

SHOGI · VARIANT 24 OF 24

Yari Shogi

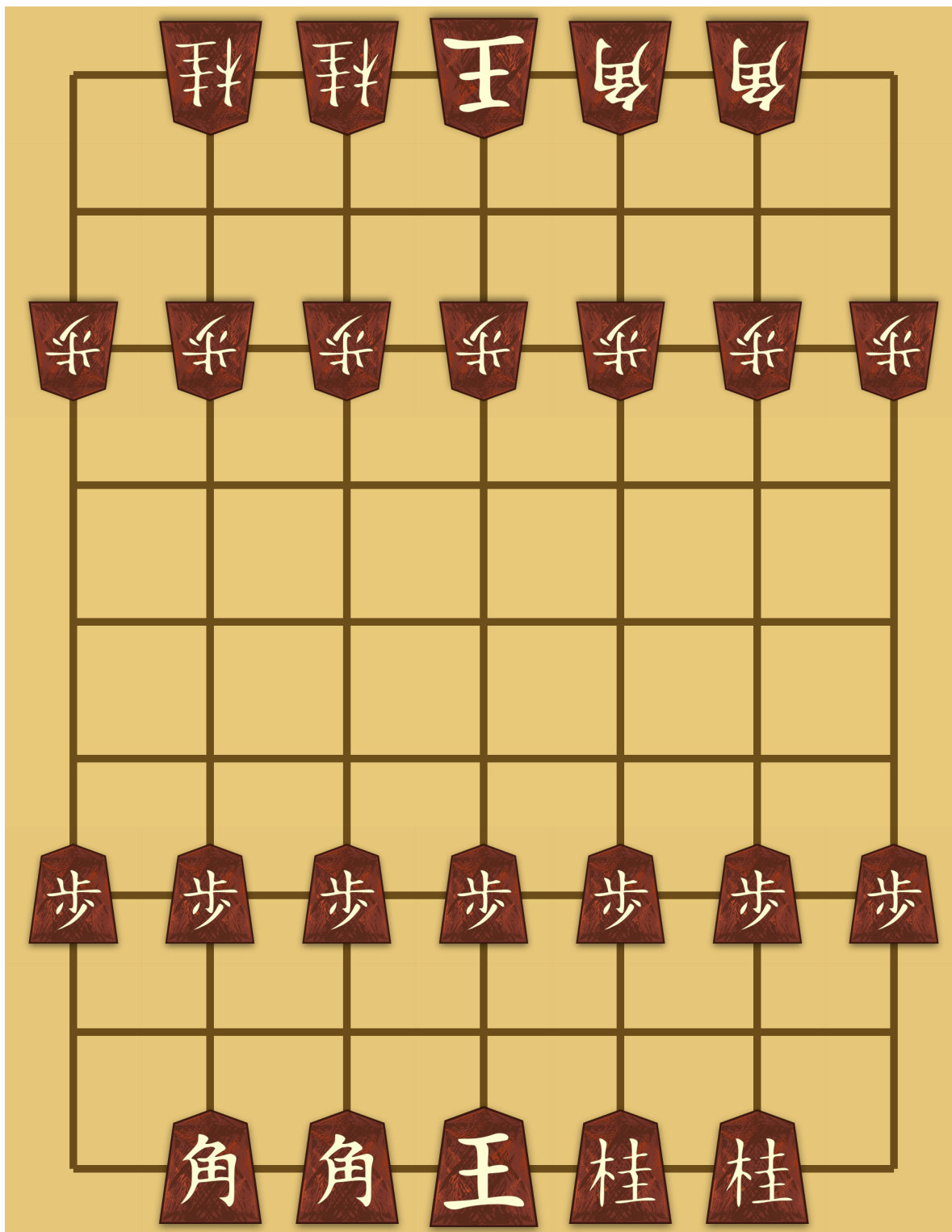
9×7
BOARD

2
PLAYERS

Yari Shogi

Invented by Christian Freeling (Netherlands), 1981. “Yari” means lance in Japanese.

OVERVIEW



Yari Shogi — starting position

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

Yari Shogi takes Shogi's characteristic forward orientation to an extreme: every unpromoted piece (except the General) includes a forward-Lance component in its movement. Captures happen the same way as regular moves. Drops are included; the only rule difference from standard Shogi drops is that Pawn drops that immediately deliver checkmate are **allowed**.

SETUP

9-row × 7-column board.

White

- ♦ Rank 1: Forward Rook(a1), Bishop(b1), Bishop(c1), General(d1), Knight(e1), Knight(f1), Forward Rook(g1)
- ♦ Rank 3: Pawns a3–g3

Black

- ♦ Rank 9: Forward Rook(a9), Knight(b9), Knight(c9), General(d9), Bishop(e9), Bishop(f9), Forward Rook(g9)
- ♦ Rank 7: Pawns a7–g7

PIECES

GENERAL

Moves one square in any direction (as a King). Does not promote.

FORWARD ROOK

Slides along the rank (sideways) or forward along the file — but **not backward**. Effectively a Rook without the backward move.

Promotes to: Full Rook (slides orthogonally in all four directions).

BISHOP (YARI)

Slides forward along the file (fR component), **or** steps one square diagonally forward (fF component). Cannot move backward or sideways.

Promotes to: Gold.

KNIGHT (YARI)

Slides forward along the file (fR component), **or** makes a forward L-shape leap — two squares forward then one square sideways (the standard Shogi knight leap, forward only, jumps over pieces).

Promotes to: Gold.

PAWN

Moves one square straight forward. Captures by the same move.

Promotes to: Silver.

GOLD (PROMOTED BISHOP OR KNIGHT)

Moves one square forward, diagonally forward, or sideways **or** slides backward along the file (backward Lance). Combined: any Shogi-Gold step plus a backward file slide.

SILVER (PROMOTED PAWN)

Moves one square straight forward or diagonally forward **or** slides backward along the file (backward Lance). Cannot move sideways or step backward.

PROMOTION

The **promotion zone** is the three ranks furthest from each player (White: ranks 7–9). Promotion is optional unless it would leave the piece immobile:

- ♦ Bishop, Knight, and Pawn **must** promote if moved to the last rank (rank 9 for White).

Pieces are dropped unpromoted and do not promote upon being dropped even inside the promotion zone.

DROPS

Captured pieces change sides and may be dropped on a vacant square as a turn, with these restrictions:

- ♦ A piece may not be dropped where it would have no legal moves. (Bishop, Knight, and Pawn cannot be dropped on the last rank.)
- ♦ A Pawn may not be dropped in a file already containing an unpromoted friendly Pawn.
- ♦ **Pawns may drop to give checkmate** (unlike in standard Shogi).

Source: chessvariants.com/ms.dir/yarishogi.html; rules by Christian Freeling