|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | Rank | Speed | Garden |
| D | Dragon | 5 | 3 | *no* |
|  | *Is weaker than the Nightingale.* | | | |
| E | Elephant | 4 | 2 | *no* |
|  | *Can capture up to 4 spaces away.* | | | |
| P | Panda | 4 | 1 | *yes* |
| T | Tiger | 3 | 4 | *no* |
| A | Monkey | 3 | 2 | *no* |
|  | *Can also move in an arc.* | | | |
| N | Nightingale | 2 | 4 | *yes* |
|  | *Is stronger than the Dragon.*  *Can move over opposing pieces.* | | | |
| L | Lotus | 1 | 3 | *yes* |

|  |  |  |
| --- | --- | --- |
| K | Emperor | *When the Emperor is in the opponent’s City, it can show himself to win the game.* |
| Q | Empress | *Can move to the Garden.* |
| G | General | *Can capture any piece.* |
| S | Strategist | *Can view the character of a piece.* |
| J | Hunter | *Can capture any Elephant and Panda.* |
| I | Alchemist | *Can capture any adjacent piece without moving.* |
| B | Farmer | *Does nothing special.* |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | Rang | Snelheid | Tuin |
| D | Draak | 5 | 3 | *nee* |
|  | *Is zwakker dan de Nachtegaal.* | | | |
| E | Olifant | 4 | 2 | *nee* |
|  | *Kan tot 4 velden ver slaan.* | | | |
| P | Panda | 4 | 1 | *ja* |
| T | Tijger | 3 | 4 | *nee* |
| A | Aap | 3 | 2 | *nee* |
|  | *Kan bochten maken.* | | | |
| N | Nachtegaal | 2 | 4 | *ja* |
|  | *Is sterker dan de Draak.*  *Kan over vijandige stukken heen springen.* | | | |
| L | Lotus | 1 | 3 | *ja* |

|  |  |  |
| --- | --- | --- |
| K | Keizer | *Als de Keizer in de Stad van de tegenstander staat, kan hij zich tonen om het spel te winnen.* |
| Q | Keizerin | *Kan de Tuin in bewegen.* |
| G | Generaal | *Kan elk stuk slaan.* |
| S | Strateeg | *Kan het karakter van een stuk bekijken.* |
| J | Jager | *Kan elke Olifant en Panda slaan.* |
| I | Alchemist | *Kan elk aanliggend stuk slaan zonder te bewegen.* |
| B | Boer | *Doet niets speciaals.* |