



将棋



studios
about this game

This is a traditional and popular game in Japan, related to international chess and the indian Chaturanga. It is now available to you as part of a collection of classic games compiled by ocastudios. You can print it, fold it and take wherever you go.

This is the "bronze version" of Ludus Classicus: Shogi, in English, formatted to A4 sheet size. This is a traditional game and is under Public Domain, and under the same license we release this art. It is distributes in PDF format so anyone can download, print, assemble and play it. For more information visit www.ocastudios.com/rights.

History

The Indian game of chaturanga was developed around the 7th century of the Common Era and is recognized as the ancestor not only of shogi and international chess, but also of innumerable other variants all over the globe. It has bifurcated into a Western and a Northern branches – this last one giving origin to Chinese xiagnqi and others. It is believed that at some point in the 9th century, or perhaps a little earlier, the game has crossed the channel to Japan, where many variants emerged.

Two shogi variants from the Heian period are noteworthy, known as dai shogi (big shogi) and sho shogi (small shogi). The first one used a 13x13 board, and each player controlled an army of 34 pieces. The second one, which is the ancestor of the modern game, is a simplified version, with 8x9 or 9x9 boards, with each player controlling 16 to 18 pieces (with no bishops or rooks).

Rules

Each player controls an army that starts with 20 pieces. The goal is to protect your own king and capture the enemy king.

One player must take control of the white army (he'll start the match) and the other should take the black army. Notice that the pieces, except for the kings, are all grey and are not differentiated by team. This happens because they might change sides throughout the game. It is the orientation of the piece, not its color, that defines its team.

To set up a match, players must place the pieces as indicated on the board. Their are placed with the red side facing down, and oriented so that you can read your own pieces' names. (Kings and Gold Generals have no red side, so you may place any side up.)

In his turn each player may move a piece, as indicated on the table. The move must end on an empty space or a space occupied by an enemy piece. In this last case, the enemy piece is captured – which means it has to be removed from the game and placed in the komadai of the player who captured it. A player's komadai is the space on his right side of the board, where he keeps captured pieces. When a piece is captured, it is demoted.

By the end of a piece's movement, if it lands in the last three rows of the board (beyond the red line), it may be promoted (whether or not it captured a an opponent piece). To promote it, flip it so the red is facing up. Pieces that do not have a red face cannot be promoted, nor can a piece with the red side already facing up.

Promotion is usually optional, but it is compulsory for some pieces when they land on the last row. These pieces are the pawns, knights and lances. Knights must also be promoted if they land on the penultimate row.

Instead of moving a piece, a player may choose to recruit a piece from his komadai into the game, which is referred to as the 'drop rule'. To do so, he just has to place the piece on an empty square on the board, but there are a few limitations: pawns, knights and lances may never be dropped on the last row; knights may never be dropped on the penultimate row; pawns may not be dropped in a column that already has an allied non-promoted pawn; and, finally, it is not allow to cause a check-mate (see below) by dropping a pawn (although other pieces may be dropped to give immediate check-mate and the pawn may be dropped to give a check).

A piece cannot be promoted in the same turn it was dropped.

The goal of the game is to capture the opposing king. When a player moves or drops a piece endangering the opposing king (which means that he could capture the king with one more move), he must warn the adversary that his king is in check. The adversary must then take an action to protect his king.

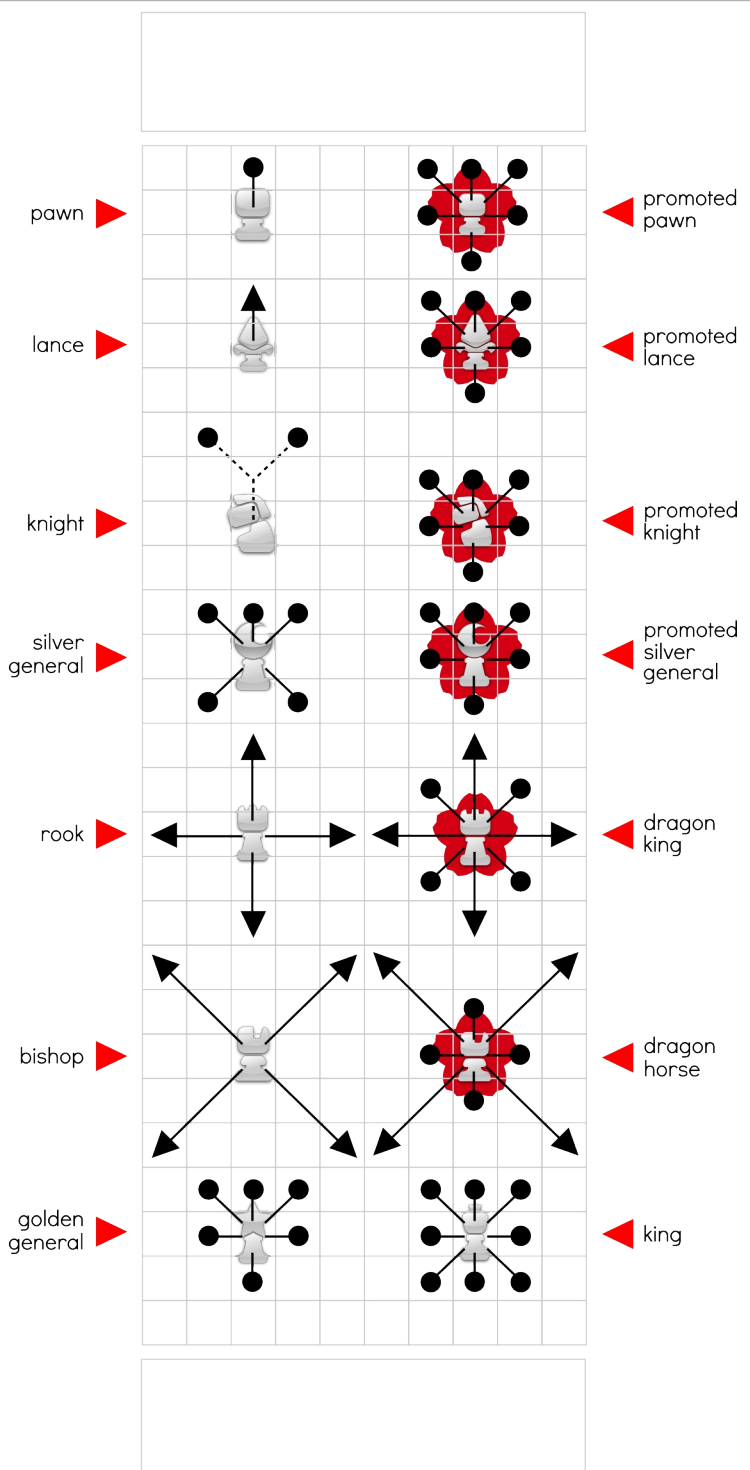
If a player can check the opposing king in such a way as to be no escape, then a check-mate has occurred, and he just won the game.

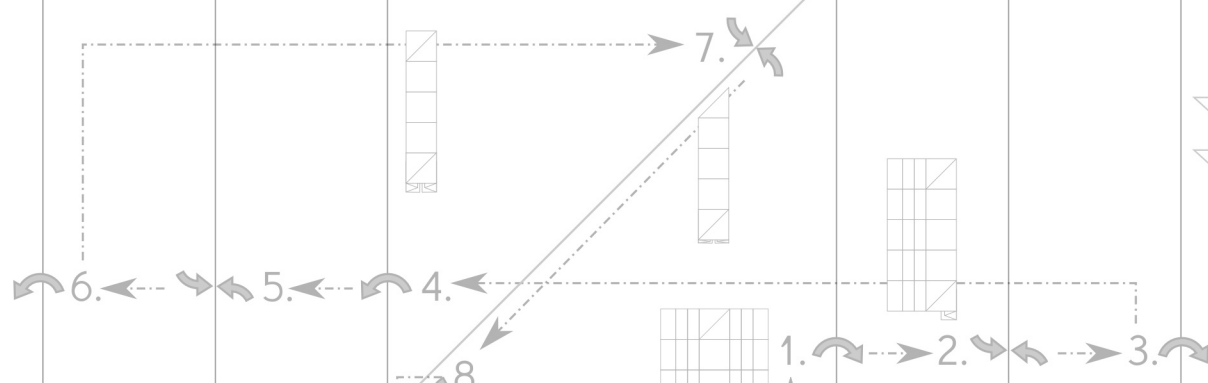
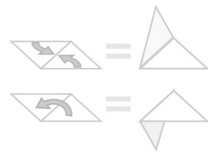
For detailed information about shogi in English, check out <http://shogi.me>.

The piece's movements are detailed on the table to your right. In it a black circle means the piece can capture an enemy on that space. A dotted line means the piece can jump over pieces while performing this movement, while a full line means it cannot. A black arrow means the piece can move as many space on that direction as the player wishes, until it finds an obstacle (and if the obstacle is an opposing piece, it can be captured).

Sadly, although we do know these games were similar to the modern version, the complete rules did not survived to this day. We also don't know when the drop rule was inserted, but the consensus is that shogi probably acquired the modern rules and mechanics around the 16th century.

Shogi has enjoyed so much prestige in Japan that its master title, Meijin, was at a time inherited, just as a nobility title. For the brief moment after the World War II when Japan was under American rule, there were attempts to banish the game along with other traditions deemed feudal. The game has deep cultural roots, though, and not only it endured but flourished in the 20th and early 21st centuries.





Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



III. Lock a tab into the pocket of the tab to its left.

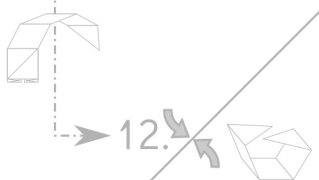


IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



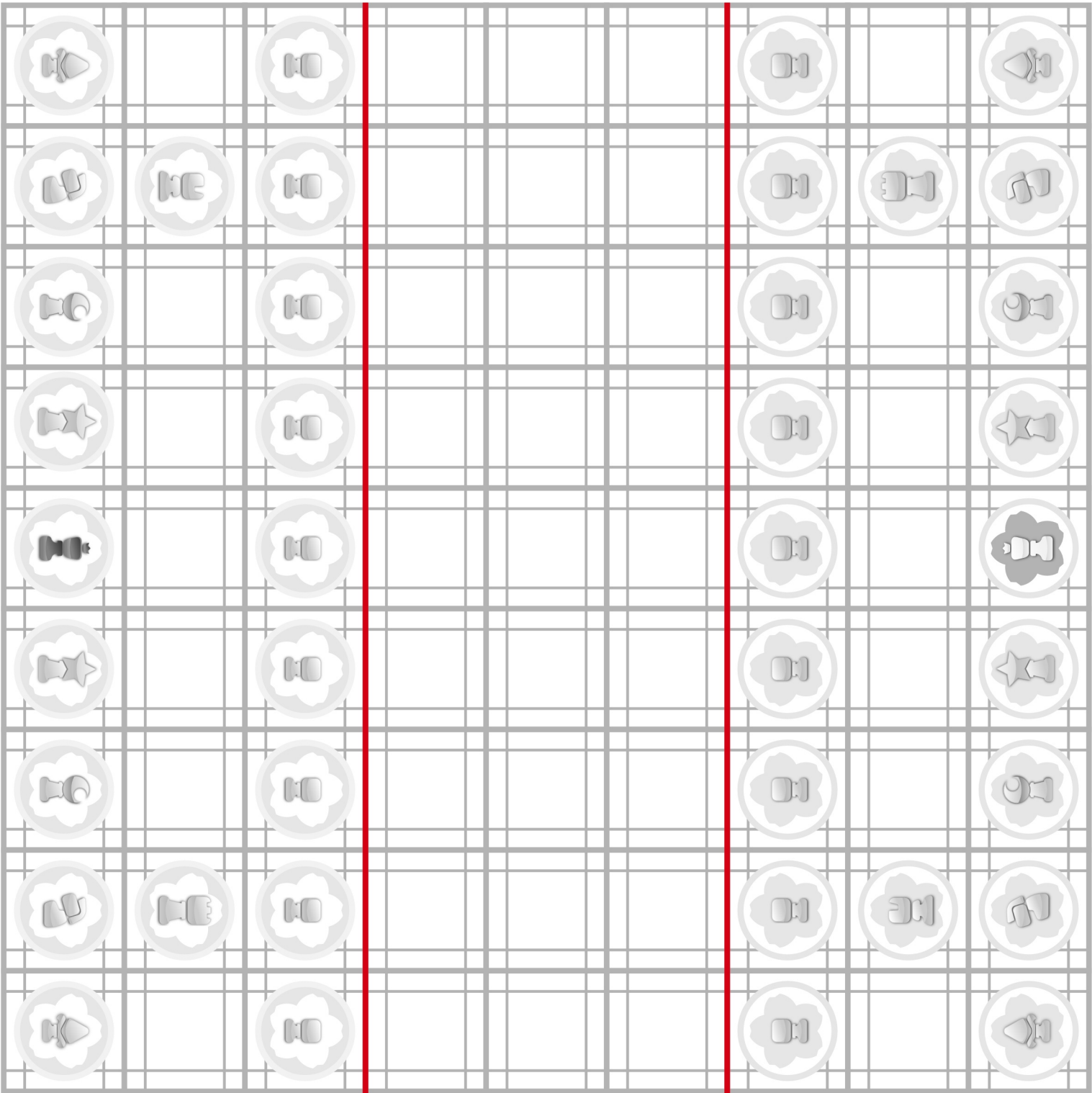
number of players	2	ages	5+
duration of a match*	1h	duration of assembly	120*

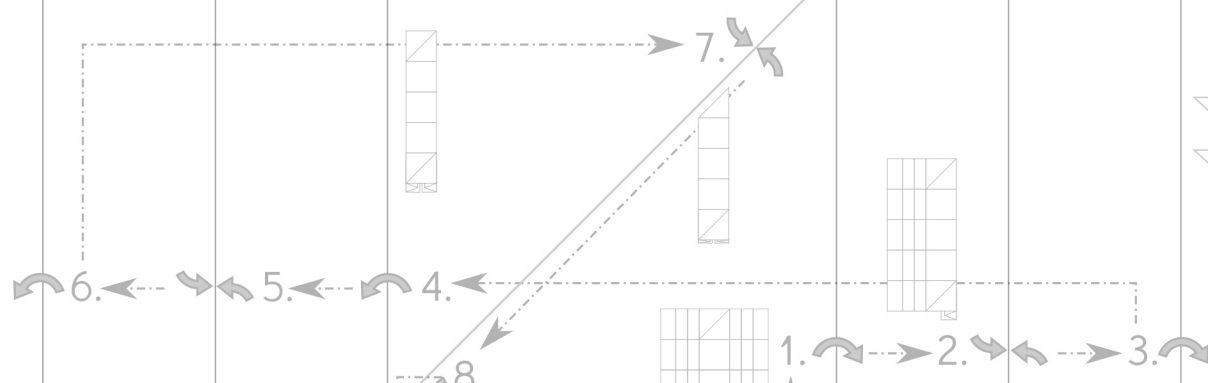
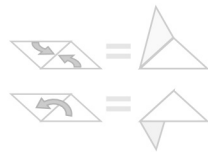
*IT TAKES 20' TO LEARN THE GAME. DURATIONS MAY VARY.

Illusions classics

This game is part of a series of classics under public domain. The design was created by ocastudios, but the rules are kept as undisturbed as possible.







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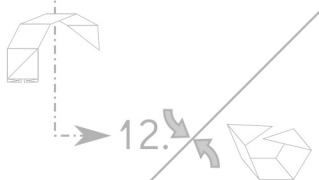


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INSTRUCTIONS FOR FOLDING THE PIECES

