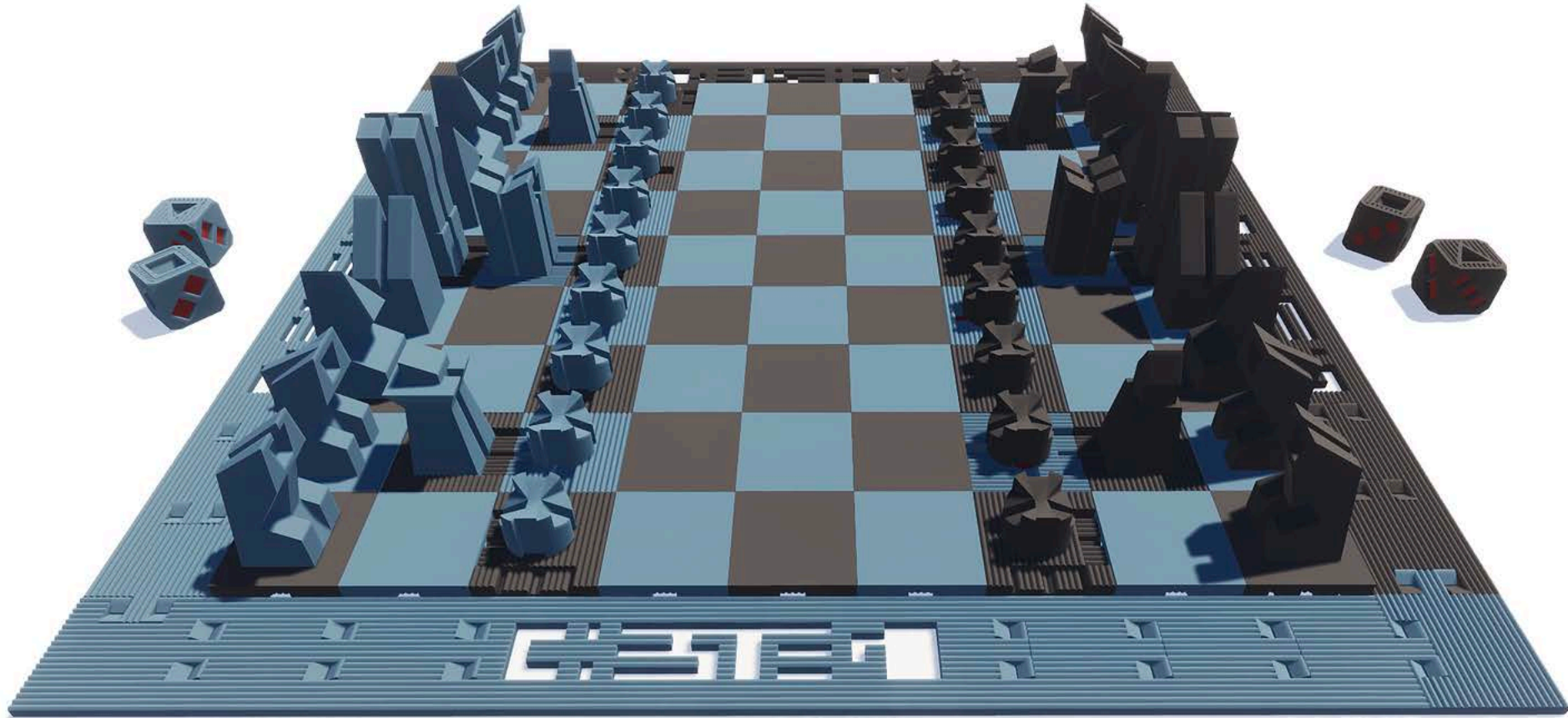


SHO

A variation of the Japanese game of Shogi.



A game of promotion and war.

RULES AND OBJECTIVES:

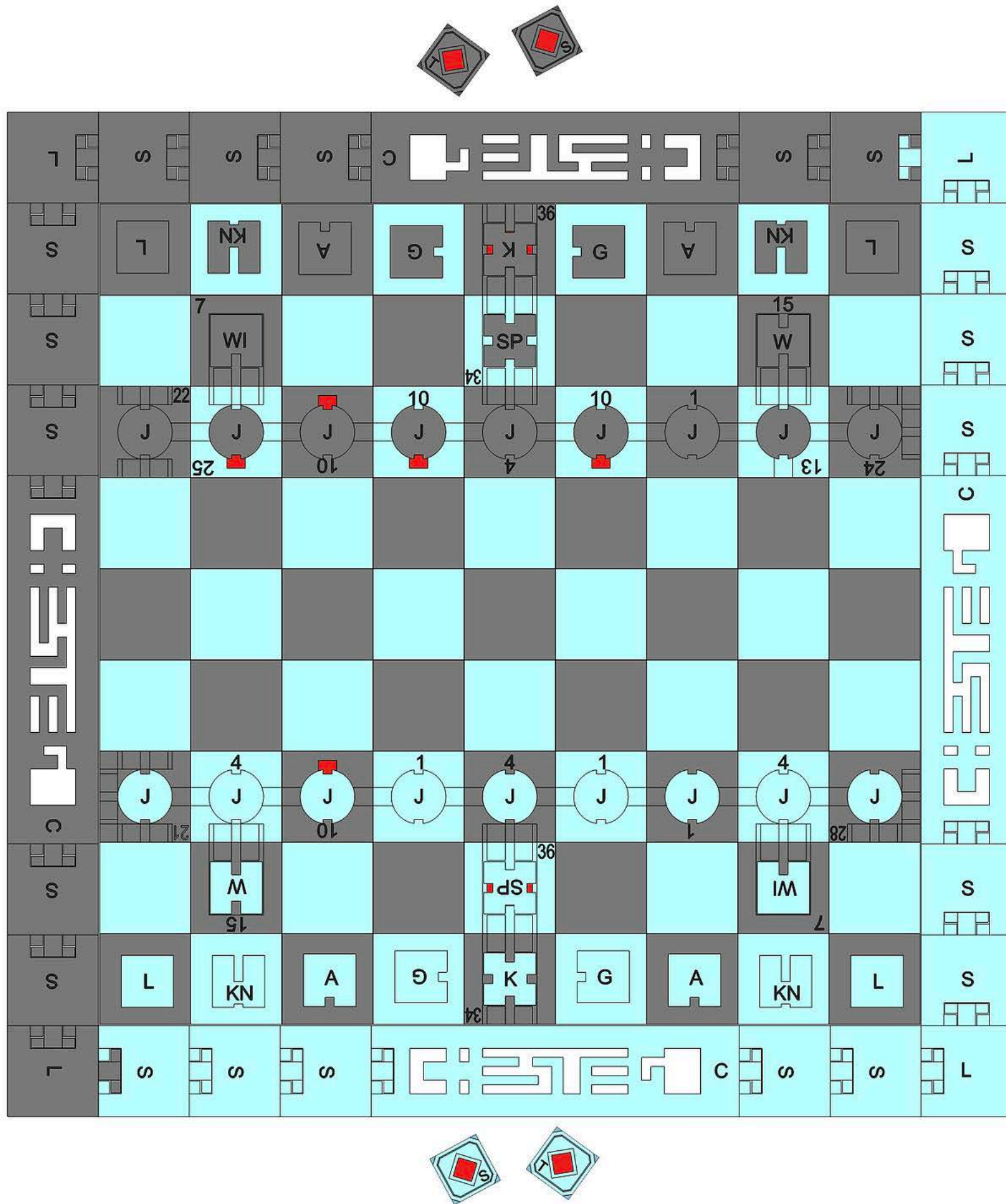
- Shogi Japanese chess variation.
- 9x9 board
- No bringing pieces back into the game like traditional Shogi unless it is the one piece by the warlock or a guard coming back from the dead.
- Also any man that gets to the promotion line has to promote to a pawn.
- Start with 9 men.
- Pieces all start backwards and are turned around to face forward once promoted.

WIN CONDITION:

- Kill the King

BOARD SETUP

- See special board setup below



PIECE RULES

K

KING

1

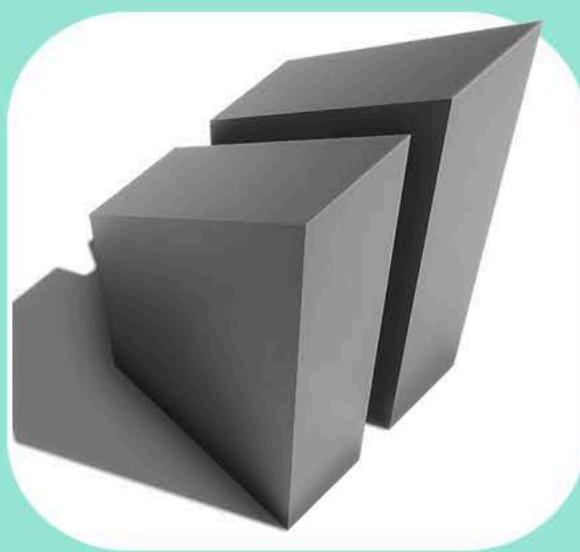


- King can move one space in any direction.

G

GUARD

2



- Guard can move 2 spaces orthogonally in any direction or diagonally forward.
- After promotion can move and attack 2 spaces any direction.
- Special - Can jump to the aid of the king once per game per Guard.
- If the Guard dies before being able to aid the king he can be brought back from the dead and jump to the king.
- An Undead Guard dies after 3 turns

L

LANCER

2



- Lancer can move orthogonally forward or left and right any number of unblocked spaces.
- Can move thru a single man.
- After promotion they can move in any orthogonal direction any number of spaces.

KN

KNIGHT

2



- Knight can move 2 forward then 1 space to a side Or 1 forward and then 2 to a side.
- After promotion they can move in any direction and either 1 and then 2 spaces or 2 then 1 space.

A

ARCHER

2



- Archer can move and attack diagonally forward any number of spaces.
- Have to attack 2 spaces away from the enemy.
- After promotion can attack up to 3 spaces away.
- After promotion they can move any direction diagonally any number of spaces.

W

WARLOCK

1



- Warlock can move up to 2 spaces in any direction forward.
- After promotion can move up to 2 spaces in any direction.
- Can attack 2 spaces away and can resurrect once per game any piece.
- Cannot put the enemy king in check or checkmate at the moment when they promote.

SP SPEARMAN 1



- **Spearman** can move 1 space diagonally forward or forward orthogonally 1 space.
- **After Promotion** can move and attack up to 2 spaces in any direction.

WI WIZARD 1



- **Wizard** can move up to 2 spaces in any forward direction.
- Attacks 1 space away from the enemy
- **After Promotion** can move up to 2 spaces in any direction.
- Special - Can teleport to within 2 spaces of the enemy King once per game.

J MEN 9



- **Men** can only move and attack forward 1 space.
- When they get to the starting men line of the enemy they have to be promoted to an **Assassin**, **Hunter** or **Soldier**. If none are available they cannot promote or move from the enemy promotion line.

AS ASSASSIN 1



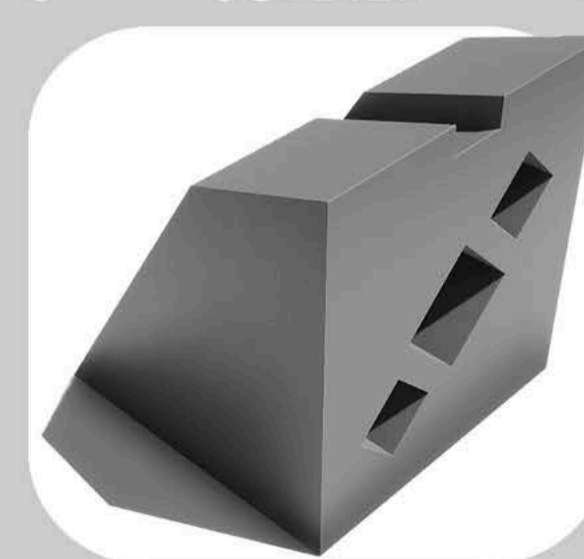
- **Assassin** can move and attack any piece one space in any direction.
- Can jump an adjacent alley to attack an enemy
- Kills any higher numbers if attacking or being attacked (see Hunter)

H HUNTER 2



- **Hunter** can move and attack any piece one space orthogonally.
- Can kill an **Assassin** if the Hunter attacks 1st.
- Kills any higher numbers if attacking or being attacked.

S SOLDIER 3



- **Soldier** can move and attack any piece one space orthogonally.
- Kills other **Soldiers** when attacking.