

# About us

## Umegorin Paralympic Project

← Sho-chan, the official Japan Shogi Association mascot.

This group is run by the students and professors of Tsuda University. There are 12 working groups and one of these is the Shogi-kaikan Renkei Group (which cooperates with the Japan Shogi Association). Our goal is to promote this traditional Japanese game to young people, both in Japan and around the world. We especially want to encourage more young women to play as the number of female players is currently very low compared to that of men.

One of other problems we want to address is the lack of English speakers among the Association. As Tsuda University was founded with strong beliefs in internationalization and has a very strong English studies program, we hope to be able to assist in raising international awareness of the game.

Tsuda University's new College of Policy Studies was established in Sendagaya in 2017 and, quite fortunately, its campus is close to the headquarters of the Japan Shogi Association. Thanks to this, we hope to form a fruitful partnership that will help to change the public perception of Shogi and highlight the game's increasing popularity among young people.

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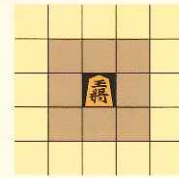
## The Movement of the Koma

Original Side

Promoted Side



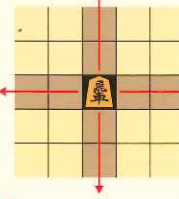
Osho (Gyoku)  
King



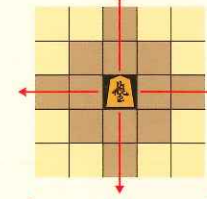
Osho (King, also called Gyoku) cannot be promoted.



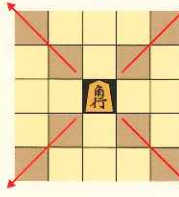
Hisha  
Rook



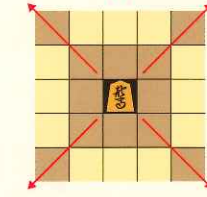
Ryu  
Dragon



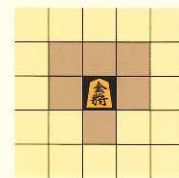
Kaku  
Bishop



Uma  
Horse



Kin-sho  
Gold General



Kin-sho (Gold General) cannot be promoted.



Gin-sho  
Silver General



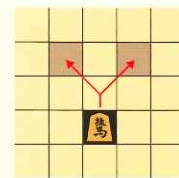
Nari-gin  
Promoted Silver



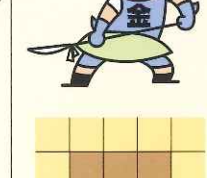
Let's play!!



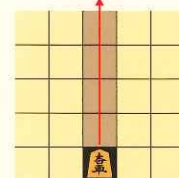
Kei  
Knight



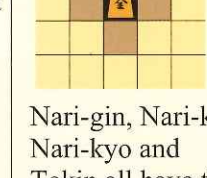
Nari-kei  
Promoted Knight



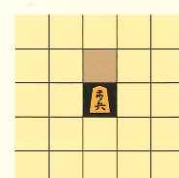
Kyosha  
Lance



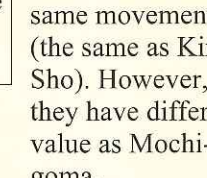
Nari-kyo  
Promoted Lance



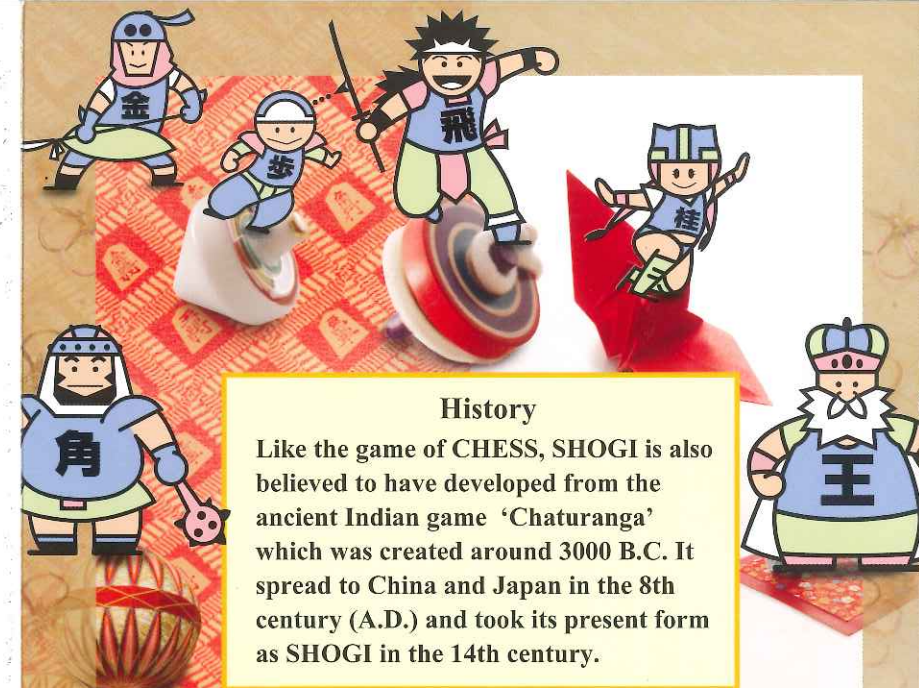
Fu  
Pawn



Tokin  
Promoted Pawn



Nari-gin, Nari-kei, Nari-kyo and Tokin all have the same movement (the same as Kin-Sho). However, they have different value as Mochigoma.



### History

Like the game of CHESS, SHOGI is also believed to have developed from the ancient Indian game 'Chaturanga' which was created around 3000 B.C. It spread to China and Japan in the 8th century (A.D.) and took its present form as SHOGI in the 14th century.

事	事	事	事	事	事	事	事	事	事
	飛車							角行	
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩
歩	歩	歩	歩	歩	歩	歩	歩	歩	歩
	角行							飛車	
查	馬	銀	金	王	金	銀	馬	查	



Today SHOGI is enjoyed by over 20 million people in Japan as a battle of mental skill between two players. The ultimate objective is to trap your opponent's 'Osho' which is similar to the King in Chess. Although it is possible to have a 'draw', it is very rare.

The major difference between SHOGI and CHESS is that players can reuse captured 'Koma' (pieces) in SHOGI. Unlike CHESS, pieces have the same color and it is the direction they point that shows who controls them. When you want to use a captured Koma you just put it onto any empty square, instead of your normal move.





# Customs of SHOGI

## Setting the Game

- 1 The senior player (the one who is stronger at SHOGI) opens the box holding the 'Koma'.
- 2 Then the senior player places their Osho (King) on the board. After that the junior player places their Gyoku (the other king, called jewel general). Then each player alternates placing Koma.
- 3 Once all the pieces are lined up correctly the senior player places any extra 'Fu' ('pawn') back in the box.

## Deciding the First Player

- 1 The difference between CHESS and SHOGI is the promotion on its reverse (that gives it a promoted version). When a Koma reaches the other player's side you flip it over. For the Fu piece, its opposite side is called 'Token' (a promoted pawn).
- 2 To select who will go first the senior player holds five Fu in their hands. They shake them and then drop them on the table.
- 3 If there are 3 or more <sup>Fu</sup> Tokin showing, the senior player will go first. Otherwise, the junior player will go first.

## Expressions

- 1 When you begin a game you should say "Onegai-shimasu" (which is a polite phrase used when asking someone to do something).
- 2 When a player realizes they have lost the game, they should say "Makemashita" (which means "I have lost").
- 3 When the game is over, both players say "Arigato-gozaishita" (which means "Thank you"). The players then bow to one another.



Arigato-gozaishita

## Tidying Up

Both players then count all the Koma (to make sure none are missing) and place them in the box.



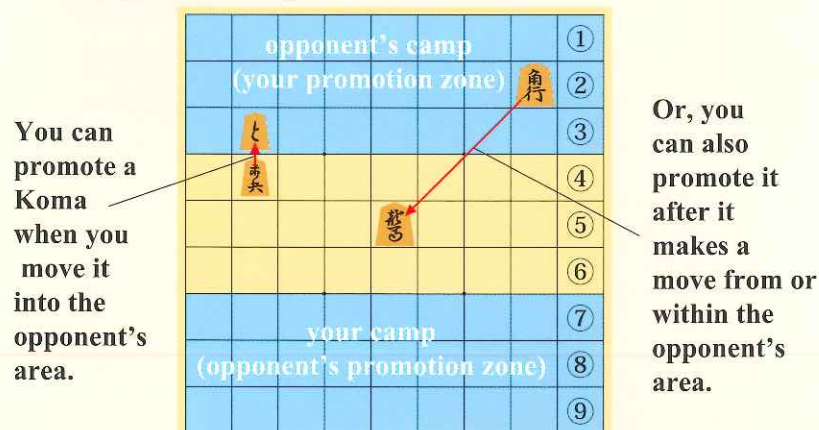
# Basic Rules



After you decide the first player and greet each other, the first player chooses one Koma to move. Each Koma has a different type of movement. Players alternate moving one Koma at one time. Instead of moving a Koma a player can place a captured Koma on the board. This is called 'dropping Koma'. This continues until one player captures the others Osho, or, until a draw occurs.

## Promoting Koma

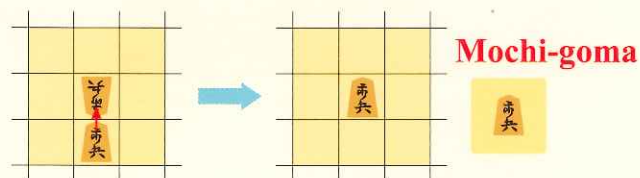
Look at the diagram below. Rows ⑦~⑨ (those closest to you) are 'your camp'. The rows ①~③ are the 'opponent's camp'.



As their movement styles are different, sometimes you will want to keep an unpromoted Koma. However, once you promote a Koma you cannot flip it back to its original side.

## Capturing Koma

Like in CHESS, when an opponent's Koma is in a square you can move to, you may move your Koma to that square and remove the opponent's Koma. We call captured Koma 'Mochi-goma' (which means 'taken piece' or 'piece in hand').



When players use a small piece stand, called a 'Komadai', for holding any Mochi-goma they get. Mochi-goma may be placed on any empty square on the board instead of a regular move. They are always placed with their original face up.

# Advanced Rules



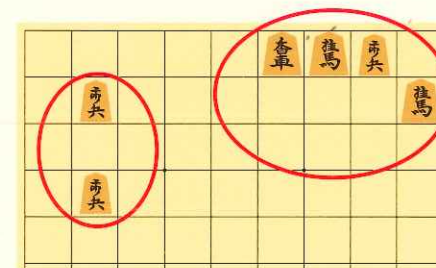
## Draws

- If the same position repeats four times, a draw will be declared.
- If each player's Osho has entered the other player's area and there is no chance of checkmate, a draw will be declared.

## Foul Play

You cannot drop Fu onto a vertical column in which you already have a Fu. It is called 'Ni-fu'. However, you can have a Fu and a Tokin in the same column. You cannot drop or move Koma into a square where it would not be able to move. You cannot drop a Fu onto the board in order to checkmate an Osho, i.e. if the Osho has no other possible moves. If you make an incorrect move (moving in an incorrect manner or moving out of turn) you immediately lose the game.

Ni-fu. You cannot drop Fu onto a vertical column in which you already have a Fu.



You cannot drop or move Koma into a square where it would not be able to move from.



## The Japan Shogi Association

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Homepage: <https://www.shogi.or.jp>

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