This PDF document created by **E.Baud / Eurasia-Chess** is an extension to the « Mini-Shogi game formatted to fit a CD box, by Erhan Cubukcuoğlu », to print&cut yourself for crafting your own game. http://www.boardgamegeek.com/geeklist/51428/games-formatted-to-fit-in-a-cd-box

This version uses:

- Eurasia-Chess pieces,
- a larger MiniShogi board, and also offer
- a standard sized mini-Shogi board.

Enjoy the game, and don't hesitate to make it discovered by new players: Mini-Shogi with westernized pieces is an excellent way to convince!

> This game, board design, pieces and cover arts is free only for non commercial uses

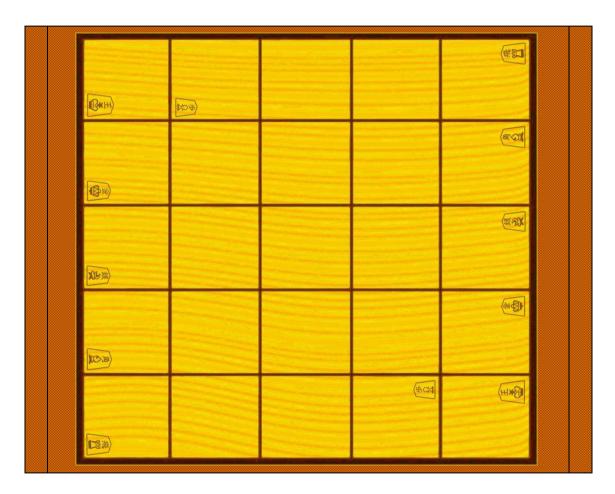


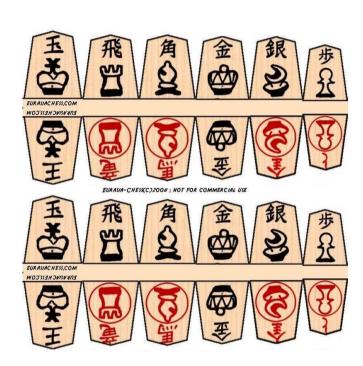
http://www.Eurasia-Chess.com

Page 1: Front CD-page

Please print: pages 1 & 2, then pages 3&4 in recto-verso format A4; page 5 is a Mini-Shogi board of standard size, for playing with regular Shogi chessmen

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Page 2: Mini-Shogi Board (CD-back) + Mini-Shogi pieces

MOVES (see move diagrams)

- King, Rook, Bishop: as for Chess
- Pawn : move AND capture, stepping 1 square forward
- Gold General: move like a King, except of the 2 backward diagonals. That's a good defender who can also be very useful when mating by drops. Its symbol is the Chess Queen.
- **Silver General**: move on the 3 forward squares and 2 backward diagonals. That's a good attacker. Its symbol is the half-moon, corresponding to Silver alchemy symbol.

PROMOTION

Promotion zone is the last rank (as for Chess). Unlike Chess, almost all pieces can be promoted, except King and Gold general. The piece is then turned upside down (promoted face is red). Promotion is not mandatory, except for the pawn on its last rank. Promotion is allowed at the end of a player's turn, at the end of piece movement, when origin or destination square is in the Promotion zone.

Captured promoted pieces lose their promoted status.

Note: For Shogi (9x9 board), promotion zone is corresponding to the last 3 rows. If a Piece arrives in a position where no more move is possible (not taking into consideration neighboring pieces), the Piece is then obligatory promoted.

Promoted pieces gain enhanced move possibilities:

- promoted Silver moves like Gold
- promoted Pawn moves like Gold
- promoted Rook gains King moves
- promoted Bishop gains King moves

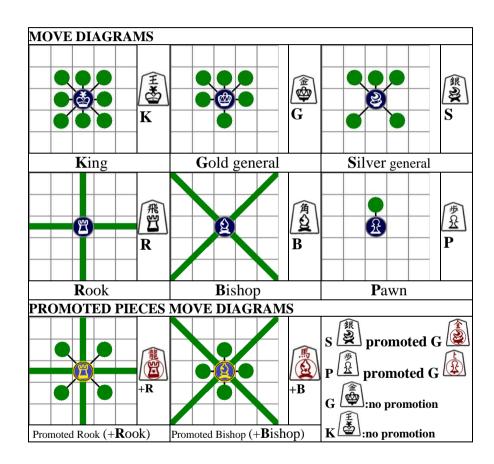
DROPS

Captured opponent's pieces are stocked on your right, and are now belonging to the capturer. Pieces from this stock can be reused by their owner, at his turn to play. This movement, from stock to board is named a **drop**;

A player can either move a piece on the board, or make a drop. When a promoted piece is captured, such is stocked un-promoted.

Restrictions:

- A piece can only be dropped on an empty square;
- A pawn can't be dropped on a line containing already an unpromoted Pawn from the same player;
- A pawn can't make immediate checkmate when dropped (a simple check is allowed, and drop-checkmate by another piece as well).
- A piece cannot be dropped on a square where no further move is possible (not considering neighboring pieces): for Mini-Shogi, a Pawn cannot be dropped on the last Rank.



MINI SHOGI

This strategic game for 2 players is a popular variant of the Japanese Chess: Shogi.

This spread variant is applying most of the Shogi rules, on a smaller board (5x5 instead of 9x9) and with less pieces, allowing fast games and easy learning of pieces moves (especially Gold&Silver) for newbies.

Content of the Game:

- Board 5x5
- Pieces: 2 Kings, 2 Gold generals Or, 2 Silver generals Argent, 2
 Bishops, 2 Rooks, 2 Pawns (pieces have one color only, and have a promoted face)

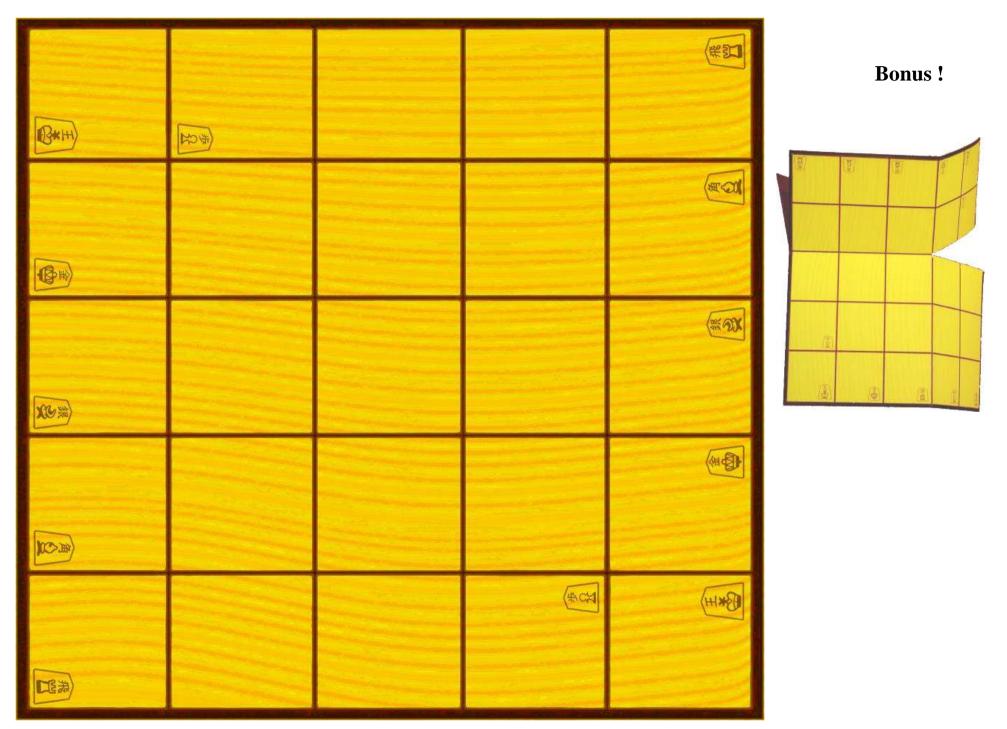
Win the game:

The aim of the game is - as for Chess - to checkmate opponent's King.

Rules of the game:

La position initiale des pièces est celle indiquée sur le plateau de Jeu.

Page 4: Notice II/II



Page 5: Mini-Shogi standard-sized board, to use with regular Shogi pieces. This board can be blend or cut, in order to fit CD-box.