

禽将相

Tori Shogi

2 players / 30 minutes / 10 years and older

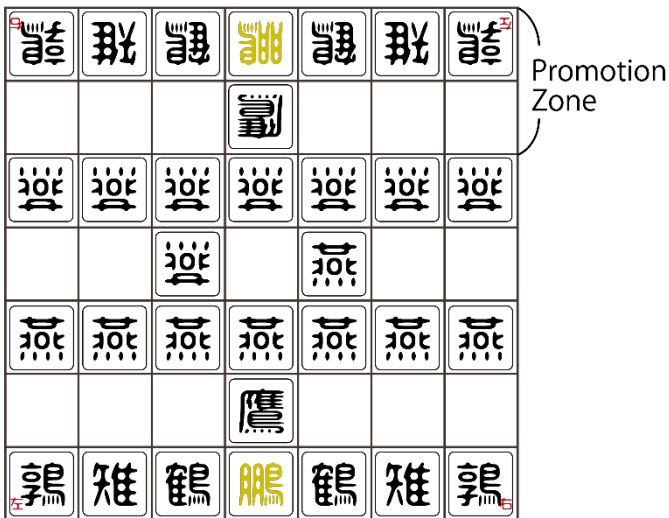
Tori Shogi is a traditional Shogi variant created around 18th century (Edo period). It uses a 7x7 square board, which is narrower than that of the orthodox Shogi, and the pieces are totally different with the motif of birds. Most of the pieces have diagonal moves, which are reminiscent of the sharp movements of a bird as it stalks its prey.

COMPONENT

- Board (7 x 7 squares)
- 32 pieces - swallow 16, crane 4, pheasant 4, quail (left and right) 4, hawk 2, peng 2; the back of the swallow is the goose and the back of the hawk is the mountain hawk-eagle.

SETUP

Place the pieces as shown below. The piece in the forward position is your piece, and the piece facing the opposite direction is your opponent's piece. Note the sides of quails.



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GAMEPLAY

The basic rules are the same as in orthodox Shogi. Players take turns playing either of the below. Passing is not allowed.

- 1) Move one of your pieces according to the piece movement (see another sheet). If there is an opponent's piece at the destination of the move, capture it and keep it as your piece.
- 2) Place one of your kept pieces in any empty square.

If the peng is in the capture range of an enemy piece, it is called to be in check. If your peng is in check, you must make a move to avoid the check. If your peng is in a position where it cannot escape from capture, it is called mate or checkmate and you lose the game.

If the same move is repeated three times, the player who initiated the moves must change his or her move.

PIECE PROMOTION

The swallow and the hawk can be promoted to a higher rank. This is done by turning over the piece when it advances to the promotion zone: the front two rows on the opponent's side.

Unlike in the orthodox Shogi, the promotion is compulsory in Tori Shogi and must be done as soon as those pieces enter the promotion zone. Once a piece is promoted, it cannot return to the pre-promoted piece unless it is captured.

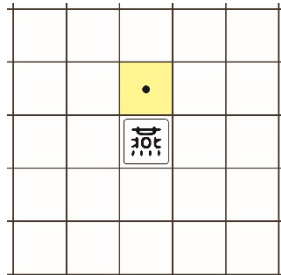
PROHIBITED MOVES

- You cannot place three of your swallows in the same column (vertical line).
- You cannot place a promoted piece from your kept pieces.
- You cannot place your swallow in the deepest row on the opponent's side from your kept pieces.
- You cannot make your opponent's peng to be in check-mate by placing your swallow from your kept pieces. If you do so, you lose the game immediately (However, check is permitted in the same situation).

Pieces in Tori-Shogi

燕 (Tsubame, En / Swallow)

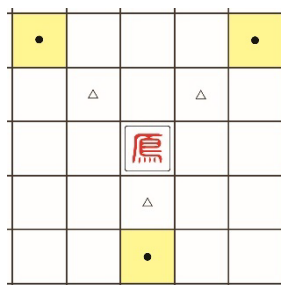
The equivalent of the pawns (歩) in the orthodox Shogi. It advances only one step straight forward, and is promoted to goose when it enters the enemy's territory.



TIPS: The swallow is a summer bird in Japan. They fly in from the south in spring, raises its young, and leaves in autumn (although it is a seasonal word for spring). They are familiarly seen nesting under the eaves of houses.

鳧 (Kari, Gan / Goose)

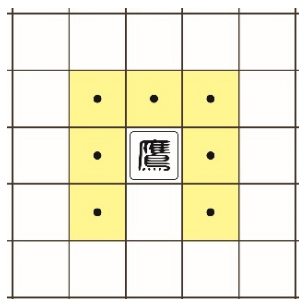
The promotional piece for Swallow. It jumps diagonally forward or straight backward with one square in between. The intervening piece is jumped over.



TIPS: Geese fly to Japan in autumn and leave for the north in spring. It has been often used in wa-ka and haiku (traditional Japanese poems) as the seasonal word for autumn.

鷹 (Taka, Ou / Hawk)

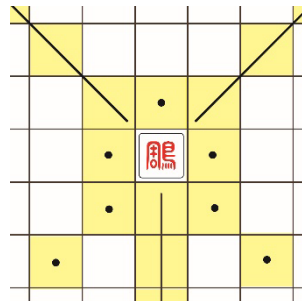
It moves in the direction of 7 adjacent squares except the straight backward. Promoted to mountain hawk-eagle in enemy territory.



TIPS: A medium-sized bird of prey representative of Japan. Most of them are resident birds, but it is a seasonal word for winter. In the old days, used for hunting as hawk-hunting (Taka-gari).

鷲 (Kumataka, Syū / Mountain Hawk-Eagle)

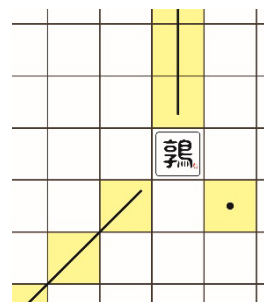
The promotional piece for the hawk. It can move straight forward or to the left or right one step, or diagonally backward one or two steps, or diagonally forward or straight backward unrestricted. It cannot jump over other pieces.



TIPS: Kumataka literally means "bear-hawk", because it is relatively large bird among Japanese hawks. It reigns at the top of the forest ecosystem and is called the king of the forest.

鶉 (Uzura, Jun / Quail)

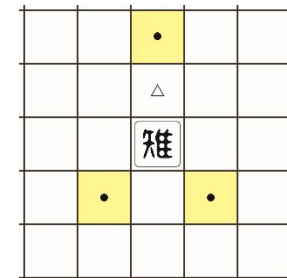
The only type of pieces that moves differently between the left piece and the right piece. The left quail takes one step left backward and moves forward and right backward unrestricted (it cannot jump over other pieces). The right quail does the opposite.



TIPS: A small bird found in the autumn fields in Japan, it has been raised for food and appreciation since ancient times. Its eggs, in particular, are familiar as a food source.

雉 (Kiji, Chi / Pheasant)

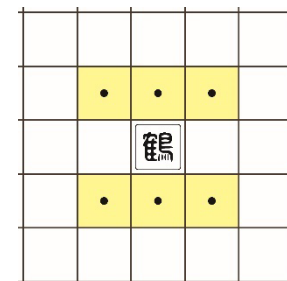
It takes one step diagonally backward or jumps over one square straight forward. The intervening piece is jumped over.



TIPS: A resident bird of Japan found in the mountains and fields and is a seasonal word for autumn. It is a familiar bird in Japan because of its appearance in the folk tale "Momo-taro".

鶴 (Tsuru, Kaku / Crane)

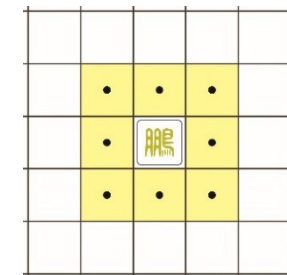
Moves to any of the six adjacent squares except left and right.



TIPS: The large bird flies to Japan in the autumn and spends the winter near the water. In Japan, it is well known in the folk tale "The Crane's Return" and as a traditional subject for paintings. A seasonal word for winter.

鵬 (Hou, Ōtori / Peng)

The piece equivalent to the king (王将) in the orthodox Shogi, moves to adjacent squares in eight directions. If your Peng cannot escape capture from the opponent, it means checkmate and you loses the game.



TIPS: The peng is a gigantic bird from Chinese myth. Its exact appearance is not known, so I represent it here as a silhouette with a large wing. It is best known for being used in the names of the Sumo Champions Taihou (大鵬) and Hakuhou (白鵬).

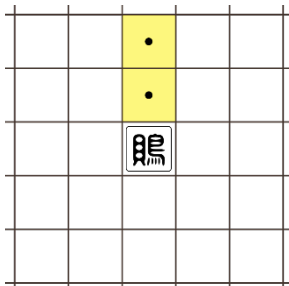
Pieces for Expansion Rules

The following two types of pieces do not exist in traditional Tori Shogi and were added uniquely in the Kanare_Abstract version for the expansion rules. You can add either one or both types of them to your game, but it is recommended to add them after you are familiar with traditional Tori Shogi.

鴟 (Mozu, Keki / Shrike)

It can take one or two steps forward but cannot jump over other pieces.

To add it to the game, each player has one shrike as a kept piece from the beginning of the game (i.e., it is not initially placed on the board). During gameplay, you may drop your shrike according to the normal dropping rules.

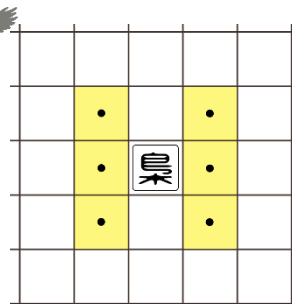


It is the only type that can neither retreat nor be promoted, but instead you may exchange your shrike in the promotion area for one of your kept pieces using a whole turn. However, it cannot be exchanged for a swallow, nor for a promoted piece. The exchanged shrike becomes your kept piece again.

TIPS: The shrike is a small bird of prey, and although it is a resident bird in Japan, it is considered the seasonal word for autumn. Shrikes have a habit of preserving their prey by stabbing it into the tips of tree branches, etc., and this is well known in Japanese as "shrike's offerings" (鴟の早贄). However, the shrike's appearance itself may not be as well-known as the word. Also, shrikes have a habit of imitating the calls of other birds, which is why they are sometimes written with the kanji character "百舌鳥" meaning "the bird with a hundred tongues". These characteristics were the inspiration for the rules for using the shrike piece.

梟 (Fukurou, Kyō / Owl)

It can move in any of the six directions except straight forward and straight backward. To add the owl, both players place the owl in place of the crane on the right. This crane is excluded from the game.



TIPS: The owl is a nocturnal, medium-sized bird of prey and is considered the seasonal word for winter. In ancient Asia, there was a superstition that owls would kill and eat their mothers, and also in Japan, owls were sometimes regarded as unlucky birds. In modern times, however, owls are often treated as a symbol of wisdom and knowledge, or as the lucky bird by applying the character "不苦労" (no trouble), making them a rather well-liked character. They are also popular as pets. Incidentally, since owls have eyes on the front of their faces, they are not actually bad at looking ahead, but here the owl's leisurely flight is represented by the pieces moving sideways.

DESIGNER'S NOTE

Tori Shogi is a variant of Shogi that can still be played in the modern age, but I have designed these pieces as an extra element to add a little variety to the game. In selecting the bird species, I have chosen birds that have been well-known to the Japanese people since ancient times, that can be represented by a single kanji character, and that have particularly unique characteristics.

The birds for the traditional pieces of Tori Shogi are those that have historically been treated as noble or auspicious in Japan, especially in the upper classes. In contrast, shrikes and owls have historically been treated rather as bad omens. However, as a result of the changes of the times, these senses have been almost lost in the modern age, so I thought it would not be out of place to add them along with the traditional pieces.

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