

SHOGI · VARIANT 11 OF 24

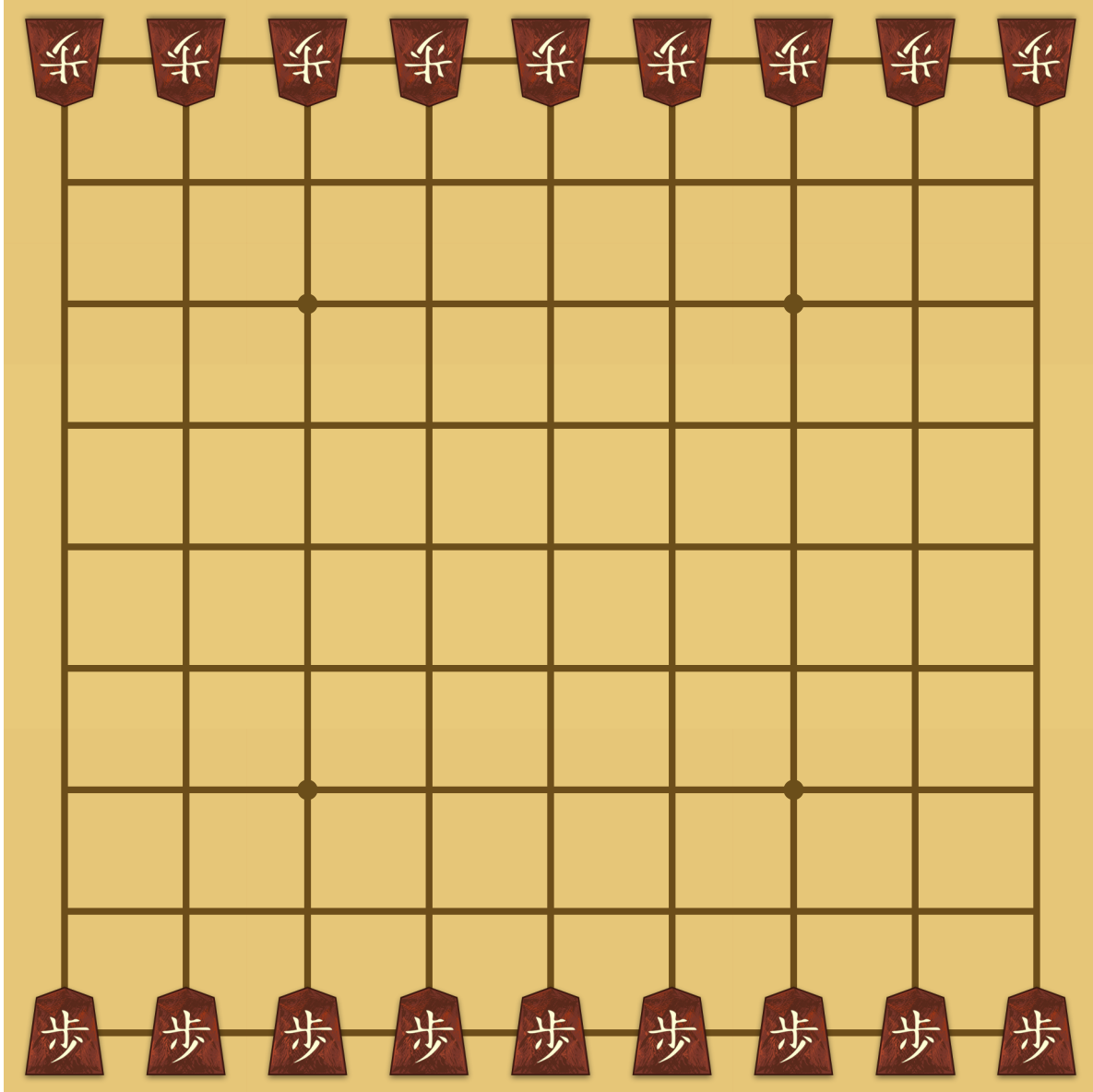
# Hasami Shogi

**9×9**  
BOARD

**2**  
PLAYERS

# HASAMI SHOGI

Hasami Shogi (はさみ将棋, “sandwiching chess”) is a distinct branch of the Shogi family with a single piece type, no drops, and no promotion. Capture is by sandwiching: a piece is removed when flanked on two opposite sides by the opponent. Ancient origin; public domain.



*Hasami Shogi — starting position*

<https://engine.moddable.games/play/?game=shogi&variant=hasami-shogi>

## SETUP

**Board:** 9×9 grid, 81 squares.

**Pieces:** 9 per player, all identical. Player 1 places 9 pieces on the nearest rank; Player 2 places 9 pieces on the far rank.

## RULES

**Movement:** Pieces move orthogonally any number of empty squares, in any direction. This is the same range as a Rook in chess. A piece cannot jump over another piece.

**Capture (custodial sandwich):** A piece is captured when an opponent moves a piece to flank it on two opposite sides along a row or column. The moving piece must close the trap: moving between two opponents does not capture the mover. One move may sandwich and capture multiple pieces simultaneously if several are flanked at once.

**Corner capture:** A piece on a corner square is captured when both adjacent squares (one on the row, one on the column) are occupied by opponent pieces.

**Self-protection:** A player cannot lose their own pieces on their own turn. If a move sandwiches a friendly piece between two opponents, that friendly piece is not captured.

No drops. No promotion.

## WIN CONDITION

The player whose pieces are reduced to one remaining piece loses.

## ATTRIBUTION

Hasami Shogi (Variant 1). Public domain. Sources: [steventran619/Hasami-Shogi implementation documentation](#); [ryan-gallagher-atx/Hasami-Shogi-Game](#) (OSU CS162 final project); [OlliePoole/Hasami-Shogi iOS implementation](#).