

XIANGQI · VARIANT 3 OF 9

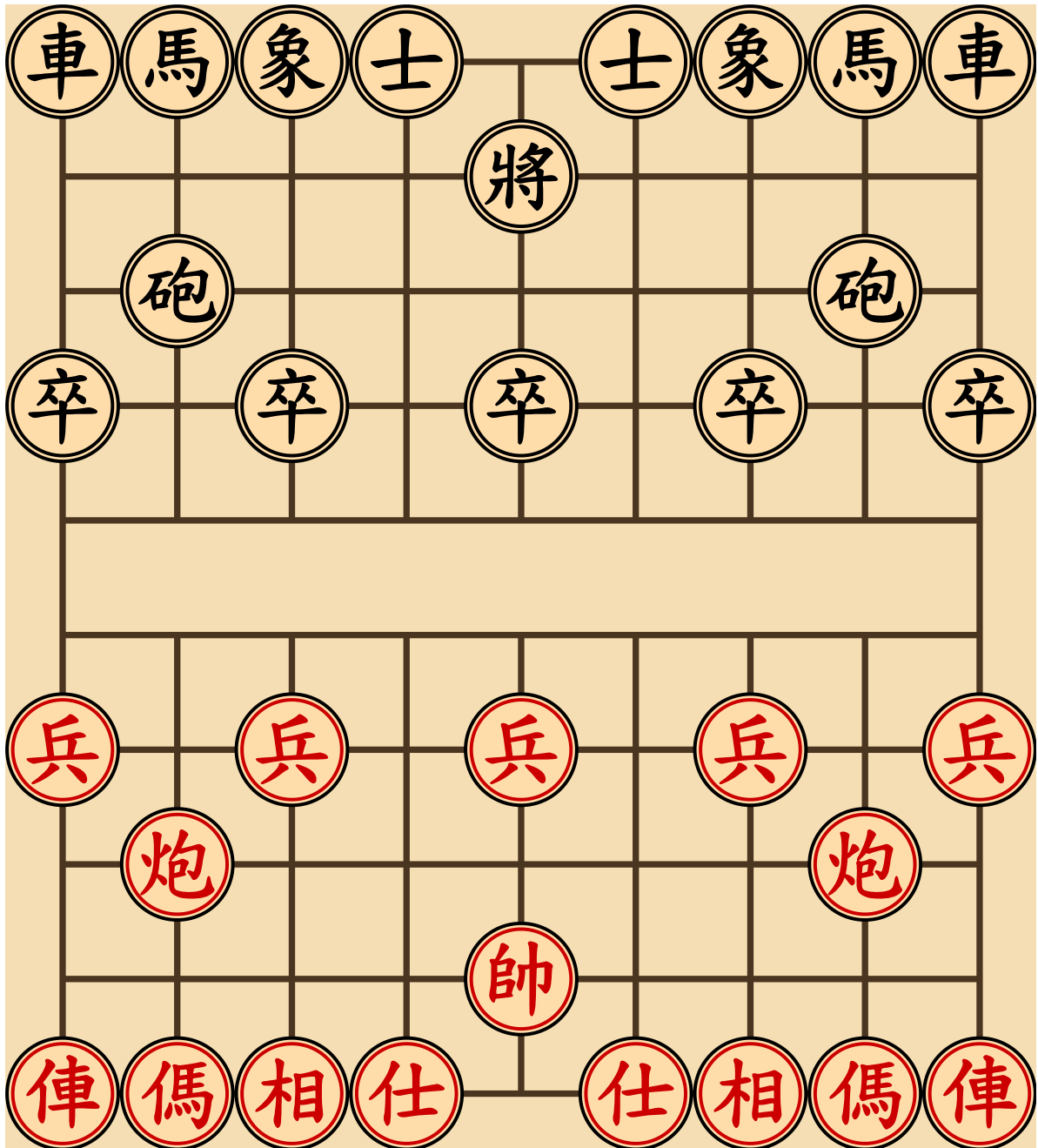
Janggi

9×10
BOARD

2
PLAYERS

JANGGI (KOREAN CHESS)

Janggi (장기) is the Korean form of chess, descended from the same historical lineage as Xiangqi but evolved independently into a distinct game. Key differences include no river, a different Elephant movement path, and a Cannon that must jump a screen piece to both move and capture. Ancient public domain origin: no copyright concern.



Janggi — starting position (inner elephant setup)

<https://engine.moddable.games/play/?game=xiangqi&variant=janggi>

THE BOARD

The board is a 9×10 grid. Pieces are placed on the 90 intersection points. There is no river. Each side has a **palace**: a 3×3 area marked with diagonal lines (files d–f, ranks 1–3 for the bottom player; files d–f, ranks 8–10 for the top player). The General starts at the centre of the palace.

PIECES

Each side has 16 pieces.

PIECE	KOREAN/CHINESE	COUNT	MOVEMENT
General	/	1	One step orthogonally or diagonally within the 3×3 palace
Advisor		2	Same as the General: one step orthogonally or diagonally within the palace
Elephant		2	One step orthogonally, then two steps diagonally outward. Blocked if any intermediate point is occupied
Horse		2	One step orthogonally, then one step diagonally outward. Blocked if the first orthogonal step is occupied
Chariot		2	Slides any number of points orthogonally. May also move along the palace diagonal lines
Cannon		2	Must jump over exactly one non-Cannon piece to both move and capture . Cannot jump over another Cannon or use a Cannon as its screen
Soldier	/	5	One step forward or one step sideways, from the very start of the game

Key differences from Standard Xiangqi:

- ♦ No river: Elephants may move anywhere on the board
- ♦ Soldiers move sideways from the very start (no river-crossing promotion)
- ♦ Elephant follows a longer path: one orthogonal step, then two diagonal steps outward
- ♦ General and Advisor can move diagonally within the palace (along the palace diagonal lines)
- ♦ Cannon must jump to both move and capture (in Xiangqi, the Cannon moves freely and only jumps when capturing)
- ♦ Cannon cannot jump another Cannon or use a Cannon as its screen

BYUNSU: CHOOSING THE STARTING POSITION

Before play begins, each player independently chooses the arrangement of their Horses and Elephants. Four configurations exist per side:

LEFT SIDE	RIGHT SIDE	NAME
Horse, Elephant	Horse, Elephant	Inner Elephants (most common)
Elephant, Horse	Horse, Elephant	Left Elephant out
Horse, Elephant	Elephant, Horse	Right Elephant out
Elephant, Horse	Elephant, Horse	Outer Elephants

Han (Red) places their pieces first, then Cho (Blue) places second, giving Cho the strategic advantage of responding to Han's configuration. Cho moves first.

Fixed starting positions (inner elephant configuration shown in diagram):

- ♦ **Chariots:** a1, i1 (Han: a10, i10)
- ♦ **Guards:** d1, f1 (Han: d10, f10)
- ♦ **General:** e1 (Han: e10)
- ♦ **Cannons:** b2, h2 (Han: b9, h9)
- ♦ **Soldiers:** a3, c3, e3, g3, i3 (Han: a8, c8, e8, g8, i8)

Horse and Elephant positions at b1, c1, g1, h1 (Han: b10, c10, g10, h10) vary by chosen configuration.

SPECIAL RULES

Bikjang (laughing generals): when both Generals face each other on the same open file with no intervening piece, the player to move has two choices: make a move that breaks bikjang (move the General or interpose a piece), or pass their turn, which ends the game immediately as a draw.

Passing: a player may always legally pass their turn. Because passing is always available, stalemate is impossible in Janggi.

Bikjang and check simultaneously: when bikjang and check occur at the same time, bikjang takes priority.

TOURNAMENT MATERIAL COUNTING

In tournaments that do not permit draws, when bikjang is reached the remaining pieces are counted by value to determine the winner:

PIECE	VALUE (JEOM)
Chariot	13
Cannon	7
Horse	5
Elephant	3
Guard	3
Soldier	2
General	not counted

Han (Red) receives 1.5 bonus points (deom) because Cho (Blue) moves first. The 0.5 point prevents ties. The player with the higher total wins.

WINNING

Checkmate the opponent's General: place it under threat with no legal move to escape.

ATTRIBUTION

Janggi (장기). Public domain. Traditional Korean origin, ancient derivation from Xiangqi. Rules consistent with the Korean Janggi Association standard.