

## **Chu Shogi Tsumeshogi Rules**

**A. M. DeWitt**

- The attacking side is Black and moves first.
- Black's King and Prince are not present on the board unless they are part of the solution.
- All of Black's moves must be checks (attacking the enemy King and/or Prince).
- White, the defender, must move in such a way as to delay checkmate as long as possible.
- Black cannot make a mate line longer than the given.