

Initial Position

9	8	7	6	5	4	3	2	1
皇	桂	銀	金	王	金	銀	桂	皇
	飛						馬	
歩	歩	歩	歩	歩	歩	歩	歩	歩
歩	歩	歩	歩	歩	歩	歩	歩	歩
	角						飛	
香	桂	銀	金	玉	金	銀	桂	香

Movement of each piece

○	○	○
○	王	○
○	○	○
	↑	
←	飛	→
	↓	
	↖	↗
	角	
	↙	↘
○	○	○
○	金	○
	○	
○	○	○
	銀	
○		○
	↑	
	香	
	○	
	歩	

Promoted piece movement

KING	—									
ROOK	<table border="1"> <tr><td>○</td><td>↑</td><td>○</td></tr> <tr><td>←</td><td>竜</td><td>→</td></tr> <tr><td>○</td><td>↓</td><td>○</td></tr> </table>	○	↑	○	←	竜	→	○	↓	○
○	↑	○								
←	竜	→								
○	↓	○								
BISHOP	<table border="1"> <tr><td>↖</td><td>○</td><td>↗</td></tr> <tr><td>○</td><td>馬</td><td>○</td></tr> <tr><td>↘</td><td>○</td><td>↙</td></tr> </table>	↖	○	↗	○	馬	○	↘	○	↙
↖	○	↗								
○	馬	○								
↘	○	↙								
GOLD GENERAL	—									
SILVER GENERAL	<table border="1"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>全</td><td>○</td></tr> <tr><td></td><td>○</td><td></td></tr> </table>	○	○	○	○	全	○		○	
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○	全	○								
	○									
KNIGHT	<table border="1"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>圭</td><td>○</td></tr> <tr><td></td><td>○</td><td></td></tr> </table>	○	○	○	○	圭	○		○	
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○	圭	○								
	○									
LANCE	<table border="1"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>杏</td><td>○</td></tr> <tr><td></td><td>○</td><td></td></tr> </table>	○	○	○	○	杏	○		○	
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○	杏	○								
	○									
PAWN	<table border="1"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>と</td><td>○</td></tr> <tr><td></td><td>○</td><td></td></tr> </table>	○	○	○	○	と	○		○	
○	○	○								
○	と	○								
	○									

Notation

In shogifan.com the English and Japanese notation are used indistinctly.

Usually both are used for help to comprehend.

For the Japanese notation first need to point the column and then the row written in Japanese kanji. By last the piece is written.

Example: 7 六歩

For the English notation first need to write the initial of the letter.

King→K, Rook→R, Bishop→B, Gold→G, Silver→S, Knight→N, LancerL, Pawn→P

Then need to write the column and the row that is written with an alphabet letter, starting with the A on the top row (from the Sente point of view).

Example: P7f



Rules



- The goal of the game is to capture the enemy's King.
- One turn for player. For decide who starts five pawns are thrown. If there is more 歩 starts the player who throw the pawns. The player who start will be called Sente and his rival Gote.
- Captured pieces can be drop again on the board as own pieces.
- It is not possible put 2 pawns on the same column or make checkmate dropping a pawn.
- The pieces can promote in of the last 3 rows.
- Checkmate is when the King is attacked and can't do anything for stop it.



SHOGI FAN

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