

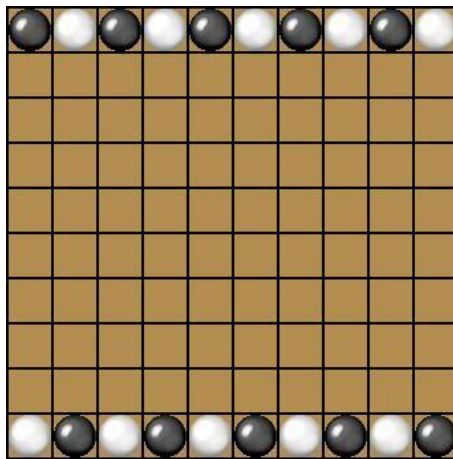
Shinju

2021, Chris Huntoon, <https://boardgamegeek.com/thread/2635987>

Dai Hasami Shogi is interesting and unusual in that one of its goals is to arrange 5 stones in a row through movement of pieces. Whereas the vast majority of n-in-a-row type games focus primarily on placement of pieces. Of course, in Hasami-Shogi, alignment of pieces is just one of its goals. Its other goal is elimination of the enemy pieces. And there are several different variations of Hasami-Shogi. Some combine alignment and elimination. Some are games of pure elimination. But there are (to my knowledge) no versions of pure alignment. So Shinju was created to be that.

Goal: Arrange 5 of your Stones in a row - either horizontally, vertically, or diagonally.

The game is played on a 10x10 board, with 10 Stones for each player. It has the following opening set-up:



Another benefit of cutting out the capture element is that the pieces from both sides can be intermingled. That means there is no need for Hasami-Shogi's awkward rule that a 5-in-a-row is not allowed that include pieces on a player's first two ranks. 5-in-a-rows now can be arranged anywhere on the board.

Stones slide in all eight directions, like Chess Queens. But there are no captures.

Black goes first.