

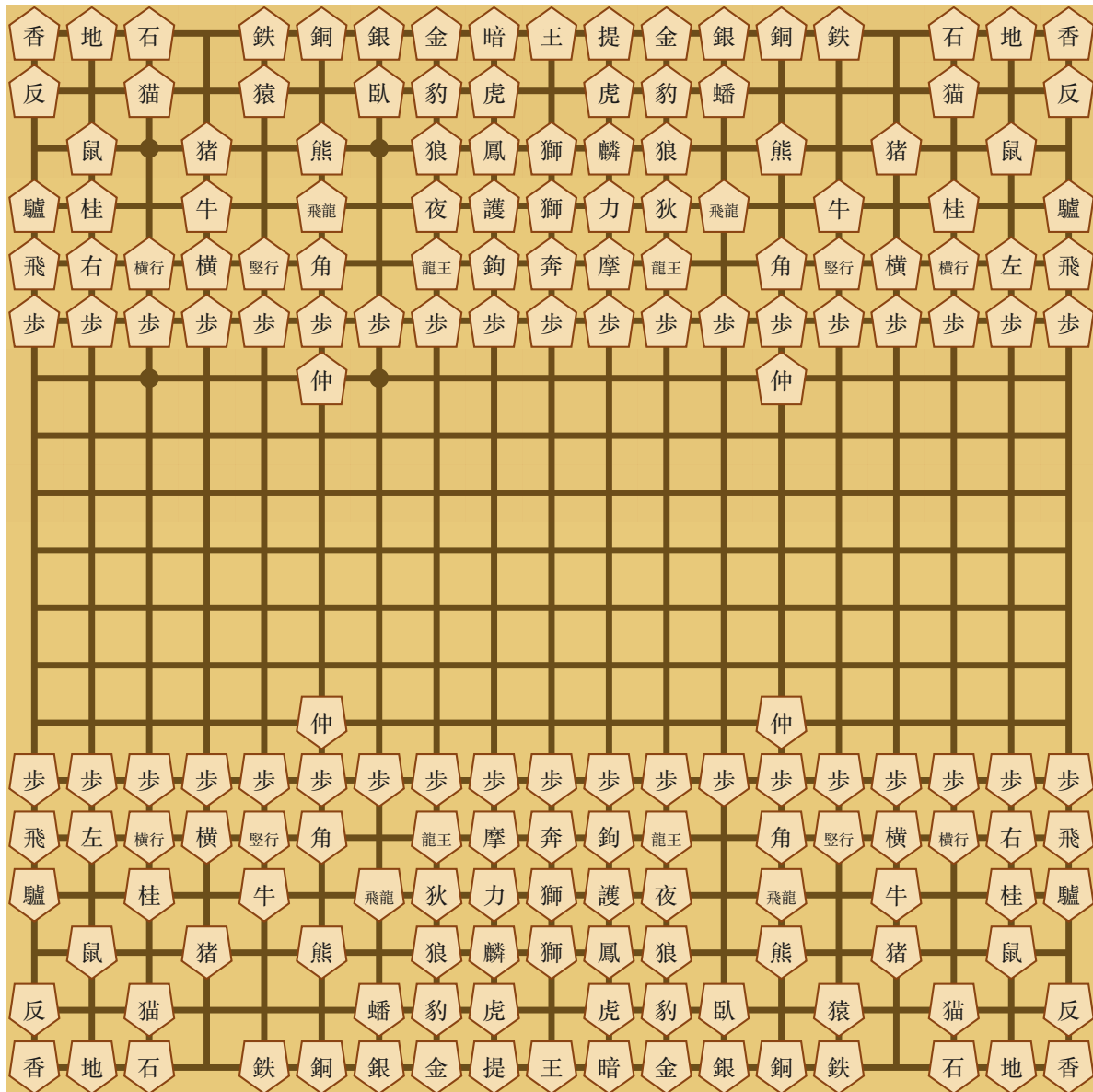
SHOGI · VARIANT 16 OF 24

Maka-Dai-Dai Shogi

19×19
BOARD

2
PLAYERS

MAKA-DAI-DAI SHOGI



Maka-Dai-Dai Shogi — starting position

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

Maka-Dai-Dai Shogi ([Maka Dai Dai Shogi](#) , *Great Dai-Dai Chess*) is a historical Japanese Shogi variant played on a 19×19 board — the same dimensions as a Go board. Each side starts with 96 pieces of 50 different types (192 pieces total), making it double the size of Chu Shogi. No drops; captured pieces are permanently removed.

THE BOARD

19×19 grid. Standard Shogi orientation (sente at bottom). Files are labelled a–s (19 files); ranks 1–19. Pieces start on ranks 1–7 (Sente) and 13–19 (Gote); ranks 8–12 are empty at the start.

ROYALS

Three piece types are royal (their capture wins or advances the win condition):

- ♦ **King** (j1) — standard King; promotes to **Emperor** (universal leaper)
- ♦ **Drunk Elephant** (j2) — promotes to **Crown Prince** (royal King) on capture
- ♦ **Emperor** (promoted King) — cannot be captured if protected

Win: capture the opponent's last royal. If the opponent has both a King and a Crown Prince (promoted Drunk Elephant), both must be captured.

STARTING SETUP

Only Sente's side is given; Gote's setup is Sente's rotated 180°.

Rank 1 (back rank):

POSITION	PIECE	MOVEMENT	PROMOTES TO
a1, s1	Lance	Slides forward orthogonally	Gold General
b1, r1	Earth General	Steps 1 backward or forward orthogonally	Free (slider in each step direction)
c1, q1	Stone General	Steps 1 forward diagonally	Free
d1, p1	Tile General	Steps 1 forward diagonally or 1 backward orthogonally	Free
e1, o1	Iron General	Steps 1 forward orthogonally or forward diagonally	Free
f1, n1	Copper General	Steps 1 forward diagonally or 1 vertical	Free
g1, m1	Silver General	Steps 1 diagonally or 1 forward orthogonally	Free
h1, l1	Gold General	Steps 1 orthogonally or 1 forward diagonally	Free
i1	Deva	Steps 1 forward diagonally or 1 left or right or 1 forward left;	Teaching King
j1	King	Steps 1 in any direction	Emperor
k1	Dark Spirit	Steps 1 forward diagonally or 1 right or 1 left back	Buddhist Spirit

Rank 2:

POSITION	PIECE	MOVEMENT	PROMOTES TO
a2, s2	Reverse Chariot	Slides forward or backward orthogonally	Gold General
c2, q2	Cat Sword	Steps 1 diagonally	Free
e2	Chinese Cock	Steps 1 forward diagonally or 1 backward sideways	Wizard Stork (fRbWB)
g2	Coiled Serpent	Steps 1 backward diagonally or 1 vertical	Free
h2, l2	Ferocious Leopard	Steps 1 diagonally or 1 vertically	Free
i2, k2	Blind Tiger	Steps 1 diagonally or 1 backward sideways	Free
j2	Drunk Elephant	Steps 1 forward ortho/sideways or diagonal	Crown Prince (royal King)
m2	Reclining Dragon	Steps 1 orthogonally or 1 backward diagonally	Free
o2	Blind Monkey	Steps 1 diagonally or 1 backward orthogonally	Mountain Witch (bRfWB)

Rank 3:

POSITION	PIECE	MOVEMENT	PROMOTES TO
b3, r3	Old Rat	Leaps 2 forward diagonally or 2 backward orthogonally	Bat (fRbB)
d3, p3	Angry Boar	Steps 1 sideways	Free Boar (BsR)
f3, n3	Blind Bear	Steps 1 diagonally; slides backward orthogonally	Free Bear
h3, l3	Evil Wolf	Steps 1 forward diagonally or 1 forward orthogonally sideways	Free
i3	Kirin	Steps 1 diagonally; leaps 2 orthogonally	Great Dragon (sRvW ² F ³)
j3	Lion	Lion power (up to 2 King moves per turn; may capture twice; may pass)	Furious Fiend (Lion + Lion Dog)
k3	Phoenix	Steps 1 orthogonally; leaps 2 diagonally	Golden Bird (vRsW ² F ³)

Rank 4:

POSITION	PIECE	MOVEMENT	PROMOTES TO
a4, s4	Donkey	Leaps 2 orthogonally; steps 1 sideways	Gold General
c4, r4	Knight	Leaps 2 forward then 1 side (Shogi knight)	Gold General
e4, p4	Violent Ox	Steps 2 orthogonally	Gold General
g4, n4	Flying Dragon	Leaps 2 diagonally	Gold General
h4	Buddhist Devil	Steps 3 forward diagonally; steps 1 backward sideways	Gold General
i4	Wrestler	Steps 3 diagonally	Gold General
j4	Lion Dog	Up to 3 steps along any ray; may hop; may capture adjacent without moving	Gold General
k4	Guardian of the Gods	Steps 3 orthogonally; steps 1 forward diagonally	Gold General
l4	She-Devil	Steps 5 orthogonally; leaps 2 diagonally	Gold General

Rank 5:

POSITION	PIECE	MOVEMENT	PROMOTES TO
a5, s5	Rook	Slides orthogonally	Gold General
b5	Left Chariot	Slides forward ortho; steps 1 backward; slides left-forward and right-backward diagonally	Gold General
c5, q5	Side Mover	Slides sideways; steps 1 vertically	Gold General
d5, p5	Side Flyer	Leaps diagonally; slides sideways	Gold General
e5, o5	Vertical Mover	Slides vertically; steps 1 sideways	Gold General
f5, n5	Bishop	Slides diagonally	Gold General
g5, m5	Dragon Horse	Steps 1 orthogonally; slides diagonally	Does not promote
h5, l5	Dragon King	Steps 1 diagonally; slides orthogonally	Does not promote
i5	Capricorn	Bishop that may make one 90° turn in its path	Gold General
j5	Queen	Slides orthogonally or diagonally	Does not promote
k5	Hook Mover	Rook that may make one 90° turn in its path	Gold General
r5	Right Chariot	Slides forward ortho; steps 1 backward; slides right-forward and left-backward diagonally	Gold General

Ranks 6–7:

POSITION	PIECE	PROMOTES TO
a6–s6	Pawn (steps 1 forward orthogonally)	Gold General
f7, n7	Go-Between (steps 1 forward or backward orthogonally)	Free (slider version)

KEY PIECE DESCRIPTIONS

Lion: Moves up to twice per turn in independent directions. The second move may be a capture, pass, or hop. Can capture two pieces in one turn or pass its turn by moving to an adjacent empty square and back. The strongest piece in Chu Shogi; in Maka-Dai-Dai there are no restrictions on capturing Lions.

Lion Dog: Takes up to three steps along any ray through its position. Each step may be a move, capture, or hop. Can return to the starting square but cannot overshoot it. Effectively attacks up to 3 squares in any direction with line-of-sight modification.

Teaching King (promoted Deva): Moves as Lion Dog or Queen. Contagious: any piece that captures the Teaching King promotes to Teaching King (except royals, which promote to their own promoted form).

Buddhist Spirit (promoted Dark Spirit): Moves as Lion or Queen. Same contagious promotion rule as Teaching King.

Furious Fiend (promoted Lion): Moves as Lion Dog or Lion.

Emperor (promoted King): Universal Leaper — can move to any square on the board. Cannot capture a protected piece (any piece the opponent could recapture if play continued). Both Emperors can only capture each other if unprotected.

Hook Mover: A Rook that may make one 90° turn anywhere in its path (but is not required to turn). Like a Rook, it stops at the point of capture.

Capricorn: A Bishop that may make one 90° turn anywhere in its path.

PROMOTION

- ♦ Promotion may occur **anywhere on the board**, triggered by **making a capture** (not by entering a zone)
- ♦ Each piece has a fixed promoted form — there is no choice
- ♦ Promoted condition is **contagious for Teaching King and Buddhist Spirit**: any piece that captures TK or BS promotes to that piece (royals are immune, promoting to their own form instead)
- ♦ When capturing a promoted piece, you **must** promote
- ♦ When capturing an unpromoted piece, promotion is optional
- ♦ Promotion is irreversible
- ♦ The Deva and Dark Spirit (unpromoted) also trigger contagious promotion on capture

REPETITION

Repetition is forbidden. The convention (following Asian chess traditions) is that the player giving perpetual check or perpetually chasing must be the one to deviate.

ATTRIBUTION

Maka-Dai-Dai Shogi is a historical Japanese chess variant of unknown precise origin. Rules documented from chessvariants.com/rules/maka-dai-dai-shogi, authored by H. G. Muller.