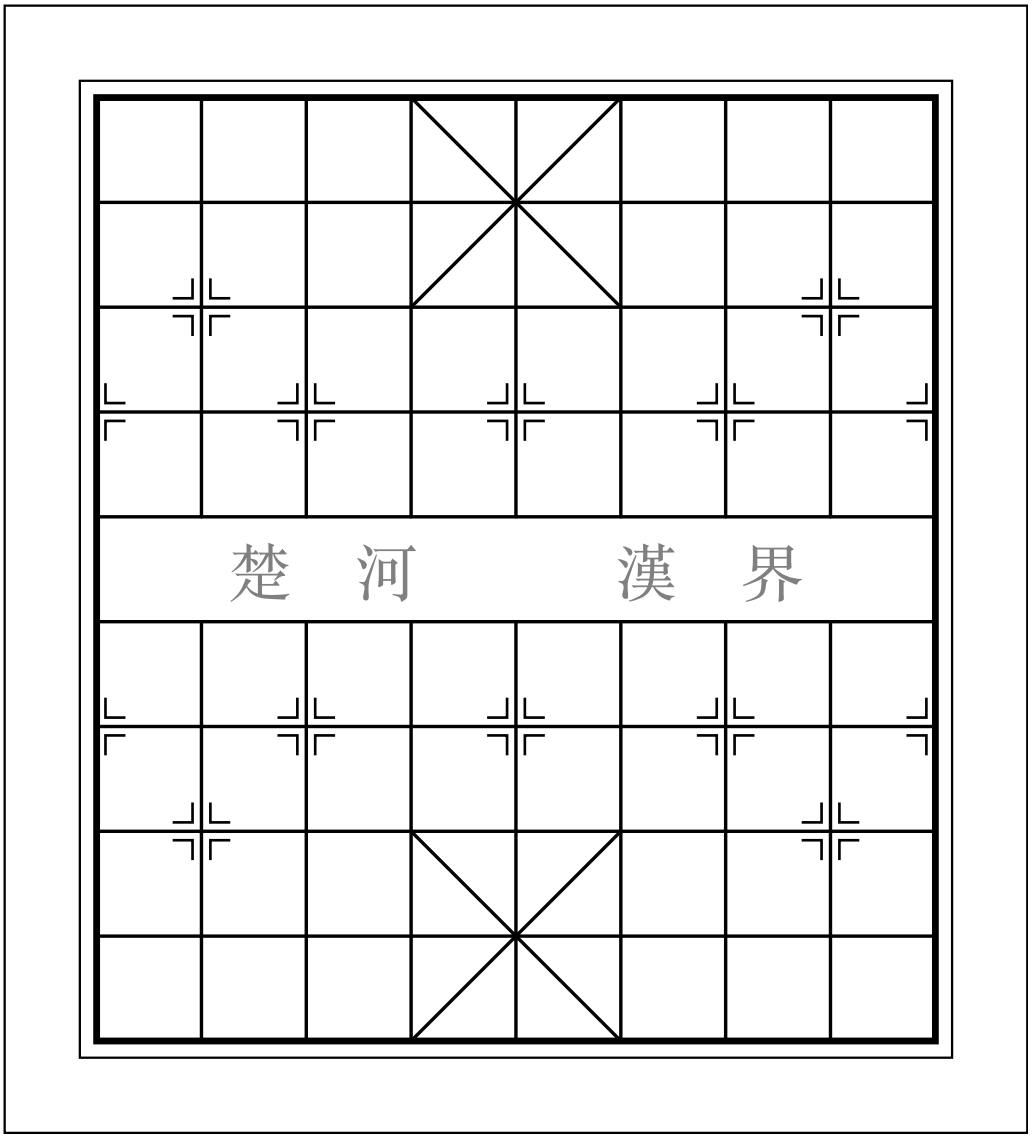
Xiangqi

CHINA · 2 PLAYERS



Setup. Pieces stand on the crossings. Each back line, from the corners in: chariot, horse, elephant, advisor, and the general at the palace's centre. Cannons and five soldiers on the marked points. No set? 16 coins a side, the piece written on tape, up to 12 mm. Red moves first.

---

1. The palace.

The general steps one point along a line and never leaves the palace; the two advisors step one point diagonally inside it. The two generals may never face each other on an open file.

2. Chariot, cannon, horse, elephant.

The chariot goes any distance along a line. The cannon moves the same way but captures only by jumping exactly one piece. The horse moves like a chess knight, blocked by a piece on the first point of its path. The elephant goes two points diagonally, blocked by a piece in between, and never crosses the river.

3. Soldiers, and the end.

A soldier steps one point forward; across the river it may also step sideways, never back. Win by trapping the enemy general, or by leaving your opponent without a legal move.