































SHOGI

Name	Koma	Move	Promoted Name	Koma	Move
Reigning King (<i>osho</i> —royal general)					
Challenging King (<i>gyokusho</i> —jeweled general)					
Rook (<i>hisha</i> —flying chariot)			Dragon (<i>Ryuo</i> —dragon king)		
Bishop (<i>kakugyo</i> —angle mover)			Horse (<i>ryuma</i> —dragon horse)		
Gold General (<i>kinsho</i>)					
Silver General (<i>ginsho</i>)			Promoted Silver (<i>narigin</i>)		
Knight* (<i>keima</i> —cassia horse)			Promoted Knight (<i>narikei</i> —promoted cassia)		
Lance (<i>kyosha</i> —incense chariot)			Promoted Lance (<i>narikyo</i> —promoted incense)		
Pawn (<i>fuhyo</i> —foot soldier)			Promoted Pawn (<i>token</i> —reaches gold)		

*Only the knight may ignore intervening pieces.

TORI SHOGI

Name	Tori Koma	Shogi Koma	Move	Promoted Name	Tori Koma	Shogi Koma	Move
Reigning Phoenix (<i>Otori</i>)							
Challenging Phoenix (<i>Otori</i>)							
Falcon (<i>Taka</i>)				Eagle ¹ (<i>Washi</i>)			
Crane (<i>Tsuru</i>)							
Pheasant ² (<i>Kiji</i>)							
Right Quail (<i>Uzura</i>)							
Left Quail (<i>Uzura</i>)							
Swallow (<i>Tsubame</i>)				Goose ³ (<i>Kari</i>)			

¹ The eagle, when moving diagonally backwards, may move either one or two spaces.

² The pheasant may jump over intervening pieces when jumping forward two spaces.

³ The goose may jump over intervening pieces for any of its moves.