

SHOGI · VARIANT 14 OF 24

Judkins' Shogi

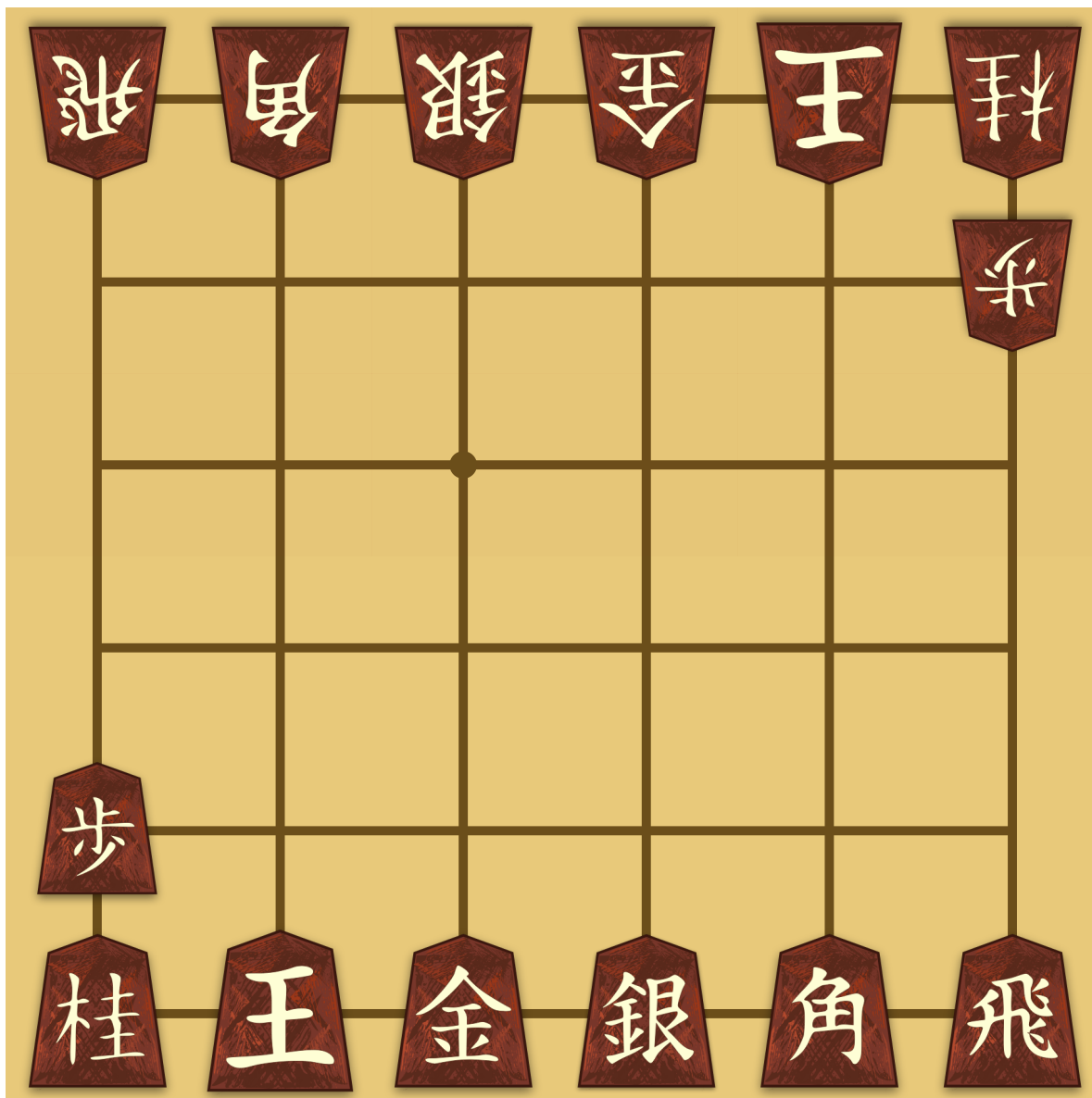
6×6
BOARD

2
PLAYERS

Judkins' Shogi

Modern miniature Shogi variant on a 6×6 board. Named after its inventor.

OVERVIEW



Judkins' Shogi — starting position

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

Judkins' Shogi compresses modern Shogi onto a 6×6 board with 7 pieces per side, retaining drops. It plays very similarly to standard Shogi but in a much faster format.

SETUP

Each player has 7 pieces: King, Gold, Silver, Knight, Bishop, Rook, and one Pawn.

FEN: rbsgkn/5p/6/6/P5/NKGSBR w - - 0 1

(Approximate; pawn is on the square directly in front of the King)

White (rank 1, left to right): Rook(a1), Bishop(b1), Silver(c1), Gold(d1), King(e1), Knight(f1) **White (rank 2):** Pawn at e2 (directly in front of the King)

Black mirrors White on the opposite side of the board.

PIECES

All pieces move exactly as in standard Shogi:

PIECE	MOVEMENT	PROMOTES TO
King	One step any direction	Does not promote
Gold General	One step ortho. or diagonally forward	Does not promote
Rook	Slides ortho. any distance	Dragon (Rook + diagonal step)
Bishop	Slides diagonally any distance	Horse (Bishop + ortho. step)
Silver General	One step diagonally or straight forward	Gold General
Knight	Forward L-shape only (1+2 forward, jumps over)	Gold General
Pawn	One step straight forward	Gold General

PROMOTION

The **promotion zone** is the **last 2 ranks** (ranks 5–6 for White). Promotion is optional at the end of a turn when the move enters, moves within, or leaves the promotion zone, except:

- ♦ A Pawn must promote upon reaching rank 6 (the last rank), as it could not otherwise move.
- ♦ A Knight must promote upon reaching rank 5, as it could not otherwise move forward.

DROPS

Captured pieces are held in hand and may be dropped on any empty square on the player's turn, with these restrictions:

- ♦ A piece may not be dropped on a square from which it has no legal moves (Pawns cannot be dropped on the last rank).
- ♦ A Pawn may not be dropped into a file already containing an unpromoted friendly Pawn.
- ♦ A Pawn may not be dropped to give immediate checkmate.
- ♦ A piece dropped inside the promotion zone does **not** promote immediately; it may promote on a subsequent move.

All promoted pieces revert to their unpromoted form when captured and returned to hand.

Source: chessvariants.com/shogivariants.dir/judkin.html