

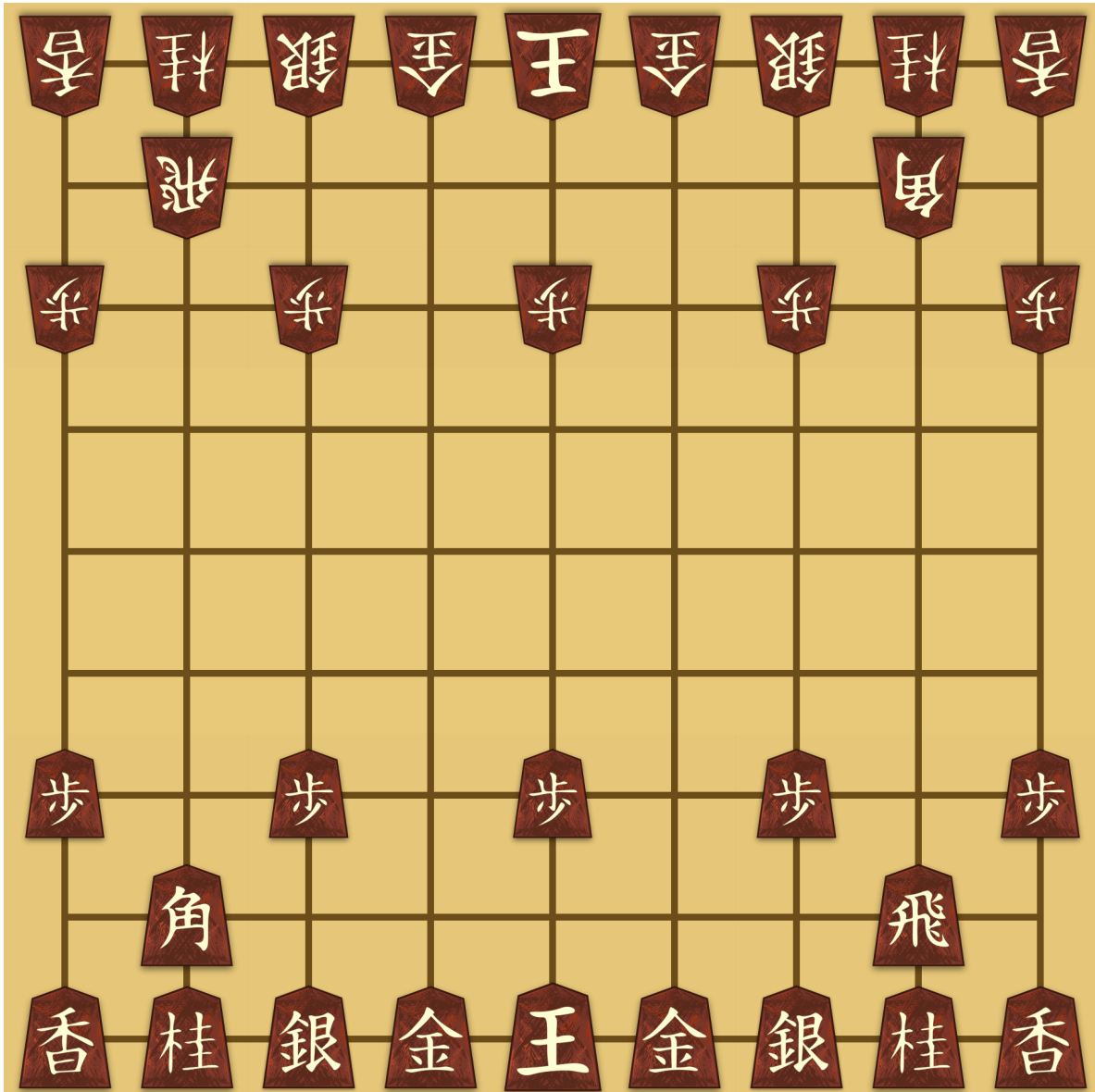
SHOGI · VARIANT 50 OF 24

Cannon Shogi

9×9
BOARD

2
PLAYERS

CANNON SHOGI



Cannon Shogi — starting position

<https://engine.moddable.games/play/?game=shogi&variant=cannon-shogi>

Cannon Shogi is a Shogi variant invented by Peter Michaelson in February 1998. The starting setup is the same as standard Shogi with two modifications: the nine Pawns on rank 3 are replaced by **five Soldiers** (in the Janggi style), and four Cannons of different types are placed in rank 2 between the Bishop and Rook positions.

SETUP

Board: Standard 9×9 grid.

Starting position:

RANK	CONTENTS
Rank 1 — Gote back	Lance · Knight · Silver · Gold · King · Gold · Silver · Knight · Lance
Rank 2 — Gote	Rook(b) · Copper Cannon© · Iron Cannon(d) · Gold Cannon(f) · Silver Cannon(g) · Bishop(h)
Rank 3 — Gote Soldiers	Soldier(a) · Soldier© · Soldier(e) · Soldier(g) · Soldier(i)
Ranks 4–6	Empty
Rank 7 — Sente Soldiers	Soldier(a) · Soldier© · Soldier(e) · Soldier(g) · Soldier(i)
Rank 8 — Sente	Bishop(b) · Silver Cannon© · Gold Cannon(d) · Iron Cannon(f) · Copper Cannon(g) · Rook(h)
Rank 9 — Sente back	Lance · Knight · Silver · Gold · King · Gold · Silver · Knight · Lance

Sente (Black) moves first.

SFEN: lnschkgsnl/1rciluab1/p1p1p1p1p/9/9/9/P1P1P1P1P/1BAU1ICR1/LNSGKGSNL[-] b - 1

(Cannon letter assignments: A/a = Silver Cannon, U/u = Gold Cannon, I/i = Iron Cannon, C/c = Copper Cannon. P/p here denotes Soldier, not Pawn. Standard pieces: B/b = Bishop, R/r = Rook, L/l = Lance, N/n = Knight, S/s = Silver General, G/g = Gold General, K/k = King.)

PIECES

Soldier (S/P): Moves and captures one square **forward or sideways** (left/right). Cannot move diagonally or backward. This is the Janggi Soldier movement. Drop rules from standard Shogi do not apply to Soldiers: two Soldiers may occupy the same file, Soldier-drop checkmate is legal, Soldiers may be dropped on the last rank. Soldiers promote to **Tokin** (Gold General movement) on reaching the promotion zone.

Gold Cannon (GC/U): Slides any number of squares orthogonally. To **capture**, must jump over exactly one intervening piece (the screen), landing on the target. Movement without capturing is free — no screen needed. This is the Xiangqi Cannon.

Silver Cannon (SC/A): Moves orthogonally, but **both movement and capture** require jumping over exactly one intervening piece. It cannot slide to an empty square without a screen; it always jumps. Note: unlike in Janggi, Silver Cannons may jump over and capture other Cannons. This is the Janggi Cannon.

Copper Cannon (CC/C): Diagonal version of the Gold Cannon. Slides any number of squares diagonally. To capture, must jump over exactly one piece on the diagonal. Movement without capturing is free.

Iron Cannon (IC/I): Diagonal version of the Silver Cannon. Both movement and capture require jumping over exactly one piece diagonally. Cannot move diagonally to an empty square without a screen.

All four Cannons promote to **Flying** versions in the promotion zone:

BASE	PROMOTED	ADDED MOVEMENT
Gold Cannon	Flying Gold Cannon	Also: Gold Cannon + Silver Cannon powers combined orthogonally; one step diagonally, jumping over any adjacent diagonal piece
Silver Cannon	Flying Silver Cannon	Same as Flying Gold Cannon
Copper Cannon	Flying Copper Cannon	Copper + Iron Cannon combined diagonally; one step orthogonally, jumping over any adjacent orthogonal piece
Iron Cannon	Flying Iron Cannon	Same as Flying Copper Cannon

RULES

All standard Shogi rules apply except as noted. Drops, the standard promotion zone (ranks 7–9 for Sente), and all other mechanics are unchanged. Soldiers replace Pawns for drop purposes: apply the Nifu and related rules to Soldiers as you would to Pawns in standard Shogi, **except** the special Soldier relaxations noted above.

WIN CONDITIONS

Checkmate the opponent's King. Stalemate is a loss for the player who cannot move.

ATTRIBUTION

Cannon Shogi was invented by Peter Michaelсен (February 1998). Public domain. Rules documented from pychess.org/variants/cannonshogi.