in front.

After its promotion to Kodama Samurai, it can be moved by one field in all directions indicated by the blue dots.

2. Capture an opponent's Yokai

If a Yokai is moved to a square occupied by an opponent's Yokai, the enemy Yokai is captured.

The player places the captured figure off the board at his reserve area.

Warning: A captured Kodama Sumarai will be in its original condition (with orange dots) when captured in the reserve.

Note: A Kodama can be simultaneously promoted while an enemy is captured in the appropriate zone.

3. Drop in of a Captive

On a player's turn, he can get a figure from his reserve and place it in the orientation of his figures on any empty space on the field. This is a drop.

Note: A dropped Kodama cannot be promoted immediately, even if it is placed in the promotion zone (the last enemy row, behind the orange line and the river).

Note: A Kodama is promoted by virtue of being moved into the promotion zone.

Note: You can drop Kodama in the opponent's departure zone. It can then not move anymore nor be promoted.

Winner

1. If you capture the opponent's Koropokkuru, you win.

2. If you bring your Koropokkuru to the opponent's departure zone, without it being captured in the subsequent turn; you win.

3. If Yokai moves back and forth one another for 3 times, the game is a draw.

But beware! The game can change suddenly and surprisingly in any situation. We wish you much fun with Yokai no Mori.

History

Yokai no Mori 3x4 based on Shōgi, was created in 2008 by Madoka Kitao, a professional Shōgi player. It is played on a pitch with 3x4 fields with eight figures (instead of 9x9 and 40 figures in Shōgi). In Japan it is known as "Animal Shōgi" and has achieved great success there to this day with more than 500,000 copies sold.

Shōgi is a traditional Japanese board game that was invented over 1,000 years ago. Games of this type in which two players compete against each other to capture the opponent's king first appeared in India. After long years, these games have spread around the world in which they have been adapted to the regions and traditions. Unlike other chess games, Shōgi players can use the figures taken off the opponent side. This reduces the number of games ending in a draw and the possible moves are infinite. The result is fast and entertaining games.

Game Rule for 5x6 Version

Yokai no Mori 5x6 is a game for two people, created by the Japanese Shōgi Association and illustrated by Naïade.

This version is played on the board with 30 fields (5x6 boxes) with 16 small wooden figures on which the stickers showing the upper bodies of the figures are to be pasted (see explanation below).

The sticker Koropokkuru, Kodama and Kodama Samurai are applied as in the classic 3x4 version. The two new Yokai will be presented later.

The game rules are the same as for the classic 3x4 game with the following exceptions:

Aim of the game

Now there is only one goal: Catch the opponent's Koropokkuru!

General Presentation

Two new Yokai, Oni and Kirin, are added and each player has three Kodama. With stickers showing the upper bodies, the figures are now ready.

Koropokkuru - the Imp. He is the master of Yokai. One front-side sticker.

Kirin the unicorn. He is the most loyal friend of the Koropokkuru. One front-side sticker.

Oni the tyrant. He can transform into a super-Oni. Two stickers (front and back).

Kodama - Spirit of the tree. He can transform into Kodama Samurai. Two stickers (front and back).

The new starting lineup of the Yokai is shown on the accompanying picture. A reminder is marked at both ends of the board.



Possible Moves

The opposing departure zone is in this field at the rear two rows behind the river and the orange line. The two middle rows (where the Kodama are placed at the beginning of the game) are a neutral zone.

Enter into the opponent's departure zone by means of moving allows you to promote the appropriate figure, i.e. they flip to the blue dotted side.

Note: Even if capture an opponent's piece, the promotion is effective.

The 2 figures that can be promoted are Kodama (becomes Kodama Samurai) and Oni (becomes Super-Oni).

Drop of a captured figure is always on its orange dotted face.

Specific Rules

1. If a figure drops in, it must then be able to make a valid move. A Kodama can thus never drop in the last row, since he could not move from there.
2. A promotion is always optional, except when a Kodama reaches the last row of at opponent side. Then Kodama must be promoted to Kodama Samurai, otherwise it could no longer move (see point 1).
3. Two Kodama of a player cannot be on the same column of the field. However, you can have a Kodama & Kodama Samurai.

4. The game cannot end such that a Kodama drops in front of the opponent's Koropokkuru if it is a checkmate (the Koropokkuru cannot move and the Kodama cannot be caught).

Example of the End of Game

In the example, one Super-Oni "checkmate" the opponent's Koropokkuru.

Neither can the opponent capture the Super-Oni nor flee as even the Super-Oni is caught, the player still wins.

Player 1 is therefore the winner.

Beförderungszone = Promotion zone

Neutrale Zone = Neutral zone

Zone des Spielers 1 = Player 1's zone

Reserve von Spieler 1 = Reserve of player 1

History

The Japanese Shōgi Association stands for the development and democratization of Shōgi. It unites 250 professional players.

Yokai no Mori 5x6 or Goro Goro Dōbutsu Shōgi in Japanese is a game that was developed by the Association in 1994. It was reprinted in 2012 in the same series as "Animal Shōgi" under the name of "Goro Goro Animal Shōgi".

We would like to thank Madoka Kitao and the Japanese Shōgi Association for allowing us to use these two variants of Shōgi.