

禽将相

Tori Shogi

2 players / 30 minutes / 10 years and older

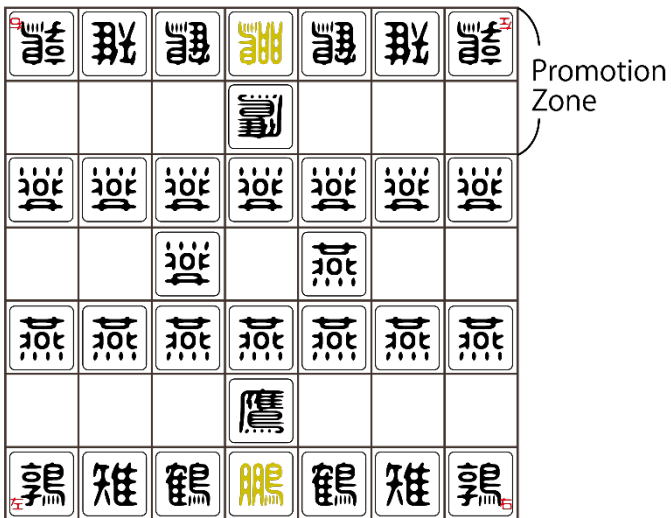
Tori Shogi is a traditional Shogi variant created around 18th century (Edo period). It uses a 7x7 square board, which is narrower than that of the orthodox Shogi, and the pieces are totally different with the motif of birds. Most of the pieces have diagonal moves, which are reminiscent of the sharp movements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



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).