

Shogi

Game Pieces (per side)

King

1 piece

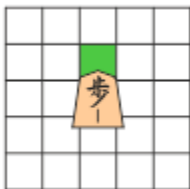
Move: 1 space in any direction



Pawn

9 pieces

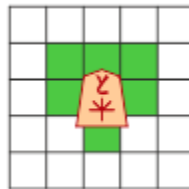
Move: 1 space forward



Promoted Pawn

9 pieces

Move: 1 space in any direction except diagonal backwards



Bishop

1 piece

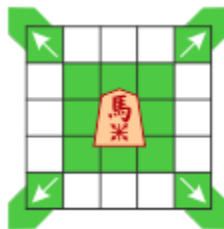
Move: Any number of free spaces in any diagonal direction



Promoted Bishop

1 piece

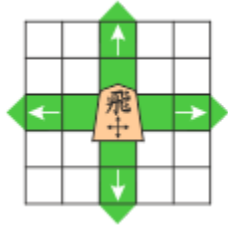
Move: Any number of free spaces in any diagonal direction or 1 space in any direction



Rook

1 piece

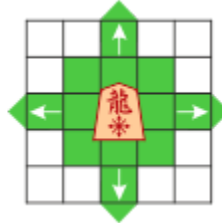
Move: Any number of free spaces in forward, backwards, left, or right



Promoted Rook

1 piece

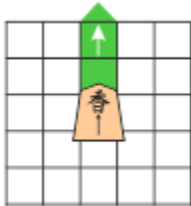
Move: Any number of free spaces in forward, backwards, left, or right or 1 space in any direction



Lance

2 pieces

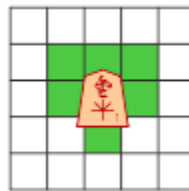
Move: Any number of free spaces forward



Promoted Lance

2 pieces

Move: 1 space in any direction except diagonal backwards

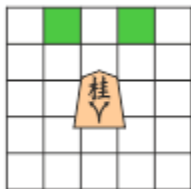


Knight

2 pieces

Move: 1 space forward and 1 space diagonal forward

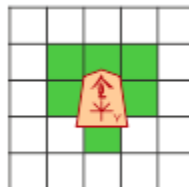
only piece to jump other pieces in its' path



Promoted Knight

2 pieces

Move: 1 space in any direction except diagonal backwards



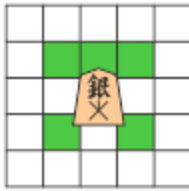
Silver General

2 pieces

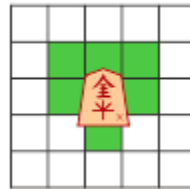
Move: 1 space diagonal or 1 space forward

Promoted Silver General

2 pieces



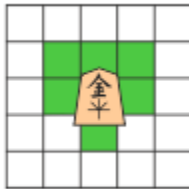
Move: 1 space in any direction except diagonal backwards



Gold General

2 pieces

Move: 1 space in any direction except diagonal backwards



Game Board

9x9 board

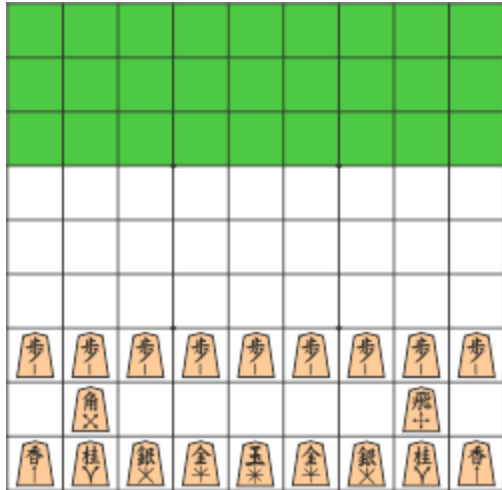
Setup

9 Pawns in 3rd row from closest from player

Bishop second row, second from left

Rook second row, second from right

Lance, Knight, Silver General, Gold General, King, Gold General, Silver General, Knight, Lance
closest to player



Promotion Zone

Furthest 3 rows from one player's side of the board

If a piece is moved into, out of, or within the zone, Player can promote the piece at the end of the turn by turning it over (changes color)

Game Rules

Player Rules

Player must move 1 piece or drop 1 piece.

Moving Pieces

Pieces moved cannot share spaces with other pieces. Moved piece must capture opponent's piece if the two will end on the same square.

Captured pieces are put beside the board on the side that captured the piece.

Dropping Pieces

Player may drop a piece they captured on any vacant space on the board.

Dropped piece must be an unpromoted piece.

Dropped Pawn cannot be dropped in the same column as another unpromoted pawn.

Dropped Pawn cannot be dropped to give immediate checkmate (other pieces are valid).

Dropped pieces must have possible moves when placed.

Dropped pieces that were dropped in a promotion zone must be moved before being promoted.

End of Turn: Optionally Promote a piece moves in, out of, or is in the Promotion Zone. If a piece is at the end of the board and cannot move forward anymore, the piece must be promoted until captured.

Check/Checkmate

When Player's King is going to be captured on Opponent's next turn, it is called Check.

Opponent does not have to announce Check.

It is Player's job to get the King out of Check.

When it is impossible to get the King out of Check, then Checkmate occurs and Opponent Wins.

Where I got the rules from:

<https://www.shogi.cz/en/rules>

<https://www.youtube.com/watch?v=0ABrpbjoHCk>