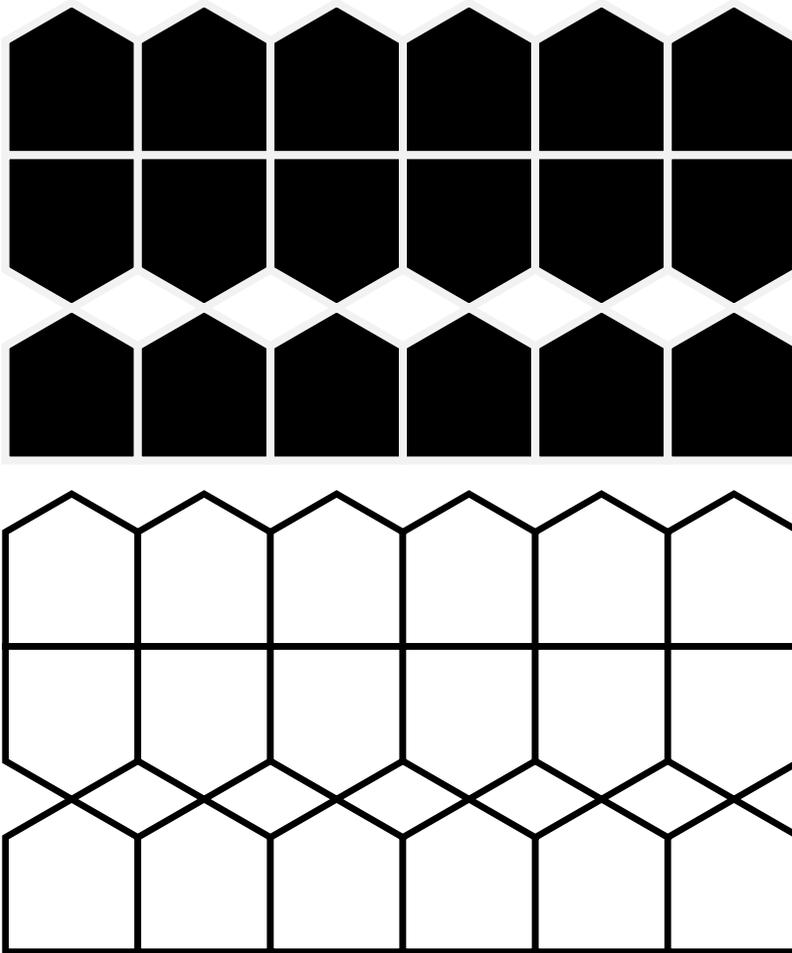


Hasami Shogi/Dai Hasami Shogi/Mak-yek PnP Classics Kit — Jacob Peck — paperparachute games  
(<http://games.suspended-chord.info/>)

Hasami Shogi/Dai Hasami Shogi/Mak-yek Pieces



*Instructions:* Print the pieces above on label paper or cardstock, and adhere to thick cardboard or wooden pieces. Print the two halves of the board on to label paper or cardstock, and adhere to cardboard. Line up the two halves so that the long sides touch, creating a 9x9 grid of squares. Enjoy.

This is the first installment of the PnP Classics series by paperparachute games (<http://games.suspended-chord.info/>). Keep on the lookout for more classic game in print-n-play format as time goes on. I hope you enjoy this, and feel free to send me any suggestions, questions, comments, or hate-mail at [suschord@suspended-chord.info](mailto:suschord@suspended-chord.info)





Hasami Shogi/Dai Hasami Shogi/Mak-yek PnP Classics Kit — Jacob Peck — paperparachute games  
(<http://games.suspended-chord.info/>)

### **Hasami Shogi Rules:**

Hasami Shogi is a capturing game played with standard Shogi equipment.

*Equipment:* A 9x9 grid and two sets of 9 counters in different colors (black and white).

*Object:* Capture either 5 or 8 of your opponents pieces, agreed upon by the players prior to the game start.

*Setup:* Place your nine pieces on the back row of the board facing you. Your opponent does the same.

*Play:* Players take alternating turns making a single move, starting with black. A player *must* make a move on their turn, no exceptions.

To make a move, a player takes any one of their pieces and moves it any number of empty squares forward, backward, left, or right. If an opponent's piece is directly between the piece you moved and another of your pieces after your move, that opponent's piece is captured. Any number of your opponent's pieces may be captured between your pieces in a straight line orthogonally (up, down, left, right).

Moving between two opposing pieces does not cause your piece to be captured.

Opposing pieces in corners may be captured if they are surrounded on their two open sides by your pieces.

*Winning:* Capture either 5 or 8 of your opponent's pieces to win the game.

*Variants:* Allowing diagonal captures is a possibility, as is creating a condition where a winner is decided as soon as there is a three-piece difference on the board. Reversing the win condition, *Misere* rules state that the first player with only one piece left wins.

### **Dai Hasami Shogi rules:**

Identical to Hasami Shogi, but played with 18 pieces per side, occupying the two back rows. The goal in this game is capturing all of your opponent's pieces, or to capture more of your opponent's pieces than they captured of yours before a situation arises where more pieces cannot be captured.

### **Mak-yek / Apit-sodok rules:**

This game is similar to Dai Hasami Shogi, but played on an 8x8 board. Simply ignore the borders on the 9x9 board and use the intersection points. Played with 16 pieces per side, filling ranks 1 and 3 on both sides, play is identical to Dai Hasami Shogi, except that an additional method of capture is possible. When moving a piece between two opposing pieces, both of those pieces are captured. Capture by sandwiching pieces still applies. The goal is to capture every opposing piece.