

Shogi – the Chess of Japan Its History and Variants

When chess was first invented in India by the end of the sixth century of the current era, probably no one knew just how popular or wide spread the game would become. Only a short time into the second millennium – if not earlier – chess was being played as far as the most distant lands of the known world – the Atlantic coast of Europe and Japan. All though virtually no contact existed for centuries to come between these lands, people from both cultures were playing a game that was very similar; in Europe it was to become the chess most westerners know today and in Japan it was *shogi* – the Generals Game.

Though *shogi* has many things in common with many other chess variants, those elements are not always clear because of the many differences it also has. Sadly, how the changes came about is not well known since much of the early history of *shogi* has been lost. In some ways the game is more similar to the Indian *chaturanga* than its neighboring cousin in China – *xiangqi*. In other ways, it's closer to *xiangqi* than to any other game. In even other ways it has similarities to the Thai chess of *makruk*. Most likely it has elements from all these lands.

It is generally believed that chess came to Japan from China through the trade routs in Korea in more than one wave, the earliest being by the end of tenth century, possibly as early as the eighth. It must be noted that the chess being played in China at the time was not the modern *xiangqi* of later centuries. *Shogi* is more similar to the old Chinese chess game played in the T'ang and Sung dynasties (618 to 1279 c.e.) – which had not yet evolved much beyond the game brought in from India. Most likely the late period form of *xiangqi* and *shogi* both grew from this same source but grew fairly independently. In fact, looking at *shogi* gives an idea of when some changes occurred in China. The earliest *shogi* was played using flat pieces with characters inscribed upon them – like the flat disks used in *xiangqi*. Japanese art includes carved figurines so the concept is not unfamiliar to them meaning they probably did not replace the figure pieces with flat pieces but instead inherited them never knowing anything different. Also, if the name *xiangqi* does translate to “The Figure Game”, it would make little sense to the Japanese who never saw figures played in the game. *Shogi* means “The Generals Game” – the king pieces are generals as well as other pieces, possibly inspired by the use of a general instead of a king in Chinese chess.

Japanese chess also might show when the pieces in *xiangqi* were moved from the spaces between the lines to the intersections. *Shogi* is played on the spaces – like most chess variants – which might mean the game that came into Japan was played as such. However, it is possible that both games played on the spaces and the intersections were present at the same time in China, that the Japanese decided to go back to the spaces for some reason, or that the concept of the board came not from China but from Thailand. These questions may never be answered but all evidence does point that chess in Japan was always played on the spaces – even when occasionally using the boards for other games where pieces were played on the points.

The word *shogi* was not included in a dictionary written in the second half of the tenth century but perhaps this just means the game was not called *shogi* yet or was not widely known. No conclusive evidence has been found telling anything about chess in Japan before this time other than a few references in the tenth century that the game did exist. The earliest known account of rules, pieces, and other descriptions Heian era in a historical text called *Nichureki* dating from between 1126 and 1130. Though the text gives little details, reconstructions have been made of this variant which has been called Heian Shogi. These reconstructions show different games, one of an eight by eight board, one of an eight by nine, both of which were probably played. The first is very similar to *chaturanga* and even western chess. It has the same number of spaces – sixty-four – and the same number of pieces – sixteen per side including the eight pawns – in the same set-up. The king piece is called the O-sho (“King General”) by one side and the Gyokusho (“Jeweled General”) by the other and has identical moves to most king pieces. Next to the O-sho / Gyokusho is the king's companion – in this case a Kinsho (“Gold General”). Strangely, most companions pieces primarily – often only – move diagonally but the

Kinsho is weakest in the diagonal directions; the moves of the ancestral companions must have been lost, confused, or just ignored possibly to make a piece with a more limited king's movement or an orthogonal version of the Ginsho ("Silver General") whose move was probably inherited and not invented by the Japanese. A way of looking at their moves is that the Kinsho moves one step orthogonally or any direction forward while the Ginsho moves one step diagonally or any direction forward.

The Ginsho most likely does not come from China but from Thailand. The Khon of *makruk* has an identical move. The Khon was derived from the Hasty piece of *chaturanga* though both its meaning and moves were changed – which also explains why it is not called an Elephant in Japan like it is in China, India, and other lands. If the Ginsho is descended from the Khon, it means the Silver General is actually related to the Elephant pieces to the west and even the Bishop pieces of medieval and modern chess. Next to the Ginsho are the Keima ("Honorable Horse"). These pieces move similarly to other Horse / Knight pieces and can leap – unlike the Horse piece in *xiangqi*. This either means the limited move in China had not been invented yet or the Horse also comes from another culture, like Thailand. However, the Keima is also very limited compared to most Horse / Knight pieces so possibly it was from a similar limitation in some Chinese games that has been lost in history.

In the back corners are the Kyosha ("Fragrant Chariot"). This place in most variants is normally reserved for a Chariot / Rook piece. True, the Kyosha is a chariot but it can only move like a Rook in the forward direction – which is also why this piece is called a Yari ("Lance"). Because later *shogi* variants had a piece whose moves are identical to the Rook, the Kyosha's connection to the ancestral Chariot pieces is often overlooked. In early *xiangqi* variants, the Chariot had been seen as too powerful and was restricted to only moving in the forward direction. Such a rule was probably in place when chess came over to Japan.

The final type of piece in Heian Shogi was the Fuhyo ("Foot Soldier"). These make up the pawns of Japanese chess. It is possible the Fuhyo were also inspired by *makruk* for in Thai chess the pawns begin on the third rank, promote upon reaching the third to last rank, and are flipped over when promoted – all the same in *shogi*.

The only difference between the eight by eight Heian Shogi and the eight by nine is the addition of a second Kinsho and Fuhyo per side. This was probably inspired by the addition of a second king's companion in *xiangqi*. Eventually the board was probably changed to nine by nine to make it square and create nine identical sections of three by three.

Over the next few centuries, *shogi* took on the form that was kept until the modern day. The biggest change to the nine by nine game was the addition of two new pieces: the Hisha ("Flying Chariot") and the Kakugyo ("Angle Goer"). The Hisha moves like a Rook and is often called that by Americans. It probably is a descendant of the Chariot pieces but came over sometime after the first wave that brought chess to Japan – possibly after the Chariot in *xiangqi* gained its original powers back. However, since the Hisha was a new piece, only one of them was added to the game. To balance out the other side of the board, the Kakugyo was invented. This piece is often called the Bishop by westerners because that is its moves are identical but the Kakugyo is not related at all. It was invented in Japan to be a diagonal version of the Hisha. Since the Fuhyo pawn line was already moved up to the third rank, this left a completely empty row which both the Hisha and Kakugyo could be introduced to.

The final change that modified the game into the modern version came by the end of the sixteenth century and is attributed to Emperor Go-Naru. This rule, which gives *shogi* its uniqueness and considered most interesting quality, is that captured pieces are allowed to be reintroduced into play as part of the army of the player that captured it. Such a process is called dropping the piece. The sixteenth century was a time of great turmoil in Japan where many clans were fighting for decades for total domination of the land. During this time, many armies were built of mercenaries and many captured soldiers and samurai would change sides – it was seen preferable to the alternative, which was death. It is possible the dropping of pieces in *shogi* was meant to reflect this.

Today, *shogi* is a popular game in Japan and is catching on in other nations too. Leagues have existed in Japan for a long time and are starting in other places as well. However, like in China and Korea, *shogi* is not considered the game for the upper class or the most thinking

game – that spot is reserved for *i-go* (called *wei'qi* in China) – better known to the west as simply Go. Still, *shogi* is widely played and a very fun game.

Shogi Rules

Modern Shogi is played on a nine by nine board that is unchequered. The only marks on the board other than the rank and file lines are four intersections that have small circles or diamonds drawn upon them. These divide the board into nine three by three segments that provide easy divisions as well as showing where the promotion zones begin. The spaces are not squares but rectangles slightly elongated down the files to grant a little extra room to the pieces. The pieces themselves are five sided wedge shapes, often inclined to be thicker in the back. Often times the O-sho / Gyokusho are slightly larger than the rest while the Fuhyo are slightly smaller. The point of the wedge faces away from the player which signifies whose piece they belong to for no difference in color or shape exists between the two armies. Usually two Kanji (Japanese characters) are painted or carved into a side to show the value of the piece (shorthand often shows just one character). The piece's starting value is usually inscribed in black while traditionally the promoted value on the opposite side is in red.

Many of the rules to Shogi are the same or similar as other chess variants – including the modern western one. The object of the game is to mate the opponent's O-sho or Gyokusho. Both sides try to protect their king piece while building up their position to successfully attack. A checkmate is a win though a bare king or a stalemate is not. Perpetual check is forbidden and the player instigating it must break off.

Many pieces have similar movements to other forms of chess. The biggest difference is that movements are often not symmetric that western players are used to. See pages 23 to 49 for specific rules on how each piece of regular Shogi (and its variants) moves.

One of the unique qualities of Shogi is that nearly every piece promotes. In most other chess games, only the pawns promote and sometimes that is limited but in modern Shogi every piece except the O-sho / Gyokusho and Kinsho promote. Promotion is done by flipping over the pieces – its promoted value is shown on the opposite side. This is why western pieces cannot be used for Shogi game. For modern Shogi and other smaller variants, promotion can happen when the piece reaches an area of the board called the promotion zone. In the nine by nine game, this zone occupies the last three ranks of the opponent's side. Promotion is optional with only a few limitations. A piece can promote at the end of its turn when moving into a promotion zone, when moving within a zone, or even if it moves back out of the zone as long as it promotes on a turn were it started its move in the zone. Promotion does not count as a turn but is only allowed on the piece that moved. Promotion is mandatory if the piece is on a rank and no longer can move unless it promotes – the Fuhyo or Kyosha on the final rank, the Keima on the final or second to last ranks. In modern Shogi, all promoted values are stronger than their parent and usually more useful. In the largest variants of Shogi, promotion is done by capture and mandatory.

The other unique rule was mentioned above: using captured pieces in one's own army. All captured pieces are removed from the board but kept by the capturing player. They are said to be held "in hand" by the capturing player and are either to be visible to the opponent or shown if asked for. As a turn, a player may drop a captured piece back onto the board on any empty space with a few restrictions. A piece must be dropped so it can move – so a Fuhyo or Kyosha cannot be dropped in the back row and a Keima cannot be dropped on last two ranks. Also a Fuhyo cannot be placed on any square of a file that has another allied Fuhyo nor be dropped so that it gives checkmate to a O-sho / Gyokusho. Though not a rule, it is considered bad form and not honorable to drop a piece that is not "attacking" – this means pieces are traditionally placed so they could capture a piece on the next turn even if the player has no intention of following through or the attacked piece can escape. A waiting game – a dropped piece not attacking – is considered cowardly. All pieces return in their original and unpromoted value. A piece may be dropped in the opponent's promotion zone but it remains unpromoted until it makes one movement after which it may or may not promote – unless it could no longer move (because of the above rules) and then it must promote.

Traditionally, players choose who goes first and second by flipping a Fuhyo and calling which side it will land – promoted or unpromoted.

See page 9.

Shogi Variants

Like most cultures, the Japanese made various attempts to change or improve the game of chess, often by increasing the size of the board and adding new pieces. However, unlike many other great chess games, the large Shogi variants were more successfully crafted by adding many new pieces – many which had long range capabilities – and keeping opposing armies close to each other. One fault of most large chess games is the new pieces do not add much interest or complexity to the game while causing more squares for slower pieces to pass before the sides can engage. Most Shogi variants – regardless of the size – solve this problem with enough pieces to keep the sides close.

Of course, with such a large number of pieces with different moves – over ninety different types of pieces at the opening of Tai Shogi – it can be hard to remember and grasp each. However, except for a few exceptions, all movement falls into three types (with a few sub-types): range movers, jumpers, and step movers. Many pieces can move in ways that fall under more than one of the above types. The major types – though not the sub-types – can be used to describe most chess pieces from variants around the world however games with sixteen pieces per side are easier to comprehend without aids than games with hundreds of pieces.

Range movers generally can go any number of unobstructed spaces in certain directions. The Hisha and Kakugyo of regular Shogi fall into this type as do the Rook, Bishop, and Queen of modern western chess. A sub-type appears in the largest Shogi variants called hook-movers. These pieces can move like a regular range mover but can also make one ninety degree turn at some space and continue their range movement.

Jumpers are pieces that can jump over a certain number of squares, ignoring whether or not there is another piece – of either side – on the intervening square or squares. The Knight of western chess would be considered a jumper though it can also change direction in the middle of its movement, something only the equivalent piece in Shogi – the Keima – can do. Most Shogi jumpers – like the Kirin (“Kyllin” – a Chinese Unicorn) and the Houou (“Phoenix”) – jump in a straight line in a certain direction, like the Fil (“Elephant”) of Arabic Shatranj.

The final major type is the step movers. These pieces generally move one step at a time in certain directions – like the King and Pawn of western chess and the O-sho, Kinsho, Ginsho, and Fuhyo of Shogi. As the size of Shogi variants increases, pieces are introduced that can take two, three, or even five steps in certain directions – as long as the path is clear. A sub-type is the area movers that greatly command the local area of the board around themselves. Area movers move like step movers but can take both multiple steps and change directions in the middle of the movement. In this way, they could reach any space in an area as if making two or three King step movements. A two square area mover can reach any of the eight spaces it is adjacent to and any of sixteen squares around those eight. A three square area mover can reach the above twenty-four as well the twenty-four surrounding them. Most area movers cannot return to their starting location. Most area movers cannot jump so a path must be clear if it is to reach a certain square.

Sho Shogi – Little Shogi

Sho Shogi is the direct predecessor of the modern Shogi. It has been called little because it was one of the smallest variants of the time. Sho Shogi lasted until the sixteenth century when it was replaced by modern Shogi with only slight variations. Sho Shogi was played on the same board - of the same size, nine by nine - and with all the pieces of modern Shogi (in their same locations with their same rules for movement and promotion) and with an additional piece per side. This piece was the Suizo (“Drunk Elephant”) that begins one space before the O-sho (before the Gyokusho on the opposing side). The Suizo is important because if it can reach the promotion zone, it promotes into a Taishi - a Crown Prince. This piece has an identical movement to the O-sho and is also counted as a royal piece - meaning both it and the O-sho / Gyokusho must be mated in order to end the game.

The Suizo was removed by order of Emperor Gonara (who reigned 1536-1557), probably during and because of the transition to modern Shogi. Sho Shogi did not include dropping captured pieces back into play by the captor and when this rule was invented, the Drunk Elephant and resulting Prince were no longer balanced in the game - being able to capture a King piece

was seen as too powerful. The loss of the Suizo marks the transition from Sho Shogi to modern Shogi.

Sho Shogi might be a good variant for beginners to learn so they get familiar with the moves of the pieces and the promotion rules before learning to deal with introducing captured pieces back into play. However, it could be better to learn the modern style of play first if players worry of developing strategies that would be weak if played in the modern game. It probably depends upon how the person learns best. A regular Shogi set can easily be converted into Sho Shogi by making and adding a Suizo piece and playing without drops.

See page 10.

Chu Shogi – Middle Shogi

Chu Shogi is the most popular historical variant of Shogi other than the main nine by nine version that has survived until today. In fact, Chu Shogi is still being played in Japan and other countries today, with tournaments and commercially sold sets still available. It has been called the most well designed great chess game in the world being more enjoyable and interesting to play than most large variants. It was invented at least by the twelfth century as it is mentioned in diaries that date back to then (meaning Chu Shogi precedes modern western chess by at least three hundred years). It was probably the template that the other large Shogi games were developed from, most of the pieces in Chu Shogi appearing in the other varieties.

Called Middle Shogi because it is in between the sizes of the Sho Shogi and the great variants, Chu Shogi is played on a twelve by twelve board with forty-six pieces per side – thirty different pieces including promotional values. The basic rules are the same as in Sho Shogi and regular Shogi save that captured pieces are removed from play permanently. The promotion zones are the last four ranks of each side – nearly completely occupied by the opponent's forces at the start of the game.

The dominant – at least at the beginning of the game – piece is the Shishi (“Lion”). Each side has one to begin with, located just behind the Fuhyo line, meaning it has easy access to move to the center of the board quickly. The Shishi is an area mover but it is a very specialized area mover, extremely powerful in Chu Shogi. It appears in larger variants too but is not as powerful due to the increased size of the boards and the existence of other strong pieces. However, in Chu Shogi it is the principle attacking piece. See page 30 for details on this piece.

Another strong piece is the Hon’o (“Free King”). It has the same moves as the Queen in modern western chess – the most powerful piece in that game – but is considered here as second to the Shishi. It is primarily mentioned to introduce a sub-type of range movers that is a modification of certain step movers. Many pieces – especially promoted pieces – begin with the Kanji *hon* meaning free and are the free movers. Save for a few exceptions, the free movers can move any number of unobstructed spaces in directions that their parent piece (at least parent in name) could only move one step. The Free King above can move any number of unobstructed spaces in all directions a King could move – in other words, in all eight directions.

See page 11.

Dai Shogi – Great Shogi

Dai Shogi is the first step up in size from Chu Shogi being played on a board of fifteen by fifteen squares. Each player has sixty-five pieces. All the types from Chu Shogi are present along with nine other pieces. The additional pieces do not add much to the game – though the first two step moving pieces were probably introduced with this game. The play style is different because of the enlarged board that causes greatly reduced power of the Shishi.

This variant was probably invented in the fifteenth century. The rules are like the other medieval Shogi variants including not allowing captured pieces back into play. Promotion zones occupied the last five rows of each side.

See page 12.

Tenjiku Shogi – Exotic Shogi

Tenjiku Shogi lives up to its name. Though sharing many things in common, it stands out from the other great Shogi variants. This sixteenth century variant was probably invented by Buddhist monks, modified off of Chu Shogi. The introduction of new pieces and new types of

movements unique to this game makes it one of the most lively and interesting openings to a large chess variant – something that is rare. In fact, it is said that a bad and careless move during one of the opening turns can cost the game with no chance to recover.

Tenjiku Shogi is played on a sixteen by sixteen square board with seventy-eight pieces per side – forty-five different pieces including promoted values. Most of the general rules are the same as other Shogi variants already mentioned, including promotion upon reaching one of the final five ranks of the opponent's side. No dropping of captured pieces was allowed.

Many of the pieces present are found in other variants like Chu Shogi, but Tenjiku Shogi introduces some remarkably powerful pieces. A new sub-type of both ranging and jumping pieces is only found in this game. These range jumpers move like other ranging pieces – the Hisha, Kakugyo, and Hon'o for example – but also can jump any number of pieces of either side when making a capture. However, all range jumpers are restricted that they can only jump over a piece of lesser rank – never over one of equal or greater rank regardless of which side it belonged to. The O-sho / Gyokusho are included as primary rank over the range jumpers while every other piece in the game are of lower rank than the range jumpers. After the King pieces, the rank order is in decreasing order: Daisho (“Great General”), Fukusho (“Vice General”), and Hisho (“Flying General”) and Kakusho (“Angle General”) as last and equal – meaning neither of the last two could jump over one of the other type. The range jumpers could only jump when making a capture, never when moving passively. They could capture any piece regardless of rank if they were moving as a ranging piece only and not jumping. They were probably inspired by the range jumping Pao (“Cannon”) piece of the Chinese Xiangqi. See the individual piece pages for more details.

Not ranked as high in the order but arguably more powerful is the Hiki (“Fire Demon”). The Hiki is one of the most unique and strongest pieces of any chess variant world wide. Not only is it a three step area mover and can range move in six directions, it “burns” any enemy piece that is on a square adjacent to itself. Essentially this means an attacking Hiki could capture up to eight pieces on one turn. The burning power is still active even during the opponent's turn meaning any piece moving onto a space adjacent to a Hiki is removed from play at the end of the turn – however it could still have captured a piece in doing so. A Hiki can only capture another Hiki by ending its move on the square of the other Hiki; if it stops on an adjacent square, it is burned and lost and the attacked Hiki is unaffected. Area moving pieces and range movers can move through the burning squares around an enemy Hiki without problem as long as they do not stop on those spaces.

See page 13.

Dai-Dai Shogi – Great Great Shogi

Dai-Dai Shogi is the first of the very large Shogi games with somewhat more asymmetric starting positions and a new promotion rule. Unlike smaller Shogi variants, this large game does not have their left and right sides mirroring each other with the same pieces as much as their smaller cousins; many pieces differ from left to right though at times the moves of corresponding pieces mirror each other. Many of the pieces brought from smaller games like Dai Shogi have exact doubles on the board but most of the new pieces are alone. The new promotion rules for Dai-Dai Shogi and the following two differs from the old rule. No longer is there a promotion zone; instead a piece – when possible, a large number having no promotional value – promotes only when it makes a capture and then promotion is mandatory. A piece that reaches the final rank of the board and can no longer move and has not promoted must remain there unless it is captured.

The Dai-Dai Shogi board is seventeen by seventeen squares. Each player has ninety-six pieces – sixty-eight different types of pieces including promoted values. Dai-Dai Shogi has many two step movers and several three and five step movers. Also present are two hook moving pieces.

The game was probably invented at the end of the sixteenth century, possibly earlier however the oldest account that has survived until today of how the pieces moved was the 1694 publication of Nishizawa Teijin's *Sho Shogi Zushiki*.

See page 14.

Maka-Dai-Dai Shogi – Ultra Great Great Shogi

This is expansion upon Dai-Dai Shogi believed to have been invented in the late sixteenth century, maybe earlier to play Shogi on a large Go board. Buddhist monks are believed to have crafted this variant and many of the pieces are named after elements of Buddhist mythology. Like the above game, the oldest known record of how the pieces moves comes from *Sho Shogi Zushiki*.

Maka-Dai-Dai Shogi is played on a nineteen by nineteen board with ninety-six pieces per side, like in Dai-Dai Shogi. However, even though this board is larger, it has fewer different starting pieces, only fifty. It has a total of eighty-five different piece values when counting promotion. The powerful hook movers are also present in this game but are placed here right behind the Fuhyo line meaning they can enter play quite early. Many of the lesser pieces promote into free versions of themselves, gaining the ability to move any unobstructed distance in the directions they could move only one space before promotion.

This game features several very powerful promoted pieces, most notably the Jizaitenno (“Emperor”). This is the promoted form of the O-sho / Gyokusho, which for the first time has the ability to promote. The Jizaitenno is another piece unique to Shogi and can be said to have the greatest power of movement of any historical chess piece in the world; however, it is very limited in its use of this power. The Emperor can – in one turn – move to nearly any square on the board, regardless of how many pieces of either side it must jump or what path it must take. The only restriction is when it is making a capture; the Jizaitenno can only capture a piece that is unprotected. This means it cannot capture a piece if in doing so would place itself on a square that an enemy piece could reach on the following turn. This rule was made to prevent the Jizaitenno from capturing the enemy King piece on its first turn as Emperor.

Like all Shogi variants, most of the rules are the same as other historical games including no allowance for dropping captured pieces back into play. Promotion is like in Dai-Dai Shogi – mandatory upon making a capture. Here, however, an interesting twist has been made. Some powerful pieces like the hook movers and three and five step movers promote into the weaker piece of the Kinsho. This forces the player to think hard when taking a piece with certain pieces, having to weigh if it is worth losing that power versus how important it is to capture that piece. Hook movers, for example, would probably very rarely capture a Fuhyo.

See page 16.

Tai Shogi – Grand Shogi

Tai Shogi has the notoriety of being the largest known historic chess variant in the world. Rumors of larger variants – including a so called Tai-Kyoku Shogi on a thirty-six by thirty-six board – have produced little fact and no rules have ever been discovered making many believe they never existed and others glad such a game is not known. This game was probably invented before the end of the sixteenth century but the oldest records of piece movement come from the same source as the previous two variants: *Sho Shogi Zushiki*.

Shogi author Trevor Leggett declares Tai Shogi to have been “invented by some recreational megalomaniac” and for good reason. This huge game is played on a twenty-five by twenty-five board and each player has a grand total of one hundred seventy-seven pieces. Counting promotion values, one hundred and one different values exist in this game. Many games are said to take at least a thousand moves and possible even in excess of two thousand, though Wayne Schmittberger says single lost Fuhyo in the wrong place at the wrong time can cost the game. Because of the enormity of the board, number of pieces, and length of play, it is not played as strategically as other chess variants, at least not at first. Players engage in small skirmishes in localized areas of the boards while they attempt to develop their pieces into more favorable positions. In this way it is more like an actual war game with individual smaller battles.

Most of the pieces in this game are present in other Shogi variants. The most unique feature is that neither side begins with an O-sho / Gyokusho (which are not present in this game) but with a Jizaitenno and a Taishi – both of which have to be captured to end the game (and if a player can promote the Suizo to another Taishi, it too must be captured). The Jizaitenno have the same power here as in Maka-Dai-Dai Shogi but it is off-set by the other Emperor. Now, any otherwise unprotected piece is protected by its own Jizaitenno. Some accounts say the Taishi

promotes to a second Jizaitenno while others say it does not promote. As long as the opponent Emperor is still in play, a second Jizaitenno adds little to the game.

Again, the rules are nearly the same as the other large variants. Pieces captured are not returned to play. Promotion is by capture and mandatory and like in Maka-Dai-Dai Shogi; many powerful pieces are reduced in value when capturing and promoting. However, a few of those powerful pieces are the promoted forms of other pieces so they can return to play.

See page 18.

	9	8	7	6	5	4	3	2	1	
a	香	桂	銀	金	王	金	銀	桂	香	
b		飛						角		
c	歩	歩	歩	歩	歩	歩	歩	歩	歩	
d										
e										
f										
g	歩	歩	歩	歩	歩	歩	歩	歩	歩	
h		角						飛		
i	香	桂	銀	金	玉	金	銀	桂	香	

Shogi – the Generals Game

- O-sho / Gyokusho (King / Jeweled General) : i5; a5
- Kinsho (Gold General) : i4, i6; a4, a6
- Ginsho (Silver General) : i3, i7; a3, a7
- Hisha (Flying Chariot) : h8; b2
- Kakugyo (Angle Goer) : h2; b8
- Keima (Honorable Horse) : i2, i8; a2, a8
- Kyosha / Yari (Fragrant Chariot / Lance) : i1, i9; a1, a9
- Fuhyo (Foot Soldier): g1 – g9; c1 – c9

	9	8	7	6	5	4	3	2	1	
a	香	桂	銀	金	王	金	銀	桂	香	
b		飛			象			角		
c	歩	歩	歩	歩	歩	歩	歩	歩	歩	
d										
e										
f										
g	歩	歩	歩	歩	歩	歩	歩	歩	歩	
h		角			象			飛		
i	香	桂	銀	金	玉	金	銀	桂	香	

Sho Shogi – Little Shogi

- | | |
|---|------------------|
| O-sho / Gyokusho (King / Jeweled General) : | i5; a5 |
| Suizo (Drunk Elephant) : | h5, b5 |
| Kinsho (Gold General) : | i4, i6; a4, a6 |
| Ginsho (Silver General) : | i3, i7; a3, a7 |
| Hisha (Flying Chariot) : | h2; b8 |
| Kakugyo (Angle Goer) : | h8; b2 |
| Keima (Honorable Horse) : | i2, i8; a2, a8 |
| Kyosha / Yari (Fragrant Chariot / Lance) : | i1, i9; a1, a9 |
| Fuhyo (Foot Soldier): | g1 – g9; c1 – c9 |

12	11	10	9	8	7	6	5	4	3	2	1	
香	豹	銅	銀	金	象	王	金	銀	銅	豹	香	a
反		角		虎	鳳	麒麟	虎		角		反	b
横	堅	飛	馬	竜	王	獅	竜	馬	飛	堅	横	c
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	d
			仲					仲				e
												f
												g
			仲					仲				h
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	i
横	堅	飛	馬	竜	獅	王	竜	馬	飛	堅	横	j
反		角		虎	麒麟	鳳	虎		角		反	k
香	豹	銅	銀	金	玉	象	金	銀	銅	豹	香	l

Chu Shogi – Middle Shogi

- O-sho / Gyokusho (King / Jeweled General) : 17; a6
- Suizo (Drunk Elephant) : 16; a7
- Kinsho (Gold General) : 15, 18; a8, a8
- Ginsho (Silver General) : 14, 19; a4, a9
- Dousho (Copper General) : 13, 110; a3, a10
- Mouhyo (Ferocious Leopard) : 12, 111; a2, a11
- Kyosha / Yari (Fragrant Chariot / Lance) : 11, 112; a1, a12
- Kirin (Kyllin) : k7; b6
- Houou (Phoenix) : k6; b7
- Mouko (Blind Tiger) : k5, k8; b5, b8
- Kakugyo (Angel Goer) : k3, k10; b3, b10
- Hansha (Reverse Chariot) : k1, k12; b1, b12
- Shishi (Lion) : j7; c6
- Hon'o (Free King) : j6; c7
- Ryuu-o (Dragon King) : j5, j8; c5, c8
- Ryuu-uma (Dragon Horse) : j4, j9; c4, c9
- Hisha (Flying Chariot) : j3, j10; c3, c10
- Kengyo (Vertical Mover) : j2, j11; c2, c11
- Ougyo (Side Mover) : j1, j12; c1, c12
- Fuhyo (Foot Soldier) : i1 - i12; d1 - d12
- Chuunin (Go Between) : h4, h9; e4, e9

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
香	桂	石	鉄	銅	銀	金	王	金	銀	銅	鉄	石	桂	香	a
反		猫		豹		虎	象	虎		豹		猫		反	b
	猛牛		猪		狼	鳳	獅	麒麟	狼		猪		猛牛		c
飛	龍	横	堅	角	馬	竜	王	竜	馬	角	堅	横	龍	飛	d
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	e
				仲						仲					f
															g
															h
															i
				仲						仲					j
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	k
飛	龍	横	堅	角	馬	竜	王	竜	馬	角	堅	横	龍	飛	l
	猛牛		猪		狼	麒麟	獅	鳳	狼		猪		猛牛		m
反		猫		豹		虎	象	虎		豹		猫		反	n
香	桂	石	鉄	銅	銀	金	玉	金	銀	銅	鉄	石	桂	香	o

Dai Shogi – Great Shogi

O-sho/Gyokusho (King/Jewel General) :	o8; a8	Ginsho (Silver General) :	o6, o10; a6, a10
Kinsho (Gold General) :	o7, o9; a7, a9	Tessho (Iron General) :	o4, o12; a4, a12
Dousho (Copper General) :	o5, o11; a6, a11		
Sekisho (Stone General) :	o3, o13; a3, a13		
Keima (Honorable Horse) :	o2, o14; a2, a14		
Kyosha (Fragrant Chariot) :	o1, o15; a1, a15		
Suizo (Drunk Elephant) :	n8; b8		
Mouko (Blind Tiger) :	n7, n9; b7, b9		
Mouhyo (Ferocious Leopard) :	n5, n11; b5, b11	Myojin (Cat-Sword) :	n3, n13; b3, b13
Hansha (Reverse Chariot) :	n1, n15; b1, b15		
Shishi (Lion) :	m8; c8		
Kirin (Kylin) :	m9; c7	Houou (Phoenix) :	m7; c9
Akuro (Evil Wolf) :	m6, m10; c6, c10	Shincho (Angry Boar) :	m4, m12; c4, c12
Mougyu (Violent Ox) :	m2, m14; c2, c14		
Hon'o (Free King) :	l8; d8		
Ryuu-o (Dragon King) :	l7, l9; d7, d9	Ryuu-uma (Dragon Horse) :	l6, l10; d6, d10
Kakugyo (Angel Goer) :	l5, l11; d5, d11	Kengyo (Vertical Mover) :	l4, l12; d4, d12
Ougyo (Side Mover) :	l3, l13; d3, d13	Hiryu (Flying Dragon) :	l2, l14; d2, d14
Hisha (Flying Chariot) :	l1, l15; d1, d15		
Fuhyo (Foot Soldier) :	k1 – k15; e1 – e15		
Chuunin (Go Between) :	j5, j11; f5, f11		

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
香	桂	豹	鉄	銅	銀	金	象	王	金	銀	銅	鉄	豹	桂	香
反		車	車		虎	鳳	王	獅	鳳	虎		車	車		反
兵	兵	角	馬	竜	水	火	奔	鷹	火	水	竜	馬	角	兵	兵
横	堅	飛	鷹	鷲	角	飛	副	大	飛	角	鷲	鷹	飛	堅	横
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩
				犬							犬				
				犬							犬				
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩
横	堅	飛	鷹	鷲	角	飛	大	副	飛	角	鷲	鷹	飛	堅	横
兵	兵	角	馬	竜	水	火	奔	鷹	火	水	竜	馬	角	兵	兵
反		車	車		虎	鳳	獅	王	鳳	虎		車	車		反
香	桂	豹	鉄	銅	銀	金	玉	象	金	銀	銅	鉄	豹	桂	香

Tenjiku Shogi – Exotic Shogi

- | | | | |
|---------------------------------------|------------------------------------|---------------------------|------------------|
| O-sho/Gyokusho (King/Jewel General) : | p9; a8 | Suizo (Drunk Elephant) : | p8; a9 |
| Kinsho (Gold General) : | p7, p10; a7, a10 | Ginsho (Silver General) : | p6, p11; a6, a11 |
| Dousho (Copper General) : | p5, p12; a5, a12 | Tessho (Iron General) : | p4, p13; a4, a13 |
| Mouhyo (Ferocious Leopard) : | p3, p14; a3, a14 | Keima (Honorable Horse) : | p2, p15; a2, a15 |
| Kyosha (Fragrant Chariot) : | p1, p16; a1, a16 | | |
| Shishi (Lion) : | o9; b8 | Hon'o (Free King) : | o8; b9 |
| Kirin (Kylin) : | o10; b7 | Houou (Phoenix) : | o7; b10 |
| Mouko (Blind Tiger) : | o6, o11; b6, b11 | | |
| Heisha (War Chariot) : | o3, o4, o13, o14; b3, b4, b13, b14 | | |
| Hansha (Reverse Chariot) : | o1, o16; b1, b16 | | |
| Shitaka (Lion-Hawk) : | n9; c8 | Honshu (Free Eagle) : | n8; c9 |
| Hiki (Fire Demon) : | n7, n10; c7, c10 | Suigyuu (Water Buffalo) : | n6, n11; c6, c11 |
| Ryuu-o (Dragon King) : | n5, n12; c5, n12 | Ryuu-uma (Dragon Horse) : | n4, n13; c4, c13 |
| Kakugyo (Angel Goer) : | n3, n14; c3, c14 | | |
| Kenhei (Vertical Soldier) : | n2, n15; c2, c15 | | |
| Daisho (Great General) : | m9; d8 | Ouhei (Side Soldier) : | n1, n16; c1, c16 |
| Hisho (Flying General) : | m7, m10; d7, d10 | Fukusho (Vice General) : | m8; d9 |
| Hiju (Soaring Eagle) : | m5, m12; d5, d12 | Kakusho (Angle General) : | m6, m11; d6, d11 |
| Hisha (Flying Chariot) : | m3, m14; d3, d14 | Kakuo (Horned Falcon) : | m4, m13; d4, d13 |
| Kengyo (Vertical Mover) : | m2, m15; d2, d15 | | |
| Fuhyo (Foot Soldier) : | l1 – l16; e1 – e16 | Ougyo (Side Mover) : | m1, m16; d1, d16 |
| Inu (Dog) : | k5, k12; f5, f12 | | |

17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
香	行	鳩	飛	方	竜	漢	右將	王	左將	王	鬼	馬	走	叉	天	香
反	毒	狗	盲	龍	鳥	麒麟	金	近	金	鳳	猫	鹿	鼠	獅	古	反
	角		狸		麒麟	銀	大	銀		水		狐		堅		
白	象	南	東	木	石	鐵	銅	翅	銅	鐵	石	木	西	北	象	青
右車	橫	猛牛	猪	狼	猛熊	豹	猛虎	前	猛虎	豹	猛熊	狼	猪	猛牛	橫	左車
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩
					哮						哮					
					哮						哮					
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩
左車	橫	猛牛	猪	狼	猛熊	豹	猛虎	前	猛虎	豹	猛熊	狼	猪	猛牛	橫	右車
青	象	北	西	木	石	鐵	銅	翅	銅	鐵	石	木	東	南	象	白
	堅		狐		水		銀	大	銀		麒麟		狸		角	
反	古	獅	鼠	鹿	猫	鳳	金	近	金	麒麟	鳥	龍	盲	狗	毒	反
香	天	叉	走	馬	鬼	王	左將	玉	右將	漢	竜	方	飛	鳩	行	香

Dai-Dai Shogi – Great Great Shogi

- | | | | |
|---------------------------------------|------------------|----------------------------|---------|
| O-sho/Gyokusho (King/Jewel General) : | q9; a9 | | |
| Sasho (Left General) : | q10; a8 | Usho (Right General) : | q8; a10 |
| Hon'o (Free King) : | q11; a7 | Honbaku (Free Tapir) : | q7; a11 |
| Honki (Free Demon) : | q12; a6 | Ryuu-o (Dragon King) : | q6; a12 |
| Ryuu-uma (Dragon Horse) : | q13; a5 | Hougyo (Square Mover) : | q5; a13 |
| Sosha (Sideways Chariot) : | q14; a4 | Hisha (Flying Chariot) : | q4; a14 |
| Yasha (She-Devil) : | q15; a3 | Kyuhan (Dove) : | q3; q15 |
| Tengu (Long-Nosed Goblin) : | q16; a2 | Chogyo (Hook Mover) : | q2; a16 |
| Kyosha (Fragrant Chariot) : | q1, q17; a1, a17 | | |
| Kino (Neighboring King) : | p9; b9 | Kirin (Kylin) : | p7; b11 |
| Kinsho (Gold General) : | p8, p10; b8, b10 | Hontori (Rushing Bird) : | p6; b12 |
| Houou (Phoenix) : | p11; b7 | Hiryuu (Flying Dragon) : | p5; b13 |
| Myojin (Cat-sword) : | p12; b6 | Mouen (Blind Monkey) : | p4; b14 |
| Yoroku (Prancing Stag) : | p13; b5 | Hakken (Lion Dog) : | p3; b15 |
| Roso (Old Rat) : | p14; b4 | Dakuja (Poisonous Snake) : | p2; b16 |
| Shishi (Lion) : | p15; b3 | | |
| Kotobi (Old Kite Hawk) : | p16; b2 | Barin (Flying Horse) : | o6; c12 |
| Hansha (Reverse Chariot) : | p1, p17; b1, b17 | Henri (Enchanted Badger) : | o4; c14 |
| Dairyuu (Great Dragon) : | o9; c9 | Kakugyo (Angle Goer) : | o2; c16 |
| Ginsho (Silver General) : | o8, o10; c8, c10 | | |
| Suigyo (Water Buffalo) : | o12; c6 | | |
| Henko (Enchanted Fox) : | o14; c4 | | |
| Kengyo (Vertical Mover) : | o16; c2 | | |
| Konji (Golden Bird) : | n9; d9 | | |

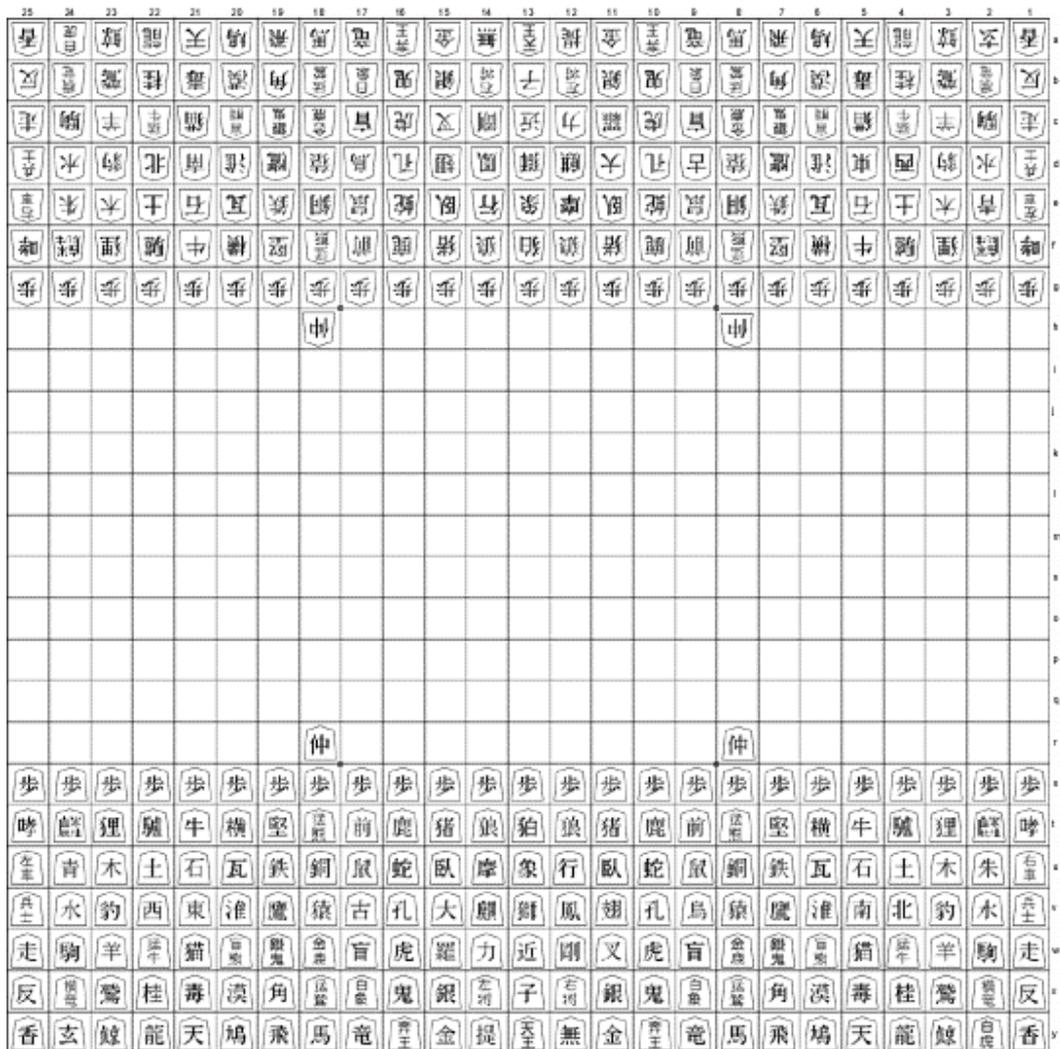
Dousho (Copper General) :	n8, n10; d8, d10		
Tessho (Iron General) :	n7, n11; d7, d11		
Sekisho (Stone General) :	n6, n12; d6, d12		
Mokusho (Wood General) :	n5, n13; d5, d13		
Seiju (Western Barbarian) :	n14; d4		
Hokuteki (Northern Barbarian) :	n15; d3	Toi (Eastern Barbarian) :	n4; d14
Kozo (Fragrant Elephant) :	n16; d2	Nanban (Southern Barbarian) :	n3; d15
Shoryuu (Blue Dragon) :	n17; d1	Hakuzo (White Elephant) :	n2; d16
Zenki (Standard Bearer) :	m9; e9	Byakko (White Tiger) :	n1; d17
Mouko (Savage Tiger) :	m8, m10; e8, e10		
Mouhyo (Ferocious Leopard) :	m7, m11; e7, e11		
Mouyu (Violent Bear) :	m6, m12; e6, e12		
Akuro (Evil Wolf) :	m5, m13; e5, e13		
Shincho (Angry Boar) :	m4, m14; e4, e14		
Mougyu (Violent Ox) :	m3, m15; e3, e15		
Ougyo (Side Mover) :	m2, m16; e2, e16		
Sasha (Left Chariot) :	m17; e1	Usha (Right Chariot) :	m1; e16
Fuhyo (Foot Soldier) :	l1 – l17; f1 – f17		
Kiken (Howling Dog) :	k6, k12; g6, g12		

19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
香	士	石	瓦	鉄	銅	銀	金	無	王	提	金	銀	銅	鉄	瓦	石	士	香	a
反		猫		猿		臥	豹	虎	象	虎	豹	蛇		淮		猫		反	b
	鼠		猪		盲		狼	鳳	獅	麒麟	狼		盲		猪		鼠		c
驢		桂		猛		龍	又	剛	狛	力	羅	龍		猛		桂		驢	d
飛	右	横	横	堅	角	馬	竜	行	奔	摩	竜	馬	角	堅	横	横	左	飛	e
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	f
					仲									仲					g
																			h
																			i
																			j
																			k
																			l
					仲									仲					m
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	歩	n
飛	左	横	横	堅	角	馬	竜	摩	奔	行	竜	馬	角	堅	横	横	右	飛	o
驢		桂		猛		龍	羅	力	狛	剛	又	龍		猛		桂		驢	p
	鼠		猪		盲		狼	麒麟	獅	鳳	狼		盲		猪		鼠		q
反		猫		淮		蛇	豹	虎	象	虎	豹	臥		猿		猫		反	r
香	士	石	瓦	鉄	銅	銀	金	提	玉	無	金	銀	銅	鉄	瓦	石	士	香	s

Maka-Dai-Dai Shogi – Ultra Great Great Shogi

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|---------------------------------------|------------------|-----------------------------|---------|
| O-sho/Gyokusho (King/Jewel General) : | s10; a10 | | |
| Daiba (Deva) : | s11; a9 | Mumyo (Dark Spirit) : | s9; a11 |
| Kinsho (Gold General) : | s8, s12; a8, a12 | | |
| Ginsho (Silver General) : | s7, s13; a7, a13 | | |
| Dousho (Copper General) : | s6, s14; a6, a14 | | |
| Tessho (Iron General) : | s5, s15; a5, a15 | | |
| Gasho (Tile General) : | s4, s16; a4, a16 | | |
| Sekisho (Stone General) : | s3, s17; a3, a17 | | |
| Dosho (Earth General) : | s2, s18; a2, a18 | | |
| Kyosha (Fragrant Chariot) : | s1, s19; a1, a19 | | |
| Suizo (Drunk Elephant) : | r10; b10 | | |
| Mouko (Blind Tiger) : | r9, r11; b9, b11 | | |
| Mouhyo (Ferocious Leopard) : | r8, r12; b8, b12 | | |
| Banja (Coiled Serpent) : | r13; b7 | Garyuu (Reclining Dragon) : | r7; b13 |
| Waikei (Chinese Cock) : | r15; b5 | Koen (Old Monkey) : | r5; b15 |
| Myojin (Cat-sword) : | r3, r17; b3, b17 | | |
| Hansha (Reverse Chariot) : | r1, r19; b1, b19 | | |
| Shishi (Lion) : | q10; c10 | | |
| Kirin (Kylin) : | q11; c9 | Houou (Phoenix) : | q9; c11 |
| Akuro (Evil Wolf) : | q8, q12; c8, c12 | | |
| Mouyu (Blind Bear) : | q6, q14; c6, c14 | | |
| Shincho (Angry Boar) : | q4, q16; c4, c16 | | |
| Roso (Old Rat) : | q2, q18; c2, c18 | | |
| Hakken (Lion Dog) : | p10; d10 | | |

Rikishi (Wrestler) :	p11; d9	Kongo (Guardian of the Gods) :	p9; d11
Rasetsu (Buddhist Devil) :	p12; d8	Yasha (She-Devil) :	p8; d12
Hiryuu (Flying Dragon) :	p7, p13; d7, d13		
Mougyu (Violent Ox) :	p5, p15; d5, d15		
Keima (Honorable Horse) :	p3, p17; d3, d17		
Roba (Donkey) :	p1, p19; d1, d19		
Hon'o (Free King) :	o10; e10		
Makatsu (Capricorn) :	o11; e9	Chogyo (Hook Mover) :	o9; e11
Ryuu-o (Dragon King) :	o8, o12; e8, e12		
Ryuu-uma (Dragon Horse) :	o7, o13; e7, e13		
Kakugyo (Angle Goer) :	o6, o14; e6, e14		
Kengyo (Vertical Mover) :	o5, o15; e5, e15		
Ouhi (Side Flyer) :	o4, o16; e4, e16		
Ougyo (Side Mover) :	o3, o17; e3, e17		
Sasha (Left Chariot) :	o18; e2	Usha (Right Chariot) :	o2; e18
Hisha (Flying Chariot) :	o1, o19; e1, e19		
Fuhyo (Foot Soldier) :	n1 – n19; f1 – f19		
Chuunin (Go Between) :	m6, m14; g6, g14		



Tai Shogi – Grand Shogi

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|---------------------------------|--------------------|------------------------|----------|
| 1. Jizaitenno (Emperor) : | y13; a13 | | |
| 2. Daiba (Deva) : | y14; a12 | Mumyo (Dark Spirit) : | y12; a14 |
| 3. Kinsho (Gold General) : | y11, y15; a11, a15 | | |
| 4. Hon'o (Free King) : | y10, y16; a10, a16 | | |
| 5. Ryuu-o (Dragon King) : | y9, y17; a9, a17 | | |
| 6. Ryuu-uma (Dragon Horse) : | y8, y18; a8, a18 | | |
| 7. Hisha (Flying Chariot) : | y7, y19; a7, a19 | | |
| 8. Kyuhan (Dove) : | y6, y20; a6, a20 | | |
| 9. Tengu (Long-Nosed Goblin) : | y5, y21; a5, a21 | | |
| 10. Hiryuu (Flying Dragon) : | y4, y22; a4, a22 | | |
| 11. Keigei (Whale) : | y3, y23; a3, a23 | | |
| 12. Genbu (Turtle-Snake) : | y24; a2 | Byakko (White Tiger) : | y2; a24 |
| 13. Kyosha (Fragrant Chariot) : | y1, y25; a1, a25 | | |
| 14. Taishi (Crown Prince) : | x13; b13 | | |
| 15. Sasho (Left General) : | x14; b12 | Usho (Right General) : | x12; b14 |
| 16. Ginsho (Silver General) : | x11, x15; b11, b15 | | |
| 17. Honki (Free Demon) : | x10, x16; b10, b16 | | |
| 18. Hakuzo (White Elephant) : | x9, x17; b9, b17 | | |
| 19. Moushu (Fierce Eagle) : | x8, x18; b8, b18 | | |
| 20. Kakugyo (Angle Goer) : | x7, x19; b7, b19 | | |
| 21. Honbaku (Free Tapir) : | x6, x20; b6, b20 | | |
| 22. Dokuja (Poisonous Snake) : | x5, x21; b5, b21 | | |
| 23. Keima (Honorable Horse) : | x4, x22; b4, b22 | | |
| 24. Hiju (Soaring Eagle) : | x3, x23; b3, b23 | | |

25. Ouryuu (Side Dragon) :	x2, x24; b2, b24		
26. Hansha (Reverse Chariot) :	x1, x25; b1, b25		
27. Kino (Neighboring King) :	w13; c13		
28. Rikishi (Wrestler) :	w14; c12		Kongo (Guardian of the Gods) :
	w12; c14		
29. Rasetsu (Buddhist Devil) :	w15; d11		Yasha (She-Devil) :
	w11; d15		
30. Mouko (Blind Tiger) :	w10, w16; c10, c16		
31. Mouen (Blind Monkey) :	w9, w17; c9, c17		
32. Kinroku (Golden Deer) :	w8, w18; c8, c18		
33. Ginki (Silver Demon) :	w7, w19; c7, c19		
34. Mouyu (Blind Bear) :	w6, w20; c6, c20		
35. Myojin (Cat-sword) :	w5, w21; c5, c21		
36. Mogyu (Violent Ox) :	w4, w22; c4, c22		
37. Yohei (Ramshead Soldier) :	w3, w23; c3, c23		
38. Hakku (White Horse) :	w2, w24; c2, c24		
39. Sosha (Sideways Chariot) :	w1, w25; c1, c25		
40. Shishi (Lion) :	v13; d13		
41. Kirin (Kylin) :	v14; d12		Houou (Phoenix) :
42. Dairyuu (Great Dragon) :	v15; d11		Konji (Golden Bird) :
43. Kujaku (Peacock) :	v10, v16; d10, d16		
44. Kotobi (Old Kite Hawk) :	v17; d9		Hontori (Rushing Bird) :
45. Koen (Old Monkey) :	v8, v18; d8, d18		
46. Kakuo (Horned Falcon) :	v7, v19; d7, d19		
47. Waikei (Chinese Cock) :	v6, v20; d6, d20		
48. Toi (Eastern Barbarian) :	v21; d5		Nanban (Southern Barbarian) :
49. Seiju (Western Barbarian) :	v22; d4		Hokuteki (Northern Barbarian) :
	v4; d22		
50. Mouhyo (Ferocious Leopard) :	v3, v23; d3, d23		
51. Suigyuu (Water Buffalo) :	v2, v24; d2, d24		
52. Heishi (Soldier) :	v1, v25; d1, d25		
53. Suizo (Drunk Elephant) :	u13; e13		
54. Makatsu (Capricorn) :	u14; e12		Chogyo (Hook Mover) :
55. Garyuu (Reclining Dragon) :	u11, u15; e11, e15		
56. Banja (Coiled Serpent) :	u10, u16; e10, e16		
57. Roso (Old Rat) :	u9, u17; e9, e17		
58. Dousho (Copper General) :	u8, u18; e8, e18		
59. Tessho (Iron General) :	u7, u19; e7, e19		
60. Gasho (Tile General) :	u6, u20; e6, e20		
61. Sekisho (Stone General) :	u5, u21; e5, e21		
62. Dosho (Earth General) :	u4, u22; e4, e22		
63. Mokusho (Wood General) :	u3, u23; e3, e23		
64. Shoryuu (Blue Dragon) :	u24; e2		Shujaku (Vermillion Sparrow) :
65. Sasha (Left Chariot) :	u25; e1		Usha (Right Chariot) :
66. Hakken (Lion Dog) :	t13; f13		
67. Akuro (Evil Wolf) :	t12, t14; f12, f14		
68. Shincho (Angry Boar) :	t11, t15; f11, f15		
69. Yoroku (Prancing Stag) :	t10, t16; f10, f16		
70. Zenki (Standard Bearer) :	t9, t17; f9, f17		
71. Mouyu (Violent Bear) :	t8, t18; f8, f18		
72. Kengyo (Verticle Mover) :	t7, t19; f7, f19		
73. Ougyo (Side Mover) :	t6, t20; f6, f20		
74. Higyu (Flying Ox) :	t5, t21; f5, f21		
75. Roba (Donkey) :	t4, t22; f4, f22		
76. Henri (Enchanted Badger) :	t3, t23; f3, f23		
77. Barin (Flying Horse) :	t2, t24; f2, f24		
78. Kiken (Howling Dog) :	t1, t25; f1, f25		
79. Fuhyo (Foot Soldier) :	s1 – s25; g1 – g25		
80. Chuunin (Go Between) :	r8, r18; h8, h18		

The table below shows how each piece promotes in the games shown. The list is alphabetized by the translated names for each piece. The abbreviations are also from the English names and modified so each abbreviation is unique. A cell with an X means the piece does not promote (it either has no promotional value or is an already promoted piece). A blank cell means that piece is not present in that variant.

			Shogi	Sho Shogi	Chu Shogi	Dai Shogi	Tenjiku Shogi	Dai-Dai Shogi	Maka-Dai-Dai Shogi	Tai Shogi
AGe	Kakusho	Angle General					VG			
AG	Kakugyo	Angle Goer	DH	DH	DH	DH	DH	X	GG	GG
AB	Shincho	Angry Boar				GG		X	FB	X
B	Koumori	Bat							X	
BB	Mouyu	Blind Bear							FBe	X
BM	Mouen	Blind Monkey						MW		MW
BT	Mouko	Blind Tiger			FSt	FSt	FSt		FTi	X
BDr	Shouryuu	Blue Dragon						X		X
BD	Rasetsu	Buddhist Devil							GG	GG
BS	Hosei	Buddhist Spirit							X	X
C	Makatsu	Capricorn							GG	GG
CS	Myojin	Cat-sword				GG		X	FCt	X
CC	Waikei	Chinese Cock							WS	WS
CSe	Banja	Coiled Serpent							FSe	X
CG	Dousho	Copper General			SM	SM	SM	X	FCo	X
CP	Taishi	Crown Prince		X	X	X	X		X	E
DS	Mumyo	Dark Spirit							BS	BS
De	Daiba	Deva							TK	TK
Do	Inu	Dog					MG			
Dk	Roba	Donkey							GG	GG
D	Kyuhan	Dove						X		X
DH	Ryuu-uma	Dragon Horse	X	X	HF	HF	HF	X	X	X
DK	Ryuu-o	Dragon King	X	X	SE	SE	SE	X	X	X
DE	Suizo	Drunk Elephant		CP	CP	CP	CP		CP	CP
EG	Dosho	Earth General							FEa	X
EB	Toi	Eastern Barbarian						Li		Li
E	Jikaitenno	Emperor							X	X
EBa	Henri	Enchanted Badger						D		D
EF	Henko	Enchanted Fox						SD		
EW	Akuro	Evil Wolf				GG		X	FW	X
FF	Funjin	Ferious Fiend						X	X	X
FL	Mouhyou	Ferocious Leopard			AG	AG	AG	X	FLe	X
FE	Moushu	Fierce Eagle								X
FD	Hiki	Fire Demon					X			
FC	Hisha	Flying Chariot	DK	DK	DK	DK	DK	X	GG	GG
FID	Hiryu	Flying Dragon				GG		DK	GG	DK
FG	Hisho	Flying General					GGe			
FH	Barin	Flying Horse						FK		FK
FO	Higyuu	Flying Ox			X	X	X			X
FSt	Hiroku	Flying Stag			X	X	X			
FS	Fuhyo	Foot Soldier	T	T	T	T	T	X	T	X

			Shogi	Sho Shogi	Chu Shogi	Dai Shogi	Tenjiku Shogi	Dai-Dai Shogi	Maka-Dai-Dai Shogi	Tai Shogi
L	Kyosha / Yari	Fragrant Chariot / Lance	GG	GG	WH	WH	WH	X	GG	X
FEI	Kozo	Fragrant Elephant						X		X
FBe	Honyu	Free Bear							X	
FB	Honcho	Free Boar			X	X	X		X	
FCt	Honmyo	Free Cat							X	
FCo	Hondou	Free Copper							X	
FDe	Honki	Free Demon						X		X
FDr	Honryuu	Free Dragon							X	
FEg	Honshu	Free Eagle					X			
FEa	Hondo	Free Earth							X	
FGo	Honnin	Free Goer							X	
FG	Honkin	Free Gold							X	
FI	Hontetsu	Free Iron							X	
FK	Hon'o	Free King			X	X	FEg	X	X	X
FLe	Honhyou	Free Leopard							X	
FSe	Honja	Free Serpent							X	
FSi	Hongin	Free Silver							X	
FSo	Honseki	Free Stone							X	
FTa	Honbaku	Free Tapir						X		X
FT	Honko	Free Tiger							X	
FTi	Honga	Free Tile							X	
FW	Honro	Free Wolf							X	
GB	Chuunin	Go Between			DE	DE			FGo	X
GG	Kinsho	Gold General	X	X	FC	FC	FC	X	FG	X
GBi	Konji	Golden Bird						X		X
GD	Kinroku	Golden Deer								X
GDr	Dairyuu	Great Dragon						X		X
GE	Daizo	Great Elephant						X		X
GrG	Daisho	Great General					X			
GoG	Kongo	Guardian of the Gods							GG	GG
HT	Yoken	Heavenly Tetrarchs					X			
HH	Keima	Honorable Horse	GG	GG		GG	SS		GG	X
HM	Chogyo	Hook Mover						X	GG	GG
HF	Kakuo	Horned Falcon			X	X	AG			X
HD	Kiken	Howling Dog						X		X
IG	Tessho	Iron General				GG		X	FI	X
JG	Gyokusho / O-sho	Jeweled General / King General	X	X	X	X	X	X	E	
K	Kirin	Kylin			Li	Li	Li	GDr	GDr	GDr
LC	Sasha	Left Chariot						X	GG	X
LG	Sasho	Left General						X		X
Li	Shishi	Lion			X	X	X	FF	FF	FF
LD	Hakken	Lion Dog						GE	GG	GE
LH	Shitaka	Lion Hawk					X			
LNG	Tengu	Long-Nosed Goblin						X		X
MW	Sanbo	Mountain Witch						X	X	X
MG	Yukisho	Multi-General					X			
NK	Kino	Neighboring King						SB		SB
NB	Hokuteki	Northern Barbarian						FEI		FEI

			Shogi	Sho Shogi	Chu Shogi	Dai Shogi	Tenjiku Shogi	Dai-Dai Shogi	Maka-Dai-Dai Shogi	Tai Shogi
OKH	Kotobi	Old Kite Hawk						LNG		LNG
OM	Koen	Old Monkey							MW	X
OR	Roso	Old Rat						WS	B	WS
P	Kujaku	Peacock								X
Ph	Houou	Phoenix			FK	FK	FK	GBi	GBi	GBi
PS	Dokuja	Poisonous Snake						HM		HM
PSt	Yoroku	Prancing Stag						SqM		SqM
T	Tokin	Promoted Pawn	X	X	X	X	X		X	
RS	Yohei	Ramshead Soldier								X
RD	Ganryuu	Reclining Dragon							FDr	X
RC	Hansha	Reverse Chariot			W	W	W	X	GG	X
RiC	Usha	Right Chariot						X	GG	X
RG	Usho	Right General						X		X
RB	Hontori	Rushing Bird						FDe		FDe
ST	Mouko	Savage Tiger						X		
SD	Yasha	She-Devil						X	GG	GG
SDr	Ouryuu	Side Dragon								GG
SF	Ouhi	Side Flyer							GG	
SM	Ougyo	Side Mover			FB	FB	FB	X	GG	GG
SS	Ouhei	Side Soldier					WBU			
SC	Sousha	Sideways Chariot						X		X
SDe	Ginki	Silver Demon								X
SG	Ginsho	Silver General	GG	GG	VM	VM	VM	X	FSi	X
SE	Hiju	Soaring Eagle			X	X	FG			X
S	Heishi	Soldier								X
SB	Nanban	Southern Barbarian						WE		WE
SqM	Hougyo	Square Mover						X		X
SBe	Zenki	Standard Bearer						X		X
StG	Sekisho	Stone General				GG		X	FSO	X
TK	Kyouo	Teaching King							X	X
TG	Gasho	Tile General							FTi	X
TS	Genbu	Turtle-Snake								X
VS	Shujaku	Vermillion Sparrow								X
VM	Kengyo	Vertical Mover			FO	FO	FO	X	GG	GG
VSo	Kenhei	Vertical Soldier					WC			
VG	Fukusho	Vice-General					X			
VB	Mouyu	Violent Bear						X		X
VO	Mougyu	Violent Ox				GG		X	GG	X
WC	Heisha	War Chariot					HT			
WBU	Suigyuu	Water Buffalo					FD	FTa		FTa
WB	Seiju	Western Barbarian						LD		LD
W	Keigei	Whale			X	X	X			X
WE	Hakuzo	White Elephant						X		X
WH	Hakku	White Horse			X	X	X			X
WT	Byakko	White Tiger						X		X
WS	Senkaku	Wizard Stork						X	X	X
WG	Mokusho	Wood General						X		X
Wr	Rikishi	Wrestler							GG	GG

The following pieces are present in the historic variants of Shogi. The first eleven are the only pieces of the modern game of Shogi (the final three only appear as promoted pieces). These eleven are often in the other variants with many other types of pieces – shown over the next few pages in alphabetical order by their translated names. Traditionally, Shogi pieces usually have two Kanji (Japanese characters) for their name. When applicable, only one character is shown for those unfamiliar with Kanji to more easily distinguish between the pieces. For how each piece promotes in each game – if it does – see the table on pages 21 - 23.



O-sho / Gyokusho (King General / Jeweled General) - the O-sho is the primary piece in Shogi. It is the equivalent of the western King and must not put itself into check and must escape check when placed in that position. Mating the opponent's O-sho or Gyokusho is the object of the game, resulting in a checkmate win. The O-sho moves one square in any direction - giving it the same moves as the King of western chess. See page 35, diagram 1.



Kinsho (Gold General) - the Kinsho start out as companions for the O-sho. The Kin can move one space in six directions - every direction but the backward diagonals. See page 35, diagram 2.



Ginsho (Silver General) - the Ginsho is a secondary starting companion of the O-sho and Kin. It can move one space in five directions - any of the four diagonal and straight forward. See page 35, diagram 3.



Hisha (Flying Chariot) - the Hisha may travel any number of unobstructed squares in an orthogonal direction. Its moves are identical to the original Chariot pieces of India that both it and the modern western Rook are descended from. See page 35, diagram 8.



Kakugyo (Angle Goer) - the Kakugyo (Kaku for short) may travel any number of unobstructed squares in the four diagonal directions. Its moves are identical to the modern Bishop though it is unrelated. See page 35, diagram 9.



Keima (Honorable Horse) - the Keima is the only jumping piece in Shogi that can change direction in mid-movement. It is related to the original Horse pieces to the west but has a much more limited movement. The Keima moves two squares forward followed by one square to the left or right, leaping over the intervening spaces - it cannot move any other way so its motion is always forward across the board. See page 35, diagram 4.



Kyosha / Yari (Fragrant Chariot / Lance) - the Kyosha has a simple movement. It can move forward any number of unobstructed squares but can move in no other direction. See page 35, diagram 5.



Fuhyo / Ho (Foot soldier) - the Fuhyo (or Fu for short) are normally in front of more powerful pieces, starting on the rank that is the entrance to the opponent's promotion zone (when applicable). The Fu move straight forward one square at a time and have no other option of movement. Though they are the Pawns of Shogi they do not capture differently than they move and thus can never move diagonally. They also do not possess the initial double-step of modern western Pawns. See page 35, diagram 7.



Ryuu-o (Dragon King) - the Ryuu-o is a strong piece. It has the normal moves of the Hisha (any number of unobstructed spaces in any orthogonal direction) and gains the ability to move one square in any of the four diagonal directions. In other words, the Ryuu-o has the combined moves of the Hisha and the O-sho. See page 35, diagram 10.



Ryuu-uma (Dragon Horse) - the Ryuu-uma is another strong piece. It retains the normal moves of the Kaku (any number of unobstructed spaces in any diagonal direction) and gains the ability to move one square orthogonally. In other words, the Ryuu-uma has the combined moves of the Kaku and the O-sho. See page 35, diagram 11.



Tokin - the Tokin only ever appears as the promoted form of the Fuhyo. It has the same movement as the Kinsho – one square in any direction except diagonal backward. However, the Tokin of modern Shogi has one important difference which makes it a very valuable piece: if captured, the Tokin will revert back to a simple Fu when played by the opponent meaning the Tokin is a very versatile piece that can be lost without giving the other player much of an advantage. Earlier variants did not possess the rule to allow captured pieces to be returned to play so the Tokin is not as useful. See page 35, diagram 7.

The following pages continue the other pieces played in the Shogi variants. Many appear in more than one game, sometimes only as promotional pieces, sometimes present at the start. Some pieces are unique to a single game. Except for the earliest Shogi variants of the Heian era – which are not shown here – all pieces of the same name have identical moves regardless of what game they appear in.



Kakusho (Angel General) – this is one of the lower ranked range jumping pieces. It can move and range jump in directions a Kakugyo can – any number of unobstructed spaces in the four diagonal directions or the same movement while jumping over any number of pieces (of either side) or empty spaces when making a capture – it can not jump if moving passively. It cannot jump over other Kakusho, Hisho (Flying General), Fukusho (Vice General), Daisho (Great General), or O-sho (King). This piece is only present in Tenjiku Shogi. See page 48, diagram 128.



Shincho (Angry Boar) – the Shincho can take one step in any of the orthogonal directions. See page 39, diagram 48.



Koumori (Bat) – the Koumori is only present as a promoted piece in Maka-Dai-Dai Shogi. It moves any number of unobstructed spaces forward orthogonally or backward diagonally. See page 44, diagram 105.



Mouyu (Blind Bear) – the Mouyu moves one step in any diagonal direction or any number of unobstructed spaces backward. See page 39, diagram 53.



Mouen (Blind Monkey) – the Mouen may take one step in any direction except forward or backward. See page 38, diagram 39.



Mouko (Blind Tiger) – the Mouko may take one step in any direction except forward. See page 36, diagram 14.



Shouryuu (Blue Dragon) – this piece may move up to two spaces forward or backward, one step to the left forward diagonal, or any number of unobstructed spaces sideways or to the right forward diagonal. See page 40, diagram 68.



Rasetsu (Buddhist Devil) – the Rasetsu may take up to three steps in either of the forward diagonals or move one step to the left, right, or backward. See page 41, diagram 73.



Hosei (Buddhist Spirit) – this very powerful piece moves like both a Shishi (Lion) and a Hon'o (Free King). This means it has all the Shishi powers of the A and B squares around itself and it can move any number of unobstructed spaces in any direction. This piece only appears after promotion. See page 46, diagram 115.



Makatsu (Capricorn) – the Makatsu is a diagonal hook mover. It can travel any number of unobstructed spaces in any of the four diagonal directions and may also make one ninety degree turn during its motion and continue its ranged movement. See page 46, diagram 118.



Myojin (Cat-Sword) – the Myojin can take one step in any of the four diagonal directions. It's moves are identical to the original companions to the king pieces in ancestral chess but this piece is unrelated. See page 39, diagram 49.



Waikei (Chinese Cock) – the Waikei may take one step to the forward diagonals, sideways, or backwards, only. See page 38, diagram 43.



Banja (Coiled Serpent) – the Banja may take one step in the forward direction, backward, or backward diagonals. See page 39, diagram 52.



Dousho (Copper General) – the Dousho has a restricted Kinsho (Gold General) movement; one square forward, backward, and to the forward diagonals. See page 36, diagram 17.



Taishi (Crown Prince) - a Taishi in play gives its owner a second royal piece that too needs to be mated along with the O-sho (King). for the opponent to win the game. The Taishi has the same movement powers as the O-sho - one square in any of the eight directions. See page 36, diagram 13.



Mumyo (Dark Spirit) – the Mumyo may take one step to the forward diagonals, one step to the right, or one step to the left backward diagonal. See page 39, diagram 55.



Daiba (Deva) – the Daiba may take one step to the forward diagonals, one step to the left, or one step to the right backward diagonal. See page 39, diagram 56.



Inu (Dog) – this piece is only found in Tenjiku Shogi and takes the place of the Chuunin (Go Between). It may move one space forward or one space backwards diagonally. See page 39, diagram 50.



Roba (Donkey) – the Roba can move one space sideways or jump to the second square either forward or backward. See page 47, diagram 124.



Kyuhan (Dove) – the Kyuhan may move up to two spaces in any orthogonal direction or up to five spaces in any diagonal direction. See page 43, diagram 90.



Suizo (Drunk Elephant) - the starting Suizo is a very important piece, mainly because it promotes into a Taishi (Crown Prince) creating a second royal piece that needs to be mated for the opponent to win the game. The Suizo itself can move one square in any direction except backward. See page 36, diagram 12.



Dosho (Earth General) – the Dosho is a weak general piece that has the same move as the Chuunin (Go Between): one space only forward or backward. See page 38, diagram 35.



Toi (Eastern Barbarian) – the Toi may move up to two squares either forward or backward or one space sideways or diagonally forward. See page 40, diagram 67.



Jikaitenno (Emperor) – the Jikaitenno has the widest range of motion of any chess piece: it can jump to almost any space on the board. The only restriction is that it may not capture a piece if that piece is defended – meaning if another piece of the opponent could reach that square in the next move. A Jikaitenno itself defends every ally piece even if nothing else does. See page 46, diagram 116.



Henri (Enchanted Badger) – the Henri can move up to two spaces in any orthogonal direction except backward. See page 38, diagram 44.



Henko (Enchanted Fox) – the Henko can move up to two spaces diagonally forward or orthogonally backward. This piece is only present in Dai-Dai Shogi. See page 49, diagram 139.



Akuro (Evil Wolf) – the Akuro can move one space forward, diagonally forward, or sideways. See page 38, diagram 46.



Mouhyou (Ferocious Leopard) – the Mouhyou can move one space in any direction except sideways. See page 36, diagram 16.



Moushu (Fierce Eagle) – the Moushu can move up to two spaces in any diagonal direction or one step to the left or right. See page 41, diagram 76.



Hiki (Fire Demon) – only present in Tenjiku Shogi, this is one of the most powerful and unique chess pieces. It may move any number of unobstructed spaces in any direction except sideways or as a three area mover meaning it can reach any of the forty-eight squares in the three rings around itself unless it would need to jump to do so. Its most powerful feature is the ability to burn any opponent piece on any of the eight squares surrounding itself – meaning it could remove up to eight pieces on one turn. This burning power is active even on the opponent's turn so any opponent piece that stops on one of the eight adjacent squares is burned and removed from the game. A Hiki has to stop on the space of another Hiki to capture it – the attacking Hiki would be burnt if it stopped on an adjacent square while the attacked Hiki would be unaffected. See page 44, diagram 93.



Hiryuu (Flying Dragon) – the Hiryuu can move up to two squares in any diagonal direction. See page 39, diagram 54.



Hisho (Flying General) - this is one of the lower ranked range jumping pieces. It can move and range jump in directions a Hisha (Flying General) can – any number of unobstructed spaces in the four orthogonal directions or the same movement while jumping over any number of pieces (of either side) or empty spaces when making a capture – it can not jump if moving passively. It cannot jump over other Hisho, Kakusho (Angle General), Fukusho (Vice General), Daisho (Great General), or O-sho (King). This piece is only present in Tenjiku Shogi. See page 48, diagram 127.



Barin (Flying Horse) – the Barin can move up to two spaces in the forward diagonal directions or step orthogonally one space. See page 48, diagram 132.



Higyū (Flying Ox) – the Higyū may move any number of unobstructed spaces in any direction except sideways. See page 37, diagram 25.



Hiroku (Flying Stag) - the Hiroku can move any number of unobstructed squares forward or backward as well as one space only in any of the six remaining directions. See page 37, diagram 30.



Kozo (Fragrant Elephant) – the Kozo can move any number of unobstructed squares in the forward diagonal directions or move up to two spaces in any other direction. See page 46, diagram 114.



Honyū (Free Bear) – the Honyū may move any number of unobstructed spaces in any direction except forward or backward or it may jump to the second square diagonally forward. See page 49, diagram 135.



Honcho (Free Boar) – the Honcho can move any number of unobstructed spaces in any direction except forward or backward. See page 37, diagram 26.



Honmyō (Free Cat) – this is the free version of the Myōjin (Cat-Sword). It can move any number of unobstructed spaces diagonally. See page 45, diagram 111.



Hondō (Free Copper) – this is the free version of the Dousho (Copper General). It can move any number of unobstructed spaces forward, backward, or diagonally forward. See page 44, diagram 102.



Honki (Free Demon) – the Honki can move any number of unobstructed spaces in any direction except forward or backward. Forward or backward, it may move up to five spaces. See page 40, diagram 69.



Honryū (Free Dragon) – the Honryū can move any number of unobstructed squares both orthogonally and diagonally forward or one square only either orthogonally or diagonally backward. See page 45, diagram 109.



Honju (Free Eagle) – this piece, unique to Tenjiku Shogi, can move any number of unobstructed spaces in any direction or jump to the second square in any orthogonal direction. See page 49, diagram 134.



Hondo (Free Earth) – this is the free version of the Dosho (Earth General). It can move any number of unobstructed spaces forward or backward. See page 44, diagram 101.



Honnin (Free Goer) - this is the free version of the Chuunin (Go Between). It can move any number of unobstructed spaces forward or backward. See page 44, diagram 104.



Honkin (Free Gold) – this is the free version of the Kinsho (Gold General). It can move any number of unobstructed spaces in any direction except diagonally backward. See page 44, diagram 96.



Hontetsu (Free Iron) – this is the free version of the Tessho (Iron General). It can move any number of unobstructed spaces orthogonally or diagonally forward. See page 44, diagram 97.



Hon'o (Free King) – this is the free version of the O-sho (King). It can move any number of unobstructed spaces in any direction. It has the same movement as the modern western Queen but is not related. See page 36, diagram 22.



Honhyou (Free Leopard) – this is the free version of the Mouhyou (Ferocious Leopard). It can move any number of unobstructed spaces in any direction except sideways. See page 45, diagram 106.



Honja (Free Serpent) – this is the free version of the Banja (Coiled Serpent). It can move any number of unobstructed spaces forward, backward, or diagonally backward. See page 45, diagram 110.



Hongin (Free Silver) – this is the free version of the Ginsho (Silver General). It can move any number of unobstructed spaces in any diagonal direction or orthogonally forward. See page 44, diagram 99.



Honseki (Free Stone) – this is the free version of the Sekisho (Stone General). It can move any number of unobstructed spaces in either of the forward diagonal directions. See page 44, diagram 103.



Honbaku (Free Tapir) - the Honbaku can move any number of unobstructed spaces in any direction except sideways. Sideways, it may move up to five spaces. See page 42, diagram 87.



Honko (Free Tiger) – this is the free version of the Mouko (Blind Tiger). It can move any number of unobstructed spaces in any direction except orthogonally forward. See page 45, diagram 107.



Honga (Free Tile) – this is the free version of the Gasho (Tile General). It can move any number of unobstructed spaces in the forward diagonals or orthogonally backward. See page 44, diagram 98.



Honro (Free Wolf) - the Honro can move any number of unobstructed spaces in any direction except sideways. Sideways, it may move up to five spaces. See page 45, diagram 113.



Funjin (Furious Fiend) – this powerful piece combines the moves of the Shishi (Lion) and Hakken (Lion Dog). This means it has all the Shishi powers of the A and B squares around itself and it can move up to three squares in any direction. This piece only appears after promotion. See page 45, diagram 108.



Chuunin (Go Between) – the Chuunin move only one square forward or backward. In most of the larger variants, these are the only pieces ever found in front of the Fuhyo (Foot Soldier) pawn line. See page 36, diagram 15.



Konji (Golden Bird) – the Konji can move any number of unobstructed spaces forward or backward or up to three squares diagonally or up to two squares sideways. See page 41, diagram 78.



Kinroku (Golden Deer) – the Kinroku can move any number of unobstructed spaces in the forward diagonal directions or up to two spaces in the backward diagonals. See page 39, diagram 60.



Dairyuu (Great Dragon) - the Dairyuu can move any number of unobstructed spaces sideways or up to three squares diagonally or up to two squares forward or backward. See page 41, diagram 75.



Daizo (Great Elephant) – the Daizo can move up to five spaces sideways or diagonally backward or up to three squares in any other direction. See page 45, diagram 112.



Daisho (Great General) – this is the most powerful and highest ranked range jumper. It may move any number of unobstructed spaces in any direction – like a modern western Queen. It may make the same movement while jumping any number of pieces of either side or any number of empty squares when making a capture – it may not jump if moving passively. The Daisho may jump any piece except another Daisho or an O-sho (King). See page 48, diagram 126.



Kongo (Guardian of the Gods) – the Kongo can move up to three squares in any orthogonal direction or one square forward diagonally. See page 42, diagram 81.



Yoken (Heavenly Tetrarchs) – the Yoken are unique to Tenjiku Shogi and only appear as promotional pieces. It is the only piece in Shogi that cannot move to any adjacent square, however it can *igui* capture (capture without moving) an opponent piece on an adjacent square. It can move by jumping diagonally to the second square and then moving any number of unobstructed spaces from that square or jump to the second square to the left or right – it may make no further movement when doing so. Finally, it can also move out three spaces sideways but only if the path this clear, this last movement not being a jump. See page 46, diagram 117.



Chogyo (Hook Mover) – a very wide ranging piece, the Chogyo can move any number of unobstructed squares in any orthogonal direction but may also make one ninety degree turn during it's movement and continue the range motion. Effectively, this means on an empty board, a Chogyo could reach any square in one move. See page 47, diagram 120.



Kakuo (Horned Falcon) – the Kakuo can move any number of unobstructed spaces in every direction except straight forward. The first two squares along the forward file it treats like a Shishi (Lion) would and has one A and one B square. See page 37, diagram 28.



Kiken (Howling Dog) – the Kiken can move any number of unobstructed spaces forward or one space backward. In Dai-Dai Shogi, they take the place of the Chuunin. See page 39, diagram 51.



Tessho (Iron General) – the Tessho can move only forward but can do so both orthogonally and diagonally. See page 38, diagram 32.



Kirin (Kylin - Chinese Unicorn) - the Kirin may jump to the second square in any orthogonal direction or move to the first square in any diagonal direction. See page 36, diagram 19.



Sasha (Left Chariot) – the Sasha can move any number of unobstructed spaces forward, left forward diagonal, and right backward diagonal, or one space orthogonally backward. See page 39, diagram 57.



Sasho (Left General) – the Sasho can move one space in any direction except to the left sideways. See page 38, diagram 36.



Shishi (Lion) - the Shishi is considered the most powerful piece in Chu Shogi and quite powerful in other variants. It has rather complicated rules. The Shishi can move to any of the eight squares surrounding itself – called A spaces. The Shishi can jump to any of the sixteen squares surrounding those eight – called B spaces. It can move to any of the A spaces and immediately return to the square it began from - a move called *jitto* and effectively passing for the turn. It may capture a piece on an A space and then either remain on that square, return to its starting position (called *igui* - capturing without moving), or move to any other adjacent square and may capture a second piece on the same turn. Chu Shogi also has specific rules about how to capture a Shishi. If a Shishi is on the outer sixteen square of another Shishi (it's B spaces), the attacking Lion can only capture if the attacked Shishi is undefended or the attacking Shishi can capture a piece that is not a Fuhyo or Chuunin and then capture the other Shishi. If a Shishi is captured by a piece that is not another Lion, the opponent cannot capture a Shishi on the next turn unless using a Shishi (in which the above rules apply). These rules were made to discourage an exchange of Shishi and keep these pieces for most of the game. In larger variants of Shogi, the Shishi is not as powerful relative to other pieces and does not have any limitations on how it is captured. See page 36, diagram 22.



Hakken (Lion Dog) – the Hakken can move up to three squares in any direction. See page 40, diagram 64.



Shitaka (Lion Hawk) – historically, this piece unique to Tenjiku Shogi, moved either any number of unobstructed spaces diagonally or as a two area mover – taking two steps (no jumps) to reach any of the twenty-four squares nearest squares. However, Tenjiku author Colin Adams has suggested this movement is too weak for such a piece and thinks keeping its ranged motion but giving it the powers of a Shishi (Lion) would lead to better usage. See page 43, diagrams 88 and 89.



Tengu (Long-Nosed Goblin) – the Tengu has the powers of a Makatsu (Capricorn) and an O-sho (King): it hook moves in all diagonal directions (a clear path range motion plus the allowance of one ninety-degree turn and continued range motion) as well as being able to take one step in any orthogonal direction. See page 46, diagram 119.



Sanbo (Mountain Witch) – the Sanbo can move any number of unobstructed spaces in all diagonal directions and backward or can move one step forward. This piece only appears as a promotional piece. See page 44, diagram 92.



Yukisho (Multi-General) – though it has a different name, it is the free version of the Inu (Dog) and can move any number of obstructed spaces forward or diagonally backward. It is only found in Tenjiku Shogi and as a promotional piece. See page 44, diagram 95.



Kino (Neighbouring King) – the Kino moves just like the Suizo (Drunk Elephant): one space in any direction except backward. See page 38, diagram 40.



Hokuteki (Northern Barbarian) – the Hokuteki can take up to two steps diagonally forward, one step to the left or right sideways, or one step to diagonally backward. See page 41, diagram 72.



Kotobi (Old Kite Hawk) – the Kotobi can move up to two spaces in any orthogonal direction or one step diagonally forward. See page 41, diagram 77.



Koen (Old Monkey) – the Koen can take one step in any diagonal direction and one step backward orthogonally. See page 38, diagram 45.



Roso (Old Rat) – the Rose can move up to two spaces diagonally forward or orthogonally backward. See page 42, diagram 84.



Kujaku (Peacock) – the Kujaku is the weakest hook moving piece. It can move any number of unobstructed spaces in the forward diagonal directions and may make one ninety degree turn and continue its ranged motion. It can also move up to two squares diagonally backward. See page 47, diagram 122.



Houou (Phoenix) - the Houou may jump to the second square in any diagonal direction or move to the first square in any orthogonal direction. See page 36, diagram 20.



Dokuja (Poisonous Snake) – the Dokuja may jump to the second square orthogonally forward or diagonally backward or move to the first square sideways. See page 42, diagram 82.



Yoroku (Prancing Stag) – the Yoroku can move up to two squares left or right or one square in any other direction except orthogonally backward. See page 38, diagram 41.



Yohei (Ramshead Soldier) – this piece unique to Tai Shogi can only move diagonally forward any number of unobstructed spaces. See page 42, diagram 80.



Ganryuu (Reclining Dragon) – the Ganryuu can take one step in any direction except diagonally forward. See page 38, diagram 42.



Hansha (Reverse Chariot) - the Hansha is basically a double Kyosha (Fragrant Chariot). It can move forward or backward any number of unobstructed squares. See page 36, diagram 21.



Usha (Right Chariot) - the Usha can move any number of unobstructed spaces forward, right forward diagonal, and left backward diagonal, or one space orthogonally backward. See page 39, diagram 58.



Usho (Right General) - the Usho can move one space in any direction except to the right sideways. See page 38, diagram 37.



Hontori (Rushing Bird) – the Hontori can move any number of unobstructed spaces in any direction except orthogonally backward. See page 42, diagram 86.



Mouko (Savage Tiger) – this piece, unique to Dai-Dai Shogi, can move up to two spaces forward or backward or one space diagonally forward. See page 49, diagram 138.



Yasha (She-Devil) - the Yasha may move up to two spaces in any diagonal direction or up to five spaces in any orthogonal direction. See page 44, diagram 100.



Ouryuu (Side Dragon) – this piece, unique to Tai Shogi, can move any number of unobstructed spaces in any orthogonal direction except backward. Backward, it can move one square. See page 42, diagram 85.



Ouhi (Side Flyer) – this piece, unique to Maka-Dai-Dai Shogi, can move any number of unobstructed spaces to the left or right or take one diagonal step. See page 48, diagram 133.



Ougyo (Side Mover) - the Ougyo can move sideways any number of unobstructed squares to the left or right or one space to forward or backward. See page 36, diagram 18.



Ouhei (Side Soldier) – this piece, unique to Tenjiku Shogi, can move any number of unobstructed spaces to the left or right, up to two spaces forward, or one space backward. See page 39, diagram 62.



Sousha (Sideways Chariot / Running Chariot) – the Sousha can move any number of unobstructed spaces in any orthogonal direction or take one step to the back diagonals. See page 40, diagram 66.



Ginki (Silver Demon) – this piece, unique to Tai Shogi, can move any number of unobstructed spaces in the backward diagonal directions or up to two squares in the forward diagonals. See page 39, diagram 61.



Hiju (Soaring Eagle) - the Hiju can move any number of unobstructed spaces orthogonally and backward diagonally. The first two squares along the forward diagonals it treats like a Shishi (Lion) would and has two A squares and two B squares. See page 37, diagram 27.



Heishi (Soldier) – this piece, unique to Tai Shogi, can move any number of unobstructed spaces in any direction except diagonally forward. See page 42, diagram 79.



Nanban (Southern Barbarian) - the Hokuteki can take up to two steps diagonally backward, one step to the left or right sideways, or one step to diagonally forward. See page 41, diagram 74.



Hougyo (Square Mover) - the Hougyo can move any number of unobstructed spaces in any orthogonal direction or take one step to the forward diagonals. See page 44, diagram 94.



Zenki (Standard Bearer) - the Zenki can move any number of unobstructed squares in the forward diagonal and orthogonal directions or move up to two spaces in any other direction. See page 40, diagram 65.



Sekisho (Stone General) – the Sekisho can move one square in the forward diagonal directions. See page 38, diagram 34.



Kyouo (Teaching King) – the Kyouo is a confusing piece. Historically it has been said have the moves of both a Hon'o (Free King) and a Hakken (Lion Dog). However, the moves of the Hakken are subsumed by the moves of the Hon'o (moving any number of unobstructed spaces in any direction) so it would only have the moves of a Hon'o and this is how it is usually played. However, another way of movement mentioned by the Shogi Association – but not advocated – is that the description was confused and was not meant to speak of the three stepping Hakken but of a Shishi (Lion) that with a three area move – normal Shishi have only a two area move. The extra squares – called C – are treated with the same rules as the A and B squares of a Shishi; using this rules, the Kyouo could take three pieces in one turn when moving as a three area Lion. This second Kyouo could still move as a Hon'o making it a very powerful piece. It only appears after promotion. See page 47, diagrams 123 and 125.



Gasho (Tile General) – the Gasho can move one square diagonally forward or orthogonally backward. See page 38, diagram 33.



Genbu (Turtle-snake) – this piece, unique to Tai Shogi, can move any number of unobstructed spaces diagonally forward or orthogonally backward, move up to two squares diagonally backward, or move one square orthogonally forward. See page 48, diagram 129.



Shujaku (Vermillion Swallow) – this piece, unique to Tai Shogi, can move any number of unobstructed spaces diagonally or orthogonally forward, move up to two squares diagonally backward, or move one square orthogonally backward. See page 48, diagram 130.



Kengyo (Vertical Mover) - the Kengyo can move any number of unobstructed squares forward or backwards or one space to the left or right. See page 36, diagram 23.



Kenhei (Vertical Soldier) – this piece, unique to Tenjiku Shogi, can move any number of unobstructed spaces forward, up to two spaces sideways, or one space backward. See page 49, diagram 137.



Fukusho (Vice-General) – this piece, unique to Tenjiku Shogi, can range jump any diagonal direction meaning it can move that way any time or jump any number of pieces of either side or empty spaces when making a capture. It may only jump when making a capture. It may not jump over other Fukusho, Daisho (Great General), or O-sho (King). It is also a two area mover so it can reach the nearest twenty-four squares around itself as long as it would not have to jump to do so. See page 47, diagram 121.



Mouyu (Violent Bear) – the Mouyu can move up to two squares diagonally forward or one square to the left or right. See page 48, diagram 131.



Mougyu (Violent Ox) – the Mougyu can move up to two squares in any orthogonal direction. See page 39, diagram 59.



Heisha (War Chariot) – this piece, unique to Tenjiku Shogi, can move any number of unobstructed spaces in every direction except sideways. Sideways it can move up to two squares. See page 49, diagram 136.



Suigyū (Water Buffalo) – the Suigyū can move any number of unobstructed spaces in every direction except forward and backward. Forward and backward it can move up to two squares. See page 40, diagram 71.



Seiju (Western Barbarian) – the Seiju can move up to squares sideways or one square forward, backward, and diagonally forward. See page 38, diagram 38.



Keigei (Whale) – the Keigei can move any number of unobstructed spaces orthogonally forward and both orthogonally and diagonally backward. See page 37, diagram 29.



Hakuzo (White Elephant) - the Hakuzo can move any number of unobstructed squares in the backward diagonal directions or move up to two spaces in any other direction. See page 40, diagram 63.



Hakku (White Horse) - the Hakku can move any number of unobstructed spaces both orthogonally and diagonally forward and orthogonally backward. See page 37, diagram 31.



Byakko (White Tiger) - this piece may move up to two spaces sideways, one step to the right forward diagonal, or any number of unobstructed spaces forward or backward or to the left forward diagonal. See page 40, diagram 70.



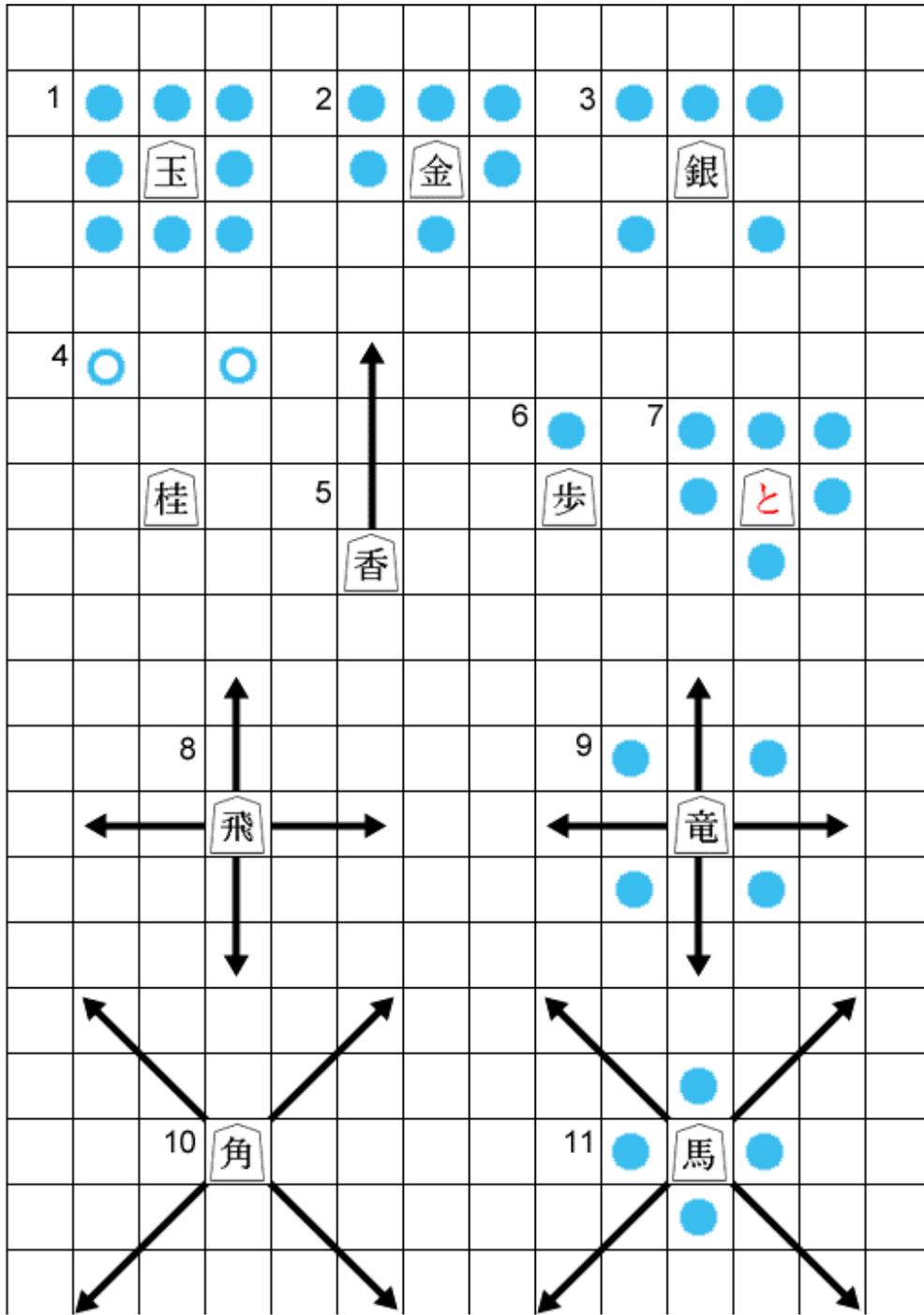
Senkaku (Wizard Stork) - the Senkaku can move any number of unobstructed spaces in all diagonal directions and forward or can move one step backward. This piece only appears as a promotional piece. See page 44, diagram 91.

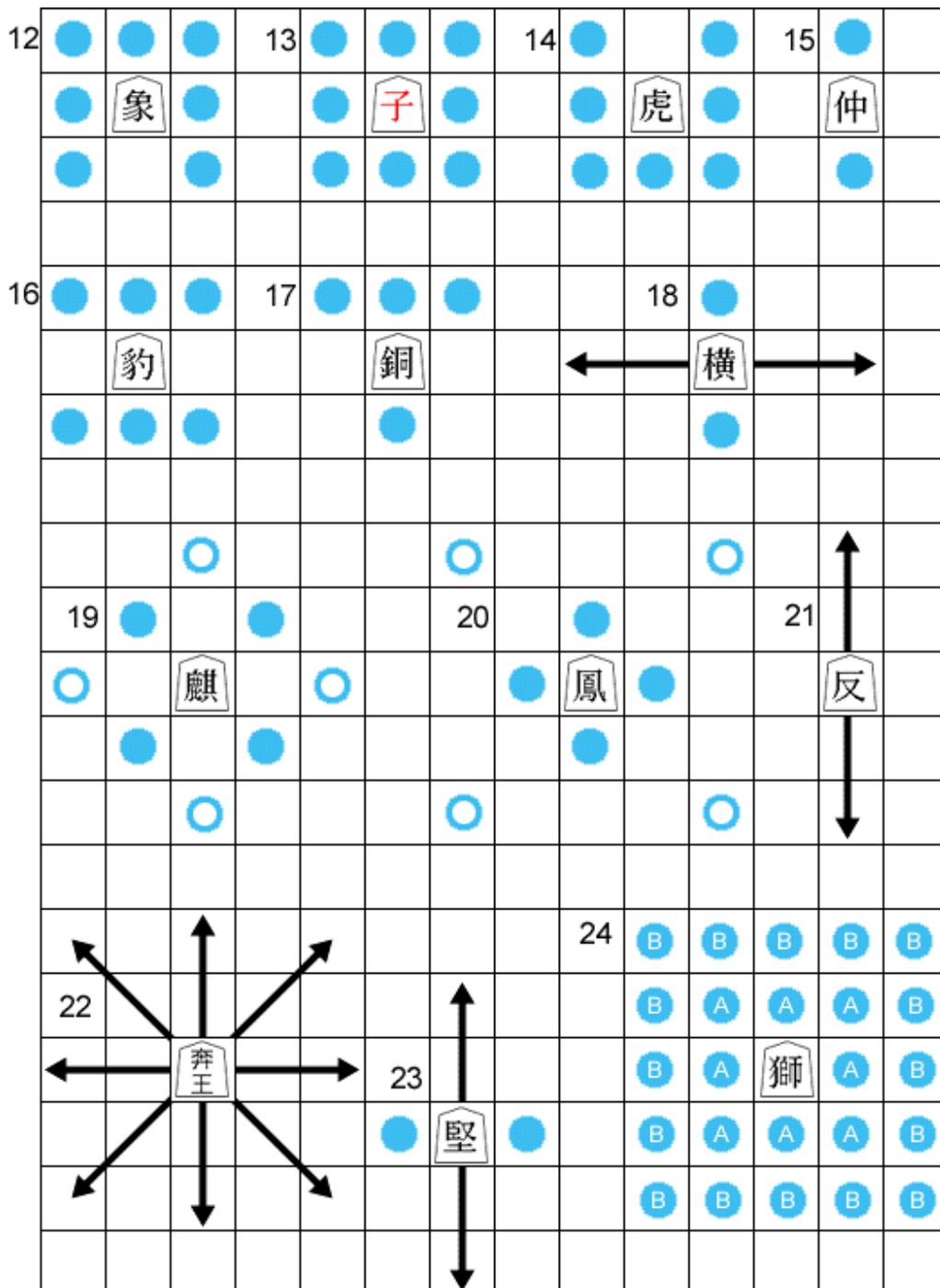


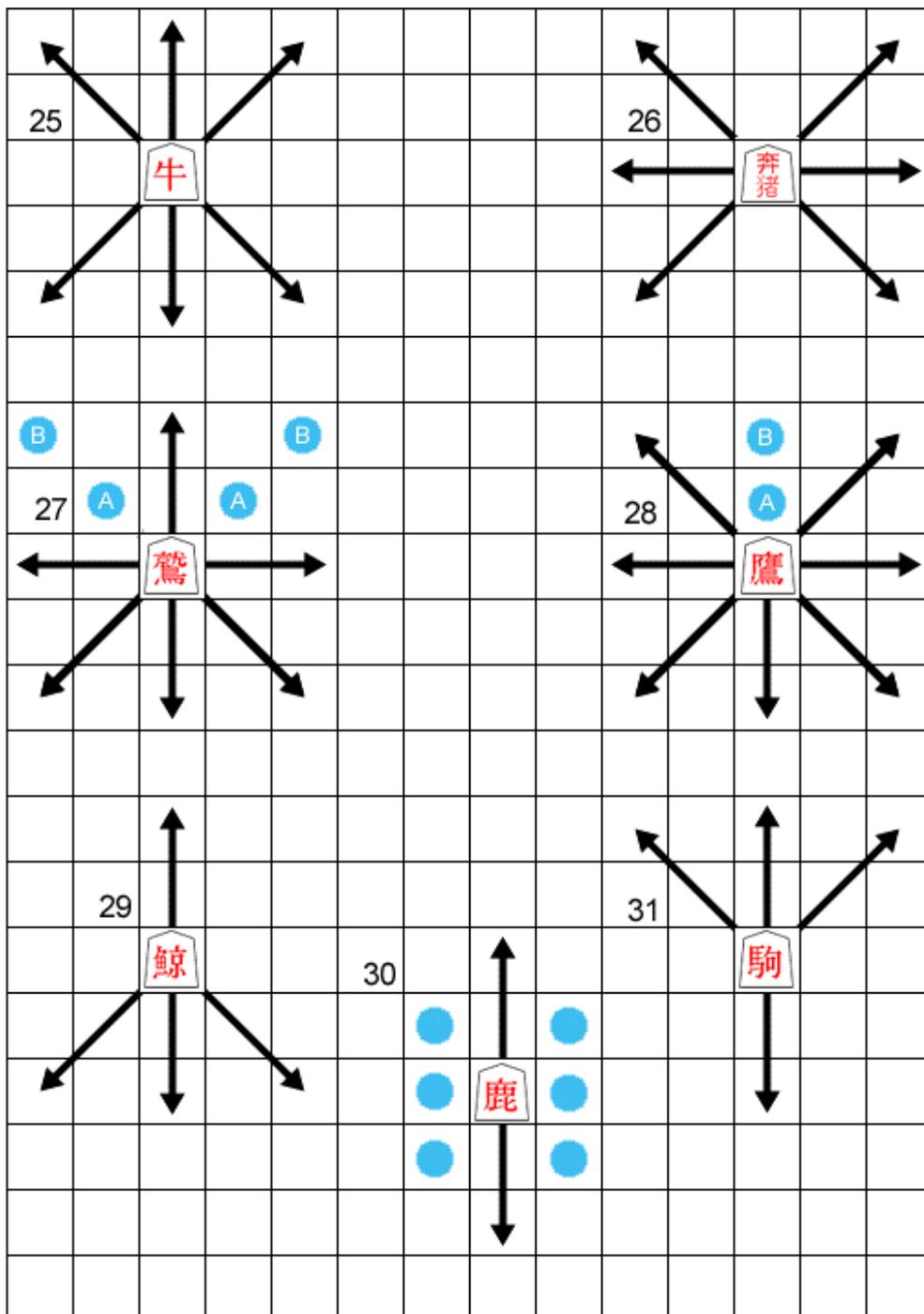
Mokusho (Wood General) – the Mokusho can move up to two squares diagonally forward. See page 38, diagram 47.



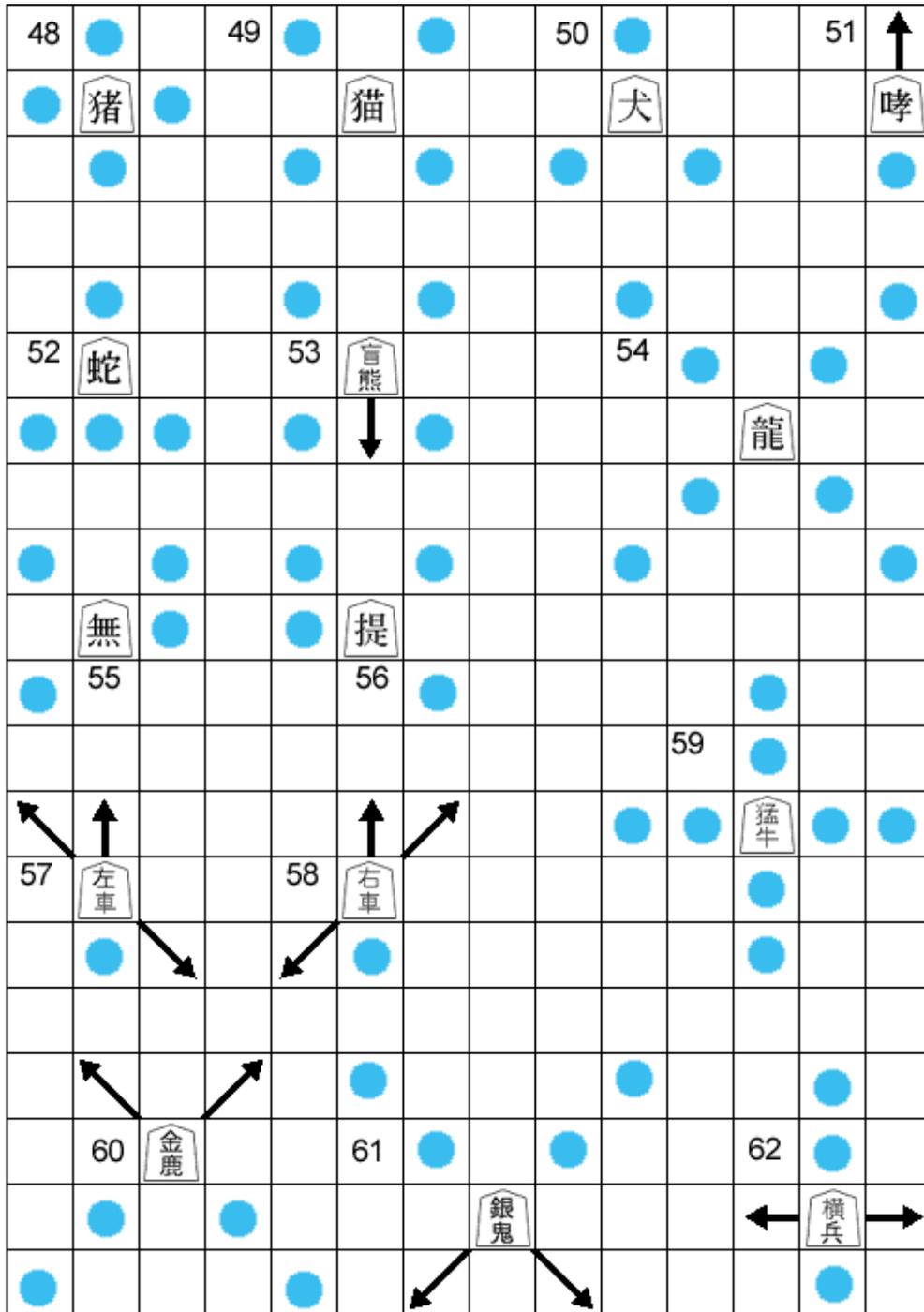
Rikishi (Wrestler) – the Rikishi can move up to three spaces in any diagonal direction or one space sideways. See page 79, diagram 83.

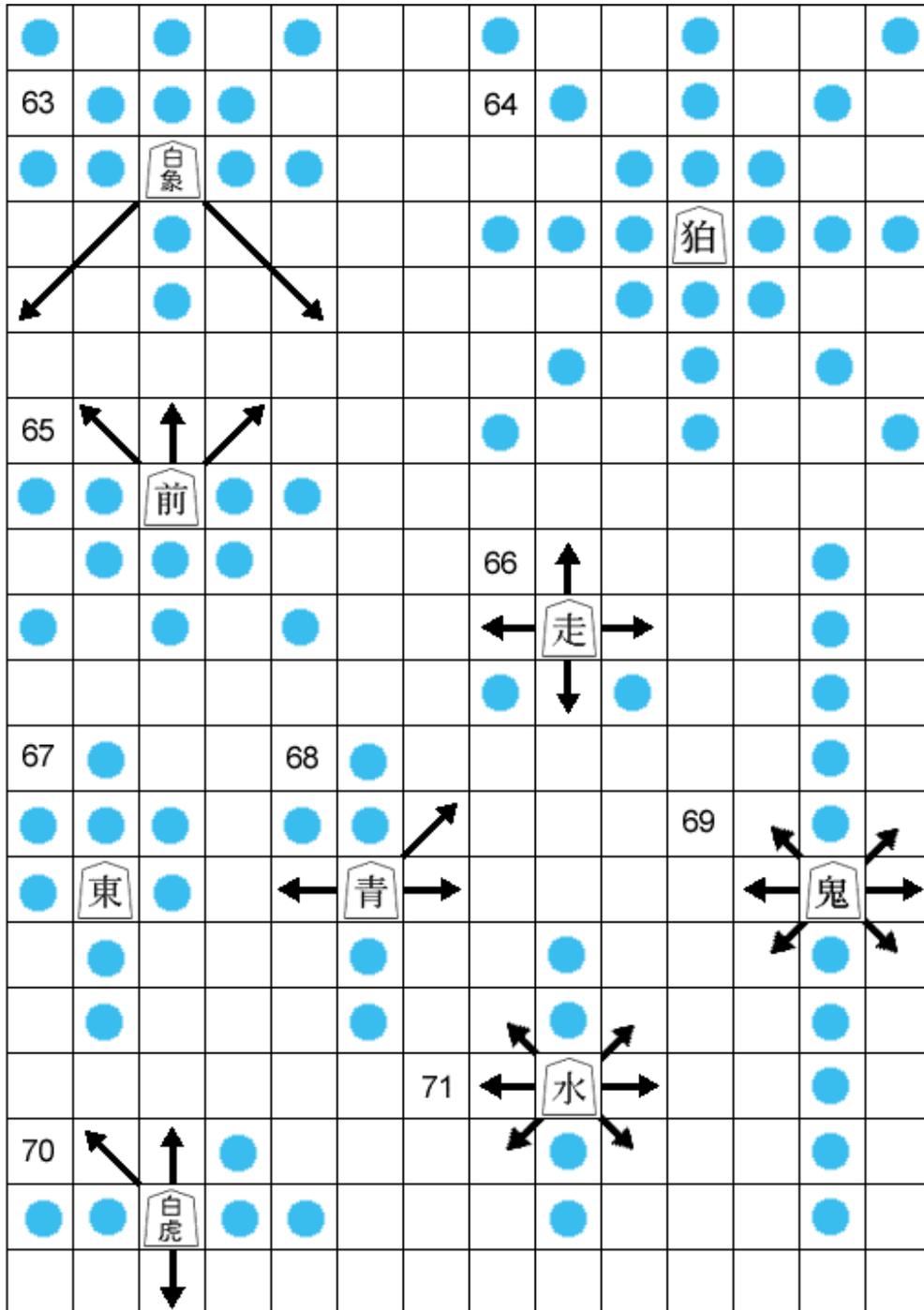


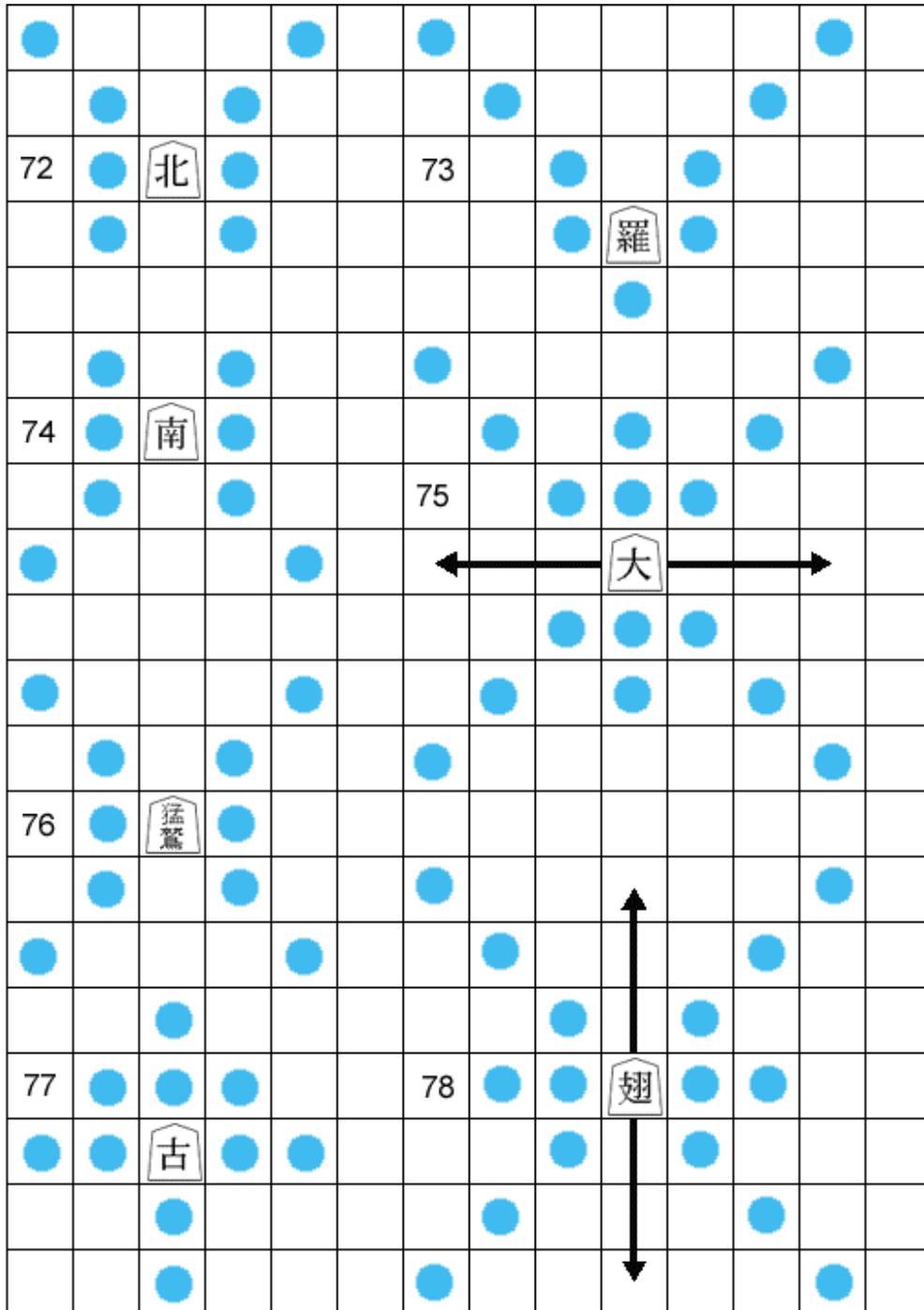


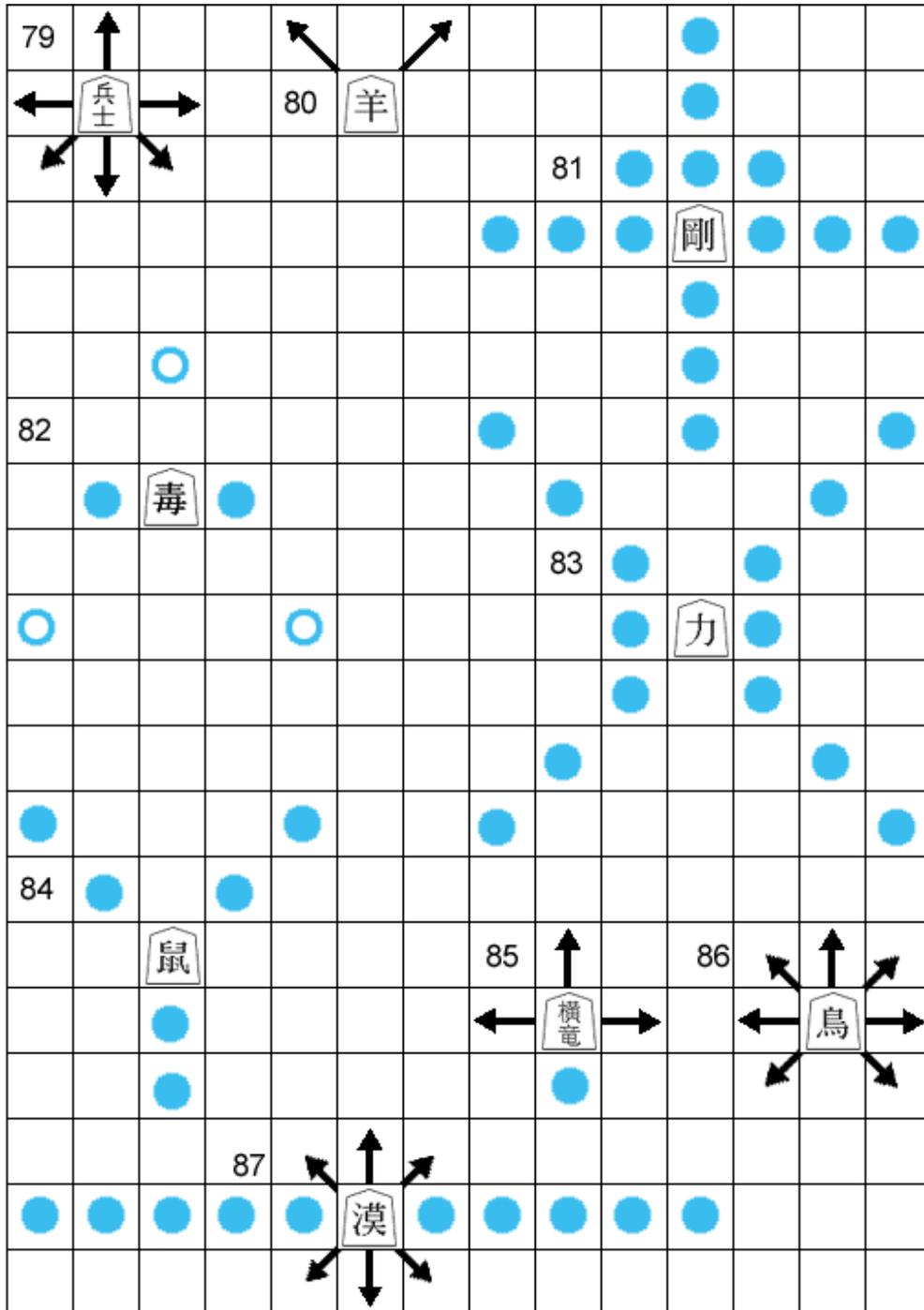


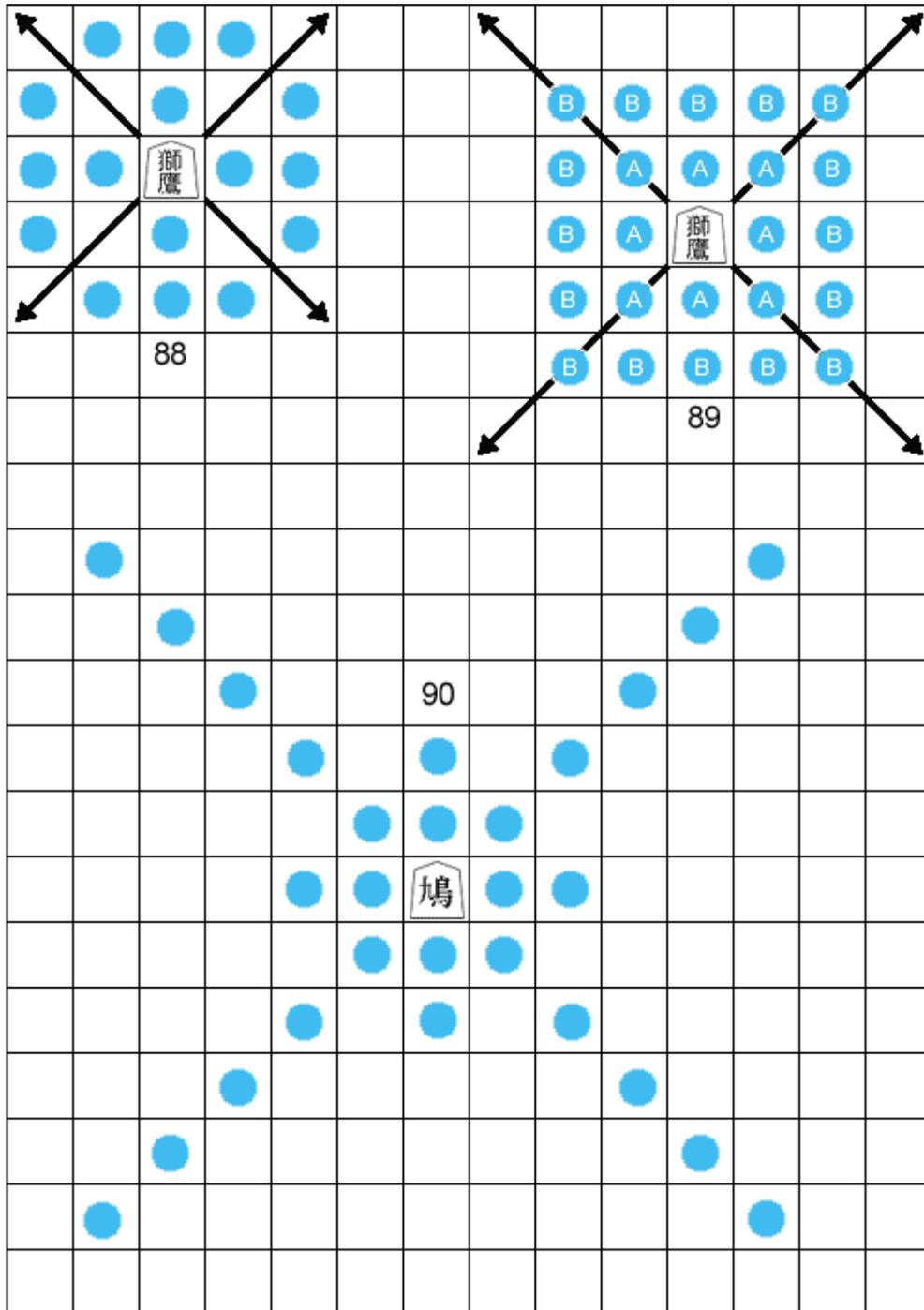
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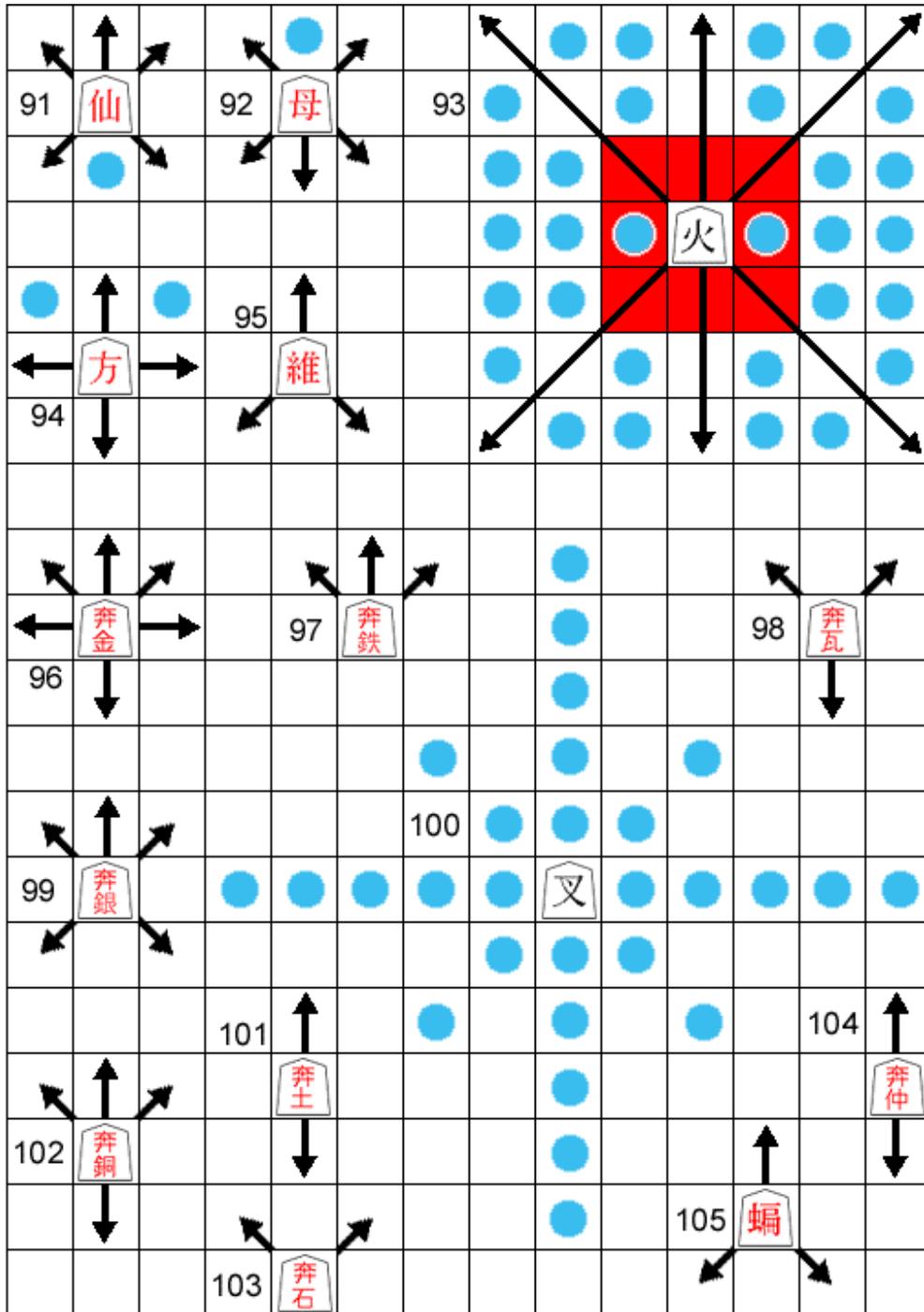


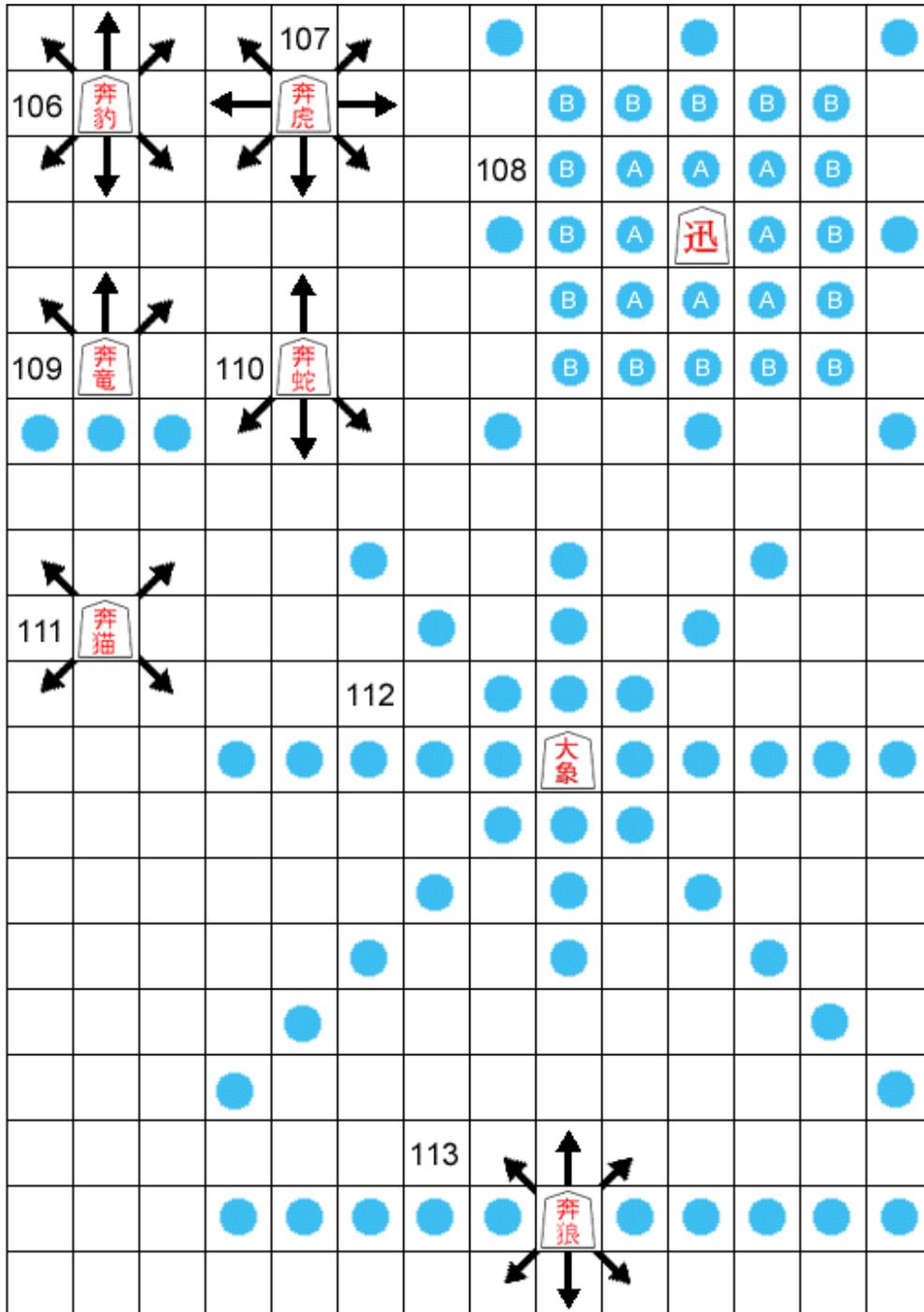


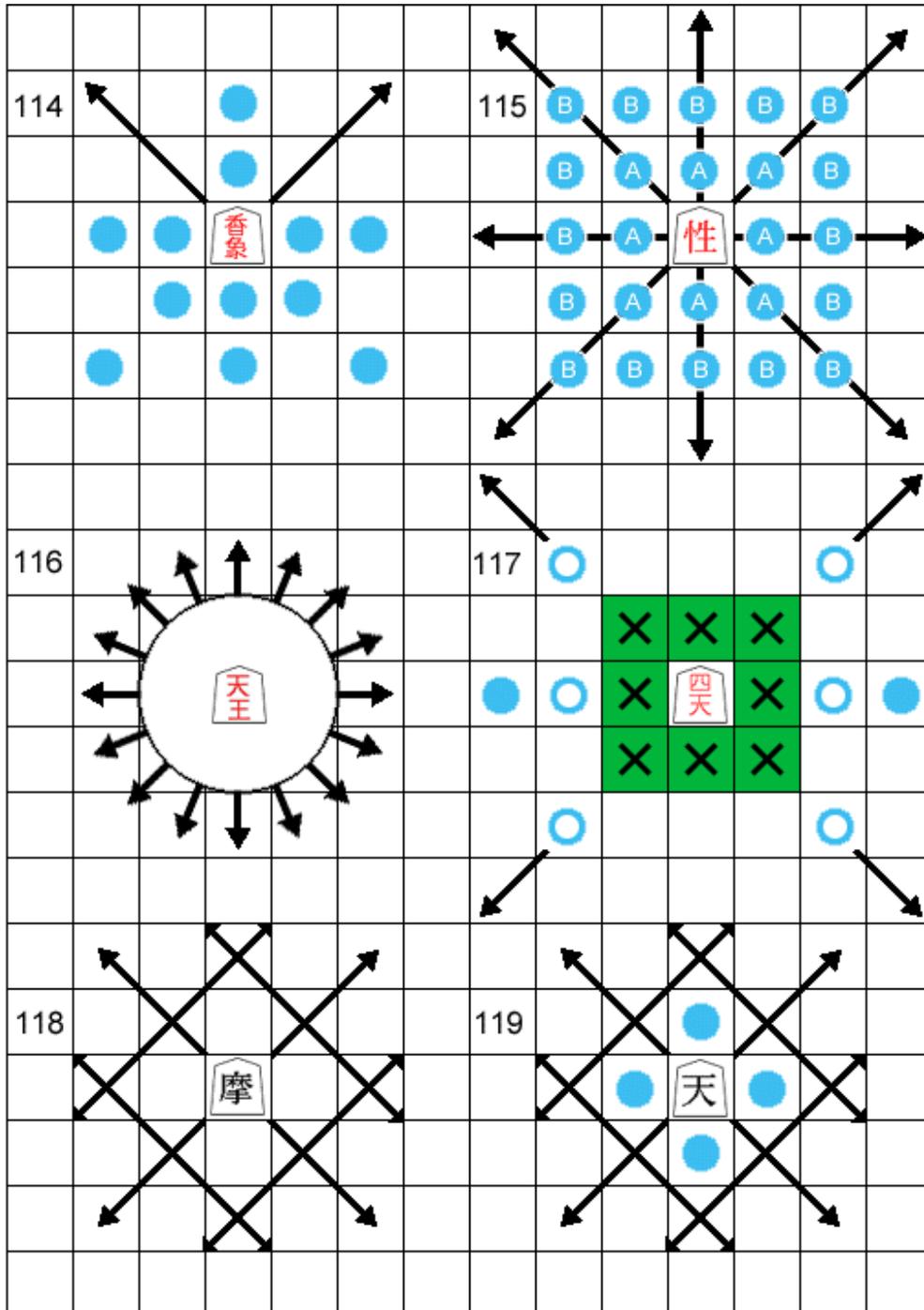


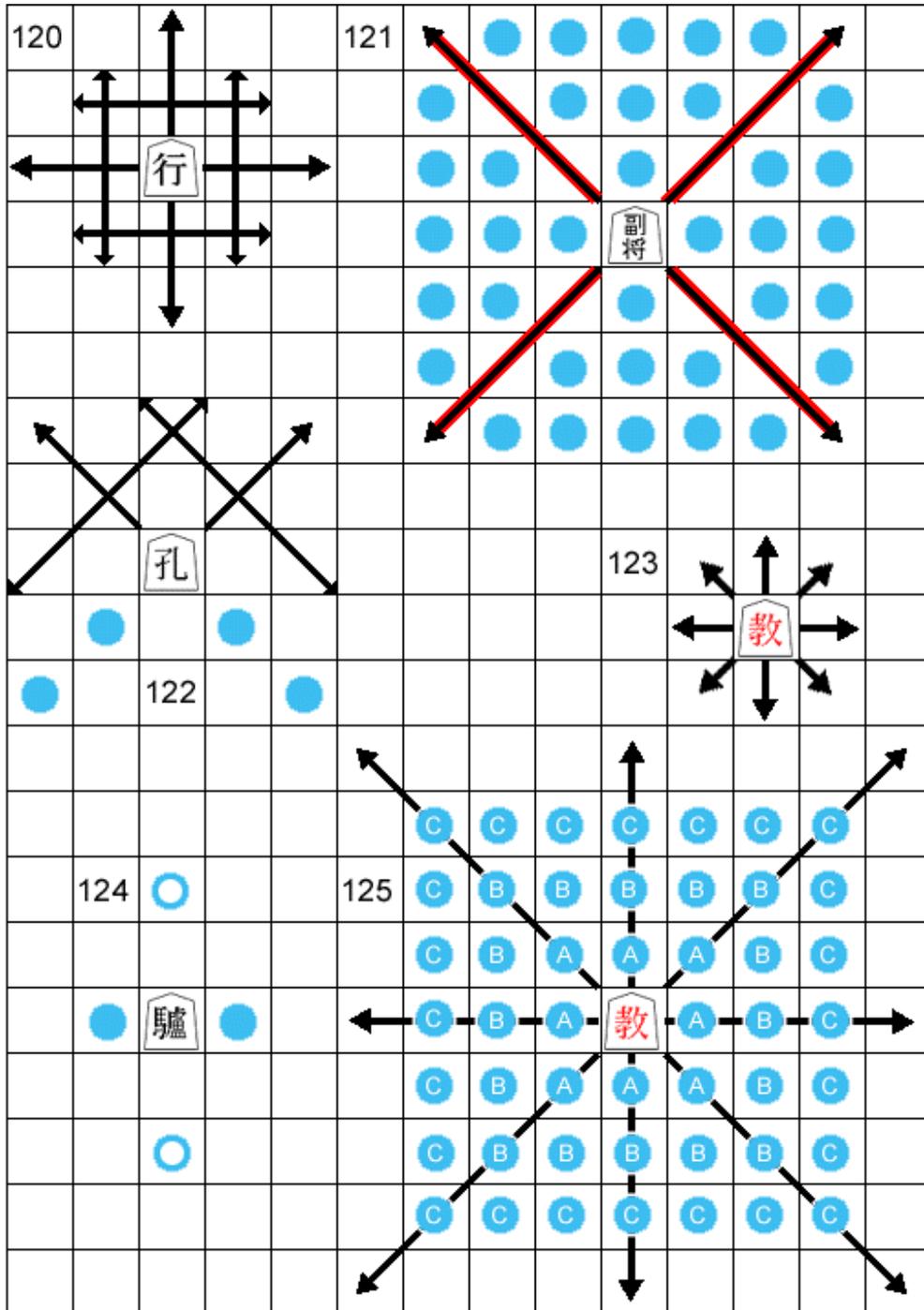


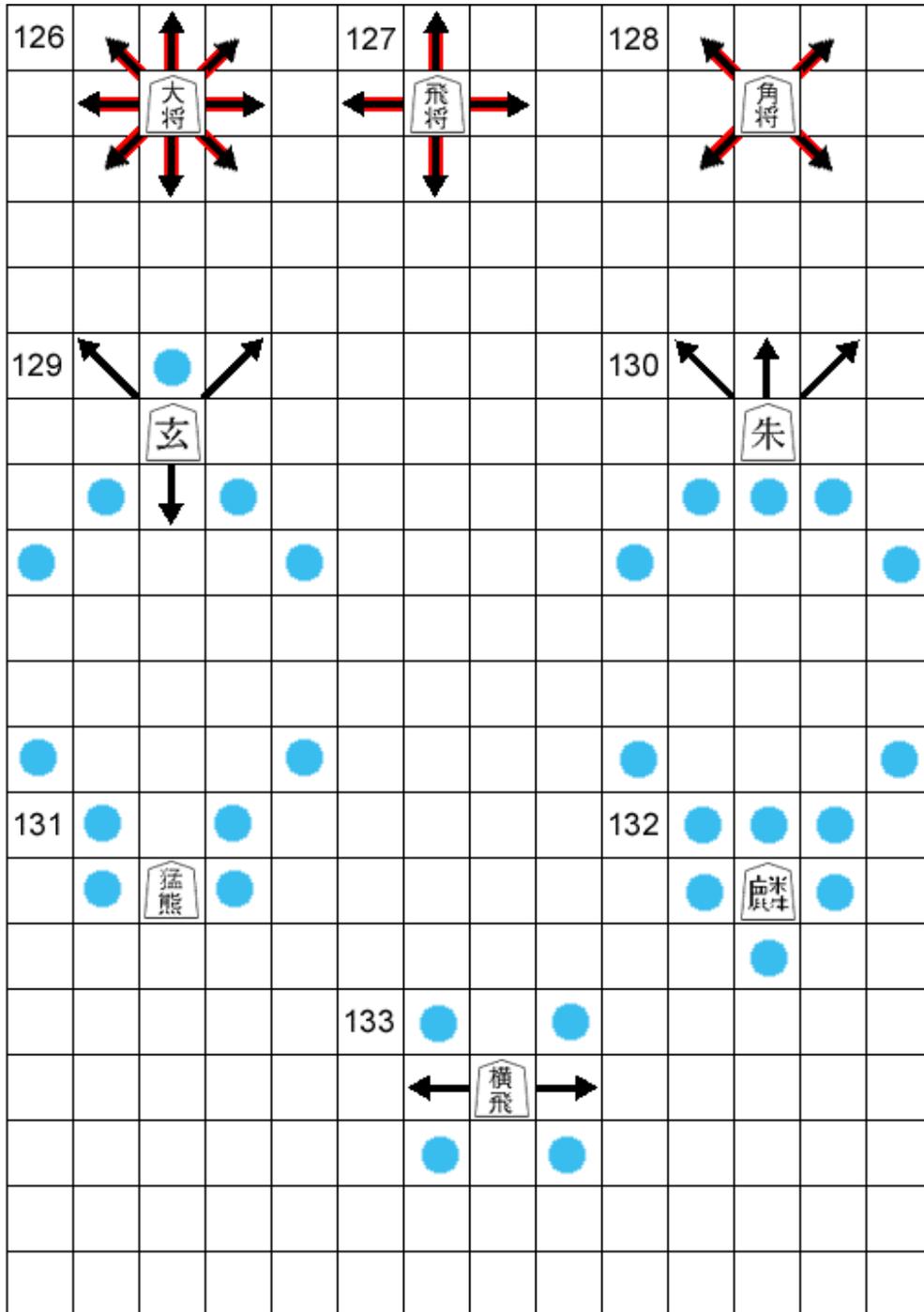


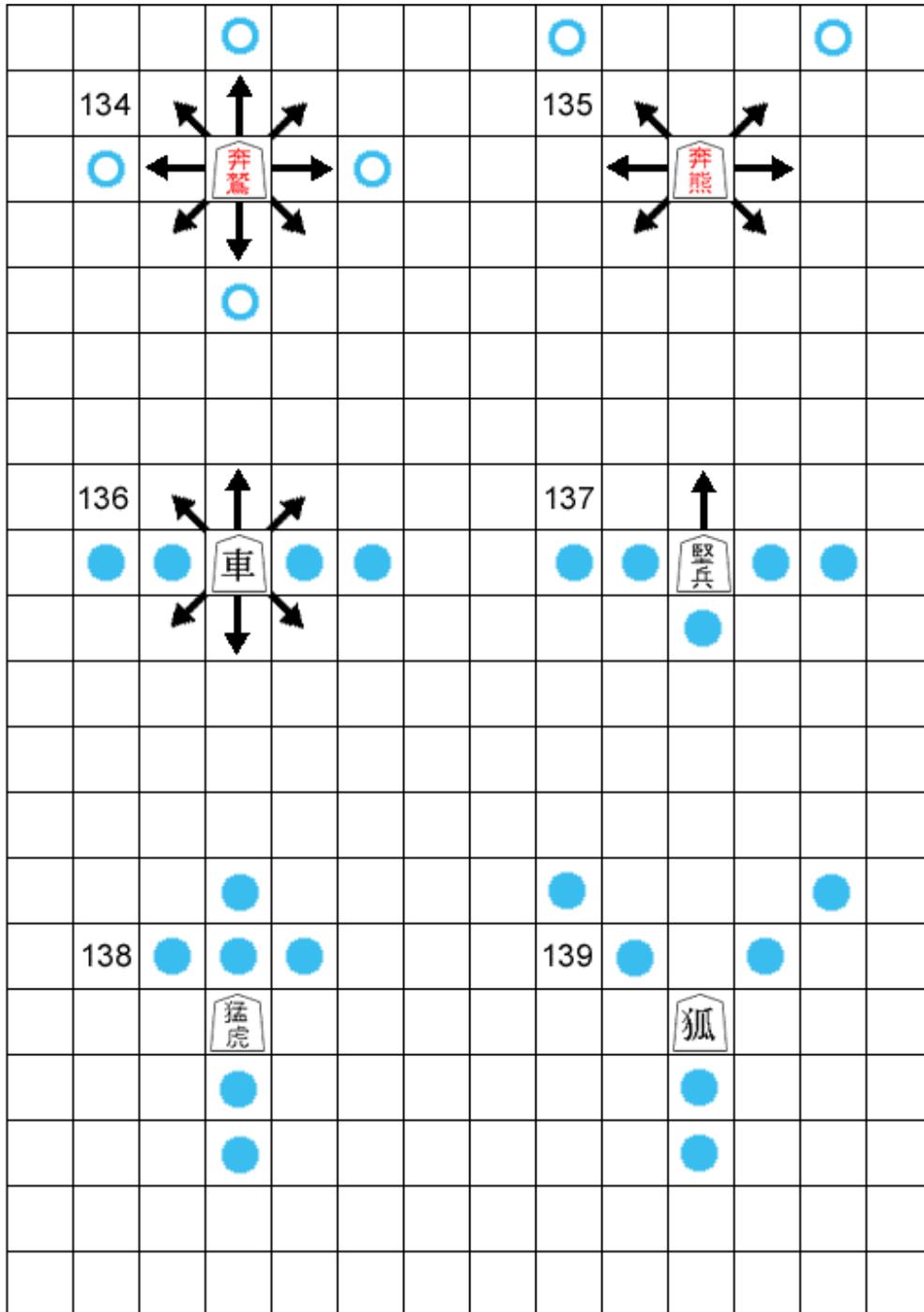












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This report – and others – are also available at <http://home.cwru.edu/cwrums/chess-reports.html>.

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