

## 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](mailto:daou.nader@gmail.com).

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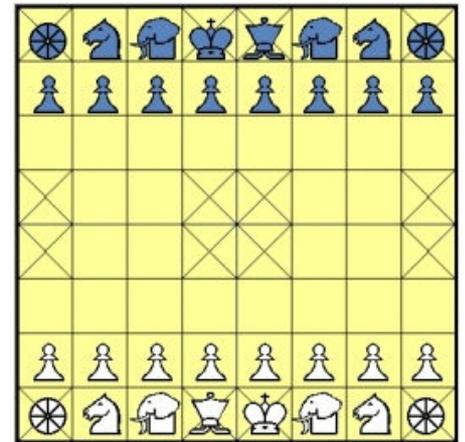
March 31, 2007

# I. Chaturanga<sup>1</sup> (Indian Chess)

## Board Setup:

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

Name	Pieces	Meaning
Raja, Rajah	1	King
Mantri, Senapati	1	Counselor/Adviser, General ( <b>Ferz</b> )
Gaja/Dwipa	2	Elephant <sup>2</sup>
Ashva/Ashwa/Asva, Turaga	2	Horse ( <i>Knigh</i> t)
Ratha	2	Chariot ( <b>Rook</b> )
Padati/Pedati/Patti/Bhata, Sainik	8	Foot Soldier, Warrior ( <b>Pawn</b> )



## **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.

### **Elephant<sup>3</sup>:**

Jumps two square diagonally<sup>4</sup>

### **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 kings<sup>5</sup>.*

## 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.

<sup>1</sup> 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 **Ash-ta-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.

<sup>2</sup> 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 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**.

<sup>3</sup> 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).

<sup>4</sup> 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 Koltz** (1843-1918) suggests, rather, that this was the earliest move of the **Elephant**.

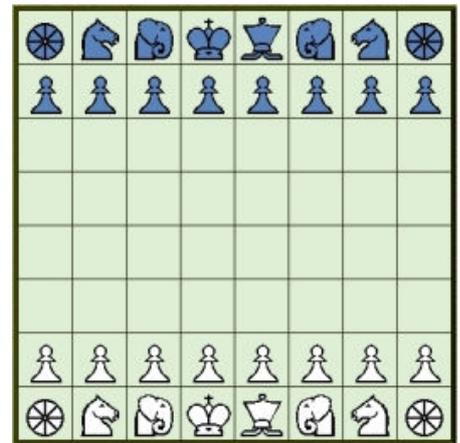
<sup>5</sup> The 19<sup>th</sup> century Indian chess variants had a similar pawn promotion rules, which could have existed as variations in the old Chaturanga chess rules:  
- In **Hindustani Chess** played in Northern India, the pawn reaching any of the opposing two central squares may promote to **Counselor**, 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<sup>6</sup> (Persian-Arab Chess)

### Board Setup:

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

Name	Pieces	Meaning
Shah	1	King
Wazir, Firzan	1	Minister/Vizier, Counselor/General ( <b>Ferz</b> )
Fil	2	Elephant
Faras, Hisan	2	Horse ( <i>Knight</i> )
Rukh, Rokh <sup>7</sup> , Rookh	2	Chariot, <i>Wheel</i> ( <b>Rook</b> )
Baidaq	8	Foot Soldier ( <b>Pawn</b> )



### **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 Moves<sup>8</sup>:

#### **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 game<sup>9</sup>. (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.

<sup>6</sup> **Chaturanga** was introduced to the **Persian Court** around 570 AD during the reign of the Sassanid King **Khusrau I Anushirvan** (ruled 531-579) by the **Indian ambassador** of King **Sharvavarman** (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**.

<sup>7</sup> When **Shatranj** spread to the **West**, the **Rook** (coming from the **Persian** word **Rokh**, meaning **Chariot**) came to mean **Castle**, after the word **Rocca**, the **Italian** word for "Fortress".

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

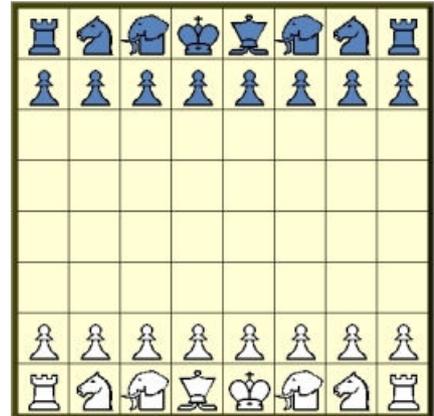
<sup>9</sup> **Pritchard** cites a rule variation that is not mentioned by all authors: a **stalemated king** may be transposed with one of its other pieces, as long as this does not result in check.

### III. Senterej (Ethiopian Chess)

#### Board Setup:

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

Name	Pieces	Meaning
Negus	1	King
Fers	1	Counselor ( <b>Ferz</b> )
Saba	2	Elephant
Ferese	2	Horse ( <i>Knight</i> )
Der	2	Castle ( <b>Rook</b> )
Medeq	8	Pawn



#### **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:

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)<sup>10</sup>:**

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](http://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.

<sup>10</sup> 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**:

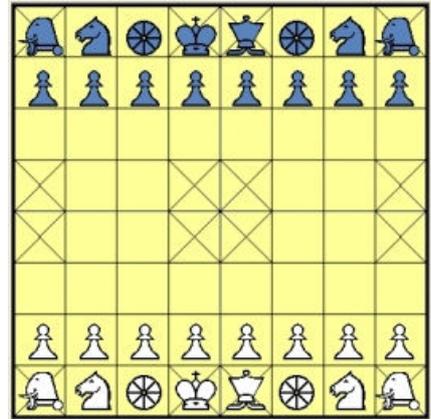
- The opening player makes 10 moves at once to arrange his pieces
- Then, the second player makes his first 10 moves in reply.
- **Special rules that apply during this phase:**
  1. No piece is allowed to cross the board's centerline
  2. **No capture is allowed**
  3. Castling **to the right** is allowed & considered to be one move
  4. **Castling to the left of the player is not allowed**

## IV. Ninth Century Indian Chess<sup>11</sup>

### Board Setup:

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

Name	Pieces	Meaning
Raja, Rajah	1	<b>King</b>
Mantri, Senapati	1	Counselor/Adviser, General ( <b>Ferz</b> )
Ratha	2	Chariot ( <b>Rook</b> )
Ashva/Ashwa/Asva	2	<b>Horse</b> ( <i>Knigh</i> t)
Gaja	2	Elephant ( <b>Dabbābah</b> )
Padati/Pedati/Bhata, Sainik	8	Foot Soldier, Warrior ( <b>Pawn</b> )



### **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**<sup>12</sup>, **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.

<sup>11</sup> This variant was explained by the *Ninth Century* Arabic Chess Master *Al-'Adlī*.

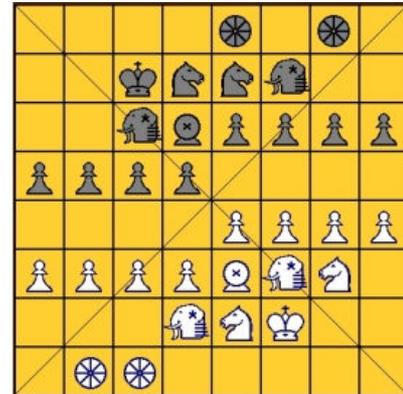
<sup>12</sup> The **King** moves exactly one safe square in any direction; there is no special leap as is the case in *Chaturanga*.

## V. Sittuyin<sup>13</sup> (Burmese Chess)

### Board Setup:

- Non-checked 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:

Name	Pieces	Meaning
Min-gyi	1	Grand King ( <b>King</b> )
Sit-ke	1	Lieutenant-General ( <b>Ferz</b> )
Sin	2	Elephant ( <b>Silver General</b> )
Myin	2	Horse ( <i>Kn</i> ight)
Yattah	2	Chariot ( <b>Rook</b> )
Nè	8	Soldier ( <b>Pawn</b> )



### **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**<sup>14</sup>:

- 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*).

<sup>13</sup> "Sit" is the Burmese word for "Army"; thus, the word "Sittuyin" can be translated as "Representation of the Army".

<sup>14</sup> 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:**

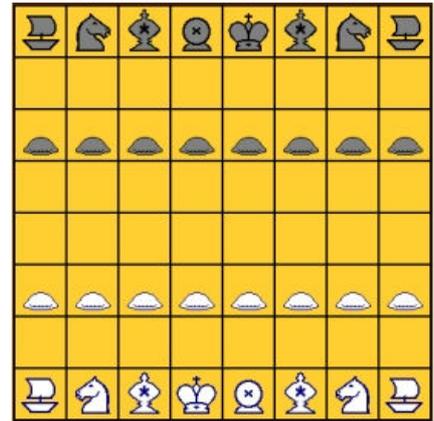
- When one side has only a **bare king** remaining, & the other side has a **rook & a king**; then mate should be achieved within **16 moves**; if the lone **king** is on any of the *four central squares*, then the 16 moves start to be counted after the 5th move of the lone king (effectively giving 21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

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

### Board Setup:

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

Name	Pieces	Meaning
Khun	1	Lord ( <b>King</b> )
Met	1	Seed <sup>16</sup> ( <b>Ferz</b> )
<b>Khon</b>	2	Nobleman ( <b>Silver General</b> )
Ma	2	<b>Horse</b> ( <i>Knight</i> )
Rua	2	Boat <sup>17</sup> ( <b>Rook</b> )
Bia	8	Cowrie shell ( <b>Pawn</b> )



### **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.

<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<sup>18</sup> 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 [Count Value (8) – 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:**

Remaining Pieces of the Stronger Side	Count Value	Draw if mate not achieved in the following no. of moves
Unpromoted Pawns (& other pieces)	64 moves	64 – no. of remaining pieces

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

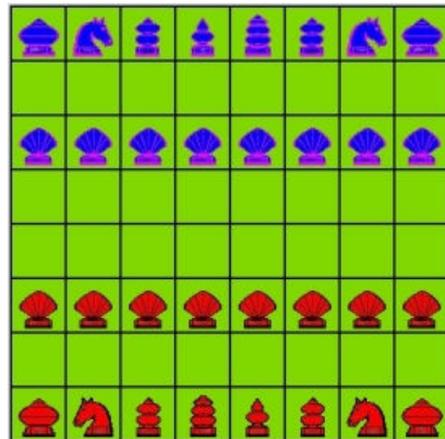
Remaining Pieces of the Stronger Side	Count Value	Draw if mate not achieved in the following no. of moves
Two Rooks (& other pieces):	8 moves	8 – no. of remaining pieces
One Rook (& other pieces):	16 moves	16 – no. of remaining pieces
Two Bishops (& other pieces):	22 moves	22 – no. of remaining pieces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

## VII. Ouk Chatrang (Cambodian Chess)

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

**Name of pieces:**

Name	Pieces	Meaning
Sdaach, Ang	1	King
Neang	1	Maiden (Ferz)
Koul	2	Pillar (Silver General)
Ses	2	Horse (Knight)
Tuuk	2	Boat (Rook)
Trey	8	Fish (Pawn)



**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**<sup>19</sup>, 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*).

<sup>18</sup> The old count (i.e. the 64 move count pertaining to **Battle without Pawns**), if any, should cease immediately.

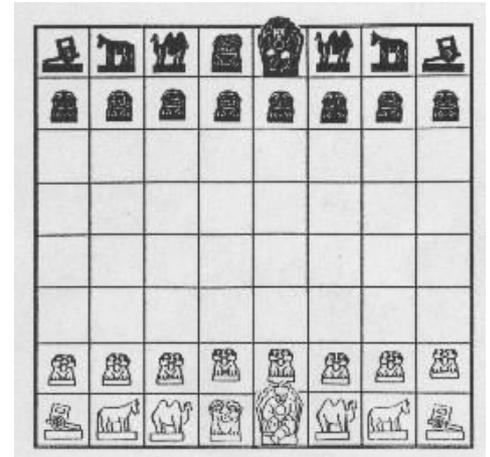
<sup>19</sup> Some references states that this knight-jump is only possible to b2 or f2 (jumping to c3 & e3 is not allowed).

## VIII. Shatar (Mongolian Chess)

### Board Setup:

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

Name	Pieces	Meaning
Nojon, Noin (Noyion)	1	Lord, Khan, Prince ( <b>King</b> )
<b>Bers</b> <sup>20</sup> (Berse)	1	Big Animal (Snow Panther, Tiger, Lion, Bull, Big Dog) ( <b>Dragon King = King + Rook</b> )
Temee <sup>21</sup> (Teme)	2	Camel ( <b>Bishop</b> )
Mor' (Mori)	2	Horse ( <b>Knight</b> )
Tereg, Terge (Terghe)	2	Chariot ( <b>Rook</b> )
Chu, Xüü (Huu), Fu	8	Young (Child or Small Animal) ( <b>Pawn</b> )



### **King:**

During setup, the King is placed in any of the two central squares (*the kings should always be on the same column*)<sup>22</sup>.

### **Other Pieces:**

Same as in International Chess.

### Piece Moves:

#### **King, Horse<sup>23</sup>, 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<sup>24</sup> 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.

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

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

<sup>22</sup> 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').

<sup>23</sup> 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)

<sup>24</sup> 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**<sup>25</sup>.

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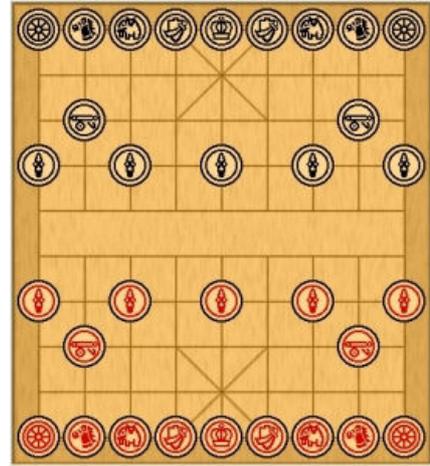
<sup>25</sup> In another variant, it is considered a win for the party stalemating the opponent.

## IX. Modern Xiangqi<sup>26</sup> (Chinese Chess)

### Board Setup:

- Non-checked; composed of 9 (vertical) x 10 (horizontal) lines with 90 points<sup>27</sup> 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**<sup>28</sup> at the center represents a **River**, & as such it has no vertical lines crossing through it.
- There are 16 pieces for each player; named:

Name	Pieces	Meaning
Jiàng / Shuài	1	<b>General/ Marshal (King<sup>29</sup>)</b>
Shì	2	<b>Advisor</b> (Minister, <b>Guard</b> , Gentleman/ Scholar, Assistant, Mandarin, or Warrior) ( <b>Ferz</b> )
Xiàng <sup>30</sup>	2	<b>Elephant</b>
Mǎ / Mǎ	2	<b>Horse (Knight)</b>
Jū	2	<b>Chariot (Rook)</b>
Bāo / Pào	2	<b>Catapult (Cannon)</b>
Zú / bīng	5	<b>Soldier (Pawn)</b>



### **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 1<sup>st</sup> rank).

### **Elephant, Horse & Chariot:**

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

### **Cannon:**

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

### **Pawns:**

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

<sup>26</sup> The first rules of **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 **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.

<sup>27</sup> 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).

<sup>28</sup> The area between the 5<sup>th</sup> & the 6<sup>th</sup> ranks

<sup>29</sup> Legend has it that originally the "**General/Marshal**" 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.

<sup>30</sup> 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<sup>31</sup>:

### **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**<sup>32</sup> & 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.

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<sup>31</sup> 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*).

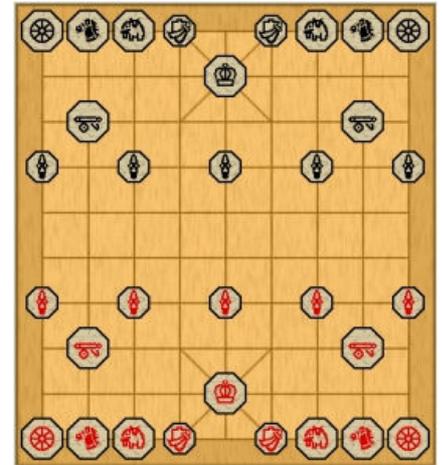
<sup>32</sup> **Horse** move starts by first **stepping** one point to any of the *four orthogonal points* surrounding it & then **moving** to any of the *two diagonal points* situated away from that point (*i.e. 8 points in total*). However, **if any of the orthogonal points surrounding the Horse is 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<sup>33</sup> (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:

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



### **King:**

For each player, the **King** stands at the central point inside the **Palace** (i.e. at the intersection of the 2<sup>nd</sup> rank & the 5<sup>th</sup> 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.**

<sup>33</sup> The name *Jang* means *General*; *Jang-gi* literally translates to "**The General's Game**"; other romanizations of the game are *Jangki*, and *Tjyang 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 **Stalemated** 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<sup>34</sup>.*
- The player who makes a move that causes his **King** to face the enemy **King** unobstructed forfeits his right to win the game<sup>35</sup> 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*).

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<sup>34</sup> 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.

<sup>35</sup> 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<sup>36</sup>

### Board Setup:

- Non-checked 8x8 Board<sup>37</sup> with 64 squares available for the movement of pieces.
- There are 16 pieces for each player; named:

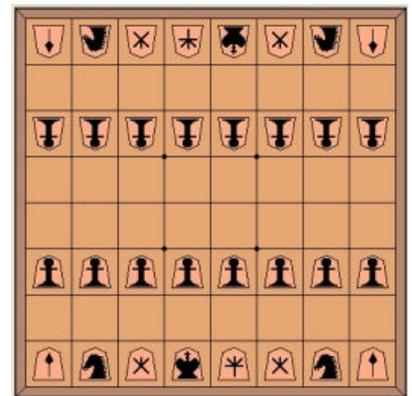
Name	Pieces	Meaning	Promoted To	Meaning
Gyokushō ( <i>Gyoku</i> ) / Ōshō ( <i>Ō</i> )	1	Jeweled, <i>Jade General</i> / <i>Royal General</i> ( <b>King</b> )		
Kinshō ( <i>Kin</i> )	1	<b>Gold General</b>		
Ginshō ( <i>Gin</i> )	2	<b>Silver General</b>	Narigin	<b>Promoted Silver</b>
Keima ( <i>Kei</i> )	2	Honorable/ <b>Laureled Horse</b> ( <i>Knight</i> )	Narikei	<b>Promoted Laurel</b> ( <i>Promoted Knight</i> )
Kyōsha ( <i>Kyō</i> )	2	Incense Chariot ( <b>Lance</b> )	Narikyō	Promoted Incense ( <i>Promoted Lance</i> )
Fuhyō, <i>Hohei</i> ( <i>Fu</i> )	8	Foot Soldier ( <b>Pawn</b> )	<b>Token</b> ( <i>To</i> )	<i>Reaches Gold</i> (Promoted Pawn)

### **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.

<sup>36</sup> The translation of the Name "*Shō*" means "*General*" and "*Gi*" 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.

<sup>37</sup> 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.**

### 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, 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**<sup>38</sup> 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-checked 9x9 Board with 81 squares available for the movement of pieces.
- There are 21 wedge-shaped “∩” pieces for each player; named:

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

### 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.

<sup>38</sup> 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 6<sup>th</sup> Row.
- **Keima must** promote upon reaching the 7<sup>th</sup> Row.
- **Lance must** promote upon arriving at any of the 6<sup>th</sup>, 7<sup>th</sup>, or 8<sup>th</sup> 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<sup>39</sup>:

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:

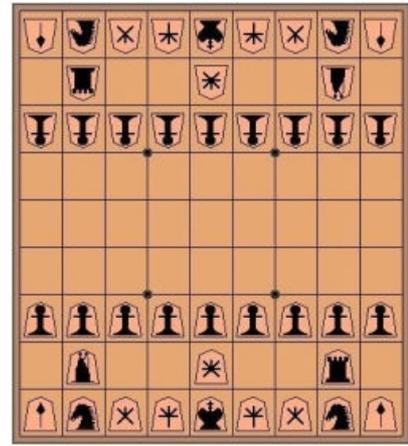
- **Crown Prince**<sup>40</sup> (Promoted **Drunk Elephant**) can move exactly as a **King** (*i.e. one safe square in any direction*)
- **Promoted Silver General, Keima, Lance & Pawn** Pieces can **only** move/capture as **Gold General**.
- **Promoted Rook** Pieces will move/capture as **King + Rook**.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



<sup>39</sup> 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**.

<sup>40</sup> 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<sup>41</sup> (Japanese Chess)

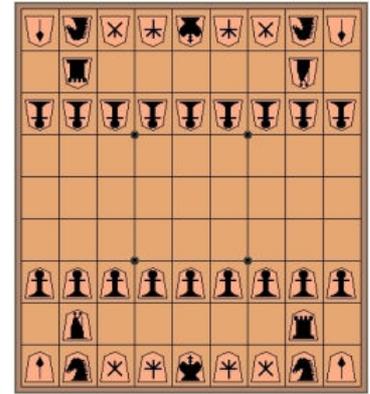
#### Board Setup:

- Non-checkered 9x9 Board with 81 squares available for the movement of pieces.
- There are 20 wedge-shaped “∩” pieces<sup>42</sup> for each player; named:

Name	Pieces	Meaning	Promoted To <sup>43</sup>	Meaning
Gyokushō ( <i>Gyoku</i> ) / Ōshō (Ō)	1	Jeweled, <i>Jade General</i> / <i>Royal General (King)</i>		
Kinshō ( <i>Kin</i> )	2	<b>Gold General</b>		
Ginshō ( <i>Gin</i> )	2	<b>Silver General</b>	Narigin	<b>Promoted Silver</b>
Keima ( <i>Kei</i> )	2	Honorable/ <b>Laureled Horse (Knight)</b>	Narikei	<b>Promoted Laurel (Promoted Knight)</b>
Kyōsha ( <i>Kyō</i> )	2	Incense Chariot ( <b>Lance</b> )	Narikyō	Promoted Incense ( <b>Promoted Lance</b> )
Fuhyō, Hohei ( <i>Fu</i> )	9	Foot Soldier ( <b>Pawn</b> )	Token ( <i>To</i> )	Reaches Gold (Promoted Pawn)
Hisha ( <i>Hi</i> )	1	Flying Chariot ( <b>Rook</b> )	Ryūō ( <i>Ryū</i> )	<b>Dragon King (Promoted Rook)</b>
Kakugyō ( <i>Kaku</i> )	1	Angle Mover/Goer ( <b>Bishop</b> )	Ryūma ( <i>Uma</i> )	<b>Dragon Horse (Promoted Bishop)</b>

#### 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<sup>44</sup>. Such drop counts as a separate move.

#### Special Rules:

- The goal of the game is to **Checkmate**<sup>45</sup> 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** (*Jishōgi*): 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**.

<sup>41</sup> This game was developed from *Sho Shogi*; it probably took its present form in the 16<sup>th</sup> century.

<sup>42</sup> 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.

<sup>43</sup> 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*).

<sup>44</sup> **David Pritchard** credits this to the practice of 16th century mercenaries in **Japan** who switched loyalties when captured as an alternative to execution.

<sup>45</sup> 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**<sup>46</sup> 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**<sup>47</sup>.
- **Non-Pawn Pieces** may be dropped to cause an **immediate checkmate**<sup>48</sup>.
- 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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<sup>46</sup> The last three rows towards the opponent.

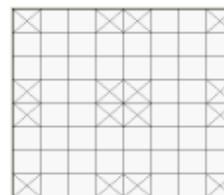
<sup>47</sup> **Immediate stalemate** situation will exist when the opponent's King is put in a position where he has no further legal moves (*i.e. Non-King pieces can't move & the vacant squares surrounding the King are all under threat by the Enemy*).

<sup>48</sup> **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<sup>49</sup>

### Equipment:

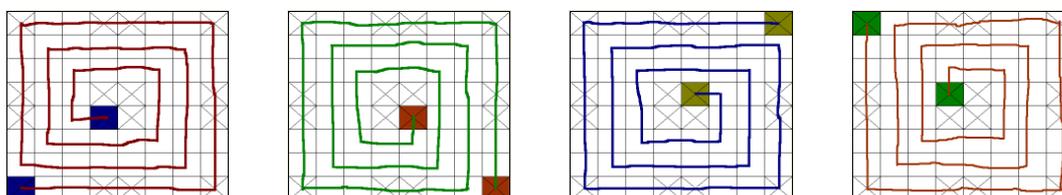
- 8x8 **Ashtapada Board** with 64 squares available for the movement of pieces.
- 16 specially marked squares serving as *nests* (or *resting squares*).
- 4 **Corner Squares**, each serving as the *starting square* for one player.
- 4 **Central Squares**, each serving as the *ending square* for one player.
- 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:



<u>Upward Openings</u>	<u>Movement</u>
<b>4:</b>	4
<b>3:</b>	3
<b>2:</b>	2
<b>1:</b>	1
<i>(none):</i>	8

### 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.

<sup>49</sup> 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**).