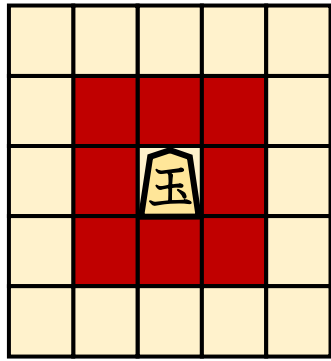
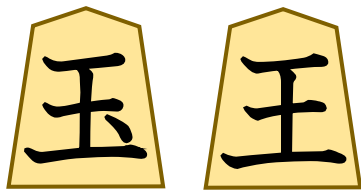


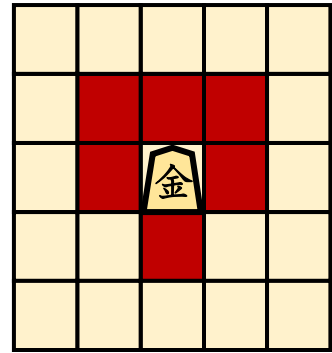
Shogi Piece Movement

将棋駒の動かし方

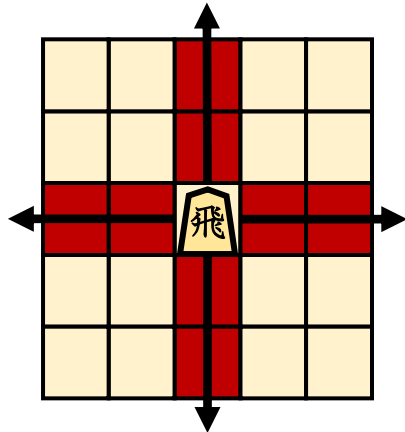
King
玉将 Gyokushou 王将 Oushou



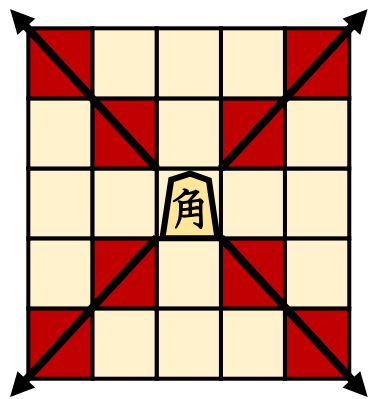
Gold General
金将 Kinshou



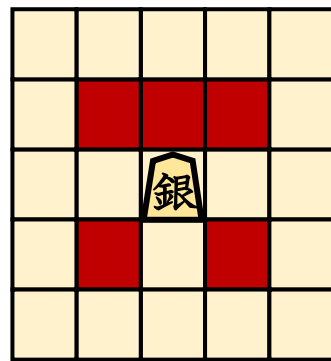
Rook
飛車 Hisha



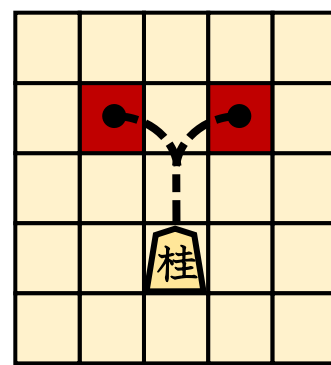
Bishop
角行 Kakugyou



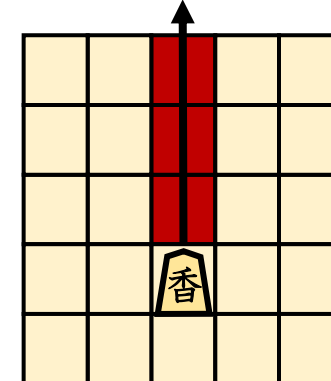
Silver General
銀将 Ginshou



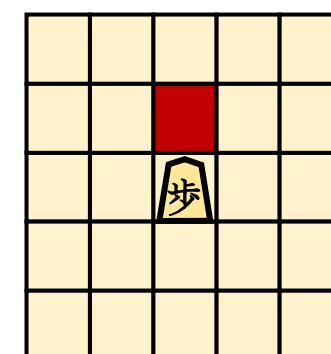
Knight
桂馬 Keima



Lance
香車 Kyousha



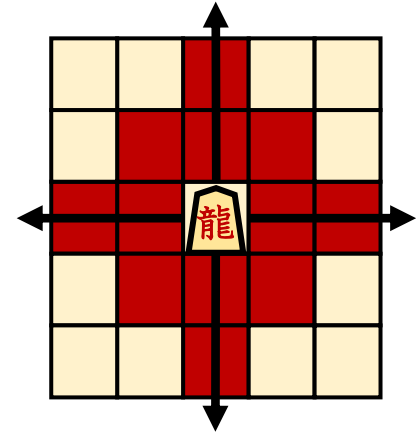
Pawn
歩兵 fuhyou



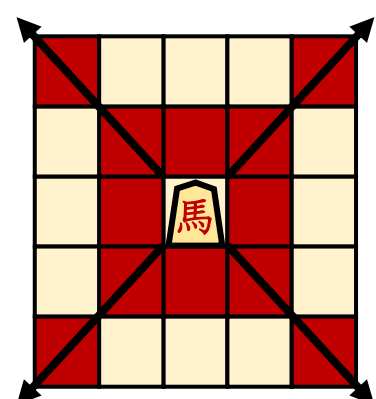
Promoted Pieces

成っていた駒

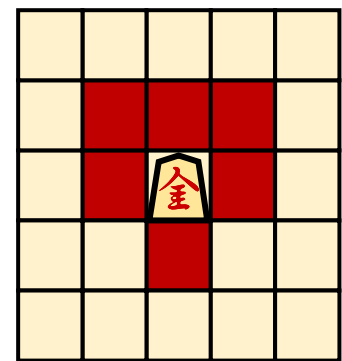
Dragon
龍王 Ryuu Ou



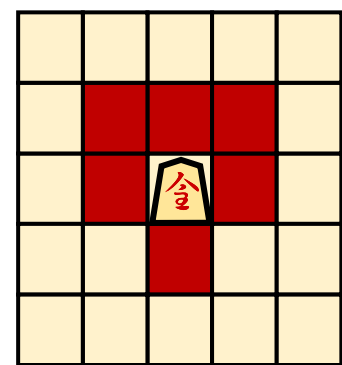
Horse
龍馬 Ryuu Uma



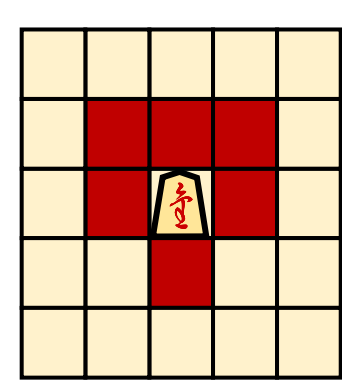
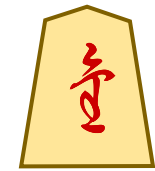
Promoted Silver
成銀 Narigin



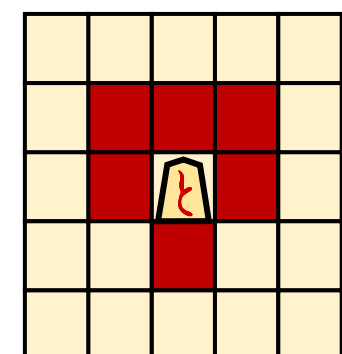
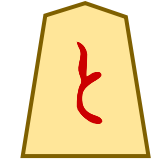
Promoted Knight
成桂 Narikei



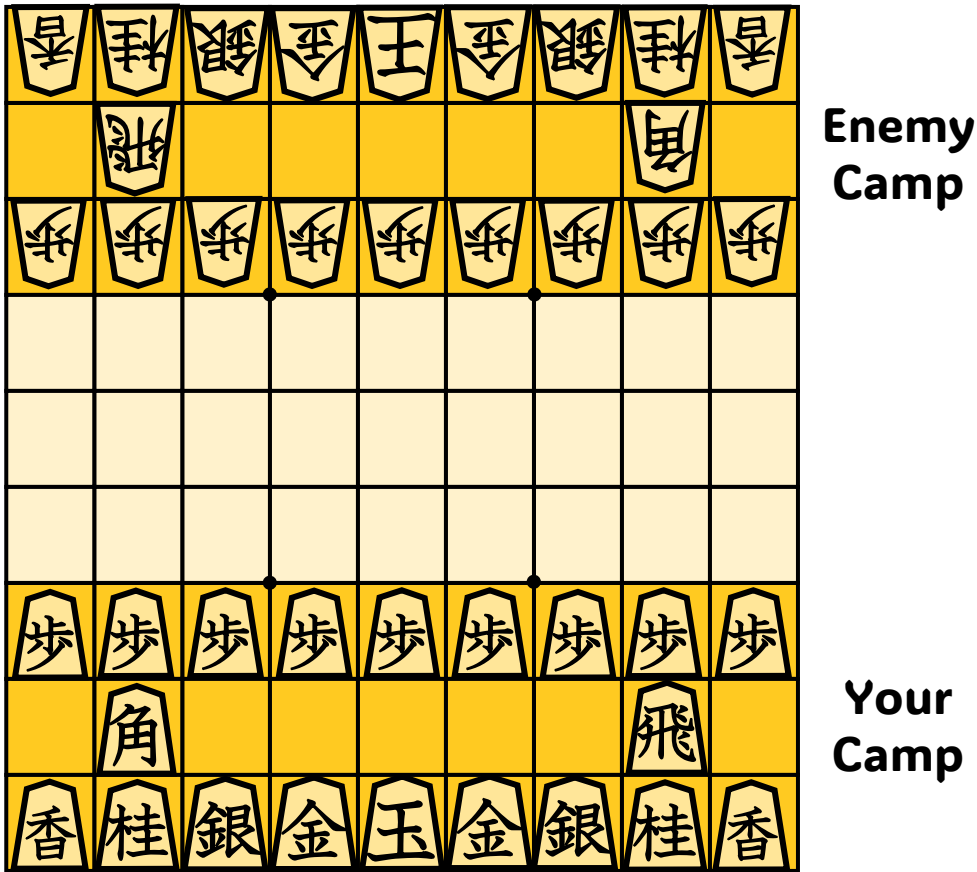
Promoted Lance
成香 Narikyou



Token
と金 Tokin

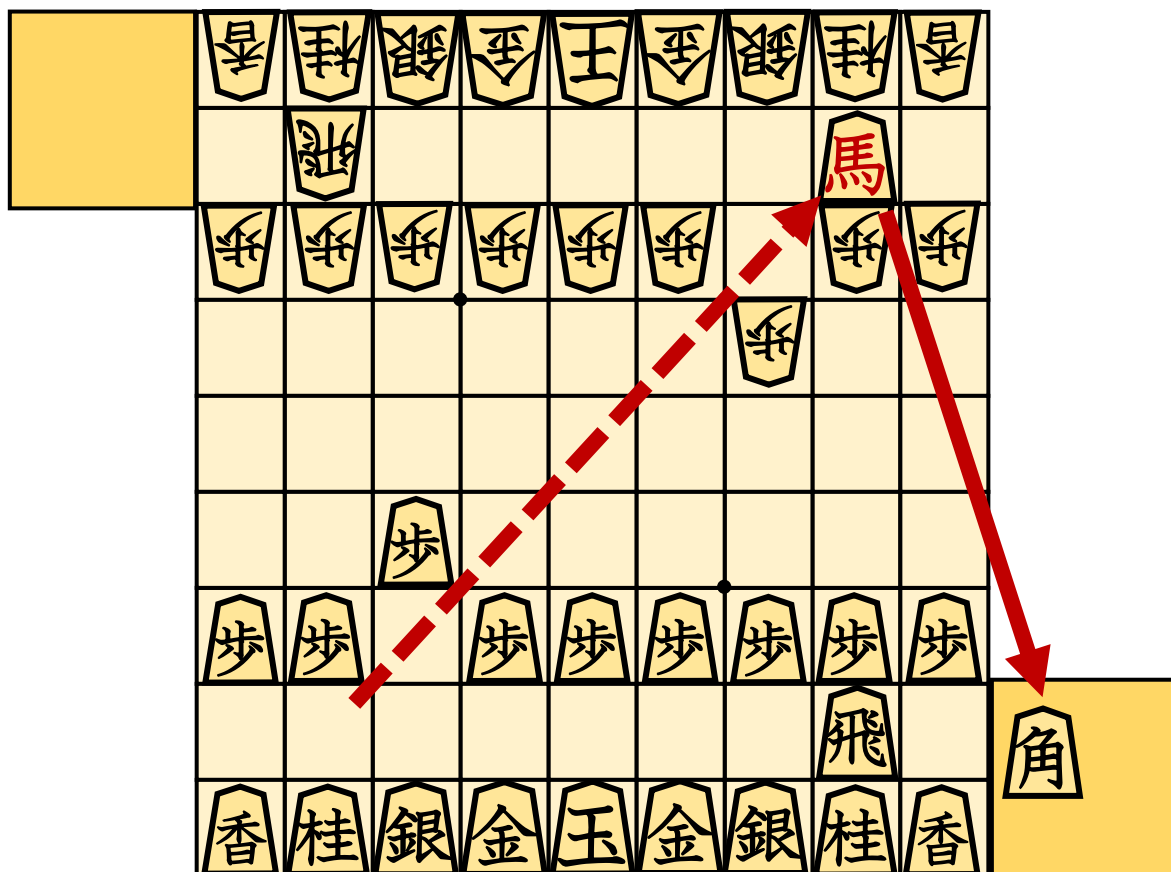
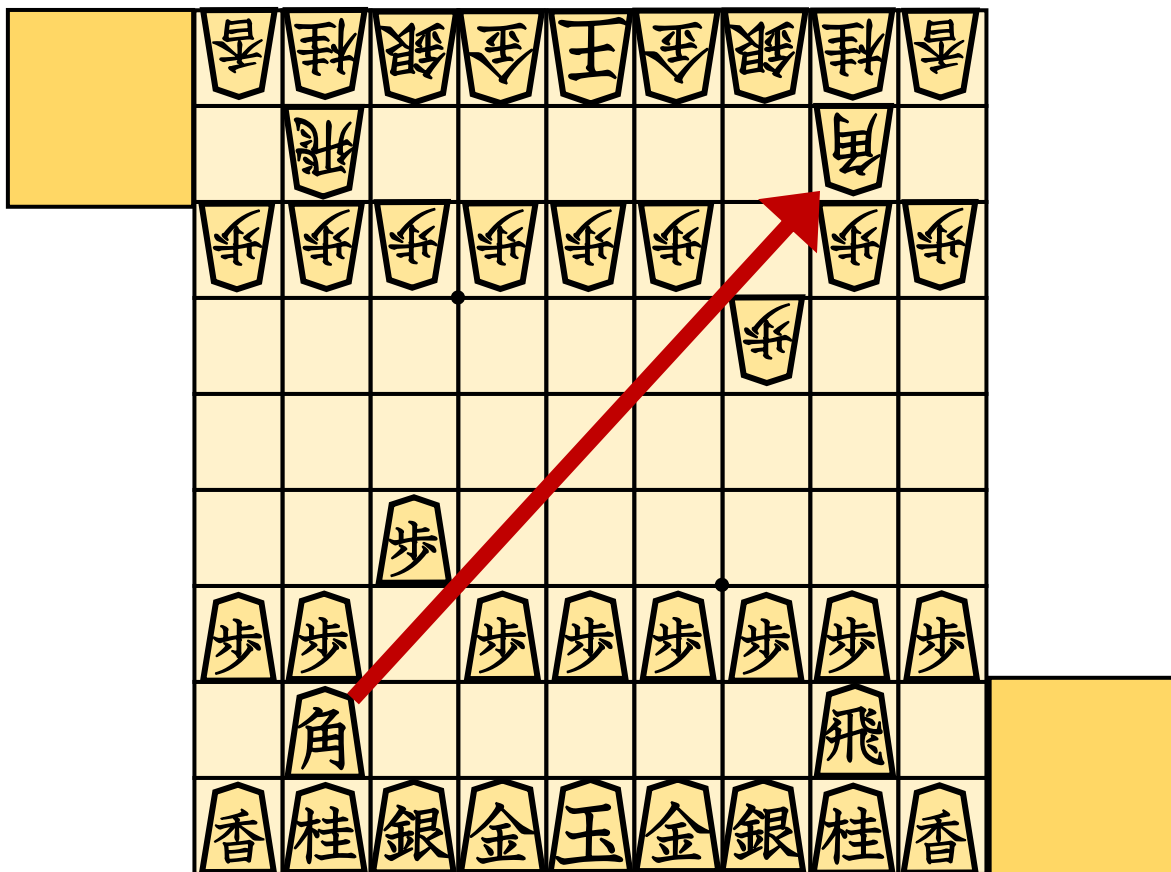


Setup



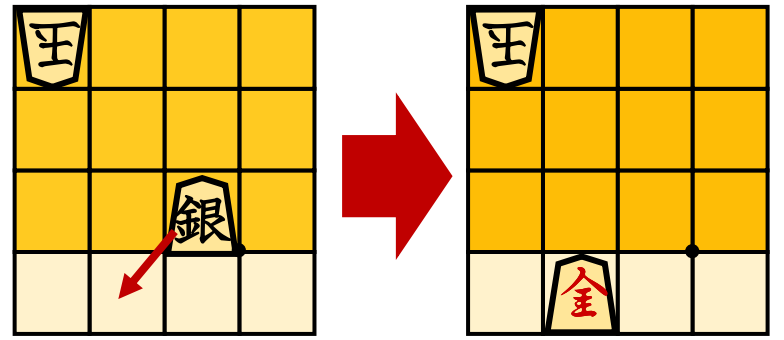
Your Turn

The pieces in shogi are not divided by colors, so either player may go first. On your turn you may **move** any piece on the board to any unoccupied space within its move set (see other side for piece movements). Only the knight can jump over other pieces. If an opponent's piece is in a space you can move to, you may move to that space and **capture** the piece by moving it into your "hand". If you enter your opponent's **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 piece that will not have a move on its next turn **must** promote, but promotion is otherwise optional. To promote, flip the piece over before putting it down.

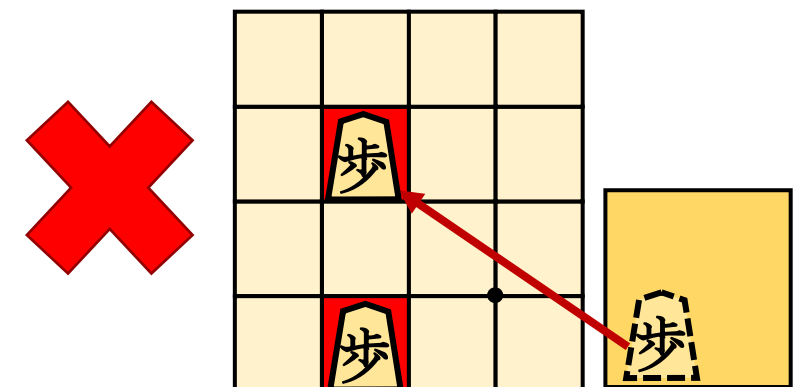
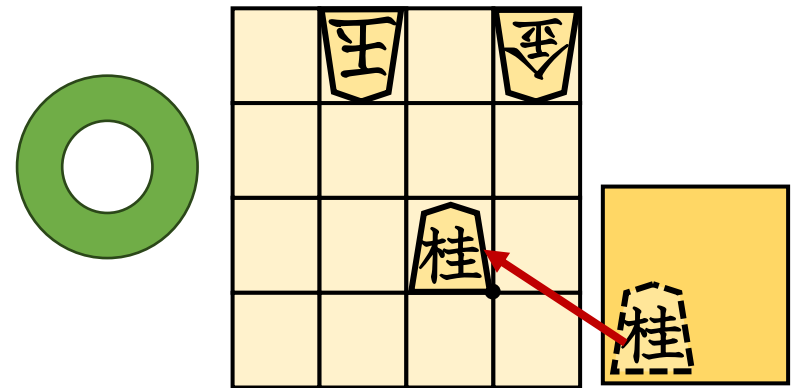


Drops

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

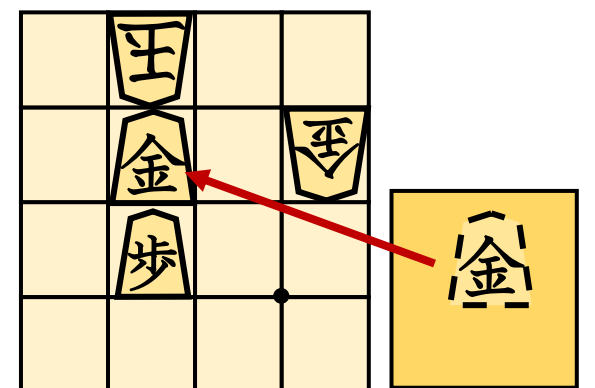
1. The piece must be able to eventually move
2. A pawn cannot be dropped in the same column as another, **unpromoted** pawn
3. A pawn cannot be dropped to give **checkmate**

*Pieces cannot promote during a drop.



Check and Checkmate

When a player's king is under attack, they are in "check" and must escape by removing the attacker, **interposing** with another piece, or moving the king away. If the king cannot escape, they are in "checkmate" and the player must resign.



Special Cases

1. If a board position repeats **four** times, the game is a draw. This is known as "sennichite" (a thousand days of moves)
2. If sennichite is achieved through repeated checks, **the player giving repeated checks loses**
3. If both kings enter the opposing camp and cannot be mated, a situation known as **impasse** may occur. For simplicity, consider this a draw.