

GENERAL SHOGI RULES

<How to play shogi>

-Decide who goes first and take turns.

-If you move your piece into a square containing your opponent's piece, you may capture it and keep it at the side of the board. On a future turn, you can put it back on a suitable square as your own piece. (This is called "to drop.")

-You may promote your piece when it enters the promotion zone, the three far rows. (It's not promoted when you simply put it in the promotion zone.)

Turn the piece over to show the promotion. The pieces move differently when promoted.

-You win the game when you capture your opponent's king.

<Ways to Move the pieces>

◎ shows that the piece can move any number of squares in that direction.

<Promotion>

You may promote a piece when

A: you move it into the promotion zone.

B: you move your dropped piece within or out of the promotion zone.

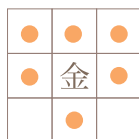
<Illegal Moves>

You may not place two pawns in one file.

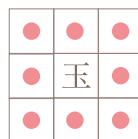
You may not put a piece on a square, if there is no way to move out legally.

9	8	7	6	5	4	3	2	1	
香	桂	銀	金	玉	金	銀	桂	香	a
	飛						角		b
歩	歩	歩	歩	歩	歩	歩	歩	歩	c
									d
									e
									f
歩	歩	歩	歩	歩	歩	歩	歩	歩	g
	角						飛		h
香	桂	銀	金	玉	金	銀	桂	香	i

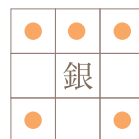
STARTING POSITIONS



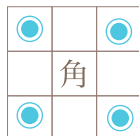
Gold
<kin>



King
<gyoku>

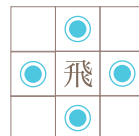


Silver
<gin>

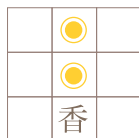


Bishop
<kaku>

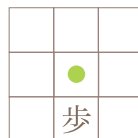
HOW
THE PIECES
MOVE



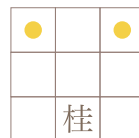
Rook
<hisha>



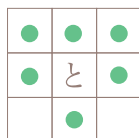
Lance
<kyo>



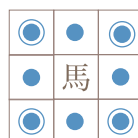
Pawn
<fu>



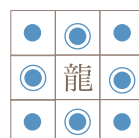
Knight
<kei>



promoted
pawn, silver,
knight, lance



Horse
<uma>



Dragon
<ryu>