

## Pacly Expressive Shogi

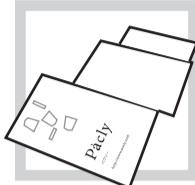
This is a brand new style of Shogi as known as a Japanese traditional chess. The pieces are prettily illustrated with a "movable directions" on their cloths. They have so unique expressive faces that will bring fun to players at any age all over the world.



- 40 pieces of Koma



- House-shaped container



- Instructions (Japanese)

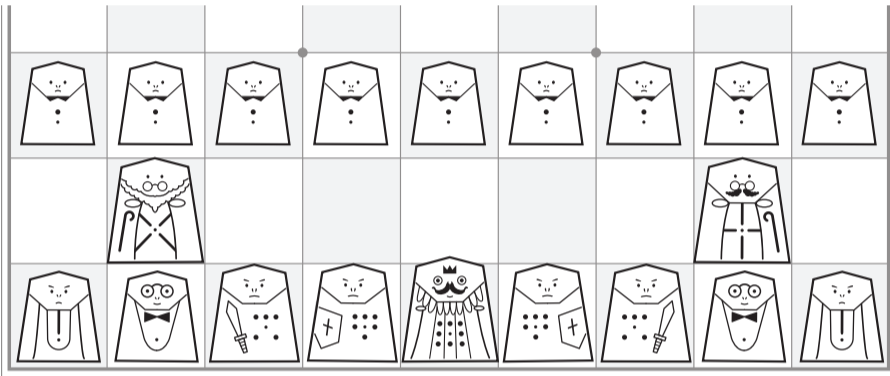


- Paper Shogi board

## Basic Rules of Shogi

### 1. Preparation

You can take out pieces from the house-shaped container by pulling off its base part. The initial positions for starting the game depicted as graphical symbols on the bundled paper Shogi board. Please place pieces on the board to match the symbols of each other.



### 2. Getting started

Two players alternate taking turns, so determine which player makes the initial move. As your turn comes, you must make a move one of your pieces or add one of your extra pieces captured from your opponent to the board. When your pieces except Osho ( King ) and Kinsho ( Gold General ) enter the promotion zone ( the last three rows of your opponent ), they may be promoted and changed their movement capabilities.

### 3. Watchword for victory and defeat

A player who gets " Tsumi ( checkmate )" will be the winner.

" Tsumi " is the circumstance which a player making a move such that the opposing Osho ( King ) could be captured on the following turn. When a player concede defeat as soon as loss is inevitable, the loosing one should resign and declare the watchword, " Mairi Mashita ( I' m defeated )." Then the game is over.

### 4. After playing the game

Please make sure that you have all the 40 pieces of Koma.

You can put them back to the bottom of house-shaped container by pulling off its base part. You can also drop them into the chimney as if they are Santa Clause : - )

## About Handling

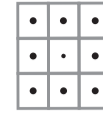
This is an environmentally friendly product mainly made from disposals of Japanese domestic woods such as Hinoki and Hiba which occurred in process of making Kami-Dana ( Shinto household alter ) and Mikoshi ( portable Shinto shrine ). Since each one of pieces is carefully made by craftsmen' s hand with natural materials, there might be slight distinction on color and design among them.

Please avoid leaving the product at place under the direct rays of the sun for many hours because the wooden pieces might be warped slightly due to its heat. Although we are using ink and oil which are edible and safe for health in the case they are in his/her mouth, it would be a risk of suffocation.

Please do not give them to children under 5 years of age.



王将  
ōshō



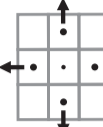
### King

A King can move one square in any direction, orthogonal or diagonal.

Your piece can make a move toward the big dots from a small dot indicating your current position, also the arrows refer to direction for any number of free squares.

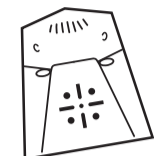


飛車  
hisha

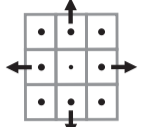


### Rook

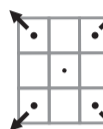
A rook can move any number of free squares along any one of the four orthogonal directions.



竜王  
ryūō



角行  
kakugyō

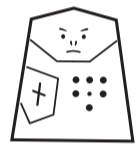
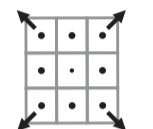


### Bishop

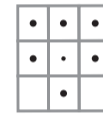
A bishop can move any number of free squares along any one of the four diagonal directions.



竜馬  
ryūma



金将  
kinshō

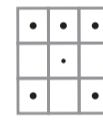


### Gold general

A gold general can move one square orthogonally, or one square diagonally forward, giving it six possible destinations. It cannot move diagonally backward.

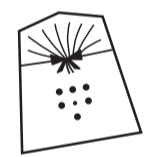


銀将  
ginshō

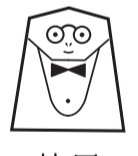
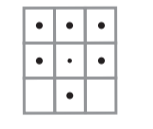


### Silver general

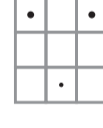
A silver general can move one square diagonally or one square directly forward, giving it five possibilities.



成銀  
narigin

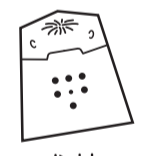


桂馬  
keima

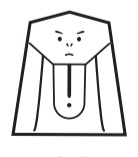
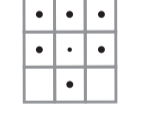


### Knight

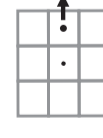
A knight jumps at an angle intermediate between orthogonal and diagonal, amounting to one square forward plus one square diagonally forward, in a single motion. That is, it has a choice of two forward destinations. It cannot move to the sides or backwards.



成桂  
narikei



香車  
kyōsha

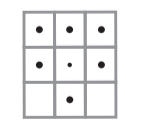


### Lance

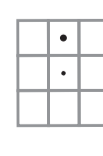
A lance can move any number of free squares directly forward. It cannot move backward or to the sides.



成香  
narikyō

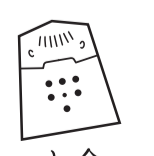


歩兵  
fuhyō

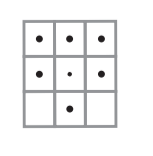


### Pawn

A pawn can move one square directly forward. It cannot retreat.



と金  
tokin



Pacly

パクリー

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KYOTO, JAPAN