

HASAMI SHOGI

japan

Hasami Shogi, often called “Scissor Chess”, is a variant of the Japanese game Shogi. The name comes from the way players capture enemy pieces between two of their own pieces.

As we play this game, we imagine two battling samurai clans, competing to gain more territory during the 1575 Battle of Nagashino.

The origins and rules of Hasami Shogi are widely contested among historians, board game researchers, and modern players. As a result, the game has many variants. In the Ludos collection, we include the variant that we found the most interesting (described by Tamás Marosi in the book AGON).

While in Japan, we were happy to have found an ancient game variant to the rather complex Shogi. We just love this Shogi variant, as it represents a special vibe and game experience.

Krisztina & Tamas, Lemery Games

It is June, 1575. Just outside the capital city of Kyoto, the power-hungry Takeda samurai clan prepares to crush the Tokugawa samurai clan. However, things haven't quite gone as planned, and an exciting battle is about to begin.

Which of these 2 skillful samurai armies will you control in the Battle of Nagashino?

- Narrative based on the imagination of Lemery Games -

Hasami Shogi is a 2-player positional game from Japan. Each player controls an army of 18 samurai warriors.

OBJECT OF THE GAME

Form a row of 5 of your own samurai warriors within the battlefield.

GAME CONTENTS

- 1 travel bag
- 1 game mat
- 18 green Samurai pieces
- 18 red Samurai pieces
- 1 rulebook



SETUP

1. Lay out the game mat
2. Give each player 18 Samurais of the same color.
3. Each player places their Samurais onto the 2 rows closest to them (Fig. 1).



HOW TO PLAY

The player controlling the red Samurais goes first. Then players alternate turns. The middle (blue) 5 x 9 area is the “battlefield” and the first 2 rows of each player’s side are called their “house.”

Moving

On their turn, a player may EITHER:

- Move 1 of their pieces horizontally or vertically any number of spaces (Fig. 2). A piece may not land on an occupied space, and may not move through other pieces, OR,

- “Jump” 1 of their pieces horizontally or vertically over any 1 adjacent piece, and land on the next empty space (Fig. 3). Jumping over a piece does not capture it.

Once a piece is moved out of a player’s house, it may not return, and it may not enter the other player’s house.

Capturing

If the active player traps any number of enemy pieces horizontally or vertically in a straight line between 2 of their own pieces (with no gaps), they “capture” those enemy pieces and remove them from the board (Fig. 4). A capture is also possible in the corner of the battlefield, trapping an enemy piece between 2 of the other player’s pieces (Fig. 5).

Capture is only possible by the active player on their turn; if the active player moves their own piece into any one of these kinds of traps, it is not captured.

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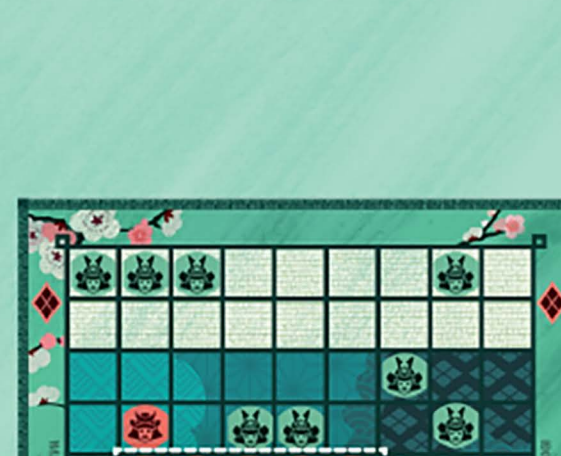
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GAME END

1. If 5 pieces of the same color appear in the same vertical, horizontal, or diagonal row in the battlefield (without any gaps), that player wins (Fig. 6).
2. If a player captures 14 enemy pieces (leaving the other player with fewer than 5 pieces), they win the game.



TIPS AND TRICKS

- Look for opportunities to capture more than 1 enemy piece with 1 move.
- Don't be afraid to sacrifice some pieces to gain a positional advantage.
- Don't forget your option to jump over your own piece—not just your opponent's.
- Try to spread your pieces between the columns. Empty columns leave you vulnerable to capture and weaken your ability to defend!