



# DOU SHOU QI ( / JUNGLE)

OFFICIAL RULEBOOK

*Animals battle across rivers and traps to reach the enemy den*

|                     |                                       |                  |
|---------------------|---------------------------------------|------------------|
| <b>2</b><br>PLAYERS | <b>20-40</b><br><b>min</b><br>MINUTES | <b>8+</b><br>AGE |
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Dou Shou Qi – starting position

<https://engine.moddable.games/play/?game=dou-shou-qi&variant=standard>

Dou Shou Qi (also called Jungle, Animal Chess, or The Jungle Game) is a traditional Chinese two-player strategy game. Each player commands 8 animal pieces ranked 1–8; higher rank defeats lower rank, with two key exceptions: the Rat defeats the Elephant, and the Tiger and Lion can jump rivers. Victory is achieved by entering the opponent's Den.

BOARD

7 columns (a–g) × 9 rows (1–9).

Special squares:

- White's Den (White's home): d1 (center of White's back rank)
- Black's Den: d9 (center of Black's back rank)

Traps: Three squares adjacent to each Den:

- White's traps: c1, e1, d2
- Black's traps: c9, e9, d8

Rivers (water): Two rectangular water sections in the center:

- Left river: b4, b5, b6, c4, c5, c6
- Right river: e4, e5, e6, f4, f5, f6
- Column d (rows 4–6) is a land bridge between the rivers.
- Columns a and g (rows 4–6) are land.

ANIMALS (PIECE RANKINGS)

| RANK | ANIMAL       | CHINESE | SPECIAL ABILITIES                                                                                       |
|------|--------------|---------|---------------------------------------------------------------------------------------------------------|
| 8    | Elephant (象) | Xiàng   | Cannot enter rivers.                                                                                    |
| 7    | Lion (獅)     | Shī     | May leap across rivers (see River Leaping).                                                             |
| 6    | Tiger (虎)    | Hǔ      | May leap across rivers.                                                                                 |
| 5    | Leopard (豹)  | Bào     | Standard movement.                                                                                      |
| 4    | Wolf (狼)     | Láng    | Standard movement.                                                                                      |
| 3    | Dog (狗)      | Gǒu     | Standard movement.                                                                                      |
| 2    | Cat (貓)      | Māo     | Standard movement.                                                                                      |
| 1    | Rat (鼠)      | Shǔ     | Only piece that may enter rivers. Defeats Elephant. Cannot capture from water to land or land to water. |

## STARTING POSITION

White controls rows 1–3 (bottom); Black controls rows 7–9 (top). Each player's animals are placed as follows:

### White (bottom):

- ♦ a1: Lion, g1: Tiger
- ♦ b2: Rat, f2: Elephant
- ♦ c3: Dog, d3: Leopard (sometimes Wolf, varies by edition), e3: Wolf (or Cat), g3: Cat

*Note: Exact positions c3–g3 vary by edition. The canonical arrangement places Dog and Cat on the b/f files and Wolf and Leopard centrally.*

**Black (top):** mirrors White's position on rows 7–9.

## MOVEMENT

- ♦ All animals move 1 step orthogonally (up, down, left, right) per turn.
- ♦ Animals may not move diagonally.
- ♦ Animals may not enter their own Den.
- ♦ **Elephant** may not enter river squares.
- ♦ **Rat** is the only animal that may enter river squares.

## RIVER LEAPING (TIGER AND LION)

Tigers and Lions may leap over an entire river in one move:

- ♦ A Tiger or Lion on a land square adjacent to a river may leap in the direction of the river, crossing all river squares in that direction, and land on the first land square on the other side.
- ♦ **Blocked leap:** If a Rat is anywhere in the river squares along the leap path, the Tiger or Lion cannot make that leap. The Rat blocks the leap (regardless of which player controls it).
- ♦ A leaping Tiger or Lion may capture an opponent's animal on the landing square, subject to normal rank rules.

## CAPTURE

A piece captures by moving onto an opponent's piece's square:

- ♦ **Higher rank captures lower rank.** A rank 5 Leopard can capture ranks 1–4 but not 6–8.

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**Rat vs. Elephant (rank 1 vs. rank 8):** Rat captures Elephant. Elephant does NOT capture Rat.

- ♦
  - ♦ A Rat in a river cannot capture an Elephant on land, and an Elephant cannot capture a Rat in a river.

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- ♦ **Equal rank:** In most editions, equal rank captures (the attacker wins). Some editions deny equal-rank capture.

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- ♦ **Rat vs. Rat:** Rat captures the opponent's Rat normally.

## TRAPS

When an animal enters an opponent's trap square, it loses all rank advantages:

- ♦ A trapped piece may be captured by any opponent's piece, regardless of rank.
- ♦ A trapped piece regains its rank if it moves off the trap square.
- ♦ Pieces cannot enter their own trap squares (they are only dangerous to the opponent).

## WIN CONDITIONS

- ♦ A player wins by moving one of their animals into the opponent's Den.
- ♦ A player also wins if the opponent has no legal moves (all their animals are captured).

**Den entry:** A player's animal may not enter their own Den under any circumstances.

## ATTRIBUTION

Dou Shou Qi ( ). Traditional Chinese game, commercially produced circa 1900–1920. Also known as Jungle or The Jungle Game. Public domain rule set confirmed from Pagat.com and multiple commercial editions.



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