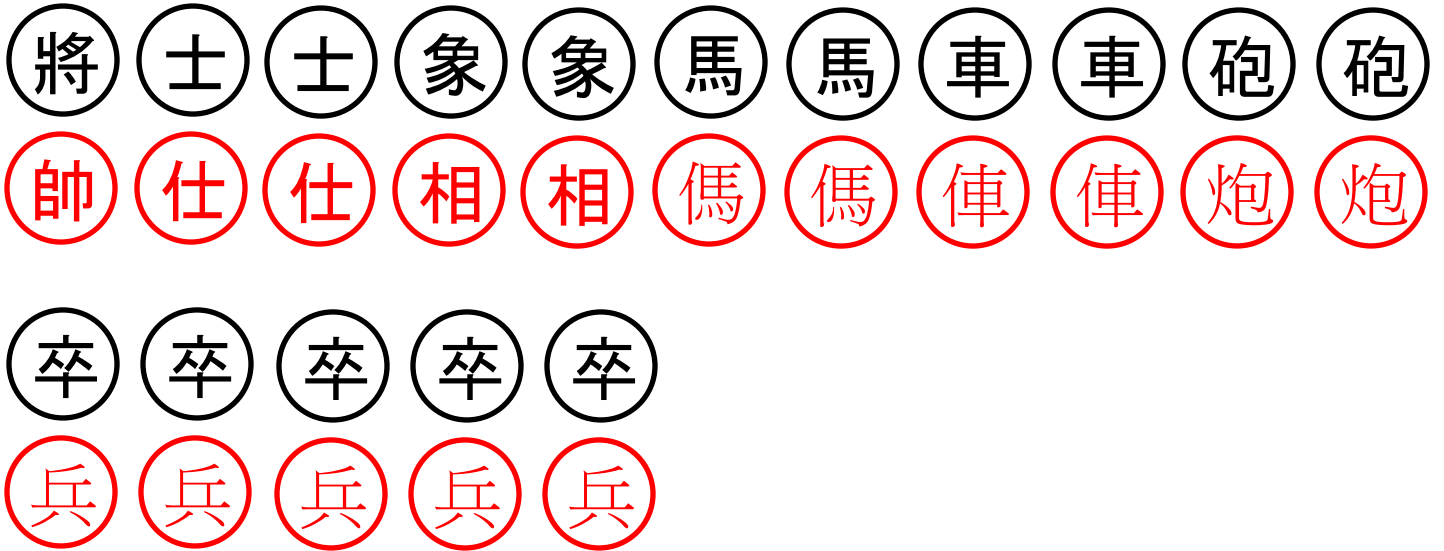


Game Pieces



將/帥: General: The General starts at the very center of the back row, inside the palace (the four squares with the X through them). Generals can move one point forward, backward, or side-to-side. If the two Generals face each other across the board with no intervening pieces, the General may leap the board to capture the other piece, provided it is for checkmate (this is called the “Flying General”).

士/仕: Advisors: The Advisors flank the General on either side at the start. They can only move one point diagonally per turn, and must stay inside the palace.

象/相: Elephants: Elephants start the game next to the Advisors. They can move two points diagonally at a time and cannot jump other pieces on the board.

馬/馮: Horses: Horses start the game on the outside of the Elephants. They can move one point forward, back, or side-to-side, followed by one point diagonally. Horses cannot jump other players.

車/俥: Chariots: The Chariots start the game in the corners of the last row. They can move forward, back, or side-to-side over any distance. Chariots cannot jump other players.

砲/炮: Cannons: Cannons start the game two points in front of the horses. They can move any distance forward, back, or side-to-side, but can only capture a piece by jumping an intervening piece first (friend or foe).

卒/兵: Soldiers: Soldiers start the game at every other point on the row closest to the river. They can move forward one point at a time. After crossing the river, they can move one point side-to-side as well.

Instructions

The objective of Chinese Chess (or Xian qi) is to capture the opposing player's pieces while defending your own. Chinese Chess is over when one player captures the other player's General.

1. Pieces are set up according to the placement provided above. Pieces are placed on the "points" of the board rather than within the squares. Pieces move along the lines of the board throughout play.
2. Red moves first. After that, turns alternate between the two players.
3. Players keep numbered notations of each move and response move in the following format: (Piece Name): (Column Number,) (Row Number). E.g. Horse: 4, 9. Captures can be noted here as well.
4. For each turn, a player moves their piece from one point to another. If that point is occupied by an enemy piece, the piece is captured.
5. Players move according to the rules for each piece listed above.
6. If the General is in danger of being captured, he is "in check." This position must be announced.
7. When the General can no longer move without being captured, it is considered "checkmate" and the game is over.
8. If a stalemate occurs, the player with no legal moves left over loses.