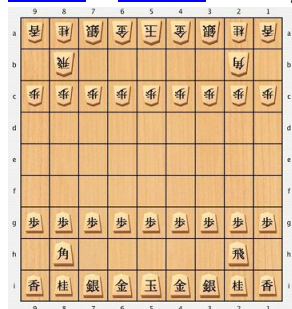


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The starting setup of a game of
Shogi ^[3]

Shogi (Japanese Chess), a chess variant that evolved directly from [Shatranj](#), just like the western [chess](#). It is played on 9x9 board. Compared to chess, Shogi pieces have limited mobility, but this is compensated by the fact that captured enemy pieces can be [dropped](#) on the board as one's own. This leads to the wild, tactical game. Shogi has greater [branching factor](#) than chess. In 2013, the best programs seem at the level of the [best human professional players](#) ^[1].

Development of Shogi programs has taken slightly different route than in chess programming. The stress is on [pattern recognition](#) and [selective search](#) techniques.

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Taipei 2005



[10th Computer Olympiad, Taipei 2005](#), [Tacos](#) by [Tsuyoshi Hashimoto](#) won vs. [Spear](#) by [Reijer Grimbergen](#)

[Hiroyuki Iida](#) (Tacos), [Hitoshi Matsubara](#), and [Shogo Takeuchi](#) posing for the Gold medal winner ^[4]

Turin 2006



Shogi Winners at the [11th Computer Olympiad, Turin 2006](#): [Jun Nagashima](#) on behalf of [Bonanza](#) (Silver), [Hiroschi Yamashita](#) (Gold with [YSS](#)), and [Hiroyuki Iida](#) (Bronze for [Tacos](#)), [Jaap van den Herik](#) congrats ^[5]

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