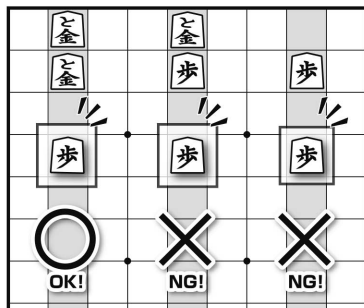


Illegal moves

There are illegal moves that will result in an immediate loss.

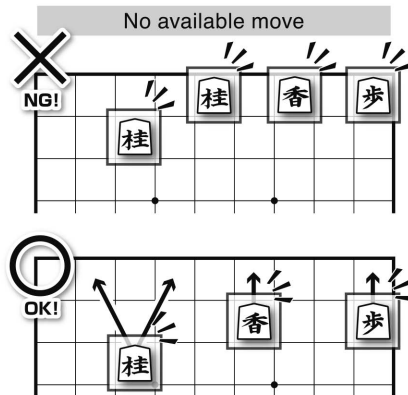
< Two Pawns (Nifu) >

Dropping a Pawn onto a file containing an unpromoted Pawn (promoted Pawn and the opponent's Pawn do not count).



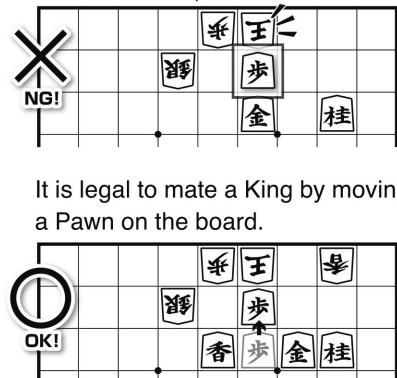
< Nowhere to Go >

Dropping a piece on a square with no legal moves, such as a Pawn on the furthest rank.



< Drop Pawn Mate > (Uchifuzume)

A dropped Pawn gives an immediate checkmate (it may give an immediate check unless it is also mate).



It is legal to mate a King by moving a Pawn on the board.

※The act of taking back moves (matta) is undesirable. When playing shogi, good manners are important.

Tips to Win

Initial stage •Make the Rook and Bishop easy to move.

Middle stage •Capture pieces with a higher value.
•You can sacrifice some pieces to promote a strong piece.
•Drop pieces to attack or defend.

Final stage •Try cornering the opponent's King in the furthest rank.
•Dropping a Gold right in front of the opponent's King is a strong move.

Stronger

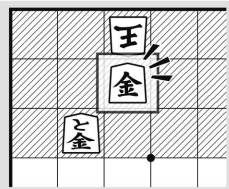
Strength of Pieces



※This is a simple scale. It is not rare that the Knight/Lance/Pawn is more useful than the Rook and Bishop.

Atamakin

A Gold dropped in front of the opponent's King



Place stickers on the pieces!

There are stickers to hide the movement guide. Once you master the movements, place stickers on the pieces.

※There are spare stickers.

Once placed, the stickers cannot be peeled off, so remember all the movements before attaching them.



Feature of Master Shogi

A shogi game with pieces that have their available movements drawn on each piece.

How to Play (Two players)

- 1 Decide who moves first and place the pieces on the board. The first player uses the King piece with a dot (玉) and the second without it (王).
- 2 Play a move in turn.
- 3 The player who checkmates the other player's King wins the game.

Move pieces in turn to checkmate (a state there is no available move to evade an attack) the other player's King to win the game.

The Basics

Pieces

There are eight types of pieces. They are given different names and movements when reversed (red ink shows the reversed side).

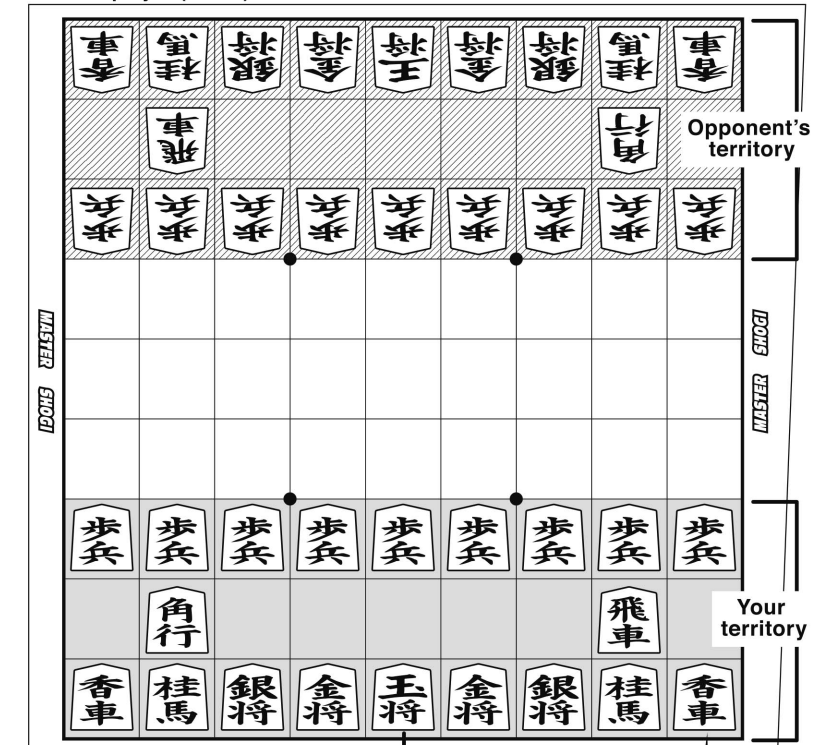
※玉 and 王 are the same type of piece (King).

Right side Abbreviations Reverse side

玉将 (King s)	玉 Gyoku	N/A
王将 (King s)	王 Oh	N/A
飛車 (Rook)	飛 Hi	龍王 (Promoted Rook "Dragon" (Ryuoh))
角行 (Bishop)	角 Kaku	龍馬 (Promoted Bishop "Horse" (Ryuma))
金将 (Gold)	金 Kin	N/A
銀将 (Silver)	銀 Gin	成銀 (Promoted silver (Narigin))
桂馬 (Knight)	桂 Kei	成桂 (Promoted Knight (Narikei))
香車 (Lance)	香 Kyo	成香 (Promoted Lance (Narikyo))
歩兵 (Pawn)	歩 Fu	と金 (Promoted Pawn (Tokin))

Initial Setup

Second player (White)

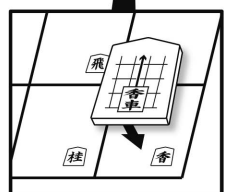


First player (Black)

Black uses 玉.

The initial setup is printed on the board. Place pieces according to the abbreviated symbols. There are 40 pieces to place on the board. The closest three ranks are your territory, and the furthest three ranks are the opponent's territory.

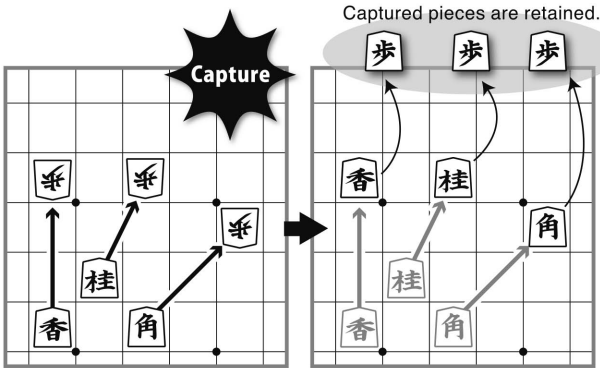
※Face each other and place the board in between such that the "MASTER SHOGI" logos are on the sides.



Rules

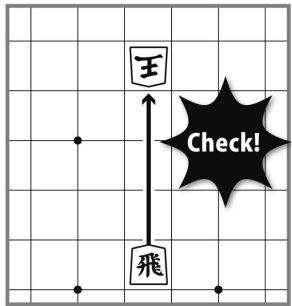
Capture

When you move a piece to a square occupied by an opposing piece, you can capture the piece. Remove and retain the opposing piece in hand for later use.



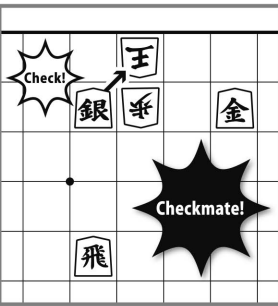
Check(Ohte)

When a King is to be captured on the next turn, the King is in check. The player whose King is in check must remove the check.



Checkmate(Tsumi)

When a King is in check but there is no legal move to play, it is checkmate and the opponent wins the game.



※You don't have to call a check.

Movements

Eight pieces have different movements. When there is an opposing piece on a square you can move a piece to, you can capture the piece with yours.

King (Ohsho)

Moves one square in any direction.

Rook (Hisha)

Moves any number of squares in an orthogonal direction but cannot jump over a piece.

Bishop (Kakugyo)

Moves any number of squares in a diagonal direction but cannot jump over a piece.

Gold (Kinsho)

Moves one square in any direction except diagonally backwards.

Silver (Ginsho)

Moves one square diagonally or one square forward.

Knight (Keima)

Jumps to one of the two squares positioned diagonally forward from the square adjacent and forward of the Knight. (Unlike in chess, no moves to the sides or backwards.)

Lance (Kyosha)

Moves any number of squares in the orthogonally forward direction only. Cannot jump over a piece.

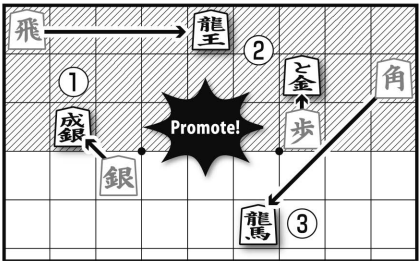
Pawn (Fuhyo)

Moves one square in the orthogonally forward direction only.

How to promote

When your piece enters the opponent's territory, you can promote the piece by reversing it. A promoted piece has a different name and moves. There are three moves where you can choose to promote the piece.

- ① Enter the opponent's territory.
- ② Move inside the opponent's territory.
- ③ Move out of the opponent's territory.

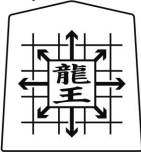


※You don't have to promote even if you can. Promoted pieces cannot be reversed back.

Movements of promoted pieces

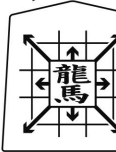
There are six types of promoted pieces printed in red with arrows. King and Gold cannot be promoted.

Promoted Rook "Dragon" (Ryuoh)



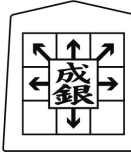
Moves any number of squares in an orthogonal direction and one square in a diagonal direction.

Promoted Bishop "Horse" (Ryuma)



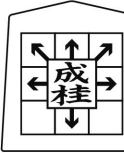
Moves any number of squares in a diagonal direction and one square in an orthogonal direction.

Promoted Silver (Narigin)



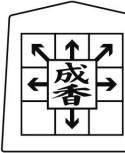
Moves one square in any direction except diagonal backwards. The same movement as Gold.

Promoted Knight (Narikei)



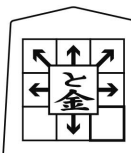
Moves one square in any direction except diagonal backwards. The same movement as Gold.

Promoted Lance (Narikyo)



Moves one square in any direction except diagonal backwards. The same movement as Gold.

Promoted Pawn (Tokin)

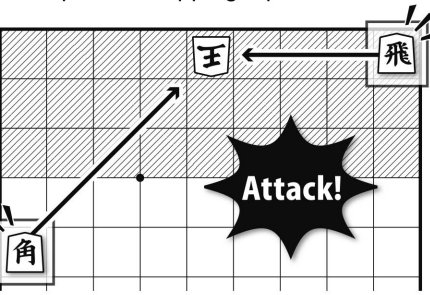


Moves one square in any direction except diagonal backwards. The same movement as Gold.

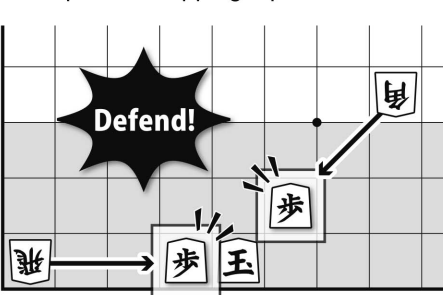
How to drop (Mochigoma)

A captured piece can be used as your piece by placing it on the board in any move (the move is called a drop).

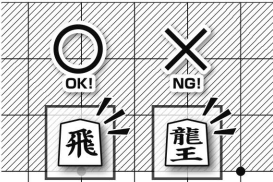
< To attack >
Examples of dropping a piece to attack.



< To defend >
Examples of dropping a piece to defend.



※Caution



Even if you drop a piece in the opponent's territory, it will not be promoted (reversed) immediately.