

象棋

xiàngqí

designed by



www.ocastudios.com

Printing Instructions

- Don't print pages 1 and 2.
- Pages 4 and 6 have instructions for folding, so they can be turned into a box for keeping your game.
- First print the odd pages, and then the even pages on their backs.
- Blank pages were inserted for ease of printing.

History of the Game (adapted from wikipedia.org)

The widely accepted theory, proposed by Harold Murray, is that the chess family of games may be traced back to India, from where it spread the world over. In China, among other places, it developed into Xiangqi, being influenced by already popular local games.

References to the game can be traced back to the Warring States Period, between the 5th and 3rd centuries BCE. It is believed that, when the game made its way into China, it merged with the Constellation Game (where the "river" referred to the "celestial river", which is the Milky Way), that intended to reflect the movement of celestial bodies. The connection between the is incidental, though, and Xiangqi mechanics can easily be associated with Indian Chaturanga.

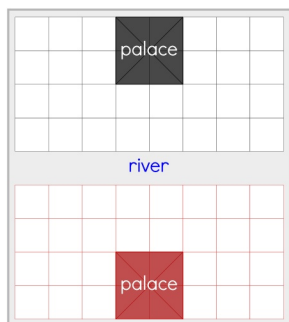
Xiangqi entered a golden age during the Qing Dynasty, that governed China between mid 17th century to early 20th century of the current era, when many schools and circles of the game gained prominence and many books on the topic were published. The game is yet not popular in the western world, where chess has deep cultural roots.

An interesting characteristic of the Xiangqi lies in the naming of the pieces. As can be observed, the red and black pieces use different ideograms to represent the same type of piece such as the red soldier (卒, that means "pawn") and the black pawn (兵, that means "soldier"). Both are pronounced "zú", and this characteristic allows the game to be produced with pieces out of the same material and color, differentiating the type of piece by pronunciation and its team by the ideogram.

Rules

The pieces must be set as indicated on the board. The red player starts the game, which goes on with alternating turns. The goal of the game is to capture enemy's General or block all his moves, making it impossible for him to play.

The Xiangqi board is a net of 9 x 10 points, divided into lines and ranks. The pieces must be placed in the vertices where the lines and ranks meet, and not inside the squares, as it would be in chess. Between the red and black portion of the board is a "river" that influences the mobility of some pieces. There is also a portion of each player's board side that is marked by a square, connected by diagonal lines. It is called the "palace" and it also affects some pieces' mobility.

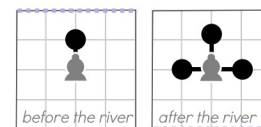


When a piece threatens the opposing General, so that in its next move it could capture him, his player must announce that the opponent's General is "in check". As in chess, the player whose General is in check must reverse the situation immediately, either moving the general, placing another piece as a barrier or capturing the enemy piece that caused the check.

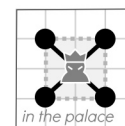
Each piece moves differently, as indicated below.



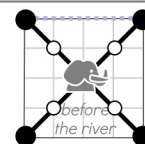
The **Soldier** moves forward one point, and captures enemy pieces on its way. After crossing the river, it may also move sideways (but may never backwards).



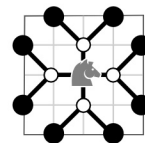
The **Advisor** moves diagonally one point, and captures enemy pieces on its way. He cannot leave the palace, so it is actually found to occupy only 5 possible points in the board.



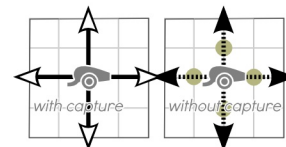
The **Elephant** moves two points diagonally, but may not move if another is barring the way (it cannot "jump" over other pieces). It captures enemy pieces that are on the final point of its movement and cannot cross the river.



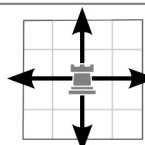
The **Horse** moves one point orthogonally then one more point diagonally (but still away from the initial position), and cannot move if his way is barred, which means he cannot "jump" over other pieces, as the knight does in chess. It captures enemy pieces that are on the final point of its movement.



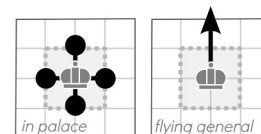
The **Cannon** has the most complex movement in the game. It can move orthogonally as many points as his controller pleases, as long as the way is not barred by other pieces, but it cannot capture while moving normally. To capture an enemy piece, there has to be another piece between him and his target, be it one own's or one opponent's, which we call the "platform". The platform may be at any distance from both the Cannon and its target. The Cannon may then "jump" over the platform and take the position of the target, capturing it.

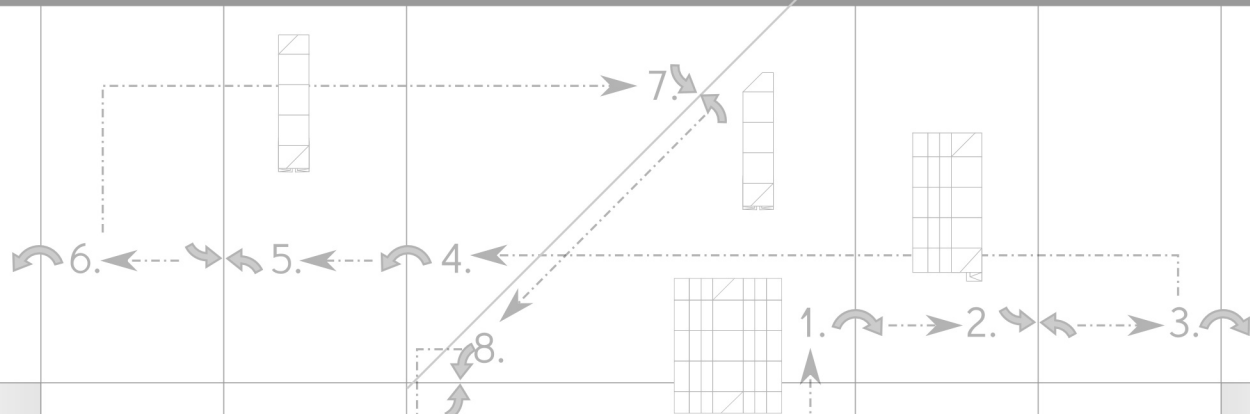


The **Chariot** moves orthogally as many points as one wishes, provided that his path is not barred by another piece, and captures by taking the place of an enemy piece at the end of its path (exactly like a chess Rook does). It is considered the strongest piece in play.



The **General** may only move one point orthogally, capturing enemy pieces in his way, but he is also restricted to the palace points. The general possesses a special move, though, called "the flying general". If one's General has a direct view of the opponent's General, then his piece can leave the palace, and capture the opponent's General, thus winning the game.





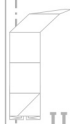
Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions to assemble box

I. Place first sheet as illustrated.



II. Place second sheet as illustrated.



10.

III. Lock the tabs below the first sheet.



IV. Raise the tabs of the first sheet and lock on top of the second.



11.



12.



12.



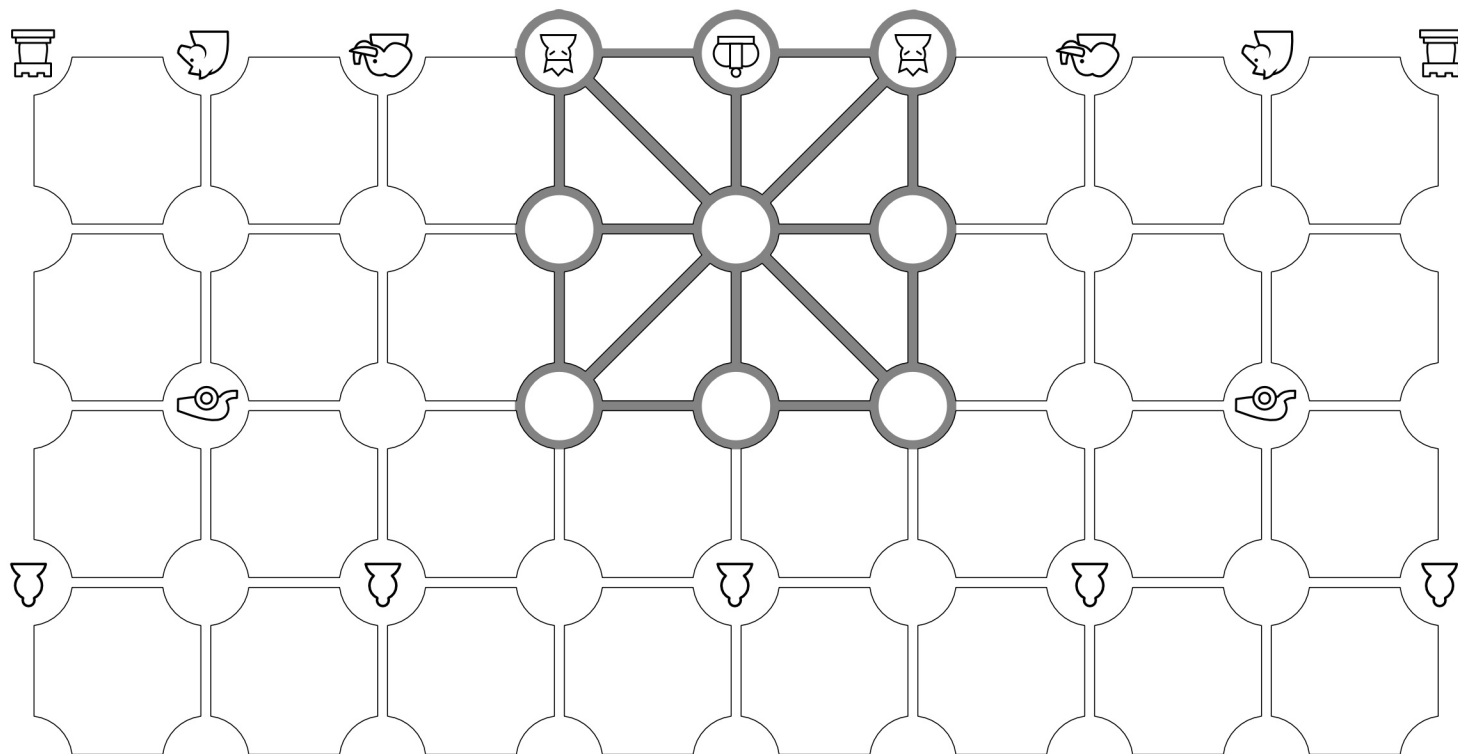


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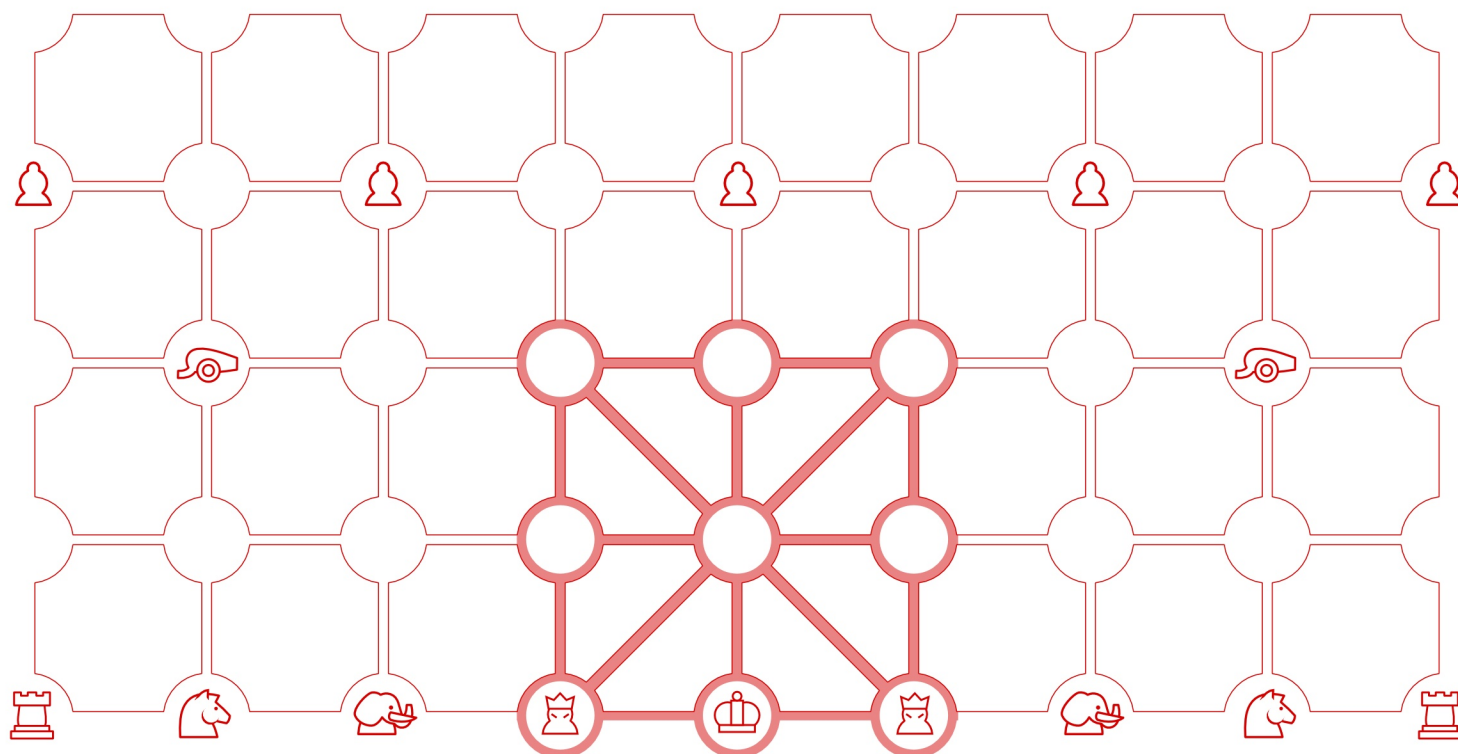


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