

The JangGi Army (Korean Chess)

Board: 8x8 Grid. JangGi is played on the grid lines, not the spaces. Grid lines are numbered vertically 1~10, and horizontally with A~I.

The General's Palace is placed from in the middle 3 spaces of the back rows.

Army Size: 15 Pieces **Strength:** 53
 7 Pawns 6 Knights 2 Lieutenants
 2 Bishops 1 King

How to Lose: In JangGi You lose by having your King captured, OR by having your king put into a position that he cannot move safely from. You may also draw if your king is bared to the opponents king (Nothing blocking a straight orthogonal line between them)

Pieces:

Soldiers (Pawn)



Soldiers are the foot soldiers of the Army. They typically wear little to no armor and carry swords. These are the soldiers sent in to test the

waters of battle or are sent to swarm over the battlefield and overwhelm the enemy.

Move: Pawns move 1 space vertically forward or horizontally (Never backward).

Capture: Soldiers capture a piece by onto the enemy piece.

Palace Move: Soldiers may move forward diagonally along the enemy palace lines.

Canon (Knight)



These Soldiers in the army carry Canons. If they are to be effective, they must hide behind something

before attacking.

Move: Canons may move any number of spaces orthogonally.

Palace Move: They may move diagonally along the palace lines only.

Capture: To capture, a Canon must be launched over another piece. To symbolize this, the canon must make a normal move where it leaps over a single piece then continues to move until it hits the target, which is captured.

Immunity: Canons may not jump over other canons, and they may not capture other canons.

Chariot (Lieutenant)



The fearsome Chariots of battle are fast and deadly. They rush into battle, mowing everything down in the process.

Move: Move any number of spaces orthogonally.

Palace Move: The Chariot may move diagonally **only** on the palace lines.

Capture: If the Chariot ends a move on another piece it is captured.

Horse (Knight)

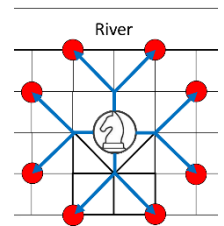


Mounted soldiers Riding into battle with flashing swords. They gallop around the field and move

easily through the crowds.

Move: Horses move 1 space orthogonally THEN 1 space diagonally. Horses do not leap.

Capture: If a Horse ends a move on another piece it is captured.



Sang / Elephant (Knight)



Elephants represent the warriors riding on top of the massive elephants. Ministers are Trusted

advisors of the General.

Move: Elephants / Ministers move 1 space orthogonally then 2 spaces in a diagonal direction.

Capture: If an Elephant ends a move on another piece it is captured.

Sa / Guard (Soldier)



The Guards are the Generals most trusted advisors, and the ones who are by his side through

everything. They work hard to make sure the general is successful in his wars.

Move: The Minister moves 1 space any direction but may never leave the palace area.

Capture: If a Minister ends a move on another piece it is captured.

ChessWar Traditional

Han / Cho (King)



The General is the most important piece on the board for each player. If the General is captured, the game ends. He is the avatar of the player and is in charge of making all decisions related to the war.

Move: The General moves 1 space in any direction but may never leave the palace

Capture: If a General ends a move on another piece it is captured.

Bikjang: If the General begins their turn with a direct line of sight to the enemy goal (Be it a King or Den), The game will end in a draw.

HanSuSwim: If the General is not in check, He may instead Pass his turn, and not move any piece.

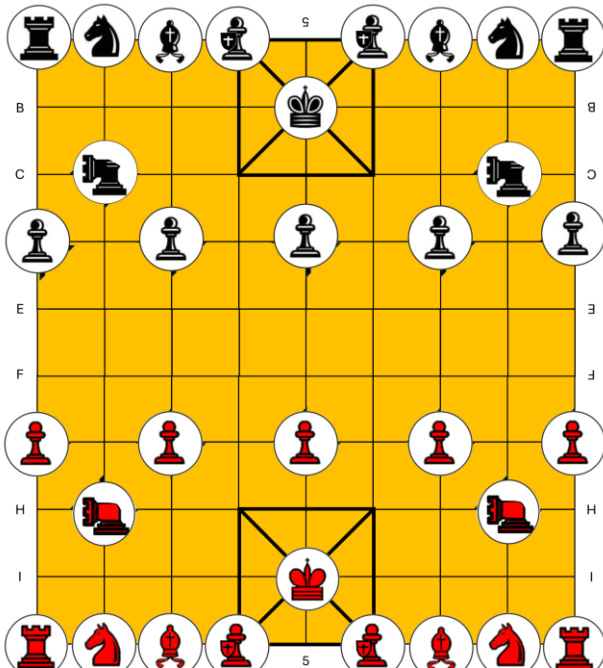
Background:

JangGi is traditional Korean Chess. It was created as a variant of XiangQi (Chinese Chess)

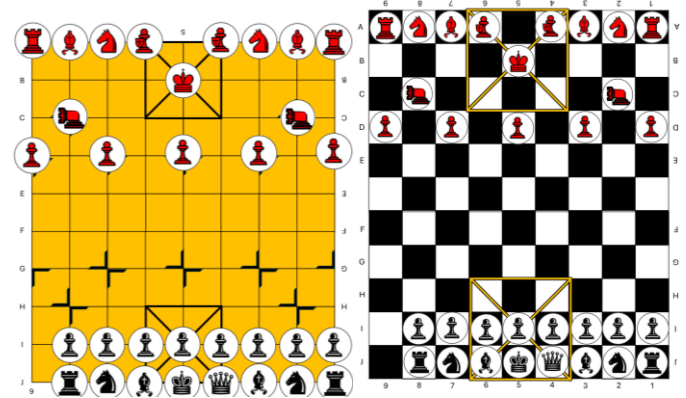
Starting Positions:

Unlike many Chess Games, there are a few options when placing your pieces. Traditionally, each player takes turns placing pieces down 1 piece at a time before the game begins.

Standard positions:

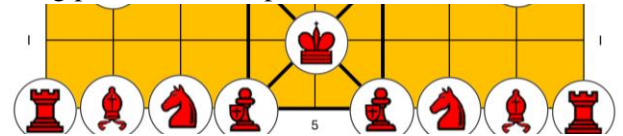


Starting positions against FIDE Pieces.

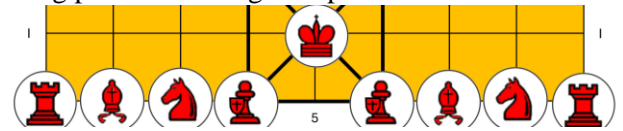


Optional Starting Positions: The back line of the board may be organized in 4 non-standard ways at player's choice

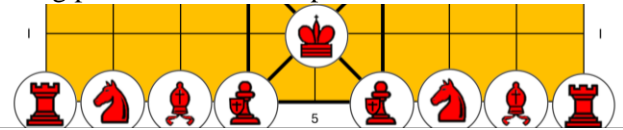
Outer Elephants: The player may optionally trade the starting places of the elephants and the horses.



Left Elephants: The player may optionally trade the starting places of the right elephant and the horse.




Right Elephants: The player may optionally trade the starting places of the left elephant and the horse.



Inner Chariots: The player may optionally trade the starting places of the elephants and the chariots.





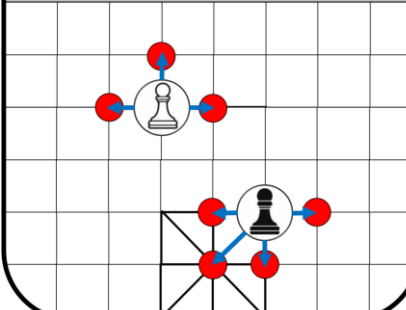
Soldier


Rank Pawn

Move: 1 Space forward or horizontally.

Capture: by Move.

Palace Move: May move 1 space diagonally along the enemy palace lines.





Canon

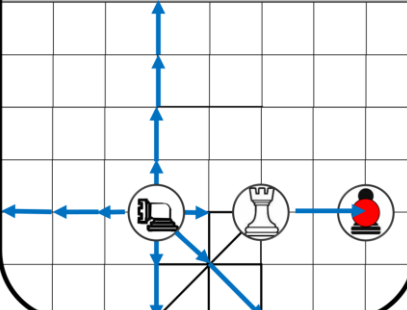
Rank Pawn


Move: Any number of spaces orthogonally

Palace Move: May move diagonally along the palace lines only.

Capture: Must leap a piece before capturing the next.

Immune: Cannot jump or capture canons.





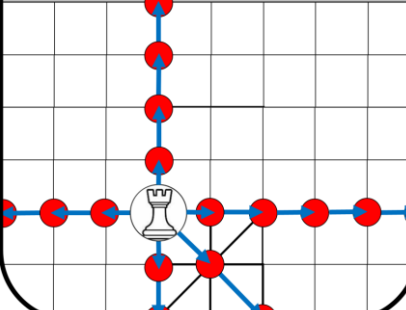
Chariot


Rank Lieutenant

Move: Any number of Spaces, orthogonally

Palace Move: May move diagonally on the palace lines.

Capture: By Move





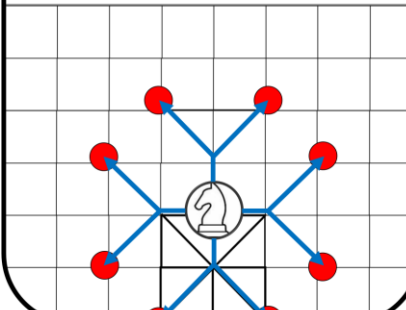
Horse


Rank Knight

Move: 1 space orthogonally, THEN 1 space diagonally

Capture: By Move

Special: None (Cannot leap over pieces)



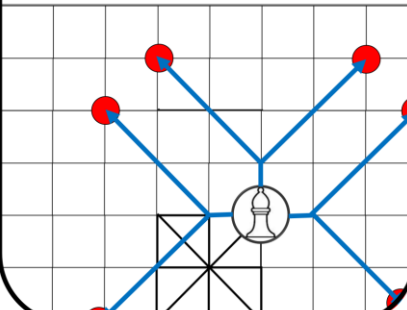



Elephant

Rank Lieutenant

Move: 1 space orthogonally then 2 spaces diagonally

Capture: By Move





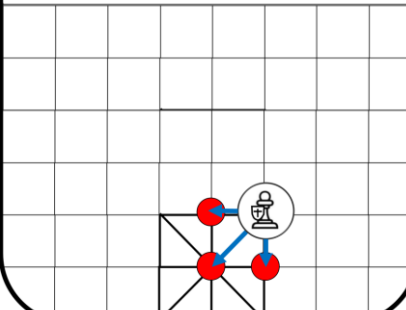
Guard


Rank Pawn

Move: 1 space any direction

Capture: By Move

Special: Cannot leave the Palace





General

Rank King

Move: 1 spaces any direction

Capture: By Move

Special: Cannot leave the Palace

Bikjang: Cannot be line of sight from the opposing General (*Causes a Draw*)

HanSuSwim: May pass his turn.

