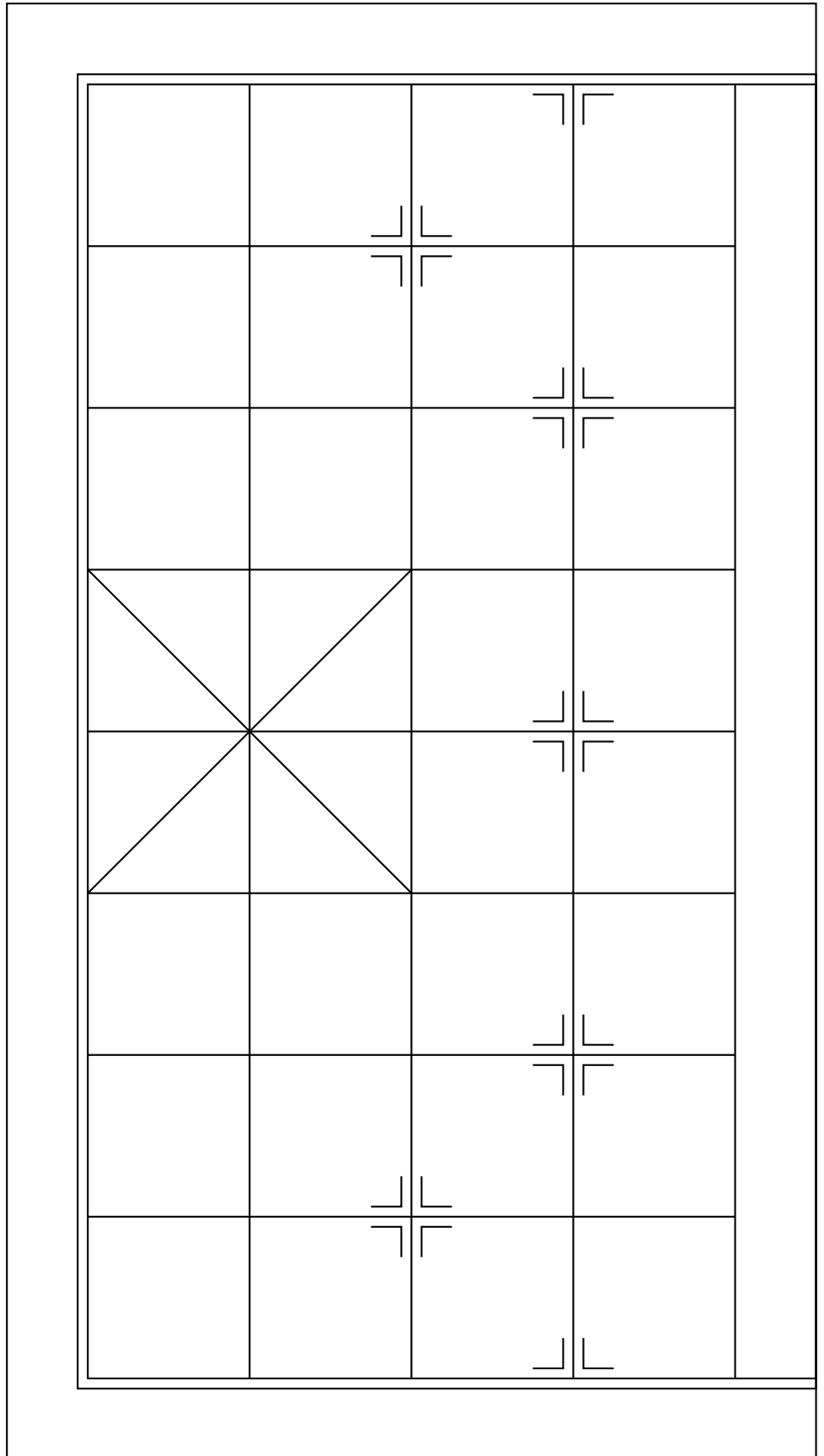
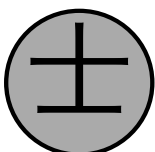
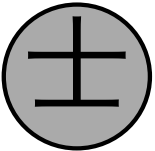
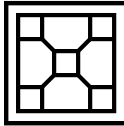


# CYNINGSTAN

TRADITIONAL BOARD GAMES

## XIANG QI

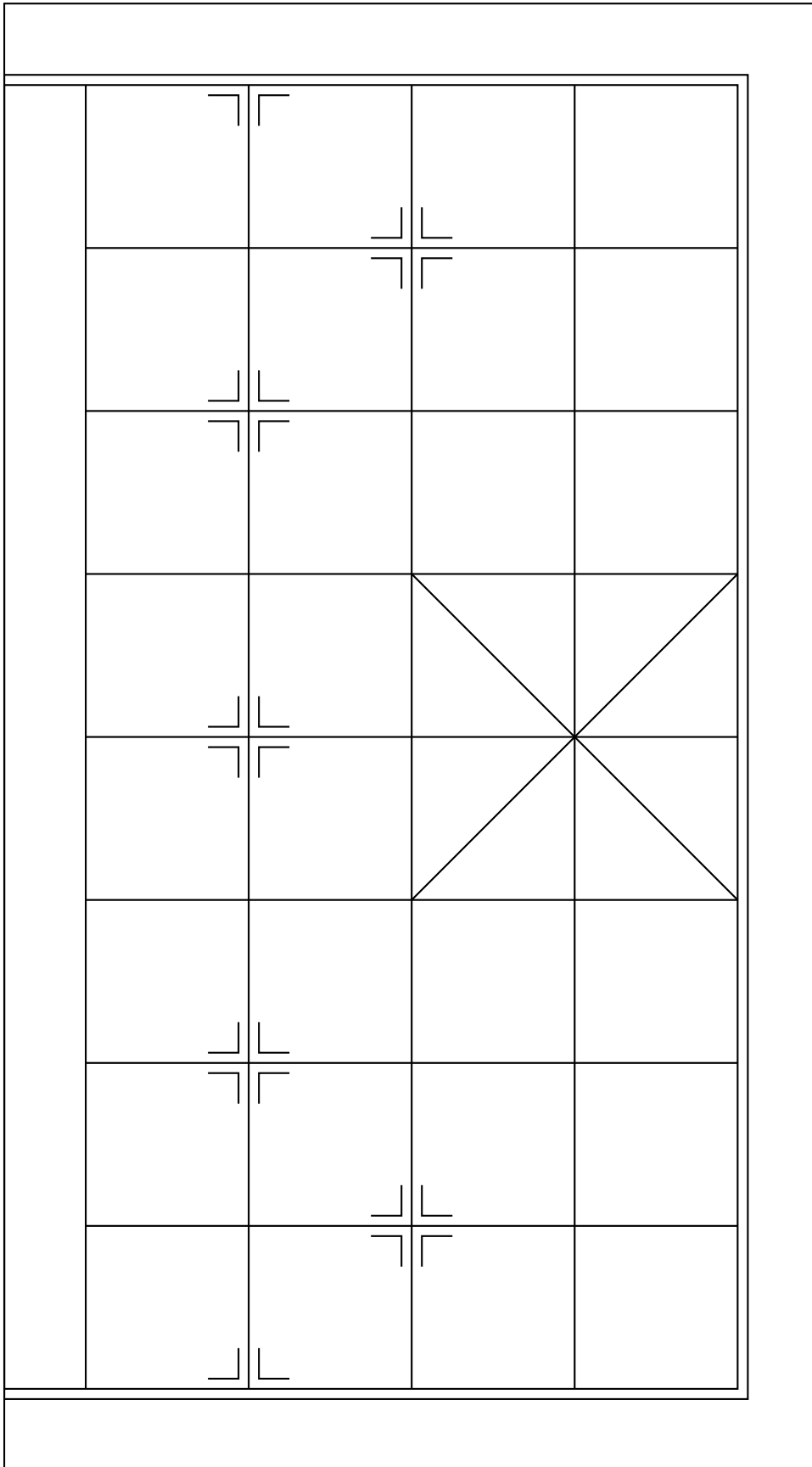




# CYNINGSTAN

TRADITIONAL BOARD GAMES

## XIANG QI



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## ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, two A4 sheets of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheets onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.

3. Cut out the board and individual pieces. You may want to apply more glue if the paper is coming loose around the edges.

There are alternative methods. If you have only scissors, not a craft knife, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheets could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round off the corners to prevent scratching.

## RULES FOR XIANG QI

To begin: the two players are termed black and red. The game begins with the pieces set out on the board with the pawns and cannon taking the marked forward squares, and the other pieces lined up on the back row. See sheets 1 and 2 before cutting out, for the precise order. There are five soldiers and two cannon at the front, and the other pieces (from the corner to the middle) are the chariot, horse, elephant, adviser and general. Black moves first.

**Movement:** A player in his turn moves one of his pieces, according to their several rules of movement: (i). the general may move one square horizontally or vertically, but may not leave the palace.; (ii). the advisers may move one square diagonally, but are similarly confined to the palace.; (iii). the elephant moves two square diagonally, but may not cross the river. Neither may it jump over another piece; (iv). the horse moves one square horizontally or vertically, then one square diagonally further. It may not jump over other pieces; (v). the chariot and cannon move any distance horizontally or vertically. The chariot never jumps over other pieces, and the cannon may not jump unless it is making a capture, as described below; (vi). soldiers move one step forwards. Once over the river, they may move one step forwards or sideways.

**Capturing enemies:** Pieces other than the cannon capture in the same way they move, by landing on the enemy piece and removing it from the board. The cannon captures as it moves, except that it must jump over exactly one piece, of either colour, between its own position and the piece it is capturing. If the general is threatened with capture, it is in check, and the threat must immediately be averted, by moving the general, interposing a piece between it and its attacker, or capturing its attacker. If the two generals are on the same line, or file, a player may put his opponent in check by moving a piece from between them such that the generals face each other across the otherwise empty file. The opponent must move out of check as in rule 8, and generals may not otherwise face each other on an empty file. A player cannot voluntarily put himself in check; the generals are never captured. Perpetual check is not permitted; if positions are repeated then the aggressor must vary his move.

**To win:** The game is over when his general is in check, and he can do nothing to rectify this. His opponent is declared the winner. If a player otherwise has no legal move, the game is similarly over and his opponent is the winner. The game is drawn if neither side can engage the enemy.