Daniel Schenker

Jeremiah Almazar

**Battle Shogi**

**Game Pieces:**

* 18 playing pieces of one colour
* 18 playing pieces of a different colour
* 2 level, 9 by 9 board
* 5 six-sided dice
* 1 spinner with values representing numbers 1 through 6
* 5 black tiles or “pillars”

**Objective:**

Using their playing pieces, the first player to create a line either: horizontally, vertically or diagonally on the dark-shaded squares wins.

**Setup:**

Set the board up so that the light-shaded ends are closest to the players. Each player should then place each of their 18 playing pieces on the 18 light-shaded squares on their end of the board, ensuring that there is one piece per square. Set the spinner next to the playing board.   
  
**Gameplay:**Each player starts off the game by rolling a six-sided die. Highest roller has the choice of first move or setting up the battlefield with an extra pillar. Once the player has made a selection, you then proceed to setup the battlefield. Players alternate setting up the pillars on the bottom level of the board until all 5 pillars used. Refer to the Pillar Mechanics section for the pillar setup rules as well as how pillars affect gameplay. The player designated with first move goes first. Players then alternate turns moving one of their pieces on the board. Diagonal movements are not permitted. Refer to the Piece Movement section for the rules of movement. At the end of each player’s turn, they must use the spinner to determine the “shift” in the battlefield. Refer to the Battlefield Shifting section for rules on the shifting battlefield. This cycle of gameplay continues until a player has aligned 5 pieces in a horizontal, vertical or diagonal row.

**Piece Movement:**

* Pieces may move horizontally or vertically. No diagonal movements are permitted.
* Pieces may move one direction per turn.
* Pieces may move as many squares as the player likes, as long as there are no obstacles in the way. Pillars and/or other pieces for example.
* Pieces must end their movement on a clear space. Each space may only be occupied by a single piece.
* Pieces have the ability to jump adjacent piece.
* You may jump your own pieces or opponent’s pieces. As long as the space you are jumping to is a clear space.
* Jumps are only allowed horizontally or vertically. No diagonal jumps.
* Jumping starts and ends your turn.

**Pillar Mechanics:**

* Pillars may only be setup one per row and column.
* Once pillars are set during the setup phase, they may not be moved. The only exception is during battlefield shifts.
* You are not allowed to move a piece onto a pillar.
* You may not jump over pillars.

**Battlefield Shifting:**

* Battlefield shifts occur immediately after a player moves their piece.
* Shifts are executed by taking an entire row and shifting it in between the front row of your opponent’s end and the dark-shaded row adjacent to it.
* The spinner determines how the battlefield shifts.
  + 1, shifts the row closest to you.
  + 2, shifts the row two away from your end.
  + 3, shifts the row three away from your end
  + 4, shifts the row four away from your end.
  + 5, indicates no shift on the battlefield.
  + 6, the player chooses a row to shift or to not shift at all.
  + Upon shifting, should a pillar land on a space occupied by a player’s piece, that piece is removed from the board.

**Battle Mechanics:**

* If a player manages to align two of their pieces so they are on either end of an opponent’s piece (horizontally or vertically, not diagonally) a battle ensues.
* The attacking player rolls three dice. The defending player rolls two dice.
* Once the dice are rolled, both players arrange their dice from greatest to least and then compare the 2 best attacking dice to the 2 defending dice.
* Should the attacking player’s rolls be greater than the defending player’s roll, the opponent’s piece is removed from play.
  + (For example: The attacker rolls a 6, 4, 3 and the defender rolls a 5, 3. Therefore 6 beats 5 and 4 beats 3.)
* Should both of the attacking player’s rolls be greater than the defending player’s highest roll, the opponent’s piece is removed from play and the attacker gains an Attack Bonus.
  + (For example: The attacker rolls a 6, 5, 1 and the defender rolls a 4, 3. Therefore both of the attackers dice (the 6 and the 5) are greater than the defender’s best die (the 4).)
* Attack Bonus: Attacking player may move either of the two pieces used in the attack therefore gaining a “bonus move” before the battlefield shifting mechanic takes place. All piece movement rules apply although the player may choose to not move as well.
* Should the defending player’s rolls be greater than the attackers rolls, tie both or beat one and tie one of the attacking player’s rolls, the defending player’s piece remains in play.
  + (For example: The attacker rolls a 5, 2, 1 and the defender rolls a 5, 3. The defender’s 5 beats the attacker’s 5 and the defender’s 3 beats the attackers 2.)
* Should both of the defending player’s rolls beat attacker’s highest roll, the defending player’s piece remains in play and the defender gains a Defend Bonus.
  + (For example: The attacker rolls a 4, 3, 1 and the defender rolls a 6, 4. Since both of the defender’s dice beat the attacker best roll (4) the defender gains a Defend Bonus.)
* Defend Bonus: You may bring back a piece removed from play. Your opponent chooses which square to place it on your home end. If there are no pieces in the defender’s discard pile then no event occurs.
* Pieces on the corners of the board may be put into battle by moving your pieces onto the adjacent squares horizontally and vertically.
* Battles may only be engaged by an opponent’s turn. A player may voluntarily move their piece in between two opponent’s pieces without harm.
* In order to re-engage, the attacker must use two turns to move off the piece’s occupied square and then back on the next turn or the attacker must engage by capturing from another angle (therefore meaning that the defender’s piece is blocked on all 4 sides.)