大局将棋

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TAIKYOKU SHOGI

The largest shogi ever made

THE PLAYER'S GUIDE



36 × 36 squares · 402 pieces a side · 301 kinds of piece

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CHAPTER 1

Welcome

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Imagine shogi, the Japanese chess, on a board sixteen times larger, with twenty times as many pieces and almost every one of them moving in a way of its own. That is Taikyoku shogi, the "ultimate shogi".

Taikyoku shogi is a centuries-old variant played on **1,296 squares** (36 by 36). Each side commands **402 wedge-shaped pieces**. There are **209 kinds of piece** in the opening position and **301 kinds** in all, because 92 of them exist only as the result of a promotion. Nobody knows who invented it, and it is known from a single old record. Real games are said to take days. This game is a playable, 3D version, set in a painted courtyard, with a teacher who explains the rules, ten opponents to climb through, puzzles, a Study area for long careers, and online play.

The game at a glance

The board and the armies

- 36 × 36 squares, 1,296 in all
- 402 pieces a side, 804 in total
- 209 kinds of piece in the opening setup, 301 in the encyclopedia
- Win by capturing every enemy king and crown prince

What you can do

- Learn with an eight-lesson first game and a voiced teacher
- Climb a Ladder of ten opponents, or walk the 54-game Pilgrimage
- Play a Daily Battle and a puzzle of the day
- Play online, or by correspondence over days
- Keep, annotate and review games in the Study area

How to use this guide

If you are new to shogi, read chapters 3 to 6 in order: they take you from installing the game to making your first moves. If you already know shogi or chess, skim chapter 4 for what is different here (lions, promotion, no check) and go straight to chapter 5 to meet the pieces. Chapters 6 to 13 are reference: keep them open while you play. Words in **bold** are the names of buttons and screens in the game; keys are shown like <kbd>U</kbd>.

> **THE FASTEST START**
> Install the game, press **Continue your first game** on the title screen, and follow the teacher. It takes about ten minutes, and you will have played a real game on the real board.

CHAPTER 2

A short history

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The largest chess-like game ever described, known from one old record, lost for centuries, and played through once in modern times.

The family of large shogi

Shogi belongs to the chess family, and in Japan many larger versions of it were designed. They grow by steps, and each added a few new pieces to the ones before it.

GAME	BOARD	SQUARES
Shogi (modern)	9 × 9	81
Chu shogi	12 × 12	144
Dai shogi	15 × 15	225
Tenjiku shogi	16 × 16	256
Dai dai shogi	17 × 17	289
Maka dai dai shogi	19 × 19	361
Tai shogi	25 × 25	625
Taikyoku shogi	**36 × 36**	**1,296**

Taikyoku means "ultimate", and the name fits: it was the largest of them all, with 402 pieces of 209 kinds on each side. It is far larger than any game played today.

Who made it?

Nobody knows. It is thought to come from the Edo period (1603 to 1868), and it is known from an old family document. Some say it was devised by priests, but there is no proof, and no one has shown that it was ever widely played. It may have been an idea on paper, a game made to be admired as much as played.

Lost, and found

For centuries the game lay unknown. Then, in 1997, it came back to light. Until that day, people had thought **tai shogi** was the biggest chess-like game anyone could really sit down and play. At least two sets of restored pieces exist, and one is kept at the Osaka University of Commerce.

SMALL PIECES

The restored boards and pieces are tiny. Each square measures about two thirds of an inch by three fifths of an inch, so the whole board is about 26 by 22 inches. The pieces are wedge-shaped, with the largest standing near the king. Small pieces are hard to read, which is one reason this game gives you a camera, a zoom and a diagram for every piece.

The only full game on record

In 2004 a Japanese television show staged a real game of Taikyoku shogi. It took **32 hours and 41 minutes**, spread over three days, and **3,805 moves**. It is the only full game we know of in modern times.

How the rules were rebuilt

The rules come from one short old record, and scholars have to interpret it. Many pieces move differently here than in other shogi games. Even promotion is uncertain: one source says a piece promotes on its first capture, another says on entering the far eleven ranks. This game follows one careful reading, and lets you change the promotion rule when you start a new game. Research continues, and the game will follow it.

What we took from the sources

- The setup: 12 ranks a side, 12 empty ranks between
- The piece moves, written in Betza notation
- The promotion table
- The goal: capture every king and crown prince

What we had to choose

- When a piece promotes (first capture by default)
- Whether a promoted piece can promote again (no)
- Whether range-capturing generals may jump their own pieces (no)
- Exactly how the “up to 3 squares” jumpers move (the free eagle uses the lion’s two-step move instead of the sources’ three-square multi-capture)
- Promotion is compulsory in every mode, and a few moves are disputed in the sources (the left and right generals, the tengu, the capricorn)

The full list of readings is in the Learn section of the website. The piece data is from the English Wikipedia article on Taikyoku shogi (CC BY-SA 4.0), which follows Isao Umebayashi, *Sekai no Shogi* (1997), L. Lynn Smith’s English translation at The Chess Variant Pages, and George Hodges, *Ten Shogi Variants* (2002); the notation is Ralph Betza’s funny notation. The game was inspired by Allen Adler.

IN THE GAME

The **History** screen on the title screen tells this story with narration. Open it when you want the short version read aloud.

CHAPTER 3

Getting started

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From download to your first move in a few minutes.

What you need

SYSTEM	REQUIREMENT
macOS	macOS 13 or later on Apple silicon, macOS 11 or later on Intel (one universal app)
Windows	Windows 10 or 11, 64-bit
Linux	x86-64 with Vulkan or OpenGL graphics
Linux on ARM	ARM64 (such as a Raspberry Pi) with Vulkan or OpenGL graphics
Browser demo	Any recent browser. Free, with no time limit, but not the whole game: no Campaign and no online play

The download is about 0.5 GB. The game has four graphics levels, including a light mode for very slow computers (see chapter 13).

Installing the beta

macOS

1. Unzip the download and drag **Taikyoku Shogi** into **Applications**.
2. Double-click it. macOS says it was "Not Opened": click **Done**.
3. Open **System Settings, Privacy & Security** and scroll to **Security**.
4. Click **Open Anyway**, then enter your password or use Touch ID. Click **Open Anyway** once more.

The beta is signed but not yet notarized by Apple, so macOS asks once. You only do this the first time.

Windows

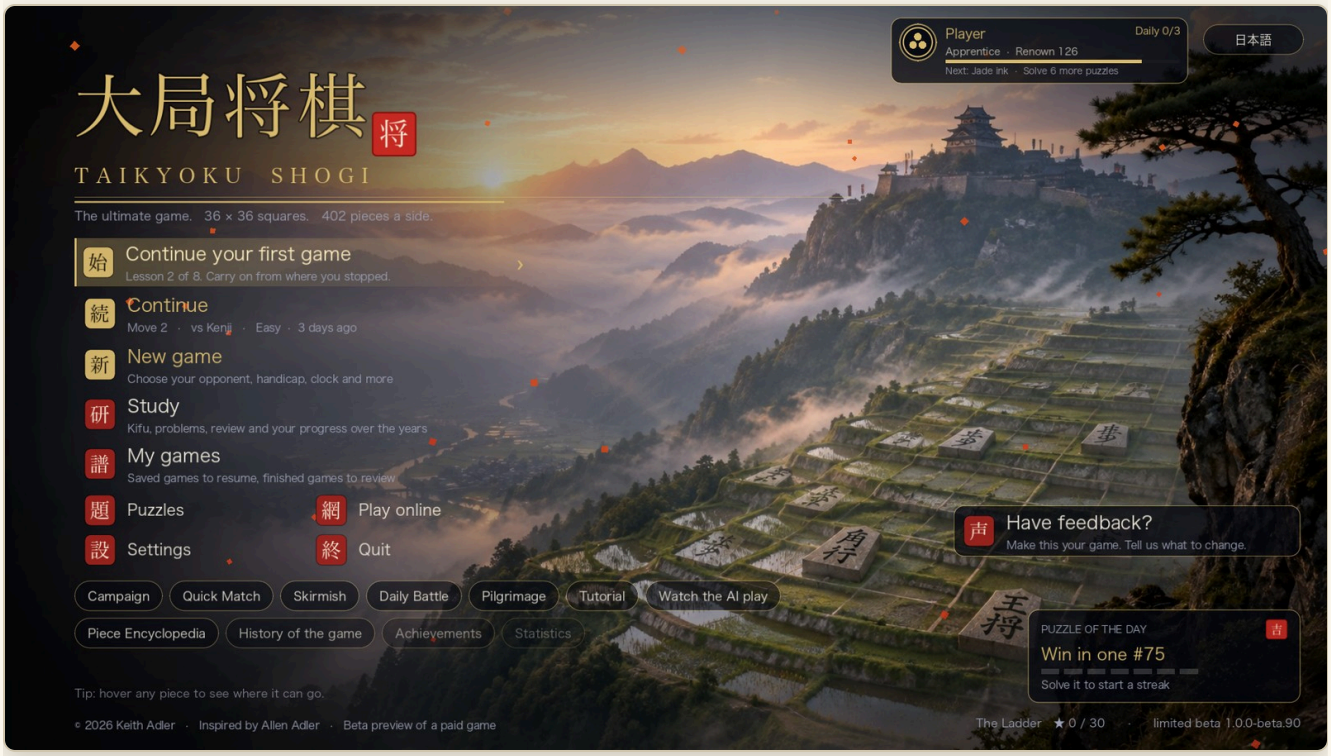
1. Right-click the download and choose **Extract All**.
2. Run **Taikyoku Shogi.exe**.
3. If Windows SmartScreen appears, choose **More info**, then **Run anyway**. The app is not code-signed yet.

Linux

1. Extract the archive: `tar xzf TaikyokuShogi-*.tar.gz`
2. Start `./TaikyokuShogi.sh`. The launcher picks X11 or Wayland for you. If it will not start, run `chmod +x TaikyokuShogi.sh` first.

Your first launch

The game opens with a short film and the title screen. The big entry at the top is where you go next: on a fresh install it is **Continue your first game**, an eight-lesson guided game on the real board with a teacher's voice and captions that are always shown. The lessons are short and you can leave halfway: the game remembers which lesson you were on. If you already know chess you will see an **I know chess** button on the first lesson that jumps ahead.



The title screen. The entries at the left take you into the game, your saved games and Study. The small buttons below are the other ways to play. At the top right is your player card, and the button beside it switches the language between English and Japanese.

Language and piece labels

The game is in English and Japanese. The language button at the top right of the title screen switches the whole game. Separately, pieces carry their kanji names by default; press L in a game (or the **Labels** button) to switch the piece labels to English names. You can change either at any time.

> **YOUR FIRST FIVE MINUTES**
>
> 1. Finish the eight lessons. 2. Beat Kenji, the first opponent on the Ladder: he starts without fifty of his best pieces. 3. Open the **Puzzle of the day** card on the title screen. 4. Look up any piece you meet in the **Piece Encyclopedia** (E).

CHAPTER 4

The rules in ten minutes

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If you know shogi or chess you already know most of the ideas. Here is the whole game, and what is different.

The goal

Capture **every enemy king and crown prince**: together they are called the **royals**. Each side starts with more than one, and the number each side still has is shown under the turn banner. There is **no check**: nothing stops you from leaving a royal where it can be captured, so protect your own. When a side has no royals left, it has lost. You can also **resign** from the pause menu.

The board and the sides

The board is 36 squares each way. Black moves first; in a game against the computer you choose your side when you set the game up (**Black (moves first)** or **White**). The pieces are flat wedges that point toward the enemy, and each one carries its name: kanji by default, English if you switch labels. Forward is always toward the enemy. Squares are numbered by file and rank, shown in the margins and in the move list.

Moving and capturing

1. **Click one of your pieces.** Its legal squares light up.
2. **Green squares** are moves. **Red squares** are captures.
3. **Click a square** to play it. A captured piece is removed. The turn passes to your opponent.

Every kind of piece moves differently. Hover over a piece (or tap it on a touch screen) to see its move diagram and its worth; chapter 5 explains how to read the diagrams, and the **Piece Encyclopedia** shows all 301.

Lions strike twice

The **lion** moves up to twice in one turn. Click the lion, then the first-step square (shown **yellow**), then the second square. Click the yellow square again to stop there, or click the lion itself to capture without moving. Several other strong pieces share the lion's double step; the encyclopedia shows them as the **Lion family**.

Promotion

By default, a piece **promotes the first time it captures**, and a promoted piece never promotes again. Promoted pieces are shown in **red**. Many pieces have a promotion; 92 kinds of piece exist *only* as the result of promoting another, and never stand on the board at the start. The sources for the old rules disagree about promotion, so when you set up a game you can choose the rule:

RULE	WHAT IT MEANS
On its first capture	The default. A piece promotes when it first captures. It cannot promote again.
Entering the far zone	A piece promotes when it reaches the far end of the board, as in modern shogi.
Zone or capture	Either of the two.
No promotion	Pieces never promote.

Under **More options** you can also let a promoted piece promote again (chains up to six deep), and let range-capturing generals jump their own pieces.

Handicaps

In shogi the stronger player gives the weaker one a head start by removing some of their best pieces. The Ladder works that way: Kenji, the first opponent, starts without his 50 best pieces; the ones at the top of the Ladder have a full army. In a custom game you can make the computer lose its **10, 25 or 50 best pieces**. Online, **Challenge a stronger player** offers a handicap that follows from the rating difference.

Draws and time

A position that repeats three times is a draw. Online games also allow a draw offer. Games can be played with **No limit**, with 5, 15 or 30 minutes each, or with **byoyomi** (a main time plus extra time added for every move): 10 minutes plus 30 seconds a move, or 20 minutes plus 60 seconds. A player whose time runs out loses.

CHAPTER 5

The pieces

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Two hundred and nine kinds of piece take the field. You do not need to learn them: you need to learn how to read them.

Reading a move diagram

Every piece has a diagram showing where it can go from the middle of an empty board. In the game the squares are coloured by *how* the piece gets there:

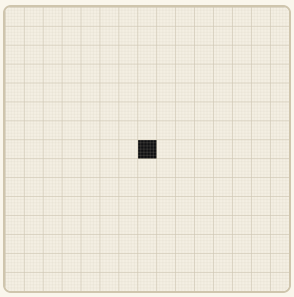
- **Step**: a single step or a limited slide
- **Slide**: any distance, stopping at the first piece
- **Jump**: leaps over whatever is in the way
- **Special**: lion, hook and range-capture moves

The diagram shows the piece's moves as it would make them on an empty board; other pieces block sliders and are captured by them, so on a crowded board a piece reaches fewer squares than its diagram.

The six families

Almost all 301 pieces fall into six families, based on how they move. Learning the families is the fastest way to read a board.

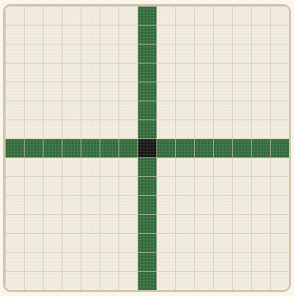




Steppers (83 kinds)

Move one square at a time, in the directions on their diagram. The **pawn** steps one square forward and is the backbone of every army. Steppers are slow but they hold the line, and they are what most of the board is made of.

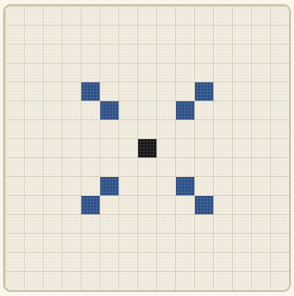




Rangers (166 kinds)

Slide any distance along straight lines, stopping at the first piece in the way (and capturing it if it is an enemy). The **dragon king** slides along ranks and files like a rook and also steps diagonally. The largest family.

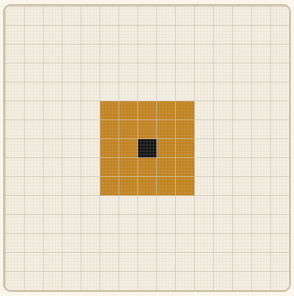




Jumpers (37 kinds)

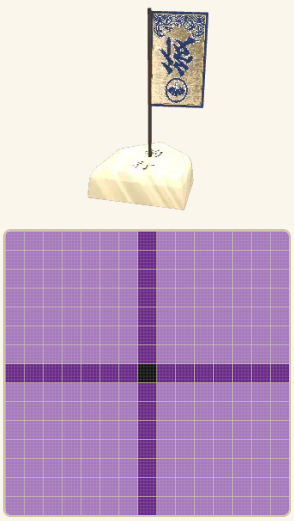
Leap over other pieces, friend or enemy, to land beyond. A jumper can reach squares behind a wall of pieces, so on a crowded board it is often the piece that decides a fight.





The Lion family (5 kinds)

The **lion**, the **lion hawk**, the **free eagle** and their kin move twice in one turn and can capture two pieces in a single move. They are the strongest pieces in the game: protect yours, and watch for the enemy's.

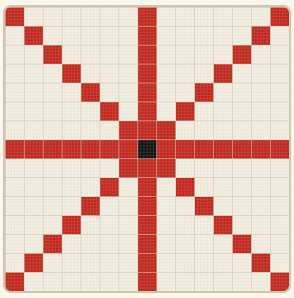


Hook movers (4 kinds)

Slide along a line and may turn 90 degrees *once* along the way, then slide on, like a hook. Their reach is hard to read at a glance, so look at the diagram before you trust a square to be safe.

Range capturers (6 kinds)

Fly along a line over any number of **lower-ranked** enemy pieces (your own too, if you switch on the optional jump-friends rule), **capturing every one they pass**. They cannot pass or capture a piece of equal or higher rank, and kings and crown princes cannot be touched by them. A range capturer on an open line is a threat to a whole row at once, and to your own pieces too: the **Threats** overlay (T) shows what is in danger.

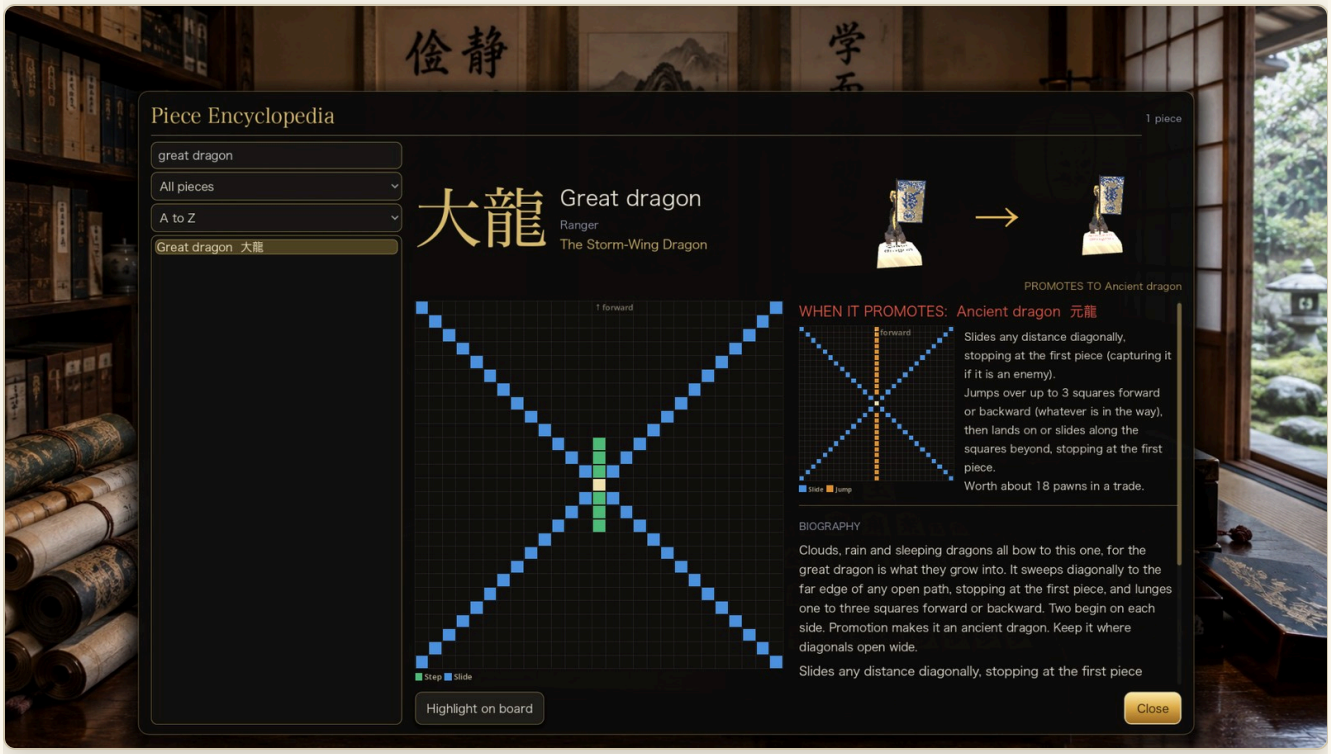


FIND THEM FAST

Press K to jump the cursor to your lions and J to your range capturers. **Groups** (G) highlights one family at a time.

The Piece Encyclopedia

Press E at any time, in a game or from the title screen, or use the **Pieces** button. The encyclopedia lists all 301 kinds. Search by English name, kanji or notation, filter by family (**Steppers, Rangers, Jumpers, Hook movers, Lion family, Range capturers, Promotion only**), and sort by name or by strength.



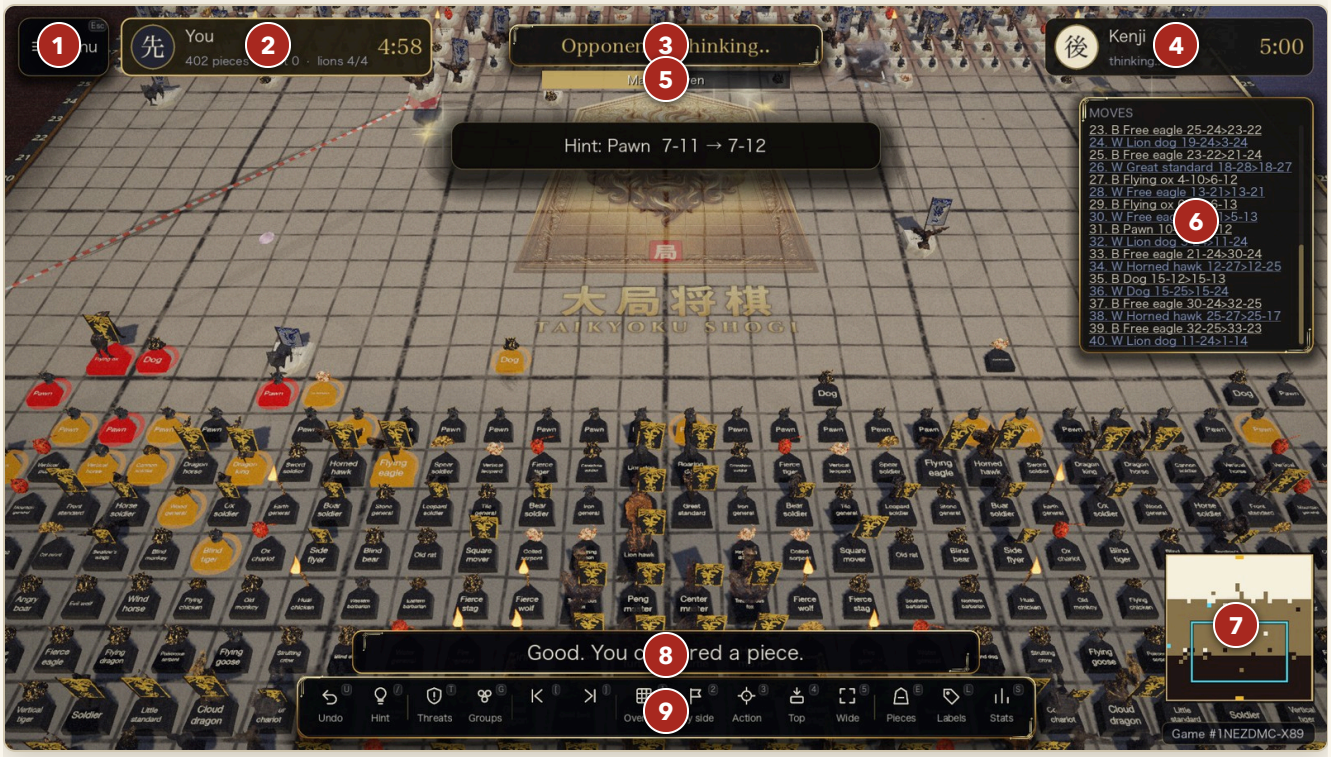
An entry. At the top you see the piece's name and kanji, its title, and the piece itself: its carved figurine and flag, and beside it the piece it becomes when it promotes. Below, the move diagram; at the right, a short biography, then **When it promotes**: the promoted piece with its own diagram and description, then facts (how many each side starts with, its notation, its worth in pawns, and your mastery stamp).

- **Highlight on board** marks that kind of piece on the board during a game.
- **Try it** (from the title screen) opens a small trial with that piece so you can feel how it moves.
- The **worth** is the piece's value in pawns: a rough guide to what is a fair trade.
- The biographies are fiction written for the game, not history.

CHAPTER 6

The game screen and the toolbar

Everything you need is on screen: cards at the top, the move list at the right, and a toolbar at the bottom.



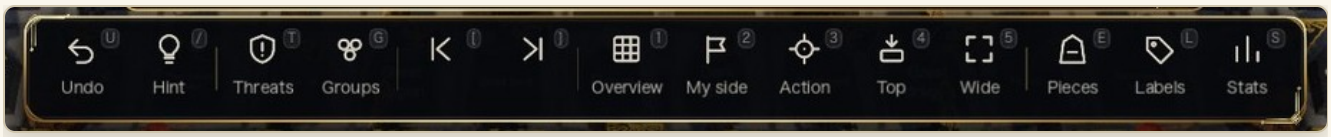
The game screen. **1** Menu. **2** Your card: pieces left, pieces lost, lions, and your clock. **3** The turn banner. **4** Your opponent's card and clock. **5** The material balance bar. **6** The move list. **7** The map of the whole board. **8** The teacher's captions. **9** The toolbar.

The cards, the banner and the balance bar

Each player has a card with their name, the number of pieces they still have, the pieces they have lost, how many lions remain, and a clock when the game is timed. The **turn banner** tells you whose move it is and shows *Opponent is thinking* while the computer decides. The **royals** still alive for each side are shown under it. The **balance bar** compares the two armies by material (*Material even*); you can hide it in Settings. The **move list** records every move; click any line to look at that moment. The **map** in the corner is a dot for every piece, gold for royals, with a frame showing what the camera sees; press N to hide or show it.

The toolbar

The toolbar along the bottom is grouped into five sets. The small letter at the corner of each button is its key. A button that is switched on glows gold. A button that does not apply here (for example Undo in an online game) is dimmed.



The toolbar with **Threats** and **Groups** switched on.

BUTTON	KEY	WHAT IT DOES
Undo	U	Takes back your last move and the reply, against the computer. Not available online.
Hint	/	Suggests a move. Press it again for more. Not available online or in puzzles.
Threats	T	Tints your pieces that are under attack: red if unprotected, amber if protected.
Groups	G	Highlights one family of pieces at a time; press again to cycle.
Back / Forward	[ ]	Step back and forward through the game to look at earlier positions. End returns to the live game.
Overview	1	Camera: the whole board.
My side	2	Camera: your side of the board.
Action	3	Camera: close to the last move.
Top	4	Camera: straight down on the board.
Wide	5	Camera: low and wide, with the courtyard around the board.
Pieces	E	Opens the Piece Encyclopedia.
Labels	L	Switches piece labels between kanji and English names.
Stats	S	Shows or hides a panel of statistics for this game: game time, moves, pieces left, pieces captured, and how long each side has spent thinking.
Menu	Esc	The pause menu (top left): resume, settings, how to play, save and name the game, copy or paste a game record, resign, or leave.

While you are watching a game, the toolbar adds **Pause** and **Speed** controls, and Hint, Undo and Threats are dimmed.

CHAPTER 7

Controls

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Everything works with the mouse alone, and everything has a key if you prefer one.

Mouse

ACTION	WHAT IT DOES
Left-click a piece, then a square	Select and move. Green squares move, red squares capture
Hover over a piece	Preview its moves (you can turn this off in Settings)
Right-drag, or Alt-drag	Orbit the camera around the board
Mouse wheel	Zoom, toward the mouse pointer
Middle-drag	Pan the camera
Shift-click a square	Draw a ring on it
Shift-drag between squares	Draw an arrow

Keyboard

IN A GAME

Esc	Pause menu
U	Undo
/	Hint
T	Threats overlay
G	Highlight a family
E	Piece Encyclopedia
L	Piece labels, kanji or English
S	Game statistics panel
N	Show or hide the map
[ ]	Step back or forward in the game
End	Return to the live game
Y	Send a phrase (online)
P	Instant replay, when offered
H	This help, in the game

CAMERA, SOUND AND CAPTURE

1 to 5	Camera views
R	Flip the board
Arrow keys	Pan the camera
, .	Turn the board
- =	Zoom out and in
M	Mute or unmute the music
V	Mute or unmute the teacher's voice (captions stay)
F9	Save a clip of the last big moment
F10	Photo mode
F11	Fullscreen
F12	Save a picture of the board
F3	Show the frame rate

Playing without a mouse

The whole game can be played from the keyboard or a controller with a **square cursor**. Move the cursor with Shift plus the arrow keys, press Tab (or Shift + Tab) to cycle through your pieces, and press Enter to select a piece and then to confirm a square. K and J jump the cursor to your lions and your range capturers.

Touch screens

Tap a piece, then a green square to move or a red square to capture. **Pinch** to zoom the board and drag with **two fingers** to move it. The toolbar scrolls sideways if it does not fit. On Android the system Back button steps out of a screen; on iPhone and iPad use the Back button at the top of the screen.

CHAPTER 8

Ways to play

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One game, many ways in. Everything is on the title screen.

Which mode is for me?

Every mode uses the same board and rules. They differ in who you play, what is at stake and how long it takes.

MODE	OPPONENT	GOOD FOR	TIME
Tutorial	The teacher	Your very first game	10 minutes
Campaign: the Ladder	Ten named opponents	Steady progress, handicap games	Varies
Quick Match	The computer	A game now, at the strength you pick	Varies
New game	The computer, a friend or another player	Choosing every rule yourself	Varies
Skirmish	The computer	A short game: your full army against a small force	About 10 minutes
Daily Battle	The same computer game for everyone, today	A fresh challenge each day	Varies
Pilgrimage	54 set games, the same for everyone	A long road for a long career	Many sessions
Puzzles	None; find the best move	Sharpening tactics	1 to 5 minutes
Watch the AI	Two computers	Learning by watching	As long as you like
Study	None	Keeping and annotating games	Your pace
Online	Another player	Rated games, private games, correspondence	Minutes to days
Two players, one screen	A friend beside you	Teaching, friendly games	Varies

NOT SURE WHERE TO START?

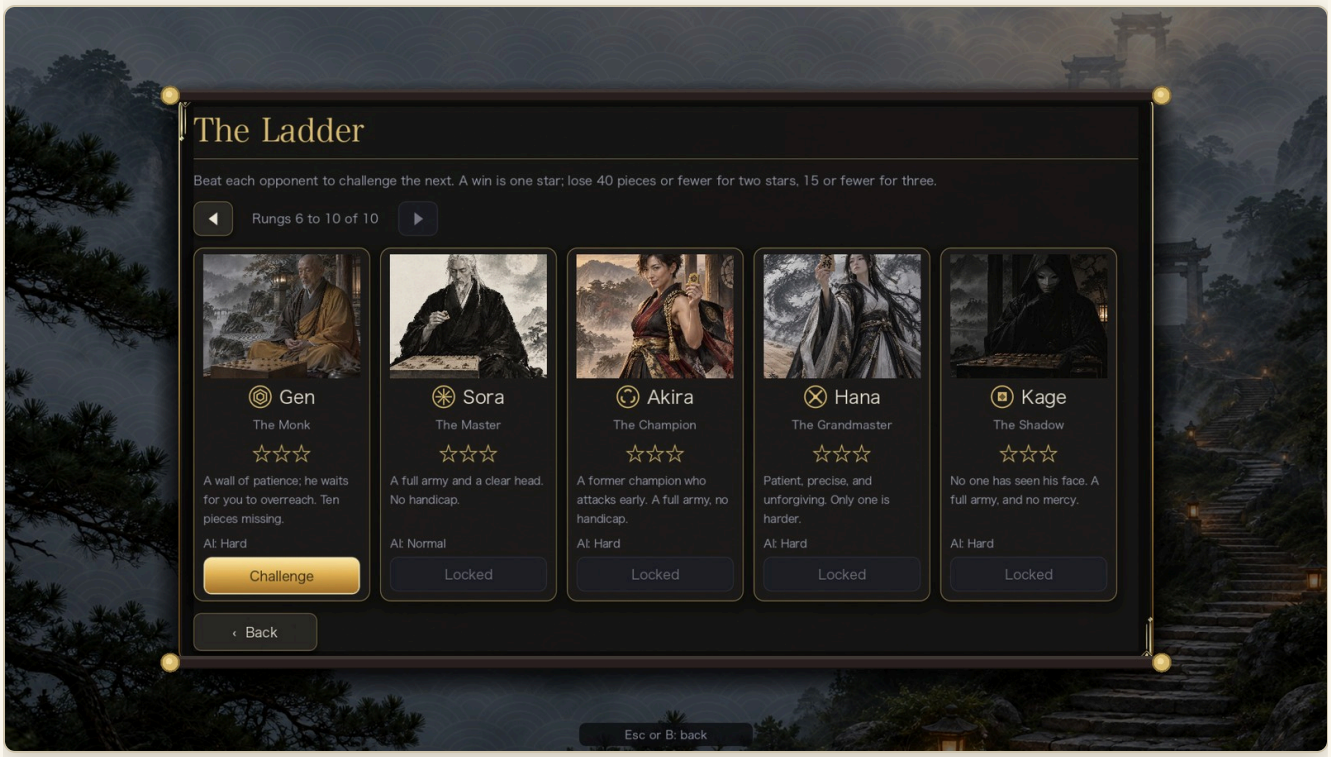
New to shogi: Tutorial, then Kenji and Tomo on the Ladder. Know chess: Quick Match at an easy level, then the Ladder. Want to get sharper without a full game: the puzzle of the day. Want company: Online, or Two players on one screen.

Tutorial

The eight-lesson first game teaches moving, capturing, lions, promotion and the camera on the real board, with a voiced teacher. **Tutorial** on the title screen restarts it; **Replay the lessons** in Settings does the same. Hint, Undo, Threats and Stats are switched off while it runs so the lessons stay in order.

Campaign: the Ladder

Ten opponents, from a beginner to a grandmaster and beyond. Beat one to unlock the next. Each win earns up to ★★★ (thirty stars in all), and each opponent has a personality and a scene of their own. The early rungs are handicap games: the opponent starts without some of their best pieces.

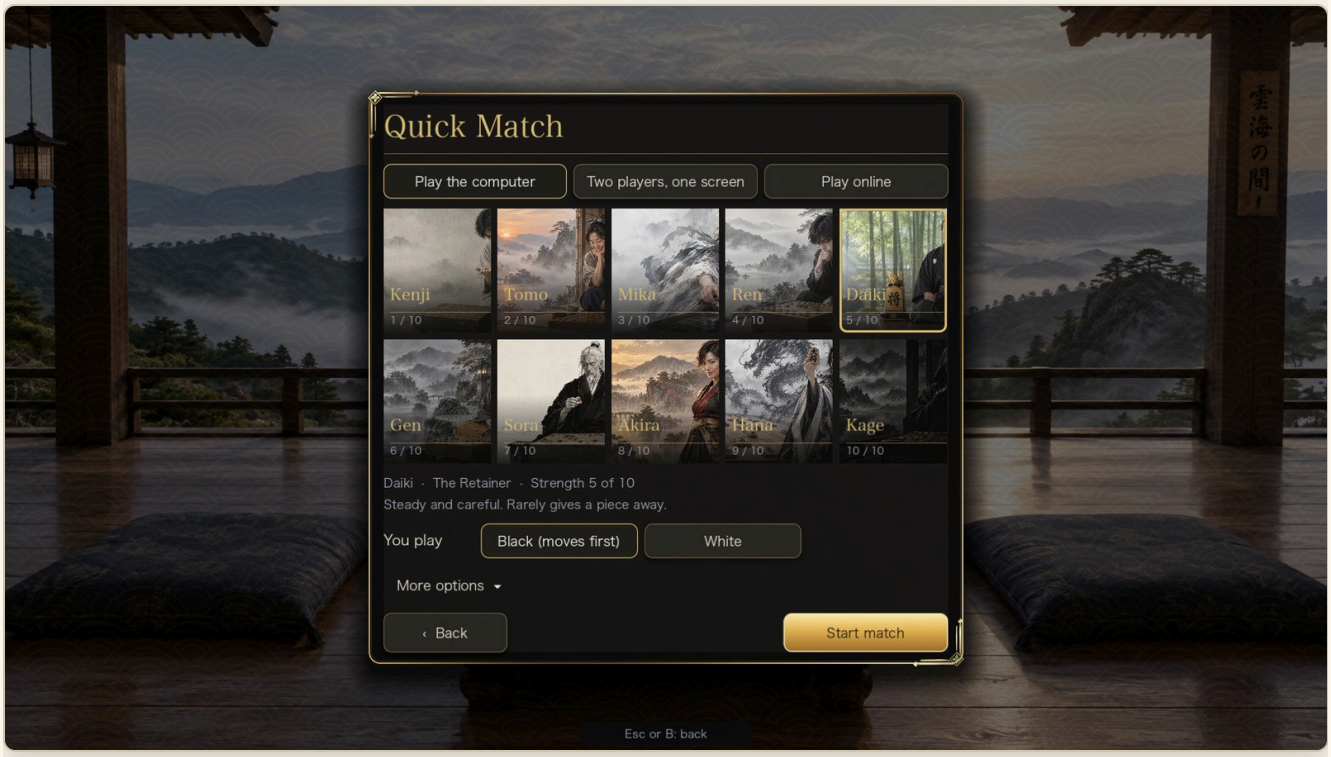


The Ladder. Choose an opponent and press **Challenge**; locked rungs open as you win.

OPPONENT	TITLE	HEAD START FOR YOU	WHAT THEY ARE LIKE
Kenji	The Novice	His 50 best pieces missing	Still learning the pieces
Tomo	The Shopkeeper	50 missing	Loves a trade and loses the endgame
Mika	The Apprentice	25 missing	Plays quickly and carelessly
Ren	The Student	25 missing	Plays the book and stumbles without it
Daiki	The Retainer	10 missing	A steady hand
Gen	The Monk	10 missing	A wall of patience; waits for you to overreach
Sora	The Master	None	A full army and a clear head
Akira	The Champion	None	A former champion who attacks early
Hana	The Grandmaster	None	Patient, precise and unforgiving
Kage	The Shadow	None	No one has seen his face. No mercy

Quick Match and New game

New game builds a game from every setup option. Choose **Play the computer**, **Two players, one screen** or **Play online**, then:



The New game screen, with **More options** open at the bottom.

OPTION	CHOICES
Your side	Black (moves first) or White
Opponent	One of the ten, or by strength: Easy, Normal or Hard
Handicap	None; the computer loses its 10, 25 or 50 best pieces
Clock	No limit; 5, 15 or 30 minutes each; byoyomi 10 min + 30 s or 20 min + 60 s
Promotion	Entering the far zone; on its first capture (default); no promotion; zone or capture
Board	Night, Jade, Ink and silver, Sumi-e ink wash, Kaya wood (default); two more boards are earned
More options	Let a promoted piece promote again; let range capturers jump their own pieces; the scene behind the board

Your choices are remembered. **Save and name this game** in the pause menu keeps a game in the Study area, and the Study area can also save your favourite setups as presets.

Skirmish

A short game: your full army against a small force. A skirmish takes about ten minutes, which makes it a good way to try a piece or a plan.

Daily Battle

One game a day, the same for everyone that day (the day changes at midnight UTC). The game draws one of the ten opponents, which side you play, and a shape: usually a handicap, sometimes “David and Goliath” (a few strong pieces against a big weak army), the reverse, or a skirmish. **Win it to keep your streak**: a win the day after your last win continues it, a missed day ends it, and a loss does not (try again the same day). The title button shows your streak.

The Pilgrimage

Fifty-four games along the Tokaido, the old highway from Edo to Kyoto: one at each of the 53 post stations from Shinagawa and a last game in Kyoto. Everyone walks the same road. You meet the ten opponents in turn, and every fourth stop an earlier face comes back. The first twelve stops give you the better of the armies, then the road gets harder until the last fourteen are on even terms, with a skirmish at a tea house every fifth stop. Win a stop to reach the next; a loss lets you try the stop again. Titles come at 10, 27 and 54 stops, and landmarks (Nihonbashi Bridge, Mount Fuji, the ferry, Hamamatsu Castle, the Golden Pavilion of Kyoto) appear outside the courtyard gate as you walk.

Puzzles

Small positions with one winning idea. The **Puzzle of the day** card on the title screen changes daily; solving it extends your **streak**. Every seventh puzzle you solve earns a **rest day** (you can keep two), and a missed day spends one automatically instead of ending the streak. The puzzle list shows which you have solved. The daily card also shows the day's **omikuji**, a small fortune slip drawn from the day's puzzle, as at a shrine.

Watch the AI play

Watch two computer players play a full game, with the same camera and tools as in your own games. Use the **Pause** and **Speed** controls in the toolbar. The same view is available on the Watch page of the website, which lists the games in progress on the server.

The Study area

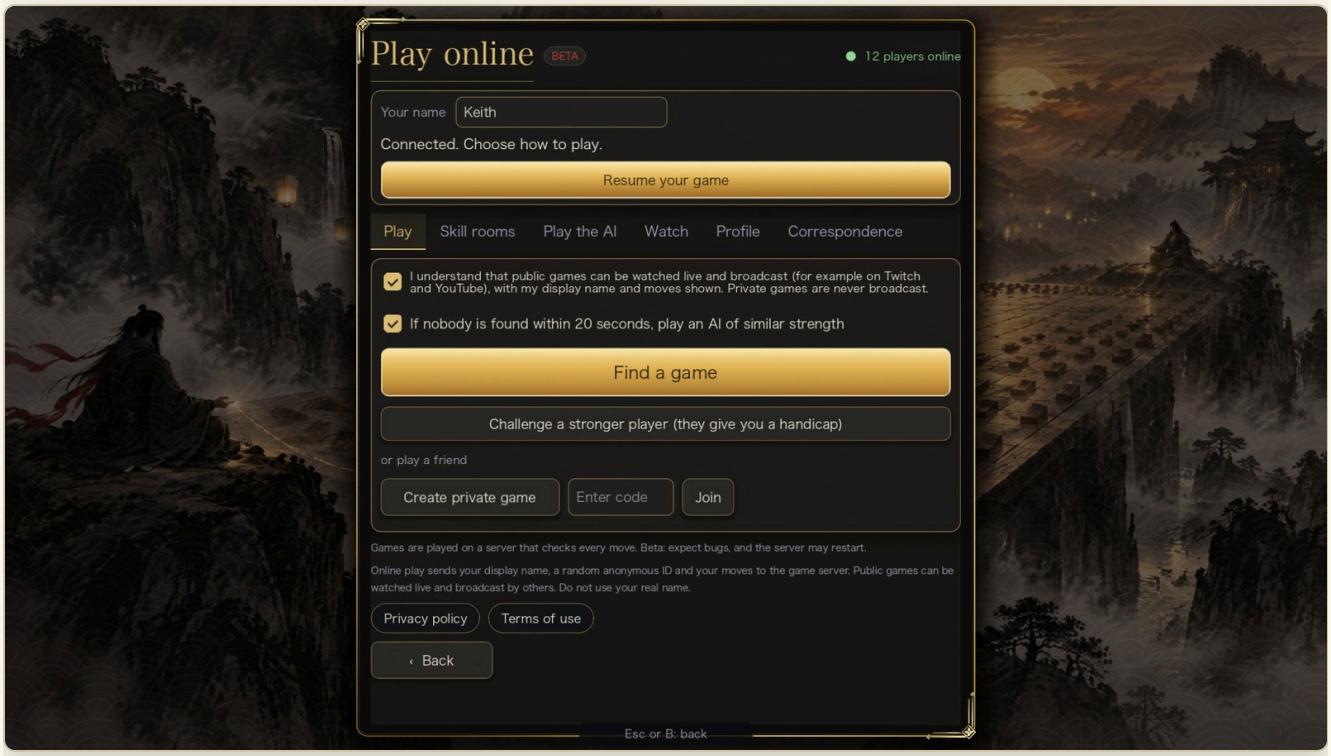
For people who want to study the game over years. **Study** on the title screen opens a hub with:

- **My games** and a **library**: keep as many single-player games as you like, each with a name of your own, tags and thumbnail.
- **Game viewer with notes**: add a note to any move, a mark (**!!** brilliant, **!** good, **!?** interesting, **?!** dubious, **?** mistake, **??** blunder), and bookmarks.
- A **journal** for what you learn, a record of your results and study days, and **setups** you can save and reuse.
- **Export and import**: a game is saved as a text **kifu** that any text editor can open; the whole library, with notes, journal and presets, is one file you can keep as a backup or move to another computer.

CHAPTER 9

Playing online

No account and no sign-up: the game gives you a random anonymous ID and a display name that you choose.



The Play online screen. Choose how to play; the tabs along the top switch between Play, Correspondence and Profile.

Before your first public game

Games found with **Find a game** are **public**: anyone can watch them live, and they may be shown on the game's live channel and kept as replays. The game asks you to tick a box that you understand this before you can use it, and your display name and moves are what is shown. Games against the AI are practice games and are never shown, and private games are never broadcast. **Do not use your real name.**

The ways to play

BUTTON	WHAT IT DOES
Find a game	A rated public game against another player. If nobody is found within 20 seconds, you can have an AI of similar strength instead (a setting you can turn off).
Skill rooms	Match with players of a similar rating.
Challenge a stronger player	Play someone stronger with a handicap based on the rating difference.
Create private game	Makes a code to share with a friend. A private game is never listed or broadcast.
Join	Enter a friend's code.
Play the AI	Ten AI opponents of different strengths are always online, from a beginner to a grandmaster.
Watch	Pick any listed game and watch it move by move.
Resume your game	Returns to a game in progress. A game survives a dropped connection.

Correspondence games

Play over days. Each move has a time limit chosen when the game starts (for example 3 days). Turn on **email alerts** (you enter your address and a six-digit code that is emailed to you) to be told when it is your turn or time is running short. You can invite a friend with a code. If you do not move in time you lose the game. Correspondence games are unrated for now and are never listed for spectators.

Ratings and grades

Public games change your **rating** (Elo; you start at 1200). New accounts move faster until they have played a few rated games. Ratings also give **kyu and dan grades**, and the top players appear on a **leaderboard** after three rated games. Games under ten moves and private games never count. AI games are never rated.

Talking and behaving

There is no free-text chat. During a game you can send your opponent one of **twelve fixed phrases** with Y. Names are checked automatically and replaced if they break the rules. If you meet an offensive display name, press **Report name** on the result screen; reports go to the developer, who can rename an account or suspend it from online play. More in chapter 14.

Your profile and devices

On the **Profile** tab you can see your rating and history, **link another device** to the same player (make a link code on one, enter it on the other), and, if you wish, switch on a public profile page that shows your rating curve and recent games. You can switch it off at any time. Opponents who played you are never named on it.

KEEP THE GAME UP TO DATE

Online play needs the latest beta build. If the game says an update is required, update from the title screen (the direct download can update itself) or from the store you got the game from, and you can pick up your game where you left it.

CHAPTER 10

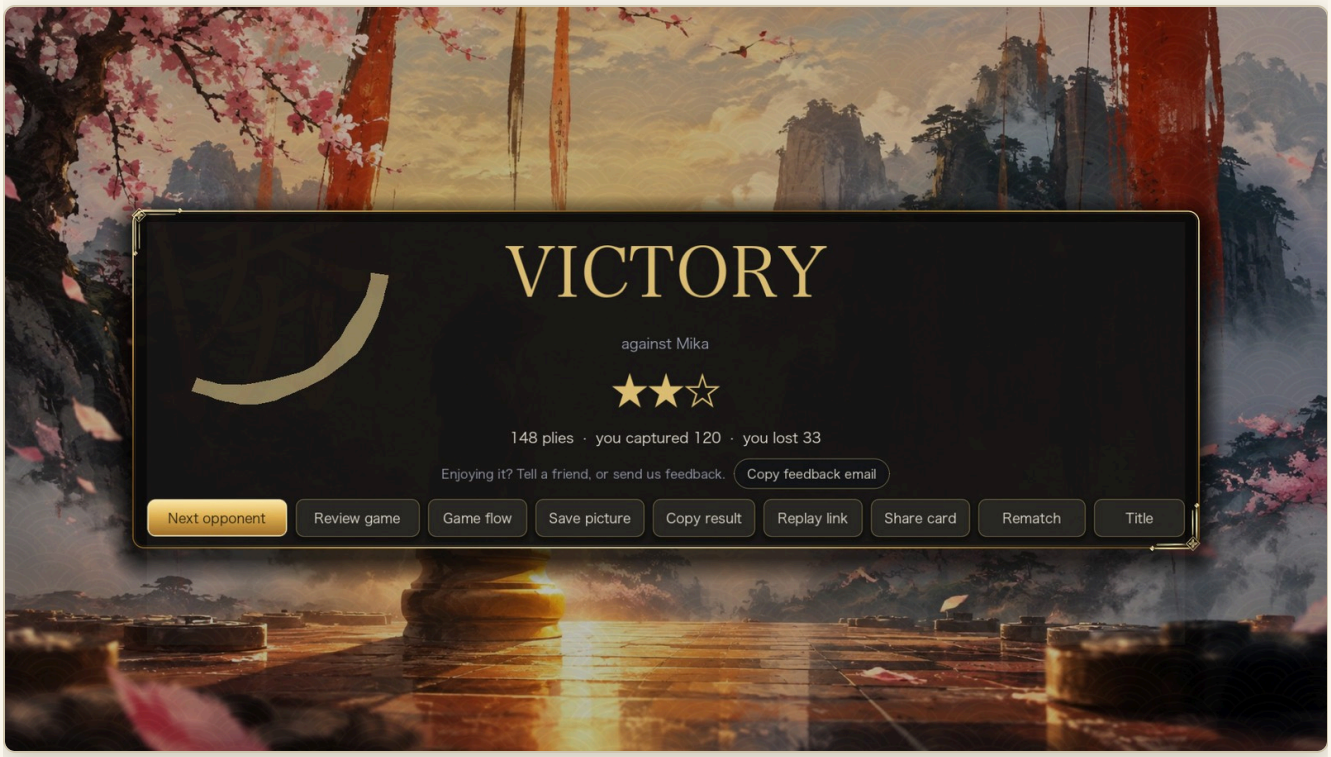
Review, replay and sharing

A game this long is worth looking back on.

During a game

- **Undo** (U) takes back your last move and the reply, against the computer.
- **Hint** (/) suggests a move; press it again for more.
- **Back** and **Forward** ([ ]) look at earlier positions without losing your place; End returns.
- **Threats** and **Groups** show danger and families on the board.

After a game



The result screen. Your stars, the length of the game and what you captured and lost, and a row of things to do next.

BUTTON	WHAT IT DOES
Next opponent	On the Ladder, challenge the next rung.
Rematch	Play again.
Review game	Opens the **Replay Theater**: step through the whole game, with the biggest moments marked.
Game flow	A chart of how the game swung, move by move.
Save picture	Saves a picture of the final position.
Copy result	Copies a text summary to share.
Replay link	Copies a link that holds the whole game inside it. Whoever opens it watches it on the website; nothing is sent to a server.
Share card	Makes a picture card for your result (desktop).
Title	Back to the title screen.

Photo mode, pictures and clips

F10 opens **photo mode**: a free camera, depth of field, weather and any time of day, for the best picture of your game. F12 saves a picture of the board as it is, and F9 records the last big moment as a short video clip. Photos, share cards and clips are saved only when you ask, to a **Taikyoku** folder in your Pictures folder, and the game never uploads them.

Instant replay

After a big capture the game can replay it from three angles, the last in slow motion. When you are watching a game this happens by itself; in your own games, switch it on in Settings (**Instant replay**, the setting that includes *P in mine*) and press P when the game offers it.

Copying and pasting a game

In the pause menu, **Copy game record** puts the whole game on the clipboard as text, and **Paste game record** loads one. A record is plain text you can keep in a note, send to a friend, or open in the Study area.

CHAPTER 11

Progress and rewards

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There is always something to aim for, and it is all earned by playing.

Statistics

The **Statistics** screen records your games, wins, pieces captured, longest game, fastest win and best winning streak. The numbers stay on your computer.

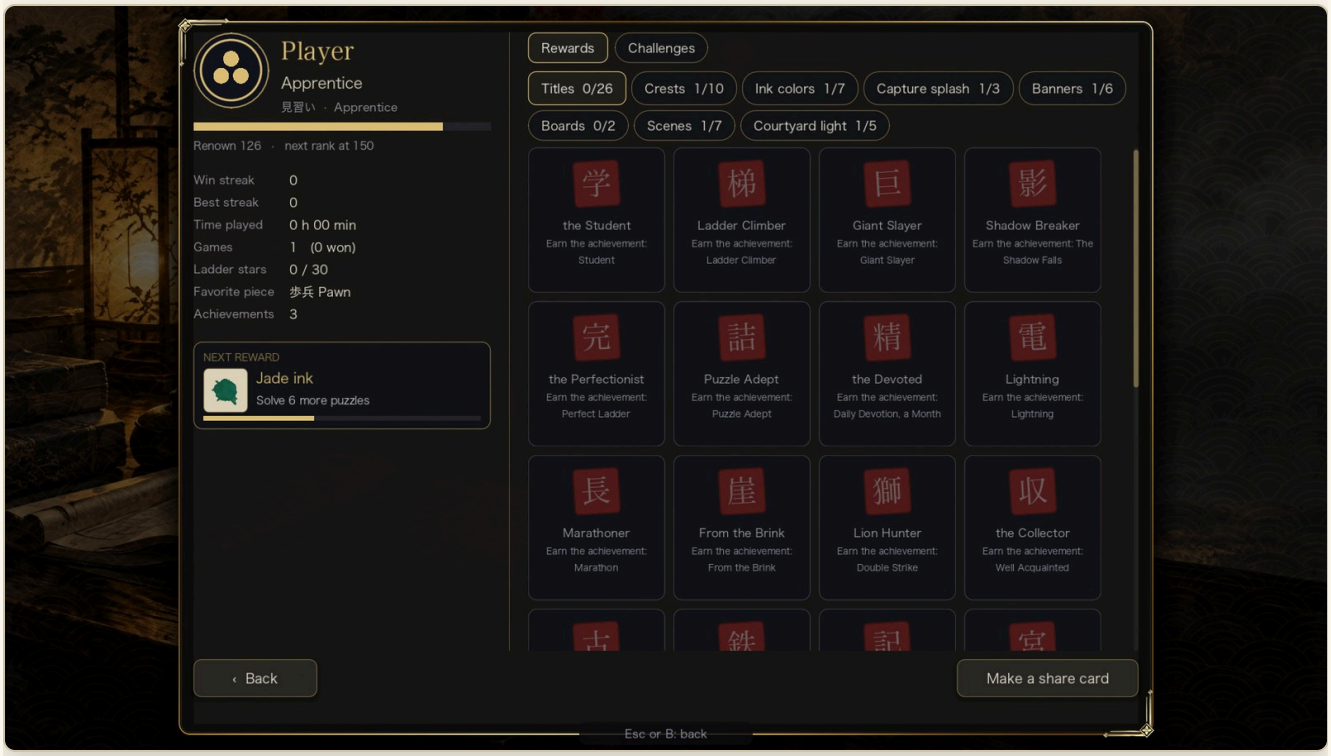
Achievements

There are **34 achievements**: first steps (your first move, capture and win), finishing the tutorial, climbing the Ladder, earning three stars everywhere, solving every puzzle, capturing two pieces with one lion move, promoting, winning online, long games, daily streaks, mastery, and more. Some are hidden until you earn them.

Piece mastery

Every kind of piece keeps a record of what you have done with it. You earn **one point for each move**, **five for each capture**, **ten for each promotion** and **ten for passing the piece's trial**. One point earns a **bronze** stamp, 25 a **silver** stamp and 100 a **gold** stamp, shown on the piece's entry in the encyclopedia. A **trial** is a small test of a piece's moves, started with **Try it** from the encyclopedia.

Ranks, titles and the player card



The player card. Rewards you have earned are held in categories; equip them to change how your game looks.

Your **player card** (top right of the title screen) shows your rank and your progress to the next. Playing earns **rewards** that you can equip: **banners**, **boards**, **capture splashes**, **courtyard light**, **crests**, **ink colours**, **scenes** and **titles** (there are 26 titles to find). **Challenges** give you goals to aim for, and **Make a share card** turns your card into a picture to share. Reaching a new grade awards a certificate.

CHAPTER 12

How scoring works

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Taikyoku shogi has no points on the board: a game is won or lost, never scored. Everything else here is how the game keeps count around the board.

1. How a game is decided

RESULT	HOW IT HAPPENS
Win	You capture **every** enemy king and crown prince (the royals). There is no check and no checkmate. A crown prince that promotes becomes a king, so promoting never adds an extra royal.
Loss	The same, the other way round: your last king or crown prince is captured.
Resignation	Resigning from the pause menu ends the game as a loss.
Draw by repetition	The same position three times is a draw. This applies to every kind of game, including against the computer and on one screen.
Draw by agreement	Online only: either player can offer a draw after 40 plies, up to three offers each.
Time	Online games are timed by the server, 20 minutes plus 15 seconds a move. Running out of time loses. Offline games use the clock you chose when you set up the game.

> **PLIES**
> A **ply** is one move by one side. 40 plies is 20 moves each.

2. Material: how strong each piece is

Pieces are very unequal. The game gives every kind of piece a **worth**, measured in pawns, so a piece worth 12 is about twelve pawns in a trade. It is shown on every encyclopedia entry and on the info card of the piece you select ("Worth about 6.5 pawns in a trade"). The royals show no worth: if you lose every king and crown prince you lose the game, whatever else you have.

The balance bar

The thin bar under the turn banner adds up the worth of every **non-royal** piece on each side. Gold is your side's share of the total. The label beside it gives the difference as a percentage:

LABEL	MEANING
Material even	Within two percent of each other
You +12%	The gap between the two armies is 12 percent of all the worth on the board, in your favour
You −25%	You are behind by a quarter of the board's worth
Black +8% or White +8%	The same, in games you watch or play on one screen, from that side's point of view

The bar is a guide, not a verdict. It counts material only, and not who is attacking, who has the move or whose royals are exposed. It is hidden in the tutorial and in puzzles, and you can switch it off in Settings (**Show the material balance bar**).

> **USING IT WELL**
> Look at the bar after each exchange, not each move. A trade that moves the bar toward you by a few percent is a good trade; one that costs you a large piece for small ones usually shows a drop at once.

3. Stars on the Ladder

Each of the ten opponents can be beaten for up to three stars, thirty in all. Stars are earned for a **win** and depend on how many of your pieces you lost:

STARS	YOU WIN AND LOST
★★★	15 pieces or fewer
★★	16 to 40 pieces
★	More than 40 pieces
none	A loss or a draw

Your best result against each opponent is kept, so replaying a rung can only improve it. Beating an opponent for the first time opens the next. The Ladder screen shows your stars, and **Perfect Ladder** is awarded for three stars against all ten. Stars count toward renown (below) and unlock rewards such as scenes and banners.

> **CHASING THREE STARS**
> Fifteen lost pieces out of 402 is not many: play for solid trades and keep the front line covered. A handicap game is easier to win but the three-star rule is the same.

4. The online rating

Public online games are rated with the **Elo system**, the same family of ratings used in chess. Everyone starts at **1200**. After each rated game the winner gains points and the loser loses the same number of points, set by how surprising the result was: beating a much stronger player earns many points, beating a much weaker one earns few. A draw counts as half a win to each side.

RATED GAMES PLAYED	SIZE OF THE CHANGE (K)	EFFECT
Fewer than 10	40	Your rating settles quickly (it is marked provisional)
10 to 29	28	Moves at a medium pace
30 or more	20	Slower and steadier

For example, two evenly rated players each risk about half of K: a new player gains about 20 for a win and loses about 20 for a loss. Beating a player rated 400 above you gains about 36 of the possible 40.

The matchmaking pairs players by rating, closest first, and widens the range the longer you wait.

What counts as rated

- **Counts:** games from the public matchmaking queue and rematches. Both players are rated each time.
- **Does not count:** private games played with an invite or code, games against the practice opponents, and any game shorter than **10 plies** (so an instant resignation changes nothing).
- A player appears on the **leaderboard** after **3** rated games.
- Skill rooms group players by rating: **Beginner** up to 1250, **Club** 1100 to 1450, **Expert** 1350 to 1700 and **Master** 1550 and up, so you can find an even game.

5. Grades: kyu and dan

Your rating also shows as a shogi grade. Beginners are **kyu** (10 kyu is the lowest, 1 kyu the highest of them), then come the **dan** grades, 1 dan to 9 dan. A smaller kyu number is better; a larger dan number is better.

GRADE	RATING FROM	GRADE	RATING FROM	GRADE	RATING FROM
10 kyu	below 800	4 kyu	1100	3 dan	1500
9 kyu	800	3 kyu	1160	4 dan	1580
8 kyu	860	2 kyu	1220	5 dan	1660
7 kyu	920	1 kyu	1280	6 dan	1740
6 kyu	980	1 dan	1340	7 dan	1820
5 kyu	1040	2 dan	1420	8 dan	1900
				9 dan	1980

A dan grade has to be earned against people: until you have played **20 rated games**, your grade stops at 1 kyu however high your rating climbs. The profile shows how many games remain. The ten opponents also play online as practice partners, rated like this: Kenji about 700, Tomo 800, Mika 900, Ren 1000, Daiki 1100, Gen 1225, Sora 1350, Akira 1475, Hana 1600 and Kage 1750, so beating Sora is about the strength of a 1 dan.

> **TWO DIFFERENT RANKS**
> Do not confuse the **grade** (kyu and dan, from your online rating) with your **renown rank** (Apprentice to Champion of Taikyoku, from everything you do in the game, below). One is a measure of playing strength, the other of how much you have done.

6. Renown and your rank

Everything you do adds **renown**. It is worked out from your records, not saved separately, so nothing is counted twice and older saves are credited in full. Your renown sets your title:

RENOWN	RANK	RENOWN	RANK
0	Apprentice	3,000	Chief Retainer
150	Footsoldier	4,800	Strategist
450	Samurai	7,500	Daimyo
1,000	Bannerman	11,500	Shogun
1,800	Captain	17,000	Champion of Taikyoku

What earns renown

YOU DO THIS	RENOWN
Win a game	10
Play a game you do not win	3
Every 25 pieces captured, in all	1
Each Ladder star	15
Each Ladder opponent beaten	40
Each perfect (three-star) opponent	30
Each puzzle solved	8
Each day of your longest puzzle streak	6
Each achievement	25
Piece mastery: each piece with a stamp, and extra for silver and gold	2, then 6 more for silver and 15 for gold
Each challenge completed	20
Each hour played	12
Photos (first 10) and replays watched (first 25), each	2

Winning matters most, but losing still teaches you something and is rewarded a little. An hour of play is worth more than a win, so there is no need to rush.

7. Puzzles and daily streaks

- **Puzzles** are solved or not: a solved puzzle is ticked in the list and counts toward renown and the puzzle achievements (25, 100, all).
- **The puzzle of the day** keeps a streak of days. Every seventh puzzle you solve earns a **rest day** (you can hold two), and a missed day spends one automatically instead of ending the streak. Seven days in a row earns **Daily Devotion**, thirty the monthly one.
- **Daily Battle** keeps its own streak: a win the day after your last win continues it, a missed day ends it, and a loss does not (try again the same day).
- The day changes at midnight UTC for both.

8. The Pilgrimage

Progress on the road is counted in **stops**, out of 54. Win the next stop in order to reach it; a loss lets you try again; replaying an old stop changes nothing. Titles come at 10 stops (Traveler of the Tokaido), 27 (Halfway to Kyoto) and 54 (Pilgrim of Kyoto).

9. Piece mastery

Each kind of piece keeps its own score:

ACTION	MASTERY POINTS
A move with the piece	1
A capture with the piece	5
A promotion of the piece	10
Passing the piece's trial (Try it)	10, and at least a bronze stamp

1 point earns a bronze stamp, 25 a silver and 100 a gold. Stamps appear on the piece's encyclopedia entry and count toward the mastery achievements: **Master of One** (one gold), **Well Acquainted** (a stamp on 25 kinds) and **The Whole Army** (a stamp on 100 kinds).

10. Challenges

Each day the game sets three **daily** challenges, each week two **weekly** ones, and each season one **seasonal** challenge. Each gives renown when finished, and the seasonal one can also give a title. Completing ten challenges earns the **Challenger** achievement.

11. Achievements

The 34 achievements are one-time goals. On Steam, Game Center and Google Play they also appear in the platform's own list.

GROUP	ACHIEVEMENTS
First steps	First Step (a move), First Capture, First Victory, Student (finish the tutorial), Rising Piece (promote), Spectator (watch a live game)
The Ladder	Ladder Climber (beat all ten), Perfect Ladder (three stars on all ten), Giant Slayer (beat Hana), The Shadow Falls (beat Kage), Handicap Hero (win after starting without some pieces)
Wins and captures	Ten, Fifty and Two Hundred Victories; A Thousand Pieces (capture 1,000 in all); Lightning (win in 40 moves or fewer, no handicap)
Great games	Long Game (200 moves), Marathon (500 moves), Double Strike (two pieces with one lion move), From the Brink (win after being down to your last lion)
Puzzles and days	Puzzle Student (25), Puzzle Adept (100), Puzzle Master (all), Daily Devotion (7 days), Daily Devotion a Month (30 days)
Online	Online Victor (win online), Climber (rating 1400)
Mastery	Master of One, Well Acquainted, The Whole Army
Beyond the board	Photographer (save a photo), Director (watch a highlights reel), Bannerman (reach the rank), Challenger (ten challenges)

12. Where to see your numbers

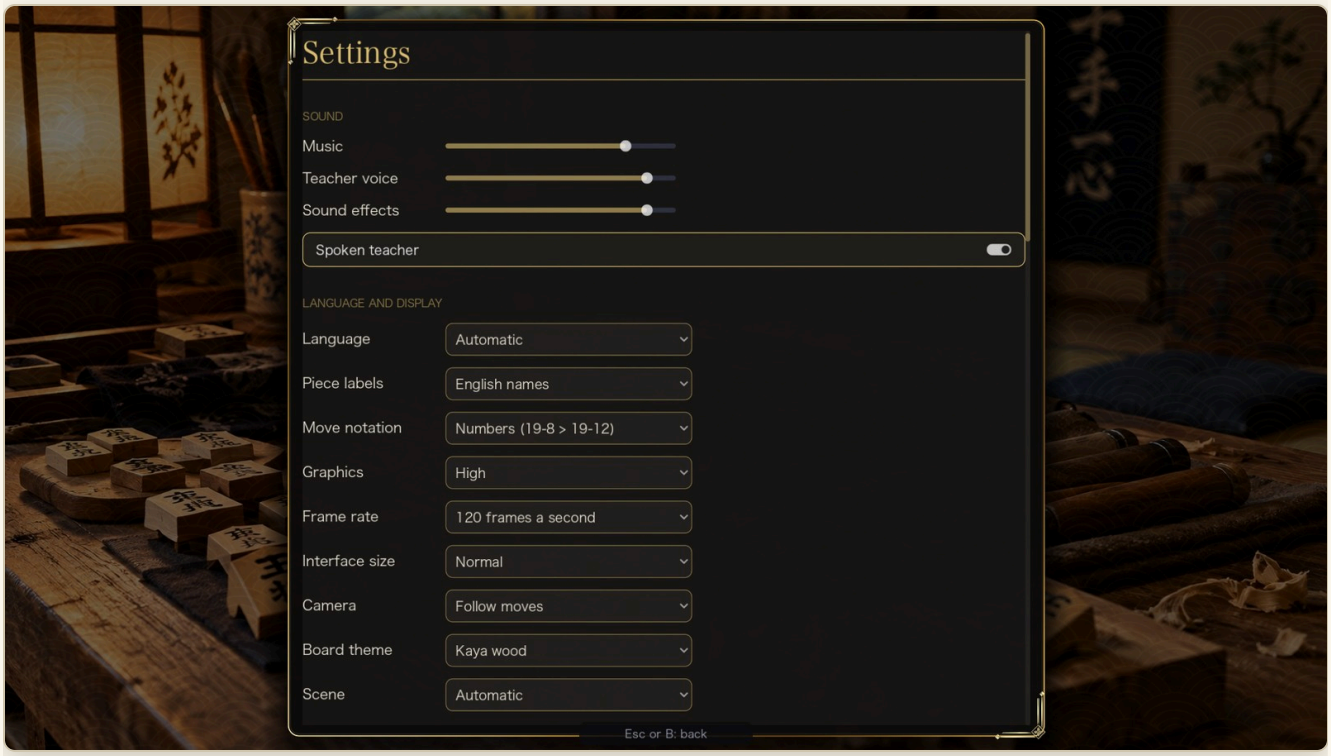
- **Statistics** (title screen): games, wins, pieces captured, longest game, fastest win and best winning streak.
- **S during a game:** what each side has left and what each has lost.
- **Player card** (top right of the title screen): your renown rank, your grade and your rating.
- **Leaderboard** (Online screen): the top players by rating. Choose a name for that player's public profile, with their rating curve and recent games.
- **Encyclopedia**: your mastery stamp on every piece.

CHAPTER 13

Settings reference

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*Open **Settings** from the title screen or from the pause menu. Every option is saved as soon as you change it.*



The Settings screen.

Sound and language

OPTION	WHAT IT DOES
Music, Voice, Effects	Three volume sliders. **Spoken teacher** turns the voice on or off. **Captions** show what a voice says as text; they are off until you switch them on here.
Language	Automatic, English or Japanese.
Piece labels	Kanji names, or English names (also L).
Notation	How squares are written in the move list, for example numbers like 19-8 > 19-12.

Graphics and speed

OPTION	WHAT IT DOES
Graphics level	**Basic**, **Fast**, **Balanced** or **High**. Basic is the lightest picture, for very slow computers; Fast suits older computers. The game picks a level for your machine the first time it runs.
Frame rate	60, 120, or as fast as possible, capped by your screen.
Adjust the 3D resolution automatically	Keeps the game smooth by lowering the 3D resolution when it needs to.
Interface size	Makes menus and text larger or smaller.
Fullscreen, Use a smaller window	Desktop only.

Playing and comfort

OPTION	WHAT IT DOES
Preview a piece's moves when hovering	Shows the diagram as you move the mouse over a piece. Not on touch screens.
Zoom in a little on the selected piece	The camera moves in on the piece you pick.
Show move arrows	Draws the last move and hints.
Tint your pieces under attack / Tint enemy pieces you attack	Red or amber for your pieces in danger; green or blue for enemy pieces you could take safely or that are protected.
Show a map of the whole board	The corner map (N).
Show the material balance bar	The bar under the turn banner.
Colourblind-friendly colours	Uses blue and orange instead of red and green.
Large captions	Bigger text for the teacher's words.
Reduce motion and flashes	No shake, slow motion or screen ripples.

Atmosphere

OPTION	WHAT IT DOES
Day and night	The light follows your local time.
Weather	Mist, snow, rain and leaves that follow the scene.
Courtyard	A Japanese house, garden and walls around the board.
Camera mode	How the camera follows the moves.

Broadcast style

Ideas from the game's live channel, for your own games. **Director camera** chases long jumps and looks closely at big pieces when you watch a game. **Capture look** gives a close, top-down view of the square after a capture. **Instant replay** and **Commentary booth** each have three settings (off, watching games, and more). **Broadcast overlay** adds a win-chance bar.

Privacy and updates

OPTION	WHAT IT DOES
Streamer mode	Hides the game number, invite codes, your player number, your rating and a human opponent's name, so you can stream without showing them.
Check for updates when the game starts	Direct download only. You can also press **Check for updates now**. Steam and the stores update the game themselves.
Licenses and credits	The legal notices for the game and the software it uses.
Privacy policy, Terms of use, Privacy requests, Support	Open the matching page on the website.
Watch the opening, Replay the lessons, Show the hints again	First-steps shortcuts: replay the opening film, restart the tutorial, or show the one-time hints again.

Graphics and performance in depth

The picture is a real 3D scene, so it asks more of a computer than a flat board game. The game is built to run on modest machines, and it tunes itself, but you can take control in **Settings, Graphics and speed**.

The four graphics levels

LEVEL	WHAT IT TURNS ON	BEST FOR
Basic	The lightest picture: no courtyard, no weather, no banners or gear, no shadows or glow, a smaller 3D picture (rendered at about 720 lines) and a short label distance	Very slow computers, software rendering, a Raspberry Pi
Fast	Basic's cuts are lifted: the courtyard, weather, banners and gear return. Still no shadows, glow or film grade, and the 3D picture is limited to about 1080 lines	Older laptops, integrated graphics, phones, the Steam Deck
Balanced (the usual default)	Adds shadows, glow, soft contact shadows where pieces meet, edge smoothing, the film colour grade and the screen effects; the 3D picture is limited to about 1440 lines	Most computers with a graphics chip made in the last several years
High	Adds sharper shadows over a longer distance, reflections in the lacquer, soft light shafts through the mist, a gentle blur of the far distance, and the 3D picture at full size	Gaming computers and recent Macs with plenty of memory

How the game chooses for you

- **The first time it runs**, the game looks at your machine. It starts on **Basic** for a software renderer, under 3 GB of memory or a single core; on **Fast** for under 6 GB of memory, two cores or fewer, or an integrated Intel or AMD graphics chip; on **High** for a capable desktop (12 GB or more, eight cores or more, and a discrete or Apple graphics chip); and on **Balanced** otherwise.
- **A Raspberry Pi** starts on Basic. **The Steam Deck** starts on Fast, in fullscreen, with a larger interface. **A phone or tablet** starts on Fast at 60 frames a second.
- **If it runs too slowly** in the first seconds (under about 12 frames a second), the game lowers the level one step and says so once. **Adjust the 3D resolution automatically** also lowers the 3D picture's sharpness while a heavy scene plays and raises it again afterwards, using a sharp upscaler so the picture stays clean.
- Your own choice is always kept. If you pick a level, the game will not override it.

Frame rate, window and size

SETTING	WHAT IT DOES
Frame rate	**60** is smooth and easy on a laptop battery. **120** (the default) suits fast screens and is capped by your display. **As fast as possible** removes the cap and the screen sync, which can tear and runs your computer hot. The title screen always stops at 60.
Fullscreen (F11)	Fills the screen. Windowed mode is a good choice on a laptop when you want other apps in view.
Use a smaller window	Keeps the game in a smaller window instead of using the whole desktop. A smaller window also means fewer pixels to draw.
Interface size	Small, Normal, Large or Extra large: scales the cards, the move list, the toolbar and the text together. Choose Large on a television or the Steam Deck.
Frame-rate counter (F3)	Shows the frames a second and the load on the screen, so you can see what a setting does. If the game stays slow for a few seconds it lowers the graphics level by itself, once for each slow spell.
Reduce motion and flashes	Switches off shaking, slow motion, ripples and pulsing, and makes flashes much fainter. Turn it on if motion bothers you.

Choosing settings for your machine

YOUR COMPUTER	TRY
A recent Mac with Apple silicon	Balanced or High, 120 frames, fullscreen. Apple's graphics are strong enough that the game treats them as discrete.
A Windows gaming computer	High, 120 frames or as fast as possible, with the 3D resolution left on automatic
A laptop with integrated graphics	Fast, 60 frames, a smaller window if it still stutters. Plug in the charger.
An older computer or a Raspberry Pi	Basic, 60 frames, Weather and Courtyard off
Steam Deck	Fast or Balanced at 60 frames, Large interface, for the longest battery life
A phone or tablet	Fast; use Basic on an older device. Keep the 3D resolution on automatic.

IF THE GAME STUTTERS

Press F3 to see the frame rate, then step the level down one notch (High to Balanced to Fast), leave the automatic 3D resolution on, and turn off **Weather** and **Courtyard**. Close other heavy programs, and on a laptop plug in the power. The first minute after install is slower while the game prepares its shaders: wait before judging.

CHAPTER 14

Strategy and tips

策

Nobody has solved this game, and no book of openings exists for it. What follows are the habits that work, drawn from how the pieces and the rules behave.

Six habits that win in a game this big

1. Guard your royals first

With no check, the game ends when your last king or crown prince falls, and a lion can reach one from far away. Before every move, glance at your royals: are they covered? Use **Threats** (T).

2. Respect the lions

A lion can capture two pieces in one move and can step in and out of danger. Know where the enemy's are (K), and keep your own protected behind the line.

3. Trade by worth, not by count

Pieces are worth very different amounts, shown in pawns on every encyclopedia entry. Giving a strong piece for two weak ones is rarely a good trade; the balance bar keeps score.

4. Use the camera

On a board this size you cannot see everything at once. **Overview** (1) shows the whole front; **Action** (3) shows the last move; **My side** (2) shows what you are protecting.

5. Look before a long slide

Rangers and range capturers move far. A slide that wins a piece may leave a line open behind it. Check the diagram of the piece you are about to move, and of the ones that could answer.

6. Promotion changes a piece

A promoted piece is red and often much stronger, but under the default rule you promote only on a capture. Open the encyclopedia entry to see **When it promotes** and decide which capture is worth it.

The shape of a game

A game has three rough phases. They overlap, and the board is so wide that the left and right wings may be in different phases at the same moment.

Opening: build, do not rush

The two armies start twelve empty ranks apart, so nothing touches for a long time. Use the first moves to bring your pieces forward in **groups that cover each other**, rather than sending one piece far ahead. A lone piece that crosses the middle is usually captured for nothing. Pawns and the other steppers are a wall: advance them together so that every front piece is protected by the one behind it. Keep the royals and the lions behind the wall until the lines meet.

> **A GOOD FIRST TEN MOVES**
>
> Move the pieces on the front rank one or two steps, bring the second rank up behind them, and stop to look at the whole board with **Overview** (1). If the computer is advancing on one wing, strengthen that wing before you attack elsewhere.

Middlegame: contact, trades and tempo

When the fronts meet, the game becomes a series of small fights. The questions to ask on every move are: **what is attacked?** (the Threats overlay, T , shows it), **what is undefended?** and **what does my move leave open?** Win the fights where you have more pieces nearby. With 402 pieces a side, you will rarely lose a game to one blunder; you lose by being outnumbered in one place. Keep your army connected.

Tempo matters. A move that attacks something forces a reply, and a move that attacks two things at once (a **fork**) usually wins one of them. Lions and the long-range pieces fork best; look for squares where one move threatens two pieces, and for the squares from which the enemy can do it to you.

Endgame: royals and exchanges

The side with the safer royals wins. Once the armies thin out, long-range pieces become much stronger, because the lines are open. Do not trade down if you are behind in worth, and do trade down when you are ahead, especially if you can trade off the enemy's lions and range capturers, which are the pieces that can reach your royals through an open board.

Playing the pieces

FAMILY	HOW TO USE IT	WHAT TO WATCH FOR
Steppers	The wall and the foot soldiers. Advance them in pairs and keep them covered. A pawn that promotes becomes a gold general	A stepper that runs ahead alone is lost
Rangers	The workhorses. Place them on open lines where they eye two targets, and keep them out of the lines of enemy rangers unless they are protected	A ranger's open line works both ways
Jumpers	Strike over a wall to reach a piece that nothing else can touch. Good for sudden attacks and for escaping	The square they land on may be covered
Lions	Your best attackers. Their two steps a turn let them capture twice, capture without moving, or pass. Keep them safe and use them when the enemy line is weak	Always know where the enemy's lions are
Hook movers	Turn a corner once, so they reach pieces that a straight slide cannot. Useful for attacking behind a wall	The turn is easy to miss on the enemy side too
Range capturers	The great, vice, flying and angle generals and a few others. They sweep a whole line and capture only lower-ranked pieces. Bring them up when a line of lower-ranked enemy pieces opens in front of them	They cannot take pieces of equal or higher rank, so a king or a great general is safe from them

Using the game's tools

- **Threats** (T) before every capture and every long move. It is the cheapest way to stop a blunder.
- **Lions overlay** (K) shows where every lion can reach. If one of yours can reach a royal, protect it first.
- **Hint** (H) while you are learning. Ask for it when you have no idea what to do, then ask yourself why the move is good.
- **Undo** (U) when you blunder in an offline game. Learning is the point.
- **The balance bar** adds up the worth of both armies. Check it after a trade, before the next one.
- **Stats** (S) shows what each side has left and what it has lost, which is the fastest way to see who is winning the trade war.

Playing with a handicap

On the early rungs of the Ladder, the opponent is missing some of its best pieces (50, then 25, then 10). Do not simply attack: **use the advantage to trade**. Each even trade makes the missing pieces matter more. Keep your own best pieces safe, win the fights near your wall, and open a path only after you have won material.

Playing against the computer

The computer plays by a fixed style for each opponent. Learn it. **Tomo** loves a trade, so he will accept almost any even exchange, but he loses the endgame; trade down and win the ending. **Gen** waits behind a wall and punishes an overreach; build slowly and strike on one wing. **Akira** attacks early; hold the line, take his over-extended pieces, and counter-attack. **Hana** and **Kage** make few mistakes: win material by a fork or a hidden lion move, and keep your royals covered.

Playing online

- Keep an eye on the clock, but not at the cost of the board. A move that keeps your position safe is better than a clever move played in a hurry.
- You cannot take moves back, so run the **Threats** check on every capture.
- In a correspondence game you have days, so use them: look at the board from both sides, and make a note of your plan in the Study area.
- If the position is stuck, a draw is a fair result: offers are available after 40 plies.

Common mistakes

1. **Running a lone piece ahead.** It will be captured. Advance in groups.
2. **Forgetting a lion.** A lion that you cannot see (off-screen, across the board) can capture twice. Use K.
3. **Leaving a royal uncovered.** There is no check to warn you. Look at your royals every few moves.
4. **Trading a strong piece for several weak ones.** The worth of a piece is shown on its card.
5. **Promoting without thinking.** Under the default rule you promote on a capture. A promotion that lands the piece in danger is not always good.
6. **Playing only one wing.** The board is wide. An attack on the left can fail because of a hole on the right.
7. **Staying zoomed in.** Press 1 at least once every few moves.

A practice plan

1. Finish the tutorial, then beat **Kenji** and **Tomo**, who start without fifty of their best pieces. Use **Hint** freely and **Undo** when you blunder.
2. Climb the Ladder. When a rung stops you, read the game back with the **Replay Theater** and find the move where it turned.
3. Solve the **puzzle of the day** to train your eye for tactics, and play a **Skirmish** to practise a piece you do not know.
4. Keep your best and worst games in the **Study** area with notes; the marks **?** and **??** are where you learn the most.
5. When you are ready, play **online** and try a **Daily Battle**. Then walk the **Pilgrimage**.

REMEMBER

Nobody has solved this game. If you meet a position that looks impossible, you are in good company: that is the game working as intended.

CHAPTER 15

Troubleshooting and questions

助

Quick fixes, and where to go when they are not enough.

PROBLEM	WHAT TO TRY
The game is slow or the picture stutters	In Settings, choose the **Fast** (or, on a very slow computer, **Basic**) graphics level and leave **Adjust the 3D resolution automatically** on. Turn off **Weather** and **Courtyard**. Close other heavy programs. On a laptop, plug in the charger.
macOS says the app cannot be opened	That is normal for the first launch of a beta that is not yet notarized: follow the steps in chapter 3, or run `xattr -dr com.apple.quarantine "/Applications/Taikyoku Shogi.app"` once in Terminal.
Windows SmartScreen blocks it	Choose **More info**, then **Run anyway**.
Linux: it will not start	Run `chmod +x TaikyokuShogi.sh`, then `./TaikyokuShogi.sh`. On Raspberry Pi OS with Wayland, a window without a title bar needs `sudo apt install libdecor-0-plugin-1-gtk`.
Online play says I need to update	Online play needs the latest build. Press **Check for updates now** in Settings, or download the newest beta from taikyokushogi.com.
I cannot connect online	Check your internet connection and wait a moment: the game server restarts now and then in the beta. The game works offline in the meantime. In an online game, a connection that goes silent is noticed within 40 seconds; the game reconnects and tells you so.
Where are my saved games?	On your computer only, in the game's own data folder. The game autosaves and shows **Continue** on the title screen. The Study area can export them. Deleting the game removes them. On Steam, Steam Cloud can keep a copy.
My progress was reset	This is a beta: saves, statistics and ratings may be reset before or at launch.
I cannot hear the teacher	Check that **Spoken teacher** is on and the Voice volume is up, and press V. If you would rather read it, switch on **Captions** in Settings.
The text is too small	Raise **Interface size** in Settings and turn on **Large captions**.
The Japanese text looks wrong	The Japanese translation and voice were machine-made and have not yet been reviewed by a native speaker. Please tell us what to fix.

Questions people ask

Do I need to know shogi or read Japanese?

No. The game is in English and Japanese, a first game of eight lessons teaches the basics, and you can switch piece labels to English names at any time.

How long does a game take?

The one real recorded game took 32 hours. Yours will be shorter: the Ladder opponents give you handicaps, and the AI plays quickly. You can pause and resume at any time, and the game autosaves.

Are the rules authentic?

They follow the surviving descriptions as compiled on Wikipedia, which disagree in places. Promotion in particular is uncertain, which is why you can choose among rules. The website's History chapter "Rules we are unsure of" explains the choices.

Is it free?

The limited beta is a free preview for testers; it is not the final product and the beta builds may not be redistributed. The released game will be a paid game.

CHAPTER 16

Privacy, safety and support

安

Very little leaves your computer, and you stay in control of it.

What the game sends

- **Offline play** (the computer, the tutorial, puzzles, the Study area) sends nothing.
- The **direct download** asks our website whether a newer version exists when it starts (you can turn that off in Settings). Steam and the stores update the game themselves.
- **Online play** sends the display name you choose, a random anonymous ID, and your moves. The server keeps your rating and the history of your online games.
- There are **no ads**, no analytics in the game, and no sign-up. Your saved games, settings and statistics stay on your computer (on Steam, Steam Cloud can keep a copy).
- On the website, Google Analytics runs only if you accept it in the cookie banner.

Playing safely

- There is no free-text chat. Players see only each other's display names and can send twelve fixed phrases.
- The server checks every display name automatically and replaces any that break the rules.
- To report an offensive name, press **Report name** on the result screen. We review reports promptly and can rename an account or suspend it from online play.
- Choose a name that is not your real name. Public games can be watched and may be shown on the game's live channel.
- Online play is for people 16 or older, or younger players with a parent's or guardian's permission. The game is not directed to children under 13.

Your data

You can ask us at any time to show, correct or delete what we hold about you, including your online profile: **Settings, Privacy requests** opens the form, or use taikyokushogi.com/requests.html. We answer within 45 days, usually much sooner. Data on your own computer is yours to delete by removing the game or its data folder.

Getting help

Write to us

Questions, bug reports, requests and complaints: **hello@taikyokushogi.com**. We read every message and aim to reply within two business days.

In the direct download there is also a feedback form in the main menu.

Online

taikyokushogi.com/support.html
Privacy Policy
Terms of Use and License
How to play

In the game, **Settings** has buttons for the Privacy policy, Terms of use, Privacy requests and Support.

APPENDIX A

Your platform

One game, five kinds of build. The board, the rules and the opponents are the same everywhere; a few menu items differ because each platform works differently.

	WINDOWS, MACOS, LINUX (DIRECT DOWNLOAD)	STEAM (INCLUDING STEAM DECK)	ANDROID AND IOS	BROWSER DEMO
Campaign and online play	Yes	Yes	Yes	No (a taster)
Updates	In-game check, **Update now**	Steam updates the game	Google Play or the App Store updates it	Always current
Feedback form	Yes	No: use the Steam community or email	No: use Support (email)	No
Fullscreen and window size	Yes	Yes	No window	Browser controls
Hover preview of moves	Yes	Yes	No: tap a piece	Yes
Keyboard shortcuts	Yes	Yes	Touch gestures	Yes
Files (photos, study export and import)	Folders and files	Folders and files	Copy and paste through the clipboard	Downloads in the browser
Quit button	Yes	Yes	No: Home or Back leaves an app	No
Privacy, Terms, licenses	In Settings on every platform			

Windows, macOS and Linux

- **Install** as described in chapter 3. The game checks for new versions at start and offers **Update now**; an update restarts the game and keeps your saves.
- **Fullscreen** is F11. Settings also has a window-size choice and the four graphics levels (Basic, Fast, Balanced, High).
- **Folders**: **Open folder** in the photo and Study screens shows your photos and exports in Finder or Explorer.
- The **Send feedback** form on the title card is only in this build.

Steam and Steam Deck

- **Updates** come through Steam; the game does not check by itself. Achievements (all 34) appear in your Steam profile.
- **Steam Cloud** keeps your progress file, so your ladder stars, achievements, streaks and rewards follow you to another computer. If two computers disagree, the one further along wins, so nothing is lost.
- **Steam Deck**: choose **Fast** or **Balanced** graphics if you want the battery to last. The Deck has not been tested by the developer yet, so please report anything odd.
- Rich Presence shows what you are playing to your Steam friends.

Android and iPhone or iPad

- **Touch**: tap a piece, then a green square to move or a red one to capture. **Pinch** to zoom, drag with **two fingers** to pan the board, and tap a piece to see its diagram (there is no hover).
- **Tips and labels** use touch wording ("tap") instead of keyboard keys. The toolbar holds the same tools as on the computer: Hint, Undo, Threats, Stats, Menu and the others.
- **Battery and heat**: pick **Fast** or **Basic** graphics on an older phone; **Adjust the 3D resolution automatically** does it for you when the frame rate drops.
- **Files**: there is no file manager, so Study export and import work through the clipboard (copy and paste).
- **Scrolling and the minimap**: every screen scrolls with a finger, the minimap can zoom the board, and the Piece Encyclopedia opens with a tap.
- **Leaving the game**: Home or Back. Your game in progress is saved.
- **Updates and purchases** are handled by Google Play or the App Store. The game has no in-app purchases.

The browser demo

A short taster of the board and the rules that runs in the browser with nothing to install. It has no campaign and no online play; **Get the full game** leads to the download page.

> **SAME RULES EVERYWHERE**
> Online games use the default rules on every platform, so a player on a phone can play one on a computer. Privacy, Terms and the licenses are reachable in Settings on all of them.

APPENDIX B

Glossary

語

Words you will meet in the game and in the shogi world.

Black, White	The two sides. Black moves first. In shogi they are called *sente* and *gote*.
Betza notation	A compact way to write how a piece moves, such as `fB3` (forward-diagonal, up to three squares). It is used for the piece data.
Capture	Landing on an enemy piece removes it. Captured pieces are gone for good.
Crown prince	The second royal piece. It steps one square. A promoted crown prince becomes a king.
Fork	One move that threatens two pieces at once.
Handicap	Starting without some of your best pieces so a weaker player can win. Here the Ladder uses 50, 25 and 10 missing pieces.
Hook mover	A piece that slides, turns 90 degrees once, and slides on.
Igui	A lion's capture without moving from its square.
Jitto	A lion passing: moving to a square and back, which ends the turn without changing the board.
Jumper	A piece that leaps over whatever is in the way.
Kifu	A written record of a game. The Study area saves games as text kifu.
Lion	A piece that makes two king-steps in one turn, either of which may capture.
Onegaishimasu, arigato gozaimashita	"Please give me a good game" and "thank you for the game", said at the start and end of a shogi game.
Omikuji	A small fortune slip. The daily puzzle card shows the day's.
Plies	Single moves by one side. Two plies are one move for each player.
Promotion	Changing a piece into a stronger one. By default it happens on a piece's first capture and only once.
Range capturer	A general that sweeps along a line capturing every lower-ranked piece it passes.
Ranger	A piece that slides any distance along its lines.
Rank, file	Rows and columns of the board. There are 36 of each.
Royal	A king or crown prince. Lose them all and the game is lost.
Stepper	A piece that moves one or two squares at a time.
Tempo	The initiative. A move that forces a reply gains tempo.
Tokaido	The old highway from Edo to Kyoto, the road of the Pilgrimage.
Worth	How strong a piece is, measured in pawns, shown on every encyclopedia card.

APPENDIX C

Pieces by family

族

All 301 kinds, sorted into the six families that decide how they behave. A piece is placed by its most distinctive power: lions first, then range capturers, hook movers, jumpers, rangers and, last, steppers.

Stepper 83 kinds	Angry boar, Bear's eyes, Beast cadet, Beast officer, Blind bear, Blind dog, Blind monkey, Blind tiger, Buddhist devil, Cannon soldier, Cat sword, Chicken general, Climbing monkey, Coiled serpent, Copper general, Crossbow soldier, Crown prince, Dark spirit, Deva, Dog, Donkey, Drunken elephant, Earth general, Eastern barbarian, Enchanted badger, Evil wolf, Fierce bear, Fierce eagle, Fierce leopard, Fierce stag, Fierce wolf, Fire general, Flying chicken, Flying goose, Flying horse, Fowl cadet, Fowl officer, Fragrant elephant, Go-between, Gold general, Guardian of the gods, Heavenly tetrarch, Horse general, Huai chicken, Iron general, King, Left general, Leopard king, Mountain general, Mountain stag, Nature spirit, Neighboring king, Northern barbarian, Old kite, Old monkey, Old rat, Ox general, Pawn, Pig general, Poisonous serpent, Poisonous wolf, Prancing stag, Pup general, Reclining dragon, Right general, River general, Rushing bird, Rushing boar, Silver general, Southern barbarian, Stone general, Strutting crow, Sumo wrestler, Swooping owl, Sword general, Sword soldier, Tile general, Turtle dove, Water general, Western barbarian, White elephant, Wind general, Wood general
Ranger 166 kinds	Angle mover, Bear soldier, Beast bird, Blue dragon, Boar soldier, Cannon chariot, Cannon general, Cavalier, Center standard, Ceramic dove, Chariot soldier, Cloud dragon, Cloud eagle, Coiled dragon, Copper chariot, Copper elephant, Crossbow general, Divine dragon, Divine sparrow, Divine tiger, Divine turtle, Dragon horse, Dragon king, Earth chariot, Earth dragon, Elephant king, Fierce ox, Fierce tiger, Fierce wind, Fire demon, Fire dragon, Fire ox, Flying chariot, Flying hawk, Flying ox, Flying stag, Flying swallow, Forest demon, Fowl, Free bear, Free boar, Free chicken, Free demon, Free dog, Free dragon, Free dream-eater, Free fire, Free horse, Free king, Free leopard, Free ox, Free pig, Free pup, Free serpent, Free stag, Free tiger, Free wolf, Front standard, Gliding swallow, Gold chariot, Gold stag, Goose wing, Great bear, Great dove, Great dragon, Great foal, Great leopard, Great shark, Great standard, Great tiger, Great whale, Horse soldier, Horseman, Howling dog (left), Howling dog (right), Huai river, Incense chariot, Left army, Left chariot, Left dog, Left dragon, Left iron chariot, Left tiger, Leopard soldier, Little standard, Longbow general, Longbow soldier, Mocking bird, Mount Tai, Mountain witch, Multi general, Ox chariot, Ox soldier, Playful parrot, Plodding ox, Raiding hawk, Rain dragon, Ram's-head soldier, Rear standard, Reed bird, Reverse chariot, Right army, Right chariot, Right dog, Right dragon, Right iron chariot, Right tiger, Running bear, Running boar, Running chariot, Running dragon, Running leopard, Running ox, Running pup, Running rabbit, Running serpent, Running stag, Running tiger, Running tile, Running wolf, Side boar, Side dragon, Side flyer, Side monkey, Side mover, Side ox, Side serpent, Side soldier, Side wolf, Silver chariot, Silver rabbit, Soldier, Spear general, Spear soldier, Square mover, Stone chariot, Stone peng, Strong bear, Strong chariot, Strong eagle, Swallow's wings, Thunder runner, Tiger soldier, Tile chariot, Turtle-snake, Vermillion sparrow, Vertical bear, Vertical horse, Vertical leopard, Vertical mover, Vertical pup, Vertical soldier, Vertical tiger, Vertical wolf, Walking heron, Water dragon, Water ox, Whale, White foal, White tiger, Wind dragon, Wind horse, Wind snapping turtle, Wizard stork, Wood chariot, Woodland demon
Jumper 37 kinds	Ancient dragon, Cassia horse, Center master, Flying cat, Flying dragon, Flying eagle, Free bird, Gold bird, Great dream-eater, Great eagle, Great elephant, Great hawk, Great master, Great stag, Great turtle, Heavenly horse, Heavenly tetrarch king, Horned hawk, King of teachings, Kirin, Kirin master, Left mountain eagle, Lion dog, Little turtle, Mountain crane, Mountain hawk, Peng master, Phoenix, Phoenix master, Rain demon, Right mountain eagle, Roaring dog, Running horse, Spirit turtle, Treacherous fox, Treasure turtle, Wooden dove
Lion family 5 kinds	Buddhist spirit, Free eagle, Furious fiend, Lion, Lion hawk

Hook mover 4 kinds	Capricorn, Hook mover, Peacock, Tengu
Range capturer 6 kinds	Angle general, Fierce dragon, Flying crocodile, Flying general, Great general, Vice general

APPENDIX D

The opening position

陣

Each side starts with 402 pieces in twelve ranks, 36 files wide. The two armies face each other across twelve empty ranks, and the second army is the first turned half a turn.

The table lists one army, from its front line (rank 1) to its back rank (rank 12), reading across the board. A number after a name is how many stand in that rank. The kings and the crown prince stand in the back rank, and each side has more than one royal.

Rank 1	Dog ×4, Go-between ×2
Rank 2	Pawn ×36
Rank 3	Left chariot, Side monkey ×2, Vertical mover ×2, Flying ox ×2, Longbow soldier ×2, Vertical pup ×2, Vertical horse ×2, Cannon soldier ×2, Dragon horse ×2, Dragon king ×2, Sword soldier ×2, Horned hawk ×2, Flying eagle ×2, Spear soldier ×2, Vertical leopard ×2, Fierce tiger ×2, Crossbow soldier ×2, Lion dog, Roaring dog, Right chariot
Rank 4	Chariot soldier ×2, Side soldier ×2, Vertical soldier ×2, Wind general ×2, River general ×2, Mountain general ×2, Front standard ×2, Horse soldier ×2, Wood general ×2, Ox soldier ×2, Earth general ×2, Boar soldier ×2, Stone general ×2, Leopard soldier ×2, Tile general ×2, Bear soldier ×2, Iron general ×2, Great master, Great standard
Rank 5	Earth chariot ×2, Blue dragon, Enchanted badger ×2, Horseman ×2, Swooping owl ×2, Climbing monkey ×2, Cat sword ×2, Swallow's wings ×2, Blind monkey ×2, Blind tiger ×2, Ox chariot ×2, Side flyer ×2, Blind bear ×2, Old rat ×2, Square mover ×2, Coiled serpent ×2, Reclining dragon ×2, Lion hawk, Free eagle, Vermillion sparrow
Rank 6	Tile chariot ×2, Vertical wolf ×2, Side ox ×2, Donkey ×2, Flying horse ×2, Fierce bear ×2, Angry boar ×2, Evil wolf ×2, Wind horse ×2, Flying chicken ×2, Old monkey ×2, Huai chicken ×2, Western barbarian, Eastern barbarian, Fierce stag ×2, Fierce wolf ×2, Treacherous fox ×2, Peng master, Center master, Southern barbarian, Northern barbarian
Rank 7	Wood chariot ×2, White foal ×2, Howling dog (left), Side mover ×2, Prancing stag ×2, Water ox ×2, Fierce leopard ×2, Fierce eagle ×2, Flying dragon ×2, Poisonous serpent ×2, Flying goose ×2, Strutting crow ×2, Blind dog ×2, Water general ×2, Fire general ×2, Kirin, Capricorn, Great turtle, Little turtle, Hook mover, Phoenix, Howling dog (right)
Rank 8	Stone chariot ×2, Cloud eagle ×2, Angle mover ×2, Flying chariot ×2, Side wolf ×2, Flying cat ×2, Mountain hawk ×2, Vertical tiger ×2, Soldier ×2, Little standard ×2, Cloud dragon ×2, Copper chariot ×2, Running chariot ×2, Ram's-head soldier ×2, Fierce ox ×2, Great dragon ×2, Gold bird ×2, Deva, Dark spirit
Rank 9	Silver chariot ×2, Vertical bear ×2, Cassia horse ×2, Pig general ×2, Chicken general ×2, Pup general ×2, Horse general ×2, Ox general ×2, Center standard ×2, Side boar ×2, Silver rabbit ×2, Gold stag ×2, Lion ×2, Fowl cadet ×2, Great stag ×2, Fierce dragon ×2, Woodland demon ×2, Great general, Vice general
Rank 10	Gold chariot ×2, Side dragon ×2, Running stag ×2, Running wolf ×2, Angle general ×2, Flying general ×2, Left tiger, Left dragon, Beast officer ×2, Wind dragon ×2, Free pup ×2, Rushing bird ×2, Old kite ×2, Peacock ×2, Water dragon ×2, Fire dragon ×2, Copper general ×2, Kirin master, Phoenix master, Right dragon, Right tiger
Rank 11	Reverse chariot ×2, White elephant, Turtle dove ×2, Flying swallow ×2, Fowl officer ×2, Rain dragon ×2, Forest demon ×2, Mountain stag ×2, Running pup ×2, Running serpent ×2, Side serpent ×2, Great dove ×2, Running tiger ×2, Running bear ×2, Buddhist devil, Sumo wrestler, Silver general ×2, Neighboring king, Drunken elephant, Guardian of the gods, Nature spirit, Fragrant elephant
Rank 12	Incense chariot ×2, Turtle-snake, Running rabbit ×2, Whale ×2, Fire demon ×2, Left mountain eagle, Tengu ×2, Beast cadet ×2, Running horse ×2, Free demon ×2, Earth dragon ×2, Ceramic dove, Free dream-eater ×2, Free king ×2, Rear standard ×2, Left general, Gold general ×2, King, Crown prince, Right general, Wooden dove, Right mountain eagle, White tiger

READING THE POSITION

The front line is thin: dogs and go-betweens. The whole second rank is 36 pawns. The strongest pieces (lions, eagles, dragons, generals) stand in the third rank and behind, so the game opens with a long approach before anything strong can be touched.

APPENDIX E

The promotion table

成

Every piece that can promote and what it becomes. 195 pieces promote. By default a piece promotes, compulsorily, on its first capture, and a promoted piece does not promote again; the New game options change this.

Angle general 角将	→	Rain demon 霖鬼
Angle mover 角行	→	Dragon horse 龍馬
Angry boar 嗔猪	→	Free boar 奔猪
Bear soldier 熊兵	→	Strong bear 強熊
Beast cadet 獣曹	→	Beast officer 獣吏
Beast officer 獣吏	→	Beast bird 獣鳥
Blind bear 盲熊	→	Flying stag 飛鹿
Blind dog 盲犬	→	Fierce stag 猛鹿
Blind monkey 盲猿	→	Flying stag 飛鹿
Blind tiger 盲虎	→	Flying stag 飛鹿
Blue dragon 青龍	→	Divine dragon 神龍
Boar soldier 猪兵	→	Running boar 走猪
Buddhist devil 羅刹	→	Heavenly tetrarch 四天
Cannon soldier 炮兵	→	Cannon general 炮将
Capricorn 摩羯	→	Hook mover 鉤行
Cassia horse 桂馬	→	Side soldier 横兵
Cat sword 猫刀	→	Dragon horse 龍馬
Center standard 中旗	→	Front standard 前旗
Chariot soldier 車兵	→	Heavenly tetrarch king 四天王
Chicken general 鶏将	→	Free chicken 奔鶏
Climbing monkey 登猿	→	Fierce stag 猛鹿
Cloud dragon 雲龍	→	Great dragon 大龍
Cloud eagle 雲鷲	→	Strong eagle 勁鷲
Coiled serpent 蟠蛇	→	Coiled dragon 蟠龍
Copper chariot 銅車	→	Copper elephant 銅象
Copper general 銅将	→	Side mover 横行
Crossbow soldier 弓兵	→	Crossbow general 弓将
Crown prince 太子	→	King 王将
Dark spirit 無明	→	Buddhist spirit 法性
Deva 提婆	→	King of teachings 教王
Dog 犬	→	Multi general 雑将
Donkey 驢馬	→	Ceramic dove 鳩盤
Dragon horse 龍馬	→	Horned hawk 角鷹
Dragon king 龍王	→	Flying eagle 飛鷲
Drunken elephant 酔象	→	Crown prince 太子
Earth chariot 土車	→	Reed bird 芦鳥
Earth dragon 地龍	→	Rain dragon 雨龍
Earth general 土将	→	White elephant 白象
Eastern barbarian 東夷	→	Lion 獅子
Enchanted badger 変狸	→	Ceramic dove 鳩盤
Lion dog 狛犬	→	Great elephant 大象
Little standard 小旗	→	Rear standard 後旗
Little turtle 小亀	→	Treasure turtle 宝亀
Longbow soldier 弩兵	→	Longbow general 弩将
Mountain general 山将	→	Mount Tai 泰山
Mountain hawk 山鷹	→	Horned hawk 角鷹
Mountain stag 山鹿	→	Great stag 大鹿
Nature spirit 夜叉	→	Heavenly tetrarch 四天
Neighboring king 近王	→	Front standard 前旗
Northern barbarian 北狄	→	Wooden dove 鳩槃
Old kite 古鵄	→	Tengu 天狗
Old monkey 古猿	→	Mountain witch 山母
Old rat 老鼠	→	Mocking bird
Ox chariot 牛車	→	Plodding ox 歩牛
Ox general 牛将	→	Free ox 奔牛
Ox soldier 牛兵	→	Running ox 走牛
Pawn 歩兵	→	Gold general 金将
Peacock 孔雀	→	Tengu 天狗
Phoenix 鳳凰	→	Gold bird 金翅
Pig general 豚将	→	Free pig 奔豚
Poisonous serpent 毒蛇	→	Hook mover 鉤行
Prancing stag 踊鹿	→	Square mover 方行
Pup general 狗将	→	Free pup 奔狗
Rain dragon 雨龍	→	Great dragon 大龍
Ram's-head soldier 羊兵	→	Tiger soldier 虎兵
Rear standard 後旗	→	Center standard 中旗
Reclining dragon 臥龍	→	Great dragon 大龍
Reverse chariot 反車	→	Whale 鯨鯢
Right chariot 右車	→	Right iron chariot 右鉄車
Right dragon 右龍	→	Blue dragon 青龍
Right general 右将	→	Right army 右軍
Right mountain eagle 右山鷲	→	Flying eagle 飛鷲
Right tiger 右虎	→	White tiger 白虎
River general 川将	→	Huai river 淮川
Roaring dog 吼犬	→	Lion dog 狛犬
Running bear 走熊	→	Free bear 奔熊
Running chariot 走車	→	Cannon chariot 炮車
Running horse 走馬	→	Free demon 奔鬼
Running pup 走狗	→	Free leopard 奔豹
Running rabbit 走兎	→	Treacherous fox 隠狐

Evil wolf 悪狼	→	Poisonous wolf 毒狼
Fierce bear 猛熊	→	Great bear 大熊
Fierce dragon 猛龍	→	Great dragon 大龍
Fierce eagle 猛鷲	→	Flying eagle 飛鷲
Fierce leopard 猛豹	→	Angle mover 角行
Fierce ox 猛牛	→	Flying ox 飛牛
Fierce stag 猛鹿	→	Rushing boar 行猪
Fierce tiger 猛虎	→	Great tiger 大虎
Fierce wolf 猛狼	→	Bear's eyes 熊眼
Fire demon 火鬼	→	Free fire 奔火
Fire dragon 火龍	→	Kirin master 麟師
Fire general 火将	→	Great general 大将
Flying cat 飛猫	→	Flying chariot 飛車
Flying chariot 飛車	→	Dragon king 龍王
Flying chicken 鶏飛	→	Raiding hawk 延鷹
Flying dragon 飛龍	→	Dragon king 龍王
Flying eagle 飛鷲	→	Great eagle 大鷲
Flying general 飛将	→	Flying crocodile 飛鰐
Flying goose 鴈飛	→	Swallow's wings 燕羽
Flying horse 馬麟	→	Free king 奔王
Flying ox 飛牛	→	Fire ox 火牛
Flying swallow 飛燕	→	Flying chariot 飛車
Forest demon 森鬼	→	Thunder runner 雷走
Fowl cadet 禽曹	→	Fowl officer 禽吏
Fowl officer 禽吏	→	Fowl 禽鳥
Fragrant elephant 香象	→	Elephant king 象王
Free demon 奔鬼	→	Free king 奔王
Free dream-eater 奔獏	→	Free king 奔王
Free king 奔王	→	Great general 大将
Free pup 奔狗	→	Free dog 奔犬
Front standard 前旗	→	Great standard 大旗
Go-between 仲人	→	Drunken elephant 酔象
Gold bird 金翅	→	Free bird 奔翅
Gold chariot 金車	→	Playful parrot 遊鵡
Gold general 金将	→	Flying chariot 飛車
Gold stag 金鹿	→	White foal 白駒
Great dove 大鳩	→	Wooden dove 鳩槃
Great dragon 大龍	→	Ancient dragon 元龍
Great stag 大鹿	→	Free stag 奔鹿
Great turtle 大亀	→	Spirit turtle 霊亀
Running serpent 走蛇	→	Free serpent 奔蛇
Running stag 走鹿	→	Free stag 奔鹿
Running tiger 走虎	→	Free tiger 奔虎
Running wolf 走狼	→	Free wolf 奔狼
Rushing bird 行鳥	→	Free demon 奔鬼
Side boar 横猪	→	Free boar 奔猪
Side dragon 横龍	→	Running dragon 走龍
Side flyer 横飛	→	Side dragon 横龍
Side monkey 横猿	→	Side soldier 横兵
Side mover 横行	→	Free boar 奔猪
Side ox 横牛	→	Flying ox 飛牛
Side serpent 横蛇	→	Great shark 大鱗
Side soldier 横兵	→	Water ox 水牛
Side wolf 横狼	→	Free wolf 奔狼
Silver chariot 銀車	→	Goose wing 鴻翼
Silver general 銀将	→	Vertical mover 竪行
Silver rabbit 銀兎	→	Whale 鯨鯢
Soldier 兵士	→	Cavalier 騎士
Southern barbarian 南蛮	→	Gold bird 金翅
Spear soldier 鎗兵	→	Spear general 鎗将
Square mover 方行	→	Strong chariot 強車
Stone chariot 石車	→	Walking heron 歩鷺
Stone general 石将	→	White elephant 白象
Strutting crow 烏行	→	Flying hawk 飛鷹
Sumo wrestler 力士	→	Heavenly tetrarch 四天
Swallow's wings 燕羽	→	Gliding swallow 燕行
Swooping owl 鴟行	→	Cloud eagle 雲鷲
Sword soldier 刀兵	→	Sword general 刀将
Tile chariot 瓦車	→	Running tile 走瓦
Tile general 瓦将	→	White elephant 白象
Treacherous fox 隠狐	→	Mountain crane 山鶴
Turtle dove 山鳩	→	Great dove 大鳩
Turtle-snake 玄武	→	Divine turtle 神亀
Vermillion sparrow 朱雀	→	Divine sparrow 神雀
Vertical bear 竪熊	→	Free bear 奔熊
Vertical horse 竪馬	→	Dragon horse 龍馬
Vertical leopard 竪豹	→	Great leopard 大豹
Vertical mover 竪行	→	Flying ox 飛牛
Vertical pup 竪狗	→	Leopard king 豹王
Vertical soldier 竪兵	→	Chariot soldier 車兵

Guardian of the gods 金剛	→	Heavenly tetrarch 四天
Horned hawk 角鷹	→	Great hawk 大鷹
Horse general 馬将	→	Free horse 奔馬
Horse soldier 馬兵	→	Running horse 走馬
Horseman 騎兵	→	Cavalier 騎士
Howling dog (left) 崎犬	→	Left dog 左犬
Howling dog (right) 崎犬	→	Right dog 右犬
Huai chicken 淮鶏	→	Wizard stork
Incense chariot 香車	→	White foal 白駒
Iron general 鉄将	→	White elephant 白象
Kirin 麒麟	→	Gold bird 金翅
Left chariot 左車	→	Left iron chariot 左鉄車
Left dragon 左龍	→	Vermillion sparrow 朱雀
Left general 左将	→	Left army 左軍
Left mountain eagle 左山鷲	→	Flying eagle 飛鷲
Left tiger 左虎	→	Turtle-snake 玄武
Leopard soldier 豹兵	→	Running leopard 走豹
Lion 獅子	→	Furious fiend 奮迅

Vertical tiger 竪虎	→	Free tiger 奔虎
Vertical wolf 竪狼	→	Running wolf 走狼
Vice general 副将	→	Great general 大将
Water dragon 水龍	→	Phoenix master 鳳師
Water general 水将	→	Vice general 副将
Water ox 水牛	→	Great dream-eater 大獏
Western barbarian 西戎	→	Lion dog 狛犬
Whale 鯨鯢	→	Great whale 大鯨
White elephant 白象	→	Elephant king 象王
White foal 白駒	→	Great foal 大駒
White tiger 白虎	→	Divine tiger 神虎
Wind dragon 風龍	→	Free dragon 奔龍
Wind general 風将	→	Fierce wind 暴風
Wind horse 風馬	→	Heavenly horse 天馬
Wood chariot 木車	→	Wind snapping turtle 風鼈
Wood general 木将	→	White elephant 白象
Woodland demon 林鬼	→	Stone peng 石鵬

APPENDIX F

What each piece is worth

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The game's own measure of strength, in pawns: the number of squares the piece can reach from the centre of an empty board, scaled so that a pawn is 1. It is what the balance bar adds up, and what the computer weighs in a trade. It measures reach, not tactics, so a short-ranged piece can still win a fight.

PIECE	PAWNS
Hook mover	420.8
Capricorn	205.7
Tengu	205
Peacock	100.7
Buddhist spirit	36
Free eagle	36
Lion hawk	25.7
Flying eagle	24
Free king	24
Free stag	24
Great dream-eater	24
Great eagle	24
Great general	24
Great hawk	24
Heavenly tetrarch king	24
Horned hawk	24
King of teachings	24
Lion dog	24
Mountain crane	24
Spirit turtle	24
Strong eagle	24
Treasure turtle	24
Left mountain eagle	21.5
Right mountain eagle	21.3
Free dragon	21.2
Free tiger	21.2
Free demon	19.8
Free dream-eater	19.8
Great standard	19.2
Great turtle	19.2
Kirin master	19.2
Phoenix master	19.2
Roaring dog	19.2
Chariot soldier	18.8
Free bird	18.8
Little turtle	18.8
Mountain hawk	18.8
Fierce wind	18.5
Fire ox	18.5
Great elephant	18.3
Cavalier	18.2

PIECE	PAWNS
Running stag	12.7
Coiled dragon	12.5
Flying chariot	12.5
Flying general	12.5
Flying hawk	12.5
Free serpent	12.5
Gliding swallow	12.5
Running chariot	12.5
Running wolf	12.5
Soldier	12.5
Square mover	12.5
Whale	12.5
Angle general	12.3
Angle mover	12.3
Mocking bird	12.3
Multi general	12.3
White foal	12.3
Rain demon	11.3
Thunder runner	11.3
Forest demon	11
Cannon general	10.7
Horse soldier	10.5
Left army	10.5
Ox soldier	10.5
Divine sparrow	10.3
Divine turtle	10.3
Bear soldier	10.2
Blue dragon	10.2
Boar soldier	10.2
Leopard soldier	10.2
Right army	10.2
White tiger	10.2
Playful parrot	10
Right dragon	10
Right tiger	10
Great bear	9.8
Great tiger	9.8
Running horse	9.8
Running rabbit	9.8
Left chariot	9.7
Left dragon	9.7

PIECE	PAWNS
Vertical bear	4.5
Vertical leopard	4.5
Vertical soldier	4.5
Vertical wolf	4.5
Fowl cadet	4.3
Heavenly horse	4.3
Raiding hawk	4.3
Wind horse	4.3
Spear soldier	4.2
Vertical horse	4.2
Vertical pup	4.2
Beast officer	4
Vertical tiger	4
Crossbow soldier	3.8
Fowl officer	3.8
Howling dog (left)	3.8
Howling dog (right)	3.8
Fierce tiger	3.7
Incense chariot	3.7
Ox chariot	3.7
Fragrant elephant	3.5
White elephant	3.5
Mountain stag	3.3
Beast cadet	3.2
Turtle dove	3
Guardian of the gods	2.8
Sumo wrestler	2.8
Fierce eagle	2.7
Old kite	2.5
Pig general	2.5
Sword general	2.5
Buddhist devil	2.3
Nature spirit	2.3
Poisonous serpent	2.3
Bear's eyes	2.2
Donkey	2.2
Eastern barbarian	2.2
Enchanted badger	2.2
Fire general	2.2
Flying cat	2.2
Flying horse	2.2

Flying ox	18.2
Free bear	18.2
Free leopard	18.2
Great whale	18.2
Strong chariot	18.2
Treacherous fox	18.2
Ancient dragon	17.8
Furious fiend	16.8
Beast bird	16.5
Fowl	16.5
Rain dragon	16
Running dragon	16
Cloud dragon	15.8
Great master	15.7
Peng master	15.7
Lion	15.5
Running ox	15.5
Strong bear	15.5
Free boar	15.3
Mountain witch	15.3
Wind dragon	15.3
Wizard stork	15.3
Free wolf	15.2
Running leopard	15.2
Great shark	14.8
Mount Tai	14.8
Center standard	14.5
Fire dragon	14.5
Front standard	14.5
Water dragon	14.5
Center master	14.3
Great dove	14.3
Flying crocodile	14.2
Gold bird	14
Longbow general	14
Stone peng	14
Rear standard	13.8
Ceramic dove	13.7
Elephant king	13.7
Fierce dragon	13.7
Free chicken	13.7
Free dog	13.7
Left iron chariot	9.7
Left tiger	9.7
Right iron chariot	9.7
Right chariot	9.5
Side dragon	9.5
Free fire	8.3
Goose wing	8.3
Cloud eagle	8
Gold chariot	8
Reed bird	8
Walking heron	8
Copper chariot	7.7
Copper elephant	7.7
Flying stag	7.7
Side boar	7.7
Silver chariot	7.7
Stone chariot	7.7
Turtle-snake	7.7
Earth dragon	7.5
Leopard king	7.5
Vermillion sparrow	7.5
Fire demon	7.3
Plodding ox	7.3
Running bear	7.3
Running tiger	7.3
Running tile	7.3
Side flyer	7.3
Side serpent	7.3
Silver rabbit	7.3
Water ox	7.3
Wind snapping turtle	7.3
Gold stag	7.2
Side monkey	7.2
Side soldier	7.2
Earth chariot	7
Huai river	7
Running boar	7
Running pup	7
Running serpent	7
Side mover	7
Side ox	7
Side wolf	7
Kirin	2.2
Mountain general	2.2
Northern barbarian	2.2
Phoenix	2.2
Poisonous wolf	2.2
Prancing stag	2.2
Rushing bird	2.2
Southern barbarian	2.2
Water general	2.2
Western barbarian	2.2
Blind tiger	2
Dark spirit	2
Deva	2
Fierce bear	2
Chicken general	1.8
Fierce leopard	1.8
Fierce wolf	1.8
Gold general	1.8
Horse general	1.8
Ox general	1.8
Pup general	1.8
River general	1.8
Wind general	1.8
Blind dog	1.7
Drunken elephant	1.7
Evil wolf	1.7
Fierce stag	1.7
Huai chicken	1.7
Left general	1.7
Neighboring king	1.7
Old monkey	1.7
Right general	1.7
Rushing boar	1.7
Silver general	1.7
Cat sword	1.5
Climbing monkey	1.5
Coiled serpent	1.5
Copper general	1.5
Flying chicken	1.5
Flying dragon	1.5
Flying goose	1.5
Reclining dragon	1.5

Wooden dove	13.7
Woodland demon	13.7
Great stag	13.5
Little standard	13.5
Free horse	13.3
Free ox	13.3
Free pig	13.3
Free pup	13.3
Great dragon	13.3
Dragon king	13.2
Dragon horse	13
Great foal	13
Horseman	13
Vice general	13
Cannon chariot	12.7
Divine dragon	12.7
Divine tiger	12.7

Swallow's wings	7
Tiger soldier	7
Tile chariot	7
Vertical mover	7
Wood chariot	7
Fierce ox	6.8
Right dog	6.8
Crossbow general	6.7
Flying swallow	6.7
Left dog	6.7
Ram's-head soldier	6.7
Reverse chariot	6.7
Heavenly tetrarch	6.2
Longbow soldier	6.2
Great leopard	5.5
Spear general	5
Cannon soldier	4.8

Wood general	1.5
Dog	1.3
Iron general	1.3
Old rat	1.3
Strutting crow	1.3
Swooping owl	1.3
Sword soldier	1.3
Tile general	1.3
Angry boar	1.2
Blind bear	1.2
Blind monkey	1.2
Cassia horse	1.2
Earth general	1.2
Go-between	1.2
Stone general	1.2
Pawn	1

APPENDIX G

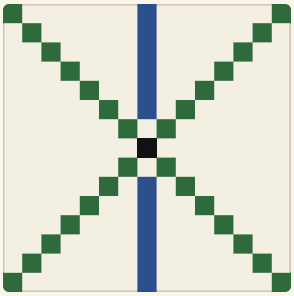
The complete piece reference

Every one of the 301 pieces, in alphabetical order: its figurine, its move diagram, what it is worth, how many start the game, how it moves, what it becomes, and its story.

HOW TO READ AN ENTRY

The diagram shows the piece (black square) in the middle of an empty board, with the squares it can reach: **green** for steps and slides, **blue** for jumps, **purple** for hook moves, **orange** for the lion's reach and **red** for range captures. **Betza** is a compact way to write a move: `W` is one step straight, `F` one step diagonally, `R` a straight slide, `B` a diagonal slide, `N` a knight leap, `f`, `b` and `s` mean forward, backward and sideways, and a number is a limit (`fB3` is a forward diagonal slide of up to three squares). Entries marked "appears only by promotion" are never in the opening position.





Ancient dragon 元龍

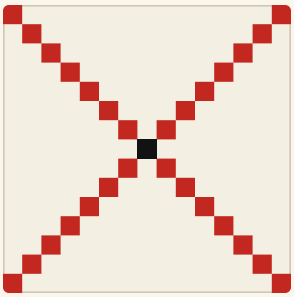
The Dragon Before Dragons

Slides any distance: diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 17.8 pawns
Setup	Appears only by promotion
Betza	`B(v(mppR3)–R)`
Comes from	**Great dragon**

Older than the great dragon it grew from, the Ancient dragon appears only when a Great dragon is promoted; it never stands on the starting board. It races along every diagonal until something stops it, and vaults forward or backward over as many as three squares of anything, landing beyond. Treat its arrival as a game-turning surprise.





Angle general 角将

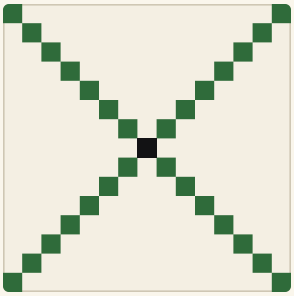
The Sweeping Corner

Captures every lower-ranked piece it passes along a line; cannot pass or capture a piece of equal or higher rank.

Family	Range capturer
Worth	About 12.3 pawns
Setup	Starts with 2 per side
Betza	`((cBcdB)–B)`
Promotes to	**Rain demon** 霖鬼

The angle general does not duel; it sweeps. Along the diagonals it flies over any number of lesser enemy pieces and captures every one it passes, though anything of equal or higher rank halts it, and the kings stand beyond its reach. A brave line beside it can be ruined in one pass. It rises into the rain demon. Count what lies on the diagonal before you loose it.





Angle mover 角行

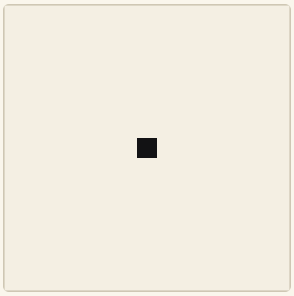
The Corner Sentinel

Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 12.3 pawns
Setup	Starts with 2 per side
Betza	`B`
Promotes to	**Dragon horse** 龍馬
Comes from	**Fierce leopard**

The angle mover is a monk of one road. It slides any distance along the diagonals, stopping at the first piece it meets and capturing it if it belongs to the enemy. It is simple, honest and long-reaching. Fierce leopards are remade into it, and it may in turn become the dragon horse. It is a fine piece to hold the long diagonals open and leave the clever work to others.





Angry boar 嗔猪

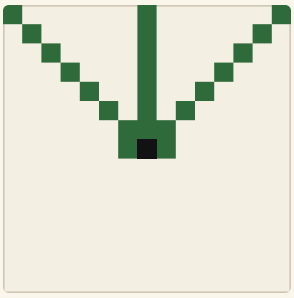
The Boar That Will Not Turn

Steps one square: sideways (left or right).

Family	Stepper
Worth	About 1.2 pawns
Setup	Starts with 2 per side
Betza	`sK`
Promotes to	**Free boar** 奔猪

Furious but narrow-minded, the angry boar can only rage sideways, one square at a time, unable to charge forward or back. Two stand in each starting army. If it lives to promote, the fury breaks free and the boar becomes a free boar. A humble piece for now: shuffle it across the rank and wait for its day.





Bear soldier 熊兵

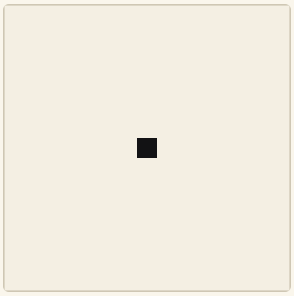
The Bear Who Charges

Steps one square: backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 10.2 pawns
Setup	Starts with 2 per side
Betza	`bWsR2fQ`
Promotes to	**Strong bear** 強熊

The bear soldier walks like a wall of fur. It charges any distance straight forward and along the forward diagonals, stopping at the first piece it meets, but backs off only one square, and sidesteps one or two. It begins unpromoted and may become the strong bear. Let it lead the advance, and mind the weak retreat behind it.





Bear's eyes 熊眼

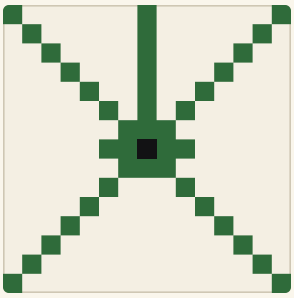
The Watchful Gaze

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Appears only by promotion
Betza	K
Comes from	**Fierce wolf**

They say the bear's eyes are small but miss nothing. This piece appears only when a fierce wolf is promoted, and once there, it watches every square around it, stepping a single square in any direction. It slides no farther. Never present at the start, it is a close companion, so keep it near the pieces that need it.





Beast bird 獣鳥

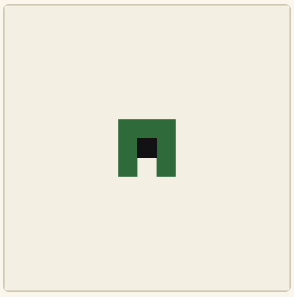
The Bird of the Wild

Slides up to 2 squares: backward. Slides up to 3 squares: sideways (left or right). Slides any distance: forward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 16.5 pawns
Setup	Appears only by promotion
Betza	`BbR2sR3fR`
Comes from	**Beast officer**

Half beast and half bird, this piece leaves the ground only on the forward line. It slides any distance straight forward and along both forward diagonals, stopping at the first piece it meets. Behind it lies a short backstep of one or two squares, and to the sides it ranges one to three. It exists only as a promoted beast officer. Keep it ahead of the fight and sweep.





Beast cadet 獣曹

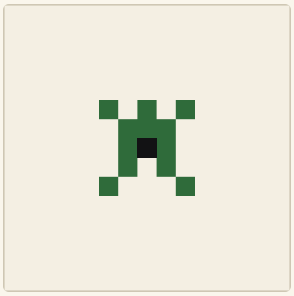
The Young Beast Cadet

Slides up to 2 squares: forward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 3.2 pawns
Setup	Starts with 2 per side
Betza	`B2fsR2`
Promotes to	**Beast officer** 獣吏

Newly commissioned and eager to prove itself, the beast cadet leaps one or two squares at a time: diagonally, sideways, or straight forward. It never backs straight away. Two begin each army. If it survives, it is promoted to beast officer. Send it into the thick of the fray, and keep the pieces behind it ready for its eventual rank.





Beast officer 獣吏

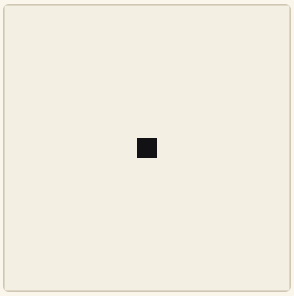
The Beast With Rank

Slides up to 2 squares: sideways (left or right). Slides up to 3 squares: forward, diagonally forward, diagonally backward.

Family	Stepper
Worth	About 4 pawns
Setup	Starts with 2 per side
Betza	`B3sR2fR3`
Promotes to	**Beast bird** 獣鳥
Comes from	**Beast cadet**

Having earned its stripes as a cadet, the beast officer commands more ground. It strides one or two squares sideways, and up to three squares diagonally forward or straight forward. Two begin each army, and promotion makes each a beast bird. Use it to cut across the front with confidence.





Blind bear 盲熊

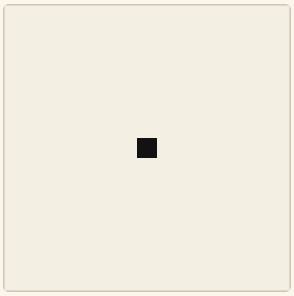
The Bear in the Dark

Steps one square: sideways (left or right).

Family	Stepper
Worth	About 1.2 pawns
Setup	Starts with 2 per side
Betza	`sK`
Promotes to	**Flying stag** 飛鹿

Unable to see, the blind bear shuffles sideways one square at a time, guided only by scent. Two begin each army. Yet blindness is not the end: promoted, it takes wing as a flying stag. Keep it safe and slow, and wait until you can lift it up into something greater.





Blind dog 盲犬

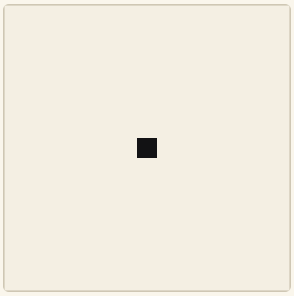
The Dog Who Follows the Scent

Steps one square: backward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 2 per side
Betza	`fFbsW`
Promotes to	**Fierce stag** 猛鹿

The blind dog cannot see, yet it never loses the trail. It steps a single square sideways, diagonally forward, or straight back. Two begin each army. A dog that survives may promote to a fierce stag. Let it nose forward, trust its steady nose, and keep it near friends who can watch over it.





Blind monkey 盲猿

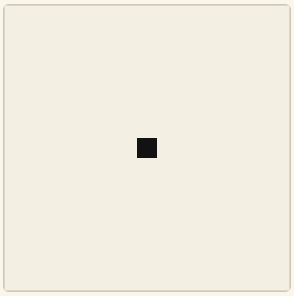
The Monkey Feeling Its Way

Steps one square: sideways (left or right).

Family	Stepper
Worth	About 1.2 pawns
Setup	Starts with 2 per side
Betza	`sK`
Promotes to	**Flying stag** 飛鹿

The blind monkey is clever with its hands but cannot see, so it creeps one square sideways at a time, touching each place before it commits. Two begin each army. In time it may be promoted to a flying stag. A small, humble piece: hold it back, and it can serve as a quiet screen.





Blind tiger 盲虎

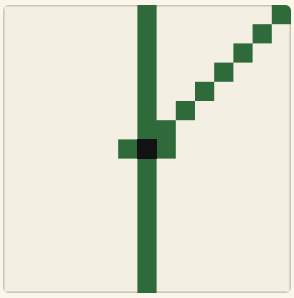
The Tiger in the Shadows

Steps one square: backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2 pawns
Setup	Starts with 2 per side
Betza	`FbWsW`
Promotes to	**Flying stag** 飛鹿

Though it cannot see, the blind tiger prowls the dark with an animal's sure sense. It steps one square diagonally, sideways, or straight back, but never straight ahead. Two begin each army. Promotion lifts it into a flying stag. Do not mistake its small steps for weakness: tuck it behind the line and let it close gaps.





Blue dragon 青龍

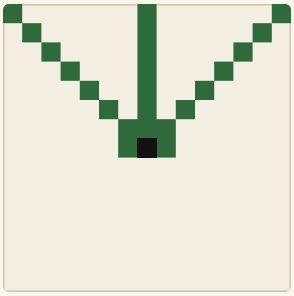
The Azure Dragon

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 10.2 pawns
Setup	Starts with 1 per side
Betza	`sR2vRfrB`
Promotes to	**Divine dragon** 神龍
Comes from	**Right dragon**

Where the blue dragon coils, the east is secure. It slides any distance straight forward or backward and along the forward-right diagonal, stopping at the first piece it meets, and shuffles one or two squares sideways. It rises from the right dragon and may be exalted as the divine dragon. Its lines are lopsided, so a clever hand will always keep its right flank clear.





Boar soldier 猪兵

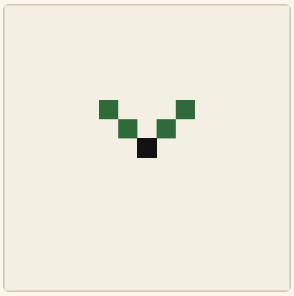
The Boar Without Doubt

Steps one square: backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 10.2 pawns
Setup	Starts with 2 per side
Betza	`bWsR2fQ`
Promotes to	**Running boar** 走猪

The boar soldier charges first and thinks later. It slides any distance straight ahead and along the forward diagonals, stopping at the first piece it meets, but takes only one step back and one or two sideways. It begins unpromoted and may become the running boar. Aim it where the enemy is weak and do not ask it to turn around.





Buddhist devil 羅刹

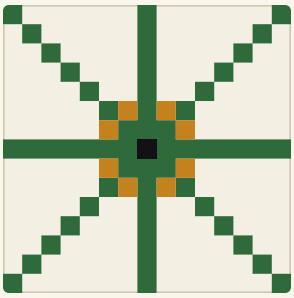
The Fearsome Rakshasa

Steps one square: backward, sideways (left or right). Slides up to 3 squares: diagonally forward.

Family	Stepper
Worth	About 2.3 pawns
Setup	Starts with 1 per side
Betza	`fB3bsW`
Promotes to	**Heavenly tetrarch** 四天

Folk tales speak of a fierce devil with a fearsome face, and the Buddhist devil lives up to it. It lunges up to three squares along either forward diagonal, but steps only one square sideways or straight back. One begins on each side. Promotion transforms it into a heavenly tetrarch. Use its diagonal lunges to terrify the front rank.





Buddhist spirit 法性

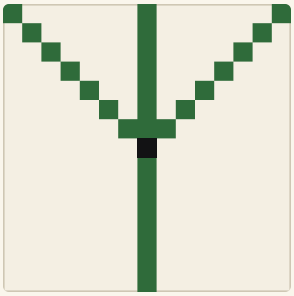
The Spirit of Law

Two king-steps in one turn (either may capture), capture without moving (igui), or pass (jitto), and jumps to any square two away. Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Lion family
Worth	About 36 pawns
Setup	Appears only by promotion
Betza	`QDAN(cK-bK)`
Comes from	**Dark spirit**

Called from the dark, the Buddhist spirit is calm where its old self was grim. Each turn it may drift up to two steps in any direction, taking pieces on either step, spring over a square two away, strike a neighbor without moving, or simply let the moment pass. It also sweeps any distance in every direction. It is born only when a dark spirit is promoted.





Cannon chariot 炮車

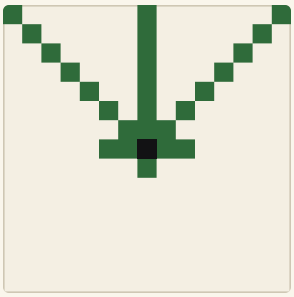
The Chariot with a Cannon

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 12.7 pawns
Setup	Appears only by promotion
Betza	`WfBvR`
Comes from	**Running chariot**

The cannon chariot is a running chariot with fire in its belly. It rolls any distance straight forward or backward and along the forward diagonals, stopping at the first piece it meets, and steps one square in any orthogonal direction. It exists only through promotion from the running chariot. Anchor it behind the front line and let it fire along its lanes.





Cannon general 炮将

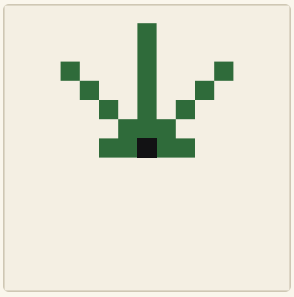
The General of Fire

Slides up to 2 squares: backward. Slides up to 3 squares: sideways (left or right). Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 10.7 pawns
Setup	Appears only by promotion
Betza	`bR2sR3fQ`
Comes from	**Cannon soldier**

The cannon general steps up from the cannon soldier and brings thunder with it. It slides any distance straight forward and along the forward diagonals, stopping at the first piece it meets. Backward it moves one or two squares, and sideways one to three. It never begins on the board. Send it into the center, where its wide fan of attack will bruise any defense.





Cannon soldier 炮兵

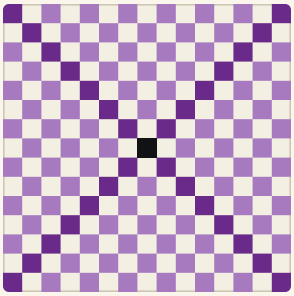
The Cannon Soldier

Steps one square: backward. Slides up to 3 squares: sideways (left or right). Slides up to 5 squares: diagonally forward. Slides up to 7 squares: forward.

Family	Stepper
Worth	About 4.8 pawns
Setup	Starts with 2 per side
Betza	`fB5bWsR3fR7`
Promotes to	**Cannon general** 炮将

The cannon soldier is a small thunderclap in a soldier's coat. It strides up to seven squares forward, up to five along either forward diagonal, and up to three sideways, but takes only a single step back. Two begin each army. If it survives and promotes, it becomes a cannon general. Use its long forward range to break the enemy's formation.





Capricorn 摩羯

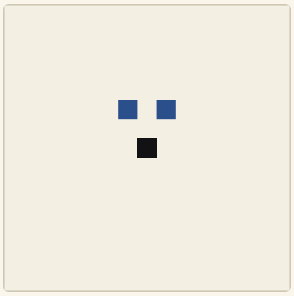
The Sea-Goat Who Turns

Steps one square: forward, backward, sideways (left or right). Slides along a line and may turn 90 degrees once, then slides on.

Family	Hook mover
Worth	About 205.7 pawns
Setup	Starts with 1 per side
Betza	`B(B-sB)`
Promotes to	**Hook mover** 鉤行

Half goat, half fish, the Capricorn climbs and swims with equal ease and never quite goes straight. It creeps one step at a time along the file and rank, yet its true gift is a diagonal run that may bend once, at a right angle, and slide on. Promoted, it becomes the Hook mover. Send it where enemies hide around a corner.





Cassia horse 桂馬

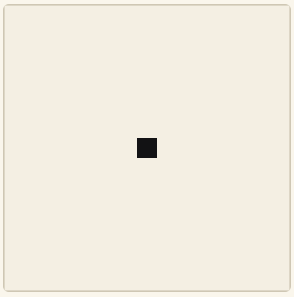
The Leaping Colt

Leaps to 1 across and 2 forward.

Family	Jumper
Worth	About 1.2 pawns
Setup	Starts with 2 per side
Betza	`ffN`
Promotes to	**Side soldier** 横兵

Swift and sure-footed, the Cassia horse takes no road but its own: it leaps in the knight's pattern, two squares out and one aside, clearing any piece in its way. Two serve each side from the start. Reaching promotion, it becomes the Side soldier. Use it to land where no slider can reach.





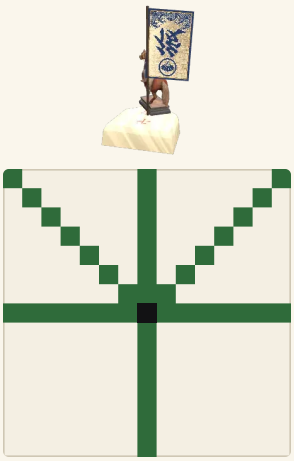
Cat sword 猫刀

The Quiet Blade-Cat

Steps one square: diagonally forward, diagonally backward.

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`F`
Promotes to	**Dragon horse** 龍馬

Soft-footed and always half-hidden, the cat sword prowls the board's edges, never straying far from the diagonal paths it favors. It takes a single step at a time, slantwise, and strikes only what stands there. Should it reach the far ranks, it wakes as the Dragon horse, the small cat grown vast. Keep one near your flanks as a patient, slanting guard.



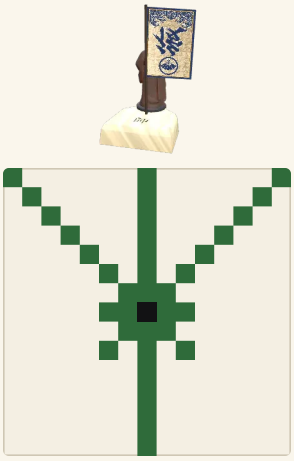
Cavalier 騎士

The Rider of Honor

Slides any distance: forward, backward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 18.2 pawns
Setup	Appears only by promotion
Betza	`RfB`
Comes from	**Horseman**, **Soldier**

The cavalier is what a horseman or common soldier becomes after years of service. It rides any distance along rank and file and along the forward diagonals, stopping at the first piece it meets and capturing it if it is an enemy. It cannot slide backward on the diagonals. It begins nowhere, a reward for survival. Use it to run open ground.



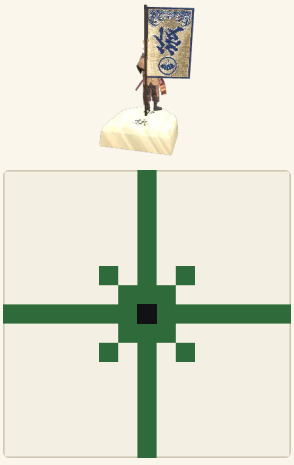
Center master 中師

The Steady Center Hand

Slides up to 3 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward, diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 14.3 pawns
Setup	Starts with 1 per side
Betza	`sR3bB3vDfAvRfB`

A calm teacher who stands in the middle of the line, the Center master keeps the file open: it runs any distance forward or backward and diagonally forward, stops at the first piece, and leaps to the second square on those same paths. Sideways and diagonally back it walks one to three squares. One begins each side; it does not promote. Make it the hub of an attack.



Center standard 中旗

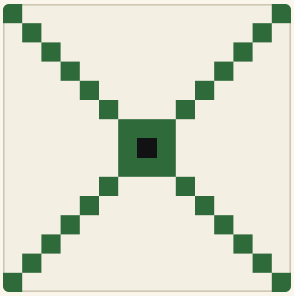
The Banner in the Middle

Slides up to 3 squares: diagonally forward, diagonally backward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 14.5 pawns
Setup	Starts with 2 per side
Betza	`B3R`
Promotes to	**Front standard** 前旗
Comes from	**Rear standard**

The center standard stands in the thick of the line, bright cloth above its head. It slides any distance along rank and file, stopping at the first piece it meets, and walks one to three squares along the diagonals. It rises from the rear standard, and may become the front standard. Treat it as a rallying point, strong in straight lines and careful on the slants.





Ceramic dove 鳩盤

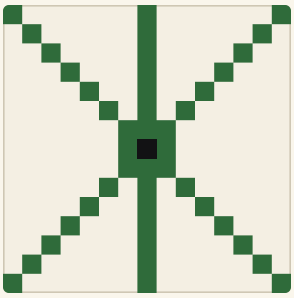
The Dove of Fired Clay

Slides up to 2 squares: forward, backward, sideways (left or right). Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 13.7 pawns
Setup	Starts with 1 per side
Betza	R2B
Comes from	**Donkey**, **Enchanted badger**

The ceramic dove is polished, delicate and surprisingly hardy. It slides any distance along the diagonals, stopping at the first piece it meets, and shuffles one or two squares straight in the four orthogonal directions. A donkey or an enchanted badger can be fired into it. It begins unpromoted and has no further rank. Keep it where its long diagonals are open.





Chariot soldier 車兵

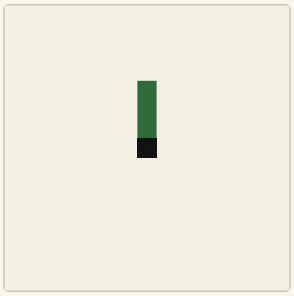
The Chariot of the Footsoldier

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 18.8 pawns
Setup	Starts with 2 per side
Betza	sR2vQ
Promotes to	**Heavenly tetrarch king** 四天王
Comes from	**Vertical soldier**

The chariot soldier rolls on solid wheels. It slides any distance along the diagonals and straight forward or backward, stopping at the first piece it meets, and shifts one or two squares sideways. Vertical soldiers rise into it, and it can become the heavenly tetrarch king. Its quiet versatility makes it a fine escort; set it on a busy file and let it hold the line.





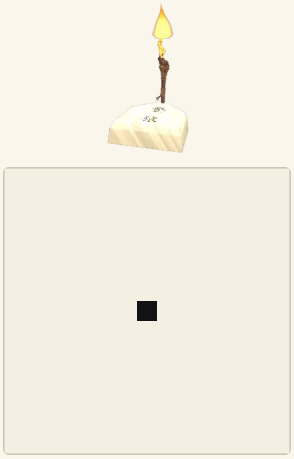
Chicken general 鶏将

The Strutting Marshal of the Coop

Steps one square: diagonally backward. Slides up to 4 squares: forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	bFfR4
Promotes to	**Free chicken** 奔鶏

Proud as a banner, the chicken general lunges ahead in a great four-square rush, yet looks back with caution, retreating only a single step on the diagonal. His crow carries across the field. Once he crosses into enemy ground he becomes the Free chicken, shedding his old limits. Use his long forward charge to break a line, and guard his rear.



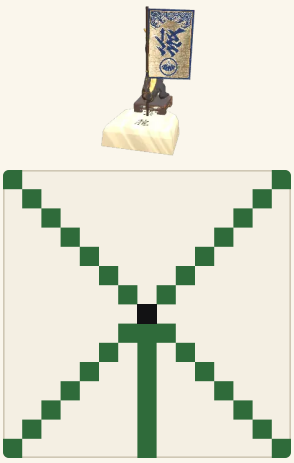
Climbing monkey 登猿

The Ladder-Footed Scout

Steps one square: forward, backward, diagonally forward.

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`vWfF`
Promotes to	**Fierce stag** 猛鹿

Nimble among branches, the climbing monkey hauls himself up and down the file and scrambles along the forward diagonals. He never leaps far, but he finds a foothold anywhere. Promoted, he hardens into the Fierce stag. Send him up the board in pairs, since his strength lies in steady, clinging advances rather than daring raids.



Cloud dragon 雲龍

The Dragon in the Clouds

Steps one square: forward, backward, sideways (left or right). Slides any distance: backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 15.8 pawns
Setup	Starts with 2 per side
Betza	`BWbR`
Promotes to	**Great dragon** 大龍

The cloud dragon drifts above the fray, seldom seen. It slides any distance along the diagonals and straight backward, stopping at the first piece it meets, and steps one square in each of the four orthogonal directions. It begins unpromoted and may become the great dragon. Its reach flows back toward home, so use it to guard and then turn to strike.



Cloud eagle 雲鷲

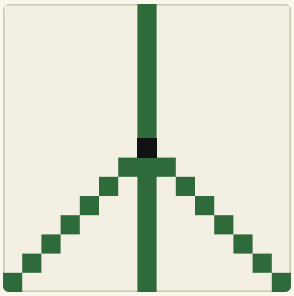
The Eagle of the Cloud Tops

Steps one square: sideways (left or right). Slides up to 3 squares: diagonally forward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 8 pawns
Setup	Starts with 2 per side
Betza	`sWfF3vWW`
Promotes to	**Strong eagle** 勁鷲
Comes from	**Swooping owl**

The cloud eagle rides high thermals and strikes from afar. It slides any distance straight forward or backward, stopping at the first piece it meets, steps one square to either side, and flies one to three squares along the forward diagonals. The swooping owl turns into it, and it may become the strong eagle. Keep it at the edge of the fight, where lines are long.





Coiled dragon 蟠龍

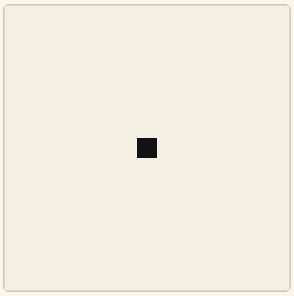
The Dragon Coiled at Rest

Slides any distance: forward, backward, diagonally backward.

Family	Ranger
Worth	About 12.5 pawns
Setup	Appears only by promotion
Betza	`vRbB`
Comes from	**Coiled serpent**

Coiled tight and patient, this dragon unwinds only along straight lines. It slides any distance forward or backward and along the backward diagonals, stopping at the first piece it meets. It cannot reach sideways or strike ahead at an angle. It exists only through promotion from the coiled serpent. Hold it in reserve, and loose it down a long retreat or a long chase.





Coiled serpent 蟠蛇

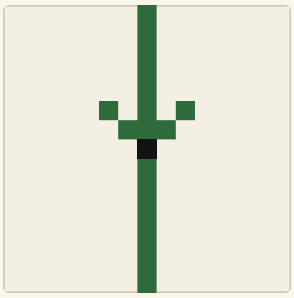
The Coil Beneath the Floor

Steps one square: forward, backward, diagonally backward.

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`vWbF`
Promotes to	**Coiled dragon** 蟠龍

The coiled serpent loves to lurk behind the front line, sliding forward or backward and curling along the rear diagonals. It seldom lunges; it simply refuses to be dislodged. When it crosses the far border, the coils lengthen into a Coiled dragon. Station it as a rear guard whose reach covers the squares behind your army.





Copper chariot 銅車

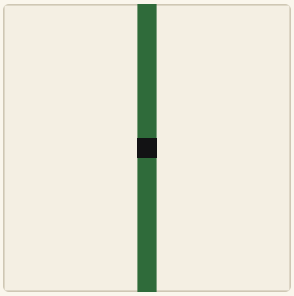
The Chariot of Copper

Slides up to 3 squares: diagonally forward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.7 pawns
Setup	Starts with 2 per side
Betza	`fB3vR`
Promotes to	**Copper elephant** 銅象

The copper chariot is heavy, humble and dependable. It slides any distance straight forward or backward, stopping at the first piece it meets, and strides one to three squares along the forward diagonals. It begins unpromoted, and when it is raised it becomes the copper elephant. Keep it on an open file for its long runs, and use the diagonals to hook around a stubborn defender.





Copper elephant 銅象

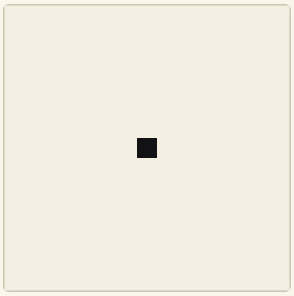
The Elephant of Copper

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.7 pawns
Setup	Appears only by promotion
Betza	KvR
Comes from	**Copper chariot**

The copper elephant has long memory and a gentle step. It slides any distance straight forward or backward, stopping at the first piece it meets, and takes one step in any direction. It exists only as the promoted copper chariot, and it never begins the day on the board. It is a sturdy anchor, covering all its neighbors while keeping a long road open.





Copper general 銅将

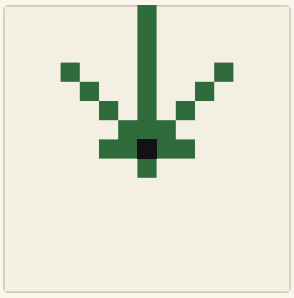
The Bronze Shield-Bearer

Steps one square: forward, backward, diagonally forward.

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	vWfF
Promotes to	**Side mover** 横行

Burnished and dependable, the copper general walks in the middle of the army, a step ahead, a step behind, or a slanting step toward the enemy. He is no hero, but heroes lean on him. If he reaches the far side, he learns the Side mover's wide sweeps. Pair him with stronger pieces and let him cover their advance.





Crossbow general 弓将

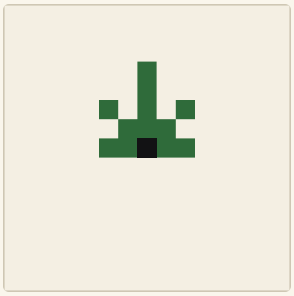
The General of the Bow

Slides up to 2 squares: backward. Slides up to 3 squares: sideways (left or right). Slides up to 5 squares: diagonally forward. Slides any distance: forward.

Family	Ranger
Worth	About 6.7 pawns
Setup	Appears only by promotion
Betza	bR2sR3fRfB5
Comes from	**Crossbow soldier**

The crossbow general carries a bolt that crosses half the field. It slides any distance straight forward, stopping at the first piece it meets, and shoots one to five squares along the forward diagonals. Backward it moves one or two squares, and sideways one to three. It exists only as a promoted crossbow soldier. Aim it along the long diagonals before the enemy can close.





Crossbow soldier 弓兵

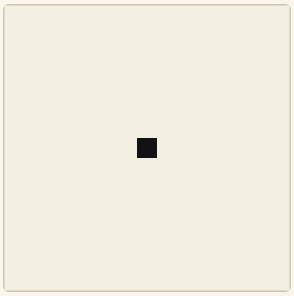
The Archer on the Parapet

Steps one square: backward. Slides up to 3 squares: sideways (left or right), diagonally forward. Slides up to 5 squares: forward.

Family	Stepper
Worth	About 3.8 pawns
Setup	Starts with 2 per side
Betza	`fB3bWsR3fR5`
Promotes to	**Crossbow general** 弓将

Patient on the wall, the crossbow soldier lets fly down the file for five squares, while his bolts also reach three squares to the sides and forward diagonals. He gives ground only by one step, backward. Win his promotion and he becomes the Crossbow general, a commander of his own volley. Set him behind your front and let the file speak.





Crown prince 太子

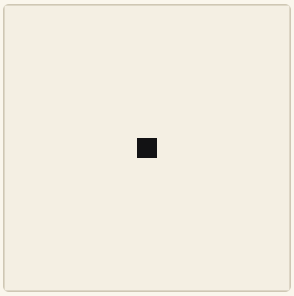
The Heir Who Waits

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	Royal: lose them all and you lose
Setup	Starts with 1 per side
Betza	K
Promotes to	**King** 王将
Comes from	**Drunken elephant**

Where the king is far away, the crown prince stands in his place, moving a single step in any direction like a careful child learning the realm. He is royal, and the realm falls only when every royal is taken, so his safety matters as much as the king's. He rises from the Drunken elephant, and in time may be crowned King. Keep him safe, but let him earn that crown.





Dark spirit 無明

The Nameless Shadow

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2 pawns
Setup	Starts with 1 per side
Betza	`WfrFbF`
Promotes to	**Buddhist spirit** 法性

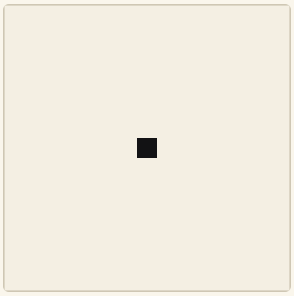
Without a name, without a light, the dark spirit drifts one step in the four straight directions, back along the diagonals, and forward only to the right. Its path leans, like a shadow cast by a lamp. Crossing the far border, it brightens into the Buddhist spirit. Only one stands on each side, so use its odd lean wisely.



Deva 提婆

The Left-Leaning Celestial

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward.



Family	Stepper
Worth	About 2 pawns
Setup	Starts with 1 per side
Betza	`WflFbF`
Promotes to	**King of teachings** 教王

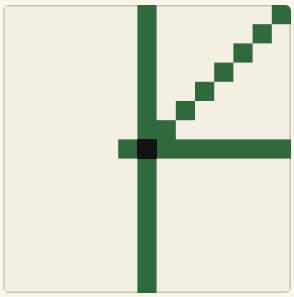
Deva, a heavenly being, floats one step in the four straight directions and back along both diagonals, but forward only to the left. It is the shadow's mirror, bright where the dark spirit is dim. At the far edge it becomes the King of teachings. Only one begins on each side, so treat it as a rare, lopsided guardian.



Divine dragon 神龍

The Dragon of Heaven

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, sideways (left or right), diagonally forward.



Family	Ranger
Worth	About 12.7 pawns
Setup	Appears only by promotion
Betza	`lR2vrRfrB`
Comes from	**Blue dragon**

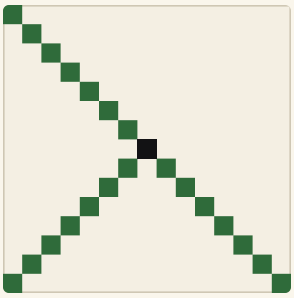
Raised above the blue dragon, the divine dragon is the same creature, freed from limits. It slides any distance straight forward or backward, and to the right and forward-right, stopping at the first piece it meets. Only on its left does it hold back, moving one or two squares. It exists only as a promoted blue dragon. Open the right side and let it roam.



Divine sparrow 神雀

The Sparrow of Heaven

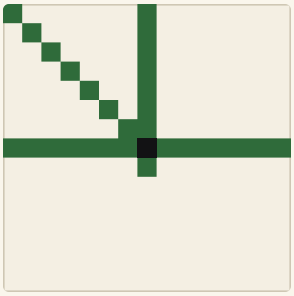
Steps one square: forward, backward, sideways (left or right), diagonally forward. Slides any distance: diagonally forward, diagonally backward.



Family	Ranger
Worth	About 10.3 pawns
Setup	Appears only by promotion
Betza	`WfrFflBbB`
Comes from	**Vermillion sparrow**

The divine sparrow is small and bright. It slides any distance diagonally backward and diagonally forward-left, stopping at the first piece it meets, and steps one square in the four orthogonal directions or forward-right. It exists only as a promoted vermillion sparrow. Its flight is lopsided, so give it open air on its left and behind, and tuck it away from the right.





Divine tiger 神虎

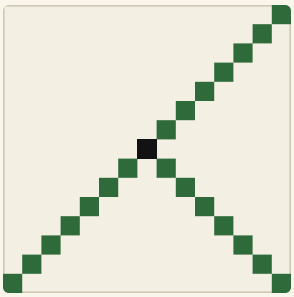
The Tiger of Heaven

Slides up to 2 squares: backward. Slides any distance: forward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 12.7 pawns
Setup	Appears only by promotion
Betza	`bR2fsRflB`
Comes from	**White tiger**

Where the white tiger prowls, the divine tiger stalks. It slides any distance sideways, straight forward and forward-left, stopping at the first piece it meets. Backward it moves only one or two squares. It exists only as a promoted white tiger. A predator by nature, it pins the enemy on three lanes at once. Give it room to spring and do not expect it to retreat far.





Divine turtle 神亀

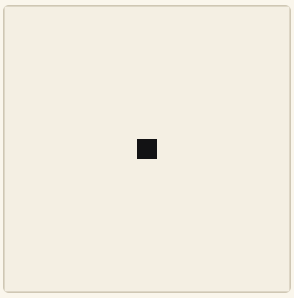
The Turtle of Heaven

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 10.3 pawns
Setup	Appears only by promotion
Betza	`KfrBbB`
Comes from	**Turtle-snake**

The divine turtle is a patient fortress. It slides any distance diagonally backward and diagonally forward-right, stopping at the first piece it meets, and also steps one square in any direction. It exists only as a promoted turtle-snake, so it never starts on the board. Its slow, even guard covers every neighbor while two long diagonals stay open; use it to hold ground.





Dog 犬

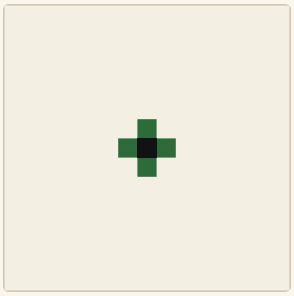
The Loyal Hound

Steps one square: forward, diagonally forward.

Family	Stepper
Worth	About 1.3 pawns
Setup	Starts with 4 per side
Betza	`fWfF`
Promotes to	**Multi general** 雑将

Four hounds trot at each army's front, loyal and unflinching, one step forward or a slant step forward, never looking back. They are the first to meet the enemy and the first to be forgotten. Those who survive to the far side become the Multi general. Use them as a screen, but do not waste them.





Donkey 驢馬

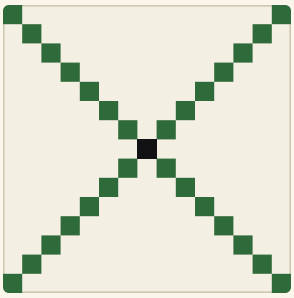
The Stubborn Beast of Burden

Slides up to 2 squares: forward, backward, sideways (left or right).

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	R2
Promotes to	**Ceramic dove** 鳩盤

Slow of foot and stubborn of will, the donkey bears its load along the straight lanes, one or two squares at a time. It will not turn aside for any slope. If it reaches the far border, it is transformed into the Ceramic dove, a creature of fragile grace. Employ it to hold files and ranks without fuss.





Dragon horse 龍馬

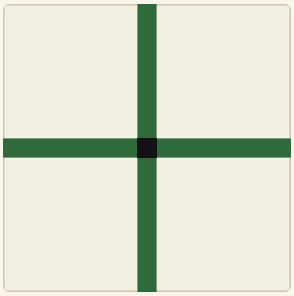
The Horse of Dragons

Steps one square: forward, backward, sideways (left or right). Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 13 pawns
Setup	Starts with 2 per side
Betza	WB
Promotes to	**Horned hawk** 角鷹
Comes from	**Angle mover**, **Cat sword**, **Vertical horse**

Part dragon, part steed, the dragon horse is a hero's mount. It gallops any distance along the diagonals, stopping at the first piece it meets, and steps one square in any orthogonal direction. The angle mover, cat sword and vertical horse can all be raised into it, and it may become the horned hawk. It balances reach and closeness, so it belongs in the middle of the action.





Dragon king 龍王

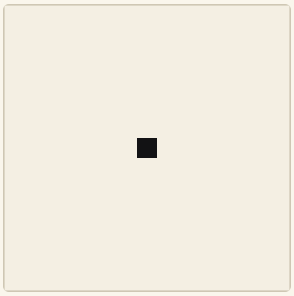
The King of Dragons

Steps one square: diagonally forward, diagonally backward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 13.2 pawns
Setup	Starts with 2 per side
Betza	RF
Promotes to	**Flying eagle** 飛鷲
Comes from	**Flying dragon**, **Flying chariot**

The dragon king rules the straight roads. It slides any distance along rank and file, stopping at the first piece it meets and capturing it if it is an enemy, and it steps one square diagonally to guard its corners. Flying dragons and flying chariots rise into it, and it may become the flying eagle. It is a commanding rook of a piece; keep its lanes open and its flanks tidy.





Drunken elephant 酔象

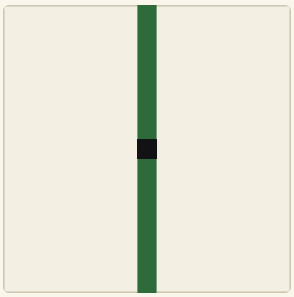
The Elephant Who Staggers Forward

Steps one square: forward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 1 per side
Betza	`fsK`
Promotes to	**Crown prince** 太子
Comes from	**Go-between**

Swaying as if drunk with wine, the drunken elephant seems harmless, stepping sideways, forward, or forward on the diagonals, yet he is a prince in disguise. Born from the humble Go-between, he becomes the Crown prince when he crosses over. Only one stands per side, so treat his rise as the army's secret hope.





Earth chariot 土車

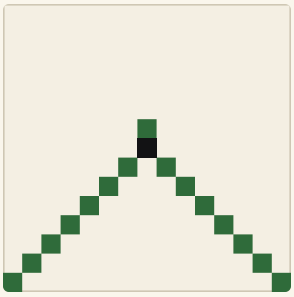
The Chariot of Earth

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`WvR`
Promotes to	**Reed bird** 芦鳥

The earth chariot is the plain wheel of the army, and it never complains. It slides any distance straight forward or backward, stopping at the first piece it meets, and takes one step in each orthogonal direction. It begins unpromoted and may become the reed bird. Put it on an open file and let it hold the line; its steadiness will outlast showier pieces.





Earth dragon 地龍

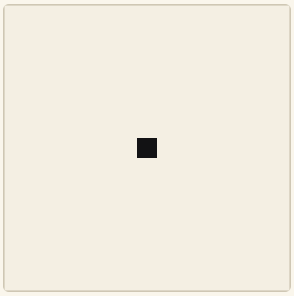
The Dragon Beneath the Furrow

Steps one square: backward, diagonally forward. Slides up to 2 squares: forward. Slides any distance: diagonally backward.

Family	Ranger
Worth	About 7.5 pawns
Setup	Starts with 2 per side
Betza	`fFbWfR2bB`
Promotes to	**Rain dragon** 雨龍

A dragon that never learned to fly, it lives under the fields and surfaces where no one thinks to look. It lunges one or two squares ahead, takes a careful step diagonally forward or straight back, and can streak far along the rear diagonals when danger closes in. Rain finally lifts it skyward as the Rain dragon. Keep it behind your line as a guard that can bite back.





Earth general 土将

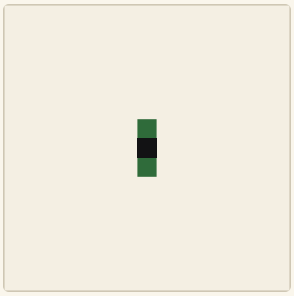
The Plain Patient Earth

Steps one square: forward, backward.

Family	Stepper
Worth	About 1.2 pawns
Setup	Starts with 2 per side
Betza	`vW`
Promotes to	**White elephant** 白象

Earth asks for nothing and so receives nothing. The earth general steps straight forward or straight back and goes no farther, a column in the line more than a warrior. Should he cross the border, he lifts into the White elephant. Use him to anchor a file, and trust that dull steadiness may yet conceal greatness.





Eastern barbarian 東夷

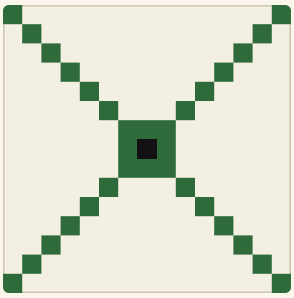
The Rider from the Eastern Plains

Steps one square: sideways (left or right), diagonally forward. Slides up to 2 squares: forward, backward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 1 per side
Betza	`sWvW2fF`
Promotes to	**Lion** 獅子

From beyond the borderlands, the eastern barbarian rides in fierce and unlettered: one step to the side or forward-diagonal, but leaps one to two squares straight forward or back. Wild and unpredictable, he becomes a Lion on promotion, a king of beasts. Only one fights for each side, so let his bold charge decide a moment.





Elephant king 象王

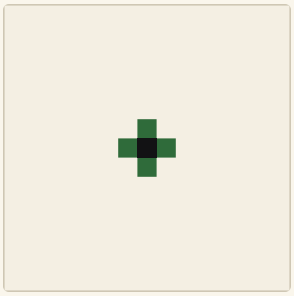
The King Who Rides Elephants

Slides up to 2 squares: forward, backward, sideways (left or right). Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 13.7 pawns
Setup	Appears only by promotion
Betza	`R2B`
Comes from	**Fragrant elephant**, **White elephant**

Few ever see the Elephant king on the field, for he arrives only when a fragrant or white elephant is crowned. Majestic and unhurried, he sweeps along the diagonals as far as the road is clear, then paces one or two squares along the straight lines. Treat his coronation as a prize worth the journey.





Enchanted badger 変狸

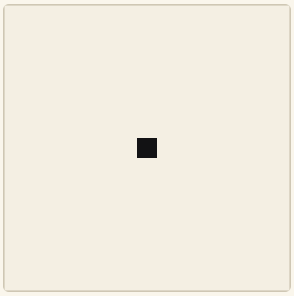
The Shape-Shifting Rascal

Slides up to 2 squares: forward, backward, sideways (left or right).

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	R2
Promotes to	**Ceramic dove** 鳩盤

The enchanted badger is a prankster, here one moment and a square or two away the next, but only along the straight lanes. Its tricks never bend diagonally. Promoted, it takes the shape of the Ceramic dove, delicate and strange. Use it to pop up unexpectedly along files and ranks.





Evil wolf 悪狼

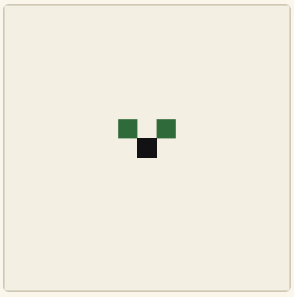
The Grim Wolf at the Gate

Steps one square: forward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 2 per side
Betza	`fFfsW`
Promotes to	**Poisonous wolf** 毒狼

Cruel in name, the evil wolf prowls with narrow, careful steps: sideways, forward, or forward on the diagonal. It never retreats; it only presses on. When it crosses the border, it grows even more venomous as the Poisonous wolf. Pair them at the front and let their shared menace unsettle the enemy.





Fierce bear 猛熊

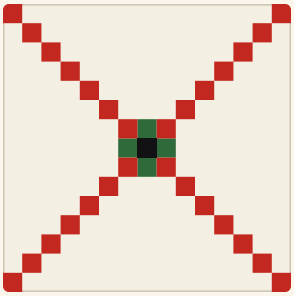
The Bear of the Broken Ridge

Steps one square: forward, sideways (left or right). Slides up to 2 squares: diagonally forward.

Family	Stepper
Worth	About 2 pawns
Setup	Starts with 2 per side
Betza	`fB2fsW`
Promotes to	**Great bear** 大熊

Heavy and fierce, the bear steps sideways or straight ahead, yet claws out one to two squares along the forward diagonals. He cannot be turned from his ridge, nor does he flee. At the far border he grows into the Great bear. Use him to lean on the enemy's front and force it back.





Fierce dragon 猛龍

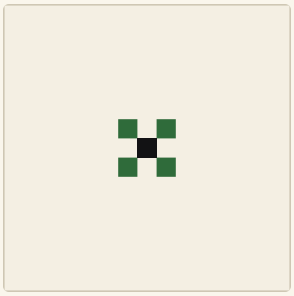
The Dragon That Bites Twice

Slides up to 2 squares: forward, backward, sideways (left or right). Captures every lower-ranked piece it passes along a line; cannot pass or capture a piece of equal or higher rank.

Family	Range capturer
Worth	About 13.7 pawns
Setup	Starts with 2 per side
Betza	`W2((cBcdB)–B)`
Promotes to	**Great dragon** 大龍

Fierce in name and temper, the fierce dragon prowls one or two squares straight in any of the four directions, and then from afar it swoops along the diagonals, flying over any number of lesser pieces and capturing each of them. Equals and betters block its flight, and the kings are untouchable. In time it becomes a great dragon. Keep your own pieces off its diagonals.





Fierce eagle 猛鷲

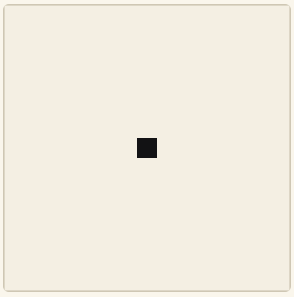
The Eagle Above the Cliff

Steps one square: forward, sideways (left or right). Slides up to 2 squares: diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2.7 pawns
Setup	Starts with 2 per side
Betza	`B2fsW`
Promotes to	**Flying eagle** 飛鷲

Fierce eagle watches from high places, stepping sideways or forward, then swooping one or two squares on any diagonal, forward or back. Its strike comes slantwise, from above. Promotion lets it become the Flying eagle. Use it to dart across the diagonals and snatch what the enemy thought safe.





Fierce leopard 猛豹

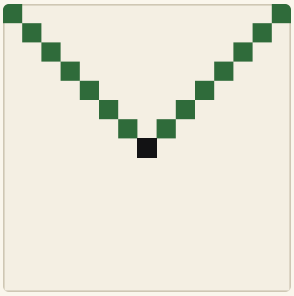
The Spotted Stalker

Steps one square: forward, backward, diagonally forward, diagonally backward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`vK`
Promotes to	**Angle mover** 角行

Sleek and spotted, the fierce leopard steps in all four diagonals and also straight ahead or straight back. It slips through narrow gaps without a sound. At the far side it ripens into the Angle mover, a wide-ranging hunter. Use it where space is tight, so its quiet movement does the work of many.





Fierce ox 猛牛

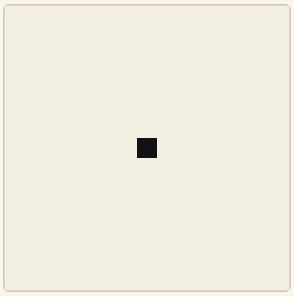
The Ox That Will Not Turn

Steps one square: forward, backward. Slides any distance: diagonally forward.

Family	Ranger
Worth	About 6.8 pawns
Setup	Starts with 2 per side
Betza	`vWfB`
Promotes to	**Flying ox** 飛牛

Thick-necked and stubborn, the Fierce ox charges down the forward diagonals until something stops it, and otherwise plods one step ahead or back. It begins with two in each camp. Winning the right to promote turns it into the Flying ox, loosed from its leash. Use its diagonal rush to break a flank, then keep it close to home.





Fierce stag 猛鹿

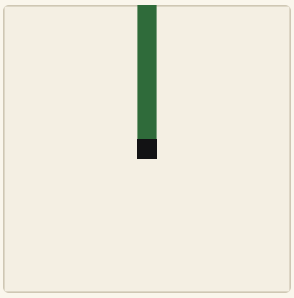
The Antlered Sentinel

Steps one square: forward, diagonally forward, diagonally backward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 2 per side
Betza	`FfW`
Promotes to	**Rushing boar** 行猪
Comes from	**Blind dog**, **Climbing monkey**

Crowned with antlers, the fierce stag moves one step straight ahead or on the forward diagonals, never flinching. He grows from the Blind dog and the Climbing monkey, each finding strength in his wake. On promotion he becomes the Rushing boar. Push him ahead as the spearhead of a loose wedge.





Fierce tiger 猛虎

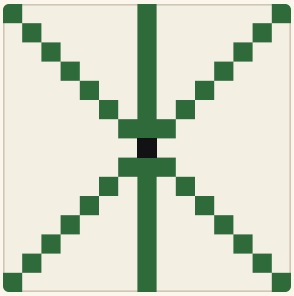
The Tiger on a Straight Path

Slides any distance: forward.

Family	Ranger
Worth	About 3.7 pawns
Setup	Starts with 2 per side
Betza	`fR`
Promotes to	**Great tiger** 大虎

The Fierce tiger knows only one road, the one straight ahead, and it runs it without fear. Nothing stops it but the first piece in its path, which it takes if it is an enemy. Two stand in each camp. Promotion makes it the Great tiger. Send it up an open file and let the file do the work.





Fierce wind 暴風

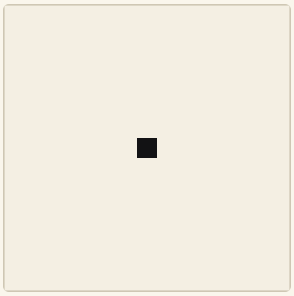
The Gale Unleashed

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 18.5 pawns
Setup	Appears only by promotion
Betza	`vQW`
Comes from	**Wind general**

Fierce wind exists only after the Wind general is promoted, and it has not forgotten the gale it came from. It howls across the diagonals and the straight lines forward and back until something blocks it, then lingers one step to either side or ahead. Nothing lies beyond it. Hold it near the center and let it blow.





Fierce wolf 猛狼

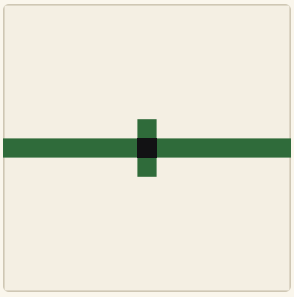
The Wolf at the Banner's Edge

Steps one square: forward, backward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`WfF`
Promotes to	**Bear's eyes** 熊眼

Fierce wolf runs at the army's shoulder, stepping in the four straight directions and on the forward diagonals. Sturdy as a general, hungry as a hunter, it neither retreats along the diagonals nor strays. Promotion transforms it into Bear's eyes, a watchful elder. Place it near your center and send it forward when the moment is ripe.





Fire demon 火鬼

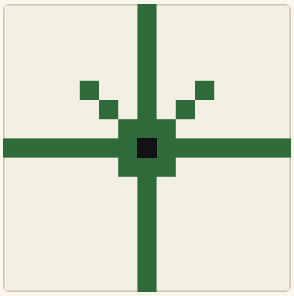
The Ember Behind the Lines

Slides up to 2 squares: forward, backward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7.3 pawns
Setup	Starts with 2 per side
Betza	`vR2sQ`
Promotes to	**Free fire** 奔火

A spark in a mask, the Fire demon darts sideways in long lines, stopping only at the first piece it meets. Forward and back it takes one or two quick steps, never more. Two guard each side. Promotion kindles it into Free fire. Place it on a quiet rank where its long sideways reach can wait for a spark of chance.





Fire dragon 火龍

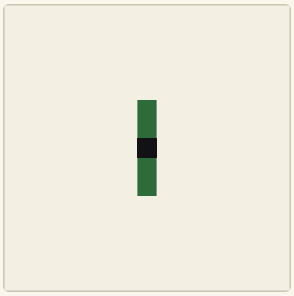
The Dragon of Four Steps

Slides up to 2 squares: diagonally backward. Slides up to 4 squares: diagonally forward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 14.5 pawns
Setup	Starts with 2 per side
Betza	`RbB2fB4`
Promotes to	**Kirin master** 麟師

The Fire dragon rules the cross of straight lines, sliding as far as the road is clear. Along the forward diagonals it flares up to four squares, while behind it lingers only one or two. Two begin on each side. Promotion crowns it Kirin master. Keep it on open ground, where its reach can strike from any direction.





Fire general 火将

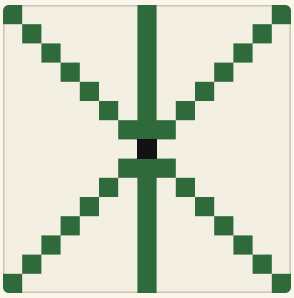
The Torch-Bearer of the Vanguard

Steps one square: diagonally forward. Slides up to 3 squares: forward, backward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	`fFvR3`
Promotes to	**Great general** 大将

Fire general scorches the file in both directions, rushing up to three squares forward or backward, then flickering a single step onto the forward diagonals. Where it passes, the enemy line blackens. Promotion fans it into the Great general. Aim it along an open file and let its flame run long.





Fire ox 火牛

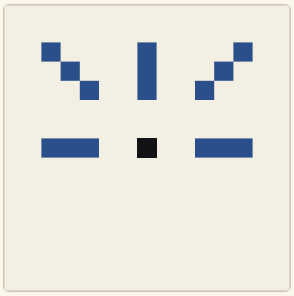
The Ox Made of Flame

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 18.5 pawns
Setup	Appears only by promotion
Betza	`vQW`
Comes from	**Flying ox**

Born when the Flying ox is promoted, the Fire ox is a stampede with a hearth in its chest. It tears along every diagonal and straight forward or backward as far as the road lets it, yet takes only single steps to the sides. There is no further rise. Bring it out late, when the board has opened.





Flying cat 飛猫

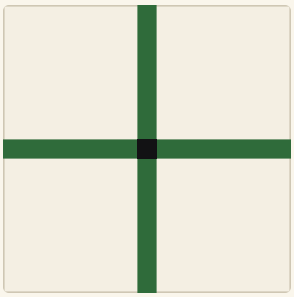
The Rooftop Pouncer

Steps one square: backward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	`bWbFfsHfG`
Promotes to	**Flying chariot** 飛車

Quiet-footed and hard to pin down, the Flying cat retreats a single step straight or diagonally back, but in attack it springs: to the third square sideways, diagonally forward or straight forward, over anything between. Two begin the game. Promoted, it becomes the Flying chariot. Strike with it where a gap is hidden.





Flying chariot 飛車

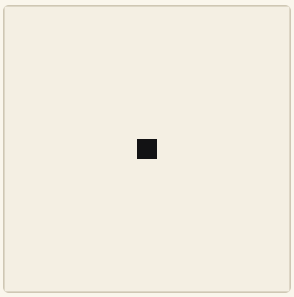
The Chariot That Skims

Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 12.5 pawns
Setup	Starts with 2 per side
Betza	`R`
Promotes to	**Dragon king** 龍王
Comes from	**Flying cat**, **Flying swallow**, **Gold general**

The Flying chariot is the old messenger of the board, gliding along any straight line until it meets the first piece. Many rise to become one: a flying cat, a flying swallow or a gold general may all take its name. Two begin each side. Promotion makes it a Dragon king. Give it a file and it will cross the world.





Flying chicken 鶏飛

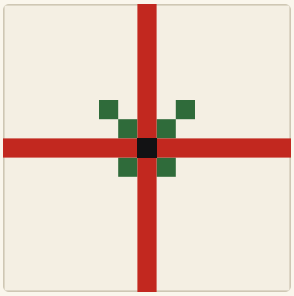
The Sudden Wing

Steps one square: sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`sWfF`
Promotes to	**Raiding hawk** 延鷹

Flying chicken is no graceful bird, but it can hop sideways or slant forward in a startled flurry, one step at a time. It never goes straight ahead. Promotion changes it into the Raiding hawk, a hunter of real menace. Use it to shuffle across your front and surprise those expecting a plodding bird.





Flying crocodile 飛鰐

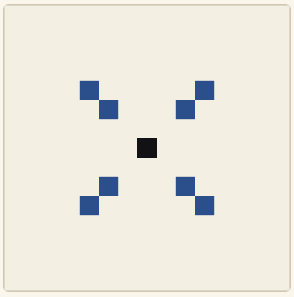
The Crocodile Above the River

Slides up to 2 squares: diagonally backward. Slides up to 3 squares: diagonally forward. Captures every lower-ranked piece it passes along a line; cannot pass or capture a piece of equal or higher rank.

Family	Range capturer
Worth	About 14.2 pawns
Setup	Appears only by promotion
Betza	`bB2fB3((cRcdR)–R)`
Comes from	**Flying general**

The flying crocodile slips between water and sky. Straight along rank and file it flies over any number of lesser pieces, friends too, and captures all of them. Up close it is quieter: one to three squares diagonally forward, or one or two squares diagonally backward. It comes only from a flying general that has been promoted. Mind your own pieces before you let it fly.





Flying dragon 飛龍

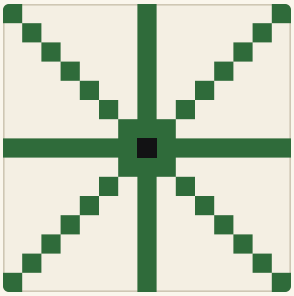
The Diagonal Leaper

Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`A`
Promotes to	**Dragon king** 龍王

A small dragon with a lifelong habit: it never walks, it only jumps. The Flying dragon flies to the second square along any diagonal, over whatever lies in between. Two begin on each side. Promoted, it becomes the mighty Dragon king. Keep it behind your lines until the moment a skipped square opens a path.





Flying eagle 飛鷲

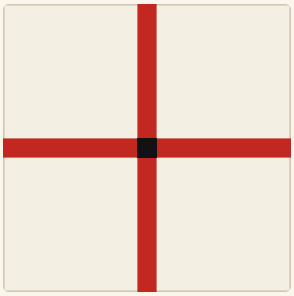
The Eagle That Sees Everything

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Starts with 2 per side
Betza	`QfA`
Promotes to	**Great eagle** 大鷲
Comes from	**Dragon king**, **Fierce eagle**, **Left mountain eagle**, **Right mountain eagle**

From the high crags the Flying eagle watches every direction, and descends along any line until a piece blocks it, capturing an enemy there. It also leaps diagonally forward to the second square. It rises from the Dragon king, Fierce eagle, and both mountain eagles; promoted, it becomes the Great eagle. Two begin each side. Keep it free and open.





Flying general 飛将

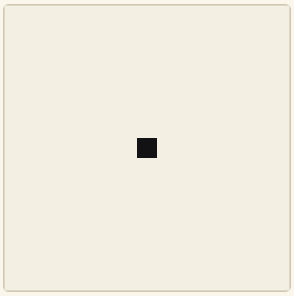
The General Who Flies

Captures every lower-ranked piece it passes along a line; cannot pass or capture a piece of equal or higher rank.

Family	Range capturer
Worth	About 12.5 pawns
Setup	Starts with 2 per side
Betza	`((cRcdR)–R)`
Promotes to	**Flying crocodile** 飛鰐

The flying general commands the straight roads. Along rank and file it flies over any number of lesser enemy pieces and takes every one it passes. Anything of equal or higher rank stops it, and the kings are untouchable. If it earns promotion it becomes a flying crocodile. Clear your own lanes first, or it will harvest your allies as readily as your enemies.





Flying goose 鴈飛

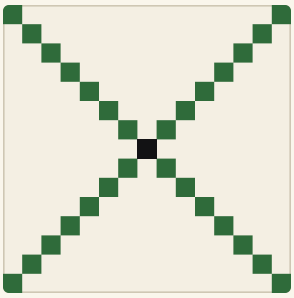
The Wild Goose Over the Marsh

Steps one square: forward, backward, diagonally forward.

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`vWfF`
Promotes to	**Swallow's wings** 燕羽

Flying goose drives forward or back one step along the file, and cuts a single slanting step forward. Her flight is steady and orderly, a line of birds against the sky. If she crosses the border, her wings grow wide as Swallow's wings. Fly her in pairs and keep the formation together.





Flying hawk 飛鷹

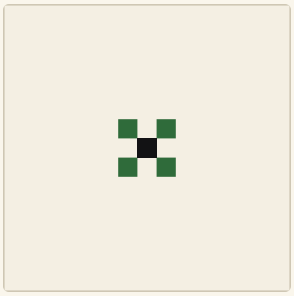
The Hawk That Descends

Steps one square: forward. Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 12.5 pawns
Setup	Appears only by promotion
Betza	`BfW`
Comes from	**Strutting crow**

Flying hawk is what the Strutting crow becomes once it learns to soar. It sweeps along the diagonals as far as the way is clear, and steps one square ahead. It never begins on the board. This is a hawk that watches from above and strikes at slant angles. Use it to hunt behind enemy lines.





Flying horse 馬麟

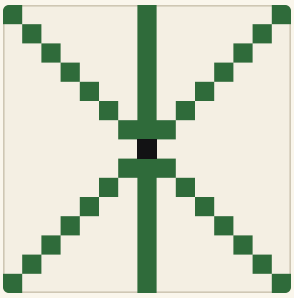
The Winged Colt

Slides up to 2 squares: diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	B2
Promotes to	**Free king** 奔王

Flying horse leaps one or two squares along any diagonal, nimble as a colt over a stream. It cannot go straight, yet it clears small obstacles with ease. Reaching the far side, it is crowned as the Free king, freed from every restraint. Use it to slip across the diagonals and slip free of the crowd.





Flying ox 飛牛

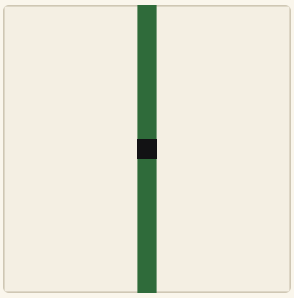
The Ox Let Off the Leash

Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 18.2 pawns
Setup	Starts with 2 per side
Betza	BvR
Promotes to	**Fire ox** 火牛
Comes from	**Side ox**, **Vertical mover**, **Fierce ox**

The Flying ox charges along every diagonal and straight forward or backward until the first piece blocks it, then falls silent. Side oxen, vertical movers and fierce oxen all strive to reach this form. Two begin on each side. Promotion burns it into the Fire ox. Use it to cross the board in one run.





Flying stag 飛鹿

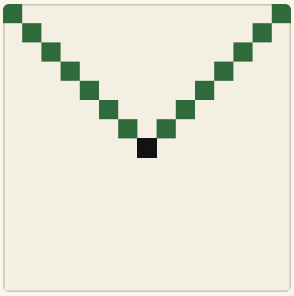
The Stag Between Three Forms

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.7 pawns
Setup	Appears only by promotion
Betza	KvR
Comes from	**Blind bear**, **Blind monkey**, **Blind tiger**

Flying stag is what remains when a blind bear, monkey or tiger finally sees. It bounds forward or backward along the straight line as far as it wishes, and walks one step in any direction. It never starts on the board. Keep it where its sudden leaps can reach both sides of the field.





Flying swallow 飛燕

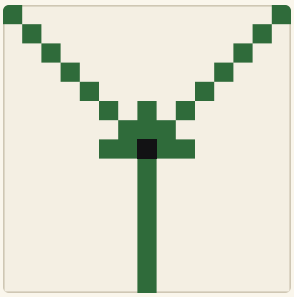
The Swallow That Dives

Steps one square: backward. Slides any distance: diagonally forward.

Family	Ranger
Worth	About 6.7 pawns
Setup	Starts with 2 per side
Betza	`bWfB`
Promotes to	**Flying chariot** 飛車

Swift and slight, the Flying swallow cuts down the forward diagonals as far as the way is open, and takes only one step back to the rear. Two nest on each side. When it reaches the far skies it becomes a Flying chariot. Dart it into gaps at the enemy's flank.





Forest demon 森鬼

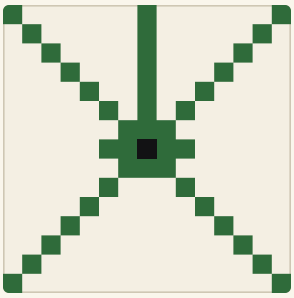
The Demon of the Deep Wood

Slides up to 3 squares: forward, sideways (left or right). Slides any distance: backward, diagonally forward.

Family	Ranger
Worth	About 11 pawns
Setup	Starts with 2 per side
Betza	`fsR3fBbR`
Promotes to	**Thunder runner** 雷走

The Forest demon lurks between the trees, then bursts out along the forward diagonals or straight backward. In the open it takes up to three steps sideways or forward. Two haunt each side. Promotion makes it a Thunder runner. Use its odd shape to threaten what other pieces cannot reach.





Fowl 禽鳥

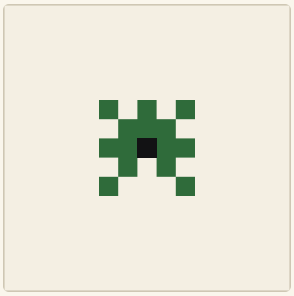
The Fowl That Rules the Roost

Slides up to 2 squares: backward. Slides up to 3 squares: sideways (left or right). Slides any distance: forward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 16.5 pawns
Setup	Appears only by promotion
Betza	`BbR2sR3fR`
Comes from	**Fowl officer**

Fowl comes from the Fowl officer, a bird that has risen in rank. It strides along the diagonals and straight forward until blocked, backs away one or two squares, and sidles up to three squares sideways. It does not begin on the board. Let it hold the center of the crowd.





Fowl cadet 禽曹

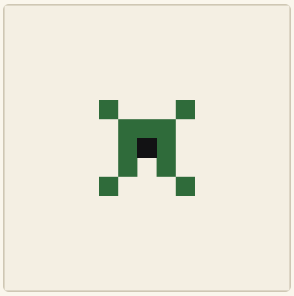
The Young Officer of the Aviary

Slides up to 3 squares: forward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 4.3 pawns
Setup	Starts with 2 per side
Betza	`B3fsR3`
Promotes to	**Fowl officer** 禽吏

A cadet in the flock's ranks, the fowl cadet strides forth one to three squares along the diagonals, sideways, or straight ahead. He never retreats straight back. When he proves himself, he is promoted to Fowl officer. Send him on early missions and let him earn his rank.





Fowl officer 禽吏

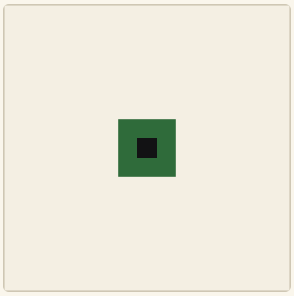
The Seasoned Sergeant of Feathers

Slides up to 2 squares: forward, sideways (left or right). Slides up to 3 squares: diagonally forward, diagonally backward.

Family	Stepper
Worth	About 3.8 pawns
Setup	Starts with 2 per side
Betza	`B3fsR2`
Promotes to	**Fowl** 禽鳥
Comes from	**Fowl cadet**

Fowl officer commands his ranks with firmer reach, taking one to two squares sideways and straight ahead, and as many as three along any diagonal. He is the cadet's older self. Promotion makes him the full Fowl, a flock-lord. Use him as a sturdy middle rank, quick on the slants and measured in the straight lines.





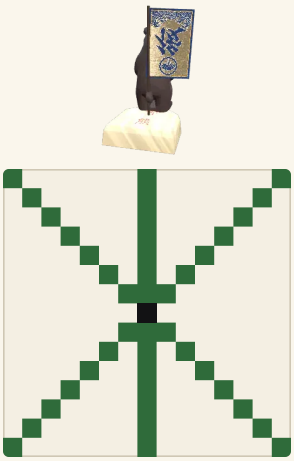
Fragrant elephant 香象

The Incense Beast

Slides up to 2 squares: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 3.5 pawns
Setup	Starts with 1 per side
Betza	`Q2`
Promotes to	**Elephant king** 象王

Heavy with sweet smoke, the fragrant elephant strides one or two squares in any direction. Its perfume calms the camp and clears a path. Only one marches with each army. Promotion crowns it as the Elephant king. Use it as a flexible heart for your formation, keeping it near the action but out of harm.



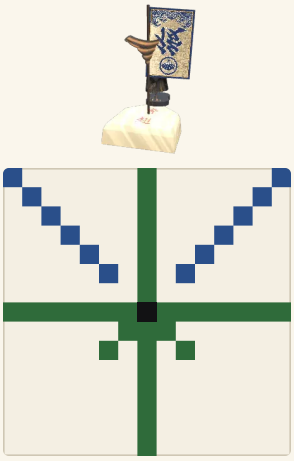
Free bear 奔熊

The Bear Set Free

Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 18.2 pawns
Setup	Appears only by promotion
Betza	`BvR`
Comes from	**Running bear**, **Vertical bear**

Free bear is what becomes of a running bear or vertical bear released from every habit. It rushes along any diagonal and straight forward or backward as far as the road is open, stopping only at what it meets. It never begins on the board. Use it to open lanes in a single dash.



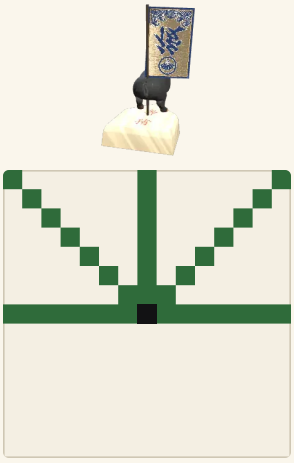
Free bird 奔翅

The Bird of Open Sky

Slides up to 3 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right). Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 18.8 pawns
Setup	Appears only by promotion
Betza	`RbB3(f(mpB)3–B)`
Comes from	**Gold bird**

The Free bird exists only as the promotion of a Gold bird, never on the opening board. It sweeps any distance along file and rank, and backs away one to three squares on the diagonals behind. Forward on the diagonals it leaps up to three squares of anything, then glides on. Deploy it as a long-range hunter once it appears.



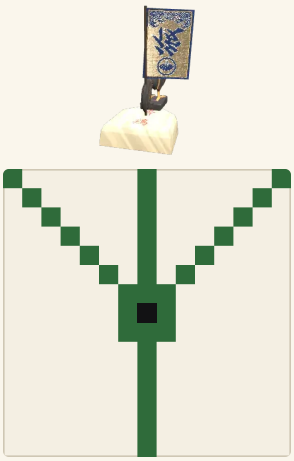
Free boar 奔猪

The Boar With Open Fields

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 15.3 pawns
Setup	Appears only by promotion
Betza	`WfsRfB`
Comes from	**Angry boar**, **Side boar**, **Side mover**

Free boar is the end of the road for angry boars, side boars and side movers. It charges forward, sideways and diagonally forward as far as it can, and steps one square in any straight direction. Nothing lies beyond. Bring it up when your front is firm.



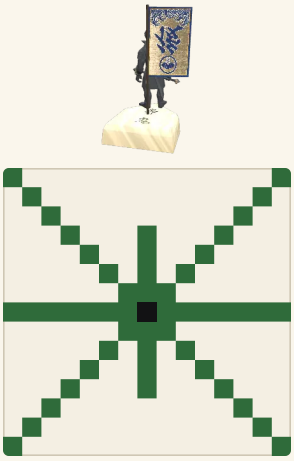
Free chicken 奔鷄

The Rooster Gone Wild

Slides up to 2 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13.7 pawns
Setup	Appears only by promotion
Betza	`sR2bB2vRfB`
Comes from	**Chicken general**

Free chicken is a chicken general finally let out of the coop. It sprints forward or backward along the straight line and diagonally forward as far as the path is clear, but only shuffles one or two squares sideways or diagonally backward. Use it for sharp forward strikes rather than long retreats.



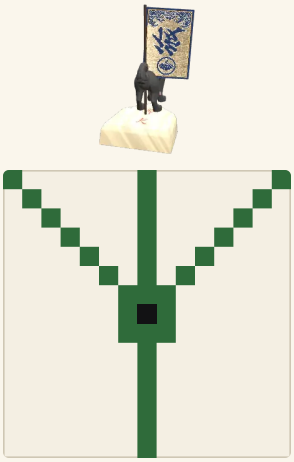
Free demon 奔鬼

The Demon at Full Speed

Slides up to 5 squares: forward, backward. Slides any distance: sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 19.8 pawns
Setup	Starts with 2 per side
Betza	`BvR5sR`
Promotes to	**Free king** 奔王
Comes from	**Running horse**, **Rushing bird**

Free demon is the demon with no leash. It glides along diagonals and sideways as far as the road is open, and covers up to five squares forward or backward. Running horses and rushing birds hope to become it. Two begin each side. Promotion makes it a Free king. Use it as a reaching hunter.



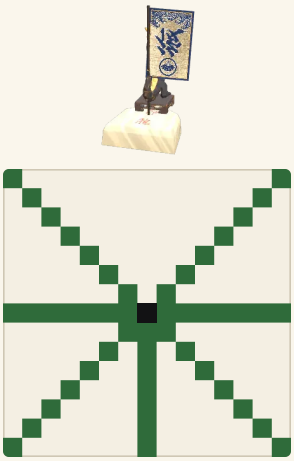
Free dog 奔犬

The Hound Without a Master

Slides up to 2 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13.7 pawns
Setup	Appears only by promotion
Betza	`sR2bB2vRfB`
Comes from	**Free pup**

Free dog is what a free pup becomes when it finally grows up. It runs forward or backward along the straight line and diagonally forward as far as the way is open, and moves one or two squares sideways or diagonally backward. It begins off the board. Keep it nimble and always on the hunt.



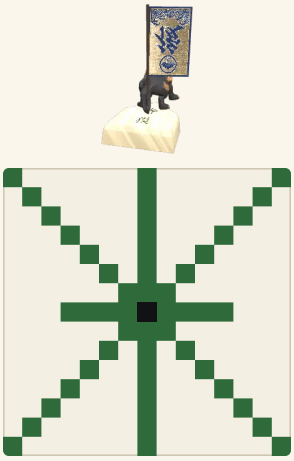
Free dragon 奔龍

The Dragon Among the Winds

Slides any distance: backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 21.2 pawns
Setup	Appears only by promotion
Betza	`BbsR`
Comes from	**Wind dragon**

Free dragon rises from the Wind dragon and owns the sky in almost every direction. It sweeps along diagonals, sideways and straight back as far as the path is clear. Only forward does it hold back. It never begins on the board. Use it to attack from behind and across the sides.



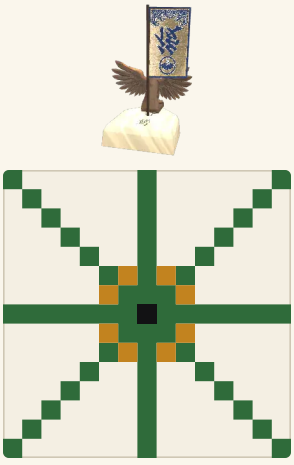
Free dream-eater 奔獏

The Dream-Eater Unbound

Slides up to 5 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 19.8 pawns
Setup	Starts with 2 per side
Betza	`vQsR5`
Promotes to	**Free king** 奔王

Free dream-eater drifts like a slow mist and then snaps forward. It slides along diagonals and straight forward or backward until blocked, and can walk up to five squares sideways. Two begin each side. Promotion makes it a Free king. Use it to keep the board lines clear of nightmares.



Free eagle 奔鷲

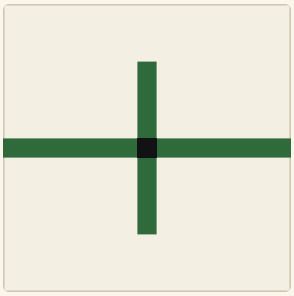
The Eagle Unbound

Two king-steps in one turn (either may capture), capture without moving (igui), or pass (jitto), and jumps to any square two away. Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Lion family
Worth	About 36 pawns
Setup	Starts with 1 per side
Betza	`QDAHGf(4,4)(cK–bK)(D–R)(A–B)(H–R)(G–B)(f(4,4)–B)`

The free eagle answers to no flock. Each turn it may wander up to two steps any way it likes, capturing on both, or strike a neighbor without moving; it also sails any distance in every direction. Better still, it vaults over up to three squares in any direction, and leaps four squares diagonally forward to land beyond. Few walls matter to it. Spend it where the enemy is thickest.





Free fire 奔火

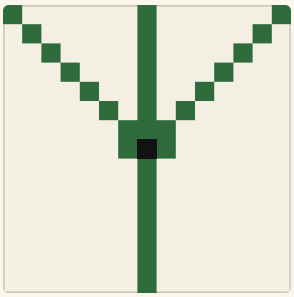
The Fire That Spreads

Slides up to 5 squares: forward, backward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 8.3 pawns
Setup	Appears only by promotion
Betza	`sQvR5`
Comes from	**Fire demon**

Free fire is the Fire demon turned wildfire. It runs sideways as far as the road is clear and bounds up to five squares forward or backward. It does not begin on the board. There is no further promotion. Let its flames sweep a whole rank in a single stroke, and keep it behind your own pieces until the moment to strike arrives.





Free horse 奔馬

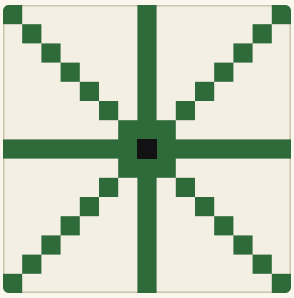
The Horse of Open Plains

Steps one square: diagonally forward, diagonally backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13.3 pawns
Setup	Appears only by promotion
Betza	`FsR2vRfB`
Comes from	**Horse general**

Free horse is the horse general released to the plains. It gallops forward or backward along the straight line and diagonally forward as far as the way is open, then steps one square diagonally or one to two sideways. It never starts on the board. Use it where its range and flexibility both matter.





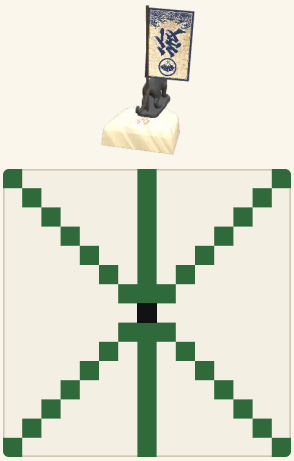
Free king 奔王

The Queen of All Directions

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 24 pawns
Setup	Starts with 2 per side
Betza	`Q`
Promotes to	**Great general** 大将
Comes from	**Flying horse**, **Free demon**, **Free dream-eater**

Free king strides in every direction, sliding as far as the road is clear and stopping only at the first piece it meets. Flying horses, free demons and free dream-eaters all rise to it. Two begin each side. Promotion makes it a Great general. Guard it well, for everything depends on its reach.



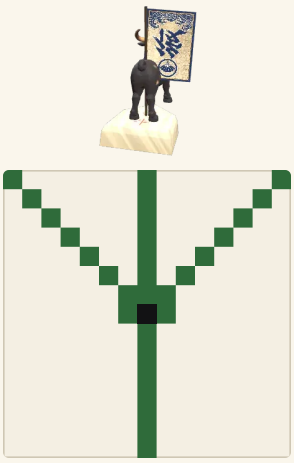
Free leopard 奔豹

The Leopard in Spots of Light

Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 18.2 pawns
Setup	Appears only by promotion
Betza	BvR
Comes from	**Running pup**

Free leopard comes from the running pup that has learned to hunt on its own. It slides along every diagonal and straight forward or backward as far as the road is open. It does not begin on the board. Use its silent speed to catch what stays hidden.



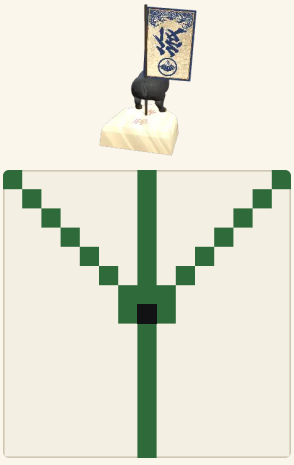
Free ox 奔牛

The Ox With Broad Horns

Steps one square: diagonally forward, diagonally backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13.3 pawns
Setup	Appears only by promotion
Betza	FsR2vRfB
Comes from	**Ox general**

Free ox is the ox general at its peak. It surges forward or backward along the straight line and diagonally forward as far as the way is open, with a diagonal step and a short sideways reach. It does not start on the board. Let it plow the front and keep it from straying too far.



Free pig 奔豚

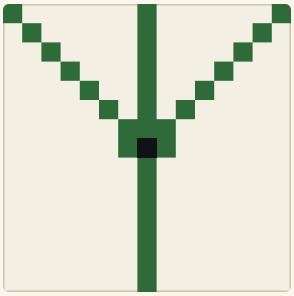
The Boar With a Long Memory

Steps one square: diagonally forward, diagonally backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13.3 pawns
Setup	Appears only by promotion
Betza	FsR2vRfB
Comes from	**Pig general**

Free pig comes from the pig general, and carries all of its slow patience into a sprint. It runs forward or backward and diagonally forward as far as the road is clear, steps one square diagonally, and slides one or two sideways. It begins off the board. Place it where an unhurried advance is needed.





Free pup 奔狗

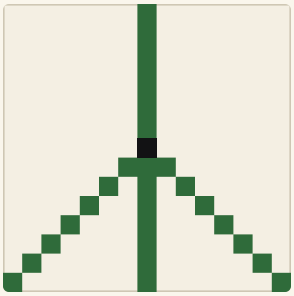
The Young Hound Growing Fast

Steps one square: diagonally forward, diagonally backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13.3 pawns
Setup	Starts with 2 per side
Betza	`FsR2vRfB`
Promotes to	**Free dog** 奔犬
Comes from	**Pup general**

Free pup is a pup general who has learned to run. It speeds forward or backward along the straight line and diagonally forward, steps one square diagonally, and moves one or two squares sideways. Two begin each side. Promotion makes it a Free dog. Raise it carefully and it will turn into a real hunter.





Free serpent 奔蛇

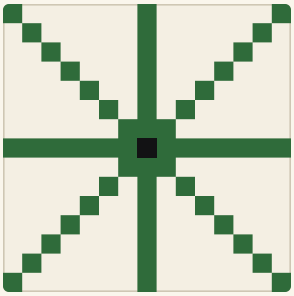
The Snake Without a Coil

Slides any distance: forward, backward, diagonally backward.

Family	Ranger
Worth	About 12.5 pawns
Setup	Appears only by promotion
Betza	`vRbB`
Comes from	**Running serpent**

Free serpent comes when a running serpent leaves its coils. It glides forward or backward along the straight line and diagonally backward as far as the way is open. It does not begin on the board. Use it to guard the rear while it quietly reaches forward.





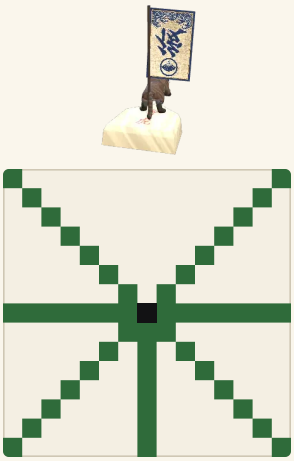
Free stag 奔鹿

The Stag of the Whole Board

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`Q`
Comes from	**Great stag**, **Running stag**

Free stag is the end of the road for great stags and running stags. It sweeps in every direction as far as the path is clear, stopping only at the first piece it meets. It never begins on the board. Let it roam wherever the field lies open.



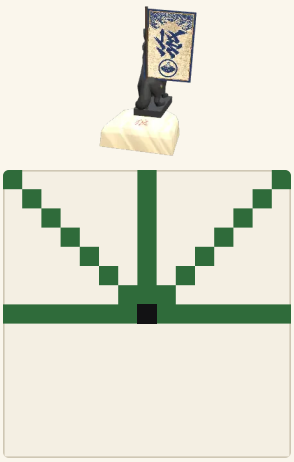
Free tiger 奔虎

The Tiger Who Looks Behind

Slides any distance: backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 21.2 pawns
Setup	Appears only by promotion
Betza	BbsR
Comes from	**Running tiger**, **Vertical tiger**

Free tiger is what a running tiger or vertical tiger finally becomes. It slides along diagonals, sideways and straight backward as far as the way is open, but never straight ahead. It does not begin on the board. Use it to strike from the flank and from behind.



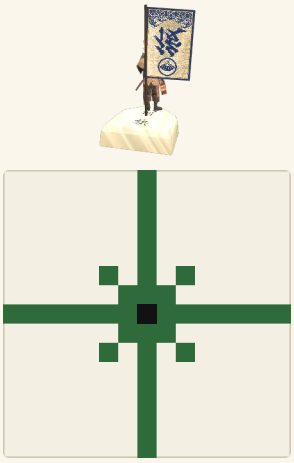
Free wolf 奔狼

The Wolf of the Wide Front

Slides any distance: forward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 15.2 pawns
Setup	Appears only by promotion
Betza	fBfsR
Comes from	**Running wolf**, **Side wolf**

Free wolf is born when a running wolf or side wolf is promoted. It sweeps sideways, diagonally forward and straight forward as far as the road is clear. It does not begin on the board. There is no further promotion. Send it ahead to harry the enemy line, and let its long reach unsettle every defender who thought the flank was safe.



Front standard 前旗

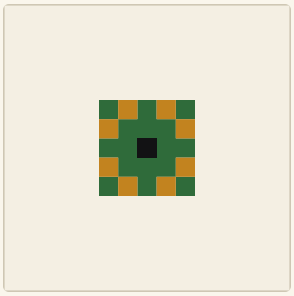
The Banner at the Front

Slides up to 3 squares: diagonally forward, diagonally backward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 14.5 pawns
Setup	Starts with 2 per side
Betza	B3R
Promotes to	**Great standard** 大旗
Comes from	**Center standard**, **Neighboring king**

The Front standard rides ahead of the army carrying a bright flag. It slides along the straight lines until stopped, and reaches up to three squares along the diagonals. Two begin each side. Center standards and neighboring kings rise to it. Promotion makes it a Great standard. Plant it where the army must rally.





Furious fiend 奮迅

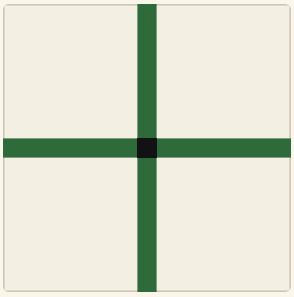
The Fiend in a Fury

Two king-steps in one turn (either may capture), capture without moving (igui), or pass (jitto), and jumps to any square two away. Slides up to 3 squares: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Lion family
Worth	About 16.8 pawns
Setup	Appears only by promotion
Betza	`Q3DAN(cK-bK)`
Comes from	**Lion**

When a lion is pushed past all patience, it becomes the furious fiend. It keeps the lion's old tricks: up to two steps in any direction with captures on both, a leap to any square two away, a strike at a neighbor without moving, or a quiet pass. Added to these is a fresh stride of one to three squares in any direction. It never starts on the board. Use its reach to end the argument.





Gliding swallow 燕行

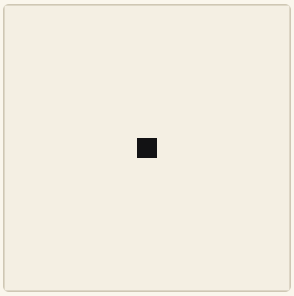
The Swallow on the Wind

Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 12.5 pawns
Setup	Appears only by promotion
Betza	`R`
Comes from	**Swallow's wings**

Gliding swallow is what the Swallow's wings become when they take flight. It slides along the straight lines as far as the road is clear and has no other moves. It never begins on the board. Treat it as a pure messenger of the open lines.





Go-between 仲人

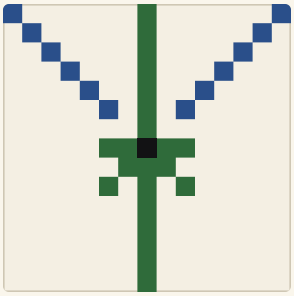
The Matchmaker of the Ranks

Steps one square: forward, backward.

Family	Stepper
Worth	About 1.2 pawns
Setup	Starts with 2 per side
Betza	`vW`
Promotes to	**Drunken elephant** 酔象

Go-between mediates between two armies by stepping straight forward or straight back and nothing more. He joins pieces rather than wins fights. Yet when he crosses the line, he is transformed into the Drunken elephant, whose rise leads on to the Crown prince. Use him to link your lines, and nurse the dream behind his humble post.





Gold bird 金翅

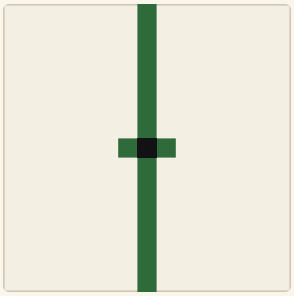
The Golden Wings

Slides up to 3 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 14 pawns
Setup	Starts with 2 per side
Betza	`bF3sW3vF(f(mpFF)3–FF)`
Promotes to	**Free bird** 奔翅
Comes from	**Kirin**, **Phoenix**, **Southern barbarian**

Wings of gold lift this bird above the crowd. It sails any distance forward or backward and steps one to three squares to the sides or diagonally back. Forward on the diagonals it leaps up to three squares, then glides beyond. Two begin; others arise from Kirin, Phoenix, and Southern barbarian. Promoted, it becomes the Free bird. Use it to cross the lines.





Gold chariot 金車

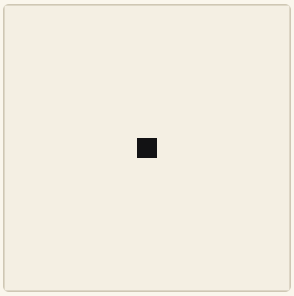
The Gilded Chariot

Steps one square: diagonally forward, diagonally backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 8 pawns
Setup	Starts with 2 per side
Betza	`FsR2vR`
Promotes to	**Playful parrot** 遊鵡

The Gold chariot moves like a glittering procession. It slides forward or backward along the straight line as far as the way is open, steps one square diagonally, and glides one or two squares sideways. Two begin each side. Promotion makes it a Playful parrot. Use it to patrol the center with grace.





Gold general 金将

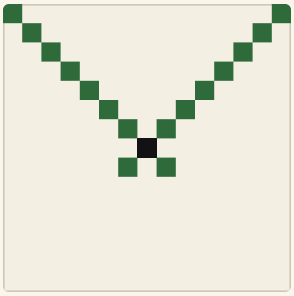
The Golden Warden

Steps one square: forward, backward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`WfF`
Promotes to	**Flying chariot** 飛車
Comes from	**Pawn**

Gold general is a pillar of the court, stepping one square in the four straight directions and onward on the forward diagonals. He is born of the humble Pawn and, if he crosses over, rises to the Flying chariot. Keep him near your king as an unshakable bodyguard, and send him out only when the gain is plain.





Gold stag 金鹿

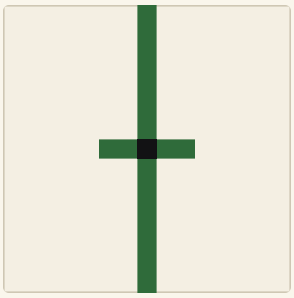
The Stag With Golden Antlers

Slides up to 2 squares: diagonally backward. Slides any distance: diagonally forward.

Family	Ranger
Worth	About 7.2 pawns
Setup	Starts with 2 per side
Betza	`fBbB2`
Promotes to	**White foal** 白駒

The Gold stag bounds forward along the diagonals as far as the road is clear, and retreats only one or two steps on the rear diagonals. Two begin each side. Promotion transforms it into a White foal. Use it for forward sweeps with a short escape route behind.





Goose wing 鴻翼

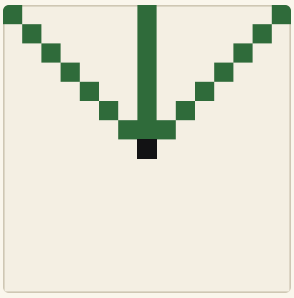
The Wing of the Great Goose

Steps one square: diagonally forward, diagonally backward. Slides up to 3 squares: sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 8.3 pawns
Setup	Appears only by promotion
Betza	`FsW3vWW`
Comes from	**Silver chariot**

Goose wing is the Silver chariot after it grows feathers. It glides forward or backward along the straight line as far as the road is open, steps one square diagonally, and sweeps up to three squares sideways. It does not begin on the board. Use it where its broad reach can hold a front.





Great bear 大熊

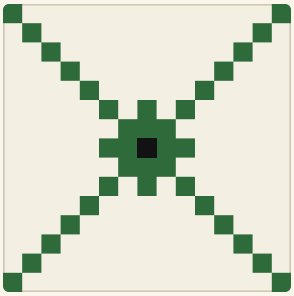
The Bear Beyond Fierceness

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 9.8 pawns
Setup	Appears only by promotion
Betza	`WfQ`
Comes from	**Fierce bear**

No bear is born great; this one is only what a fierce bear becomes when the winter has been long enough. It charges straight ahead or along the forward diagonals, stopping at the first body in its path, then turns gentle and steps one square in any cardinal direction. Never on the board at the start, it arrives by promotion alone. Guard it as a closer.





Great dove 大鳩

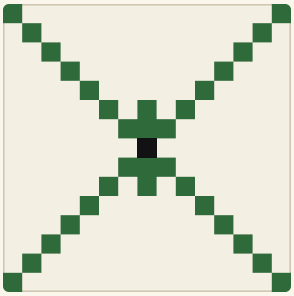
The Cooing Sentinel

Slides up to 3 squares: forward, backward, sideways (left or right). Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 14.3 pawns
Setup	Starts with 2 per side
Betza	R3B
Promotes to	**Wooden dove** 鳩槃
Comes from	**Turtle dove**

Where the turtle dove only murmurs, the great dove commands the sky. It glides any distance along the diagonals, halting at the first piece it meets, and drops straight to earth for one to three squares in the cardinal directions. Two stand guard at the outset; one may rise from a turtle dove, and its own reward is the wooden dove. Use its reach to unsettle crowded lines.





Great dragon 大龍

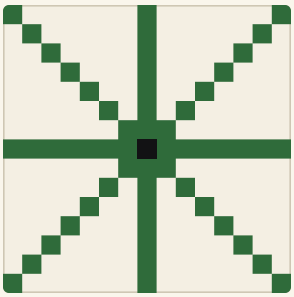
The Storm-Wing Dragon

Slides up to 3 squares: forward, backward. Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 13.3 pawns
Setup	Starts with 2 per side
Betza	BvR3
Promotes to	**Ancient dragon** 元龍
Comes from	**Cloud dragon**, **Rain dragon**, **Reclining dragon**, **Fierce dragon**

Clouds, rain and sleeping dragons all bow to this one, for the great dragon is what they grow into. It sweeps diagonally to the far edge of any open path, stopping at the first piece, and lunges one to three squares forward or backward. Two begin on each side. Promotion makes it an ancient dragon. Keep it where diagonals open wide.





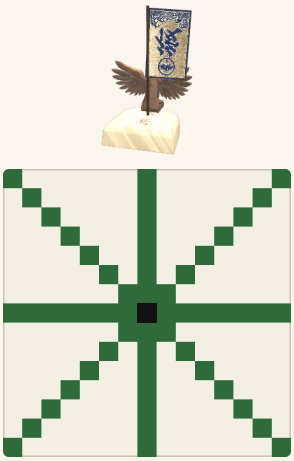
Great dream-eater 大獏

The Eater of Dreams

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	QsH
Comes from	**Water ox**

In the old tales the baku devours nightmares, and the Great dream-eater devours whole formations. It never stands at the start, but rises when a Water ox is promoted. It slides any distance in every direction, and leaps to the third square sideways, over whatever lies between. Save it for the moment a flank must fall.



Great eagle 大鷲

The Eagle Above the Eagle

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`Q(fA–B)`
Comes from	**Flying eagle**

Greater than the Flying eagle it rose from, the Great eagle exists only as a promotion and never starts on the board. It rules every line, sliding any distance in any direction, and when an obstacle stands diagonally forward, it hops that single piece and lands on or glides past it. Few defenses survive its descent.



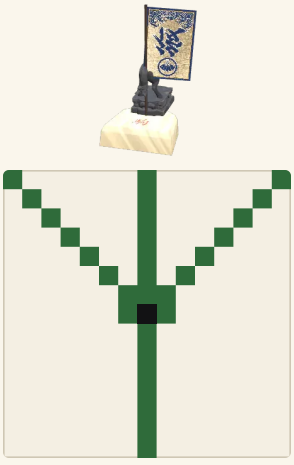
Great elephant 大象

The Mountain That Marches

Slides up to 3 squares: diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 18.3 pawns
Setup	Appears only by promotion
Betza	`fB3(pR–R)(b(mpB)3–B)`
Comes from	**Lion dog**

The Great elephant is a slow giant who treads forward diagonally one to three steps at a time, yet no wall stops its rear: backward and aside it leaps up to three squares over anything. It begins nowhere; a Lion dog becomes it. Let it guard retreating lines and strike at those who think themselves safe behind.



Great foal 大駒

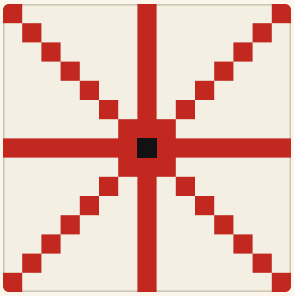
The Grown Colt

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13 pawns
Setup	Appears only by promotion
Betza	`sR2vRfB`
Comes from	**White foal**

A white foal that has run long enough finally earns the word great. The great foal races any distance forward or backward and along the forward diagonals, stopping at the first piece it meets, and shuffles one or two squares to either side. It never stands at the start; only a promoted white foal can become it. Send it down open files.





Great general 大将

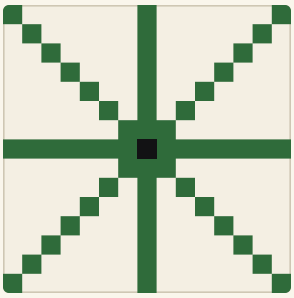
The Great Reaper

Captures every lower-ranked piece it passes along a line; cannot pass or capture a piece of equal or higher rank.

Family	Range capturer
Worth	About 24 pawns
Setup	Starts with 1 per side
Betza	`((cQcdQ)–Q)`
Comes from	**Fire general**, **Free king**, **Vice general**

The great general is the harshest sweep on the board. In every direction it flies over any number of lesser enemy pieces, capturing each one it crosses, and only a piece of equal or higher rank, or a king, can stop it. Fire generals, free kings and vice generals can all rise into it, and it rises no further. Place it where it can cut across the whole field.





Great hawk 大鷹

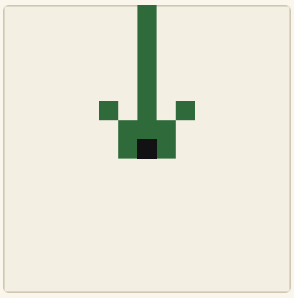
The Hawk With No Rival

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`QfD(fD–R)`
Comes from	**Horned hawk**

The Great hawk fears nothing under the open sky. It travels any distance in any direction, hops a single piece standing directly ahead, and can also jump to the second square forward over what lies between. It begins nowhere; the Horned hawk becomes it. Where the field is crowded, it still finds an opening in front.





Great leopard 大豹

The Spotted Hunter

Steps one square: backward. Slides up to 2 squares: sideways (left or right). Slides up to 3 squares: diagonally forward. Slides any distance: forward.

Family	Ranger
Worth	About 5.5 pawns
Setup	Appears only by promotion
Betza	`bWsR2fRfB3`
Comes from	**Vertical leopard**

From a vertical leopard's patient stalk comes the great leopard, all muscle and sudden speed. It rushes straight ahead until something blocks it, backs off a single step, slips one or two squares sideways, and bounds one to three squares along the forward diagonals. Never on the board at the start. Wait in cover, then strike forward.



Great master 大師

The Great Teacher

Slides up to 5 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward, diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 15.7 pawns
Setup	Starts with 1 per side
Betza	`fGfHbB5sR5fBvR`

A venerable teacher of the army, the Great master teaches by example. It sails any distance forward, backward, and diagonally forward, steps one to five squares sideways and diagonally back, and leaps to the third square diagonally forward and straight forward. One serves each side. No promotion awaits it. Keep it central and in motion.



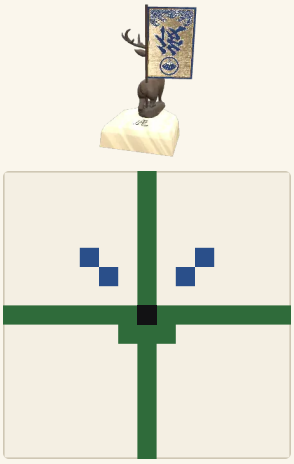
Great shark 大鱗

The Deep-Water Terror

Slides up to 2 squares: diagonally backward. Slides up to 5 squares: diagonally forward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 14.8 pawns
Setup	Appears only by promotion
Betza	`RbB2fB5`
Comes from	**Side serpent**

A side serpent that slips into the open sea comes back as the great shark. It glides any distance along rank and file, stopping at the first piece, but its deadliest gift is the long diagonal lunge of up to five squares forward, plus a short bite of one or two backward. Absent at the start, it exists only by promotion. Aim it past the front lines.



Great stag 大鹿

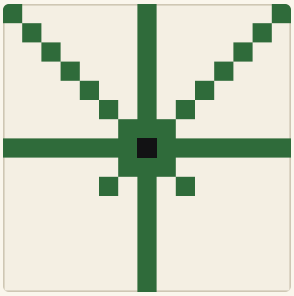
The Stag of Many Roads

Slides up to 2 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right). Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 13.5 pawns
Setup	Starts with 2 per side
Betza	`RfAbB2`
Promotes to	**Free stag** 奔鹿
Comes from	**Mountain stag**

A great stag crowned with branching antlers, it ranges the open fields: sliding any distance along file and rank and stepping one or two squares diagonally back. When pressed, it leaps to the second square diagonally forward. Two begin the game, and it rises from the Mountain stag. Promoted, it becomes the Free stag. Hunt along straight lines.





Great standard 大旗

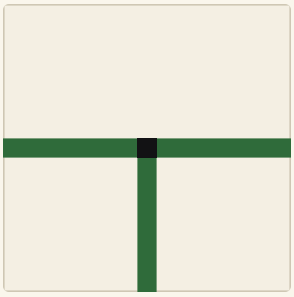
The Banner That Charges

Slides up to 3 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 19.2 pawns
Setup	Starts with 1 per side
Betza	`RbB3fB`
Comes from	**Front standard**

Raised at the heart of the army, the great standard rallies those who follow it and cuts down those who bar its path. It slides any distance along ranks, files and forward diagonals, stopping at the first piece it meets, and retreats one to three squares diagonally. One stands on each side, and it grows out of the front standard. Advance behind it.





Great tiger 大虎

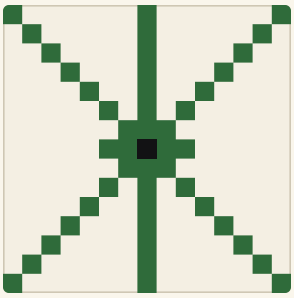
The Tiger Who Guards the Rear

Steps one square: forward, backward, sideways (left or right). Slides any distance: backward, sideways (left or right).

Family	Ranger
Worth	About 9.8 pawns
Setup	Appears only by promotion
Betza	`WbsR`
Comes from	**Fierce tiger**

Fierce tigers earn their stripes at the front, but the great tiger has learned to protect what lies behind and beside. It glides any distance sideways or straight backward, halting at the first piece, and takes one careful step in any orthogonal direction. It only exists as a promoted fierce tiger. Hold it back as a patient guardian.





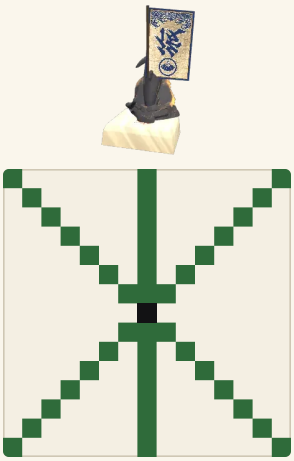
Great turtle 大亀

The Slow Tide Walker

Slides up to 3 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 19.2 pawns
Setup	Starts with 1 per side
Betza	`vQvHsR3`
Promotes to	**Spirit turtle 霊亀**

Huge and unhurried, the Great turtle carries a world on its shell. It slides any distance along the diagonals and forward or backward, shuffles one to three squares sideways, and can leap to the third square forward or backward. One begins each side. Promoted, it becomes the Spirit turtle. Move it deliberately, then watch the center tilt.



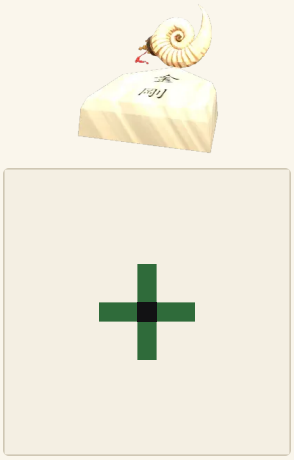
Great whale 大鯨

The Gliding Colossus

Slides any distance: forward, backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 18.2 pawns
Setup	Appears only by promotion
Betza	BvR
Comes from	**Whale**

Great whale rises only from a whale that has crossed the shallows into open ocean. Vast and unhurried, it travels any distance along the diagonals and straight forward or backward, stopping only at the first piece in its path. It never steps or leaps short. It is born of promotion alone. Slow to place, devastating once the channels open.



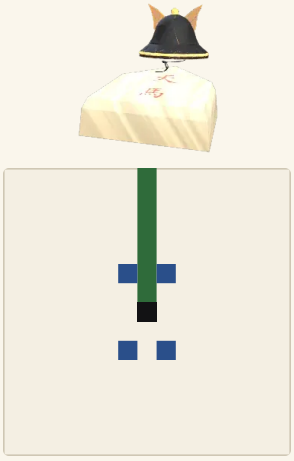
Guardian of the gods 金剛

The Gate-Guardian of the Gods

Slides up to 3 squares: forward, backward, sideways (left or right).

Family	Stepper
Worth	About 2.8 pawns
Setup	Starts with 1 per side
Betza	R3
Promotes to	**Heavenly tetrarch** 四天

Vast and still, the guardian of the gods holds the four straight lanes, striding up to three squares along them. No diagonal can pass him by, though he cannot walk one. Only one stands per side. Crossing the far line, he is lifted into the Heavenly tetrarch. Plant him where a straight road must be shut.



Heavenly horse 天馬

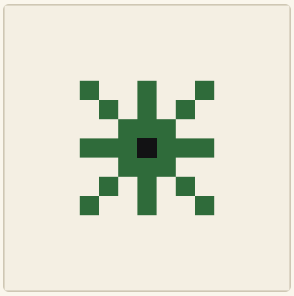
The Horse Beyond the Clouds

Slides any distance: forward. Leaps to 1 across and 2 back, 1 across and 2 forward.

Family	Jumper
Worth	About 4.3 pawns
Setup	Appears only by promotion
Betza	vNfR
Comes from	**Wind horse**

Sprung from the wind itself, the Heavenly horse never begins on the board; a Wind horse becomes it. It runs any distance straight ahead, and when it leaps, it leaps in a knight's pattern, four squares out, over any piece. Its path is rigid and its landing is wild. Let it surprise a king guarded on every near square.





Heavenly tetrarch 四天

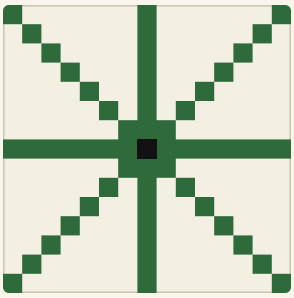
The Four Heavens Made One

Slides up to 4 squares: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 6.2 pawns
Setup	Appears only by promotion
Betza	`Q4`
Comes from	**Buddhist devil**, **Guardian of the gods**, **Sumo wrestler**, **Nature spirit**

He exists only as a rising, never as a beginning: the Buddhist devil, the Guardian of the gods, the Sumo wrestler, and the Nature spirit all come to be him. The Heavenly tetrarch spans four squares in any direction, a lord of every compass point. He starts on no board, only in triumph. Guard his arrival jealously.





Heavenly tetrarch king 四天王

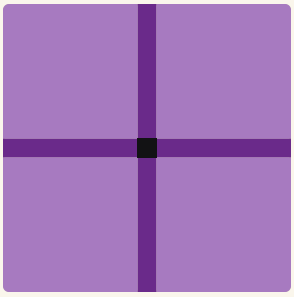
The Four Guardian Kings

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`QDA(D–R)(A–B)`
Comes from	**Chariot soldier**

They say four heavenly kings guard the four directions, and this one gathers them into a single piece. It exists only as the promotion of the Chariot soldier. It slides any distance in any direction, and may leap over one piece before gliding on. Treat it as a fortress that can also strike.





Hook mover 鉤行

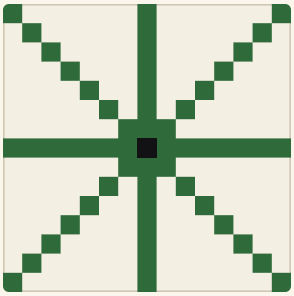
The Line That Bends

Slides along a line and may turn 90 degrees once, then slides on.

Family	Hook mover
Worth	About 420.8 pawns
Setup	Starts with 1 per side
Betza	`R(R–sR)`
Comes from	**Capricorn**, **Poisonous serpent**

Where the Capricorn and the poisonous serpent end their wandering, the Hook mover begins: a patient wanderer who follows the straight roads of the board, then bends once at a right angle and runs on. It cannot rise higher. Born of two lesser pieces, it rewards the player who hides an attack around a single, well-chosen corner.





Horned hawk 角鷹

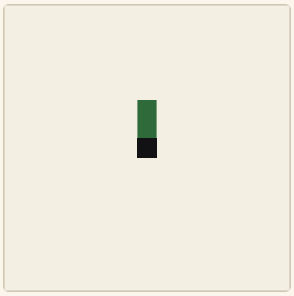
The Horned Hunter

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Starts with 2 per side
Betza	`QfD`
Promotes to	**Great hawk** 大鷹
Comes from	**Dragon horse**, **Mountain hawk**

A hawk with a horn upon its brow, bold in both hunt and defense. It sails any distance in any direction, and leaps to the second square forward over what lies between. Two begin each side; others rise from the Dragon horse and Mountain hawk. Promoted, it becomes the Great hawk. Let it range wide, then jump past a wall.





Horse general 馬将

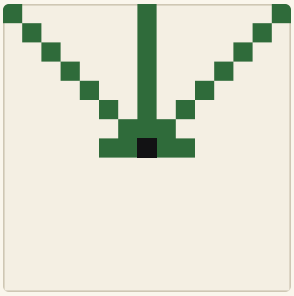
The War-Horse of the Plains

Steps one square: backward, diagonally forward. Slides up to 3 squares: forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`fFbWfR3`
Promotes to	**Free horse** 奔馬

Horse general canters up to three squares straight ahead, kicks one step on the forward diagonals, and backs away only one step directly behind. Brisk and bold, he carries the army's advance. If he crosses the line, he is freed as the Free horse. Use him to open a file, but keep his tail covered.





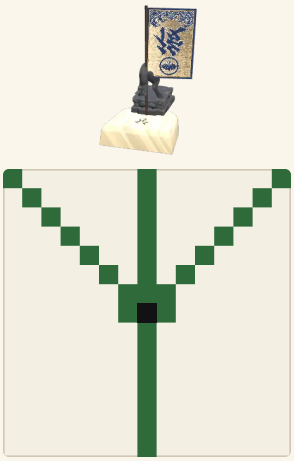
Horse soldier 馬兵

The Mounted Guard

Steps one square: backward. Slides up to 3 squares: sideways (left or right). Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 10.5 pawns
Setup	Starts with 2 per side
Betza	`bWsR3fQ`
Promotes to	**Running horse** 走馬

The horse soldier rides ahead of the foot, lance low and eyes forward. It charges any distance straight ahead or along the forward diagonals, stopping at the first piece, retreats one step, and shifts one to three squares sideways. Two ride with each side from the start. At the far end it becomes the running horse. Use it to open a flank.



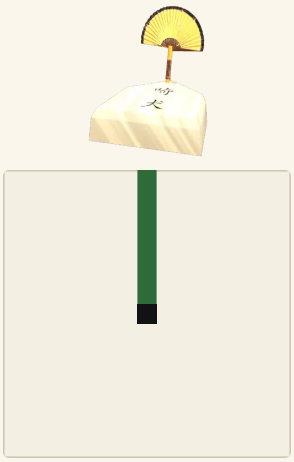
Horseman 騎兵

The Steady Rider

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13 pawns
Setup	Starts with 2 per side
Betza	`sR2vRfB`
Promotes to	**Cavalier** 騎士

Calmer than the horse soldier, the horseman holds his line and picks his moment. He gallops any distance forward, backward or along the forward diagonals, stopping at the first piece, and sidesteps one or two squares. Two start on each side. A promoted horseman becomes the cavalier. Keep him on open files where he can run both ways.



Howling dog (left) 啼犬

The Howling Hound of the Left

Steps one square: backward. Slides any distance: forward.

Family	Ranger
Worth	About 3.8 pawns
Setup	Starts with 1 per side
Betza	`bWfR`
Promotes to	**Left dog** 左犬

Its cry carries across the whole field, and the pack follows. The left howling dog charges straight ahead, as far as nothing blocks it, and gives ground only one step at a time. One stands on each side, mirrored by its brother on the right. Promotion turns it into the left dog. Send it first, then fall back.



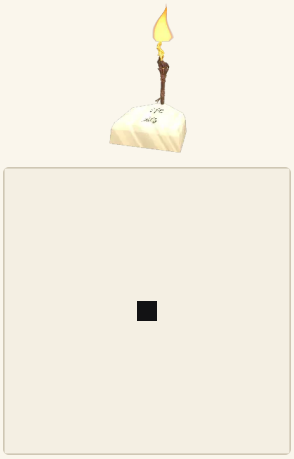
Howling dog (right) 啼犬

The Howling Hound of the Right

Steps one square: backward. Slides any distance: forward.

Family	Ranger
Worth	About 3.8 pawns
Setup	Starts with 1 per side
Betza	`bWfR`
Promotes to	**Right dog** 右犬

On the right flank the brother answers the call. The right howling dog bolts straight forward, stopping at the first piece in its path, and retreats a single square when pressed. One stands per side. It promotes to the right dog. Pair it with its left twin and the pack speaks in two voices.



Huai chicken 淮鶏

The Rooster of the River

Steps one square: backward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 2 per side
Betza	`fFbsW`
Promotes to	**Wizard stork**

From the Huai river comes a bird of odd habits, stepping sideways, forward on the diagonals, or straight back, yet never straight ahead. The Huai chicken pecks and wheels. On promotion it becomes a Wizard stork, uncanny and wise. Use its sidelong attacks to dodge a direct face-off and take the enemy at an angle.



Huai river 淮川

The Slow Water

Steps one square: forward, backward, sideways (left or right). Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7 pawns
Setup	Appears only by promotion
Betza	`WsQ`
Comes from	**River general**

Huai river is no torrent but a broad current that carries everything before it. Rising from the river general, it slides sideways any distance, stopping at the first piece it meets, and steps one square in any orthogonal direction. It is not on the board at the start. Let it sweep a rank clean.



Incense chariot 香車

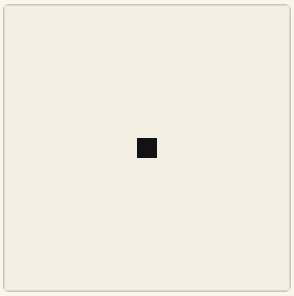
The Incense Chariot

Slides any distance: forward.

Family	Ranger
Worth	About 3.7 pawns
Setup	Starts with 2 per side
Betza	`fR`
Promotes to	**White foal** 白駒

The fragrance of the incense chariot arrives before the wheels do. It rolls straight forward, as far as the way stays clear, and can never turn aside or back up. Two begin on each side. If it reaches the far lines it is transformed into a white foal. A simple, honest weapon; keep it behind your front rank.





Iron general 鉄将

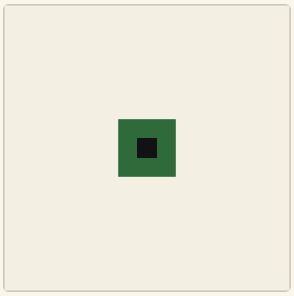
The Iron Plow of the Front

Steps one square: forward, diagonally forward.

Family	Stepper
Worth	About 1.3 pawns
Setup	Starts with 2 per side
Betza	`fWfF`
Promotes to	**White elephant** 白象

Iron general is stiff and cold, advancing one step straight ahead or on either forward diagonal and never stepping aside. Like a plow, he knows only the way forward. Promoted, he turns into the White elephant. Use him as a lean, forward-facing shield, and expect his rise to carry weight in the late game.





King 王将

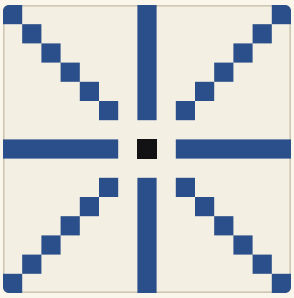
The Sovereign of the Wide Court

Slides up to 2 squares: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	Royal: lose them all and you lose
Setup	Starts with 1 per side
Betza	`Q2`
Comes from	**Crown prince**

The king rules not by hiding but by reach: one or two squares in any direction, a sovereign who can step across his own court. He is the crown prince come into his crown. A realm is not lost with one king, though: it falls only when every royal, king and crown prince alike, has been taken. Shelter him, but remember he can strike at a distance, so guard the squares around him.





King of teachings 教王

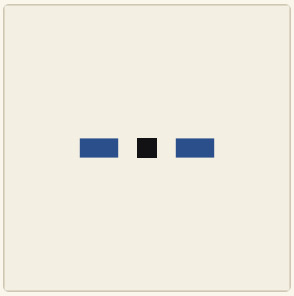
The Sovereign of Teachings

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`HG(H–R)(G–B)`
Comes from	**Deva**

A sage-king whose rule is wisdom, he walks one square in any direction like any lord, yet his teaching reaches far: he leaps up to three squares in any direction over anything, then lands or glides beyond. He begins nowhere; the Deva becomes him. Let him pass quietly through a crowded center.





Kirin 麒麟

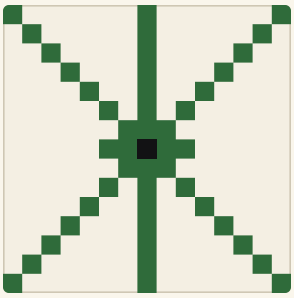
The Gentle Beast

Steps one square: forward, backward, diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 2.2 pawns
Setup	Starts with 1 per side
Betza	`FvWsD`
Promotes to	**Gold bird** 金翅

Kirin is the gentle creature of omens, never trampling grass underfoot. It steps one square diagonally or straight forward or backward, and leaps to the second square sideways over anything. One begins each side. Promoted, it becomes the Gold bird. Use its soft steps to guard, and its sideways jump to break a line.





Kirin master 麟師

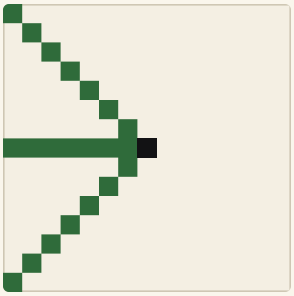
The Kirin's Teacher

Slides up to 3 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 19.2 pawns
Setup	Starts with 1 per side
Betza	`vQvHsR3`
Comes from	**Fire dragon**

A master who learned from the Kirin and surpassed it, the Kirin master slides any distance along the diagonals and forward or backward, steps one to three squares sideways, and leaps to the third square forward or backward. One begins each side; the Fire dragon may become it. It does not promote further. Strike down the long diagonals.





Left army 左軍

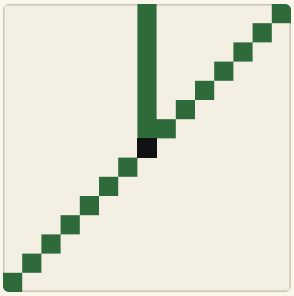
The Army of the Left

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 10.5 pawns
Setup	Appears only by promotion
Betza	`KlQ`
Comes from	**Left general**

A left general who has gathered a host behind him becomes the left army. It sweeps any distance to the left, forward-left and back-left, stopping at the first piece, and can still step one square in any direction. It begins nowhere, rising only by promotion. Send it to crush a flank, and keep its right side guarded.





Left chariot 左車

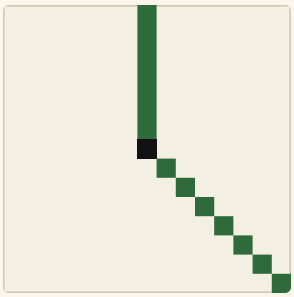
The Chariot That Banks Left

Steps one square: sideways (left or right). Slides any distance: forward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 9.7 pawns
Setup	Starts with 1 per side
Betza	`lWfRfrBblB`
Promotes to	**Left iron chariot** 左鉄車

Built with one wheel turned inward, the left chariot swings the way a river bends. It charges any distance forward, forward-right or back-left, stopping at the first piece it meets, and steps one square to the left. One begins on each side. Promotion gives it the left iron chariot's weight. Plan around its crooked path.





Left dog 左犬

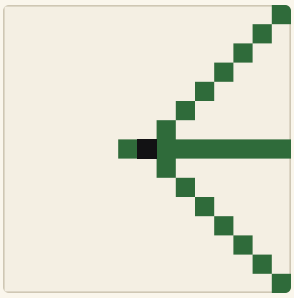
The Left-Handed Hound

Steps one square: backward. Slides any distance: forward, diagonally backward.

Family	Ranger
Worth	About 6.7 pawns
Setup	Appears only by promotion
Betza	`bWfRbrB`
Comes from	**Howling dog (left)**

The left dog is a howling dog that has found its stride on the broken ground. It runs any distance forward and back-right, stopping at the first piece, and gives way one step straight backward. It does not start on the board; only the left howling dog can become it. Strike along its odd line.





Left dragon 左龍

The Dragon of the Left Hand

Slides up to 2 squares: sideways (left or right). Slides any distance: sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 9.7 pawns
Setup	Starts with 1 per side
Betza	`lR2rQ`
Promotes to	**Vermillion sparrow** 朱雀

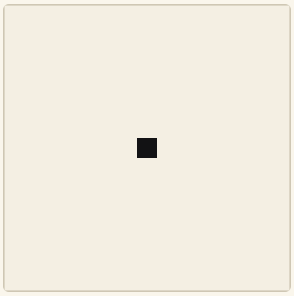
Wings pointed rightward, the left dragon seems to fly the wrong way, yet its rush is no mistake. It slides any distance right, forward-right and back-right, stopping at the first piece, and retreats just one or two squares to the left. One stands per side. If it promotes, it becomes the vermillion sparrow. Use it to burst across the board.



Left general 左将

The General of the Left Hand

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward.



Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 1 per side
Betza	`rFvWrW`
Promotes to	**Left army** 左軍

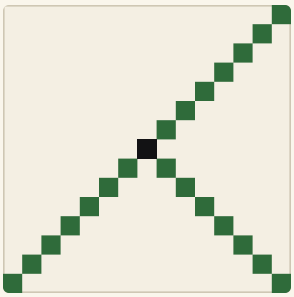
At the army's left, the left general guards the flank, stepping forward or back, straight right, and on the forward-right and back-right diagonals. His leftward side is bare, his right strong. Only one serves each side. On promotion he becomes the Left army. Place him so his open flank is covered by your own pieces.



Left iron chariot 左鉄車

The Iron Wheel Left

Steps one square: sideways (left or right). Slides any distance: diagonally forward, diagonally backward.



Family	Ranger
Worth	About 9.7 pawns
Setup	Appears only by promotion
Betza	`lWbBfrB`
Comes from	**Left chariot**

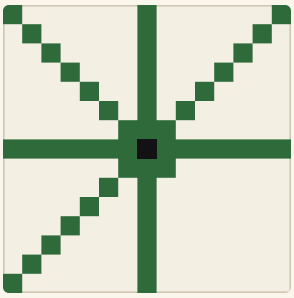
The left chariot, hardened to iron, loses speed in front but gains a deadly line behind. It slides any distance diagonally backward and forward-right, stopping at the first piece, and steps one square left. It exists only as a promoted left chariot. Its charge comes from odd angles; make that your advantage.



Left mountain eagle 左山鷲

The Left Crag Eagle

Slides up to 2 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).



Family	Jumper
Worth	About 21.5 pawns
Setup	Starts with 1 per side
Betza	`RlAfBblBbrB2`
Promotes to	**Flying eagle** 飛鷲

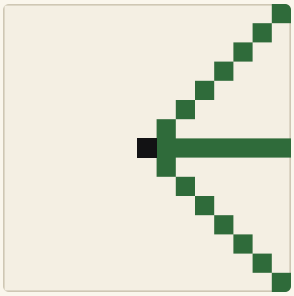
Perched on the left-hand crag, this mountain eagle favors one side. It slides any distance orthogonally, diagonally forward, and back-left, steps one or two squares back-right, and leaps to the second square forward-left or back-left. One begins each side. Promoted, it becomes the Flying eagle. Attack along its own side.



Left tiger 左虎

The Left Tiger

Steps one square: diagonally forward, diagonally backward. Slides any distance: sideways (left or right), diagonally forward, diagonally backward.



Family	Ranger
Worth	About 9.7 pawns
Setup	Starts with 1 per side
Betza	`FrQ`
Promotes to	**Turtle-snake** 玄武

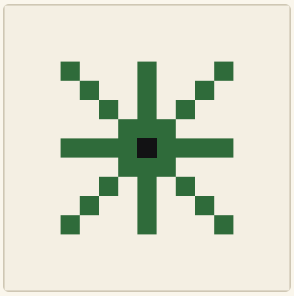
Where the right tiger prowls, the left tiger leaps. It strikes any distance to the right, forward-right and back-right, stopping at the first piece, and steps one square diagonally. One begins on each side. With promotion it takes the form of the turtle-snake. Hunt along its angles, and leave the left side bare only if you must.



Leopard king 豹王

The Pard Who Wears a Crown

Slides up to 5 squares: forward, backward, sideways (left or right), diagonally forward, diagonally backward.



Family	Stepper
Worth	About 7.5 pawns
Setup	Appears only by promotion
Betza	`Q5`
Comes from	**Vertical pup**

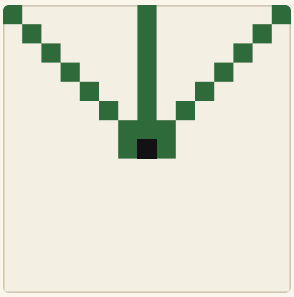
He is no starting piece, only a promotion: the Vertical pup grows, at last, into the Leopard king. Fierce and wide-ranging, he spans five squares in any direction, a crowned hunter who owns the whole board. No army starts with him. Treat his arrival as a turning point, and keep him safe once he appears.



Leopard soldier 豹兵

The Leopard of the Line

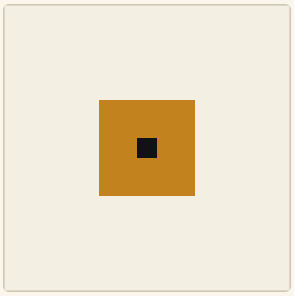
Steps one square: backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, diagonally forward.



Family	Ranger
Worth	About 10.2 pawns
Setup	Starts with 2 per side
Betza	`bWsR2fQ`
Promotes to	**Running leopard** 走豹

Quick and spotted, the leopard soldier slips between larger beasts. It charges straight ahead and along the forward diagonals as far as the way is clear, retreats one step, and hops one or two squares sideways. Two begin per side. At the far end it becomes the running leopard. Send it to harry the edges.





Lion 獅子

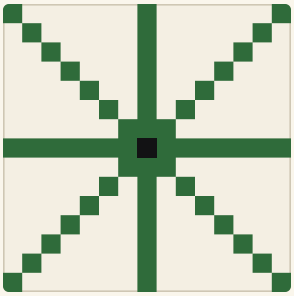
The Lion of Two Steps

Two king-steps in one turn (either may capture), capture without moving (igui), or pass (jitto), and jumps to any square two away.

Family	Lion family
Worth	About 15.5 pawns
Setup	Starts with 2 per side
Betza	`KDAN(cK–bK)`
Promotes to	**Furious fiend** 奮迅
Comes from	**Eastern barbarian**

The lion fights like a storm that thinks. In a single turn it may take up to two steps in any direction, capturing on either one, or leap to any square two away, or bite a neighbor without moving at all, or simply pass. Eastern barbarians dream of becoming it, and in time it may turn into the furious fiend. Guard it carefully, because its freedom is also its price.





Lion dog 狛犬

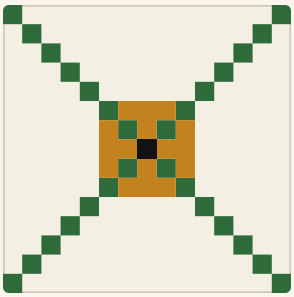
The Guardian Beast

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Starts with 1 per side
Betza	`QHG`
Promotes to	**Great elephant** 大象
Comes from	**Roaring dog**, **Western barbarian**

Carved stone dogs stand at temple gates, and this one has come to life. The Lion dog slides any distance in every direction and can leap to the third square in any direction over whatever lies between. One begins each side; the Roaring dog and Western barbarian rise into it. Promoted, it becomes the Great elephant. Guard the king, or hunt.





Lion hawk 獅鷹

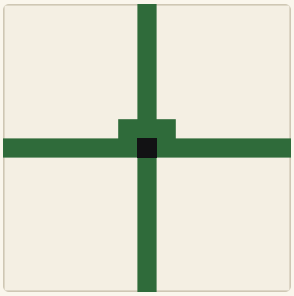
The Hawk with a Lion's Heart

Two king-steps in one turn (either may capture), capture without moving (igui), or pass (jitto), and jumps to any square two away. Steps one square: forward, backward, sideways (left or right). Slides any distance: diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Lion family
Worth	About 25.7 pawns
Setup	Starts with 1 per side
Betza	`WBDAN(cK–bK)`

The lion hawk wears a mane over its wings. Each turn it can take up to two steps in any direction, capturing on both, leap to any square two away, strike a neighbor without moving, or pass. Beyond that it sweeps along diagonals as far as it likes, steps one square straight, and hops two squares on the diagonal. It begins unpromoted and has no further rank. Let it hunt the diagonals.





Little standard 小旗

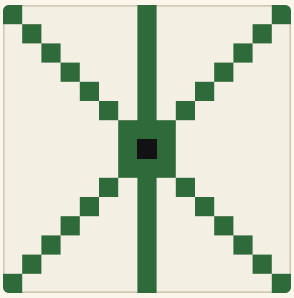
The Small Banner

Steps one square: diagonally backward. Slides up to 2 squares: diagonally forward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 13.5 pawns
Setup	Starts with 2 per side
Betza	`RfB2bF`
Promotes to	**Rear standard** 後旗

Small in the hand, the little standard still rallies the crowd. It slides any distance along ranks and files, stopping at the first piece, steps back one square diagonally, and leaps one or two squares diagonally forward. Two stand with each side. Promotion unfurls it as the rear standard. Plant it where lines cross.





Little turtle 小亀

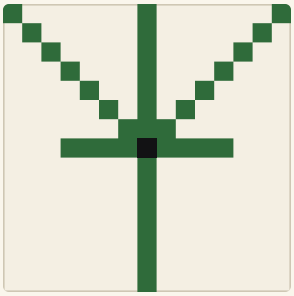
The Small Turtle

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 18.8 pawns
Setup	Starts with 1 per side
Betza	`vQsR2vD`
Promotes to	**Treasure turtle** 宝亀

Smaller than its great cousin, the Little turtle is steady all the same. It slides any distance along diagonals and forward or backward, steps one or two squares sideways, and leaps to the second square forward or backward. One begins each side. Promoted, it becomes the Treasure turtle. A calm piece for holding the center.





Longbow general 弩将

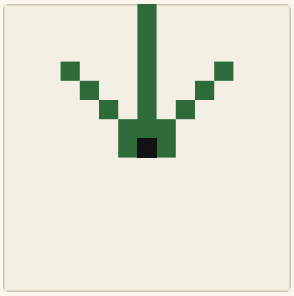
The Bow Captain

Slides up to 5 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 14 pawns
Setup	Appears only by promotion
Betza	`fBvRsR5`
Comes from	**Longbow soldier**

The longbow soldier, once seasoned, becomes the longbow general. His arrows fly straight along the file, forward or backward, and along the forward diagonals, stopping at the first piece, and his command stretches one to five squares across the field. He appears only by promotion. Keep him mid-board, where all lines are open.





Longbow soldier 弩兵

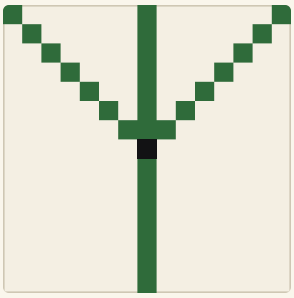
The Longbow Soldier

Steps one square: backward. Slides up to 2 squares: sideways (left or right). Slides up to 5 squares: diagonally forward. Slides any distance: forward.

Family	Ranger
Worth	About 6.2 pawns
Setup	Starts with 2 per side
Betza	`bWsR2fRfB5`
Promotes to	**Longbow general** 弩将

Patient at the string, the longbow soldier lets his arrow fly far before it falls. He rushes straight ahead as long as it is clear, retreats one step, edges one or two squares sideways, and fires one to five squares along the forward diagonals. Two stand per side. He is promoted to longbow general. Arrow first, then advance.





Mocking bird

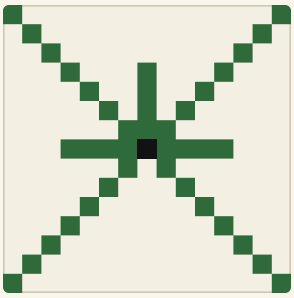
The Echoing Singer

Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 12.3 pawns
Setup	Appears only by promotion
Betza	`vRfB`
Comes from	**Old rat**

Whatever it hears, the mocking bird sings back, only louder. Born when the old rat finds a new voice, it travels any distance forward or backward and along the forward diagonals, stopping at the first piece it meets. It has no short steps, no sideways hops. It exists only after promotion. Use its clean lines.





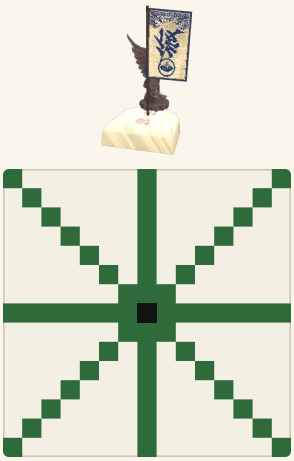
Mount Tai 泰山

The Mountain Sacred

Slides up to 5 squares: forward, sideways (left or right). Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 14.8 pawns
Setup	Appears only by promotion
Betza	`BfsR5`
Comes from	**Mountain general**

Mount Tai stands where earth and heaven seem to meet, and nothing moves it. Raised from the mountain general, it slides any distance diagonally, stopping at the first piece, and reaches one to five squares sideways and straight forward. It cannot be placed at the start; it is the gift of promotion. Anchor your attack behind it.



Mountain crane 山鶴

The Crane of the Peaks

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`QDAHG(4,0)(4,4)(D–R)(A–B)(H–R)(G–B)((4,0)–R)((4,4)–B)`
Comes from	**Treacherous fox**

Thin-legged and silent, the Mountain crane dwells among the highest ridges, and appears only when a Treacherous fox is promoted. It slides any distance in any direction, and can leap up to three squares over anything in the way, landing on or gliding past the squares beyond. Use it to reach the deepest part of the enemy camp.



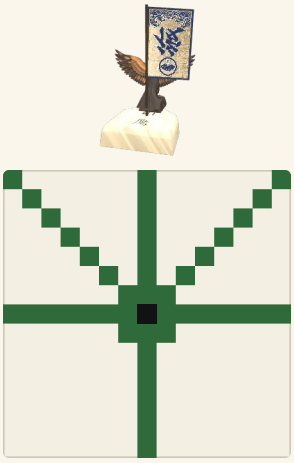
Mountain general 山将

The Broad-Shouldered Sentinel

Steps one square: forward, backward. Slides up to 3 squares: diagonally forward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	`fB3vW`
Promotes to	**Mount Tai** 泰山

A broad-shouldered sentinel who keeps to the high ground and sees no reason to hurry. He steps a single square forward or back, yet when the slope opens he bounds one to three squares along the forward diagonals. Cross into enemy lands and he is crowned Mount Tai. Hold him behind your front line, ready to leap at a weak flank.



Mountain hawk 山鷹

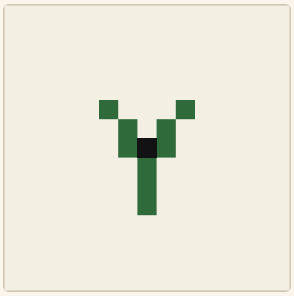
The Hawk of the Heights

Slides up to 2 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right), diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 18.8 pawns
Setup	Starts with 2 per side
Betza	`fDbB2RfB`
Promotes to	**Horned hawk** 角鷹

Bright-eyed and prideful, the Mountain hawk circles above the ranks. It sails any distance along file, rank, and diagonally forward, steps one or two squares diagonally back, and leaps to the second square forward. Two begin each side. Promoted, it becomes the Horned hawk. Use it to harry the flanks and fly over a blocker.





Mountain stag 山鹿

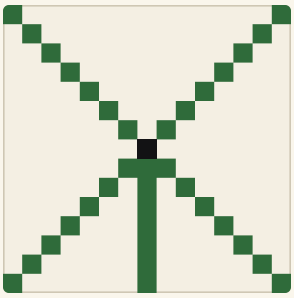
The Startled Hill Runner

Steps one square: forward. Slides up to 2 squares: sideways (left or right). Slides up to 3 squares: diagonally forward. Slides up to 4 squares: backward.

Family	Stepper
Worth	About 3.3 pawns
Setup	Starts with 2 per side
Betza	`fB3fWsR2bR4`
Promotes to	**Great stag** 大鹿

Shy and sure-footed, the mountain stag grazes among the cliffs and bolts when startled. It advances only one square at a time, yet slides one or two squares sideways, bounds up to three along the forward diagonals, and can flee as far as four squares straight back. Promotion makes it the Great stag. Use that long retreat to save it, and the diagonals to surprise.





Mountain witch 山母

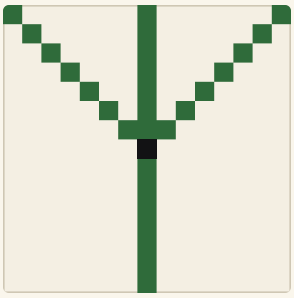
The Witch of the Heights

Slides any distance: backward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 15.3 pawns
Setup	Appears only by promotion
Betza	`BbR`
Comes from	**Old monkey**

The mountain witch, they say, was once an old monkey who climbed too high. She slides any distance along every diagonal and straight backward, stopping at the first piece she meets, and never walks forward by the straight path. She exists only by promotion. Hide her behind your lines; she strikes from the shadows.





Multi general 雜将

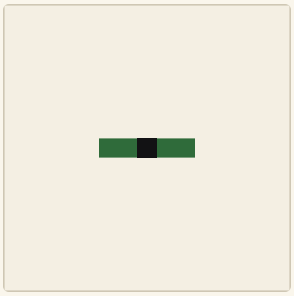
The General of Many Faces

Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 12.3 pawns
Setup	Appears only by promotion
Betza	`vRfB`
Comes from	**Dog**

Long ago the humble dog became many things, and the multi general is what remains. It runs any distance forward, backward or along the forward diagonals, stopping at the first piece it meets. It never steps, never hops. It can only appear when a dog is promoted. Rely on its range and keep it covered.





Nature spirit 夜叉

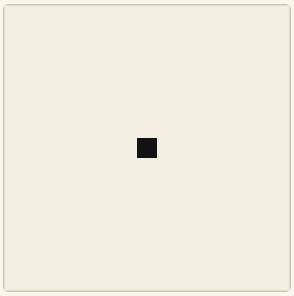
The Spirit in the Reeds

Steps one square: backward, diagonally forward. Slides up to 3 squares: sideways (left or right).

Family	Stepper
Worth	About 2.3 pawns
Setup	Starts with 1 per side
Betza	`fFbWsR3`
Promotes to	**Heavenly tetrarch** 四天

Older than the board itself, the nature spirit drifts like wind through reeds. It steps one square along the forward diagonals or straight back, and glides one to three squares to either side. Only one stands in each army. At the far lands it becomes a Heavenly tetrarch. Sweep it along a rank to harry the edges.





Neighboring king 近王

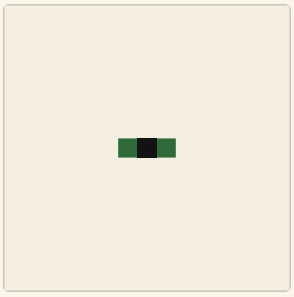
The Near Kinsman of the Crown

Steps one square: forward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 1 per side
Betza	`fsK`
Promotes to	**Front standard** 前旗

Not a true king, but the one who stands nearest him and wears a small share of his dignity. He takes one measured step to either side, straight ahead, or along the forward diagonals, never backward. One begins each army. Across the border he becomes the Front standard, a banner carried at the head. Advance him with escorts, for he cannot retreat.





Northern barbarian 北狄

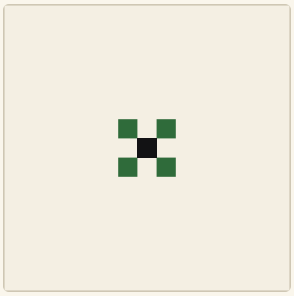
The Rider from the Cold March

Steps one square: forward, backward, diagonally forward. Slides up to 2 squares: sideways (left or right).

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 1 per side
Betza	`vWsW2fF`
Promotes to	**Wooden dove** 鳩槃

A rider from the cold northern marches, restless and hard to pin down. He steps one square forward or back, or along the forward diagonals, and ranges one or two squares sideways. Only one starts on each side. Promotion changes him into the Wooden dove, a gentler shape. Probe the flanks where the wind is thinnest.





Old kite 古鵄

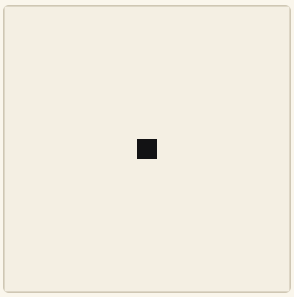
The Kite Above the Field

Steps one square: sideways (left or right). Slides up to 2 squares: diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2.5 pawns
Setup	Starts with 2 per side
Betza	`B2sW`
Promotes to	**Tengu** 天狗

A weathered kite circling high over the field, patient and sharp-eyed. It steps one square sideways, but swoops one or two squares along any diagonal, forward or back. Two begin on each side. Reaching the far lands, it takes the form of the Tengu of the old tales. Keep it on diagonals that open toward the enemy camp and strike from the wings.





Old monkey 古猿

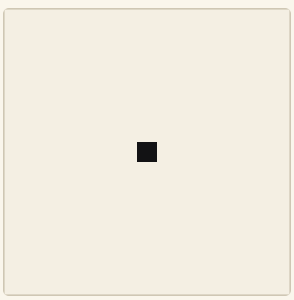
The Cautious Elder of the Trees

Steps one square: backward, diagonally forward, diagonally backward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 2 per side
Betza	`FbW`
Promotes to	**Mountain witch** 山母

Grizzled and clever, the old monkey has outlived many a troop by never taking a bold step. It moves one square on any diagonal or straight back, nothing more. Two serve each side. With promotion it becomes the Mountain witch, whose lore runs far deeper. Use it to guard your diagonals and as a wary companion to stronger pieces.





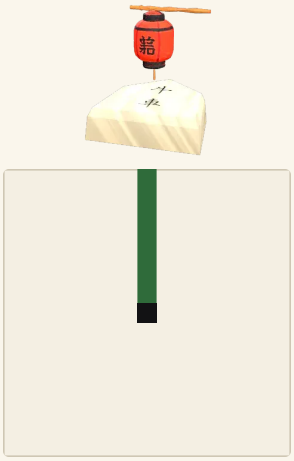
Old rat 老鼠

The Gnawer Beneath the Floor

Steps one square: forward, diagonally backward.

Family	Stepper
Worth	About 1.3 pawns
Setup	Starts with 2 per side
Betza	`fWbF`
Promotes to	**Mocking bird**

Small, gray, and always underfoot, the old rat gnaws its way forward one square at a time. It steps straight ahead or diagonally backward, giving it a sly habit of slipping behind its own lines. Two begin on each side. Reaching enemy lands, it becomes the Mocking bird. Trust it to plug gaps and bait careless attackers.



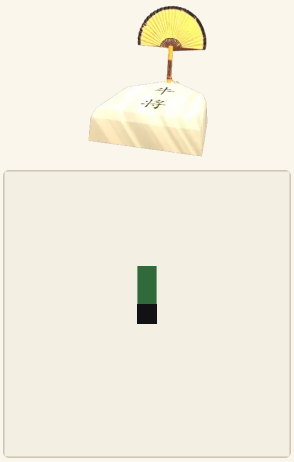
Ox chariot 牛車

The Plodding Cart

Slides any distance: forward.

Family	Ranger
Worth	About 3.7 pawns
Setup	Starts with 2 per side
Betza	`fR`
Promotes to	**Plodding ox** 犇牛

Slow of pace but never turned back, the ox chariot hauls its load straight forward along the file as far as nothing blocks it. It cannot sidestep, cannot retreat. Two stand per side. Reaching the far lands, it becomes the plodding ox. Simple and unstoppable; guard its flank and let it roll.



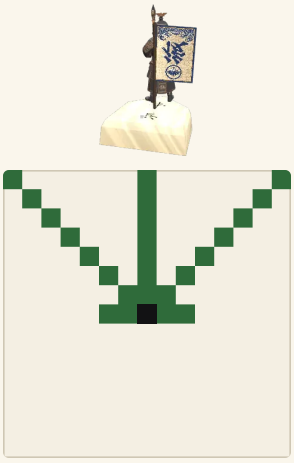
Ox general 牛将

The Ox Who Will Not Turn

Steps one square: backward, diagonally forward. Slides up to 3 squares: forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`fFbWfR3`
Promotes to	**Free ox** 奔牛

Slow to anger and impossible to turn aside, the ox general plows straight ahead, one to three squares at a time. He can also step a square along the forward diagonals, or one square back. Two stand in each army. On promotion he is unyoked as the Free ox. Drive him down an open file to break the line, and watch his retreat.



Ox soldier 牛兵

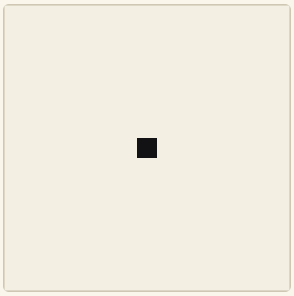
The Ox Soldier

Steps one square: backward. Slides up to 3 squares: sideways (left or right). Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 10.5 pawns
Setup	Starts with 2 per side
Betza	`bWsR3fQ`
Promotes to	**Running ox** 走牛

Heavy-shouldered and unhurried, the ox soldier pushes ahead and along the forward diagonals until something stops him. He retreats a single step and shifts sideways up to three squares when the road demands. Two start per side. At the far end he becomes the running ox. Lean on his shoulders to open a path.





Pawn 步兵

Thirty-Six Spears in a Row

Steps one square: forward.

Family	Stepper
Worth	About 1 pawns
Setup	Starts with 36 per side
Betza	`fW`
Promotes to	**Gold general** 金将

The humble foot soldier, one of thirty-six, carries a spear and little else. It steps a single square forward and never looks back. Yet in the old tales those who survive the march are rewarded: at the far lands a pawn becomes a Gold general. Advance them in ranks, trade them freely, and nurse the ones nearing the border.





Peacock 孔雀

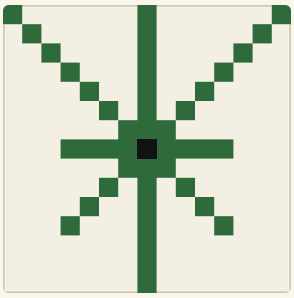
The Proud Backstepper

Slides up to 2 squares: diagonally backward. Slides along a line and may turn 90 degrees once, then slides on.

Family	Hook mover
Worth	About 100.7 pawns
Setup	Starts with 2 per side
Betza	`bB2fB(fB-sB)`
Promotes to	**Tengu** 天狗

The peacock spreads its tail in the rear and looks over its shoulder. It retreats one or two squares along the diagonals behind it, but forward it is a hunter, sliding diagonally ahead and bending once at a right angle to strike. Two stand at the start of the day. Promoted, it takes the shape of the Tengu. Use its bent charge to surprise.





Peng master 鵬師

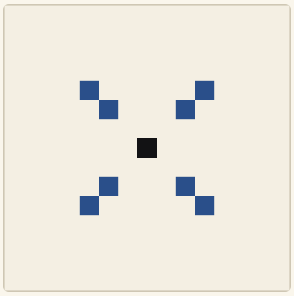
The Roc's Master

Slides up to 5 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward, diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 15.7 pawns
Setup	Starts with 1 per side
Betza	`fGbB5fBsR5vR`

From the tales of a bird so vast its shadow crossed a province, the Peng master takes its name. It slides any distance forward, backward, and diagonally forward, steps one to five squares sideways and diagonally back, and leaps to the third square diagonally forward. One begins each side. It does not promote. Open its diagonals.





Phoenix 鳳凰

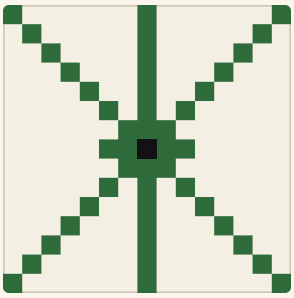
The Firebird of Calm

Steps one square: forward, backward, sideways (left or right). Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 2.2 pawns
Setup	Starts with 1 per side
Betza	`WA`
Promotes to	**Gold bird** 金翅

Rarely seen and always welcome, the Phoenix walks one square along file or rank, then suddenly takes flight, leaping to the second square diagonally over whatever lies in between. One begins each side. Promoted, it becomes the Gold bird. Keep it close, then jump the diagonal that no one expected.





Phoenix master 鳳師

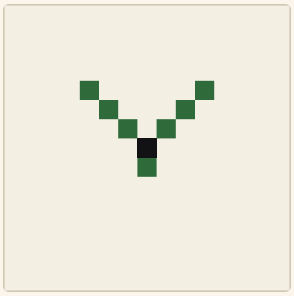
The Phoenix's Teacher

Slides up to 3 squares: sideways (left or right). Slides any distance: forward, backward, diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 19.2 pawns
Setup	Starts with 1 per side
Betza	`vQfGsR3`
Comes from	**Water dragon**

Gentle, wise, and far-reaching, the Phoenix master teaches the way of the phoenix. It slides any distance along the diagonals and forward or backward, steps one to three squares sideways, and leaps to the third square diagonally forward. One begins each side; the Water dragon may become it. Place it on an open diagonal.





Pig general 豚将

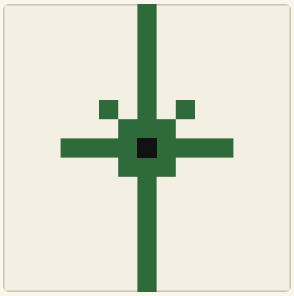
The Zigzag Charger

Slides up to 2 squares: backward. Slides up to 4 squares: diagonally forward.

Family	Stepper
Worth	About 2.5 pawns
Setup	Starts with 2 per side
Betza	`bR2fB4`
Promotes to	**Free pig** 奔豚

Stout, stubborn, and stranger than he looks, the pig general charges in a zigzag. He rushes one to four squares along the forward diagonals, and may trot back one or two squares. Two begin on each side. Promotion frees him as the Free pig. Use his diagonal charges to break through, and his short retreat to slip out of danger.





Playful parrot 遊鵡

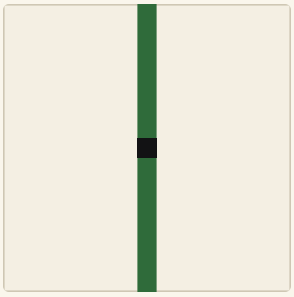
The Parrot at Play

Slides up to 2 squares: diagonally backward. Slides up to 3 squares: diagonally forward. Slides up to 5 squares: sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 10 pawns
Setup	Appears only by promotion
Betza	`bB2fB3sR5vR`
Comes from	**Gold chariot**

The gold chariot, once crowned, turns playful. The playful parrot flies any distance forward or backward, stopping at the first piece it meets, dances one to three squares diagonally forward, flits one or two squares diagonally backward, and ranges one to five squares sideways. It begins nowhere. Its plumage covers the board; deploy it with flair.





Plodding ox 靑牛

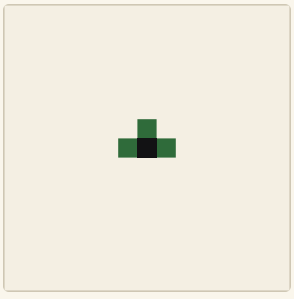
The Ox Who Arrived

Steps one square: diagonally forward, diagonally backward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.3 pawns
Setup	Appears only by promotion
Betza	`FvR`
Comes from	**Ox chariot**

Having pulled the ox chariot to the end of the road, the plodding ox is rewarded with new freedom. It travels any distance forward or backward, stopping at the first piece, and steps one square on a diagonal. It is never part of the opening position. Slow in spirit, certain in direction; use it on the file.





Poisonous serpent 毒蛇

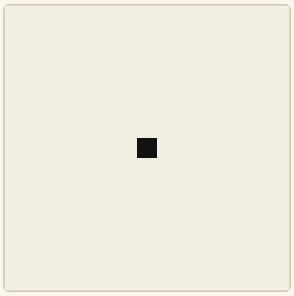
The Coil in the Grass

Steps one square: backward, diagonally forward. Slides up to 2 squares: forward, sideways (left or right).

Family	Stepper
Worth	About 2.3 pawns
Setup	Starts with 2 per side
Betza	`sfW2bW1fF`
Promotes to	**Hook mover** 鉤行

Coiled in the grass, the poisonous serpent strikes only when you draw near. It steps one square along the forward diagonals or straight back, and lunges one or two squares sideways or straight ahead. Two lie in wait on each side. Reaching the far lands, it grows into the Hook mover. Hide it behind pawns, then lunge.





Poisonous wolf 毒狼

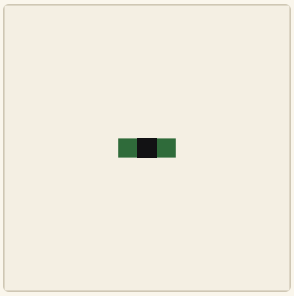
The Wolf Made Bitter

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Appears only by promotion
Betza	K
Comes from	**Evil wolf**

Lean and venomous, the poisonous wolf never begins a battle. It is what an Evil wolf becomes after crossing into enemy lands, and it keeps its bite but sheds its wildness. It steps one square in any direction, circling its prey. It cannot be placed at the outset. Treat it as a tireless close-quarters hunter and keep it near your commanders.





Prancing stag 踊鹿

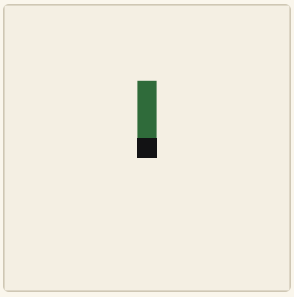
The Dancer on the Meadow

Steps one square: forward, backward, diagonally forward. Slides up to 2 squares: sideways (left or right).

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	`vWsW2fF`
Promotes to	**Square mover** 方行

Light on its hooves, the prancing stag dances through the meadow. It steps one square forward or back and along the forward diagonals, and bounds one or two squares sideways. Two begin on each side. Promotion turns it into the Square mover. Use its sideways leaps to shift the weight of your line quickly.





Pup general 狗将

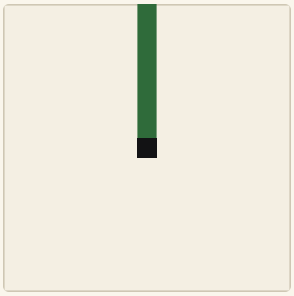
The Eager Runner

Steps one square: diagonally backward. Slides up to 4 squares: forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`bFfR4`
Promotes to	**Free pup** 奔狗

Eager and tireless, the pup general bolts straight ahead, up to four squares in a bound, tail high. If it stumbles, it can pad one square back along a diagonal. Two begin on each side. At the far lands it grows into the Free pup. Send it down a clear file to harry the enemy, and keep a diagonal path home.





Raiding hawk 延鷹

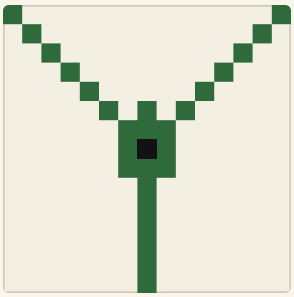
The Raider on the Wind

Steps one square: sideways (left or right), diagonally forward. Slides any distance: forward.

Family	Ranger
Worth	About 4.3 pawns
Setup	Appears only by promotion
Betza	`fFsWfR`
Comes from	**Flying chicken**

The flying chicken, once a barnyard fool, rises as the raiding hawk. It dives straight forward, any distance, stopping at the first piece it meets, and can step one square sideways or diagonally forward. It does not start the game; only promotion delivers it. Strike deep, then close the net around the target.





Rain demon 霖鬼

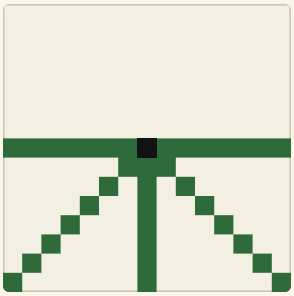
The Storm in Human Shape

Slides up to 2 squares: sideways (left or right), diagonally backward. Slides up to 3 squares: forward. Slides any distance: backward, diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 11.3 pawns
Setup	Appears only by promotion
Betza	`fR3sR2bB2bR(fmB–B)`
Comes from	**Angle general**

Where rain falls for seven days, the Rain demon walks. It exists only as the promotion of an Angle general. It slides diagonally forward and straight back, advances one to three squares forward, steps one or two squares aside or diagonally back, and hops one piece diagonally forward before gliding on. Unleash it when your front line wavers.





Rain dragon 雨龍

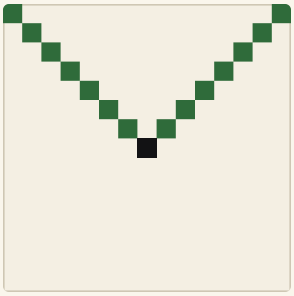
The Dragon of Falling Rain

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: backward, sideways (left or right), diagonally backward.

Family	Ranger
Worth	About 16 pawns
Setup	Starts with 2 per side
Betza	`WbsRFbB`
Promotes to	**Great dragon** 大龍
Comes from	**Earth dragon**

Where the earth dragon slumbers, the rain dragon rises. It glides any distance sideways, diagonally backward and straight back, stopping at the first piece, and steps one square in any direction. Two stand per side. Great dragon is its destiny. Cover your retreat with it; it is far better at retreat than charge.





Ram's-head soldier 羊兵

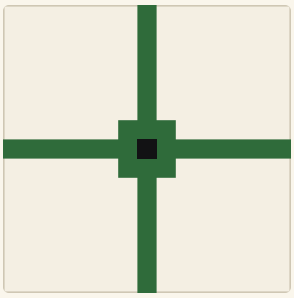
The Ram-Headed Guard

Steps one square: backward. Slides any distance: diagonally forward.

Family	Ranger
Worth	About 6.7 pawns
Setup	Starts with 2 per side
Betza	`bWfB`
Promotes to	**Tiger soldier** 虎兵

Horned and stubborn, the ram's-head soldier butts his way along the forward diagonals as far as the road lets him. He can retreat a single step but never walks straight on. Two begin on each side. If promoted, he becomes the tiger soldier. Use him to hold the diagonals and break up an enemy's formation.





Rear standard 後旗

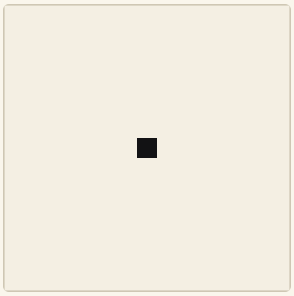
The Banner Behind the Line

Slides up to 2 squares: diagonally forward, diagonally backward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 13.8 pawns
Setup	Starts with 2 per side
Betza	B2R
Promotes to	**Center standard** 中旗
Comes from	**Little standard**

The rear standard has carried the little standard through every storm. It slides any distance along ranks and files, stopping at the first piece it meets, and leaps one or two squares diagonally in any direction. Two stand per side. Its next form is the center standard. Keep it near the middle of your forces.





Reclining dragon 臥龍

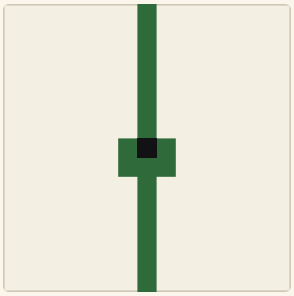
The Dragon Who Only Seems Asleep

Steps one square: forward, backward, sideways (left or right).

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`W`
Promotes to	**Great dragon** 大龍

They say the reclining dragon sleeps with one eye open, coiled on a hillside like stone. It steps one square forward, back, left, or right and no further, yet its calm hides great power. Two begin on each side. Promotion wakes it as the Great dragon. Keep it close as a steady guard until the moment is ripe.





Reed bird 芦鳥

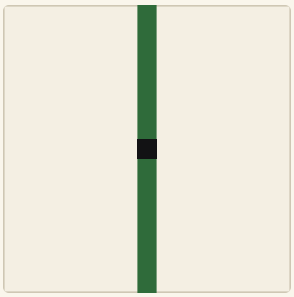
The Marsh Whistler

Slides up to 2 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 8 pawns
Setup	Appears only by promotion
Betza	`sR2bB2vR`
Comes from	**Earth chariot**

Hidden in the reeds, the reed bird darts out only when the moment is certain. Grown from an earth chariot, it runs any distance forward or backward, stopping at the first piece, and hops one or two squares sideways or diagonally backward. It never starts on the board. Use its quick darts to threaten across files.





Reverse chariot 反車

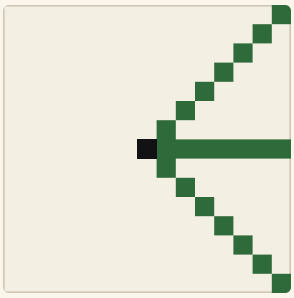
The Wheel That Turns Back

Slides any distance: forward, backward.

Family	Ranger
Worth	About 6.7 pawns
Setup	Starts with 2 per side
Betza	`vR`
Promotes to	**Whale** 鯨鯢

A wheelwright who distrusted retreat gave this war cart wheels that spin as freely backward as forward. It runs the file in either direction until something blocks the road, taking the blocker if it is an enemy. Two stand with each side at the start. In the far lands it becomes the Whale, a swimmer of great depths. Keep it behind your lines as a quiet guardian.





Right army 右軍

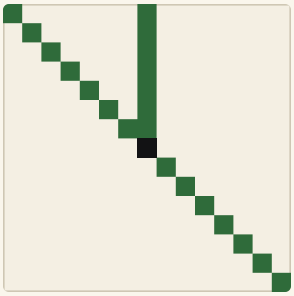
The Right Hand of the Marshal

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 10.2 pawns
Setup	Appears only by promotion
Betza	`KrQ`
Comes from	**Right general**

No one is born an army; this one is made, when a Right general has proven himself in the far lands. It storms along the right side and both right diagonals, halting at the first body in its path and taking it if hostile, yet it can also step a single square anywhere. It never begins on the board. Use it to hold one flank while the rest of your host regroups.





Right chariot 右車

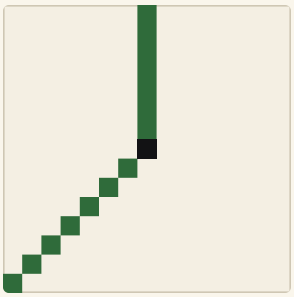
The Chariot That Leans Right

Steps one square: sideways (left or right). Slides any distance: forward, diagonally forward, diagonally backward.

Family	Ranger
Worth	About 9.5 pawns
Setup	Starts with 1 per side
Betza	`rWfRflBbrB`
Promotes to	**Right iron chariot** 右鉄車

A chariot with a stubborn tilt, it prefers the road ahead and the long diagonal to its forward-left, and it will even race backward toward the right. Only to its right does it creep, one square at a time. One stands on each side at the start. Won through to the far ranks, it hardens into the Right iron chariot. Aim it at weak points your enemy leaves open on a slant.





Right dog 右犬

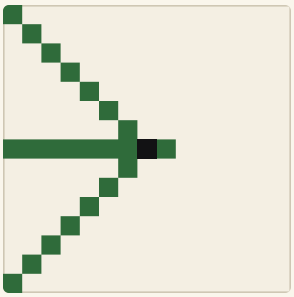
The Hound Who Found the Right

Steps one square: backward. Slides any distance: forward, diagonally backward.

Family	Ranger
Worth	About 6.8 pawns
Setup	Appears only by promotion
Betza	`bWfRblB`
Comes from	**Howling dog (right)**

Once a Howling dog of the right-hand pack, this hound lost its voice but gained a longer stride. It runs straight ahead or down the back-left diagonal until blocked, biting whatever enemy stands there. To retreat it steps just one square backward, ever the cautious one. It exists only as the promoted form of the Howling dog (right). Treat it as a narrow, sharp lance.





Right dragon 右龍

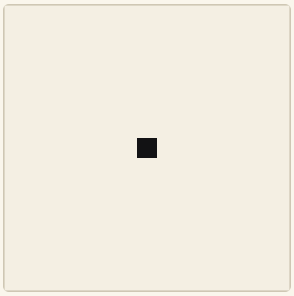
The Dragon of the Western Sky

Slides up to 2 squares: sideways (left or right). Slides any distance: sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 10 pawns
Setup	Starts with 1 per side
Betza	`rR2lQ`
Promotes to	**Blue dragon** 青龍

Coiled in the clouds on the left side of the heavens, this dragon sweeps wide to the left and along both left diagonals until something stops it. Toward its right it moves shorter, one or two squares at a time, like a wing held close. One stands for each side at the start. If it breaks through, it ascends as the Blue dragon. Send it hunting across the left of the board.





Right general 右将

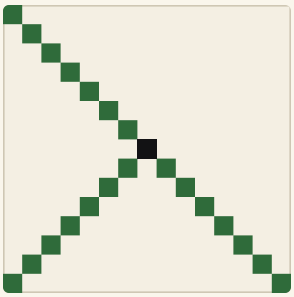
The Warden of the Left Hand

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 1 per side
Betza	`lFvWlW`
Promotes to	**Right army** 右軍

Commander of a single wing, he turns his shield to one side only. He steps one square forward or backward, and one step left, forward-left, or back-left, but never to the right. One serves each army. Upon promotion he leads as the Right army. Anchor one flank with him, and remember that his open side is the one he cannot step toward.





Right iron chariot 右鉄車

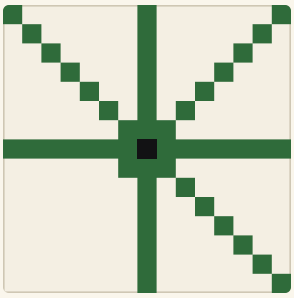
The Iron Wheel Reborn

Steps one square: sideways (left or right). Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 9.7 pawns
Setup	Appears only by promotion
Betza	`rWbBflB`
Comes from	**Right chariot**

A chariot hammered over in the forge of the far lands, now its wheels run slantwise. It races along the diagonal backward and the diagonal forward-left until blocked, taking an enemy at the end of the path. To the right it walks a single square. It begins no game on the board, appearing only when a Right chariot is promoted. Let its iron resolve open slanted roads.





Right mountain eagle 右山鷲

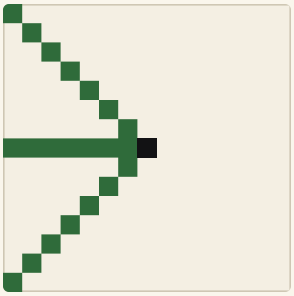
The Right Crag Eagle

Slides up to 2 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 21.3 pawns
Setup	Starts with 1 per side
Betza	`RrAblB2fBbrB`
Promotes to	**Flying eagle** 飛鷲

Perched on the right-hand crag, this mountain eagle watches the other flank. It slides any distance orthogonally, diagonally forward, and back-right, steps one or two squares back-left, and leaps to the second square forward-right or back-right. One begins each side. Promoted, it becomes the Flying eagle. Pair it with its left-hand twin.





Right tiger 右虎

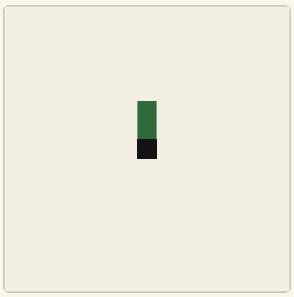
The Tiger of the Left Wind

Steps one square: diagonally forward, diagonally backward. Slides any distance: sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 10 pawns
Setup	Starts with 1 per side
Betza	`FlQ`
Promotes to	**White tiger** 白虎

They say a tiger walks where the wind does, and this one favors the left. It bounds far to its left and along both left diagonals, stopping at the first piece it meets and seizing it if hostile. At close quarters it slips one square along any diagonal. One stands on each side at the start. In the far ranks it turns pale and becomes the White tiger. Hunt where the left lies open.





River general 川将

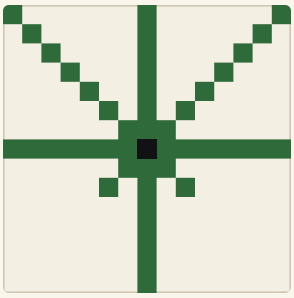
Water That Finds the Sea

Steps one square: backward, diagonally forward. Slides up to 3 squares: forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`fFbWfR3`
Promotes to	**Huai river** 淮川

Where the river runs, it carves a path straight to the sea, and the river general does the same, flowing one to three squares forward. He also steps one square along the forward diagonals or one straight back, like eddies around stones. Two begin on each side. Promotion makes him the Huai river. Let him flow down an open file.





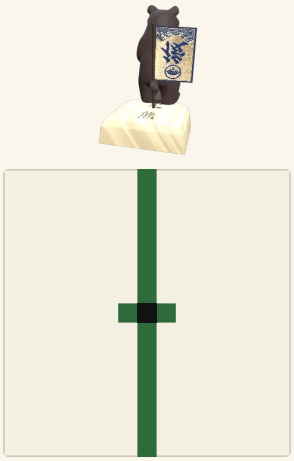
Roaring dog 吼犬

The Hound That Roars

Slides up to 3 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right), diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 19.2 pawns
Setup	Starts with 1 per side
Betza	`HfGRbB3fB`
Promotes to	**Lion dog** 狛犬

Its bark rolls across the field before it does, and enemies scatter. The Roaring dog slides any distance orthogonally and diagonally forward, backs away one to three squares on the diagonals, and leaps to the third square in any forward direction. One begins each side. Promoted, it becomes the Lion dog. Drive forward behind it.



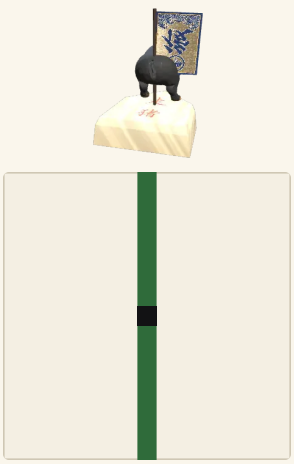
Running bear 走熊

The Bear on the Run

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.3 pawns
Setup	Starts with 2 per side
Betza	vRsR2
Promotes to	**Free bear** 奔熊

A bear is slow only in legend. This one charges straight up or back down the file with nothing to slow it but the first piece in its way, which it seizes if hostile. Sideways it lumbers one or two squares and no more. Two stand on each side at the start. If it reaches the far ranks, it grows free as the Free bear. Use its rush to pin down the center file.



Running boar 走猪

The Boar Unbound

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7 pawns
Setup	Appears only by promotion
Betza	WvR
Comes from	**Boar soldier**

A boar soldier was once content to push ahead; now it has learned to run. It tears down the file in either direction, forward or back, until blocked, and takes any enemy standing there. Up close it steps one square in the four straight directions. It never starts on the board, rising only from the Boar soldier. Let it snort along open files.



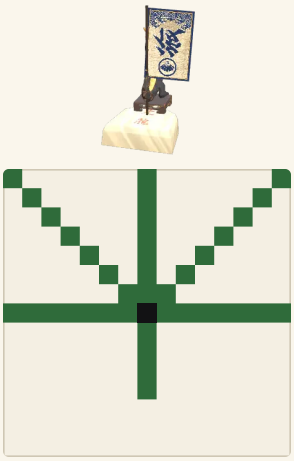
Running chariot 走車

The Four-Road Charioteer

Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 12.5 pawns
Setup	Starts with 2 per side
Betza	R
Promotes to	**Cannon chariot** 炮車

At every crossroads this charioteer turns without slowing, for the straight roads are all he knows. He glides any distance forward, back, left or right, halting at the first piece in his path and taking it if it belongs to the enemy. Two stand with each side at the start. In the far lands he becomes the Cannon chariot. Hold the open files and ranks and he rules them.



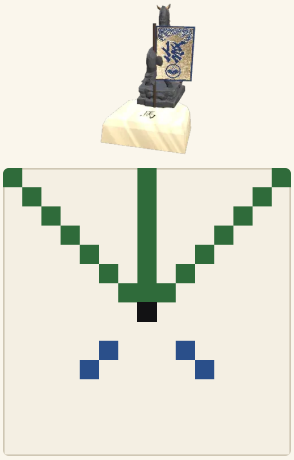
Running dragon 走龍

The Dragon That Rides Wide

Slides up to 5 squares: backward. Slides any distance: forward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 16 pawns
Setup	Appears only by promotion
Betza	`fsQbR5`
Comes from	**Side dragon**

Born of the Side dragon, it rides the winds sideways, forward and on the forward diagonals, tireless until something bars the way, whereupon it strikes if the obstacle is hostile. Its retreat is its weakness: backward it creeps one to five squares only. It never begins on the board. Charge it into the enemy camp; do not ask it to come home quickly.



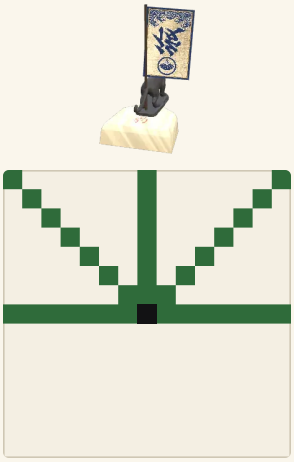
Running horse 走馬

The Racing Steed

Steps one square: backward. Slides any distance: forward, diagonally forward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 9.8 pawns
Setup	Starts with 2 per side
Betza	`bWbAfQ`
Promotes to	**Free demon** 奔鬼
Comes from	**Horse soldier**

It gallops straight ahead and across the forward diagonals without pause, but sometimes it must step back a single square, and sometimes it springs to the second square diagonally behind. Two begin each side; others rise from the Horse soldier. Promoted, it becomes the Free demon. Run it down open lanes.



Running leopard 走豹

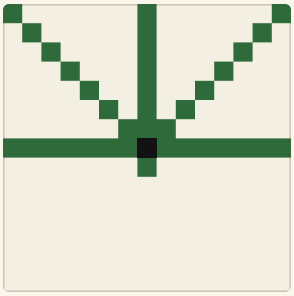
The Leopard in Full Cry

Slides any distance: forward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 15.2 pawns
Setup	Appears only by promotion
Betza	`fBfsR`
Comes from	**Leopard soldier**

Quick, lean and without a thought for retreat, this leopard grew from a humble soldier of its kind. It sprints sideways, forward and along both forward diagonals as far as the road allows, seizing the first foe it meets. It has no step to the rear at all. It never begins on the board, appearing only from the Leopard soldier. Throw it forward and keep it advancing.





Running ox 走牛

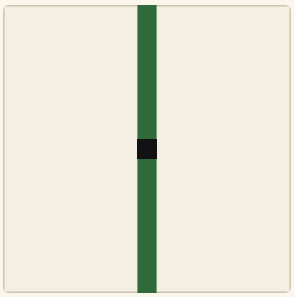
The Ox That Learned to Run

Slides up to 2 squares: backward. Slides any distance: forward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 15.5 pawns
Setup	Appears only by promotion
Betza	`bR2fsRfB`
Comes from	**Ox soldier**

Slow ox of the field, tamed to the plow, it was never meant to race. Yet promoted from the Ox soldier, it gallops sideways, ahead and along the forward diagonals until something halts it, striking an enemy there. Behind it, only one or two squares are open. It does not begin on the board. Use its heavy charge to break the front rank.





Running pup 走狗

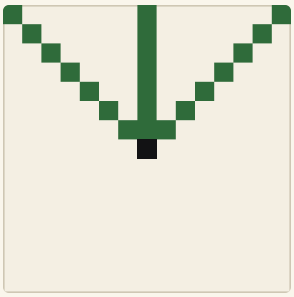
The Pup Who Outran Its Name

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`WvR`
Promotes to	**Free leopard** 奔豹

Called a pup, but no one catches it. It dashes forward or backward down the file as far as it wishes, stopping only at the first piece in the way, which it takes if hostile. Beside it, a single square left or right, and one up or down, is all it needs. Two stand with each side. At the far edge it matures into the Free leopard. Use it to guard the files.





Running rabbit 走兎

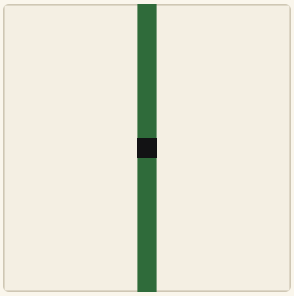
The Rabbit Who Never Looks Back

Steps one square: backward, diagonally backward. Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 9.8 pawns
Setup	Starts with 2 per side
Betza	`bKfQ`
Promotes to	**Treacherous fox** 隱狐

Fast in the hunt, careful in retreat, this rabbit bolts straight ahead or along either forward diagonal and keeps going until the first piece stands in its way, taking it if it is an enemy. It shrinks back only one square, behind or diagonally behind. Two stand on each side. Reaching the far ranks, it is said to turn into the Treacherous fox. Use it for quick strikes and quick retreats.





Running serpent 走蛇

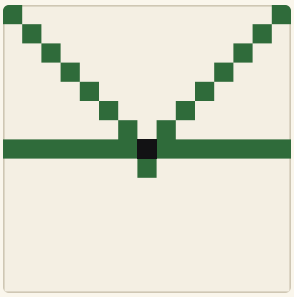
The Serpent on the Straight Road

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`WvR`
Promotes to	**Free serpent** 奔蛇

This serpent has given up coiling for speed. It glides straight up or down the file until stopped by the first body in its path, devouring it if it is an enemy. For short hops it may step one square in any of the four straight directions. Two stand beside each side's lines. In the far lands it frees itself as the Free serpent. Keep it on a clear file.





Running stag 走鹿

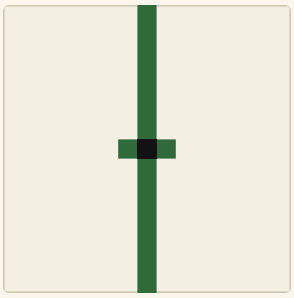
The Stag at Full Gallop

Slides up to 2 squares: backward. Slides any distance: sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 12.7 pawns
Setup	Starts with 2 per side
Betza	`bR2sRfB`
Promotes to	**Free stag** 奔鹿

Flushed from the wood, the stag leaps sideways and along the forward diagonals as far as the path runs, ending its run at the first piece it meets and felling it if hostile. Retreat is modest: one or two squares straight back. Two stand with each side. If it crosses into the far ranks, it becomes the Free stag. Let it cut across the board rather than march straight ahead.





Running tiger 走虎

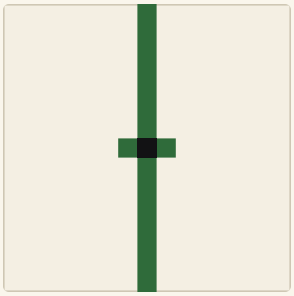
The Tiger Who Stalks the File

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.3 pawns
Setup	Starts with 2 per side
Betza	`vRsR2`
Promotes to	**Free tiger** 奔虎

Silent along the long file, this tiger pads forward or back to the first piece in its path, which it seizes if it is hostile. At the sides, it lunges only a pace or two. Two prowl with each side from the start. In the far ranks the stripes loosen, and it is reborn as the Free tiger. Let it haunt the file you most want to control.





Running tile 走瓦

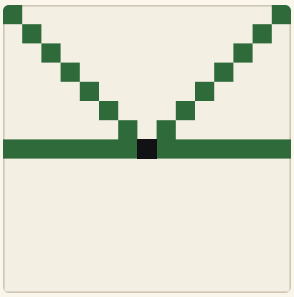
The Tile That Took Wing

Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.3 pawns
Setup	Appears only by promotion
Betza	`vRsR2`
Comes from	**Tile chariot**

A humble roof tile, patient and plain, rose from the Tile chariot and learned to run. It sweeps down the file, forward or back, stopping at the first piece, and strikes if it is hostile. Beside it, it hops one or two squares. It never begins on the board. Treat it as a steady file-holder with a little reach to the sides.





Running wolf 走狼

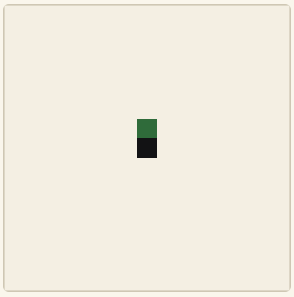
The Wolf of the Open Flank

Steps one square: forward. Slides any distance: sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 12.5 pawns
Setup	Starts with 2 per side
Betza	`fWfBsR`
Promotes to	**Free wolf** 奔狼
Comes from	**Vertical wolf**

When the Vertical wolf has proven itself, it learns the open flank. The Running wolf lopes sideways and along both forward diagonals without limit, stopping at the first piece, which it takes if hostile. Straight ahead it steps one square. Two begin each side. In the far ranks it runs free as the Free wolf. Send it across the board and wait for the gap.





Rushing bird 行鳥

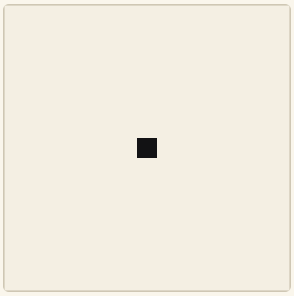
Quick as a Sparrow

Steps one square: sideways (left or right), diagonally forward, diagonally backward. Slides up to 2 squares: forward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	`FsWfW2`
Promotes to	**Free demon** 奔鬼

Quick as a startled sparrow, the rushing bird darts ahead one or two squares at a time. It also hops a single square sideways or along any diagonal. Two begin on each side. If it reaches the far lands, it transforms into the Free demon. Send it forward fast, and use its hops to dodge sideways.





Rushing boar 行猪

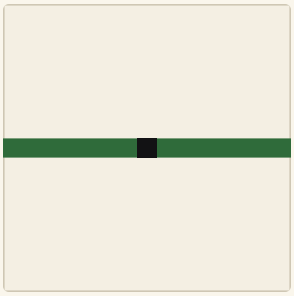
Fury Without a Retreat

Steps one square: forward, sideways (left or right), diagonally forward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Appears only by promotion
Betza	`fsK`
Comes from	**Fierce stag**

The rushing boar is born of the Fierce stag when it crosses into enemy lands, and it keeps the fury but gives up the way back. It steps one square sideways, straight ahead, or along the forward diagonals, charging but never retreating. It cannot begin on the board. Use it to press an attack home, and expect no return.





Side boar 横猪

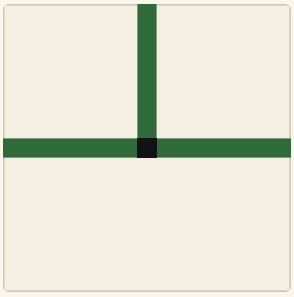
The Boar Who Charges Sideways

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7.7 pawns
Setup	Starts with 2 per side
Betza	`KsR`
Promotes to	**Free boar** 奔猪

This boar has no use for straight roads. It crashes along the rank to either side until something stops it, and tusks the first enemy it finds. When caution calls, it steps one square in any direction. Two stand on each side. Cross the far lands and it turns into the Free boar. Place it where the rank is open and let it rush.





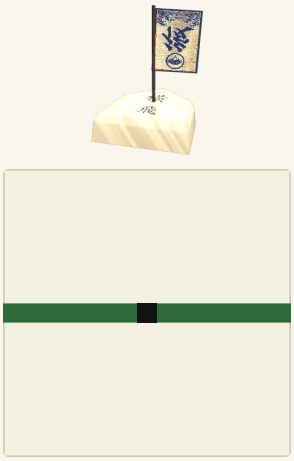
Side dragon 横龍

The Dragon Who Glides Beside

Slides any distance: forward, sideways (left or right).

Family	Ranger
Worth	About 9.5 pawns
Setup	Starts with 2 per side
Betza	`fsR`
Promotes to	**Running dragon** 走龍
Comes from	**Side flyer**

Born of the Side flyer, it glides left and right without limit, and also straight ahead, stopping at the first piece in its path and taking it if hostile. It never moves backward or diagonally. Two stand with each side. If it reaches the far ranks, it grows into the Running dragon. A sturdy attacker for fronts that do not need retreat.



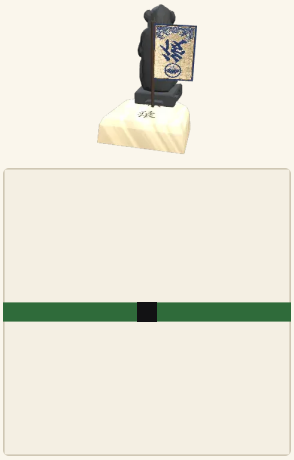
Side flyer 横飛

The Flyer Beside the River

Steps one square: diagonally forward, diagonally backward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7.3 pawns
Setup	Starts with 2 per side
Betza	`FsR`
Promotes to	**Side dragon** 横龍

Light on the wing, this flyer skims left and right along the rank until the first piece stops it, striking an enemy if it finds one. When near foes it flits one square diagonally. Two stand on each side. If it reaches the far ranks it becomes the Side dragon. Place it on an open rank and let it skim.



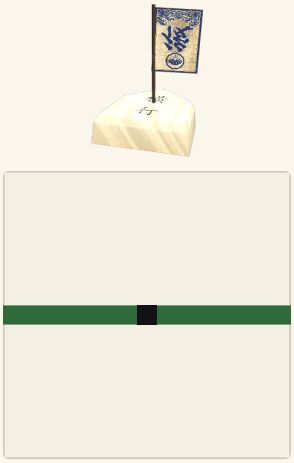
Side monkey 横猿

The Monkey Who Swings Sideways

Steps one square: backward, diagonally forward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7.2 pawns
Setup	Starts with 2 per side
Betza	`bWfFsR`
Promotes to	**Side soldier** 横兵

Quick and a little unreliable, this monkey runs any distance along the rank to either side, halting at the first piece, which it takes if hostile. In close quarters it swings one square diagonally forward, or drops straight back. Two begin each side. In the far ranks it becomes the Side soldier. Use it to harry the flank.



Side mover 横行

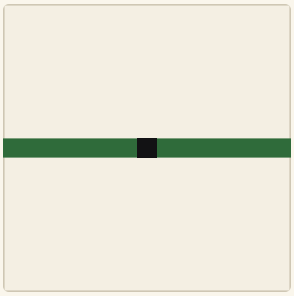
The Mover Who Walks the Rank

Steps one square: forward, backward, sideways (left or right). Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`WsR`
Promotes to	**Free boar** 奔猪
Comes from	**Copper general**

A copper general of rank, grown into a wanderer who patrols the rank from end to end. He slides left and right as far as the way is clear, taking the first foe in his path, and steps one square in any of the four straight directions otherwise. Two stand with each side. He rises from the Copper general, and at the far ranks becomes the Free boar. A steady rank-keeper.





Side ox 横牛

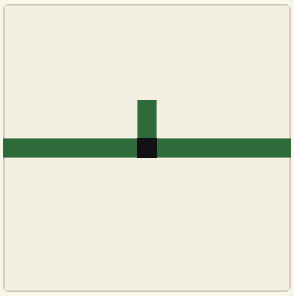
The Ox of the Slanting Field

Steps one square: diagonally forward, diagonally backward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`frFblFsR`
Promotes to	**Flying ox** 飛牛

A broad ox that ploughs sideways along the rank as far as it likes, stopping at the first body and goring it if hostile. It has two small steps, forward to the right and backward to the left, along a single slanting line. Two stand with each side. It matures into the Flying ox in the far lands. Use it where its slanting steps can open a path.





Side serpent 横蛇

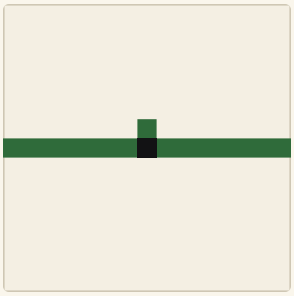
The Serpent Who Strikes Ahead

Steps one square: backward. Slides up to 3 squares: forward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7.3 pawns
Setup	Starts with 2 per side
Betza	`bWfR3sR`
Promotes to	**Great shark** 大鱗

This serpent coils sideways and slides along the rank, then lunges forward one to three squares, striking before its prey knows it is there. Behind, it gives up a single square. Two begin each side. In the far ranks it grows into the Great shark. Time its lunge; its reach forward is short but sudden.





Side soldier 横兵

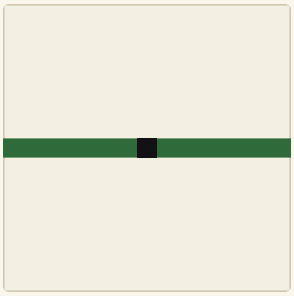
The Soldier Between Ranks

Steps one square: backward. Slides up to 2 squares: forward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7.2 pawns
Setup	Starts with 2 per side
Betza	`bWfR2sR`
Promotes to	**Water ox** 水牛
Comes from	**Side monkey**, **Cassia horse**

Dutiful, plain, and tireless on the flank, this soldier walks left and right along the rank without limit, and thrusts forward one or two squares. Behind, a single step. Two begin each side. He may rise from the Side monkey or the Cassia horse, and from here he advances to the Water ox. Keep him on the rank and let his thrust surprise.





Side wolf 横狼

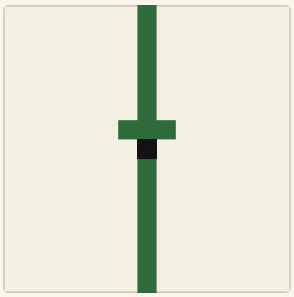
The Wolf on the Slanting Trail

Steps one square: diagonally forward, diagonally backward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`flFbrFsR`
Promotes to	**Free wolf** 奔狼

A lean wolf that loops sideways along the rank to the first obstacle, then catches an enemy there. It steps one square forward-left or back-right, always on the same slanting trail. Two begin each side. In the far lands it becomes the Free wolf. Let it prowl a flank and wait for a slip.





Silver chariot 銀車

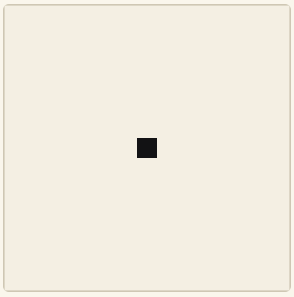
The Chariot in Silver Plate

Steps one square: diagonally backward. Slides up to 2 squares: diagonally forward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.7 pawns
Setup	Starts with 2 per side
Betza	`bFfB2vR`
Promotes to	**Goose wing** 鴻翼

A chariot dressed in silver, it speeds up or down the file until the first piece in its path, striking if it is hostile. Diagonally forward it dashes one or two squares; diagonally backward, a single step. Two begin each side. In the far lands it unfolds as the Goose wing. Let it hold a file and sally out on the slant.





Silver general 銀将

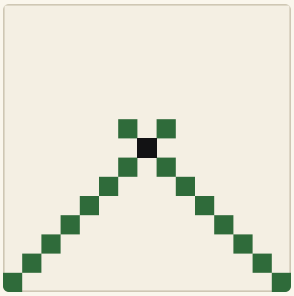
The Gleaming Spearhead

Steps one square: forward, diagonally forward, diagonally backward.

Family	Stepper
Worth	About 1.7 pawns
Setup	Starts with 2 per side
Betza	`FfW`
Promotes to	**Vertical mover** 竪行

Bright and bold, the silver general advances like a gleaming spearhead. He steps one square straight ahead or along any of the four diagonals, so he is graceful in most directions, but never sideways or straight back. Two begin on each side. At the far lands he becomes the Vertical mover. Lead a measured attack with him.





Silver rabbit 銀兎

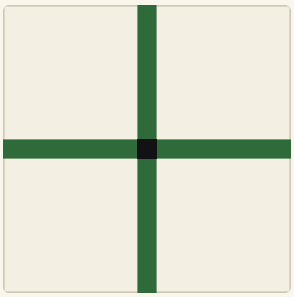
The Rabbit with a Silver Coat

Slides up to 2 squares: diagonally forward. Slides any distance: diagonally backward.

Family	Ranger
Worth	About 7.3 pawns
Setup	Starts with 2 per side
Betza	`fB2bB`
Promotes to	**Whale** 鯨鯢

Quiet and quick, this rabbit bolts diagonally backward as far as the way is clear, taking an enemy at the end. Forward, it only hops one or two squares along the diagonals. Two begin each side. In the far ranks it turns into the Whale. Its strength is in the retreat; use it to guard your rear while it holds the diagonals.





Soldier 兵士

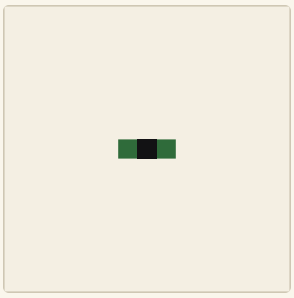
The Plain Soldier of the Four Roads

Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 12.5 pawns
Setup	Starts with 2 per side
Betza	`R`
Promotes to	**Cavalier** 騎士

No frills, no tricks: the Soldier marches in the four straight directions as far as the path stays open, halting at the first piece and taking it if hostile. Two begin each side. In the far lands, tales say he is raised to Cavalier. Simple to understand, and hard to dislodge from a long open file or rank.





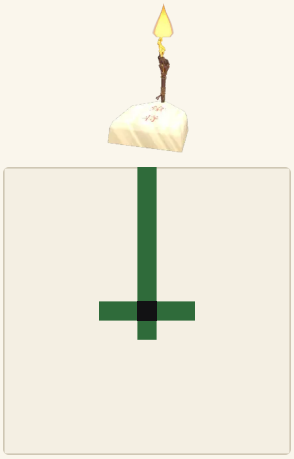
Southern barbarian 南蛮

The Wanderer from the Warm Coast

Steps one square: forward, backward, diagonally forward. Slides up to 2 squares: sideways (left or right).

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 1 per side
Betza	`vWsW2fF`
Promotes to	**Gold bird** 金翅

From the warm southern coasts comes this wanderer, bold in dress and speech. He steps one square forward or back, or forward along the diagonals, and strides one or two squares sideways. Only one serves each army. Promotion turns him into the Gold bird. Treat him as a versatile wing piece that can shift across the board.



Spear general 鎗将

The General of Many Spears

Slides up to 2 squares: backward. Slides up to 3 squares: sideways (left or right). Slides any distance: forward.

Family	Ranger
Worth	About 5 pawns
Setup	Appears only by promotion
Betza	`bR2sR3fR`
Comes from	**Spear soldier**

Promoted from the Spear soldier, this general has earned a wider command. He drives straight ahead until blocked, and paces one or two squares back or up to three squares to either side. He never begins on the board. His thrust is the long forward one; use the side steps to reposition without losing his post.



Spear soldier 鎗兵

The Soldier With a Long Spear

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward.

Family	Ranger
Worth	About 4.2 pawns
Setup	Starts with 2 per side
Betza	`WfR`
Promotes to	**Spear general** 鎗将

A line of spearmen once held a gate; this is the one who never lowered his point. He thrusts forward as far as the road allows, taking the first enemy there, and steps one square in the four straight directions otherwise. Two stand with each side. In the far ranks he is made the Spear general. Guard a file with him.



Spirit turtle 霊亀

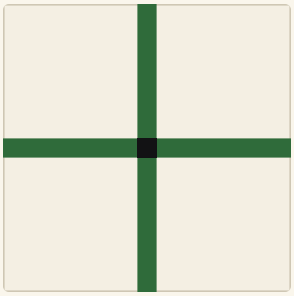
The Turtle of Spirits

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`QH`
Comes from	**Great turtle**

The oldest tales say a spirit turtle carries the omens of the world. Here it only comes from a Great turtle, never from the opening setup. It slides any distance in every direction, and leaps to the third square orthogonally over anything in between. Move it slowly, and a whole side of the board falls quiet.





Square mover 方行

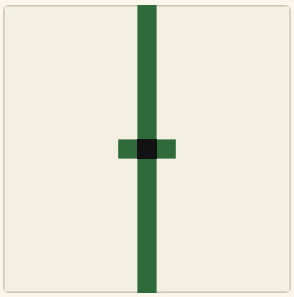
The Mover on Square Roads

Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 12.5 pawns
Setup	Starts with 2 per side
Betza	R
Promotes to	**Strong chariot** 強車
Comes from	**Prancing stag**

A mover of right angles and straight tempers, he slides along rank and file, stopping at the first piece and taking it if hostile. He may rise from the Prancing stag. Two stand each side. In the far lands he hardens into the Strong chariot. A square mover wants open lines; give them to him.





Stone chariot 石車

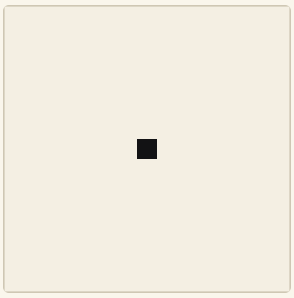
The Chariot of Heavy Stone

Steps one square: diagonally forward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.7 pawns
Setup	Starts with 2 per side
Betza	fFsR2vR
Promotes to	**Walking heron** 歩鷺

A stone chariot is slow to stir and impossible to turn aside. It runs forward or back down the file until the first piece in its path, striking if hostile. At the side, it moves one or two squares; diagonally forward, a single step. Two begin each side. In the far ranks it lifts as the Walking heron. A firm anchor.





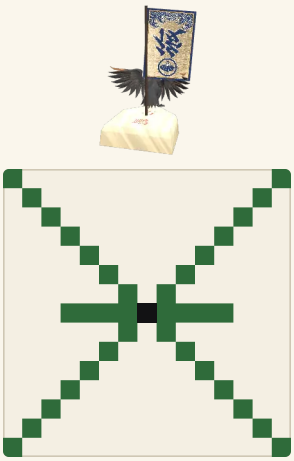
Stone general 石将

The Quiet Boulder

Steps one square: diagonally forward.

Family	Stepper
Worth	About 1.2 pawns
Setup	Starts with 2 per side
Betza	fF
Promotes to	**White elephant** 白象

Quiet and unyielding, the stone general stands where he is placed and moves only when he must. He steps one square along the forward diagonals, never straight, never back. Two begin on each side. Climbing to the far lands, he is polished into the White elephant. Pair him with a neighbor and let him gain ground slowly.



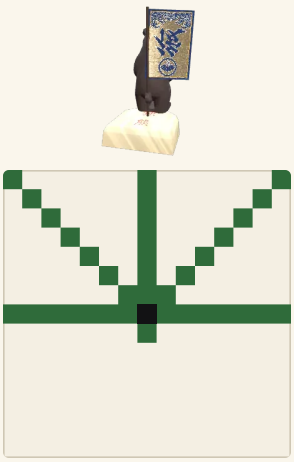
Stone peng 石鵬

The Peng of the Stone Peaks

Slides up to 5 squares: sideways (left or right). Slides any distance: diagonally forward, diagonally backward.

Family	Ranger
Worth	About 14 pawns
Setup	Appears only by promotion
Betza	`BsR5`
Comes from	**Woodland demon**

Born of the Woodland demon, this great bird sweeps the diagonals as far as the way is clear, snatching an enemy at the end, and glides one to five squares to either side. It never begins on the board. Its wings are wide but its path is bound to the diagonals; strike from the corners.



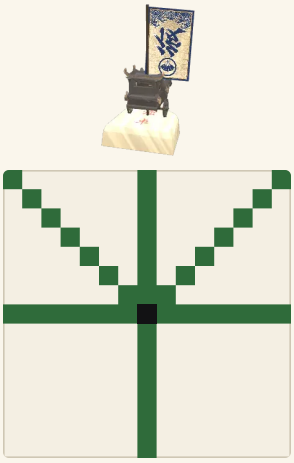
Strong bear 強熊

The Bear in Full Strength

Slides up to 2 squares: backward. Slides any distance: forward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 15.5 pawns
Setup	Appears only by promotion
Betza	`bR2fsQ`
Comes from	**Bear soldier**

The Bear soldier at last grown fierce: a strong bear sweeps sideways, ahead and along both forward diagonals until something halts it, striking an enemy there. Only a short bound of one or two squares carries it straight back. It never begins on the board. Charge it into the front and let it break the line.



Strong chariot 強車

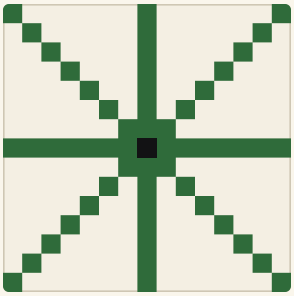
The Chariot Reforged

Slides any distance: forward, backward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 18.2 pawns
Setup	Appears only by promotion
Betza	`RfB`
Comes from	**Square mover**

No one begins as a strong chariot. It exists only when a square mover is tempered in the far ranks and comes out harder, faster, and less forgiving. It charges down the four straight lanes and the two forward diagonals, stopping at the first piece in its path and taking it if it is an enemy. Send it ahead of the army.





Strong eagle 勁鷲

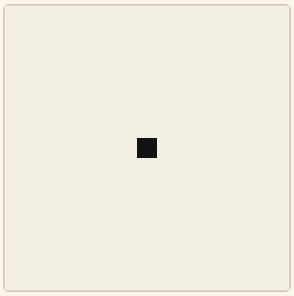
The Sky Becomes a Road

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`Q`
Comes from	**Cloud eagle**

When a cloud eagle breaks through the far ranks, the sky stops being a border and becomes a road. The strong eagle glides any distance in any direction, halting only at the first piece it meets and seizing it if it is an enemy. Nothing on an open board is beyond its reach, so guard its lines as carefully as you aim them.





Strutting crow 烏行

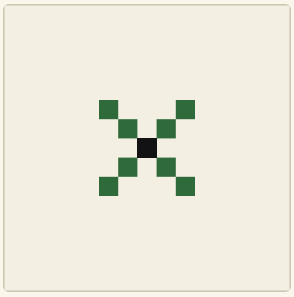
The Swaggering Black Wing

Steps one square: forward, diagonally backward.

Family	Stepper
Worth	About 1.3 pawns
Setup	Starts with 2 per side
Betza	`fWbF`
Promotes to	**Flying hawk** 飛鷹

Black-feathered and proud, the strutting crow swaggers forward, then hops back to watch from the side. It steps one square straight ahead or one square diagonally backward. Two begin on each side. Upon reaching the far lands it rises as the Flying hawk. Use it to nibble at the enemy front, and withdraw it diagonally when threatened.





Sumo wrestler 力士

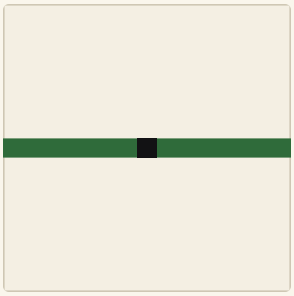
The Immovable Champion

Slides up to 3 squares: diagonally forward, diagonally backward.

Family	Stepper
Worth	About 2.8 pawns
Setup	Starts with 1 per side
Betza	`B3`
Promotes to	**Heavenly tetrarch** 四天

Massive and surprisingly nimble, the sumo wrestler never takes a straight step. He rushes along the diagonals, one to three squares at a time, in any of the four directions. One stands in each army. Reaching the far lands, he is raised to Heavenly tetrarch. Place him on open diagonals and let him hit like a thrown boulder.





Swallow's wings 燕羽

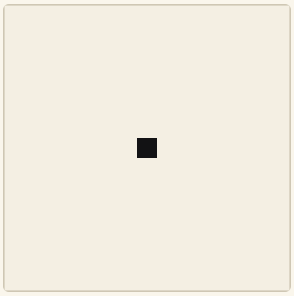
The Low Sweeping Flier

Steps one square: forward, backward, sideways (left or right). Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`WsR`
Promotes to	**Gliding swallow** 燕行
Comes from	**Flying goose**

Swallows skim the ground before a storm, and these wings do the same. Swallow's wings sweep across a whole rank, stopping at the first piece they meet and capturing it if it is an enemy, yet step only a single square in any orthogonal direction. They rise from the flying goose and may glide on as a gliding swallow. Two begin each side. Sweep a rank clear.





Swooping owl 鴟行

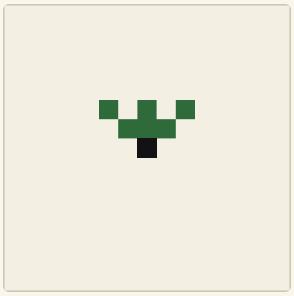
The Silent Drop

Steps one square: forward, diagonally backward.

Family	Stepper
Worth	About 1.3 pawns
Setup	Starts with 2 per side
Betza	`fWbF`
Promotes to	**Cloud eagle** 雲鷲

The owl watches in silence, then drops. It steps one square straight forward or one square diagonally back, and so hunts by patience rather than speed. Two perch on each side. When it reaches the far lands, it spreads its wings as the Cloud eagle. Keep it in reserve and strike where the enemy is not looking.





Sword general 刀将

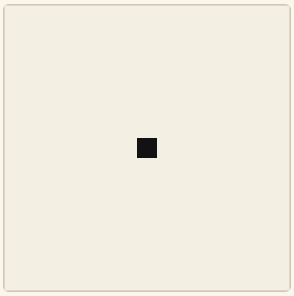
The Blade Proven in Battle

Steps one square: backward. Slides up to 3 squares: forward, diagonally forward.

Family	Stepper
Worth	About 2.5 pawns
Setup	Appears only by promotion
Betza	`bWfQ3`
Comes from	**Sword soldier**

A sword soldier who survived the crossing, now carrying a blade honed by many fights. The sword general steps one square back, but slashes one to three squares ahead, straight or along the forward diagonals. He cannot begin on the board; he must be earned. Use him as a spearhead deep in the enemy lands.





Sword soldier 刀兵

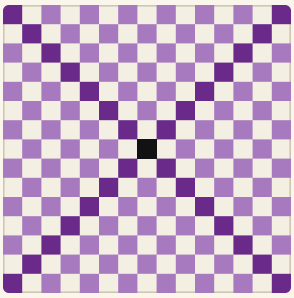
The Young Sword

Steps one square: backward, diagonally forward.

Family	Stepper
Worth	About 1.3 pawns
Setup	Starts with 2 per side
Betza	`bWfF`
Promotes to	**Sword general** 刀将

Young and keen, the sword soldier carries a blade a little too large for him. He steps one square along the forward diagonals, or straight back. Two begin on each side. If he reaches the far lands, he is knighted as a Sword general. Use him to hold the diagonals, and shepherd him carefully across the board.





Tengu 天狗

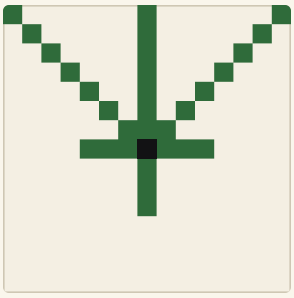
The Mountain's Bent Shadow

Slides along a line and may turn 90 degrees once, then slides on.

Family	Hook mover
Worth	About 205 pawns
Setup	Starts with 2 per side
Betza	`B(B-sB)`
Comes from	**Old kite**, **Peacock**

Long-nosed and quick, the Tengu drifts along diagonals like a gust through cedars, and may turn once at a right angle before running on. Wise players learn to fear the corner it finds. Two begin the game; others rise from the Peacock or the Old kite. It has no further form to chase, but needs none.





Thunder runner 雷走

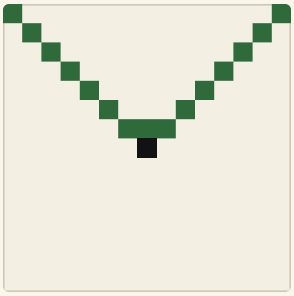
Storm in a Straight Line

Slides up to 4 squares: backward, sideways (left or right). Slides any distance: forward, diagonally forward.

Family	Ranger
Worth	About 11.3 pawns
Setup	Appears only by promotion
Betza	`bsR4fQ`
Comes from	**Forest demon**

Thunder runner is what a forest demon becomes when it learns to move like weather. It rushes down the forward file and the two forward diagonals for as far as the way is clear, and it can shift sideways or fall straight back up to four squares. It never starts the battle on the board. Use it when you need lightning to arrive at once.





Tiger soldier 虎兵

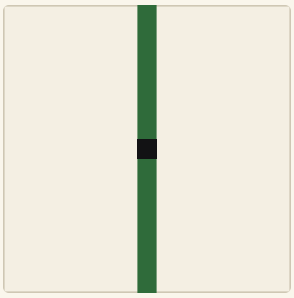
The Fierce Recruit

Steps one square: backward. Slides up to 2 squares: forward. Slides any distance: diagonally forward.

Family	Ranger
Worth	About 7 pawns
Setup	Appears only by promotion
Betza	`bWfR2fB`
Comes from	**Ram's-head soldier**

A ram's-head soldier who survives long enough earns stripes and a tiger's name. The tiger soldier rushes along the forward diagonals as far as the road is open, takes one or two quick strides straight ahead, and gives ground with a single step back. It exists only as a promoted form. Use it to pierce, then withdraw safely.





Tile chariot 瓦車

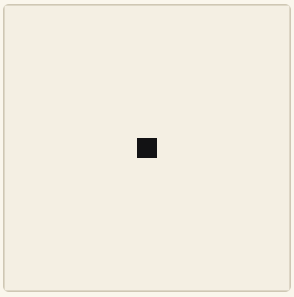
The Roof-Tile Runner

Steps one square: diagonally forward, diagonally backward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`frFblFvR`
Promotes to	**Running tile** 走瓦

Like clay tiles laid in long, overlapping rows, the tile chariot is made for running straight lines. It slides any distance forward or back, stopping at the first piece and capturing it if it is an enemy, and edges one step toward its forward-right or its back-left. Two stand in each starting army. Promoted, it becomes the running tile. Set it on an open file and let it shingle the board.





Tile general 瓦将

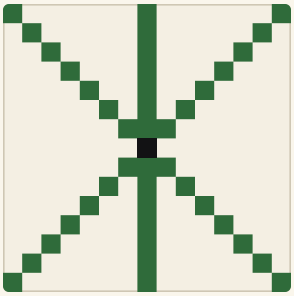
The Roof Beneath the Rain

Steps one square: backward, diagonally forward.

Family	Stepper
Worth	About 1.3 pawns
Setup	Starts with 2 per side
Betza	`bWfF`
Promotes to	**White elephant** 白象

Roofs are made of tiles, and the tile general is much the same: humble, overlapping, and sturdy. He steps one square along the forward diagonals, or straight back. Two begin on each side. Climbing to the far lands, he is transformed into the White elephant. Use him in a close-knit row, where each covers the next.





Treacherous fox 隠狐

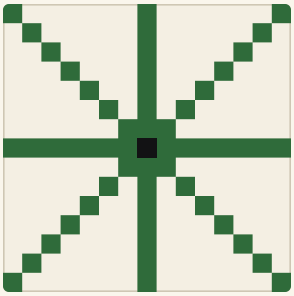
The Fox Who Hides

Slides any distance: forward, backward, diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 18.2 pawns
Setup	Starts with 2 per side
Betza	`BAGvRvDvH(mAmG–B)(mvDmvH–R)`
Promotes to	**Mountain crane** 山鶻
Comes from	**Running rabbit**

Nobody sees the treacherous fox arrive; it simply is where it was not. It races along the diagonals and straight forward or back until something blocks it, and when two squares of clutter stand in its path it hops them cleanly and runs on. It rises from the running rabbit, and a lucky fox may become a mountain crane. Strike from cover, never from the open.





Treasure turtle 宝亀

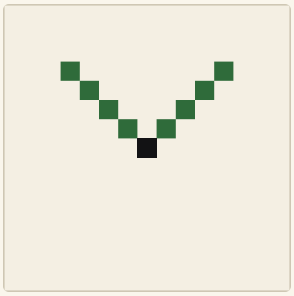
The Turtle of Treasures

Slides any distance: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 24 pawns
Setup	Appears only by promotion
Betza	`QD`
Comes from	**Little turtle**

Slow tales say the treasure turtle carries a fortune on its back, and it earns the name. It glides any distance in every direction, stopping at the first piece it meets, and it can also leap clean over whatever lies two squares away along a straight line. It exists only as the reward of a little turtle that survives the long walk. It never starts the day on the board; plan for it.





Turtle dove 山鳩

The Gentle Bird of Long Flights

Steps one square: backward, sideways (left or right). Slides up to 5 squares: diagonally forward.

Family	Stepper
Worth	About 3 pawns
Setup	Starts with 2 per side
Betza	`fB5bsW`
Promotes to	**Great dove** 大鳩

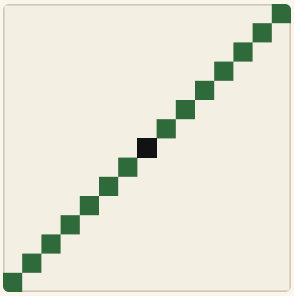
Gentle by nature, the turtle dove is a bird of peace, yet its wings carry it far. It flies one to five squares along the forward diagonals, and steps one square sideways or straight back to return to the nest. Two begin on each side. Promotion brings the Great dove. Strike from afar with its long flights, and retreat with its short steps.



Turtle-snake 玄武

Guardian of the Northern Gate

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: diagonally forward, diagonally backward.



Family	Ranger
Worth	About 7.7 pawns
Setup	Starts with 1 per side
Betza	`KfrBblB`
Promotes to	**Divine turtle** 神亀
Comes from	**Left tiger**

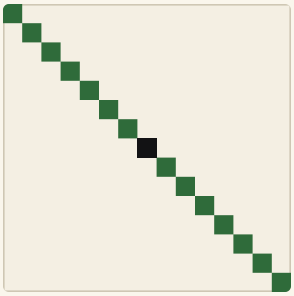
Black shell, coiled serpent: the turtle-snake is the old guardian that never hurries and never yields. It steps one square in any direction, and slides along a single long diagonal, forward-right and back-left, as far as the way is clear. It rises from the left tiger and may become a divine turtle. One stands on each side. Keep it close to the king.



Vermillion sparrow 朱雀

Guardian of the Southern Gate

Steps one square: forward, backward, sideways (left or right), diagonally forward, diagonally backward. Slides any distance: diagonally forward, diagonally backward.



Family	Ranger
Worth	About 7.5 pawns
Setup	Starts with 1 per side
Betza	`KflBbrB`
Promotes to	**Divine sparrow** 神雀
Comes from	**Left dragon**

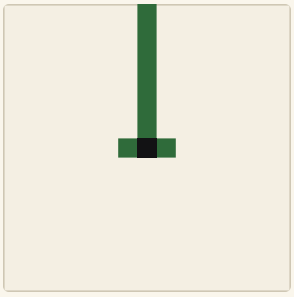
A red bird whose wings spread along one long diagonal, the vermillion sparrow watches the southern gate. It steps one square in any direction and flies any distance forward-left or back-right, stopping at the first piece and capturing it if it is an enemy. It rises from the left dragon, and may become a divine sparrow. One stands on each side. Aim it where the diagonal runs free.



Vertical bear 竪熊

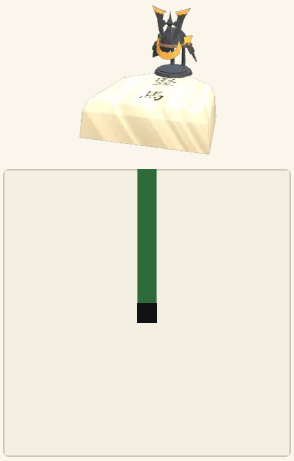
The Bear Who Charges Ahead

Steps one square: backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward.



Family	Ranger
Worth	About 4.5 pawns
Setup	Starts with 2 per side
Betza	`bWsR2fR`
Promotes to	**Free bear** 奔熊

The vertical bear lumbers in one direction only: forward, and it keeps going until something stands in its way, which it then captures if the something is an enemy. When it must give ground it steps back a single pace, or shuffles one or two squares aside. Two begin in each army, and promoted, each becomes a free bear. Lead with it and keep the flanks tidy.



Vertical horse 竪馬

The Straight-Running Colt

Steps one square: backward, diagonally forward. Slides any distance: forward.

Family	Ranger
Worth	About 4.2 pawns
Setup	Starts with 2 per side
Betza	`fFbWfR`
Promotes to	**Dragon horse** 龍馬

Born to gallop in a straight line, the vertical horse races forward until the first piece blocks the way, capturing it if it is an enemy. At close quarters it is nimble enough to step diagonally forward or drop straight back one square. Two begin each army. Promotion lifts it into a dragon horse. Send it up an open file and keep a step in reserve.



Vertical leopard 竪豹

The Spotted Lancer

Steps one square: forward, backward, sideways (left or right), diagonally forward. Slides any distance: forward.

Family	Ranger
Worth	About 4.5 pawns
Setup	Starts with 2 per side
Betza	`WfFfR`
Promotes to	**Great leopard** 大豹

Quiet in the shade and swift in the open, the vertical leopard bounds straight forward as far as the path allows, and takes the first enemy that blocks it. At close range it pads one square to either side, forward, or on either forward diagonal. Two stand in each army, and promotion makes each a great leopard. It excels at a patient, forward pressure.



Vertical mover 竪行

The Plodding Mover

Steps one square: forward, backward, sideways (left or right). Slides any distance: forward, backward.

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`WvR`
Promotes to	**Flying ox** 飛牛
Comes from	**Silver general**

Steady as a cart on a well-worn road, the vertical mover trundles any distance up or down its file, halting at the first piece and capturing it if it is an enemy, and nudges one square to either side when needed. It rises from the silver general and may one day become a flying ox. Two stand at each side's start. Hold files with it.



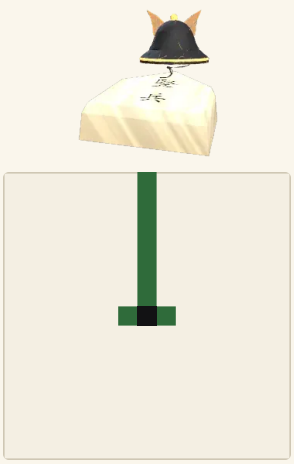
Vertical pup 竪狗

The Pup That Runs Ahead

Steps one square: backward, diagonally backward. Slides any distance: forward.

Family	Ranger
Worth	About 4.2 pawns
Setup	Starts with 2 per side
Betza	`bFbWfR`
Promotes to	**Leopard king** 豹王

The vertical pup bolts forward as far as the way is clear, and bites the first enemy in reach. Afraid of nothing ahead, it is careful behind: it retreats only one square, straight back or on a back diagonal. Two begin on each side. If it survives and promotes, the little pup grows into a leopard king. Let it charge, then guard its return.



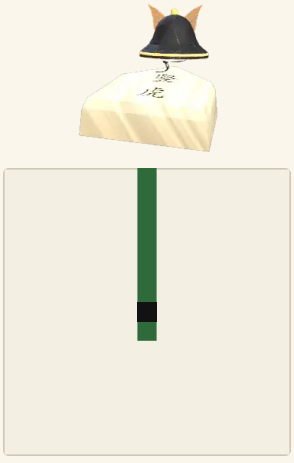
Vertical soldier 竪兵

The Soldier in the Front Line

Steps one square: backward. Slides up to 2 squares: sideways (left or right). Slides any distance: forward.

Family	Ranger
Worth	About 4.5 pawns
Setup	Starts with 2 per side
Betza	`bWsR2fR`
Promotes to	**Chariot soldier** 車兵

The vertical soldier marches straight forward without turning, stopping at the first piece and capturing it if it is an enemy. When pushed, it backs a single step or shifts one or two squares aside. Two begin each army. A soldier who survives promotes to chariot soldier. Keep it advancing, and let it open the road for greater pieces.



Vertical tiger 竪虎

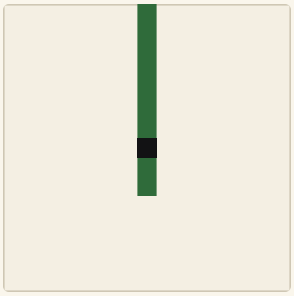
The Tiger at the Gate

Slides up to 2 squares: backward. Slides any distance: forward.

Family	Ranger
Worth	About 4 pawns
Setup	Starts with 2 per side
Betza	`fRbR2`
Promotes to	**Free tiger** 奔虎

A vertical tiger prowls forward like its namesake: down the file as far as it can, taking the first foe in its way. What sets it apart is its retreat, which can be one or two squares straight back, never sideways. Two begin each side. Promoted, it becomes a free tiger. Use it to strike, then slip back out of reach.





Vertical wolf 竪狼

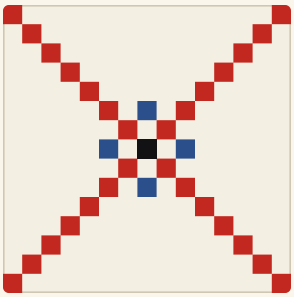
The Wolf of the Long Retreat

Steps one square: sideways (left or right). Slides up to 3 squares: backward. Slides any distance: forward.

Family	Ranger
Worth	About 4.5 pawns
Setup	Starts with 2 per side
Betza	`sWbR3fR`
Promotes to	**Running wolf** 走狼

The vertical wolf hunts forward, loping any distance until it meets a piece and capturing it if it is an enemy. It can step a single square aside, and when pressed, it withdraws up to three squares straight back. Two begin each army. Promotion makes it a running wolf. A cautious pack-hunter: pounce, then fall back to regroup.





Vice general 副将

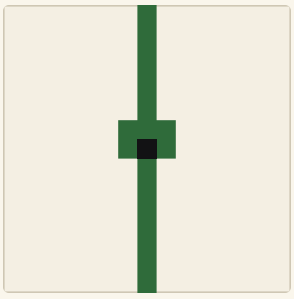
The Second Blade

Leaps to 0 across and 2 back, 0 across and 2 forward, 2 across and 0 forward. Captures every lower-ranked piece it passes along a line; cannot pass or capture a piece of equal or higher rank.

Family	Range capturer
Worth	About 13 pawns
Setup	Starts with 1 per side
Betza	`D((cBcdB)–B)`
Promotes to	**Great general** 大将
Comes from	**Water general**

Always one rank below the great general, the vice general fights with a twist. It jumps exactly two squares straight ahead, back or to either side, over any piece, and from the diagonals it sweeps away every lesser enemy piece it can reach. Equals and betters stop it, and the kings are safe. A water general may be raised into it; it may become a great general. Use the leap to escape and the sweep to strike.





Walking heron 歩鷹

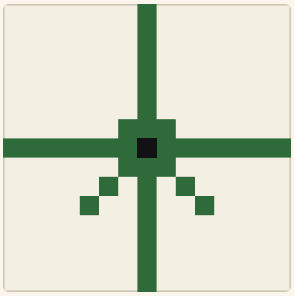
The Heron Who Wades Ahead

Slides up to 2 squares: sideways (left or right), diagonally forward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 8 pawns
Setup	Appears only by promotion
Betza	`sR2fB2vR`
Comes from	**Stone chariot**

A stone chariot that rises to walking heron learns to wade, long-legged and unhurried. It glides down its file, forward or back, as far as the way is open, and also strides one or two squares to the side or on a forward diagonal. It exists only as a promotion. Use it to hold a file and strike from its flanks.





Water dragon 水龍

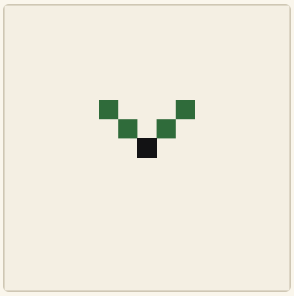
The River That Turns the Corner

Slides up to 2 squares: diagonally forward. Slides up to 4 squares: diagonally backward. Slides any distance: forward, backward, sideways (left or right).

Family	Ranger
Worth	About 14.5 pawns
Setup	Starts with 2 per side
Betza	`RfB2bB4`
Promotes to	**Phoenix master** 鳳師

The water dragon flows along rank and file for as far as nothing blocks it, taking the first enemy it touches. Its diagonals are tides: one or two squares diagonally forward, but up to four squares diagonally back. Two begin each army. Promotion transforms it into a phoenix master. Guard its long retreat, and its open lanes will do the rest.





Water general 水将

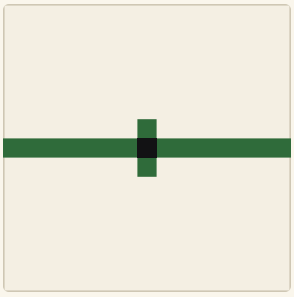
Calm Above, Relentless Below

Steps one square: forward, backward. Slides up to 3 squares: diagonally forward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 2 per side
Betza	`fB3vW`
Promotes to	**Vice general** 副将

Calm on the surface and relentless beneath, the water general finds every crack. He steps one square forward or back, and flows one to three squares along the forward diagonals. Two begin on each side. Promotion makes him a Vice general. Use him to seep through gaps in the enemy line.





Water ox 水牛

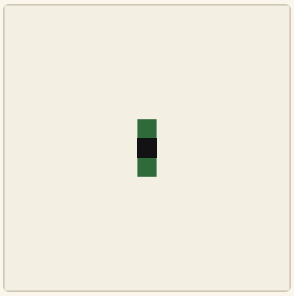
The Ox That Wades the Shallows

Slides up to 2 squares: forward, backward. Slides any distance: sideways (left or right).

Family	Ranger
Worth	About 7.3 pawns
Setup	Starts with 2 per side
Betza	`vR2sQ`
Promotes to	**Great dream-eater** 大獏
Comes from	**Side soldier**

The water ox plods across the board's width, any distance sideways, halting at the first piece and capturing it if it is an enemy. Up and down the file it moves only one or two squares. It rises from the side soldier and, promoted, can become a great dream-eater. Two begin each army. Use it to patrol a rank.





Western barbarian 西戎

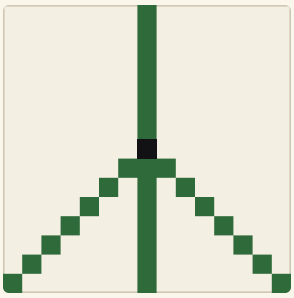
The Stranger Beyond the Passes

Steps one square: sideways (left or right), diagonally forward. Slides up to 2 squares: forward, backward.

Family	Stepper
Worth	About 2.2 pawns
Setup	Starts with 1 per side
Betza	`sWvW2fF`
Promotes to	**Lion dog** 狛犬

A traveler from beyond the western passes, he fights in a manner no one has quite seen. He steps one square sideways or along the forward diagonals, and strides one or two squares straight forward or back. One serves each army. Promotion makes him a Lion dog. Use him to surprise the enemy along the files.





Whale 鯨鯢

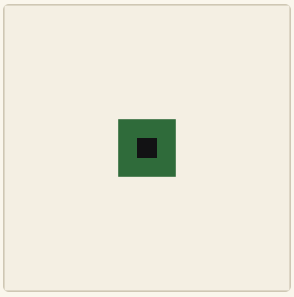
The Deep Cruiser

Slides any distance: forward, backward, diagonally backward.

Family	Ranger
Worth	About 12.5 pawns
Setup	Starts with 2 per side
Betza	`vRbB`
Promotes to	**Great whale** 大鯨
Comes from	**Reverse chariot**, **Silver rabbit**

Vast and silent, the whale cruises the deep lanes. It slides any distance forward or back, and diagonally backward, stopping at the first piece and capturing it if it is an enemy. It rises from the reverse chariot or the silver rabbit, and may become a great whale. Two begin each army. Use its long reach to command the board from behind.





White elephant 白象

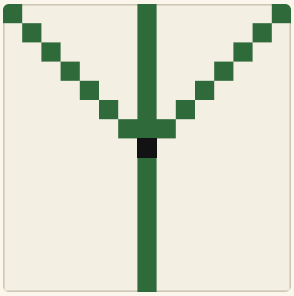
The Elephant of Good Fortune

Slides up to 2 squares: forward, backward, sideways (left or right), diagonally forward, diagonally backward.

Family	Stepper
Worth	About 3.5 pawns
Setup	Starts with 1 per side
Betza	`Q2`
Promotes to	**Elephant king** 象王
Comes from	**Earth general**, **Wood general**, **Iron general**, **Stone general**, **Tile general**

Rare and revered, the white elephant is said to bring fortune to the army that keeps it. It strides one or two squares in any direction. One begins each army, and lesser generals of earth, wood, iron, stone, and tile may grow into one. It can be crowned Elephant king. Use it as the mobile heart of your formation.





White foal 白駒

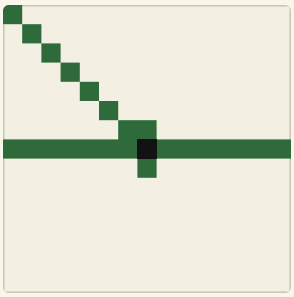
The Young Spirit in White

Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 12.3 pawns
Setup	Starts with 2 per side
Betza	`vRfB`
Promotes to	**Great foal** 大駒
Comes from	**Gold stag**, **Incense chariot**

The white foal has the long legs and bright coat of a young spirit just learning to run. It slides any distance forward or back, and diagonally forward, stopping at the first piece and capturing it if it is an enemy. It can rise from the gold stag or the incense chariot, and become a great foal. Two begin each army. Use it to press on.





White tiger 白虎

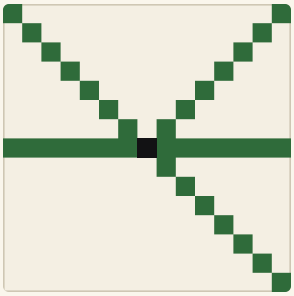
Guardian of the Western Gate

Slides up to 2 squares: forward, backward. Slides any distance: sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 10.2 pawns
Setup	Starts with 1 per side
Betza	`vR2sRflB`
Promotes to	**Divine tiger** 神虎
Comes from	**Right tiger**

Pale as frost, the white tiger watches the western gate and answers every threat. It sweeps any distance sideways or forward-left, stopping at the first piece and capturing it if it is an enemy, and strides one or two squares straight forward or back. It rises from the right tiger and may become a divine tiger. One stands on each side. Let its diagonal reach decide the fight.





Wind dragon 風龍

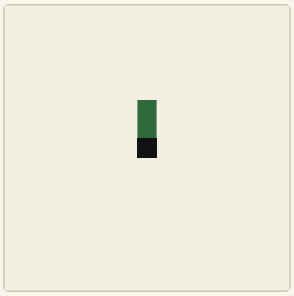
Rider of the Gusts

Steps one square: diagonally forward, diagonally backward. Slides any distance: sideways (left or right), diagonally forward, diagonally backward.

Family	Ranger
Worth	About 15.3 pawns
Setup	Starts with 2 per side
Betza	`FfBbrBsR`
Promotes to	**Free dragon** 奔龍

The wind dragon rides the gale along the rank, forward diagonals, and one back diagonal, stopping at the first piece it meets and capturing it if it is an enemy. In close quarters it steps one square on any diagonal. Two begin each side, and promotion makes each a free dragon. Strong in open positions, so make room for it.





Wind general 風将

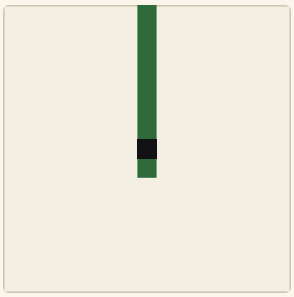
The Gust Before the Grass Bends

Steps one square: backward, diagonally forward. Slides up to 3 squares: forward.

Family	Stepper
Worth	About 1.8 pawns
Setup	Starts with 2 per side
Betza	`fFbWfR3`
Promotes to	**Fierce wind** 暴風

Nobody sees the wind general coming; the grass bends first. He sweeps one to three squares straight ahead, and steps one square along the forward diagonals or one straight back. Two begin on each side. With promotion he becomes the Fierce wind. Gust through an open file, then pull back as suddenly.





Wind horse 風馬

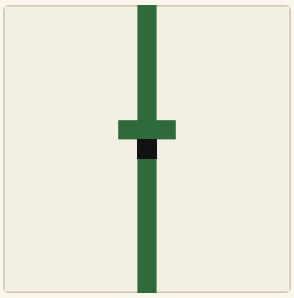
The Colt of the Wind

Steps one square: diagonally forward. Slides up to 2 squares: backward. Slides any distance: forward.

Family	Ranger
Worth	About 4.3 pawns
Setup	Starts with 2 per side
Betza	`fFbR2fR`
Promotes to	**Heavenly horse** 天馬

Light on its feet, the wind horse gallops forward as far as it is free to go, taking the first foe in its path. Beside that rush it steps diagonally forward one square and can slip back one or two squares straight. Two begin each army. A successful promotion makes it a heavenly horse. Run it straight, then retreat to regroup.





Wind snapping turtle 風鼈

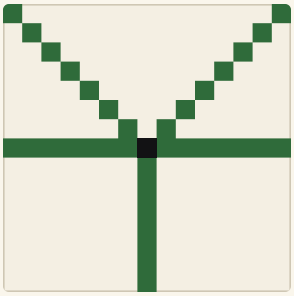
The Shell That Strikes

Slides up to 2 squares: diagonally forward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7.3 pawns
Setup	Appears only by promotion
Betza	`fB2vR`
Comes from	**Wood chariot**

A wood chariot that matures into a wind snapping turtle gains a bite and a hard shell. It rolls any distance forward or back, stopping at the first piece and capturing it if it is an enemy, and lunges one or two squares on a forward diagonal. It only exists as a promoted form. Hold a file with it and snap at the intruders.





Wizard stork

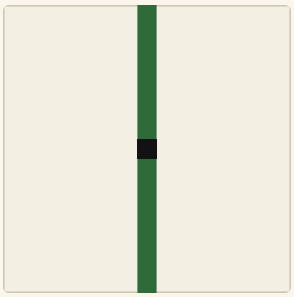
The Sage on One Leg

Slides any distance: backward, sideways (left or right), diagonally forward.

Family	Ranger
Worth	About 15.3 pawns
Setup	Appears only by promotion
Betza	`fBsbR`
Comes from	**Huai chicken**

Beyond the board's edge, the wizard stork stands on a single leg and watches. Once a Huai chicken, it is reborn through promotion alone. It slides any distance sideways, diagonally forward, and straight backward, stopping at the first piece and capturing it if it is an enemy. Never present at the start, it appears when least expected, so plan around its odd reach.





Wood chariot 木車

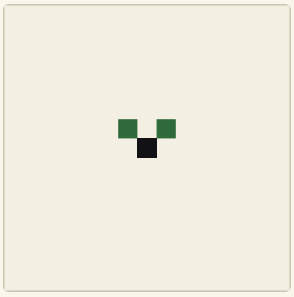
The Chariot of Timber

Steps one square: diagonally forward, diagonally backward. Slides any distance: forward, backward.

Family	Ranger
Worth	About 7 pawns
Setup	Starts with 2 per side
Betza	`flFbrFvR`
Promotes to	**Wind snapping turtle** 風鼈

Plain wood does not shine, but a wood chariot holds a long road. It rolls any distance forward or back, stopping at the first piece and capturing it if it is an enemy, and steps one square toward its forward-left or back-right. Two begin each army. Promotion transforms it into a wind snapping turtle. Use it to anchor a file.





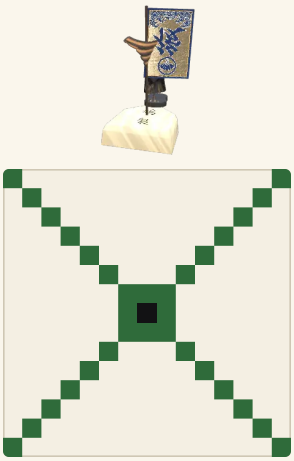
Wood general 木将

The Cedar That Leans

Slides up to 2 squares: diagonally forward.

Family	Stepper
Worth	About 1.5 pawns
Setup	Starts with 2 per side
Betza	`fB2`
Promotes to	**White elephant** 白象

Rooted like an old cedar, the wood general bends only along the forward diagonals, reaching one or two squares. He never moves straight ahead, sideways, or back. Two begin on each side. Reaching the far lands, he grows into the White elephant. Plant him on a diagonal and let him spread slowly.



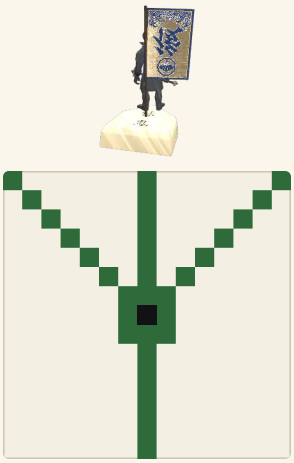
Wooden dove 鳩槃

The Dove of Timber

Slides up to 2 squares: forward, backward, sideways (left or right). Slides any distance: diagonally forward, diagonally backward. Jumping slides over the squares in its path (see the diagram).

Family	Jumper
Worth	About 13.7 pawns
Setup	Starts with 1 per side
Betza	`R2BG(G–B2)`
Comes from	**Great dove**, **Northern barbarian**

Carved from patient timber, the wooden dove looks plain beside its flashier flock, yet it is stubborn. It glides along any diagonal until blocked, shuffles one or two squares straight, and can hurdle two squares on a diagonal to land up to three squares beyond. Great doves and northern barbarians may be remade into it. Keep it close to the fight; it rewards a thoughtful hand.



Woodland demon 林鬼

The Demon of the Thicket

Slides up to 2 squares: sideways (left or right), diagonally backward. Slides any distance: forward, backward, diagonally forward.

Family	Ranger
Worth	About 13.7 pawns
Setup	Starts with 2 per side
Betza	`sR2bB2vRfB`
Promotes to	**Stone peng** 石鵬

In the shade of the old trees, the woodland demon moves swiftly where the branches part. It slides any distance forward or back and on the forward diagonals, stopping at the first piece and capturing it if it is an enemy, yet steps only one or two squares sideways or diagonally backward. Two begin each army. Promoted, it becomes a stone peng. Strike from cover.

CHAPTER 17

Credits and licenses

謝

Taikyoku Shogi is made and run by Keith Adler, inspired by Allen Adler.

ABOUT THIS GUIDE

This guide describes version 1.0.0 beta 90 of Taikyoku Shogi, a limited beta. Some details will change before the full release; the latest version of this guide is on taikyokushogi.com. The piece biographies and the ten opponents are fiction written for the game.

ARTWORK AND REUSE

The paintings, piece figurines, characters, music, voices, the Taikyoku Shogi name and logo, and this guide are © 2026 Keith Adler. All rights reserved. They are shown here at low resolution to help you play, and may not be copied, extracted, redistributed, or used to make games, prints or other products without written permission. You may share this guide, unaltered and complete, for personal use. Requests: hello@taikyokushogi.com.

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The game's data and software

- **Piece data.** The piece names, setup and move notation are adapted from the English Wikipedia article "Taikyoku shogi" by Wikipedia contributors, licensed under CC BY-SA 4.0 (creativecommons.org/licenses/by-sa/4.0/). That data stays under that license. The article follows Isao Umebayashi, *Sekai no Shogi* (1997), L. Lynn Smith's English translation at The Chess Variant Pages, and George Hodges, *Ten Shogi Variants* (2002); the move notation is Ralph Betza's funny notation.
- **Godot Engine** (MIT license) and the libraries it contains; their notices are in the game.
- **Noto Sans JP** is used as a fallback font, under the SIL Open Font License 1.1.
- Steam builds also use **GodotSteam** (MIT) and the Steamworks SDK. Steam and the Steam logo are trademarks of Valve Corporation.

Made with AI tools

The music was generated with **Suno**. The teacher's voice, the opponents' voices and the sound effects were generated with **ElevenLabs**. The paintings, including the opponents' portraits, were made with **OpenArt**, and the 3D figurines and gear that the pieces wear were generated with **Meshy**, under those services' terms for paid subscribers. The ten opponents and the piece biographies are fiction, written with AI assistance. Parts of the game were made with generative AI tools and then reviewed and arranged by the developer; **nothing in the game generates text, images or audio while you play**, and the computer opponents are classical game-search programs. The Japanese text and voice were machine-made and have not yet been reviewed by a native speaker.

Other credits

- Three Japanese ink paintings on the live channel are in the public domain, from Wikimedia Commons: Hasegawa Tōhaku, *Pine Trees*; Josetsu, *Catching a Catfish with a Gourd*; Sesshū Tōyō, *Landscape*.
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大局将棋

Taikyoku Shogi

The largest shogi ever made.

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