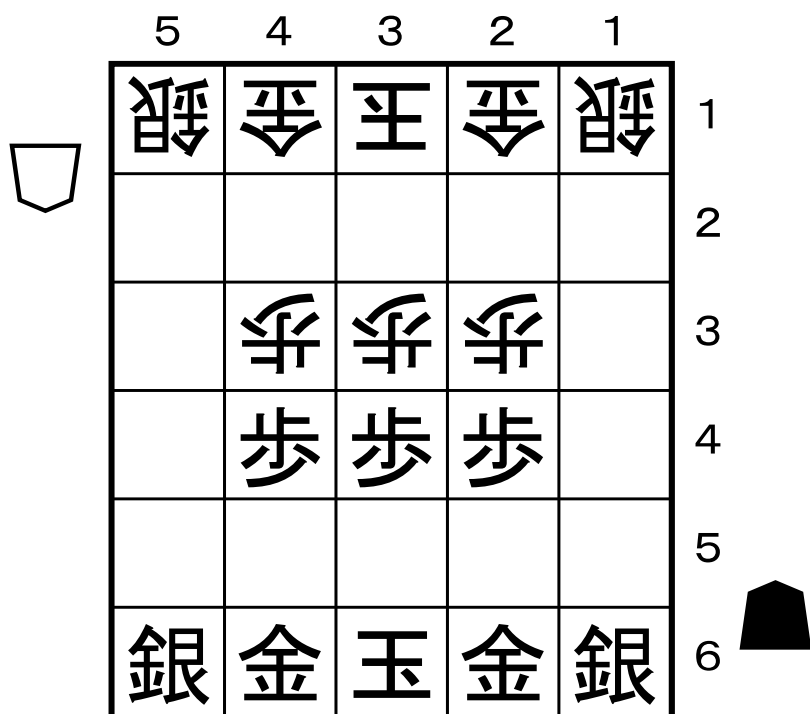
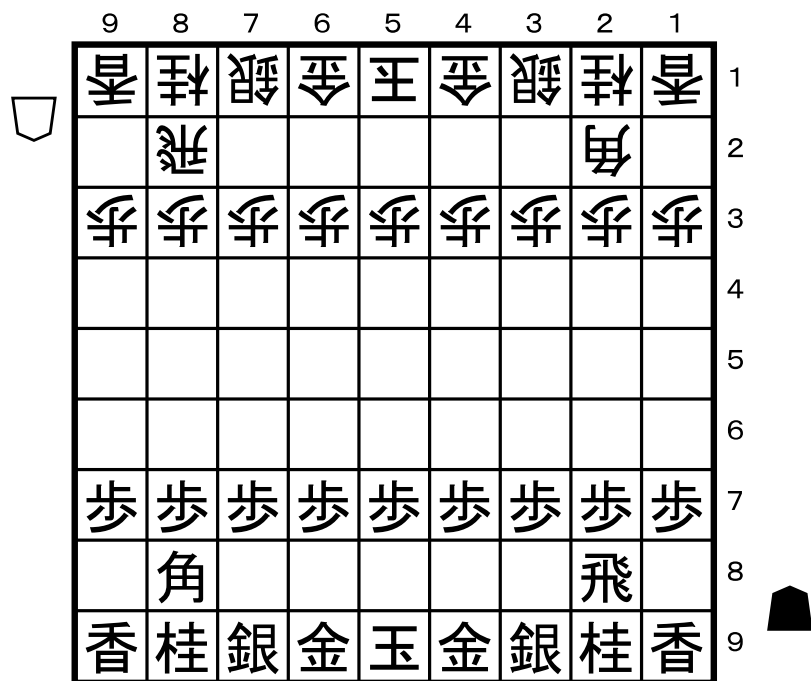


# Intro to Shogi



# Intro to Shogi

5x6 Shogi: How to Start + How the Pieces Move.....	1
5x6 Shogi: Promotion + Dropping.....	2
5x6 Shogi: Check and Checkmate + Draws.....	3
9x9 Shogi: How to Start.....	4
9x9 Shogi: Notation Explained.....	5
9x9 Shogi: How the Pieces Move.....	6
9x9 Shogi: Promotion + Dropping.....	8
9x9 Shogi: Check and Checkmate.....	9
9x9 Shogi: Advanced Rules: Pawn Drop Mate + Draws.....	10
9x9 Shogi: Advanced Rules: Entering King.....	11
9x9 Shogi: Handicap Games.....	12

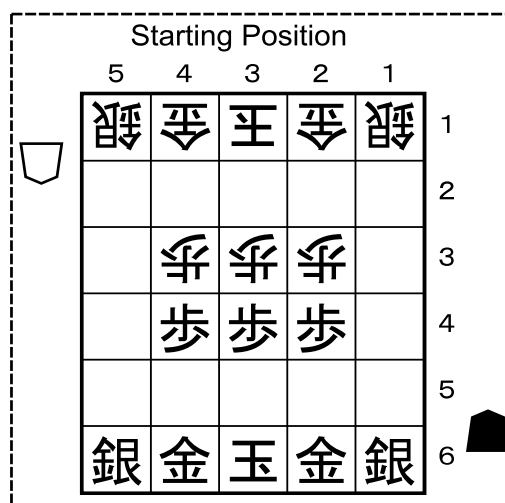
# Goro-Goro Shogi ゴロゴロ将棋 (5×6)

## How to Start

The goal of the game is to capture the opponent's King.

Decide who goes first using a Pawn Toss (Furigoma). Grab 3 pawns, shake them, and toss them on the board.

If there are more Pawns (歩) than Tokin (と), the player who tossed the pieces goes first. If there are more Tokin (と) than Pawns (歩), the player who tossed the pieces goes second. In the case of pieces landing on the side causing a tie, redo the Pawn Toss. Usually the older or higher ranked player makes the Pawn Toss.

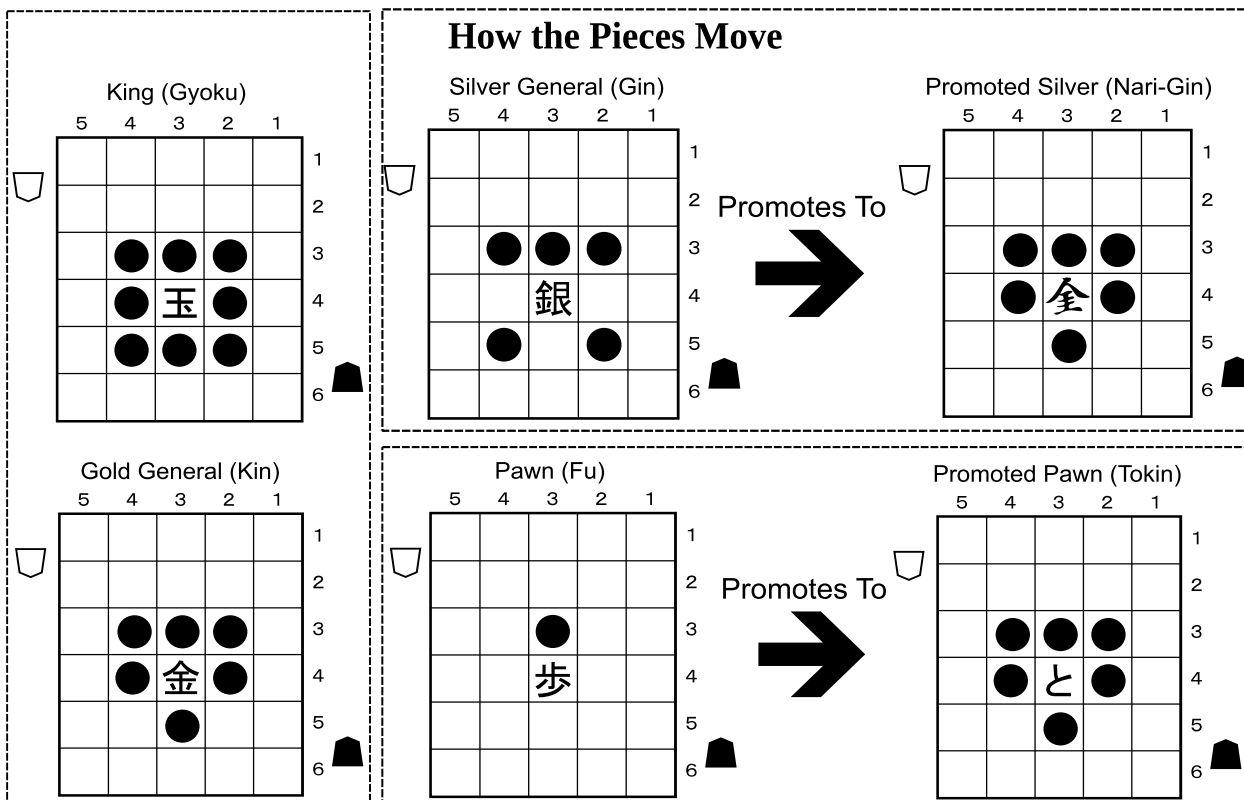


Players alternate turns moving their pieces. A player must move if it is their turn, passing is not allowed. The player that goes first is called Black (Sente) and the player that goes second is called White (Gote).

The traditional greeting to start a game is Onegaishimasu (Good Luck, Let's Do Our Best!).

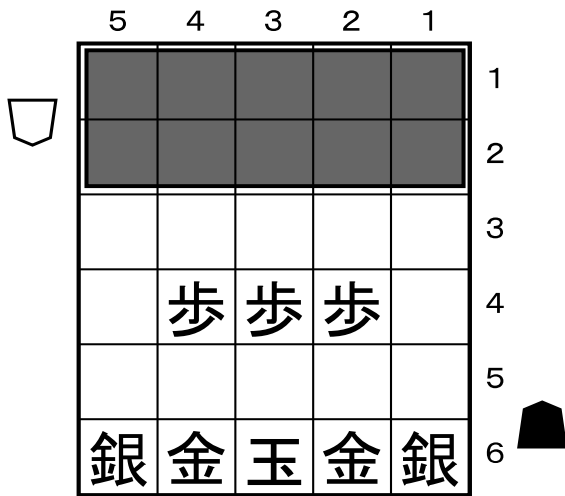
The traditional greetings to end a game are Makemashita (I Resign) and Arigatou-gozaimeashita (Thank you for the game!).

Shogi pieces are double-sided pentagons. They point in the direction of the opponent's side, and are flipped over when promoted. In some sets the promoted side is indicated with red, though in others black is used.

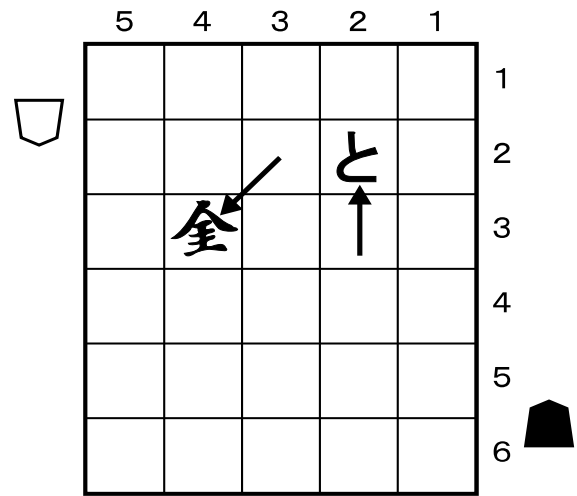


## Promotion

### Promotion Zone



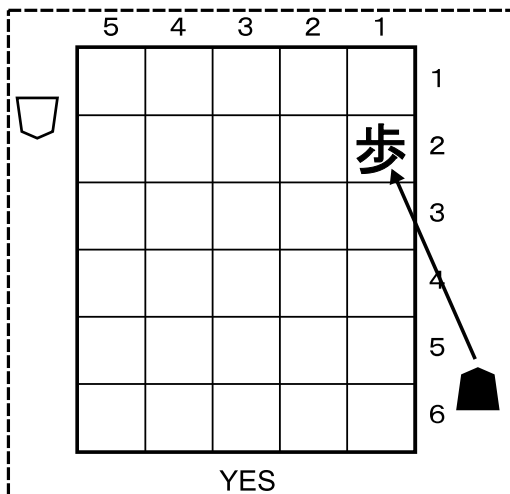
The promotion zone is the last two rows of the board. If a piece moves into, out of, or inside the zone, at the end of your turn you can promote it by flipping it over. Pieces stay promoted for the rest of the game until they are captured.



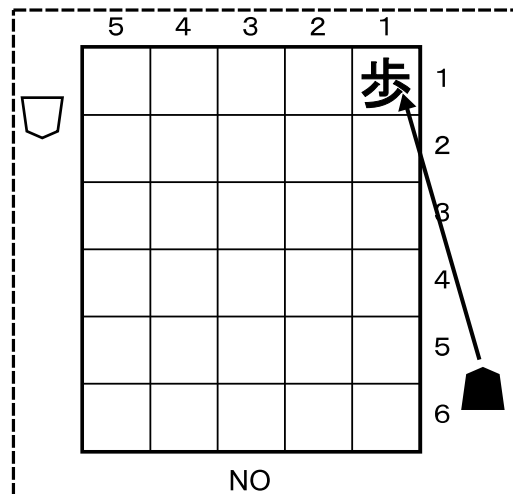
All pieces can promote besides the King and the Gold General. Promotion is optional except in the case of when a Pawn reaches the end of the board.

## Dropping

Captured pieces are placed on the side of the board in a place visible to the opponent (preferably the piece-stand). These are called pieces-in-hand. During a player's turn instead of moving a piece already on the board, they can place a previously captured piece-in-hand on the board. This is called Dropping. A piece may be dropped on any open square on the board, with a few restrictions:

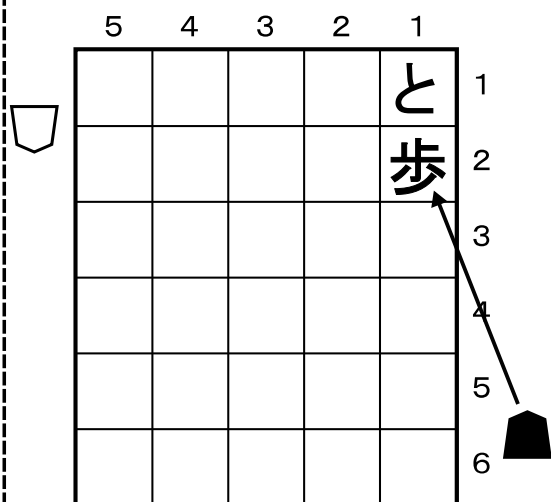


Dropped pieces are always placed with the unpromoted side up (regardless if it was promoted when it was captured).

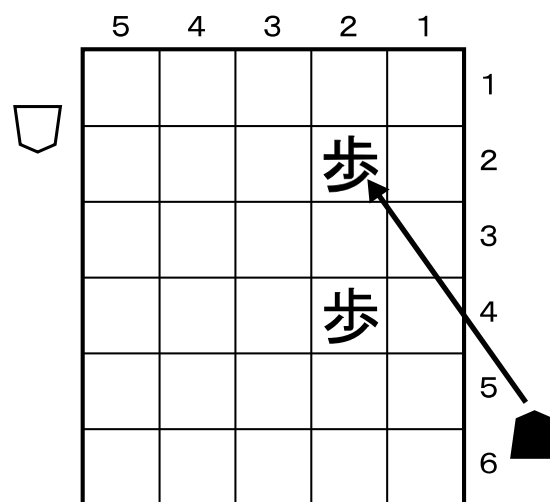


Pieces can't be dropped where they would never be able to move in the future (can't place a pawn on the last row).

You can't place two unpromoted pawns in the same File.



YES

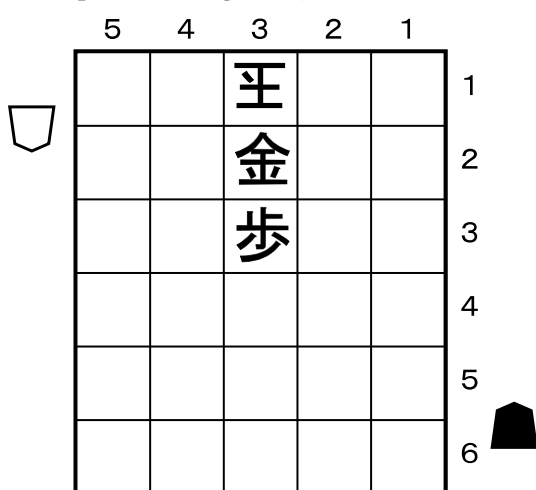


NO

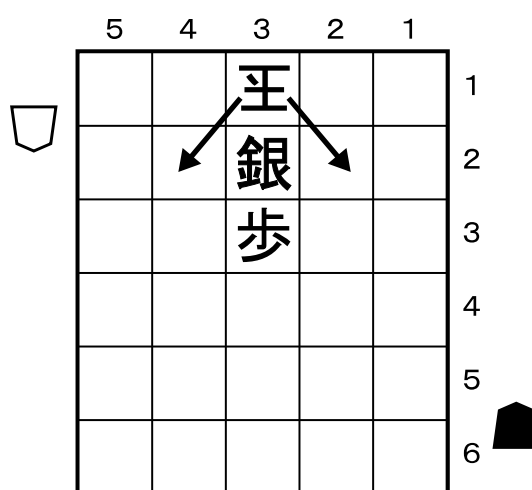
## Check and Checkmate

When the King is being attacked that is called Check (Oute). When a player's King is in Check, they must respond. You can run away or capture the piece attacking the King. If the King can't escape, then it's Checkmate (Tsumi) and the game is over.

The last move of a checkmate can't be a pawn drop. (Don't worry, this is a rule that rarely comes up in actual games)



It's Checkmate.



It's Check,  
but the King can run away.

## Draws

The game is drawn if the same position occurs 4 times.

# Shogi 将棋 (9x9)

## How to Start

The goal of the game is to capture the opponent's King.

Decide who goes first using a Pawn Toss (Furigoma). Grab 5 pawns, shake them, and toss them on the board. If there are more Pawns (歩) than Tokin (と), the player who tossed the pieces goes first. If there are more Tokin (と) than Pawns (歩), the player who tossed the pieces goes second. In the case of pieces landing on the side causing a tie, redo the Pawn Toss. Usually the older or higher ranked player makes the Pawn Toss.

Starting Position

	9	8	7	6	5	4	3	2	1	
1	皇	科	銀	金	王	金	銀	科	皇	
2		飛						飛		
3	歩	歩	歩	歩	歩	歩	歩	歩	歩	
4										
5										
6										
7	歩	歩	歩	歩	歩	歩	歩	歩	歩	
8		角						飛		
9	香	桂	銀	金	玉	金	銀	桂	香	

Players alternate turns moving their pieces. A player must move if it is their turn, passing is not allowed. The player that goes first is called Black (Sente) and the player that goes second is called White (Gote).

The traditional greeting to start a game is Onegaishimasu (Good Luck, Let's Do Our Best!).

The traditional greetings to end a game are Makemashita (I Resign) and Arigatou-gozaishita (Thank you for the game!).

Shogi pieces are double-sided pentagons. They point in the direction of the opponent's side, and are flipped over when promoted. In some sets the promoted side is indicated with red, though in others black is used.

## How Coordinates Work

The board is a 9 by 9 grid: 81 squares, though the squares aren't actually perfectly square. Horizontal rows are called Ranks. Vertical columns are called Files.

Coordinates from Black's perspective

	9	8	7	6	5	4	3	2	1	
1	91	81	71	61	51	41	31	21	11	
2	92	82	72	62	52	42	32	22	12	
3	93	83	73	63	53	43	33	23	13	
4	94	84	74	64	54	44	34	24	14	
5	95	85	75	65	55	45	35	25	15	
6	96	86	76	66	56	46	36	26	16	
7	97	87	77	67	57	47	37	27	17	
8	98	88	78	68	58	48	38	28	18	
9	99	89	79	69	59	49	39	29	19	

Coordinates from White's perspective

	9	8	7	6	5	4	3	2	1	
1	11	21	31	41	51	61	71	81	91	
2	12	22	32	42	52	62	72	82	92	
3	13	23	33	43	53	63	73	83	93	
4	14	24	34	44	54	64	74	84	94	
5	15	25	35	45	55	65	75	85	95	
6	16	26	36	46	56	66	76	86	96	
7	17	27	37	47	57	67	77	87	97	
8	18	28	38	48	58	68	78	88	98	
9	19	29	39	49	59	69	79	89	99	

## Notation

Notation is a way to read and write game records (kifu).

Munekichi Wada vs Soho Amano, 1834

▲歩-76	□歩-34	▲歩-95	□と -59
▲歩-26	□歩-44	▲歩x94	□香x94
▲歩-25	□角-33	▲香x94	□飛*98
▲銀-48	□銀-32	▲銀*88	□飛x94+
▲歩-56	□飛-42	▲歩*95	□龍x95
▲金(49)-58	□玉-62	▲歩*96	□龍-84
▲玉-68	□玉-72	▲歩-86	□香*66
▲玉-78	□歩-94	▲金-56	□歩*97
▲歩-96	□玉-82	▲歩-85	□龍-74
▲銀-57	□銀-72	▲玉-87	□と-69
▲歩-55	□歩-45	▲金-89	□とx68
▲銀-56	□歩-35	▲香*95	□銀*98
▲銀-68	□金(41)-52	▲金x98	□歩x98+
▲銀-57	□飛-44	▲銀*91	□玉-71
▲歩-66	□歩-64	▲玉x98	□と-78
▲金-67	□銀-43	▲角*35	□歩*53
▲角-79	□歩-24	▲桂x65	□角-69+
▲歩-46	□歩x25	▲桂x53+	□とx88
▲歩x45	□飛-24	▲Resigns	
▲歩*27	□歩-36		
▲歩x36	□歩*38		
▲銀-48	□飛-22		
▲歩-16	□歩-54		
▲角-46	□金-63		
▲桂-77	□飛-52		
▲飛x38	□歩x55		
▲銀(56)-47	□銀-54		
▲桂-37	□歩-65		
▲銀-57	□歩x66		
▲銀x66	□歩*65		
▲銀-57	□金-64		
▲歩*68	□歩-56		
▲銀(47)x56	□金-55		
▲銀x55	□銀x55		
▲角x55	□角x55		
▲歩*56	□角*47		
▲飛-39	□歩*38		
▲歩x55	□歩x39+		
▲金-79	□と-49		

Amano won after 114 moves

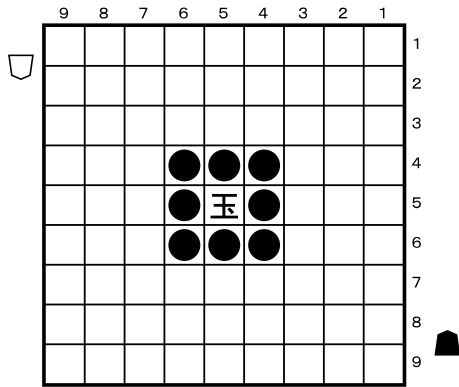
▲	Sente/Shitate
□	Gote/Uwate
X	Captures
*	Drop
+	Promotes
=	Promotion Declined
王/K	King
金/G	Gold General
銀/S	Silver General
桂/N	Knight
香/L	Lance
歩/P	Pawn
角/B	Bishop
飛/R	Rook
と/T	Tokin
馬/H	Horse
龍/D	Dragon
+銀/+S	Promoted Silver
+桂/+N	Promoted Knight
+香/+L	Promoted Lance

	9	8	7	6	5	4	3	2	1	
▲	銀	桂	王	金				桂	星	1
			銀		金					2
		歩	歩		金				歩	3
			銀							4
▲	香	歩			歩	歩	角	歩		5
	歩		歩	星	金		歩		歩	6
					銀		桂	歩		7
	玉	王								8
				銀					香	9

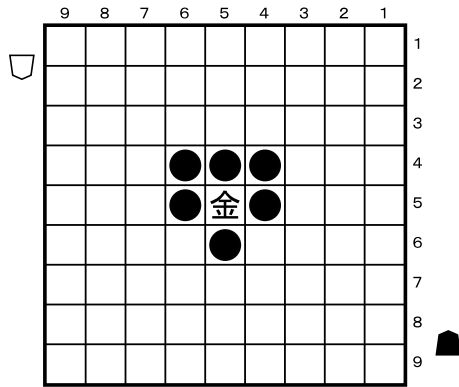
Wada 4

How the Pieces Move

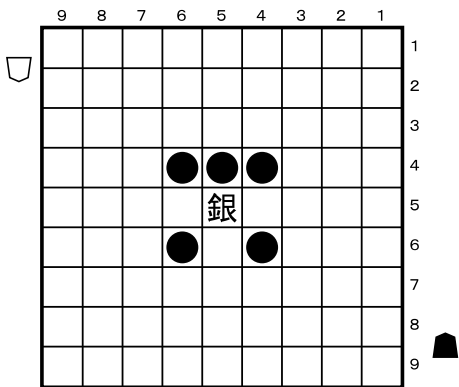
King (Gyoku)



Gold General (Kin)

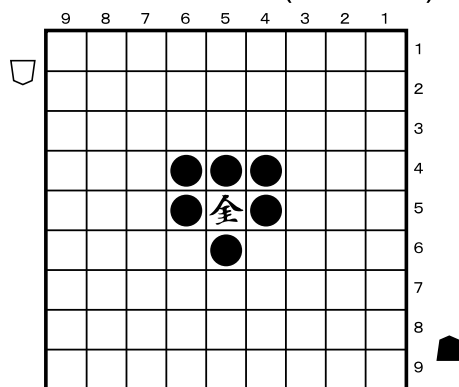


Silver General (Gin)

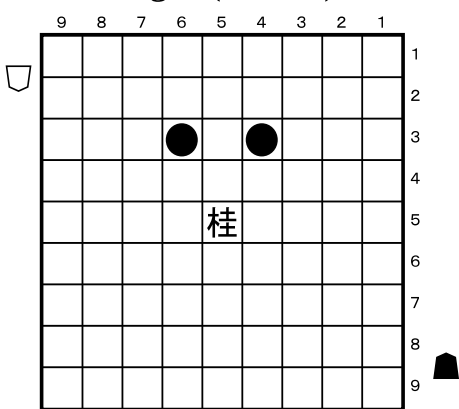


Promotes To  
➔

Promoted Silver (Nari-Gin)

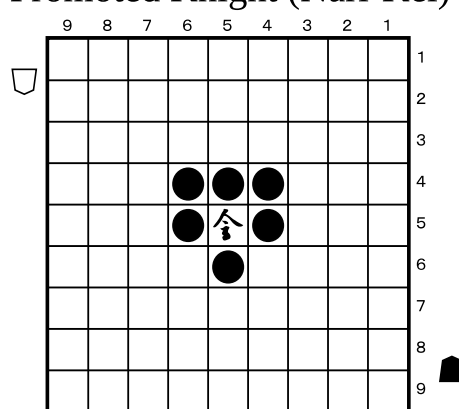


Knight (Keima)



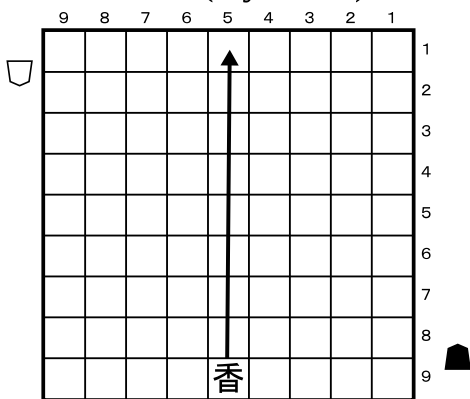
Promotes To  
➔

Promoted Knight (Nari-Kei)



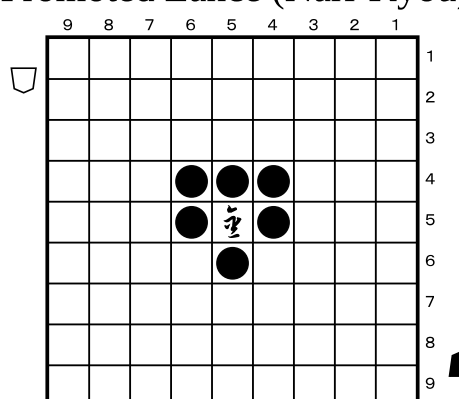
The Knight is the only piece that can jump over other pieces.

Lance (Kyousha)



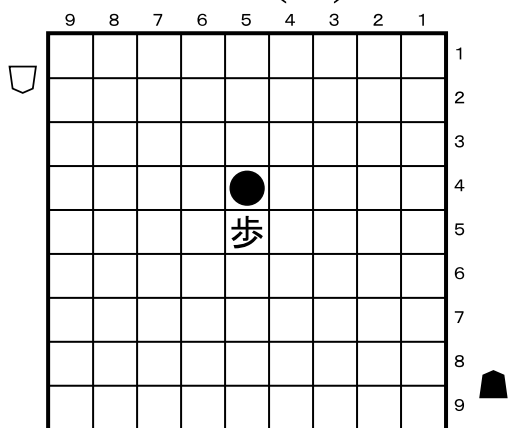
Promotes To  
➔

Promoted Lance (Nari-Kyou)





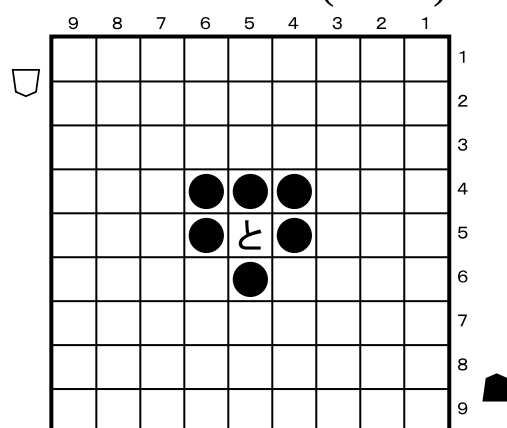
### Pawn (Fu)



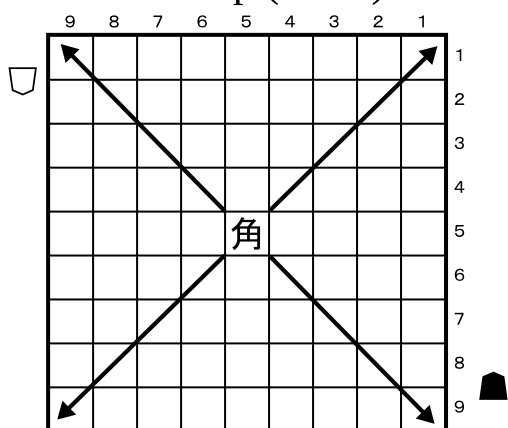
Promotes To



### Promoted Pawn (Token)



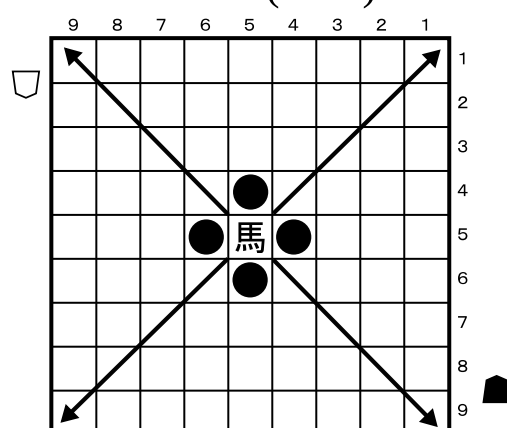
### Bishop (Kaku)



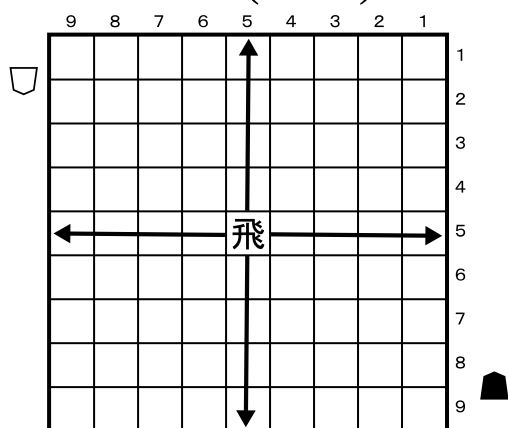
Promotes To



### Horse (Uma)



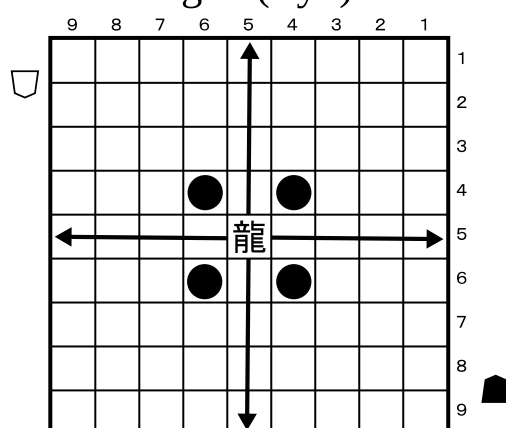
### Rook (Hisha)



Promotes To

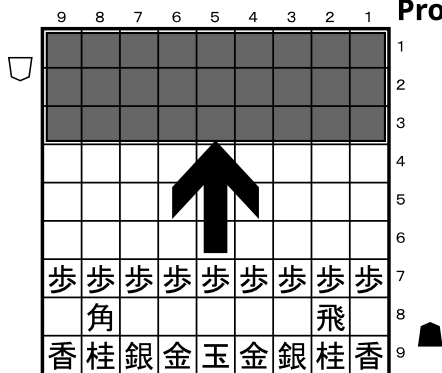


### Dragon (Ryu)

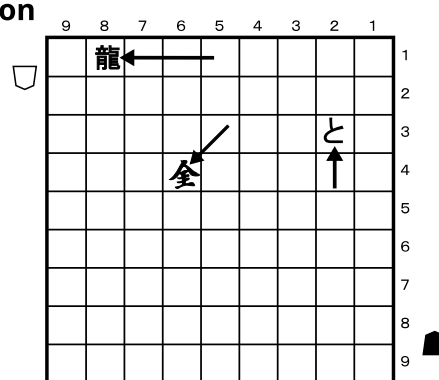


Sometimes the simplified character 竜 is used instead.

## Promotion



The promotion zone is the last three rows of the board. If a piece moves into, out of, or inside the zone, at the end of your turn you can promote it by flipping it over. Pieces stay promoted for the rest of the game until they are captured.

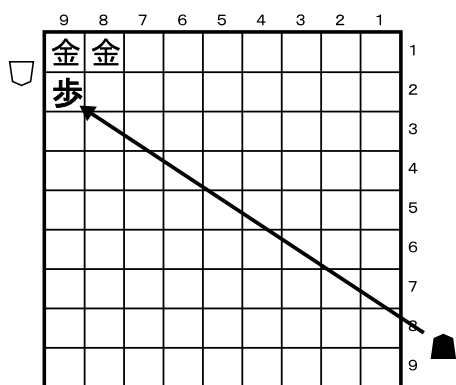


All pieces can promote besides the King and the Gold General.

Promotion is optional except in the case of Pawns, Lances, and Knights that reach the end of the board.

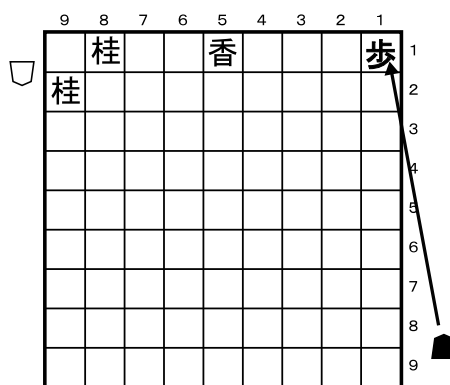
## Dropping

Captured pieces are placed on the side of the board in a place visible to the opponent (preferably the piece-stand). These are called pieces-in-hand. During a player's turn instead of moving a piece already on the board, they can place a previously captured piece-in-hand on the board. This is called Dropping. A piece may be dropped on any open square on the board, with a few restrictions:



YES

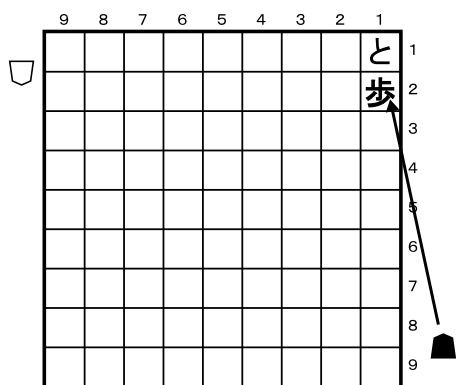
Dropped pieces are always placed with the unpromoted side up (regardless if it was promoted when it was captured).



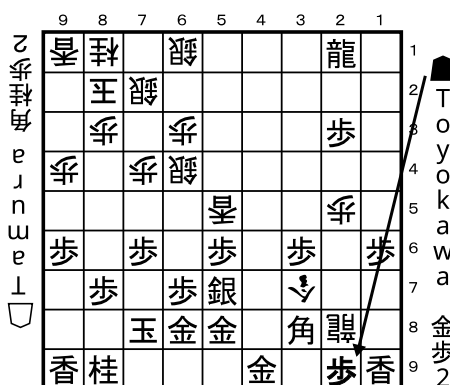
NO

Pieces can't be dropped where they would never be able to move in the future, such as a Pawn on the last row.

You can't place two unpromoted pawns in the same File (Nifu)



YES

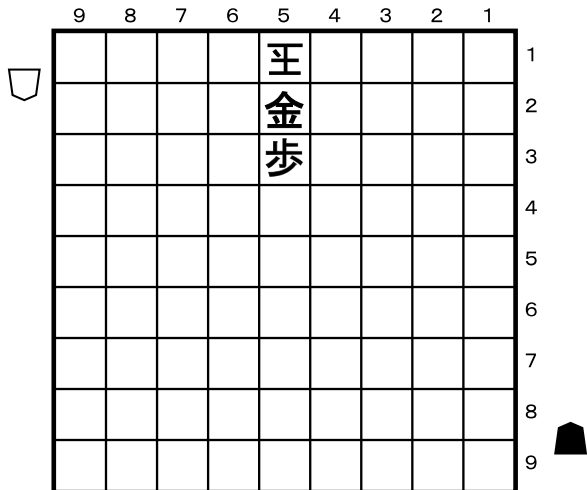


NO

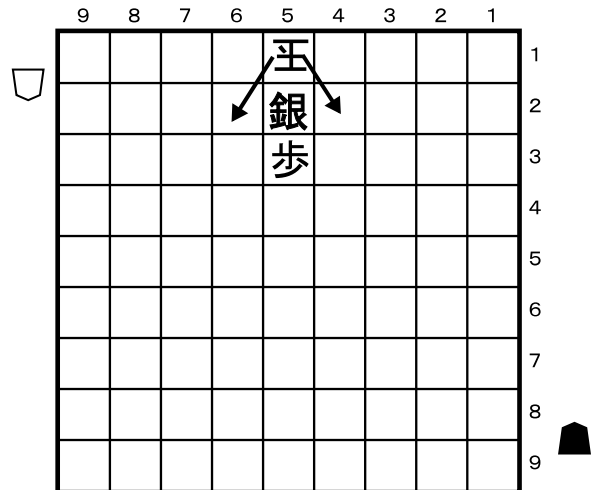
Example of loss by Nifu from Takahiro Toyokawa vs Kosuke Tamura, 2004

## Check and Checkmate

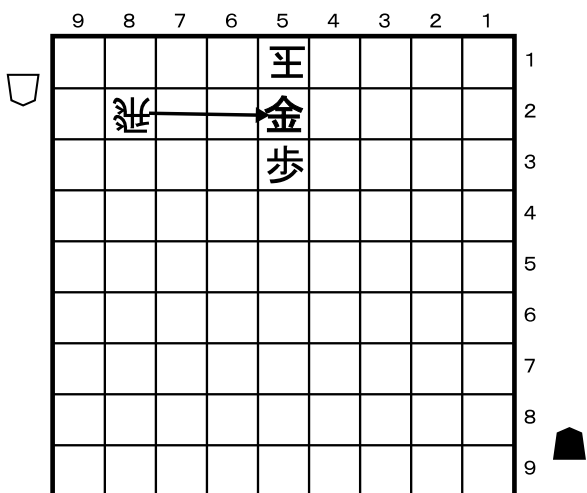
When the King is being attacked that is called Check (Oute). When a player's King is in Check, they must respond. You can run away or capture the piece attacking the King. If the King can't escape, then it's Checkmate (Tsumi) and the game is over.



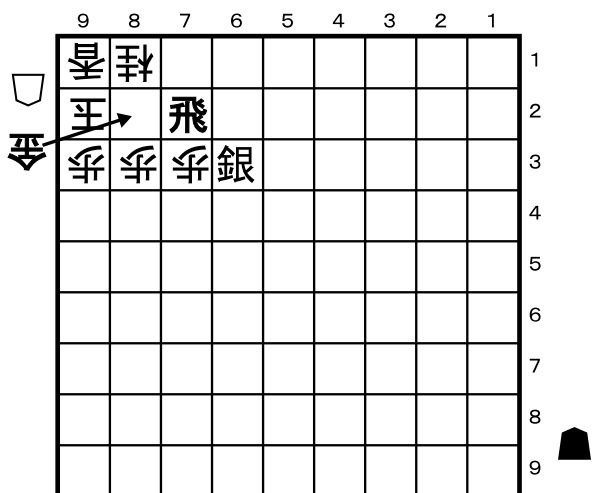
It's Checkmate.



It's Check, but the King can run away.



It's Check, but White can recapture.



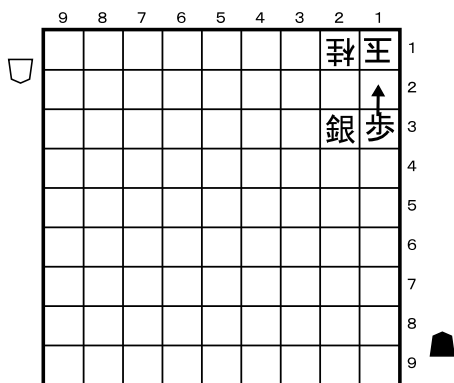
It's Check, but White can defend by dropping a piece to interpose.

## Advanced Rules

Don't worry, these rules rarely come up in actual games.

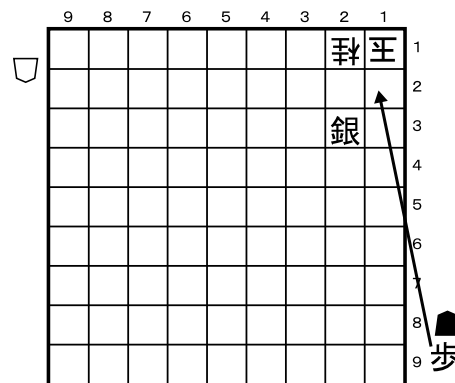
### Pawn Drop Mate ( Uchifuzume )

A pawn drop can't be the final move of a checkmate.



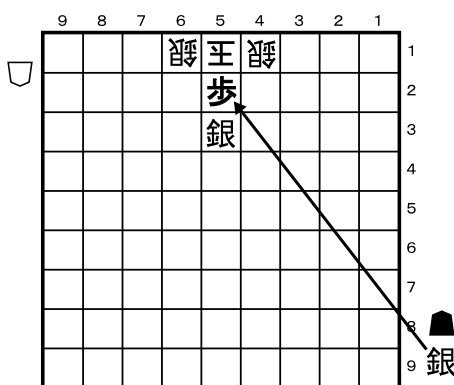
YES

You can checkmate with a pawn already on the board



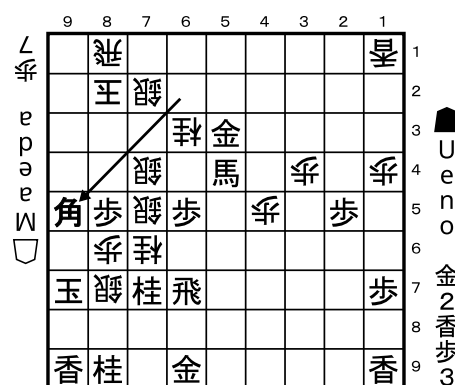
NO

The pawn drop can't be the final move of the checkmate sequence.



YES

You can have a checkmate with a pawn drop as part of the sequence. (If  $\triangle$ 銀61x52, then  $\blacktriangle$ 銀\*62. If  $\triangle$ 銀41x52, then  $\blacktriangle$ 銀\*42.)



Hirokazu Ueno vs Yuji Maeda, 2004

A rare example of declined promotion due to the Pawn Drop Mate rule. Here White can't play  $\triangle$ 歩\*96 because it would be an illegal move. If Black had promoted the Bishop, then it would be Checkmate with  $\triangle$ 歩\*96  $\blacktriangle$ 馬x96  $\triangle$ 銀x96+  $\blacktriangle$ 玉x96  $\triangle$ 飛-91  $\blacktriangle$ 歩\*95  $\triangle$ 角\*87  $\blacktriangle$ 玉-97  $\triangle$ 飛x95.

**Draw by Repetition (Sen-nichi-te):** If the same position occurs 4 times, including the same player to move and the same pieces-in-hand, regardless of the sequence, the game is a draw. A draw should be considered a non-result and replayed with colors reversed.

**Perpetual Check:** If the position repeats 4 times because one player was giving check every move, then the player giving check loses.

**Entering King (Nyugyoku):** Shogi pieces are better at attacking forward than backward. If a King manages to escape up the board into the opponent's camp, it becomes nearly impossible to checkmate. Especially when reinforced by an army of promoted pieces. Shogi is usually all about capturing the opponent's king, but in a situation such as Double Entering King a different method is needed to resolve the game.

The criteria used are thus:

- Player's King has entered the opponent's camp (the last three ranks) and is not in check.
- Player has 10 or more pieces (not including the King) inside the Opponent's camp.
- Player meets the minimum points requirement. King doesn't count. Rook and Bishop are each worth 5 points.

Other pieces (Pawns, Lances, Knights, Silver Generals, and Gold Generals) are all worth 1 point each. Only pieces-in-hand, and pieces in the Opponent's camp are counted. If it is a handicap game, then the Handicap Giver (Uwate) has compensation for the missing pieces added to their score.

- Lance Handicap: 1 point
- Bishop Handicap: 5 points
- Rook Handicap: 5 points
- Two-Piece Handicap: 10 points
- Four-Piece Handicap: 12 points
- Six-Piece Handicap: 14 points
- Eight-Piece Handicap: 16 points

Under the 24-point system (used by pros), if both players have at least 24-points, it is a draw. If a player has fewer than 24 points then he loses.

The maximum number of potential points in the initial position is 54. Each player starts with the equivalent of 27 points. Due to time constraints, many amateur tournaments and online servers such as 81dojo adopt the 27-point system. Under that system, if Black has 28 or more points then he wins. If White has 27 points or more then he wins. There are no draws by Double Entering King under the 27-point system.

Well the nature of the game can suddenly change in an Entering King situation, but there are some things to keep in mind. First, it's quite rare. Second, it provides an important balance to the game. If a player attacks with reckless abandon, then he might let his opponent escape. Also here's an analogy. Shogi is a battle, if neither side can deliver a decisive knockout blow, then whoever emerges with their own army unscathed/with the larger number of men, is the winner. It would be a Pyrrhic victory to evade capture but have your army demolished.

9	8	7	6	5	4	3	2	1
				金			玉	
				と	金	と	金	
			金		龍			と
						銀		
	歩					馬		
	歩						歩	金
							歩	王

**Kazuki Kimura vs Tatsuya Sugai, 2019**  
 Black has 32 points, White has only 22 points.  
 Therefore, Black won.

9	8	7	6	5	4	3	2	1
	金							金
	金	玉	金		と			
と	と	と				金		
					金		金	
		馬					馬	
馬								
	歩	馬	星				歩	歩
							金	
							王	

**Mitsunori Makino vs Toshiyuki Nakao, 2018**  
 Black has 30 points. White has 24 points.  
 Therefore, it was a draw under the 24-point system.

## Handicap Games

One-sided games aren't fun. Handicap games (Komauchi) are a way to make things more exciting by giving each player a chance to win. It's also an instructive way to gradually hone your skills.

For handicap games, the board is first set up normally like in an even game. Once the handicap is agreed upon, the Handicap Giver (Uwate) removes their pieces from the board, and puts them back into the piece-box. Then the game starts with the Handicap Giver (Uwate) going first, and the Handicap Receiver (Shitate) going second.

Handicap games are recorded from the perspective of Black (Shitate). The Handicap Giver (Uwate) is represented with White, despite going first. This is the reverse of even games, where Black (Sente) goes first.

### Different levels of Handicaps:

- Eight-piece Handicap (Rook, Bishop, Lances, Knights, and Silver Generals)
- Six-piece Handicap (Rook, Bishop, Lances, and Knights)
- Four-piece Handicap (Rook, Bishop, and Lances)
- Two-piece Handicap (Rook and Bishop)
- Rook-Lance Handicap (Rook and Left Lance)
- Rook Handicap
- Bishop Handicap
- Lance Handicap (Left Lance)
- Fixed Black (as opposed to an Even game with a Pawn Toss)

### Starting positions of various handicaps

### Eight-piece handicap

9	8	7	6	5	4	3	2	1	
			金	王	金				1
									2
歩	歩	歩	歩	歩	歩	歩	歩	歩	3
									4
									5
									6
歩	歩	歩	歩	歩	歩	歩	歩	歩	7
	角						飛		8
香	桂	銀	金	玉	金	銀	桂	香	9

## Six-piece Handicap

	9	8	7	6	5	4	3	2	1	
1			銀	金	玉	銀				
2										
3	歩	歩	歩	歩	歩	歩	歩	歩	歩	
4										
5										
6										
7	歩	歩	歩	歩	歩	歩	歩	歩	歩	
8		角						飛		
9	香	桂	銀	金	玉	金	銀	桂	香	

### Four-piece Handicap

	9	8	7	6	5	4	3	2	1	
		桂	銀	金	玉	金	銀	桂		1
										2
	歩	歩	歩	歩	歩	歩	歩	歩	歩	3
										4
										5
										6
	歩	歩	歩	歩	歩	歩	歩	歩	歩	7
		角						飛		8
	香	桂	銀	金	玉	金	銀	桂	香	9

## Two-piece Handicap

	9	8	7	6	5	4	3	2	1	
	香	桂	銀	金	玉	金	銀	桂	香	1
										2
	歩	歩	歩	歩	歩	歩	歩	歩	歩	3
										4
										5
										6
	歩	歩	歩	歩	歩	歩	歩	歩	歩	7
		角						飛		8
	香	桂	銀	金	玉	金	銀	桂	香	9

### Example game of Four-piece Handicap

Kamozaemon Hobara vs Kanju Ito, 1756

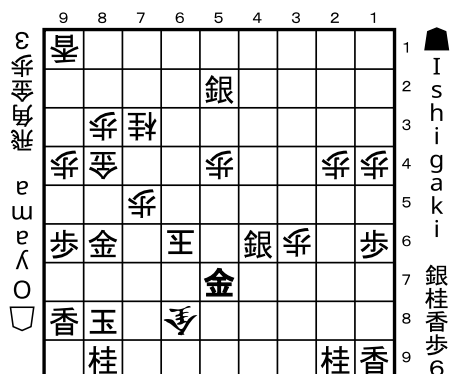
...      □銀-62      ■飛-76      □玉-82  
 ■歩-76      □歩-54      ■飛x78      □+銀-37  
 ■歩-26      □銀-53      ■とx63      □歩\*77  
 ■歩-25      □銀-22      ■角x77      □桂\*56  
 ■歩-24      □歩x24      ■と-72      □玉x72  
 ■飛x24      □金-32      ■角-55      □歩\*77  
 ■飛-26      □金-72      ■飛x77      □歩\*75  
 ■歩-46      □歩-74      ■角x37      □金\*47  
 ■歩-45      □金-73      ■角-15      □歩-14  
 ■歩-36      □金-64      ■歩-66      □金-38  
 ■歩-35      □歩-55      ■飛-57      □金-55  
 ■銀-48      □歩-44      ■飛-58      □歩x15  
 ■歩-75      □玉-62      ■飛x38      □桂-45  
 ■歩x74      □歩x45      ■銀x45      □金x45  
 ■銀-47      □銀-44      ■飛-78      □角\*37  
 ■銀-36      □金x74      ■玉-58      □銀\*76  
 ■桂-37      □金-64      ■歩\*49      □角-46+  
 ■銀x45      □銀x35      ■金\*74      □馬x36  
 ■飛-86      □玉-72      ■玉-59      □馬-37  
 ■歩\*36      □銀-26      ■桂\*48      □歩\*47  
 ■金-38      □歩\*43      ■金-58      □歩x48+  
 ■歩\*44      □歩-34      ■歩x48      □桂\*36  
 ■歩x43+      □金x43      ■玉-69      □桂(36)x48+  
 ■歩\*44      □金-53      ■金x48      □歩\*68  
 ■歩-56      □桂-33      ■銀x68      □馬x48  
 ■歩x55      □銀x37+      ■銀\*63      □玉-82  
 ■歩-54      □金-52      ■銀-59      □銀-67+  
 ■銀x34      □+銀x38      ■Resigns  
 ■歩-43+      □金-51      Ito won after 113 moves  
 ■歩-53+      □歩\*78



### Example game of Two-piece Handicap

Junji Ishigaki vs Yasuharu Oyama, 1973

...      □銀-62      ■金-86      □歩-83  
 ■歩-76      □歩-54      ■歩-44      □歩x44  
 ■歩-46      □銀-53      ■歩\*45      □歩-34  
 ■歩-45      □金-32      ■歩x44      □桂-33  
 ■歩-56      □金-62      ■桂-45      □桂x45  
 ■歩-36      □玉-52      ■歩-43+      □金x43  
 ■歩-35      □銀-22      ■角x11+      □歩-35  
 ■銀-68      □歩-74      ■銀x45      □歩\*44  
 ■銀-57      □歩-64      ■銀(45)-56      □銀-34  
 ■銀-46      □歩-94      ■馬-21      □歩-55  
 ■歩-96      □歩-14      ■銀x55      □歩\*54  
 ■歩-16      □金-73      ■銀(55)-46      □歩-45  
 ■銀-48      □金-84      ■銀x45      □銀x45  
 ■銀-47      □玉-63      ■馬x43      □歩\*46  
 ■飛-58      □桂-73      ■銀-58      □歩-36  
 ■玉-48      □金-85      ■桂\*29      □桂\*35  
 ■玉-38      □金x76      ■金\*57      □銀\*47  
 ■金-78      □歩-84      ■銀x47      □歩x47+  
 ■桂-37      □歩-24      ■金(48)x47      □桂x47+  
 ■歩-26      □歩-85      ■玉x47      □歩\*46  
 ■香-98      □歩-86      ■金x46      □銀\*58  
 ■歩x86      □金x86      ■玉x58      □銀x46  
 ■歩\*84      □歩\*82      ■玉-68      □歩-66  
 ■歩-55      □歩x55      ■歩x66      □金\*56  
 ■飛x55      □歩\*54      ■玉-78      □銀-57+  
 ■飛-59      □銀-23      ■玉-88      □+銀-68  
 ■金-48      □金-85      ■飛-49      □金x66  
 ■飛-29      □金x84      ■銀\*52      □玉-64  
 ■歩-25      □歩x25      ■馬x53      □玉x53  
 ■飛x25      □歩\*24      ■飛-43+      □玉-64  
 ■飛-29      □歩-75      ■龍-63      □玉-55  
 ■歩\*72      □玉x72      ■銀\*46      □玉-56  
 ■金-87      □玉-63      ■龍x66      □玉x66  
 ■飛-79      □歩-65      ■金\*57      □Resigns  
 Ishigaki won after 134 moves



# **An Introduction to Shogi**

by Garrett Gilliard

Boston Shogi Association

<https://bostonshogi.com/>

We meet the 2nd Sunday of every month in Porter Square, right on the Subway Red Line

Contact: Shunsuke Yamaguchi <[shun2guchi@yahoo.com](mailto:shun2guchi@yahoo.com)>

Players of all levels welcome!

To purchase a shogi set of your own:

Nekomado

<http://shop.nekomado.com/>

AOYAMA GOBANTEN

<https://www5b.biglobe.ne.jp/~goban/english@shogi@version.html>

To play shogi online for free:

81dojo

<https://81dojo.com/en/>

Shogi Wars

<https://shogiwars.heroz.jp/?locale=en>

Lishogi

<https://lishogi.org/>

For more information check out:

Shogi USA

<https://shogiusa.com/>

Credits:

Thanks to Sean Wilson "media\_man" for implementing the booklet

[www.codereality@outlook.com](mailto:www.codereality@outlook.com)

Cursive Pieces (金, 金, 金) by Trần Thế Trung

Diagrams made with shogizumen.js

<http://maasa.g2.xrea.com/shogizumen>