



XIANGQI

VARIANT LIBRARY

Ancient Chinese chess: cannon fire, palace tactics, and the river divide

9

VARIANTS

2

PLAYERS

8+

AGE

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VARIANT LIBRARY

Xiangqi (, “Elephant Chess”) is one of the world’s most played strategy board games, tracing its origins to China no later than the 7th century. Played on the intersection points of a 9×10 grid, it features a river dividing the board, a palace restricting the General and Advisors, and the Cannon: a piece that can only capture by jumping over exactly one other piece.

This library includes 9 playable variants spanning the Chinese and Korean branches of the family.

CHINESE CHESS

- ♦ [Standard Xiangqi](#) — The classic form: 9×10 board, river divide, Flying General rule, and the screen-jumping Cannon

KOREAN CHESS

- ♦ [Janggi](#) — Korean Chess: no river, longer Elephant movement, Cannon must jump to move and capture, and the bikjang facing-Generals rule

ASYMMETRIC VARIANTS

- ♦ [Manchu+](#) — Qing Dynasty asymmetric game: the Manchu side loses Horses and Cannons, gaining a single Banner piece that combines Chariot, Cannon, and Horse

SMALLER BOARD VARIANTS

- ♦ [Minixiangqi](#) — Xiangqi on a 7×7 board; no Advisors or Elephants; Soldiers move sideways from the start
- ♦ [Xiangqi 42](#) — Compact 7×6 board (42 intersections); designed by Robert Price for the 42-Squares Contest (2001)

REGIONAL / EXPANDED VARIANTS

- ♦ [Quang Trung Chess](#) — Vietnamese 10×10 variant with Pawn promotion as an alternate win condition; named for Emperor Quang Trung
- ♦ [Yang Qi](#) — Western-influenced 9×10 redesign replacing most Xiangqi pieces with FIDE equivalents; Cannon extended to diagonals

HIDDEN INFORMATION VARIANTS

- ♦ [Jieqi](#) — Dark Chess: all pieces except the General start face-down and reveal on first move; growing rapidly in China and Vietnam

MULTIPLAYER VARIANTS

- ♦ San-kwo-k'i — Three Kingdoms 3-player Xiangqi on a hexagonal trisected board; eliminating a General captures that player's entire army



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XIANGQI · VARIANT 1 OF 9

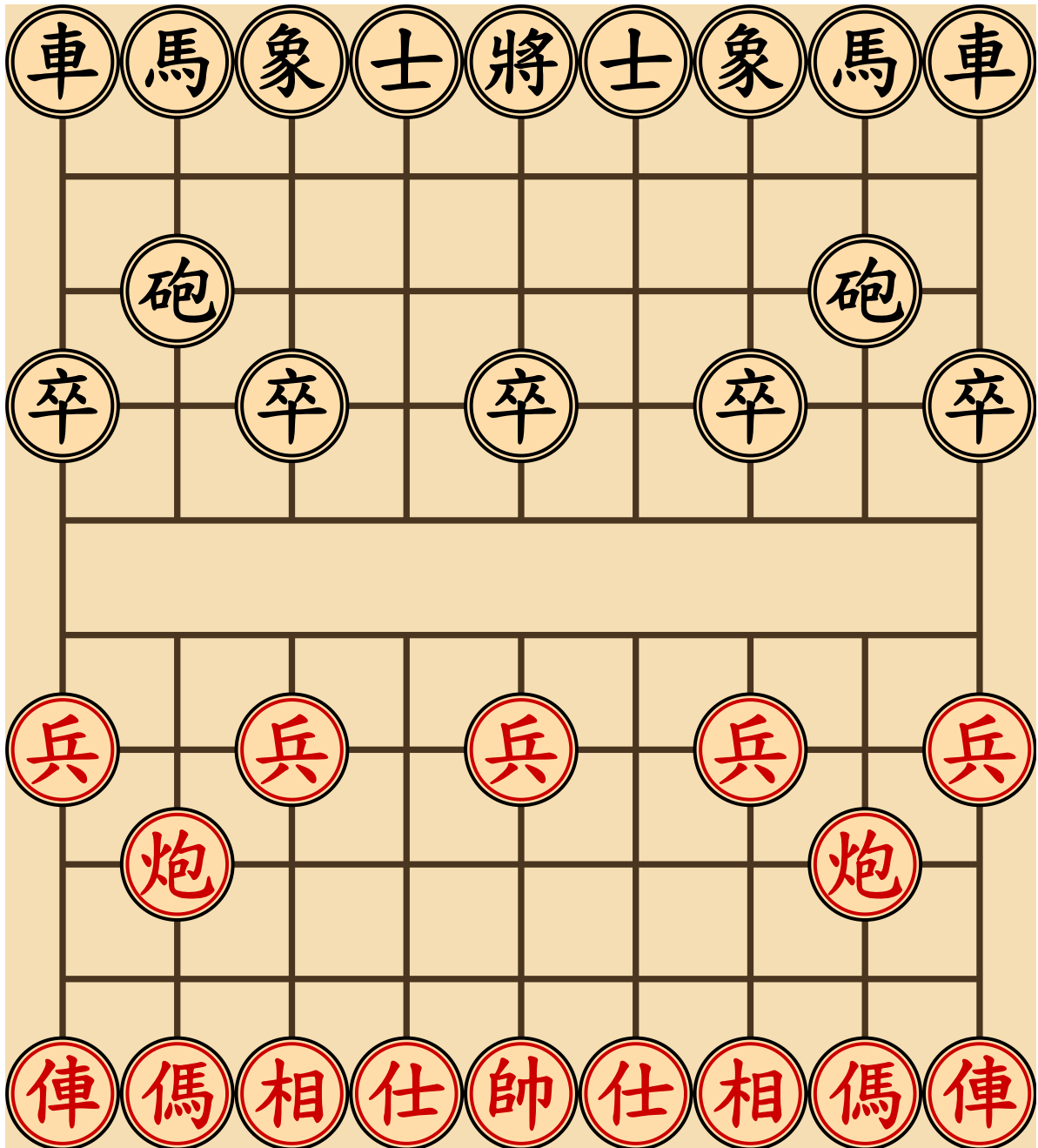
Standard Xiangqi

9×10
BOARD

2
PLAYERS

STANDARD XIANGQI

Xiangqi (, “Elephant Chess”) is the classical Chinese form of chess, played in China since at least the 7th century. It is the most widely played board game in China and among the most popular strategy games in the world. Ancient public domain origin: no copyright concern.



Standard Xiangqi — starting position

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

THE BOARD

The board is a 9×10 grid. Pieces are placed on the 90 intersection points, not inside squares. A river separates the two halves of the board between ranks 5 and 6. Each side has a **palace**: a 3×3 area marked with diagonal lines at the centre of the back three ranks (files d–f, ranks 1–3 for the bottom player; ranks 8–10 for the top player).

PIECES

Each side has 16 pieces.

PIECE	CHINESE	COUNT	MOVEMENT
General	/	1	One step horizontally or vertically within the palace only. Cannot face the enemy General on an open file (Flying General rule)
Advisor	/	2	One step diagonally within the palace only
Elephant	/	2	Exactly two steps diagonally. Cannot jump over a blocking piece. Cannot cross the river
Horse	/	2	One step orthogonally, then one step diagonally outward. Blocked if the adjacent orthogonal point is occupied (“hobbling the horse”)
Chariot	/	2	Any number of points horizontally or vertically. The most powerful piece
Cannon	/	2	Moves like the Chariot when not capturing. To capture, must jump over exactly one intervening piece (the “screen”) of either colour, with any number of empty points on either side of the screen
Soldier	/	5	One point forward before crossing the river. After crossing the river, may also move one point sideways. Can never move backward

STARTING POSITION

- ♦ **Chariots:** a1, i1 (opponent: a10, i10)
- ♦ **Horses:** b1, h1 (opponent: b10, h10)
- ♦ **Elephants:** c1, g1 (opponent: c10, g10)
- ♦ **Advisors:** d1, f1 (opponent: d10, f10)
- ♦ **General:** e1 (opponent: e10)
- ♦ **Cannons:** b3, h3 (opponent: b8, h8)
- ♦ **Soldiers:** a4, c4, e4, g4, i4 (opponent: a7, c7, e7, g7, i7)

The player with Red pieces moves first.

SPECIAL RULES

Flying General: the two Generals may never face each other on an open file with no intervening piece. A move that creates this position is illegal, even if the moving piece is not the General.

Stalemate is a loss: a player with no legal moves loses the game. This differs from Western chess, where stalemate is a draw.

Perpetual check: the checking side must vary the pattern or loses the game by repetition.

Perpetual chase: chasing an unprotected piece with the same piece repeatedly is restricted under tournament rules. The chasing player must break the cycle.

WINNING

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

STRATEGY

Control the cannon mounts carefully: a Cannon without a screen to jump over loses its capturing ability. The Flying General rule creates tactical opportunities to threaten the opponent's General by clearing a file. Elephants are purely defensive, confined to their own half; develop Horses and Chariots early for offensive play.

ATTRIBUTION

Xiangqi. Public domain. Ancient Chinese origin, no copyright concern. Rules in accordance with the World Xiangqi Federation (WXF) standard.

XIANGQI · VARIANT 9 OF 9

San-kwo-k'i

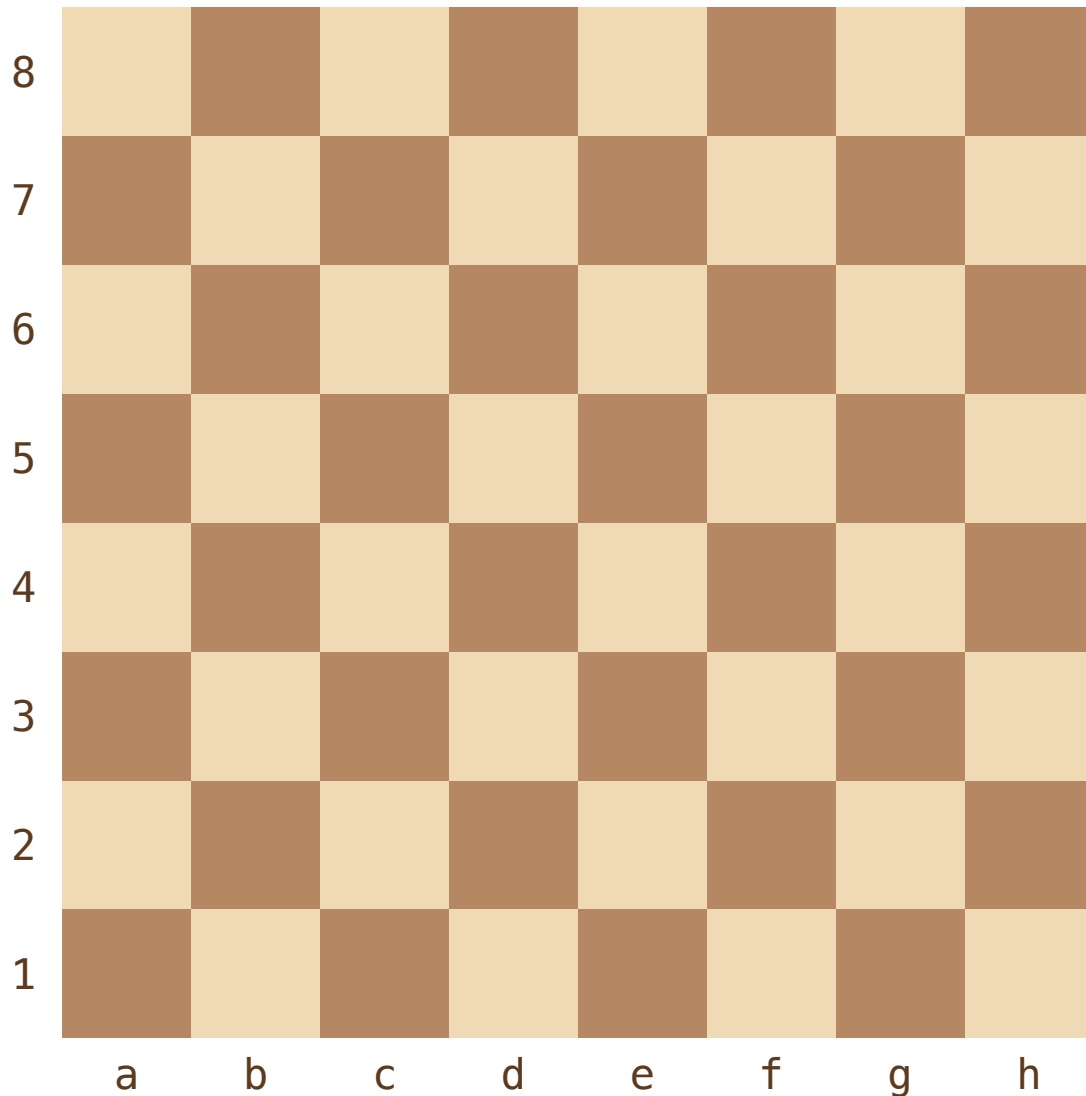
Hexagonal trisection

BOARD

3

PLAYERS

OVERVIEW



San-kwo-k'i — starting position

<https://engine.moddable.games/play/?game=xiangqi&variant=san-kwo-ki>

San-kwo-k'i (三國象棋, “Game of the Three Kingdoms”) is a historical Chinese three-player chess variant representing the Three Kingdoms war (220–280 CE) among Wei, Shu, and Wu. It is documented in H.J.R. Murray’s *A History of Chess* (1913), citing von Möllendorff’s 1876 German article “Das Schachspiel der Chinesen” published in the journal of the German Society for Natural and Cultural Science of East Asia.

Yu Ren Dong reports the game was invented during the Southern Song Dynasty (1127–1279 CE); the inventor’s name and original rulebook are lost.

BOARD

The board is a large hexagonal space divided into three equal sections, one per kingdom. Each section contains a Xiangqi-like grid with a 3×3 palace at its centre. The three sections meet at a central zone. The lines of the board are not straight throughout — each kingdom’s territory faces the other two. A river separates each player’s home territory from the central meeting area. Pieces sit on line intersections (points), as in standard Xiangqi, not in cell centres.

This board shares its fundamental shape (a hexagon divided into three Y-symmetric sectors) with Yalta Chess (moddable-chess hub), confirmed against Yalta’s primary source diagram 2026-07. The two variants are strong candidates for a single shared hexagonal-trisection engine renderer rather than two separate implementations, though San-kwo-k’i’s board is point/intersection-based (Xiangqi convention) while Yalta’s is cell-based (FIDE chess convention) — the renderer would need to support both point and cell modes on the same underlying hex-trisection geometry.

PLAYERS AND ARMIES

Three players represent three kingdoms:

- ♦ **Wei** () — Blue
- ♦ **Shu** () — Red
- ♦ **Wu** () — Green

Each player commands the standard 16 Xiangqi pieces: General(1), Guard(2), Elephant(2), Horse(2), Chariot(2), Cannon(2), Soldier(5).

Each player additionally has **2 special pieces** placed 2 squares directly above their Guards in the starting position:

- ♦ Wei: **Ch’i / Banner** ()
- ♦ Shu: **Chuo / Fire** ()
- ♦ Wu: **Feng / Wind** ()

STARTING POSITION

Confirmed against two independent diagram sources: the original 1876/1913 illustration (Murray, *A History of Chess*, p. 133, reproducing von Möllendorff’s diagram) and a clearer modern redraw by Hans Bodlaender (Steven Leary’s Chinese Chess FAQ). Both agree on the following arrangement, identical for all three kingdoms (only rotated to face the centre):

Back row (row 1), left to right: Chariot (Rook), Horse (Knight), Elephant, Guard, General (King), Guard, Elephant, Horse (Knight), Chariot — 9 pieces.

Row 2: Cannon, then the two special pieces (Banner/Fire/Wind, one per side of centre), then Cannon — 4 pieces.

Row 3 (fanning forward from row 2): 5 Soldiers (Pawns), arranged in a triangular spread — one at the centre-front point, two at the next rank back, and the outer two aligned with the Cannons.

The special piece (Banner/Ch’i for Wei, Fire/Chuo for Shu, Wind/Feng for Wu) sits two spaces directly above its army’s Guards, matching the frontmatter’s existing description.

SPECIAL PIECE: BANNER / FIRE / WIND

The special piece makes an **extended knight's move**: two steps vertically or horizontally, then one step diagonally outward. This is a leaping move — the piece jumps directly to its destination and cannot be blocked by intervening pieces. The destination square is 3 files and 1 rank away (or 1 file and 3 ranks away) from the starting square.

RULES

Standard Xiangqi rules apply, with the following adaptations for three players:

Turn order: Players take turns in a fixed sequence — Wei, Shu, Wu, Wei... — clockwise around the board.

Elimination: When a player's General is checkmated, that player is eliminated. The player who delivered the checkmate **removes the General from the board and takes all remaining pieces of the eliminated player**, immediately adding them to their own army.

Win condition: The last player with a surviving General wins.

HISTORICAL NOTE

The game is reported to be “very complicated and difficult, but is not considered as interesting as the ordinary chess” (Murray, citing von Möllendorff). The back-row/cannon/pawn arrangement above is now confirmed by two independent diagrams; what remains unresolved in the sources is the exact line-connectivity at the very centre of the board where all three sectors meet — the historical diagrams show converging dashed lines there but do not fully specify square-by-square movement legality across that junction.

ATTRIBUTION

Rules documented from chessvariants.com/xiangqivariants.dir/chin3pl.html, citing H.J.R. Murray, *A History of Chess* (1913), pp. 133–134, and O. von Möllendorff, “Das Schachspiel der Chinesen” (1876). Starting position cross-checked against Murray's reproduced diagram and Hans Bodlaender's redrawn version (Steven Leary's Chinese Chess FAQ), 2026-07.

XIANGQI · VARIANT 3 OF 9

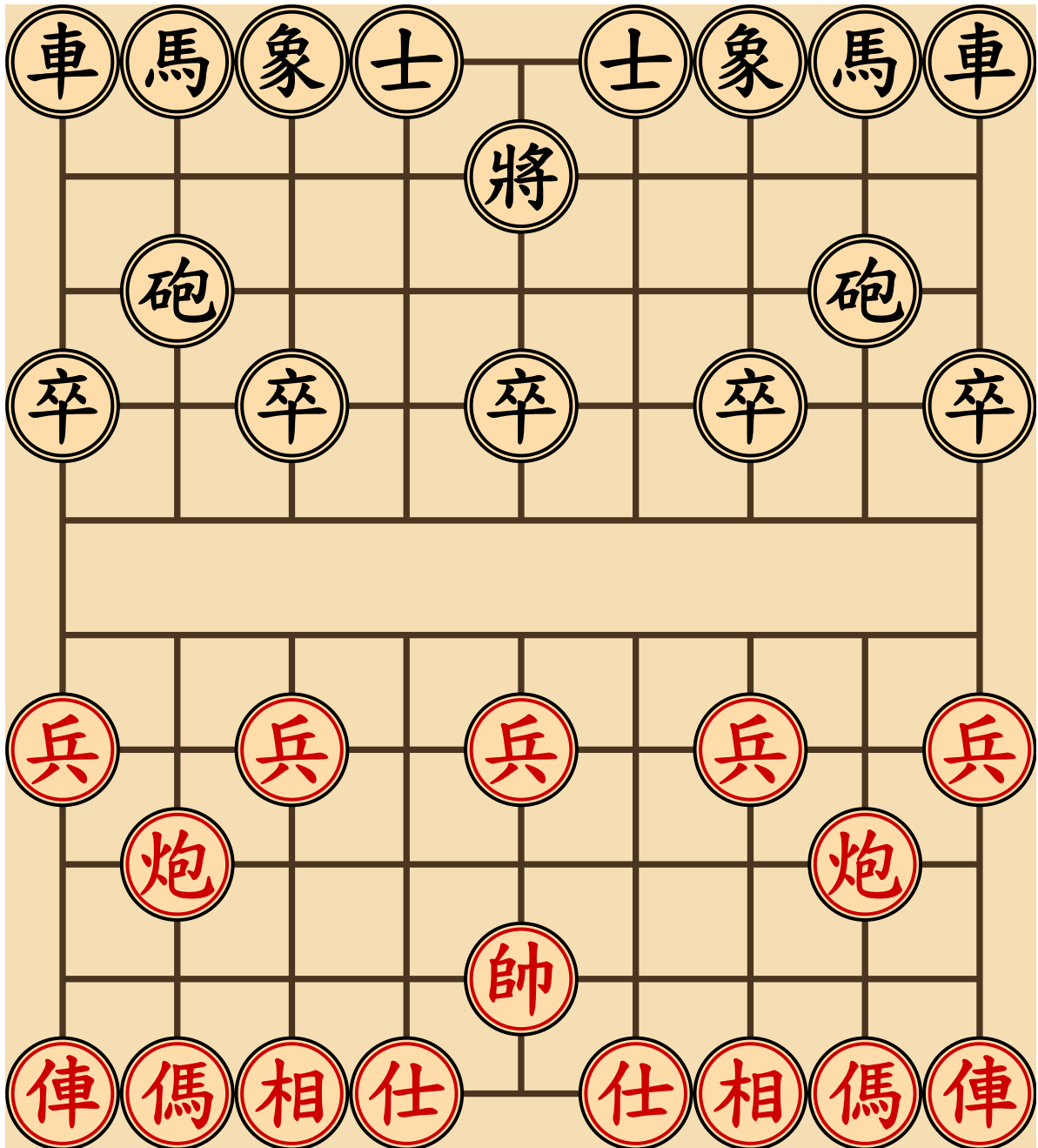
Janggi

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.

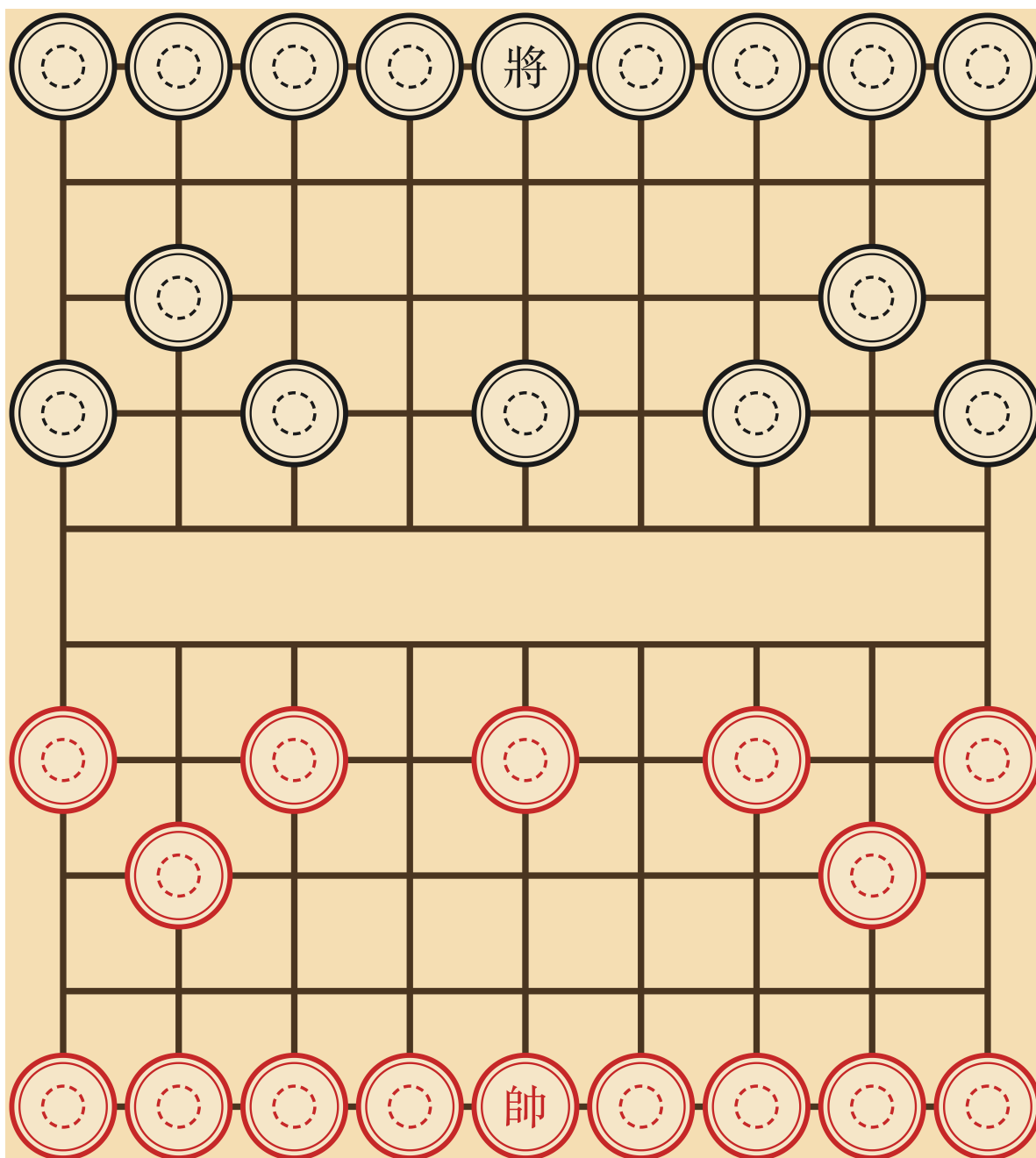
XIANGQI · VARIANT 4 OF 9

Jieqi

9×10
BOARD

2
PLAYERS

JIEQI



Jieqi — starting position

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

Jieqi (揭棋, “unveiling chess”) is a Xiangqi variant with hidden information. Also known as **Dark Chess**, **Cờ Úp** (Vietnamese), and by several other local names, it has seen rapid growth in popularity in China and Vietnam.

SETUP

The board, palace, river, and starting positions are identical to standard Xiangqi. However, at the start of the game **all pieces except the General are placed face-down** — covered so that their identity is not visible to either player. Covered pieces are placed randomly on the positions their piece type normally occupies:

- ♦ Each player's 2 Advisors are randomly placed face-down on the Advisor squares.
- ♦ Each player's 2 Elephants are randomly placed face-down on the Elephant squares.
- ♦ And so on for Horses, Chariots, Cannons, and Soldiers.

The **General begins face-up** in its normal starting square and is visible to both players at all times.

THE REVELATION MECHANIC

Covered pieces are informally called “fake pieces,” named after the starting position they occupy. For example, a covered piece on a Rook's starting square is called a “fake Chariot.”

First move of a covered piece: When a covered piece makes its first move, it **must move as the piece whose starting position it occupies** — not as its true identity. A covered piece on a Chariot square must make a Chariot-legal move for its first move.

Revelation: After making its first move, the piece is turned face-up to reveal its true identity. From that point on, it moves as its actual piece type for the rest of the game.

REVEALED ADVISORS AND ELEPHANTS

Unlike in standard Xiangqi, revealed **Advisors** and **Elephants** are **not** restricted by the palace or the river. They can move to any valid square anywhere on the board. This is the only rule relaxation that applies to revealed pieces.

Generals remain confined to their palaces. **Soldiers** follow standard Xiangqi rules: forward only on their home side, sideways and forward after crossing the river.

CAPTURES

- ♦ A covered piece may be captured by an opponent's piece in the normal way.
- ♦ When a covered piece is captured, its true identity is revealed **only to the capturing player**. The opponent does not learn the captured piece's identity.
- ♦ Once a piece is revealed and on the board, both players can see its identity normally.

RULES

All standard Xiangqi rules apply to uncovered pieces: Flying General, palace restrictions for Generals, stalemate as a loss, perpetual check and chase rules.

WIN CONDITIONS

Checkmate the opponent's General. The General may never move into check. Stalemate is a loss for the player who cannot move.

ATTRIBUTION

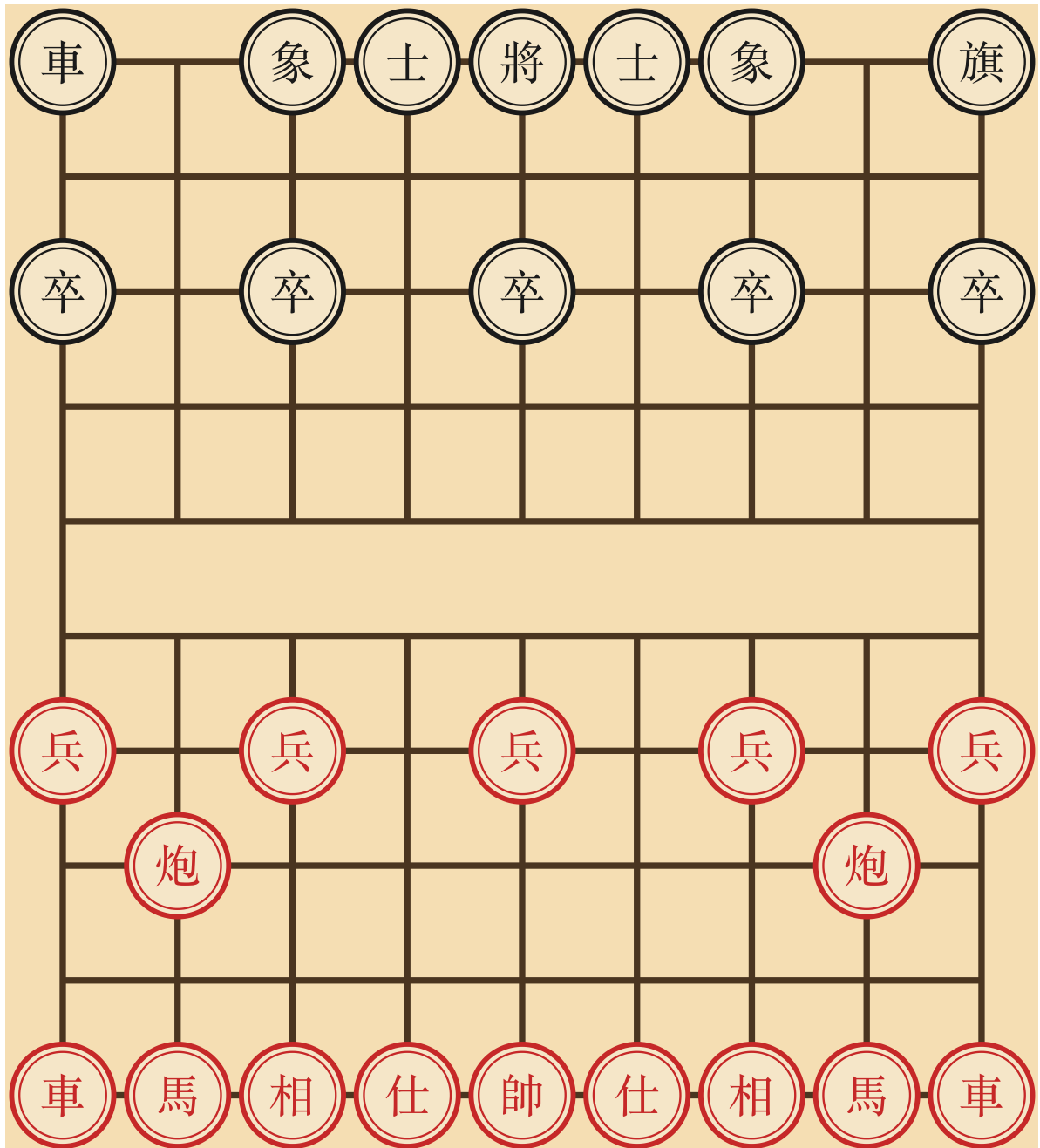
Jieqi is a public domain variant of Xiangqi with historical roots. Rules documented from pychess.org/variants/jieqi.

XIANGQI · VARIANT 5 OF 9

Manchu+

9×10
BOARD

2
PLAYERS



Manchu+ — starting position

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

Manchu Chess (, Mǎnzhǒuqí), also known as Yitong Chess (, Yītǒngqí), is an asymmetric variant of Xiangqi created during the Qing Dynasty by the Bannermen, among whom it was one of the most popular board games. The version on PyChess is **Manchu+** — a rebalanced adaptation in which **Black** plays the Manchu side.

THE TWO ARMIES

Red (Standard Xiangqi): General, 2 Advisors, 2 Elephants, 2 Horses, 2 Chariots, 2 Cannons, 5 Soldiers.

Red starts in the standard Xiangqi position.

Black (Manchu): General, 2 Advisors, 2 Elephants, 1 Chariot, 1 Banner, 5 Soldiers. Black has no Horses and no Cannons.

Black's starting position mirrors standard Xiangqi except: both Horses are removed; both Cannons are removed; one Chariot is replaced by the **Banner** (placed on its starting Chariot square); the remaining Chariot stays at the other Chariot square. Black's 5 Soldiers start on their standard Soldier squares.

SETUP

The board is the standard 9×10 Xiangqi grid with river at ranks 5–6 and palaces (a 3×3 area with diagonals) at each end.

Red back rank (rank 1, bottom): Chariot(a) · Horse(b) · Elephant© · Advisor(d) · General(e) · Advisor(f) · Elephant(g) · Horse(h) · Chariot(i)

Red rank 3: Cannon(b) · Cannon(h)

Red rank 4 (Soldiers): a4, c4, e4, g4, i4

Black rank 10 (top, back rank): Chariot(a) · · Elephant© · Advisor(d) · General(e) · Advisor(f) · Elephant(g) · · Banner(i)

(Positions b10 and h10 are empty — no Horses.)

Black rank 8 (Soldiers): a8, c8, e8, g8, i8

(No Cannons — Black's rank 9 is empty.)

THE BANNER

The **Banner** is Black's single super-piece. It combines the movement of three standard pieces and may use any mode on any turn:

- ♦ **Chariot mode:** slides any number of squares orthogonally (like a Rook).
- ♦ **Cannon mode:** captures by jumping over exactly one screen piece; slides freely without capturing.
- ♦ **Horse mode:** one step orthogonally then one step diagonally outward (can be blocked on the orthogonal step).

The Banner may not combine modes in a single move; it chooses one mode per turn.

RULES

All standard Xiangqi rules apply: river, palace restrictions, Flying General rule, Soldier movement (forward and sideways after crossing the river), stalemate is a loss, perpetual check is a loss for the checking side. There is no difference in rules for the two sides beyond their differing piece sets.

ATTRIBUTION

Manchu Chess is a historical Qing Dynasty game, public domain. The Manchu+ adaptation is documented from pychess.org/variants/manchu.

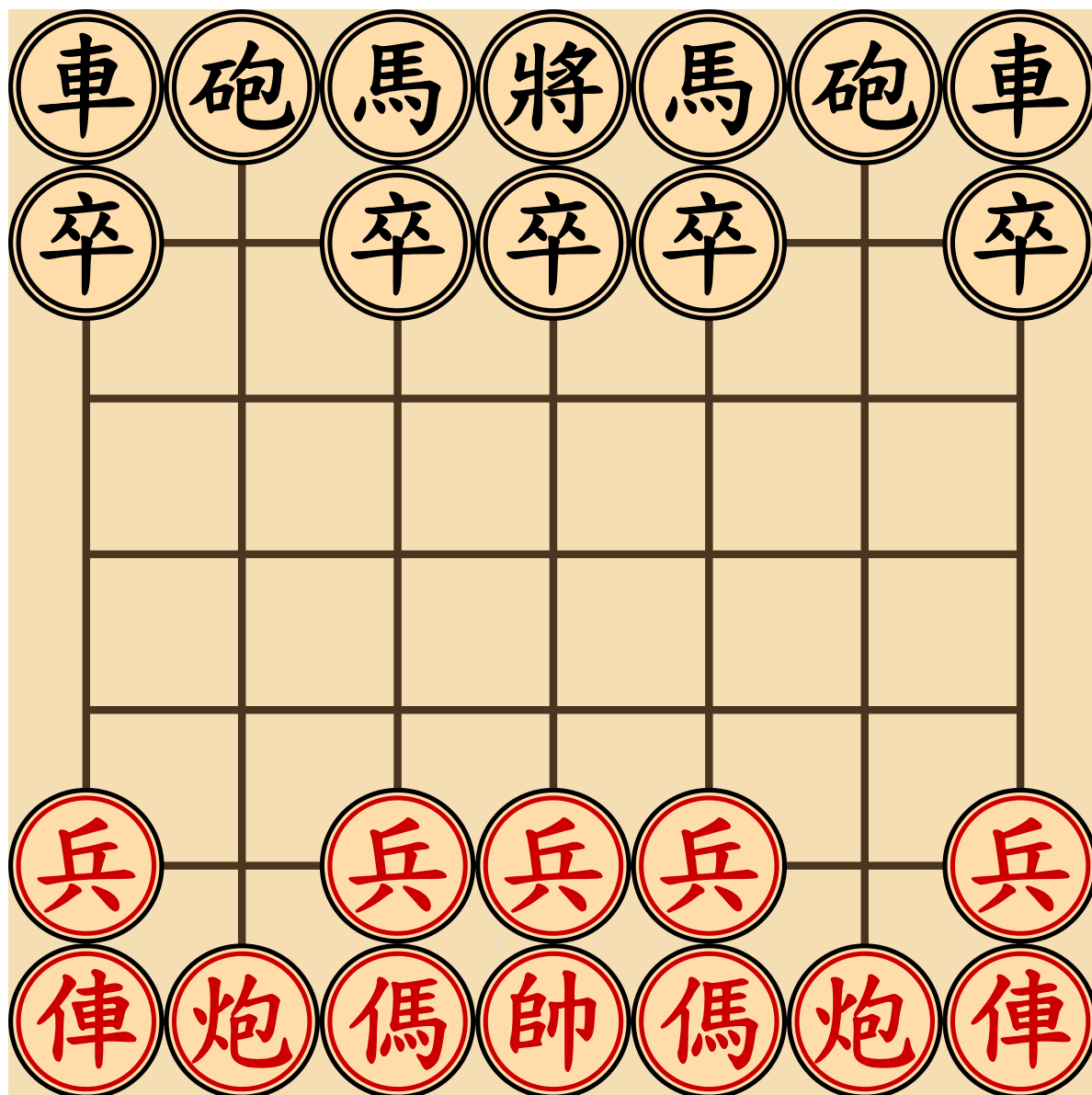
XIANGQI · VARIANT 6 OF 9

Minixiangqi

7×7
BOARD

2
PLAYERS

MINIXIANGQI



Minixiangqi — starting position

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

Minixiangqi is Xiangqi condensed to a 7×7 board. It was invented in 1973 by Shigenobu Kusumoto of Osaka, Japan. The game preserves the essential character of Xiangqi — the General in a palace, the screen-jumping Cannon, the blockable Horse — while removing the pieces that depend most on board depth.

PIECE SET

Minixiangqi removes the Advisor and Elephant from both sides. Each side has: **General (1), Horses (2), Chariots (2), Cannons (2), Soldiers (5)**.

SETUP

Board: 7 files (a–g) × 7 ranks. Pieces are placed on intersections. There is no river. Each side has a **palace**: a 3×3 box (with diagonal lines) in one corner of the board. The General cannot leave its palace.

Starting position:

RANK	CONTENTS
Rank 7 (Black back)	Chariot(a) · Cannon(b) · Horse© · General(d) · Horse(e) · Cannon(f) · Chariot(g)
Rank 6 (Black soldiers)	Soldier(a) · · Soldier© · Soldier(d) · Soldier(e) · · Soldier(g)
Ranks 3–5	Empty
Rank 2 (Red soldiers)	Soldier(a) · · Soldier© · Soldier(d) · Soldier(e) · · Soldier(g)
Rank 1 (Red back)	Chariot(a) · Cannon(b) · Horse© · General(d) · Horse(e) · Cannon(f) · Chariot(g)

Red moves first.

FEN: rcnknrcr/p1ppp1p/7/7/7/P1PPP1P/RCNKNCR w - - 0 1

(R/r = Chariot, C/c = Cannon, N/n = Horse, K/k = General, P/p = Soldier.)

PIECES

PIECE	MOVEMENT
General (K)	One step orthogonally or along palace diagonal lines. Confined to the palace. Flying General rule applies.
Chariot ®	Slides any number of squares orthogonally.
Cannon ©	Slides orthogonally freely; to capture, must jump over exactly one screen piece.
Horse (N)	One step orthogonally, then one step diagonally outward. Blocked if the orthogonal step is occupied.
Soldier (P)	One step forward or one step sideways from the start.

RULES

All standard Xiangqi rules apply with these differences:

No river. The board is undivided.

No Advisors or Elephants.

Soldiers move sideways from the start. In standard Xiangqi, Soldiers gain lateral movement only after crossing the river. Since Minixiangqi has no river, Soldiers can always move one square forward or sideways.

Flying General rule applies as normal: the two Generals cannot face each other on an open file.

Stalemate is a loss for the player who cannot move.

Perpetual checks and chases: A player making perpetual checks or perpetually chasing an unprotected piece is ruled to have lost unless they stop.

WIN CONDITIONS

Checkmate the opponent's General. The General may never move into or remain in check. Stalemate is a loss.

ATTRIBUTION

Minixiangqi was invented by Shigenobu Kusumoto, Osaka, Japan, 1973. Public domain. Rules documented from pychess.org/variants/minixiangqi.

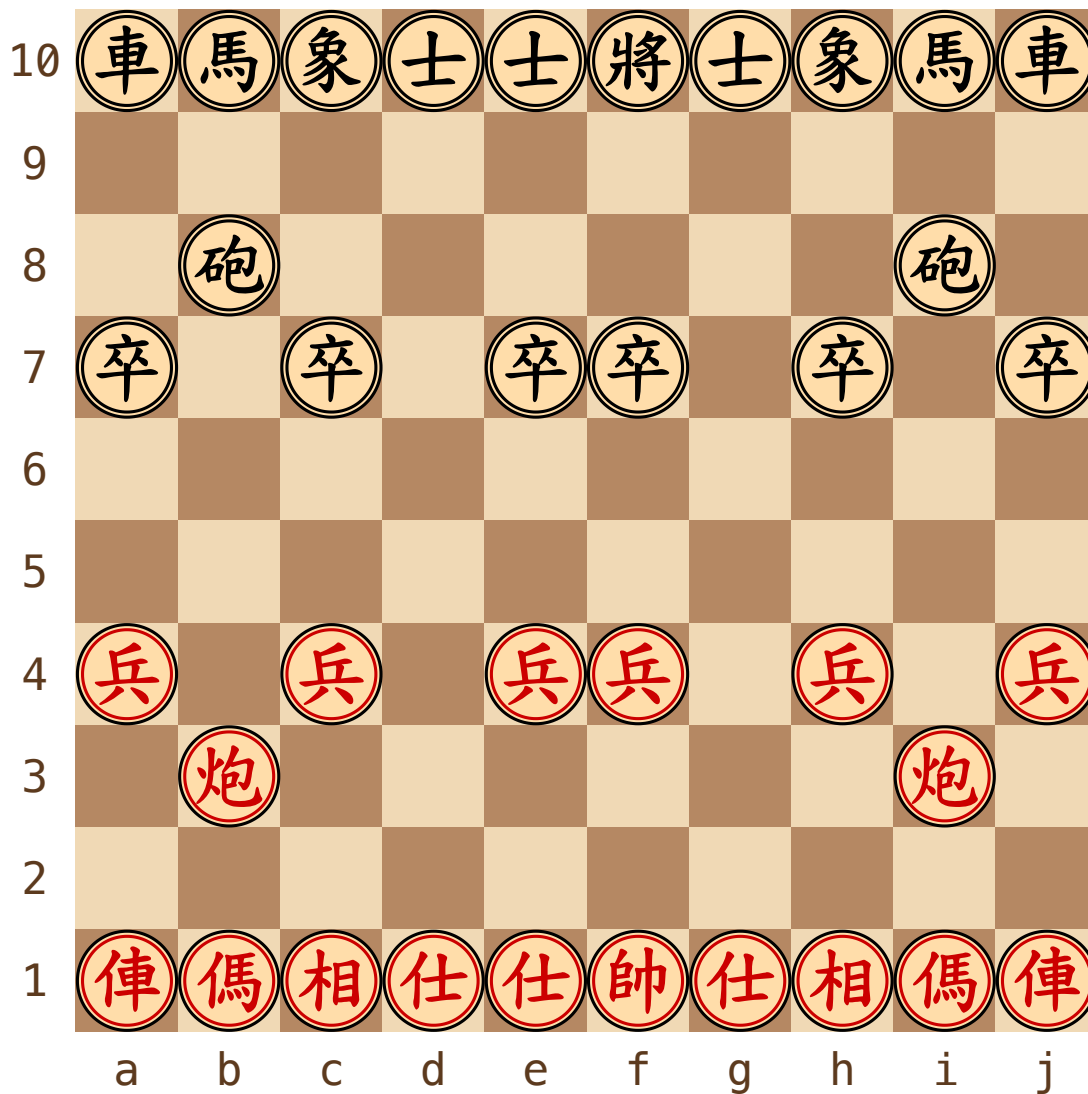
XIANGQI · VARIANT 7 OF 9

Quang Trung Chess

10×10
BOARD

2
PLAYERS

OVERVIEW



Quang Trung Chess — starting position

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

Quang Trung Chess (Cờ Quang Trung) was designed by Vu Q. Vo, with the concept begun in July 1992 and the first edition completed March 3, 1999. It is named in honor of Emperor Quang Trung (Nguyễn Huệ, reigned 1788–1792), a Vietnamese military hero of the late 18th century. The game was submitted to a Chess Variant Pages contest in 1999.

Three of the seven piece types are adapted from other chess traditions: the Cannon from FIDE Chess (but moving diagonally), the Elephant from Tamerlane Chess, and the Knight from Chinese Chess. The remaining four — Chariot, General, Counsellor, and Pawn — are the designer's original inventions. The game eliminates pawn promotion entirely, replacing it with a pawn-advance victory condition.

BOARD AND SETUP

Played on a checkered 10×10 board (files a–j, ranks 1–10). White occupies the bottom, moves first. Pieces occupy squares, not intersections.

The **General and Pawns are restricted to the middle section (files c–h) at all times**. Other pieces may occupy any file.

White:

- Rank 1: Chariot(a1) Knight(b1) Elephant(c1) Cannon(d1) General(e1) Counsellor(f1) Cannon(g1) Elephant(h1) Knight(i1) Chariot(j1)
- Rank 3: Pawn(c3) Pawn(d3) Pawn(e3) Pawn(f3) Pawn(g3) Pawn(h3)

Black (mirrored):

- Rank 10: Chariot(a10) Knight(b10) Elephant(c10) Cannon(d10) General(e10) Counsellor(f10) Cannon(g10) Elephant(h10) Knight(i10) Chariot(j10)
- Rank 8: Pawn(c8) Pawn(d8) Pawn(e8) Pawn(f8) Pawn(g8) Pawn(h8)

PIECES

General (royal) — The General moves and captures by making exactly one diagonal step followed immediately by exactly one orthogonal step, in that order. Both steps must reach legal squares (first step to a vacant square, second step to a vacant or enemy square to capture). The General cannot skip the diagonal step. Because of this movement pattern, the General can naturally deliver check to the enemy General. The General must remain within files c–h throughout the game.

Counsellor — Jumps exactly 3 squares orthogonally (in any of the four cardinal directions) or exactly 2 squares diagonally (in any of the four diagonal directions). The Counsellor may jump over intervening pieces.

Knight — Moves as the Xiangqi Horse: first one square orthogonally to a vacant square, then one square diagonally outward. Can be blocked by a piece occupying the first (orthogonal) square.

Cannon — Moves and captures any number of squares diagonally, sliding like a FIDE Bishop. Does not jump. Note: this is not the Chinese Chess Cannon — it has no screen-capture mechanic.

Elephant — Jumps from its starting square to a destination that is 2 squares orthogonally and 1 square diagonally outward (equivalent to the Camel piece in Tamerlane Chess: a (2,1) jump but in a bent path). May jump over any intervening pieces.

Chariot — Slides any number of squares orthogonally when not capturing. To capture, the Chariot jumps over the target enemy piece and lands on the vacant square immediately beyond. The square beyond the target must be empty; otherwise the capture is illegal. (Normal sliding movement to an empty square is unaffected.)

Pawn — Moves and captures one square diagonally forward. On its first move only, may advance two squares straight forward without capturing or jumping. The Pawn must remain in files c–h; it cannot enter files a, b, i, or j. There is no promotion. When a Pawn reaches the opponent's last rank, see Win Conditions below.

RULES

No castling. No en passant. No pawn promotion.

Middle section restriction: The General and all Pawns must remain in files c–h at all times. Any move that would take a General or Pawn outside this zone is illegal.

Stalemate: Draw.

WIN CONDITIONS

- 1 **Checkmate the General** — the opponent's General is under attack and has no legal move to escape.
- 2 **Pawn advance win** — a Pawn reaches the opponent's last rank in such a position that it cannot be immediately captured on the opponent's next move. This automatically wins the game.

ATTRIBUTION

Quang Trung Chess was designed by Vu Q. Vo. WWW page created May 12, 1999; last modified November 27, 2000. Rules documented from chessvariants.com/large.dir/contest/qtchess.html.

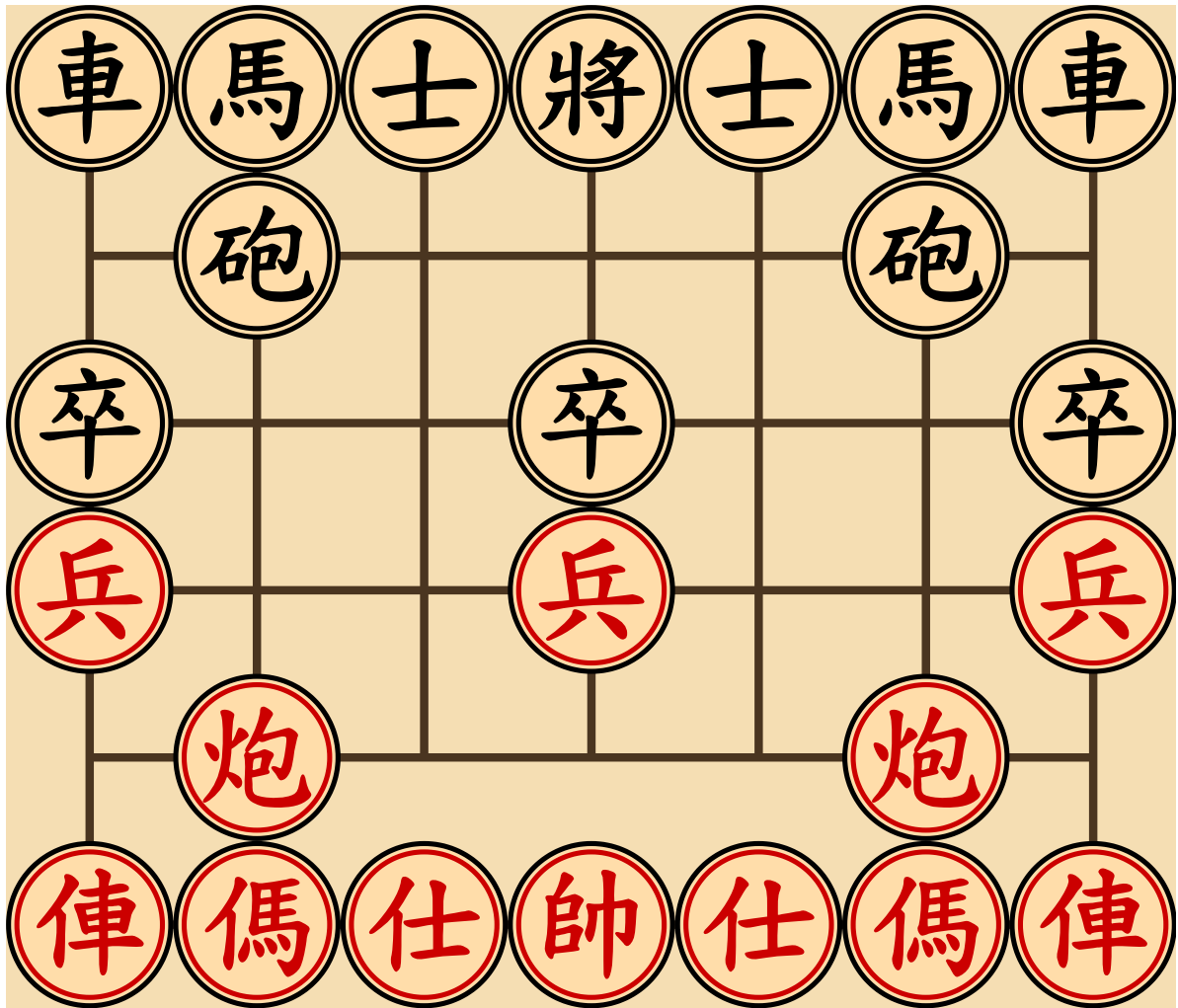
XIANGQI · VARIANT 8 OF 9

Xiangqi 42

7×6
BOARD

2
PLAYERS

OVERVIEW



Xiangqi 42 — starting position

<https://engine.moddable.games/play/?game=xiangqi&variant=xiangqi-42>

Xiangqi 42 is a compact Xiangqi variant designed by Robert Price and entered in the Chess Variant Pages 42-Squares Contest (2001). The board has exactly 42 occupiable positions — 7 files $\times$ 6 ranks = 42 intersections — giving the game its name.

All standard Xiangqi rules apply with the modifications listed below.

BOARD AND SETUP

Played on a 7-line × 6-line grid (files a–g, ranks 1–6). Pieces are placed on intersections. There is no river (the board is too small to include one). Each player controls 3 ranks of home territory.

White (ranks 1–3):

- Rank 1: Chariot(a1) Horse(b1) Guard(c1) General(d1) Guard(e1) Horse(f1) Chariot(g1)
- Rank 2: Cannon(b2) Cannon(f2)
- Rank 3: Soldier(a3) Soldier(d3) Soldier(g3)

Black (ranks 4–6):

- Rank 6: Chariot(a6) Horse(b6) Guard(c6) General(d6) Guard(e6) Horse(f6) Chariot(g6)
- Rank 5: Cannon(b5) Cannon(f5)
- Rank 4: Soldier(a4) Soldier(d4) Soldier(g4)

Elephants (Ministers) are not used. The back rank is Chariot–Horse–Guard–General–Guard–Horse–Chariot across all 7 files. Cannons are placed directly in front of the Horses. Soldiers occupy the leftmost, rightmost, and center files.

RULES

All standard Xiangqi rules apply:

- Piece movement:** Chariot, Horse, Cannon, Soldier, Guard, and General all move exactly as in standard Xiangqi.
- Palace:** The General and Guards are confined to the 3×2 palace — files c–e, ranks 1–2 for White; files c–e, ranks 5–6 for Black.
- Flying General rule:** Generals may not face each other along an open file with no intervening piece.
- No river:** All river-based restrictions are removed. Soldiers may move sideways from rank 1 (their starting rank); Horses and Chariots have no river-crossing restrictions; Cannons work identically regardless of position on the board.
- No Elephant:** Elephants (Ministers) are absent from the game.
- Stalemate:** The stalemated player loses (standard Xiangqi rule).

Special opening rule: Red (White) may not capture Black’s central Soldier (d4) on the first move.

WIN CONDITION

Checkmate the opponent's General. Standard Xiangqi win and draw conditions apply.

ATTRIBUTION

Xiangqi 42 was invented by Robert Price as an entry in the Chess Variant Pages 42-squares contest. WWW page created October 17, 2001. Rules documented from chessvariants.com/42.dir/xiangqi42.html.

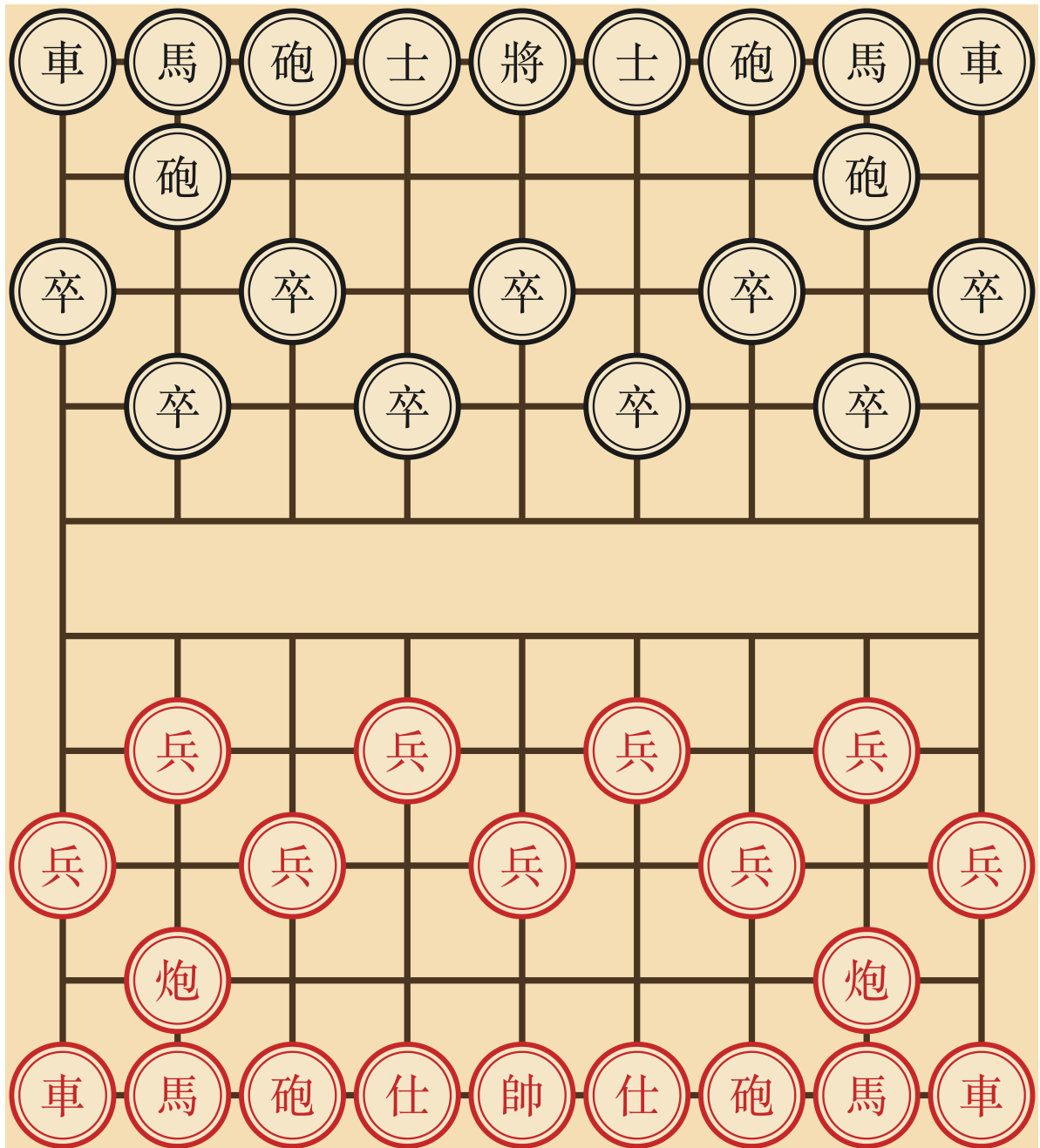
XIANGQI · VARIANT 9 OF 9

Yáng Qí

9×10
BOARD

2
PLAYERS

OVERVIEW



Yáng Qí — starting position

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

Yáng Qí (also spelled Yang Qi, Yangqi, or Yang Chi) was designed by Fergus Duniho in 2001 as a Western-influenced redesign of Chinese Chess. While classified under the Xiangqi family, Yáng Qí plays closer to orthodox FIDE chess: it replaces most Xiangqi-specific pieces with Western equivalents, removes river and fortress restrictions, and extends the Cannon's screen-capture mechanic to both orthogonal and diagonal pieces.

The name uses the Chinese cosmological concept of *Yáng* (active, strong, masculine), indicating pieces are generally stronger than in *Xiàng Qí*. The game may also be called *Yankee* — the creator is a Yankee, and the transliteration is a happy coincidence.

BOARD AND SETUP

Played on a checkered 9×10 board (files a–i, ranks 1–10). White occupies the bottom (ranks 1–4), Black the top (ranks 7–10). Pieces occupy squares, not intersections.

White starting position:

RANK	A	B	C	D	E	F	G	H	I
4	—	P	—	P	—	P	—	P	—
3	P	—	P	—	P	—	P	—	P
2	—	C	—	—	—	—	—	C	—
1	R	N	B	V	K	V	B	N	R

Black mirrors on ranks 10 (back rank), 9 (Cannons), 8 (odd-file Pawns), 7 (even-file Pawns).

Piece key: R = Rook, N = Knight, B = Bishop, V = Canon/Vao, K = King, C = Cannon, P = Pawn

Setup notes:

- Rank 1 (White): R(a1) N(b1) B(c1) V(d1) K(e1) V(f1) B(g1) N(h1) R(i1)
- Rank 2 (White Cannons): C(b2), C(h2)
- Rank 3 (White Pawns on odd files): P(a3) P(c3) P(e3) P(g3) P(i3)
- Rank 4 (White Pawns on even files): P(b4) P(d4) P(f4) P(h4)

Each player has 9 Pawns arranged in a staggered two-rank pattern. Pawns on rank 3 may double-advance; Pawns on rank 4 may not.

PIECES

King (K) — moves one square in any direction. Cannot move into check. No castling. Has a special swap move (see below).

Canon / Vao / Arrow (V) — slides any number of squares diagonally (like a FIDE Bishop) when not capturing. To capture, must jump over exactly one intervening piece (the screen) and land on the first enemy piece beyond it along the same diagonal. Cannot capture without a screen.

Bishop / Sage (B) — slides any number of squares diagonally. Captures normally by moving to the target square. No screen mechanic — this is the standard FIDE Bishop.

Knight / Horse (N) — jumps in an L-shape (two squares in one direction, one square perpendicular), leaping over intervening pieces. This is the leaping FIDE Knight, not the blockable *Xiàngqí* Horse.

Rook / Chariot (®) — slides any number of squares orthogonally. Captures normally.

Cannon / Pao (©) — slides any number of squares orthogonally (like a Rook) when not capturing. To capture, must jump over exactly one intervening piece (the screen) and land on the first enemy piece beyond it along the same rank or file. Cannot capture without a screen.

Pawn (P) — moves one square forward. Captures one square diagonally forward (not straight, unlike Xiangqi). Pawns starting on rank 3 may advance two squares on their first move; Pawns starting on rank 4 do not get a double advance. En passant applies when a rank-3 Pawn double-advances past a square adjacent to an enemy Pawn on rank 5. Promotes on reaching the last rank.

SPECIAL RULES

King Swap: When the King is not in check, it may swap places with any adjacent friendly piece except a Pawn. This counts as the entire turn. The swap may be used any number of times throughout the game. Its primary purpose is to allow Bishops and Canons to change the color of squares they control, and to give flexible defensive options.

Pawn Promotion: A Pawn reaching the opponent's last rank (rank 10 for White, rank 1 for Black) promotes to any one of the player's currently captured pieces. If no captured pieces are available, the Pawn cannot advance to the last rank.

No castling.

Stalemate: draw (standard FIDE convention applies for cases not otherwise specified).

NOTATION

Algebraic notation as in FIDE Chess. Per the Fairy Alphabet (Anthony Dickins, *A Guide to Fairy Chess*): P denotes the Cannon/Pao, V denotes the Canon/Vao. Pawn moves are recorded without a piece letter. A King swap may be recorded as a King move with a semicolon and the other piece's move to the King's former square for fuller notation.

ATTRIBUTION

Yáng Qí was designed by Fergus Duniho. WWW page created June 9, 2001; last modified June 21, 2001. Rules documented from chessvariants.com/xiangqivariants.dir/yangqi.html.