Introduction

I am an enthusiast of historical chess variants; I was very delighted to hear about the chessvariants, history.chess.free.fr, Wikipedia articles, Chinese Chess History, zillionsofgames as well as various other interesting sites that explained ancient variants & rules of playing them.

My interest began in learning how to play these games; then I wanted a clear comparable set of rules on how to play them. This inspired me to start this small exercise of writing the rules of major historical chess variants that was played on familiar board sizes (i.e. 8x8 or slightly larger).

I started writing the rules of Chaturanga, the assumed ancestor of all chess variants, & then wrote about the various other descendants. I resorted heavily on the above mentioned sites as well as other information that I’ve searched on the Internet.

I tried to the best of my efforts to capture all the rules that are mentioned & crossed checked them with all the available information that I was able to gather.

The result was this document, which I later tried to give it more flavor by adding some historical details as well as some insightful speculations, which I inferred from reading various authorities on the subject. Again all the information I’ve gathered were Internet based information.

At the end, I also decided to add an Appendix to explain the ancient Indian spiral race board game called Ashtapada, which historians believe that its board was used to develop Chaturanga. I’ve reconstructed the rules from a similar old Indian race game called Ashta-Kashte.

I Hope that this document will be of interest to the rest of the historical chess variants community.

If anyone has any ideas on how to improve this document, or would like to suggest a correction of information, please contact me at: daou.nader@gmail.com.

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Dmit, Shouf, Lebanon

March 31, 2007
I. Chaturanga1 (Indian Chess)

Board Setup:

- Non-checkered 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raja, Rajah</td>
<td>1</td>
<td>King</td>
</tr>
<tr>
<td>Mantri, Senapati</td>
<td>1</td>
<td>Counselor/Adviser, General (Ferz)</td>
</tr>
<tr>
<td>Gaja/Dwipa</td>
<td>2</td>
<td>Elephant</td>
</tr>
<tr>
<td>Ashva/Ashwa/Asva, Turaga</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Ratha</td>
<td>2</td>
<td>Chariot (Rook)</td>
</tr>
<tr>
<td>Padati/Pedati/Patti/Bhata, Sainik</td>
<td>8</td>
<td>Foot Soldier, Warrior (Pawn)</td>
</tr>
</tbody>
</table>

King:
During setup, the King is always placed in the central square that is on the player’s right (i.e. Kings are not facing each others).

Other Pieces:
Same as in International Chess.

Piece Moves:

King:
Moves as usual king, but additionally has the right to make one knight-move/capture during the game, provided that he hasn't been checked before he makes his knight-move/capture. Castling doesn't exist.

Elephant1:
Jumps two square diagonally2

Ferz:
Moves one square diagonally

Pawn:
Moves and takes as a usual pawn, but may not make a double step on its first move.

Pawn Promotion:
Pawns can promote when they arrive at the last rank of the board, but only to the type of piece that was on the promotion-square in the opening setup. Additionally, promotion is only possible when the player already lost a piece of the type. A consequence of this rule is that pawns never promote to kings3.

Special Rules:

- The goal of the game is to Checkmate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- Bare King counts as a Win.
- The player that Stalemates their opponent loses the game.

1 The Sanskrit name Chatur-Anga (meaning Four Parts) was used to refer to the Indian “Army” of Vedic times in which a platoon had four parts: one elephant, one chariot, three soldiers on horseback, and five foot-soldiers. Chaturanga is believed to have been developed between 400-450 AD in the Gupta Empire (320-540 AD), Northern India, based on a board from an earlier race game (related to Pachisi), known as the Ashtapada. The Sanskrit name Ashta-Pada (meaning Eight Steps) was used to refer to any Board composed of 8x8 squares. Please see Appendix I for an attempted reconstruction of the Ashtapada race game.

2 Later in History, in an effort to reflect the real power of the Elephant in Battle, the Elephant was replaced by a Camel (retaining the same move: Jumping diagonally one over one square); at the same time, they replaced the Chariot with the Elephant (Giving the Elephant the Chariot’s move: Moving orthogonally any number of squares). Often in India, nowadays, the Rook Piece is called the Elephant and the Bishop Piece is called the Camel.

3 At a later stage in history (As described by Biruni in his India book around 1030 AD), the Elephant was given another move; one square forward or one square in any diagonal direction (think of the four legs & trunk of the elephant).

4 Another move ascribed to the Elephant was that stated by the Arabic Chess Master, Al-Adli, in his Chess Book around 840 AD; he stated that the move of the Elephant in India was an orthogonal two square jump (i.e. jumping over one square to the: left, right, back or forward). The German historian Johannes Kohitz (1843-1918) suggests, rather, that this was the earliest move of the Elephant.

5 The 19th century Indian chess variants had a similar pawn promotion rules, which could have existed as variations in the old Chaturanga chess rules:
   - In Hindustani Chess played in Northern India, the pawn reaching any of the opposing two central squares may promote to Counselor, provided that the player has already lost his Counselor piece.
   - In Parsi Chess played in southern India, a pawn that reaches the opposing king’s square can be promoted to the rank of any piece already lost.
II. **Shatranj-Chatrang**⁶ (Persian-Arab Chess)

**Board Setup:**
- Non-checkered 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shah</td>
<td>1</td>
<td>King</td>
</tr>
<tr>
<td>Wazir, Firzan</td>
<td>1</td>
<td>Minister/Vizier, Counselor/General (Ferz)</td>
</tr>
<tr>
<td>Fil</td>
<td>2</td>
<td>Elephant</td>
</tr>
<tr>
<td>Faras, Hisan</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Rukh, Rokh, Rookh</td>
<td>2</td>
<td>Chariot, Wheel (Rook)</td>
</tr>
<tr>
<td>Baidaq</td>
<td>8</td>
<td>Foot Soldier (Pawn)</td>
</tr>
</tbody>
</table>

**King:**
During setup, the King is placed in any of the two central squares; however, the two kings should always be on the same column (i.e. facing each other).

**Other Pieces:**
Same as in International Chess.

**Piece Moves⁶:**

**King:**
Moves as usual king (i.e. one safe square in any direction, orthogonal or diagonal); Castling doesn't exist.

**Elephant:**
Jumps two square diagonally

**Ferz:**
Moves one square diagonally

**Pawn:**
Moves and takes as a usual Pawn, but may not make a double step on its first move.

**Pawn Promotion:**
A Pawn arriving at the last row always promotes to Ferz.

**Special Rules:**
- The goal of the game is to Checkmate or Stalemate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- The player that Stalemates their opponent wins the game⁹, *(This rule is exactly opposite to that of Chaturanga)*
- Bare King counts as a Win, provided that your King cannot be bared on the very next move. (See below.)
- Two bare Kings (see above) count as a Draw.

**Ta’biyat** (10-move or 12-move):
Shatranj players often agreed to allow the opening player ten moves (Sometimes twelve) at once to arrange his pieces; however, no piece was allowed to cross the board's centerline. Then second player then made is first ten moves in reply (with the same restriction), and from this position, called the Ta’biyat or battle array, the play proceeded normally by alternating moves.

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⁶ *Chaturanga* was introduced to the Persian Court around 570 AD during the reign of the Sassanid King Khosrau I Anushirvan (ruled 531-579) by the Indian ambassador of King Shavarvarman (ruled 560-585 AD) of the North Indian Mukhari Kingdom. The Persians developed the game to what became known as Chatrang; the Arabs then learned the game (called it "Shatranj") & spread it to Africa & Europe.

⁷ When Shatranj spread to the West, the Rook (coming from the Persian word Rohk, meaning Chariot) came to mean Castle, after the word Rocca, the Italian word for “Fortress”.

⁸ The same game (same rules) was played in Madagascar under the name Samantsy. The only difference was some variation in piece names.

⁹ Pritchard cites a rule variation that is not mentioned by all authors: a stalemated king may be transposed with one of its other pieces, as long as this does not result in check.
III. Senterej (Ethiopian Chess)

Board Setup:
- Non-checkered 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Negus</td>
<td>1</td>
<td>King</td>
</tr>
<tr>
<td>Fers</td>
<td>1</td>
<td>Counselor (Ferz)</td>
</tr>
<tr>
<td>Saba</td>
<td>2</td>
<td>Elephant</td>
</tr>
<tr>
<td>Feres</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Der</td>
<td>2</td>
<td>Castle (Rook)</td>
</tr>
<tr>
<td>Medeq</td>
<td>8</td>
<td>Pawn</td>
</tr>
</tbody>
</table>

King:
During setup, the King is always placed in the central square that is on the player’s right (i.e. Kings are not facing each other).

Other Pieces:
Same as in International Chess

Piece Moves:
Same as Shatranj

Pawn Promotion:
A pawn reaching the last row could be replaced by any of the player's pieces, which had by then been captured.

Special Rules:

Werera (Ethiopian Ta'biyat):  
The Ethiopian chess game starts with the Werera (Mobilization Phase), during which the players move as fast as they wish without waiting for their opponent to move (i.e. both players may move simultaneously). During this mobilization phase (Ta'biyat), the king can move two squares to the right and the nearer castle can be moved or shifted to the immediately adjacent square (i.e. castling, but only to the right of the king). Players can play as many moves as they wanted, at high speed, until the first capture; after which, the Werera phase ends and the players will start to move alternately (one player making one move at a time) for the rest of the game.

- The goal of the game is to Checkmate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option after the Werera Phase.
- Stalemate counts as a draw.

In www.pathguy.com applet of Ethiopian chess, which cites Pritchard’s Encyclopedia of Chess Variants, they stated that the game is considered a draw if a bare king is able to make seven moves without being checkmated by the opponent.

10 The above Werera rules were stated by Richard Parnkhust, in an article for the 1971 May-June issue of Ethiopian Review Magazine. Below, I reconstructed an alternative Werera rules based on the Arabic Ta’biyat:

- The opening player makes 10 moves at once to arrange his pieces
- Then, the second player makes his first 10 moves in reply.

Special rules that apply during this phase:
1. No piece is allowed to cross the board's centerline
2. No capture is allowed
3. Castling to the right is allowed & considered to be one move
4. Castling to the left of the player is not allowed
IV. Ninth Century Indian Chess

Board Setup:

- Non-checkered 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raja, Rajah</td>
<td>1</td>
<td>King</td>
</tr>
<tr>
<td>Mantri, Senapati</td>
<td>1</td>
<td>Counselor/Adviser, General (Ferz)</td>
</tr>
<tr>
<td>Ratha</td>
<td>2</td>
<td>Chariot (Rook)</td>
</tr>
<tr>
<td>Ashva/Ashwa/Asva</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Gaja</td>
<td>2</td>
<td>Elephant (Dabbābah)</td>
</tr>
<tr>
<td>Padati/Pedati/Bhata, Sainik</td>
<td>8</td>
<td>Foot Soldier, Warrior (Pawn)</td>
</tr>
</tbody>
</table>

First Row Pieces:
- The King is placed in any of the two central squares (*the two kings should always be on the same column*).
- The Ferz is placed in any of the two central squares besides the King.
- Two Rook pieces surrounding the King & Ferz pieces on both sides.
- Two Horse pieces surrounding the Rooks on both sides.
- Two Dabbābahs sitting on the Board Edges, surrounding the Horses on both sides.

Second Row Pieces:
- 8 Pawns placed in all the squares of the Second Row.

Piece Moves:

King, Ferz, Rook, Horse & Pawn Pieces:
Same as Shatranj.

Dabbābah:
Jumps exactly two squares orthogonally (vertically or horizontally)

Pawn Promotion:
A Pawn arriving at the last row *always* promotes to Ferz.

Special Rules:
- The goal of the game is to Checkmate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- Bare King counts as a Win.
- The player that Stalemates their opponent loses the game.

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11 This variant was explained by the Ninth Century Arabic Chess Master Al-’Adli.
12 The King moves exactly one safe square in any direction; there is no special leap as is the case in Chaturanga.
V. Sittuyin\textsuperscript{13} (Burmese Chess)

**Board Setup:**

- Non-checkered 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 marked squares on the Board (Made by two diagonal lines linking the edges of the board).
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min-gyi</td>
<td>1</td>
<td>Grand King (King)</td>
</tr>
<tr>
<td>Sit-ke</td>
<td>1</td>
<td>Lieutenant-General (Ferz)</td>
</tr>
<tr>
<td>Sin</td>
<td>2</td>
<td>Elephant (Silver General)</td>
</tr>
<tr>
<td>Myin</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Yattah</td>
<td>2</td>
<td>Chariot (Rook)</td>
</tr>
<tr>
<td>Nè</td>
<td>8</td>
<td>Soldier (Pawn)</td>
</tr>
</tbody>
</table>

**Pawns:**
For each player, 4 pawns are put at the third row to the player’s left, followed by 4 pawns placed at the fourth row to the player’s right.

**Other Pieces\textsuperscript{14}:**
- Each player takes turn in placing places all his non-pawn pieces, as he wishes, behind his own pawns;
- It is also allowed (in this initial setup phase) to put pieces on the positions of pawns, and then to put such pawns on other squares in the area behind the pawns original position;
- Only restriction that applies, in placing the Rooks, is that the first player has the right to object if the second player place(s):
  1. Two rooks at the same column; or
  2. One rook on the column facing the first player’s king.
In these cases, the second player has to change his setup (e.g. relocating rook to different column).

**Piece Moves:**

**King, Ferz, Horse, Rook & Pawn:**
Moves like regular Shatranj.

**Sin:**
Moves one square straight forward or one square diagonally (Like the Silver General in Japanese Chess -Shogi)

**Pawn Promotion:**
- Pawn can only be promoted to a Ferz.
- Promotion is only possible if the player’s own Ferz has already been captured (i.e. only one Ferz per player).
- A Pawn can promote when it reaches a marked square on one of the diagonal lines on the opponents half of the board; however, promotion is not immediate upon arrival on the square. Instead, when a Pawn reaches a promotion square, he stays a Pawn. In a later turn, the Pawn can be changed into a Ferz in one of two ways:
  1. No ordinary move is made that turn - instead the turn is used to change the Pawn to Ferz;
  2. The Pawn makes a Ferz move/capture and is simultaneously transformed into a Ferz (In this move, the Pawn is neither allowed to give check to the opponent’s King nor to capture the opponent’s Ferz).
- It is possible for a Pawn to move past the squares where he can promote: in that case, promotion is no longer possible for that Pawn.

**Special Rules:**

- The goal of the game is to Checkmate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- Stalemate is not allowed (Any move that would place the opponent's king into a stalemate position is prohibited).

\textsuperscript{13} “Sit” is the Burmese word for “Army”; thus, the word “Sittuyin” can be translated as “Representation of the Army”.
\textsuperscript{14} In practice, the first row was reserved to the Rooks (to a lesser extent, the king was sometimes placed on the first row as well); other non-pawn pieces (Ferz, Horse & Sin) were usually placed between the first row & the pawns.
**Draw Rules** *(Below is a rule based on Pritchard's description; there are more rules that he didn’t describe):*

- **Bare King:**
  - When one side has only a bare king remaining, & the other side has a rook & a king; then mate should be achieved within 16 moves; if the lone king is on any of the four central squares, then the 16 moves start to be counted after the 5th move of the lone king (effectively giving 21 moves).

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**VI. Makruk**<sup>15</sup> *(Siamese Chess)*

**Board Setup:**

- Non-checkered 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Khun</td>
<td>1</td>
<td>Lord (King)</td>
</tr>
<tr>
<td>Met</td>
<td>1</td>
<td>Seed&lt;sup&gt;16&lt;/sup&gt; (Ferz)</td>
</tr>
<tr>
<td>Khon</td>
<td>2</td>
<td>Nobleman (Silver General)</td>
</tr>
<tr>
<td>Ma</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Rua</td>
<td>2</td>
<td>Boat&lt;sup&gt;1&lt;/sup&gt; (Rook)</td>
</tr>
<tr>
<td>Bia</td>
<td>8</td>
<td>Cowrie shell (Pawn)</td>
</tr>
</tbody>
</table>

**King:**
During setup, the King is always placed in the central square that is on the player’s left (i.e. Kings are not facing each others).

**Pawns:**
During setup, pawns are placed on the 3rd and 6th rank *(i.e. third row instead of the second row)*

**Other Pieces:**
Same as in International Chess.

**Piece Moves:**

- **King, Ferz, Horse, Rook & Pawn:**
  - Moves like regular Shatranj.

- **Khon:**
  - Moves one square straight forward or one square diagonally *(Like the Silver General in Japanese Chess -Shogi)*

**Pawn Promotion:**
A Pawn reaching the sixth row *(towards the opponent) always promotes to Ferz.*

**Special Rules:**

- The goal of the game is to **Checkmate** the enemy King.
- There is no initial two-step Pawn move.
- There is no **Castling** option.

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<sup>15</sup> The Thai Word “**Mak**” means “**Game**”; the word “**Ruk**” could have come from Cambodian “**Ruk / Ouk**” meaning “**Check / Chess**”.

<sup>16</sup> A seed is weird in this Chess context. The name could originate from the Sanskrit ”**Mantri**” *(~Counselor, Minister)* which was used in India as well as in Malaysia and Java.

<sup>17</sup> The Chariot was replaced by a Boat in many places in the world, where the boat was more meaningful in the warfare for people trading and struggling onto the seas. This replacement was common in Thailand, Cambodia, Bengal (East India), Southern India, Java as well as in some parts of Russia. In carved pieces found in Burma (probably influenced by the Hindu culture), the Chariot was sometimes represented like a Boat carrying a shrine over wheels. In rougher works (maybe under European influence), some carvers finally omitted the wheels, or even the boat, leaving a kind of temple or tower (Comparable designs have been also found in India).
**Draw Rules:**

- **Stalemate** counts as a draw.

- **Battle without Pawns:** When neither side has any pawns left, mate must be achieved in 64 moves, or else the game is a draw. The one who is in disadvantage will be the one who will do the counting. Counting stops whenever the disadvantage side makes a capture, or thinks that he’s no more in disadvantage. If the disadvantage side checks mate the advantage side and did not stop counting at that move, the game will be declared a draw.

- **Bare King:** When one side has only a bare king remaining, a new count should start\(^{18}\) based on the count value of the remaining pieces of the stronger side. From this count value, subtract the number of pieces (for both players including the two kings) remaining on the board; the resulting number is how many moves the stronger side is allowed to make; otherwise the game becomes a draw (See detailed tables below); e.g. if white has two rooks and a knight against a lone black king, he has 3 moves \([\text{Count Value } (8) – \text{ Remaining Pieces } (5)]\) to checkmate his opponent. If the Bare King makes any capture, a new count should immense based on the number of remaining pieces for the stronger side. (See detailed tables below for Count Values).

If remaining pieces of the stronger side includes unpromoted pawns:

<table>
<thead>
<tr>
<th>Remaining Pieces of the Stronger Side</th>
<th>Count Value</th>
<th>Draw if mate not achieved in the following no. of moves</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unpromoted Pawns (&amp; other pieces)</td>
<td>64 moves</td>
<td>64 – no. of remaining pieces</td>
</tr>
</tbody>
</table>

As soon as the stronger side has no more unpromoted pawns, a new count should start:

<table>
<thead>
<tr>
<th>Remaining Pieces of the Stronger Side</th>
<th>Count Value</th>
<th>Draw if mate not achieved in the following no. of moves</th>
</tr>
</thead>
<tbody>
<tr>
<td>Two Rooks (&amp; other pieces):</td>
<td>8 moves</td>
<td>8 – no. of remaining pieces</td>
</tr>
<tr>
<td>One Rook (&amp; other pieces):</td>
<td>16 moves</td>
<td>16 – no. of remaining pieces</td>
</tr>
<tr>
<td>Two Bishops (&amp; other pieces):</td>
<td>22 moves</td>
<td>22 – no. of remaining pieces</td>
</tr>
<tr>
<td>Two Knights (&amp; other pieces):</td>
<td>32 moves</td>
<td>32 – no. of remaining pieces</td>
</tr>
<tr>
<td>One Bishop (&amp; other pieces):</td>
<td>44 moves</td>
<td>44 – no. of remaining pieces</td>
</tr>
<tr>
<td>One Knight (&amp; other pieces):</td>
<td>64 moves</td>
<td>64 – no. of remaining pieces</td>
</tr>
<tr>
<td>Only Ferz &amp;/or promoted Pawns:</td>
<td>64 moves</td>
<td>64 – no. of remaining pieces</td>
</tr>
</tbody>
</table>

**VII. Ouk Chaturang (Cambodian Chess)**

It is a variant of the **Makruk Chess** that has the following differences:

**Name of pieces:**

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sdach, Ang</td>
<td>1</td>
<td>King</td>
</tr>
<tr>
<td>Neang</td>
<td>1</td>
<td>Maiden (Ferz)</td>
</tr>
<tr>
<td>Koul</td>
<td>2</td>
<td>Pillar (Silver General)</td>
</tr>
<tr>
<td>Ses</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Tuuk</td>
<td>2</td>
<td>Boat (Rook)</td>
</tr>
<tr>
<td>Trey</td>
<td>8</td>
<td>Fish (Pawn)</td>
</tr>
</tbody>
</table>

**Special Rules:**

**First Move Rules:**

**King:**
Moves as usual king, but additionally has the right to make a knight jump/capture on his first move\(^{19}\), provided that he hasn't been checked before he makes his knight-move. **Castling** doesn't exist.

**Neang:**
Moves one square diagonally, but for his first move, it has an option to make a double-move forward (can't capture at this move), provided that the two squares ahead are unoccupied (by friendly or enemy pieces).

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\(^{18}\) The old count (i.e. the 64 move count pertaining to **Battle without Pawns**), if any, should cease immediately.

\(^{19}\) **Some references states that this knight-jump is only possible to b2 or f2 (jumping to c3 & e3 is not allowed).**
VIII. Shatar (Mongolian Chess)

### Board Setup:

- Non-checkered 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nojon, Noin (Noyion)</td>
<td>1</td>
<td>Lord, Khan, Prince (King)</td>
</tr>
</tbody>
</table>
| Bers                | 1      | Big Animal (Snow Panther, Tiger, Lion, Bull, Big Dog)
|                     |        | *(Dragon King = King + Rook)*                |
| Temee (Teme)        | 2      | Camel (Bishop)                               |
| Mor' (Mori)         | 2      | Horse (Knight)                              |
| Tereg, Terge (Terghe)| 2    | Chariot (Rook)                              |
| Chu, Xüü (Huu), Fu | 8      | Young (Child or Small Animal)                |

**King:**

During setup, the King is placed in any of the two central squares *(the kings should always be on the same column)*.

**Other Pieces:**

Same as in International Chess.

### Piece Moves:

#### King, Horse, Rook & Pawns:

Moves like regular Shatranj except for the initial move of Pawns *(See below)*.

#### Bishop:

Moves like international chess.

#### Bers:

Moves like a Rook or one square diagonally *(Like the Dragon King in Japanese Chess-Shogi)*

#### Pawn Promotion:

A Pawn arriving at the last rank always promotes to Bers.

### Special Rules:

- The goal of the game is to Checkmate the enemy king.
- The First two moves of the game are obligatory:
  - First player advances his Bers’ Pawn two steps forward
  - Second player responds by moving his Bers’ Pawn two steps forward
- Apart from the above rule, all other Pawns do not have this initial double step.
- There is no Castling option.

---

20 In old Shatar, the Bers used to move like the ordinary Ferz *(i.e. one square diagonally)*.

21 In old Shatar, the Bishop used to be depicted as an Elephant; it also used to have the same Elephant move as in Shatranj.

22 Another Variant of the initial setup is that the King is always on the left *(In such case the Kings are on different columns)*; in this variant, all pawns move like regular Shatranj *(i.e. no initial double move for any Pawns —whether the Bers’ or the Kings’)*.

23 In other later variations, the following amendments to piece moves were made:
  - the Horse was given an Amazon Move *(Knight + Bishop + Rook)* from its second move onwards
  - The King can move as a Knight *(in addition to its original move)* when it reaches the home rank of the enemy *(i.e. last row)*

24 In another variant, the initial obligatory double step move is reserved for the Kings’ Pawns *(not the Bers’ Pawns). After that, all pawns will move as in regular Shatranj.*
Endgame Rules:

- There are different kinds of **Check**:
  - **Shak** is check given by a Bers, Rook, or Horse
  - **Tuk** is check given by a Bishop
  - **Zod** is check given by a Pawn

- **Mat (Mate)** can be delivered with all pieces except the Horse (*Horse cannot give mate to the enemy King; such a move is forbidden*).

- **Win in Shatar** is achieved by:
  - Checkmating by a Bers or Rook
  - Checkmating by a Bishop or Pawn after a succession of checks containing a **Shak**.

Draw Rules:

- **Bare King**, called "Robado", counts as a **Draw**.
- **Mating** by a Bishop or Pawn (without following a series of checks including at least one **Shak**) is a **Draw**, called “Niol”.
- **Stalemate**, called “Chzhit”, counts as a **Draw**.

---

In another variant, it is considered a win for the party stalemating the opponent.
IX. Modern Xiangqi\textsuperscript{26} (Chinese Chess)

\textbf{Board Setup:}

- Non-checkered; composed of 9 (vertical) \times 10 (horizontal) lines with 90 points\textsuperscript{27} available for the movement of pieces.
- The vertical lines are known as files, while the horizontal lines are known as ranks.
- The Four squares at the middle of the first two rows (for both players) are connected by two diagonal lines. The 9 points composed by those four squares are known as the Fortress/Palace.
- The fifth row\textsuperscript{28} at the center represents a River, & as such it has no vertical lines crossing through it.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jiàng /Shuài</td>
<td>1</td>
<td>General/ Marshal (King\textsuperscript{29})</td>
</tr>
<tr>
<td>Shì</td>
<td>2</td>
<td>Advisor (Minister, Guard, Gentleman/ Scholar, Assistant, Mandarin, or Warrior) (Ferz)</td>
</tr>
<tr>
<td>Xiàng\textsuperscript{30}</td>
<td>2</td>
<td>Elephant</td>
</tr>
<tr>
<td>Mǎ /Mà</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Jū</td>
<td>2</td>
<td>Chariot (Rook)</td>
</tr>
<tr>
<td>Bào /Pào</td>
<td>2</td>
<td>Catapult (Cannon)</td>
</tr>
<tr>
<td>Zú /bìng</td>
<td>5</td>
<td>Soldier (Pawn)</td>
</tr>
</tbody>
</table>

\textbf{King & Ferz:}

For each player, the King stands at the central intersection of each player’s home rank surrounded by two Ferz pieces on its right & left (At the 3 points within the Palace boundaries in the 1st rank).

\textbf{Elephant, Horse & Chariot:}

Same positions as in regular Shatranj i.e. to the left & right points of the Ferz pieces

\textbf{Cannon:}

For each player, there are two Cannons, each situated two points directly ahead of the Horse pieces (i.e. on the 3rd rank, at the intersection with the 2nd & 8th files).

\textbf{Pawns:}

For each player, 5 pawns are put at the fourth rank at each of the 1st, 3rd, 5th, 7th & 9th files.

\textsuperscript{26}The first rules of \textit{Bao Ying Xiangqi} (Early Xiangqi –supposedly created around 762 AD) were documented in 839 AD by Niu Seng-Ju, Prime Minister of the Tang Chinese Emperor Wen Zhong (827-841 AD). It is speculated that an earlier form of this game entered China from Persia/Central Asia around 700 AD. During the Song dynasty (960-1279 AD), Modern Xiangqi board & rules came to existence along with two other variants. Pieces unearthed in \textit{Kai Feng, Beijing} from the Song Period show pictures carved into their backs (instead of characters as in today’s Modern Xiangqi) depicting the following figures:
- General carrying a sword dressed in his uniform, sitting in a military tent
- Guards depicted as females, wearing armors.
- Ministers as elephants.
- Rooks as wagons.
- Knights as horses.
- Cannons as rock-slinging machines i.e. catapults.
- Pawns as Foot Soldiers holding spears.

\textsuperscript{27}In Chinese Chess, pieces are placed on the intersection of lines (vs. regular chess where pieces are put inside the squares); As such, the Chinese Chess Board should be considered as being composed of 90 intersection points rather than 72 squares (8 Columns x 9 Rows).

\textsuperscript{28}The area between the 5th & the 6th ranks

\textsuperscript{29}Legend has it that originally the “General/Marshall” pieces were known as “Emperors”, but when an emperor of China heard about the game, he executed two players for killing/capturing the “Emperor” piece. Future players called them “Generals” instead.

\textsuperscript{30}The Chinese characters for "minister" and "elephant" are homonyms and both have alternative meanings as "appearance", "image" or “representational”; hence Xiangqi can be literally translated as “Elephant Chess” / “Representational Chess”. The game, however, is commonly called “Chinese Chess” in the West.
Piece Moves/Capture:

King:
- Moves/Captures one step orthogonally to a safe point inside the Palace.
- The King is not allowed to leave the Palace.

Ferz, Elephant, Horse & Rook:
Moves like regular Shatranj, but with the following constraints:
- The Ferz pieces can’t move/capture outside the Palace.
- The Horse & the Elephant pieces can’t jump over an intervening piece.
- The Elephant can’t cross the River (it is purely defensive).

Cannon:
Moves Like a Rook, but captures by jumping over exactly one intervening piece (friendly or enemy); the captured enemy piece as well as the intervening piece may be any number of points away from the Cannon.

Pawns:
The Pawn captures in the same way it moves (i.e. exactly one point ahead).

Pawn Promotion:
A Pawn that crosses the River will be allowed to move/capture one point sideways (to its left or right in addition to its regular move/capture of one point ahead).

Special Rules:
- The goal of the game is to Checkmate or Stalemate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- The player that Stalemates their opponent wins the game.
- It is illegal to make a move that would leave the two Kings facing each other on the same file with no other pieces in between.
- Perpetual Checking Rules:
  - The side that perpetually checks with one piece or several pieces will be ruled to lose under any circumstances unless he stops the perpetual checking.
  - The side that perpetually chases with one piece will be ruled to lose under any circumstances unless he stops the perpetual chasing.
  - If one side perpetually checks and the other side perpetually chases, the perpetually checking side has to stop or be ruled to lose.
  - When neither side violates the rules and both persist in not making an alternate move, the game can be ruled as a draw.
  - When both sides violate the same rule at the same time and both persist in not making an alternate move, the game can be ruled as a draw.

---

31 It is speculated that the rules & board of Modern Xiangqi were laid down during late Bei Song (960-1126 AD) /early Nan Song (1127-1279 AD) period. These rules were developed from the earlier game of Bao Ying Xiangqi, which neither had a River at the Center of the board nor Palace/Fortress Area; As such, it didn’t contain the Modern Xiangqi restrictions on the movement of the General, Advisors (No Palace), & Elephant Pieces (No River).

32 Horse move starts by first stepping one point to any of the four orthogonal points surrounding it & then moving to any of the two diagonal points situated away from that point (i.e. 8 points in total). However, if any of the orthogonal points surrounding the Horse is occupied (by enemy or friendly piece), then the horse’s path of movement is blocked and it is unable to move in that direction.
X. Janggi-Changgi\textsuperscript{33} (Korean Chess)

**Board Setup:**

- *Same as Chinese Chess but with no River in the Middle Row of the Board* (i.e. 90 points available for the movement of pieces).
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hàn, Jang (Chang) / Chữ, Gwan (kwan)</td>
<td>1</td>
<td>General / Government (King)</td>
</tr>
<tr>
<td>Sa (Sah)</td>
<td>2</td>
<td>Advisor, Minister, Guard (Assistant, or Mandarin)</td>
</tr>
<tr>
<td>Sang</td>
<td>2</td>
<td>Elephant</td>
</tr>
<tr>
<td>Ma</td>
<td>2</td>
<td>Horse (Knight)</td>
</tr>
<tr>
<td>Cha</td>
<td>2</td>
<td>Chariot (Rook)</td>
</tr>
<tr>
<td>Po (Poe)</td>
<td>2</td>
<td>Cannon</td>
</tr>
<tr>
<td>Byeong (Byoung) / Jol (Chol)</td>
<td>5</td>
<td>Soldier / Bandit (Pawn)</td>
</tr>
</tbody>
</table>

- *King:*
  - For each player, the King stands at the central point inside the Palace (i.e. at the intersection of the 2\textsuperscript{nd} rank & the 5\textsuperscript{th} file).

- *Other Pieces:*
  - Same positions as in Chinese Chess, with the only exception that each player has the right to transpose the positions of his Elephant & Horse pieces (either on one side or on both sides simultaneously, but each side must have an Elephant & Horse pieces).

**Piece Moves/Capture:**

- *King:*
  - Moves/Captures one safe point in any direction, orthogonal or diagonal; *can’t leave the Palace.*

- *Guard:*
  - Moves/Captures one point in any direction, orthogonal or diagonal; *can’t leave the Palace.*

- *Sang:*
  - Moves/Captures 8 points away: It slides *one orthogonal step* followed by *two outward diagonal steps.*
  - There must be clear passage i.e. the two points it slides across should be unoccupied.
  - Can move to the enemy territory (i.e. offensive as well as defensive)

- *Horse:*
  - Moves/Captures like Chinese Chess (*Horse can’t jump*).

- *Chariot:*
  - Moves/Captures the same as in Chinese Chess
  - Once inside the enemy Palace, it can move/capture across the diagonal lines.

- *Cannon:*
  - Moves/Captures by jumping over exactly one intervening piece (friendly or enemy non-cannon piece); the captured enemy piece as well as the intervening piece may be any number of points away from the Cannon.
  - When making a move, the canon can land on any empty point that exists on the other side of the jumped-over piece.
  - Can’t capture or jump over another cannon (as a result, Cannons can’t make the first move in a game).
  - Once inside the enemy Palace, it can move/capture across the diagonal lines.

- *Pawns:*
  - The Pawn moves/captures exactly one point to the left, right, or forward.
  - Once inside the enemy Palace, they can slide forward across the diagonal lines.
  - Pawns can’t move backwards.

\textsuperscript{33} The name Jang means General; Jang-gi literally translates to “The General’s Game”; other romanizations of the game are Jangki, and Tjang Keui.
Special Rules:

- The goal of the game is to Checkmate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- A Stalemate party can pass his turn; if the attacking party can’t deliver a checkmate at a later stage, then the game will be considered a draw.

There is no draw by perpetual check or repetition of position.

- The player who makes a move that causes his King to face the enemy King unobstructed forfeits his right to win the game i.e. even if, at a later stage, he was able to checkmate the enemy King, the game will be considered a draw.
- If the Kings come to face each other across the board and the player to move does not move away this is Bitjang, a draw.
- When the two Kings are on the same vertical line & there is only one friendly piece in between; then, if that piece attacks the enemy King without being defended by a friendly piece (other than the King), the game will be considered a draw (Such a move will force the enemy King to capture the friendly piece causing the two kings to face each other).

---

34 If a position is being repeated, a referee is called to determine who is at fault. Usually the referee orders the player who is losing to make a different move, so the player who is winning can press for an advantage, but sometimes it is not technically clear who is to blame, and different referees may differ as to which player must deviate, or whether repetition is mutually forced.

35 For the rest of that game, this player can use his King to give check to the other player's King. The decision to cause such a situation is driven by the player’s desire to avoid either a stalemate or being checkmated.
XI. Heian Shogi

Board Setup:

- Non-checked 8x8 Board with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
<th>Promoted To</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gyokushō (Gyoku) / Ōshō (Ō)</td>
<td>1</td>
<td>Jeweled, Jade General / Royal General (King)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kinshō (Kin)</td>
<td>1</td>
<td>Gold General</td>
<td>Narigin</td>
<td>Promoted Silver</td>
</tr>
<tr>
<td>Ginpō (Gin)</td>
<td>2</td>
<td>Silver General</td>
<td></td>
<td>Promoted Silver</td>
</tr>
<tr>
<td>Keima (Kei)</td>
<td>2</td>
<td>Honorable / Laureled Horse (Knight)</td>
<td>Narikei</td>
<td>Promoted Laurel (Promoted Knight)</td>
</tr>
<tr>
<td>Kyōsha (Kyō)</td>
<td>2</td>
<td>Incense Chariot (Lance)</td>
<td>Narikyō</td>
<td>Promoted Incense (Promoted Lance)</td>
</tr>
<tr>
<td>Fuhyō, Hohet (Fu)</td>
<td>8</td>
<td>Foot Soldier (Pawn)</td>
<td>Tokin (To)</td>
<td>Reaches Gold (Promoted Pawn)</td>
</tr>
</tbody>
</table>

First Row Pieces:
- The King is placed in the central square that is on the player’s left (i.e. Kings are not facing each others).
- The Gold General is always placed in the central square to the right of the King.
- Two Silver Generals surround the King & Gold General on both sides.
- Two Laureled Horses surround the Silver Generals on both sides.
- Two Lances sitting on the Board Edges, surrounding the Laureled Horses on both sides.

Third Row Pieces:
- 8 Pawns placed in all the squares of the Third Row.

Piece Moves:

**King:**

Same as in International Chess; Castling doesn't exist.

**Gold General:**

Moves/Captures one square orthogonally or one square diagonally forward. (*All directions except diagonally backward*)

**Silver General:**

Moves/Captures one square diagonally or one square directly forward. (*Ferz + one step forward*)

**Keima:**

- Moves/Captures like a Horse, but only in the forward direction (*i.e. towards 2 destinations only*).
- Can jump over intervening pieces.

**Lance (Spear):**

- Moves/Captures vertically ahead over any number of empty squares (*Forward Movement of a Rook*)
- Can’t move backwards.

---

The translation of the Name “Shō” means “General” and “GF” means “Board Game”; therefore, the literal translation for Shogi is “The General’s Game”.

This Shogi Game, AKA Heian Sho Shogi (Heian Little Shogi), was the earliest chess game played in Japan, it was a well-known game during the Heian Era (794-1185 AD). The earliest account of the rules is given in a history text entitled NICHUREKI dated between 1126 and 1130.

Heian Shogi was also played on a larger 8x9 Board with same rules (with 18 pieces for each player); differences from the 8x8 board game are:
- King: Placed on the Central Square
- Pawn (9 Pieces in Total): Placed on the third row with the rest of the Pawns
- Gold General (2 Pieces in Total): Gold Generals surrounding the King on both sides
- Silver General (2 Pieces in Total): Silver Generals surrounding the Gold Generals on both sides
- Other Pieces: Same distribution as the 8x8 board

During the Nara period (710-794 AD), Japan was part of an international trading network that linked it with such distant countries as India and Iran, although the strongest cultural and artistic influences still came from China and Korea (their ancient trading neighbors). It is speculated that either at the end of this period or early in Heian Era that chess was introduced to Japan. The development of Heian Shogi probably was influenced by the ancient chess variants played in the Indo-China region (e.g. Burma, Thailand, Cambodia), and the early Chinese Chess, Bao Ying Xiangqi.
Pawn:
Moves/Captures one square straight forward (Unlike Shatranj, it captures the same way as it moves).

Promoted Pieces:
- Promoted Silver General, Keima, Lance & Pawn Pieces can only move/capture as Gold General.

SpecialRules:
- The goal of the game is to Checkmate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- Bare King counts as a Win, provided that your King cannot be bared on the very next move.
- Two bare Kings (see above) count as a Draw.
- The player that Stalemates their opponent wins the game.

Promotion Rules:
- Any piece (other than King or Gold General) moving to a square in the Promotion Zone (The last three rows towards the opponent) earns a promotion.
- Promotion is only allowed at the end of a move/capture on condition that such a move/capture has either:
  - Originated from a square inside the promotion zone; or
  - Ended at a square inside the promotion zone.
- Promotion is optional to the player except for pieces that has no further legal moves:
  - Pawn & Lance Pieces must promote when arriving on the 8th row.
  - Keima Pieces must promote when arriving on the 7th row.

XII.  Sho Shogi (Little/Small Shogi)

Board Setup:
- Non-checkered 9x9 Board with 81 squares available for the movement of pieces.
- There are 21 wedge-shaped “∩” pieces for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
<th>Promoted To</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gyokushō (Gyoku) / Ōshō (Ō)</td>
<td>1</td>
<td>Jeweled, Jade General /Royal General (King)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kinshō (Kin)</td>
<td>2</td>
<td>Gold General</td>
<td>Narigin</td>
<td>Promoted Silver</td>
</tr>
<tr>
<td>Ginzō (Gin)</td>
<td>2</td>
<td>Silver General</td>
<td>Narikei</td>
<td>Promoted Laurel (Promoted Knight)</td>
</tr>
<tr>
<td>Keima (Kei)</td>
<td>2</td>
<td>Honorable/Laureled Horse (Knight)</td>
<td>NariKyō</td>
<td>Promoted Incense (Promoted Lance)</td>
</tr>
<tr>
<td>Kyōsha (Kyō)</td>
<td>2</td>
<td>Incense Chariot (Lance)</td>
<td></td>
<td>Reaches Gold (Promoted Pawn)</td>
</tr>
<tr>
<td>Fuhyō, Hohet (Fu)</td>
<td>9</td>
<td>Foot Soldier (Pawn)</td>
<td>Tokin (To)</td>
<td>Reaches Gold (Promoted Pawn)</td>
</tr>
<tr>
<td>Suizō</td>
<td>1</td>
<td>Drunk Elephant</td>
<td>Taishi</td>
<td>Crown Prince</td>
</tr>
<tr>
<td>Hisa (Hi)</td>
<td>1</td>
<td>Flying Chariot (Rook)</td>
<td>Ryūō (Ryū)</td>
<td>Dragon King (Promoted Rook)</td>
</tr>
<tr>
<td>Kakugyō (Kaku)</td>
<td>1</td>
<td>Angle Mover/Goer (Bishop)</td>
<td>Ryūma (Uma)</td>
<td>Dragon Horse (Promoted Bishop)</td>
</tr>
</tbody>
</table>

First Row Pieces:
- The King is placed in the Central Square.
- Two Gold Generals surround the King on both sides.
- Two Silver Generals surround the Gold Generals on both sides.
- Two Laureled Horses surround the Silver Generals on both sides.
- Two Lances sitting on the Board Edges, surrounding the Laureled Horses on both sides.

38 Other Interpretations of the NICHUREKI rules state that the Promotion is compulsory, and must be done in the following manner:
- Pawn, Silver General must promote upon reaching the 6th Row.
- Keima must promote upon reaching the 7th Row.
- Lance must promote upon arriving at any of the 6th, 7th, or 8th Rows.
Second Row Pieces:
- The **Drunk Elephant** is placed in the Central Square in front of the **King**.
- The **Bishop** is placed on the player’s **Left** in front of the **Keima**.
- The **Rook** is placed on the player’s **Right** in front of the **Keima**.

Third Row Pieces:
- 9 **Pawns** placed in all the squares of the Third Row.

**Piece Moves:**

**King, Bishop & Rook:**
Same as in International Chess; **Castling** doesn't exist.

**Drunk Elephant**\(^{39}\):
Moves/Captures one square diagonally, horizontally, or directly forward. *(All directions except backward)*

**Gold General:**
Moves/Captures one square orthogonally or one square diagonally forward. *(All directions except diagonally backward)*

**Silver General:**
Moves/Captures one square diagonally or one square directly forward. *(Ferz + one step forward)*

**Keima:**
- Moves/Captures like a **Horse**, but only in the forward direction *(i.e. towards 2 destinations only)*.
- Can jump over intervening pieces.

**Lance (Spear):**
- Moves/Captures vertically ahead over any number of empty squares *(Forward Movement of a Rook)*
- Can’t move backwards.

**Pawn:**
Moves/Captures one square straight forward *(Unlike Shatranj, it captures the same way as it moves)*.

**Promoted Pieces:**
- **Crown Prince**\(^{40}\) *(Promoted Drunk Elephant)* can move exactly as a **King** *(i.e. one safe square in any direction)*
- **Promoted Silver General, Keima, Lance & Pawn** Pieces can only move/capture as **Gold General**.
- **Promoted Rook** Pieces will move/capture as **King + Rook**.
- **Promoted Bishop** Pieces will move/capture as **King + Bishop**.

**Special Rules:**
- The goal of the game is to **Checkmate** the enemy **King**; If the opposing player has obtained a 'Crown Prince' by promotion; that piece must also be captured (or bared) in order to win the game.
- There is no initial two-step **Pawn** move.
- There is no **Castling** option.
- **Bare King** counts as a Win, provided that your King cannot be bared on the very next move.
- Two bare Kings (see above) count as a Draw.
- The player that **Stalemates** their opponent wins the game.

**Promotion Rules:**
- Any piece *(other than King or Gold General)* moving to a square in the **Promotion Zone** *(The last three rows towards the opponent)* earns a promotion.
- Promotion is only allowed at the end of a move/capture on condition that such a move/capture has either:
  - Originated from a square inside the promotion zone; or
  - Ended at a square inside the promotion zone.
- **Promotion is optional** to the player except for pieces that has no further legal moves:
  - **Pawn, Lance & Keima** Pieces must promote when arriving on the 9th row.

\(^{39}\) The 1696 edition of 'Sho-Shogi Zushiki' stated that the **Drunk Elephant** piece was removed by order of **Emperor Gonara** (reigned 1536-1557). Soon after, the Modern Shogi was born with the addition of the **Dropping Rules**.

\(^{40}\) A player who gains a 'Crown Prince' effectively acquires a second 'King' as the 'Crown Prince' must also be captured (or bared) before the opponent can win the game.
XIII. Modern Shogi\textsuperscript{11} (Japanese Chess)

**Board Setup:**

- Non-checkered 9x9 Board with 81 squares available for the movement of pieces.
- There are 20 wedge-shaped “\(\cap\)” pieces\textsuperscript{12} for each player; named:

<table>
<thead>
<tr>
<th>Name</th>
<th>Pieces</th>
<th>Meaning</th>
<th>Promoted To</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gyokushō (Gyoku) / Ōshō (Ō)</td>
<td>1</td>
<td>Jeweled, Jade General</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>/ Royal General (King)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kinshō (Kin)</td>
<td>2</td>
<td>Gold General</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ginshō (Gin)</td>
<td>2</td>
<td>Silver General</td>
<td>Narigin</td>
<td>Promoted Silver</td>
</tr>
<tr>
<td>Kei (Kei)</td>
<td>2</td>
<td>Honorable/Laureled Horse (Knight)</td>
<td>Narikei</td>
<td>Promoted Laurel (Promoted Knight)</td>
</tr>
<tr>
<td>Kyōsha (Kyō)</td>
<td>2</td>
<td>Incense Chariot (Lance)</td>
<td>Narikyō</td>
<td>Promoted Incense (Promoted Lance)</td>
</tr>
<tr>
<td>Fuhyō, Hohei (Fu)</td>
<td>9</td>
<td>Foot Soldier (Pawn)</td>
<td>Tokin (To)</td>
<td>Reaches Gold (Promoted Pawn)</td>
</tr>
<tr>
<td>Hisha (Hi)</td>
<td>1</td>
<td>Flying Chariot (Rook)</td>
<td>Ryūō (Ryō)</td>
<td>Dragon King (Promoted Rook)</td>
</tr>
<tr>
<td>Kakugyō (Kaku)</td>
<td>1</td>
<td>Angle Mover/Goer (Bishop)</td>
<td>Ryūma (Uma)</td>
<td>Dragon Horse (Promoted Bishop)</td>
</tr>
</tbody>
</table>

**All Pieces:**
Same as Sho Shogi; the only exception being the absence of the Drunk Elephant Piece.

**Piece Moves:**

**All Pieces:**
Same as Sho Shogi; the only exception being the absence of the Drunk Elephant Piece.

**Promoted Pieces:**
Same as Sho Shogi; the only exception being the absence of the Crown Prince Piece (Promoted Drunk Elephant).

**Dropping of Captive Enemy Pieces:**
A user is allowed to re-enter the captured pieces of his enemy to the board to be used as his own\textsuperscript{14}. Such drop counts as a separate move.

**Special Rules:**
- The goal of the game is to Checkmate\textsuperscript{15} or Stalemate the enemy King.
- There is no initial two-step Pawn move.
- There is no Castling option.
- The player that Stalemates their opponent wins the game.
- Perpetual check is forbidden. The player initiating the check must break it off, or else he'll lose the game.
- Repetition (Sennichite): If the same game position occurs (non-perpetual chess) four times with the same player to play, then the game is a draw. Two positions are the same, if the pieces in hand & the position on the board recur in the same manner.
- Impasse (Jishō): The game reaches an impasse if both kings have advanced into their respective promotion zones and neither player can hope to mate the other or to gain any further material. If this happens then the winner is decided as follows: each rook or bishop scores 5 points for the owning player, and all other pieces except kings score 1 point each. (Promotions are ignored for the purposes of scoring.) A player scoring less than 24 points loses. If both players have at least 24 points, then the game is a draw.

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\textsuperscript{11} This game was developed from Sho Shogi; it probably took its present form in the 16\textsuperscript{th} century.

\textsuperscript{12} In Japanese Chess, there are no colored pieces for the different players; both of them have the same pieces with the same color. The only way to differentiate the piece for each player is by directing the wedge towards the enemy. This way is very handy since, at a later stage, each player can re-enter the captured pieces of his enemy to the board & play with them as part of his own army by simply re-directing their wedge towards the enemy.

\textsuperscript{13} Each Piece (other than the King & the Gold Generals) has another inscription (Promoted Name/Shape) on the other side, written in different color. When any of these pieces gets promoted, the player simply flips the Wedge Shaped Piece to the other side (i.e. the side with the different colored inscription).

\textsuperscript{14} David Pritchard credits this to the practice of 16th century mercenaries in Japan who switched loyalties when captured as an alternative to execution.

\textsuperscript{15} To say “Check?” in Japanese, one says “Ōte!”, and is not required. Checkmate is called Tsume or Ōtedzume.
Promotion Rules:

- Any piece (other than King or Gold General) moving to a square in the Promotion Zone\(^46\) earns a promotion.
- Promotion is only allowed at the end of a move/capture on condition that such a move/capture has either:
  - Originated from a square inside the promotion zone; or
  - Ended at a square inside the promotion zone.
- Promotion is optional to the player except for pieces that has no further legal moves:
  - Pawn & Lance Pieces must promote when arriving on the 9th row.
  - Keima Pieces must promote when arriving on the 8th or 9th rows.
- Once captured, the Promoted Pieces lose their promoted status. Otherwise, promotion becomes permanent.
- Pieces 'dropped' into the Promotion Zone may not promote until making at least one move.

Dropping Rules:

- Captured pieces may only be dropped to vacant squares (i.e. capture by dropping is not allowed)
- All pieces (including Pawns) may be dropped to cause an immediate stalemate\(^47\).
- Non-Pawn Pieces may be dropped to cause an immediate checkmate\(^48\).
- A Pawn may not be dropped onto a column containing a non-promoted Pawn.
- A Pawn can be dropped to check the enemy King only if it won’t result in an immediate checkmate.
- A Piece may not be dropped on a square from which it will never be able to move; i.e.
  - Pawn & Lance Pieces may not be dropped to the 9th row.
  - Keima Pieces may not be dropped to the 8th or 9th rows.

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\(^46\) The last three rows towards the opponent.

\(^47\) Immediate stalemate situation will exist when the opponent’s King is put in a position where he has no further legal moves (i.e. Non-King pieces can't move & the vacant squares surrounding the King are all under threat by the Enemy).

\(^48\) Immediate checkmate situation will exist when the opponent’s King is checked so that he’ll be checkmated exactly in the next move.
Appendix I: Ashtapada Race Game

Equipment:
- 8x8 Ashtapada Board with 64 squares available for the movement of pieces.
- 16 specially marked squares serving as nests (or resting squares).
- 4 Corner Squares, each serving as the starting square for one player.
- 4 Central Squares, each serving as the ending square for one player.
- 4 pieces for each player.
- 4 cowrie shells used as dice; these shells are thrown at the start of each turn, and the number of shells that lie with their openings upwards indicates the number of spaces a player should move:

<table>
<thead>
<tr>
<th>Upward Openings</th>
<th>Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>4:</td>
<td>4</td>
</tr>
<tr>
<td>3:</td>
<td>3</td>
</tr>
<tr>
<td>2:</td>
<td>2</td>
</tr>
<tr>
<td>1:</td>
<td>1</td>
</tr>
<tr>
<td>(none):</td>
<td>8</td>
</tr>
</tbody>
</table>

Play Rules:
- Players race their pieces around the board, spiraling inwards with the objective to be the first to get all of their pieces to the center.
- Game should be played by four players (it could, however be played by two or three players).
- Players begin with no pieces on the board.
- A piece may enter the board on any throw of the cowries and moves to the square corresponding to the throw.
- Each player starts on his own starting square and moves around the board in an anticlockwise spiral.
- The paths of each player are different because each player starts on a different corner square and moves inwards at a different position on the board. Movement Path for each of the four players is shown below:

- A player can capture an opponent's piece by landing their piece upon it. The captured piece is removed from the board and must start again. A piece cannot land on an opponent's piece that is on a resting square.
- If a player lands their piece on another of their own pieces, it becomes a double. Doubles cannot be passed over by single pieces (whether the player's or the opponent's), and they can only be captured by other doubles. In addition, the two pieces that make up the double may be moved together.
- Each Player's Ending Central Square can only be reached by a direct throw. If a player throws a number larger than that needed to reach the end, they must move another piece or wait till their next turn.
- The player who is the first to get all of his pieces to the respective central square wins the game.

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49 This attempted reconstruction of the spiral race game Ashtapada is based on the rules of the Indian game Ashta-Kashte (the direct ancestor of Pachisi).