

The Jungle Army

Jungle Chess is a Chinese Children's game that is quite popular. Historians are not sure how old the game is, but 100 years ago it sparked European spin offs.

Board: 7x9 gridded. Spaces are numbered vertically 1~9, and horizontally with A~G.

White typically starts on the 1st ~ 3rd Vertical rank, While Black usually starts on the 7th ~ 9th Ranks.

The Board includes 2 lakes or rivers spanning from B4~C6 and E4~F6 respectively. No piece may enter the water spaces EXCEPT The Dog and the Rat. The Board also has pit traps where any piece may be captured. Pit traps are located around the dens (C1,D2,E1,C9,D8,E9)

New Ranks:

Due to the nature of the game, 2 new Ranks had to be inserted. The new list is below in order.

1. Soldier
2. Corporal
3. Sergeant
4. Lieutenant
5. Captain
6. Major
7. Chief
8. General

Army Size: 8 Pieces **Strength:** 64

1 Soldier 2 Lieutenants 2 Sergeants
1 Captains 1 Chief 1 General

How to Lose: In Jungle Chess, you will lose if your den is captured by the opponent army.

Pieces:

Rat (Soldier)



The Rat is small and meek, but cleaver and quick.

Move: Rats move 1 space orthogonally

Capture: Rats capture by moving onto the space of another piece.

Limited Capture: Rats can only capture pieces of Soldier and General Rank. In water they can capture any piece.

Defense: General Rank pieces cannot capture a Rat.

Swim: Rats can swim on any water pieces, no problem.

Cat (Corporal)



The description of the cat is ambiguous, and no reason a standard housecat would be found in the Jungle is ever given, but it is here.

Move: Cats move 1 space orthogonally

Capture: Cats capture by moving onto the space of another piece.

Limited Capture: Cats can only capture pieces of Soldier and Corporal Rank.

Defense: Soldier Rank pieces cannot capture a Cat.

Wolf (Sergeant)



Wolves are the strong hunters in the Jungle. They can be vicious.

Move: Wolves move 1 space

orthogonally.

Capture: Wolves capture by moving onto the space of another piece.

Limited Capture: Wolves can only capture pieces of Soldier, Corporal and Sergeant Rank.

Defense: Soldier and Corporal Rank pieces cannot capture a Wolf.

Dog (Lieutenant)



Hunting Dogs that prowl the Jungles for their Human Masters, Strong and Loyal.

Move: Dogs move 1 space

orthogonally.

Capture: Dogs capture by moving onto the space of another piece.

Limited Capture: Dogs can only capture pieces of Soldier Corporal, Sergeant and Lieutenant Rank, or any piece in water.

Defense: Soldier, Corporal and Sergeant Rank pieces cannot capture a Dog.

Swim: Dogs can swim on any water pieces, no problem.

Leopard (Captain)



Leopards prowl from the trees, and leap down in silence to eat their prey.

Move: Leopards move 1 space

orthogonally.

Capture: Leopards capture by moving onto the space of another piece.

Limited Capture: Leopards cannot capture pieces of Major, Chief or General Rank.

Defense: Only a piece of Captain, Major, Chief, or General Rank can capture the Leopard.

Leap: Leopards may leap over 2 spaces of water if the opposite side is empty.

Tiger (Major)



Tigers are large tough animals to fight. They hide in the trees or grass and leap out to surprise their victims.

Move: Tigers move 1 space orthogonally.

Capture: Tigers capture by moving onto the space of another piece.

Limited Capture: Tigers cannot capture pieces of Chief or General Rank.

Defense: Only a piece of Major, Chief, or General Rank can capture the Tiger.

Leap: Tigers may leap over 3 spaces of water if the opposite side is empty.



Baldwin Games

<https://baldwin-games.com/>

ChessWar Traditional

Lion (Chief)



The King of the Jungle. The entire Army listens to and moves at the Lion's behest.

Move: Lions move 1 space

orthogonally.

Capture: Lions capture by moving onto the space of another piece.

Limited Capture: Lions cannot capture pieces of General Rank.

Defense: Only a piece of Chief, or General Rank can capture the Lion.

Leap: Lions may leap over 3 spaces of water if the opposite side is empty.

Elephant (General)



The Elephant is the biggest and strongest piece in the game. Very little can harm it, or scare it.

Move: Elephants move 1 space

orthogonally.

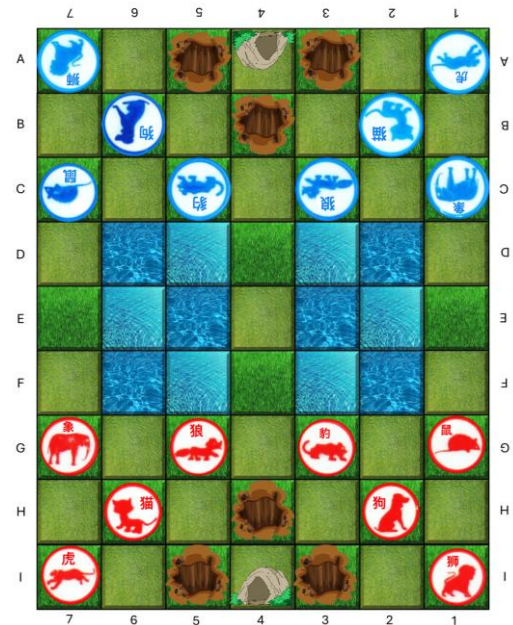
Capture: Elephants capture by moving onto the space of another piece.

Defense: Only a piece of Soldier, or General Rank can capture the Elephant.

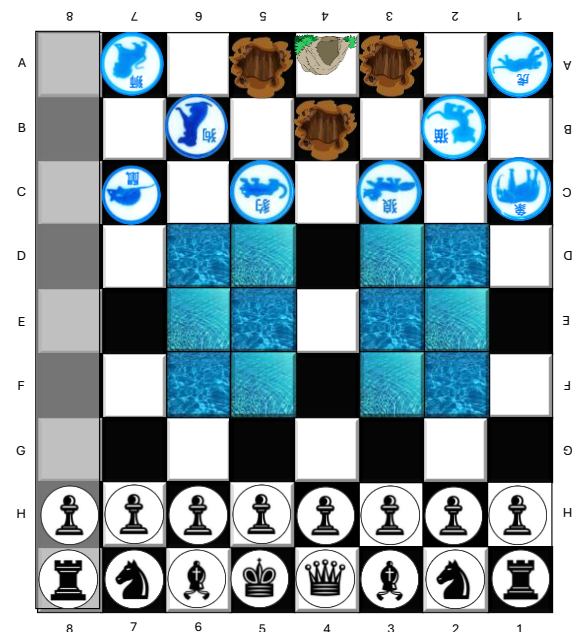
Background:

The Jungle army comes from a Chinese game called Dou Shou Qi. It is not an ancient game, probably originating around 1900 in China. The game tried to simplify Chess for children to enjoy.

Standard Starting places:



Combined Board



ChessWar Traditional

鼠 Rat
Rank: Soldier
Move: 1 Space orthogonally
Kill: by Move, Can kill Ranks Soldier & General Rank pieces.
Defense: Cannot be captured by General Rank pieces.
Swim: Rats can swim on any water

猫 Cat
Rank: Corporal
Move: 1 Space orthogonally
Kill: by Move, Can kill Rank Soldier and Corporal Rank pieces.
Defense: Soldier Rank pieces cannot capture a Cat.

狼 Wolf
Rank: Sergeant
Move: 1 Space orthogonally
Kill: by Move, Can kill Rank Soldier, Corporal and Sergeant Rank pieces.
Defense: Soldier and Corporal Rank pieces cannot capture a Wolf.

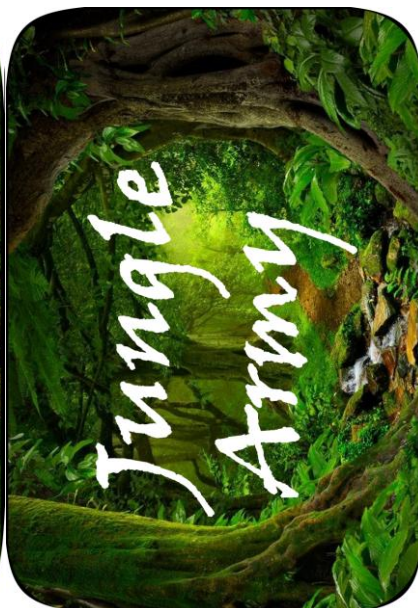
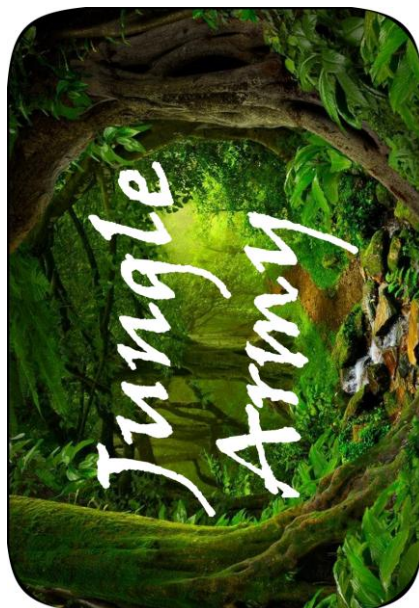
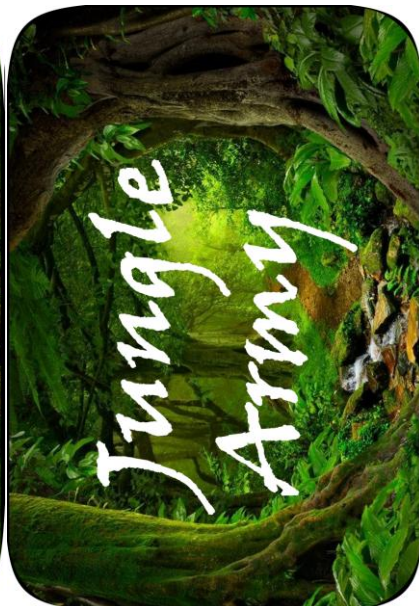
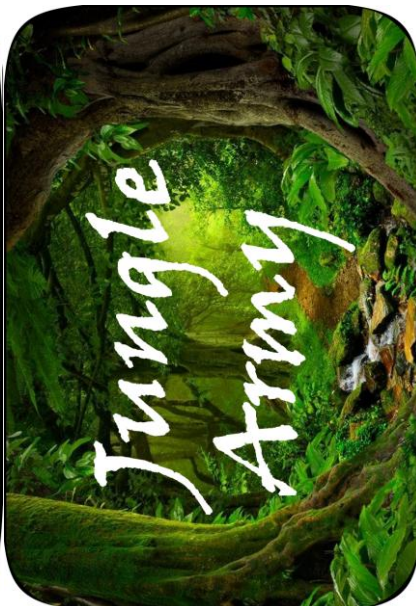
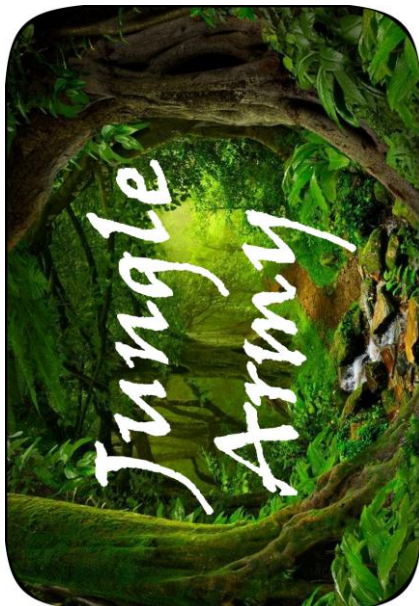
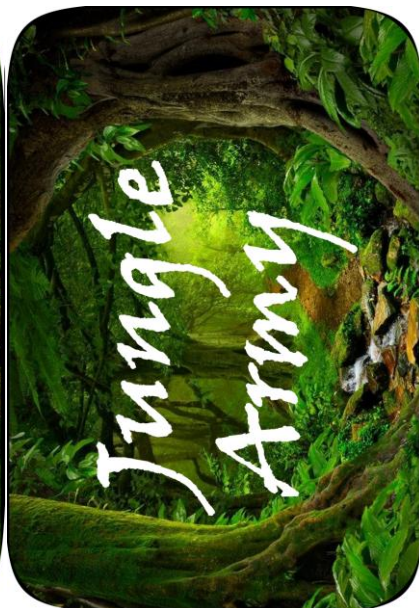
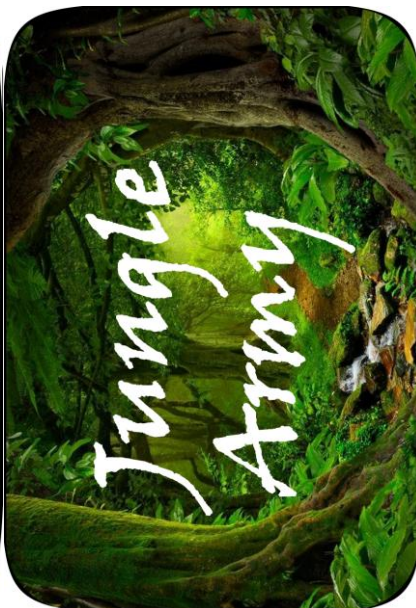
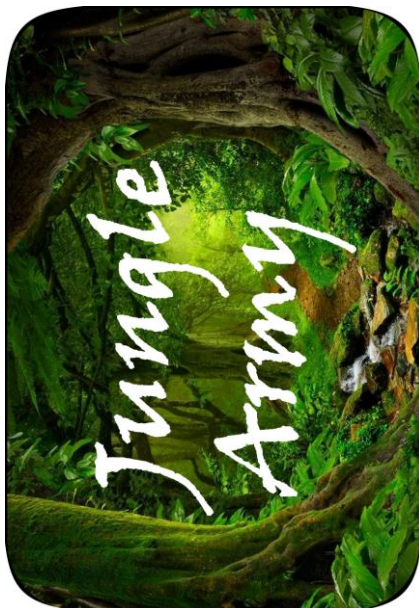
狗 Dog
Rank: Lieutenant
Move: 1 Space orthogonally
Kill: by Move, Can kill Rank Soldier, Corporal, Sergeant and Lieutenant Rank pieces.
Defense: Can't be captured by Soldier, Corporal or Sergeant Rank pieces.
Swim: Dogs can swim on any water.

豹 Leopard
Rank: Captain
Move: 1 Space orthogonally
Kill: by Move, cannot kill Major, Chief or General Rank pieces.
Defense: Can only be captured by a piece of Captain, Major, Chief, or General Rank.
Leap: Leopards may leap over 2 spaces of water if the opposite side is empty.

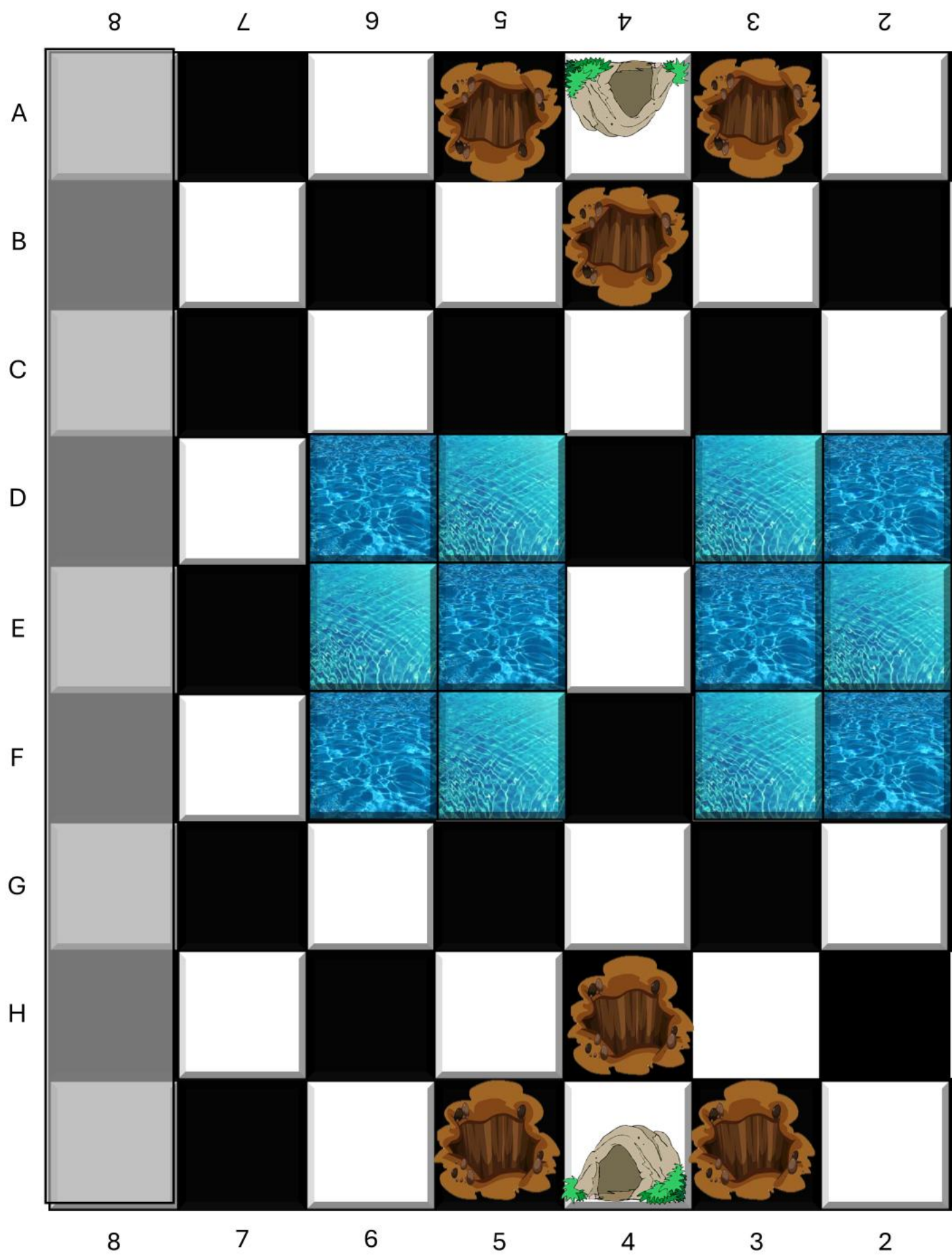
虎 Tiger
Rank: Major
Move: 1 Space orthogonally
Kill: by Move, cannot kill Chief or General Rank Pieces.
Limited Capture: Tigers cannot capture pieces of Chief or General Rank.
Defense: Only Major, Chief, or General Rank can capture the Tiger.
Leap: Tigers may leap over 3 spaces of water if the opposite side is empty.

狮 Lion
Rank: Chief
Move: 1 Space orthogonally
Kill: by Move, cannot kill General Rank pieces.
Defense: Only a piece of Chief, or General Rank can capture the Lion.
Leap: Lions may leap over 3 spaces of water if the opposite side is empty.

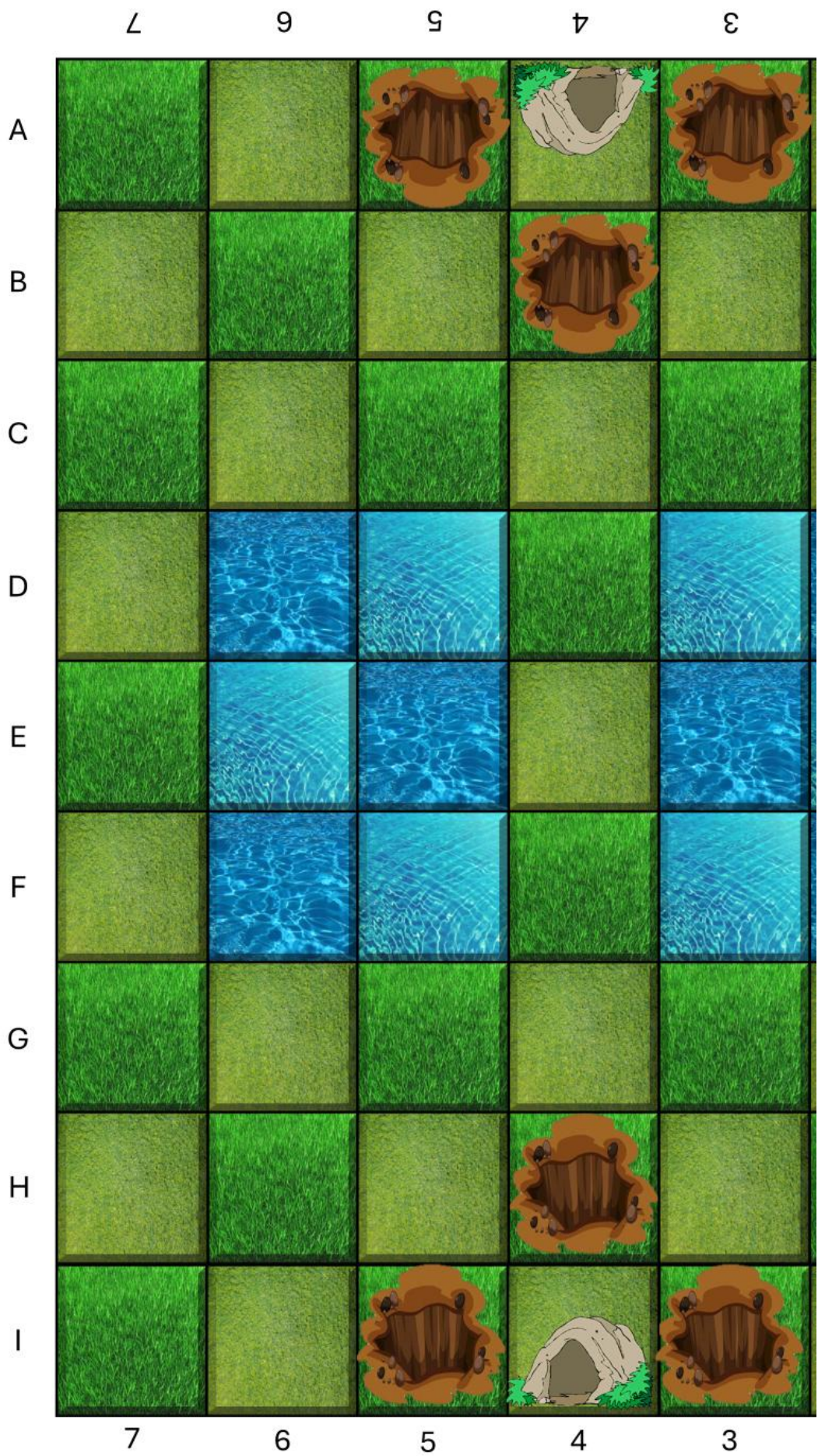
象 Elephant
Rank: General
Move: 1 Space orthogonally
Kill: by Move, cannot kill Soldier Rank pieces.
Special: Can only be killed by Soldiers, and Generals

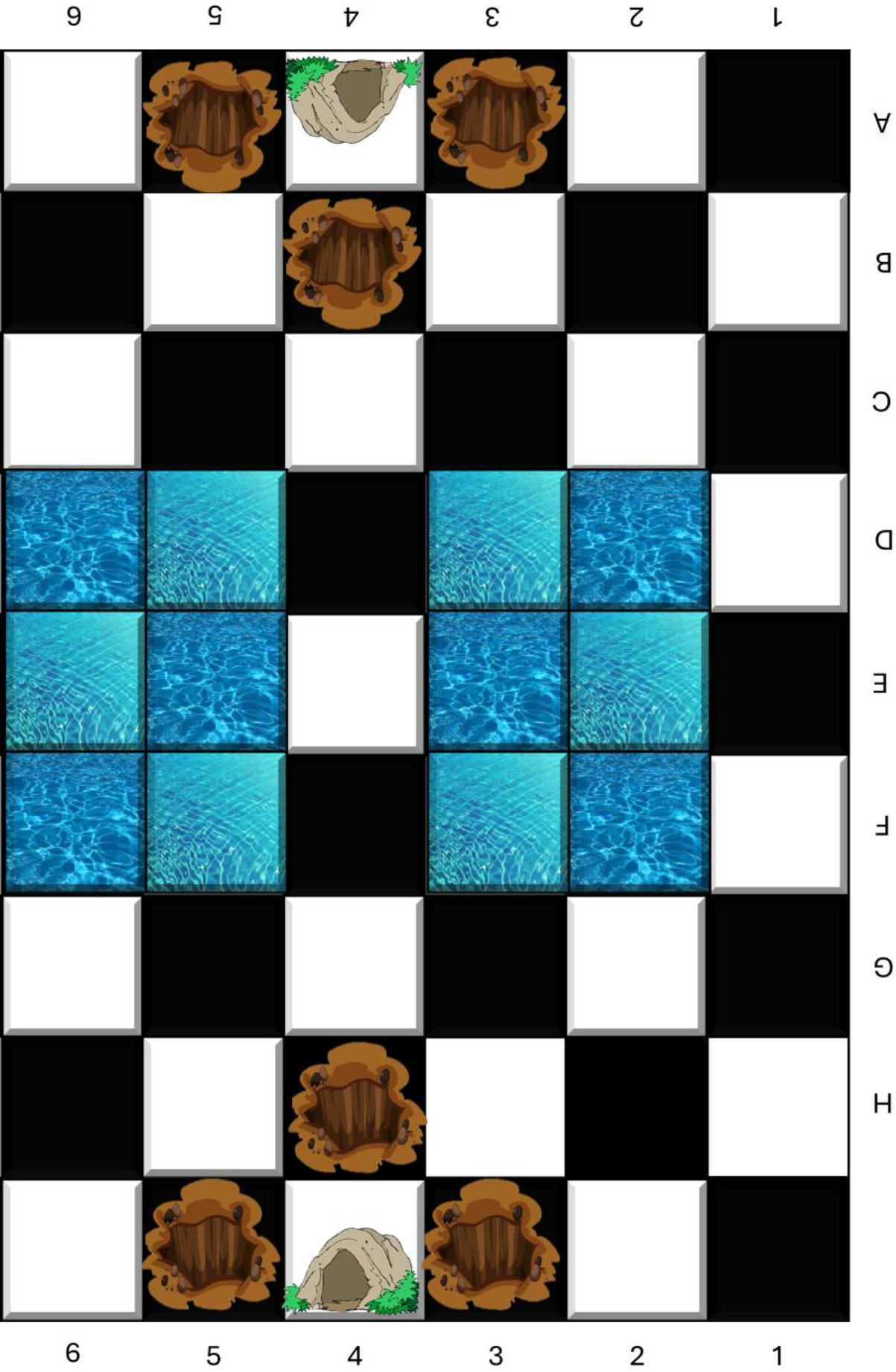


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ChessWar Traditional

