

LA SCAMORRA

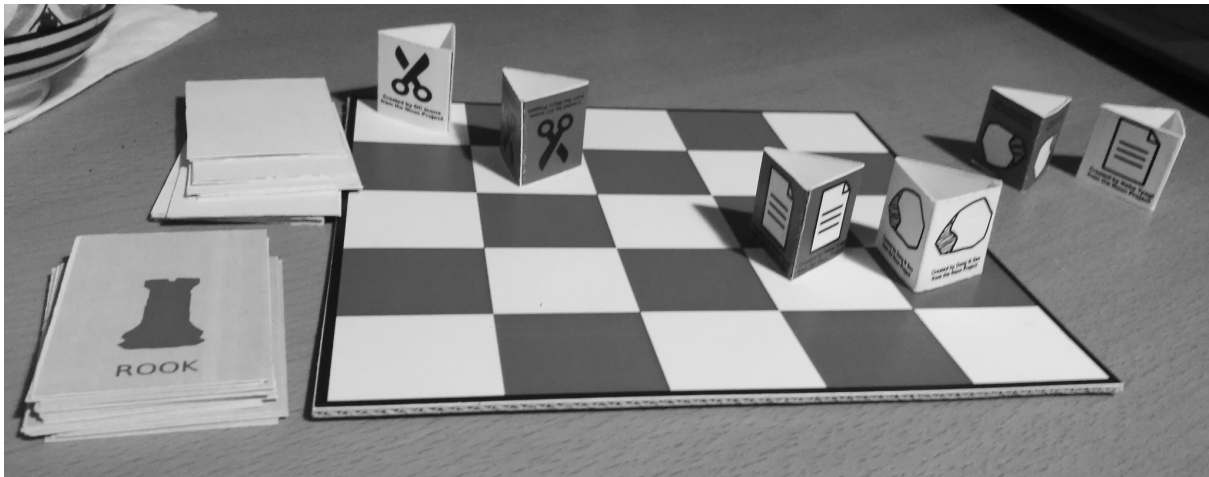
A quick board game for two players.
version 0.2

Goal of the game:

Score as many points as possible at the end of the game or finish the game with a knockout victory.

Components:

- 5x5 checkerboard game board.
- Three pieces for each player: paper, stone, scissors.
- a deck of sixteen chess cards for each player:
 - 1 king
 - 1 queen
 - 3 bishops
 - 3 horses
 - 3 rooks
 - 5 pawns
- A system for keeping score (e.g. pen and paper).
- A system for choosing one of the two players by lot. In live games, a single hand of Rock-Paper-Scissors is usually used.



1. Start of the game and initiative:

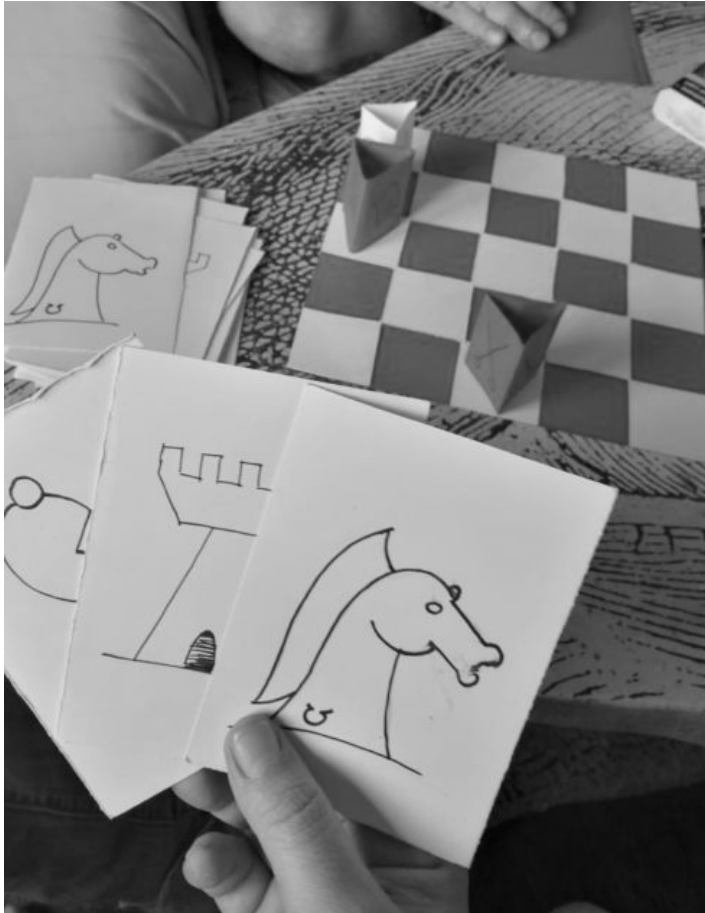
Before starting the actual game it will be necessary to resolve the initiative:

- First, both players' decks of chess cards are shuffled and placed on the table.
- Subsequently, from each of the two decks of chess cards, a random card is drawn- **the "coppella"** - which will be eliminated from the game and will not be used.
- At this point, each player draws three cards from their deck and looks at them (without showing them to the opponent!).
- It is cast by lot which of the two players has the initiative (with a die or a hand of morra).

1.1 Move or Position?

- The player with the initiative decides whether to **move first** or **place first (also considering the three cards he has just taken)**.
- The player who must place first starts by placing the first piece on his first row of the board (his **home**).
- Each player then takes turns placing a piece on the first row of his chessboard until the pieces are finished (also considering the cards he has just drawn and trying to set up an opening strategy in attack or defense based on them).
- At this point **the player who placed second must move first** and the game begins.

In general, whoever places the pieces second has the advantage of being able to place their piece considering the piece just placed by the opponent. This advantage is paid for by then moving first, and therefore being forced to move out of your home, placing your piece in a potentially dangerous position. In fact, since it is impossible to move a piece from one's home to the opponent's house with a single move (all pieces move a maximum of 3 steps, see subsequent rules), whoever leaves his home first exposes himself to the danger of a direct attack. from the opponent.



2. Chess cards

In turn, the players can then discard one chess card from the three in their hand and play it to move one of the pieces on the board.

Whenever a player discards a chess card, he immediately draws another from the deck, so that he always has three cards in his hand (except at the end of the game when the deck is finished and there are no more cards to draw).

3. Movement

The player who has to move a piece must choose one of his three chess cards and play it (face up) to move one of his pieces.

3.1 Card movements

The use of chess cards allows you to move your pieces according to the following scheme:

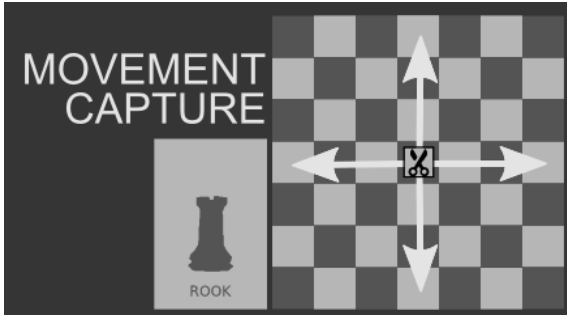
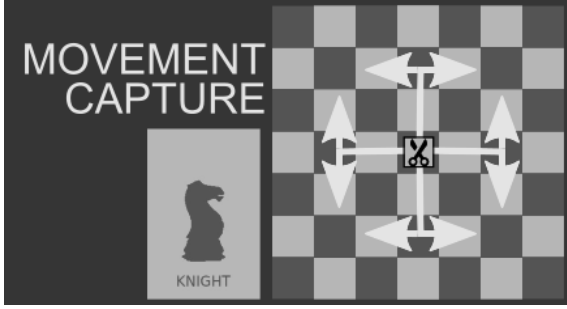
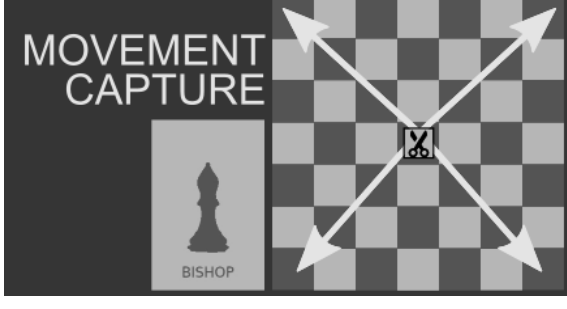
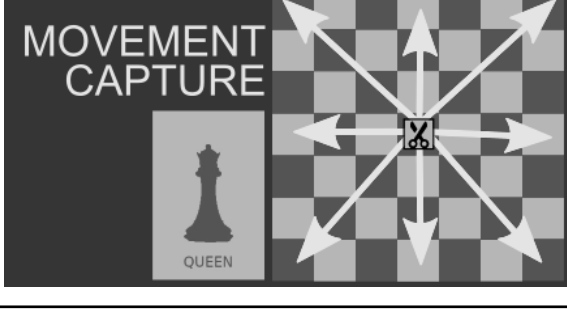

PAWN:

It allows either the movement of a square forward or to capture diagonally.

By playing a pawn, you can take advantage of the re-entry rule (see below).

MOVEMENT CAPTURE



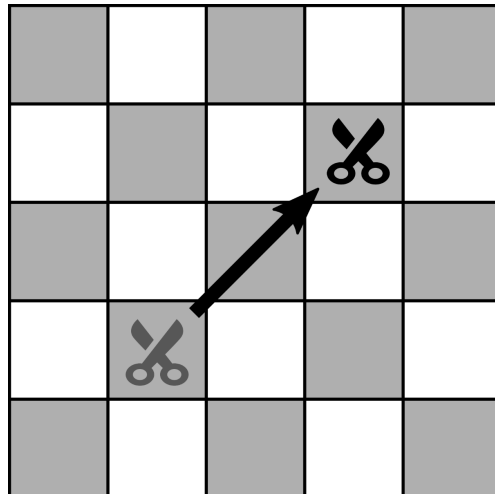
<p>ROOK: Allows you to move up to three squares vertically or horizontally, forward or backward. It can't jump over the pieces.</p>	
<p>KNIGHT: Allows you to move according to the L-shaped chess pattern (2 + 1 squares). It can jump over the pieces.</p>	
<p>BISHOP: Allows you to move diagonally, forward or backward up to three squares. It can't jump over the pieces.</p>	
<p>QUEEN: Allows you to move vertically, horizontally and diagonally, forward or backward, up to three squares. It can't jump over the pieces.</p>	
<p>KING: Allows you to move only one square in any direction. Allows you to capture any piece ignoring the rules of capturing. (see rules below).</p>	

note: in these diagrams a bigger chessboard than actual one was used, for display and clarity reasons.

Example:

The player whose turn it is chooses a bishop card and discards it on the table (the discarded card will be visible to the opponent) announcing that he wants to move the scissors. He then proceeds to move the piece.

(in the image the scissor moves two squares diagonally using the bishop card)

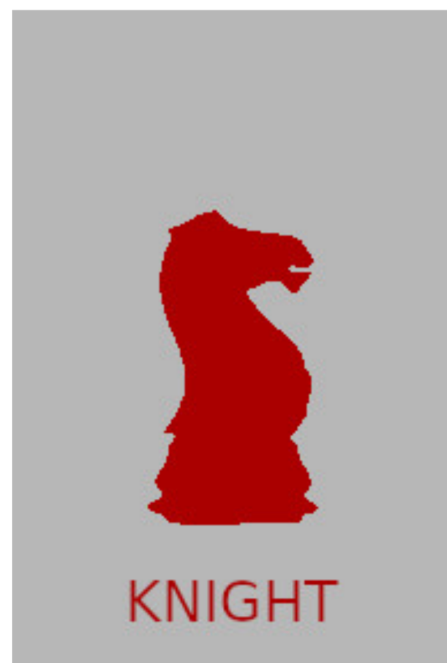
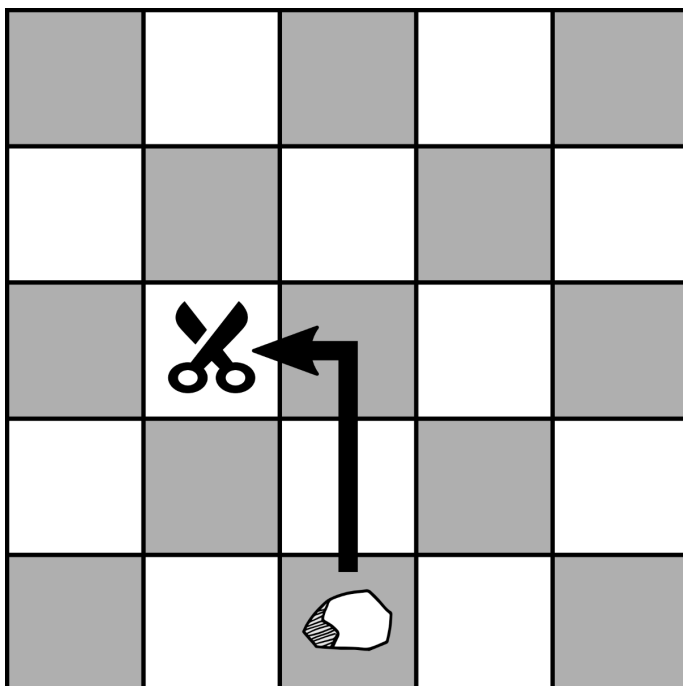


Once the move has been made, the player draws a card from his deck (in order to still have three cards in hand at the end of the turn) and the hand passes to the opponent.

When you discard a chess card it is mandatory to perform the corresponding move with one of your pieces. If this is not possible, the card is still discarded but the turn passes to the opponent without any piece having moved.

It is possible to voluntarily discard a card that has no possible move on the board, to get rid of it and pass the turn without moving the pieces (even if you have other cards in hand that have playable moves).

4. Capture the pieces.



(in the image the stone eats the scissor by playing a knight card)

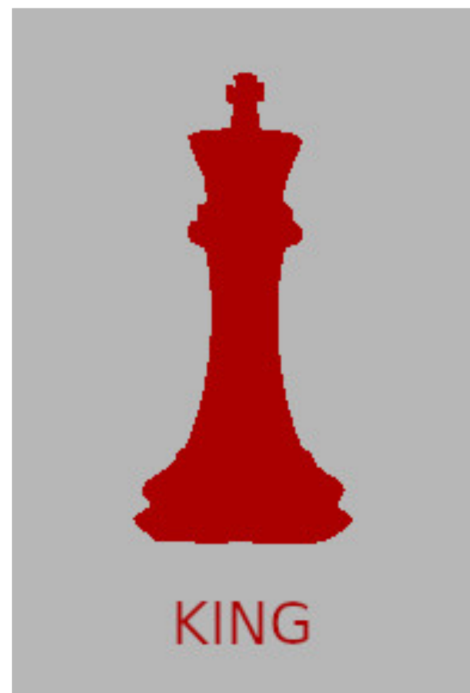
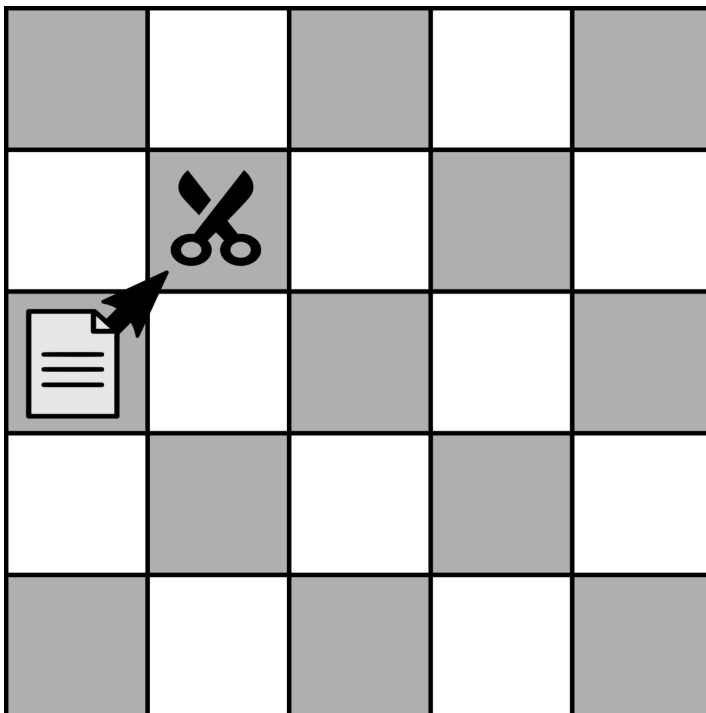
In the previous example the player plays a knight card and uses it with the stone piece thus allowing it to reach and capture the opponent's scissor piece.

Each time a player captures an opponent's piece he scores one point.

The mechanism that regulates the act of capturing opposing pieces follows the mechanics of the rock-paper-scissors:

- The stone piece can eat the scissor piece.
- The scissor piece can eat the paper piece.
- The paper piece can eat the stone piece.

The only important exception to this rule is that by playing a KING card any piece can capture any other piece regardless of its type!!



(in the image the Paper eats the Scissor because the king card has been played)

OPPONENT HOME.
Your last row is your opponent's home.

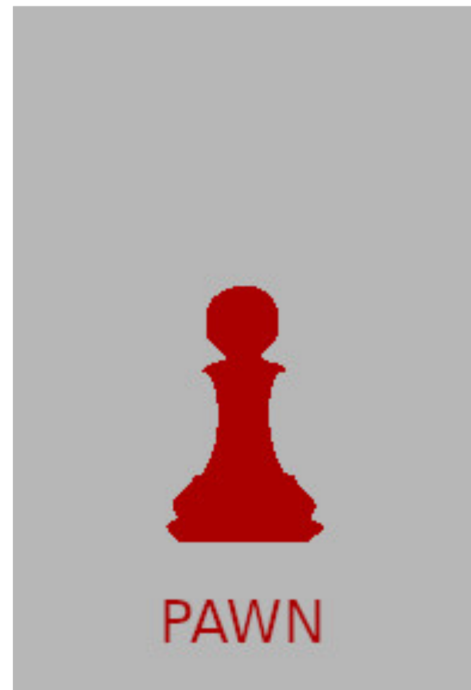
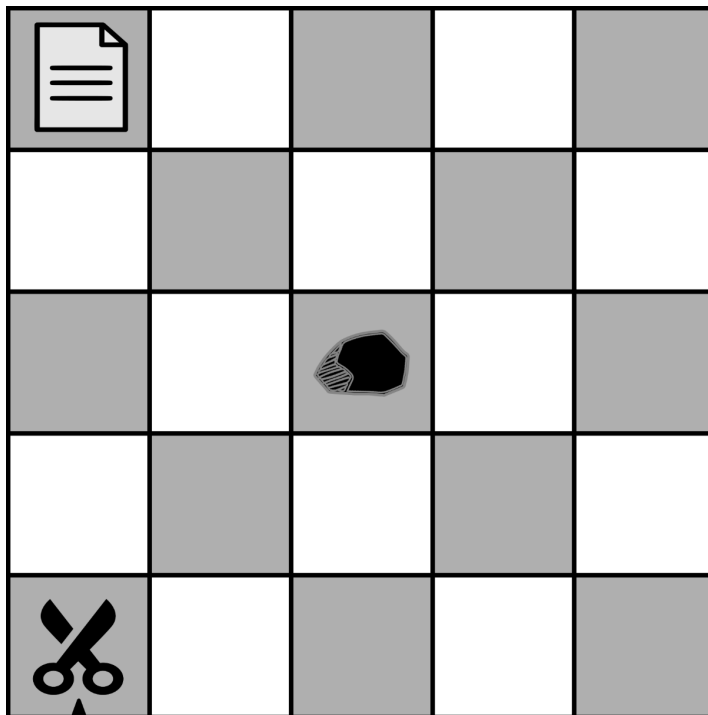
YOUR HOME.
Your first row is your home.

OPPONENT'S HOME AND OWN HOME.

The last row of the board in the direction of your opponent is called "opponent's home". That is where all our pawns go. Similarly, our first row is our "home".

5. Re-entry Rule

A player who has previously been eaten a piece may, by **discarding a pawn card**, return that piece in game from his home. By playing a pawn in this way you are not entitled to further movement and the turn passes to the opponent. It is not mandatory to return a piece every time a pawn is played. The player can choose, when playing, whether he intends to use the pawn to move a piece already in play or to bring back a previously captured piece.



*In the example the player **plays a pawn and decides to bring his scissors piece back** from his home. In this way he discards the pawn and the turn passes to the opponent. If he had wished he could also have used his pawn to move his stone. But one move excludes the other, he must then decide how to use his card when playing it.*

6. End of the game and victory conditions

The match ends when the cards in the chess decks run out, ie after 15 moves per player. At this point, the player with the most points wins. In case of a tie, the game is drawn.

6.1 Victory by “KNOCKOUT”

If a player manages to capture all three enemy pieces before his opponent manages to put them back into play, he wins by knockout. The knockout occurs when pieces of only one color remain on the board.

6.2 “Fifteen Game Mode”

A game mode we like to play is the “fifteen game”. By playing in this mode, the first player who manages to score 15 points over the course of several games wins. Between games

the scores add up so that the first to reach 15 total points is the winner. In this mode, a win by Knockout is worth 10 points (to be added to all those already obtained during the match).

USEFUL LINKS:

It is possible to play an online version of the game on Tabletopia or Tabletop Simulator:

<https://tabletopia.com/games/scamorra>

<https://steamcommunity.com/sharedfiles/filedetails/?id=2626801017>

It is possible to download the 'latest version of this manual available from this link:

<https://docs.google.com/document/d/1KaTWINhnZs2SGyu7SuwXE4z-QmF7RztbAiBjv3LxWU8/edit?usp=sharing>

Latest version of the manual in English:

https://docs.google.com/document/d/1KiBPa-XFT_R5yjX0gl-a_iNOtCTPuybSzvK_pFUXeJY/edit?usp=sharing

Kit Print & Play (3 A4 pages):

<https://drive.google.com/file/d/1Un5cRcHQV3vYD16gYB7aHY9LwNKHuMoR/view?usp=sharing>

TheScamorra is a game created by Ivan Preziosi but under development with the help and contribution of many other people - contacts: ivan.preziosi@gmail.com

