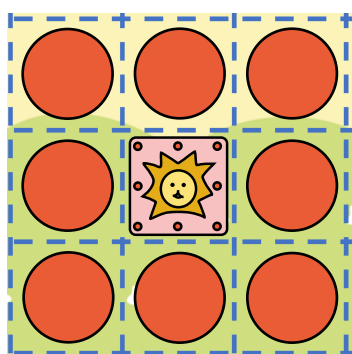
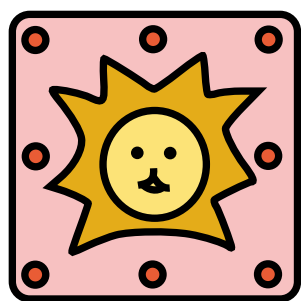
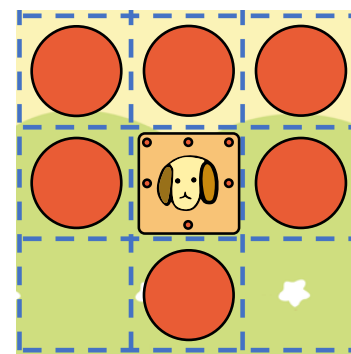
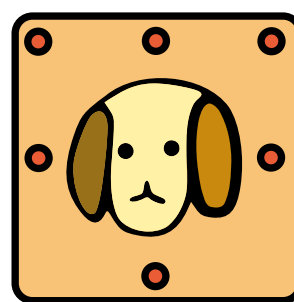


# Goro Goro Shogi

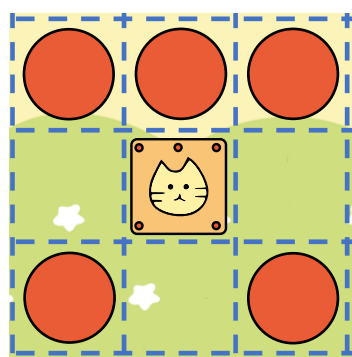
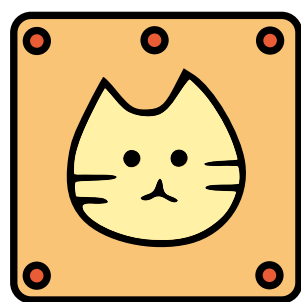
Lion  
(King)



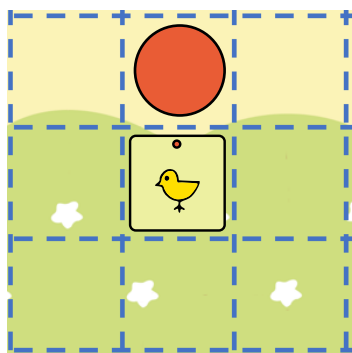
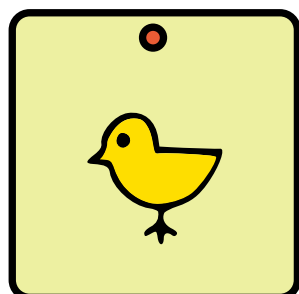
Dog  
(Gold General)



Cat  
(Silver General)

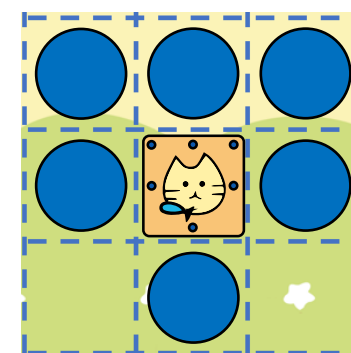
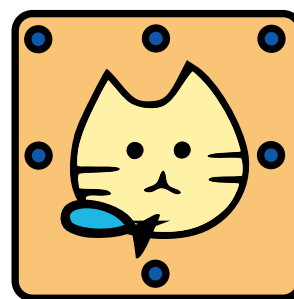


Chick  
(Pawn)

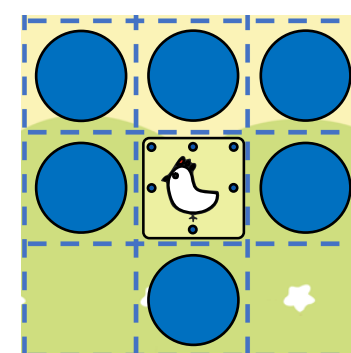
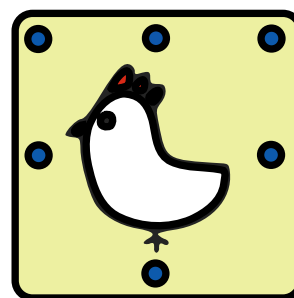


## Promoted Pieces

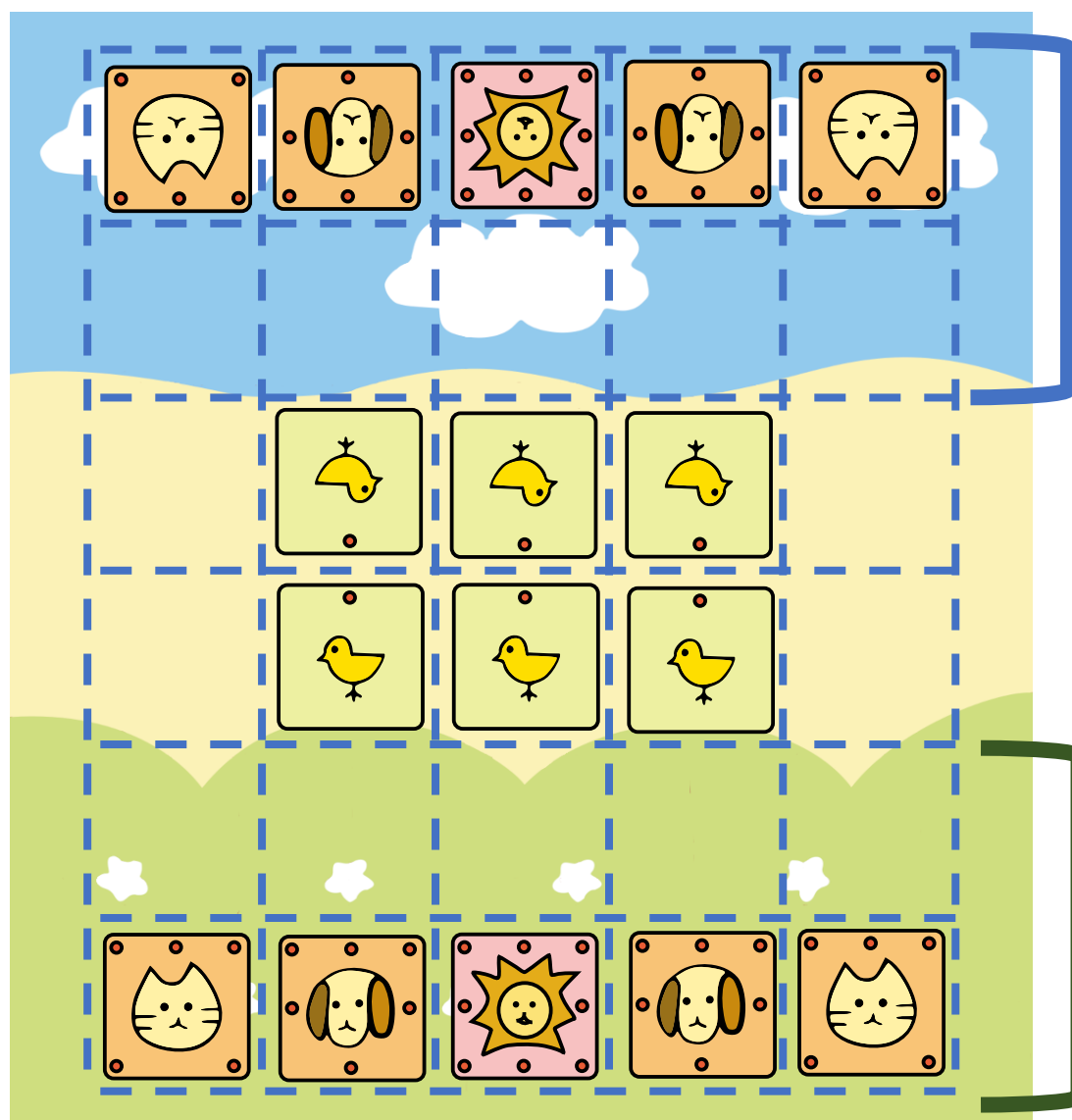
Super Cat  
(Promoted Silver)



Hen  
(Token)



## Setup



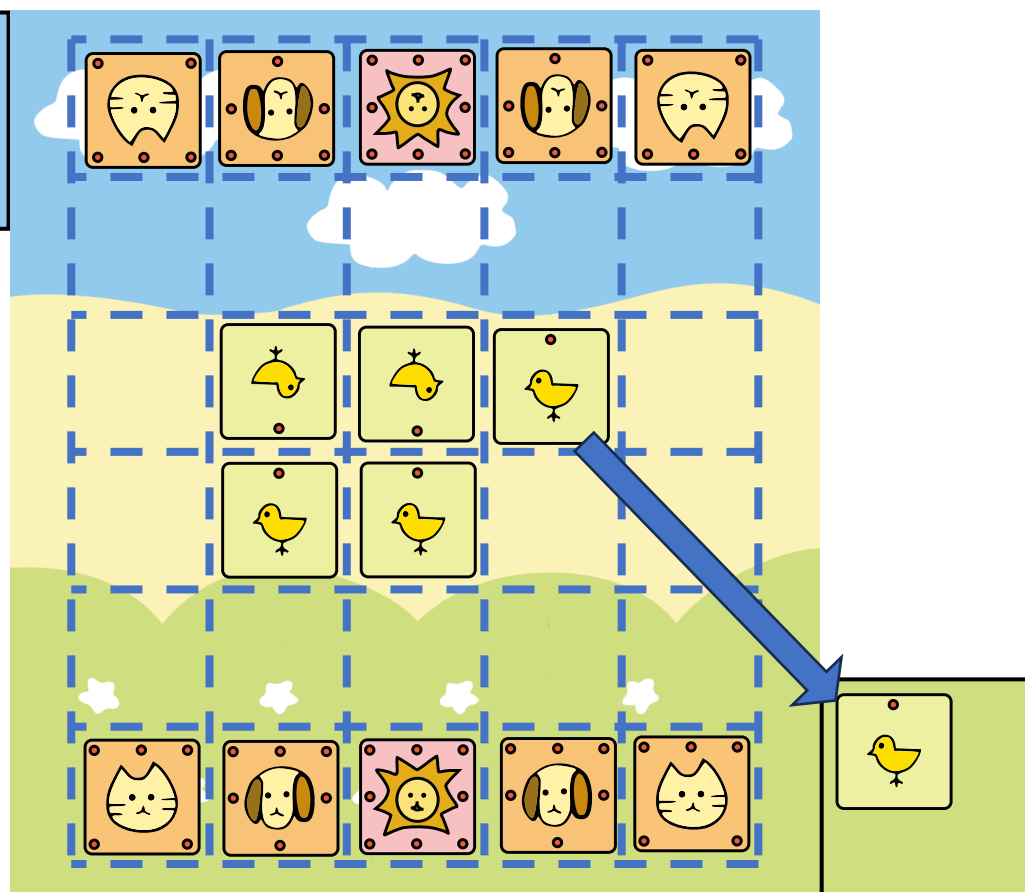
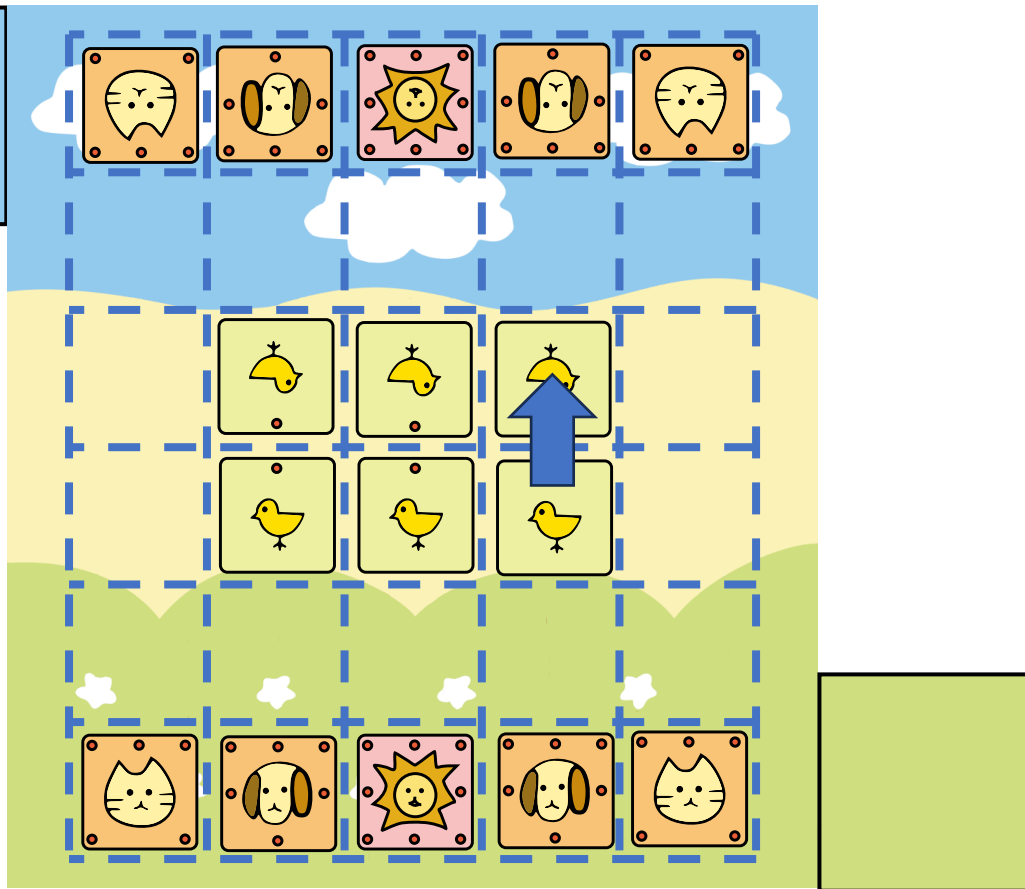
Enemy  
Camp

Your  
Camp

# Rules

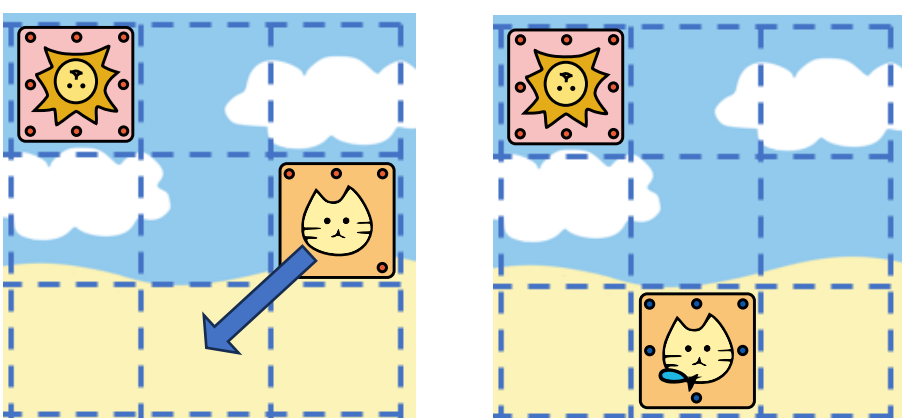
## Your Turn

On your turn you may **move** any piece on the board to any open space within its move set. Each piece can move one space at a time, in any direction it has a dot. If an enemy piece is in a space you can move to, you can move there and **capture** that piece by moving it into your "hand". If you enter the enemy camp, you may **promote** your piece by flipping it over.



## Promotion

A piece on the board may promote whenever it **moves into, out of, or through** the enemy camp. A chick that reaches the end of the board **must** promote, but promotion is otherwise optional. To promote, flip the piece over before putting it down.

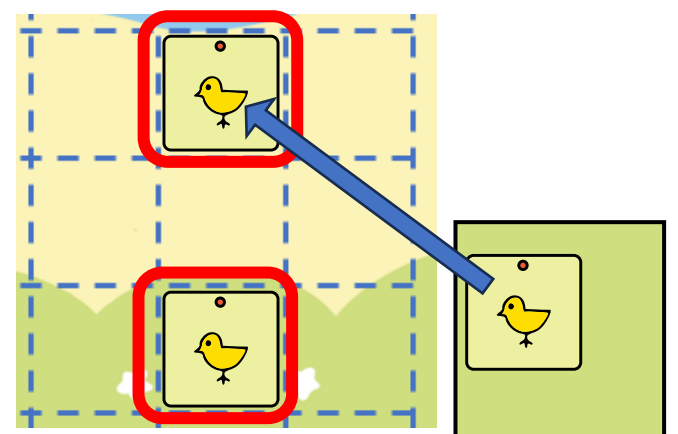
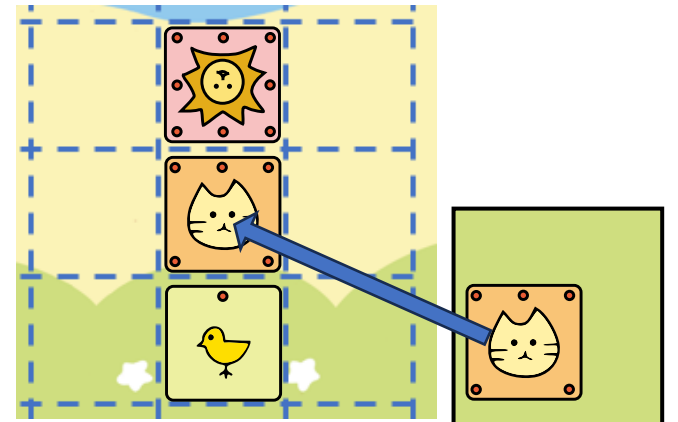
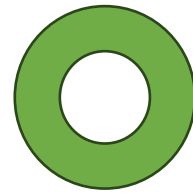


## Drops

Instead of moving a piece on your turn, you may **drop** a piece from your hand to any open space on the board, with three exceptions:

1. You can't drop a chick on the back row
2. You can't drop a chick in the same column as one of your own chicks (hens don't count)
3. You can't drop a chick to give **checkmate**

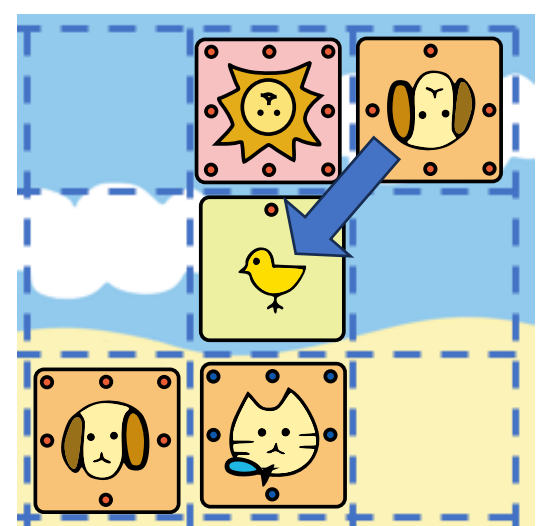
\*Pieces cannot promote during a drop.



## Check and Checkmate

When a player's lion is under attack, they are in "check" and must escape. They can either capture the attacker or move the lion away. If the lion cannot escape, they are in "checkmate" and the player must surrender.

### Check



### Checkmate

