

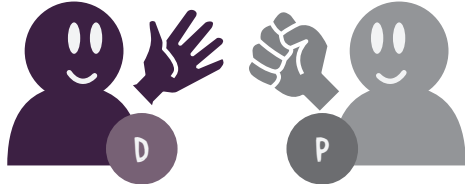
rolling shogi

RULEBOOK

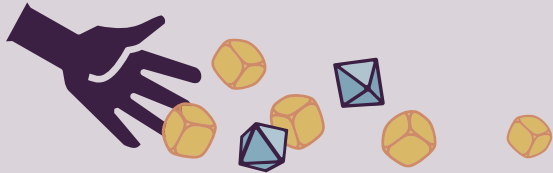
How to Play



1 Decide the Dealer (D) by Rock-Paper-Scissors.



The Dealer rolls all 7 pieces.

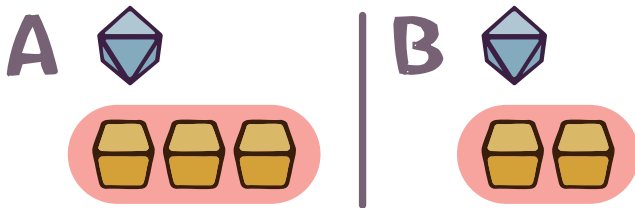


2 D separates the pieces into two groups as they like.

Step 1. Separate the King pieces (8-sided dice).

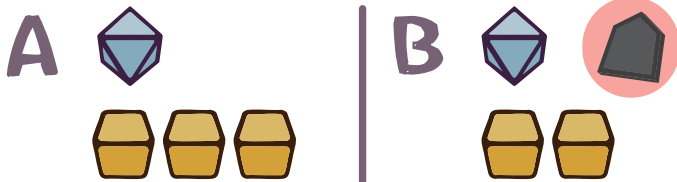


Step 2. Separate the Small pieces (6-sided dice).

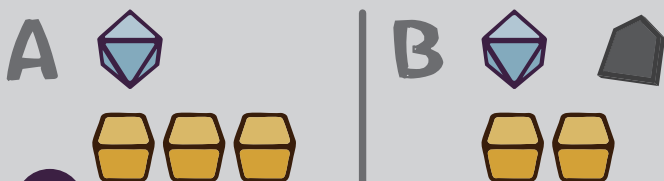


It is fine if the numbers are uneven.
(e.g. 1 and 4, or 0 and 5)

Step 3. Put the First Player marker on either side.



3 P chooses which group of pieces to use.



I choose A!

How's this?

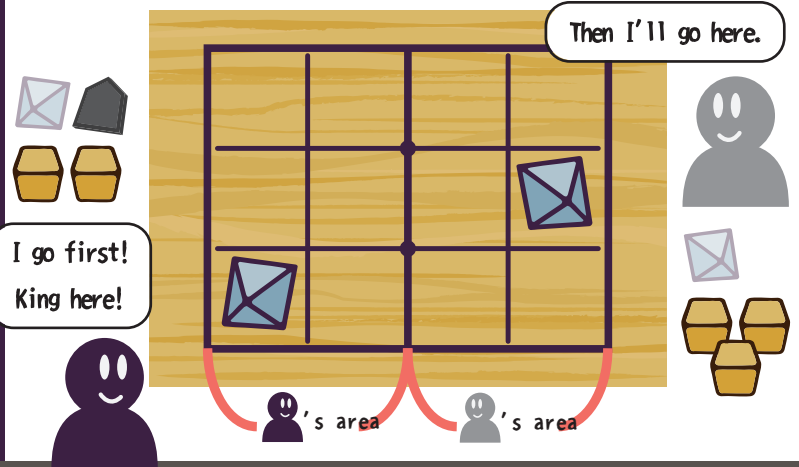
Objective

The pieces are now dice! Roll them, separate them into two groups, and Shogi begins!

Take the opponent's King piece to win!

4

On the first turn, both players put their King piece on any space in their own area.



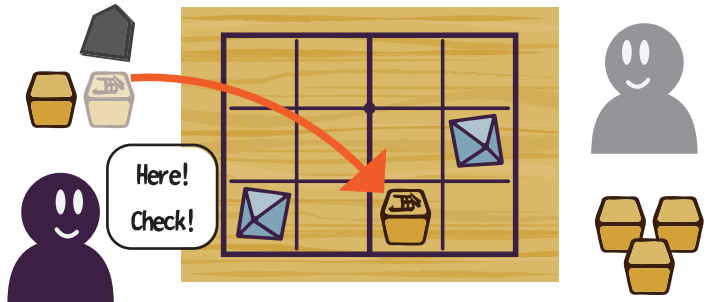
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"Put your piece" or "Move your piece"

* From turn 2, it's almost the same as normal Shogi.
See the back side for how pieces move and other notes.

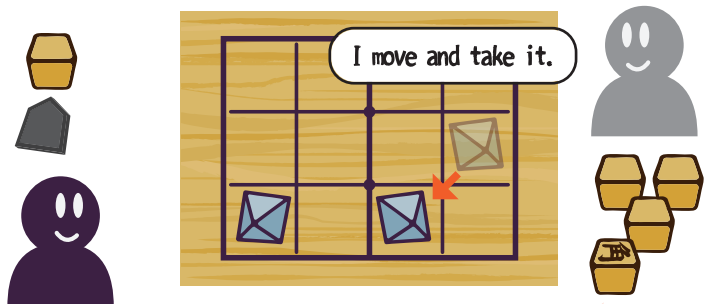
Put your piece

Put it on any empty space, **even in the opponent's area**.



Move your piece

Move one of your pieces on the board, following its movement rules. (Promote it if you can and want to.)



Take the opponent's piece at your destination and keep it **without rolling**.

Promotion

When your piece moves from your area into the opponent's area, out of it, or within it, you may promote the piece.

If you promote, roll the piece: it becomes what you rolled.

King pieces can be promoted too.

End of the Game

When you take the opponent's King piece, you win.

Or, if you can neither put nor move a piece on your turn, you lose.

If you want, you can play one more match by swapping the Dealer.

Pro Rules

- Decide a time limit for separating the pieces.
(30 seconds to 3 minutes is recommended)
Within the time limit, you may re-roll the pieces.
- No promotion.
- Play 2 matches, swapping the Dealer.
- Other rules are the same as the normal rules.

Other Rules

There are no forbidden moves (Two Pawns, Drop Pawn Mate and Immovable Piece are all allowed).

If a Repetition Draw happens, the player who does not have the First Player marker wins. If a Perpetual Check happens, the player who kept giving check loses.

Components

7 dice (pieces)

① King pieces (8-sided)

[歩・香・桂・銀・金・角・飛・王] x1
[歩・香・桂・銀・金・角・飛・王] x1

② Small pieces (6-sided)

[歩・香・桂・金・角・飛] x2
[歩・香・桂・銀・角・飛] x3

③ First Player marker x1

④ Board x1

For defects or questions, please contact us via the QR code on the right. Errata will also be posted on our official site.

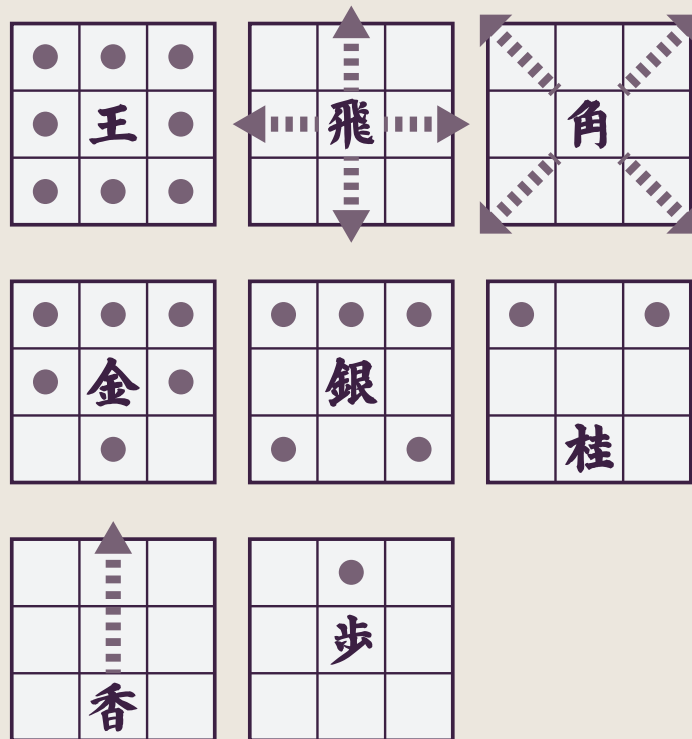
Game Design: Toshi Kadota
Artwork: Takuya Iwamura
Proofreading: Kamomeno Jona



heyteam.net

HEY!

How Pieces Move



歩 Pawn / 香 Lance / 桂 Knight / 銀 Silver General
金 Gold General / 角 Bishop / 飛 Rook / 王・玉 King

Glossary

■ Two Pawns

The same player places two 歩 (Pawns) in the same vertical column.

■ Drop Pawn Mate

Dropping a 歩 (Pawn) from your hand to checkmate the opponent's King.

■ Immovable Piece

Placing a piece where it can never move again.

■ Repetition Draw

The same position occurs 4 times in one game.

■ Perpetual Check

When the same position repeats and one player has been giving check the whole time, it is a Perpetual Check.