Simple Shogi

SetUp

- The easiest way is to open a SimpleShogi scene in Assets and bring it over as is.

- If you want to use your own pieces or board, please refer to the prefab that is already there and do the following setup.

(1) Attach ShogiPiece.cs to the piece you want to use and select Type.

(2) Attach ShogiBoard.cs to the shogi board you wish to use, set the number of grids, grid size, grid start position, and include MovablePrefab.

(3) Prepare a place to place the captured pieces for the first and second player, and set them up in the same way as ShogiBoard.cs.

Class

ShogiManager

Class that manages the core game part.

Piece types, piece movements, holding time, and the number of times a piece is played can be changed here.

ShogiBoard

Classes to use for the number of grids on the board, holding pieces, placing pieces, taking pieces, etc.

If you want to change the number of grid cells on the Shogi board or the number of pieces you have, change Rows and Columns.

ShogiPlayer

Manage players' first and second moves, a captured piece, etc.
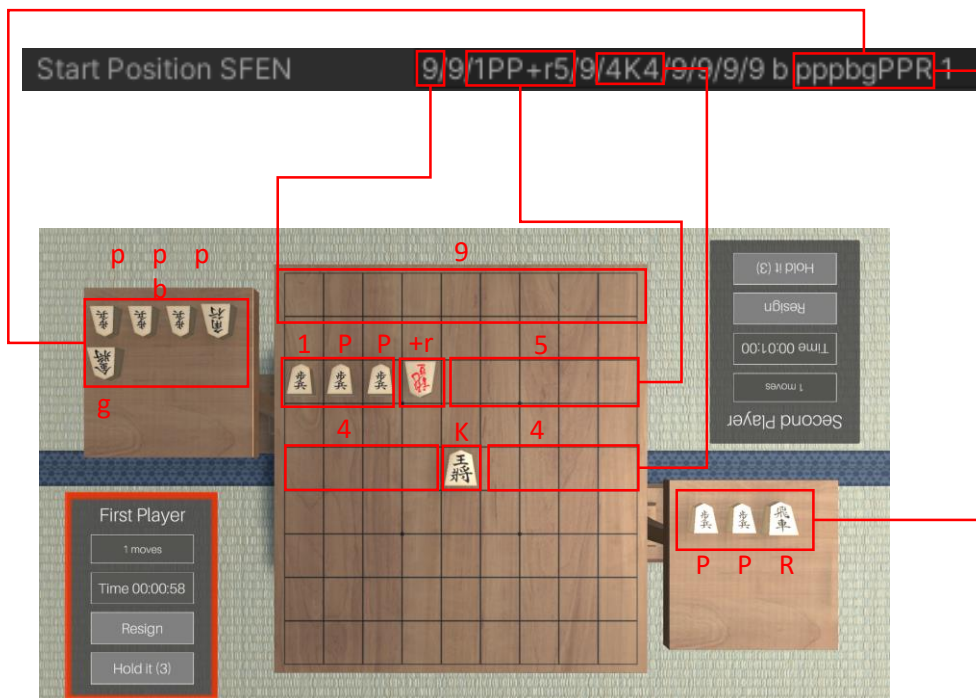
ShogiUIManager

UI System

StartPosition

The initial board is created by reference to StartPositionSFEN.

From left to right, the initial board, which side is first, the number of captured pieces, and the current number of turns, separated by a single space.

The first board is separated by a / for each row, and the pieces are placed in the rows from left to right.
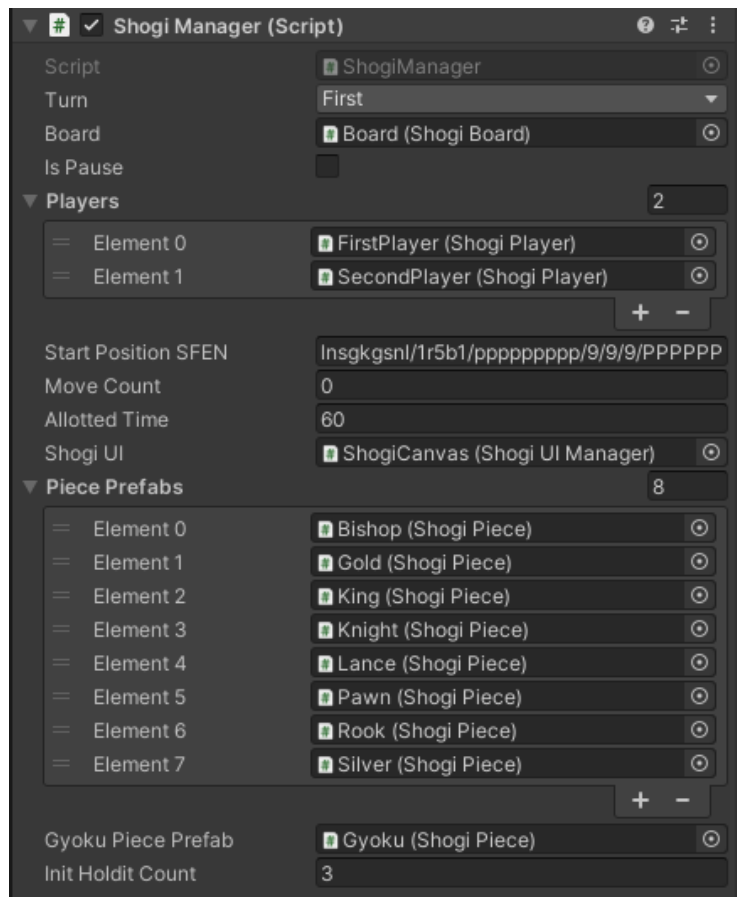
The first and second moves are distinguished by the upper and lower case letters of the alphabet, and promoted pieces are preceded by a + sign.

(We will explain more about promoted pieces in a few pages).

ShogiManager

- AllottedTime Time limit for a move. Specified in seconds.
- InitHolditCount Number of times to wait.
- StartPositionSFEN Initial board position (next page)
- PiecePrefabs Pieces to use.

# ✓ Shogi Manager (Script)	❓ ✥ ⋮
Script	ShogiManager ⊙
Turn	First ▼
Board	Board (Shogi Board) ⊙
Is Pause	☐
▼ Players	2
= Element 0	FirstPlayer (Shogi Player) ⊙
= Element 1	SecondPlayer (Shogi Player) ⊙
	+ −
Start Position SFEN	lnsgkgsnl/1r5b1/ppppppppp/9/9/9/PPPPPP
Move Count	0
Allotted Time	60
Shogi UI	ShogiCanvas (Shogi UI Manager) ⊙
▼ Piece Prefabs	8
= Element 0	Bishop (Shogi Piece) ⊙
= Element 1	Gold (Shogi Piece) ⊙
= Element 2	King (Shogi Piece) ⊙
= Element 3	Knight (Shogi Piece) ⊙
= Element 4	Lance (Shogi Piece) ⊙
= Element 5	Pawn (Shogi Piece) ⊙
= Element 6	Rook (Shogi Piece) ⊙
= Element 7	Silver (Shogi Piece) ⊙
	+ −
Gyoku Piece Prefab	Gyoku (Shogi Piece) ⊙
Init Holdit Count	3

ShogiBoard

- It is used for both the main shogi board and a place to put the pieces you have taken.

- Set the board size with Rows and Columns.

- SquareSize sets the size of a square.

- GridStartPosition sets the starting point of the grid Moveble is a visualization object of the moveable area
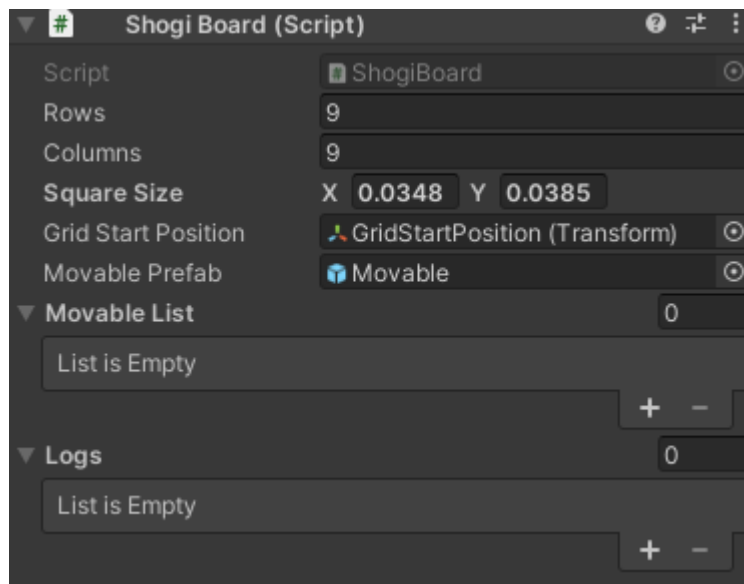
What is Shogi?

You bought this, of course you must be interested in Shogi!

But even though you know it's a board game, you don't know the rules.

…… What's the difference between Shogi and Chess?

Maybe you are one of those people.

So, I will give you a brief explanation of Shogi on the next page.

If you want to know the detailed rules, please use the Internet.

Drop

The main difference between Shogi and Chess is that you can use the pieces of your opponent that you have taken as your own. This allows for an aggressive fight to the end.

Putting a taken piece on the board is called "Drop".
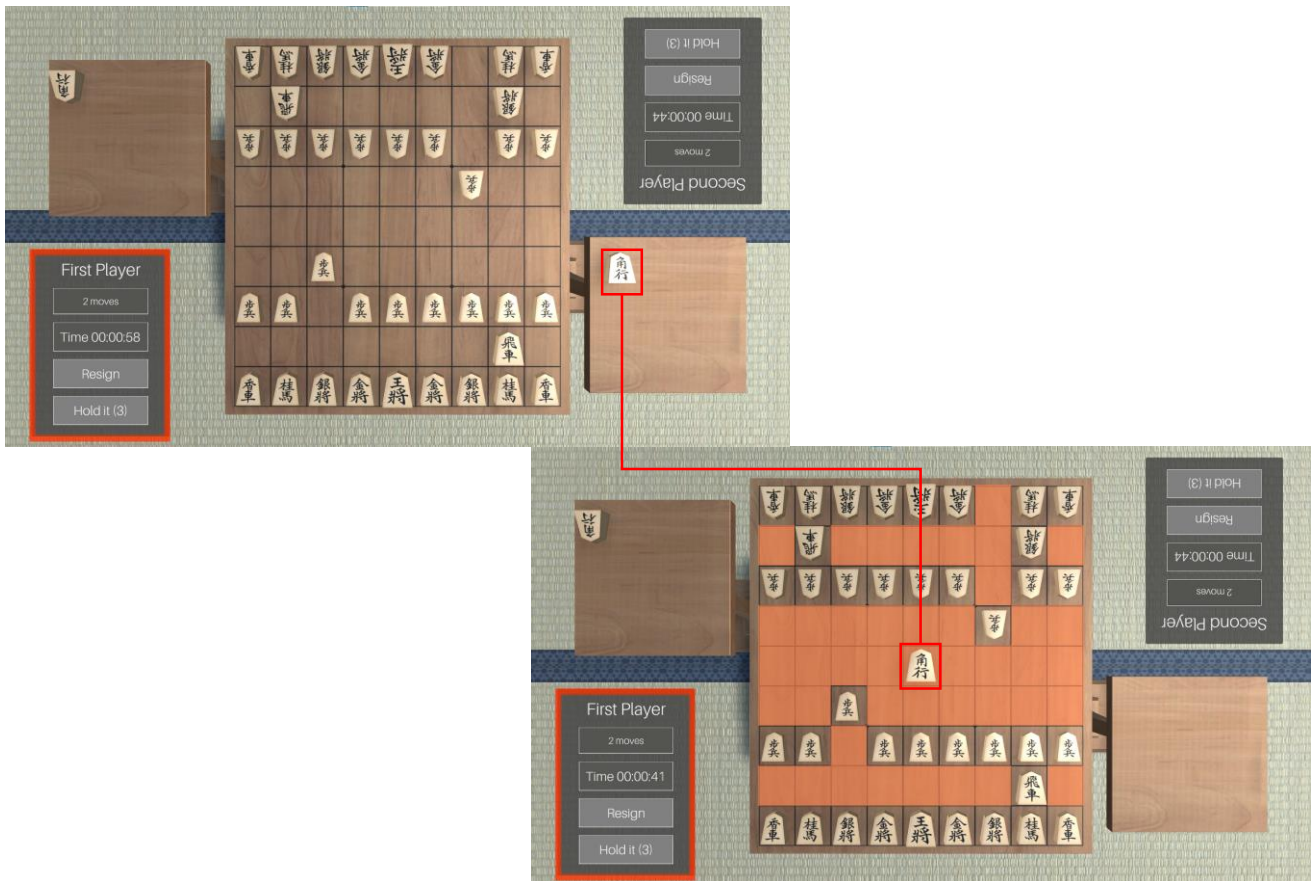
About the promoted piece

The Shogi board is divided into two sections:
the front three rows are your own and the back three rows
are the enemy's.

You can "Promotion" a move by either moving your piece
into the enemy's camp or by moving a piece in the enemy's
camp.

However, a piece cannot be promotion by drop it directly
from its own position into the enemy's position.

You can "promotion" a piece by moving the piece afterwards.

A piece cannot be restored to its original state, and if you
take a piece that is already promoted, you must add it to your
pawns in the state it was in before it was promoted.

(Viewed from the front) Enemy position

(Viewed from the front) Own position

how a piece moves

King（王将）:

The king piece in chess.

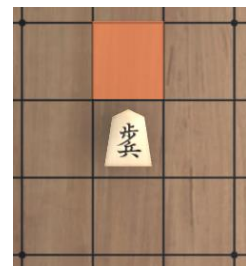They can move to any square around them, but cannot be promoted.

Pawn（歩兵）/promoting pawn (と):

A piece similar to a pawn, which can move forward one square.

Unlike a pawn, it can only advance one square on its first move, and when taking an opponent's piece, it takes the piece in front of it.
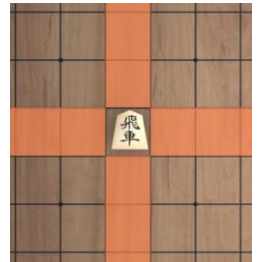
(Un passant does not exist).

When promoted, it moves the same as gold.

how a piece moves

Rook（飛車）/Promoted Rook (龍王):

A piece similar to a chess rook, it can move up, down, left and right until it collides with another piece.

When promoted, it becomes the most powerful dragon king and can make king moves in addition to its original moves.

Bishop（角行）/Promoted Bishop (龍馬):

Like the bishop, it moves diagonally forward until it collides with another piece.

When promoted, it becomes the strongest dragon horse and can make king moves in addition to its original moves.

how a piece moves

Gold General（金将）：

A piece that flanks the king, but cannot be promoted.

powerful enough to move in all directions except diagonally downwards.

Silver General（銀将）/Promoted Silver:

These pieces move similarly to the gold, but instead of being able to move sideways and backward, they can move diagonally backward.

Since there are few pieces that can move diagonally backward, it is possible to fight in a way that gold cannot.

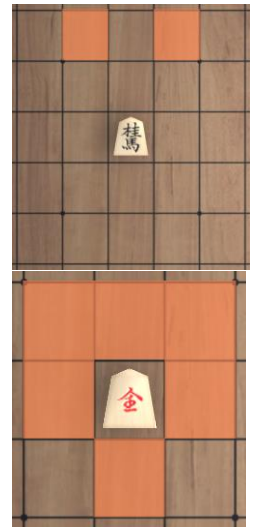When it is Promoted, it moves in the same way as gold.

how a piece moves

Knight（桂馬）/ Promoted Knight:

it moves two squares vertically and one square horizontally, jumping over the piece in front of him.

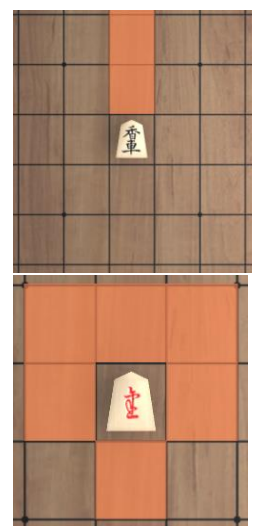It moves similarly to the knight in chess, but unlike the knight, it cannot move sideways or backward.

When it is Promoted, it moves in the same way as gold.

Lance（香車）/Promoted Lance:

The player can move forward as far as he can until he encounters another piece.

When it is Promoted, it moves in the same way as gold.

irregularity

Stuck in a cornerPawns, knights, and lances are not allowed to move backward, and if they are not promoted, they will not be able to move in some locations.

Whenever you move to a place where you cannot move in this way, you must do so by promotion a pawn, and you cannot drop a piece in a place where you cannot move

(If the piece is blocked by your own piece, or if you can move it depending on the situation, it is no problem.)

There are several rules for pawns to keep the game balanced

Two pawns : Your two pawn must not exist in the same row.However, if one is promoted pawn, it is not so.

Drop Pawn Mate(To be implemented soon) :

It is an infraction to checkmate directly by dropping a pawn you have.

However, if the player checkmates by advancing a pawn that was on the board, there is no problem.