

# shogi perfecto

## Rules of Shogi

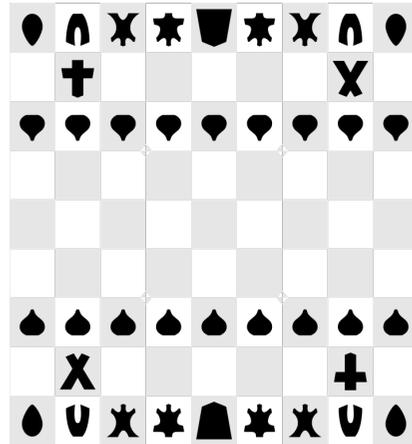
### INITIAL SETUP

Place the pieces as depicted on the 9×9 board.

Note that all of the pieces are the same colour. Your pieces point toward your opponent.

The three rows closest to you are your territory (and your opponent's promotion zone).

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### PLAY

On your turn, you must **either move** one of your pieces, **or “drop”** a piece, which you captured previously, into play as your own.

### MOVE

Your pieces can never move (*see Piece Rules*) into a space occupied by your own piece. No pieces except for the Knight can jump over other pieces.

Capture by moving your piece into a space occupied by an opposing piece. The captured piece is called a “mochi-goma” (reserve piece). Remove the piece you captured from the board and place it on your “koma-dai” (piece stand) where both players can see it clearly.

### PROMOTION (only after move)

The three rows closest to your opponent are your “promotion zone”.

- At the end of your turn, in which your **unpromoted** piece **moves** into, out of, or within your promotion zone, you **may** promote it by flipping it over.
- If your piece in the promotion zone would no longer be able to move if you don't promote it now, you **must** promote it. Specifically, this means that a Pawn or a Lance ending its move in the row closest to your opponent must be promoted, as must a Knight in the two rows closest to your opponent.

### DROP

A mochi-goma can be placed in any vacant space on the board as your own piece, following the rules below:

- It must be placed as its original value (unpromoted).
- You cannot drop it in a position where it cannot move. Specifically, this means that a Pawn or a Lance cannot be dropped in the row closest to your opponent, nor can a Knight be dropped on the two rows closest to your opponent (*see Piece Rules*).
- You cannot drop a pawn in front of your opponent's King in such a way as to give you checkmate.
- You cannot drop a pawn into a column that already has another of your unpromoted pawns. Having two pawns unpromoted in the same column results in an immediate loss. This foul is called “Ni-fu” (two pawns).

### GOAL

You win if you checkmate your opponent's King.

The game ends in a draw if the same configuration appears on the board four times (“Sen-nichi-te” = threefold repetition). In that case, play the game again, exchanging first player and second player. However, if the same configuration appears 4 times AND that configuration is check, the player checked the same way 4 times loses.

### JI-SHOGI (Impasse)

If each king is in its promotion zone, and neither player has hope to checkmate or capture pieces that would make a difference, each player totals the point values of his pieces (both his pieces on the board and his mochi-goma) except for his King. Bishops and Rooks are worth 5 points each, other pieces are worth 1 point each. The starting setup provides each player 27 points, so in an amateur game, the player with fewer than 27 points loses; in a tie, it is “ji-shogi” (impasse). In professional tournaments, a player with fewer than 24 points loses, and if both players have at least 24 points, it is ji-shog

| Original                        |  |   | Promoted             |  |   |   | Units |
|---------------------------------|--|---|----------------------|--|---|---|-------|
| Kanji name                      | Translation  |   | Kanji name           | Translation                                      | Iki Edition   | Zen Edition   |       |
| 玉将/王将<br>(Gyoku-sho/<br>Ou-sho) | King General / Jeweled General<br><i>[functionally identical*]</i><br>(King)<br>* The more experienced player uses King General. |      | -                    | -  | -   | -   | 2     |
|                                 |  | 1 space in any direction  |                      |  | <i>[does not promote]</i>   | <i>[does not promote]</i>   |       |
| 飛車<br>(Hisha)                   | Flying-chariot<br><br>(Rook)   |      | 竜王<br>(Ryu-ou)       | Dragon King<br><br>(Promoted Rook)               |    |    | 2     |
|                                 |  | Any spaces orthogonally   |                      |  | Any spaces orthogonally or 1 space diagonally   |   |       |
| 角行<br>(Kaku-gyo)                | Angle-Mover<br><br>(Bishop)  |      | 竜馬<br>(Ryu-ma) (Uma) | Dragon Horce<br><br>(Promoted Bishop)            |    |    | 2     |
|                                 |  | Any Spaces diagonally   |                      |  | Any Spaces diagonally or 1 space orthogonally   |   |       |
| 金将<br>(Kin-sho)                 | Gold-general<br><br>(Gold)   |      | -                    | -  | -   | -   | 4     |
|                                 |  | 1 space in any direction except back-diagonal   |                      |  | <i>[does not promote]</i>   |   |       |
| 銀将<br>(Gin-sho)                 | Silver-general<br><br>(Silver)   |      | 成銀<br>(Nari-gin)     | Promoted Silver-general<br><br>(Promoted Silver) |    |    | 4     |
|                                 |  | 1 space forward or diagonally   |                      |  | 1 space in any direction except back-diagonal<br>(Same as Gold)                       |   |       |
| 桂馬<br>(Kei-ma)                  | Cassia Horse<br><br>(Knight)   |     | 成桂<br>(Nari-kei)     | Promoted Cassia<br><br>(Promoted Knight)         |   |   | 4     |
|                                 |  | 1 space forward plus 1 space forward-diagonal (Like a chess knight but only forward.) |                      |  | 1 space in any direction except back-diagonal<br>(Same as Gold)                       |   |       |
| 香車<br>(Kyo-sha)                 | Incense Chariot<br><br>(Lance)   |    | 成香<br>(Nari-kyo)     | Promoted Incense<br><br>(Promoted Lance)         |  |  | 4     |
|                                 |  | Any spaces forward  |                      |  | 1 space in any direction except back-diagonal<br>(same as Gold)                       |   |       |
| 歩兵<br>(Fu-hyo)                  | Foot Soldier<br><br>(Pawn)   |    | と金<br>(Token)        | Reaches Gold<br><br>(Promoted pawn)              |  |  | 18+1  |
|                                 |  | 1 space forward   |                      |  | 1 space in any direction except back-diagonal<br>(same as Gold)                       |   |       |