

# Wil's Gaijin Shogi Kit






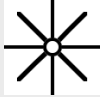













This PDF is a set of pieces and a board for the Japanese game known as Shogi. It includes 2 variant pieces for playing 5-6 different variants. All pieces have movement indicators, and English and Kanji markings.

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Permission to make non-commercial copies granted.  
Attention Copy Shops: you may make copies of this kit available on cardstock for normal rates.

Pieces will work best by printing on 110# or heavier cardstock, using a contact laminate over that, then folding the silvers, knights, lancers, pawns, bishops, rooks, and elephants/princes along the center line to make them double sided; they should be glued closed. even better results may be obtained by gluing the pieces onto cardboard after laminating.

Enjoy!

-Wil  
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Piece	Kanji	Move	Notes	Promoted	Move	Notes	
King	王將		Lose if captured and no crown prince 1 Space				
Jade	玉將						
Drunken Elephant	酔象		Optional 1 space	Crown Prince	太子		Prevents loss 1 space
Prince	王子		Optional. Prevents loss 1 space	Crown Prince	太子		Prevents loss 1 space
Crown Prince	太子		Optional Prevents loss 1 space				
Bishop	角行		Any distance diagonally	Promoted Bishop	龍馬		Any distance diagonally
Rook	飛車		Any distance orthogonally	Promoted Rook	龍王		Any distance orthogonally
Gold	金將		1 space				
Silver	銀將		1 space	Promoted Silver	成銀		1 space
Knight	桂馬		Jumps over space ahead to either diagonal spot.	Promoted Knight	成桂		1 space
Lancer	香車		Any distance forward	Promoted Lancer	成香		1 space
Pawn	歩兵		1 space	Token	と金		1 space

									Challenger Side	
										Promotion Zone for Reigning Size
									Neutral Zone	
									Challenger Side	
										Promotion Zone for Reigning Size

**Turn Procedure**

You may either

- Move one piece
- Place one piece on the board

If eligible, promote the piece moved  
 Play then proceeds with the other player.

**Winning the Game**

The game is won with one player has neither a king nor a crown prince on the board.  
 Note that the Drunken elephant does not count; until promoted it is not a victory piece.

**Promotion**

A piece which is moved into any space in their opponent's zone may be promoted after that move. If the piece is moved to a spot where it can no longer move, it must be promoted.  
 King, Jade, and Gold do not promote.  
 Drunken Elephant promotes to Crown Prince  
 Silver, Knight, Lancer, and Pawn promote to Gold.  
 Bishop and Rook gain 1 space any direction.

**Captured Pieces**

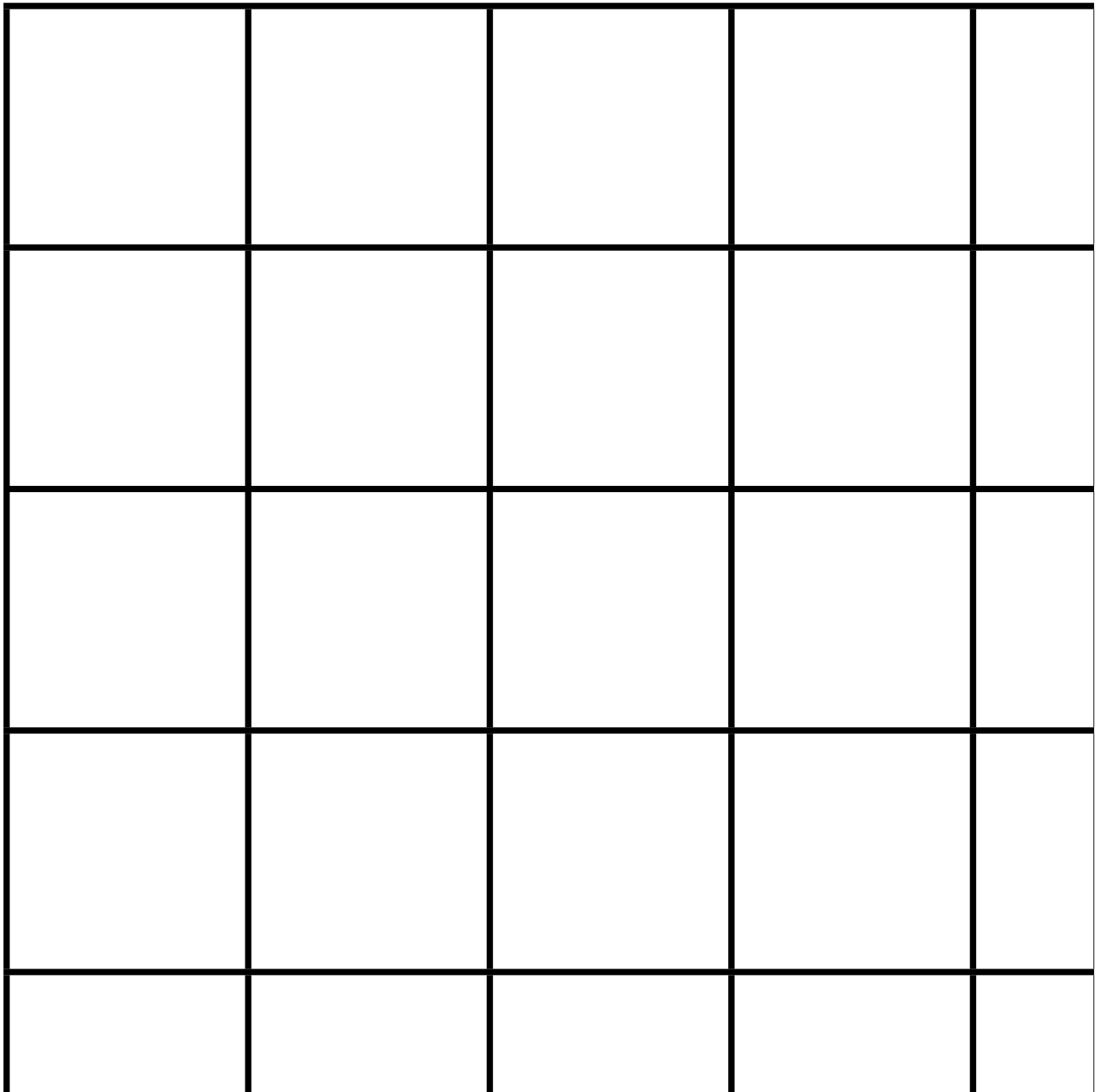
Pieces are captured by normal movement into their space of an opposing piece.  
 Captured pieces lose promotion, but may be placed back on the board by the capturing player as one of their own.

When placing a piece back on the board:

- it must be placed unpromoted
- It must have a valid move available
- It must not be able to be captured immediately
- It may not promote on the turn placed

**The Drunken Elephant and Crown Prince.**

The Drunken elephant is an optional piece. If in use, once promoted, it becomes the crown prince; if a crown prince is in play, both the king and prince must be captured to win the game.  
 Some variants have only a non-promotable prince; one such variant gives it a 2 space move.  
 Pieces are included for those variants.



Print 4 copies, then trim, and paste or tape together into the requisite 9x9 square board.  
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