



## Shogi



### Contents:

Shogi consists of a 9 x 9 gameboard and 40 wooden game pieces.

### The game pieces:

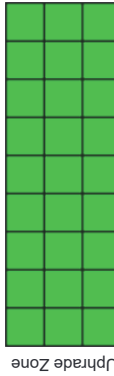
In the beginning, all of the 40 wooden game pieces are set up as depicted below. The basic set-up is always the same.

### Beginning of play:

Each player receives 20 wooden game pieces. First the two kings are drawn. The player drawing the black king starts the match. The game pieces aren't distinguished by colour, but rather by the direction of their pointed sides. It shows who the playing pieces currently belong to.



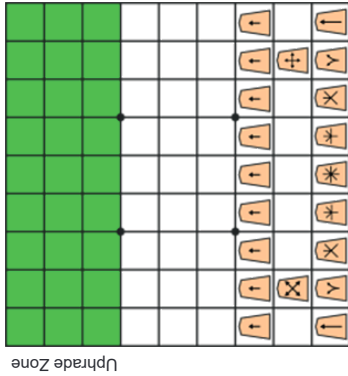
black king



white king

### Movement options of the pieces (per move)

|              |  |  |
|--------------|--|--|
| King         |  | One space in any direction. However, you are not allowed to put yourself in check with the king. |
| Gold General |  | One space vertically or horizontally in any direction or 1 space forward diagonally.             |



|                |  |   |                            |  |   |
|----------------|--|---|----------------------------|--|---|
| Silver General |  | May be moved 1 space in any direction diagonally or 1 space forward vertically.   | Upgraded silver general    |  | Loses his previous capabilities and acquires those of a gold general.       |
| Bishop         |  | Diagonally over any number of spaces.   | Stallion (Upgraded bishop) |  | Moves like the bishop or the king, but only one type of movement each turn. |
| Rook           |  | Vertically or horizontally over any number of spaces.   | Dragon (upgraded rook)     |  | Moves like the rook or the king, but only one type of movement each turn.   |
| Lance          |  | Can be moved forward vertically over any number of spaces.  | Upgraded lance             |  | Loses his previous capabilities and acquires those of a gold general.       |
| Knight         |  | Two spaces horizontally and one space vertically, or vice-versa, forward only. May also be jumped over its own, as well as opponent's pieces. | Upgraded knight            |  | Loses his previous capabilities and acquires those of a gold general.       |
| Pawn           |  | One space forward.  | Upgraded pawn              |  | Loses his previous capabilities and acquires those of a gold general.       |

### Capturing the pieces:

All pieces can capture an opposing piece with their moves. In contrast to chess, the pawn may also strike in a vertical direction forwards.

### Upgrading the pieces:

The upgrade zone of each player is located in the last 3 rows of the opposite side. The moment a playing piece reaches the zone, the player may decide whether to upgrade his playing piece, which he accomplishes by rotating the piece, or keep its status.

If a player does not upgrade his playing piece after reaching the zone, he can decide to do this during a later move into the zone, within the zone, or outside the zone.

An upgrade is only required when the game piece cannot be moved from its position during the next turn. A downgrade is not possible. The pieces only lose their upgraded status if they have been captured.

### Deployment of the pieces:

As soon as a space occupied by an opposing piece is conquered, the opposing game piece is removed from the space and is captured. The captured game pieces must be freely visible to the opponent. From the next move on, the player may decide whether to use the captured piece or carry out a normal move; both in one move is not possible.

The game piece may only be placed on an unoccupied space. The king may be placed in check or checkmate by the placement of game pieces.

However, they are placed on the gameboard non-upgraded. Additionally, when placed in the upgrade zone, the game piece may not be upgraded until it is moved into the zone.

The pieces may not be put on a space where they have no options for movement.

### Example:

Pawns and lances may not be placed on the last row of the gameboard, and the knight may not be placed on the next-to-last or last row.

The king cannot be placed in checkmate by the placement of a pawn, but may be in the next move of the pawn.

The pawn may furthermore not be placed on a row that a player's own pawn is already located in. An upgraded pawn does not count here as a pawn.

### Objective of the Shogi match:

All tactical movements and moves are directed toward capturing the enemy king, placing him in check mate, i. e., bringing him into a position from which he neither through his own moves nor through defensive moves can save himself from capture. The opponent has then lost the match.

### Other ways the match may end:

In professional as well as amateur competitions, a player making an illegal move immediately forfeits the match.

The game also ends with repetitive scenarios, i. e., in the event the same game situation occurs four times in a row, the match is declared a draw (undecided). If a stalemate occurs in this situation, the person causing this loses.

If both kings manage to reach the upgrade zone and no player has the possibility of putting the opposing king in checkmate or winning any more pieces, victory is decided in the following manner:

All upgrades are nullified and the points for the individual pieces, including the captured ones are added: Rook and bishop count for 5 points each, and all other playing pieces 1 point. A player with less than 24 points loses the match. If neither of the two players has less than 24 points, the match ends in a draw (undecided).

