

The Chu Shogi Library

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Chu Shogi Opening Systems

Colin P. Adams

Victor Contoski

Wrote the section on the Delayed Lion opening

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by and Colin P. Adams

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Introduction

Warning

I am no longer working on this document, as I am not convinced it is a good approach.

I have two main reasons for writing this book. The first is of an exploratory nature.

Recently (mostly in 1999), when playing Chu Shogi, I have been attempting to be more flexible in my opening play. That is, I have tried watching what my opponent is doing, and attempted to vary my opening system accordingly. This has proved difficult, so I wish to investigate to what extent it is possible to play like this.

My other reason is to heighten awareness of the importance of the opening phase of a game of Chu Shogi. I believe that most of my opponents have an attitude that it doesn't really matter what you do for the first 30 (or 40, or 50) moves in the game - just push your pawns and generals, and it will be OK. I often find I have the game sown-up by move 50.

It is true that the opening is not tactically difficult, like in Tenjiku Shogi, for instance. But to win at Chu Shogi, if you are not going to rely on your opponent making a tactical blunder, it is necessary to form a strategic plan, and this must be done as early as, in some cases, White's first move. My hope is that this book will convince my readers of this, and will benefit them accordingly.

This book is divided into three parts. The first part looks at the problems of the opening in general, and various Opening Systems considered on their own. The second part looks at how these Opening Systems can clash with each other. The final part looks at Opening Systems for various handicaps.

Introduction

I. Opening systems considered in isolation

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In this part of the book, We look at several opening setups in isolation (that is, largely ignoring what the opponent is doing). In the next part, we will look at the clash of differing opening systems for even games. But first, we consider the problems that we encounter when opening a game of Chu Shogi.

Chapter 1. Difficulties with the opening phase of a Chu Shogi game

There are two matters to consider when planning the opening of a Chu Shogi game: where to position your pieces, and how to get them to your chosen position. The latter point is a problem of time — having chosen your desired setup, it's easy to get the pieces into position, provided your opponent sits back and does nothing. But in practice, you have to deploy faster than your opponent, as the game tends to be a race to attack the opposing King.

But the choice of where to position your pieces is primary. Now some pieces (such as the Phoenix) are fairly straight forward. At the other extreme, the Kylin is a real problem. In this chapter, we will consider the different pieces, and see what options are available.

All the comments below assume that both sides will prefer to attack on the right flank, and defend on the left, as this is the most efficient method (due to the position of the King and the Phoenix). Should the reverse be the case in your particular game, then adjust the comments accordingly. I consider each situation from Black's side of the board, but all remarks apply equally to White.

1.1. White's first move

Black's first move is normally Ln - 6h. This allows Black to take the *High Lion* position next, but it also threatens to go after the Go-Betweens.

White has a restricted choice of moves:

- Ln - 7e
- Ln - 6e
- P - 8e
- P - 5e and other moves

1.1.1. Ln - 7e or Ln - 6e?

Ln - 7e is reasonable, but it is deficient in two respects compared with Ln - 6e. In the first place, it does not defend the square 5f, so Black will be able to play P - 5h-5g-5f as an attack on the head of the Phoenix (after Ph - 5d has been played).

Also, Black will be able to play Ln - 7i-7g with a gain of tempo. This is the basis of my Quick Attack system for Black (see Section 3.2). Therefore White should play Ln - 6e, or delay moving the Lion.

Still, Ln - 7e is not out of the question — it can be seen as provoking Black into bringing out the Kylin, where it might become a target for attack in the middle game. Since Black's attack can be quite serious, White will have to pay strict attention to the shape of his pieces.

1.1.2. Delaying the Lion

If White wishes to delay moving the Lion, then P - 8e is the move (to be followed by P - 5e, controlling the centre squares with Dragon Horses and Bishops.). Now if Black tries to go after a Go-Between, he is frustrated by:

- | | | |
|----|--------------|---------|
| 1. | Ln - 6h | P - 8e |
| 2. | Ln - 5f | P - 5e |
| 3. | Ln x 4e - 4f | Ln - 6e |
| 4. | GB - 4g | Ln - 8g |
| 5. | L x! 5e | P - 6e |

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lead in development.

If instead, White begins with P - 5e, then it is not so good:

- | | | |
|----|--------------|---------|
| 1. | Ln - 6h | P - 5e |
| 2. | Ln - 8f | Ln - 6e |
| 3. | P - 5h | P - 8e |
| 4. | Ln x 9e - 9f | Ln - 7e |
| 5. | GB - 9g | |

and White has no compensation. The difference is the Free King cannot be effectively used on this side of the board. (Since the White Lion moves twice here, White should reverse the move order of the second and third moves, but whilst this saves a move, it still does not yield a decent position for White.)

1.1.2.1. Victor Contoski's Delayed Lion Opening

Victor Contoski has developed an entire opening strategy around delaying the development of the Lion:

*In Chu Shogi there are usually two opening strategies, the High Lion, in which one player, usually Black, advances his Lion three ranks into the center, and the **Low Lion**, in which a player (usually White) advances his Lion two ranks into the center. The High Lion prevents him from advancing his Lion farther.*

There is, however, a third way to open a game of Chu — the Delayed Lion. In this opening a player (for the purposes of this discussion, White) leaves his Lion on its original square and restrains the opposing Lion by means of judicious pawn advances and maneuvers by his Dragon Horses. Black uses two tempi to bring out his Lion. White uses these two tempi to develop his pawns and pieces. He hopes to prove that Black's early Lion foray is a waste of time, especially if Black must move his Lion several more times without any material gain.

But does not White lose material if he delays his Lion? Let us look at some possible sequences.

- | | | |
|----|---------|--------|
| 1. | Ln - 6h | P - 5e |
| 2. | Ln - 6f | P - 8e |

and the Black Lion cannot capture the pawn on 5e.

- | | | |
|----|---------|--------|
| 1. | Ln - 5h | P - 5e |
| 2. | Ln - 3f | P - 5d |

and the Black Lion must retreat.

These same sequences can be played to White's advantage on the other side of the board if Black brings his Lion out to 7h or 8h.

The opening set-up for the Delayed Lion is as follows:

Lion — it remains on its original square unless it must repel a Lion attack on the GB. It moves out in the middlegame when it becomes more clear where it might position itself to White's best advantage.

Pawns — the 5,8,3 and 10 pawns advance immediately. Later the 2 and 11 pawns advance. The 6 and 7 pawns must remain on their original squares so they will not block the diagonals of the Dragon Horses, which deny the Black Lion positions on the 8 and 5 files.

Phoenix — it remains on the original square in the opening so it will not block a Dragon Horse diagonal.

Dragon Horses — these are developed in the center of the board where they can further restrain the Black Lion. For example, if Black develops his Lion on 7g, a White Dragon Horse at 7e prevents the Lion from jumping two squares to either side. And if Black posts his Lion at 6g, the other Dragon Horse at 6e serves the same function.

White develops his minor pieces on the flanks and plans an advance on the flank away from the Black Lion.

Victor is not actually sure that he likes the opening himself. I think it is a weak way of playing, as the White centre is weak (the Dragon Horses can be driven away by Pawns or Copper Generals), and the Black Lion is uncontested. But it is an interesting idea.

1.2. The pieces

1.2.1. The Kylin

This is the hardest piece of all to deploy satisfactorily. The choices available are:

- Jump forwards to 7i
- Jump sideways to 9k
- Jump sideways to 5k
- Move backwards to 8l

Which choice you make is influenced by the way you deploy your Dragon Kings. The simplest option is to leave the Kylin on its initial square. This is quite a good choice, as the castle is not so very much weaker than it is when you replace the Kylin by the Drunk Elephant, and the weakness of

the castle is not important in the opening and early middle game. However, you are really just postponing a choice until later.

The problem with this setup is you cannot deploy a Dragon King on 7k, without moving the Kylin. Instead, a complicated maneuver using the squares 6k and 5l is possible. If you intend to play an early attack in the centre, then the best move is Ky - 7i, intending to move it forward again fairly soon, to support the attack. It is not a good idea for the Kylin to remain for long on this square, as it does not play a very useful role here. Rather, a Copper General should be deployed on this square.

In which case, another option is to jump sideways to 9k. I do not like this option, as it blocks the route for the Copper and Silver Generals to reach the centre. Unless you intend to use the tenth/third file to advance these pieces to the flank (not recommended), then you will have to jump sideways a second time to 11k. Effectively, you have spent two moves to put a piece completely out of play.

A fourth option is to build a castle with the moves Ph - 8i, BT - 6k, Ky - 5k, DE - 7k, Ky - 6l. This has the merits of building a strong castle, (the Kylin covers one of the Blind Tigers' blind spots), but the disadvantage of being slow. So this Kylin maneuver should be delayed until shortly after the opening proper. (It is a particularly good option in the Three Lions and Two Pieces handicap.)

A fifth option is to play G - 9k and Ky - 8l. Again a strong castle results (one can either play DE - 7k, or DK - 7k), but again the problem is this cannot be played early, unless it is intended to advance the Gold General early, which does not tend to be a good idea.

The problem of the Kylin is central to your plan of deployment, as it affects how you can deploy your Dragon Kings and Copper and Silver Generals.

1.2.2. The Lion

This is one of the easiest pieces to position. As Black, you always play Ln - 6h followed by Ln - 6g — no matter what your strategy is, the *High Lion* will help.

As White it is more difficult. Firstly, if you intend to play the Classical Quick Attack (see Section 3.1), then you delay bringing the Lion out until you have played P - 6f (which is a Pawn sacrifice). Then the Lion goes to 6e, and later, 7f.

Apart from that, you should normally play Ln - 6e immediately (you can play P - 8e, then P - 5e, Ph - 5d et. al. first. (see Section 1.1)).

Ln - 7e is possible, but it has the disadvantage that Black's Quick Attack (see Section 3.2) is speeded up by forcing the Lion to move again. Also, a Lion on 6e protects the square 5e (the head of the Phoenix, after Ph - 5d), which is the target for any quick attack that Black might make.

1.2.3. The Phoenix

Not a problem at all. *Always* play it to 8i. Do so as soon as is convenient — since you know it will be going there, you do not lose any flexibility in your deployment by playing it early.

1.2.4. The Free King

One would normally move this to the back rank, so as to keep it safe until the game opens up. But there are a lot of possible routes (it might go to any of 3l,4l,9l,10l, and it may move again along the back rank to 2l or 11l). Simply choose the route that fits in best with the rest of your development, as it's exact placement is not too important before the later middle game.

1.2.5. The Bishop

Normally you would not move these pieces during the opening, as they start on reasonable diagonals, and do not tend to get in the way of the generals. Occasionally you might want to move them to the spaces occupied initially by the Vertical Movers, so as to attack the opposing Lion, but this tends to be too slow for the opening. However, it might be necessary for White to play like this, as it might be the only reasonable way to contest the central dominance of Black's *High Lion*.

1.2.6. The Blind Tiger

The Blind Tiger is a most awkward piece. It does not defend very well, due to the blind spot, but equally, it is difficult to move forward in attack.

I prefer not to move the Blind Tigers at all during the opening, if I can help it. Any move you make will not improve it's position, so the only reason to move it is for the benefit of other pieces. So don't move it unless your total number of moves would otherwise increase.

1.2.7. The Gold General

I prefer not to move the Golds at all during the opening. If they must be moved, then moving them one diagonally forward towards the edge is usually best. The reason for so moving it will be to make room for another piece to move.

1.2.8. The Drunk Elephant

If this piece is to be moved, then it should move in front of the King, where it is at maximum effectiveness. Since this move is to build a castle, the timing will be dictated by the need for other pieces to move.

1.2.9. The Silver General

Silver Generals should be deployed in support of the Pawns. The best place for them is on the fifth and eighth files, but since the Phoenix will normally occupy one of these squares, the left-hand

Silver must normally be deployed elsewhere. One choice is to move it up on the left flank, but I prefer to hold it back in reserve, until well into the middle game. Then it can be moved either to the centre or the flank, according to need.

1.2.10. The Copper General

Copper Generals should be deployed in support of the central Pawns. They should be on the central two files for maximum flexibility.

1.2.11. The Ferocious Leopard

It is rare for the Ferocious Leopards to be able to reach the centre. Therefore they should be employed on the flanks. The right-hand Leopard will normally be one of your chief attacking pieces. The left-hand one will normally be a defender, and can be left on it's initial square during the opening, until it is clear which file will need to be defended. However, it will normally be safe to move it forward one square if you want to play a waiting move.

1.2.12. The Lance and the Reverse Chariot

On the left edge, these pieces should not normally be moved. Their sole purpose is to defend the edge.

On the right edge, what to do depends upon whether your strategy is for an edge attack or otherwise. If not, then just leave them where they are. For an edge attack, move the edge pawn to the sixth rank, the Reverse Chariot to the fifth rank, and the Lance to the fourth rank. This leaves room for three more pieces (Rook, Vertical Mover and Dragon King (or Free King as a second-best choice)), which is the maximum efficiency for an edge attack.

1.2.13. The Side Mover

Both Side Movers should normally be moved up to defend the promotion rank. But this need not be done very early.

I have seen the Side Mover moved up *two* ranks, with the aim of defending the pre-promotion rank. But this does not seem to me to be a good idea. If it is done on the left flank, then it only seems to give the opposing side a target for attack. And if on the right flank, then what are you defending against?

1.2.14. The Vertical Mover

On the left flank, the purpose of this piece is to hold back the enemy attack. Accordingly, it should not be moved until it is clear which file will need defending (unless it needs to be moved back one square, to make room for a Bishop). It's action should not be permanently blocked by another piece, either.

On the right flank, the piece will be one of your most important attackers. Promotion of this piece will usually be one of the objectives of your attack. For this reason, if it is doubled on a file with a Rook, then it should be placed *behind* the Rook.

The choice of file depends upon your general strategy.

1.2.15. The Rook

Both Rooks should normally remain on the third rank, and this rank should be cleared as much as possible, so as to allow the Rooks to quickly transfer from one front to another.

Rooks should be used flexibly. The initial deployment depends upon your strategy.

1.2.16. The Dragon Horse

Usually, the Dragon Horses will be moved to the squares 2h and 11h. There are several reasons for this:

- They put pressure on the centre. In particular, the one on 2h bears down on 5e — the vital point for a quick attack, also aiming at the White Free King.
- They restrict the squares where the enemy Lion can sit, and also defend the flanks from the same Lion.
- Clearing the third rank is speeded up. If instead you try to deploy on 4k and 9k, then development of the Copper and Silver Generals becomes very difficult.

But this should not be taken as a golden rule. Since the Dragon Horse will normally have to retreat again, this uses up two moves. Consider if it is possible and helpful to avoid making this maneuver.

1.2.17. The Dragon King

Deploying the Dragon Kings can be difficult

A simple and popular scheme is to place the Dragon Kings on 6k and 7k. This has several advantages:

- The centre is strongly supported

- The third rank is swiftly cleared
- The Copper Generals can easily reach the centre

There are also disadvantages:

- The Kylin must be moved somewhere
- The Dragon Kings are liable to be pinned by a Rook (from the front), or a Bishop or Dragon Horse (from the flank).

The other major alternative is to move the Dragon Kings to the back rank, to keep them out of harm's way until the endgame. This is good thinking, but has the disadvantage that it is slow to carry this out.

1.3. An Ideal Development

It is difficult to say that any development is ideal in Chu Shogi. However, the following opening deployment for Black would certainly result in a win for Black (he would next start the middle game by playing GB - 4f):

						獅子						
			仲人	歩行	歩行	歩行	歩行	仲人	歩行	歩行		
歩行	歩行	歩行	歩行	銀将	銅将	銅将	銀将	歩行		猛豹	歩行	
横行				鳳凰							横行	
	竖行	飛車							飛車	竖行		
反車	猛豹	角行	龍馬	盲虎	酔象	盲虎	龍馬		角行		反車	
香車			龍王	金将	玉将	麒麟	金将	龍王	奔王		香車	

A possible move order to achieve this deployment would be:

**Ln-6h, Ln-6f, P-8h, Ph-8i, P-6h, P-6g, P-7h, P-7g, P-8g, P-5h, P-5g, P-3h, DH-2h,
C-4k, C-4j, C-5i, C-6h, S-4k, S-4j, S-5i, S-5h, DK-4k, DK-4l, FK-5j, FK-3l,
BT-6k, Ky-5k, DE-7k, Ky-6l, DH-5k, P-2h, P-1h, SM-1i, FL-2k, FL-1j, FL-2i,
GB-4g, P-4h, P-3g, P-2g, FL-2h, P-10h, DH-11h, DK-9j, C-9k, C-8j, C-7i, C-7h,
S-9k, S-8j, S-7i, S-8h, DK-9l, DH-9j, DH-9k, P-12h, SM-12i, FL-11k, P-11h, GB-9g, P-9h**

The only problem with this development is that it requires White to pass for 60 moves! In practice, you have to deploy within 50 moves, and your opponent gets to move also!

Chapter 2. Opening Systems from *How to play Middle Shogi*

In this chapter, we will look at the opening systems used in two of the games from the book *How to play Middle Shogi*. I do not regard these as models of excellence, however, and cannot recommend these schemes.

2.1. White gives a Vertical Mover

The first game we will look at is the game where White gives a Vertical Mover as a handicap.

This is the position after Black's 44th move:

If you have a copy of [MSM], then the moves and commentary on the game can be found on pages

39-41.

White is about to begin the middle game with 44. . . ., P-5g, so this is a convenient point at which to assess the development.

2.1.1. Black's position

First, let us look at Black's position. An overall assesment is that he is fully developed (though the castle is not yet complete), but not in the best of shape.

Since this is a Vertical Mover handicap, White is making use of his compensatory moves to attack early. As he is missing a Vertical Mover from his right flank, he is attacking on the left. Black will attack on the right, where White is weakened.

But I do not think much of Black's deployment for the attack. I would choose to attack on the eleventh file, to take advantage of the missing Vertical Mover. Therefore, instead of R-8j, VM-10j, and FL-11j, I would have played DH-9j, P-11h and FL-12j. Then Black has a natural attack with P-11g/f (hitting the Dragon Horse, and disorganising the defence), FL-11i/h/g, P-10g, and the Copper can move to 10h later. Meanwhile, everything is ready for the thrust P-10f (even the Lion is nicely positioned for this).

I do not think the moves G-9k and G-5k were a good idea either. Black will not be playing Ky-8l to form his castle, as the attack is coming on the right flank. Therefore the Kylin defends best from 6l (and indeed he later played Ky-5k, DE-7k and Ky-6l to complete the castle). The Gold is not needed on 9k for defence, nor will it be particularly useful in the attack. The urgent need for a Gold is on 6i, to bolster the defences of the centre, and the Gold from 8l is the one to move (the Gold on 5l will be a useful defender later, when White breaks through). So instead i would have played Ky-5k and G-7k, intending G-6j/i and DE-7k, Ky-6l.

As for Black's left-side Copper and Silver Generals, the Copper is all right, as it would be in a good position to support an attack on the tenth file. But the Silver is doing just about nothing where it is. It would be much better off if it swapped with the Phoenix (which is not doing much, but in this position there is some excuse for it's move, as it prevents the Lion from occupying 5g (after P-5g, Px5g, Lnx5g would be ideal for White) — White has no such excuse). With this opening system, the Silver can never get to 7i. So I would have left it at home for now, and moved the Dragon King no further than 9l. This would have saved four moves, so the attack would already have been underway, and the Silver could then move up the eleventh file as second-wave support for the attack.

On the right flank, the generals are again in less than perfect shape. One would prefer the Copper on 6i and the Silver on 5i. Then both are defending strongly. This could have been achieved by retreating the Dragon King to 5k (which would also allow the move R3j-5j, if further defence was needed). But the scheme is rather slow, and White may have broken through already, if this had been tried. I would not have played FK-2l and FL-2k at this stage, either. Although these will probably be the best squares for these pieces, that will only be if the attack is beaten off. Defence must take priority here.

2.1.2. White's position

White's Silver on 9c is not in a good position to meet Black's coming attack. It would have been better to hold it back on 9b, until it became clear it was needed in the centre.

On the left flank, White has used his advantage in development to prepare an attack on the fourth and fifth files. But his Phoenix is not really doing anything useful.

I think it would have been better to leave the Phoenix on its home square, and leave the Gold General and Blind Tiger on their home squares, too. This would have given White four extra moves, in which case he would now have a good attack on the fifth and sixth files.

As an aside, if White is given the choice, I think he should prefer to remove the left-side Vertical Mover, not the right one. This would result in both sides attacking on the right. White's Phoenix could then play a proper defensive role, and White's advantage in development becomes more apparent, as both sides are attacking towards the King.

2.2. White gives a Copper General

The second game we look at where White gives a Copper General as the handicap.

This is the position after Black's 40th move:

12	11	10	9	8	7	6	5	4	3	2	1	
香車	王					王將				王龍	香車	a
反車	豹猛	行角	王龍		虎盲	象醉	虎盲	將金	行角	豹猛	反車	b
	行豎		車飛		將金			將銀	車飛	行豎		c
行橫	行歩		行歩	將銀	凰鳳	麟麒	將銅	行歩		行歩	行橫	d
行歩	馬龍	行歩	人仲	行歩	行歩	行歩	行歩	人仲	行歩	馬龍	行歩	e
					子獅			人仲				f
							子獅					g
行歩	馬龍	行歩	人仲	行歩	行歩	行歩	行歩	行歩	行歩	馬龍	行歩	h
行橫	行歩		行歩	將銅	凰鳳		將銅	將銀		行歩	行橫	i
	行豎	車飛		王龍			車飛		豹猛	行豎		j
反車	豹猛	行角	將銀	虎盲	麟麒	虎盲	將金	王龍	行角		反車	k
香車				將金	將玉	象醉				王奔	香車	l

If you have a copy of [MSM], then the moves and commentary on the game can be found on pages

44-46.

This time, with no great handicap, we see a more normal situation with both sides preparing to attack on the right side.

2.2.1. Black's position

Black's set-up looks more reasonable this time, but there is still that abominable Phoenix on 7i. Rather than move the Phoenix, I would prefer to move DK8j-6j, letting the Copper through to 7i.

Black's castle will be formed by Ky-8l after G-9k, and this is a strong castle. The attack will be a gradual expansion of the centre-right, backed by Copper, Silver and Ferocious Leopard. A principle aim of such an attack should be to break in with the Lion. Black will also look for a chance to promote the Vertical Mover.

Black's left side falls short of perfection, for resisting an attack. In particular, the absence of the Phoenix will be felt. However, White is in no position to attack strongly.

2.2.2. White's position

White is suffering from a number of defects, particularly in the centre. The position of the Phoenix and Kylin is bad. As a result, 6e is weak, so if the White Lion should move away from the centre, then Black will be able to attack strongly there.

White's castle is almost the weakest one possible. The Gold General on 7c hinders his communication, and it should have been left in the castle. The bank rank is weak, and this will tell in the endgame.

The left flank is a little congested — moving the Gold forward was probably not a good idea. The right flank is in good shape, though launching an attack from there will take some time.

White has no right to be giving a handicap if he is going to play like this.

Chapter 3. Quick Attack Systems

This chapter deals with systems where one side or the other tries an early attack through the centre. Such an attack can be extremely effective when the opponent has poor shape.

3.1. The Classical Quick Attack

First we will look at White's attack on the eighth file, as exemplified by the historical game Mori versus Fukui (Game 1 in [MSM] p. 11).

I present the opening of the game here, transcribed so that White is playing down the board, in accordance with the modern convention.

- | | | |
|-----|---------|------------|
| 1. | P - 8h | P - 5e |
| 2. | Ln - 6h | P - 8e |
| 3. | P - 5h | Ph - 5d |
| 4. | Ph - 8i | P - 6e |
| 5. | P - 7h | Ky - 6d |
| 6. | Ky - 7i | DK - 6b |
| 7. | DK - 7k | P - 10e |
| 8. | FK - 6k | DH - 11e |
| 9. | P - 3h | DK 8c - 7b |
| 10. | DH - 2h | FK - 8c |
| 11. | P - 12h | C - 9b |
| 12. | C - 9k | C - 9c |
| 13. | C - 8j | C - 8d |
| 14. | Ln - 6g | |

So far, White has refrained from bringing out his Lion. This is to leave the square 7e free for possible use by the Kylin. Therefore Black has not bothered to take up the *High Lion* position, as it would not immediately threaten anything (White has been controlling the central squares on the f rank with Pawns and pieces). Now he finally does so.

Actually, White had a chance to prevent Black from taking the *High Lion* position:

- | | | |
|----|---------|---------|
| 1. | P - 8h | P - 5e |
| 2. | Ln - 6h | P - 8e |
| 3. | P - 5h | DH - 6f |
| 4. | P - 7h | Ln - 6e |

3. P - 7g

but it is not clear to me that this is a good idea.

Both sides are playing a similar system. Black has brought up his left-side Copper General before the right-side one, unlike White. This suggests an intention to build a strong centre. On the other hand, White has brought his right-side Copper up to support the impending attack on the eighth file. This will enable him to retreat the Free King quickly, then move the rook over to the eighth file — essential for an early attack.

Each side has brought out the right-side Dragon Horse, which supports an attack on the head of the Phoenix. In contrast, bringing out the left-side Dragon Horse would be a purely defensive measure at this stage.

When the Kylin is jumped forward for an attack in the centre, it is natural to place the Dragon Kings on 6b and 7b. Black has moved the Free King instead, which is not quite so good, as the Dragon King finds it harder to reach the back rank (also, it is desirable to have the weaker piece in the centre, where the fighting is going to take place). Still, Black's position is not bad.

14.	...	FK - 10a
15.	C - 4k	R - 8c
16.	C - 4j	C - 4b
17.	C - 5i	Ky - 7e
18.	P - 5g	P - 6f
19.	Ln x! 6f	Ln - 6e
20.	Ln - 4g	P - 3e
21.	C - 5h	P - 8f
22.	Ky - 6h	C - 8e
23.	C - 7i	C - 5c

White carries out his plan of Pawn, Copper and Rook on the eighth file, with close support from the Kylin. But first he has to sacrifice a Pawn to free his position. Black correctly captured the offered Pawn, then immediately moved his Lion off the open file. He moved it 4g so as to leave 6h free for the Kylin, and 5h for the Copper. but note that DH-2e will drive it away. I am not quite convinced of Black's strategy. For my own preference, see Section 3.2.

Note that White could have started the middle game at move twenty-three, with P-8g, but he preferred to bring up more support. This is generally good policy, but note that if instead of the good shape of a Copper on 7i, Black had a Lion instead, then C-7f followed by P-8g (with Ky-8f, then Px8h,Kyx8h,Kyx8h,Phx8h,C-8g to come) would succeed immediately.

24.	SM - 12i	VM - 10c
25.	P - 12g	P - 12e

26.	GB - 9g	Ln - 7f
27.	Ph - 10g	SM - 12d
28.	GB - 9h	DH - 2e
29.	Ln - 5i	P - 8g
30.	Ph - 8i	C - 8f
31.	SM - 12h	FL - 11b
32.	S - 9k	S - 9b
33.	FL - 11k	S - 9c

Black starts activating his left flank with SM-12i. Although this is a decent move, I would prefer to start with P-10h and DH-11h, so as to be able to play R-8j.

White's response is to move his Vertical Mover across. As the Dragon Horse will want to stay on 2e, this is the right spot for the Vertical Mover, and it enlarges the attacking front, but I would prefer to concentrate on the central attack, with moves like C-6d and P-8g.

Black's next move reveals his defensive plan, and is definitely poor. The idea of bringing the Side Mover to 12h to defend along the rank may hold off the attack in the short term, but it will just make the Side Mover a target for attack by White's right-side Ferocious Leopard, followed by the Lion.

Black then makes a very poor attempt with his Go-Between and Phoenix, which White refutes in excellent style, culminating in the attack with P-8g. Black is forced to retreat the Phoenix voluntarily (if he had induced P-10f from White, blocking the action of the Dragon Horse, he might have felt justified, though I wouldn't take that attitude). White is then content to bring up reinforcements. His position is much to be preferred.

The position after move 33.

34.	S - 8j	S - 8d
35.	DH - 9k	S - 8e
36.	P - 1h	P - 1e
37.	P - 1g	FL - 2b
38.	SM - 1i	FL - 11c
39.	GB - 4g	FL - 10d
40.	P - 4h	P - 10f
41.	FL - 2k	BT - 9b
42.	S - 4k	FL - 10e
43.	S - 4j	FL - 11f
44.	SM - 11h	B - 9a
45.	S - 4i	Ln - 9f
46.	BT - 4k	FL - 11g

And White picks up a material advantage, without losing his central dominance. Later, White made a premature Lion sacrifice, and so managed to lose the game.

3.2. My Quick Attack for Black

One system against which the Classical Quick Attack is not so good for White is my own Quick Attack system for Black.

Actually, I “developed” this system by accident. During most of 1999, I had been playing a system where Black tries to quickly get ideal shape in the centre. That is, Phoenix on 8i, Copper~Generals on 7i and 6i, a Silver General on 5i, and the Lion on 6g. In order to get this quickly, I would place the Dragon Kings on 6k and 7k (which further strengthen the centre). The strategic idea is to control the centre, picking up Pawns when they become available, and then just slowly developing, hoping to expand the centre and right side. if that can be done, then the endgame becomes easy to play.

The problem, as usual, is the Kylin. In order to occupy the centre early on, I play Ky-7i, then C-9k-8j, then Ky-7g (hitting the White Lion if it is sitting on 7e). Before doing this, the right-side Dragon Horse is developed to 2h, as usual, but the left-hand one is left back, waiting to come out with gain of tempo if the White Lion moves to 9e (the alternative is to bring out the left-hand Dragon Horse, hoping to force the Lion to a bad square).

But the first time I played this as a quick attack, my opponent got bad shape in the centre, and I was able to attack at once, effectively finishing the game. The position was something like this (I don’t remember the details, except for the position in the front-of-centre):

12	11	10	9	8	7	6	5	4	3	2	1	
香車	猛豹		奔王	金將	醉象	王將	金將			猛豹	香車	a
反車		角行	龍王		盲虎	麒麟	盲虎	銀將	角行		反車	b
	豎行				飛車		龍王	銅將	飛車	豎行		c
橫行	歩行		歩行	銅將	銀將	獅子	鳳凰	歩行		歩行	橫行	d
歩行	龍馬	歩行	仲人	歩行	歩行	歩行	歩行	仲人	歩行	龍馬	歩行	e
												f
					麒麟	獅子						g
歩行		歩行	仲人	歩行	歩行	歩行	歩行	仲人	歩行	龍馬	歩行	h
橫行	歩行		歩行	鳳凰	銅將	銅將	銀將	歩行		歩行	橫行	i
	豎行	飛車	龍馬						飛車	豎行		j
反車		角行		盲虎	龍王	龍王	盲虎		角行		反車	k
香車	猛豹		銀將	金將	玉將	醉象	金將		奔王	猛豹	香車	l

So I played P-5g, with the strong followup of P-5f, Ky-5g, Px5e.

This was made possible by White's bad shape in the centre, making a counter-attack impossible. But afterwards I have thought that this might be a generally useful way of playing. The problem arises at the moment Black plays P-5g. If, for instance, White's Silver were on 8c instead of 7d, he could play P-7f, and after Lnx!7f, P - 6f, opening up the centre, and making life hot for the Lion (though in the particular position shown, Black would be happy enough).

Here is the opening of a game I played against an early (1.0, I believe) version of my Chu Shogi computer program:

1.	Ln - 6h	Ln - 7e
2.	P - 8h	P - 5e
3.	Ln - 6g	Ph - 5d
4.	Ph - 8i	P - 8e
5.	P - 5h	P - 10e
6.	P - 10h	P - 3e
7.	P - 3h	DH - 11e
8.	DH - 11h	DH - 2e
9.	DH - 2h	P - 6e
10.	P - 7h	C - 9b
11.	Ky - 7i	C - 4b
12.	C - 9k	C - 9c
13.	DK - 7k	S - 9b
14.	C - 8j	C - 8d

One thing I have realised since originally playing this system, is that it is safest to *not* play P - 6h for as long as possible. This way, the Kylin can always retreat to 6h or 7k, (whichever square the Copper leaves free), and also prevents Ln - 8e in response to Ky - 7i, which would stop the scheme of attack.

Anyway, the moment that 8d is occupied, is the best time to attack the Lion. 6d is a terrible square for the Lion, guaranteeing that the attack will succeed. But the Lion has nowhere else to run (Ln - 9c would be met by Ln x 6e), so:

15.	Ky - 7g	Ln - 6d
16.	C - 7i	P - 7e
17.	P - 5g	S - 9c
18.	C - 6h	C - 4c
19.	P - 5f	S - 4b
20.	C - 5g	P - 12e
21.	P x 5e	Ph x 5e
22.	C - 5f	P - 6f

- | | | |
|-----|--------------|---------|
| 23. | Ky x 6f | Ln x 6f |
| 24. | Ln x 6f - 5g | |

That version of the program was rather too weak to cope with the attack (it couldn't even see the attack coming).

Version 2.8 of the program is a bit more cunning:

- | | | |
|----|-------------|-------------|
| 1 | Ln 7j - 6h | Ln 6c - 7e |
| 2 | P 8i - 8h | P 5d - 5e |
| 3 | Ln 6h - 6g | Ph 7b - 5d |
| 4 | Ph 6k - 8i | P 10d - 10e |
| 5 | P 5i - 5h | P 8d - 8e |
| 6 | P 3i - 3h | DH 9c - 11e |
| 7 | P 10i - 10h | P 3d - 3e |
| 8 | DH 4j - 2h | DH 4c - 3d |
| 9 | P 7i - 7h | C 10a - 9b |
| 10 | C 10l - 9k | C 3a - 4b |
| 11 | DH 9j - 11h | C 9b - 9c |
| 12 | C 3l - 4k | S 9a - 9b |
| 13 | DK 5j - 6k | C 9c - 8d |
| 14 | Ky 7k - 7i | |

By refusing to play P - 6e, the program prevents me from carrying out my standard attack. A reasonable plan from here would be to expand on the ninth, eight and tenth files, whereupon my Kylin might be poorly positioned. The computer tries another way:

- | | | |
|----|-----------------|------------|
| 14 | ... | GB 4e - 4f |
| 15 | Ln 6g x 4f | P 4d - 4e |
| 16 | Ln 4f - 6g | P 4e - 4f |
| 17 | Ln 6g x 4f | DK 5c - 4d |
| 18 | Ln 4f x 3e - 2f | P 2d - 2e |
| 19 | Ln 2f - 2g | P 2e - 2f |

This is quite an interesting plan, but P - 2f should be omitted, and DH x 7h played immediately. Now the program gets into trouble over tactics:

- | | | |
|----|------------|------------|
| 20 | Ln 2g - 3i | DH 3d x 7h |
|----|------------|------------|

21	Ln 3i - 5i	P 2f - 2g
22	DH 2h - 1g	

White can prevent the attack completely, by playing Ln - 6e rather than Ln - 7e, on the first move (optionally P - 8e first). An alternative approach is to allow the attack, hoping to make a target of the Kylin. In the following game, the computer (Chu Shogi 2.6) takes Black, and I take White. This is not a quick attack at all, but it does illustrate what White has to aim at, if the Kylin is on 7g. In a real quick attack, White first has to find a way to neutralise Black's threats.

1	P 8i - 8h	Ln 6c - 7e
2	Ln 7j - 7h	P 5d - 5e
3	Ln 7h - 6g	Ph 7b - 5d
4	P 5i - 5h	P 8d - 8e
5	P 10i - 10h	P 10d - 10e
6	P 3i - 3h	P 3d - 3e
7	DH 9j - 11h	DH 9c - 11e
8	DH 4j - 2h	DH 4c - 2e
9	Ph 6k - 8i	P 6d - 6e
10	P 7i - 7h	BT 8b - 7b
11	P 6i - 6h	Ky 6b - 8b
12	C 10l - 9k	DE 7a - 6b
13	C 9k - 9j	Ky 8b - 7a
14	S 9l - 9k	S 9a - 9b
15	S 4l - 4k	FK 7c - 9a
16	S 4k - 4j	S 9b - 9c
17	S 4j - 5i	S 9c - 8d
18	C 3l - 4k	C 10a - 9b
19	GB 4h - 4g	C 3a - 4b
20	P 4i - 4h	DK 5c - 4c
21	P 12i - 12h	C 4b - 5c
22	SM 12j - 12i	C 5c - 6d
23	P 1i - 1h	DK 8c - 8b
24	SM 1j - 1i	C 9b - 8c
25	Ky 7k - 7i	DK 4c - 4b
26	Ky 7i - 7g	Ln 7e - 7c
27	GB 9h - 9g	P 7d - 7e

28	P 8h - 8g	C 8c - 7d
29	P 9i - 9h	P 12d - 12e
30	P 8g - 8f	P 1d - 1e
31	C 4k - 4j	DK 4b - 3a
32	DK 8j - 7k	S 4a - 4b
33	S 9k - 8j	SM 1c - 1d
34	S 8j - 7i	SM 12c - 12d
35	DK 5j - 6k	FL 11a - 11b
36	C 9j - 9i	P 8e x 8f
37	Ky 7g x 8f	S 8d - 8e
38	Ky 8f - 7g	Ln 7c - 8d
39	C 9i - 8h	Ln 8d - 10f
40	R 10j - 9j	Ln 10f x! 9g
41	C 8h - 8g	R 3c - 8c
42	S 7i - 8j	Ln 10f - 8d
43	S 8j - 7i	GB 9e - 9f
44	C 4j - 4i	P 9d - 9e
45	FL 11l - 11k	VM 2c - 3c
46	FL 11k - 10j	B 3b - 2c
47	FL 10j - 9i	FL 2a - 2b
48	FL 9i - 8h	DH 11e - 10d
49	FL 2l - 2k	P 11d - 11e
50	G 8l - 9k	P 10e - 10f
51	G 5l - 4k	P 11e - 11f
52	DH 11h - 10i	FL 11b - 12c
53	P 11i - 11h	FL 12c - 11d
54	BT 8k - 8l	S 4b - 5c
55	P 5h - 5g	GB 4e - 4f
56	Ln 6g x 4f	S 8e - 7f

This quick attack system can even be played by White in a Two Lions handicap game, provided Black has made sufficiently bad shape. Here is an example:

3.2.1. A quick attack against Two Lions

1.	...	Ln 6c - 7e
2.	Ln 7j - 6h	P 5d - 5e
3.	P 8i - 8h	Ln 7e - 7f
4.	P 5i - 5h	P 8d - 8e
5.	P 7i - 7h	P 10d - 10e
6.	P 10i - 10h	DH 9c - 11e
7.	DH 9j - 11h	P 3d - 3e
8.	P 3i - 3h	P 7d - 7e
9.	DH 4j - 2h	DH 4c - 2e
10.	Ph 6k - 8i	P 6d - 6e
11.	DK 5j - 6k	C 9b - 9c
12.	C 3l - 4k	C 9c - 8d
13.	C 4k - 5j	S 9a - 9b
14.	C 5j - 5i	Ky 6b - 6d
15.	FK 6j - 5j	Ky 6d - 6f
16.	Ln 6h - 7i	P 8e - 8f
17.	P 6i - 6h	P 8f - 8g
18.	FK 5j - 3l	C 8d - 8e
19.	P 6h - 6g	Ln 7f x! 6g

Ky - 8f looks safer.

20.	Ph 8i - 10g	C 8e - 8f
21.	C 5i - 6h	P 8g x 8h
22.	Ln 7i x 8h - 8i	P 10e - 10f
23.	Ph 10g - 11g	Ln 7f x 5h
24.	R 3j - 5j	Ln 5h - 7f

But trying this sort of thing if White can make even *slightly* better shape, is likely to rebound on Black.

Chu Shogi Basic Endgames

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King and Crown Prince versus King
Eduard Werner
King and Ferocious Leopard versus King
Joseph Peterson
King and Free King/Phoenix/Lion/Kylin versus King
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King and Flying Stag versus King
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Introduction

Although it is rare for a game of Chu Shogi to end with only a handful of pieces on the board, it is possible, and such positions have great theoretical importance (can they be drawn by the weaker side?).

There are other more practical reasons for this book, though. For one, playing through these positions is a way for the beginner to get familiar with the way the individual pieces move.

The question of a draw is interesting. Strictly speaking, according to the letter of the rules, a theoretical draw cannot occur, as sooner or later, the repetition rule will force one of the players to move his King (or Crown Prince — throughout this book, the word King can be replaced with words Crown Prince, without changing any conclusions) into *check*, whereupon the other player can capture it and lose the game. In [MSM] (p. 9), it says: “There are cases in the endgame where repetition of moves is inevitable (at least, theoretically eventually) and it seems likely that the game would then be declared a draw”.

There are at least three attitudes that can be taken to this:

- If a player is good enough, (s)he would be able to foresee the resulting ending, and the win or lose that results, and plan accordingly.
- Such positions effectively cause one player to win at random, and so should be declared a draw.
- The positions should be played out, to determine the results, with a limit of so many moves, after which either player may claim a draw.

I prefer the second view. Accordingly, this book sets out to determine positions in which either player may claim a draw. And for starters, declares that the endgame King versus King is a draw.

Note: This does *not* mean that the first player may claim a win for the other results. Rather, (s)he must play out the game until the enemy King is captured, or the opponent resigns. A tournament director should probably impose a limiting number of moves (say, 100 by the western count), after which the second player may claim a draw.

The other starting point is the Bare King rule. This states that the endgame King and Gold General (*not* King and Tokin) versus King is a win for the side with the Gold General. Accordingly, the moment that the game is reduced to just these three pieces, the game ends in a victory to the player with the Gold General.

This book is divided into three parts:

1. King and other piece(s) versus a bare King
2. King and other piece(s) versus King and any other piece.
3. More complicated endgames.

Introduction

I. King and other pieces versus a bare King

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In this part of the book, we look at those endgames which consist of a bare King on one side, and a minimum of force (sufficient to mate the King, where possible) on the other side. The full list is as follows:

- King and Crown Prince versus King — usually a draw.
- King and promoted Go-Between versus King — usually a draw.
- King and Go-Between versus King — usually a draw.
- King and Tokin versus King — usually a draw.
- King and two Tokins versus King — often a win.
- King and Pawn versus King — usually a draw.
- King and Drunk Elephant versus King — usually a draw.
- King and promoted Ferocious Leopard versus King — usually a draw.
- King and two promoted Ferocious Leopards versus King — a win.
- King and Ferocious Leopard versus King — usually a draw.
- King and two Ferocious Leopards versus King — usually a win.
- King and promoted Copper General versus King — a win.
- King and Copper General versus King — a win.
- King and promoted Silver General versus King — a win.
- King and Silver General versus King — a win.
- King and promoted Gold General versus King — a win.
- King and Gold General versus King — a win.

- King and White Horse versus King — a win.
- King and Lance versus King — a win.
- King and Whale versus King — a win.
- King and Reverse Chariot versus King — a win.
- King and Flying Stag versus King — a win.
- King and Blind Tiger versus King — a win.
- King and Free King versus King — a win.
- King and Phoenix versus King — a win.
- King and Lion versus King — a win.
- King and Kylin versus King — a win.
- King and Free Boar versus King — a win.
- King and Side Move versus King — a win.
- King and Flying Ox versus King — a win.
- King and Vertical Mover versus King — a win.
- King and promoted Bishop versus King — a win.
- King and Bishop versus King — a win.
- King and promoted Rook versus King — a win.
- King and Rook versus King — a win.
- King and Dragon Horse versus King — a win.
- King and Dragon King versus King — a win.
- King and Horned Falcon versus King — a win.
- King and Soaring Eagle versus King — a win.

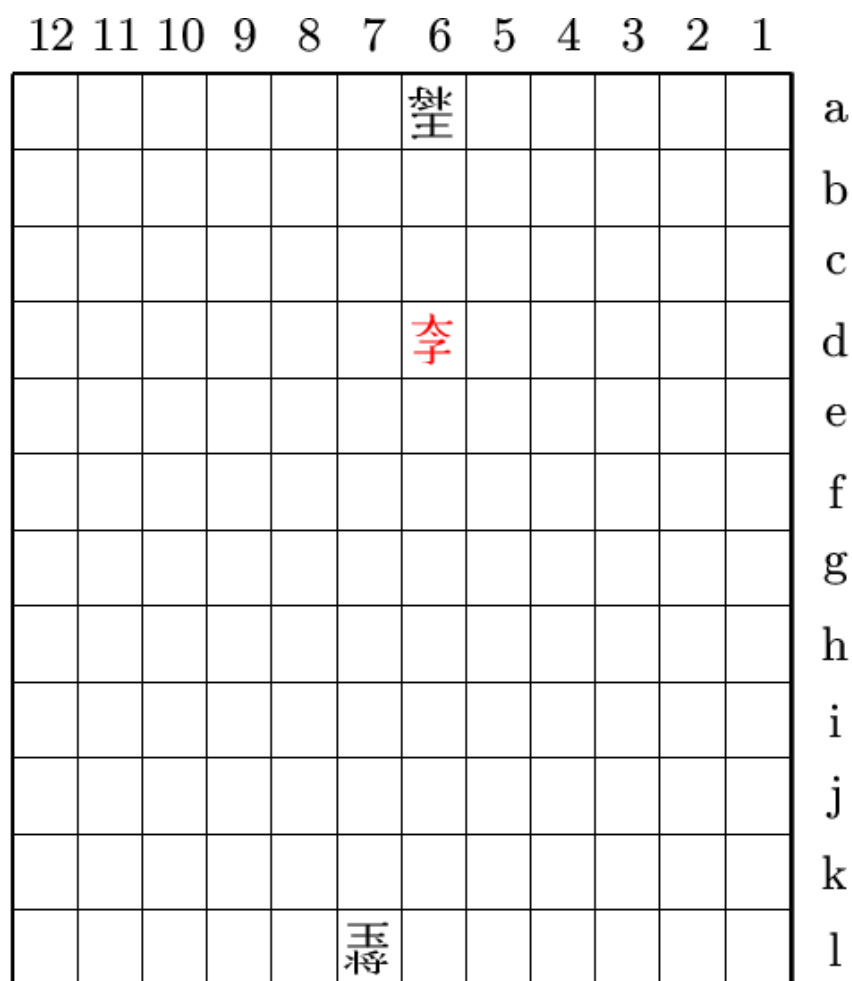
Chapter 1. King and Crown Prince versus a bare King

and Colin P. AdamsRikard Nordgren, and Eduard Werner

This ending is usually a draw. Black might try to win as follows:

1.1. Move the King up to join the Crown Prince

The initial position is taken to be both Kings on the starting squares, and the Crown Prince having just promoted by moving straight up the board from its starting square.



The initial position

Since the King can only be mated at the edge of the board (it cannot be completely surrounded without the aid of at least one edge to cut off it's escape), Black's aim is to drive the King towards the edge of the board. Therefore White resists by trying to move his King towards the centre.

- | | | |
|----|----------|--------|
| 1. | | K - 7b |
| 2. | K - 7k | K - 8c |
| 3. | K - 7j | K - 8d |
| 4. | K - 7i | K - 8e |
| 5. | +DE - 6e | |

If White is allowed to get his King between the two Black pieces, it will take a longer to give **checkmate**, so Black withdraws the Crown Prince.

- | | | |
|----|--------|--------|
| 5. | | K - 8f |
| 6. | K - 7h | K - 8e |
| 7. | K - 7g | K - 9f |

1.2. Press the enemy King down towards the edge of the board

- | | | |
|-----|----------|--------|
| 8. | +DE - 7e | K - 9g |
| 9. | +DE - 8f | K - 9h |
| 10. | K - 7h | K - 9i |
| 11. | +DE - 9g | K - 8j |

The first sign of progress; the King is forced down to only two squares from the edge.

- | | | |
|-----|----------|--------|
| 12. | +DE - 8h | K - 7j |
| 13. | +DE - 7i | K - 6k |
| 14. | K - 6i | K - 5k |
| 15. | K - 5i | K - 4k |
| 16. | K - 4i | K - 3k |
| 17. | K - 3i | K - 2k |
| 18. | +DE - 6j | K - 1j |
| 19. | +DE - 5i | K - 1i |
| 20. | +DE - 4h | K - 1h |
| 21. | +DE - 3g | K - 1g |
| 22. | +DE - 3f | K - 1f |
| 23. | K - 3h | K - 1e |
| 24. | +DE - 3e | K - 1d |
| 25. | +DE - 3d | K - 1c |
| 26. | +DE - 3c | K - 1d |

and the White King escapes between the two.

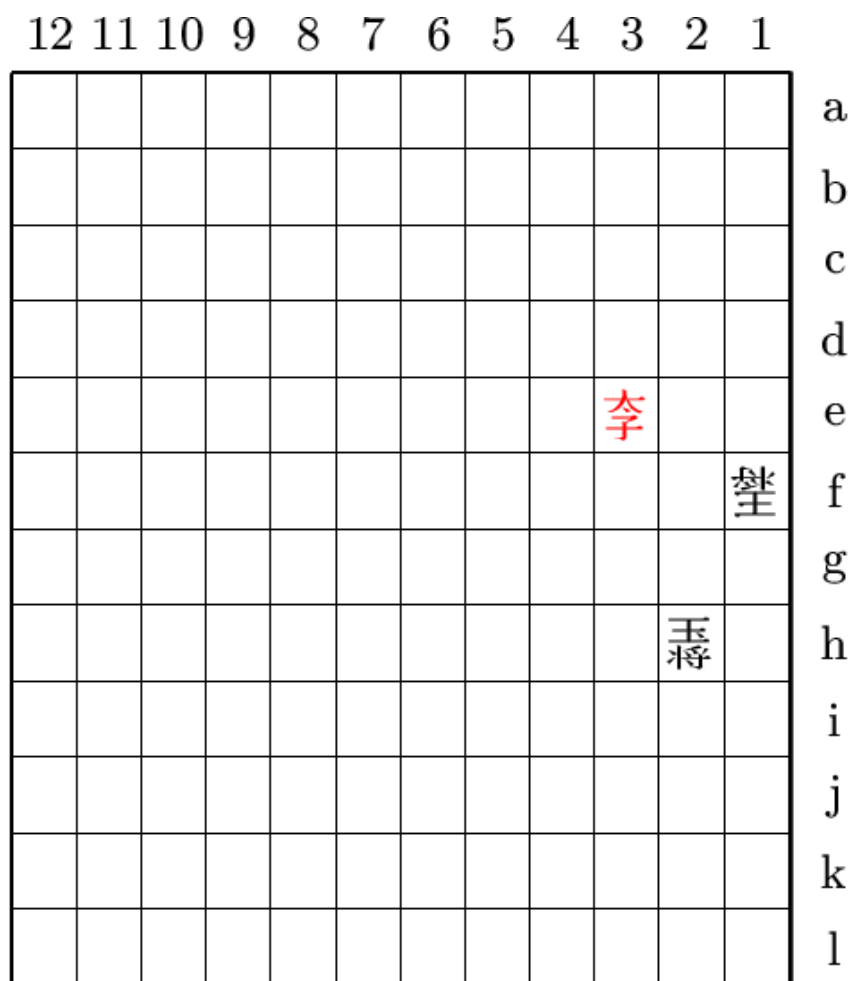
1.3. The conditions necessary to win

In order to win the game, Black will have to trap the White King in a corner. As all the pieces have complete symmetry of movement, we will only consider the top-right corner of the board.

For the White King to be so trapped, it must be on one of the squares 1a, 1b, 1c, 1d, 1e, 2b, 2c, 2d or 3c (plus other squares by symmetry). In addition, the Black King and Crown Prince must be close enough to close the trap (in some positions, this will mean there is only a win with Black to move). If the White King is on 1e, then the result also depends on whose turn it is to move.

1.3.1. White King on 1f

With the White King on the central edge square, there is no mate.



The central edge square

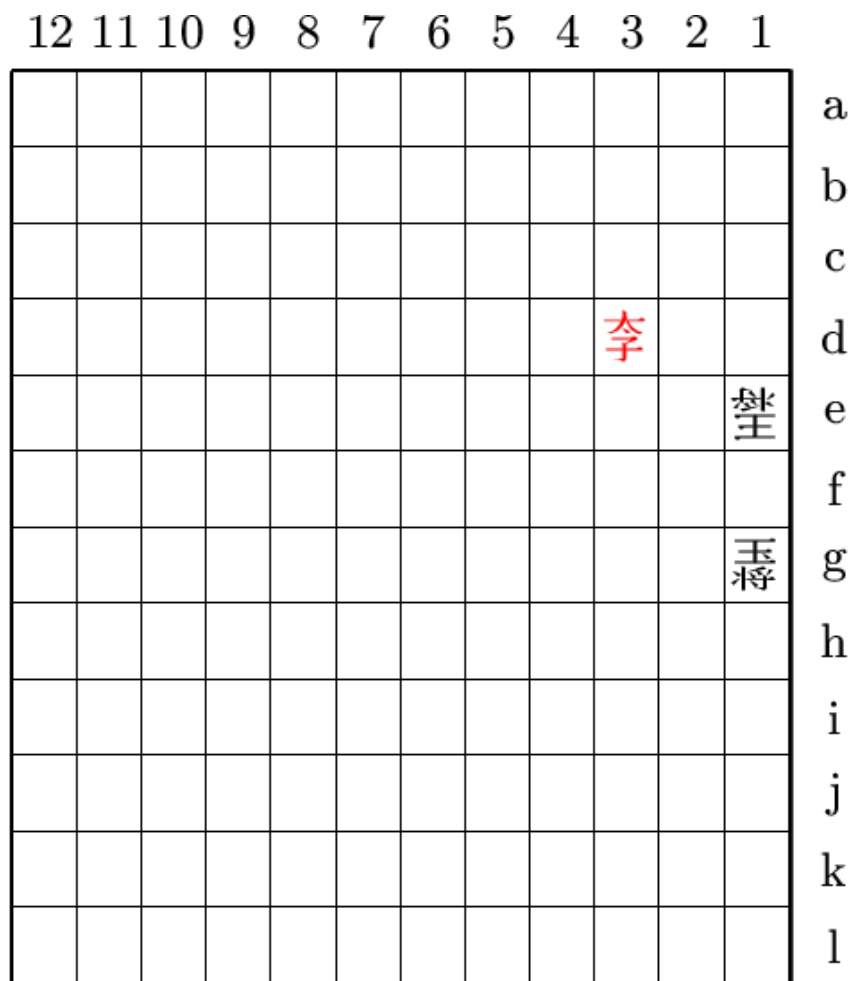
Even if it is White's turn, he escapes thus:

1.	...	K - 1e
2.	K - 3g	K - 1d
3.	K - 2f	K - 2c
4.	+DE - 4d	K - 3b
5.	+DE - 5c	K - 4a
6.	+DE - 6b	K - 4b
7.	K - 3e	K - 4c
8.	+DE - 6c	K - 4b
9.	K - 3d	K - 5a
10.	+DE - 7b	K - 5b
11.	K - 4d	K - 4b
12.	+DE - 6b	K - 3b
13.	+DE - 5c	K - 2c
14.	K - 3b	K - 3c
15.	+DE - 5d	K - 4b
16.	K - 4d	K - 5b

and White is out.

1.3.2. White King on 1e

This is a border-line case. With the Crown Prince on 3d, then Black can win if it is White's move.
With the Crown Prince on 3e, Black to move wins.



White to move loses

- | | | |
|----|----------|--------|
| 1. | ... | K - 1d |
| 2. | K - 1f | K - 1c |
| 3. | K - 2e | K - 2b |
| 4. | +DE - 4c | K - 3a |
| 5. | +DE - 5b | K - 3b |
| 6. | K - 2d | |

and the White King must retreat to the corner. With the Crown Prince on 3e, Black to move wins by playing +DE - 3d, thus transposing to the above position. Alternatively:

12	11	10	9	8	7	6	5	4	3	2	1	
												a
												b
												c
												d
									李		王	e
												f
											玉将	g
												h
												i
												j
												k
												l

Black to move wins

1. K - 2f K - 1d
2. +DE - 3d K - 1c
3. K - 2e

is another way to transpose.

Other possible positions for the Crown Prince (with the King on 1g), are 2c, 3c, 4c, 4d and 4e. In each case Black wins by playing +DE - 3d. Other possible positions for the King (with the Crown Prince on 3d) are 1h, 2g, 2h, 3f, 3g and 3h. In each case Black wins by playing K - 1g. In all other cases, the position is a draw.

1.3.3. White King on 2d

12	11	10	9	8	7	6	5	4	3	2	1	
												a
												b
												c
								李		王		d
												e
										王		f
												g
												h
												i
												j
												k
												l

The first unconditional win

Whoever's turn it is, Black wins. First, with Black to move:

1. +DE - 4c K - 2c
2. K - 2e K - 2b
3. K - 2d

and the White King is clearly trapped. With White to move, it's a little harder:

1. ... K - 2c
2. K - 3e K - 3b

3.	+DE - 5c	K - 4a
4.	+DE - 6b	K - 4b
5.	K - 3d	K - 3b
6.	+DE - 5b	K - 2b
7.	+DE - 4c	K - 1c
8.	K - 2a	K - 2c
9.	+DE - 4b	K - 1c
10.	K - 2d	

and the King is finally cornered.

Other winning positions for the Crown Prince (with the King on 2f) are: 4c, 4e, 5c, 5d, 5e. In each case, Black wins by playing +DE - 4d. However, White to play will eventually be able to escape in all of these positions, and hence a draw will result.

Other winning positions for the King (with the Crown Prince on 4d) are: 1f, 1g, 2g, 3f or 3g. In each case, Black wins by playing K - 2f. However, White to play will eventually be able to escape in all of these positions, and hence a draw will result.

1.3.4. White King on 3c

12	11	10	9	8	7	6	5	4	3	2	1	
												a
												b
							李		王			c
												d
									玉			e
												f
												g
												h
												i
												j
												k
												l

A symmetrical unconditional win

Whoever's turn it is, Black wins. First, with Black to move:

1. +DE - 5b K - 2c
2. +DE - 4c

and already it is clear the King is trapped. With White to move, this should be even clearer.

1.3.5. White King on 2c

From here, the White King can move to either 1d, 2d, 3c, or 3d. The latter square means escape, so one of the Black pieces must be in position to prevent it moving there. The other must be in a position to block any of the other moves from escaping. Because of the possibility of escaping via 1d, the Crown Prince cannot be too far over to the left, unless the King is firmly blocking this escape route (such as sitting on the square 2e). Whilst I could tabulate all the possible pairs of positions for the Black pieces, the list would be rather long, so I have omitted it.

1.3.6. White King on 1d

From here, the White King can move to either 1e, 2d, or 2e to attempt to escape. The latter square means escape, so one of the Black pieces must be in position to prevent it moving there. Whilst I could tabulate all the possible pairs of positions for the Black pieces, the list would be rather long, so I have omitted it.

1.3.7. White King on 2b

From here, the White King can move to either 1c, 2c, 3a, 3b or 3c in an attempt to get out. None of these squares is actually an escape square, though. For this reason, the Black pieces can be quite a distance away provided they cover both edges of the board.

1.3.8. White King on 1a, 1b or 1c

None of these positions threaten to move to an escape square, so the Black pieces have a wide range of locations.

Chapter 1. King and Crown Prince versus a bare King

Chapter 2. King and one or two promoted Ferocious Leopards versus a bare King

Eduard Werner

2.1. King and promoted Ferocious Leopard versus a bare King

This ending is principally a draw, due to the fact that a Bishop can't cut off a King from half of the board. There are, however, a few special positions that can be won.

2.1.1. A win in the corner

The first winning position at a corner of the board look as follows:

	12	11	10	9	8	7	6	5	4	3	2	1	
王													a
													b
	王		角										c
													d
													e
													f
													g
													h
													i
													j
													k
													l

A won position

In this position White can only move into *check* and lose. Black can move his Bishop along the diagonal 11a-1k and wins.

2.1.2. A win on the edge

The other position at the edge of the board and is only won with White to move:

12	11	10	9	8	7	6	5	4	3	2	1	
	王											a
	角											b
	将											c
												d
												e
												f
												g
												h
												i
												j
												k
												l

A won position

However, these positions can usually not be forced: in order to win, the weaker King must be pinned to the edge not further than three fields away from the corner from where it can be driven into the corner, like in the following diagram:

12	11	10	9	8	7	6	5	4	3	2	1	
		王										a
												b
		玉将			角行							c
												d
												e
												f
												g
												h
												i
												j
												k
												l

A won position

The winning procedure is as follows:

1. +FL - 6d K - 11a
2. +FL - 7e K - 10a
3. +FL - 10b

or

1. +FL - 6d K - 11a
2. +FL - 7e K - 12a
3. K - 11c

or

- | | | |
|----|-----------|---------|
| 1. | +FL - 6d | K - 11a |
| 2. | +FL - 7e | K - 12b |
| 3. | +FL - 10b | |

with mate in one (+FL - 11c or K - 11c).

2.1.3. Escaping from the edge

If the position weaker King is only a single field closer to the center, the King will escape:

12	11	10	9	8	7	6	5	4	3	2	1	
			王									a
												b
			玉			角行						c
												d
												e
												f
												g
												h
												i
												j
												k
												l

A draw

1.	+FL - 5d	K - 10a
2.	+FL - 6e	K - 11b
3.	+FL - 9b	K - 11c
4.	+FL - 10c	K - 12d
5.	K - 10d	K - 12c

and White can answer 6.+FL-11d with 6...K-11b getting away from the edge again. After Black moves that keep control over 11b (+FL-9d), White will go to 12d (four fields away from the corner again) and Black has achieved nothing. If the weaker King is closer to the center, it is therefore not even possible to drive it to the edge as can be seen by transposing the pieces in the diagram some lines down and to the right and playing the same line.

2.2. King and two promoted Ferocious Leopards versus a bare King

2.2.1. Both Bishops running along the same diagonals

The winning procedure is as follows: the two Bishops are blocking a diagonal, with the King driving the bare King away, keeping the opposition (following at closest distance along a line or file). White is trying to keep his King in the center as long as possible:

12	11	10	9	8	7	6	5	4	3	2	1	
												a
												b
												c
												d
												e
						王						f
												g
												h
												i
												j
										角行		k
					玉将				角行			l

1. K - 6k K - 7g
2. K - 7j K - 6f
3. K - 6i K - 7g
4. K - 7i

Taking the opposition.

4. ... K - 6f
5. K - 6h K - 7e
6. K - 7g K - 6e
7. +FL - 7f K - 5f
8. +FL - 1j K - 5g

9. +FL - 7d

A waiting move, gaining the opposition again.

9.	...	K - 4f
10.	K - 6f	K - 4e
11.	+FL - 6g	K - 4f
12.	+FL 6g - 5f	K - 3g
13.	K - 5g	K - 3f
14.	+FL - 6c	K - 3g
15.	+FL - 6e	K - 2f
16.	K - 4f	K - 2e
17.	+FL - 4c	K - 2d
18.	K - 4e	K - 3c
19.	+FL 6c - 5b	K - 2d
20.	K - 4d	K - 2c
21.	+FL - 3d	K - 2d
22.	+FL - 4e	K - 1e
23.	K - 3e	K - 1d
24.	+FL - 4a	K - 1c

If instead, K - 1e, then 25. +FL - 2g is *stalemate*, and so wins.

25.	K - 3d	K - 2b
26.	+FL - 2c	K - 3a
27.	K - 3c	K - 2a
28.	+FL - 5d	K - 1a
29.	+FL - 4c	

Now the position is *stalemate*. White must move the King into *check*, so (s)he loses.

2.2.2. The two Bishops are on different diagonals

This way, the task is considerably easier due to the fact that the Bishops cover the whole board now and can cut off the enemy King without the help of their King.

12	11	10	9	8	7	6	5	4	3	2	1	
												a
												b
												c
												d
												e
						王						f
												g
												h
												i
												j
									角行			k
					玉将				角行			l

- | | | |
|-----|----------|--------|
| 1. | +FL - 7h | K - 7f |
| 2. | +FL - 6h | K - 6f |
| 3. | K - 6k | K - 7f |
| 4. | K - 5j | K - 6f |
| 5. | K - 5i | K - 7f |
| 6. | K - 5h | K - 6f |
| 7. | K - 4g | K - 7f |
| 8. | K - 5f | K - 7e |
| 9. | +FL - 6g | K - 7d |
| 10. | +FL - 8f | K - 8d |
| 11. | K - 6e | K - 7c |
| 12. | +FL - 7e | K - 8c |

Chapter 2. King and one or two promoted Ferocious Leopards versus a bare King

13.	K - 6d	K - 7b
14.	+FL - 8e	K - 8b
15.	+FL - 7d	K - 7b
16.	+FL - 8d	K - 8b
17.	K - 6c	K - 7a
18.	K - 7c	K - 8a
19.	K - 6b	K - 9a
20.	K - 7b	

If instead, White moves 18. K - 6a, then 19. K - 8b.

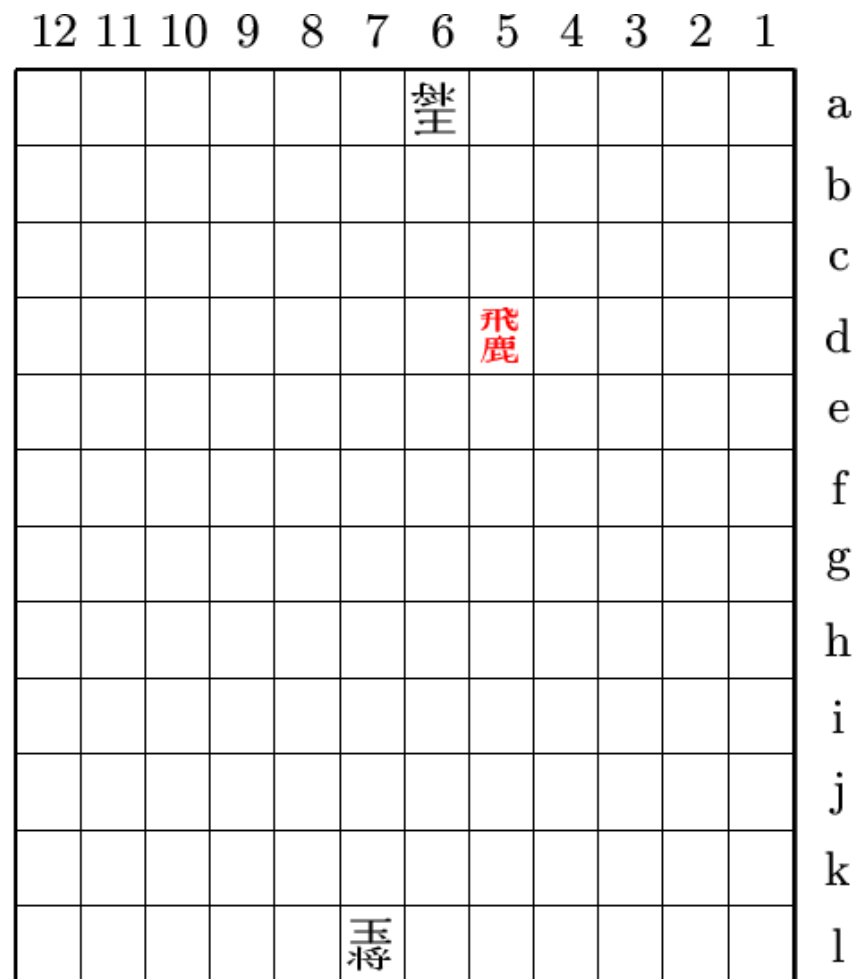
Chapter 3. King and Promoted Blind Tiger versus a bare King

Lionel Vidal

This ending is a win for the first player. The winning procedure is very easy, the Flying Stag being able to win even without the help of his king!

3.1. Winning without the aid of the King

The initial position is taken to be both Kings on the starting squares, and the Flying Stag having just promoted on the 5d square. It is White to play as the win is a bit more interesting this way.



An easy win

The winning procedure is as follows:

1. ... K - 6b

The aim of Black is to drive White King to a corner of the board. To do that, Black needs just to keep the respective position of White King and Black Flying Stag as it is now, but with White to play. To keep the position and forcing White to play, Black could of course move his own King once, but just for the fun of it, we will use only the Flying Stag to win (anyway, the solutions is only a few moves longer).

- | | | |
|----|----------|--------|
| 2. | +BT - 5f | K - 6c |
| 3. | +BT - 5e | K - 7c |
| 4. | +BT - 6e | |

Now, Black just follows White King moves and drive it to the North-West corner.

- | | | |
|-----|-----------|---------|
| 4. | ... | K - 8d |
| 5. | +BT - 7f | K - 8c |
| 6. | +BT - 7e | K - 9d |
| 7. | +BT - 8f | K - 10e |
| 8. | +BT - 9g | K - 10d |
| 9. | +BT - 9f | K - 10c |
| 10. | +BT - 9e | K - 11d |
| 11. | +BT - 10f | K - 12e |
| 12. | +BT - 11g | K - 12d |
| 13. | +BT - 11f | K - 12c |
| 14. | +BT - 11e | K - 12b |
| 15. | +BT - 11d | K - 12a |
| 16. | +BT - 11c | |

In Chess, White would be now *stalemated* and the game a draw. But in Chu Shogi, White is now compelled to put his own King in *check* and loses.

Chapter 4. King and Free King versus a bare King

Joseph Peterson

This ending is a win.

4.1. Force the King into a corner

The easiest win is to force the opposing King into a corner. Unlike the very similar situation in International chess (King and Queen vs. bare King) you can win in Chu with only the Free King. You don't need to worry about a stalemate, so the easiest mate is to force the King into a corner with your Free King. The longest mate occurs when the opposing King is in the middle of the board so we'll look at the mate starting there.

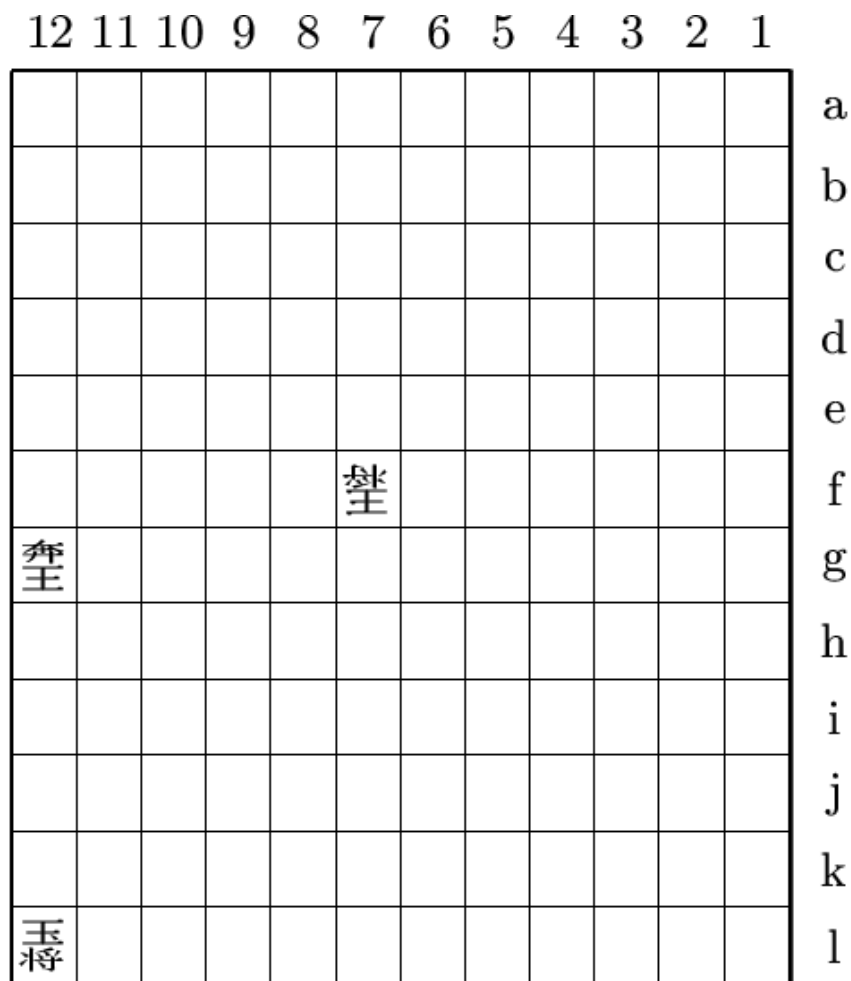


Figure 1: The initial position

Black is trying to force the White King into one of the following configurations. There are many variations on these. (You will probably notice that the 'mate' in the lower right is simply a variation of the 'mate' on the left side.) I leave it as an exercise for the reader to determine other variations.

12	11	10	9	8	7	6	5	4	3	2	1	
		王		王							王	a
									王			b
	王											c
												d
										王		e
												f
王	王	王									王	g
												h
										王		i
王		王										j
									王	王		k
	王										王	l

Figure 2: Basic winning positions

The easiest way to force the opposing King into the corner is by placing your Free King a knight's jump away from the opposing King. When your opponent moves, you again place your Free King so that it's a knight's jump away from the King. This will force your opponent into a corner and then you will win when he is forced to move out. Like this:

1	FK - 9g	K - 8e
2	FK - 10f	K - 7e
3	FK - 9f	K - 6e
4	FK - 8f	K - 5e
5	FK - 7f	K - 6d

Chapter 4. King and Free King versus a bare King

6	FK - 8e	K - 5d
7	FK - 7e	K - 4d
8	FK - 6e	K - 5c
9	FK - 7d	K - 4c
10	FK - 6d	K - 5b
11	FK - 7c	K - 4b
12	FK - 6c	K - 3b
13	FK - 5c	K - 2b
14	FK - 4c	K - 3a
15	FK - 5b	K - 2a
16	FK - 4b	K - 1a
17	FK - 3b	K - 1b
18	FK x 1b	

Chapter 5. King and Phoenix versus a bare King

Joseph Peterson

This ending is a win.

5.1. Promote to a Free King

The easiest win is to force the promotion to a Free King and then follow the tactics for forcing a win with a Free King. We'll examine the case where the Black King and Phoenix are on their initial squares and the bare King is on 6h.

12	11	10	9	8	7	6	5	4	3	2	1	
												a
												b
												c
												d
												e
												f
												g
						王						h
												i
												j
						鳳						k
					玉							l

Figure 1: The initial position

Black could win if he could force White into a corner and put his protected Phoenix diagonal to the king, as in Figure 2. (Why didn't the Phoenix promote in the top two scenarios? I'll leave that question as an exercise for the readers imagination.) It is not possible to force this position, so the only win is to promote to a Free King. Forcing the promotion is trivial. You could try to keep the Phoenix protected, but that is not the most efficient way. Keep the Phoenix protected only until you get to a point where you can safely run to the promotion zone.

	12	11	10	9	8	7	6	5	4	3	2	1	
王												王	a
	鳳										鳳		b
		玉									玉		c
													d
													e
													f
													g
													h
													i
	玉												j
	鳳										鳳		k
王										玉		王	l

Figure 2: Possible winning positions

The way to victory is as follows:

- | | | |
|---|----------|--------|
| 1 | Ph - 8i | K - 7g |
| 2 | Ph - 10g | K - 8f |

3	Ph - 12e	K - 7e
4	Ph - 10c +	

At this point, you can refer to Chapter 4 to learn the tactics to force the win. One thing to note, if you allow your Phoenix to be cornered by the opposing King, then you may lose your Phoenix if it's not assisted by your own King. Stay out of the three squares in the corners (1k, 1l, 2l, 11l, 12l, 12k) because an opposing King one square diagonal to the Phoenix can force the draw.

Chapter 6. King and Lion versus a bare King

Joseph Peterson

This ending is a win.

6.1. Force the king to a side

The easiest win is to force the opposing King into a side or corner. The easiest mate does not even require the use of your King. The longest mate occurs when the opposing King is in the middle of the board so we'll look at the mate starting there.

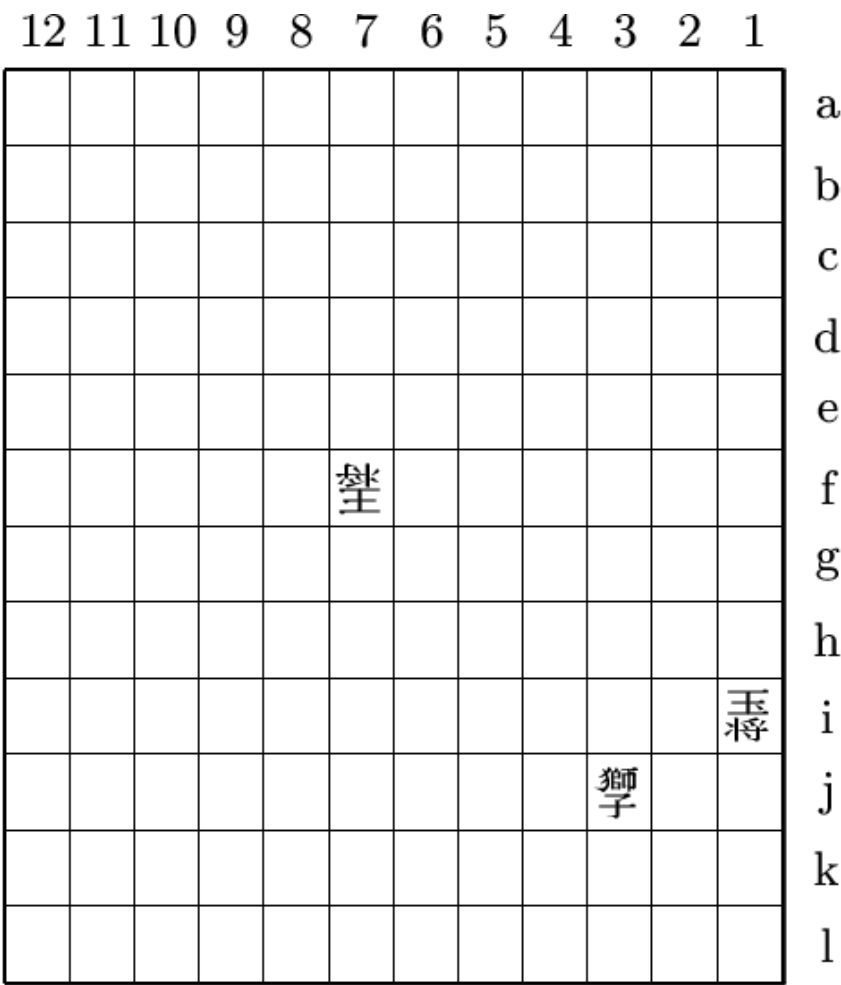


Figure 1: The initial position

Black is trying to force the White King into one of the following configurations. There are, of course, many variations on these. For example, in the upper left, the Lion can be positioned on any of the squares C8, C9, C10 as I indicate by using the promoted Kylins. I leave it as an exercise for the reader to determine other variations. The mate in the middle of the board is simply for academic purposes as there appears to be almost no sensible way of forcing this. The most useful configurations are the ones in the upper left and lower right.

12	11	10	9	8	7	6	5	4	3	2	1	
				王					王			a
									獅子			b
			獅子	獅子	獅子				玉將			c
玉將												d
						玉將						e
王												f
						王						g
		獅子										h
						獅子						i
玉將									獅子			j
												k
王			獅子								王	l

Figure 2: Basic winning positions

The easiest way to force the opposing King to the side is by placing your Lion one square away from the opposing King. When your opponent moves, you again place your Lion so that there is one square between your Lion and the King. This will force your opponent into a side or corner and then you will win when he is unable to move out of the influence of your Lion. Like this:

1	Ln - 5h	K - 6e
2	Ln - 6g	K - 7d
3	Ln - 7f	K - 6c
4	Ln - 6e	K - 7b
5	Ln - 7d	K - 6a
6	Ln - 6c	K - 5a
7	Ln x 5a	

Chapter 7. King and Kylin versus a bare King

Joseph Peterson

This ending is a win.

7.1. Promote to a Lion

The easiest win is to force the promotion to a Lion and then follow the tactics for forcing a win with a Lion. We'll examine the case where the Black King and Kylin are on their initial squares and the bare King is on 7h.

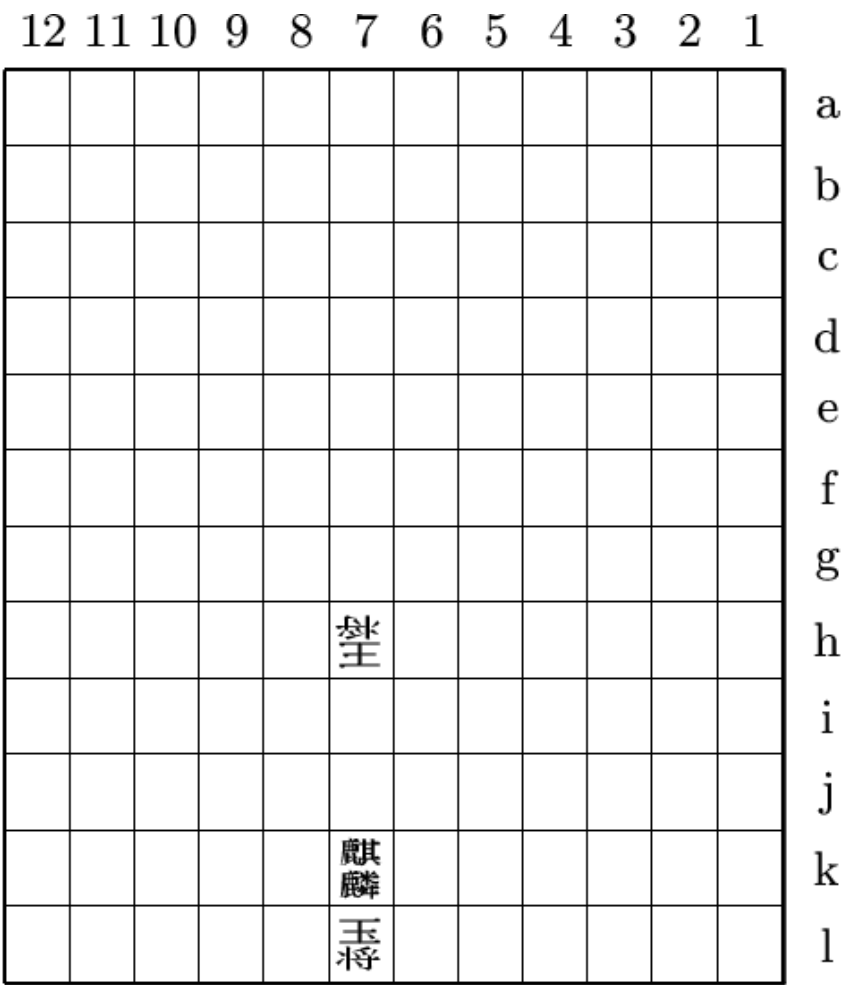


Figure 1: The initial position

Black could win if he could force White into one of these configurations. Notice that since the Kylin can only cover half the board there are exactly 22 positions that the Kylin can be in to be able to mate the opposing King and only 12 of those are outside the promotion zone. Because of the Kylin's limited squares it is not possible to force these positions.

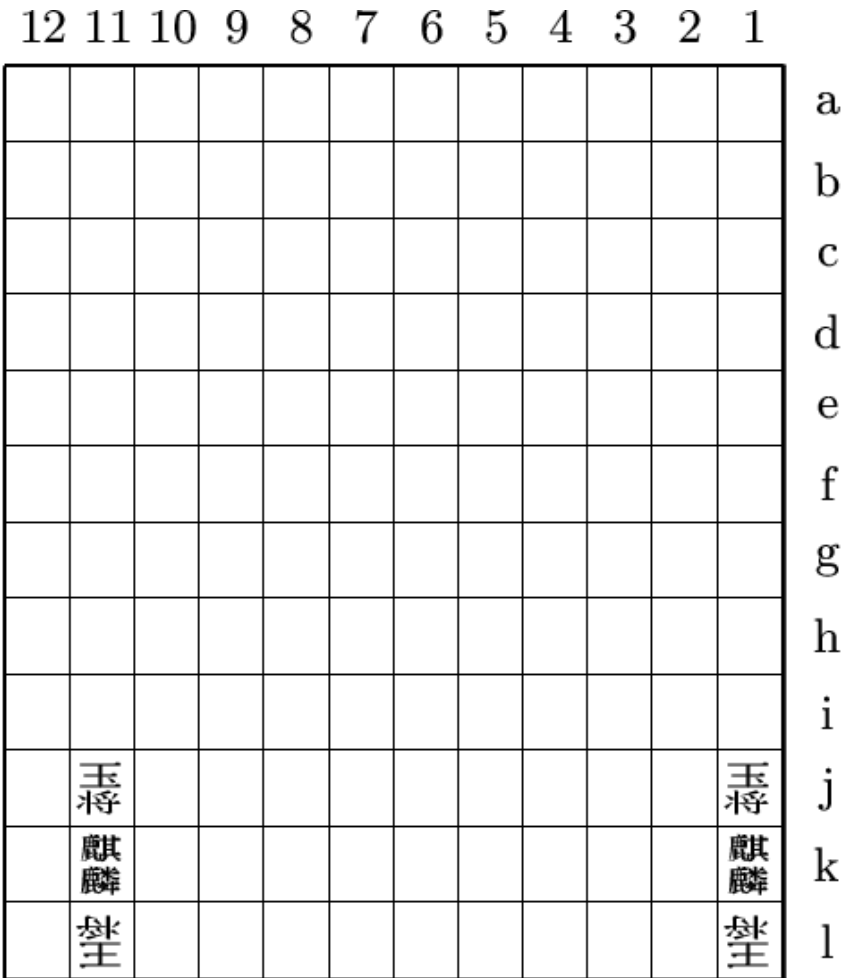


Figure 2: Possible winning positions

There are two ways to force the promotion- running and guarding. The ability of Kylin to jump two squares makes running possible and much quicker than trying to always keep the Kylin protected by the King (which must take two steps to the Kylin's one.) To run to the promotion zone, you simply out pace the opposing King to the promotion zone and move laterally if the opposing King gets in the way.

- | | | |
|---|---------|--------|
| 1 | Ky - 5k | K - 6h |
| 2 | Ky - 3k | K - 5h |

3	Ky - 1k	K - 4g
4	Ky - 1i	K - 3f
5	Ky - 1g	K - 2e
6	Ky - 3g	K - 3f
7	Ky - 5g	K - 4e
8	Ky - 6f	K - 5d
9	Ky - 7e	K - 6c
10	Ky - 8d +	

At this point, you can refer to Chapter 6 to learn the tactics to force the win.

A collection of game commentaries

Edited by
Colin P. Adams

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by

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The 1997 European Chu Shogi decider

Colin P. Adams

Thomas Majewski

This game decided first and second places in the 1997 European Chu Shogi tournament..

1. Colin Adams versus Thomas Majewski

This game was played on Saturday, 4th October, 1997. The time limits were 90 minutes for each player, plus one minute per move overtime.

The time remaining is occasionally shown in the form (h:mm).

Colin Adams took Black.

Colin's comments look like this.

Thomas's comments look like this.

1.	Ln - 6h	Ln - 7e
2.	P - 8h	P - 5e
3.	Ln - 6g	P - 10e
4.	Ph - 8i	Ph - 5d
5.	P - 10h	P - 3e
6.	P - 3h	P - 8e
7.	P - 5h	DH - 11e
8.	P - 6h	P - 6e
9.	DH - 11h	P - 12e
10.	P - 12h	P - 1e
11.	P - 1h	SM - 1d
12.	SM - 1i	SM - 12d
13.	SM - 12i (1:27)	C - 9b (1:24)

14.	P - 7h	C - 9c
15.	C - 9k	C - 8d
16.	DK - 7j (1:26)	VM - 11b (1:22)
17.	C - 8j	B - 11c
18.	C - 7i	S - 9b
19.	DK 7j - 6k	BT - 7b
20.	FK - 8j	FK - 9a
21.	FK - 10l	DK 8c - 6c

This move is not good, because White will have difficulties in developing his his left flank. Up to this point the opening has been quite normal, though Black's manoeuvre DK - 7j, to make room for the Copper looks slightly better than White's similar manoeuvre.

8b looks like a better square for White's Dragon King. I am following a standard sequence to arrange my pieces for an attack up the first file. This is based upon the moves shown by Wayne Schmittberger in [MSM] on page 53 (first example joseki), except I use a slightly different manoeuvre to get the Dragon King to the back rank. This is based on my theory that moving the Dragon Horses out to the flank (2e/11e/2h/11h) should not necessarily be regarded as joseki - sometimes it is better to leave them where they are. I believe that leaving the Dragon Horse at home on the attacking flank will save two moves, as it only gets in the way of your build up, and will have to be withdrawn again, having served no purpose.

But this means I have to use a different move order to Wayne, to get round the obstructive Dragon Horse.

It seems to work, though the whole scheme is slow, and may be disruptable by a quick attack down the eighth file.

22.	S - 4k	S - 8c (1:18)
23.	DK 5j - 7j	DH - 2e (1:17)
24.	S - 5j (1:24)	VM - 2b
25.	S - 5i	B - 2c (1:16)

White's manoeuvres with the Vertical Movers and Bishops is one I often see, but I don't use myself much. I think it is more suitable for White to employ this manoeuvre than Black, as it's primary aim is to embarrass the Lion in the centre.

26.	GB - 4g (1:23)
-----	----------------

As I replay the game, I am puzzled as to why I played this move. But now I remember — I am intending to bring my Copper up from 3l to 6i, so I need to prepare an escape route for my Lion. The Lion will be able to proceed via 4h to support the attack on the first and second files.

Note that because White's Bishop has moved from 10b to 11c, the Lion will be fairly safe on 4h. So Black appears to have gained a tempo with respect to the Lion/Bishop manoeuvres. It is for this reason that I don't tend to employ such manoeuvres myself — **there is a danger that they will prove too slow.**

26.	...	C - 4b (1:14)
27.	P - 2h	

Black does not follow White's example of developing the Dragon Horse this time. The idea is to start an attack on this side, thereby proving that White's Dragon Horse is too far advanced.

See my previous comments on deploying Dragon Horses. Actually, the chief idea is to make room for the Ferocious Leopard to come up the second file, in order to support the attack down the first file. But I do hope to gain momentum for the attack by playing P - 2f at some point. But Thomas eliminates this possibility on move 31. This is almost certainly a good idea, as otherwise I may get too many tactical opportunities. Good shape is very important in Chu Shogi, as it is often impractical to analyse the positions.

27.	...	GB - 9f (1:11)
28.	C - 4k	C - 9e (1:10)
29.	C - 5j (1:22)	R - 3a (1:09)

Huh? What's he up to? (That was my thought at the time. It turns out that Thomas has come up with a neat defence and counter-attack plan.)

At this point I was feeling quite complacent. I do not think much of the Copper on 9e - it looks like becoming the bad shape of a Copper in front of it's pawns. But I should have paid more attention. There is so little time! See Section 2.

30.	FL - 2k	C - 3c
31.	G - 4k	DH - 3d (1:08)

Thomas rushes to improve his shape before the attack comes. I would much prefer to see a Dragon Horse on 2e, rather than a pawn. It will now be much harder for me to press the attack, though I still haven't foreseen Thomas's plan, which is to counter-attack down the second file.

But the question must be asked — what has the Dragon Horse gained by moving to 2e? The answer appears to be very little. It has not obstructed any of White's pieces until now, and it hasn't really restricted Black's Lion. The same question might be asked of Black's Dragon Horse on 11h. I am firmly convinced that the attitude of "it's joseki to develop the Dragon Horses to the wings" must be eliminated from a Chu Shogi player's mind. The Dragon Horse should not be moved until it has to move, *but* there is the question of whether to allow the Lion too much freedom. Difficult. It needs thought (and longer time limits!).

32. DH - 3i (1:21) Ln - 8f (1:07)

I have succeeded in driving White's Lion into an attacking position, whilst my left flank is still in poor shape for defence, blocking the path of my Side Mover, and opening the diagonal for the Bishop on 10c to harass my Lion when it moves to 9h. Brilliant! White could hardly hope for better.

33. DK - 5l (1:20)

Good idea. During the game I thought it to be neat, to remove this DK to the back rank. The real purpose of this move can be seen later.

I have to give Wayne Schmittberger the credit for this idea.

33. ... B - 10b ! ?

Forces P - 4h, which blocks the advance of the minor pieces (S, C).

Well, no. The minor pieces weren't going to come that way. The Lion was. But now the Lion can go via 4i. I think B-10b is premature. Black's Lion now has more freedom to act.

34. P - 4h P - 7e
35. BT - 6k

This is to allow the Dragon Horse to retreat to 5k. But since I was going to do this, why did I move it to 3i? Well, I have caused his Lion to take a diversion. It turns out to have worked well, but I am not convinced that this should have been the result.

35. ... S - 7d (1:06)

White's minor pieces seem uncoordinated. I am not now afraid of an attack, so I can neglect the left side, and concentrate upon my own attack.

36. FL - 1j (1:19) P - 2e
37. P - 2g C - 2d (1:05)
38. FL - 2i P - 1f

Not good. This gives black a target to attack.

Not good. Wastes a tempo.

39. FL - 2h FL - 3b (1:03)
40. SM - 2i

Now it dawned on me. My pieces are in bad shape, especially the copper, which keeps the SM on the first file.

40. ... P - 6f (1:01)!

A pawn sacrifice to drive away the lion and giving my own lion room to go to my left flank to help defend. The white advance on my right is much too slow to start a counterattack.

41. Ln x 6f - 5g (1:17) P - 7f (1:00)

42. Ln - 4i

If Ln-3g, P-5f.

42. ... P - 7g (0:59)

Not good. Black is strong in the centre.

43. C - 6i Ln - 6f (0:58)

44. P - 1g (1:16) P x 1g

45. RC x 1g

Should I play FL x 1g instead? I am trying to save a tempo here, as I will have to move the Reverse Chariot forward anyway, but it is a bit exposed here. Now the Ferocious Leopard cannot get forward so easily. I was later to regret this move.

45. ... Ln - 5f (0:55)

46. Ln - 3g (1:15)

It is very important to keep white's lion away from 3f.

46. ... Ln x! 4g

White may as well play Px7h first.

47. P - 2f

Hasty? If I had foreseen Thomas's plan, I may not have played this immediately. The more I think about it, the more convinced I am that I should have played FLx1g. That way, I can play P-2f whenever I want to. Now I am afraid that I may not be able to do so if I don't play it now.

47. ... FL - 3c (0:54)

48.	L - 1i	B - 3b (0:51)
49.	VM - 1j	P x 2f (0:50)
50.	Ln x 2f - 2g (1:14)	R - 2a (0:49)
51.	VM - 1k	P - 3f (0:47)!

Another pawn sacrifice. This time to give the lion access to 3e.

52. Ln x 3f - 3g (1:13)

Terrible! A complete waste of a move. It is obvious that the White Lion will move to 3e. Therefore The Black Lion should not capture the pawn until he is forced to move off the second file. Then Ln x 3f - 4g will probably be the best move. Black should play R-1j.

52. ... Ln - 3e (0:46)

Now White must play P x 7h first. But Black is asleep. The point is, Black cannot play P x 7g whilst the White Lion remains close enough to recapture, as the White Lion will then destroy Black's centre.

53.	R - 1j	P - 5f
54.	Ln - 4g (1:11)	P x 7h
55.	C 7i x 7h (1:10)	DH - 2e (0:44)
56.	Ln - 2g	C - 1e (0:43)
57.	Ln - 4i (1:09)	S - 6e
58.	DK - 1l (1:08)	

It took me a long time to realize where this DK came from. Compare comment on 33. DK - 5i.

58. ... FL - 2d (0:38)

59. FL - 3g

At this point, Black is better, and White has less than forty minutes on the clock. Black would do better to play RC-1h, then develop the left side. Persistently attacking in the face of a well-organised defence is foolish.

59.	...	DH - 3d (0:37)
60.	G - 3j (1:07)	DK 5c - 1c (0:28)
61.	DH - 2h	DH - 8b

I am digging a hole for myself.

62.	Ln - 4g (1:04)	FL - 2e (0:25)
63.	P - 6g (1:02)	Ln - 3c (0:24)
64.	Ln x! 5f (1:01)	C - 2f

A surprise to Colin. But I have to do something dramatic, as I fear to be pushed off the board. Black can continue piling up pieces and White is still in bad shape, meaning his own pieces disturb each others movements.

Yes it was a surprise. Whilst waiting for Thomas to move, I had realised that FL - 2f was a strong move. Now I can play RC - 1h, and, if C x 3g, P x 3g and I am ok. Unfortunately, I looked no further than the material gain. Greedy!

65.	FL x 2f	FL x 2f
66.	DH x 8b+ (1:00)	FK x 8b
67.	RC x 1d+	B x 1d (0:23)
68.	L x 1d+	DK x 1d
69.	R x 1d+	RC x 1d
70.	VM x 1d+	L x 1d
71.	DK - 2k (0:58)	

The dust has settled and black has made material profit. But white is left with his long ranging pieces on this side and can make abreakthrough.

71.	...	FL - 1g (0:22)
72.	G - 2j (00:57)	FL - 1h (0:21)
73.	SM - 4i	FL - 1i+ (0:20)
74.	P - 10g (0:56)?	

Loss of a tempo and achieves nothing special.

I'm not convinced. Black must activate his left side pieces.

74.	...	DH - 2e (0:17)
-----	-----	----------------

This helps Black.

75.	Ln - 3i (0:55)	+FL - 4f
-----	----------------	----------

This too helps Black.

76.	S - 9k	Ln - 5e (0:16)
77.	S - 8j (0:54)	DH - 3e (0:15)
78.	S - 7i	DK - 1c
79.	S 7i - 6h (0:53)	DH - 1g (0:13)
80.	Ln - 4g	+FL - 1i?

A blunder. I noticed that Side Movers are being overlooked quite often.

A birthday present. But it's a month late.

81.	SM x 1i (0:50)	DH x 6l+ (0:12)
82.	Ky x 6l (0:49)	L x 1i+
83.	DK - 7k (0:47)	

This removes a defender from the third rank.

Yes. DH-10h, or something else, would be better.

83.	...	R - 2c
84.	Ln - 3i	+L - 1g
85.	Ln - 4g (0:46)	+L - 2h (0:10)
86.	S - 7g (0:45)	DK - 1g (0:09)
87.	P - 3g	+L x 2j (0:08)
88.	B - 4j (0:44)	DK - 1i+
89.	DK - 3j	R - 2i+ (0:07)
90.	DK - 4k (0:43)	+DK - 1d (0:06)

The Soaring Eagle does *not* attack the Lion.

91.	DH - 10h	+R - 1j (0:04)
92.	C - 6h (0:41)	VM - 2i+
93.	Ln - 3i	+VM x 4k (0:03)
94.	Ln x 4k (0:40)	Ln x 3g
95.	P - 6f (0:39)	S x 6f (0:02)
96.	S x 6f	B x 6f
97.	C 7h - 6g	B - 9c (0:01)
98.	DK - 7d+ (0:38)	Ph - 3f
99.	DH - 6d+?	

Overlooked the Kylin.

Just when I was getting nicely back into the game, too. Annoying.

99.	...	Ky x 6d
100.	Ln - 3i	+R - 1i (overtime)
101.	Ln x 2j - 3k (0:35)	Ln - 4i

White entered the black position with his Lion and can bring up more pieces over the flank. The game should be won now, if he would not have been in overtime.

I had overlooked that the Lion could enter at 4i. It certainly looks grim now.

102.	Ln - 5k (0:34)	Ph - 1h
------	----------------	---------

Better is Ln x! 4j. But I wanted to promote this Phoenix to a Lion!!

Is Ln x! 4j really better? R - 1j follows. Promoting the Phoenix is a good strategy, but why not play Ln x 4j x 5k first? White will have an extra promoted Rook, and an advanced Phoenix. Black will find it very hard to defend.

103.	B - 3k (0:33)	+R - 3i
104.	FK - 7i	Ph - 3j+

What a surprise. The Phoenix promotes to a Free King, not a Lion. Nevertheless, I should have waited until I can promote it safely.

Ln x 3k followed by R - 2j/k+ looks sensible.

105.	R x 3j (0:32)	Ln x 3j x 2k
106.	C - 5f (0:31)	R - 2k+
107.	C - 6e	Ky - 6b
108.	Ph - 6g (0:30)	Ln - 3j
109.	Ln - 5j (0:28)	+DK - 1l
110.	BT 8k - 7k	+R 2k - 2j
111.	Ph x 8e (0:27)	SM - 12c
112.	B - 7h (0:25)	B x 4h
113.	FK - 6j	Ln - 3h
114.	Ln - 7i (0:24)	+R x 6j
115.	BT x 6j (0:23)	SM - 7c !

Good interposing move, which scares the Soaring Eagle away.

116. +DK - 7f (0:22) L_n - 4i

This is a mistake. +R - 1i will allow the Bishop to promote.

117. S x 4h (0:21) L_n x 4h

118. L_n - 6g?? L_n - 4j??

Both of us miss the fact that L_n x 6j would be mate. All the other players were now watching our game, and they all saw it. They told us so afterwards, but we had to replay the game before we believed them. L_n-7j was best.

119. G - 7k (0:19) +R - 3l?

I overlooked the Bishop.

120. B x 3l +DK x 3l

121. L_n - 7i (0:18) VM - 10b

122. VM - 10j VM - 9b

123. FL - 10k (0:17) VM - 9c

I am assuming I will win now. I still need to promote my Phoenix to draw level, but I have more time.

124. C - 7d=

I should promote. I do so later, but that is illegal. However, no-one noticed!

124. ... FL - 10b

125. Ph - 7e (0:16) SM - 4c

126. +DK - 5f G - 9b

127. SM - 12j FK - 2h

128. +DK - 4g (0:15) +DK x 6l

Trying to be too clever! That's the problem with overtime. Now I am ahead.

129. K - 8k

The Blind Tiger cannot take the Soaring Eagle, as L_n x 6l would be mate. But now my Lion is in danger and I have to give away the Soaring Eagle.

129.	...	+DK x 7k
130.	BT 6k x 7k (0:14)	FK - 4h
131.	+DK x 4h (0:13)	Ln x 4h
132.	Ln - 6g	

Black is no longer in immediate danger and can think of attacking again.

133.	...	Ln - 4f
------	-----	---------

So White has to follow with his Lion.

133.	Ph - 6e (0:12)	G - 8c
134.	C - 7e+ (0:11)	Ln - 5d

I played an illegal move (the Copper is not allowed to promote as it declined to promote last time it moved). But as No-one noticed, the tournament rules say the move should stand.

135.	Ph - 4g	Ln - 6d
136.	+C - 7f (0:10)	G - 7d
137.	Ph - 2e	SM - 2c

The Phoenix doesn't really have a chance to promote, so the game is close. But I still have a time advantage.

138.	+C - 3f	VM - 8c
139.	FL - 9j (0:09)	FL - 9c
140.	FL - 8i	FL - 8d
141.	VM - 9j	VM - 7c
142.	VM - 8j	VM - 6c
143.	VM - 7j	Ln - 4c??

Now it declines to farce. Time limits are to blame.

The idea is to threaten Black's Lion, but I overlooked, that he would take my Lion first with Ph x 4c and I must not take his Lion in exchange. Ph x 4c would have been check also.

144.	Ph - 4g??
------	-----------

He did not see it either.

144.	...	VM x 6g
145.	C x 6g	Ln - 5e
146.	Ph - 3g	FL - 7c??

Who cares for Lions???

147. Ph x 5e (0:08)

The position seems to be equal, but Black can promote his Phoenix and also has a Vertical Mover left. He should win now.

147.	...	G - 6d
148.	Ph - 3g	G - 6c
149.	VM - 7i	Ky - 6d
150.	VM - 6i (0:07)	Ky - 7e
151.	FL - 7h	C - 8f
152.	VM - 5i	GB - 9g
153.	VM - 4i	GB x 9h
154.	P x 9h	C - 7g
155.	FL - 7i	Ky - 8f

Again overlooking the Side Mover.

For one dreadful moment, I too forgot about it. Panic! Where's my Side Mover? 12j! Can I cover? Phew! I still have one on 3f!

156.	+C x 8f	Resigns
------	---------	---------

If this game doesn't inspire you with the thought that you too can become European Champion, then try taking a look at my fourth round game against Roland Marounek!

2. Problems with time limits

For some time, I had been planning to organise a Chu Shogi tournament, and had therefore been thinking about the problem of a suitable time limit.

About a year before the Münster tournament, I played a game with time limits of 150 minutes each, and 1 minute per move overtime. This seemed quite adequate, and since I was intending a five-day tournament, to be played at the rate of one game per day, I decided that this would be satisfactory.

In the end, I had to drop my plans for the tournament, but in the mean time, Peter Banaschak had decided to organise a weekend tournament in Münster. The idea was to play for three rounds, two on the Saturday, and one on the Sunday. And I proposed that we used the 150 minute time limit.

However, on the day we had an odd number of players, so we all decided to reduce the time limit to 90 minutes each plus 1 minute per move overtime. This was because it was felt that 5 hours was too long for one person to sit out. We also decided we could therefore afford to have a second round on the Sunday.

I already knew that 90 minutes would not really be adequate for a good standard of Chu Shogi game, and the tournament results bear this out. I effectively won all four of my games, and hence the tournament, on time. This is far from ideal, but as I won, I'm in the best position to argue for longer time limits, without being accused of sour grapes.

In hindsight, it is clear that we would not have been able to fit two rounds into the Saturday, if we had used the original time limits. Therefore it seems to me that one game per day is much more suitable. In which case, the time limits may as well be three hours each.

We had a sufficient number of electronic clocks at the tournament, that we could easily have used the Japanese professional time system, where the whole game is played as in overtime (only whole minutes that are used count). I think this is more suitable for Chu Shogi, as you can save your time until you need it. In particular, you can probably play the first 40 or 50 moves without using any time at all (N.B. that in my game against Thomas Majewski, I played the first 40 moves in 11 minutes. If this had been using the overtime system, it seems quite likely that I would not have used up any time at all). In Chu Shogi, you tend to need your time most as the game progresses.

In this case, three hours each might be too much to fit into a day. So 150 minutes is probably right.

With only one game per day, you cannot have much of a tournament in one weekend. Therefore it would be best if we could have a series of tournaments. I am hoping Peter will run the Münster tournament again this year. Thomas Majewski says he may well run one in Hannover. I might hold one in England. Then the whole thing could be considered to be a single tournament (you wouldn't play the same person twice), and a proper European Championship would result.

The 1997 European Chu Shogi decider

Good shape is the key

Colin P. Adams

This article illustrates the importance of maintaining good shape in a game of Chu Shogi, both in attack and defence.

1. An eccentric introduction to Chu Shogi

In *Abstract Games issue #2* I said “I don’t think I’ve heard of anyone trying to play Tenjiku who hasn’t played Chu before. It would be an eccentric thing to do”. Well, Eduard Werner took just that route.

We had played quite a bit of Tenjiku together, when he came to play his first game of Chu against a human opponent. Because of this, I knew Edi was already a strong tactician at Chu, so I gave him a Two Lion handicap, instead of Three Lions and Five pieces, for instance, which I would give to someone who had only just learned the rules.

Although I managed to win that game, my play was rather poor, so when it came to our second game, shown here, Edi was keen to try an even game.

Time limits were 2 1/2 hours each. If any move uses less than one minute, then no time is deducted. I have added the time used as (minutes:seconds) after each move.

2. Sure to be attacked

Edi was taking Black.

1 Ln - 6h Ln - 6e

I would normally play P - 8e. The move I play here is sound, but it rules out the possibility of a pawn-sacrifice (P - 6e - 6f) leading to an early attack. Ln - 7e is possible, but it could provoke a severe attack from Black (with Ky - 7i - 7g, P - 5h - 5g - 5f). From our previous games, I am quite certain that I shall be attacked fairly soon.

2	P - 8h	P - 5e
3	Ln - 6g	P - 8e
4	P - 5h	P - 10e
5	Ph - 8i	P - 3e
6	P - 7h	Ph - 5d
7	P - 6h	DH - 11e
8	FK - 6k	C - 9b (1:07)

The first example of bad shape. The Free King should be placed somewhere in the rear, so that it will not be harassed before the game opens up. Then, if it has been placed well, it will spring into life without moving. Look at White's Free King at the end of the game for an example of this.

On 6k, The Free King is only going to exert influence on the sixth file. This is reasonable in the case of a Dragon King, but a Free King should exert influence along one diagonal as well.

In addition, if the intention of playing the Free King here, is to place it behind a Dragon King, then open up the centre (as appears to be the case in this game), then a Rook on 6c will cause Black severe embarrassment. Again, this game is a perfect exemplar.

It is normal to advance the third and tenth-file pawns by one square very early on, so as to allow the option of the Dragon Horses coming out. The latter maneuver is more or less compulsory for White in an even game, so as to restrict Black's High Lion. But Black has more flexibility. Still, the Pawns should be advanced to allow the option.

Due to the absence of a Dragon Horse from 11h, I am able to play the Copper towards 7d early on. If the Dragon Horse were on 11h, Playing the Silver to 8d first, would be more cautious. Not that it makes any real difference.

9	C - 9k (1:17)	P - 7e
10	DK 8j - 7j	

Already it is apparent that Edi intends a fight in the centre. I am resolved to be patient — I shall defend in good shape, and await the chance for a counter-attack. This may not be orthodox Chu Shogi strategy, but I am a strong believer in the virtues of a strong centre, and I'm prepared to play passively.

10	...	DK 8c - 7b
11	C - 8j	C - 8c
12	C - 7i	C - 7d
13	P - 8g	

I think this is too early, and probably in the wrong direction (P - 5g would be a more orthodox attack, but I have already defended against that.). If the intention is to prevent Ln - 8f, then note that I can

quickly play R - 8c, and P - 8f, if I so desire.

P - 8g makes sense if P - 7g is going to be played next, but in that case, the Silver should move up from 9l to 8j first, so as to be able to reinforce quickly. Also, the Rook will be needed on 8c, so P - 10h and DH - 11h should be played first of all.

13	...	S - 9b
14	S - 9k	S - 9c
15	S - 8j	S - 8d
16	C - 8h	FK - 8c
17	S - 7i	FK - 10a
18	P - 10h (1:20)	C - 4b
19	P - 3h (1:21)	DK 5c - 8c

DK - 9c - 9a is also possible, but I foresee the need to bring it back into the centre quickly, so I prefer to place it on 9b. I go via 8c, in case I decide to attack on the eighth file. Although I am intent on defence, I have to keep my options open, in case Black launches a sudden attack.

20 DH - 3i

This looks to be on the wrong diagonal here. It is pointing straight at White's Silver General and Bishop. 2h looks to be a better square (preceded by P - 2h - 2g if Black so prefers).

20	...	DH - 2e
21	C - 4k	C - 5c
22	C - 4j	S - 4b
23	C - 5i	P - 12e
24	P - 12h	SM - 12d
25	SM - 12i	P - 1e
26	P - 1h	SM - 1d
27	SM - 1i	DK 8c - 9b

White now has perfect shape for defence. The left-side Copper and Silver Generals are placed to respond flexibly, according to where Black attacks. It is true that the Copper is obstructing the Rooks' ability to switch files, but that should resolve itself as soon as Black's line of attack becomes clear.

White's one remaining problem, is how to play P - 6e. Because of Black's next move, I get the chance to play Ln - 4f, but I chose not to take it, as the attack with P - 2g, P - 6e, DH - 2h, Ln - 6d, P - 5g looks unpleasant. Also, I am thinking that I might be able to capture the Pawn on 8g by moving Ln - 7f at some point.

In contrast, Black's generals are not in any coherent formation, and the third rank is over-crowded.

28	P - 2h	GB - 9f
29	P - 11h	P - 9e

This makes it clear that I don't intend to open up the eighth file — if I did, then I would play S - 9e and R - 8c.

30	P - 2g (1:21)	DH - 3d
31	B - 9l	

A terrible move! Passing would be better!

It seems to me that many Chu players believe that maneuvers such as VM - 11k followed by B - 11j are *de rigueur*. Personally, I find spending two moves to take the Bishop off a perfectly good diagonal is painful. In games such as this one, where the centre is destined to explode, the Bishops work best on their original squares. Still, this would be better than B - 9l, as the Bishop is now useless.

If the intention was to allow FL - 10k - 11j - 11i, note that the Leopard can go to 11i via 12j.

Edi tells me his intention was VM - 11k - 10k. In that case, play VM - 11k first, then B - 11j then VM - 10k.

31	...	P - 2e
32	GB - 4g	FL - 11b
33	VM - 11k	Ph - 3f

I had the chance to do this one move earlier, but I was hoping to see Black try to open up the centre. But when Edi plays VM - 11k, I suspect he may be intending to play FL - 10k - 11j - 12i, in which case I will run out of waiting moves fairly soon. I prefer to start the action while the Leopard and the Silver on 4l remain out of the action. Now, if P - 3g, I intend to play Ph x 3g.

34	DH - 4h	GB - 4f
35	Ln - 5g (1:41)	GB x 4g
36	DH x 4g	Ln - 7f
37	P - 6g (2:38)	P - 6e

Now if P - 3g, Ph - 5d, Ln - 4f, R - 4c, Ln x! 5e (or 3e), P - 4e, Ln - 5g, P - 4f, DH - 3h, Ln x! 8g, Ln x! 4f, Ln x! 6g, then material remains equal, and White still has the stronger centre, and overall better shape.

38	C - 4h	P - 4e
39	P - 3g	Ph - 5d

40	P - 7g	Ln x 8g - 8f (1:09)
41	R - 3h (1:29)	R - 6c (2:16)
42	DK - 3j (3:58)	C - 4d (1:19)
43	P - 3f	P x 3f
44	R x 3f	

Edi had overlooked the Phoenix. The crossroads rook maneuver would be quite strong here, if it wasn't for the Phoenix, but the crossroads Dragon King is less effective. Inexperienced players often forget that the Phoenix defends 3f.

44	...	Ph x 3f
45	DK x 3f	P - 7f
46	P x 7f	Ln x 7f - 7e
47	S - 6h	Ln - 6d
48	DK 3f - 7f (1:55)	

Black really has little choice — Ln - 7f would be met by C - 7e.

120

This seems to be a good time to look at the position, and assess each side's prospects. As far as

material goes, White is a pawn ahead. Black has more space in the centre, but whether or not this is an advantage depends upon each side's shape.

White's shape is very good, especially in the centre. His silver on 4b can easily move up to 5d, which will give him a very strong pawn centre. His Vertical Mover on 11c can move to 10c in one move, which will make the Free King very effective in the endgame. His Bishops are aiming into the centre, at Black's strong pieces, and his Rook is aiming at White's Free King, so any attempt by either side to open the centre will be to White's advantage. The third file is his only area for concern, but if Black plays VM - 3j, White can cope by playing DH - 2d, R - 4c, then VM - 3c (or, in an emergency, play C - 3d, but this is undesirable, as it weakens the centre).

Black's shape, in comparison, has several defects. On the left flank, the Bishop is out of play, and the Dragon Horse needs developing so that the Rook can reach the centre, and no good square suggests itself. On the right flank, the Silver needs developing. The obvious way to do this is via 4k, 5j, 6i to reach 7h. But note that when S - 4k is played, the Bishop becomes undefended. Therefore if White plays DH - 2d, Black's Lion will be forced to retreat to 5i, if the Silver has moved. The Dragon Horse and the Copper are in poor shape, and cannot easily improve their positions. In the centre, the Copper is not supporting any pawns, and all the powerful pieces are positioned there. These factors suggest Black should expand the centre (aim for P - 6f), but we have already seen that this must be to the advantage of White.

The conclusion must be that White is clearly better at this point of the game. So he can leisurely develop his remaining pieces, then expand on his right flank. It is difficult to find a decent plan for Black.

48	...	S - 7e
49	DK 7f - 7h	S - 5c
50	FL - 2k	S - 5d
51	DH - 10i	VM - 10c (1:53)
52	FL - 10k	P - 10f
53	FL - 11j	FL - 11c
54	FL - 11i	FL - 2b (1:08)
55	P - 11g (1:28)	DH - 9c
56	S - 7g (1:06)	P - 11e
57	FL - 11h (3:06)	FL - 11d
58	P - 10g (1:19)	P x 10g
59	FL x 10g	DH - 9d
60	DH - 11i	P - 8f

White can hardly improve his shape any further, so being forced to expand the centre at this time was pleasant for me. There are quite a lot of tactics to consider at this point, but because I have such good shape, I don't have to examine many lines.

61 P - 6f (8:23)

Suicide. White's Rook is aiming at the Black Free King.

61	...	DH - 3e (2:10)
62	Ln - 6i (5:43)	P - 4f (1:12)
63	DH - 2i	DH - 4e
64	DK - 6h (1:36)	

Whether DH - 1j is better or not than 2i, I leave you to ponder (I don't know). But Black should certainly play P x 6e before retreating the Dragon Horse. I presume Edi was thinking of the line-up of my Dragon king and Free King, and so did not want to provoke S x 6e, but he is never going to get a chance to take advantage of this alignment.

The Dragon King should certainly retreat to 7i. Now White has a won game.

64	...	P x 6f
65	Ln - 5g (1:06)	P - 6g
66	Ln 5g x! 6g	

It is much better to retreat the Dragon King to 6j, so as to gain time.

66	...	Ln - 8e
67	Ph - 6g	

This doesn't work, and so should not be played, as now the Leopard on 10g is loose.

67	...	R x 6g
68	Ln x! 6g	R - 6c
69	S - 6f (6:15)	S x 6f
70	Ln x 6f - 7g	

Again, it is better to simply retreat, with Ln - 5i, giving up the Silver and the Ferocious Leopard. But Black will not enjoy the endgame.

70	...	R x 6h
71	Ln x! 6h	C - 6e
72	Ln x 8f - 8g	DK 9b - 8c
73	DK x 7b +	G x 7b

74 Ln x 9f - 9g (4:06)

The final mistake. DH - 11h continues the fight.

74 ... B - 7e

Now Edi resigns (somewhat to my surprise, as in our first game, he played on for about 50 moves in a worse position than this one). If Ln - 11h, B x 11i+, SM x 11i, P - 5f. White is very much better.

Good shape is the key

A Two Lions and a Silver General handicap game

Colin P. Adams

Joseph Peterson

This article shows that Two Lions and a Silver General is a fairly easy handicap to play for White.

1. Joe Peterson versus Colin Adams

This game was played on Saturday, 1st July, 2000. The time limits were 2 hours for each player, but any move played in less than 60 seconds uses no time at all.

The initial position.

Joe Peterson took Black. Colin Adams took White.

Joe's comments look like this.

Colin's comments look like this.

This is my first complete game that was not played against Colin's version 1 player in his Chu Shogi program, Steve Evan's Shogi variants program or Zillions of Games Chu Shogi as implemented by Steve Evans. I have also started two e-mail games, both are pretty early in the game.

I prefer to remove the left-hand silver, and move up the right-hand Ferocious Leopard. This emphasises speed of attack, relying on good shape for defence. Thus no time is wasted developing a defensive Silver. The danger is that there might not be enough material to defend, but so far (this was my fourth game at this handicap) this has not proved to be the case. This particular game is a spectacular vindication of my choice.

- | | | |
|----|---------|---------|
| 1. | ... | Ln - 7e |
| 2. | Ln - 6h | |

Already a less than optimal move.

In all handicaps of Two Lions or greater, Black's first move should be Ln - 7h, so as to defend against an attack on the eighth file, and to provide a decent separation between the two Lions (the second should go to 3g via 5i). As a result, Black loses at least two tempi.

I was expecting to put my Lions on 6h and 4g, but that was based on no information other than what I had gathered from playing against the Java player in Colin's program.

Never trust a computer!

- | | | |
|-----|----------|----------|
| 2. | ... | P - 5e |
| 3. | P - 8h | Ln - 7f |
| 4. | P - 3h | P - 3e |
| 5. | P - 5h | P - 8e |
| 6. | P - 10h | P - 10e |
| 7. | Ph - 8i | DH - 11e |
| 8. | DK - 6k | Ph - 5d |
| 9. | DH - 2h | P - 7e |
| 10. | +Ky - 5i | GB - 9f |
| 11. | +Ky - 7h | |

I had planned to move +Ky-4g to set up for an attack, but after 10. GB-9f, I realized that I would need to defend and that 7h was a better place for my Lion

Moving to 4g will just lose another tempo to DH - 2e (I had been holding back this move for that

very purpose), so +Ky - 3g should be played. Later, Ln - 7h can be played.

11.	...	P - 6e
12.	DH - 11h	P - 9e
13.	P - 1h	DK - 7b
14.	DK 8j - 7k	C - 8c
15.	P - 12h	C - 7d
16.	SM - 12i	S - 9b
17.	Ln - 5g	

Once again, I had thoughts of launching an attack, and wanted to be able to use my Lion in it. Immediately after moving, I realized it was not the optimal move.

There's nothing wrong with it, as it has to move to 3g eventually. A more subtle plan is to wait for White to play Ky - 6d before playing this move. But there are problems with this approach — White may not play the move, or if he does, it may prove to be too strong an attack.

There is a question over the timing of the edge Pawn pushes. I think pushing the generals is more urgent. Certainly P - 1h is not needed at present.

17.	...	S - 8c
18.	C - 4k	S - 8d
19.	C - 5j	FK - 8c
20.	P - 6h	FK - 10a
21.	C - 6i	P - 1e
22.	S - 4k	DH - 2e
23.	P - 3g (01:01)	DK - 4c
24.	S - 4j	C - 5c
25.	S - 5i	C - 6d

Now I know Black is not going to attempt a sudden attack, I can safely reinforce the centre. I think Black should hold back the Silver for a while, leaving open the threat of a quick attack up the third file, and play moves like C - 10k and FK - 5j - 10l. This keeps Black guessing for longer, which makes life harder.

26.	GB - 4g	P - 12e
27.	FK - 5j	DK - 4a
28.	FK - 3l	SM - 1d
29.	FL - 2k	R 10c - 9c
30.	R 3j - 4j	VM - 10c

- | | | |
|-----|---------|---------|
| 31. | FL - 3j | P - 8f |
| 32. | FL - 3i | S - 8e |
| 33. | SM - 1i | GB - 9g |

White's attack comes first (of course — he has a four-move start over Black, who has also wasted tempi with his Lions). Black should certainly have played C - 9k long ago in order to meet it.

- | | | |
|-----|--------------------|----------------|
| 34. | DH - 10i | P - 9f |
| 35. | FL - 3h (01:02) | P - 10f |
| 36. | P - 4h (01:37) | DH - 11f |
| 37. | C - 9k (01:11) | GB x 9h |
| 38. | P x 9h | P - 9g |
| 39. | R 10j - 9j (03:13) | P 9g x 9h |
| 40. | C - 10j | DH - 3d(06:02) |

Black's defensive technique has been poor. He should have played R - 9j instead of P x 9h. Having captured the Go-Between, he must now also capture the Pawn, instead of R - 9j (Ln x 9g, R 4j - 9j, Ln x 10h - 11g follows).

There's a lot of possibilities for White on this and the next move, so I spend some time thinking about them. I can chase away either Black Lion (R - 9g or DH - 10e), or I can play Ln - 9g chasing Pawn profit. I elect to defend first (as is my normal style). If Black isn't careful, then keeping these moves in reserve could prove devastating. Already I am confident I shall win this game.

- | | | |
|-----|-----------------|----------------|
| 41. | FL - 2g (01:02) | P - 2e(07:59) |
| 42. | Ln - 3h | Ln - 9g(01:46) |

Now I know which move to play — Ln - 7g is no longer possible for Black. VM - 3j was better than Ln - 3h.

- | | | |
|-----|------------------|----------------|
| 43. | S - 9k (01:49) | Ln x! 8h |
| 44. | S - 8j | Ln x! 10h |
| 45. | +Ky - 6g | P - 10g(02:27) |
| 46. | P - 11h | DH - 10e |
| 47. | DH - 11i (01:29) | P - 10h |
| 48. | GB - 4f (01:07) | P - 8g |
| 49. | P - 7h | S - 8f(02:03) |
| 50. | P - 3f (01:22) | P - 8h(01:06) |
| 51. | Ph - 7i | Ln - 8g |

52. VM - 3j (02:11) DH - 9d(01:05)

The game is effectively already over (I exaggerate only a little). Black's Lions are helpless.

Two Lions are no better in defence than one Lion. To use one Lion in defence and one in attack, Black must play with great skill. Good shape is everything. This is why the stronger player can give such an apparently huge handicap. Tactical ability just doesn't come into it.

53. +Ky - 4i (01:02) DH - 8e

54. P - 4g (02:11)

This looks to be a heavy way to conduct the attack. Ln - 4g is better.

54. ... P - 10i +

55. C x 10i (02:35) P - 9i +

56. R x 9i R x 9i +

57. S x 9i Ln x 9i

58. DH - 9k P - 8i +(01:05)

59. C - 10h (01:29) Ln x 10h - 9h

60. SM x 8i Ln x 8i - 8h

61. +Ky - 6j (01:23)

I thought I was giving him a pretty good deal here — a Phoenix and a Lion for his Lion.

I now have enough material to consider playing an endgame without a Lion. I will have a Phoenix, a Kylin, a Side Mover, a Copper General and a Flying Ox for the Lion and Vertical Mover. I would prefer to be Black in such a situation. Since I have a good move available, I have no need to resort to the exchange.

61. ... B - 12d(02:28)

This changes the trade by quite a bit.

62. Ph - 5g (01:49) Ln - 10i

I think Black could have done somewhat better by sacrificing something somewhere (perhaps not re-capturing at move 56 with the Silver, then giving it up, for instance, or DH x 10i at move 55). But now he manufactures an attack of sorts. If I play Ln - 6f, the Phoenix can go back and I can't repeat. But maybe I should do this and then play S - 8g or Ln - 5f.

63. +Ky - 8i (02:51) P x 3f

64. FL x 3f Ln x! 11j(01:29)

I had thought he would save the Vertical Mover, but of course, attack is his only chance now.

At this point, I realized how stupidly placed my Lionn was, so I moved it to a worse place(?)

65. Ln - 1g (04:44) VM - 9c(03:29)

Ln - 1g looks perfectly good to me. But I should have played R - 9c, not the Vertical Mover.

66. FL x 2e (01:52) VM x 9k =

67. +Ky x 9k

This is not good. Whatever happens, Black must play FL x 3d=. Then VM x 10k+, +Ky x 10k, VM x 2h, P x 2h, R - 10c, Ln - 2e, SM - 1c, Ln - 2d, SM - 9c might follow. But withdrawing the Dragon Horse to 10l looks better. Now I can get my Rook out of the firing line, making up for my previous inaccuracy.

67. ... R - 9c

68. +Ky - 8j (01:18) DH x 2e

Here is where my plan fell apart — the rook was no longer there.

69. Ph - 3e (04:23) DH - 4c

70. DH - 3h (01:17) DH x 11h

71. GB x 4e (01:54) DH - 10h

72. +Ky - 7j (02:06) P x 4e

Now Black must extract the Phoenix from it's predicament. Note that White has FK - 10g, so P - 4f is doubtful in all lines. Ph - 3f looks best. Instead, Black plays a series of poor moves, to seal his fate.

73. P - 2h (03:50) DH - 4d

74. DH - 4h P - 1f

75. Ln x! 1f SM - 3d

76. P - 2g RC x 1g

At this point, I was mostly playing to see how Colin destroyed my castle.

77. Ph x 3d + (02:07) DH x 3d

78. VM x 3d + RC - 1b

A Two Lions and a Silver General handicap game

79.	FK - 2k	R - 3c
80.	+VM x 3c (01:01)	SM x 3c
81.	P - 2f	FL - 2b
82.	P - 5g	P - 7f
83.	S - 5h	C - 7e
84.	P - 6g	DH - 9h
85.	+Ky - 9k	DH x 6k +
86.	G x 6k	Ln - 8h
87.	R - 8j	Ln - 9f
88.	P - 2e (01:45)	DK - 4d
89.	DH - 2f	DK - 1d
90.	B - 12i (01:07)	Ln - 8d
91.	+Ky - 8i	B - 4c
92.	B - 5i (02:08)	VM x 2e
93.	+Ky - 6h	VM x 2f
94.	FK x 2f	DK - 2e
95.	FK - 4h	DK - 8c(01:00)
96.	R - 9j (01:03)	FL - 2c
97.	BT - 4j	BT - 4b
98.	P - 4f	FL - 3d
99.	S - 4g	B - 5b
100.	P - 5f	B x 12i +
101.	RC x 12i	Ln - 7d
102.	+Ky - 5g	G - 5b
103.	C - 5h	P x 4f
104.	S x 4f	DK - 2k +
105.	BT - 3k	+DK - 2g
106.	C - 4g	B - 11c
107.	R - 2j	+DK - 1f(01:38)
108.	S - 4e	P x 5f
109.	C x 5f	FL x 4e(02:33)
110.	+Ky x 4e	DK - 4c
111.	+Ky x 5d x 4c	G x 4c

+Ky - 5g is not much better. DK x 4h, then +DK - 3d, and Black has no way through.

Commentaries on the six historical games

Colin P. Adams

All six historical games are given in modern notation (Black playing up the board). Historically, Black played down the board. Also the colours are reversed in the handicap games, again in keeping with the modern method.

1. Mori versus Fukui

In this commentary, I make frequent reference to a commentary by Wayne Schmittberger in *New rules for classic games* [Schmittberger92].

1	P - 8h	P - 5e
2	Ln - 6h	P - 8e
3	P - 5h	Ph - 5d
4	Ph - 8i	P - 6e
5	P - 7h	Ky - 6d
6	Ky - 7i	DK - 6b
7	DK - 7k	P - 10e
8	FK - 6k	

This is a little doubtful — the Free King will be better placed on the back rank (it is still possible to move it to 5l, after the Gold moves). Here it may be vulnerable in the middle game, if the centre opens up.

8	...	DH - 11e
9	P - 3h	DK 8c - 7b
10	DH - 2h	FK - 8c
11	P - 12h	C - 9b

12	C - 9k	C - 9c
13	C - 8j	C - 8d
14	Ln - 6g	FK - 10a
15	C - 4k	R - 8c
16	C - 4j	C - 4b
17	C - 5i	Ky - 7e
18	P - 5g	P - 6f

This Pawn sacrifice is designed to free White's position, and drive Black's Lion away from it's dominant position.

Wayne notes that White cannot meekly defend 5e by playing his Copper to 6d. He gives the following possible sequence:

18	...	C - 5c
19	P - 5f	C - 6d
20	Ky - 6h	P - 3h
21	Ky - 5g	DH - 2e
22	C - 6h	R - 5c
23	P - 7g	

Now if White were to try P x 5f, Ln x 5f, Ph - 3f, Black will answer with Ln - 7f, giving him a big advantage. Therefore White must play P - 6f, Ky x 6f, Ph - 3f, P - 7f, Ky x 6f, Ln x 6f, P x 5f GB - 4g (for instance). This isn't pleasant. It is better to make the Pawn sacrifice immediately, or if White wants to play more passively, to defend with Ln - 6e early on.

Now White takes command in the centre. I think P - 5g was too early for Black — he should have developed a bit more steadily — GB - 4g before P - 5g is usually better. When Black saw Ky - 7e, he should have played Ky - 7g himself. This would emphasis Black's space advantage.

19	Ln x! 6f	Ln - 6e
20	Ln - 4g	P - 3e
21	C - 5h	P - 8f

Wayne suggests that White is not worried about Black winning a Pawn by Ln - 2f, as White's attack is quick and dangerous. Whilst the point is true, Black cannot play Ln - 2f as White can respond with P - 2e, and the Lion must go back again. Then White can play P - 8g with an attack.

22	Ky - 6h	C - 8e
23	C - 7i	C - 5c
24	SM - 12i	VM - 10c
25	P - 12g	P - 12e
26	GB - 9g	

Black's previous move was part of a plan to defend with the Side Mover along the fifth rank. This is not so good, as White can simply attack it. But Now Black makes another poor move.

The temptation for White is to capture the Go-Between. This will give him an extra piece with which to assault Black's position. But Black can counter with Ph - 10g, DH - 9f, Ph x 12e, SM - 12d, Ph x 10c. Then SM - 12h - 9h will give strong pressure on the twelfth file, as Wayne points out.

However, White simply plays developing moves, and Black loses several tempi, when he still attempts to sally with the Phoenix (if he were to simply defend the GB with P - 9h, White will be able to speed his attack with GB - 9f, wrecking Black's defences.).

26	...	Ln - 7f
27	Ph - 10g	SM - 12d
28	GB - 9h	DH - 2e
29	Ln - 5i	P - 8g
30	Ph - 8i	C - 8f
31	SM - 12h	FL - 11b

Aiming at the Side Mover immediately it moves forward. At least, if I had been playing it, that would have been the intention. Judging by the way Fukui follows up, he is simply developing his overall attacking position. Exchanging on 8h is premature, as Black can play GB - 9g if his Copper comes forward to 8h.

32	S - 9k	S - 9b
33	FL - 11k	S - 9c
34	S - 8j	S - 8d
35	DH - 9k	S - 8e
36	P - 1h	P - 1e
37	P - 1g	FL - 2b
38	SM - 1i	FL - 11c
39	GB - 4g	FL - 10d
40	P - 4h	P - 10f
41	FL - 2k	BT - 9b

Black has again advanced an edge Pawn. Since he is not in a position to launch an attack on the edge, this is a mistake (if the intention is to pre-empt P - 1f by White, then it is false thinking, as for White to play this would be helping Black to attack — the Lion will be able to capture the Pawn).

BT - 9b is played to allow B - 9a, defending 5e, and threatening at some time to play P - 5f. I think this is too slow to be worth playing. White should simply continue with his own attack (FL - 10e - 11f etc.).

42	S - 4k	FL - 10e
43	S - 4j	FL - 11f
44	SM - 11h	

Black prepares to sacrifice the Side Mover. White should respond with P - 10g, effectively cramping Black, keeping the Phoenix from participating in the defence of the tenth file, intensifying the pressure on 8h, and giving his Lion a good square on 10f. Then advancing the Go-Between will be very strong, and White will be able to pick off the Side Mover at his leisure. In the meantime, the pressure in the centre is maintained.

44	...	B - 9a
45	S - 4i	Ln - 9f
46	BT - 4k	FL - 11g
47	SM x 11g	Ln x 11g
48	P x 8g	C x 8g
49	Ky - 7g	S - 8f
50	Ky x 7e	P x 7e
51	P - 7g	P - 10g
52	P - 11h	Ln x 12g - 11f

Black has taken advantage of the diversion of the Lion to the flank, to relieve some of the pressure in the centre. Now 10f is no longer available to the Lion, as Black can respond with B - 4l and C - 8h, further relieving the centre.

53	P - 11g	Ln - 9f
54	C - 7h	C x 7h

White should not capture this Copper, as it brings Black's Lion into action with a gain of tempo. Wayne suggests P - 7f, followed by C - 6d - 7e.

If White plays C - 8h, B - 4l, C x 8i=, B x 11e, C x 8j=, DK 5j x 8j, P x 11e follows. Then Black can play S - 8g. Better for Black is re-capturing with R x 8j, P x 11e, R - 10j. White is still handicapped by his Lion blocking the Go-Between, so Wayne's suggestion looks best.

55	Ln x 7h	P - 7f
56	B - 4l	P x 7g
57	Ln - 9j	DH - 9c
58	Ln - 11h	P - 7h
59	B - 3k	

Wayne praises this move, but I cannot see the point in it. Since White intends to play DH - 5k and P - 2h anyway, and the Bishop's position does not interfere in this plan, he may as well leave it where it is for now. He cannot stop S - 7g in any case, nor can he stop the White Lion from moving to 6f if it so desires..

59	...	C - 6d
60	DH - 5k	Ln - 8g
61	P - 2h	S - 7g
62	P - 3g	R 3c - 7c
63	P - 2g	S - 8h
64	P - 2f	

If Ph - 6g or Ph x 10g, then P - 7i+ is strong. In fact, Black would be helpless.

64	...	DH - 1d
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This is very bad, as Black's bad move of P - 1g is now transformed into a powerful attacking move. DH - 4c is correct, and White would still be ahead.

65	S - 3h	S x 8i =
66	FK x 8i	Ln - 6f
67	FK - 7j	Ln x 5g - 5f
68	SM - 4i	Ln x 4g - 4f

Premature. Black must play VM - 3c urgently, so as to fix up his shape. The move he plays is consistent with DH - 1d, as he is looking to play DH x 5h next. But he will not get the chance, as now Black is able to justify B - 3k.

60	B - 6h	Ln - 6f
70	P - 4g	Ph - 7f

Fukui is being stubborn in persistently attacking the Copper. He must still play VM - 3c. Black could then attack with P - 1f, P x 1f, RC x 1f, DH - 2c, P - 2e, making full use of his Bishop on 6h (he has

P - 3e next, after VM - 3d).

71	DH - 3i	Ph x 5h
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He should play Ln - 5d. Then White can play P - 1f, VM - 3c, P x 1f, DH - 2c, P - 2e, VM - 3d, P x 2e+, VM x 2d, B x 3e. Or simply B - 5g. Who is ahead? I think it is Black.

Fukui prefers to go in for an exchange. If this were a little later in the game, it would be good for him. As it is his bad shape on the left flank proves fatal.

72	DH x 6f	Ph x 7j +
73	BT x 7j	DH x 6f
74	P - 1f	VM - 3c
75	P x 1e	DH - 2c
76	P - 2e	VM - 3d
77	P - 3f	P x 2e
78	P x 3e	VM - 2d
79	S - 3g	FL - 3c
80	S - 3f	B - 4c
81	BT - 8i	B - 10b
82	BT x 7h	DH - 5f
83	DK x 5f	P x 5f

I don't understand why Mori makes this exchange now. I would just play S - 8i.

84	S - 8i	P - 5g
85	R 10j - 7j	DH - 3b
86	VM - 10j	VM - 2b
87	VM - 9j	C - 6e
88	VM - 8j	C - 5f
89	BT - 5j	P - 5h
90	VM - 8k	FK - 11a
91	SM - 1i	C - 5g
92	B - 7i	R - 5c
93	BT - 4i	C - 4h
94	BT - 6h	C x 4i +
95	SM x 4i	B x 2j +
96	R x 2j	R 8c - 7c

97	S - 7h	FK - 6f
98	DK - 3k	G - 4b

An indication that Black is in command. White is unable to make use of his majority of vertically-moving pieces. Now that the centre is stabilised, we will see the Lion start to play it's part.

99	B - 6j	R - 5d
100	VM - 7k	G - 8b
101	B - 4h	FK - 6c
102	FL - 10j	FL - 2d
103	G - 6k	G - 3c
104	Ln x 10g - 9g	DH - 4b
105	Ln - 7i	P - 2f
106	BT - 5g	FL - 2e
107	Ln x 5h	G - 2d
108	R 7j - 3j	VM - 3b
109	S - 6g	VM - 9c
110	P - 4f	GB x 4f
111	Ln x 4f	DH - 6d
112	Ln - 4g	DH - 4b

I suggest that this is an indication that the repetition rule in force was repetition-by-position. If the rule were repetition-by-sequence, Black could now play Ln - 4f, and White would not be able to answer with DH - 6d.

113	S - 5f	FL x 3f
114	Ln x 3f x 2f	DH - 3c
115	Ln - 4f	G - 2c
116	S - 5e	R - 8d
117	BT - 4g	DK - 8c
118	B x 8d +	DK x 8d
119	VM x 7c +	FK x 7c
120	DE - 7k	FK - 7f
121	Ln - 5g	P - 4e
122	B - 6g	FK - 7e
123	S - 6f	FK - 7c
124	BT - 5f	GB - 9f

125	R - 7j	FK - 6c
126	BT x 4e	P - 9e
127	BT - 5e	P - 11e
128	B - 4e	FK - 5c
129	Ln - 5f	G - 7c
130	P - 6h	VM - 8c
131	G - 8k	BT - 6c
132	Ln - 4f	FK - 5b
133	FL - 3j	BT - 5c
134	R - 5j	S - 4b
135	FL - 3i	DK - 8b
136	FL - 4h	DE - 6b
137	G 6k - 7j	DH - 2b
138	DK - 2k	VM - 3c
139	P - 1d +	SM x 1d
140	B x 2c +	VM x 2c
141	R x 2c =	DH x 2c
142	DK x 2c +	DK - 2d
143	R - 2j	DK x 2c
144	R x 2c +	BT - 4d
145	DH - 9j	BT - 3c
146	+R x 1b	L x 1b
147	DH x 1b +	B - 3b
148	RC x 1d =	SM x 1d
149	L x 1d +	B x 1d
150	+DH x 1d	FK - 8e
151	+DH - 3d	BT - 4c
152	+DH - 9j	BT - 5b
153	G 8k - 8j	P - 12f
154	K - 8k	P - 12g
155	S - 6e	GB - 9g
156	S - 6d +	P - 12h
157	Ln - 5d	K - 7a
158	P - 10h	P - 12i +
159	FL - 10i	DK - 9c

160	BT - 6e	GB x 9h
161	BT - 7d +	G x 7d
162	+S x 7d	K 7a - 6a

The wrong way.

163	+DH - 3d	S - 5a
164	+DH x 5b	Resigns

2. Kondo versus Konishi

1	Ln - 6h	P - 5e
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Apparently Konishi is not concerned about Ln - 8f.

2	P - 8h	Ln - 7e
3	Ln - 6g	GB - 9f

Since Black has invested a move in creating the *High Lion* position, White plans to make him use yet another move.

Avoiding the Konishi system

Black can avoid wasting a move, by playing Ln - 7g voluntarily at move two, if he suspects that White wants to play the Konishi system. Of course, White will then switch to a more regular system of deployment. In any case, White should play Ln - 7e before playing P - 5e, and in that case Black will not get the chance to play Ln - 7g.

If Black does not care to play against Konishi's system, then he has the alternative of playing it himself, with an increased lead in development.

3	GB - 4g	Ln - 7f
4	P - 4h	P - 8e
5	DH - 4i	Ln - 6f

Personally, I would rather be on the receiving end of the Konishi system.

Note: White cannot save a move by playing P - 8e first, as then Black would definitely play Ln - 6g. Once White has played P - 8e, he can no longer play the Konishi system.

4	P - 5h	P - 9e
5	P - 10h	DH - 9d
6	Ln - 7g	P - 3e
7	P - 3h	DH - 2e
8	DH - 2h	Ph - 5d
9	GB - 4g	

Black decides to sacrifice the Go-Between in return for speeding his development. The alternatives are to play P - 7h followed by P - 6h, keeping the centre closed (White can respond with Ln - 5f — then if Black goes after the Go-Between, White can occupy the centre with Ln - 6g.), or Ln - 8g, investing yet an move, in order to take material himself. The latter move is rather awkward, as White can respond with P - 6e and Ln - 6f. I might play DH - 6g followed by P - 7h then P - 5g. Or DH - 11h, then B - 6g, P - 7h, P - 5g, B - 5h, but I think I prefer the GB sacrifice first — speed will be important in such a game, as White will no be able to play in the centre, and so is forced to play an all out attack on the right flank.

9	...	DH x 4g
10	P - 4h	DH - 2e

11	C - 4k	P - 6e
12	DH - 11h	Ky - 6d
13	Ln - 5i	

This move represents success for White's strategy. B - 6g followed by P - 5g and P - 7h is an alternative which I favour.

13	...	DK - 6b
14	C - 4j	Ln - 7f
15	C - 4i	P - 6f
16	P - 7h	P - 8e
17	Ph - 8i	P - 5f
18	P - 7g	Ln - 6e

If instead Ln x! 7g, then DK - 7j and Ln - 7g follows. But then Ph - 5e, Ln x 6f - 6g, P - 8f forces the Lion back. White retains an advantage.

19	Ln - 7h	Ph - 5e
20	P - 8g	R - 5c
21	GB - 9g	GB x 9g
22	Ln x 9g	DH - 10e
23	P - 10g	C - 9b
24	P - 10f	DH - 9d

If DH - 11e, intending to strike back with P - 10e, then Black can play P - 7f, looking at B x 9e. I think Black is now a little better, but he must now bring up his left-side Copper to try to consolidate. I think his next move, and the follow up, is an overplay.

25	Ph - 10g	Ky - 7e
26	Ky - 7i	FK - 6d
27	P - 8f	P x 8f
28	DH - 11g	P - 11e
29	DK - 7k	DK 8c - 7b
30	R - 8j	R 5c - 8c
31	VM - 10j	C - 9c
32	DK 5j - 6k	C - 8d
33	P - 12h	GB - 4f
34	FL - 11k	FK - 4b

Blocks the emergence of the Copper and Silver Generals. He should bring the Copper to 4c, and then play FK - 3a. Unfortunately, this will fail to P - 6h - 6g. Perhaps Ph - 4e first will do the trick.

35	P - 6h	P - 4e
36	P - 6g	

The whole game is being played as a trial of fighting strength in the centre. Seeing as White has retreated his Free King, and can now bring a Rook to 6c, this move is too aggressive.

36	...	P x 6g
37	Ln - 7h	C 8d - 8e
38	Ln x! 6g	Ln - 8d
39	Ln - 9g	DK x 6j +
40	R 3j x 6j	R - 6c
41	VM - 3j	R x 6j +
42	R x 6j	R - 6c
43	Ky - 6h	P 9e - 9f
44	Ln x! 9f	Ky - 9e
45	Ln - 10h	P - 8g
46	Ln - 10i	Ln - 9f
47	Ph - 12i	P - 8h
48	P - 9h	Ln - 8g
49	Ln - 9i	Ln x! 9h
50	Ln x 8h - 8i	Ky - 9g
51	DH - 8j	DH - 11f

White's attack is running very smoothly. Kondo must have been feeling a bit desperate at this point.

52	Ln - 9j	VM - 10c
53	DH - 4j	C - 9f
54	DH - 5j	Ln - 8f
55	Ln - 7h	DH x 6k +
56	DK x 6k	DK - 6b
57	VM - 9j	FK - 7e
58	DK - 7k	VM - 9c
59	FL - 10j	VM - 8c
60	DH - 9k	Ln x! 7g
61	Ln - 5i	B - 8g

62 DH - 4j Ln - 10h

Invading with the Lion is what it's all about, so Konishi doesn't waste any time saving the Free King.

63	DK x 7e	B x 7e
64	B - 11l	Ln - 8i
65	VM x 9g	Ln x 9g
66	DE - 7k	Ln - 9h
67	P - 5g	P x 5g
68	Ky x 5g	B - 8f
69	Ky x 5e	B x 5i +
70	Ky - 4d +	+B x 4j
71	B x 4j	BT - 7c
72	BT - 7j	Ln - 7f

Without BT - 7j, White's Bishop will be able to promote. Now Kondo gets greedy. (Understandably, as he is losing by too much to be content with picking off a few Pawns.). Notice how one Copper, and both Silvers, on each side, have yet to move (and will not do so). The whole game has been a contest in fighting spirit, rather than sound strategy.

73	+Ky x! 4e	R - 6d
74	+Ky x 3e x 4f	VM - 3c
75	B - 1g	DK - 6c
76	B - 4e	R x 6j +
77	BT 5k x 6j	DK - 6d
78	B - 4d +	Ln - 6e
79	+B - 2f	DH x 2f
80	+Ky x 2f	Ln - 4d

And Black resigns, as he must lose the Bishop.

3. Masuda versus Kuri

White's Free King is removed from the board, and it's square is occupied by the left-side Vertical Mover. The Ferocious Leopard is moved up from 2a to 2b, and then White starts the game.

1. ... P - 5e

2	P - 8h	Ln - 7e
3	P - 5h	Ln - 7f
4	Ph - 8i	P - 8e
5	P - 7h	Ph - 5d
6	Ky - 7i	P - 6e
7	DK - 7k	P - 10e
8	P - 3h	Ky - 6d
9	P - 12h	DK - 6b
10	DH - 2h	S - 4b
11	C - 4k	DH - 11e
12	DK 5j - 6k	S - 5c
13	FK - 5j	C - 9b
14	C - 4j	P - 12e
15	FL - 11k	DK 8c - 7b
16	SM - 12i	R - 8c
17	P - 11h	VM - 10c
18	Ln - 5i	FL - 11b
19	P - 7g	Ln x! 7g
20	Ky - 6h	Ln - 9f
21	Ln - 6g	Ky - 7e
22	C - 9k	S - 6d

When playing against a Free King handicap, it seems natural to me to open up the centre early, to make use of the central position of the Vertical Mover. With these last two moves, Kuri shows he is going to play a very different strategy. The Vertical Mover will stay where it is for a very long time, finally coming into play in the endgame.

23	C - 8j	FL - 11c
24	P - 1h	P - 1e
25	P - 1g	P - 8f
26	FK - 3l	FL - 10d
27	Ln - 7h	

P - 1g might be played to aim at an endgame combination on the edge. Presumably not on this occasion.

Retreating the Lion is to defend against P - 8g. But since he has sacrificed a Pawn to get this fine Lion position, I don't think he should abandon it so lightly. He should use it to support his own

attack on the third, fourth and fifth files. Therefore play C - 7i.

In the game, we see Masuda tries to play his attack without any support from the Lion at all. He uses his Lion purely defensively. This rarely turns out well, as the Lion is a better attacker than a defender.

27	...	C - 9c
28	C - 5i	C - 8d
29	SM - 1i	C - 8e
30	R - 5j	P - 10f
31	VM - 3j	FL - 10e
32	FL - 2k	S - 9b
33	DH - 9k	P - 10g

Cuts the Phoenix out from defending the tenth file. Black will now be permanently cramped on his left flank. It is in this situation that a break-in by the Lion can be most effective.

Kuri uses the same defensive strategy of not advancing the Pawn to 3e/10h. Whilst this prevents the Phoenix from defending the file, and cramps the defence, it does mean it will take the attacker longer to break in with the Lion. But when the Lion does get in, it proves to be more dangerous, as there is little room for it to be chased away. So this is a strategy of racing to be first to give mate. This minimises the effect of the Free King, which is at it's strongest in a wide-open endgame, rather than a tight mating race.

34	FL - 12j	FL - 10f
35	C - 7i	Ln - 7f
36	R 10j - 8j	GB - 9f
37	FL - 11i	GB - 9g
38	VM - 10j	P - 12f

Like Black's P - 1g, this is intended to produce combinations on the edge. In turn these will help White's Lion to invade. Note that White's Side Mover can get out of the way with just one move, which makes the attack feasible (once the Leopard on 11i has been diverted). Contrast this with the way Black's Side Mover gets out the way later on. White's attack is well under way, but Black's hasn't even begun to emerge yet.

39	P - 3g	DH - 4b
40	P - 3f	DH - 10e
41	Ln - 9j	

Black has a problem. It is natural to play Ln - 5g, to support his attack that is beginning to take shape. But then White will play GB x 9h. Ky - 7g might also prove to be awkward in some circumstances. Still, I think Black should play like this.

41 ... R - 6c

Playing lightly. Black can now open the third file immediately, but he doesn't have a target to attack, nor a Lion to get in and wreak havoc, nor any *minor pieces* to support the attack. White's defensive pieces have a little more room for maneuver, and the pressure in the centre is increased.

42	P - 3e	P x 3e
43	VM x 3e	FL - 3c
44	VM - 3j	S - 9c
45	P - 5g	P - 6f
46	C - 5h	S - 6e
47	B - 11j	S - 8d
48	S - 4k	G - 9b
49	S - 10k	BT - 9c

Kuri is being remarkably patient. Not only is he bringing *both* Silvers up for that attack, but a Blind Tiger too (actually, he has a reasonable route for it).

50	SM - 1h	BT - 10d
51	FL - 2j	BT - 9e
52	GB - 4g	R - 8a

The Rook has more flexibility here, but that is not why Kuri moved it. He is allowing the Vertical Mover to come to 8c, but there is another reason too, as we shall see.

53 P - 4h P - 8g
54 C - 7h

Played (presumably) so as to strike back at the Lion. He would do better to proceed with an attack, but it is difficult now. At least he can try to get the Lion across now.

54	...	C - 8f
55	DH - 2g	S - 8e
56	DH - 4i	VM - 9c
57	Ln - 7i	C - 7g
58	C x 7g	Ln x! 7g
59	C - 5i	Ln - 9f
60	P - 10h	VM - 8c

I presume P - 10h was played with the aim of getting the Bishop on 11j to do something useful (as well as making room for the Silver). I think he should play Ln - 5h. White just ignores the move, and increases the pressure in the centre.

61	SM - 2h	SM - 10c
62	P - 1f	P x 1f
63	RC x 1f	SM - 10d
64	RC - 1j	G - 10c
65	S - 9j	DE - 8b
66	FL - 3i	DE - 9b

SM - 10d looked odd, but now we can see why it (and R - 8a) was played — Kuri has built a new castle and an escape route for the King. He need not fear a mating attack any more.

Why Masuda retreated his Reverse Chariot is beyond me.

67	S - 10i	Ky - 8f
68	Ln - 7h	P - 7e
69	Ln x! 8g	P - 7f
70	R 8j - 7j	P x 10h
71	FL x 10h	FL - 10g
72	FL x 10g	Ln x! 10g
73	FL - 3h	B - 2c
74	Ln - 9j	C - 3b
75	FL - 2g	C - 4c
76	B - 4l	C - 3d
77	FL - 3f	BT - 10f
78	FL - 3g	BT - 11f
79	GB - 4f	P - 12g
80	P x 12g	Ky - 10f
81	P - 4g	S - 8f
82	GB x 4e	P x 4e
83	B - 10k	P - 7g
84	C - 5h	BT - 10g
85	P - 4f	P x 4f
86	FL x 4f	Ph - 7f
87	DH - 2g	P - 9e

So the Side Mover can defend. Now White can win a Pawn or two with GB x 9h, but he has a Free King deficit to make up.

88	C - 4g	RC x 12g
89	P - 5f	P x 5f
90	C x 5f	S x 5f
91	R x 5f	B - 3b
92	R 5f - 5j	GB x 9h
93	Ky - 5g	S - 9g
94	FL - 4e	S - 10h
95	Ky - 4f	Ln - 9g

Now the Lion can invade at 11i, after the combination on the edge. If Black plays VM - 11j to defend against this, then perhaps White will defend in turn with BT - 4c, and Black will find it hard to attack. Perhaps Masuda was tired of defending, or maybe he just didn't see the threats. Anyway, he now springs his own combination.

96	Ph x 10g	Ln x! 10g
97	FL - 4d+	SM x 4d
98	Ky x 4d+	FL x 4d
99	VM x 3d+	B - 4c
100	+VM - 8i	RC x 12i+
101	RC x 12i	Ln - 11i

Why not L x 12i+ first? S x 10h, I think (which should have been played in response to RC x 12i+).

102	VM - 11j	Ln x 10i x 9j
103	B x 9j	

+VM x 9j looks better to me

103	...	L x 12i+
104	L x 12i	GB x 9i+
105	+VM - 10g	Ph - 9h
106	B x 1b+	L x 1b
107	RC x 1c+	L x 1c
108	L x 1c +	Ph x 11j+
109	R x 11j	B x 11j+

110 +VM x 6c

If L - 12c+, +B - 11i. Or if R x 11j, R x 1c. I think that would be a better choice for Black.

110	...	DK 6b x 6c
111	DH x 6c+	DK x 6c
112	R x 11j	DK x 1c
113	L - 12c+	+GB x 8h
114	SM x 8h	VM x 8h
115	BT - 4j	Ky - 9g
116	+L - 12l	VM - 8i +
117	B x 9g	S x 9g
118	FK - 3g	S - 8h
119	FK - 4g	R - 8c
120	FK x 4d	P - 7h
121	+L - 12j	B - 7e
122	+L x 7e	DH x 7e
123	BT - 7j	+VM - 9h
124	R - 10j	DH - 9f
125	BT - 8j	+VM x 9k
126	G x 9k	DK - 6c
127	G - 5k	DH - 11i+
128	G - 6j	DH x 11h
129	DK 7k - 8k	P - 7i+
130	G x 7i	S x 7i+

Note how the Vertical Mover has finally come into play without ever moving. I think this game clearly demonstrates that the Lion should be used primarily in attack.

4. Sawada versus Kuri

White's Free King is removed from the board, and it's square is occupied by the left-side Vertical Mover. The Ferocious Leopard is moved up from 2a to 2c, and then White starts the game.

1.	...	P - 5e
2	P - 8h	Ln - 7e

3	P - 5h	Ln - 7f
4	Ph - 8i	P - 8e
5	P - 7h	Ph - 5d
6	Ky - 7i	P - 6e
7	Ln - 5i	Ky - 6d
8	P - 3h	DK - 6b
9	DH - 2h	P - 10e
10	DK - 7k	DH - 11e
11	Ky - 6h	Ky - 7e
12	C - 9k	C - 4b
13	C - 8j	C - 5c
14	P - 7g	

Black is playing consistently, sacrificing a pawn so as to take over the centre. But I do not think this strategy is particularly suited to the Free King handicap. The Vertical Mover on 7c already begins to look threatening.

I think Black should keep the centre closed (and start with Ln - 6h, accordingly), and play a tight castle.

14	...	Ln x 7g - 8f
15	Ln - 6g	DK - 7b
16	C - 7i	R - 8c
17	S - 9k	VM - 10c
18	S - 8j	C - 9b
19	P - 1h	P - 1e
20	P - 1g	

It appears that this move was almost considered mandatory, we have seen it so often. On this occasion, it is followed up immediately, as Sawada tries an early attack.

20	...	SM - 1d
21	Ln - 4g	P - 6f
22	Ln - 5g	

If Black is going to rush his Lion to 4g, and then 2f, for an early attack on the edge, then he does not need to sacrifice a Pawn in the first place, as the Lion can get to 4g from 5i. Rushing back to re-capture the Pawn is unfortunately necessary to protect the Kylin. If instead Ln - 2f, then White can play P - 6g, then DK - 6f (or P - 5f if Black responds with Ky - 5g).

22	...	C - 6d
23	Ln x! 6f	FL - 2b

This looks odd, but White has worked out a lightweight defence.

24	Ln - 4g	Ln - 6e
25	Ln - 2f	DH - 4b
26	Ln x! 1e	R - 6c
27	P - 1f	FL - 3c
28	P - 1e	

Since there is no prospect of this Pawn advancing further in the near future, nor of winning one of the Pawns which the Side Mover is defending, this move should be omitted. As it happens, White is later able to capture this Pawn in it's exposed position.

28	...	SM - 1c
29	SM - 1i	C - 9c
30	SM - 1h	P - 8f
31	SM - 1g	C - 8d
32	DH - 2g	C - 8e

Moving the Side Mover up to hold back the attack on the other side of the board is not such a bad idea, though it is rather slow, but DH - 2g completely spoils the plan. Rather, Black should play SM - 2g, RC - 1h, L - i1, VM - 1j - 1k, then R - 1j. White will have to bring the Lion over to 2c to prevent a break through, leaving Black free to develop in the centre and on the left.

As it is, Black soon finds his attack completely paralysed, with the Dragon Horse and Lion mutually defending each other, and so unable to move away.

33	P - 3g	S - 9b
34	P - 3f	FL - 11b
35	P - 3e	

Again, this should not be advanced just yet, as White is able to force exchanges, releasing the tension. Bringing up the Copper, Silver, Go-Between and fourth-file Pawn is consistent.

35	...	Ln - 4c
36	DH - 9k	P - 2e
37	Ln x! 2e	Ln - 2d

38	P x 3d+	FL x 3d
39	C - 4k	Ln x! 1e
40	C - 4j	FL - 11c
41	C - 5i	P - 10f
42	DK 5j - 6k	FL - 10d
43	FK - 5j	P - 12e
44	FK - 3l	S - 9c
45	S - 4k	GB - 9f
46	C - 7h	FL - 9e
47	S - 7i	C - 7f
48	R - 7j	G - 9b

The first move in building the Kuri Castle (I call it so, because of it's use by Kuri in this game and the previous one). With Black trying to attack on the other flank, and the centre fated to become open and violent, White's King will be well placed on 11b.

49	FL - 11k	P - 10g
50	VM - 10j	FL - 10f
51	B - 4l	

This shouldn't move. It is in a good position where it is, and may result in a combination later.

51	...	S - 8d
52	P - 10h	

I don't like this either — White's attack is just being aided.

52	...	P x 10h
53	VM x 10h	S - 8e
54	VM - 10j	BT - 9c
55	FL - 11j	P - 12f
56	FL - 10i	BT - 10d
57	FL - 11h	BT - 9e
58	P - 12h	GB - 9g
59	GB x 9g	FL x 9g
60	SM - 12i	VM x 10j+
61	R x 10j	SM - 10c

62	S - 4j	SM - 10d
63	S - 3i	G - 10c
64	S - 2h	DE - 8b
65	S - 3g	DE - 9b
66	BT - 4j	K - 7a
67	BT - 3i	K - 8a
68	GB - 4g	K - 9a
69	BT - 4h	K - 10a
70	BT - 9j	K - 11b

Black has brought up some more attacking forces, but his attack still does not look very threatening. Meanwhile White has completed his castle. His King is completely safe, so now he can try an all-out attack, and so try to avoid the prospect of being a Free King down in the endgame.

71	G - 8k	R - 8a
72	BT - 10i	C - 6e
73	BT - 9h	DH - 5c
74	R - 7j	G - 4b
75	VM - 3j	SM - 1d

Now White can move his Lion away.

76	DK - 8l	Ln - 4c
77	S - 3f	FL x 9h
78	P x 9h	BT - 10f
79	DE - 7k	S - 9f
80	G - 9j	Ky - 9e
81	P - 2h	P - 8g
82	BT - 5g	Ln - 6d
83	BT - 6g	C x 6g
84	Ph x 6g	C - 7f
85	Ph - 8i	P - 7e
86	G - 9i	Ln - 8f
87	GB - 4h	C - 7g
88	C x 7g	Ln x! 7g
89	DH - 3h	P - 7f
90	S - 3e	FL x 3e

91 Ln x 3e SM - 1e

Played to stop Ln x 4d - 4e. But now Black could play Ln - 2d, and end up winning a Lance (which could then be promoted to a White Horse). Apparently White is willing to allow this, as the Side Mover on 1g will have been removed from the defence of the centre.

Looking at this a second time, I don't see this anymore. After Ln - 2d, SM - 1f, Black could play SM - 2g, and then Ln - 2b will win a lot of material, I think.

92	Ln x 4e - 4f	P - 7g
93	Ky - 5g	P - 7h
94	S - 8j	P x 8h
95	G x 8h	S - 8g
96	S - 9i	SM - 10e
97	K - 6l	DK 6b - 7a
98	G x 8g	

Ky - 6h looks better, holding on firmly to the square 8h, and reinforcing the King. Black can use the second-file pawn as a basis for attack.

98	...	Ln x 8g - 9f
99	DE - 8j	

This is the wrong direction. DE - 6j would be better, as it shields the King. Then DK 6k - 7l, G - 5k and K - 5l - 4k is a suitable defensive plan. Also R - 8j could be played.

The defensive plan that Sawada follows in the next few moves leaves his King wide open to attack, and Kuri accepts the invitation.

99	...	Ph - 7f
100	DK - 11l	Ph x 9h
101	S x 9h	Ln x 9h
102	B - 11j	Ln x 8i x 7j

I imagine Sawada thought the Lion would have to retreat. The big question is, is the Lion sacrifice sound? Kuri has only a Rook for the Lion, so he must make the Pawn on 7h work very hard. (On the other hand, retreating the Lion is unattractive - with his safe King, it is understandable that Kuri prefers to attack.)

103	DK x 7j	Ky - 9g
104	Ky x 5e	SM x 5e

105	SM x 9g	RC x 1k+
106	L x 1k	L x 1k+
107	FL x 1k	BT x 9g

Sawada elects to eliminate the dangerous Kylin, but now the Blind Tiger is threatening to come to 8h, forcing the Pawn's promotion.

I would have preferred to defend with Ky - 6h. Then maybe there would be time to defend with G - 6k - 6j, then K - 5k - 4j.

108	Ln x! 5e	BT - 8h
109	B x 8h	R x 8h
110	B x 3b+	G x 3b
111	DK - 10l	

Trying to counter attack, but the King is too vulnerable — R - 10i is called for, though White will play R x 8j, and promote the Pawn anyway. Black is already losing.

111	...	P - 7i+
112	R x 10e	DH x 10e
113	DK x 10e	+P x 7j
114	DE - 9i	

DE x 7j then K - 5k is necessary, but it isn't fun.

114	...	+P - 6j
115	G - 5k	VM - 7k+
116	K - 5l	+P x 5k
117	K x 5k	+VM x 5i

A very pretty finish.

5. Matsumoto versus Mori

White's Free King and left-side Dragon King are removed from the board, and their squares are occupied by the Vertical Movers. The Ferocious Leopard in turn occupies the squares vacated by the Vertical Movers, and then White starts the game.

1.	...	Ln - 7e
2	P - 8h	P - 5e
3	P - 5h	P - 8e
4	P - 7h	Ln - 7f
5	Ky - 7i	P - 3e
6	Ln - 5i	P - 6e
7	Ph - 7k	

This looks odd. I presume Matsumoto was concerned to over-protect 7h and 5h, but the Phoenix definitely belongs on 8i.

7	...	DH - 2e
8	Ph - 7j	P - 6f

Going for an early push in the centre, to make use of the Vertical Movers. I think this is too early.

9	DK - 6k	VM 7c - 6c
10	C - 4k	P - 5f
11	P - 7g	

There seems to be no point in sacrificing this Pawn at this moment.

11	...	Ln x! 7g
12	P - 6h	P - 7e
13	C - 5j	FL - 3d
14	C - 6i	Ph - 7c

Another unusual Phoenix move. This time the Phoenix is destined for 5e, so it must go via 7c rather than 5d, otherwise the fifth-file Pawn falls.

15	P - 3h	GB - 4f
16	DH - 2h	FL - 4e
17	DK 8j - 7k	Ph - 5e
18	FK - 5j	DK - 7b
19	FK - 3l	C - 9b
20	R - 6j	C - 8c
21	VM - 3j	C - 7d
22	FL - 2k	P - 10e

23	P - 10h	DH - 11e
24	DH - 11h	FL - 10d
25	R - 8j	GB - 9f
26	VM - 10j	FL - 9e
27	C - 9k	S - 9b
28	S - 4k	S - 8c
29	C - 9j	C - 4b
30	C - 8i	C - 4c
31	FL - 11k	C - 5d
32	S - 9k	C 5d - 6e
33	C 8i - 7h	S - 4b
34	S - 9j	BT - 9c

It seems advancing the Blind Tigers and the Gold Generals was typical in these games. I like neither.

35	G - 9k	G - 9b
36	P - 1h	B - 9a
37	FL - 2j	P - 1e
38	P - 3g	P - 6g
39	P x 6g	Ln x! 6g
40	FL - 3i	C - 6f
41	S - 5j	C 7d - 6e
42	C - 6h	S - 7d
43	S - 6i	S - 4c
44	FL - 3h	G - 4b
45	GB - 4g	Ph - 5d
46	P 4i - 4h	S - 3d
47	DH - 4j	P - 3f
48	P x 3f	FL x 3f
49	GB x 4f	S - 3e
50	GB - 4g	P - 4e
51	DH - 4i	Ky - 6d
52	G - 4k	G - 4c
53	FK - 2l	G - 4d
54	BT - 4j	DE - 8b
55	K - 8l	

A difficult decision. I think it is too early to move the King, as it is not yet clear which side it should move to. For the moment, the centre is in no danger of opening up.

55	...	B - 11c
56	DE - 7l	K - 7a

White has already committed his King to moving this way, so he may as well get it out of the centre now. With both Kings moving the same way, we can expect a fierce struggle in front of them. White has a slight space advantage on this side.

57	S - 8i	K - 8a
58	P - 12h	P - 12e
59	P - 2h	K - 9a
60	SM - 1i	Ky - 8d
61	FL - 11j	K - 10a
62	K - 9l	DH - 11f
63	DH - 12i	Ky - 10d
64	P - 11h	P - 12f
65	DH - 11i	BT - 8d
66	FL - 10i	P - 10f
67	SM - 12i	Ln - 8f
68	C 6h - 6g	P - 10g
69	Ln - 7h	Ky - 10f
70	P - 8g	Ln x! 8g
71	Ky - 8h	Ln - 10e
72	C x 6f	C x 6f
73	B - 11j	DH - 11e
74	VM - 10l	P - 8f
75	BT - 5i	G - 5e
76	R - 10j	DH - 3d
77	P x 10g	Ky - 10d
78	GB - 9g	P - 4f
79	FL - 9h	S - 8e
80	G - 5j	P - 7f
81	Ky - 8j	B - 10b
82	Ph - 7i	BT - 7e
83	BT - 7j	BT - 4c

84	DE - 8k	Ph - 4d
85	Ln - 8h	BT - 5d
86	S - 7h	BT 5d - 6e
87	BT 7j - 6i	Ph - 4e
88	DK 7k - 6l	DH - 4d
89	B - 4j	G - 5d
90	S - 9j	GB x 9g
91	FL x 9g	S 8e - 9f
92	S 9j - 8i	S x 9g
93	Ph x 9g	DH - 12d
94	Ln - 10h	P - 7g

White takes advantage of Black's over-crowding in the centre. If Black played S - 9h instead of Ln - 10h, then FL - 9f would be harsh.

95	C x 7g	C x 7g
96	S x 7g	DH x 7g
97	BT - 6h	DH - 4d
98	BT 6i - 7h	BT - 8e
99	BT - 7g	BT 6e - 7f
100	G - 6i	G - 6e
101	G - 6h	VM - 7c
102	BT 7h - 6g	FL - 9f
103	DH - 5j	Ln - 9e
104	Ph - 9h	VM 5c - 6c
105	S - 8h	B - 7e
106	DH - 10i	B - 4b
107	DH - 9j	Ph - 5e
108	Ln - 11g	P - 8g
109	S - 7i	FL - 9g
110	S - 7h	Ln - 9f

I don't know what is going on here. Why doesn't Black retreat the Phoenix, and why doesn't White capture it?

The answer to the second question may perhaps be that Mori feels he can't afford to capture the Phoenix, as he will not have sufficient attack, and Matsumoto's defences will start to look in good shape after P x 9h.

As for why Matsumoto is worried about the centre, I don't know. After Ph - 7j, BT x 6g, BT x 6g and all is secure. After Ph - 7j, Ph x 7f, BT x 7f, and again everything is solid. Perhaps Matsumoto *wanted* Mori to play FL x 9h. Then after P x 9h the Side Movers are in communication and the centre is solid. But in that case, why did he withdraw the Phoenix at move 113, instead of playing Ln x! 12f first.

111	BT x 7f	G x 7f
112	BT - 6g	G - 8f
113	Ph - 7j	Ky - 11e
114	Ln - 10i	Ln x! 10g
115	Ln - 8i	Ky - 10f
116	P - 9h	FL - 10h
117	Ky - 9i	FL x 9i =
118	Ln x! 9i	DH - 12e
119	Ph - 8j	BT - 9e
120	DK 6k - 7l	Ln - 8e
121	DH - 9i	R - 5c
122	DK - 7k	B - 3c
123	R - 7j	Ln - 9f
124	P - 2g	VM - 8c
125	S - 7g	VM - 7c
126	Ln - 7h	B - 4a
127	SM - 11i	Ln - 7e
128	GB x 4f	B - 9f
129	DH - 5k	P - 8h
130	Ln x 8h - 7i	Ln - 8g
131	P - 9g	Ln x 9g
132	Ln - 9j	Ln - 8e
133	FL - 4g	FL x 4g
134	P x 4g	DH x 7j+

Now with Matsumoto just freeing his position, and strating to attack on his right flank, Mori makes his play, but it does not look sound.

135	DK x 7j	Ky - 9g
136	R x 10c+	SM x 10c
137	DH - 10j	Ky x 7g
138	BT x 7g	G x 7g

139 G x 7g Ph x 7g

Now if Black were to try to give back some material with B x 7g, VM x 7g, DH x 7g, DH x 7g, FK - 2i, he would have a reasonably easy endgame.

140	B - 1g	Ph - 7f
141	DH x 4d+	B x 4d
142	B x 3e	Ph x 5h
143	B x 4d+	VM x 7j+
144	DK x 7j	DK x 7j+
145	DE x 7j	Ph x 3j+
146	+B x 5c	SM x 5c
147	DH - 1g	Ln - 6d
148	FK - 6l	Ln - 5e
149	FK - 6a	DE - 9a
150	SM 1i - 6i	VM - 7c
151	G - 8k	VM - 6c
152	FK - 2a	P - 1f
153	DH - 3i	+Ph - 3l
154	K - 9k	Ln - 7g
155	Ln - 9h	Ln - 7h
156	SM - 5i	B - 8e
157	B - 10k	Ln - 8f
158	B x 5f	B - 7d
159	B x 7d+	Ln x 7d

Matsumoto is ahead by a Phoenix and a Dragon Horse. He now prevents the Vertical Mover from promoting, which was not a threat. FK - 7f looks a reasonable move to keep the initiative, and this would also stop Mori's next move.

160	SM 11i - 6i	+Ph - 2k
161	DH - 4i	+Ph - 2h
162	Ln - 7f	VM - 7c
163	FK x 2d	SM - 5d

Now Ln x 5d fails to FK - 9h, and FK x 5d fails to Ln x 5d, Ln x 5d, FK - 9h (though Black is probably just ahead after the latter variation).

164	FK - 3e	+Ph x 11h
165	G - 9j	

This weakens the Drunk Elephant. K - 8l looks better to me.

165	...	Ln - 9f
166	Ln - 6h	Ln - 9h

FK x 6h would leave White without sufficient material.

167	VM x 10c+	K - 11a
168	FK - 6e	

+VM - 10k looks good. Now Mori gets a chance to go for mate, and the game turns around.

168	...	+Ph x 9j
169	Ph x 9j	Ln x 7j
170	K - 10j	Ln - 8k
171	K - 11i	Ln x 9j
172	K - 12i	G x 10c

This clears the way for Ln - 10k/j/h mate, so Matsumoto simply resigns.

If he were to play on:

173	FK - 6f	K - 11b
174	Ln - 8h	Ln - 11k
175	K - 11h	Ln x 12k - 11j
176	K - 10g	VM - 7k+
177	Ln - 9g	+VM - 7j
178	SM - 8i	Ln - 9j
179	K - 9f	Ln x 8i - 7h Mate

6. Matsumoto versus Mori

White's Free King and left-side Dragon King are removed from the board, and their squares are occupied by the Vertical Movers. The Ferocious Leopard in turn occupy the squares vacated by the Vertical Movers, and then White starts the game.

1.	...	Ln - 7e
2	P - 8h	P - 5e
3	P - 5h	P - 8e
4	P - 7h	Ln - 7f
5	Ky - 7i	P - 6e
6	Ln - 5i	P - 3e
7	DK - 7k	DH - 2e
8	Ph - 8i	FL - 3d
9	P - 3h	VM 7c - 6c
10	DH - 2h	P - 5f
11	DK 5j - 6k	P - 6f
12	P - 7g	Ln - 8f
13	Ky - 8j	Ph - 7c
14	GB - 4g	P - 7e
15	P - 4h	Ph - 5e
16	C - 4k	Ln x! 7g
17	Ln - 7h	Ln - 7f
18	C - 5j	P - 10e
19	P - 6h	DH - 11e
20	C - 6i	FL - 10d
21	FK - 5j	GB - 9f

There is a strategic problem with this Free King maneuver when the Dragon Kings are placed on 6k and 7k. Where is the King to go?

With the centre sure to open up in the future, the King will not look safe there. But moving the King towards the Free King doesn't seem to be a good idea either. This leaves the left flank as the only place to put the King, but it is natural for White to attack on that side, and he now makes the first move to do so.

22	FK - 3l	FL - 9e
23	P - 10h	C - 4b
24	DH - 11h	C - 9b
25	R - 6j	DK - 7b
26	VM - 3j	C - 8c
27	S - 4k	C - 7d
28	S - 5j	S - 9b

29	C - 9k	S - 8c
30	FL - 11k	C - 4c
31	Ky - 7i	C - 5d
32	R 10j - 7j	C - 6e
33	VM - 10j	BT - 9c
34	C - 8j	B - 9a
35	DH - 4j	S - 4b
36	DH - 4i	P - 1e
37	FL - 2k	P - 8f
38	FL - 2j	S - 4c
39	Ky - 5i	S - 5d
40	P - 5g	Ln - 6d
41	C - 5h	P - 7f
42	P - 6g	Ln - 7e
43	C - 7i	Ph - 7c
44	C - 6h	S - 5e
45	S - 9k	P x 5g
46	C 5h x 5g	C - 5f
47	P x 6f	S x 6f
48	C x 6f	Ln x! 6f
49	S - 6i	C - 6e
50	S - 5h	C - 6f
51	S - 8j	S - 7d
52	S - 7i	S - 6e

Both sides have strong central positions, so the game is likely to be quite slow. Black has fallen further behind in development owing to the maneuvers with the Kylin. White's Ferocious Leopards are in good positions for action both in the centre and on the flanks.

53	FL - 3i	Ph - 7d
54	VM - 4j	GB - 9g

Threatens a fork with the Phoenix.

55	DH - 10i	Ph - 9f
56	Ln - 8j	BT - 8d
57	VM - 5j	G - 4b

58	G - 4k	P - 3f
59	FK - 2k	FL - 3e

The Free King looks to be well placed on 2k, as Black can either bring a Dragon King behind it to attack down the second file, or he could play BT - 4j, DE - 5k then K - 6l - 5l - 4l - 3l. White promptly discourages this latter plan by preparing to attack on this side (I don't know that either player was thinking about Black castling on this side — Black for one promptly does the opposite).

60	G - 9k	GB - 4f
61	K - 8l	P - 4e
62	DE - 7l	FL - 4d
63	DK 6k - 6l	G - 9b
64	R - 6k	K - 5a

Promptly removing the King from Black's threatened line of action. White now looks to have the better prospects on both flanks. Black is strong in the centre, but it is not clear how he can open it up. Somehow he must activate his Lion. Attacking on the fourth fifth and sixth files looks to be his best plan.

65	R 7j - 6j	P - 8g
66	S - 7h	FL - 8f
67	Ky - 7i	Ph - 7d
68	FK - 2l	

I don't understand this.

68	...	P - 9e
69	P - 12h	G - 9c
70	FL - 11j	G - 9d
71	P - 11h	Ln - 9f
72	DH - 11i	BT - 7e
73	FL - 10i	R - 8c
74	P - 10g	DK - 8a

Mori starts his attack. I don't see why Matsumoto promptly takes the Pawn.

75	P x 8g	FL x 8g
76	S x 8g	Ln x 8g

77	S - 6i	BT - 8f
78	GB x 9g	BT - 7g
79	FL - 10h	BT x 6h
80	B x 6h	FL - 5e
81	B - 11j	Ln x 9g - 9f
82	Ln - 7h	Ky - 6d
83	VM - 9j	C - 5g
84	B - 3k	Ph - 5f
85	Ln - 7j	Ky - 8d
86	VM - 8j	B - 6d
87	Ln - 9j	Ln x! 10g

White has been keeping Black too busy during the last ten moves, to let him try opening up the eighth file for exchanges. But now Matsumoto might try Ph - 10k for that purpose. Instead he concentrates on driving the White Lion back.

88	P - 11g	P - 10f
89	DH - 11h	Ln - 10e
90	G - 10j	VM - 7c
91	R - 7j	BT - 6c
92	K - 9l	BT - 7d
93	DE - 8l	BT - 8e
94	DE - 9k	B - 4a
95	DH - 12g	Ln - 9f
96	Ln - 9h	P - 12e
97	B - 12i	Ln - 10d
98	BT - 6j	P - 12f
99	DH - 10i	GB x 4g
100	P x 4g	P - 4f
101	P x 4f	P - 3g
102	BT - 5i	P x 3h
103	FL - 4h	C x 4h
104	BT x 4h	P - 3i+
105	DH x 3i	R x 3i+
106	BT x 3i	Ph - 3h

I cannot see why Matsumoto elected to sacrifice the Dragon Horse for the Rook. Taking the token with the Blind Tiger seems perfectly safe to me.

107	SM - 3j	Ph x 5j+
108	G x 5j	FL x 4f
109	G - 4i	B - 3b
110	DH - 9j	DE - 6b
111	G - 10i	DE - 5b
112	BT - 4h	K - 4a
113	P - 1h	DH - 12e
114	Ln - 11h	

Ln - 7h, B - 2c, Ln - 6h is more natural, but the Lion's route to attacking the White King is solidly barred by the Copper and Silver Generals, the Ferocious Leopard, the Bishop and the Dragon Horse. Perhaps this is why Matsumoto elects to defend instead.

114	...	P - 11e
115	K - 10k	B - 2c
116	P - 1g	Ky - 7e
117	B - 4j	BT - 9f

Already the Black Phoenix is under terrible pressure. Black's last three moves have ensured bad shape for his King. Instead he should have been thinking of playing something like P - 9h, G - 9i, DH - 10j and BT - 9j.

Answering with Ky - 8h looks best. White could then play Ln - 10e, threatening Ln - 8g, so Black would be far from comfortable.

118	B - 2h	B x 8i+
119	VM x 8i	R x 8i+
120	R - 8j	VM - 8c
121	P - 1f	P x 1f
122	RC x 1f	+R x 9j
123	BT x 9j	VM x 8j+
124	SM x 8j	DH x 1f

Mori must have been certain of winning to play this move, as Black has no threats here.

125	L x 1f	VM - 4c
126	R - 1k	VM - 3c

127	P - 9h	Ky - 5e
128	S - 5h	Ln - 8d
129	Ln - 9i	P - 10g
130	FL - 9g	Ln - 7e
131	Ln - 7h	DH - 11d
132	Ln - 6h	

This move is just too dangerous, considering White's follow-up. But I can't suggest how Black is to play any better at this stage.

132	...	Ln - 8g
133	FL x 9f	Ln x 9f - 10f
134	SM - 10j	G - 10e

To protect the Lion, so that Black cannot answer B - 8f with Ln - 8h. Now Black should play something like FK - 11 to stay in the game.

135	DK - 11l	B - 8f
136	Ln x 8f	DK x 8f
137	SM - 4j	G - 9f
138	DK 7k - 8l	G - 8g
139	Ky - 5i	G - 8h
140	R - 5k	Ky - 3e
141	G - 3h	P - 10h
142	G - 11i	Ln x 9h
143	FK - 6l	Ky - 2f
144	S - 5g	Ky x 2h
145	G x 2h	FL x 5g
146	BT x 5g	DH - 7h
147	K - 10l	P - 9f
148	B - 10k	DK - 8c
149	Ky - 4h	G - 7i+
150	DK x 8c+	SM x 8c
151	G - 11j	DH - 3l+
152	FK x 3l	VM x 3l+
153	BT - 8k	P - 10i+
154	SM x 10i	Ln x 10i - 9i

155	BT x 6f	S x 6f
156	Ky - 4f	SM - 8d
157	R - 1k	+VM - 3i
158	R - 4k	Ln - 7g
159	SM - 4i	+VM - 3j

Matsumoto resigns. There is little point in playing on. If SM - 4j, the simple approach is to play Ln - 5i, SM x 3j, Ln x 4k, SM - 8j (perhaps), Ln - 3i, mopping up. White can get a White Horse to provide further support, once the 10k/1b diagonal becomes blocked.

Articles and Reference materials

Articles and Reference materials

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The Chu Shogi Library project

Colin P. Adams

This article details the aims and methods of the Chu Shogi Library project.

1. Why a Chu Shogi Library?

The aims of the project are:

- To enable children, students and other people who may not be able to afford to buy [MSM] to study Chu Shogi (although it is not intended to replace MSM).

Note: Another (rather large) class of people who can't use [MSM] to study Chu Shogi, are those people who do not read English. So I hope we will get volunteers to translate the library into other languages.

- To provide a medium for spreading new ideas and other information about Chu Shogi, in detail.
- The resulting publications should be viewable on the World Wide Web, and also printable as high quality documents.

To this end, we shall be using the DocBook system for writing documents. From a single DocBook text, finished documents can be produced in a number of different formats, including HTML and Portable Document Format (PDF) files. The former will be for viewing on the World Wide Web. The latter is ideal for printing. Either can be viewed on your own computer system.

All correspondence should be to <chulib@colina.demon.co.uk>.

2. What is wanted

Here is a list of some of the ideas I have had so far. Further suggestions are welcome.

- A book to teach the game to beginners
- A book about the opening phase
- A book about the middle game

- A book about the endgame
- A book about basic endgame positions (there is enough ground to be covered here alone (at various levels of difficulty), so that *everyone* can contribute at least one piece of analysis)
- A book about mating problems
- Tournament Books and other collections of games
- An article about the history of the game

Please volunteer to do *something*. You do not have to write an entire book to contribute to this project.

3. Who is doing what?

- I am writing a book about the opening phase.
- I am editing a collection of game commentaries. So far, Thomas Majewski, Joe Peterson and myself have contributed to this..
- I am editing a book about basic endgame positions. Please send an email to `<chulib@colina.demon.co.uk>` if you wish to volunteer to write some of this. I will confirm that no-one else is working on the endgame you suggest, or will allocate one to you if you have no preferences. Eduard Werner, Lionel Vidal and myself have all contributed to this.
- Eduard Werner has produced a Metafont for Chu Shogi (amongst others), that is used to produce diagrams in the printed versions of the books.
- Peter Banaschak has written the article on Chu Shogi history.
- Nick Bardsley is editing the finished documents.

4. What do I need to do to start writing?

1. I have written a few bits so far, which I have packed together into a start set. Download it from here (starter.zip) (<http://www.colina.demon.co.uk/starter.zip>).

Create a directory named mychubooks (or some such name), and unpack starter.zip into it

2. While you can probably start by just having a look at what I have already written, and some point at least (and it might be a good idea to do it now), you will want to download *DocBook: The Definitive Guide* (<http://docbook.org/>). At present, this is for DocBook version 3.1. Since we are using DocBook 4.1 XML, you will also need to download the DocBook 4.0 (yes, 4.0 — there are no user-visible changes between 4.0 and 4.1) update reference. You will also be able to find other useful stuff at this site, including a brief tutorial on using DocBook.
3. Agree with the series editor (that's me!), what you will work on (so we can avoid duplication of effort). You will be advised on file naming conventions for your particular part of the project.

4. Then get writing.

One word of warning — the id attribute.

If you use the id attribute on a sectioning tag (book, article, part, chapter, section etc.), then the html version will use that id as part of the name of the html page. As all the html pages are in the same directory, there is the possibility of a name clash.

To avoid this, all ids below the level of article (part, chapter, section etc.) should be prefixed with the 2 or 3 character entity name defined in books.html for the book or article in question. In future, I will write a tool to check on id clashes.

5. It is not actually necessary to convert the documents you write into HTML or PDF files. As series editor, I have to do that eventually. But you may well want to look at your document to see how it is shaping up, as you write.

The Makefile supplied assumes you are using a POSIX-compliant system. This is possible on a MS-Windows O/S (hah!), if you install the Cygnus Win32 environment (start here) (<http://www.cygnus.com/>), but if you don't have all this installed, it is probably easier to upgrade to Linux.

Anyway you need to install DocBook itself, and some additional software. See Section 8:

6. In order to generate HTML pages from your DocBook source, type **make html**.

7. In order to generate a PDF document (Adobe Acrobat format), type **make pdf**.

8. In order to generate a postscript document type **make ps**.

9. When you are satisfied with your work, send it to me for editing and inclusion in the overall project (it will be added to the next release of the starter set). You should only send new or changed files to me, and for the latter, patch files (produced by the UNIX **diff -u old-file new-file** command, or equivalent) are best (I may have to integrate your changes with those submitted by other people). If you have the **diff** command, then the following procedure will produce a single patch file:

- a. Create a new directory called chubooks
- b. Unpack the starter set into chubooks
- c. Change to the mychubooks directory and do a **make clean**
- d. Change to the parent directory and issue the command **diff -u -r -x chubooks mychubooks >patch**. The file named patch should now contain a single patch of all *changed* files other than graphics files. Please verify that these are only files matching the pattern *.xml or *.fsy, and possibly permanent.graphics (if not, then I have overlooked something). Send the patch file to me by email, along with any new xml source files that you have created, plus any graphics files that you have created (see Section 5).

5. Graphics

You do not have to create any graphics to view your documents, as the viewer programs do not mind if a graphic is missing. If the graphic is of a board position, then all you need do is send me the Forsyth diagram of the position. Such diagrams can be generated with the **Save as Formatted Forsyth** option of my Chu Shogi program.

Please choose meaningful names for your .fsy filenames.

Magnification: By default, the diagrams produced from the .fsy files will be 3 times larger than the natural size. This is a suitable size to fit on an A4 page with a little to spare. If the board has a lot of pieces on it, then you will probably need it to be this big, in order to take in all the details.

In some instances, such as in the Basic Endgames book, a smaller diagram is quite sufficient. In this case you can override the default magnification by specifying the scale attribute on the imagedata tag. The default scale is 100. Specify `scale="67"` in the Basic Endgames book (unless you have good reason to do otherwise).

These .fsy files should be placed in the `graphics` sub-directory of the directory where your .xml source file is located. If the file is such that it might be useful to more than one book (for instance, `fullboard.fsy` shows the initial starting position for even games), then it should be in the `graphics` directory for the whole project.

However, you will probably want to create graphics at some time, and if the picture is not a board position, then you will have to create it yourself in some way.

Since we are going to be generating documents for two or three differing media, the use of graphics is slightly tricky.

For use with HTML documents, then the graphics need to be in PNG format. Most graphics files will be board positions, in which case you simply create the formatted forsyth file, and the make process will generate the .png files automatically.

In the case of books aimed at complete beginners, it is advisable not to use kanji at all. In this case, the graphics should be in the form of .GIF files (.png is better) using the International Piece set in my Chu Shogi program. Here is how I create them on my Linux system:

1. I start my Chu Shogi program, select the International piece set (I do not consider the Japanese piece set to be of sufficient quality, it does not match any set of Chu Shogi pieces I have ever seen. And besides, having to learn to read a few Kanji can be a major deterrent towards learning Chu Shogi — all existing Chu Shogi players are not valid evidence in this regard — natural selection has been at work!) and set up the position using the Edit Square facility, or the Load Position or Load Game facilities.

At this point, I could save the position as a formatted Forsyth file, if I wanted to transmit it by email (and you should do that, for sending it to me).

2. I can then use the **Print as Graphic** facility to save the image as a graphics file. Then I can convert it to the appropriate format.

The printed documents require encapsulated PDF (.pdf) files for PDF output, and encapsulated postscript for postscript output. These are generated by the make process.

Please only send me the board position in Forsyth notation. Then I can create the graphics from that, using Eduard Werner's Shogi Metafont package, or my Chu Shogi program. As the .fsy files are spread throughout the directory tree, it is best to properly install this package. I do this by moving the following files to the following locations:

- The perl script `forsyth2tex.pl` to my `~/chubooks` directory.
- The style file `shogi.sty` to `/usr/share/texmf/tex/latex/misc`.
- The font sources*.mf to `/usr/share/texmf/fonts/source/public/misc`.

In all cases, I make the files owned by root.root

finally I run `mktexlsr`

Then the command **make depend** runs through the directory tree, building all the graphics files from the forsyth diagrams.

6. Tools

I have written some additional tools for use with the project. Those tools that are NetRexx programs require the NetRexx compiler (2.00 or later), available from here (<http://www2.hursley.ibm.com/netrexx/>). They have the following features in common:

- Their usage can be found by typing: **java program-name -help**, and by inspecting the source code.
- Options can occur in any order, but they must all occur before the required parameters.
- Output is written to stdout.
- If they generate DocBook source, then the option `-article` writes additional markup to create a stand-alone article.

The following tools are available:

- My Chu Shogi program is separately available from here (<http://www.colina.demon.co.uk/chu.html>).
- The NetRexx program `csg2db`, converts a Chu Saved Game file, as produced by my program, into DocBook 4.1 XML source.
- The NetRexx program `rdb2db`, converts a game saved in a Chu Shogi restart database, into DocBook 4.1 XML source. The `-notimes` option suppresses time annotations. The `-setup` option causes the initial position to be displayed graphically. If the restart database is anything

other than PostgreSQL on a POSIX system, then you will need to edit some variables in the source code before compiling.

You can build those tools distributed in the starter set by typing **make tools**.

7. Customisation

The stylesheets for formatting the html pages and the printed documents are customised in the file `chu.dsl`. These should be well commented. If you make any changes, be sure to make a note of them (**`diff -u chu.dsl.old chu.dsl >chu.dsl.diff`** is a good way to do this), so that you can re-apply them next time the starter set is issued.

Emphasis: I have customised the `<emphasis role="bold">` and `<emphasis role="strong">` attributes to be displayed in bold and bold-italic fonts respectively. If you omit the role attribute (as would be usual), then italics will be used.

I have also added `<emphasis role="black">` and `<emphasis role="white">` for use in game commentaries, where both players contribute comments.

8. Installing the Software

1. It is best to start with a clean system. Therefore remove any installed sgml/xml/docbook tools. (On my RedHat 6.2 system, this involves doing an `rpm -e` for docbook, stylesheets, jadetex, jade and sgml-common. The latter may need the `--nodeps` option, if you have psgml installed (or openjade). Then do a `rm -rf /usr/lib/sgml`. On my RedHat 7.0 system, I'm happy to install the openjade rpm, but I delete the CATALOG file.)
2. Next, download and install DocBook (version 4.1.2 XML) itself, from here (<http://docbook.org/xml/4.1.2/>) (If this site is not available then try here (<http://www.nwalsh.com/>)). You should create a directory, change to it, and then unzip from there. I recommend `/usr/lib/sgml` for POSIX users. (If you choose a different directory, then you will have to edit most of the *.sh shell scripts, the Makefile, and chu.dsl.) I shall assume this directory name from now on.

Then edit `/usr/lib/sgml/docbook.cat`. You need to insert an initial line saying:

```
OVERRIDE YES
```

3. Next you will need some style-sheets. There are two choices for the style-sheets, corresponding to the language used to write them — DSSSL or XSL. The XSL style-sheets not very solid at the moment, so I recommend you use the DSSSL style-sheets (MacOS users will have to use

XSL style-sheets). In any case, both are downloadable from here (<http://www.nwalsh.com/docbook/index.html>).

Whichever you choose, copy the zip file to `/usr/lib/sgml` and unzip it there.

You will then need to edit `/usr/lib/sgml/docbook/catalog`, to comment out the SGMLDECL on the final line.

4. The rest of the instructions assume you have chosen DSSSL. Next you need to download and install openjade from here (<http://openjade.sourceforge.net/>). Windows users can download the binary instead.
5. Next, if you are going produce printed output, or you want to generate the graphics, you will need to install TeX, including LaTeX (obtain from any open-source ftp site)
6. Next, if you are going produce printed output, you will need to install jadetex. Get it from here (<http://www.tug.org/applications/jadetex/>), then follow the `doc/install.pdf` instructions (use the Makefile in the jadetex source. The instructions omit to mention that you must run `mktexlsr` after creating `hugetex.fmt`).
7. Next, if you are going to want to generate graphics, you will need to install Eduard Werner's Shogi fonts package (available from my web site), and, for html, ImageMagick (available from here (<ftp://ftp.wizards.dupont.com/pub/ImageMagick/>)) (or any other package that allows you to convert Encapsulated PDF files to Portable Network Graphics).
8. Now edit (if necessary — the path names in the CATALOG statements) the file `catalog`.
9. Now do a **make clean;make depend;make**. This should create a file `books.pdf`, and an html version in the `books` sub-directory.

9. Problems

You can expect to see a lot of messages of the form: "openjade:/usr/lib/sgml/ent/iso-cyr1.ent:71:17:E: "X042F" is not a function name" You can ignore these.

On the history of Chū Shōgi

Dr. Peter Banaschak

This short article describes the outlines of what is currently known about the historical development of Chū Shōgi.

1. The beginnings of Shōgi

Although the earliest known Shōgi in a way closely resembles other Asian chess games (that would be Song period *Xiangqi* [Chinese Chess], and Persian *catrang* as well as Arab *shatranj*), it is still unknown how these games might be connected to Shōgi.

What we know, however, is that by the early 11th century something that must have been quite, but perhaps not totally, like Shōgi was around. In a text on calligraphy, the [Kirinshō], dating from about 1027 we first hear something about Shōgi. The text describes how Shōgi pieces are inscribed. They seem to have looked much alike the Shōgi pieces we all know. Dating from only a few years later (1059, to be precise) there are the first excavated pieces. These 16 pieces were found on the compound of the Kōfukuji in Nara (and they are very much alike modern pieces). Alongside them was found a *mokkan*, a wooden tag used for writing purposes, on which Japanese archaeologists have identified the characters for *Suizō*, meaning “Drunk Elephant”¹. As we do not have *any* reference to a game called Chū Shōgi, it is assumed that the Drunk Elephant was a piece used in the Shōgi of the day.² The first text that gives a description of any Shōgi game is the [Nichūreki] dated to the early 13th century. It offers a description of a *Shōgi* as well as a *Dai Shōgi*. This Dai Shōgi must have been replaced by a new type of Dai Shōgi during the 13th century which is almost like the Dai Shōgi described in the Shogi Association (TSA) rule leaflet. Proof for that is found in the [Futsū shōdōshū].

Some pieces dated to the 13th or 14th century that had up to now been classified as Chū Shōgi pieces now have a doubtful status; they could be either Dai or Chū Shōgi pieces. Thus the oldest reference to Chū Shōgi dates to about 1350: the [Yūgaku ōrai] mentions Shōgi, Chū Shōgi, and Dai Shōgi. The next text which explicitly reports something about Chū Shōgi would then be the [Aro kassen monogatari] of 1476. The text enumerates some Chū Shōgi pieces but gives no details.

It now seems that Chū Shōgi is a derivate of Dai Shōgi, that is, Dai minus all the boring bits³ with the board size and number of pawns adapted accordingly. Eight kinds of pieces were dropped from Dai, all of which promote to Gold General:

1. Angry Boar
2. Cat Sword
3. Evil Wolf
4. Flying Dragon
5. Iron General
6. Knight
7. Stone General
8. Violent Ox

It is safe to say that Chū Shōgi, originated somewhere in the earlier 14th century and began to spread shortly after. Shō Shōgi was not yet a competitor, as the game most probably was not yet being played with drops, featured at least a Drunk Elephant, perhaps even two Ferocious Leopards, but no Rook and Bishop.

2. The beginnings of Chū Shōgi and what became of it

Again, we know next to nothing about the beginnings of Chū Shōgi. The game simply begins to pop up in diary entries, without any description. Thus we know that something was there, but we lack information on what it was like. However, we can rest assured that a game by the name of Chū Shōgi was already being played in the early 15th century.

For several reasons it seems more probable today than in John Fairbairn's days (see [Shogi history ... and the variants]) that the [Shōgi rokushu no zushiki] might really date from the mid-15th century. The text does not describe Chū Shōgi, apparently taking knowledge about it for granted. There are on-and-off mentions of Chū Shōgi in the diaries of the second half of the 15th century. Real freaks played quite frequently. We know, for example that

- Yamashina Tokitsugu jotted down that he played 82 games of Chū Shōgi, as compared to 27 of Shō Shōgi, and 108 games of Shōgi (unspecified, so these games might have been Chū Shōgi games as well);
- Yamashina Tokitsune played 55 games of Chū Shōgi, but only 32 of Shōgi (unspecified; same as above) and 19 games of Shō Shōgi.

We know that Chū Shōgi was rather widely played, as the [Shōgi koma nikki] of Minase Kanenari tell us from 1590 on until 1602, he and his sons produced 618 sets for Shō Shōgi, 106 sets for Chū Shōgi, two each for Dai and Dai-dai, three for Maka-Dai-dai, and four for Tai Shōgi. (So who would still claim that these large Shōgi games could not have been played?)

From the early 17th century, literature on Chū Shōgi was written and published. Amongst it there are the following works:

1. Chū Shōgi horoku shū by Yamagata Yahachirōemon, 1778 (contains the six historical games);

2. Chū Shōgi kineburui by Tsurumine Shigenobu, dated 1818;
3. Chū Shōgi shinanshō, dated 1703 (apparently contains 30 problems) [Chū Shōgi shinanshō];
4. Chū Shōgi shoshin shō, not dated;
5. Chū Shōgi tsukurimono, by Itō Sōkan, not dated (contains problems);
6. Chū Shōgi tsukurimono hyakuban, not dated (contains hundred problems, according to the title);
7. Chū Shōgi tsukurimono tsume sho zukesanjūban, not dated (contains 30 problems);
8. Chū Shōgi tsumemono, not dated (contains problems);
9. Chū Shōgi zushiki by Itō Sōkan, dated 1663.

4

Of course additional information can be found in the various other works of the time that deal with the diverse Shōgis.⁵

Judging from the diaries it seems that Chū Shōgi was more popular with noblemen and high-ranking monks. It seems reasonable to assume that Shō Shōgi began to steeply rise in popularity after the “Office of Shōgi affairs” had been established in 1612, and nationwide rules for this game were fixed. The first head of the “Shōgi dokoro”, the former merchant Ōhashi Sōkei seemingly preferred to play Shō Shōgi with drops (which undoubtedly makes a good game). Thus this variant of Shō Shōgi became the standard and a fierce competitor for Chū Shōgi.

As the opening of Chū Shōgi is slower than that of Shō, and the middle game of Chū Shōgi is far more intricate than that of Shō, it seems that problems became the center of attention of authors. This might have contributed to the descent in Chū Shōgi’s popularity.⁶ Howsoever, Chū Shōgi faded out of the public mind. Rumour has it that the game continued to be played after the first half of the 19th century in the remote rural villages of Western Japan; this is unconfirmed.

Knowledge about the game was thus limited mainly to the few remaining players; information was well hidden in the books and unavailable to non-Japanese until the 1970s. At that time, George F. Hodges began unearthing the Shōgi variants, starting with Chū Shōgi (admittedly the TSA rule leaflets for Wa and Dai are from 1980, as well, but they don’t really count, do they?). The [Chū Shōgi rule leaflet] was the first *informed* Western publication on Chū Shōgi ever (don’t hesitate to correct me — I wouldn’t count Murray’s knowledge on Chū Shōgi, as demonstrated in [A History of Chess], as informed).

Beginning with the rule leaflet, and continuing with [MSM], Chū Shōgi began to rise in popularity, this time in the West. What will further become of it, we shall all see.

Notes

1. In fact, the literal meaning of the inscription on this *mokkan* is something like “lively (or energetic, or animated) person”.
2. There are good reasons for that — but this article isn’t the place to discuss the intricacies of Shōgi history in general.

3. I feel I should add that this remark represents a purely personal opinion, without any basis but my own preferences . . . no offense meant.
4. It is difficult for me to connect any of these works to the sources mentioned and used in the preparation of [MSM]. Perhaps someone who has access to any of these works ought to check them against [MSM].
5. The [Kokusho sōmokuroku] has 256 works with titles on Shōgi and Shōgi variants. Only six of these are available in recent (that is, after 1900) reprints. (Isn't that a shame?)
6. Of course, that's not my opinion, but that is how it might seem to your average Shō Shōgi player, isn't it?

Glossary

Check

If one player's King (or Crown Prince) is in danger of being captured on the next move, then that player is said to be in check. If the player does not have both a King and a Crown Prince, then (s)he is forced to move out of check (or (s)he will lose the game next move). Such a forcing move can be used to exchange Lions, for instance.

Checkmate

If one player's King (or Crown Prince, but note that if (s)he has both pieces on the board, then (s)he cannot be checkmated) is in danger of being captured on the next move, and that player does not have a move that will remedy this situation, then that player is said to be in checkmate.

Chess players should note that checkmate does not strictly end the game — removing the King (or Crown Prince) from the board by capturing it is the proper way to finish the game. In practice, the game ends with checkmate.

See Also: Check.

Stalemate

If one player's King (or Crown Prince) has no legal move other than to move in to check, and no other piece has a legal move, then that player is said to be in stalemate. This situation is a win for the other player, as moving in to check is legal in Chu Shogi.

See Also: Check.

High Lion

A High Lion is a Lion occupying a central square on the sixth rank.

Such a Lion exerts great influence over much of the board, and is greatly to be desired during the opening, and early middle game. Usually only Black in even games (or White in handicap games) gets the chance to play a High Lion.

Low Lion

A Low Lion is a Lion occupying a central square on the fifth rank.

See Also: High Lion.

Minor Piece

The Copper, Silver and Gold Generals, the Ferocious Leopard, the Blind Tiger and the Drunk Elephant are collectively known as Minor Pieces, as they can only move one square at a time.

The Pawn and Go-Between are not important enough to be classified as minor pieces. Their promoted forms are generally not in consideration when the term is being used.

The King and the Crown prince are too important to be considered as Minor Pieces.

The term Step Mover can also be used.

See Also: Step Mover.

Step Mover

Any piece (other than the Pawn and Go-Between) that can only move one square at a time. This includes the King, the Crown Prince, the Tokin and the promoted Go-Between.

See Also: Tokin, Minor Piece.

Tokin

The promoted Pawn is known as the Tokin. (This is the Japanese term for the piece in Modern Shogi, but it has become standard in English usage, even with Chu Shogi).

A Chu Shogi Bibliography

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completed about 1027

Nichūreki, unknown, 5, *Shiseki shūran*, Nosogawa, , 1967.

completed about 1230

[Futsū shōdōshū] ““Futsū shōdōshū” no Shō kankei kiji ni tsuite — Kamakura kōki no ‘Shō-Shōgi’ to ‘Dai-Shōgi’”, Futsū shōdōshū, Shin’ichi Saeki, *Yūgishi kenkyū*, 5, .

The Futsū shōdōshū was completed about 1300 by the monk Ryōki

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