



# Shogi 101



## About Shogi – Japanese Chess

Shogi and western chess evolved from a shared ancestor in India called Chaturanga, and are roughly the same age. Unique to shogi, however, is the ability to reuse captured pieces. This leads to more possibilities, more dynamic strategies, and more opportunities to recover from blunders!

The goal is the same as chess: to checkmate the opponent's king.

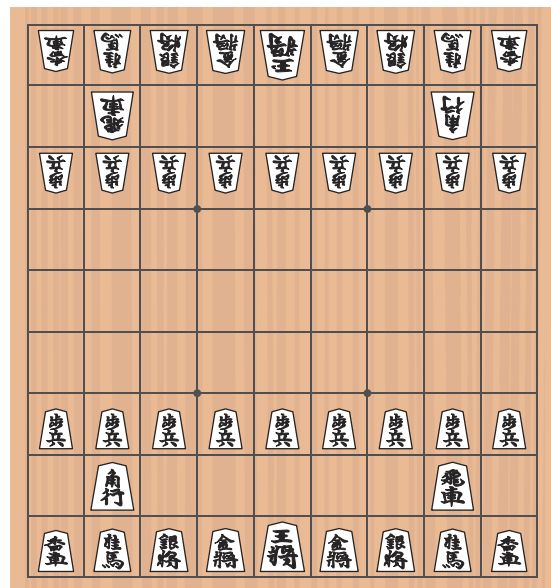
## Capturing & Dropping Pieces

- When you capture a piece, the piece is placed off the board on your side. Captured pieces are always returned to their unpromoted state.
- On your turn, you may choose to not move a piece and instead drop a captured piece under your control on any vacant square, following these rules:
  - No column may have more than one unpromoted pawn per player.
  - You cannot checkmate with a pawn drop.
  - Any piece dropped must have a valid move on a future turn.
  - Dropped pieces may only promote after moving.

## Promotion

- When any eligible piece you control either starts or ends its movement on or beyond the opponent's pawn line, you may choose to promote it by flipping the piece over.
- If a piece would no longer have valid moves on subsequent turns, it must promote, i.e. a knight which ends its turn on the last two rows.
- Promoted pieces remain promoted until captured.

## Initial Board Setup



<b>Pawn</b> <i>Fu • Fūhyō</i> 		<b>Promotes</b>	
<b>Lance</b> <i>Kyō • Kyōsha</i> 		<b>Promotes</b>	
<b>Knight</b> <i>Kei • Keima</i> 		<b>Promotes</b>	
<b>Silver General</b> <i>Gin • Gīnshō</i> 		<b>Promotes</b>	
<b>Golden General</b> <i>Kin • Kinshō</i> 		<b>Promotes</b>	
<b>King</b> <i>Ō • Ōshō</i> 		<b>Promotes</b>	
<b>Rook</b> <i>Hi • Hisha</i> 		<b>Promotes</b>	
<b>Bishop</b> <i>Kaku • Kakugyō</i> 		<b>Promotes</b>	