

# Rules of Chu Shogi

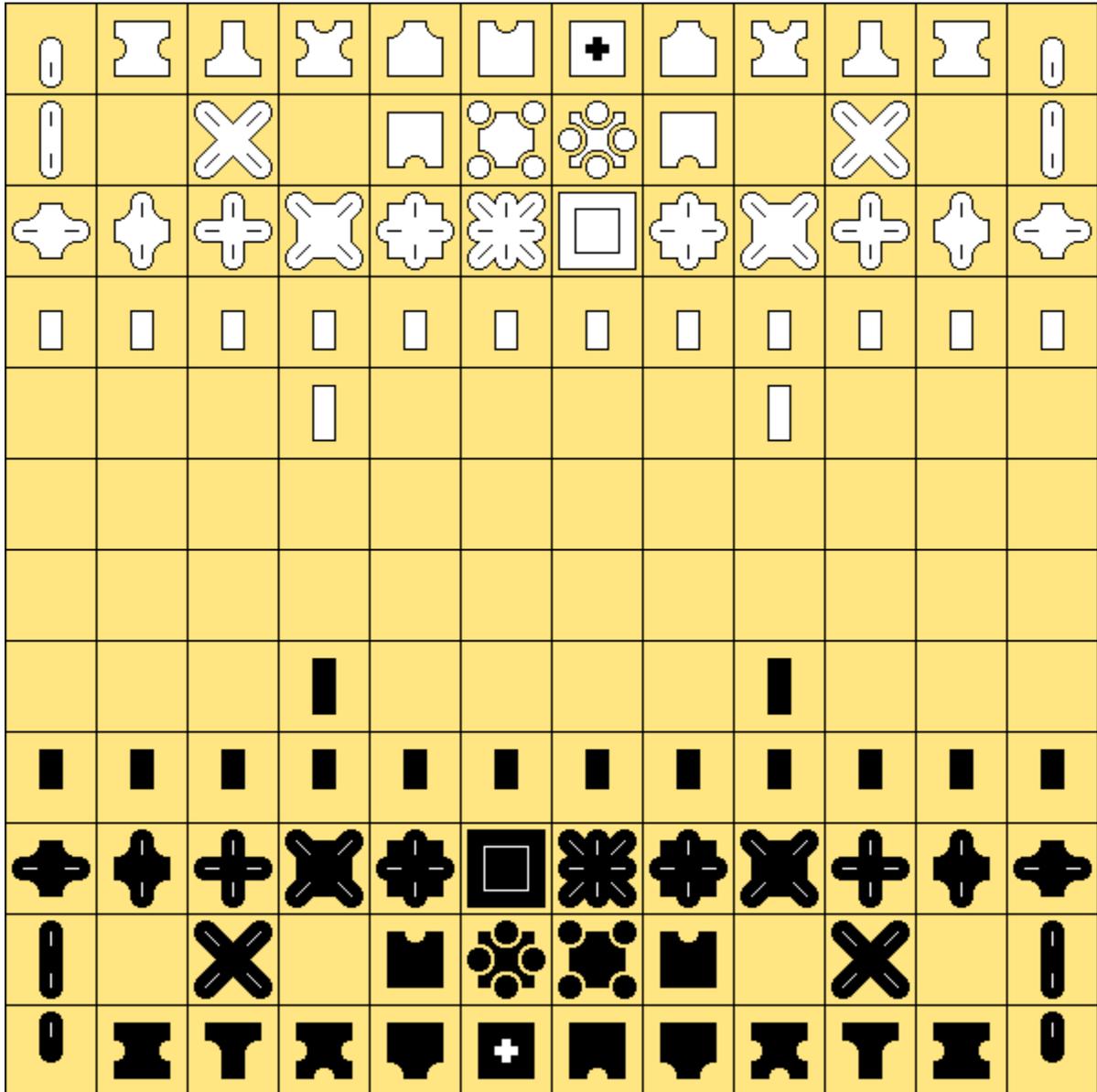
A. M. DeWitt

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Players: 2	Suggested Age Range: 11+	Average Playing Time: 6-8 hours or more
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### Setup

Shown below.



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## Pieces

Piece	Name	Pieces promote to what is below them.	*Promotion-exclusive **Does not promote
   	Pawn	   	Ferocious Leopard
   	Token*	   	Bishop
   	Gold General	   	Dragon Horse
   	Rook	   	Horned Falcon*
   	Dragon King	   	Copper General
   	Soaring Eagle*	   	Side Mover
   	Go Between	   	Free Boar*
   	Drunk Elephant	   	Silver General
   	Prince*	   	Vertical Mover
   	Blind Tiger	   	Flying Ox*
   	Flying Stag*	   	Reverse Chariot
   	Lance	   	Whale*
   	White Horse*	   	Kirin
   	Phoenix	   	Lion**
   	Queen**	   	King**

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## Piece Orientation

A player's pieces face forward by having the front of the move mnemonic/pointed side face the opponent (except for the pictograms, which always face right-side up), showing who controls what.

## Deciding who goes first

The players may decide who goes first via a game of chance or mutual agreement. Traditionally, the least skilled player goes first.

The player who goes first is called Black and controls the black pieces. The other player is called White and controls the white pieces.

## Gameplay

After deciding who goes first, players alternate making a move. Making a move is required; skipping a move is illegal, even if having to do so is detrimental. Play continues until a King is captured, a player resigns, or a draw is reached. Players cannot capture their own pieces, and only one piece can be moved per turn.

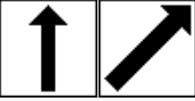
## Object of the game

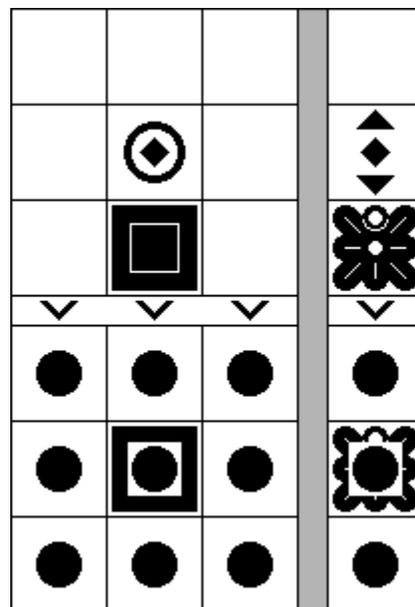
The object of the game is to capture all your opponent's royal pieces (Kings and Princes).

## Movement Types

There are only two types of moves in the game: jumping directly to a square and sliding in a straight line. The table below explains the symbols found in the movement diagrams and their meanings.

There are special rules relating to the capture of Lions (see Lion-trading rules for details)

Symbol	Meaning
	Jumps directly to this square, ignoring intervening pieces.
	Slides any number of unoccupied squares in a straight line. Must stop upon capture.
	Steps to this square, then optionally step to any square that is orthogonally or diagonally adjacent to this square, even if the first step captures something.
	Steps to this square, then optionally step to the starting square or the second square in the same direction, even if the first step captures something.

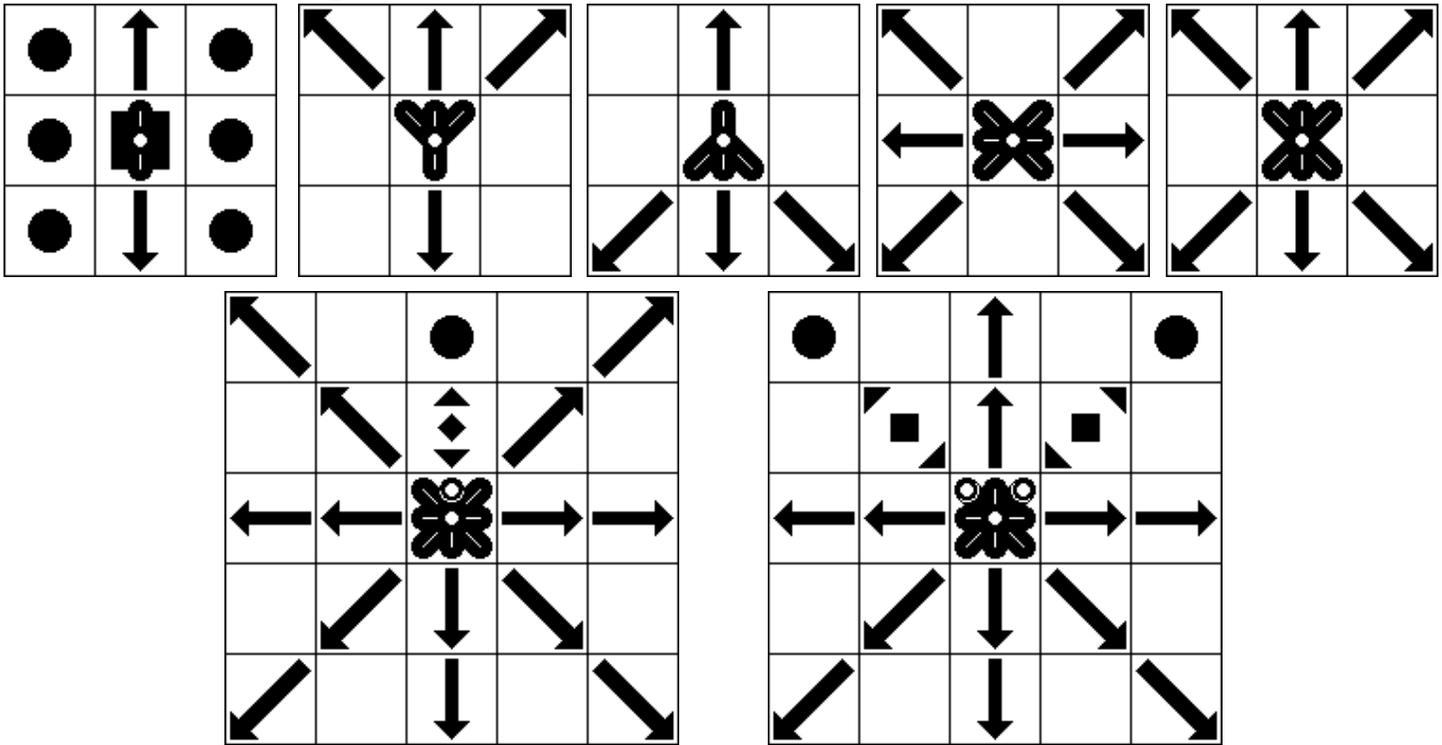




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## Movement Diagrams (cont.)



### Promotion (see Pieces for what pieces promote to)

The promotion zone is the farthest four ranks (rows) of the board (indicated by two inscribed dots). A piece may promote if its move:

- Enters the promotion zone
- Starts in the promotion zone and captures something

A Pawn that reaches the last rank can always be promoted, even on a non-capture.

Promotion is done by flipping the piece over, revealing its promoted value.

Promotion is optional unless the moving piece cannot promote at all, in which case it is left as is. Promoted pieces cannot promote further, even if their unpromoted counterparts can.

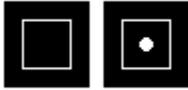
Piece	Promotion Rule (if different from normal)
	Does not promote
	Promotion always allowed on last rank (row)

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## Lion-trading Rules

Lion captures are forbidden in situations where this would in general trade two Lions out of the game.



- **Bridge-capture** - A Lion cannot capture another Lion if this would expose the moving Lion to capture after its move, unless one of the following applies:
  1. The two Lions stand on orthogonally or diagonally adjacent squares.
  2. The move first captures something that is not a Pawn or Go Between, shown below.



- Capturing a Pawn or Go Between along with a Lion is allowed if said Pawn or Go Between was the only thing defending the Lion.
- **Counter-strike** – A non-Lion piece cannot capture a Lion when on the immediately preceding turn a non-Lion piece just captured a Lion on another square.
  - This includes hit-and-run captures from Soaring Eagles and Horned Falcons, shown below.



- If a Kirin, shown below, captures a Lion, it can always be recaptured, even if it had simultaneously promoted to Lion.



These rules do not differentiate between Lions and promoted Kirins, nor do they apply recursively in the case of multiple Lions.

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## Examples of the Lion-trading Rules

<p><b>Case 1: Adjacent Lions</b></p>	<ul style="list-style-type: none"> <li>• In both cases, the Lions are adjacent, so both Lions may capture each other, and even land on squares where they could be captured.</li> </ul>
<p><b>Case 2: Multi-captures</b></p>	<ul style="list-style-type: none"> <li>• Here, neither Lion can capture the other Lion alone.</li> <li>• Black's Lion can take White's Go Between and Lion simultaneously.</li> <li>• White's Lion can take Black's Copper General and Lion simultaneously, even though it could then be captured by the Lance.</li> </ul>
<p><b>Case 3: Counter-strike example</b></p>	<ul style="list-style-type: none"> <li>• Here, neither Lion can capture the other.</li> <li>• However, both Rooks can capture the opposing Lion. The other player then cannot immediately capture the other Lion on the next move but may do so on any future move.</li> </ul>
<p><b>Case 4: Hidden protectors and multiple Lions</b></p>	<ul style="list-style-type: none"> <li>• Black's leftmost Lion cannot take White's Lion, even if it took the Pawn as well, since the Free Boar could then capture it.</li> <li>• White cannot capture Black's leftmost Lion with his own Lion, as Black's other Lion is protecting it.</li> </ul>
<p><b>Case 5: Blocking hidden protectors and Kirins</b></p>	<ul style="list-style-type: none"> <li>• Black's Lion can capture White's Lion without taking the Pawn, as the Free Boar could not capture it afterward.</li> <li>• If White captures Black's Lion with his Kirin and promotes it to Lion, Black can take the newly promoted Lion.</li> </ul>

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## Repetition

Repeating the same board position four times with the same player to move each time is forbidden, but this does not apply to a player who is in check (see below).

Certain pieces can pass a turn in certain situations. This leaves the position unchanged but does not violate the repetition rule, as it would be the other player's turn to move. Of course, two consecutive passes are not possible, as this would result in the same position as before.

## Check and Mate

A player is in check if at least one of their Kings is under attack. Players are not required to keep their King(s) out of check and can even move into check, though doing otherwise is almost always a blunder.

A player with two Kings may sacrifice one of them without losing the game.

If a player has no legal moves that will keep at least one of his Kings out of check, that player is mated and has effectively lost the game.

## Illegal Move

A player who makes an illegal move loses immediately. This rule may be relaxed in casual games, where the offending player can take back the move and make a legal move.

## End of Game

A player wins when they capture all the other player's Kings.

At any time, a player may resign, and their opponent wins the game.

## Draw

At any time, the players may agree to a draw.

In positions where the winning condition is practically impossible to fulfill for either player, the game is considered a draw.

## Handicaps

Games between players of disparate strengths are often played with handicaps, where White's army is weakened and/or Black's army is strengthened, but White moves first as compensation. Some commonly used handicaps are:

- Two Kings: Black starts with his Drunk Elephant promoted to King.
- Two Lions: Black starts with his Kirin promoted to Lion.
- Three Lions: Black swaps his Phoenix for White's Kirin, and Black starts with both Kirins promoted to Lions.

In handicaps where White removes one or more of his pieces from the board, he may also be allowed to move up a few of his pieces or rearrange them to fill in the gaps to protect the weaker pieces as well.