

## APPENDIX B - DETAILED RULES OF CHINESE CHESS

Chinese Chess is a popular game in the world and it has a history of thousands of years. Though the rules are relatively simple, it is flexible enough to embed the famous tactical theory in ancient China, “Shun Zhi Bing Fa “ in the variability of the chess.

Chinese chess is composed of a board, 16 black pieces and 16 red pieces for 2 players. Both sides have an equal type of pieces, though they might be represented using different characters. The pieces one side has are: 1 king, 2 guards, 2 elephants, 2 horses, 2 tanks, 2 cannons, and 5 soldiers. Each player takes turn to make a move. Whoever captures the other’s king wins.

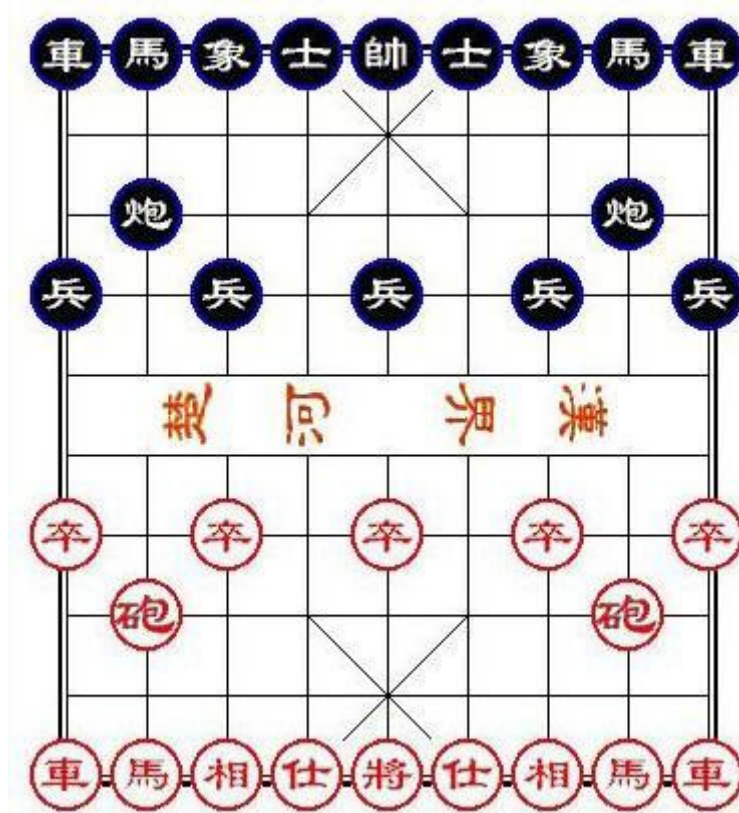


Figure 92 - Initial positions of all pieces

On each side of the board, there is a palace. Guards and Kings are not allowed to move out of the palace. In the middle, there is a river separating the two countries. Elephants are not able to move to the other side of the river.

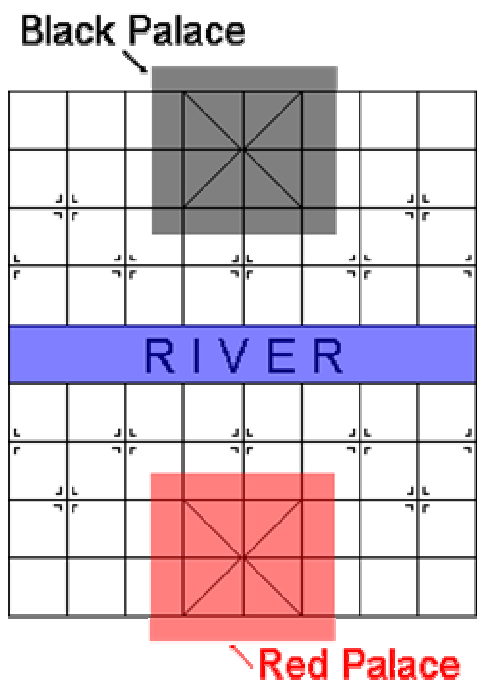














Figure 93 – Palaces

Pieces except cannons capture whoever *enemy* invade the area that could be occupied by. Please see the cannons for special instructions.

Figure 94 – Rules for each piece

|  |              |  |
|--|--------------|--|
|  | <b>Kings</b> | Kings are restrained in the palace and it moves one square horizontally or vertically. The situation that both kings meet directly vertically gives kings a special power to capture the other king. |
|--|--------------|--|

|  |                  |  |
|--|------------------|--|
| <br>     | <b>Guards</b>    | Guards are responsible for protecting their king and also confined in the palace but differently, they move one space diagonally.  |
| <br>     | <b>Elephants</b> | Elephant moves exactly two points diagonally. However, if there is another piece blocking its way, i.e. one space diagonally is the blocking place, the moves are invalid.               |
| <br>     | <b>Horses</b>    | Horses move in an L shape in any direction. However, if there is a piece right next to it, moves toward those 2 directions are not allowed.  |
| <br> | <b>Tanks</b>     | Tanks are considered the most powerful piece for they move horizontally and vertically on the whole board forwards or backwards.   |
| <br> | <b>Cannons</b>   | Cannons, like tanks, move horizontally or vertically, but when they want to capture some other piece, they must jump over <i>exactly one</i> piece.                                      |
| <br> | <b>Pawns</b>     | A pawn moves one square straight forward. But when it crosses the river, it gains the power of move straight forward and horizontally. However, it can never move backwards at any time. |