

Visual guide · tip faces opponent (up) · green = move · blue = jump

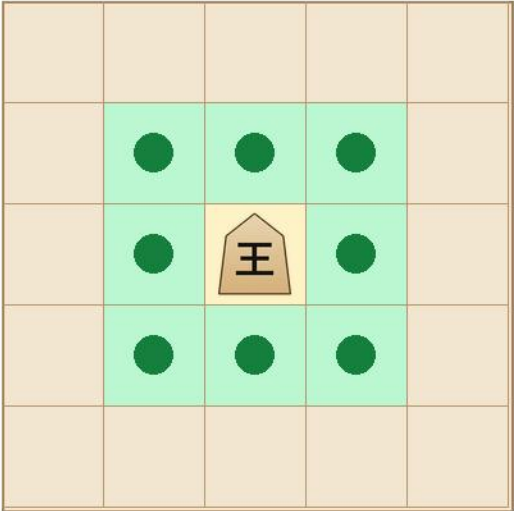
- Yellow = current square · Green dots = legal steps · Blue dots = Knight jump (leaps over pieces).
- Cannot land on your own piece · Capture by landing on an enemy · Sliders (Lance/Bishop/Rook) cannot jump.
- Your turn: move one piece on the board, or drop a piece from hand onto an empty square.



King

Gothic kanji (project art)

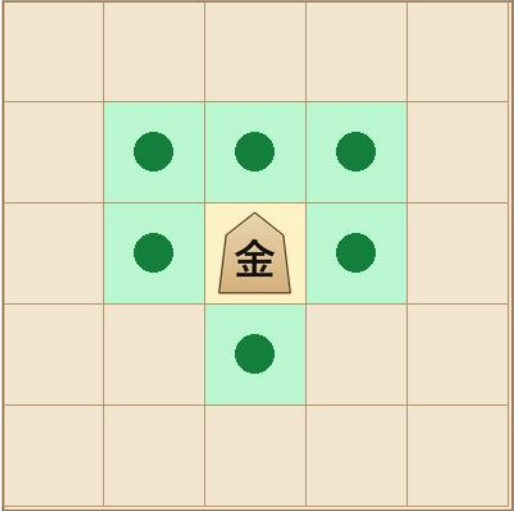
One square any direction. Protect it — checkmate loses. Does not promote.



Gold General

Gothic kanji (project art)

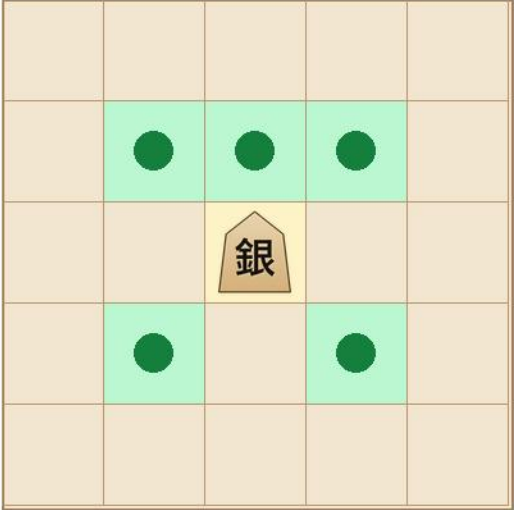
Like King, but not diagonally back. Great defender. Does not promote.



Silver General

Gothic kanji (project art)

Forward, diagonal forward, diagonal back. Not sideways or straight back. Can promote → Gold moves.



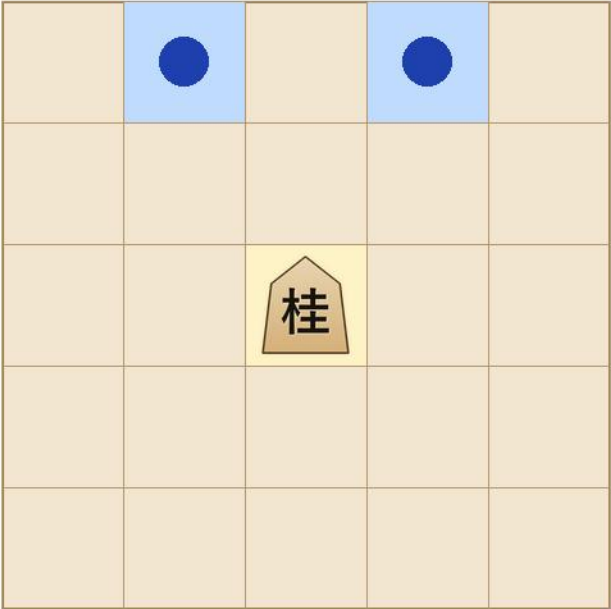
Forward specialists



Knight

Gothic kanji (project art)

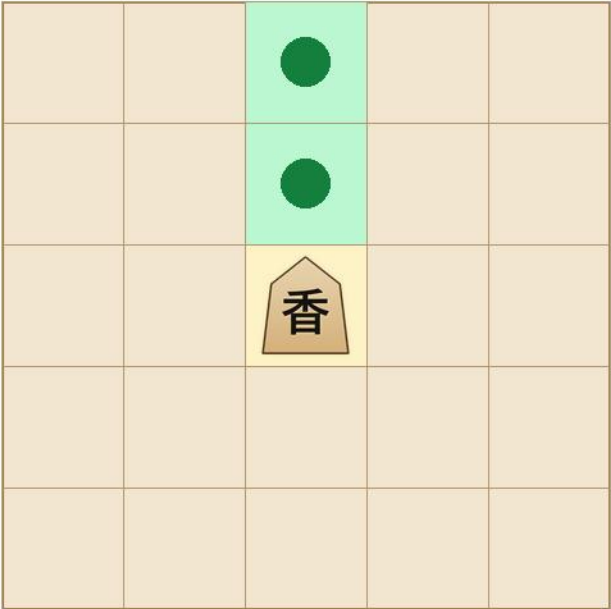
Jumps two forward and one sideways. Only jumping piece. No side/back/one-step moves. Can promote → Gold moves.



Lance

Gothic kanji (project art)

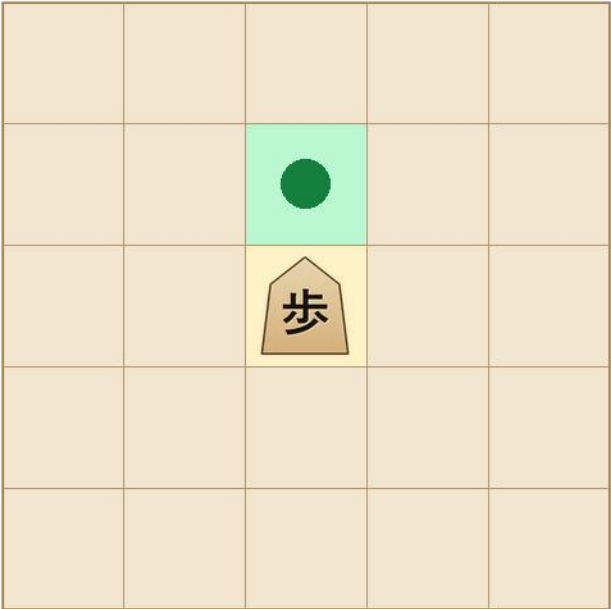
Slides any number of empty squares straight forward only (half-Rook). Can promote → Gold moves.



Pawn

Gothic kanji (project art)

One square straight forward. Captures forward too (not diagonal like chess). Promotes to Tokin (= Gold moves) — very strong.



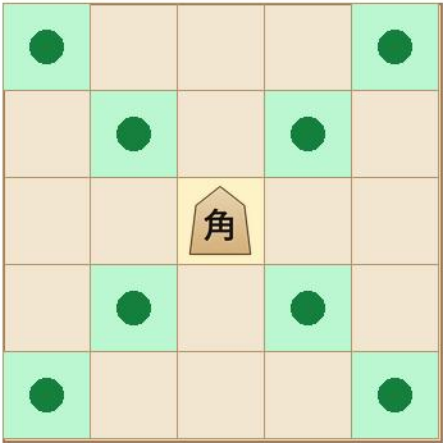
Long-range majors



Bishop

Gothic kanji (project art)

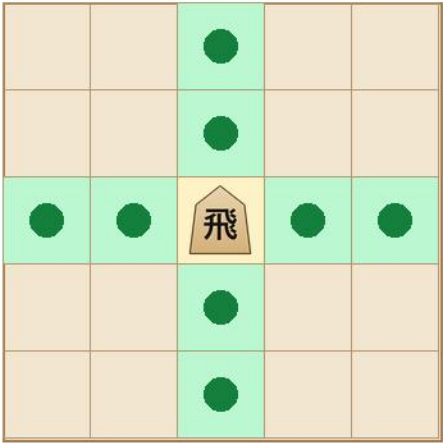
Slides any number of empty squares diagonally. Promotes to Horse: keeps diagonals + one-step orthogonal.



Rook

Gothic kanji (project art)

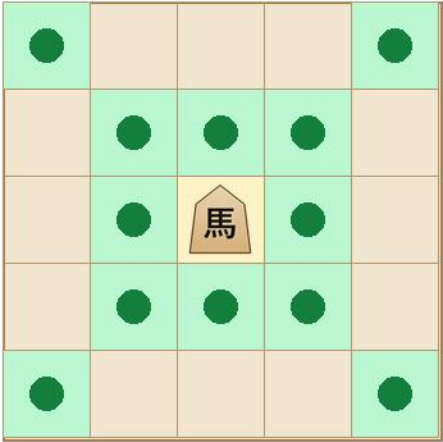
Slides any number of empty squares in a + shape. Strongest unpromoted piece. Promotes to Dragon: rook slides + one-step diagonal.



Horse (promoted Bishop)

Gothic kanji (project art)

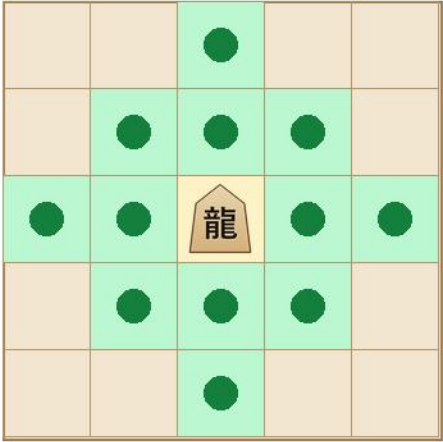
Bishop power plus one step forward/back/side — like a Bishop with a short King-step boost.



Dragon (promoted Rook)

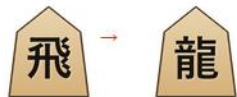
Gothic kanji (project art)

Rook power plus one step on each diagonal. Often the strongest piece on the board.

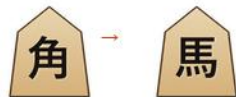
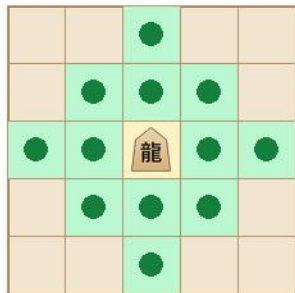


Enemy camp = last 3 ranks · flip for power

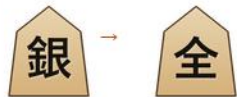
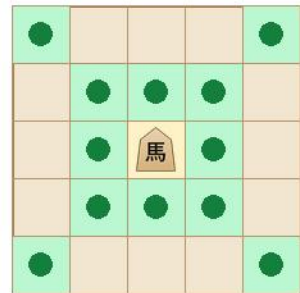
When your piece moves into, out of, or inside the opponent's last three ranks, most pieces may promote (flip to the back face). King and Gold never promote. Dropped pieces start unpromoted.



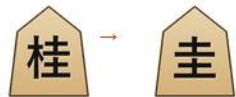
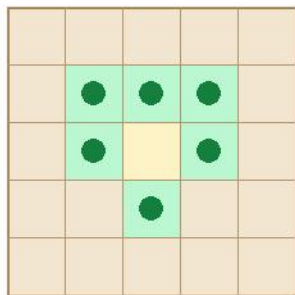
Rook → Dragon
Rook + diagonal steps



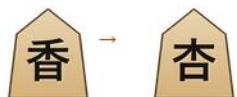
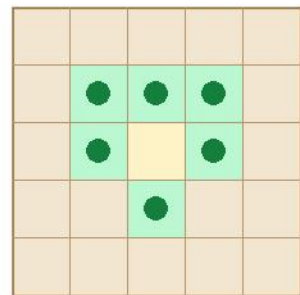
Bishop → Horse
Bishop + orthogonal steps



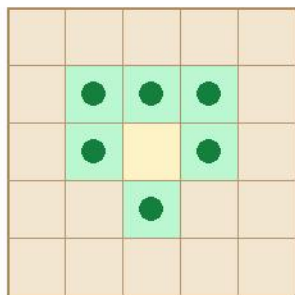
Silver → +S
Moves like Gold



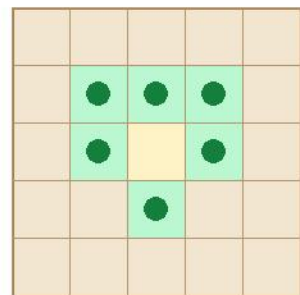
Knight → +N
Moves like Gold



Lance → +L
Moves like Gold



Pawn → Tokin
Moves like Gold — very strong



Never promote: King and Gold — do not flip these pieces.

One-minute review

- King: any 1 · Gold: King minus back-diagonals · Silver: diagonals + forward
- Knight: jump 2+1 forward · Lance: forward slide · Pawn: 1 forward (capture forward)
- Bishop: diagonal slide · Rook: + slide · Many promotes → Gold-like (Token is a star)
- Dragon = Rook+diag step · Horse = Bishop+ortho step · Tip always faces the opponent