

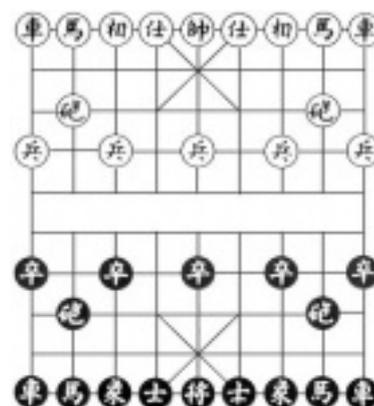
## Introduction

Chinese Chess is a traditional board game that has been around for thousands of years. Like Western Chess, it has a total of 32 pieces, it is played by 2 players, and the goal of the game is to capture your opponent's most important piece: the General or the King. Unlike Western Chess, Chinese Chess has 7 classes of pieces (General, Advisor, Elephant, Horse, Chariot, Cannon, and Pawn); whereas Western Chess has 6 classes of pieces (King, Queen, Bishop, Knight, Rook, and Pawn). Also, Chinese Chess is played on a larger board.

## The Board

This is the Chinese Chess board. It is made up of 10x9 grid lines, and the pieces is placed on the intersections of the lines; this count for 90 possible positions on the board.

The board is divided into two zones. Top half of the board is your opponent's zone (enemy zone), and the bottom half of the board is your zone (friendly zone).



## The Pieces

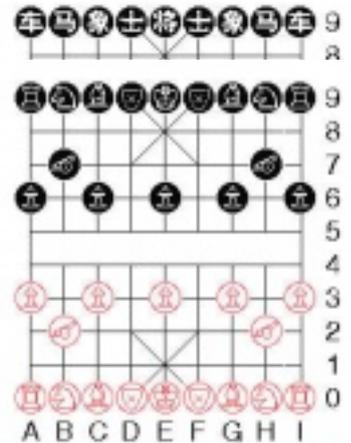
Each player has the following pieces:

- 2 Rooks (R) (or chariots)
- 2 Knights (N) (or horses)
- 2 Elephants (M) (or bishops or ministers)
- 2 Mandarins (G) (or advisors or assistants or guards)
- 1 King (K) (or generals)
- 2 Cannons (C)
- 5 Pawns (P) (or soldiers)

## Traditional Pieces

## Westernized Pieces

From left to right on the bottom and top rows, you see: a Rook, a Knight, a Minister, a Guard, a King, a Guard, a Minister, a Knight, and a Rook. On the third rows, you see the Cannons, and on the fourth row you see the Pawns. Pieces at the bottom half are red



## The Basics

Player take alternate turns. In each turn, a player must make a single move with a single piece. If a piece ends its move on a point occupied by an enemy piece, that piece is captured and permanently removed from play.

The object of the game is to capture the enemy general. The game is won as soon as one player can make no move that prevents capture of his general. This is checkmate. Stalemate, where one player has no legal move but is not in check, is a win for the last player to move.

It is illegal to make any move that exposes your general to immediate capture. This is called moving into check.

It is illegal to avoid defeat or attempt to force a draw by repeating the same series of moves over and over. In particular, perpetual check is not allowed, and the onus is on the attacker to vary his move.

## Movement

The Rook: The rook moves exactly like the rook in International Chess. There is no difference at all between the two. It is the only piece which moves exactly the same in both games. The rook moves in a straight line, forward, backward, or sideways. The Rook is

also called a "Chariot" or a "Car" in the Chinese language.

**The Knight:** The Knight moves the same way as in International Chess, but with one important restriction: The Knight cannot jump. The Knight's move is a combined move of one point in any direction horizontally or vertically, plus one diagonal move. However, if the first point of the horizontal or vertical move is blocked by a piece, then the Knight may not move in that direction. The knight is called a "Horse" or a "Ma" in Chinese.

**The Elephant:** For easy memory, this piece is called the Bishop in English. It is called either the Elephant or the Minister in Chinese. It moves exactly two points diagonally, no more, no less. It cannot cross the river. Thus, there are only seven points which the Bishop can ever occupy. The Bishop cannot jump. Thus, its movement is blocked if there is a piece on the intervening point. Since the Bishop cannot cross the river, its purpose is defensive in nature. Typically, one Bishop is moved so that it is two points in front of its own king, whereas the other remains on its original point. In this way, the bishops protect each other and defend their king.

**The Mandarin: (Or The Guard)** is the weakest piece. It moves only one point diagonally. The Guard has one further restriction in that it cannot leave the "palace". This means that there are only five points which can ever be occupied by the Guard.

**The King:** The King only moves one point horizontally or vertically. Unlike the King in International Chess, the King in Chinese Chess cannot move diagonally. In addition, the King cannot leave the palace. Thus, there are only nine points which can ever be occupied by the King. Another important restriction is that the enemy kings can never oppose each other directly across an unobstructed board. Another way to say the same thing is that a King acts like a rook with respect to checking the enemy king. This becomes important in each game, where the kings try to checkmate each other. The King is called the "General" in Chinese.

**The Pawn:** The Pawn moves one point forward only. Unlike the Pawn in International Chess, the Pawn in Chinese Chess does not capture by moving diagonally. The Pawn in Chinese Chess captures and moves in the same way. In addition, once the Pawn crosses the river, it acquires the power to move sideways. However, the pawn can never move backwards. When it reaches the opposing back rank, the pawn cannot promote. Instead, it can only move sideways.

**The Cannon:** The Cannon is a unique piece and the most difficult to learn from the Western point of view. The Cannon moves like a rook, but it captures by jumping. In order to capture an enemy piece, the Cannon must jump over another piece in between. This intervening piece is known as the "Gun Mount" in Chinese.