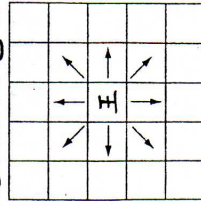


SHOGI

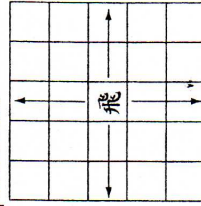
The ancient prototype of chess originated in India has spread all over the world and given birth to different versions of the game in each country. Among them, Shogi can be regarded as a masterpiece Japan has produced. The most revolutionary rule of Shogi is UTSU, a rule that permits players to use the pieces they capture as their own. This seemingly simple rule makes Shogi more exciting and difficult.

● Moving the pieces



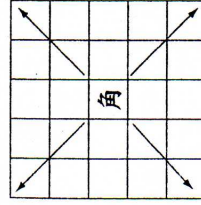
The king
(ohsho)

can move one square in any direction.



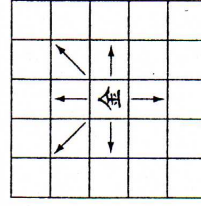
The rook
(hisha)

can move any number of squares along a rank or file.



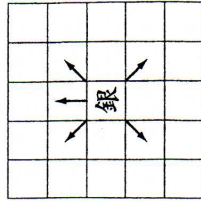
The bishop
(kakugyo)

can move any number of squares diagonally.



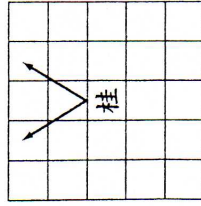
The gold general
(kinsho)

can move one square in any direction except diagonally backward.



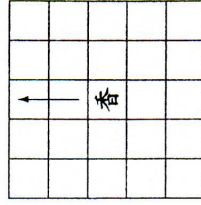
The silver general
(ginsho)

can move one square diagonally in any direction or one square straight forward.



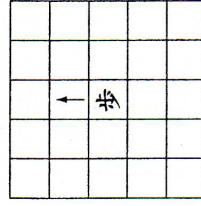
The knight
(keima)

can move to either of two squares -- two ranks forward and one file to the left or right.



The lance
(kyosha)

can move any number of squares straight forward.



The pawn
(fuhyo)

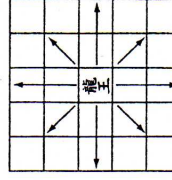
can move one square straight forward.

● Playing Shogi

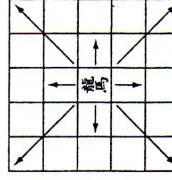
- Setup the pieces as the diagram shows.
- Decide the order to play and make a move alternately.
- When a player makes a move to a square occupied by an opponent's piece, he captures it to place his. The captured piece can be used later as his own.
- When any piece other than a king or gold general reaches the opposing zone (the three ranks occupied by the opposing pieces at the beginning of the game), it has new powers of movement. This is called *naru* or promotion. To indicate the promotion, the piece is turned over to reveal a new face.

Promotions happens when...

- a piece reaches the opposing zone or
- a captured piece, being dropped in the opposing zone, makes the first move.



hisha → ryuuo



kakugyo → ryuuma

New movements of promoted pieces:

- Silver generals, knights, lances and pawns lose their old moves upon promotion and gain those of a gold general.
 - Kings and gold generals do not promote.
 - Rooks add to their own moves the moves of a king.
 - Bishops add to their own moves the moves of a king.
 - ⑤ Checkmate
- Checkmate is a move to threaten the king of capturing in the next move. As the capture of the king means defeat, checkmated player has to defend.

Defending moves against checkmate:

- Move the king to other square.
 - Capture the opponent's piece checkmating.
 - Move other piece to an intervening square.
- If the player can not defend the king by means of any of above three moves, he loses.

Note: Pieces can not move in such a way to jump over any other that obstruct its path. The knight, however, can jump over any piece that occupies an intervening square.



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皇	将	王	将	王	将	将	皇
飛	飛	飛	飛	飛	飛	飛	飛
角	角	角	角	角	角	角	角
香	香	香	香	香	香	香	香
桂	桂	桂	桂	桂	桂	桂	桂
銀	銀	銀	銀	銀	銀	銀	銀
金	金	金	金	金	金	金	金
歩	歩	歩	歩	歩	歩	歩	歩
歩	歩	歩	歩	歩	歩	歩	歩
歩	歩	歩	歩	歩	歩	歩	歩

Setup of the pieces at the start of the game