

# **The Struggle for Survival**

Testing Times for Tenjiku Shogi — Being an introduction to the game of Tenjiku Shogi, including analysis of the opening phase of the game and example games.

by C.P.Adams

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# Introduction

The ancient Japanese game of Tenjiku Shogi is probably best translated into English as “Exotic Chess”, not least because of the connotation of “exciting” that we normally associate with the word exotic. The game is certainly very exciting to play, with tremendous tactical complications starting from the very first move and often lasting right through to the end.

This book ought to be suitable reading for all game players, whether you are experienced players of Tenjiku Shogi, or if you are completely unfamiliar with any variety of Shogi games. But I do assume that you are either familiar with Shogi or western Chess (which I call Italian Chess).

Tenjiku Shogi is based upon Chu Shogi, and I make a lot of comparisons between the two games in this book. If you have not played Chu Shogi (Why not? It’s one of the world’s best games! I suggest you buy a copy of the Middle Shogi Manual[3] and start playing it.), then I suggest you now turn to the back of the book, pull out the glossary (page 169), and keep it in front of you whilst you read the rest of the book (even experienced Tenjiku Shogi players might want to do this, as I use some eccentric terms of my own). Otherwise, the book is intended to be read from front to back (at least twice!).

There has been very little material at all published on Tenjiku Shogi in English before (with the exception of the previous edition of this book). So this book is largely new material, especially on the opening. Inevitably there will be mistakes. Therefore please let me know when you find any. All contributions will be gratefully received. Current contact information is as follows:

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This may change at some point. The sure way of tracking me down is via SHOGI-L (see Section 11.2).

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George Hodges, John Fairbairn, Wayne Schmittberger, Peter Banaschak, David Willey, Benjamin Good, Thomas Majewski, Steve Evans, Roland Marounek, Phil Holland, Pieter Stouten, Rikard Nordgren, Hugo Hollanders and Mark Ellery.

## Preface to the Second Edition

In the first edition of this book, I had put forward the theory that the line:

1. P - 9k HF - 13f
2. BGn x 13f

would probably prove to be best play for both sides. The result in which Black gave up a Bishop General for a Horned Falcon and a Free King, looked reasonably good for Black. But after a while, I decided that White's prospects in the endgame (promotion of the Bishop General) were enough to give him an attractive game.

It became natural, then, to look for alternative second moves for Black. Whilst looking for a defence to 2.VGn - 7k (I never did find a satisfactory move), I became involved in a short correspondence by email, with Wayne Schmittberger on the subject. He claimed that 1. P - 8k was the stronger move, as it threatened the line which I have subsequently termed the Schmittberger-Nordgren Gambit (Rikard Nordgren had previously mentioned opening with 1. GGn x 9a, which transposes into the gambit. But at the time I had not realised it's strength). He also said that he had never found a satisfactory defence to it. Nor have I managed to do so. For a while, I believed I had done so, and so held by my belief that 1. P - 9k was the strongest opening. It was only recently that I discovered (? — no-one else has ever mentioned it that I know of) the move of Chapter 16.

Anyway, the reason for this preamble is to explain the change of title — the theme of the second edition has been to find a way for White to survive the opening. I am not certain as to how well I have succeeded. More practical playing of games is needed, to determine the status of certain positions. In particular, more people must play me. I have not played a game of Tenjiku Shogi, since the European Chu Shogi tournament at Münster in October 1997. If you wish to see a third edition of this book, then challenge me to a game. If not, do so anyway.

My ultimate solution for the survival of Tenjiku Shogi, is the restricted first move, presented in Chapter 6.

## Part I

# Introducing Tenjiku Shogi



# Chapter 1

## Equipment and Rules

### 1.1 Playing Equipment

Tenjiku Shogi is played on a square board that is subdivided into a grid of sixteen by sixteen squares (actually they are rectangles, slightly taller than wide). Traditionally, all the squares are of the same colour, unlike in Italian Chess, or Draughts (Checkers in America), but there is no functional reason why this should be so. Indeed, with such long diagonals, it can be quite difficult sometimes to see where your pieces are pointing, so a chequered board might be quite an advantage.

It is most convenient if the outer edge of the board is marked with letters and numbers, to assist in recording games. If this is done, then the right hand edge should be marked with lower case roman characters. The letter a should be at the top, down to the letter p at the bottom. The top edge should be marked with arabic numerals. The number 1 should be at the right, and the number 16 at the left.

The intersection of the four squares 5k,5l,6k and 6l, should be marked with a solid dot. The intersections of the squares 5e,5f,6e,6f, 11e,11f,12e,12f, and 11k,11l,12k,12l, should also be similarly marked. These dots serve to mark out the promotion zones (the ranks a–e and l–p), and also help to remind the players where to set up the Dogs.

Traditionally, the playing pieces consist of wooden wedge shapes, with the kanji naming the piece written on the upper surface (usually in black), and the kanji naming the piece's promoted rank (if any) written on the lower surface (sometimes in red).

Actually, any shape of piece with an upper and a lower surface could be used, and they could be made out of any material. If you wish to make your own set, then the simplest pieces (if you are not too particular about look and feel — i.e. quality) would consist of cardboard, with the piece's abbreviation written on the upper surface, and the abbreviation for the piece's promoted rank written on the lower surface (preferably in a different colour).

An alternative to buying or making your own equipment, is to play on a computer. See Chapter 10.

Equipment can be purchased from:

George Hodges  
P.O. Box 77  
Bromley  
Kent BR1 2WT  
England

(Write for a price list. George can also supply equipment for Chu Shogi and other Shogi variants.).

The board is made from vinyl, and rolls up into a cardboard tube, which makes it easy to transport in a 75 litre rucksack. The pieces are plastic wedges, with a wood-effect look, inscribed in black and red (on the reverse side). Pieces and board can be purchased as a set, or individually.

A rules leaflet can be purchased from the same source. In the rest of this book, this leaflet will be referred to as the TSA leaflet[2], or simply, as TSAL. This leaflet illustrates the kanji for each piece, which this book does not.

## 1.2 The Rules of the Game

I assume all my readers are familiar with either Italian Chess or with Shogi, and so will know such things as how to capture a piece. Black makes the first move, except in handicap games.

1. The object of the game is to capture your opponent's King (if your opponent has promoted a Drunk Elephant to a Crown Prince, then this too must be captured). N.B. There is no real concept of check. It is perfectly legal to move your King into a position where it can be captured — it is just not a very clever thing to do (OK — take that as a challenge to find a position where it *would* be a good move).
2. Nearly all the pieces in Tenjiku Shogi can promote to another piece. A piece is eligible for promotion if it either begins or ends its move within the promotion zone (N.B. Pieces that have Lion Power (the Lion, Soaring Eagle, Horned Falcon and the Modern Lion Hawk) can make two moves in a single turn. It is therefore possible for these pieces to move into the promotion zone, move out again, and then promote — all in the same turn). The promotion zone consists of the five ranks furthest away from your initial King's position. If the piece is eligible for promotion, then after the move has been completed (note that this implies that the Water Buffalo does not burn pieces on the turn in which it is promoted), the piece is inverted so that its promoted side is face up. Thereafter, it moves as the promoted piece, and cannot demote again. N.B. Promotion is usually optional. It is not optional in the following cases:
  - (a) If a piece would never have another legal move unless it were to be promoted, then it must be promoted. An example is a Pawn reaching the sixteenth rank. (This rule effectively applies only to Pawns, Knights, Lances and Iron Generals).
  - (b) If a piece is not promoted at its first opportunity, then it may not be promoted the next time it moves, unless that move involves capturing another piece. Thereafter, it may promote freely, providing it otherwise fulfills the conditions for promotion.
3. The way the individual pieces move can be found in Chapter 3.
4. The Fire Demon burns any opposing pieces on the eight squares adjacent to its destination square, when it moves. These pieces are immediately removed from the board, just as if they had been captured normally by displacement. If an opposing piece ends its move adjacent to a Fire Demon, then that moving piece is likewise burned (a suicide move). If a Fire Demon moves adjacent to an opposing Fire Demon, then all the opposing pieces except the opposing Fire Demon(s) are burned. The moving Fire Demon is then itself burned (a suicide move).
5. The Great General, Vice General, Rook General and Bishop General are ranging jumping pieces. They may move like any other ranging piece, or they may capture a piece by jumping over any intervening pieces (of either player). There is a restriction on this ability. Together with the King, these pieces are arranged in a hierarchy as follows:
  - (a) The King
  - (b) The Great General
  - (c) The Vice General
  - (d) The Rook General or the Bishop General
  - (e) all other pieces

A piece may only jump over, or capture by jumping, pieces that are lower in the hierarchy.

6. If one player is reduced to a bare King (no other pieces), then he loses the game, unless he can immediately reduce his opponent to a bare King also (I would suggest that demonstrating that he can reduce his opponent to a bare King by a forced series of moves should also be allowed — e.g. the White king has just moved to the square a5, and in doing so has reduced Black to a bare King. White also has a Gold General on 3n, and no other pieces. Black's King is on 5l. He can force a reduction to a bare King by moving to 4m. N.B. Even if his King starts on 6k, moving to 5l will still work), in which case the result is a draw.
7. Repetition is not allowed. If a move would yield a whole board position that has already occurred in the game (with the same player to move), then that move is not allowed. (For use in tournament play, I would suggest a rule such as the following, so as to avoid arbitrary results in essentially drawn positions:
  - If 100 moves (or more) are made by each side without any piece being captured, then a draw may be claimed by either player.
  - The draw may not be claimed before a certain move, say 250 (by the western count). (This provision is to prevent unexpected draws in prolonged, slow manoeuvring, middle games)
  - In addition to, or instead of, the move number rule, it may be necessary to add a points system. E.g. counting 5 points for a Fire Demon, 2 points for a Great General or Vice General, 1 point for a Bishop General or Rook General, then a draw may not be claimed if either player has more than 5 points.

but I don't really think such a rule is necessary.)

### 1.2.1 Two Games

This book actually describes two almost identical games. They differ only in respect of the way the Lion Hawk moves (see Section 3.6). In the rest of this book, I refer to them as Traditional Tenjiku Shogi (or the Traditional game) and Modern Tenjiku Shogi (or the Modern game). TSAL describes the Traditional Game.

## 1.3 Notation

A game of Tenjiku Shogi can be recorded using an algebraic notation devised by The Shogi Association. Each piece is given a standard abbreviation, such as FiD for the Fire Demon. These abbreviations are given as part of the title of the section that describes each piece. Each square of the board is designated by an algebraic reference, which consists of a number identifying the file, and a letter identifying the rank. An ordinary move is designated by the abbreviation for the piece, followed by a hyphen, followed by the designation of the destination square. E.g., moving a Fire Demon to the square 15c would be written as FiD - 15c.

Sometimes, there will be more than one piece of the same type capable of moving to a given destination square. In this case the ambiguity is resolved by writing the designation of the source square immediately after the piece's abbreviation. E.g. if there are Blind Tigers on the squares 7o and 9o, then either could move to the square 8n. To show the former one doing so, you would write BT 7o - 8n.

Capturing is indicated by an x rather than a hyphen. E.g. L x 16f shows a Lance moving to 16f and capturing the piece on that square.

Promotion is shown by suffixing a + to the move. E.g. C - 2l+ shows a Copper General promoting on the square 2l. + as a prefix is used to indicate a promoted piece. E.g. +BT is the same as FS. But this notation is normally only used for a promoted Pawn (or Tokin). Not promoting when promotion is possible is shown by an = sign. E.g. S - 4e= shows the Silver General choosing not to promote.



Pieces such as the Lion can move twice, including capturing twice. This is simply shown as two moves after the abbreviation. E.g. A Lion capturing on 4k then moving to 5j is shown as Ln x 4k - 5j.

The Heavenly Tetrarchs and pieces with Lion power can capture without moving (“igui”). This is indicated with an exclamation mark as the separator. E.g. Ln ! 4e shows a Lion capturing on 4e without moving.

Pieces with Lion power can make a pass move. This is shown with an exclamation mark without a destination reference. E.g. SE ! shows a Soaring Eagle passing.

A piece that moves next to an opposing Fire Demon commits suicide. This is shown by an asterisk. E.g. DK - 7m\*.

Fire Demons can capture pieces by burning. This is shown by x! after the move. E.g. FiD - 16f x! 15e,16e or FiD x 16e x! 15d,15e,16d.

### 1.3.1 Whole Board positions

To illustrate board positions (such as for mating problems), a form of Forsyth notation is used.

Each square in a rank is either shown as occupied by a piece, or is shown as one of a number of consecutive unoccupied squares. If the square is occupied, then this is indicated by writing the abbreviation of the occupying piece. The abbreviation is written with all the letters in upper case if the piece is White (moving down the board), or all the letters in lower case if the piece is Black (moving up the board).

If the square is unoccupied, then it is simply indicated by a numeral. This numeral indicates the number of consecutive unoccupied squares. So if the squares on either side are occupied, it will be shown as 1. If the entire rank is vacant, then it will be indicated as 16.

Piece abbreviations and numerals are separated by commas. Ranks are separated by slashes (/). Each rank is listed in order, starting at the top of the board (the a rank).

## 1.4 The Initial Setup

This is the initial setup of the pieces, as shown in Forsyth notation. As a confirmation that you have read it correctly, the position is also shown as a diagram.

```

/L,N,FL,I,C,S,G,DE,K,G,S,C,I,FL,N,L/
RC,1,CHS,CHS,1,BT,PH,FK,LN,KY,BT,1,CHS,CHS,1,RC/
SSO,VSO,B,DH,DK,WBF,FID,FEG,LHK,FID,WBF,DK,DH,B,VSO,SSO/
SM,VM,R,HF,SE,BGN,RGN,VGN,GGN,RGN,BGN,SE,HF,R,VM,SM/
P,P,P,P,P,P,P,P,P,P,P,P,P,P,P/P/
4,DG,6,DG,4/
16/16/16/16/
4,dg,6,dg,4/
p,p,p,p,p,p,p,p,p,p,p,p,p,p,p/p/
sm,vm,r,hf,se,bgn,rgn,vgm,rgn,bgn,se,hf,r,vm,sm/
sso,vso,b,dh,dk,wbf,fid,lhk,feg,fid,wbf,dk,dh,b,vso,sso/
rc,1,chs,chs,1,bt,ky,ln,fk,ph,bt,1,chs,chs,1,rc/
/l,n,fl,i,c,s,g,k,de,g,s,c,i,fl,n,l/

```

L	N	FL	I	C	S	G	DE	K	G	S	C	I	FL	N	L
RC		ChS	ChS		BT	Ph	FK	Ln	Ky	BT		ChS	ChS		RC
SSo	VSo	B	DH	DK	WBf	FiD	FEg	LHk	FiD	WBf	DK	DH	B	VSo	SSo
SM	VM	R	HF	SE	BGn	RGn	VGn	GGn	RGn	BGn	SE	HF	R	VM	SM
P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P
				Dg							Dg				
				Dg							Dg				
P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P
SM	VM	R	HF	SE	BGn	RGn	GGn	VGn	RGn	BGn	SE	HF	R	VM	SM
SSo	VSo	B	DH	DK	WBf	FiD	LHk	FEG	FiD	WBf	DK	DH	B	VSo	SSo
RC		ChS	ChS		BT	Ky	Ln	FK	Ph	BT		ChS	ChS		RC
L	N	FL	I	C	S	G	K	DE	G	S	C	I	FL	N	L

## Chapter 2

# Classifying the opening

In Italian Chess, openings are classified as Open, Semi-Open or Closed. In Shogi there is Static Rook, Ranging Rook and Double Ranging Rook. In this chapter, I shall attempt to classify Tenjiku openings according to three criteria:

**Damage** This is measured by how many times a Fire Demon “burns” major pieces. For simplicity’s sake, I assume all such burns afflict the same amount of damage — one “Fire Demon’s worth” (see Section 3.1) (N.B. ordinary piece captures should be factored in with the damage assesment). Damage can be Very Low (zero burns), Low (one burn), Medium (two burns), High (three burns) or Very High (four or more burns). N.B. A Fire Demon that “burns” is assumed to be captured in exchange (if it “burns” twice, then it is captured after the second “burn”).

**Complexity** This is measured by how may Fire Demons remain in play into the middle game. Complexity can be Very Low (zero), Low (one), Medium (two), High (three) and Very High (four).

**Balance** This simply says whether both sides contribute to both Damage and Complexity equally, or not. Balance can be Balanced or Unbalanced.

I believe these factors have a direct bearing on middle game strategy and tactics.

One condition for an even game to develop out of the opening, is that the sum of Damage and Complexity is the same for each sides (i.e. both sides make equally effective use of their Fire Demons). Other results are not analysed here.

The purpose of the classification is to help to explain the differing roles of pieces such as the step-movers, and the differing value of the Water Buffalo, according to the type of opening.

**Type I** All four Fire Demons are exchanged.

**Type II** A pair of Fire Demons are exchanged. The other two Fire Demons remain in play.

**Type III** All four Fire Demons remain in play.

**Type IV** A pair of Fire Demons are exchanged. One Fire Demon “burns”, the other remains in play.

**Type V** One Fire Demon “burns”, the other three remain in play.

**Type VI** A pair of Fire Demons are exchanged. Both the remaining Fire Demons “burn”.

**Type VII** On both sides, one Fire Demon remains in play, the other one “burns”.

**Type VIII** On one side, both Fire Demons remain in play. On the other side both Fire Demons “burn”.

**Type VIIIa** On one side, both Fire Demons remain in play. On the other side one Fire Demons “burns” twice, the other is captured.

**Type IX** On one side, one Fire Demon remains in play, the other one “burns”. On the other side both Fire Demons “burn”.

**Type IXa** On one side, one Fire Demon remains in play, the other one “burns”. On the other side one Fire Demons “burns” twice, the other is captured.

**Type X** All four Fire Demons “burn”.

**Type XI** On both sides, one Fire Demon remains in play. The other two Fire Demons each “burn” twice.

The table is ordered first in increasing order of Damage, then in increasing order of Complexity. Finally, Balanced openings are listed before Unbalanced openings. I once believed that this ordering would probably reflect the speed of the game. Type I should result in a slow game, whereas Type XI should result in a quick finish.

Types with a terminal ‘a’ after the Roman numeral, are sub-types. They will normally be considered as identical with the parent type, unless anything is said to the contrary.

N.B. I have not observed all of these types of openings. For instance, I have never seen a Type X or Type XI opening, not even in analysis.

## 2.1 Classification by Damage

The openings are classified by the amount of Damage as follows:

**Very Low** Types I, II and III

**Low** Types IV and V

**Medium** Types VI, VII and VIII

**High** Type IX

**Very High** Types X and XI

The primary effects of increasing Damage are:

- To make it easier to promote a Water Buffalo;
- To increase the danger to the King;
- And therefore, to speed up the game.

## 2.2 Classification by Complexity

The openings are classified by the amount of Complexity as follows:

**Very Low** Types I, VI and X

**Low** Types IV and IX

**Medium** Types II, VII, VIII and XI

**High** Type V

**Very High** Type III

Increasing Complexity means increasing tactical complexity. The players have to be more alert to sudden tactical strokes. The possibility of a sudden unexpected endgame is increased.

## 2.3 Classification by Balance

The openings are classified by Balance as follows:

**Balanced** Types I, II, III, VI, VII, X and XI

**Unbalanced** Types IV, V, VIII and IX

In Balanced openings, both players have similar strategy options available. In Unbalanced openings, the players are likely to use different strategies.

I am now less certain of all this, but I continue to use the Type classification mentally, as I find it useful.

# Chapter 3

## The Pieces

Each piece is described in some detail.

The following conventions are used in the diagrams which illustrate each piece's move (all pieces may make a capture on the destination square):

**Solid Arrows** The piece may move any number of unobstructed squares in the direction shown. A ranging piece.

**Broken Arrows** The piece may move as if it were a ranging piece. Alternatively, it may move as a jumping piece in the direction shown (see Section 1.2). A ranging jumping piece.

**Open Circles** The piece may move in a straight line to this square without jumping, provided its route consists entirely of other unobstructed squares (all such squares must be marked in some manner). A step mover.

**Solid Circles** The piece can move as an area mover to this square. An area mover.

An area mover is capable of moving to any square within a given area, provided that there is an unobstructed path to the square concerned (the destination square, only, may be occupied by an opposing piece) not longer than the area move size for the piece. (e.g. a three square area mover may not trace a path longer than three squares).

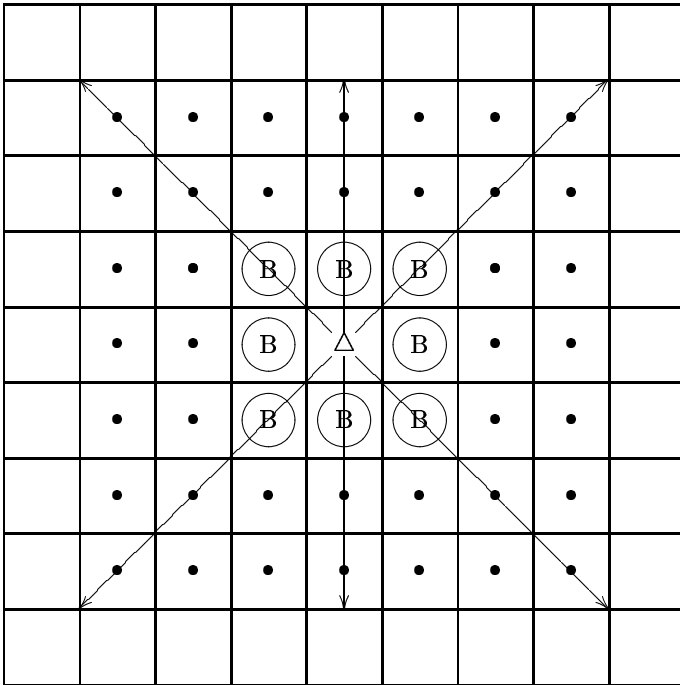
**Crosses** The piece can jump directly to this square. A jumping piece.

**Number in Circle** The piece can move to this square as if it were a Lion. See Section 3.7 more more details on this type of move. Lion Power.

**B in Circle** A Fire Demon can burn pieces on these squares (considered in relation to the target square when moving, not the source square). The Fire Demon treats these squares as if they were Solid Circles, in respect to the source square). Fire Demon.

**! in Circle** The Heavenly Tetrarchs can make an "igui" capture of a piece on one of these squares. It may not move to one of these squares by any means whatsoever.

### 3.1 The Fire Demon — FiD



The Fire Demon may move either as a ranging piece, or as an area mover. When moving as an area mover, it may visit up to three adjacent squares. Only the destination square may be occupied by another piece, and that can only be an enemy piece.

The Fire Demon is by far the strongest piece in Tenjiku Shogi. The question is, how many pieces is the Fire Demon worth?

In TSAL[2] Wayne Schmittberger suggests that three major pieces are probably a poor exchange for a Fire Demon. In the variation to the opening line that he gives (see Section 15.2.2.1), White gets nine ranging pieces and a Blind Tiger for his two Fire Demons. He suggests that this is good for White.

I would suggest that three jumping ranging pieces and a Soaring Eagle is better than an even exchange. In many openings, one or both players have the chance to exchange a Fire Demon for three Pawns, a Side Mover, a Side Soldier, a Vertical Mover, a Vertical Soldier and a Rook. This seems to be less than an equal exchange on material grounds alone, but in addition the defending side has bad shape with the Movers and Soldiers in their initial positions. Making the exchange eliminates this bad shape, and so must be bad. In any case, the value of the five pieces concerned is low, and could not be considered the equal of a Fire Demon, whatever the circumstances.

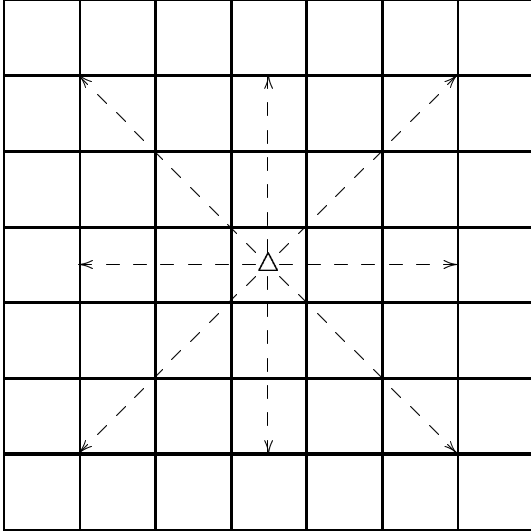
The test is, how much can your opponent get for his Fire Demon? If you can do as well as he does, then fair enough. If not, you have made a loss.

The last few paragraphs refer to the opening of a Tenjiku game, but it is also possible to promote a Water Buffalo to a Fire Demon. This signals the start of the endgame, and your objective now is to burn away the King's castle, and preferably the King itself.

If you do not exchange your Fire Demons in the opening, then you will be faced with the problem of how to use them in the middle game. As the players develop, the ranging pieces will begin to make their presence felt. If the step movers can be brought up to support an expanding Pawn front line, then this will emphasise the problem. This will make it increasingly difficult for the Fire Demons to find good squares. But in the endgame, the Fire Demon is almost unstoppable.

The Fire Demon does not promote.

### 3.2 The Great General — GGn



The Great General has the ability to capture almost any piece on the board at will, if that piece cannot move. In particular, it can capture a Fire Demon before it has time to get out into the middle, and so this is what it should do, given the chance.

If instead, you try to play a Very High Damage opening, and your Great General survives the subsequent immolations, it will be the most powerful piece on the board. In this case, you should keep it screened by Pawns if you can, and wait for a chance to use it in a combination to promote a Water Buffalo. This is more worthwhile than trying to swap it for a Vice General.

In a Type VIII opening, the side without the Fire Demons must make very good use of the Great General. Clear the fifth rank as widely as possible so that the Great General can always attack one of the Fire Demons.

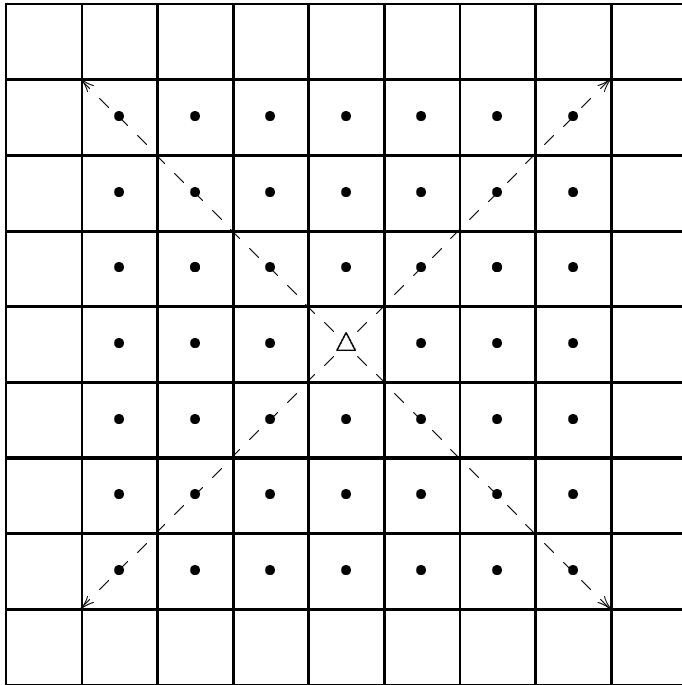
If you promote a Rook General to a Great General, you may have difficulty getting it back behind your pawns, as jumping Generals may only jump when making a capture. You may, therefore, be forced to swap it immediately for some other piece.

Note that you cannot jump over your own King. Therefore you cannot cover the entire King's rank with the Great General.

The Great General does not promote.



### 3.3 The Vice General — VGn



The Vice General may move either as a ranging jumping piece, or as an area mover. When moving as an area mover, it may visit up to three squares. Only the destination square may be occupied by another piece, and that can only be an enemy piece.

The Vice General is the only piece other than another Fire Demon, that can successfully keep a Fire Demon at a distance. Therefore, if you cannot swap your Vice General for a Fire Demon, then you should try to keep it in front of your Pawns, between the opposing Fire Demon and your front line, for as long as possible. This will mean shielding the adjacent squares with other pieces, to avoid a Fire Demon burning it.

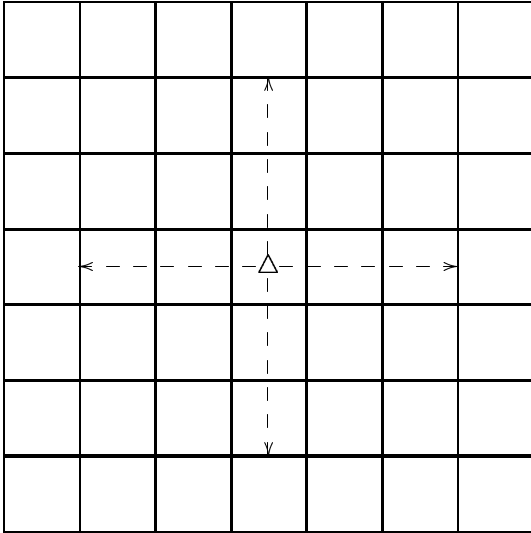
When your development is complete, then the Vice General belongs between the Pawns and the King. Here it acts as an effective defence against Fire Demons.

If only your opponent has a Fire Demon left, you should try to avoid swapping off the Vice Generals.

Because of its three square area move, a Vice General is very nimble inside the promotion zone. If you can get it there late in the middle game, it will probably be able to pick off several enemy pieces.

The Vice General does not promote.

### 3.4 The Rook General — RGN



The Rook General has both offensive and defensive purposes. In defence, it can cover an entire rank of the promotion zone, but see below.

You should keep your Rook Generals screened by Pawns (for preference), or other pieces. Also, keep the two Rook Generals on separate ranks from each other. With the aid of the Side Movers and Side Soldiers, you should be able to defend the entire promotion zone.

When your opponent has Fire Demons, then it helps to clear as much of the Rook General's rank as possible. Then it is easier to harass the opposing Fire Demons.

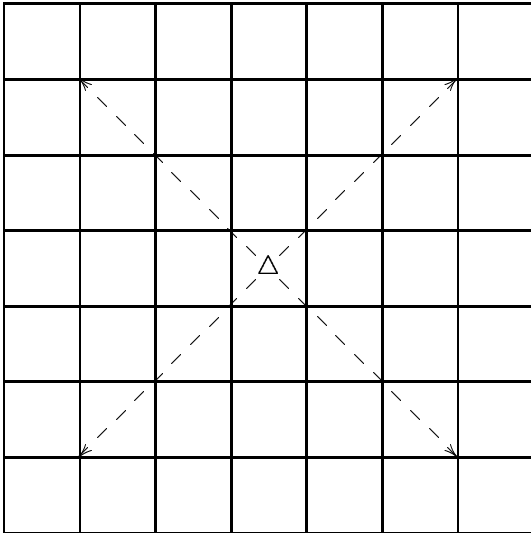
If you promote a Soaring Eagle to a Rook General, you may have difficulty getting it back behind your pawns, as jumping Generals may only jump when making a capture. You may, therefore, be forced to swap it immediately for some other piece.

It is worth trying to promote a Rook General if you can withdraw the resulting Great General. If your Rook General *does* enter the promotion zone, then you should always promote it. *This is a big promotion.*

Note that a Rook General does not defend an entire rank if you have one of your own Bishop Generals on that rank.

The Rook General promotes to a Great General.

### 3.5 The Bishop General — BGn



The Bishop General is both an offensive piece and a defensive piece. The latter role only applies when there are Fire Demons still on the board.

In the opening, the Bishop Generals help to restrict the mobility of the enemy Fire Demons. This makes them important!

A more likely sacrifice, is to exchange the Bishop General for a Horned Falcon on one of the squares 4k,4k,13f,13k. This is tempting, as after re-capturing with a Pawn, your opponent will have lost a tempo. However, your opponents Fire Demons will then have more freedom.

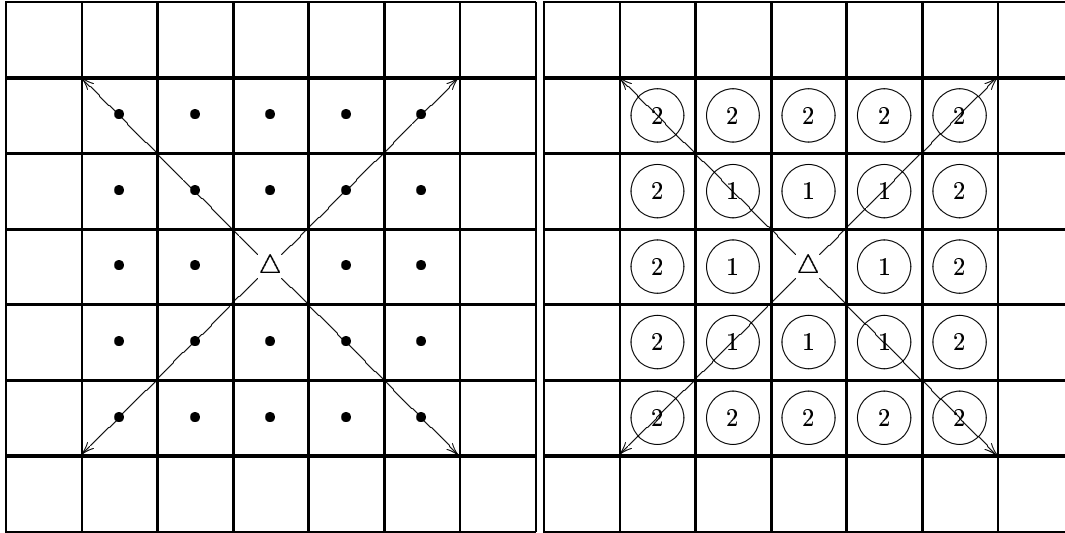
You should keep your Bishop Generals screened by Pawns (for preference), or other pieces.

If you promote a Horned Falcon to a Bishop General, you may have difficulty getting it back behind your pawns, as jumping Generals may only jump when making a capture. You may, therefore, be forced to swap it immediately for some other piece.

It is always worth trying to promote a Bishop General if you can. If your Bishop General *does* enter the promotion zone, then you should always promote it. *This is the second best promotion.*

The Bishop General promotes to a Vice General.

### 3.6 The Lion Hawk — LHK



I show two different diagrams for the move of the Lion Hawk here. The one on the left (the Traditional Lion Hawk) follows the TSA[2] leaflet, which shows the Lion Hawk move as the combination of a Bishop and a two-step area mover. When moving as an area mover, it may visit up to two squares. Only the destination square may be occupied by another piece, and that can only be an enemy piece. The one on the right (the Modern Lion Hawk) shows it as the combination of a Lion and a Bishop, which is more powerful, and, in my opinion, more natural. I recommend using this move, for the following reasons:

1. The Lion is stronger within the promotion zone than the standard Lion Hawk. Therefore you would almost never want to promote a Lion to a standard Lion Hawk.
2. The Free Eagle is an enhanced version of the Free King. The symmetry of the board suggests that the Lion Hawk ought to be (I do *not* say “was intended to be”) an enhanced version of the Lion.
3. The game is a little more interesting.

George Hodges disagrees with this totally. I quote him here verbatim (note that he is replying to a slightly different list of points to those listed above):

*I well remember my and John Fairbairn's discussions with our good friend Maruo all those years ago when we were discussing the more exotic variants in his house. He was absolutely adamant that this piece does NOT have Lion power. There are several points to make. Firstly his interpretation is in our mind in no doubt whatsoever. Secondly, translated text, such as it was, short and meagre and often in doubt, says words to the effect "...moves like a Lion ...", now this is simply a short way of describing a two step mover in all directions. Lion power is something quite different. Thirdly, your justifications as to why you wish to give the piece a different move do not cut any ice, in my opinion. a) The fact that you would not want to promote a piece is invalid in that many pieces "demote" so to speak (In Tai Shogi for example) so the idea of a promotion having to display certain enhanced powers simply does not apply to Shogi variants at all. b) Symmetry is a concept that the Japanese do not like, witness the asymmetrical set-up in Dai-Dai Shogi and also in Tai Shogi. In some sense, the doubling up of Soldiers (four on each side in pairs) is not exactly balanced symmetry either. c) This may well be, but where do you draw the line. We can all invent wonderful new moves for pieces and say that the game is better. Regrettably this is not scholarly, nor*

*are there any historical aspects to support it. In conclusion, you are inventing a move, which is not in any way, in my view, supported by evidence of any kind. In the case of Wa Shogi, I always stated that the historical evidence gave no reason to suppose that it was played with drops. If people wish to do this then that is a matter for them. We could even play Middle Shogi with drops, but this would be absurd.*

Well, I stand by my recommendation. I do not think that the example of Tai Shogi has any bearing on Tenjiku Shogi — the nature of the games is so very different. I stand by my sense of symmetry, and my right to improve upon the historical. Who wants to play Wa Shogi *without* drops, anyway? Drops greatly improve Wa Shogi. Adding drops to Middle Shogi is absurd, as George says. So where *does* one draw the line? This is a matter of aesthetic judgement, I think. Using my move for the Lion Hawk doesn't change Tenjiku Shogi much at all (far less than adding drops to Wa Shogi).

A point that George does not mention, is that it could be considered to be more subtle (and therefore more demanding on the player) to have to make the decision as to whether or not to promote the Lion (it is not an automatic decision to always fail to promote a Lion in Traditional Tenjiku Shogi).

Games are meant to be played, not frozen in history. Once upon a time, drops were introduced into the game that became modern Shogi. I'm so glad that whoever made this innovation was not afraid of being labelled as "not scholarly".

The readers may judge for themselves.

The Lion Hawk is a very powerful offensive piece. If you follow my recommendation, it is particularly strong at attacking the King's castle. In any case, it is a strong piece in the opening.

The Lion Hawk is also a powerful defensive piece, if you follow my recommendation. In this case see Section 3.7.

The Lion Hawk does not promote.

### 3.7 The Lion — Ln

2	2	2	2	2
2	1	1	1	2
2	1	△	1	2
2	1	1	1	2
2	2	2	2	2

The Lion is not nearly as powerful as it is in Chu Shogi for the following reasons:

- The board is that much bigger, so the Lion’s influence covers a smaller portion of the board.
- A Rook General can capture a Lion almost any time it wishes to do so (at least, this is true early in the game).
- There are many more powerful ranging pieces to harass the Lion.
- Lions can easily be exchanged in Tenjiku Shogi.

Despite this, the Lion is still a powerful attacking piece. If the Lion enters the promotion zone, the enemy King may well be in danger.

The Lion can move in any of the following ways:

- It can move directly to any square marked with a (1).
- It can jump directly to any square marked with a (2).
- The Lion can move to any square marked (1), and then move to any adjacent square (including the original starting square).

If an opposing piece is present at one or both of the squares visited by the Lion, then it is captured. If a friendly piece occupies a square, then the Lion may not visit that square.

You will note that it is possible for a Lion to effectively pass, by moving to an unoccupied adjacent square, and to then return to its original square. So, if you have a Lion, your opponent cannot put you into zugzwang.

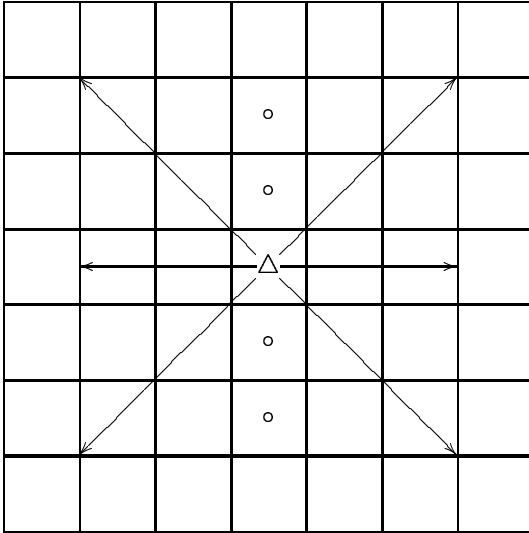
The Lion can effectively capture an adjacent piece without moving (first it captures the piece, then it returns to its original square). This is called its “igui” power.

If you follow my recommendation for the Lion Hawk (see Section 3.6), you should always promote the Lion when it enters the promotion zone. Otherwise you should never do so, unless tactical considerations dictate otherwise.

The Lion is also a powerful defensive piece. Its igui power can be used effectively to protect three of the promotion ranks on an open file, to help prevent an invasion down this file.

The Lion promotes to a Lion Hawk.

### 3.8 The Water Buffalo — WBf



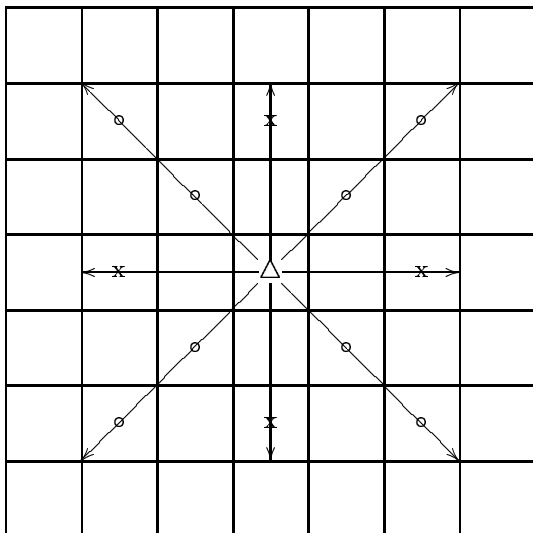
The Water Buffalo is quite a strong ranging piece, (Chu Shogi players will immediately recognise it as a little stronger than a Free Boar). It has the defensive power of a Side Mover or Side Soldier, and the offensive power of two Bishops. But its primary importance is its ability to promote to a Fire Demon. Because of this, it dominates middle game strategical and tactical thinking in Tenjiku Shogi.

The usual way to promote will be along a diagonal. Other diagonally moving pieces such as the Bishop, The Dragon Horse and the Chariot Soldier can be lined up ahead of the Water Buffalo, so as to overload the defenders of the target promotion square(s). In addition, Rook Generals can be sacrificed to take out one or two of the defenders, and Bishop Generals can be sacrificed to divert other defenders.

But constructing your middle-game strategy around a direct attempt to promote a Water Buffalo is usually doomed to failure. Rather, the threat to promote must be used to extract concessions from the defenders.

The Water Buffalo promotes to a Fire Demon. *This is the best of all promotions.*

### 3.9 The Free Eagle — FEg



The Free Eagle is a very powerful attacking piece, with some useful defensive properties. You will usually want to use it in the open, where, like all ranging pieces, it can display its power to the full. But if your opponent manages to promote a Water Buffalo to a Fire Demon, then the Free Eagle is one of the best defenders you have available. (See Chapter 5).

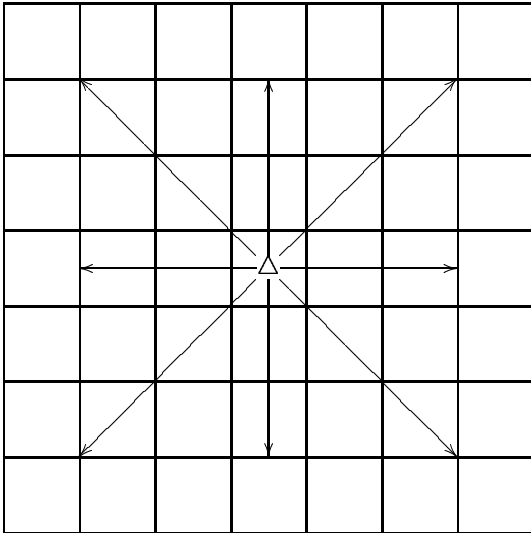
For this reason, you should always bring the Free King out into the open before the Free Eagle.

The open circles on the diagram of the Free Eagle are redundant (See Section A.1.3).

The Free Eagle does not promote.



### 3.10 The Free King — FK

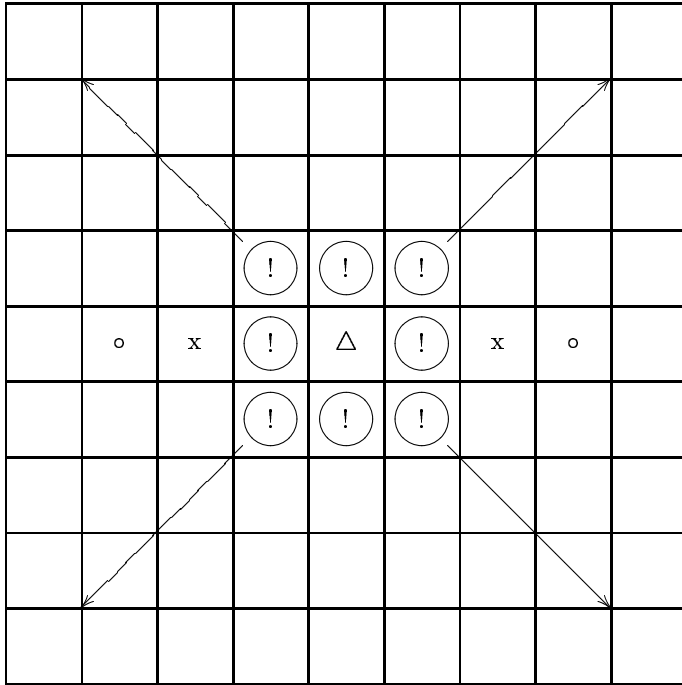


Italian Chess players will recognise this piece as having the same move as the Queen. By bringing this piece out into the open, you can attack several points at once. However it is much less important in Tenjiku Shogi, as there are many others pieces as strong as, or stronger than, the Free King.

Promotion never hurts the Free King, so you should always promote if you find yourself in the promotion zone. If you should happen to promote at the head of a Blind Tiger, you might even find yourself unexpectedly giving check.

The Free King promotes to a Free Eagle.

### 3.11 The Heavenly Tetrarchs — HT



The first thing to note about this unusual piece is the spelling. If you get that right, you're half way there.

Capital H, capital T and an s at the end. That's right, the piece is plural. The three Chinese characters mean Four, Heaven and King respectively. Right. That's the important bit settled. Now down to the annoying details.

The Heavenly Tetrarchs cannot move to any immediately adjacent square. However it can capture an opposing piece on one of those squares without moving ("igui" power — see Section 3.7). The Heavenly Tetrarchs can range along the diagonals, irrespective of any obstructing piece on the adjacent squares.

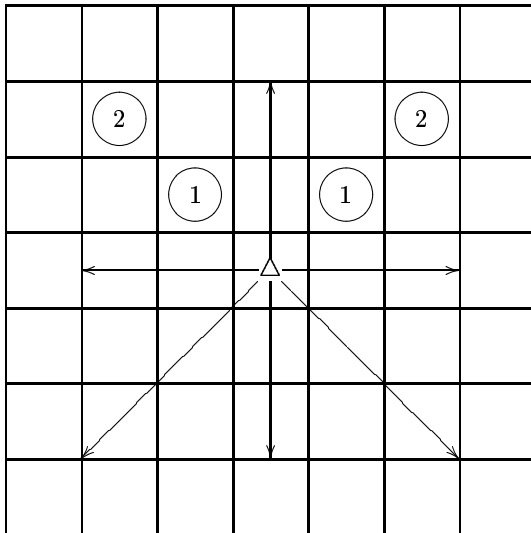
The Heavenly Tetrarchs is a good piece in defence, like the Lion (See Section 3.7). It's not bad in attack either, as it can be used to slowly eat<sup>1</sup> through the King's defence.

It is difficult for The Heavenly Tetrarchs to be trapped, due to its ability to jump over an intervening piece. Therefore it should be fairly easy to bring it back in defence. But it does need room to manoeuvre to exhibit its full power in attack.

The Heavenly Tetrarchs is a promoted Chariot Soldier.

<sup>1</sup>I write in English, not Latin.

### 3.12 The Soaring Eagle — SE

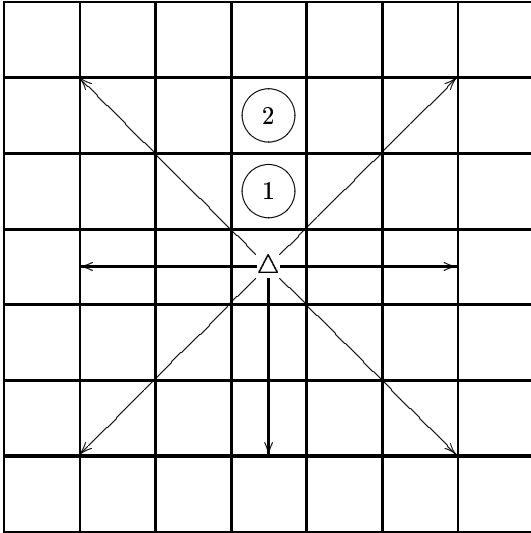


Chu Shogi players will be familiar with this piece, but will not be used to having it available during the opening. The ability of the Soaring Eagle to jump out over the initial Pawn line looks like an attractive defence to a Fire Demon. If the Fire Demon captures it, burning the Pawn, then a Rook or a Rook General will be able to recapture. But if the Fire Demon were to stop one square short and simply burn the Soaring Eagle, then a Rook will not be able to recapture, and a Rook General will only be able to recapture if the Fire Demon burns directly in front of the Soaring Eagle. So in general this will not work. You may get a chance to jump out and attack a Vice General, though.

Promotion to a Rook General should be thought about carefully. You lose the Lion power, and the backwards diagonal movement, but you gain jumping power. I would suggest only promoting if you will immediately have a threat to capture a stronger piece, or if you can be sure of bringing the Rook General back behind your own Pawns.

The Soaring Eagle promotes to a Rook General.

### 3.13 The Horned Falcon — HF



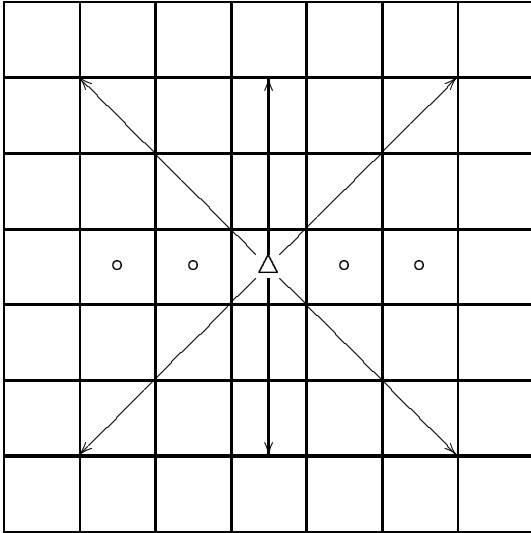
Chu Shogi players will be familiar with this piece, but will not be used to having it available during the opening. The ability of the Horned Falcon to jump out over the initial Pawn line looks like an attractive defence to a Fire Demon. If the Fire Demon captures it, burning the Pawn, then a Bishop General will be able to recapture. But if the Fire Demon were to stop one square short and simply burn the Horned Falcon, then a Bishop General will not be able to recapture. But it is a good idea to think about.

The idea is more important in trying to defend against the Vice General in the P - 9k opening. Black may immediately sacrifice his Bishop General for it, in order to win a Free King.

Promotion to a Bishop General should be thought about carefully. You lose the Lion power, and the backwards and sideways movement, but you gain jumping power. I would suggest only promoting if you will immediately gain a useful threat to capture a piece.

The Horned Falcon promotes to a Bishop General.

### 3.14 The Chariot Soldier — ChS



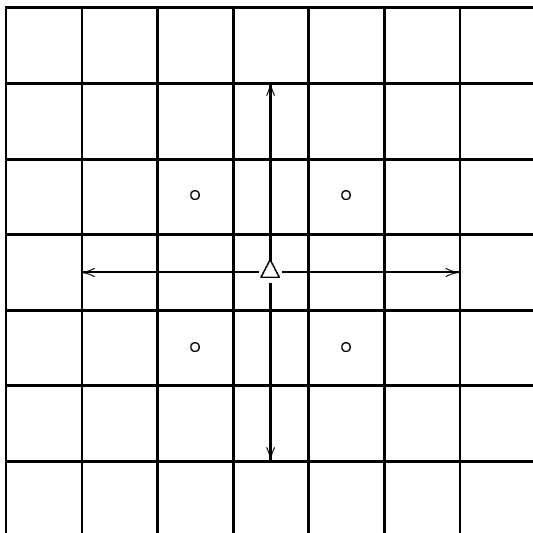
A strong attacking piece, the Chariot Soldier has a most interesting promotion. It is not obvious that its promotion will necessarily be beneficial, though I expect it will often prove to be so. Nevertheless, it needs thought.

A strong reason for promoting the Chariot Soldier when you first play Tenjiku Shogi, is just to see what it is like to have The Heavenly Tetrarchs.

The Chariot Soldier has little defensive value (except in the opening, where it often defends the weak point after the retreat of the Bishop), due to its poor sideways movement. It is much better to promote it and bring it back for defence.

The Chariot Soldier promotes to The Heavenly Tetrarchs.

### 3.15 The Dragon King — DK

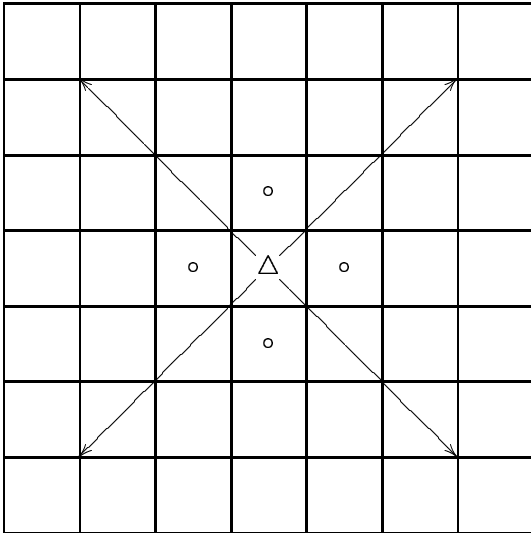


Another piece familiar from Chu Shogi (and indeed from Modern Shogi), but in Tenjiku it is well worth making an effort to promote the beast, even in the middle game. The more open board makes the resulting Soaring Eagle quite effective. It may even be worth sacrificing some material (e.g. a Knight - See Section 3.41) to secure the promotion.

The Dragon King is useful in attack (down open files, or when piling up vertically-moving pieces for an edge attack, or just supporting a Pawn push) and defence (protecting one of the promotion ranks, and preventing intrusion down an adjacent file). It should probably not be brought out into the open early on, but is best kept behind the Pawn line.

The Dragon King promotes to a Soaring Eagle.

### 3.16 The Dragon Horse — DH

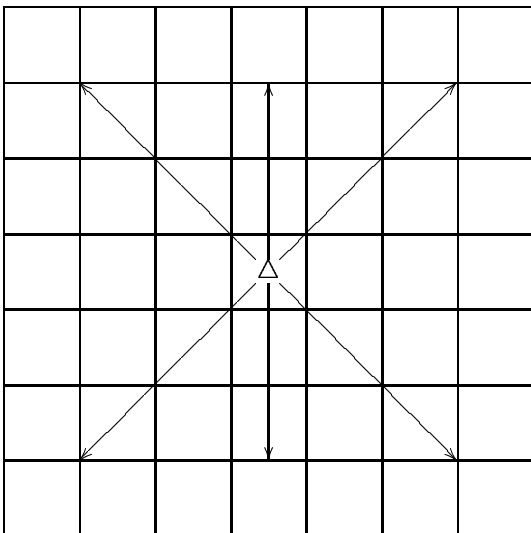


Another piece familiar from Chu Shogi (and indeed from Shogi), but in Tenjiku it is well worth making an effort to promote the beast, even in the middle game. The more open board makes the resulting Horned Falcon quite effective. It may even be worth sacrificing some material (e.g. a Knight - See Section 3.41) to secure the promotion.

The Dragon Horse is useful in attack (especially to assist promotion of a Water Buffalo) and to a lesser extent in defence (preventing intrusion down an adjacent file).

The Dragon Horse promotes to a Horned Falcon.

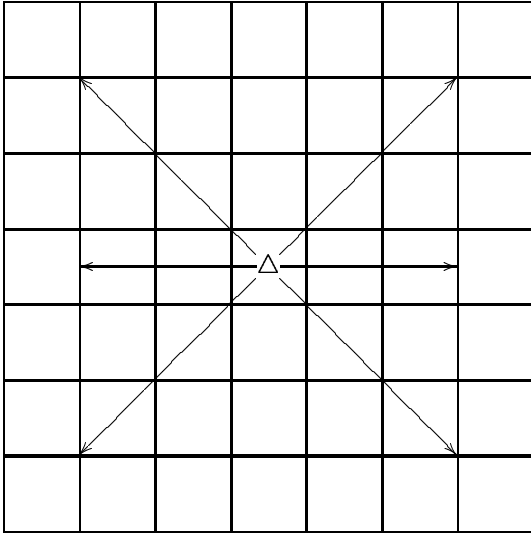
### 3.17 The Flying Ox — FO



The Flying Ox is a strong attacking piece with little defensive value.

The Flying Ox is a promoted Vertical Mover.

### 3.18 The Free Boar — FB

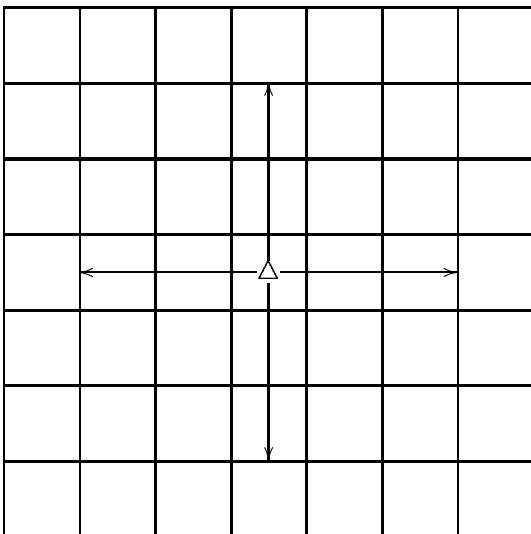


The Free Boar is a strong defensive piece, with some attacking value. The irony of the piece is that it may not be easy to get it back into defence, after having gone to the trouble of creating it.

Beloved of Chu Shogi mating problem creators, it never occurs in practice.

The Free Boar is a promoted Side Mover.

### 3.19 The Rook — R

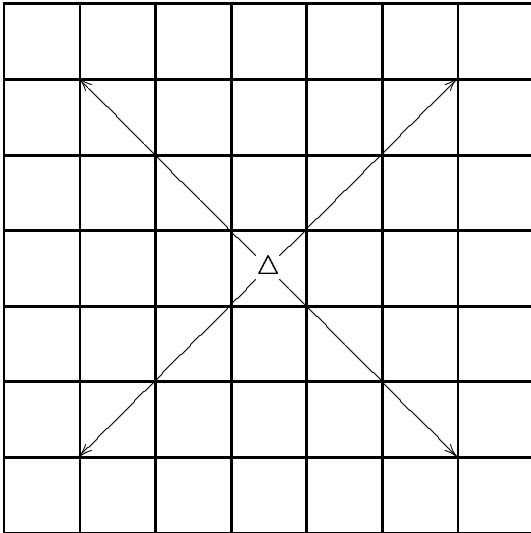


The same piece as in other Shogi games and Italian Chess, the Rook can be used in attack (down the files) or defence of a promotion rank. You should always promote if you enter the promotion zone.

The Rook promotes to a Dragon King.



### 3.20 The Bishop — B



Primarily an attacking piece, I feel that the Bishop is stronger in Tenjiku than in Chu Shogi, as it has more scope on the more open board.

Always promote if you enter the Promotion zone.

The Bishop promotes to a Dragon Horse.

### 3.21 The Phoenix — Ph

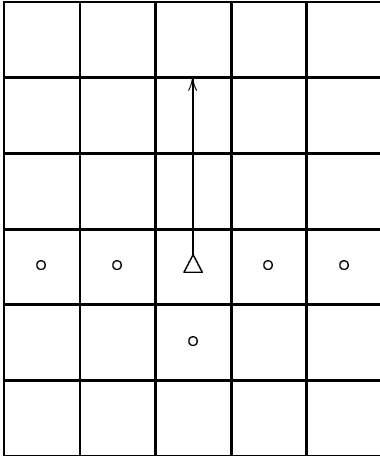
x				x
		○		
	○	△	○	
		○		
x				x

The Phoenix is a weaker piece in Tenjiku than in Chu Shogi, so I have swapped it with the Bishop in the piece values table (See Chapter 4). Its natural developing move is to replace the Great General when that piece moves, as it will then be in a good position to help defend the King's castle against a Fire Demon (See Chapter 5). However, unlike in Chu, this move is not urgent, and indeed, there are alternative development squares — that of the Soaring Eagle or the Free King.

Promotion prospects are not good, as it takes a long time to reach the promotion zone. Indeed, promotion to a Free King is not likely to be nearly as decisive as it is in Chu Shogi.

The Phoenix promotes to a Free King.

### 3.22 The Vertical Soldier — VSo



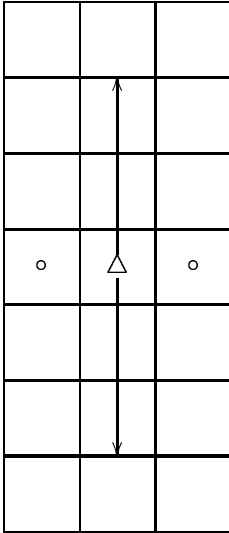
The Vertical Soldier is very similar to the Vertical Mover. It is better in defence (as it can move two squares sideways, instead of one), and it has an even better promotion. But it cannot move back quickly. Fortunately, its initial deployment is immediately behind the Vertical Mover, which is good shape (like the Lance behind the Reverse Chariot).

The main problem with this piece is its initial deployment with respect to the Side Soldier. This and the Vertical Mover/Side Mover pair are in bad shape. In order to clear the fourth and fifth ranks for the action of the side-moving pieces, it is necessary to advance the Pawn two squares, and then both vertically-moving pieces. It is even worse if you want to make an edge attack, as you must first carry out the above procedure (the Knight gets in the way of moving them back instead), then advance the edge Pawn two (or maybe three) squares forward, then move the vertically moving pieces across (whereas it would be better for them to be behind the Lance and Reverse Chariot), and finally moving the side-moving pieces off the file. All-in-all, it would seem better to attack on the second or fifteenth file, than on the edge, but then you cannot make use of the Lance and Reverse Chariot.

Always promote the Vertical Soldier when entering the promotion zone. This promotion is worth striving for, but not worth much of a sacrifice.

The Vertical Soldier promotes to a Chariot Soldier.

### 3.23 The Vertical Mover — VM

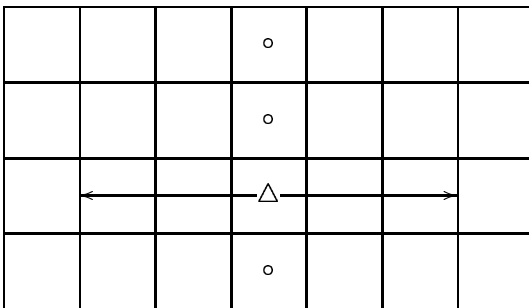


The Vertical Mover is good only for attacking down a file. See Section 3.22 for problems with the initial shape.

Almost always promote the Vertical Mover when entering the promotion zone. This promotion is well worth striving for, but not worth much of a sacrifice.

The Vertical Mover promotes to a Flying Ox.

### 3.24 The Side Soldier— SSo

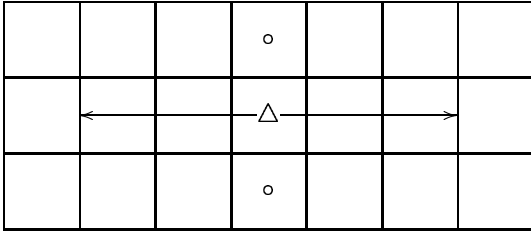


The Side Soldier is a strong defender, and it should be employed to defend one of the promotion ranks. See Section 3.22 for the initial bad shape problems. See Chapter 7 for deploying this piece.

Should, by any chance, you somehow promote to a Water Buffalo (always promote it when you have the option), then you have a powerful fighting piece. But it's just not worth trying to do this, unless you arrive at an endgame where all the strong pieces have been eliminated.

The Side Soldier promotes to a Water Buffalo.

### 3.25 The Side Mover — SM

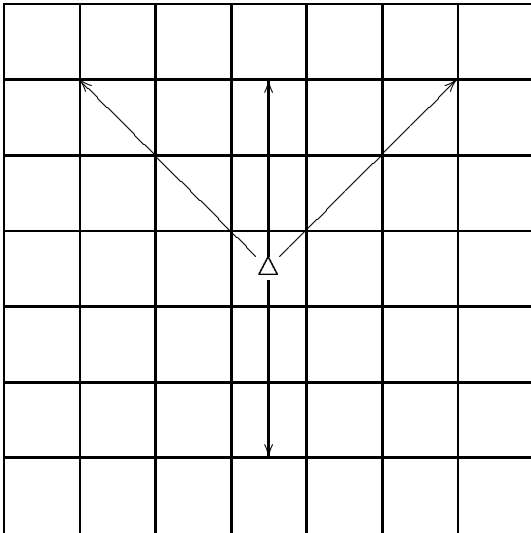


The Side Mover is a strong defender, and it should be employed to defend one of the promotion ranks. See Section 3.22 for the initial bad shape problems. See Chapter 7 for deploying this piece.

Should, by any chance, you somehow promote to a Free Boar (you should nearly always do this if you have the option), then you have a strong fighting piece. But it's just not worth trying to do this.

The Side Mover promotes to a Free Boar.

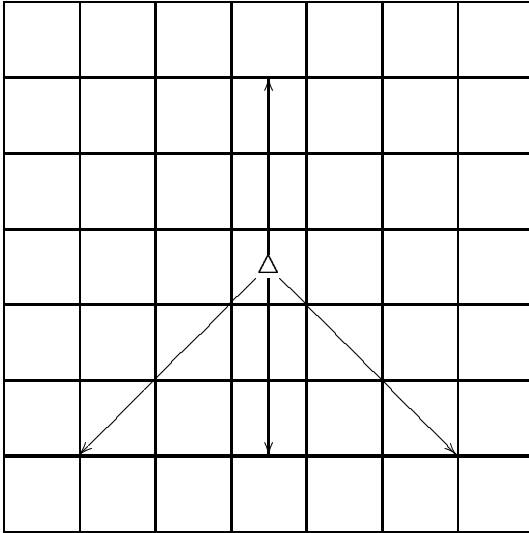
### 3.26 The White Horse — WH



The White Horse is useful only in the attack. Having created it, you should pull it back to a rank where its diagonal movement can be effective.

The White Horse is a promoted Lance.

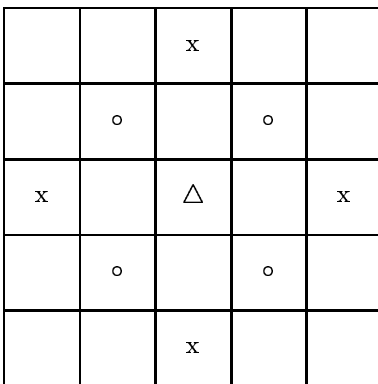
### 3.27 The Whale — W



The Whale is most useful in defence, but it is not easy to deploy effectively. Try to exchange it off for an opposing piece if you can.

The Whale is a promoted Reverse Chariot.

### 3.28 The Kylin — Ky



The Kylin another piece that is weaker in Tenjiku than Chu Shogi. Promotion to a Lion is *most* unlikely, so it seems best to keep it close to the King (See Chapter 5). Do not be in a hurry to move it.

It is worth noting that the Kylin is colour-bound (i.e. it can never move to square whose coordinates sum to an even number (translating a=1, b=2 etcetera)).

This is a mythical beast (the Chinese unicorn) which is supposed to appear whenever a sage is born. One was said to have appeared at the birth of Confucius.

The Kylin promotes to a Lion.

### 3.29 The Crown Prince — CP

○	○	○
○	△	○
○	○	○

The Crown Prince is a myth. Have you ever created one in Chu Shogi? (Hm. Peter Banaschak recently did so against me. Even so.) It's much harder to do so in Tenjiku Shogi.

Of course, if a game of Tenjiku Shogi *does* get to an endgame of low-powered pieces, then the Crown Prince *might* occur, and it could become significant.

The Crown Prince is a promoted Drunk Elephant.

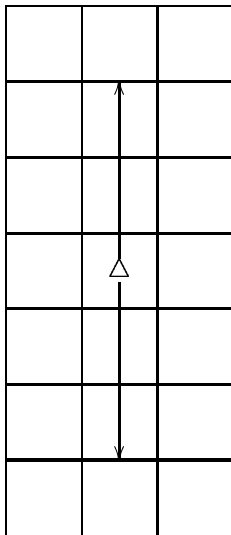
### 3.30 The Flying Stag — FS

	↑	
○		○
○	△	○
○		○
	↓	

I think the Flying Stag is quite a good piece, both in attack and defence. Hence I have placed it at the top of class L. But it is unlikely that you will be able to create one, and there's not much point in trying to do so.

The Flying Stag is a promoted Blind Tiger.

### 3.31 The Reverse Chariot — RC

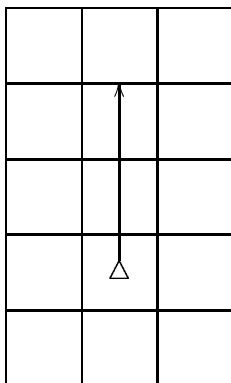


The Reverse Chariot is used for supporting the advance of the edge Pawn, or holding back the opposing edge Pawn. See Chapter 8. Always promote when you enter the promotion zone.

It is an important defender of the promotion squares on the edge.

The Reverse Chariot promotes to a Whale.

### 3.32 The Lance — L

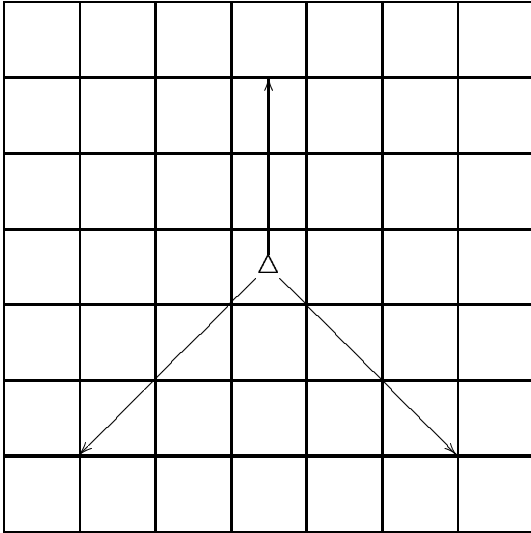


The Lance is used for supporting the advance of the edge Pawn, or holding back the opposing edge Pawn. See Chapter 8. Always promote when you enter the promotion zone.

It is an important defender of the promotion squares on the edge.

The Lance promotes to a White Horse.

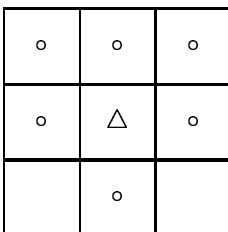
### 3.33 The Multi General — MGN



Another myth, perhaps. The Multi General is simply the Dog writ large, and is a slightly useful attacking piece. But it is unlikely to be created.

The Multi General is a promoted Dog.

### 3.34 The Gold General — G



A solid defender, the Gold General often need not be moved at all. Its role is defence of the King, (see Chapter 5), and it is dangerous to try to move it forward.

If you create a Tokin (symbol +P, *not* G), use it to attack the key defender.

The Gold General promotes to a Rook.



### 3.35 The Drunk Elephant — DE

○	○	○
○	△	○
○		○

A solid defender of the King, the Drunk Elephant is at home on its initial square, but will probably want to replace the Lion at some point. See Chapter 5.

Do not bother trying to promote this piece.

The Drunk Elephant promotes to a Crown Prince.

### 3.36 The Blind Tiger — BT

○		○
○	△	○
○	○	○

The Blind Tiger is a solid defender that should be kept near to the King (See Chapter 5). It is too difficult to attempt to promote it. In general, it is very hard to use this piece in an attacking role.

The Blind Tiger promotes to a Flying Stag.

### 3.37 The Ferocious Leopard — FL

○	○	○
	△	
○	○	○

A flexible piece, it is difficult to decide where to deploy it.

In many early middle game situations, attempting to build a Pawn centre can be a good strategy. In this case, it might be a good idea to advance the Ferocious Leopard to assist the Iron, Copper and Silver Generals in supporting the Pawn Phalanx. Alternatively, it can be used to defend against edge invasions or attacks down the second or fifteenth files.

But usually, the Ferocious Leopard will be used to protect squares against a possible promotion, usually by the Water Buffalo.

If you get a chance to promote to a Bishop, think twice. The Ferocious Leopard is better at infighting than the Bishop.

The Ferocious Leopard promotes to a Bishop.

### 3.38 The Silver General — S

○	○	○
	△	
○		○

Difficult. Should you leave it where it is as part of the King's defence (See Chapter 5), or move it forward to support the Pawns or out to the flanks to defend possible promotion squares? Wait before committing yourself.

If you get a chance to promote to a Vertical Mover, think twice. The Silver General is better at infighting than the Vertical Mover.

The Silver General promotes to a Vertical Mover.

### 3.39 The Copper General — C

○	○	○
	△	
	○	

This piece should be used for supporting a Pawn centre, or an advance of the second and third-file (fourteenth/fifteenth-file) pawns, or for defending key promotion squares. It is probably better to do this than use it as part of the King's castle.

If you get a chance to promote to a Side Mover, think twice. The Copper General is better at infighting than the Side Mover.

The Copper General promotes to a Side Mover.

### 3.40 The Iron General — I

○	○	○
	△	

This piece should be used for supporting a Pawn centre, or the advance of the second-file (fifteenth) Pawn, or for defending key promotion squares. It is probably better to do this than use it as part of the King's castle.

If you get a chance to promote to a Vertical Soldier, think twice. The Iron General is better at infighting than the Vertical Soldier..

The Iron General promotes to a Vertical Soldier.

### 3.41 The Knight — N

x		x
	△	

The Knight is a bit of a joke. Its only good use is to give both of them away as a “handicap” (See Chapter 6). Alternatively, develop it to the Bishop’s square. The Side Soldier could then be retreated to take part in an edge attack (See Chapter 8), but the main purpose would be to help an Iron General (placed directly in front of it — good shape) defending promotion squares on the fifth rank.

The Knight promotes to a Side Soldier.

### 3.42 The Dog — Dg

	○	
	△	
○		○

The Dog corresponds to the Go-between in Chu Shogi, but it does *not* move the same. It does not defend the Pawn immediately behind it, a fact which I have often overlooked, to my cost.

That’s about all to say about the Dog. Sacrifice it freely without regret (especially in the opening). Promote it if you can (but don’t try too hard).

The Dog promotes to a Multi General.

### 3.43 The Pawn — P

	○	
	△	

An individual Pawn is no great matter in Tenjiku Shogi. But the Pawns as a whole can be very important, as they shield the promotion zone, and limit the activity of the pieces (much more important in Tenjiku Shogi, with its large number of ranging pieces, compared with Chu Shogi). The Pawns also shelter the jumping-ranging pieces, allowing the latter to be most effective.

So it is use of the Pawns as a whole that is important in Tenjiku Shogi. Whether to use them to control the centre (reducing the activity of the opposing pieces), to attack, attempting to promote to a Tokin(+P), or just ignore them altogether, is best decided after the Fire Demons have been eliminated (i.e. at the start of the middle game).

The Pawn promotes to a Gold General (Tokin).

# Chapter 4

## The value of the pieces

### 4.1 Table of Pieces

A	Fire Demon	J	Vertical Soldier
B	Great General Vice General		Vertical Mover (Rook)
C	Rook General Bishop General (Rook General)	K	Side Soldier Side Mover Phoenix <sup>2</sup> (White Horse) (Whale) Kylin <sup>2</sup> (Crown Prince) <sup>3</sup>
D	Lion Hawk Lion (Lion)		
E	Water Buffalo <sup>1</sup>		
F	Free Eagle Free King (Free King) (The Heavenly Tetrarchs) Soaring Eagle Horned Falcon (Bishop General) Chariot Soldier	L	(Flying Stag) Reverse Chariot Lance (Bishop) (Vertical Mover) (Vertical Soldier) (Multi General) (Side Soldier) (Side Mover)
G	(Soaring Eagle) (Horned Falcon) Dragon King Dragon Horse	M	Gold General Drunk Elephant <sup>2</sup> Blind Tiger Ferocious Leopard Silver General
H	(Chariot Soldier) (Water Buffalo) (Flying Ox) (Free Boar)	N	Copper General Iron General (Token) Knight
I	(Dragon King) Rook (Dragon Horse) Bishop	O	Dog Pawn

In this chapter I attempt to assign a general value to all the pieces in Tenjiku Shogi. I do this by constructing a table in which the pieces are grouped into classes. Within a class, the pieces have approximately the same value. The first named piece within the class is the most

<sup>1</sup>Value varies according to type of opening

<sup>2</sup>Value varies greatly according to promotion prospects

<sup>3</sup>If the King is lost, the Crown Prince is priceless

valuable. Devotees of Chu Shogi will recognise this as based on the table by Wayne Schmittberger in MSM[4]. By sheer coincidence (it was not planned this way), there are the same number of classes as in the Chu Shogi table.

Pieces within an earlier class are all supposed to be of higher value than those within a later class. But I think these classes are much less certain than in Chu Shogi. The position of the Water Buffalo in particular, depends upon the type of opening that was played (see Chapter 2).

This table is based partly upon the Chu Shogi table already cited, and partly upon my short experience of playing Tenjiku Shogi. As such, the exact place of each piece within the table should be treated with great suspicion. I would be very much surprised if *anyone* should disagree with me on as few as one of the pieces. Please let me know your views on the matter.

Pieces named in brackets indicate that the piece can no longer promote. Otherwise the piece is assumed to still be able to promote. The exceptions to this are the Fire Demon, the Great General, the Vice General and the Free Eagle. None of these pieces promote, and so their entries cover both un-promoted and promoted forms. The Lion Hawk is *not* so treated however, as the promotion of a Lion to a Lion Hawk is problematic.

I will now comment on each class separately, in an attempt to justify my choices.

## 4.2 Class A - The Fire Demon

This is the one class of which I am certain everyone will agree with me. The Fire Demons dominate the game of Tenjiku Shogi, and are at least as strong as any three other pieces. Use of the Fire Demons in the opening is critical (it is very easy to lose the game at this point), and in the middle game, promotion of the Water Buffalo to a Fire Demon signals the start of the endgame, and despair for the enemy King. *Do not swap the Fire Demon for less than four lesser pieces.*

## 4.3 Class B - greater ranging jumping pieces

These are definitely the next two strongest pieces. You should try to swap them for a Fire Demon if you can. Otherwise, they should be used to restrict the scope of the opposing Fire Demon(s).

## 4.4 Class C - lesser ranging jumping pieces

The value of the Bishop General may be over-estimated. But I think this is the correct position for it whilst there are still Fire Demons on the board. The promoted Horned Falcon has been moved to Class E — it is not at all obvious that it is actually stronger than a Horned Falcon. Class C is placed above class D because I do not think you should swap a Rook General for a Lion or Lion Hawk early in the middle game. These pieces are initially needed to restrict the mobility of the opposing Fire Demon(s). Later, they should be saved for a combinational sacrifice in order to promote a Water Buffalo.

## 4.5 Class D - Lions

The order is for Modern Tenjiku Shogi. If you insist on playing the Traditional game, then the order should probably be:

1. Lion Hawk
2. Lion
3. (Lion)
4. (Lion Hawk)

Get hold of a copy of the first edition of this book if you want an explanation of this order.

## 4.6 Class E - the Water Buffalo

I think that this is the hardest piece to classify. If it's ability to promote to a Fire Demon were ignored, then it is class H.

It seems it is too easy to over-estimate the strength of the Water Buffalo. Until very late into the game, it is very difficult to promote. When I see people playing Tenjiku Shogi for the first time, they seem to be trying to promote the Water Buffalo almost as soon as the opening is over (I don't have a very clear remembrance of my own first game). This is poor strategy.

The chance of promoting the Water Buffalo is greatly increased when the number of pieces left on the board reduces. In particular, the number of pawns remaining has a significant effect. So we have to consider not only how far the middle game has progressed, but also the type of opening:

- In Very Low Damage openings, the Water Buffalo has rather poor prospects for promotion. Consider it as about class G.
- In Low Damage openings, promotion prospects are favourable for one of the players.
- In Medium Damage openings, promotion prospects are favourable for both players if the opening is Balanced. Otherwise they are very favourable for the player who has "burned" his Fire Demons.
- In High Damage openings, promotion prospects are favourable for one player, and very favourable for the player who has "burned" his Fire Demons.
- In Very High Damage openings, promotion prospects are very favourable for both players. Consider the Water Buffalo about Class C.
- Complexity also affects the value of the Water Buffalo, in as much as more combinational chances arise with increased Complexity.
- As the middle game progresses, the Water Buffalo becomes more important.

## 4.7 Class F

This is very difficult. Apart from whether the Free Eagle is stronger than the Soaring Eagle or not, there is the question of The Heavenly Tetrarchs, and consequently, the Chariot Soldier.

The Heavenly Tetrarchs is a very unusual piece. It is nearly as strong as a Lion in defence, but not so strong in attack. I chose to put it in class F, and so I also put the Chariot Soldier in class F, as it is probably a stronger attacker than The Heavenly Tetrarchs. But maybe both pieces should be put in class G.

## 4.8 Class G

This was lifted unashamedly from Class 2 of the Chu Shogi table. I imagine it is uncontroversial.

## 4.9 Class H

This is based on Class 3 of the Chu Shogi table. Again I imagine it is uncontroversial.

## 4.10 Class I

This differs from Chu class 4, as I consider the Bishop to be more powerful on the larger board, and the Phoenix less so.

## 4.11 Class J

Compared with the first edition, I have further demoted the Phoenix. It is most unlikely to be promoted in a game of Tenjiku, unlike Chu.

## 4.12 Class K

See Class I. The Phoenix is probably best kept as part of the King's castle, as its promotion prospects are poor. As in Chu, the best squares for its deployment are probably 9m/8d, but there is no particular urgency to move it there. There are alternatives.

The devaluation of the Side Mover compared with Chu is based upon my assessment that it is harder to defend Tenjiku's larger promotion zone. But because preventing a Water Buffalo from promoting is so important, perhaps I should have inflated its value! The devaluation of the Kylin is based on the very poor chance it has of promoting to a Lion (and the lower strength of a Lion in Tenjiku). It is, however, quite a good defender of the King in its initial position.

## 4.13 Class L - lesser ranging pieces

The Flying Stag I consider to be the best of these pieces, especially as edge attacks are likely to be less important compared with Chu (except perhaps, in Type I openings). The promoted Ferocious Leopard gains in importance as per the Bishop in class I.

## 4.14 Class M - greater step movers

I don't think there is really much to chose between these pieces in Tenjiku. They should all be used as part of the King's castle, though the Ferocious Leopards are really too far out on the wing for this.

## 4.15 Class N - lesser step movers

The Knight is of little use.

## 4.16 Class O - pawns

The Dog's chance of promoting to the Multi General is very small.



## Chapter 5

# Defence of the King

Defence of the King (see Section 3.29 on the Crown Prince for its move) is very difficult in Tenjiku, owing to the destructive ability of the Fire Demon. The type of opening naturally affects matters. I give here some guidelines:

- In Very Low Damage openings, do not worry to much about the King, at least, not at first.
- In Low or Medium Damage openings, you have to worry about a Water Buffalo promoting. The danger is more likely to come from the side where a Fire Demon “burned” (as the Pawns will be depleted on that side). Concentrate on strengthening that side of the castle. The front tends to be less important. But you should still ensure the King is protected from checks. You could consider moving the King and castle away from the danger side, but it may take too much time.
- In High or Very High Damage openings, the danger is acute. Make sure that both sides of the castle are strong, and think about the front as well.

Constructing a castle that can withstand a Fire Demon is not at all easy, if the Fire Demon has room to manoeuvre. So protecting the edge of the castle with ranging pieces is a good idea. The file immediately outside the castle is the one to protect, to prevent “burning” away the outer wall.

A double wall may help, but the important point is that the pieces in the outer wall are covered by jumping pieces (such as the Kylin, Phoenix, Free Eagle, Lion and Lion Hawk) immediately behind the inner wall (which may be empty). Otherwise the Fire Demon can just capture an outer wall piece, and burn away the rest of the castle.

The following full-board position illustrates such a “super-fortress”. The Fire Demon can make no progress at all against Black’s left flank. However, White’s own King is quite secure in his more conventional (Chu Shogi style) castle. White can simply play FiD - 8f, and suddenly all the defences are for nothing.

```
/6, S, 1, K, 1, S, 5/  
6, BT, G, DE, G, C, 5/  
16/16/16/16/16/16/  
12, dk, 3/5, vm, 7, chs, 2/12, fk, 3/  
2, FID, 3, ky, bt, 8/  
6, c, 1, ph, 7/6, bt, 1, ln, 7/  
6, de, 1, g, g, 6/6, s, 1, k, 1, s, 5/
```

A Vice General supported by a Lion forms an even stronger castle, and need fewer screening pieces. Here is another example of a super-fortress. This one is much more secure (this position is probably a draw).

```
/8, K, 7/  
8, DE, 7/  
16/16/16/16/16/16/16/16
```

2, *FID*, 13/

6, *ky*, 1, *vgn*, 7/6, *bt*, 1, *ln*, 1, *bt*, 5/

7, *de*, 1, *g*, 6/6, *g*, 1, *k*, 1, *ph*, 5/

A single wall next to the King is hopeless — the Fire Demon just captures any piece adjacent to the King, and “burns” the King. Even if the piece is protected it is too late — the game has finished before you can recapture.

A Fire Demon that has close support from a Lion or Lion Hawk is almost unstoppable — it just burns into the castle, sacrificing itself, and the big cat cleans up.

## Chapter 6

# Handicaps

No handicap system exists for Tenjiku Shogi (as far as I know), but it would clearly be possible to construct one on the lines of Chu Shogi.

At one end you would have something like “Six Fire Demons and eight pieces”: Black’s Water Buffaloes are promoted on their initial squares. White’s Water Buffaloes are swapped for Black’s Kylin and Phoenix, and are then immediately promoted to Fire Demons. White removes his Great General, Vice General, and right-hand Rook General, Bishop General, Soaring Eagle, Horned Falcon, Rook and Vertical Mover. White then freely rearranges his pieces on the back three ranks (other than the Bishop) and then starts the game by making the first move (Resign is probably a good choice).

At the other end is the infamous Two Knights handicap. White removes his two Knights from the board. As compensation, White gets to make one move with each of two of his back-rank pieces, then makes the first move. The latter alone is more than compensation for the loss of Two Knights, but in addition, you now have room to retreat the Vertical Soldier. Black is worse off. (This handicap is my idea of a good joke. Sorry.)

If my analysis of the 1. P - 9k, 1. P - 8k and 1. GGn x 9a openings holds good, then Black must give a handicap to ensure an even game. One suggestion is that the Chariot Soldier on 13o be removed. (But this only need be done if alternating Black and White results in Black winning every game — I think both players would have to be at a very high standard for this to happen). With this sort of handicap, Black continues to move first.

One alternative would be to remove the Free King, instead. Another alternative is to restrict Black’s first move, to anything other than P - 9k, P - 8k or GGn x 9a. This should lead to an even game I think this is the best handicap for the purpose of ensuring an even game.

## Chapter 7

# Defence of the promotion zone

In Chu Shogi, the danger to the promotion zone is, ironically, not so much pieces promoting, as the Lion getting to close to the King. Consequently it is usual to adopt a “moat” formation — the Side Movers defend the fourth rank, and the Rooks defend the third rank. That way the Lion cannot encroach, without the aid of a bridging piece.

In Tenjiku Shogi, the danger is the other way round. The many powerful ranging pieces threaten to enter the promotion zone and promote to something even more deadly. Especially the Water Buffalo! Therefore all five ranks of the promotion zone must be protected. This is not an easy task.

You have many pieces available for the task, including:

- The Side Movers
- The Side Soldiers
- The Rooks
- The Rook Generals
- The Dragon Kings

Note that the Rook Generals cannot jump over Bishop Generals, or each other. So they are best placed on ranks where no other jumping ranging pieces are present. These should probably be the second and third ranks.

You then have to attempt to clear the fourth and fifth ranks for the other pieces to give a complete defence. Pawns on the sixth rank help, if they are properly supported.

Open files are best defended by Dragon Kings, the Lion and the (Modern) Lion Hawk, on an adjacent file. They cover three of the squares on the open file.

The other great danger to the promotion zone is not a promotion at all — a Fire Demon entering the promotion zone is a direct threat to the King. The best defence against this sort of threat is to keep the Fire Demons at a distance. This is best achieved by a Great General ranging freely on the fourth or fifth rank, with the Rook General on the previous two ranks. This formation can keep the opposing Fire Demons passive in their own promotion zone.

## Chapter 8

# Edge attacks

It is quite common in Chu Shogi to stack up vertically-moving pieces on the right edge. The idea is to promote a Vertical Mover. The same idea can be adopted in Tenjiku Shogi, but there are several differences:

1. You can usually only fit five pieces on the edge in Chu Shogi. In Tenjiku there is room for seven, or even eight pieces.
2. Promotion of the Vertical Soldier is a prime objective.
3. An edge attack is slow. There may not be time to stack up the pieces, except in Very Low Damage openings.
4. The initial set up makes it difficult to get the pieces into position.

Let us assume Black is going to attack on the right edge. The following moves are one way to set up the attack.

1. P-2k
2. VM-2l
3. SM-2m
4. VSo-2o
5. SSo-2n
6. P-1k-1j-1i
7. RC-1j
8. L-1k
9. VM-2l
10. R-1m
11. VSo-1o

This gives five pieces. To add more in, move VSo-1n and bring other strong pieces (e.g Dragon King and Free King) to 1o and 1p.

In all, it will take about twenty moves to set up the attack. Once set up however, promotion and/or material profit should result.

Attacking along the second or fifteenth files will usually be easier. (i.e. this chapter is of no relevance to anything much at all).

## Chapter 9

# Mating Problems

The convention is that Black is to play and must mate the White King. Every move must give check.

Unlike Chu Shogi, we have no collection of historic mating problems. So I've composed a very easy problem to start you off:

*/16/14, FL, RC/14, BT, K/13, FID, 2/16/12, p, p, P/16/16/16/  
16/16/6, lhk, +ln, dh, 7/5, b, b, 9/16/14, dk, 1/16/*

Any more please?

# Chapter 10

## Computer programs

There are two computer programs that I know of, that enable two people to play a game of Tenjiku Shogi on a single computer. Neither of these programs run on real operating systems, but only on toys.

### 10.1 Kim-Il-Sum

Roland Marounek's Kim-Il-Sum program for MS-DOS enables you to play dozens of chess variants, including Tenjiku Shogi. The computer does not play against you, but this program is ideal for correspondence games. It's most interesting feature is that, not only will it show you all the squares controlled by a particular piece, but it can also show you which pieces are acting upon a particular square. Roland's program also enables you to design your own chess variant game.

Roland's program can be edited to use my version of the Lion Hawk. To do so, follow these instructions (valid for Kim-Il-Sum 2.6, at least.):

1. Start the program, and select Tenjiku Shogi.
2. From the menu bar, choose Edit, then Edit Pieces.
3. Reply to the prompts 'Name:' and 'Symbol:' with 'Adams's Lion Hawk' and 'LHk' respectively. Ignore the Value: prompt.
4. The piece will then be displayed in the middle of the board. Hit 'L' to give it Lion power.
5. Using the arrow keys, move the highlighted square so that it is diagonally adjacent to the LHk square. Then hit '+' to give it a Bishop's movement along this diagonal. Reply 'n' to the Jump? prompt.
6. Repeat for the other three diagonals.
7. Hit 'ESC' to terminate, and answer the questions suitably: left mouse button for yes (does the piece capture the same way that it moves?), right mouse button for no (it's not a King, it doesn't promote etc.). Save the new piece.
8. Then go to the menu bar, and select Edit then Edit Board.
9. Select 'Adams's Lion Hawk' from the list of pieces, then click twice on the LHk symbols to first delete, then replace the LHk's. Be sure to get White's LHk facing the right way.
10. Save the new game of Tenjiku Shogi by selecting menu bar items Records, then Save, then Save the initial position.

Roland will send you a floppy disk containing his program if you send him some money. £8.00 Sterling or \$U.S. 12.00. His address is:

Roland Marounek  
138, chaussee de Bruxelles  
1190 Bruxelles  
Belgium

Inhabitants of the United Kingdom can alternatively send a cheque to Phil Holland at:

Phil Holland  
94 Green Drift  
Royston  
Herts  
SG8 5BT

## 10.2 Shogivar

Steve Evan's (trout@netspace.net.au) Shogivar program for MS-Windows, covers all the known Shogi variants, including Tenjiku Shogi. It includes the option to play either variation of the lion Hawk.

Like Roland's program, Steve's program will show you which squares are controlled by a given piece, but it uses different colours to indicate different types of moves, which is most attractive. It does not, however, show you which pieces act on a given square. Nor does it play against you (at Tenjiku Shogi, but it does for the other variants)..

Steve's program has most attractive help screens which illustrate the move of each piece very clearly, in full colour, and with the Kanji for the piece as well.

Steve's program can be downloaded from the "Shogi Variant Program Home Page":

<http://netspace.net.au/~trout/index.html>

It is free.



# Chapter 11

## Tenjiku Shogi and the Internet

### 11.1 Playing on the Internet

It is not easy to find opponents willing to play a game as unknown and as complicated as Tenjiku Shogi. The traditional solution to this problem is to play by mail.

Personally, I do not have the patience for correspondence games. So my preferred solution is to play on the Internet (another possibility is to use a telephone!).

You can use the Internet to play by email, which is probably quicker than a postal game, but it is still too slow for me. I prefer to play games in real time. The following method can be used for any sort of game that has a written notation for recording the moves:

All you need to do is to find some method of typing your move so your opponent can see it. Email could be used, but is not the most convenient. The method Benjamin Good and I use for our games on the Internet is the talk program.

The talk program splits its window into two. You type whatever you wish to say into the upper window, and it is immediately echoed into your opponent's lower window. Both of you can type at once, so you can easily hold a conversation. All you have to do is to type in your moves. When you see your opponent's move, you make that move on your board (hopefully, it is next to your computer.).

Different versions of talk have incompatible protocols. Ben and I found that we could not get talk to work between my computer and his university computer. We got round this by using telnet — Ben telnet'ed to my computer, and we were then both able to use the same talk program, as we were both logged on to the same machine.

But talk is quite a cheap and nasty program, and after we had experienced some troubles with it, we switched to another method — we used the Internet Go Server. A little cheeky perhaps.

To access IGS:

1. "telnet igs.nuri.net 6969"
2. after signing on as "guest", type "help register" to register your own userid.
3. When you receive your password (via email), log back on with your new registered userid and password, and then use the "tell" command (try "help tell" if you need to) to communicate with your opponent.

I use an IGS Go client, which encapsulates the "tell" command in a little window. This makes matters neater. To get a client for your operating system, "ftp igs.nuri.net; cd /Go/clients".

We also used ICCS (the Internet Chinese Chess Server) for this purpose. I guess an IRC server could also be used.

better still, would be to use a graphical game board as the interface to an Internet Shogi Variants Server (ISVS). I started to write one in Java, and just about had it working for Chu Shogi. I did not continue with it since there does not seem to be any interest in the project.

## 11.2 SHOGI-L discussion list

SHOGI-L (the Shogi Discussion List) is a mailing list started on May 6, 1990 devoted to the strategic board game of Shogi. The list serves as a discussion point for Shogi-related topics and as a source of information about Shogi tactics and Shogi events. It also offers to Shogi players the possibility to engage in e-mail games in an ongoing ladder competition. At present (1 February 1997), SHOGI-L has 279 subscribers in 27 countries.

The SHOGI-L archives (<ftp://ftp.halcyon.com/pub/users/stouten/shogi>) contain many professional and amateur game scores and some Shogi software.

All you have to do to subscribe to SHOGI-L is send mail to [listserv@techunix.technion.ac.il](mailto:listserv@techunix.technion.ac.il) with the following command in the body of the message:

```
SUB SHOGI-L 'your_name'
```

where 'your\_name' is the name by which you want to be known to the list.

I will make all announcements of new editions or revisions to this book on that list, as it is the official discussion forum for all Shogi variants.

## 11.3 World Wide Web sites

The principle WWW site for all Shogi and Shogi variants is Pieter Stouten's Shogi Home Page at <http://www.halcyon.com/stouten/shogi.html>. From here, you can find your way to other Shogi and Shogi variant sites.

This book is available from my own WWW site at <http://www.colina.demon.co.uk/tenjiku.html>.

## Chapter 12

# How much is Black's first move worth?

Unlike Chu Shogi, Tenjiku Shogi is a very fast-paced game. Because of this, the first move can give Black quite a big advantage, if he plays accurately, or if White makes a mistake in the first few moves.

Part two of this book analyses the opening moves in some detail. If this analysis stands up to the scrutiny of my readers, then opening with the move 1. P -9k gives Black an advantage equal to a whole Free King (I now feel pretty certain that this is a correct analysis).

But each player starts with thirteen pieces more valuable than the Free King, and another four of almost equal value (the Soaring Eagles and the Horned Falcons). Therefore, the loss of a Free King is not nearly as serious as it would be in, say, Chu Shogi (and nothing like the loss of the Queen (equivalent to a Free King) in Italian Chess). I would not expect Black to win every game between players of equal strength, unless the two players were of a very high standard (certainly of a higher standard than the author of this book) indeed. The play in the middle game, revolving around the attempt to promote a Water Buffalo, can get very complicated.

What is more, there is the possibility of a draw in the middle game. It is only a possibility, but it may be possible to construct a sufficiently strong Pawn centre, so that Black may not be able to successfully reach an endgame. Look at example game number 11 to see why I raise this possibility.

In any case, it is perfectly respectable for Black to be expected to win. Indeed, the most worthy game of all, Go (WeiQi, Baduk), is considered to be a win for Black at the highest level. Until well into this century, even games were played by alternating Black and White. Only well into this century, with the rise of tournament play, was White given a compensation (komi) of 4 1/2 or 5 1/2 points.

If Black opens with 1. P - 8k, he has the choice of a sacrificial gambit (which is very strong), or following the line in Chapter 16, which may be very strong for Black indeed, or perhaps only slightly better (games need to be played to determine this).

White's recourse to the P - 8k/GGn x 9a openings, may just be to play symmetrically, sacrificing his own Great General at the first opportunity.

If people find problems with the strength of Black's first move, then playing the restricted first move handicap ensures a perfectly equal.

# Chapter 13

## Collected Aphorisms

This chapter represents a deliberate questioning of my own assumptions about how to play Tenjiku Shogi. Much of the analysis in this book depends upon some of these assumptions, but it is by no means obvious whether they are correct or not. Therefore they are more like hypotheses than proverbs.

### 13.1 The Fire Demon is worth at least four pieces

#### Elucidation

The Fire Demon is equal in value to the combined values of the Great General, the Vice General, the Rook General and the Dragon King.

#### Status

Highly dubious.

#### Commentary

The statement owes its origin to when Steve Evans asked me to provide piece values for Shogi Variants for his computer program. I supplied him with values for Chu Shogi (not too difficult), and for Tenjiku Shogi. I was extremely dubious about the latter values, but I decided to rate the Fire Demon as stated in this aphorism.

My assesment of the strength of the Fire Demon was based partly upon my attempted analyses of the opening, but mostly on statements made by R. Wayne Schmittbeger in TSAL[2]. The two statements are:

1. “Since Fire Demons can almost always manage to exchange themselves for three major pieces — and no doubt even this is a bad exchange for the Fire Demon Side...”
2. “But it is doubted that two FiD’s can create as much devastation as Black has suffered.”

The first statement I have always accepted unreservedly — it is beyond doubt that the Fire Demon is worth more than any other three pieces in Tenjiku Shogi. And to this extent this aphorism is proven.

The second statement refers to an opening variation that Wayne provides to illustrate Black hanging on to two Fire Demons. This variation is analysed in Section 15.2.2.1 (note that Black can always force this opening, if he wishes to do so).

White gets nine major pieces and a Blind Tiger for his two Fire Demons. It indeed seems impossible for Black to retaliate in kind, and therefore I accepted Wayne’s assesment as valid. It was on this basis that I assessed the value of a Fire Demon for Steve Evans.

But there is a problem with this approach to assessing the Fire Demon. The real question to ask is not “has White got enough material to compensate for cashing in his two Fire Demons?”, but “Can Black keep his two Fire Demons alive until the endgame?”. If the answer to the latter question is “Yes”, then Black is quite likely to win the game, as he will probably be able to burn the White King. But the question is hard to answer (example game 10 suggests that White can win anyway).

First there is the question of whether White can capture one of the Fire Demons. He has a Great General on the board, so there may arise tactical opportunities to fork the two Fire Demons.

Secondly, there is the possibility of White promoting one or both of his Water Buffalos, to restore the imbalance in destructive power. As he has blasted Black’s right flank, there is a wide space at which to aim for promotion, so this possibility is quite high.

Thirdly, there is the possibility of White being able to defend his King in the endgame. He has a Vice General, so it is quite possible for him to construct a strong defence. There is also the possibility of promoting one of his Bishop Generals so as to get a second Vice General, so making defence very much easier indeed.

But there is also the question of how White is to go about realising his advantage in extra material. The example games show that it requires very good technique to prevent the Fire Demon(s) breaking through, so the side with the Fire Demon(s) always has practical chances to win.

## Conclusion

I really do not know. More experience is needed.

## 13.2 A Bishop General behind a Rook General is good shape

### Elucidation

In the initial position, moving a Bishop General one rank back to behind it’s neighbouring Rook General makes for good shape, as it no longer blocks the Rook General’s action along the rank, nor is it in turn blocked.

### Status

Proverbial.

## 13.3 Winning a Free King is worth a move

### Elucidation

In the Reference Line, Black can win a Free King. It costs him the advantage of his first move to do so, but this is worth while.

### Status

Pretty certain.

### Commentary

Don’t laugh! This is an assumption I have always made, and it surely must be true, but I cannot prove it!

My reasoning goes like this: an extra move in the endgame is worth more than a Free King (first to capture the King wins, remember?). Black concedes an extra move to White in the

opening, but he can use the advantage of his extra Free King to regain the extra move, and more besides, during the middle game. But I cannot demonstrate that this reasoning is valid. Intuition over analysis.

## Part II

# The Opening





# Chapter 14

## Introduction to the Opening

### 14.1 Black's first move

- P-8k. This is the move from Wayne Schmittberger's example opening in TSAL[2]. It fulfils several functions:
  1. It opens the way for the Great General to exchange itself for a Fire Demon.
  2. It opens up a path for the Vice General to get out into the centre, whence it may be able to repel a Fire Demon.
  3. It opens a path for a Fire Demon to reach the centre, after the Great General has got out.

This is a strong try by Black for an advantage.

- P-9k. This move is more certain than P-8k. Black can hope for a certain lead of a Free King.
- SE-14k. Defensive. Prevents White developing his Great General to 14j. A Weak move.
- HF-13k. With the same aim as SE-14k, but it loses.
- P-10k. To develop the Great General to 10l, whence it can exchange itself for a Fire Demon. White can mirror Black initially, leading to a quiet opening.
- SE-10k. Another very poor move.
- SE-7k. And another.
- SE-3k. And another.
- HF-4k. And another.
- GGn x 9d\*. An oddity.
- GGn x 9a. Rikard Nordgren's Gambit Opening. Not weak.

# Chapter 15

## Wayne Schmittberger's Opening

1. P - 8k

Black is playing sharp, trying to take full advantage of having the first move. What happens if White tries to mirror Black?

### 15.1 P - 9f

1. P - 9f  
2. GGn - 3g

For 2. GGn x 9b, see Section 18.2.

Now White has a choice:

- GGn - 14j
- GGn x 8p

#### 15.1.1 GGn - 14j

2. GGn - 14j  
3. GGn x 7c Ln x 7c - 8d

(if GGn x 10n; 4.GGn x 8b and the threat to capture the King ensures Black that he comes out of the opening a whole Lion ahead.)

4. FiD - 4h Threatening the weak point.

Next Black will develop the Vice General to 8j followed by bringing out the second Fire Demon. Black has achieved a superiority, and White's Great General is exposed. Black should win.

#### 15.1.2 GGn x 8p

2. GGn x 8p  
3. G x 8p FiD - 8f

This way of playing by White is much stronger.

Now Black can choose between GGn x 8b or GGn - 8l:

**15.1.2.1 GGn x 8b**

4.	GGn	x 8b	DE	x 8b
5.	B	- 15o	FiD	- 4j x! 5k
6.	VGn	- 8j	FiD	x 3l x! 2l,2m,3m,4l,4m

The game is now close, but White must be happy with this position, so the opening is a failure for Black.

**15.1.2.2 GGn - 8l**

4.	GGn	- 8l	FiD	- 4j x! 5k
----	-----	------	-----	------------

Now the threat to 7k is rather strong. One sequence I can see for Black is GGn x 8b, etc., but then he should play this earlier, as B - 15o is a useful move. More interesting is to play GGn x 8c (the Lion Hawk is worth more than the Lion (assuming the Modern Lion Hawk rule is being used). Then follows VGn x 8c; VGn - 8j, FiD x 3l x! etc.; DH - 5o, FiD - 8f. At which point the position is rather complex, but I strongly prefer White.

So Black should transpose to Rikard Nordgren's gambit (Section 18.2) with 2. GGn x 9a.

**15.2 P - 8f**

White could try HF - 4f, which prevents GGn - 3g, but Black simply plays GGn - 7k, and will still capture the Fire Demon. Therefore White prepares to develop his Vice General and his other Fire Demon. Now this chapter deals with 2. GGn - 3g. Wayne also has an interesting idea of immediately sacrificing the Great General, so as to rush the Fire Demon's into the attack. I look at this in Chapter 18.

1.		P	- 8f
2.	GGn	- 3g	VGn - 6f

Attempts to force Black's response, and protects 3g. Also clears a path for his Fire Demon, and is therefore better than moves like VGn - 5h or 6g.

If Black plays GGn - 7k instead, then White can play VGn - 3j, or VGn - 6f.

3.	GGn	x 7c	GGn	x 7c
----	-----	------	-----	------

One pair of Fire Demons will be exchanged. But Black's third move isn't really forced. See Chapter 16 for the alternatives.

4.	FiD	- 9k
----	-----	------

This is the move Wayne Schmittberger gives. Black could also play VGn - 8j, but after exchanging his GGn for a Fire Demon, White will bring his own Fire Demon out to 4i, aiming at the weak point, and so seizing the initiative. Therefore, if Black wishes to develop his Vice General before his Fire Demon, he can only move it to 6k. Then White will play GGn x 7n, Black re-captures, FiD - 6g, and he seems to have equalised.

Black is threatening FiD - 5g x! 5f,6f, as well as aiming at 3g. Now White can respond with one of:

- GGn x 7n
- FiD - 5h
- FiD - 6g
- P - 7f

### 15.2.1 GGn x 7n

This line aims to avoid all of Black's treacherous attempts to retain two Fire Demons. Black can go along peacefully, by recapturing with BGn x 7n, allowing White to transpose to one of the other lines, or he can try and play nasty. We will only look at the latter possibility in this section, so:

4. GGn x 7n  
 5. FiD - 5g x! 5f,6f

Now if White were to follow up with GGn x 8o (check – the point), then B - 2b, Black would have gained a Vice General for a Free King, which is more than he can reasonably expect from the opening, and is certainly enough to claim he is winning. White cannot play like this, so his next move is forced:

5. GGn x 8m  
 6. FiD x 3g x! 2d,2e,3d,4d,4e

Of course, Black could simply play Ln x 8m, with a slight positional advantage (effectively Black concedes equality to White), but this is tantamount to cowardice.

6. GGn x 8o  
 7. G x 8o  
 8. B - 2o

Now, however, Black can afford to ease off (instead, playing FiD x 2c etc., risks White eventually taking the lead, thanks to his Free King). Now White can probably play DH - 1f.

The position is now hard to assess. Black has made material gains, whereas White has plenty of development. I think I prefer to take Black, but I'm not betting on this position.

### 15.2.2 FiD - 5h

4. ..., FiD - 6g is a more restrained move. We will look at this in Chapter 17.

4. FiD - 5h  
 5. P - 7k

This move opens the diagonal for the Vice General and the Lion Hawk, and prepares for FEg - 8l. Instead, Black can try to save a Fire Demon:

#### 15.2.2.1 VGn - 7k

This threatens to save his second Fire Demon. Now if White immediately exchanges with:

5. VGn - 7k  
 6. VGn x 5h  
 7. G x 8o

he only gets a Vice General and a Free King for his Fire Demon, which is bad. But 5. ..., FiD - 3i (not 3j, as in TSAL[2], as this is covered by the Bishop General); saves his own Fire Demon whilst aiming at the weak point. Black should probably now play 6. B - 2o but then White can safely make the exchange.

Instead, if Black insists on playing for a Type VIIIa opening:

5. VGn - 7k  
 6. FiD 7n - 10n  
 7. FiD - 5g x! 5f,6f  
 8. FEg x 5n<sup>1</sup>

FiD - 3i  
 FiD x 3l x! 2l,2m,3m,4m,4l  
 FiD x 5n x! 4n,4o,5m,6m,6n,6o  
 B - 2b

White has captured nine ranging pieces and a Blind Tiger (I count the Vice General as nearly equal to a Great General) for his two Fire Demons. According to TSAL[2], White is supposed to be better.

It was on the basis of this assesment, that I made a valuation of the Fire Demon as equal to the combined strength of three jumping Generals and a Soaring Eagle. But the rest of the game will be difficult for both players. I think White is better (see the example game in Chapter 37). But Black could easily win if White is careless — see for example Chapter 35.

### 15.2.2.2 P - 7k

5.	P	- 7k	GGn	x 7n
6.	BGn	x 7n	HF	- 4f

This last move develops another piece whilst attacking the Fire Demon. By driving away the Fire Demon, White delays VGn - 6k. Note that GGn x 7n must be played first, otherwise Black can reply BGn x 4f (That last remark is retained from the first edition of this book, but I don't understand it anymore. Does anyone else? Perhaps I was forgetting that the BGn on 6d makes the move Bgn x 8b (check) illegal?). Black recaptured with the Bishop General so as to clear the Rook General's action along the m rank.

7.	FiD	- 13g x! 12f	B	- 15b	Forced
8.	FEg	- 8l	Ln	- 9d	

FEg - 8l is to take over the protection of 6j (from the Fire Demon that has been driven away), so he can again play VGn - 6k. As far as I can see, the last move is a simple developing move, so alternatives should be possible (HF - 4g suggests itself).

9.	VGn	- 6k	FiD	- 8e
----	-----	------	-----	------

White could also play FiD - 8g. But he is aiming at a counter attack.

To all intents and purposes, this position is equal. Black has failed.

### 15.2.3 P - 7f

White accepts a passive position, in order to protect his Vice General without exposing his Fire Demon to attack. But Black has an interesting counter:

4.			P	- 7f
5.	BGn	x 14e+		

A spectacular move, indeed! The point being, if White captures the new Vice General, Black hides his Fire Demon on 6m, whence it will eventually be able to escape (no proof offered, or indeed, needed).

5.			GGn	x 7n
6.	VGn	- 15h	GGn	x 8o
7.	G	x 8o	FiD	- 8e

One now has the problem of assesing this position. Which is worth more, the promotion or the Free King? Of course, if Black does not care for this result, then he need not play this coup. He can be content with having the more active position. Still, this looks like a way for White to avoid letting Black keep two Fire Demons.

Certainly White's position is playable. Now Black's strategy should be to aim for swapping off a pair of Vice Generals, building a super-fortress (see Chapter 5) with his remaining Vice General, then head for the endgame. If he can achieve this, then his position is to be preferred. However, I have no idea as to whether this is possible for Black.

White has an alternative 6th move:

---

<sup>1</sup>The threat was to burn the King

6. GGn x 7m

Now, if Black chooses to be cautious, and plays FEg x 7m (or some such capture), then White gets a Rook General instead of a Free King, so this should be quite satisfactory. Instead:

7. VGn	x 10c	GGn	x 9k
8. VGn	x 11d	RGn	x 11d
9. P	x 9k		

and White is winning.

But Black has a much simpler and stronger 5th move:

5. FiD	- 13g x! 12f	B	- 15b
6. FiD	x 10e x! 9e,10d,11d,11e	FiD	x 10e
7. RGn	x 10e+	LHk	x 10e
8. VGn	- 10k	GGn	x 7n
9. BGn	x 7n		

And Black is doing very nicely.

#### 15.2.4 FiD - 8e

Played to avoid a Type VIIIa opening.

4.		FiD	- 8e
5. FiD	- 5g x! 5f,6f	FiD	x 5g
6. BGn	x 5g	GGn	x 7n
7. BGn	x 7n		

And again, Black has a very easy Type I opening.

## Chapter 16

# A frightening move

VGn - 6f was supposed to force Black to exchange the Great General for a Fire Demon, before he could bring out the Vice General. White is threatening to play VGn x 3g, and the Fire Demon cannot re-capture.

As we have seen, GGn x 7c does not yield an advantage for Black (assuming Section 15.2.2.1 is good for White), so it is natural to look for an alternative.

One Sunday afternoon, when looking at the line: 1. P - 9k, P - 8f; 2. VGn - 7k, VGn - 6f; 3. VGn - 3g, I realised that Black could play the same sort of thing after 1. P - 8k. For a short while, I feared that:

3. VGn - 6j

would prove crushing. However, it is in just such positions that the sacrifice of the Great General proves it's efficacy. Black has committed his class B pieces, so White has a target for counter-attack. Therefore:

3.		GGn	x 8p
4.	G	FiD	- 9f

Now White's Vice General is under attack, and VGn x 3g, followed by FiD x 3l is threatened.

Now Black has the possibility of exchanging GGn - 14g for FiD 10c - 8e, but this does not seem to improve his position. So:

5.	GGn	- 3j	FiD 10c- 8d
6.	VGn	- 3i	

White is in some trouble. If Vgn x 3i, then FiD - 4h x! 3i is winning.

What may be possible is:

6.		FiD	- 12i
7.	B	- 15o	FiD x 1o! x! 9l,10m,11m,11l
8.	FiD 7n	x 11l	RGn x 10n+
9.	FiD	x 10n	FiD - 8g

And perhaps White is in the game? Does Black have to play B - 15o?

Assume White must be bold. Back to move 5:

5.	GGn	- 3j	FiD - 6i x! 6j
6.	GGn	x 10c	FiD x 3l x! 2l,2m,3m,4l,4m
7.	GGn	x 9b	Ln x 9b - 10c
8.	DH	- 1k	

White is being coerced into the “wrong” side of a Type VIIIa opening. This will certainly be better for Black than than Section 15.2.2.1, but that does not necessarily mean that Black is winning.

GGn x 9b is the best move. If Black tries for more (e.g. capturing the Lion Hawk or the Rook General), then White will throw in the forcing move FiD x 5n, thus getting a decent result.

DH - 1k is a good move. Now capturing on 5n gains one piece fewer, and there is also the attack on the Vice General to cope with. Possible moves for White are:

- VGN - 9i
- VGN - 5i
- FiD - 1j
- FiD x 5n

## 16.1 VGN - 9i

8. VGN - 9i

This move aims to keep Blacks Fire Demons from getting out, and solves the problem of the attack on the Vice General at the same time. Note that White is going to answer SE - 7k by VGN x 7k, followed by FiD x 3o.

It is not clear to me what path Black should pursue. If he wants to drive the Fire Demon away, then B - 2o will do the trick. But then whether White plays FiD x 5n, or FiD - 1j, he is better off than playing these directly, as the Vice General’s position is good for him. (If B - 2o, FiD - 1j x! 1k; SE - 7k (safe, once the FiD has retreated), then the Vice General can be forced to retreat, so White will surely prefer FiD x 5n etc.). FiD - 4h looks to be the best move. Now B - 2o is a real threat, so White will probably respond with P - 7f. Then if Black cannot see a suitable square for the Fire Demon (2g looks best to me), he could capture on 9c. The problem with this exchange is that White can force with the capture on 5n, before re-capturing the Dragon Horse on 9c. I think the resulting position is significantly better for Black, as is the position where he just moves FiD - 2g. Therefore White should not play VGN - 9i. But it’s a matter of opinion.

## 16.2 VGN - 5i

An overplay.

8. VGN - 5i  
9. FiD 10n- 9k

This hasn’t improved White’s position.

## 16.3 FiD - 1j

White elects for a Type V opening.

8. FiD - 1j x! 1k

White hasn’t equalised — Black is definitely a little better, both materially, and positionally (White’s Fire Demon is out of play).

But looking at the position positively for White, he seems to be less than a Free King behind (and Black can win a Free King in the opening if he wishes), and the possession of both Vice General and Fire Demon means he can defend in the endgame. So he has a playable position.

Black can probably take advantage of the position of the White Fire Demon, to attempt to exchange a pair of Fire Demons. This will turn the opening into a Type IV if he wishes. This may make Black’s attacking attempts easier?



## 16.4 FiD x 5n

White elects for a Type VIIIa opening.

8. FiD x 5n x! 4o,5m,6m,6n,6o  
 9. FiD x 5n

Again, I think Black is somewhat better. White's problem is he has a Vice General rather than a Great General. This means he can try to keep the Fire Demons at a distance, but he will find it difficult to actively chase them, like he can with a Great General.

# Chapter 17

## Fire Demon 6g

4. FiD - 6g

Now Black can try to crush White with BGn x 15d+ or VGn - 8j.

### 17.1 BGn x 15d+

This move aims at RGn - 6m, exchanging a pair of Fire Demons, and so getting an advantage. White must react vigorously:

5. BGn x 15d+ GGn x 7n

White has no time in which to capture the newly created Vice General. But now, if Black captures the Great General, White will in turn capture the Vice General, and Black will have lost a Bishop General for a Vertical Mover. So:

6. VGn x 14d GGn x 8o  
7. Ln x 8o - 7d SM x 14d

and Black has lost a Bishop General and a Free King for a Rook and a Vertical Mover.

### 17.2 VGn - 8j

This move is similar to 5. VGn - 7k in the previous chapter.

5. VGn - 8j FiD - 3i  
6. FiD 7n - 10n

(or B - 2o, GGn x 7n etc.)

6. FiD x 3l x! 2l,2m,3m,4l,4m

Now we can look at several moves for Black:

- B - 2o
- VGn - 6k
- DH - 1k

**17.2.1 B - 2o**

Tries to drive the Fire Demon back, but this is white will certainly not do.

- |    |     |      |  |     |                           |
|----|-----|------|--|-----|---------------------------|
| 7. | B   | - 2o |  | FiD | x 5n x! 4n,4o,5m,6m,6n,6o |
| 8. | FEg | x 5n |  |     |                           |

White might try VGn - 3g at move 6, but the Fire Demon escapes to 6k via 8m. Black does not have FiD - 5g in this line, so White gets 10 ranging pieces, a Blind Tiger and three Pawns for his two Fire Demons. This is better by a whole Vice General than in the previous chapter, so we must assume White is winning.

**17.2.2 VGn - 6k**

- |    |     |      |  |  |  |
|----|-----|------|--|--|--|
| 7. | VGn | - 6k |  |  |  |
|----|-----|------|--|--|--|

Why play B - 2o? White isn't going to retreat if you do. Instead Black, offers White a choice between capturing 6 pieces on 2n (in which case Black will promptly capture the Vice General, attacking the weak point, and aiming at trapping the Fire Demon) or on 5n (but this gives up the Fire Demon), or capturing the Vice General:

- |    |   |      |  |     |               |
|----|---|------|--|-----|---------------|
| 7. |   |      |  | FiD | - 5j x! 5k,6k |
| 8. | B | - 2m |  |     |               |

This isn't pleasant for White. He appears to only have one move:

- |    |     |              |  |     |       |
|----|-----|--------------|--|-----|-------|
| 8. |     |              |  | FiD | - 8i  |
| 9. | FiD | - 13g x! 12f |  | B   | - 15b |

This last move seems necessary, as if White Plays FiD - 11f, Black will exchange, and then play B x 11d, which I judge to be very good for Black.

Now Black can play P - 8j\*, and go all out onto the attack (FiD 10n - 9k, attacking the Vice General, is likely to become a free move for Black). I rather like Black's position here. Now White may well choose to capture on 8n. He gets 10 ranging pieces (including the top 3) and a Phoenix for his two Fire Demons, but Black has no particular weak areas where White can try to promote, and his Bishop, Dragon Horse (about to move to 1k) and Chariot Soldiers free for attack. if the game should continue as WBf x 8c, LHk - 8e; FiD - 6j, GGn - 8d; DH - 1k, then White's position looks very grim.

I think White should capture on 5n instead, and then try to develop (he still has his Vice General, and is therefore better off compared with Section 15.2.2.1. If White doesn't like this, then it looks like he must play P - 7f at move 4.

**17.2.3 DH - 1k**

VGn - 6k is open to the theoretical criticism that it has moved twice, without particularly achieving anything. A different approach is:

- |    |    |      |  |  |  |
|----|----|------|--|--|--|
| 7. | DH | - 1k |  |  |  |
|----|----|------|--|--|--|

Now White most definitely cannot capture on 2n. He has the choice of capturing the Dragon Horse, obtaining five not-so-wonderful pieces for his Fire Demon, and still subject to further attack, or capturing on 5n. In the latter case, he is at least a Dragon Horse worse off than in Section 17.2.2, and still has to save his Vice General. We will look at both choices:

**17.2.3.1 FiD - 1j**

7. FiD - 1j x! 1k

The Fire Demon is better placed on 1j than 1k, as he retains the option of capturing on 5n.

8. B - 4m FiD - 1g  
 9. FiD 10n- 6j P - 7f  
 10. Ln - 8m

With BGn - 9o to come, White looks to be in trouble.

**17.2.3.2 FiD x 5n**

7. FiD x 5n x! 4o,5m,6m,6n,6o  
 8. FEg x 5n VGn - 4f

White attempts to force the exchange of Vice Generals, which looks like his only real chance of avoiding further material loss.

9. VGn x 4f P x 4f  
 10. FiD 10n- 4h B - 2b

Black can't effectively avoid the exchange (FiD - 13g would be forcing, but then he has no good move with the Vice General), nor does he particularly wish to do so, as swapping the Vice Generals favours the side with Fire Demons.

For the a possible continuation, see Chapter 36. This looks good for White, until the end came. It would seem that if Black is prepared to be *very* patient, and is good enough to be *very* careful, then he might be able to play like this. But if White is just as careful, then he ought to win.

**17.3 P - 7k**

This move is too slow to hope to get an advantage

5. P - 7k GGn x 7n  
 6. BGn x 7n HF - 4f

White can be judged to be fractionally better.

**17.4 VGn - 7j**

This is better than VGn - 8j. It is also the crucial line.

5. VGn - 7j FiD - 3i

This move seems forced.

6. FiD - 10n FiD x 3l x! 2l,2m,3m,4l,4m  
 7. FiD - 5g x! 5f,6f FiD x 5n x! 4n,4o,5m,6m,6n,6o

White really does seem to have no choice — if he plays B - 2b, then DH - 1k looks rather cruel. If he captures on 2n, then Black does likewise on 3e, and White doesn't have enough material for the lost Fire Demon.

8. FEg x 5n B - 2b  
 9. FiD 10n- 9k

This last move seems best, as it prevents White from bringing out a Horned Falcon or Soaring Eagle for the time being. The position is almost identical to Section 15.2.2.1. The assessment is the same — that is, I really don't know for sure, but it would seem from the evidence of the sample game in Chapter 37, that White should win.

Black's entire strategy when opening with P - 8k must be to play VGn - 7j in response to FiD - 6g. If the resulting position is not to his liking, then he can try the gambit line in the next chapter, but I believe it favours White.

## Chapter 18

# The Schmittberger-Nordgren Gambit

Two similar openings, which can transpose, so they are considered together. The basic idea is to sacrifice the Great General so as to develop rapidly with the Fire Demons.

### 18.1 Wayne Schmittberger's Gambit

- |    |     |      |  |   |      |
|----|-----|------|--|---|------|
| 1. | P   | - 8k |  | P | - 8f |
| 2. | GGn | x 9a |  | G | x 9a |
| 3. | FiD | - 9k |  |   |      |

A fast attack. Wayne is of the opinion that this is worth the loss of a Great General.

Trying to delay the gambit (so as to get White to commit himself), by playing VGn - 6k, can be met by VGn - 3j. If Black then proceeds with the gambit, followed by FiD 7n - 9k, White can answer FiD - 6g.

Now White can play all out with B - 2b, or he can try to play safe with VGn - 6f. GGn - 8e is not good, as it blocks all the exits for his pieces, so Black will have a free attack.

#### 18.1.1 B - 2b

White retreats the Bishop in order to persevere with VGn - 3j. He accepts he will be attacked on his right flank.

- |    |     |          |     |     |      |
|----|-----|----------|-----|-----|------|
| 3. |     |          |     | B   | - 2b |
| 4. | FiD | - 13g x! | 12f | VGn | - 3j |

White must be consistent. If he plays B - 15b, then the Fire Demon burns on 10e, emerging with a Vice General and a Bishop General for the Great General. He will also retain the initiative.

Actually, this isn't terrible for White, but it isn't interesting either. Black will certainly be better.

- |    |     |          |                         |     |       |
|----|-----|----------|-------------------------|-----|-------|
| 5. | FiD | x 14e x! | 13d,13e,14d,15d,15e     | VGn | x 7n  |
| 6. | FiD | x 15c x! | 14b,14c,16b,16c,16d     | VGn | x 8m  |
| 7. | FiD | x 12c x! | 11b,11c,11d,12d,13b,13c | FiD | x 12c |
| 8. | Ln  | x 8m     |                         |     |       |

Now Black has some choices here. He needn't exchange the second Fire Demon. Whether to do so is difficult to decide. The result is also difficult to evaluate. I note that in Chapter 35, White won from a similar position, except Black had an extra Fire Demon. But that was surely poor play on Black's part.

White could also play DH - 12b at move 5, to force Black into a decision on the Fire Demon, as he would not be able to capture on 15c. Even more to the point, White could play VGn - 3j on move 3. This will be a fairly similar result, except it will be his King's flank that is destroyed. It is probably better to avoid this.

Black has just too much material for the Fire Demons. He has to be careful, but he really should win.

### 18.1.2 VGn - 6f

White gives up the chance to win a Fire Demon, in order to play safe, but ...

- |    |     |          |          |
|----|-----|----------|----------|
| 3. |     | VGn      | - 6f     |
| 4. | FiD | - 13g x! | GGn - 8e |

This way of defending stops the threat to 10e (White can recapture with the Great General), and White will now try to consolidate his position.

It is interesting to consider other fourth moves for Black. FiD - 13g has the merit of sealing in both of White's Fire Demons for the time being. On the other hand, he abandons aiming at the Vice General (this seems correct strategy, as White is not obliged to defend the Vice General, being a Great General ahead). Alternatively, he might consider VGn - 8j, to develop his own Fire Demon. But White would surely reply FiD - 4i, with no worries at all.

- |    |     |      |    |      |
|----|-----|------|----|------|
| 5. | Vgn | - 6k | HF | - 4f |
|----|-----|------|----|------|

This stops the second Black Fire Demon from becoming dangerous. White should therefore (eventually) win the game, on account of his Great General. A possible continuation is P - 9k, P - 9f; FiD 7n - 13h, FiD 10c - 8d; and White is prepared to give up three Pawns by playing FiD - 11f.

Unfortunately for White, Black has a stronger fifth move — VGn - 10k. There is no answer to this — White loses.

## 18.2 Rikard Nordgren's Gambit

With the same idea as Wayne Schmittberger's Gambit. By playing the sacrifice a move earlier, White has the choice of transposing into Section 18.1 by playing P - 8f, or diverging with P - 9f. (White can also transpose to this line after 1. P - 8k, so my naming scheme is somewhat arbitrary here — the two gambit's are really the same, hence the chapter name).

- |    |     |      |   |      |
|----|-----|------|---|------|
| 1. | GGn | x 9a | G | x 9a |
| 2. | P   | - 8k |   |      |

Conceivably, Black could also play P - 10k. This offers Black's Fire Demon routes to both 9k and 11k, and therefore some variety.

Now if White plays P - 8f, we have a transposition. So here we will only consider P - 9f.

Of course, White could consider playing GGn x 8p at this point. But there does not seem to be any point in doing this before opening up an exit path for his Fire Demon. Besides, GGn x 8o is more attractive, should the Fire Demon move away from 7n.

- |    |     |      |   |      |
|----|-----|------|---|------|
| 2. |     |      | P | - 9f |
| 3. | FiD | - 9k | B | - 2b |

Not GGn - 9e as then all his pieces are sealed in. Nor GGn x 8p, G x 8p, FiD - 8f, to play copycat, as then FiD x 3e will be threatening mate in two (5c is not defended once the Fire Demon moves) by the western count.

(Well, this may not be so — White can play WBf - 7c. Then if Black plays B - 15o, FiD - 4j is a strong move.)

- |    |     |          |   |       |
|----|-----|----------|---|-------|
| 4. | FiD | - 13g x! | B | - 15b |
|----|-----|----------|---|-------|

Again, *GGn - 9e* is unattractive.

Now Black can play *FiD x 10e X! 9d,9f,10d,11d,11e, FiD x 10e; RGn x 10e+, LHk x 10e; VGn - 7k* (or *6k* or *8j*) with a definite lead, and a success for the gambit. Therefore White should try *GGn x 8p* at move 3.



# Chapter 19

## Colin Adams's Opening

The move 1. P - 9k is theoretically stronger than P - 8k. The reason is that the Great General can capture the opposing Drunk Elephant *with check* at any time it likes. This means that the Fire Demon on 10n cannot be trapped and captured. Therefore it is not important to develop the Great General. Instead the Vice General should be developed so as to free the Fire Demon on 7n.

This theoretical advantage is born out in practice, and is illustrated most clearly when White attempts to reply with P - 9f.

However, my assesment of some of the positions in Wayne Schmittberger's Opening are open to question, in particular, the line in Chapter 16, so rather than call this The Strong Opening, I have named it after it's leading advocate.

1. P - 9k

Now White can try from:

- P - 9f
- P - 8f
- SE - 14f
- HF - 13f
- P - 14f
- GGn x 8m\*

But none of these leads to an even game.

### 19.1 Gambit play

1. P - 9f

White prepares to bring his Great General out. This doesn't actually work, as you might expect, as it is essentially the Schmittberger-Nordgren Gambit with colours reversed. White has the option to hold his loss to a Free King (plus the exchange of Great General for Vice General), but this is hardly to be considered good.

2. VGn - 14g GGn - 10f

Black threatens to win a Fire Demon, so White has no choice (well, he could also play VGn - 10f, but this is much the same). But now we see the inherent strength of this opening.

- |    |     |       |    |       |              |
|----|-----|-------|----|-------|--------------|
| 3. | VGn | x 10c | FK | x 10c | or GGn x 10n |
| 4. | GGn | x 9a  | G  | x 9a  |              |
| 5. | Fid | - 8k  |    |       |              |

And Black is winning. Note that White had the option to duck out for the loss of a Free King, and the loss of a Great General for a Vice General, on move 3. This could be an important line if Black gives a handicap.

Note that if White plays GGn x 8o on move 2, White simply follows the cautious method of play (GGn - 9l at some point), as he has a Fire Demon in the bag.

## 19.2 P - 8f

See Chapter 20.

## 19.3 SE - 14f

- |    |  |    |       |
|----|--|----|-------|
| 1. |  | SE | - 14f |
|----|--|----|-------|

White tries to keep out the Vice General.

### 19.3.1 VGn - 7k

- |    |     |      |   |      |              |
|----|-----|------|---|------|--------------|
| 2. | VGn | - 7k | P | - 9f | (or SE - 3f) |
| 3. | VGn | - 3g |   |      |              |

And Black will win at least a Lion.

### 19.3.2 VGn - 13h

Black threatens next VGn - 16i, so as to get a lead of a Free King. So White tries to play rough. (HF - 13f can be met by FiD - 12i, with an easy win).

- |    |     |                                |     |       |
|----|-----|--------------------------------|-----|-------|
| 2. | VGn | - 13h                          | WBf | - 12d |
| 3. | VGn | - 16i                          | FiD | - 11c |
| 4. | FiD | - 12i                          | P   | - 9f  |
| 5. | FiD | - 13g x! 12f,14f               | GGn | - 10f |
| 6. | FiD | x 10e x! 9d,9f,10d,10f,11d,11e | LHk | x 10e |
| 7. | VGn | - 14j                          |     |       |

As both 15g and 13g are available for Black to burn the Soaring Eagle, White must start a counter attack. But Black is quite willing to exchange his Fire Demon, then brings his Vice General back into the centre with a gain of tempo. This is quite sufficient for Black (capturing instead on 14e is a little messy).

Black can also play GGn x 9b on move 5. Then he can follow up with FiD - 8k. But provided White has re-captured with BGn x 9b, it is not totally clear to me that Black is winning (I believe that if Black's next move is BGn - 7n, Black will win with ease, but I care not to try and demonstrate it here — chance for someone to make a contribution?).

On the whole, Section 19.3.1 looks best for Black.

## 19.4 HF - 13f

See Chapter 23.

**19.5 P - 14f**

See Chapter 21.

**19.6 GGn x 8m\***

See Chapte

# Chapter 20

## Symmetrical Defence

1. P - 8f

White tries to play symmetrically. This just isn't sufficient, as it loses at least a Free King.

Now we look at two moves:

- VGn - 14g
- VGn - 7k

### 20.1 VGn - 14g

2. VGn - 14g VGn - 3j

Now Black can choose from:

- FiD - 13h
- VGn x 10c

#### 20.1.1 FiD - 13h

Black goes all out for attack. But White will simply mirror Black, until a check forces him to do otherwise. Black will find that he cannot get any significant advantage.

3. FiD - 13h FiD - 4i

4. FiD x 14e x! 13d,13e,14d,15d,15e

It should be obvious that defending by playing B - 2o will not lead to anything.

4. FiD x 3l x! 2l,2m,3m,4l,4m

5. FiD x 15c x! 14b,14c,16b,16c,16d FiD x 2n x! 1m,1n,1o,3n,3o

Now Black is again faced with a choice. Either continue the attack on the King, this time with check, in order to break the symmetry. Or head further into the corner, or withdraw from the attack. There is also a way of trying to trick White, but if he's read this book, he's not going to fall for it (and isn't likely to anyway).

Before looking at the further moves, it is time to consider the bottom line: Is a Fire Demon worth more or less than the six pieces available to it right now (i.e. Bishop General, Soaring Eagle, Chariot Soldier, Water Buffalo, Dragon King, Dragon Horse and a Blind Tiger (which we don't count))?

My answer is that it is definitely worth less. Especially so, as the resulting position after burning on 12c/5n greatly increases the chance for the Water Buffalo to promote.

That being said, attack is better than withdrawal; as White's choice has not been constrained, so he will be able to break the symmetry. So Black can choose from:

- FiD x 12c x! 11b,11c,11d,12d,13b,13c
- FiD x 16a x! 15a
- FiD - 15f x! 16e

### 20.1.1.1 FiD x 12c

This is the thematic move. As this threatens to burn the King next, it is check, so White must recapture.

6. FiD x 12c x! 11b,11c,11d,12d,13b,13c FEG x 12c

Now, to get an advantage, Black must prevent White from retaliating in kind. But, surprisingly, Black does not have a move — all the six pieces (plus Blind Tiger) are unable to move, so White can equalise by next capturing on 5n.

Actually, WBF - 7n is a possible attempt — this gives up the Chariot Soldier in an effort to get a replacement Fire Demon — the follow-up move is P - 7k, threatening to promote the Bishop General. I do not think that this will work, but if it does, then Black *does* get an advantage with this line. Anyone care to analyse this position?

### 20.1.1.2 FiD x 16a

If Black tries to get more profit, before exchanging (the Lance is worth more than it looks, as it prevents a Water Buffalo from promoting on the sixteenth file), White could of course follow suit. Instead, he traps the Fire Demon:

6. FiD x 16a x! 15a DH - 13d

White could also capture on 5n first, then play DH - 13d. The Fire Demon is lost, and can only get four pieces in exchange. Black has trapped himself.

Of course, the Fire Demon is not immediately lost, but to escape he must sacrifice the Vice General, and therefore White is better, as he has not committed his own Fire Demon.

What is more, P - 9f will be rather strong for White. For instance:

7. VGn x 13d SE x 13d  
8. FiD x 15a P - 9f

and GGn - 10f is threatened, forking Fire Demons.

### 20.1.1.3 FiD - 15f

Black withdraws the Fire Demon. This makes sense if you value your Fire Demon at more than the six pieces concerned, but I am not sure that I agree with such an assesment.

6. FiD - 15f x! 16e FiD x 5n x! 4n,4o,5m,6m,6n,6o  
7. FEG x 5n DH - 14b

White takes the opportunity to cash in his own Fire Demon, and then prevents Black from doing likewise. In addition, DK - 15c next is threatening. White is ahead, I think.

Alterantively, White could continue to mirror Black, in which case he gets an even game.

### 20.1.2 VGn x 10c

This move leads to a clear advantage for Black (this seems a very straight-forward assesment, but it does assume that the advantage of moving first is worth less than a Free King).

3. VGn x 10c VGn x 7n



**20.1.2.3.2 VGn - 12i**

4. VGn x 8d\* VGn - 12i

White simply withdraws the Vice General, intending to bring it back to 8e at some time in the future. He has lost very little material from the opening (indeed, in the endgame, the Vice General is worth more than the Great General), and his Fire Demon has more freedom. White may even be a little ahead. But Black still has a trick in hand:

5. GGn x 9b FiD - 10c x! 9b

This is the essential first move to thwart Black's plan.

6. FiD - 8k VGn - 15f

And this is the second (though VGn - 15g might be a bit better).

Now if White had recaptured the Great General in any other manner, Black would now have FiD - 4g x! 5f, and after B - 2b, he could play FiD x 7e etc. This would win a Bishop General, so Black would have gained a Bishop General and a Free King for a Vice General. This would be about even, but with good endgame prospects.

But with the Fire Demon no longer on 7c, this doesn't work, so White is clearly better.

**20.1.2.3.3 VGn x 9m** This move allows Black an initiative.

4. VGn x 8d\* VGn x 9m\*

5. FiD - 8k

Black seizes the initiative. Now White can very easily fall into a trap. He has:

- B - 15b
- FiD - 9f

**20.1.2.3.3.1 B - 15b** The natural looking move of B - 15b fails miserably:

5. B - 15b

6. FiD - 4g x! 5f

Now the twin threats of FiD x 7e and FiD x 3e, both winning material, cannot be defended against. White's only try is:

6. FiD - 9f

7. FiD x 3e x! 2d,2e,3d,4d,4e

This last move threatens FiD x 5c etc. with checkmate (surprisingly - the Lion Hawk blocks the Free Eagle's defensive action). Therefore White's next move is forced:

7. LHk - 8e

Now Black has a choice of good moves. He can capture on 5c anyway (he will have nine pieces and a Blind Tiger for his Fire Demon), then play B - 2o. He could capture on 2c first, but this provokes complications. Or he can play B - 2o immediately. Anyway, he is winning easily.

**20.1.2.3.3.2 FiD - 9f** White must continue to play symmetrically, if he can. Black in turn cannot break the symmetry with:

6. HF - 4k

as White will capture with FiD - 5j x! 5k,6k; FiD x 5j, BGN x 5j. So Black can either defend with B - 2o or attack with his Fire Demon. Either choice leads to an equal game.





I think Black is in rather a good situation. Probably too good.

Back to FiD - 13h:

2. VGn - 6f  
 3. FiD - 13h

Now White can try counter-attacking, or passive defence. So:

- FiD - 6g
- GGn - 8e

#### 20.2.1.1 Counter Attack

White counters the double-attack by bringing out his Fire Demon with an attack on the Vice General. Of course, Black will ignore this.

3. FiD - 6g  
 4. FiD x 14e x! 13d,13e,14d,15d,15e FiD x 6l x! 5k,5l,5m,6m,7k,7l,7m  
 5. FEg x 6l

White now faces a difficult situation. Although he has got full value for his Fire Demon, that is more than offset by the three pieces Black has captured. In addition, Black is threatening to capture on both 15c and 12c, and to exchange his Free Eagle for a Vice General. Black will win.

#### 20.2.1.2 Passive Defence

Defence is better.

3. GGn - 8e

Now Black can try to continue the attack with:

- P - 10k
- GGn - 9l
- VGn - 10h

##### 20.2.1.2.1 P - 10k

4. P - 10k P - 10f

White has no further defence against GGn - 13i (if P - 9f then GGn - 9e, after swapping the Great Generals, 14e is undefended.), so he offers to give up five strong pieces for the Fire Demon. This will be reasonably good for Black, but he can also decline the offer.

5. FiD - 14h FiD - 11f

However, if he now declines to exchange Fire Demons, he will not be able to play GGn - 13i, so his attack has failed OK, he can win three Pawns and a Dog, — not exactly insignificant, but surely he would prefer just to win a Free King?). He does better to accept the five pieces on move 5, but this is an unclear outcome (Black certainly gets less than a Free King profit, and White has two Fire Demons for the endgame).

##### 20.2.1.2.2 GGn - 9l

3. GGn - 9l P - 10f

GGn - 9l threatens to go in two directions (10f and 7j), so White does best to dissolve the tension immediately. Again, Black has the choice of taking a small profit in one of two ways (capturing on 8c, or retreating to 14h, then capturing on 11f after FiD - 11f). So this line is also satisfactory for White.

**20.2.1.2.3 VGN - 10h**

4. VGN - 10h

This move threatens the double attack again. White can now choose from:

- P - 9f
- P - 10f
- B - 15b

**20.2.1.2.3.1 P - 9f** This move doesn't work.

4.		P	- 9f
5.	VGN	- 12h	GGn - 9e
6.	VGN	x 9e	FiD 10c - 8e x! 9e
7.	FiD	x 14e x!	13d,13e,14d,15d,15e

And a White is too far behind.

**20.2.1.2.3.2 P - 10f** White forces Black to choose between a small profit or pursuing up the White Fire Demons. Let us look at the latter option:

4.		P	- 10f
5.	FiD	- 14h	B - 15b
6.	P	- 10k	P - 9f
7.	GGn	- 13i	GGn - 9e

Equality.

**20.2.1.2.3.3 B - 15b** This move allows Black the small profit of Great General for Vice General, but after White recaptures with FiD 10c x 9e, Black will have nothing more. So instead:

4.		B	- 15b
5.	P	- 10k	

Now P - 10f is likely to transpose to Section 20.2.1.2.3.2.

**20.2.2 VGN - 10f**

In this line, White allows VGN - 3g whilst preventing FiD - 12i.

2.		VGN	- 10f
3.	VGN	- 3g	

Now White can try:

- GGn x 8p
- VGN - 14j

**20.2.2.0.4 GGn x 8p**

2.		GGn	x 8p
3.	G	x 8p	FiD 7c - 8e
3.	GGn	- 9l	

White rescues his Fire Demon, but at too high a price.

**20.2.2.0.5 VGn - 14j**

2. VGn - 14j  
 3. VGn x 7c

Now White can decide between:

- Ln x 7c
- VGn x 10n

**20.2.2.0.5.1 Ln x 7c**

3. Ln x 7c  
 4. GGn x 9a G x 9a  
 5. FiD - 9l

So White surrenders a Fire Demon for a Great General and a Vice General.

**20.2.2.0.5.2 VGn x 10n**

3. VGn x 10n  
 4. VGn x 8b DE x 8b  
 5. BGn x 10n FiD - 4i  
 6. GGn - 9l

Black has won a Lion. White has a freer position, but this is worth very little indeed, as Black is in reasonable shape.

**20.2.3 SE - 3f**

White prevents VGn - 3g, and tries to contain Black's attack.

2. SE - 3f  
 3. FiD - 12i VGn - 8e  
 4. FiD - 13g x! 12f B - 15b

Now P - 10k can be met by P - 10f. If VGn - 4i, White will simply capture it, and then despite FiD x 10e etc. he will be ahead on material. Similarly, HF - 4k can be met by P - 9f. But Black still has one trick up his sleeve.

5. VGn - 5j P - 9f  
 6. VGn - 2h GGn x 8o  
 7. LHK x 8o - 7n (or BGn x 8o) FiD - 11g

White saves his Fire Demon, but at the cost of a Great General for a Free King. I would not like to say whether this is better or worse than losing a Free King, or a Lion. But it isn't good. The only thing that can be said, is it is not an obvious theoretical win for Black (well, not obvious to me, anyway). But after the exchange of Fire Demons, Black will be able to play FiD - 9l, which is hard on White.

Perhaps White should exchange HF - 4f for BGn x 4f before playing GGn x 8o. This looks like it might be roughly equal (one way or the other).

But, Black can play 3. VGn - 3g anyway!

**20.2.4 VGn - 3j**

White hopes to prevent VGn - 3g from causing havoc.

- |    |     |       |          |
|----|-----|-------|----------|
| 2. |     | VGn   | - 3j     |
| 3. | FiD | - 13h | GGn - 8e |
| 4. | VGn | - 3g  |          |

Now if White simply plays VGn x 3g; GGn x 3g, FiD - 8d; GGn - 10g, GGn x 10g; FiD x 14e etc. is too much. P - 10f stops the crucial GGn - 10g move. On the other hand, P - 10f is met by FiD - 9d etc., leaving both Fire Demons en-pris. Luckily, White has a sequence that saves him:

- |     |     |                                   |                            |
|-----|-----|-----------------------------------|----------------------------|
| 4.  |     | VGn                               | x 3g                       |
| 5.  | GGn | x 3g                              | FiD - 8d                   |
| 6.  | GGn | - 10g                             | GGn x 8o                   |
| 7.  | BGn | x 8o                              | FiD 10c- 9f x! 10g         |
| 8.  | FiD | x 14e x! 13d,13e,14d,15d,15e      | FiD x 3l x! 2l,2m,3m,4l,4m |
| 9.  | FiD | x 15c x! 14b,14c,16b,16c,16d      | FiD x 2n x! 1m,1n,1o,3n,3o |
| 10. | FiD | x 12d x! 11b, 11c,11d,12d,13b,13c | FEg x 12c                  |

Note the re-capture with the Bishop General. As White can capture the Lance, he must be deemed to be OK in this position.

# Chapter 21

## Gaining a move

This move probably causes a transposition to The Reference Line, with the one difference that the fourteenth Pawn has been advanced. Hence the title of this Chapter.

1. P - 14f

This tries to stop the Vice General reaching 14g. Now Black has:

- VGn - 7k
- VGn - 13h

If Black tries to transpose to Wayne Schmittberger's opening by playing P - 8f, he will find that the extra move of P - 9k turns out to be a disadvantage, as it blocks his Fire Demon developing to that point.

### 21.1 VGn - 7k

2. VGn - 7k

Black swings the Vice General over to the other flank. For an alternative third move for White, see Section 25.4.

2. VGn - 7k HF - 15f  
3. FEg - 8m SE - 3f  
4. FEg x 15f

If Black tries to play more directly, with VGn - 4i, then White hits back hard with:

4. VGn - 4i P - 9f  
5. VGn - 1i GGn x 8p  
6. G x 8p FiD - 8f  
7. B - 15o FiD - 5h  
8. VGn x 6d Ln x 6d  
9. B - 2o FiD - 5j x! 5k  
10. FiD - 8n VGn - 10f

And Black is in trouble.

Continuing after FEg x 15f, White can choose from:

- P - 9f
- P x 15f

**21.1.1 P - 9f**

This time, VGn - 4i just throws itself away, after GGn x 8p etc. So Black tries to hang on to the Horned Falcon whilst keeping the initiative.

4.		P	- 9f	
5.	FEg	- 15k	P	- 10f
6.	FiD	- 12i	VGn	- 11f

Black has won a Horned Falcon, but White is fighting back. This looks unclear to me, though no doubt Black is a little better.

**21.1.2 P x 15f**

4.		P	x 15f
5.	FiD	- 12i	

And White has no satisfactory defence to both the double attacks of FiD - 13g or FiD - 11h.

**21.2 VGn - 13h**

Intending to follow with VGn - 16i, winning at least a Free King. White may try to prevent this with HF - 15f, but it does not look good.

2.	VGn	- 13h	HF	- 15f
3.	FiD	- 12i		

Now if White does nothing, Black will play FiD - 15g, burning the Horned Falcon, attacking the weak point, and preparing VGn - 16i. As the Black Vice General is in a good position to prevent the White Great General from making a sortie, that leaves White with only one option.

3.		HF	x 13h*	
4.	FiD	- 13g x! 12f,14f	B	- 15b
5.	P	- 10k		

Black could immediately capture on 10e, yielding an overall profit of a Horned Falcon and a Bishop General. But there is no hurry, so he prepares to win a whole Fire Demon. White is helpless. For this reason, White should not play B - 15b, but he doesn't have any good moves (he cannot prevent the combination on 10e).

White can settle for being only a Free King down by playing 2. P - 8f. This is actually one Pawn move better off than The Reference Line. . . . , P -8f.

## Chapter 22

# Ben's Defence

1. P - 9k GGn x 8m\*

In the third game of our Internet match, I again opened with 1. P - 9k, thinking that as 2. VGn - 13h seemed to crush the defence of 1. . . ., P - 14f, White had no defence (at the time I thought HF - 13f was not good). But Ben surprised me with a move that I hadn't considered worthy of analysing for the following reasons:

1. White makes the slight material sacrifice of a Great General for a Vice General.
2. White gives Black a free move.

The last point seems to be decisive — surely White cannot give Black the advantage of two moves in a row?

But in fact, the move P - 9k has less value when the Vice General has been removed. Black no longer threatens to win a Fire Demon, so the opening loses some of its sharpness. The material loss is not too significant. But Black appears to be able to get a positional crush.

Now Black can consider:

- P - 8k
- FiD - 12i
- FiD - 8k

The second of these moves looks to be very strong.

### 22.1 P - 8k

2. P - 8k	P - 9f
3. FiD - 12i	B - 15b
4. FiD - 13g x! 14f	VGn - 7f

The Vice General must move to protect 10e. Moving to 8f, instead, would block an exit square for a Fire Demon.

Now GGn - 3g would be met by FiD 7c - 8f, and Black would be in trouble. So if he is going to play FiD - 12i, he should delay P - 8k.

### 22.2 FiD - 12i

2. FiD - 12i	B - 15b
3. FiD - 13g x! 14f	VGn - 8d
4. P - 8k	

White's position is pitiful. Note that VGn - 8d was necessary to stop the combination on 10e.

- |    |     |      |          |
|----|-----|------|----------|
| 4. |     | LHk  | - 9d     |
| 5. | GGn | - 3g | FiD - 8c |
| 6. | FiD | - 5i |          |

Black is way ahead in development. And he has the plan of FiD - 4g, followed by GGn - 8g, which will win a lot of material. White has no apparent way of developing.

## 22.3 FiD - 8k

2. FiD - 8k

This was the move I played in the third game of my Internet match against Benjamin Good. Now White can defend the weak point by playing one of:

- B - 15b
- HF - 13f

### 22.3.1 B - 15b

- |    |     |            |        |
|----|-----|------------|--------|
| 2. |     | B          | - 15b  |
| 3. | FiD | - 4g x! 5f | B - 2b |
| 4. | P   | - 8k       |        |

Perhaps Black should play 4. GGn - 8m instead, intending GGn - 10k next.

After the text move, GGn - 3g is threatened. So White must release the Fire Demon on 7c. He can play:

- P - 9f
- P - 8f

#### 22.3.1.1 P - 9f

- |    |     |      |      |
|----|-----|------|------|
| 4. |     | P    | - 9f |
| 5. | GGn | - 5i |      |

This move threatens to capture the Fire Demon on 10c, by moving to either 4i or 16i. So White must move his Vice General. He can try either:

- VGn - 8f
- VGn - 8g

#### 22.3.1.1.1 VGn - 8f

This move loses material.

- |    |     |                        |                |
|----|-----|------------------------|----------------|
| 5. |     | VGn                    | - 8f           |
| 6. | FiD | x 7e x! 6d,6e,7d,8e,8f | FiD 7c x 7e    |
| 7. | RGn | x 7e+                  | FiD - 4i x! 5i |
| 8. | GGn | x 7b                   | G x 7b         |
| 9. | B   | - 2o                   |                |

White has some pressure on Black (Black cannot easily develop his Fire Demon), but this is insufficient compensation for the Bishop General and Kylin.





# Chapter 23

## The Old Main Line

1. P - 9k HF - 13f

White tries to keep out the Vice General, at least temporarily. The idea being to get an improvement over The Reference Line. Black can procrastinate, sacrifice, or switch his attack to the other flank.

- HF - 4k
- VGn - 7k (See Chapter 25)
- BGn x 13f

### 23.1 The Double Horned Falcon Variation

2. HF - 4k

Black tries to play symmetrically, in the hope of transposing to The Reference Line, since that will give him the clear advantage of a Free King profit. However, this is a slack move, and White can immediately take advantage of this.

2. P - 9f

Now GGn - 10f/14j is threatened, so Black does not have time to do anything. In fact, White is better. Strange, but easily explained — the Horned Falcon on 4k is doing nothing (as White declined to attack on a defended side). Whereas the HF on 13f holds up Black's attack.

“He who hesitates is lost at Tenjiku Shogi”.

### 23.2 The Old Main Line

2. BGn x 13f P - 8f

Clearly he cannot re-capture (but what about SE - 14f? VGn - 7k, P - 8f; VGn - 3g, VGn - 3j; FiD - 12i, VGn x 3g, GGn x 3j). Once again, Black has a choice:

- HF - 4k
- VGn - 14g

#### 23.2.1 The Deferred Double Horned Falcon Variation

See Chapter 24.



**23.2.2.2.1 VGn x 9b**

## 5. VGn x 9b

In this line, Black accepts that he will not be able to hold on to a Horned Falcon for nothing. He will have to trade his Bishop General for a Free King. This will give White the prospect of promoting his extra Bishop General to a Vice General. If White can achieve this, then he will have an advantage in the endgame. Black pins his hopes on the middle game.

I used to believe this represents best play by both sides, and therefore I thought of it as the main line (though Black may want to try 4. FiD - 13h instead). However, 2. VGn - 7k now appears to me to be too strong for White to be able to play 1. . . ., HF - 13f.

When choosing his next move, White is limited by the rule used for the Lion Hawk. We will consider from:

- Ln x 9b - 10c
- LHk x 9b
- LHk x 9b - 10c

Other moves are possible as an alternative to the basic Ln x 9b - 10c. White could recapture with the Gold, General, the Drunk Elephant, or the Phoenix, but none of these develop as well as the Lion move. BGN x 9b can also be considered, but although it improves the shape of the Rook Generals, it worsens it's own position.

Therefore re-capturing with the Lion is the basic move. If you play the Modern Lion Hawk variation, then LHk x 9b - 10c is the best move. If not, then LHk x 9b can be considered, but this move worsens the position of the Lion Hawk.

**23.2.2.2.1.1 Ln x 9b - 10c**

5.		Ln	x 9b - 10c
6.	Ln	x 7n	P
7.	P	- 8k	x 13f

I assume this move is played only when using the Traditional Lion Hawk, as otherwise LHk x 9b - 10c is better. Therefore Black replies in kind, and then keeps the lead in development with P - 8k. Black is better in the middle game, so he should be able to keep control. (Black has an alternative plan, of playing LHk x 7n, which he uses against LHk x 9b).

Instead of re-capturing, Black can pull the Bishop General back to 8k. White captures the Free King. This leaves Black a Bishop General ahead, and he should have time to get it back behind the Pawn line. Still, this is better for White than losing a Free King.

Now if White allows his Fire Demon to be driven back to 9b, he will be far too passive, so he seems to have little choice for his next move:

7.		GGn	- 8e
8.	GGn	- 3g	FiD
9.	FiD	- 5i	- 8d

I think 5i is a little better than 4h, as the Fire Demon is more flexible on 5i.

In any case, White now has difficulty developing his left flank, so Black should retain an advantage. (Hm. This doesn't look right — Black's Great General is out in the open. Maybe Black should play LHk x 7n instead).

**23.2.2.2.1.2 LHk x 9b**

5.		LHk	x 9b	
6.	LHk	x 7n	P	x 13f
7.	LHk	- 12i	P	- 9f
8.	FiD	- 9l		

Ln x 9b - 10c is passive. White tries to get his Fire Demon more active. The fast way to do this is to move the Lion Hawk out of the way. But if you are using the Traditional Lion Hawk, this means a counter-developing move. Black accentuates this by re-capturing with his own Lion Hawk, which is then better placed than on its original square. Then rapidly develops, leaving White behind. Black is better.

**23.2.2.2.1.3 LHk x 9b - 10c**

5.		LHk	x 9b - 10c	
6.	LHk	x 7n	P	x 13f
7.	LHk	- 12i	LHk	- 5h

When playing the Modern Lion Hawk rule, White can respond a little more actively. Black has the material, but White has his endgame prospects to compensate him.

**23.2.2.2.2 Peter Banaschak's Line**

5. VGn x 8d\*

Instead of capturing a Free King with check, Black captures a Great General while self-immolating. If Black can withdraw the Bishop General, he will have a clear advantage.

White can choose from:

- VGn x 9m\*
- VGn x 8o
- VGn x 7m

**23.2.2.2.2.1 VGn x 9m\***

5.		VGn	x 9m*	
6.	BGn	- 8k	FiD	- 9f
7.	B	- 2o	FiD	- 9j x! 8k,9k

Most ironically, Black's Bishop General blocks the effect of a possible FiD - 8k. So it has to be moved. Retreating it all the way back, does not work, however. Black can do better by playing:

5.		VGn	x 9m*	
6.	BGn	- 11h	P	- 9f
7.	BGn	- 8k	FiD	- 11g
8.	FiD	- 9k		

Now Black is probably a safe Bishop General ahead. So White may prefer RGN 7d - 9d at move 6, in which case Black will exchange.

**23.2.2.2.2.2 VGn x 8o**

5.		VGn	x 8o	
6.	LHk	x 8o - 7n	P	x 13f
7.	FiD	- 9l		

(or LHk x 8o if playing the traditional version). Black is somewhat better.

**23.2.2.2.2.3 VGn x 7m**

5.			VGn	x 7m
6.	GGn	x 7m	FiD	- 9f
7.	B	- 2o	FiD	- 12g x! 13f

Again, Black seems to be a bit better.

## Chapter 24

# The Deferred Double Horned Falcon Variation

- |    |    |       |    |       |
|----|----|-------|----|-------|
| 1. | P  | - 9k  | HF | - 13f |
| 2. | B  | x 13f | P  | - 8f  |
| 3. | HF | - 4k  |    |       |

Black tries to improve upon the timing of Section 23.1. As White has already played P - 8f, he does not have time to play P - 9f as well. Likewise, he has no time in which to capture the Bishop General. If he plays BGn x 4k, then the position again becomes symmetrical, and Black achieves his strategic aim of transposing to The Reference Line (with the additional bonus that the game has become simplified by removing a pair of Horned Falcons). Therefore White has no choice but to move his Vice General, so as to release his Fire Demon. But it appears he has one very good square for it.

Now White can try:

- VGn - 3j
- VGn - 5h
- VGn - 7g

### 24.1 The Suicide Variation

This crazy move actually has real worth as an idea — White gets his Fire Demon out in an attack. However, the material cost proves to be too much:

- |    |    |      |     |       |
|----|----|------|-----|-------|
| 3. | HF | - 4k | VGn | - 3j  |
| 4. | HF | x 3j | FiD | x 3j  |
| 5. | B  | - 20 | P   | x 13f |

It is not now very obvious to me how Black should proceed to develop his class B pieces. Perhaps the Vice General should move to 9j, followed by the Great General to 9l? The lack of an obvious plan for Black, means to some extent White has disrupted his opening.

But the material deficit is too much. The promotion of a Bishop General to a Vice General is the second-best promotion going (the Water Buffalo to Fire Demon is much better), and this is the extent of Black's advantage. Further, White has no real prospects for winning in the endgame. If he achieves the promotion of his extra Bishop General, he merely equalises. This is in contrast to the Old Main Line, where White has real winning prospects if he can only reach an endgame. All this would suggest that Black's third move was a success, but White has no need of crazy moves like VGn - 3j. He can simply develop without worrying about his lost Horned Falcon.





## Chapter 25

# Requiem for the Defence?

HF - 13f offers White real chances of a satisfactory game. The Old Main Line gives Black the best of the opening, and distinctly better middle game prospects (that's my opinion — Wayne Schmittberger thinks White is better in principle (considering only the material exchange)). But White has the possibility of a good endgame to aim at. The problem is with this move. Is this the requiem for the defence? If HF - 14g is not satisfactory for White (and it appears to be so, but I'm not certain — it really is complicated), then he must be satisfied with The Reference Line.

2. VGN - 7k

With this move, Black abandons the attempt to win the Fire Demon on 10c, and attacks the one on 7c instead, whilst threatening to attack the Horned Falcon with his Fire Demon. White can try the following defences:

- P - 9f
- SE - 3f
- HF - 4f
- HF - 15f
- P - 8f
- HF - 14g

### 25.1 P - 9f

This aims at a vigorous counter-attack.

2.		P	- 9f	
3.	VGn	- 3g	GGn	x 8p
4.	G	x 8p	FiD	- 8f
5.	GGn	- 9l		

Now Black appears to be all right. His plan is P -8k, then FiD - 4h. The position of his Rook General makes it hard for White to attack the Vice General.

### 25.2 SE - 3f

White intends to keep the Black Fire Demon out of the g rank, whilst defending 3g.

2. SE - 3f  
 3. FiD - 12i

Thematic. Now White seems quite unable to defend adequately against a double attack on 14e and 10e. Possible moves are:

- P - 9f
- SE - 2g

### 25.2.1 P - 9f

3. P - 9f

Aims for a counter-attack, but Black need not oblige. He can choose from:

- FiD - 13g
- BGn x 13f

#### 25.2.1.1 Allowing the counter-attack

Black is quite happy to allow White a counter-attack, which is too costly.

- |                                     |                                  |
|-------------------------------------|----------------------------------|
| 4. FiD - 13g x! 12f,13f             | GGn x 8o                         |
| 5. Ln x 8o - 7n                     | FiD - 8f                         |
| 6. FiD x 14e x! 13e,14d,15d,15e     | B - 15b                          |
| 7. FiD x 15c x! 14b,15b,16b,16c,16d | FiD x 14l x! 13l,13m,14m,15l,15m |

White gets his counter-attack.

8. FiD - 15i

This appears to be the most straight-forward move (I do not say it is the strongest).  
 Now if White exchanges, he is too far behind. So:

- |   |
|---|
| 8. FiD x 12n x! 11m,11n,11o,12m,13n,13o |
| 9. FiD x 12n                            |

White clearly does not have enough for the loss of the Fire Demon.

#### 25.2.1.2 Attacking first

Black decides to get his attack in first.

- |              |           |
|--------------|-----------|
| 4. BGn x 13f | GGn - 10f |
| 5. GGn x 9a  | G x 9a    |
| 6. FiD - 8k  |           |

But this doesn't look at all good for Black. White can reply SE - 2g, and Black seems to be behind, though aggressive players might like to try this (next, BGn - 10i, B - 15b).

### 25.2.2 SE - 2g

Defending the g rank.

- |             |          |
|-------------|----------|
| 3. SE - 2g  |          |
| 4. VGn - 4j | P - 9f   |
| 5. VGn - 1i | GGn x 8p |
| 6. G x 8p   | FiD - 8f |
| 7. VGn x 3g |          |

Black is comfortably ahead.

### 25.3 HF - 4f

- |    |     |       |      |      |
|----|-----|-------|------|------|
| 2. |     | HF    | - 4f |      |
| 3. | BGn | x 4f  | P    | - 9f |
| 4. | FiD | - 12i |      |      |

BGn - 6h instead will be met with GGn - 10f; BGn x 10d\*, GGn x 10n; RGn x 10c+, GGn x 9o, followed by re-capturing the GGn.

- |    |     |                  |       |       |
|----|-----|------------------|-------|-------|
| 4. |     | GGn              | - 10f |       |
| 5. | FiD | - 13g x! 12f,13f | GGn   | x 10n |
| 6. | GGn | x 10n            | VGn   | - 11f |

White cannot play B - 15b instead, as GGn x 10c followed by BGn - 6h is too much of a lead to concede.

- |    |     |                  |     |             |                  |
|----|-----|------------------|-----|-------------|------------------|
| 7. | GGn | x 10c            | FiD | - 9d x! 10c |                  |
| 8. | FiD | - 12g x! 11f,12f | P   | x 4f        | Well, what else? |
| 9. | VGn | - 9i             |     |             |                  |

Black's last move keeps White's Fire Demon tame, for now. Black is very comfortable.

### 25.4 HF - 15f

Playing this move is almost identical to Section 21.1. It is actually worse off by a Pawn move, but since Black has an alternative attack against P - 14f, this may be the better line of defence for White. Unfortunately, it appears that the move does not work.

- |    |  |    |       |
|----|--|----|-------|
| 2. |  | HF | - 15f |
|----|--|----|-------|

Now it is important to consider two responses (only one of these, for brevity, was considered in Section 21.1).

- FEg - 8m
- P - 10k

#### 25.4.1 FEg - 8m

- |    |     |      |
|----|-----|------|
| 3. | FEg | - 8m |
|----|-----|------|

Now White can choose from:

- SE - 3f
- HF - 16g
- P - 9f

##### 25.4.1.1 SE - 3f

This looked like a good defence, until ...

- |    |     |       |      |      |
|----|-----|-------|------|------|
| 3. |     | SE    | - 3f |      |
| 4. | FEg | x 15f | P    | - 9f |

Now Black can try from:

- FEg - 15k
- FiD - 12i
- VGn - 3g

**25.4.1.1.1 FEg - 15k**

5.	FEg	- 15k	P	- 10f
6.	FiD	- 12i	VGn	- 11f
7.	FiD	- 11k		

Black is a Horned Falcon ahead. This is better for him the Peter Banaschak's Line (Section 23.2.2.2), I think.

**25.4.1.1.2 FiD - 12i**

5.	FiD	- 12i	VGn	- 10f
6.	FiD	- 15g	B	- 15b
7.	FEg	- 10k	FiD	- 8f
8.	GGn	- 9l	SE	- 2g
9.	FiD	- 11k	VGn	- 7g

Then FiD - 13j (perhaps). The result is much the same.

**25.4.1.1.3 VGn - 3g** This time, Black is a bit more aggressive.

5.	VGn	- 3g	SE	x 3g
6.	GGn	x 3g	GGn	x 8p
7.	G	x 8p	FiD	- 8f
8.	GGn	- 14g		

And Black will win a Fire Demon. Therefore White must not succumb to the temptation to capture the Vice General. Then his standard counter-attack works. But this line provided me with the clue to refute the SE - 3f line of defence.

Instead of playing FEg x 15f, just play VGn - 3g, winning!

**25.4.1.2 HF - 16g**

Now White has succeeded in delaying both FiD - 12i and VGn - 3g. Does this mean his defence is successful? No!

4.	VGn	- 3g
----	-----	------

Black plays VGn - 3g anyway! And wins.

**25.4.1.3 P - 9f**

So White must counter-attack immediately.

3.			P	- 9f
4.	VGn	- 3g	GGn	x 8p
5.	G	x 8p	FiD	- 8f
6.	B	- 15o	HF	- 16g
7.	VGn	- 4j		

and because the Vice General can now reach 7k, White's attack appears to have faltered. Instead of GGn x 8p, VGn - 10f might be worth looking at:

3.			P	- 9f
4.	VGn	- 3g	VGn	- 10f
5.	FEg	- 10k	FiD	- 8f
6.	B	- 15o	VGn	- 14j
7.	VGn	x 7c	GGn	x 7c

For instance.

Black can try harder:

3.		P	- 9f
4.	VGn	- 3g	VGn - 10f
5.	VGn	x 7c	GGn x 7c
6.	GGn	x 9a	G x 9a
7.	FiD 7n	- 9m	VGn - 14j
8.	FiD	- 8k	VGn x 10n
9.	FiD	x 14e x! 13e,14d,15d,15e,15f	VGn x 9o
10.	DE	x 9o	DH - 16f

Now Black has a tricky decision, and the position is far from clear.

### 25.4.2 P - 10k

3. P - 10k

Black allows White to succeed in his strategic aim of blocking the Fire Demon. Instead he goes straight for the Fire Demon on 10n.

Now White might try:

- P - 9f
- P - 8f

#### 25.4.2.1 P - 9f

3.		P	- 9f
4.	VGn	- 3g	GGn x 8p
5.	G	x 8p	FiD - 8f
6.	GGn	- 10l	VGn - 10f
7.	B	- 15o	VGn - 14j
6.	GGn	x 10x	

and if White plays VGn x 10n, GGn x 10n is simple!

#### 25.4.2.2 P - 8f

3.		P	- 8f
4.	VGn	- 3g	

No more to be said.

In both cases, GGn - 10k could also be played, which makes full use of the P - 10k move.

## 25.5 P - 8f

White prepares to counter FiD - 12i. But Black can play VGn - 3g, and he will win at least a Lion.

## 25.6 HF - 14g

This is a move faster than HF - 15f. It addresses both threats at once, but still, Black has many possible attacks. This is a critical line for the HF - 13f defence. Now Black can play:

- P - 10k
- FEg - 8m

**25.6.1 P - 10k**

- |        |       |     |       |
|--------|-------|-----|-------|
| 3. P   | - 10k | P   | - 9f  |
| 4. GGn | - 10l | GGn | - 10f |

Now Black can only exchange his Vice General for White's Great General. This is actually a big gain, and can be considered a satisfactory opening for him. Whether it is as good as winning a Free King is another matter. If White prefers just to lose a Free King, then he should attempt to follow The Reference Line. But certainly this line is playable for White

- |        |       |          |           |
|--------|-------|----------|-----------|
| 5. VGn | - 8i  | VGn      | - 9g      |
| 6. VGn | x 10f | FiD 10c- | 9e x! 10f |

Black has the distinct advantage of a Great General in a Type III opening. This should give him the easier middle game, as he may be able to threaten to fork the opposing Fire Demons. In the endgame, he will probably want to swap back again (or drive the Vice General away from the King's defence). FiD - 8k can be considered at move 5, but doesn't look particularly threatening. Whereas now, FiD 7n - 8k leaves White looking a bit cramped.

VGn - 9g looks a bit exposed — VGn - 7f looks better.

White can be satisfied as Black has no permanent material advantage.

Instead of VGn - 8i, HF - 13k looks much more threatening. Play might go like this:

- |       |       |          |           |
|-------|-------|----------|-----------|
| 5. HF | - 13k | VGn      | - 7f      |
| 6. HF | - 15k | FiD 7c   | - 8f      |
| 7. HF | x 10f | FiD 10c- | 9e x! 10f |
| 8. HF | - 4k  |          |           |

Black wins some material, and now threatens HF - 3k. White presumably plays BGn x 4k, and relies on making use of his Fire Demons for compensation. Black will have problems developing.

All this is very well, but Black can be more aggressive:

- |        |       |     |                              |
|--------|-------|-----|------------------------------|
| 3. P   | - 10k | P   | - 9f                         |
| 4. VGn | - 3g  | HF  | x 3g                         |
| 5. GGn | x 3g  | GGn | x 8p                         |
| 6. G   | x 8p  | FiD | - 8g                         |
| 7. GGn | - 14g | VGn | - 11f                        |
| 8. GGn | x 10c | FiD | x 14l x! 13l,13m,14m,15l,15m |
| 9. GGn | x 9b  | DE  | x 9b                         |
| 10. DH | - 16l |     |                              |

And Black is well placed.

**25.6.2 FEg - 8m**

No analysis is given, as the alternative of P - 10k is too good for Black,

# Chapter 26

## The weak openings

### 26.1 P - 10k

This opening is important, since if the first move restriction is in force, this is Black's most obvious way of getting an even game.

White can choose from:

- P - 7f
- P - 8f
- P - 9f

#### 26.1.1 The symmetrical line

White wants a Type II opening.

- |    |     |              |     |       |
|----|-----|--------------|-----|-------|
| 1. | P   | - 10k        | P   | - 7f  |
| 2. | GGn | - 10l        | GGn | - 7e  |
| 3. | GGn | x 10c        | BGn | x 10c |
| 4. | FiD | - 9k         | B   | - 2b  |
| 5. | FiD | - 13g x! 12f | B   | - 15b |
| 6. | FEg | - 5j         |     |       |

Black makes his bid for an advantage.

Note the re-capture is with the Bishop General, rather than the Lion, so as to allow the Rook General to protect along the fourth rank.

- |    |     |      |     |      |
|----|-----|------|-----|------|
| 6. |     |      | GGn | x 7n |
| 8. | BGn | x 7n | P   | - 8f |
| 9. | VGn | - 9k | FiD | - 9f |

White claws his way into the game.

#### 26.1.2 Some asymmetrical lines

White wants to play a Type III opening.

- |    |     |       |   |      |
|----|-----|-------|---|------|
| 1. | P   | - 10k | P | - 9f |
| 2. | GGn | - 10l |   |      |

**26.1.2.1 GGn - 14j**

If White instead persists with a Type II opening ...

2.		GGn	- 14j
3.	GGn	x 10c	BGn x 10c
4.	FiD	- 9k	GGn - 3j
5.	VGn	- 11k	GGn x 7n
6.	FiD	x 3e x! 2d,2e,3d,4d,4e	GGn x 8o
7.	G	x 8o	

And Black is much better.

**26.1.2.2 GGn - 10f**

2.		GGn	- 10f
3.	P	- 8k	FiD - 8f
4.	FiD	- 4h	B - 2b
5.	VGn	- 6j	P -9g
6.	FiD	- 9k	

For instance. This is quite difficult.

**26.1.3 Deliberately Difficult**

White plays a deliberately difficult line for him, in order to try to get the advantage of a Great General versus a Vice General.

1.	P	- 10k	P - 8f
2.	GGn	- 10l	VGn - 3j
3.	GGn	x 10c	BGn x 10c
4.	FiD	- 9k	GGn - 8e
5.	VGn	- 11k	VGn x 7n
6.	VGn	- 12h	VGn x 8o
7.	Ln	x 8o - 7n	GGn - 8d

So Black is able to play FiD x 3e etc., giving him a big advantage (if White should next play DH - 5b, FiD - is winning). Therefore White should stick to symmetrical defence.

**26.2 SE - 14k**

This could easily transpose to the 1. P - 9k lines. The following line shows Black trying and failing to keep two Fire Demons.

1.	SE	- 14k	P - 9f
2.	WBf	- 12m	GGn - 10f
3.	FiD	- 11n	GGn - 7i

White may well prefer to play 1. ... P - 8f.

**26.3 HF - 13k**

This move is enough to lose:



- |    |     |                    |     |       |
|----|-----|--------------------|-----|-------|
| 1. | HF  | - 13k              | P   | - 9f  |
| 2. | SE  | - 10k <sup>1</sup> | BGn | x 13k |
| 3. | P   | x 13k              | GGn | - 14j |
| 4. | BT  | - 12o              | VGn | - 9g  |
| 5. | FiD | - 11o              | GGn | - 7j  |

and White will get an advantage. HF - 13k is a handicap, as you have to worry about losing it to a Fire Demon. . Of course, P - 8f also leads to an advantage for White.

## 26.4 SE - 10k

This is another poor move.

- |    |    |       |     |      |
|----|----|-------|-----|------|
| 1. | SE | - 10k | P   | - 9f |
| 2. | P  | - 14k | VGn | - 7f |

White threatens RGN x 10k followed by GGn - 10f to win a Fire Demon. Black has no satisfactory way to meet threat.

## 26.5 SE - 7k

Black is playing to lose. He cannot easily develop his Great General.

- |    |     |       |     |       |
|----|-----|-------|-----|-------|
| 1. | SE  | - 7k  | P   | - 9f  |
| 2. | P   | - 10k | GGn | - 14j |
| 3. | GGn | - 10l | GGn | x 10n |
| 4. | BGn | x 10n | VGn | - 11f |
| 5. | GGn | x 10c | BGn | x 10c |
| 6. | FiD | - 12h |     |       |

White is better. He threatens FiD x 8l etc.

## 26.6 SE - 3k

- |    |     |       |     |       |
|----|-----|-------|-----|-------|
| 1. | SE  | - 3k  | P   | - 9f  |
| 2. | P   | - 10k | GGn | - 14j |
| 3. | GGn | - 10l | GGn | x 10n |
| 4. | BGn | x 10n | FiD | - 8f  |

White is ahead.

## 26.7 HF - 4k

- |    |     |       |     |       |
|----|-----|-------|-----|-------|
| 1. | HF  | - 4k  | P   | - 9f  |
| 2. | P   | - 10k | GGn | - 14j |
| 3. | GGn | - 10l | GGn | x 10n |
| 4. | BGn | x 10n | FiD | - 8f  |

White is ahead.

## 26.8 GGn x 9m\*

An oddity. White simply answers with P - 8f, and he is better. Black will be hard-pressed to avoid an outright loss.

---

<sup>1</sup>Even P - 10k may not be enough to survive

## Part III

# Example games



## Chapter 27

### Example game 1

1.	P	- 9k	P	- 14f
2.	VGn	- 7k	HF	- 15f
3.	FEg	- 8m	P	- 9f
4.	FEg	x 15f	P	x 15f
5.	FiD	- 12i	GGn	- 10f
6.	FiD	- 13g x! 12f,14f	GGn	x 10n
7.	GGn	x 10n	VGn	- 10g
8.	FiD	- 14e x! 13d,13e,14d,15d,15e	FiD 10c-	8f
9.	FiD	x 12c x! 11b,11c,11d,12d,13b,13c	FEg	x 12c
10.	B	- 15o	FiD	- 13i

Both sides overlook the threat of VGn - 7k.

If Black tries 9. B - 15o (planning FiD x 15c etc. next), White cannot play RGn - 10c, as Black will answer with GGn x 10c. But White can play FiD - 13i, intending RGn - 7c next. If Black then goes ahead with FiD x 15c etc. anyway, it gets extremely messy and unclear. The text is more straightforward.

If instead he plays FiD x 15c etc. immediately, then White goes ahead with FiD x 14k etc., and this is too dangerous.

11. VSo - 14n

If instead, GGn x 10g, then FiD 13i x 14l etc., ChS x 14l, FiD x 14l is too good for White.

11.		LHk	- 9e
12.	P	- 8k	

When White protects his Vice General, he is threatening FiD x 11l etc. followed by FiD - 8j x! 7k. This would close the gap on Black, so he decides to reinforce the protection on 8j.

White's two Fire Demons are very dangerous whilst Black's pieces are still crowded together. But if Black is patient and careful, he can slowly develop his pieces. Eventually he will be able to realise his advantage.

12.		Ln	- 9d	
13.	LHk	- 8l	FiD	- 6f
14.	BGn	- 7n		

When Black plays LHk - 8l (maybe it is better to play it to 9l, to avoid what follows), he threatens to fork the two Fire Demons with his Great General. However, when White sidesteps with FiD - 6f, he threatens FiD x 6l etc. Black sidesteps this with BGn - 7n, which is normally good shape (Bishop General behind the Rook General). But here, the Bishop General gets attacked by a Bishop, and Black gets a little tied up. Perhaps he could play RGn 7d - 9d instead?

14.		B	- 13d	
15.	ChS	- 12o	B	- 15f
16.	P	- 10k	ChS	- 13b
17.	RGn	- 10l	FEg	- 13c
18.	ChS	- 15n		

First White creates a target Pawn on 10k, then he builds pressure on the thirteenth file. Black wants to be able to move his Great General, so as to be able to harass the White Fire Demons. But to do so he must first over protect 12l. Then he decides to resist White's pressure on 13l, but in so doing, he creates a cluster of pieces that can be captured by a Fire Demon.

18.			FiD	- 1k x! 1l,2l
19.	HF	- 4k	FiD	x 3m x! 2m,2n,3l,3n,4l,4n
20.	SE	x 3m	FiD	- 16k x! 15l,16l
21.	ChS	- 14o	FiD	x 14m x! 13l,13m,13n,14l,14n,15m
22.	SE	x 3m	P	- 10f

Now White decides to cash in his two Fire Demons. The alternative strategy is to try to keep them through to the endgame; if enough pieces can be swapped off, then they will be able to destroy the King.

Black plays HF - 4f to limit the damage White can do on the right flank. On the left flank he plays ChS - 14o, but an alternative was to capture the Vice General (winning a Lion Hawk). Finally, White has to defend the Vice General, so Black has the initiative.

Despite capturing ten pieces with his two Fire Demons, White is still behind on material (his captures were less valuable pieces), and his right flank is vulnerable. Black could now win a Free Eagle for a Chariot Soldier, but he prefers to increase the pressure.

23.	DK	- 13n	SM	- 13d
24.	SSo	- 14n	SE	- 7f
25.	VGn	- 9j	HF	- 4f
26.	VGn	x 10g	P	x 10g
27.	HF	- 3k	P	- 8f
28.	Ln	- 8m	P	- 2f
29.	FL	- 2o	P	- 2g
30.	FL	- 2n	P	- 2h
31.	FL	- 2m	P	- 2i

Both sides stabilise on the thirteenth and fourteenth files, and then develop a little in the centre. Then White decides to push his second-file Pawn, so as to develop his left flank. This is a good idea, as his pieces are too crowded there, but Black defends solidly.

32.	N	- 3n	P	- 2j
33.	SM	- 1l	P	- 3f
34.	I	- 5o	P	- 3g
35.	I	- 4n	P	- 3h
36.	I	- 4m	P	- 3i
37.	Ln	- 6k	P	- 3j
38.	HF	- 5m	DH	- 5d
39.	SSo	- 2n	I	- 5b
40.	SE	- 1k	ChS	- 2b

The Knight shows that it can actually be used to help defend, but it is a clumsy beast, and an Iron General is more useful.

White pushes his Pawns too far — it was not really safe to push them beyond the g rank, until support could be brought up. Black has three pieces with Lion power in the vicinity, and the Pawns will eventually be eaten. White should concentrate upon clearing the c rank for his Dragon King and Chariot Soldiers, so that they can reinforce his right flank if necessary.

41. ChS	- 1p	HF	- 5g
42. SE	! 2g	HF	x 1k
43. SM	x 1k	I	- 4c
44. C	- 5o	I	- 4d
45. C	- 4n	I	- 3e
46. Ln	- 4j	P	- 8g
47. Ln	x 3j - 4k	I	- 3f
48. C	- 3m	FL	- 3b
49. BT	- 5o	FL	- 4c
50. BT	- 4n	FL	- 4d
51. DE	- 9o	FL	- 3e
52. LHk	- 5i	FL	- 2f

Black decides to eat both of the Pawns, and is willing to trade his Soaring Eagle for a Horned Falcon, in order to do this. White attempts to trade his Lion Hawk for a Lion, but as this game is played under standard rules, Black won't have it. Both sides then develop their minor pieces on the low-numbered flank. Eventually Black reinforces the head of his King, then attempts to exchange Lion Hawks. His strategy is to swap off defenders on the high-numbered flank, and then invade with a Water Buffalo.

53. I	- 13o	FL	- 2g
54. I	- 12n	I	- 3g
55. I	- 12m	C	- 5b
56. P	- 11k	C	- 4c
57. I	- 11l	C	- 4d
58. Ph	- 9m	P	- 4f
59. S	- 7o	C	- 4e
60. ChS	12o- 13p	C	- 3f
61. FL	- 13o	P	- 4g
62. FL	- 12n	ChS	- 4a
63. C	- 12o	ChS 2b	- 4b
64. LHk	x 9e	Ln	x 9e - 8e

White continues to build up an attack on Black's right flank. Meanwhile Black largely ignores this, and strengthens his own King's position. Finally, he exchanges the Lion Hawks. White's method of re-capturing allows Black to exchange his Horned Falcon for a Lion. But curiously, neither player seems concerned about this. Perhaps Black is concerned to hold back White's attack, until his own build up is complete.

65. HF	- 3k	RGn	- 10c
66. ChS	14o- 13o	R	- 4d
67. SE	- 13m	SSo	- 16d
68. BT	- 5m	B	- 2b
69. DK	- 4n	DK	- 4c
70. SE	- 13f	Ph	- 12d

Black alternates between building up his attack and strengthening his defence. But the latter moves have a dual purpose — the 3p - 16c diagonal is being cleared for the Chariot Soldiers and Water Buffalo. Meanwhile, White continues to prepare for an attack down the fourth file. Suddenly, Black invades with his Soaring Eagle. White can only defend 12e, otherwise Black gets a new Rook General. Now Black could trade his Bishop general for a Bishop and a Vertical Soldier if he feels that is a desirable exchange.

75. SE	! 12e	I	- 12b
76. P	- 9j	SSo	- 15d
77. P	- 7k	P	- 16f

- |         |         |     |       |
|---------|---------|-----|-------|
| 78. P   | - 8j    | ChS | - 14b |
| 79. P   | - 9i    | Ln  | - 10d |
| 80. ChS | 2p - 3p | Ln  | - 12c |
| 81. DK  | - 14m   | ChS | - 15b |

These moves are all about control of the square 14e. Black intends to create Heavenly Tetrarchs or a Fire Demon if he can gain control of this square. White's attack on the fourth file hasn't got going.

- |         |             |     |       |
|---------|-------------|-----|-------|
| 82. DK  | - 14e+      | B   | x 14e |
| 83. SE  | x 14e x 15d | VSo | x 15d |
| 84. ChS | - 14e+      | Ln  | - 14c |

Black now sacrifices a double exchange, in order to get the Heavenly Tetrarchs. This piece is extremely strong when it has room to avoid attacks from ranging pieces. Here it will immediately win a piece back.

- |         |        |     |           |
|---------|--------|-----|-----------|
| 85. HT  | ! 13d  | FEg | x 13o     |
| 86. ChS | x 13o  | VSo | x 15o+    |
| 87. ChS | - 13e+ | ChS | x 15p     |
| 88. HT  | ! 12d  | ChS | 15b- 15o+ |
| 89. GGn | x 10c  | FK  | x 10c     |
| 90. RGn | x 10c+ | DE  | - 9b      |
| 91. GGn | - 15h  | HT  | ! 14n     |
| 92. GGn | x 15o  | ChS | x 15o     |
| 93. ChS | - 13e+ | ChS | x 15p     |
| 94. Ph  | - 9l   | WBf | - 5b      |

A sudden tactical fight arises. At the end, Black has a clear material superiority, so he reverts to the final manoeuvring necessary to promote a Water Buffalo.

- |          |        |         |        |
|----------|--------|---------|--------|
| 95. BGn  | - 9k   | N       | - 16c  |
| 96. ChS  | x 13o  | VSo     | x 15o+ |
| 97. RGn  | - 14m  | FL      | - 14b  |
| 98. SM   | - 15m  | DK      | - 13c  |
| 99. HT   | x 11e  | SE      | - 8e   |
| 100. HF  | - 9e=  | SE      | x 9e   |
| 101. HT  | x 9e   | Ln      | - 15c  |
| 102. HT  | x 16c  | RC      | x 16c  |
| 103. BGn | - 15e+ | DK      | - 14d  |
| 104. VGn | x 15c  | FL      | x 15c  |
| 105. WBf | - 13g  | BGn     | - 8b   |
| 106. WBf | x 10g  | Resigns |        |

The Water Buffalo threatens to promote on the squares 10e, 12e and 14c. White cannot cover all three.

## Chapter 28

# Example game 2

My recommendation for the Lion Hawk was followed in this game.

- |     |     |                  |     |       |
|-----|-----|------------------|-----|-------|
| 1.  | P   | - 9k             | P   | - 14f |
| 2.  | VGn | - 7k             | HF  | - 15f |
| 3.  | FEg | - 8m             | P   | - 9f  |
| 4.  | FEg | x 15f            | P   | x 15f |
| 5.  | FiD | - 12i            | GGn | - 10f |
| 6.  | FiD | - 13g x! 12f,14f | GGn | x 10n |
| 7.  | GGn | x 10n            | B   | - 15b |
| 8.  | GGn | x 10c            | BGn | x 10c |
| 9.  | HF  | - 13k            | VGn | - 10f |
| 10. | FiD | - 16f x! 15f,16e | P   | - 9g  |

Black's ninth move restricts White's Fire Demon, hence P - 9g. Black's FiD - 16f etc. wins two Pawns, which will set up a Pawn attack later. In the mean time, White's right flank is tied up to some extent.

- |     |     |       |     |      |
|-----|-----|-------|-----|------|
| 11. | SE  | - 10k | VGn | - 7f |
| 12. | FiD | - 11k | FiD | - 9f |
| 13. | B   | - 2o  | LHk | - 9e |

Black develops his Soaring Eagle with a gain of tempo, then pulls back his Fire Demon to cover 12h. White develops his Fire Demon and Lion Hawk to strong central positions.

- |     |         |      |     |       |
|-----|---------|------|-----|-------|
| 14. | LHk     | - 9l | Ln  | - 9d  |
| 15. | Ln      | - 8m | HF  | - 4f  |
| 16. | HF      | - 4k | FiD | - 8f  |
| 17. | Ln      | - 6k | P   | - 12f |
| 18. | Ln      | - 5j | P   | - 10f |
| 19. | RGn 7m- | 8m   | FiD | - 6g  |

Both players develop their most powerful pieces. Each player is attempting to harry the opponent's pieces, so as to gain time, or to force the opposing pieces into less favourable positions. Black's last move was probably a mistake.

- |     |     |       |     |       |
|-----|-----|-------|-----|-------|
| 20. | SE  | - 11j | DK  | - 12b |
| 21. | LHk | - 10k | FiD | - 4g  |
| 22. | LHk | - 8k  | FiD | - 2g  |
| 23. | HF  | - 4i  |     |       |

The position becomes critical. White is trying to gain material, exploiting the skewer through the Lion to the Horned Falcon, and the pin of the Lion against the undefended square 7l. Black breaks the pin, forking the Fire Demon and Vice General.



23.			VGn	x 4i
24.	Ln	!	ChS	x 4i
25.	Dg	x	SE	- 7f
26.	VGn	-	DH	- 13b
27.	P	-	HF	- 4g

White plays a combination which ends with a pin of the Lion Hawk against the Rook General. White appears to be ahead.

28.	P	-	P	- 3f
29.	P	-	P	- 2f
30.	P	-	P	- 6f
31.	P	-	Ln	- 8f
32.	P	-	Dg	- 5g

Black commences to put both flanks into good shape before starting his attack. White prepares for his attack by first ensuring a retreat path for his Fire Demon, just in case it becomes necessary. He also prepares to support his attack with his Lion, and to harass Black's Fire Demon.

33.	SM	-	P	- 5f
34.	P	-	BGn	- 5e
35.	FiD	-	RGn	10d 8d
36.	FiD	-	HF	x 8k
37.	P	x	Ln	- 7h

Black continues his preparations (he intends an edge attack, though this is rather slow — one is tempted to say too slow). White starts to harass Black's Fire Demon, whilst bringing his Lion further forward.

38.	FiD	-	P	- 4f
39.	SM	-	DH	- 6e
40.	SM	-	P	- 4g
41.	P	-	Ln	- 6h
42.	SSo	-	P	- 4h

Black continues his lengthy preparations. White starts an attack down the fourth file. His target is the Vice General.

43.	SSo	-	P	- 4i
44.	P	-	P	- 4j
45.	VGn	-	Ln	- 4i
46.	B	x 15b+	ChS	x 15b
47.	DH	-	Ln	! 5j

Black continues to ignore defence until he has to do so. This is the mutual attack style. When he finally has to move his Vice General, he makes a defensive mistake — he should move it to 2l, as he is now forced to do so anyway.

48.	VGn	-	DH	- 14c
49.	ChS	3o - 3n	WBf	- 12c
50.	DH	x 14c+	ChS	x 14c
51.	ChS	x 14c+	VSo	x 14c
52.	RC	- 1k	LHk	- 10l

White brings more pieces to bear on the square 4k, before proceeding with his attack. Black's swaps off pieces to give himself more room for defence. Then he begins to stack pieces on the sixteenth file.

53.	L	- 16l	FEg	- 9f
54.	DK	- 4n	DK	- 4c
55.	SSo	- 1m	P	- 3g
56.	VSo	- 16n	P	- 3h
57.	I	- 3o	P	- 3i

Black alternates defence with his attacking preparations. White finds he cannot push his fourth-file Pawn further just yet, so he advances his third-file Pawn to try to overload Black's defence.

58.	VSo	- 3n	B	- 2b
59.	I	- 2n	VSo	- 3c
60.	ChS	- 3o	VM	- 2e
61.	R	- 3l	VM	- 3e
62.	VM	- 3m	I	- 5b

White piles up pressure on the third file. Black keeps defending, but he makes a very bad mistake with his last move. Surprisingly, both players fail to notice this error for some time to come. White starts to bring up reinforcements, rather than pushing ahead with his Pawn.

63.	ChS	- 16o	I	- 5c
64.	VM	- 16m	I	- 5d
65.	P	- 16i	I	- 4e
66.	P	- 16h	I	- 3f
67.	P	- 16g	I	- 3g

Black finally starts his attack whilst White is bringing up his Iron General. White's plan is to ignore Black's attack.

68.	P	- 16f	I	- 3h
69.	P	- 16e+	I	- 2i
70.	+P	x 15d	R	x 15d
71.	I	- 2m	P	- 3j
72.	P	x 3j	I	x 3j

Black wins a Vertical Mover, but now White's attack is about to bite.

73.	RC	x 16d+	SSo	x 16d
74.	P	- 6k	I	- 3k+
75.	FiD	- 6l	VSo	x 3l
76.	I	x 3l	FiD	x 2k x! 1l,1k,2l,3l
77.	VSo	- 2n	FiD	- 4h

Black brings his Fire Demon into the attack, but this seems to induce White to wake up. He now notices that 2k is undefended (and has been so since Black's sixty-second move). White is winning.

78.	WBf	- 10n	FiD	- 2e
79.	FiD	- 5i x! 4i,4j	SE	- 8g
80.	L	x 16d+	RC	x 16d
81.	VM	x 16d+	L	x 16d
82.	VSo	x 16d+	R	x 16d

Black chases the White Fire Demon. It retreats to 2e, and so is temporarily out of play. White seems to be playing too cautiously, resting on his lead. The Fire Demon could have gone to 7g, though the Lion would still fall a move or two later. Now Black picks up a Lion, and White feels forced to defend the 5h square. Black is closing the gap, and he launches a combination on the sixteenth file.

83.	ChS	x 16d+	FEg	- 8f
84.	FiD	- 6l	SE	x 16d
85.	RGn	x 10e+	SE	x 10o
86.	FiD	x 12f x! 11e,13e	FK	- 9c
87.	FiD	- 13c x! 12b,12c,14c	BGn	- 15g
88.	FiD	x 11b x! 10a,10b,11a,12a	Resigns	

White cannot re-capture the Heavenly Tetrarchs immediately — the Soaring Eagle is protecting 11b, and the Rook General is needed to protect 8f. But FEg - 8f parries the threats, and then he can safely retake with either. Though he probably would have done better to re-capture with the Rook General.

But then Black springs a surprise with RGn x LHk. Now it was necessary to re-capture with the Water Buffalo. When White re-captures instead with the Soaring Eagle, suddenly it's all over.

## Chapter 29

### Example game 3

My recommendation for the Lion Hawk was followed in this game.

- |    |     |                  |     |       |
|----|-----|------------------|-----|-------|
| 1. | P   | - 9k             | P   | - 14f |
| 2. | VGn | - 7k             | HF  | - 15f |
| 3. | FEg | - 8m             | P   | - 9f  |
| 4. | FEg | x 15f            | P   | x 15f |
| 5. | FiD | - 12i            | GGn | - 10f |
| 6. | FiD | - 13g x! 12f,14f | GGn | x 10n |
| 7. | GGn | x 10n            | B   | - 15b |
| 8. | GGn | x 10c            | BGn | x 10c |
| 9. | HF  | - 13k            |     |       |

The threat of VGn - 3g has been completely overlooked by both sides.

Black is endeavouring to restrain White's Fire Demon and Vice General. White can try to resist, and does so in this game.

- |    |  |  |   |      |
|----|--|--|---|------|
| 9. |  |  | P | - 9g |
|----|--|--|---|------|

White blocks the Horned Falcon's diagonal, so as to bring out his Fire Demon to 8f or 9f. This allows Black to continue to increase his lead in development, but otherwise HF - 13i might prove embarrassing.

- |     |     |      |     |      |
|-----|-----|------|-----|------|
| 10. | HF  | - 4k | FiD | - 8f |
| 11. | BGn | - 7n | BGn | - 7c |

Black brings out another piece, and White brings his Fire Demon out into the centre. Now Black moves his Bishop General into good shape. This is a straight forward developing move, waiting to see how White intends to develop. At the same time, it takes away a target from White's Fire Demon — namely the Pawn on 6l. Exchanging the Fire Demon for Vice General, Rook General, Bishop General and Soaring Eagle would be good for White. Now a move of the Fire Demon to 6f is not dangerous, so it is not so easy for White to develop his Vice General. Therefore White follows suit. Now he can play VGn - 10f as 11g is defended. So Black has to think about where his Fire Demon is going to go.

- |     |     |      |     |       |
|-----|-----|------|-----|-------|
| 12. | P   | - 9j | VGn | - 10f |
| 13. | FiD | - 9k | B   | - 2b  |

Black plays P - 9j so as to return his Fire Demon to the centre. As this attacks the weak point, he keeps the initiative. (If White plays HF - 4f instead of B - 2b, Black will retreat the Fire Demon to 9l, threatening the Horned Falcon. So White would have to use a move to defend it, such as FiD - 6f.) Now so as to keep 9l free, Black does not want to play LHk - 9l, so he attacks the Vice General, which is uneasily placed at 10f.

- |         |       |     |       |
|---------|-------|-----|-------|
| 14. SE  | - 10k | VGn | - 11f |
| 15. Dg  | - 5j  | HF  | - 4f  |
| 16. FiD | - 9l  | FiD | - 6f  |
| 17. P   | - 5k  | VGn | - 12f |

Dg - 5j is a good move as it brings the Bishop into the fight. This makes life uncomfortable for White's Vice General, so he tries to exchange it for Black's one. But first he attacks the Fire Demon. If he can drive it away to Black's left flank, then he may be able to attack the right flank with his Fire Demon. But this move is inconsistent with 13. . . ., B - 2b, as the two moves both serve the purpose of defending the weak point. Perhaps White should just play a developing move such as Lhk - 9e.

18. SE - 10h

Black wishes to avoid the exchange of Vice Generals if he can. Exchanging will help White as the Horned Falcon on 4k will become a target, and his own Vice General will no longer be exposed to harassment. The problem is to find a move that does not lose the initiative: SE - 10h does this nicely, but the tactics need careful reading.

One characteristic of the Rook Generals in their initial placement is that only the first one to act can get involved in a short tactical exchange, as you cannot play Rgn x Rgn unless their is no intervening piece. White would like to take advantage of this by a sacrifice, to lure the Vice General away from the defence of the low-numbered flank. But if he plays Rgn x 10h, HF x 4h, VGn x 4h, FiD - 9i x! 10h and the square 6j is still protected. And the only square where White's Fire Demon could burn the Soaring Eagle is 9h, and this is covered by the Vice General. So Black gets to play SE - 10h and White is in a bit of trouble, as his development is lagging badly.

- |         |       |     |       |
|---------|-------|-----|-------|
| 18.     |       | VGn | - 13f |
| 19. Ln  | - 8m  | SE  | - 10f |
| 20. Bgn | - 10n | Ln  | - 8d  |

White prefers to play VGn - 13f rather than 9f, as there it will be attacked again after Dg - 5i. But it is slowly being edged out of play. Now Black starts to develop his Lion (he wants to go hunting for the Fire Demon). White responds with SE - 10f in the hope of swapping off one of Black's attacking pieces, but Black responds with yet another developing move — Bgn - 10n. This is good shape, and also over-protects 6j, freeing his Fire Demon from the defence of the Vice General. Black can play calm moves like this, because of the line up of the Fire Demon and Water Buffalo on 4g (after throwing his Rook General into the battle over 10h). So White does not initiate the exchange just yet, but plays another developing move.

- |         |       |     |       |
|---------|-------|-----|-------|
| 21. FiD | - 11j | VGn | - 15e |
| 22. Lhk | - 9l  | P   | - 15g |

Now Black goes onto the attack. White is reluctant to retreat the Vice General behind the pawn-line, as this would greatly hamper his future development, as well as giving the Black Fire Demon a free rein. But when he moves it to 15e, Black promptly develops his Lion Hawk, threatening to attack the Vice General again, and force it behind the pawn-line. To prevent this retreat, White plays P - 15g, giving himself a haven on 15f. But this move is another lost tempo, and now Black seems to be clearly winning. Can White attack pre-emptively instead?

If White plays 22. . . ., SE - 7f, Black attacks the Fire Demon with VGn - 6i, FiD - 2j; B - 2o, FEg - 9f; P - 2k\*, FiD - 1g; HF - 4j, FiD - 1f; FiD - 8g x! 7f, 9f, for instance. The Soaring Eagle becomes a target on 7f.

- |         |       |     |       |
|---------|-------|-----|-------|
| 23. Lhk | - 10j | FiD | - 2j  |
| 24. B   | - 2o  | VGn | - 15f |
| 25. HF  | - 13h | VGn | - 16g |
| 26. P   | - 2k* |     |       |

Now LHk - 10j forces the sequence up to move 25. White has managed to keep his Vice General in the open, but it is pretty much out of play on 16g. Now the pawn sacrifice P - 2k\* forces White to think about his Fire Demon. Exchanging it on 2m,3m or 4l would not get sufficient material return (and the first two would also improve Black's shape on the edge). Probably retreating to 1g, followed by P - 3f is wisest, but abandoning the field completely like this does not hold out many prospects. White prefers to fight.

26.		FiD	- 5g	
27.	Ln	- 6k	SE	x 10h
28.	HF	x 10n	Ln	- 6f

White's Fire Demon returns to the centre. With his great superiority in development, Black can think about killing it, so he brings his Lion up. White swiftly exchanges Soaring Eagles, so as to reduce Black's attacking power, and to prevent his own Soaring Eagle becoming a target for the Black Fire Demon. He then brings his own Lion out, in the hope of keeping it's counterpart at a distance.

29.	Ln	- 6i	FiD	- 3f
-----	----	------	-----	------

Now Black goes for the kill. If White tries FiD - 8f, then HF - 4j wins. So White moves back to the edge, but it is clear that the Fire Demon cannot live.

30.	SE	- 3k	FiD	- 1f
31.	HF	- 4i	FiD	- 1g
32.	HF	- 3i	FiD	- 1j
33.	HF 3i	- 3h		

Now Black corners the Fire Demon. Next VGn - 4i will capture it, so White has no choice. Could Black have been greedy and played 33. R - 6m instead?

33.			FiD	x 2m x! 1l,1m,1n,2n,3l,3m
34.	ChS	x 2m	LHk	- 9e
35.	P	- 6k	DH	- 12d

After the exchange, White develops his Lion Hawk, but a glance at the position shows just how far he is lagging in development. The game continues for sixty-three more moves, but the result is never in doubt. With P - 6k, Black demonstrates how easy it is for him to conjure threats from nowhere.

36.	DE	- 9o	SE	- 7f
37.	VGn	- 10i	P	- 3f
38.	DH	- 8j	Dg	- 5g
39.	HF 3h	- 6h	P	- 8f

Black now prevents any checks against his King, so as to ensure he can fight strongly in the centre, though this isn't really necessary yet. He could simply play HF - 6h immediately to win more material. White responds by bringing out his Soaring Eagle, and then trying to make use of his left-side pawns. But he really ought to play P - 8f instead. Now Black wins more material.

40.	HF	x 6f	P	x 6f
41.	VGn	- 13h	VGn	x 13h
42.	FiD	x 13h	FK	- 8i
43.	HF	- 12h	BGn	- 9d

Now Black heads straight for the endgame. After eliminating the defensively powerful Lion, he exchanges the Vice Generals, so now the Fire Demon cannot be kept away from the promotion zone. Next HF - 12h threatens to eliminate the last area-moving piece, the Lion Hawk. Note that White does not respond to this with P - 10f, as Black may simply play FiD - 9d etc., cashing in his Fire Demon for a big material lead. This would leave White with no chance at all (The Black Lion and Lion Hawk would simply clean up), so he plays BGn - 9d to remove the Fire Demon from the dangerous diagonal.

44. FiD	- 11i	P	- 10f
45. HF	- 12i	FK	- 8e
46. DH	x 5g	HF	- 3g
47. DH	- 5h	DK	- 12b

When Black plays HF - 12i, he must now win further material (assuming a Free King is worth more than a Horned Falcon, but this is not obvious). The manoeuvre with the Dragon Horse threatens to eliminate the Soaring Eagle. If this goes, 9f will be unprotected from the Fire Demon. DK - 12b counters this, at the same time attacking the Lion.

48. Ln	- 4i	P	- 6g
49. HF	x 8e=	LHk	! 8e
50. LHk	- 11h	SE	- 8e
51. FiD	- 12f x! 11e,12e,13e	BGn	x 4i

Now Black eliminates another defender, and then closes in with the Lion Hawk and Fire Demon. White prevents FiD x 9d etc. by swapping his Bishop General for the Lion, but Black could still get six ranging pieces for his Fire Demon by moving to 14c. But now he has greater spoils in mind.

52. DH	x 4i	R	- 14f
53. FiD	x 15c x! 14b,15b,15d,16b,16c,16d	WBf	x 15c
54. ChS	x 15c	FEg	x 15c
55. FL	- 3o		

Now White tries to drive away the Fire Demon with R - 14f. But Black finally cashes in his Fire Demon for seven ranging pieces. In the process, he ends up more than two ranging pieces ahead, and he has the vital two Water Buffaloes to one.

55.		DK	- 11c
56. LHk	- 12i	R	- 12f
57. LHk	- 14g	DH	- 12e
58. LHk	- 9l	P	- 2f

Now White succeeds in repelling the Lion Hawk. Then P -2f is to try to go onto the attack.

59. BGn	- 5l	P	- 2g
60. WBf	- 5m	FL	- 15b
61. P	- 11k	DK	- 6d
62. P	- 9i	DH	- 7f
63. I	- 4o	P	- 2h
64. I	- 3n	P	- 2i
65. I	- 3m	P	- 5f
66. DK	- 2n	B	- 5e
67. P	- 14k	ChS	- 2b
68. P	- 14j	P	- 2j
69. I	- 3l	VM	- 2h
70. FL	- 3n	R	- 2d
71. FL	- 3m	R	- 2g
72. P	- 14i	SM	- 5d
73. P	- 14h	LHk	- 11e
74. P	- 14g	LHk	- 13e

Both sides struggle to promote their own Pawn, and to hold back the opposing Pawn.

75. B	- 15o	VSo	- 2f
76. ChS	13o- 14n	N	- 14c
77. P	- 15k	SSo	- 15c
78. P	- 15j	DK	- 12d
79. P	- 15i	DK	- 15d
80. FL	- 2l	ChS	4b - 2d
81. DH	- 9j	DK	- 15e
82. VM	- 15k	ChS	- 13d
83. R	- 15m	ChS	- 16g
84. DK	- 13m	P	- 1f
85. DK	- 14l	I	- 14b
86. DK	- 15k	R	- 15f
87. ChS	- 14h	RGn	- 10e
88. P	- 15h	P	x 15h
89. VM	x 15h	G	- 9b
90. LHk	- 13h	DH	- 13d

Owing to the BGN on 5l, Black's pressure builds faster. White's position is about to fall apart.

91. LHk	x 10e	SE	x 10e
92. RGn	x 10e+	LHk	- 14d
93. GGn	- 14i	P	- 16f
94. GGn	x 14d	RGn	x 14d
95. VM	x 15f	DK	x 15f
96. DK	x 15f	ChS	x 15f
97. R	x 15f	FEg	- 16b
98. R	x 15b+	Resigns	



## Chapter 30

### Example game 4

My recommendation for the Lion Hawk was followed in this game.

1.	P	- 9k	P	- 14f
2.	VGn	- 7k	HF	- 15f
3.	FEg	- 8m	P	- 9f
4.	FEg	x 15f	P	x 15f
5.	FiD	- 12i	GGn	- 10f
6.	FiD	- 13g x! 12f,14f	GGn	x 10n
7.	FiD	- 14e x! 13e,14d,15d,15f	GGn	x 9o
8.	DE	x 9o	DH	- 16f
9.	FiD	x 16f x! 16e	ChS	- 15b
10.	FiD	x 15c x! 14c,15b,16b,16c,16d	DK	x 15b

Both sides overlook the threat of VGn - 7k.

Now Black must be very careful. If, for instance, LHk - 9l, then FiD - 8f forks 14l and 8l.

11.	B	- 2o	VGn	- 11f
12.	B	- 15o	FiD 7c	- 8f
13.	P	- 8k	FiD	- 6f
14.	BGn	- 7n	FiD	- 1k x! 1l,2l
15.	DH	- 5o		

Perhaps Black should play HF - 4f. Perhaps he can omit B - 2o if he intends doing this.

15.			FiD	- 8f
16.	P	- 13k	LHk	- 9e
17.	BGn	- 10n	Ln	- 9d
18.	HF	- 4k	FiD	- 5g
19.	GGn	- 8n		

Not 19. LHk - 9l?, SE - 7f, and the Horned Falcon will be in trouble.

19.			FiD	- 11h
20.	LHk	- 9l	FiD	- 13j x! 12k,13k
21.	HF	- 3k	P	- 8f
22.	DH	- 12o	DK	- 13c
23.	VGn	- 8j	FiD	- 3f

If 21. VGn - 10k, FiD x 10l etc. DK - 13b is a necessary prelude to FiD - 16k, but it poses a threat in its own right.

24.	SE	- 10k	FiD	- 15h
25.	HF	- 12n	DK	x 13o+
26.	ChS	x 13o	LHk	- 11g
27.	HF	- 12k	FiD	- 15c
28.	VGn	- 6k	VGn	x 6k
29.	P	x 6k		

LHk - 11g leads to the exchange of Vice Generals, whilst giving a good retreat square for the Fire Demon. Perhaps Black could have played HF - 12k a move earlier.

The exchange of Vice Generals is to White's advantage, as only White has Fire Demons that could be repelled. In addition, White makes a material gain, so now he is definitely ahead. But at least Black has repelled both Fire Demons, so he is no longer under an immediate threat. But we shall see that even in their present positions, the Fire Demons pose a formidable danger to the Black King.

30.	-		LHk	- 9g
31.	SE	- 6m	FiD	- 14c
32.	P	- 14k	P	- 2f
33.	P	- 15k	P	- 2g
34.	DK	- 13n	ChS	- 14b
35.	P	- 15j	P	- 2h

Now both sides start their natural middle-game plan — that of advancing their second/fifteenth-file Pawns. Black's attack looks quicker, as there are no opposing pieces to resist the advance of the Pawn to the sixth rank. But when it gets there, it will find it hard to promote as the Fire Demon is very strong in defence. White's Pawn will have a harder time advancing, as there is strong resistance from the opposing pieces. However, when it does make it, Black's pieces may obstruct each other, making further defence difficult.

36.	P	- 15i	P	- 2i
37.	P	- 8j	FiD	- 2g
38.	P	- 15h	P	- 3f
39.	P	- 15g	N	- 16c
40.	P	- 15f	SE	- 15d

Sure enough, Black's Pawn reaches the sixth rank first. White feels compelled to take defensive measures (What happens if he allows the Tokin? Black will not be able to do anything immediately, but he will then be able to create a second Tokin on the fourteenth file. This might be dangerous.).

Now the question is, should Black go ahead with P - 15e+, N x 15e, VM x 15e+, SE x 15e, VSo x 15e+, FiD x 15e? The Fire Demon will be difficult to deal with on 15e.

41.	LHk	- 10j	WBf	- 12b
42.	P	- 8i	P	- 12f
43.	DH	- 4n	FEg	- 12c
44.	B	- 14c	SE	- 14d
45.	HF	- 10i	P	- 3g

Black is unable to break through, so White is finally able to resume his own advance.

46.	P	- 14j	P	- 3h
47.	P	- 14i	P	- 3i
48.	SE	- 9j	LHk	- 11f
49.	P	- 14h	P	- 3j
50.	HF	- 2l	P	- 2j
51.	HF	- 1l	FiD	- 1f
52.	R	- 4m	FL	- 15b
53.	P	- 14g	FL	- 15c

54. P	- 14f	FL	- 15d
55. P	- 16k	I	- 13b

The players mix attack and defence as the opportunities arise. Both players have two advanced Pawns, but neither can advance further for the moment.

56. P	- 16j	I	- 13c
57. WBf	- 16i	FEg	- 12e
58. WBf	- 14i	LHk	- 9e
59. SM	- 16l	ChS	- 2b
60. HF	- 2l	P	- 2k
61. HF	- 6h	HF	- 4f
62. SE	- 8j	HF	x 6h
63. SE	x 6h	SE	- 3f
64. P	- 4k	B	- 4d
65. ChS	- 5o	ChS 4b	- 3b

The manoeuvring continues, each player trying to get a Tokin.

66. Ph	- 5m	DK	- 3c
67. FK	- 8p	I	- 13d
68. P	- 12k	Dg	- 5g
69. P	- 10k	P	- 5f
70. LHk	- 11i	B	x 14c+
71. ChS	x 14c	P	- 8g
72. SE	- 14h	Ln	- 7f
73. P	- 11k	Ln	- 5h
74. P	- 7k	Ln	- 3i
75. Dg	- 5j	Ln	- 2j

White brings his Lion up to support his attack. Black concentrates on getting good defensive shape, by clearing the l rank for his side-moving pieces.

76. P	- 5k	SE	- 2f
77. R	- 3m	P	- 3k
78. P	x 3k	Ln	! 3k
79. Ph	- 4m	Ln	- 1j
80. SM	- 9l	Ph	- 12d
81. WBf	- 12i	BGn	- 7c
82. SSo	- 16l	P	- 7f
83. LHk	- 13h	G	- 8b
84. SSo	- 11l	R	- 3h
85. R	x 3h	DK	x 3h

White opens up the third file, which is probably a mistake as it eases Black's defensive task. Black succeeds in clearing the l rank, but he rushes to get his pieces there, and to clear the sixteenth file. So White is finally able to get a position where he can increase his material lead. Black's Lion Hawk should have held back to 13i.

86. HF	- 11h	DK	x 11h
87. WBf	x 11h	VM	- 3d
88. VM	- 3m	VSo	- 3c
89. P	- 16i	VM	x 3m+
90. SM	x 3m	ChS	- 2e
91. RGn	- 11m	SE	- 2h
92. LHk	- 11g	SE	x 11h
93. LHk	x 9e	FK	x 9e

94. SE	x 11h	Ph	x 14f
95. P	- 16h	I	- 14e

White continues to out-fight Black. Apparently Black has forgotten why (and White has not noticed) he played RGn - 11m, as he rushes to push the sixteenth Pawn.

96. P	- 16g	VSo	- 2c
97. SM 3m	- 3l	BGn	- 10c
98. P	- 16	P	- 4f
99. P	- 7j	P	- 6f
100. SE	- 11g	P	- 11f
101. SE	- 13g	Ph	- 13f
102. SE	- 14g	Ph	- 13e
103. SE	x 12e	Ph	x 12e
104. P	- 9j	RGn	- 7e
105. R	- 14k		

White seems to go a bit adrift here. Black finally misses the chance to exchange his Dragon Horse for a Chariot Soldier on move 99, but he does manage to close the material gap on move 103. Now he advances his Rook, planning to bring the Rook General behind it, and embarrass the Fire Demon. Then he should be able to promote the sixteenth Pawn. White searches for a way to avoid this, and a spectacular tragi-comedy arises:

105.		FiD	- 16d
106. RGn	- 7k	FiD	x 6n x! 5n,5o,6m,6o,7n
107. FK	x 6n	FiD	- 4i x! 5j
108. ChS	- 7o	FiD	- 5j x! 4k,5k,6k
109. Ky	- 9n	FiD	x 5p x! 4p,6p
110. K	- 10o	FiD	- 8o x! 7o,7p.8n,9n,9o
111. Resigns			

## Chapter 31

### Example game 5

This is a game of Modern Tenjiku Shogi, played between the author and himself.

- |    |     |       |     |            |
|----|-----|-------|-----|------------|
| 1. | P   | - 9k  | HF  | - 13f      |
| 2. | BGn | x 13f | P   | - 8f       |
| 3. | VGn | - 14g | VGn | - 3j       |
| 4. | VGn | x 10c | VGn | x 7n       |
| 5. | VGn | x 9b  | LHk | x 9b - 10c |
| 6. | LHk | x 7n  | P   | x 13f      |
| 7. | LHk | - 12i | LHk | - 8e       |
| 8. | FiD | - 9l  |     |            |

I am not convinced that White's seventh move is best. I think he should just play P - 9f, playing patiently. Tempting as it is to head for the endgame quickly, I do not think it is wise. After all, White has not yet managed to promote a Bishop General, and Black has several dangerous threats.

- |    |  |  |   |      |
|----|--|--|---|------|
| 8. |  |  | B | - 2b |
|----|--|--|---|------|

Not LHk x 12i, as FiD x 12i will be rather strong (exchanging on 7d looks good for Black). Not B - 15b either, as FiD - 4g is deadly. GGn - 9d; FiD - 4g etc., LHk x 12i; FiD x 14e etc. might be tried, but not by me.

- |    |     |      |     |      |
|----|-----|------|-----|------|
| 9. | FEg | - 8m | FiD | - 8c |
|----|-----|------|-----|------|

White eliminates all threats to 10e. He is trying to avoid playing P - 9f, as that would misplace his Lion Hawk. Perhaps he can play LHk x 12i now, though. But one has to be wary of the Fire Demon getting close to the square 12c.

Is FK - 7n better than FEg - 8m?

- |     |     |       |  |  |
|-----|-----|-------|--|--|
| 10. | BGn | - 10n |  |  |
|-----|-----|-------|--|--|

Black elects just to develop. If he tried chasing a Pawn with LHk - 14g, P - 10f would threaten a Fire Demon sortie.

- |     |     |            |     |       |
|-----|-----|------------|-----|-------|
| 10. |     |            | B   | - 15b |
| 11. | FiD | - 4g x! 5f | LHk | x 12i |
| 12. | FEg | x 12i      | P   | - 9f  |

So White manages to swap the Lion Hawks.

- |     |    |       |     |       |
|-----|----|-------|-----|-------|
| 13. | B  | - 15o | P   | - 10f |
| 14. | FK | - 7n  | BGn | - 7c  |
| 15. | Ln | - 11m | FiD | - 11f |

After a few developing moves by both sides, White decides to fight. He still has to watch 10e though. But FiD - 16k etc. was perhaps better?

16.	FEg	- 8m	Ln	- 10c
17.	DE	- 9o	DE	- 8b
18.	P	- 3k	Ln	- 8e
19.	P	- 2k	BGn	- 10c
20.	P	- 1k	Ln	- 6f

White decides to drive away the Fire Demon, so as to be able to develop his left flank.

21. FiD - 2g

Fighting spirit, or bloody mindedness? Black refuses to let White develop freely — he intends a long-term attack on this side. Of course, he should play FiD - 1f rather than FiD - 2g.

21.			SE	- 14f
22.	SM	- 1l	SE	- 13g
23.	FiD	- 1f x! 1e,2e	HF	- 4f
24.	FiD	- 6k		

An interesting decision. Having gained two Pawns, Black is prepared to give up three, in order to swap Fire Demons. In this way, he crosses White's overall strategy.

25.			FiD	x 6k x! 5l,5k,6k,7k
26.	FEg	x 6k	Ln	- 8e
27.	P	- 4k		

White could hardly decline the offer (or could he? — see the post-mortem).

Now Black starts to put his middle-game plan into action. The plan is:

1. Place the Side Mover and Side Soldier on the fifth rank.
2. Push the first and second-file Pawns.
3. Make use of the pressure of the Water Buffalo aiming at 2e.

This is a strong plan, so White will aim to neutralise it, before applying his own pressure on files 5,6 and 7.

27.			P	- 3f
28.	SM	- 7l	P	- 3g
29.	SSo	- 1l	SE	- 3f
30.	SSo	- 6l	HF	- 4g
31.	P	- 8k	P	- 4f
32.	Ln	- 9l	P	- 5f
33.	P	- 10k	P	- 6f
34.	RGn	- 10l	P	- 7f
35.	GGn	- 8n	SM	- 1e
36.	P	- 1j	SM	- 6e
37.	P	- 1i	SSo	- 1e
38.	RC	- 1j	SSo	- 5e
39.	L	- 1k	VM	- 1d

After putting his centre into order (and clearing much of the fourth rank for rook-moving pieces to come across), Black starts to pile up on the first file — Chu Shogi style (the second file is of less use at the moment, because the Soaring Eagle at 3f will be able to eat the Pawn if it advances to 2g, and the Vertical Mover on 2d was well defended). Now White cannot simply move his Soaring Eagle over to 2g, to eat the advancing first-file Pawn, as this would lose the Reverse Chariot, so first he reinforces the first file.

40.	ChS	- 1o	GGn	- 8c
41.	P	- 2j	RGn	- 7e
42.	P	- 3j	Ln	- 6d
43.	Ln	- 7k	Ln	- 4e
44.	Ln	- 5j	SE	- 5g
45.	Ln	- 3k	SE	- 4h
46.	P	- 4j	DK	- 4d
47.	ChS 4o	- 2o	ChS	- 12b
48.	ChS 2o	- 1p	ChS	- 6d
49.	P	- 11k	I	- 4b

Both sides move pieces with Lion power across to White's left flank, thus making it difficult for either side to take action here. So Black prepares to develop his own left flank. Meanwhile, White starts to move up an Iron General, in order to block the first or second files if necessary.

50.	Dg	- 12j	I	- 3c
51.	P	- 12k	Dg	- 12g
52.	P	- 13k	P	- 11f
53.	P	- 14k	P	- 12f
54.	P	- 15k	P	- 14f
55.	R	- 14l	P	- 15f
56.	P	- 16k	P	- 16f
57.	SM	- 16l	SM	- 16e
58.	HF	- 4k	I	- 2d
59.	P	- 4i	SE	- 2h

Mostly development here. Notice that on move 55, Black declines to offer a Pawn to the Great General, in exchange for 3 or 4 moves gained in tempo. White does not worry about 16f, though, as the Black Great General would have more difficulties retreating after P - 16k.

When Black finally turns again to his right flank, White decides to keep the Soaring Eagle on the second file, where it defends, even though this gives Black another tempo.

60.	P	- 2i	SE	- 2f
61.	HF	- 6i	P	- 11g
62.	FEg	- 4k	C	- 4b
63.	P	- 8j	C	- 3c
64.	HF	x 4g	P	x 4g
65.	SE	- 9m	I	- 3e
66.	HF	- 10m	I	- 4f
67.	P	- 10j	ChS	- 5b
68.	B	- 8i	B	x 8i
69.	DH	x 8i	DH	- 14c

Black applies the pressure strongly. White brings some of his right-side pieces into play, but the Pawn on 5f is under severe pressure, as White's position is cramped.

70.	ChS 13o-	13n	DH	x 8i
71.	ChS 1p	x 8i	ChS	- 14c
72.	P	- 3i	C	- 2d
73.	Ln	- 5i	ChS	x 8i
74.	ChS	x 8i	ChS	- 13c
75.	DH	- 4m	DK	- 3c
76.	P	- 2h	BGn	- 9b
77.	P	- 1h	Ln	- 5g
78.	Ln	- 3j	Ln	- 7g
79.	P	- 11j	Ln	- 8e

White eventually manages to free his Lion from the annoying pin, but this means he has abandoned his left flank to the mercy of Black's Lion. But at least he is beginning to get a little freedom there.

80.	SE	- 5h	P	- 5g
81.	SE	x 4g x 3f	SE	x 3f
82.	HF	x 3f	WBf	x 3f
83.	WBf	x 3f	R	x 3f
84.	ChS	- 9j	ChS	- 4d
85.	Ln	- 4h	I	- 4g
86.	Ln	x 5g - 6h	DH	- 3d
87.	DH	- 8i	DH	- 3e
88.	Ln	- 4j	P	- 9g
89.	P	- 10i	FEg	- 9f

So Black's pressure wins a couple of Pawns (as well as the favourable exchange of the Horned Falcon for a Soaring Eagle — indubitably the Soaring Eagle increases in value compared with the Horned Falcon (which is the more important piece in the opening) as the game goes on), and he has more space as well. White is only now beginning to inch into the game.

90.	P	- 2g	FEg	x 4k
91.	Ln	x 4k - 3j	Ln	- 9f
92.	Ln	- 2h	BGn	x 2h

So White decides to trade his extra Bishop General for the Lion. This is a loss, but the Lion was proving to be just too dangerous on the second file. Now White must try to close the game down, so as to make his Lion more effective than the opposing Free King and Soaring Eagle (N.B. In Chu Shogi, the Lion would normally be regarded as stronger than these two pieces combined, though not necessarily so in an open endgame. In Tenjiku Shogi, the larger board should make it weaker than the other two combined. So we can say that Black is definitely ahead).

93.	VM	x 2h	FL	- 3b
94.	FK	- 4k	P	- 8g
95.	SE	- 7k	C	- 2e
96.	SE	- 7h	Ln	- 6d
97.	SE	x 8g	GGn	- 9d
98.	SE	! 7f	WBf	- 11d
99.	WBf	- 3k	WBf	x 8g

Black wins another two Pawns, as White finds that the Soaring Eagle is just too powerful to contain. In desperation, he offers his Water Buffalo for it, but Black elects to take the Rook General instead:

100.	WBf	x 10d+	R	x 10d
101.	FK	x 8g	P	- 10g
102.	ChS	- 1l	DK 3c	- 8c
103.	FK	- 6i	GGN	- 7d
104.	B	- 8h	Ln	- 8f
105.	B	- 7i	Ln	- 7g
106.	RGn	x 7g	RGn	x 7g
107.	B	x 3e+	R	x 3e
108.	DH	- 7h	RGn	- 7e
109.	DH	x 12c+	BT	x 12c

He then gives up the Rook General for the White Lion, simplifying, and then makes further profit. The win now looks certain.

110.	R	- 4m	ChS 5b	- 4c
111.	P	- 4h	Ph	- 10c
112.	P	x 4g	Resigns	



White has nothing left to do, but to await the inevitable, so he resigns.

## Post Mortem

Black won because he had more space, and so his pieces were more active. This situation arose because his attack on the first two files proved to be very strong, and so he gained many tempi.

It would appear that the two Pawns on 1e and 2e were more valuable than the three Pawns on 5l,6l and 7l. The loss of these three Pawns merely opened up lines of attack for the Black pieces. In contrast, the initial bad shape on the edge meant that the loss of his two Pawns gave White great defensive difficulties.

Finally, the loss of a Pawn in the centre caused the collapse of White's game. From all of this, we might be tempted to conclude that some Pawns are more valuable than others.

## Chapter 32

### Example game 6

This is a game of Modern Tenjiku Shogi, played between the author and himself.

1.	P	- 9k	HF	- 13f
2.	BGn	x 13f	P	- 8f
3.	VGn	- 14g	VGn	- 3j
4.	VGn	x 10c	VGn	x 7n
5.	VGn	x 9b	LHk	x 9b - 10c
6.	LHk	x 7n	P	x 13f
7.	LHk	- 12i	P	- 9f
10.	FiD	- 9l	FiD	- 8e
11.	FiD	- 4g x! 5f	B	- 2b
12.	B	- 15o	FiD	- 11f
13.	LHk	- 9l	SE	- 7f

Played so that Black cannot play FiD - 1f etc. Black could have played this on move 12, but then White would have been able to do the same (via 11f, repulsing the Lion Hawk, as in the game). However, since he still has his Dog on the board, Black cannot defend against the threat of FiD - 16k in the same way. Dogs can be a nuisance! So he gives himself slightly poor shape (instead, he could choose to exchange the Fire Demon on 7e, an approximately equal exchange — I wouldn't care to say who gets the best of it):

14.	R	- 4n	SE	- 14g
15.	FiD	x 7e x! 6d,6e,7d,7f,8d,8f	FEg	x 7e

With his fourteenth move, White was threatening GGn - 9e (to prevent the exchange on 7e), the SE - 13g to drive away the Fire Demon, so Black had to decide immediately as to whether he was going to keep the Fire Demon. Now he has three Pawns (and a Dog) and five strong pieces for the Fire Demon. This ought to be a lead, but of course it is very difficult to predict what will happen. The Fire Demon will be very dangerous indeed, if it can survive through to the endgame. But that's the big question.

16.	BGn	- 10n	DK	- 6d
17.	P	- 8k	LHk	- 6g
18.	GGn	- 8l	BGn	- 10c
19.	Ln	- 11m	Ln	- 9d

Both sides develop their central pieces. With the Pawns intact on the flanks, making shape there is not so urgent. The centre is likely to be the scene of action. In particular, Black will want to position his Great General well forward in the centre, behind the central Pawns, so as to maximise it's influence. This will make life hard for White's Fire Demon.

20.	DE	- 9o	DE	- 8b
21.	FK	- 9n	HF	- 4f
22.	SE	- 7k	FEg	- 8d
23.	Dg	- 5j	DK	- 7e
24.	SE	- 6j	HF	- 6h
25.	P	- 5k	FiD	- 12g
26.	P	- 6k	HF	x 6j
27.	P	x 6j	R	- 6d
28.	LHk	- 9j	LHk	x 9j
29.	P	x 9j	P	- 11f

White gains a Soaring Eagle for a Horned Falcon, though it is not such a great triumph. Black forces the exchange of the Lion Hawks — it is in his interest to avoid swapping most of the ranging pieces (since an endgame consisting of the five strong pieces he has already won versus a Fire Demon could be very dangerous for him), but he would like to swap off the pieces with Lion power, as this will help him with a slowly-expanding-pawn-front strategy (he will not have to worry about White Lions eating his Pawns). However, White now looks like winning the sixth-file Pawn, so perhaps this was a mistake.

30.	Dg	- 5i	P	- 5f
31.	HF	- 4k	P	- 5g
32.	R	- 6m	P	- 5h
33.	WBf	- 7m	P	x 5i
34.	DK	- 6m	B	- 8h
35.	FEg	- 9m	B	x 6j
36.	R	x 6j	R	x 6j
37.	DK	- 5m	DH	- 8g
38.	HF	- 2k	ChS	- 7f
39.	P	- 14k	R	- 6f

Black tries to hang on to the Pawn by giving up his Dog (not much of a loss), but White presses on with the Bishop, and wins further material. Black looks in danger of been overwhelmed, so he decides it is time to develop his left flank.

40.	P	- 15k	R	- 5d
41.	B	- 6k	P	- 2f
42.	WBf	- 12o	P	- 15f
43.	DH	- 1k	FiD	- 11e
44.	P	- 7k	P	- 2g
45.	P	- 4k	P	- 10f
46.	P	- 10k	P	- 2h
47.	P	- 3k	ChS	x 2k
48.	P	x 2k	RGn	- 10e
49.	P	- 11k	P	- 1f

So Black finally gets settled, and now his Great General is in a position to harass the Fire Demon wherever it goes (unless it goes behind the King).

50.	Dg	- 12j	SM	- 1e
51.	P	- 1k	P	- 16f
52.	SM	- 1l	SM	- 16e
53.	P	- 12k	Dg	- 12g
54.	P	- 13k	P	- 12f
55.	DH	- 15l	P	- 3f
56.	P	- 16k	P	- 4f
57.	SM	- 16l	SE	- 13e

58. I	- 5o	P	- 14f
59. I	- 6n	B	- 12e

Both sides develop their Pawns to the sixth rank. Then Black starts to advance his Iron General to support his Bishop and Pawns, whilst White prepares to line up a Water Buffalo at Black's right flank.

60. I	- 6m	DH	- 13d
61. I	- 6l	ChS 14b-	14c
62. DH	- 4m	ChS 13b-	13c
63. ChS 4o	- 3n	WBf	- 12b
64. ChS 3o	- 2o	WBf	- 15b
65. C	- 5o	SSo	- 16d
66. C	- 4n	RC	- 16c
67. C	- 5m	L	- 16b
68. C	- 5l	WBf	- 16a
69. FL	- 4o	ChS	- 15b

White completes his diagonal formation, with the Water Buffalo at the rear. But Black has had plenty of time to over-protect the Bishop, and he now brings up the Ferocious Leopard to further reinforce his right flank, before preparing his own diagonal assault on the other flank.

70. FL	- 4n	ChS 13c-	14c
71. FL	- 3m	FL	- 3b
72. FL	- 3l	N	- 3c
73. Ln	- 9k	FL	- 4c
74. G	- 8o	I	- 3b
75. HF	- 13l	C	- 5b
76. R	- 14m	C	- 5c
77. B	- 12l	C	- 4d
78. DH	- 14l	SE	- 11g
79. DH	- 13m	Ln	- 8f

Black completes his reinforcement of his Pawns, and then starts to build his own attacking formation. White is well aware that he will face a harder task to defend, as he has no Pawn screen on the long diagonal, so he tries to solidly block the diagonal with his Knight and step-movers. Then he starts to move his remaining powerful pieces from his right flank to his left, so as to somehow use them in attacking Black's right flank, whilst assisting in the defence of his own left flank.

80. SSo	- 16m	FEg	- 9e
81. RC	- 16n	DH	- 14e
82. L	- 16o	R 14d	- 16d
83. ChS 13o-	13n	DH	- 13d
84. ChS 14o-	14n	R	- 6f
85. WBf	- 6m	DK	- 6d
86. FEg	- 8m	R	- 5e
87. RGn	- 7n	R 5e	- 6e
88. RGn	- 6n	BGn	- 9b
89. P	- 8j	WBf	- 7d

White continues to pile the pressure onto 6k. He hopes to tie the Black defence up, so as to allow his Fire Demon some freedom from the Black jumping-generals. Black is trying to arrange his pieces so that his Rook-and-Great Generals can cover most files on his right flank. He postpones his own attack, as it can certainly wait.

90. Ln	- 8k	DK 12c	- 6c
91. BT	- 5o	SE	- 11h

92. DK	- 6o	SE	- 5h
93. GGn	- 9k	SE	- 5c
94. WBf	- 15o	VM	- 3d
95. WBf	- 16p	SSo	- 1d
96. ChS	- 15o	BT	- 5b
97. ChS 13n-	14n	SE	- 6b
98. SE	- 11l	SM	- 4e
99. SE	- 7l	ChS	- 4a

Both sides continue relentlessly, but Black's position is looking better all the time. White may have to wait for the eventual Black Pawn advance before he can hope to activate his Fire Demon. Meanwhile, he continues to strengthen the vital Copper General on 4d. At least he is able to arrange his pieces so that several of them are acting both as attackers and defenders.

Meanwhile Black continues his build-up relentlessly. He will not attack until every piece is in its best position.

100. HF	- 12m	BT	- 4b
101. HF	- 11l	BT	- 5c
102. DH	- 13l	P	- 10g
103. R	- 11m	P	- 11g
104. DH	- 13m	BT	- 10c
105. I	- 13o	BT	- 9c
106. I	- 13n	BGn	- 10c
107. I	- 14m	G	- 9b
108. I	- 13l	BGn	- 11b
109. C	- 13o	Ph	- 8d

More maneuvering. White is strengthening his castle, and preparing to bring his Bishop General to 14e, whence it could take out the Lion or the Soaring Eagle from the defence. P - 10g is played to give Black more things to worry about. At present, the Great General defends, but after P - 5j; P x 5j, there will be lots of targets for the Fire Demon. Black will have to make sure he doesn't block the defences of any of these squares, though it looks all fairly harmless.

110. C	- 13n	S	- 10b
111. C	- 14m	DH	- 13c
112. C	- 14k	BGn	- 14e
113. FL	- 13o	DH	- 13d
114. FL	- 13n	C	- 11b
115. FL	- 14m	K	- 9a
116. FL	- 15k	FL	- 14b
117. HF	- 12m	Ph	- 8c
118. DK	- 13n	B	- 11f
119. VM	- 14m	DH	- 12e

Black is trying to place every piece to perfection (given limited space). White improves his King's position, and prepares to bring his other Water Buffalo into the attack.

120. P	- 7j	DK 6c	- 5d
121. Ph	- 5m	WBf	- 13d
122. R	- 11l	C	- 10c
123. BGn	- 11m	VM	- 15e
124. VM	- 3m	DH	- 7f
125. BGn	- 13o	DH	- 5h
126. I	- 7k	DK 5d	- 6c
127. S	- 8o	Ln	- 7h
128. P	- 11j	R	- 6g
129. S	- 7n	Ln	- 6i

Yet more slow maneuvering. But finally White decides to swap off Lions, so reducing the defenders by one. Black is a bit slow to bring up his Silver General.

130. Ln	x 6i	DH	x 6i
131. S	- 7m	P	- 10h
132. S	- 6l	P	- 9g
133. DK	- 6p	P	- 9h
134. P	- 13j	S	- 5b
135. P	- 11i	ChS	- 6a
136. Dg	- 12i	B	- 10g
137. I	- 13k	Dg	- 12h
138. P	- 10j	FiD	- 12g
139. HF	- 13l	FiD	x 12j x! 11i,12i,13j,13k

Sure enough, as Black's Pawns come forward, White's Fire Demon finds an opening. Can Black counter-attack?

140. FK	- 8n	FiD	- 12g
141. SE	- 10l	FiD	- 10d
142. P	- 10i	P	x 10i
143. SE	x 10i	P	- 9i
144. SE	x 9i	B	x 7j
145. I	x 7j	DH 6i	x 7j
146. B	x 7j	DH	x 7j
147. RGn	- 10n	R	x 6l+
148. R	- 10l	DH	x 6l+
149. R	x 10e*	FiD	- 11e

I have no intention of even attempting to explain what is going on here (since I really can't guess what the best moves are). Please do your best to work it out.

150. SE	x 9e+	R	x 9e
151. B	- 8h	FiD	- 11d
152. Ph	x 5l	DK	x 13l
153. DH	x 13l	DK	x 6m+
154. RGn	x 6b+	ChS	x 6b
155. B	- 5e+	SE	x 6p
156. BT	x 6p	DK	x 6p+
157. DE	- 8p	FiD	- 7h
158. FK	- 7n	FiD	x 9j x! 8j,9k
159. Resigns			

## Post Mortem

All I can conclude for certain from this game, is you have to be *very* careful when there's a Fire Demon around.

I still believe that in theory Black was winning that game for most of the time, but as long as White had a Fire Demon, the practical chances of success in the endgame were high. So even though SE - 7f on move 13 might be considered theoretically dubious (I think so), in practice it seems a perfectly reasonable move.

Black's use of the step-movers was clearly poor. Trying to support the Pawn line with them, merely obstructed the ranging pieces from covering the Pawns from the Fire Demon. Such a strategy is clearly inappropriate in the face of a Fire Demon, though it may be very suitable otherwise.

White's use of the step-movers looks much better. Defending in depth (rather than at the front line) against the attack along the diagonal seemed effective, and the castle also made the King very safe (unless a Water Buffalo were to be promoted, in which case the castle would have been next to useless).

White's attack on the intersection of the open file and the diagonal proved very effective — Black's defence against it proved to be very inadequate.

## Chapter 33

### Example game 7

This is a game of Modern Tenjiku Shogi, played between the author and himself.

- |     |     |               |     |            |
|-----|-----|---------------|-----|------------|
| 1.  | P   | - 9k          | HF  | - 13f      |
| 2.  | BGn | x 13f         | P   | - 8f       |
| 3.  | VGn | - 14g         | VGn | - 3j       |
| 4.  | VGn | x 10c         | VGn | x 7n       |
| 5.  | VGn | x 9b          | LHk | x 9b - 10c |
| 6.  | LHk | x 7n          | P   | x 13f      |
| 7.  | LHk | - 12i         | P   | - 9f       |
| 8.  | FiD | - 9l          | FiD | - 8e       |
| 9.  | FiD | - 4g x! 5f    | B   | - 2b       |
| 10. | FiD | - 1f x! 1e,2e |     |            |

No pussyfooting around for Black in this game.

- |     |     |       |     |                  |
|-----|-----|-------|-----|------------------|
| 10. |     |       | FiD | - 11f            |
| 11. | LHk | - 9l  | FiD | - 16k x! 15l,16l |
| 12. | B   | - 15o |     |                  |

Is Black's seventh move a good idea?

- |     |     |       |     |       |
|-----|-----|-------|-----|-------|
| 12. |     |       | BGn | - 7c  |
| 13. | BGn | - 10n | SE  | - 7f  |
| 14. | FiD | - 6k  | P   | - 10f |
| 15. | P   | - 7k  | P   | - 15f |
| 16. | P   | - 7j  | P   | - 15g |
| 17. | RGn | - 7k  | FiD | - 8c  |
| 18. | P   | - 2k  | P   | - 15h |
| 19. | P   | - 14k | P   | - 15i |
| 20. | P   | - 14j | Dg  | - 12g |

White decides to throw his Pawn up quickly.

- |     |    |      |    |      |
|-----|----|------|----|------|
| 21. | P  | - 2j | P  | - 3f |
| 22. | P  | - 2i | P  | - 3g |
| 23. | P  | - 2h | P  | - 4f |
| 24. | P  | - 3k | P  | - 4g |
| 25. | P  | - 3j | SE | - 3f |
| 26. | P  | - 3i | Ln | - 6d |
| 27. | P  | - 4k | P  | - 5f |
| 28. | P  | - 1k | SM | - 1e |
| 29. | SM | - 1l | SM | - 4e |



Black tries launching an assault on White's left flank. But even with the Fire Demon to support it, White seems able to resist. He defends rather than attacking, as his own Fire Demon is not in a good position to support an attack of his own.

30.	SE	- 3k	SSo	- 1e
31.	Dg	- 5j	Ln	- 4f
32.	P	- 5k	P	- 5g
33.	SM	- 5l	P	- 12f
34.	SSo	- 1l	P	- 6f
35.	SSo	- 4l	P	- 7f
36.	P	- 1j	SM	- 6e
37.	P	- 1i	SSo	- 4e
38.	Dg	- 12j	P	- 11f
39.	P	- 12k	P	- 14f

Now Black tries the first file, but White has plenty of time to arrange his defences. So Black looks to his own development.

40.	P	- 13k	P	- 16f
41.	P	- 11k	SM	- 16e
42.	SM	- 16l	SM 16e	- 11e
43.	P	- 10k	SSo	- 16e
44.	SM	- 10l	P	- 16g
45.	SSo	- 16l	SSo	- 13e
46.	SE	- 14k	P	- 16h
47.	SSo	- 13l	DE	- 8b
48.	P	- 8k	GGn	- 8e
49.	GGn	- 8l	LHk	- 9e

Unimaginative development on both sides. But even Tenjiku can't be all action of all the time!

50.	Ln	- 8m	G	- 9b
51.	DE	- 9o	BGn	- 10c
52.	Ln	- 10l	ChS	- 15b
53.	P	- 8j	P	- 11g
54.	LHk	- 8k	Dg	- 12h
55.	FiD	- 8m	FiD	- 13h
56.	HF	- 15k	P	- 15j
57.	HF	- 16k	FiD	- 13i x! 12j,14j
58.	BGn	- 9m	FiD	- 11f
59.	SE	! 15j	FiD	- 8d

As the slow development continues, all of a sudden a raid from the White Fire Demon gains a Dog. Of more interest is the opening of the fifteenth file — now some pieces are likely to be exchanged.

60.	Ln	- 11j	P	- 12g
61.	Ln	- 11i	P	- 13g
62.	Ln	! 12h	Ln	- 4h
63.	SE	- 4j	Ln	- 2f
64.	P	- 6k	Ln	- 1g
65.	P	- 1h	Ln	- 3e
66.	SE	- 3j	RC	- 1f
67.	RC	- 1j	L	- 1e
68.	L	- 1k	VM	- 1d
69.	VM	- 1m	VSo	- 1c

More sniping over Pawns. But it begins to get rather serious on the first file as both sides have committed their Lances.

70.	VSo	- 1n	B	- 3c
71.	ChS	- 1o	ChS	- 1b
72.	ChS	- 1p	ChS	- 1a
73.	ChS 4o	- 1o	ChS 4b	- 1b
74.	VM	- 1l	Ln	- 4f
75.	R	- 2m	R	- 2d
76.	SE	- 2i	DK	- 4b
77.	DK	- 5o	DK	- 2b
78.	DK	- 2o	SE	- 2f
79.	ChS	- 2n	ChS	- 2c

Now it looks critical.

80.	SE	- 14h	P	- 14g
81.	SE	- 10h	P	- 10g
82.	SE	- 9h	P	- 9g
83.	SE	- 10i	B	- 11f
84.	P	- 6j	SE	x 2h
85.	SE	x 2h	R	x 2h
86.	Dg	- 5i	R	x 2m+
87.	ChS	x 2m	ChS	x 2m+
88.	DK	x 2m	DK	x 2m+
89.	HF	x 2m	SSo	- 5e

Black fails to keep his Soaring Eagle on the h rank, so White wins a Pawn.

90.	P	- 5j	HF <sub>i</sub> -	5c
91.	FK	- 6m	B	- 4d
92.	FK	- 6l	DH	- 3d
93.	P	- 3h	DH	- 3e
94.	FiD	- 5k	FiD	- 5d
95.	FiD	- 3i	Ln	- 2g
96.	FiD	- 6i	LHk	- 10e
97.	FiD	- 4j	Ln	! 1h
98.	P	x 3g	Ln	x 3g - 2f
99.	RC	x 1f	L	x 1f

Black focuses on trying to make the push P - 1g, but he gets involved in a Fire Demon scramble, and White wins another Pawn.

100.	L	x 1f	VM <sub>i</sub> x	1f
101.	VM	x 1f	VSo	x 1f
102.	VSo	x 1f	ChS	x 1f
103.	ChS	x 1f	Ln	! 1f
104.	HF	- 16l	LHk	- 12f
105.	P	- 12j	ChS 13b-	14c
106.	P	- 12i	SE	- 14f
107.	ChS	- 12o	Ln	- 4f
108.	P	- 12h	P	x 12h
109.	Ln	x 12h -13i	LHk	- 10e

After the inevitable mass exchange on the first file, Black's Fire Demon has no way through in the face of the opposing Fire Demon, so he begins operations on the opposite side of the board.

110.	LHk	- 9i	R	- 12d
111.	R	- 12m	VM	x 15m+
112.	VSo	x 15m	VSo	x 15m+

113. HF	x 15m	ChS	x 15m+
114. RGn	x 15m	SE	- 15e
115. SSo	- 15l	FEg	- 8d
116. R	x 12d+	DK	x 12d
117. DK	x 12d+	DH	x 12d
118. ChS	- 12h	GGn	- 9e
119. FiD	- 1j	FiD	- 2e

Note that if White tries a combination on move 110, starting with RGn x 10i, he will lose material, since his Bishop General is needed to cover the square 3g.

120. FK	- 4j	ChS	- 14e
121. B	- 4o	ChS	x 10i
122. LHk	x 10i - 11i	DH	- 12e
123. FK	- 2j	DH	- 2f
124. FEg	- 4j	SSo	- 4e

Although White has been slowly closing the gap on Black in material terms (e.g. move 121), Black's position is developing very nicely, and he looks to be on the verge of a breakthrough. Nor does White seem to have any obvious positive moves to play.

White's last move is played to counter Black's possible moves of P - 7i and P - 10j.

125. B	- 8k	FiD	- 2d
126. HF	- 1l	P	- 6g
127. P	- 10j	SM	- 6f
126. BGn	- 10n	HF	- 4b
127. RGn	- 2m	FiD	- 4c

White is hard-pressed to prevent an invasion of his left flank. Now Black goes after his Lion, which is holding the defence together.

130. BGn	- 11m	Ln	- 2e
131. FEg	- 3k	FiD	- 5e
132. P	- 7i	GGn	- 6e
133. FiD	- 3i	WBf	- 3c
134. RGn	- 5k	FiD	- 6d
135. HF	- 1j	B	- 5e
136. B	x 4g	SSo	x 4g
137. HF	x 4g	GGn	- 3b
138. FiD	- 6h x! 5g,6g	Ln	x 4g
139. WBf	x 4g	RGn	- 7e

At last the breakthrough. GGn - 3b is an attempted finesse, but Black is able to dodge it.

140. GGn	- 6l	FiD	- 9e	He must protect 9f
141. FiD	- 5f x! 5e,6f	LHk	- 8c	
142. FiD	- 4c x! 3b,3c,4b			

White resigns here, as Black is threatening to burn his King. If he were to continue, then he must play K - 9a. Then Black plays WBf x 9c+ (the Lion Hawk is a strong defender), FEg x 9c; FiD - 6f x! 7e,7f, which forces the exchange of the Fire Demons, leaving Black too far ahead.

## Chapter 34

### Example game 8

This is a game of Modern Tenjiku Shogi, played between the author and himself.

1.	P	- 9k	HF	- 13f
2.	VGn	- 7k	HF	- 14g
3.	FEg	- 8m	SE	- 14f
4.	FEg	x 14g	SE	x 14g
5.	VGn	- 4h	HF	- 4f
6.	BGn	x 4f	P	- 8f
7.	VGn	- 2h	VGn	- 13j
8.	FiD	- 13h x! 14g	VGn	x 2h
9.	FiD	x 14e x! 13e,14d,15d,15e	FiD	- 4i
10.	B	- 2o	VGn	x 4f
11.	FiD	x 15c x! 14b,14c,15b,16b,16c,16d	GGn	- 9d
12.	LHk	- 9l	GGn	- 8c
13.	FiD	x 12c x! 11b,11c,11d,13b,13c	GGn	x 12c

Black destroys White's right flank. Now, unfortunately for White, he cannot play GGn x 7n, as Black will burn his King, so he must capture on 12c with the Great General.

Now Black has fifteen (!) ranging pieces, a Blind Tiger and three Pawns in exchange for his Fire Demon, Vice General and Free Eagle. This just *has* to be good for him. What is more, his remaining Fire Demon can shelter behind his Great General, so forming the core of a super-fortress around the King (White can adopt a similar super-fortress, but he may use the Vice General instead, so leaving two Fire Demons for the attack).

Now Black has a free move. His strategy must be to try to prolong the middle game (which is just about to start), so he can promote Water Buffalos or Vice Generals into the wide open space on White's right flank. White will aim for an early endgame.

14.	Ln	- 8m	P	- 9f
15.	FiD	- 9n	FiD	- 14j
16.	B	- 15o	FiD	- 14b

White prepares to defend his right flank strongly. He must not allow Black to play suicide moves with his fourteenth and fifteenth-file Pawns.

17.	P	- 14k	Ph	- 12d
18.	P	- 15k	Ln	- 9d
19.	P	- 14j	I	- 13b
20.	P	- 14i	I	- 14c
21.	P	- 14h	I	- 14d
22.	P	- 15j	N	- 14c

Black is setting the pattern — he is immediately attacking with his Pawns, and White is being forced to defend.

23. P	- 15i	GGn	- 16g
24. FiD	- 9o	VGn	- 2h
25. FiD	- 7n		

Faced with inevitable defeat otherwise, White goes after the Fire Demon. Note that Black is happy to move to 7n. He is not afraid of FiD x 7l etc., as although that loses material, he will still have plenty left. Still, this will leave his King defenceless against the remaining Fire Demon, so White will play this as a last resort.

25.		BGn	- 7c
26. FiD	- 10n	GGn	- 10g
27. FiD	- 9n	VGn	- 3h
28. FiD	- 9o	BGn	- 12h

White is hampered by having the “wrong” Bishop General. he can only effectively use the one he has on 16h, but this takes time.

29. P	- 11k	RGn	- 11d
30. HF	- 16j	VGn	- 2h
31. FiD	- 7n	GGn	- 7g
32. FiD	- 9n	GGn	- 16g

So White is able to force the win of a Horned Falcon, but that in itself is not enough.

33. FiD	- 10n	GGn	- 10g
34. FiD	- 9n	FiD	- 15e
35. P	- 8k	FiD	- 16g
36. P	- 9j	FiD	- 16i x! 15i,16j

White wins the Horned Falcon, but now Black can get his Fire Demon out.

37. Ln	- 7k	BGn	- 14f
38. RGn	x 7e+	BGn	x 6n+
39. FiD	x 6n	FEg	x 7e
40. DH	- 5o	FEg	x 7k

Black still has enough for his Fire Demon. But the gap has closed a little, and will close further. Note that DH - 5o was played to strengthen 4l, which became weak after the capture of the Water Buffalo.

41. LHk	x 7k	FiD	- 7j x! 7k,8k
42. FiD	- 9k	FiD	x 7l x! 6l,6m
43. FiD	x 7l	GGn	x 7l+

White has just about equalised. Black could not defend both 7l and 10l. Clearly Black’s Pawn rush on the fourteenth and fifteenth files was premature.

44. SE	- 10k	GGn	- 11g
45. P	- 13k	FiD	- 13h x! 14h
46. SE	- 9l	GGn	7l - 7c
47. FK	- 7n	SE	- 7d

White could have tried 46. GGn x 11n, but Black would have replied with SE x 7l. Now Black must begin to get his defences in shape.

48. SE	- 7k	SE	x 7k
49. ChS	x 7k	R	- 7d
50. SE	- 7l	FiD	x 13k x! 12k,12l
51. WBf	- 11m	FiD	- 16i

White's Fire Demon continues to be threatening.

52. DH	- 12m	FiD	- 16k x! 16l
53. ChS	x 7d+	Ky	x 7d
54. R	- 14k	FiD	- 16g
55. VM	- 15a+	FiD	- 12c

Black is getting back into the game.

56. FO	- 15k	GGn	x 7n
57. DK 5n	x 7n	GGn	- 10g
58. R	- 3n	P	- 6f
59. DK	- 14n	Ph	- 13d
60. ChS	- 6m	VGn	- 5g
61. DH	- 9k	VGn	- 6e
62. P	- 10k	B	- 4d
63. DK	- 6n	FK	- 9c

Black is getting some pressure.

64. DH	- 12n	VM	- 3d
65. DE	- 9o	P	- 3f
66. G	- 8o	DK	- 6d
67. FO	- 14l	DH	- 5c
68. R	- 15j	FiD	- 14b
69. SE	- 6l	VGn	- 5d
70. P	- 9i	P	- 16f
71. GGn	- 9l	Dg	- 12g

Black's pressure on White's left flank doesn't come to much. So he switches to the right flank.

72. HF	- 5n	P	- 12f
73. ChS	- 7m	FL	- 15b
74. FO	- 14g	G	- 9b
75. FO	x 11d	Ln	x 11d
76. DH	- 14f	B	- 3e
77. WBf	- 16g	B	x 12n+
78. DK 6n	x 12n	P	- 16g
79. WBf	- 14j	WBf	- 7c
80. WBf	- 14h	FL	- 15c
81. R	- 16j	FK	- 12c

Black threatens strongly to promote his Water Buffalo.

82. HF	- 11h	GGn	- 9g
83. ChS	- 13j	Ln	- 9e
84. R	x 16g	FL	- 15d
85. R	x 16a+	FiD	- 16b x! 16a
86. ChS 14o-	11l	FL	- 15e
87. DK 12n-	13m	FL	x 14f
88. WBf	x 14f	GGn	- 10f
89. WBf	- 14g	LHk	- 10c
90. WBf	- 14h	VGn	- 8e
91. ChS	- 16g	FiD	- 14b

Black sacrifices some material in order to try to promote his Water Buffalo.

92. HF	- 10h	GGn	- 11f
93. ChS	- 11i	GGn	- 12e
94. ChS	11i - 16d+	FiD	- 16b
95. WBf	- 16f	VGn	- 11d
96. ChS	11l - 15f	VGn	- 13c
97. ChS	x 12e+	VGn	x 16f
98. ChS	x 16f	FK	x 12e
99. HT	x 14f	FiD	- 14b
100. DK	- 13f	FK	- 12b
101. DK	- 13g	Ln	- 8g

White's Vice General arrives just in time. Black takes the view that now he can never promote the Water Buffalo, so he takes a little profit. But now, White must feel confident of winning.

102. RGn	- 14m	FiD	- 12e
103. SE	- 6m	FiD	- 8i x! 9i
104. Resigns			

And indeed, the end is very quick.

## Post Mortem

This should not be taken as indicating that the opening was very good for Black. But as always, the side with more Fire Demons has the possibility of a win.

## Chapter 35

### Example game 9

This is a game of Modern Tenjiku Shogi, played between the author and himself.

- |    |        |               |     |                           |                   |
|----|--------|---------------|-----|---------------------------|-------------------|
| 1. | P      | - 8k          | P   | - 8f                      |                   |
| 2. | GGn    | - 3g          | VGn | - 6f                      |                   |
| 3. | GGn    | x 7c          | GGn | x 7c                      |                   |
| 4. | FiD    | - 9k          | FiD | - 5h                      | FiD - 6g is safer |
| 5. | VGn    | - 7k          | FiD | - 3i                      |                   |
| 6. | FiD 7n | - 10n         | FiD | x 3l x! 2l,2m,3m,4l,4m    |                   |
| 7. | FiD    | - 5g x! 5f,6f | FiD | x 5n x! 4n,4o,5m,6m,6n,6o |                   |
| 8. | FEg    | x 5n          | B   | - 2b                      |                   |

This is Section 15.2.2.1. The question is, who stands better? I believe Black is in a strong position.

- |     |          |      |     |       |
|-----|----------|------|-----|-------|
| 9.  | FiD 10n- | 9k   | GGn | - 8d  |
| 10. | FiD      | - 3h | SE  | - 10f |

Black has to be careful where he puts his Fire Demons, as White has a Great General, and may be able to fork them. For this reason, he first gets his other Fire Demon out into the open, where it has more maneuverability. When White brings his Great General back into the centre, the Fire Demon moves to 3h. From here, it can easily get back to cover his somewhat depleted right flank. Also, it can move to 1f, burning a couple of Pawns, if desired.

White now begins his development. 10. BGN - 10c would be a natural enough developing move (it makes good shape), but the timing is significant. Now Black would be prevented from moving his Fire Demon to 1f, as SE - 7f would promptly win some material (Black would have to play RGN x 7f). This way, White does not have to worry about whether FiD - 1f is a threat to be avoided or not — he prevents it as part of his natural development. However, this would allow FiD - 13g followed by FiD - 16f, burning the other two flank Pawns. Now, since BGN - 10c is necessary to play SE - 7f *after* the Fire Demon moves to 1f, it can be delayed.

- |     |     |              |     |       |
|-----|-----|--------------|-----|-------|
| 11. | FiD | - 13g x! 12f | B   | - 15b |
| 12. | SE  | - 10k        | R   | - 14c |
| 13. | HF  | - 13k        | BGN | - 10c |
| 14. | Ln  | - 8m         | BGN | - 7c  |
| 15. | BGN | - 10n        | Ln  | - 9d  |

White decides to hang on to the two Pawns, but he has to make bad shape with R - 14c (blocking the Bishop) to do so (the alternative method was to move his Soaring Eagle — the problem with that is Black could chase it, trying to exchange Soaring Eagles. The presence of the two Fire Demons makes life difficult for any Black pieces that wander out in front of the Pawns, so White would quite like the option of being able to exchange. Black too is happy to exchange, as the fewer pieces there are around the King, the more dangerous are the Fire Demons.). Then neither player wants to initiate the exchange, as it will help the other player's development.



Meanwhile, there is a cat-and-mouse affair proceeding on the other flank. White is refraining from playing SE - 7f for two reasons. Firstly, this would drive the Vice General towards the exposed flank. It would like to go there anyway, as it helps to defend against a possible Water Buffalo promotion. Secondly, He would like to play P - 7f followed by RGn - 7e (defending the fifth rank — the Great General is probably better on the third), but he cannot do this whilst the Fire Demon is on 3h without giving up the first and second-file Pawns, and he is reluctant to retreat another Rook. So he hopes to be able to eventually drive away the Fire Demon.

Note that Black has carefully placed his Fire Demons on different ranks and opposite diagonals. This means a fork is not a threat at present.

16. G	- 9o	DE	- 8b
17. FK	- 7n	SE	x 10k
18. P	x 10k	P	- 10f
19. RGn	- 10l	Ln	- 9f
20. HF	- 16k	LHk	- 8e

Black has plenty of simple developing moves available, but White is getting cramped. Eventually he feels forced to exchange Soaring Eagles, but even now his development isn't smooth. He must be patient.

21. DE	- 8o	SE	- 7f
22. VGn	- 4k	SE	- 8g
23. FiD	- 11i	WBf	- 11d
24. VGn	- 5m	SE	- 16g
25. B	- 2m	P	- 8g

White decides to let the first and second-file Pawns go. Opening the second file should prove to be useful to him. As it is, Black is more concerned with preventing a promotion than grabbing to Pawns. However, he also has an attack in mind:

26. ChS	- 3j	BGn	- 6d
27. FiD	- 14h	LHk	x 3j
28. FiD	- 4j x! 3j	SE	x 16k
29. P	x 16k	RGn	- 10e
30. FiD	- 13h	FK	- 8c

White is unable to play P 7f on move 26, as the Fire Demon would then capture on 5c. But when he tries to gain a tempo to save his Lion Hawk, the Fire Demon promptly attacks the Soaring Eagle. White now loses material. He then tries RGn - 10e, intending GGn - 10d, but again Black is able to dodge with a threat against 10e. Two Fire Demons hovering around the centre are very dangerous.

Now Black has the option of playing FiD x 9e etc., FEg x 9e, FiD x 13e etc., with a followup on either 15c, or 10b if the Dragon Horse moves. This should be enough for a clear lead, but in the game, Black is more ambitious (though he should probably have taken on 13e on move 29).

31. P	- 13k	P	- 11f
32. WBf	- 15j	DH	- 12b
33. FiD	- 12g x! 11f	DK	- 11c
34. DH	- 12m	P	- 12f*
35. FiD	- 15g	RGn	- 11e

White is just able to meet all the threats, and he finally sacrifices a Pawn to relieve the pressure.

36. WBf	- 13j	P	- 10g
37. DH	- 15j	FK	- 9b
38. P	- 1k	ChS	- 12d
39. B	- 1l	P	- 7f
40. FiD	- 13h	Ky	- 8c

It's doubtful if the Lion is worth more than the Water Buffalo at this point, but White blocks anyway, so as to free his Lion from the pin against the Rook General. Black brings his Fire Demon back into the centre, before it can be attacked by the Chariot Soldier.

- |     |     |                      |     |       |
|-----|-----|----------------------|-----|-------|
| 41. | DH  | - 15i                | FEg | - 9d  |
| 42. | FiD | - 10i                | RGn | - 10e |
| 43. | FiD | - 9j                 | WBf | - 13f |
| 44. | FiD | x 9e x! 8d,9d,9f,10e | FK  | x 9e  |
| 45. | FiD | x 9e                 |     |       |

At move 42, Black has many combinations possible, but not seem to be quite good enough. But on move 43, White is just a little too eager to chase the Fire Demon away. The result is an instant finish.

## Post Mortem

If not conclusive, it does show that this variation is dangerous for White — he ought to avoid it by playing FiD - 6g.

## Chapter 36

# Example game 10

This is a game of Modern Tenjiku Shogi, played between the author and himself.

- |     |          |       |     |                        |
|-----|----------|-------|-----|------------------------|
| 1.  | P        | - 8k  | P   | - 8f                   |
| 2.  | GGn      | - 3g  | VGn | - 6f                   |
| 3.  | GGn      | x 7c  | GGn | x 7c                   |
| 4.  | FiD      | - 9k  | FiD | - 6g                   |
| 5.  | VGn      | - 8j  | FiD | - 3i                   |
| 6.  | FiD 7n   | - 10n | FiD | x 3l x! 2l,2m,3m,4l,4m |
| 7.  | DH       | - 1k  | FiD | x 5n x! 4o,5m,6m,6n,6o |
| 8.  | FEg      | x 5n  | VGn | - 4f                   |
| 9.  | VGn      | x 4f  | P   | x 4f                   |
| 10. | FiD 10n- | 4h    | B   | - 2b                   |

This is Section 17.2.3.2.

Now Black's strategy is to restrict White's development if he can, whilst bringing up reinforcements. White will want to develop freely — to do this he must drive the Fire Demons away from his pawn-line.

- |     |     |               |     |       |
|-----|-----|---------------|-----|-------|
| 11. | HF  | - 13k         | GGn | - 8d  |
| 12. | FiD | - 4g x! 4f,5f | HF  | - 4e  |
| 13. | FiD | - 5i          | B   | - 15b |

White has been fairly successful at keeping the Fire Demons at length, and now he prevents FiD - 13g from becoming a forcing move. This will make it easier for him to fight.

- |     |     |                  |   |      |
|-----|-----|------------------|---|------|
| 14. | SE  | - 14k            | P | - 5f |
| 15. | P   | - 11k            | P | - 2f |
| 16. | FiD | - 13g x! 12f     | P | - 3f |
| 17. | FiD | - 16f x! 15e,16e |   |      |

White starts to mobilise his left flank, with the eventual aim of invading Black's right flank. Black decides to make a target of White's right flank.

- |     |     |       |     |       |
|-----|-----|-------|-----|-------|
| 17. |     |       | SE  | - 10f |
| 18. | FiD | - 14h | P   | - 14f |
| 19. | FiD | - 11j | P   | - 12f |
| 20. | Dg  | - 12j | HF  | - 15f |
| 21. | FiD | - 12k | LHk | - 8e  |

Now White is able to mobilise rapidly, whilst driving the Fire Demon back, thanks to Black's 17th move. His one weakness is the 12a-1l diagonal, but he is now in a position to start making use of it.

22. DH	- 2k	LHk	- 8g
23. FiD	- 9k	P	- 7f
24. B	- 2m	RGn	- 9d
25. FiD	- 7n	B	- 7g
26. FiD 5i	- 10n	LHk	- 10i

Now that the Fire Demons have been driven right back, they are not likely to become active again until the endgame.

27. P	- 10k	P	- 3g
28. BGn	- 10l	RGn	- 7c
29. Ph	- 5m	Ln	- 7d
30. Ln	- 8m	DH	- 4d
31. P	- 12k	P	- 2g

The formation of the Bishop General in front of the Rook General may look odd, but it counters the threat of P - 3h followed by BGn - 3g.

32. SE	- 14i	LHk	- 9g
33. LHk	- 8l	GGn	- 8e
34. HF	- 13j	P	- 9f
35. HF	- 14j	DH	- 2f
36. P	- 7k	P	- 3h
37. HF	x 10f	P	x 10f
38. I	- 4o	B	- 11f
39. SE	- 14k	DH	- 13d
40. I	- 4n	ChS	- 15b
41. I	- 3m	ChS 13b-	14c
42. FL	- 2o	P	- 2h
43. FL	- 3n	P	- 2i
44. P	- 1k	P	- 2j
45. DH	- 4m	DH	- 1f
46. SM	- 1l		

White makes his bid. Can he push P - 2k immediately?

Well, if Black were to respond with B - 3l, then P - 2l+, I x 2l, B x 2l+, SM x 2l, VM x 2l+, VSo x 2l, VSo x 2l+ follows inevitably. So instead Black would move his Fire Demon to 4n, stopping P - 2l+, and he could then follow up with B - 3l, giving himself the option of capturing the Pawn.

While this would not be necessarily be bad for White, he prefers to keep up the tension, so:

46.		P	- 3i
47. Ln	- 6m	P	- 3j
48. FiD	- 4n	DK	- 4d
49. SM	- 4l	WBf	- 5b
50. SSo	- 1l	P	- 6f

This last move gives White plenty of room for harassing the Fire Demon.

51. I	- 2l	RGn	- 4c
52. FiD	- 5o	GGn	- 5e
53. FiD	- 6n	ChS	- 2b
54. B	- 1n	ChS 4b	- 3b
55. FL	- 3m	SE	- 3f

White could play P - 3k, but after I x 3k, B x 3k, Ph x 3k, R x 3k, the result does not seem worth while. Instead, he aims at the Dog, so as to weaken the defences.

56.	FL	- 3l	SE	- 3i
57.	SM	- 4k	SE	- 11i
58.	FiD	- 14j	SE	- 10h
59.	SE	- 16i	BGn	- 8b
60.	SE	- 16h	Ln	- 9e
61.	SE	x 10h	LHk	x 10h - 9h
62.	FiD	- 16h	HF	- 14g
63.	FiD	- 13i	Ln	- 8g
64.	P	- 15k	RGn	- 6d
65.	FiD	- 3m		

Black's 59th move aims at FiD - 13g.

Black could not move to the 9th file, as GGn - 9e would fork the Fire Demons. So he had the choice of the third, seventh or eighth files.

65.			GGn	- 9e
66.	FiD	- 13k	I	- 4b

White decides he needs reinforcements to break through Black's defence.

67.	P	- 15j	I	- 5c
68.	P	- 16k	I	- 5d
69.	P	- 14k	I	- 5e
70.	SM	- 16l	I	- 4f
71.	FiD	- 10n	I	- 4g
72.	P	- 13k	I	- 4h
73.	P	- 1j	I	- 4i
74.	SM	- 1k	I	- 4j
75.	SM	- 13l	LHk	- 8h
76.	P	- 11j	LHk	- 9g
77.	B	x 7g	Ln	! 7g
78.	FiD	- 5o	RGn	- 5d
79.	FiD	- 7n	VM	x 15j

Even after bringing the Iron General up, and driving away the Fire Demon, White can break in on this side. But having driven the Fire Demons away, he can pick up a Pawn on the other flank.

Overall, White's position is very attractive, as he has complete command of the centre, thanks to the mobility of his Great and Rook Generals. For the moment, Black must wait for the endgame.

80.	FL	- 15o	VM	x 15m+
81.	VSo	x 15m	VSo	x 15m+
82.	R	x 15m	R	- 15d
83.	FL	- 15n	Ln	- 6i
84.	P	- 6k	GGn	- 7e
85.	FiD	- 6n	RGn	- 6c
86.	FiD	- 4n	B	x 6k
87.	SSo	- 16l	Ln	- 6j

Black is in trouble.

88.	LHk	- 7n	Ln	! 7k
89.	DH	- 3m	HF	- 1h
90.	FiD	- 3n	LHk	- 7g
91.	DH	- 13m	LHk	- 5h
92.	FK	- 6o	I	- 5k

Now White launches an assault.

Since Black's Dragon Horse is lined up at the White Lion, it appears that the move isn't an immediate threat. Still, Black cannot capture it without losing material, because of the line up along the diagonal at the Fire Demon. But if he moves his Fire Demon to 3p (the only safe square), the RGn - 3c, GGn - 6e, and I - 4l will all follow in turn, winning the Phoenix (well, no — the Fire Demon would then be able to burn at 7k, but White can insert BGn - 3g into this sequence)).

In addition, I x 5l is a real threat (DH x 6j, I x 6m+ (but LHk x 6j is also impressive)), so Black is now in big trouble.

93. FL - 4m P - 3k

Good defence, but White still tries to attack.

94. FiD - 3p	RGn - 3c
95. FiD - 6n	BGn - 3g
96. FiD - 11k	GGn - 6e
97. FiD - 7o	RGn - 7c
98. FiD - 9o	BGn - 5e
99. FiD 11k- 11l	I x 5l+
100. FL x 5l	HF 14g - 1g

White is almost able to chose where Black's Fire Demons sit! Now he has BGn - 15h (after exchanging twice on the 15th file) to harass them further, while he is peering the Rook General.

101. DH x 6j	HF x 7m=
102. Ln x 7m - 8l	HF - 2h
103. FiD 9o - 9l	RGn - 9d
104. FiD - 8o	P - 3l+
105. FL x 6k	LHk x 6j
106. Ln x 6j	GGn x 6j
107. FL x 5k	DH x 5k

One cannot say White's attack has positively succeeded — materially, it's probably a bit of a loss. In addition, his Great General has been brought out of cover.

On the other hand, his Great General now has great mobility (for instance, retreating to either the i rank or the g rank would threaten to skewer the two Fire Demons), and the long diagonal is now open (so he can exchange a Dragon Horse for Lance, Reverse Chariot, and a promotion to Horned Falcon), and he still has moves such as Horned Falcon - 2i, so he is not doing badly. He has managed to open up the game for the benefit of his superiority in ranging pieces, and the Fire Demons are still passive.

On the other hand, Black has survived the attack which looked so threatening, so he can be pleased.

108. N - 3n

To block the long diagonal, and cover 4l (who said Knights are useless?).

108.	GGn - 6g
109. FiD 11l - 11m	HF - 2i
110. FK - 6m	

If instead Ph - 6m, then the Dragon Horse could promote on 5l.

110. GGn - 11g

Unpins the Dragon Horse(which wants to move of the k rank, to allow P - 3l+), whilst still covering 6l against the Fire Demon, and eyeing the Chariot Soldier on 3o (which is only protected by the Phoenix).

111. FiD	- 12m	HF	x 6m
112. FEg	x 6m	DH	- 7j
113. SM	x 3k	GGn	- 12g

Now the Great General is out in the open, it is not so easy to dictate where the Fire Demons move. This move prepares GGn - 10e, should it be necessary.

114. FiD	- 13n	DH	- 7i
115. P	- 9k	GGn	- 10e
116. SSo	- 1k	P	- 8g

Since Black has played SSo - 1k to prevent the advance of the 2nd-file Pawn, White prepares to sacrifice it (DK - 4n+ is the sting in the tail, to try to divert the Chariot Soldier from defending 1m).

117. B	- 2o	P	- 2k
--------	------	---	------

It looks like White must play this now. If Black is given time to play BGn - 7o, then the sacrifice will probably yield nothing.

118. SSo	x 2k	VM	x 2k
119. I	x 2k	R	x 3k
120. Ph	x 3k	ChS	x 3k
121. BGn	- 8n	VSo	x 2k
122. VSo	x 2k	ChS 2b	x 2k

White has made some gains, but he does not have a promotion. Even so, he has 10 major pieces (including the Water Buffalo, and the Great and Bishop Generals) aiming into Black's open right flank, so Black has to be very careful.

123. R	x 15d+	SM	x 15d
124. ChS	13o- 14n	GGn	- 8e
125. FiD	- 5o	DH	- 8h
126. FiD	- 15k	DH	x 13m+
127. ChS	x 13m	GGn	- 9e

Now the endgame is becoming difficult for White, as well as Black.

128. FiD	- 14i	FK	- 8c
129. FiD	x 9d x! 8c,9c,9e	DK	x 9d
130. FiD	x 5f x! 5e,6f	WBf	- 7d
131. FiD	x 5a x! 6a,6b	K	- 9b

The usual sort of thing happens in the endgame.

But, White isn't dead yet.

132. FiD	- 5g	WBf	- 8d
133. FiD	- 3j x! 2k,3k		

White resigns, as he is over a Fire Demon behind, and has no attack left.

## Post Mortem

The opening and middle game went well for White, but it slipped away in the endgame, as it so often does in type VIIIa game.

## Chapter 37

### Example game 11

This is a game of Modern Tenjiku Shogi, played between the author and himself.

- |    |     |               |     |                           |
|----|-----|---------------|-----|---------------------------|
| 1. | P   | - 8k          | P   | - 8f                      |
| 2. | GGn | - 3g          | VGn | - 6f                      |
| 3. | GGn | x 7c          | GGn | x 7c                      |
| 4. | FiD | - 9k          | FiD | - 6g                      |
| 5. | VGn | - 7j          | FiD | - 3i                      |
| 6. | FiD | 7n - 10n      | FiD | x 3l x! 2l,2m,3m,4l,4m    |
| 7. | FiD | - 5g x! 5f,6f | FiD | x 5n x! 4n,4o,5m,6m,6n,6o |
| 8. | FEg | x 5n          | B   | - 2b                      |
| 9. | FiD | 10n- 9k       |     |                           |

This is Section 17.4.

- |     |     |      |     |       |
|-----|-----|------|-----|-------|
| 9.  |     |      | GGn | - 8d  |
| 10. | FiD | - 3h | B   | - 15b |

See the comments to the similar position in Chapter 35. Since FiD - 13g is not forcing after this move, he need not commit himself to SE - 10f yet.

- |     |     |              |     |       |
|-----|-----|--------------|-----|-------|
| 11. | P   | - 1k         | BGn | - 10c |
| 12. | SM  | - 1l         | P   | - 9f  |
| 13. | SSo | - 1m         | BGn | - 7c  |
| 14. | I   | - 4o         | GGn | - 9e  |
| 15. | FiD | - 13g x! 12f | SE  | - 10f |

Black decides his first priority is to strengthen his right flank. White just plays developing moves, but when Black threatens the 15th and sixteenth Pawns, White decides to hang on to them.

16. VGn - 4k

Since White has shown his intention to defend the edge Pawns, Black promptly threatens the ones on the other flank (SE - 7f will no longer be a fork). This move shows a determination to defend the right flank strongly (a Fire Demon can shelter behind the Vice General).

- |     |     |      |     |      |
|-----|-----|------|-----|------|
| 16. |     |      | SE  | - 7f |
| 17. | FiD | - 5j | FEg | - 8d |

Not LHk - 8e, as then FiD x 9f followed by FiD 13g - 10e with a clear win.

- |     |     |       |    |       |
|-----|-----|-------|----|-------|
| 18. | HF  | - 13k | SE | - 8g  |
| 19. | FiD | - 8l  | Ln | - 9d  |
| 20. | I   | - 4n  | P  | - 7f  |
| 21. | B   | - 15o | P  | - 11f |
| 22. | FL  | - 2o  | HF | - 4f  |



Black's last move aimed at FiD - 1f, so White promptly suppressed this. Note that Black had a chance to play HF - 15k, but declined to do so.

23.	P	- 11k	P	- 5f
24.	Ln	- 8m	P	- 2f
25.	P	- 9k	P	- 1f
26.	LHk	- 9l	SM	- 1e
27.	P	- 10k	SSo	- 1d
28.	RGn	- 10l	P	- 3f
29.	BGn	- 9o	BGn	- 8b
30.	P	- 16k	RGn	- 7c
31.	P	- 15k	DK	- 5d
32.	SM	- 16l	WBf	- 5b
33.	P	- 14k	RGn	- 5c
34.	FiD	- 4l	DH	- 4d
35.	DK	- 11m	P	- 16f
36.	SM	- 15l	SM	- 16e
37.	SSo	- 16l	P	- 15f
38.	HF	- 14j	P	- 11g
39.	P	- 13k	P	- 14f
40.	HF	- 2j	P	- 6f
41.	Dg	- 12j	P	- 13f
42.	P	- 12k	P	- 12f
43.	SE	- 13l	SE	- 12h
44.	DH	- 11l	P	- 10f
45.	DK	- 10n	SM	- 13e
46.	B	- 12l	SSo	- 16e
47.	R	- 11m	HF	- 9h
48.	ChS	- 13m	B	- 11f
49.	WBf	- 14m	DH	- 13d
50.	WBf	- 15o	DH	- 12e
51.	ChS 14o-	14n	ChS	- 13d
52.	S	- 5o	ChS 14b-	14c
53.	I	- 3m	WBf	- 12b
54.	FL	- 1n	WBf	- 15b
55.	FL	- 2m	HF	- 5g
56.	B	- 2o	P	- 4f
57.	N	- 3n	P	- 2g

Tai Shogi — YAWN!

Of course, each side is following it's strategy. Black is making his defences as strong as possible, whilst waiting for a chance to clean up in the endgame. White is playing as cautiously as possible — when his attack comes, he wants no weaknesses for the Fire Demons to exploit, and he wants the attack to be instantly decisive (for instance, promotion of a Water Buffalo), so that Black doesn't have time to counter-attack.

58.	HF	- 4j	P	- 3g
59.	P	- 11j	Ln	- 7e
60.	B	- 11k	LHk	- 6e
61.	DH	- 12l	P	- 4g
62.	P	- 6k	DH	- 1g

Black attempts to advance Pawn and Dog, to reinforce his defences, whilst giving himself a bit more space, but White counters sharply.

59.	HF	- 4i	DK	- 4e
-----	----	------	----	------

60.	FiD	- 6n	FEg	- 4d
61.	VGn	- 6m	P	- 4h
62.	HF	- 5j	SE	- 6g
63.	C	- 4o	P	- 3h

White is satisfied just to disrupt Black's defences — he does not try to press home an attack, until everything is prepared.

Note that Black can win a Free Eagle (or a Horned Falcon or Soaring Eagle, at White's discretion) in exchange for a Bishop and a Dragon Horse. I would guess this is something close to an even swap.

64.	C	- 4n	ChS 4b	- 3c
65.	C	- 5m	I	- 4b
66.	C	- 6l	I	- 4c
67.	HF	- 10j	SE	- 15h
68.	Dg	- 5j	I	- 5d
69.	P	- 5k	I	- 5e
70.	Ph	- 5m	C	- 4b
71.	S	- 4n	C	- 4c
72.	G	- 6p	C	- 5d
73.	G	- 5p	FEg	- 4a
74.	G	- 4o	FL	- 4b
75.	FK	- 5o	FL	- 4c
76.	Ky	- 8o	ChS 3c	- 4b
77.	G	- 10o	FL	- 4d
78.	K	- 10p	FL	- 3e
79.	DE	- 9p	I	- 4f
80.	BGn	- 8p	I	- 3g
81.	G	- 9o	C	- 5e
82.	S	- 10o	C	- 4f
83.	S	- 4m	C	- 4g
84.	G	- 4n	FL	- 3f
85.	FK	- 4p	P	- 2h
86.	Ln	- 7n	FL	- 2g
87.	Ln	- 5o	DH	- 1h
88.	VGn	- 8m	C	- 12b

White certainly intends to be cautious — the next stage in his plan is to create a Pawn centre on the g rank, bolstered by Generals. The theory is that Fire Demons will not be able to get through this centre (though they will still be able to go round the sides).

89.	I	- 12o	C	- 11c
90.	FL	- 13o	C	- 11d
91.	P	- 7k	C	- 10e
92.	LHk	- 7l	P	- 9g
93.	R	- 9m	C	- 10f
94.	SM	- 14l	I	- 12b
95.	HF	- 11i	SE	- 14g
96.	Ph	- 5l	I	- 11c
97.	ChS	- 3p	I	- 11d
98.	ChS	- 3o		

Black is satisfied with his position, so awaits the attack. White, therefore, can take his time.

98.			I	- 11e
99.	ChS	- 3p	P	- 12g

100. RGn	- 7n	I	- 12f
101. DK	- 10m	Ph	- 8d
102. RGn	- 11n	S	- 10b
103. RGn	- 11n	S	- 9c
104. DK	- 9n	S	- 9d
105. DK	- 7n	S	- 8e
106. ChS	- 3o	P	- 8g
107. ChS	- 3p	S	- 8f
108. ChS	- 3o	G	- 10b
109. ChS	- 3p	G	- 9c
110. ChS	- 3o	G	- 9d
111. ChS	- 3p	G	- 8e
112. ChS	- 3o	P	- 7g
113. ChS	- 3p	G	- 7f
114. ChS	- 3o	BT	- 10b
115. ChS	- 3p	FK	- 10a
116. ChS	- 3o	BT	- 9b
117. Ph	- 3j	DH	- 1g
118. Ph	- 5l	FK	- 12a
119. ChS	- 3p	BGn	- 9c
120. ChS	- 3o	BGn	- 10b
121. ChS	- 3p	G	- 8b
122. ChS	- 3o	BGn	- 12d
123. ChS	- 3p	Ky	- 6c
124. ChS	- 3o	S	- 7b
125. ChS	- 3p	Ky	- 6a
126. ChS	- 3o	FL	- 14b
127. ChS	- 3p	ChS 13d-	13b
128. ChS	- 3o	FL	- 13c
129. ChS	- 3p	FL	- 13d
130. ChS	- 3o	FL	- 14e
131. ChS	- 3p	P	- 13g
132. ChS	- 3o	FL	- 13f
133. ChS	- 3p	ChS 13b-	13d
134. ChS	- 3o	HF 5g	- 6h

White is finally satisfied with his position, so resumes the advance.

Isn't this fun for Black?

135. HF	- 1i	Ph	- 10b
136. SE	- 11n	SM	- 15e
137. SE	- 13n	DH	- 11d
138. FiD	- 10m	DH	- 11c
139. VGn	- 6m	DH	- 12b
140. ChS	- 3p	DK	- 4d
141. ChS	- 3o	P	- 5g
142. ChS	- 3p	P	- 5h
143. ChS	- 3o	Ln	- 5g
144. ChS	- 3p	LHk	- 5f
145. ChS	- 3o	FK	- 14a
146. ChS	- 3p	BGn	- 11b

Now White has done the very best he can to protect his King against a counter attack, subject to giving maximum freedom of movement to his Great and Ranging Rooks. Black, on the other hand, is relying on a counter-attack. What would he do if White offered a draw?

147. SE	- 8n	HF	- 6i
148. HF	x 6i		

It does no good to avoid the exchange by retreating, as then SE - 4i will follow. Anyway, Black wants to swap pieces, as this makes life easier for his Fire Demons to find space.

148.		SE	x 6i
149. Dg	- 4k	P	- 6g
150. SE	- 6p	Ph	- 8d
151. FiD	- 11n	BGn	- 10c
152. P	- 13j	Ph	- 8c

While White moves his Bishop Generals over into a position to support the advance of the Pawns, Black gives himself a little more room for a possible counter-attack with the Fire Demon on his left flank.

153. P	- 14j	Ph	- 10a
154. SE	- 5p	GGn	- 6f
155. FiD	- 7o	RGn	- 7c
156. FiD	- 5m	RGn	- 5d
157. FiD	- 8m		

If FiD - 4l then BGn - 12d and the Fire Demon can't get back to the centre. The risk is too great that he will die, so he has to abandon his defiance.

157.		P	- 2i
158. SE	- 4o	FL	- 2h
159. SE	- 3o	P	- 3i
160. FEg	- 2o	C	- 3h
161. Ln	- 5m	LHk	- 3f
162. Ln	- 4l	DH	- 1h
163. FiD 8m	- 10m	P	- 1g
164. FiD	- 14k	B	- 10g
165. P	- 15j	FL	- 1i
166. P	- 16j	HF	- 12h
167. B	- 10j	HF	- 7h
168. Dg	- 12i	P	- 4i
169. P	- 12j	I	- 2h

Black is gradually expanding his left flank. He must be ready to launch his counter attack as soon as the fight gets rough on the other flank.

170. P	- 15i	P	- 15g
171. P	- 14i	SE	- 15f
172. P	- 15h	P	x 15h
173. VM	x 15h	SE	- 14e
174. LHk	- 5m	Ln	- 4h
175. FiD	- 14j	SE	- 11f
176. P	- 16i	FK	- 14b
177. R	- 9n	SE	- 11d
178. R	- 8n	P	- 5i
179. R	- 9n	DK	- 5e
180. R	- 8n	DK	- 5f
181. R	- 9n	LHk	- 5h
181. R	- 8n	P	- 3j

It's taken a lot of preparation, but at last he can push this forward.

182. P	- 13i	I	- 3i
183. P	- 13h	GGn	- 9e
184. FiD	- 14k	P	x 13h
185. R	- 9n		

Unfortunately for Black, he cannot take back with ChS x 13h, as then BGn - 8e etc. (the Fire Demon cannot drift onto the 6a - 16k or 7a - 16j diagonals, as then the Great General will be able to fork the Fire Demons) will eventually lead to HF x 13h.

Nor does P - 14h work, as White will immediately reply with P - 14g, opening the 14th file to his own advantage. It seems that Black is unable to counter-attack just yet — White's strategy of the strong centre is so-far working.

185.		FL	- 13g
186. FL	- 13n	P	- 2j
187. FL	- 14m	C	- 2i
188. VM	- 15m	FL	- 2h

White simply re-groups, seeing no threat from Black.

189. FL	- 15l	Ln	- 3h
190. FL	- 15k	Ln	- 1i
191. FL	- 2i		

Black is determined not to allow P - 2k (which would be followed by LHk - 3h, Ln - 2j, then Ln ! 1k, and the advance of the 1st file Pawn).

191.		Ln	- 3h
192. FL	- 14j	DH	- 3f
193. FL	- 15i	P	- 1h
194. RGn	- 11j	P	- i1
195. RGn	- 12j	VSo	- 4j
196. FL	- 15h	P	- 4j

The action starts.

197. Dg	x 4j	Ln	x 4j
198. Ln	x 4j	I	x 4j
199. B	- 1n	I	- 4k
200. VGn	- 7l	SE	- 6h
201. DK	- 6o	HF	- 7i
202. Ph	- 7n	FL	- 3i
203. RGn	- 11l	SE	- 10h

Black was threatening P - 9j, followed by B - 9k.

204. P	- 9j	B	- 6f
205. B	- 9k	HF	- 10i
206. B	x 2d+	SSo	x 2d
207. FK	- 15g	FL	- 4j
208. RGn	- 10l	HF	- 11h
209. R	- 11n	P	- 12g
210. FiD 14k-	12m	P	x 12i
211. P	x 12i	B	- 5g
212. RGn	- 8l	HF	x 12i
213. RGn	x 12i	B	x 12i

Black succeeds in starting a fight in the centre.

213. FiD	-13j x! 12i	RGn	- 10d
214. FiD	- 7m	RGn	- 11c
215. Ph	- 9l	ChS	- 10g
216. FiD	- 12k	ChS 14c-	13d
217. FiD	- 4l x! 4k	SE	- 12h
218. FiD	- 13l	DH	- 2e

Now the dust has settled, Black has got a Horned Falcon, a Bishop and an Iron General for his Rook General, which is probably good for him.

219. FiD	- 7m	LHk	- 3i
220. LHk	- 3l	I	- 12g
221. DH	- 11k	SE	- 2h
222. R	- 11l	P	- 14g
223. FL	- 16h	P	- 16g
224. FL	- 15i	G	- 6f
225. R	- 12l	BGn	- 7f
226. FiD	- 12m	RGn 10d	10c
227. FiD	- 6m	SE	- 11f
228. FiD	- 7m	R	- 12d
229. FiD	- 6m	RGn	- 11d
230. FiD	- 7m	R	- 12f
231. FK	- 6n	SE 11f	- 9h
232. FEg	- 5n	DH	- 3f
233. DK	- 7n	SM	- 2d
234. DK	- 13n	P	- 1j
235. P	x 1j	C	x 1j
236. B	- 2o	C	- 1i

White cannot come up with any other plan for the moment, so he tries the edge. Doesn't look too promising though. Is this the time to offer a draw? And should Black accept?

237. FK	- 10n	C	- 1h
238. FEg	- 6n	C	- 2i
239. RC	- 1n	SE 9h	- 7h
240. SE	- 5o	B	- 3e
241. ChS	- 5p	DH	- 6i
242. LHk	- 5l	P	- 5j
243. P	x 5j	DK	x 5j
244. LHk	- 6m	DK	x 5o+
245. ChS	x 5o	VSo	- 5c
246. ChS	- 4o	BGn	- 12d
247. RC	- 1o	LHk	- 5j
248. VGn	- 7n	LHk	x 6k - 6j

So the edge "attack" turned out to be a feint, and B - 2o and RC - 1n allow White to start an attack on the 5th file. But will it work?

249. B - 1n

It seems foolish to try to save the Rook General, since White will have to suicide the Lion Hawk to capture it.

249. LHk ! 7k

White evidently agrees. ;smile;

250. FiD - 8n GGn - 8e

Capturing the Vice General doesn't work out too well either, as Black can retaliate with FiD - 7k x! 6j. So we try to drive the Fire Demon away from the defence first.

251. FiD 8n - 9n RGn - 9d  
 252. FiD 9n - 11n SE x 7n  
 253. LHk ! 7n DH - 5i

White decides the Rook General just isn't worth capturing with a Lion Hawk in this position.

254. RGn - 8m LHk - 4i  
 255. FK - 8n GGn - 11e

Time to squeeze the Fire Demons.

256. FiD 11n- 13p RC x 1l+

OK - so it wasn't *all* bluff. RGn x 2n+ will be a threat if an escape route can be found.

257. I - 12m W x 1m  
 258. P - 10j W x 1n  
 259. SSo x 1n DH - 5j  
 260. RGn - 10m P - 2k

Black's right flank is folding — can he do anything with his Fire Demons now?

260. FiD 13p- 10n GGn - 4e  
 261. FiD - 14j ChS - 13e  
 262. FiD - 7k GGn - 9e  
 263. FiD - 15h x! 14g SM - 15g  
 264. P - 14h

Apparently not.

264. SM - 16f  
 265. FiD - 11l P x 2l+  
 266. N x 2l GGn - 7e  
 267. FiD 7k - 10n BGn - 11c  
 268. LHk - 4l C - 2j  
 269. I - 3l RGn - 11d  
 270. FiD 11l - 12m DH - 5i  
 271. Ph - 9m B - 7i  
 272. LHk - 2m P - 3k  
 273. P - 9i P x 3l+  
 274. LHk ! 3l DH - 5j

A crisis for Black.

275. N - 3j

Better to waste a move with the doomed Knight, and possibly to allow the Lion Hawk to die, then to let Black play BGn x 2l+, as then White would be able to erect far too strong a defence around his King.

But Black does look rather feeble now.

275. ChS x 3j  
 276. LHk - 2o C - 1k  
 277. LHk - 4p DH - 2m+  
 278. FK - 6p SE - 2l+

279. C	- 6k	RGn	- 2f
280. ChS	x 2m	RGn	x 2m
281. LHk	- 4o	RGn	- 2f
282. FiD	- 8n		

“Never say dead when you have two Fire Demons” — ancient Tenjiku Shogi proverb what I just made up.

282.		RGn	- 6c
283. R	- 3l	ChS	- 2k
284. C	- 7j	ChS	x 7j
285. P	- 8j	ChS	x 10m=
286. FiD 12mx 10m		RGn	- 1f
287. R	- 3f	LHk	- 5h

White finds a counter to Black’s invasion plan.

288. LHk	- 8k	RGn	x 3f
289. FEg	- 8l	RGn	- 3d
290. P	- 10i	RGn 11d	8d
291. FiD 8n - 11m		ChS	- 4g
292. Ph	- 7k	ChS	x 4m=
293. Ph	- 7j	ChS	x 7j+

That Water Buffalo on 15b is starting to make it’s presence felt. Black finally resigns, as The Heavenly Tetrarchs are threatening both the Lion Hawk and the Fire Demon, and the Water Buffalo will promote on 2o if 7j is cleared.

## Post Mortem

It would seem that passive defence is not sufficient for Black. Presumably, he should try to disrupt White’s preparations before the Pawn centre is completed. Maybe as early as move 9 (FiD - 16f x! 165e,16e; SE - 7f, RGn x 7f, P x 7f), though this seems a bit desperate.



# Appendix A

## Sources

### A.1 Shôgi zushiki

A principle source for the game is a section of a book called Shôgi zushiki (Charts and explanations of Shogi) (actually, there are at least six different books by this title) — date unknown (George Hodges says this is known to be a badly defective document). I give here a translation into English, made for me by Peter Banaschak, of the sections concerning Tenjiku Shogi. Everything that follows (including footnotes) is Peter’s words, except where preceded by the word “Author:” (which means me).

#### A.1.1 (first page)

Length and breadth 16 squares, Number of pieces 156.

[outer] length 1 *shaku* 5 *sun* 2 *bun* (=46cm.)

[outer] width 1 *shaku* 4 *sun* 2 *bun* (=43cm.)

#### A.1.2 (third page)

(The second page shows a diagram of the initial setup)

Movement of the pieces [and] promotion of the pieces; pieces from Shô, Chû and Dai left out.

Knight promotes to Side Soldier.

Iron General promotes to Vertical General<sup>1</sup>.

Side Soldier promotes to Water Buffalo.

Vertical Soldier promotes to Chariot Soldier.

Chariot Soldier promotes to Heavenly Tetrarch<sup>2</sup>.

Horned Falcon promotes to Bishop General.

Soaring Eagle promotes to Rook General.

Bishop General promotes to Vice General.

Rook General promotes to Great General.

Water Buffalo promotes to Fire Demon.

Lion promotes to Lion Hawk.

Free King promotes to Free Eagle.

#### A.1.3 (fourth and fifth page)

(Diagrams of the pieces’ moves, given are lines which I interpret as ‘ranging’ and dots which I interpret a ‘step’ (these are described in ( )) and comments)

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<sup>1</sup>The following diagrams do not give a Vertical General, but a Vertical Soldier instead.

<sup>2</sup>Literally ‘Four heavenly Kings’: Buddhist guardian deities whose images protect the entrances to Buddhist temples.

**Great General** (ranges in eight directions) [moves] like the Free King but flies over.

**Vice General** (one step in the orthogonal directions, ranges in the diagonals) [moves] like the Bishop General, furthermore [makes] three King-like steps.

**Fire Demon** (two steps back and forth, ranges to the left and right and in the diagonals) [moves] like the Water Buffalo, furthermore [makes] three King-like steps. Enemy pieces on the eight adjacent squares perish by burning.

**Rook General** (ranges in the orthogonal directions) [moves] like the Rook, if there are pieces, [it] flies over<sup>3</sup>.

**Bishop General** (ranges in the diagonals) [moves] like the Bishop, [if there are] pieces, [it] flies over.

**Lion Hawk** (two steps in the orthogonal, ranging in the diagonals) [moves] like Lion and Bishop combined. Lion's move see earlier<sup>4</sup>.

**Water Buffalo** (two steps back and forth, ranges to the left and right and in the diagonals) ranges to four corners, in the other two ways [it] ranges<sup>5</sup> back and forwards<sup>6</sup> it 'dances'<sup>7</sup>.

**Chariot Soldier** (ranges in the diagonals and back and forwards, two steps left and right) ranges in four corners; backwards [it] ranges, the other way it 'dances'<sup>8</sup>.

**Vertical Soldier** (ranges forward, goes two steps left and right, steps back one step) ranges forward, goes back one step, in the other two directions it dances<sup>9</sup>.

**Side Soldier** (ranges to left and right, moves two steps forwards, one step backwards.) dances forwards, steps backwards, ranges in the other two directions.

**Dog** (moves one step forwards, steps one step in the backwards diagonals) forwards and in the back diagonals one step.

**Multi General** (ranges forwards, ranges in the backward diagonals) ranges forwards [and] in the backward diagonals.

**Heavenly Tetrarch** (no move given) [moves] like the Chariot Soldier, but does not move to the eight adjacent squares.

**Free Eagle** (no move given) [moves] like Free King or Cat Sword [move] twice combined and jointly moved<sup>10</sup>.

**Token** (no move given) promoted pawn.

<sup>3</sup>I suppose that means 'captures by jumping'.

<sup>4</sup>At least that is what I'd make of it

<sup>5</sup>I have a translation problem here: I have translated kaku (Author: here Peter shows the kanji which is the first character of the Bishop and Horned Falcon) as 'range to the corner', and (Author: here Peter only gives a kanji, My Chinese dictionary shows this as zǒu - walk, go, run, move, leave, visit etc.) as 'range' as well.

<sup>6</sup>This character (Author: Peter is referring to the kanji meaning 'study carefully' — jiū in Chinese) is not exactly the one in the document. The original character has got one dot at the right of the lower part of the character more. I haven't found the character from the document anywhere, but the description of the Vertical Soldier makes it all clear.

<sup>7</sup>This is one of the cases John Fairbairn mentioned in his article in SHOGI[1], #27. I think it means: the piece can move back and forward only if the way is unobstructed (it cannot jump over own pieces). If it was supposed to mean "jump", then why didn't the author use (Author: here Peter gives the two kanji that he has previously translated as 'flies over') like before? Looking at it again I get the impression that 'dance' (odoru) simply means 'moves [up to?] two steps'.

<sup>8</sup>To be honest, I wouldn't swear to that being absolutely correct...

<sup>9</sup>In fact this description gave me the idea that 'dance' only means 'two steps'.

<sup>10</sup>The translation is a little bit awkward, I know. The Cat Sword is a piece from Dai-shôgi and moves one step in the diagonals. So it results in two moves to the diagonals.

## A.2 Other Sources

Other sources for Tenjiku Shogi were discovered by Maruo Manabu and his Shogi History group based at Kyoto University. Their notes on ancient documents found in the National Library were published in *Kapitan*.

# Glossary

<b>Area mover</b>	A piece that can move to any square within a given range (expressed in squares). The piece may not traverse more squares than the range.
<b>Balance</b>	See Chapter 2.
<b>Black</b>	The player who starts an even game is known as <i>Black</i> . His King starts the game on the p rank.
<b>Burn</b>	The destruction by a Fire Demon of neighbouring enemy pieces.
<b>Castle</b>	The defensive formation around the King.
<b>Check</b>	A threat to capture the King. This exerts no compulsion in Tenjiku Shogi, except in mating problems.
<b>Checkmate</b>	A method of ending the game a move early, for the benefit of lazy players.
<b>Chess</b>	A game played by people who haven't learned Go.
<b>Chu Shogi</b>	A Japanese chess game played on a 12x12 board.
<b>Complexity</b>	See Chapter 2.
<b>Crown Prince</b>	A myth inherited from Chu Shogi.
<b>Damage</b>	See Chapter 2.
<b>Defence</b>	The worst form of attack.
<b>Draughts</b>	A tactical board game known as Checkers in America
<b>Drops</b>	<i>Drops</i> are not used in Tenjiku Shogi. They are used in some other forms of Shogi (notably modern Shogi). Captured pieces can be dropped back onto the board in place of a normal move. Effectively, the piece changes sides.
<b>File</b>	A vertical segment of the board
<b>Go</b>	An oriental board game. Also known as WeiQi and Baduk. Black plays first. Not a chess variant.
<b>IGS</b>	The Internet Go Server.
<b>Igui</b>	The ability of the Lion and other pieces to capture without moving.
<b>Initiative</b>	A player has the <i>Initiative</i> if it is his turn to move, and his opponent has no immediate threats against him.

<b>The Internet</b>	A world wide network of computers. Invented by the U.S. Department of Defence to assist players of rare games.
<b>Italian Chess</b>	The game played by Fisher, Kasparov, etc. See Chess.
<b>Ranging Jumping piece</b>	A piece that can jump over intervening pieces only when capturing. Also functions as a ranging piece.
<b>Kanji</b>	Chinese characters used to write Japanese.
<b>Mate</b>	See Checkmate.
<b>Mating problems</b>	<i>Mating problems</i> are full board positions except that the Black King is not shown. Black is to play, and the object is to capture the enemy King and/or Crown Prince.
<b>Mirror</b>	To <i>Mirror</i> a player is to copy his moves symmetrically.
<b>Moat</b>	Two or more ranks cleared for defence by side moving pieces. Used to keep the Lion out of the promotion zone in Chu Shogi.
<b>MSM</b>	<i>Middle Shogi Manual</i> [3] — <i>the</i> reference on the game of Chu Shogi.
<b>Profit</b>	A player takes <i>Profit</i> when he exchanges zero or more of his pieces for one or more of his opponents pieces whose total value is greater than those of his own.
<b>Prophylaxis</b>	<i>Prophylaxis</i> - prevention. A prophylactic move is one that eliminates a threat before it materialises.
<b>Ranging piece</b>	A piece that can move an unlimited number of squares in a straight line, until it encounters another piece or the edge of the board.
<b>Rank</b>	A horizontal segment of the board.
<b>Sacrifice</b>	Giving up material. The opposite of profit.
<b>Shape</b>	The relative arrangement of two or more pieces. If the arrangement is efficient, then the pieces are said to be in good shape.
<b>Shogi</b>	The modern game of Japanese Chess.
<b>Shogi variants</b>	Variant forms of Japanese Chess. Not widely played today.
<b>Step mover</b>	A piece that moves one square at a time.
<b>talk</b>	An Internet program used by two people to conduct a private conversation by typing.
<b>telnet</b>	An Internet program used for logging on to another computer.
<b>Territori</b>	A concept used by Go players when playing a small Shogi variant.
<b>The Shogi Association</b>	An organisation founded by George Hodges for the purpose of promoting Shogi and Shogi variants outside of Japan. No longer extant.
<b>Thinking</b>	A rare mental process that is helpful when playing board games.
<b>Token</b>	A promoted Pawn - it moves like a Gold General.
<b>TSA</b>	The Shogi Association

<b>TSAL</b>	The TSA rules leaflet[2].
<b>Two Knights</b>	An ungenerous handicap. Once a Knight is enough.
<b>University</b>	An educational institute whose purpose is to give young people time to learn more about playing games.
<b>Weak points, The</b>	The <i>Weak Points</i> are the squares 3e, 3l, 14e, 14l. In the starting position, a Fire Demon can capture and burn on these squares, and cannot be re-captured.
<b>White</b>	The player who starts a handicap game or plays second in an even game is known as <i>White</i> . His King starts the game on the a rank.
<b>Promotion Zone</b>	The five ranks furthest away from your King's initial position.
<b>Zugzwang</b>	The requirement to make a move. Pieces with Lion power can get round this, by making a pass move.

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