

Fundamentals of *Regusupe*

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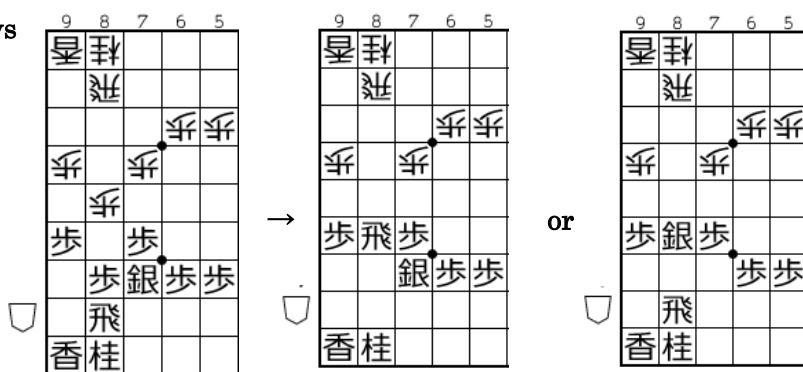
1. What is *Regusupe*?

Regusupe is known as Exchanging Bishop Swinging Rook Anaguma. This theory was developed by Shogi Club of Tokyo University.

This is a theory for *Gote* and has unique feature. You already have a bishop in your hand in the opening, so you should perform *sabaki* only of Rook and Silver later (Silver is often left on the board in some variations, though).

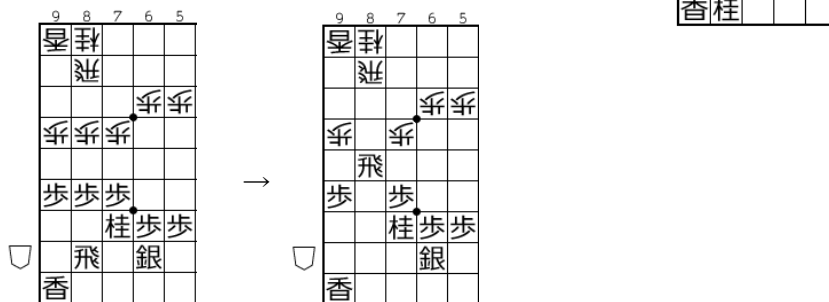
2. Examples of Counter Plays

- (1) P-86, Px86, Rx86
- (2) P-86, Px86, Sx86



These two counter plays above are basic tactics. After Sx86 *Sente* might play P*87 Rx87 B*78, but the good move is R-88, Bx67+, S-85! If Hx76 follows, then P*83 Rx83 P*84. (→)

- (3) P-85, Px85, Rx85



Ideal *Sabaki* in general. In some cases you have to care about R*88 from *Sente*.

(4) P-75!



This kind of move is the lifeline of this theory. When *Sente* plays P-74, you have to think of this attack. This attack is stronger if there is a figure on 73, so B*37 is often played by *Gote* (B*73 defense from *Sente* is dubious). In other words, 7th file and 37-73 diagonal are important in *Regusupe*.

(5) P-95, Px95, Lx95



Possible move, but it is usually a blunder. After P-95, B*69.

3. How to Castle in principle

From the right diagram, I recommend the order below.

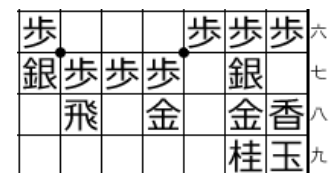
G-58(69), G-48(58), G-39.

Avoiding to make the left Gold apart (G58 and G39).

Next step: construct Silver-Crown-Anaguma if you seem to have time.

P-36, (P-16,) P-26, S-27 (pay attention to B*55 from *Sente*), *G-28.*

I don't recommend G-38(48) until *Sente* releases his/her bishop; B*49 is possible.



4. Middle game

The castle of *Sente* will be Anaguma, Silver Crown or Yagura.

(1) Against Silver Crown

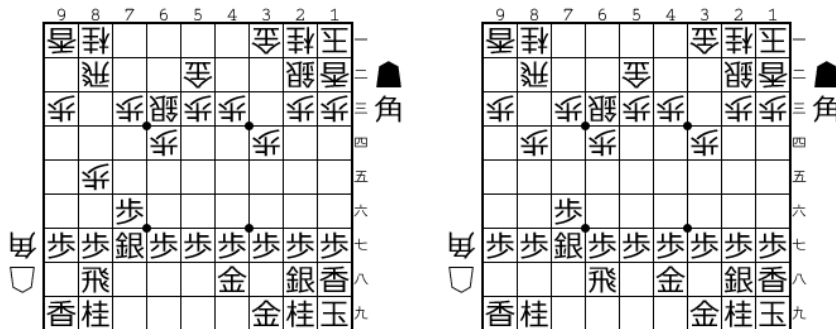


Sente played P-85 and refused attack(3). 41G is apart, so P-86! is the best move.

Px86, Rx86 and (a) Rx86, Sx86, R*87 R*82 S-72 B*63! (b) P*85, R-88, and the throat B*96 is strong. Bishop is aiming at Silver and Gold.

If G-32 instead P-85, Anaguma should be developed. Somewhere P-74, B*37.

(2) Against Anaguma (Mutual Anaguma)



In the published book P-86 and G-38(48) are recommended (Left Diagram).

but I would play P-26 without R-88, P-85. (Right Diagram). S-54, S-27, P-74 (B*44, P-66), G-28, N-73, P-36, P-85, B*37. I recommend this order because this is simple and Anaguma gets stronger.

If P-36 is played instead P-26, then you have to pay attention to throat B*55 – P-86 – Bx77+ in the moment of G-27. P-85, R-88, B*44! is lazy to deal with.

(3) Against Yagura



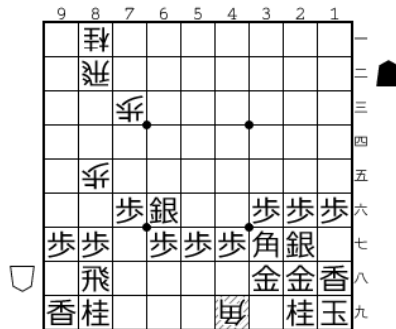
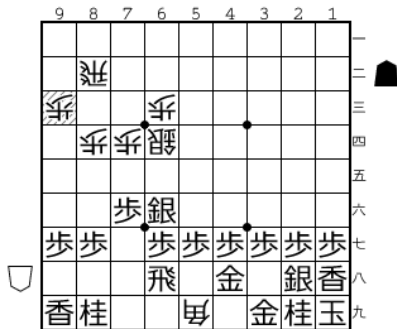
Yagura in the diagram is ideal. Throat of B*44 – S-65 and P*41 or P*47 after sacrifice of the 4th pawn. There are many numbers of move, so counter play should be prepared from 3rd or 4th file in the moment of B*44.

Here is an example (the last move is G-28).

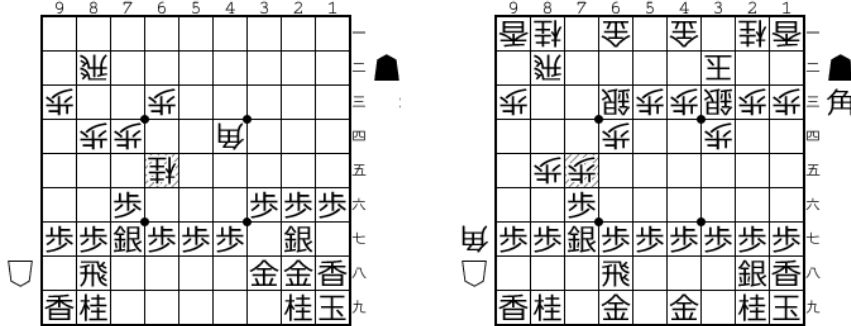


S-65, G-37(48), B*44, R-38! R-38 is the move for Swinging Rook. Rook ran away in advance and 3rd file became the main battle field. Or in the case of P-74, of course Bishop lands on 37 (B*37).

5. Avoid blunders



(*)



(*) Px75, B*65!, G-58(69), Bx87+, B*76, P-86!

(If Pawn is on 84, this attack is not effective.)

6. Why R-68 – R-88?

To avoid B*45 (→)



B*45, B*36, Bx67+ (Bx36, Px36, P-35 is also difficult), G-58(49) (G-58(69), P-86!),
Hx58, Gx58, G*35.

Equal, but castle is weak. Far from strength of Anaguma! So 68 is the “bus stop” for Rook.

7. Bibliography

東大将棋部 (2008) 『角交換振り穴スペシャル』 マイコミ将棋 BOOKS.