

The xq package is made for writing about Xiangqi or Chinese chess. This file demonstrates what the package can do.

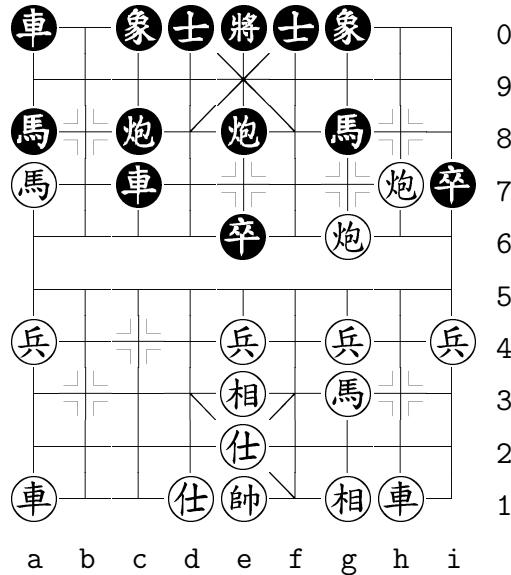
First we write down a complete game.

Player 1 – Player 2

1. A f1 – e2 C h8 – e8

Moves are input like this: "\move f1e2 h8e8". The letter of the piece moved is generated automatically and also, whether it is a capture or not. The piece letters shown depend on the language, you choose at the beginning of the .tex file, in this case it is "english". By now there are letters defined for English, Spanish, French, Italian, Czech, Dutch and my mother tongue: German. I created a pattern in the style file, where you can add your language typical letters, if the ones already defined do not match your preferences.

- | | | |
|-----|------------|-----------|
| 2. | H h1 – g3 | H h0 – g8 |
| 3. | H b1 – c3 | R i0 – h0 |
| 4. | R i1 – h1 | R h0 – h6 |
| 5. | C h3 – h5 | H b0 – a8 |
| 6. | P c4 – c5 | C b8 – c8 |
| 7. | E c1 – e3 | P c7 – c6 |
| 8. | H c3 – b5 | P c6 × c5 |
| 9. | E e3 × c5 | R h6 – c6 |
| 10. | E c5 – e3 | P g7 – g6 |
| 11. | H b5 × a7 | R c6 – c3 |
| 12. | C b3 – b6 | R c3 – c7 |
| 13. | C h5 – h7 | P e7 – e6 |
| 14. | C b6 × g6! | |



The board is shown with a single command. The style finds the correct position depending on the moves you input.

14. ... R c7 × a7?

Black wins a major piece, but more important is that Red gets a strong attack on the right wing of the board.

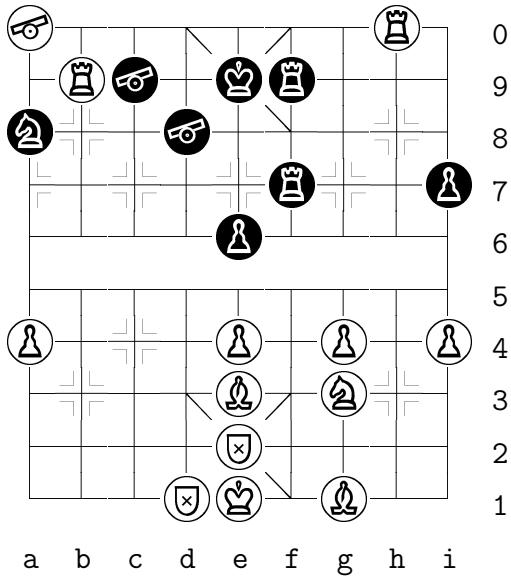
- | | | |
|-----|-------------|-----------|
| 15. | C g6 × g0 + | A f0 – e9 |
| 16. | C h7 – h0 + | |

It is not better for Red to play 16.Ci0, for after 16...Kf0 17.Chh0 + Kf9 18.Rh9 + Kf8 19.Rg9 Hh6 20.Rg6 Red gets back the major piece only...

- | | | |
|-----|-------------|-----------|
| 16. | ... | H g8 × h0 |
| 17. | R h1 × h0 | R a0 – a9 |
| 18. | C g0 × d0 + | A e9 – f0 |
| 19. | C d0 × f0 | R a9 – f9 |
| 20. | C f0 × c0 + | |

but in the game Red takes the whole defense of Black...

- | | | |
|-----|-------------|-----------|
| 20. | ... | K e0 – e9 |
| 21. | R a1 – b1 | R a7 – f7 |
| 22. | R b1 – b9 + | C c8 – c9 |
| 23. | C c0 – a0 | C e8 – d8 |



You can also show the board with western pieces using \showwesternboard.

- | | | |
|-------------------------|----------|---------|
| 24. | R b9-a9 | C d8-d2 |
| 25. | C a0×a8 | |
| ...and the major piece. | | |
| 25. | ... | K e9-e8 |
| 26. | R h0-h8+ | R f7-f8 |
| 27. | R a9×c9 | |

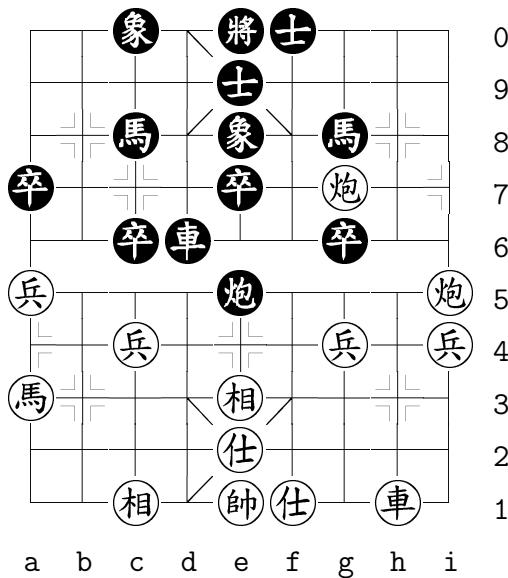
Black resigned the game.

1 : 0

Now we start playing from a special position, that is input in the .tex file.

Exercise

In the diagram shown below, both sides can checkmate the opponent, depending only on who is to move.



1. Red to move, checkmates in 3 moves
2. Black to move, checkmates in 4 moves

Solution

1. Red to move

1. C i5 - i0+ H g8-h0
2. C g7-g0+ E e8×g0
3. C i0 ×g0#

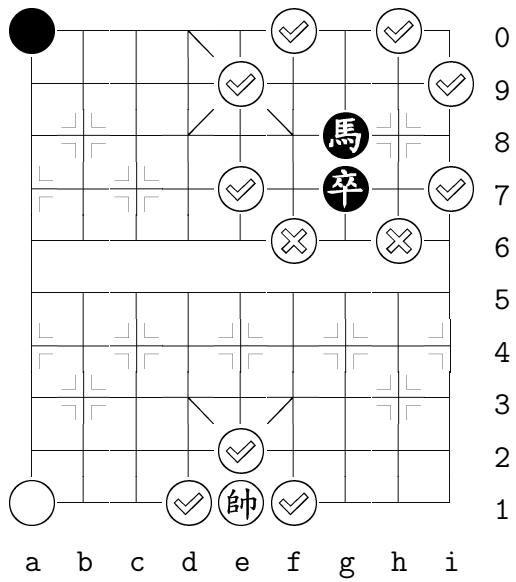
2. Black to move

1. ... K e0-d0
2. C i5 - i0+ K d0-d9
3. C i0 - i9+ K d9-d8
4. C i9 - i6

...or any other move

4. ... R d6-d1#

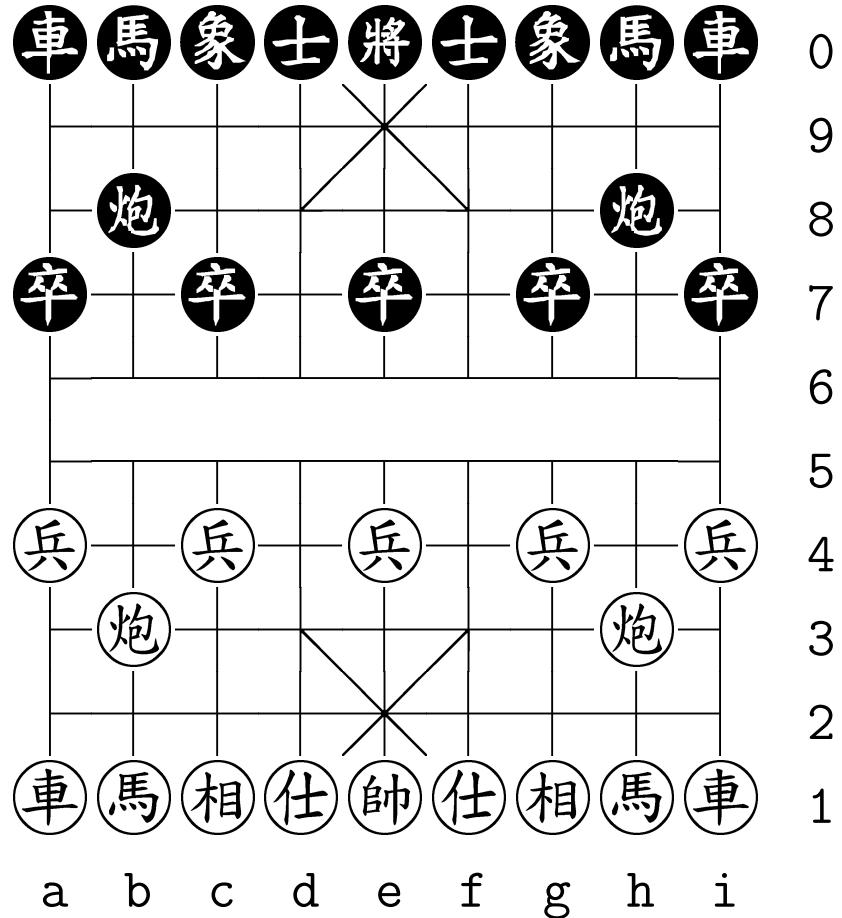
I added some additional signs to demonstrate legal moves of pieces. But for now this is not more than a first draft with only the four extra signs shown in the diagram.



Pieces in running text:

- (帥) 將 the kings
- (仕) 士 the advisors/guards
- :
- (象) 象 the knights/horses
- (兵) 兵 the pawns/soldiers

I also included commands to show large boards: \showlargeboard and \showlargewesternboard.



That's all! Hopefully everything works like it should!