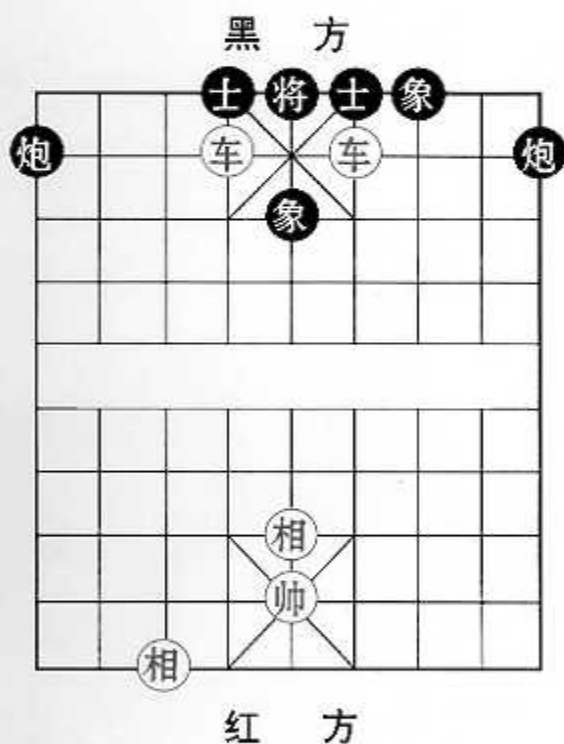


# RULES OF XIANGQI



# XIANGQI RULES

## 1 Common terms

Check	A move that attacks the king immediately. (Usually, when making a check, one would alert his opponent by saying "jiang jun".)
Kill	A move before a check or a series of checks that leads to a checkmate.
Chase	A move that threatens to capture a piece other than the king in the next move.
Exchange	A move that trades a piece with an opponent's piece.
Block	A move that prevents an opponent's piece to move in a certain direction.
Offer	A move that invites the opponent to capture a piece.
Idle	A move that is not a check, kill, chase, exchange, block or offer.
Perpetual check	A string of consecutive checks, causing a similar situation to recur endlessly. This definition can also be used for "perpetual block", "perpetual exchange" and "perpetual offer".
Perpetual kill	A succession of kills.
Perpetual chase	Player A makes a succession of chasing moves, while player B answers each move by moving away the piece under attack, or resolving the chase with another piece. If A continues to attack the piece move after move, he is making a "perpetual chase".
Resolve-kill	A move that directly foils the opponent's threat to checkmate. "Resolve-check", "resolve-chase" have similar meanings.
Counter check	A move that resolves a check and checks the opponent king at the same time. Similar definitions apply to "Counter kill", "counter chase", "resolve-kill" and "counter chase" etc.
Protected	A piece is said to be "protected" (literally "rooted") if any

opponent piece captures it can be captured immediately. Otherwise, it is "unprotected". The protector of a piece is called the "root".

Real root	When a protected piece is captured, and the protector can in turn capture the captor, the protector is a "real root".
Fake root	When a protected piece is captured, the protector is immobilized and cannot take the captor immediately.
Alternate check & kill	A check followed immediately by a kill. Similar definitions apply to "alternate check and chase", "alternate check and idle", "alternate kill and chase", "multi-check with one kill", "multi-check with one idle" etc.
Two-to-one check	While one side is making perpetual check, the other side in resolving the checks, counter checks on every other move.
Two-to-one chase	While one side is making perpetual chase, the other side in resolving the chases, counter chases on every other move.
Two-to-two chase	While one side makes two consecutive chases, the other side in resolving the chases, also returns with two chases.

## 2 Basic Principles of Judgement

In applying the Rules of Xiangqi to judge the outcome of a game, the following four basic principles must be observed:

- 1) When both players do not violate the rules, and neither of them wishes to vary the moves, the game shall be declared a draw.
- 2) When both players violate the same rules simultaneously, the game shall be declared a draw.
- 3) Where one side checks perpetually, and the other side chases perpetually, the side making perpetual checks must vary the moves. Otherwise it loses.
- 4) Where one side violates the rules, and the other side does not, the side violating the rules must vary the moves. Otherwise it loses.

## 3 General Rules

- 1) Under all circumstances, perpetual checking will be ruled as a loss.
- 2) In any of the following cases, the game will be declared a draw if neither side wants to vary the moves:
  - Alternate check and kill
  - Alternate check and chase

Alternate check and idle  
 Alternate kill and chase  
 Alternate check and capture-after-check  
 Alternate chase and capture-after-check

- 3) Perpetual chase of one piece on another piece (other than a pawn that has yet to cross the river) will be ruled as a loss. It is also illegal for two or more pieces to make perpetual on one piece, except when one of the chasing pieces is a pawn or a king.
- 4) One piece chasing two or more pieces repeatedly will be ruled as a draw, so are two pieces chasing two or more pieces.
- 5) In the case of a two-to-one chase, the player making two consecutive chases is considered making perpetual chase and has to vary the moves. Otherwise, he loses.
- 6) Perpetual chase on a piece with real root will be declared a draw. It is a draw if the protector is a fake root. However, perpetual chase on a chariot by a horse or a cannon is prohibited.
- 7) Perpetual chase on a piece of the same type will be ruled as a draw. It will not be allowed, however, if the piece attacked is pinned down to a file or a rank. Besides, a "free" horse may not perpetually chases an "impaired" horse.
- 8) When one of the two consecutive chases can also be viewed as an invitation to exchange pieces, it is still defined as "perpetual chase". Perpetual chase, even if each move is also an invitation to exchange pieces, is still a perpetual chase.
- 9) A king or a pawn chasing any piece perpetually will be ruled as a draw. A king or a pawn, in combination with another piece, chasing perpetually on a piece will also be ruled as a draw.
- 10) In all the following cases, the game will be declared a draw:
  - Perpetual block
  - Perpetual offer
  - Perpetual exchange
  - Perpetual threat to capture-after-check

#### 4. Details and Illustrations

1. The side that captures the opponent's king first wins the game.
2. A game can also be won by rendering all the opponent pieces immobile.
3. When a player repeats any illegal moves for three times, despite the request from the referee to change his move, he will be declared the loser.
4. It is a draw if:
  - (a) neither side can force a win
  - (b) one sides offers a draw and the other side agrees
  - (c) the referee declares it so.
5. If a game comes to a standstill with repeating sequence of moves, and neither player has violated any rule or wishes to vary his moves, it will be declared a draw.

6. Under no circumstances will perpetual check be permitted, whether checking is made with a single piece or several pieces. The player must break the perpetual check, else he will lose the game (Diagrams 1, 2 & 3).

[Diagram 1] (Red to move)

R2+1, K6+1, R2-1, K6-1, R2+1, K6+1, R2-1, .....

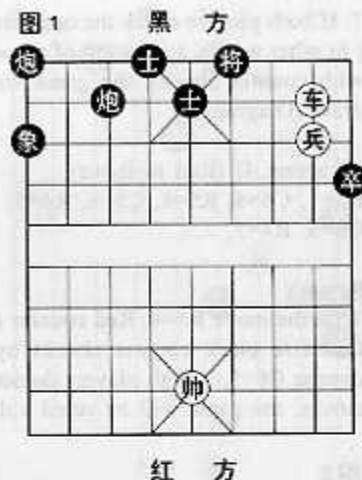
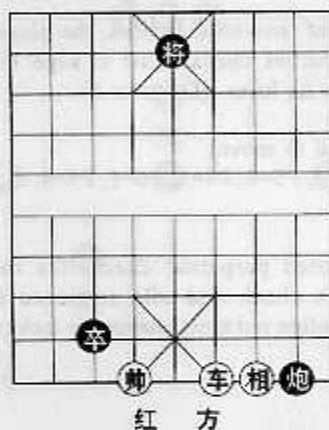


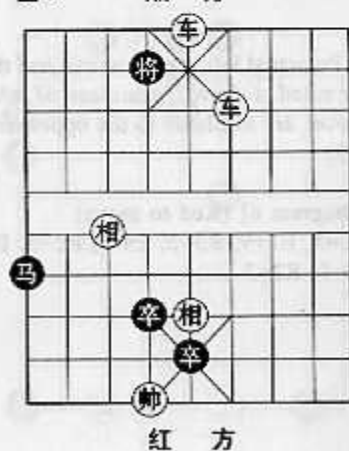
图2 黑方



[Diagram 2] (Red to move)

R4=5, K5=6, R5=4, K6=5, R4=5, K5=6, R5=4, .....

图3 黑方



[Diagram 3] (Red to move)

R4+1, K4+1, R4-1, K4-1, R4+1, K4+1, R4-1, ....

#### Remarks:

In the above three diagrams, Red has violated the rule of perpetual check. Red must change his moves, or he loses.

7. If both players check the opponent perpetually (in other words, a situation of answering a check with counter check), the game will be ruled a draw (Diagram 4).

[Diagram 4] (Red to move)

R5+1, C5=6, R5=4, C5=6, R4=5, C6=5, R5=4, C5=6, R4=5, .....

**Remark**

With the move R5=4, Red counter checks Black. Likewise black counter checks by moving his cannon C6=5. If both players do not change their moves, the game will be ruled a draw.

图4

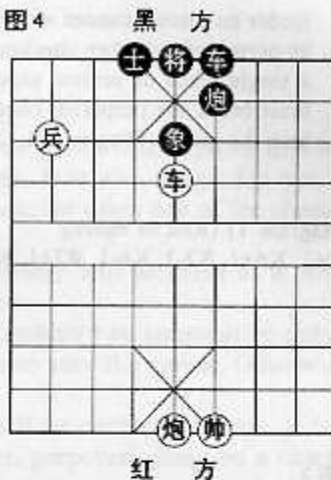
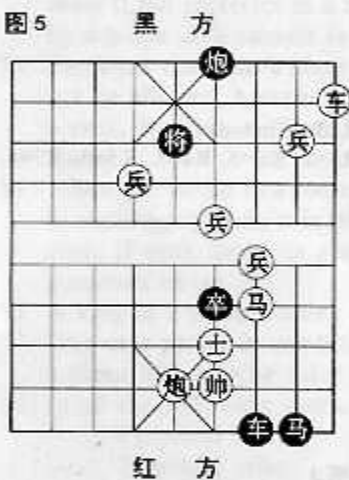


图5



8. In a situation of two-to-one check, the player performing perpetual check must change his moves, otherwise he loses. (Diagram 5).

[Diagram 5] (Red to move)

P4=5, P6=5, P5=4, P5=6, P4=5, P6=5, P5=4, .....

**Remark**

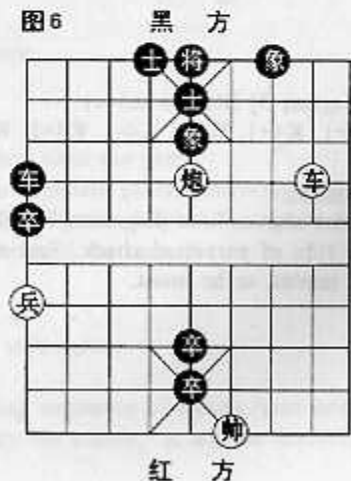
Red has committed perpetual check. On the contrary, black's check and idle sequence is permissible. Therefore red must change his moves, or he loses.

9. Perpetual kill is permissible and the game will be ruled a draw, regardless of what rescuing moves are available to the opponent. (Diagram 6-9).

[Diagram 6] (Red to move)

R2=3, E7+9, R3=2, E9-7, R2=3, E7+9, R3=2, E9-7, R2=3.....

图6



[Diagram 7] (Red to move)

H6+7, K6+1, H7-6, K6-1, H6+7, K6+1, H7-6.....

图7

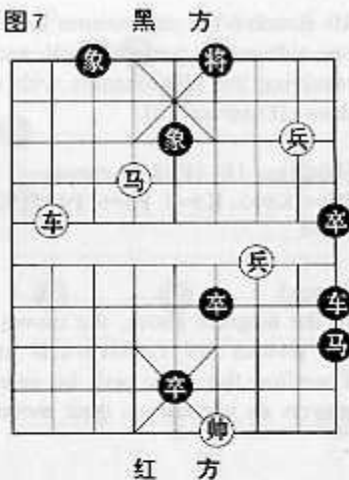
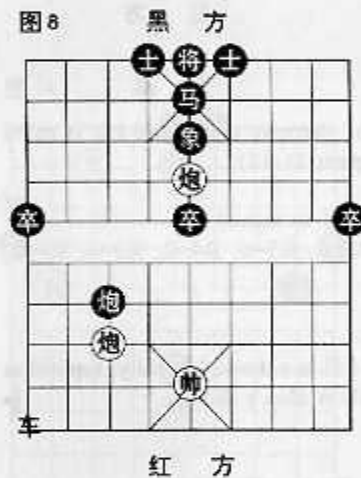


图8



[Diagram 8] (Red to move)

C7=3, C3=7, C3=7, C7=3, C7=2, C3=8, C2=8.....

**Remark**

In the three diagrams above, red is making perpetual kill. Perpetual kill, unlike perpetual check, is allowed. Therefore the game will be ruled a draw if both players do not change their moves.

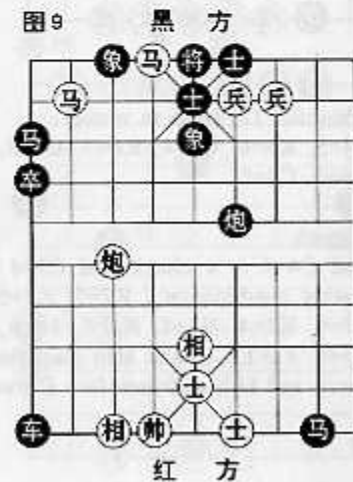
[Diagram 9] (Red to move)

C7=5, C6=5, C5=2, C5=8, C2=5, C8=5, C5=2, .....

**Remark**

Red C5=2 is a kill and C6=5(or C2=5) also comes with a mating combination ( P4+1, K4=5, P3=4, K6=5, P4=5, K5=6, P5=4.) This is considered another type of perpetual kill and the game will be ruled a draw if both players do not change their moves.

图9





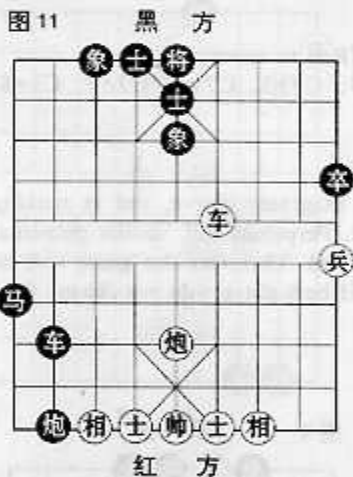
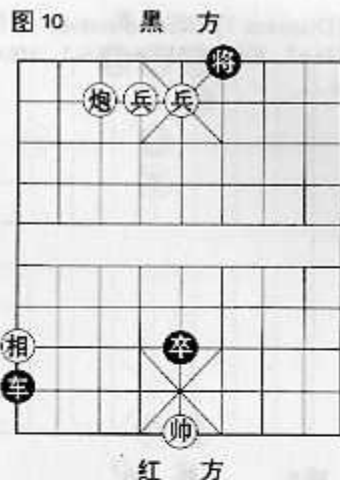
10. Resolve-kill and counter kill, a situation where one side makes perpetual kill, and the other side in resolving the kill counters with a kill, is ruled a draw. (Diagram 10).

[Diagram 10] (Red to move)

P5=4, K6=5, K5=4, P5=6, P4=5, K5=6, K4=5, P6=5, P5=4.....

**Remark**

In the diagram above, the moves of the kings and the pawns are resolve-kill and counter kill. Therefore the game will be ruled a draw if both players do not change their moves.



11. Repetition of alternate check and kill is ruled a draw. (Diagram 11-12).

[Diagram 11] (Red to move)

R4=2, K5=6, R2=4, K5=6, R4=2, K5=6, R4=2, .....

**Remark**

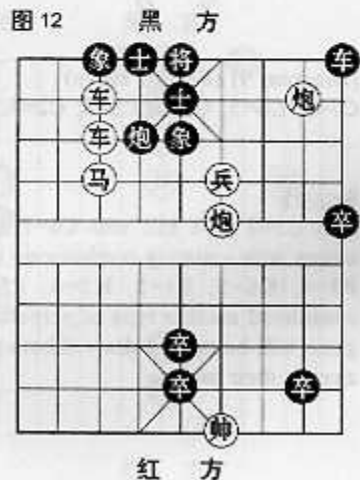
Since perpetual kill is a draw, logically, repetition of check and kill is also a draw.

[Diagram 12] (Red to move)

C4=5, K5=6, C5=4, K6=5, C4=5, K5=6, C5=4, K6=5, C4=5,.....

**Remark**

Red C4=5 is a check and C5=4 comes with a mating combination ( R7=5, A4+5, R7+2, C4-2, R7=6, K5=4, H7+8, K4=5, H8-6, K5=6, C5=4, A5+6, P4+1.) This is also classified as alternate check and kill, and therefore a draw.



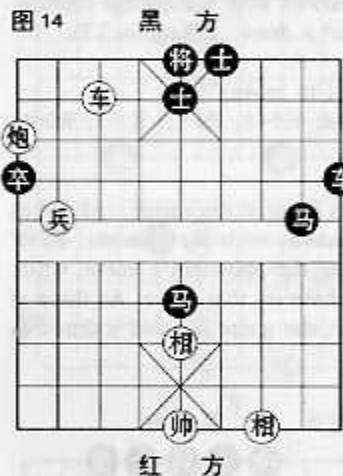
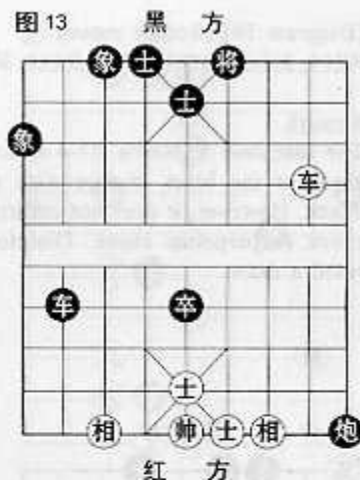
12. Recurrence of alternate check and chase or multi-check and one chase is ruled a draw (Diagram 13).

[Diagram 13] (Red to move)

C2+3, K6+1, R2+9, C9-5, R2+8, K6-1, R2-3, C9-2, R2+4, K6+1, R2-2, C9+4, R2+1, K6-1, R2+1, K6+1, R2-6,.....

**Remark**

Red chariot makes a chase on the black cannon after one or more checks. Although the black cannon is unprotected, red is not guilty of perpetual chase. Therefore the game will be ruled a draw, if both players do not change their moves.



13. Repetition of alternate check and idle, or alternate check and capture-after-check is ruled a draw. (Diagram 14-16).

[Diagram 14] (Red to move)

R7+1, A5-4, R7-1, A4+5, R7+1, A5-4, R7-1, A4+5, R7+1, .....

**Remark**

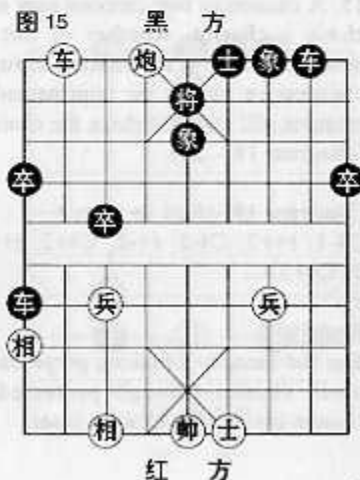
After checking the black king, red's next move is not a check, although it threatens to win a piece through C9+2, A5-4, R7+1, A5-4, R7-3. Red's R7-1 is a waiting move. Since check and kill repeat is a draw, logically, this is also a draw.

[Diagram 15] (Red to move)

R8-1, K5-1, R8+1, K5+1, R8-1, K5-1, R8+1,.....

**Remark**

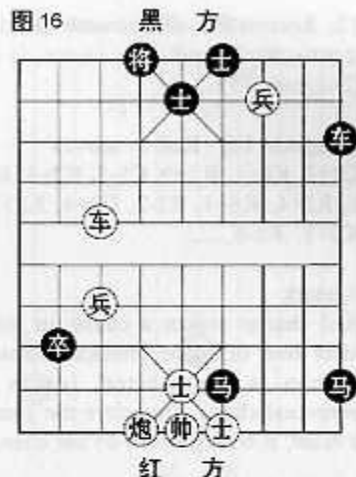
Red R8+1 threatens to win material with C6=4 or C6=6. Nevertheless the moves are neither perpetual check nor perpetual chase, the game is therefore ruled a draw.



[Diagram 16] (Red to move)  
R7+4, K4+1, R7-4, K4-1, R7+4, K4+1, R7-4, .....

**Remark**

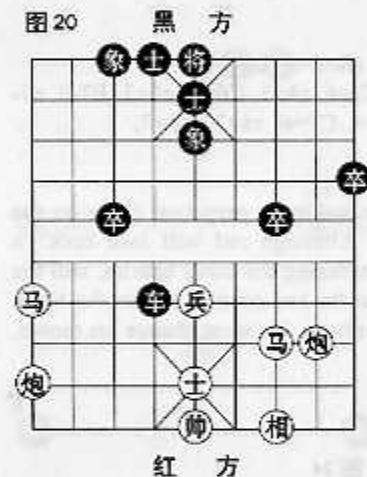
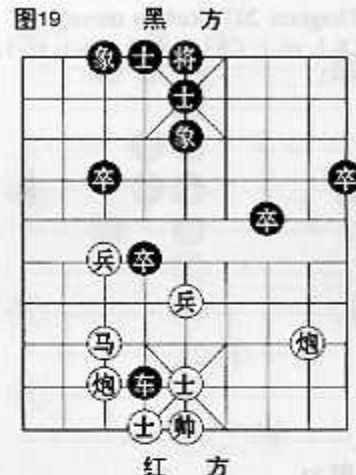
The intention of Red's R7-4 is to win the black horse or the black chariot with a capture-after-check. However, it does not constitute a perpetual check or perpetual chase. Therefore the game is ruled a draw.



[Diagram 19] (Red to move)  
C2-1, r4+2, C2+2, r4+2, C2-2, r4-2, C2+2, ...

**Remark**

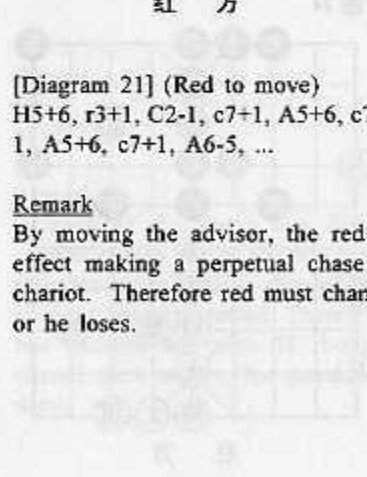
The red cannon chases the black chariot in two consecutive moves, while the black chariot is protected on one move and counter chases a red cannon on the other move. Black's moves produce a 'chase and idle' loop. Red, on the other hand, is making a perpetual chase on the chariot. Therefore red must change his moves, or he loses.



[Diagram 20] (Red to move)  
C2+1, r4+2, C2-2, r4-2, C2+2, r4+2, C2-2, r4-2, C2+2, ...

**Remark**

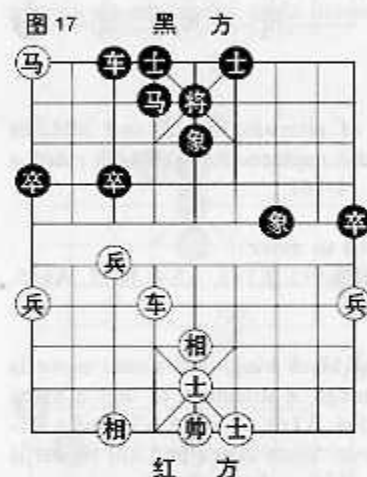
Red chases the black chariot in consecutive moves. The black chariot, in turn, chases the red horse and the cannon alternately. This looks like a two-to-two chase. However, red moves are illegal because the red cannon is making perpetual chase on a chariot. As for black, chasing two different pieces alternately with the same piece is permissible. Therefore only red is violating the rules. Red must change his moves, or he loses.



[Diagram 21] (Red to move)  
H5+6, r3+1, C2-1, c7+1, A5+6, c7+1, A6-5, c7-1, A5+6, c7+1, A6-5, ...

**Remark**

By moving the advisor, the red cannon is in effect making a perpetual chase on the black chariot. Therefore red must change his moves, or he loses.



14. A chase followed with a threat to capture-after-check is ruled a draw. (Diagram 17).

[Diagram 17] (Red to move)  
R6=2, K5-1, K2=6, K5+1, R6=2, K5-1, R2=6, K5+1, R6=2 .....

**Remark**

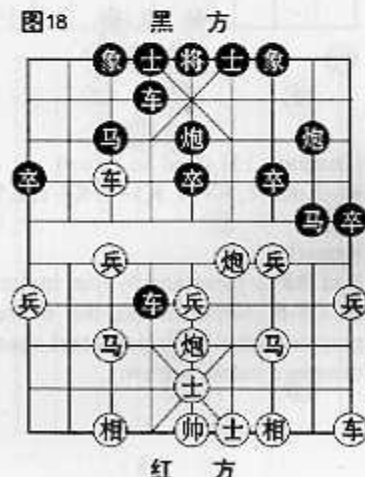
In order to save his horse at the corner, red makes two consecutive moves with his chariots: R6=2 threatens to capture the opponent's horse, while R2=6 is a direct chase on that horse. As there is no perpetual chase, the game is ruled a draw.

15. A cannon or two cannons may not perpetually chase a chariot, whether or not the latter is protected. Even if the chariot, in turn, makes two consecutive chases on unprotected pieces, the cannons still may not chase the chariot perpetually (Diagram 18 - 25).

[Diagram 18] (Red to move)  
C4-1, r++2, C4-2, r+-2, C4+2, r++2, C4-2, r+-2, C4+2, ...

**Remark**

The red cannon is making perpetual chase on the black chariot (though protected). Red must change his moves, else he loses.



[Diagram 22] (Red to move)

C8-1, r6-1, C8+1, r6+1, C8-1, r6-1, C8+1, r6+1, C8-1, ...

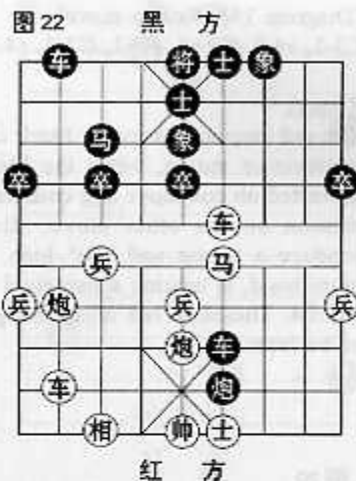
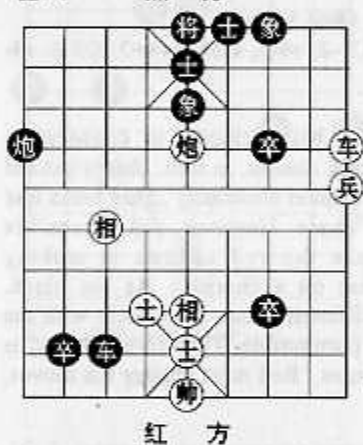


图23 黑方



[Diagram 23] (Red to move)

C5=7, r3=4, C7=6, r4=3, C6=7, e5+3, E7-9, e3-5, E9+7, r3=4, C7=6, r4=3, C6=7, ...

**Remark**

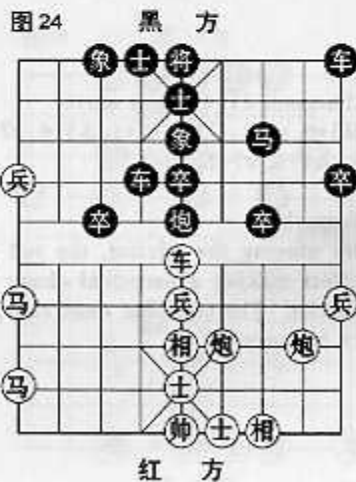
Red cannon is making a perpetual chase on the black chariot. Although red will lose back a chariot after capturing the black chariot, still the situation is that the red cannon chases the black chariot consecutively. He must change his moves, else he loses.

[Diagram 24] (Red to move)

C2+4, r4+3, C4+1, r4+2, C2-5, C4-5, C4+3, r4+3, C2+2, r4+2, C4-5, ...

**Remark**

Two red cannons work in tandem to perpetually chase the black chariot. The black chariot in reply, chases the red horse or the crossed-river pawn on alternate moves. This looks like a case of perpetual chase by both sides. However, it is legal for a piece to chase two or more pieces alternately, but illegal for two or more pieces to chase one perpetually. Therefore red must change his moves, or he loses.



[Diagram 25] (Red to move)

C2+4, r4+3, C4+1, r4+2, C4-2, r4-2, C2-3, r4-3, C4+5, ...

**Remark**

Although the black chariot is protected, the case is the same as the previous diagram. Red must change his moves, or he loses.

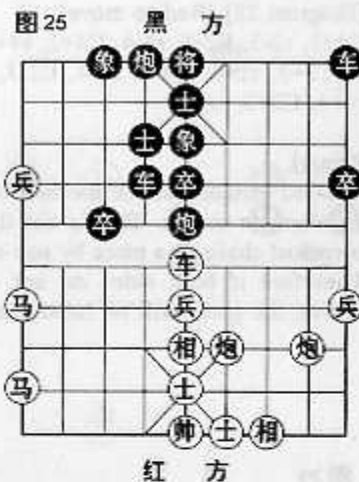
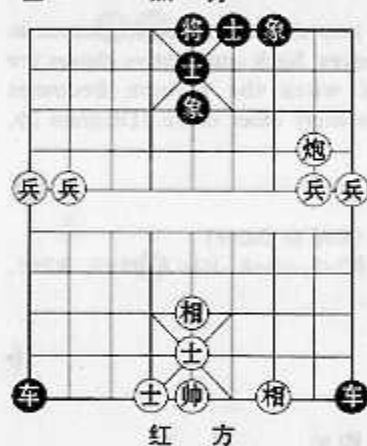


图26 黑方



16. One cannon chasing two chariots on alternate moves is allowed, so is two cannons chasing two chariots on alternate moves. (Diagram 26, 27 and 28)

[Diagram 26] (Red to move)

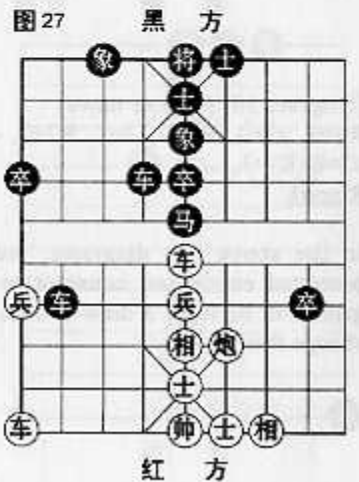
C2=1, r9=8, C1=9, r1=2, C9=2, r8=9, C2=8, r2=1, C8=1, ...

[Diagram 27] (Red to move)

C4+1, r2+2, C4+3, r4+3, C4-5, r2-5, C4+2, r4+2, C4+3, ...

**Remark**

In each of the above two diagrams the red cannon chases one of the two black chariots on alternate moves. This is allowed though the black chariots are unprotected. Therefore neither side has violated the rules. If both sides do not change their moves, the game will be ruled a draw.



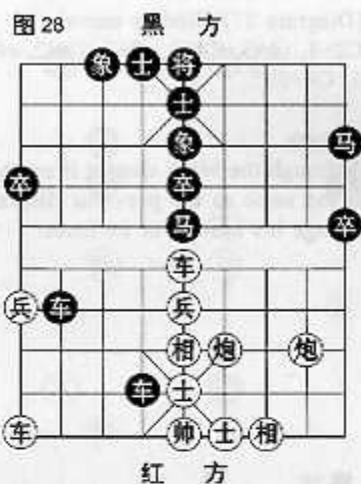


[Diagram 28] (Red to move)

C4+1, r2-3, C2-1, r4-4, C4+2, r4+2, C2+2, r4-2, C2+3, r2+3, C4-4, r4-4, C2-3, r2-3, C4+4, r4+4, C2+3, ...

**Remark**

The red cannons attack the two black chariots on alternate moves. This is not the same as a perpetual chase on a piece by one or two pieces. Therefore if both sides do not change their moves, the game will be ruled a draw.

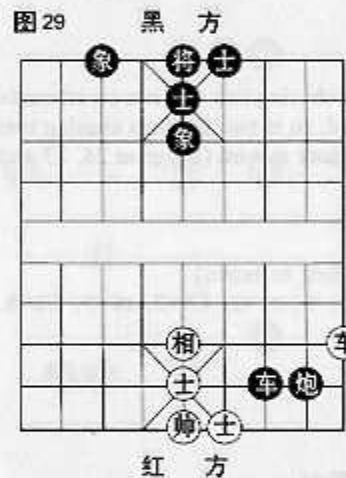
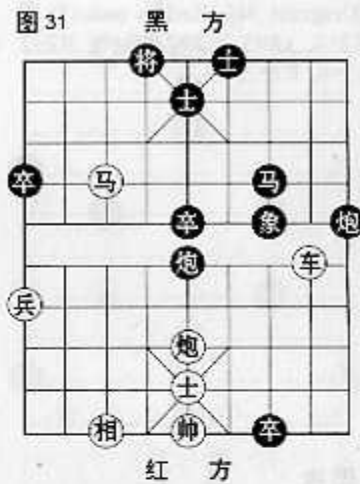


[Diagram 31] (Red to move)

R2=1, c9=8, R1=2, c8=9, R2=1, c9=8, R1=2, c8=9, R2=1, ...

**Remark**

Black is making perpetual kill, while red is chasing a protected piece on one move and an unprotected piece on the other. Both are permissible, therefore the game will be ruled a draw if neither side opts to change the moves.



17. A chariot may chase a protected cannon in consecutive moves. Such consecutive chases are also allowed when the cannon becomes unprotected on every other move. (Diagram 29, 30 and 31)

[Diagram 29] (Red to move)

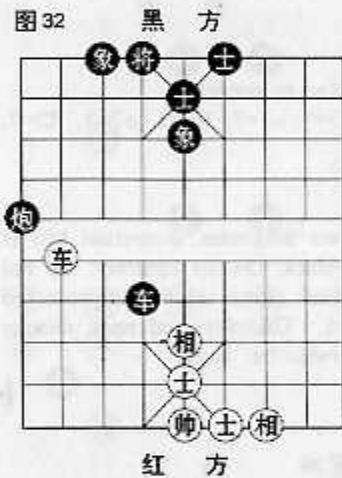
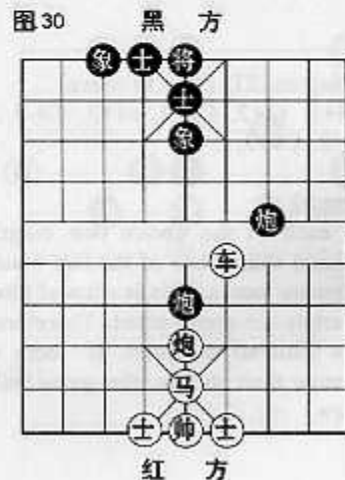
R1=2, c8=9, R2=1, c9=8, R1=2, c8=9, R2=1, c9=8, R1=2, ...

[Diagram 30] (Red to move)

R4=3, c7=3, R3=7, c7=3, R7=3, c7=3, R3=7, c3=7, R7=3, ...

**Remark**

In the above two diagrams, red chases the protected cannon on consecutive moves. The game will be ruled a draw if both sides do not change their moves.



18. A chariot may not perpetually chase an unprotected cannon even if the cannon is making a perpetual kill, alternate check and kill, alternate check and counter chase, or a counter chase on two pieces in two consecutive moves. (Diagram 32 - 38)

[Diagram 32] (Red to move)

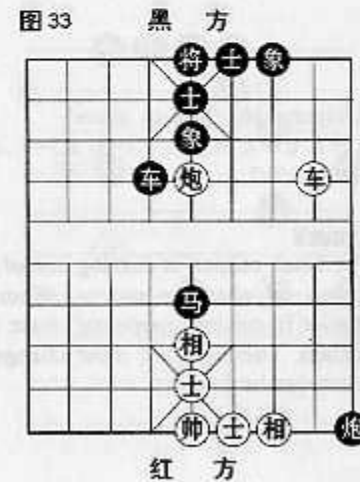
R8=9, c1=5, R9=5, c5=1, R5=9, c1=5, R9=5, c5=1, R5=9, ...

[Diagram 33] (Red to move)

R2=1, c9=8, R1=2, c8=9, R2=1, c9=8, R1=2, ...

**Remark**

In the above two diagrams, red is making perpetual chase on an unprotected cannon with a chariot. He must change his moves, else he loses.

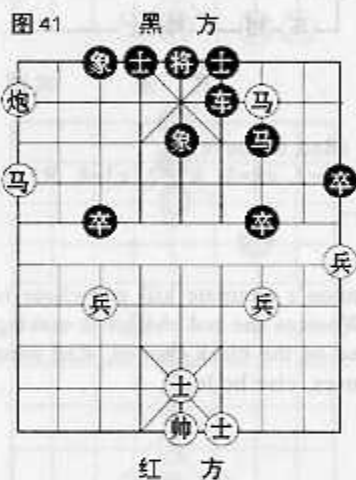
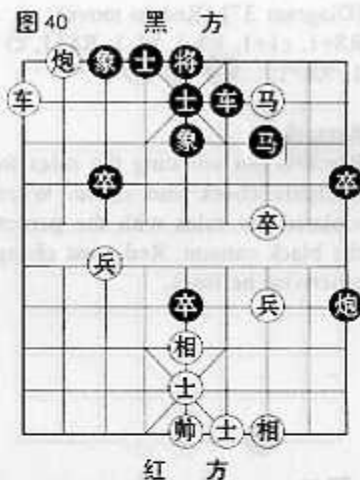






[Diagram 40] (Red to move)

C8-1, a5-6, C8-1, a6+5, C8+1, a5-6, C8-5, a6+5, C8+5, ...



[Diagram 41] (Red to move)

H9+8, a6+5, H8-7, a5-6, H7+6, a6+5, H6-7, a5-6, H7+8, ...

**Remark**

The black chariot is not considered making perpetual chase on the unprotected horse because there is no move with the chariot. On the contrary, red chases the chariot in consecutive moves with a two-piece combination. Red has violated the rules of perpetual chase on one piece. He must change his moves, else he loses.

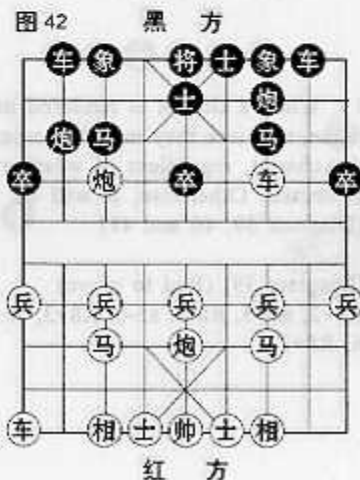
20. A cannon and a horse may not perpetually chase a chariot (protected or unprotected) on consecutive moves. This also applies even if the chariot is making counter chase on one or more pieces in reply. Similarly, one may not perpetually chase a chariot on alternate moves with two horses. (Diagram 42, 43 and 44)

[Diagram 42] (Red to move)

R3=4, h7+8, R4=3, h8-7, R3=4, h7+8, R4=3, h8-7, ...

**Remark**

The red chariot is not violating the rules with the alternate chase and idle. On the contrary, the black horse and cannon have violated the rules for making perpetual chase on the red chariot. Therefore black must change his moves, or he loses.

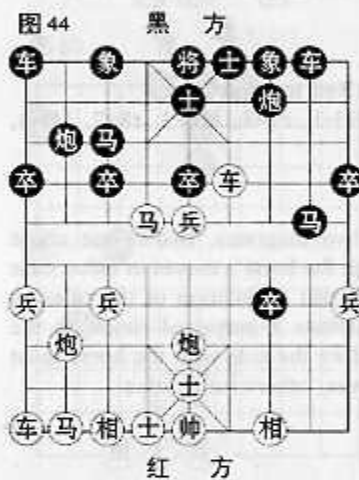
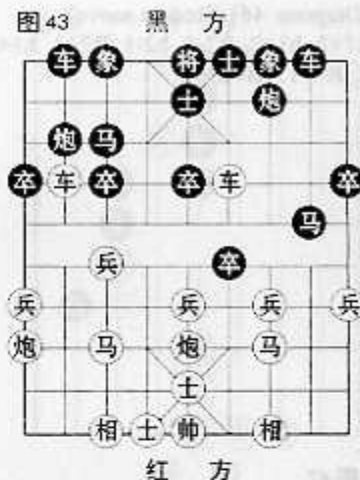


[Diagram 43] (Red to move)

R4=3, h8-7, R3=4, h7+8, R4=3, h8-7, R3=4, h7+8, R4=3, h8-7, ...

**Remark**

It is permissible for the red chariot to chase two pieces on alternative moves. On the contrary, it is illegal for the black horse and cannon to make perpetual chase on the red chariot. Therefore black must change his moves, or he loses.



[Diagram 44] (Red to move)

R4=3, h8-7, R3=4, h7+8, R4=3, h8-7, R3=4, h7+8, ...

**Remark**

The red chariot chases the black cannon on every other move. Whereas black perpetually chases the red chariot on the excuse that his right horse is under attack. Black must change his moves, or he loses.

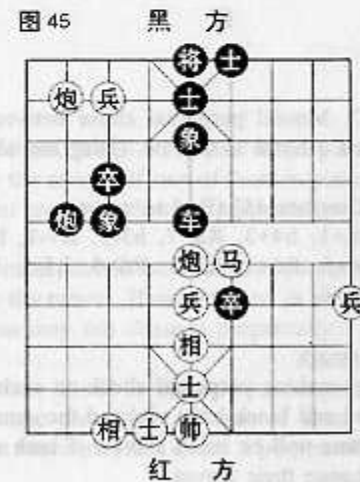
21. A horse may not perpetually chase a chariot (whether or not the latter is protected), even though the chariot counter chases the horse on every other move. (Diagram 45, 46 and 47)

[Diagram 45] (Red to move)

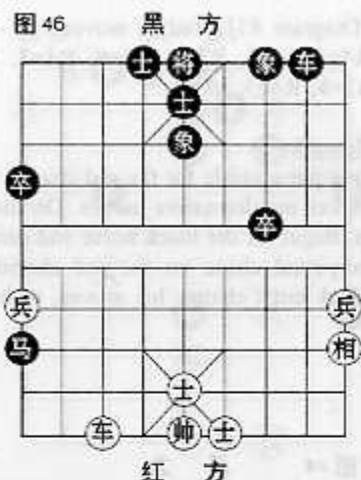
H4+3, r5-1, H3+4, r5+1, H4-3, r5-1, H3-4, r5-1, H4+3, ...

**Remark**

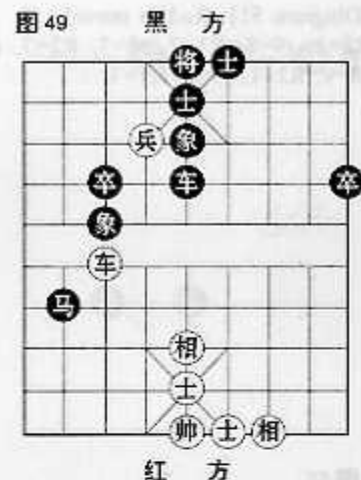
Red horse is not allowed to make perpetual chase on the black chariot. Whereas black's alternate chase and idle sequence is permissible. Therefore red must change his moves, otherwise he loses.



[Diagram 46] (Red to move)  
 R7+2, h1+2, R7-1, h2-1, R7+1, h1+2, R7-1, h2-1, R7+1, h1+2, ...

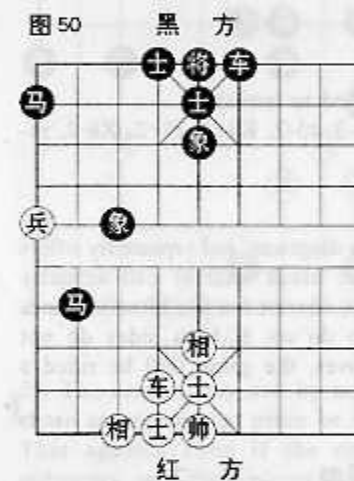


23. A chariot may not perpetually chase a horse if the horse in turn, is only making a counter chase, a single check, or a check followed with a counter chase on some other piece. (Diagram 49 and 50)



[Diagram 49] (Red to move)  
 R7-1, h2+1, R7-2, h1-2, R7+2, h2+1, R7-2, h1-2, R7+2, ...

**Remark**  
 Alternate chase and idle with the black horse is permissible, whereas the red chariot has violated the rule of perpetual chase. Therefore red must change his moves, or he loses.



[Diagram 50] (Red to move)  
 R6+2, h2+3, R6-2, h3-2, R6+2, h2+3, R6-2, h3-2, R6+2, ...

**Remark**  
 Alternate check and chase, or Alternate chase on two different pieces as performed here by the black horse is permissible. On the contrary, red is making perpetual chase on the black horse with his chariot. Therefore red must change his moves, or he loses.

24. Chasing a piece of the same type

— Chariot Vs chariot:

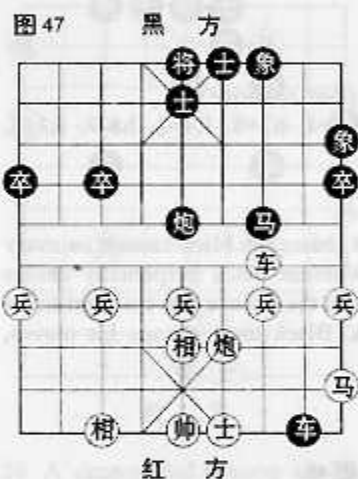
Where both chariots are free to capture each other, it will be treated as perpetual offer, and ruled a draw if both sides do not change the moves. If one of them is pinned and cannot capture the other, the opponent chariot may not chase it perpetually

— Cannon Vs cannon:

Where both cannons are free to capture each other, it will be treated as perpetual offer and ruled a draw if both sides do not change the moves. If one of them is pinned and cannot capture the other, the opponent cannon may not chase it perpetually.

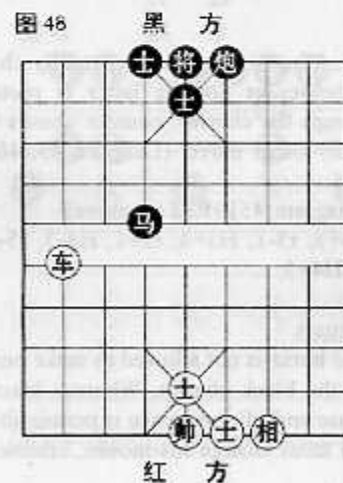
— Horse Vs horse:

Where both horses are free to capture each other, it will be treated as a perpetual offer and ruled a draw if both sides do not change the moves. If one of them is blocked and cannot capture the other, the opponent horse may not chase it perpetually. (Diagram 51 - 55)



[Diagram 47] (Red to move)  
 H1+3, r8=7, H3-1, r7=8, H1+3, r8=7, H3-1, r7=8, H1+3, ...

**Remark**  
 In the above two diagrams, two-to-one chase occurs. Although the horse's moves in either case are forced, it is still a violation of the rules as the moves constitute a perpetual chase on the chariot. Therefore the side with the horse must change the moves, otherwise it loses.



22. Mutual perpetual chase between a chariot and a horse is a draw. (Diagram 48)

[Diagram 48] (Red to move)  
 R8+1, h4+3, R8=7, h3-5, R7-1, h5-4, R7=6, h4+6, R6+1, h6+5, R6=5, h5-3, R5-1, h3-4, R5=6, ...

**Remark**  
 By making perpetual check on each other, both red and black have violated the same rule. The game will be ruled a draw if both sides do not change their moves.



[Diagram 51] (Red to move)

R3=1, r9=8, R1=2, r8=7, R2=3, r7=8, R3=2, r8=9, R2=1, r9=7, R1=3, ...

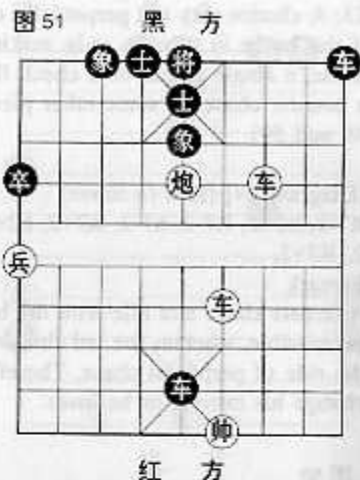
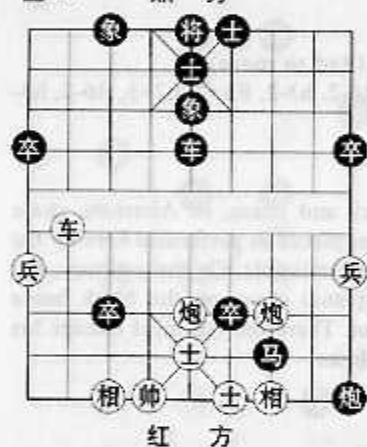


图 52 黑方



[Diagram 52] (Red to move)

R8=2, r5=3, R8=3, r5=2, R8+2, r5+2, R8-2, r5-1, R8+1, ...

**Remark**

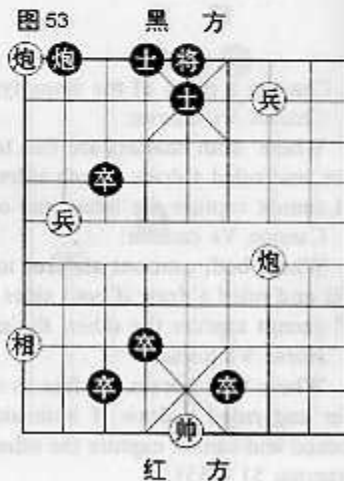
In the above two diagrams, red repeatedly offers his chariot. The black chariot can actually capture the black chariot but the situation does not permit it to do so. If both sides do not change their moves, the game will be ruled a draw.

[Diagram 53] (Red to move)

C3=8, c2=3, C8=7, c3=2, C7=8, c2=3, C8=7, c3=2, C7=8, ...

**Remark**

The black cannon cannot leave the base line to capture the red cannon. Red then is not allowed to make perpetual chase on the black cannon even if black is making a perpetual kill. Red must change his moves, or he loses.



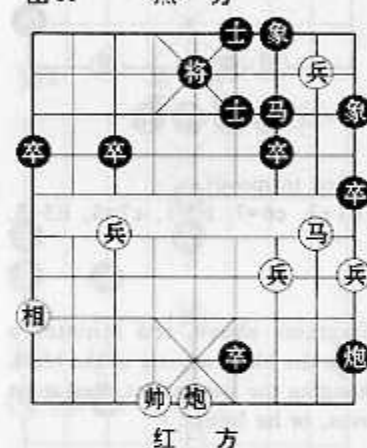
[Diagram 54] (Red to move)

C7=2, c8=7, C2=3, c7=8, C3=2, c8=7, C2=3, c7=8, C3=2, ...

**Remark**

Although the black cannon is pinned, it is protected on one move. Therefore red's moves do not constitute a perpetual chase. If both sides do not change their moves, the game will be ruled a draw.

图 55 黑方



[Diagram 55] (Red to move)

H2+4, h7+9, H4-2, h9-7, H2+4, h7+9, H4-2, h9-7, ...

**Remark**

The black horse is blocked and cannot capture the red horse. In such a situation, red alone is making a perpetual chase. Therefore red must change his moves, or he loses.

25. The cannon may not, by making use of another piece as gun-mount, perpetually chase an unprotected piece be it a horse, adviser, elephant or a crossed-river pawn. This applies even if the cannon remains stationary, only those pieces that function as the gun-mount are moved by either player. Such chase is regarded as perpetual chase and thus a violation of rules. The cannon side must change his moves, or he loses. The exception is when such chase is performed on a pawn that has yet to cross the river. (Diagram 56 - 60)

[Diagram 56] (Red to move)

P1=2, c5=8, P2=3, c8=7, P3=2, c7=8, P2=3, c8=5, P3=2, ...

**Remark**

Red makes perpetual chase on the unprotected black horse with the cannon by changing the gun-mount on each consecutive move. Red must change his moves, or he loses.

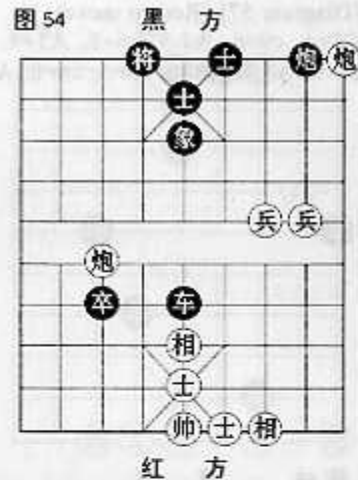
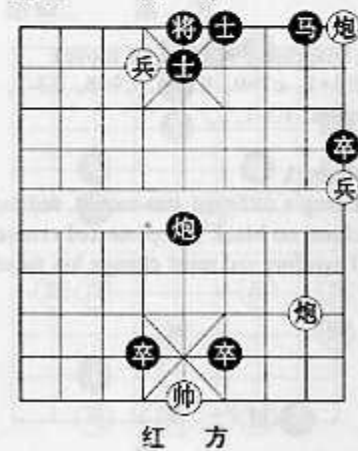


图 56 黑方







27. If a chariot is pinned to a line by a cannon, the movement of the chariot along the line will not constitute a chase on any opponent piece. The opponent's chariot is not allowed to make perpetual chase on the pinned chariot. This situation will not be viewed as a perpetual offer. However, if the pinned chariot is protected on one of its moves, then it is not a perpetual chase. Whether or not the chariot is protected, one may not chase it perpetually with a horse or a cannon (Diagram 63 - 66)

[Diagram 63] (Red to move)

C8+3, r5+1, C8+1, r5-1, C8-2, r5+2, c8+3, r5-3, C8-1, r5+1, ...

**Remark**

The black chariot's movement is confined to the central line. Therefore it does not constitute a perpetual chase on the red cannon. If both sides do not change their moves, the game will be ruled a draw.

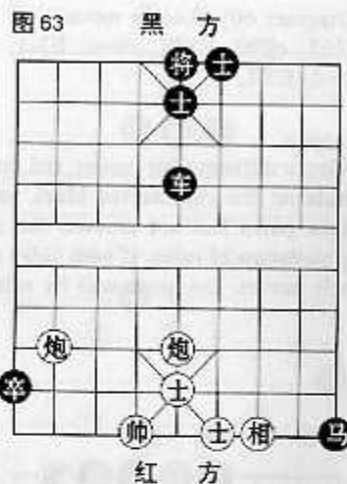
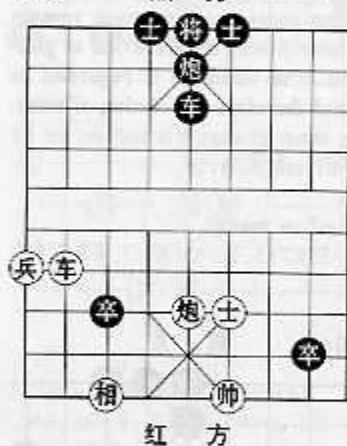


图 64 黑方



[Diagram 64] (Red to move)

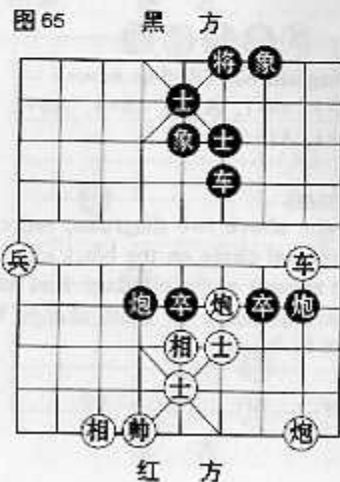
R8+4, r5+4, R8-4, r5-1, R8+1, r5+1, R8-1, r5-1, R8+1, ...

[Diagram 65] (Red to move)

R2+2, r6+1, R2-1, r6+1, R2-1, r2-1, R6-1, R2+1, R6+1, r2-1, ...

**Remark**

In the above two diagrams, the black chariot, being pinned by the red cannon, cannot leave the file to capture a piece. Red has violated the rule of perpetual chase. Red must change his moves, or he loses.



[Diagram 66] (Red to move)

R3=2, r8=7, R2=3, r7=8, R3=2, r8=7, R2=3, r7=8, R3=2, ...

**Remark**

The black chariot is protected on one move and unprotected on the other. Therefore red chariot is not making perpetual chase on the black chariot. If both sides do not change their moves, the game will be ruled a draw.

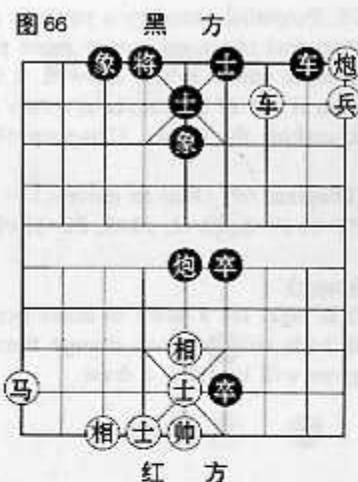
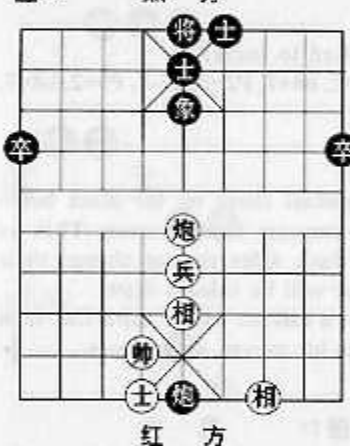


图 67 黑方



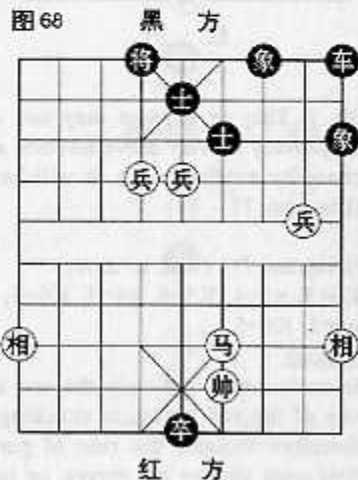
28. Perpetual chase on opponent's pieces by a king is ruled a draw, even if one of the moves involves another piece in a simultaneous chase. (Diagram 67 and 68)

[Diagram 67] (Red to move)

K6=5, c5=6, K5=4, c6=5, K4=5, c5=6, K5=4, ...

**Remark**

The red king is allowed to perpetually chase the black cannon. If both sides do not change their moves, the game will be ruled a draw.



[Diagram 68] (Red to move)

K4=5, p5=6, K5=4, p6=5, K4=5, p5=6, K5=4, ...

**Remark**

The red king together with the red horse, chases the black pawn perpetually. But there is no violation of rules (The horse attacks the pawn on only one of the two moves) If both sides do not change their moves, the game will be ruled a draw.

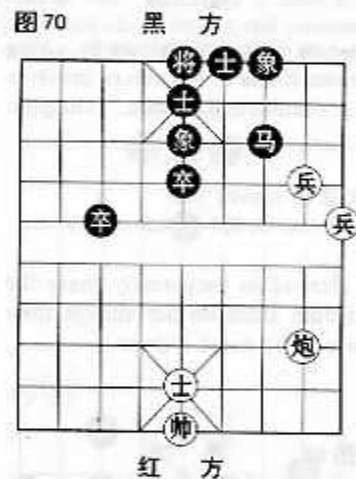
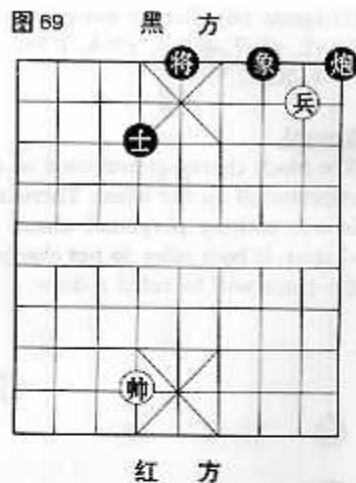
29. Perpetual chase by a pawn is ruled a draw. Perpetual chase on one or more pieces by two or more pawns is also allowed. It is still a draw even if one of the moves involves another piece in making the chase. (Diagram 69 and 70)

[Diagram 69] (Red to move)

P2=1, c9=8, P1=2, c8=9, P2=1, c9=8, P1=2, ...

**Remark**

It is legal for a pawn to make perpetual chase. If both sides do not change their moves, the game will be ruled a draw.



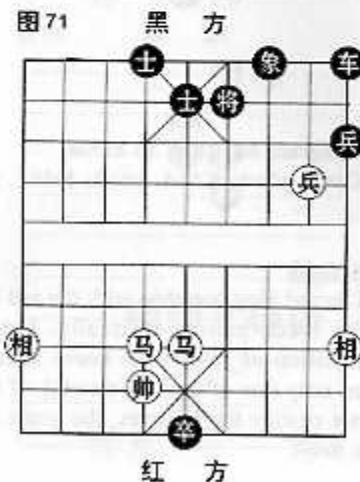
[Diagram 70] (Red to move)

P2=3, h7=8, P3=2, h8+7, P2=3, h7=8, P3=2, h8+7, P2=3, ...

**Remark**

Red makes perpetual chase on the black horse with a pawn-cannon combination. This is permissible. If both sides do not change their moves, the game will be ruled a draw.

**Note:** If red has a cannon on the third file, then red must change his moves, or he loses.



30. A king or a pawn may not chase a piece perpetually if every move involves a simultaneous chase by another piece. It will be ruled a loss. (Diagram 71 - 73)

[Diagram 71] (Red to move)

K6=5, p5=4, K5=6, p4=5, K6=5, p5=4, K5=6, p4=5, K6=5, ...

**Remark**

In each move, not only the red king, but also one of the red horses is attacking the pawn. It therefore violates the rule of perpetual chase. Red must change his moves, or he loses.

[Diagram 72] (Red to move)

P7=8, c2=3, P8=7, c3=2, P7=8, c2=3, P8=7, c3=2, P7=8, ...

**Remark**

Besides the red pawn, the two horses are also attacking the cannon perpetually. Red must change his moves, or he loses.

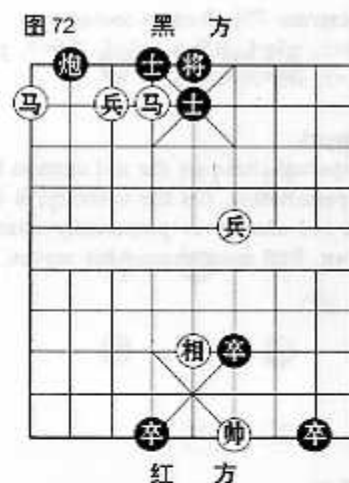
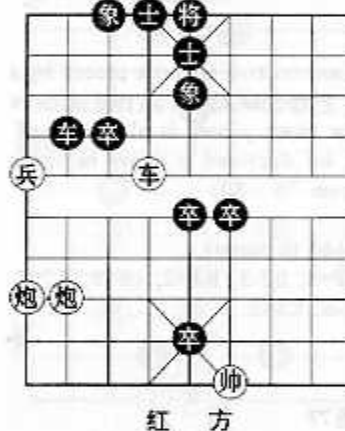


图73 黑方



[Diagram 73] (Red to move)

P9=8, r2=1, P8=9, r1=2, P9=8, r2=1, P8=9, r1=2, P9=8, ...

**Remark**

Besides the red pawn, the red cannons are also attacking the chariot perpetually. Red must change his moves, or he loses.

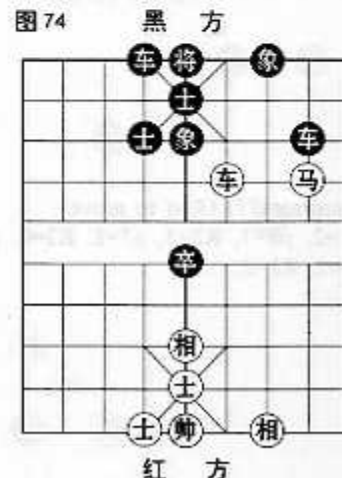
31. A chariot may not perpetually chase a crossed-river pawn, though the pawn may be chasing some pieces consecutively in turn. The chariot side must change his moves, or he loses. (Diagram 74 and 75)

[Diagram 74] (Red to move)

R4=5, p5=6, R5=4, p6=5, R4=5, p5=4, R5=6, p4=5, R6=5, ...

**Remark**

Protecting the horse is no excuse for the red chariot to make perpetual chase on the unprotected black pawn. Red must change the moves, or he loses.



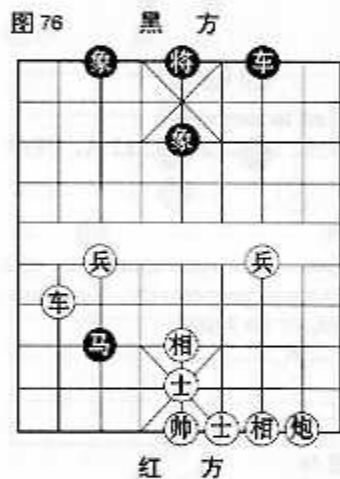
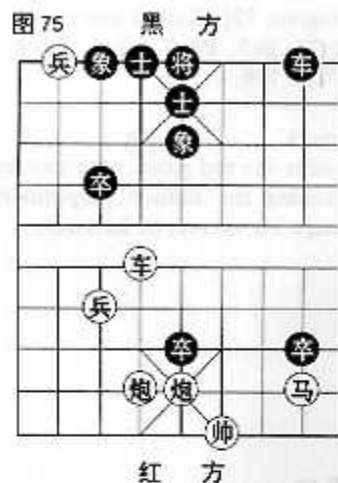


[Diagram 75] (Red to move)

R6=5, p5=4, R5=6, p4=5, R6=5, p5=4, R5=6, p4=5, R6=5, ...

**Remark**

Perpetual chase on the red cannon by the pawn is permissible. On the contrary, it is illegal for the red chariot to perpetually chase the black pawn. Red must change his moves, or he loses.



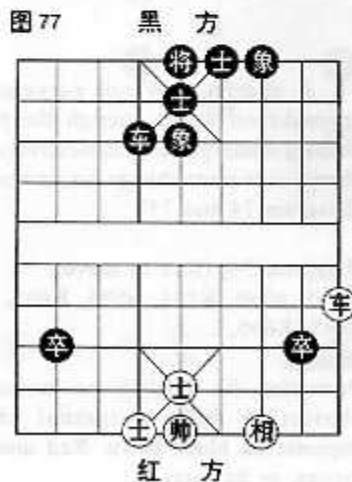
32. Perpetual chase on two or more pieces by a piece is allowed. Perpetual chase on two or more pieces by two or more pieces is also allowed. The game will be declared a draw in these situations. (Diagram 76 - 80)

[Diagram 76] (Red to move)

R8=7, h2+3, R7=8, h2-3, R8=2, c8=9, R2=7, h3-2, R7=8, h2-3, R8=1, ...

[Diagram 77] (Red to move)

R1=2, p8=7, R2=3, p7=8, R3=8, p2=3, R8=7, p3=2, R8=2, ...



[Diagram 78] (Red to move)

R2=7, h3+1, R7=5, c5=6, R5=4, c6=5, R4=3, p7=8, R3=9, h1-3, R9=7, h3+1, R7=5, ...

**Remark**

In the above three diagrams, the red chariot is allowed to make perpetual chase on two or more pieces. If both sides do not change their moves, the game will be ruled a draw.

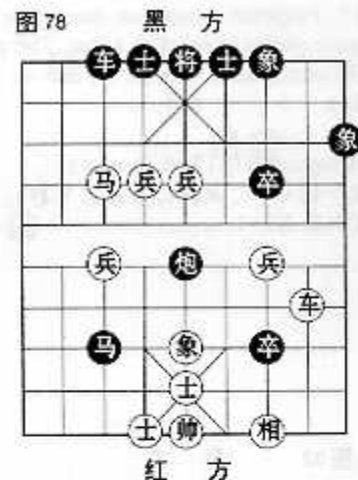
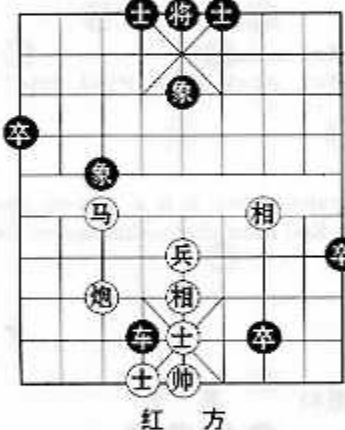


图79 黑方



[Diagram 79] (Red to move)

C7+1, r4-2, C7-2, r4+2, C7+2, r4-2, C7-2, r4+2, C7+2, ...

**Remark**

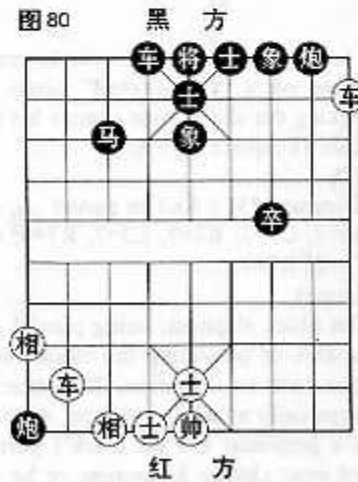
The red cannon is allowed to make perpetual chase on two different pawns. On the contrary, the black chariot may not perpetually chase the red cannon. Black must change his moves, or he loses.

[Diagram 80] (Red to move)

R1=2, C8=9, R1=, R2=1, C9=8, R9=8, C2=1, ...

**Remark**

The two red chariots take turns to chase the black cannons. This is illegal, and the game will be declared a draw if both players do not change their moves.





33. Perpetual chase on one piece with two or more pieces is ruled as a loss. The player making the chase must change his moves (Diagram 81-84).

[Diagram 81] (Red to move)

R2=1, C9=2, R3=1, C9+1, R2+1, C9+1, R3=2, C9=2, R2+1, .....

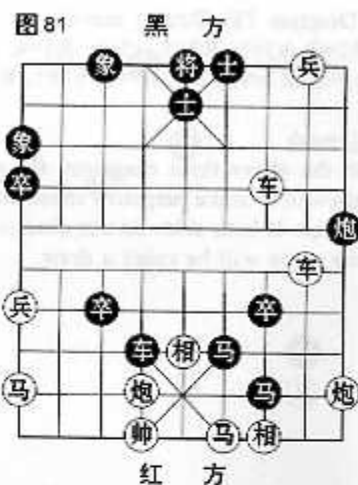
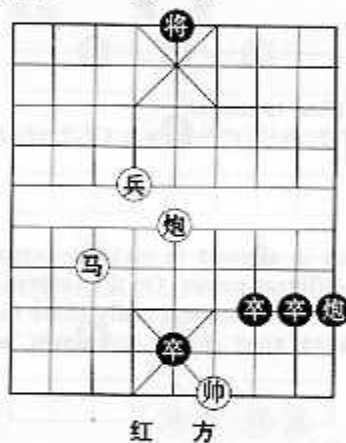


图82 黑方



[Diagram 82] (Red to move)

H7-5, P5=4, H5=7, P4=5, H7-5, P5=4, H5=7, P4=5, H7-5, .....

Remark

In the two diagrams above, it is a two-on-one perpetual chase. Red must change his moves, or he loses.

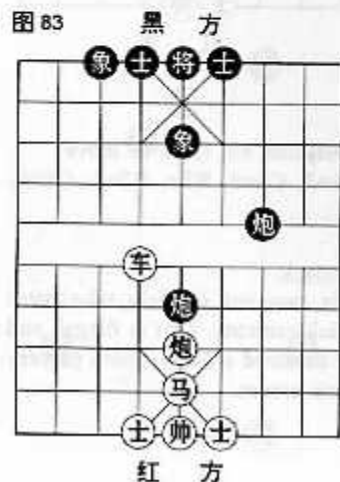
34. It is a violation of rules to make perpetual chase on a "fake-rooted" piece. The player making the chase must change his moves, or he loses (Diagram 83 - 85).

[Diagram 83] (Red to move)

R6=3, C7=3, R3=7, C3=7, R7+3, C7=3, R3=7, C3=7, R7+3, .....

Remark

The black elephant, being pinned down, is not capable of protecting the black cannon. It is a fake root in this case. Red chariot may not perpetually attack the cannon, even though there is a perpetual kill on black's part. Therefore red must change his moves, or he loses.



[Diagram 84] (Red to move)

R2=5, C7=8, R3=2, C8=7, R2=3, C7=8, R3=2, C8=7, R2=3, .....

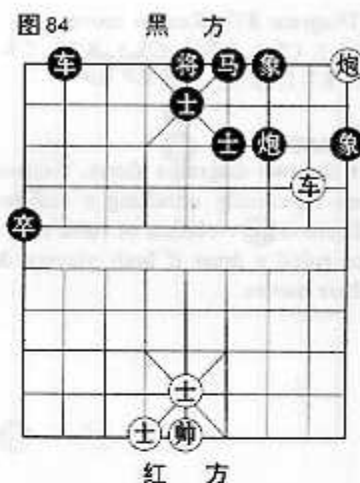
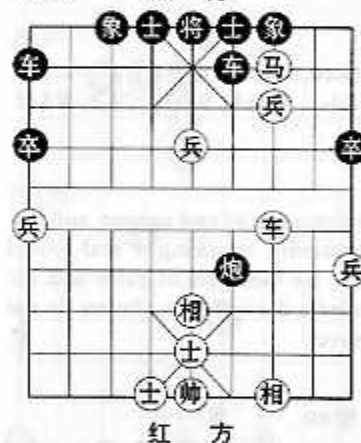


图85 黑方



[Diagram 85] (Red to move)

R3-1, C6-2, R3+2, C6+2, R3-2, C6-2, R3-2, C6-2, R3+2, .....

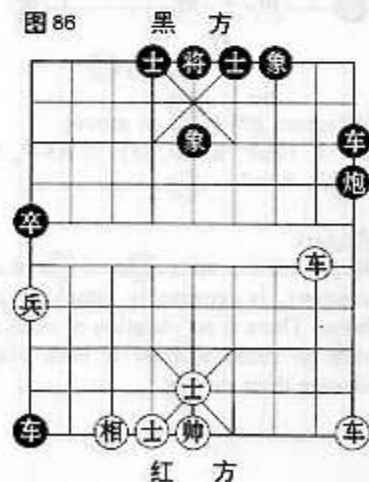
Remark

In the two diagrams above, the red chariot is chasing a "fake-rooted" piece perpetually. Red must change his moves, or he loses.

35. When two or more pieces attack a piece, it will not be regarded as perpetual chase if the piece under attack has a real root. The game will be ruled a draw if both players do not change their moves (Diagram 86 - 89).

[Diagram 86] (Red to move)

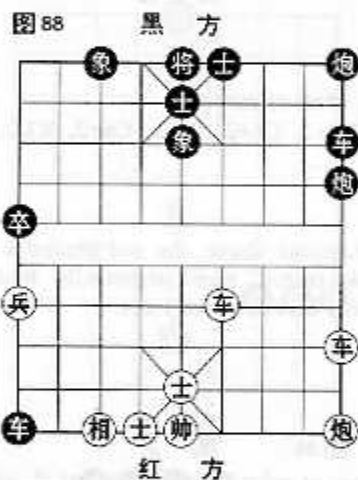
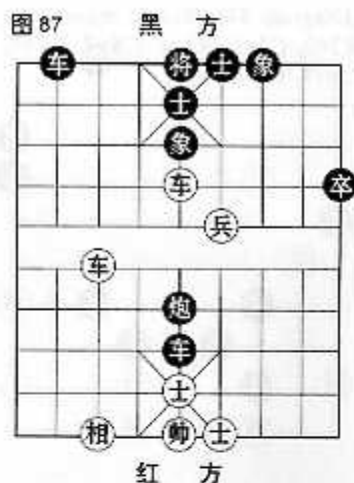
R2+2, C9+2, R2-2, C9+1, R2-1, C9-1, R2+1, C9-2, R2+2, .....



[Diagram 87] (Red to move)  
 R7-1, C5-1, R7+1, C5-1, R7-1, C5-1, R7+1, C5-1, R7-1, .....

**Remark**

In the two diagrams above, the two red chariots are repeatedly attacking a real-rooted cannon. There is no violation of rules and the game will be ruled a draw if both players do not change their moves



[Diagram 88] (Red to move)  
 R4+3, C9+1, R4-1, C9+1, R4-1, C9-2, R4+2, C9+1, R4-1, .....

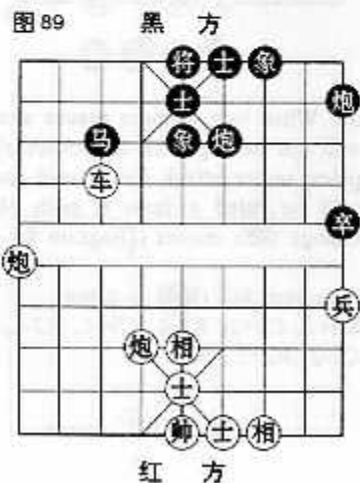
**Remark**

Red, with a combination of one cannon and two chariots, is repeatedly attacking a real-rooted cannon. There is no violation of rules and the game will be ruled a draw if both players do not change their moves

[Diagram 89] (Red to move)  
 C6=7, H3-1, R7=9, H1+3, R9-7, H3-1, R7=9, H1+3, R9=7, .....

**Remark**

Red, with a combination of one chariot and two cannons, is repeatedly attacking a real-rooted horse. There is no violation of rules and the game will be ruled a draw if both players do not change their moves.

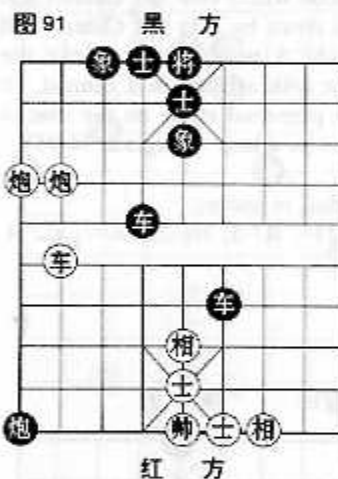
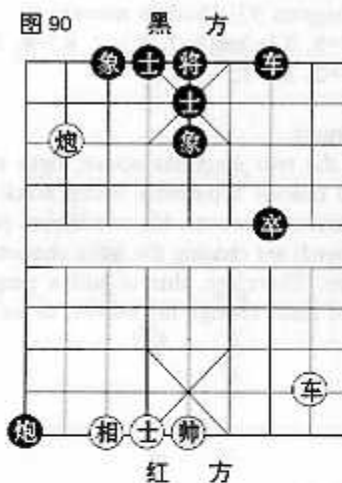


36. The repetition of two consecutive chases, of which one is also an invitation to exchange pieces, is regarded as a perpetual chase. Even if both moves can be viewed as chases as well as invitation to exchange pieces, it is still a perpetual chase.

[Diagram 90] (Red to move)  
 R2=9, C1=2, R9=8, C2=1, R8=9, C1=2, R9=8, C2=1, R8=9, .....

**Remark**

Red chases the black cannon with his chariot on one move, and on the next move it chases the cannon again and at the same times invites black to trade the cannons. This is still a perpetual chase, and a violation of rules. Red must change his moves, or he loses.

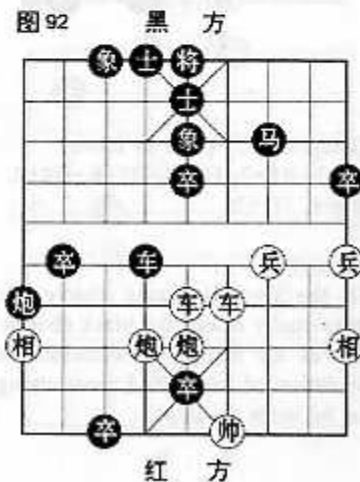


[Diagram 91] (Red to move)  
 R8=9, C1=2, R9=8, C2=1, R8=9, C1=2, R9=8, C2=1, R8=9, .....

**Remark**

Red repeatedly chases the black cannon and invites an exchange of cannons at the same time. This is still a perpetual chase. Red must change his moves, otherwise he loses.

[Diagram 92] (Red to move)  
 R5=6, R4=5, R6=5, R5=4, R5=6, R4=5, R6=5, R5=4, R5=6, .....

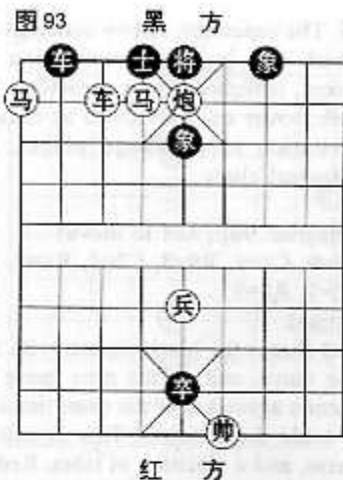


[Diagram 93] (Red to move)

R7=8, R2=3, R8=7, R3=2, R7=8, R2=3, R8=7, R3=2, R7=8, .....

**Remark**

In the two diagrams above, both moves of the red chariot apparently invite black to trade the chariots, however, his two horses (though never moved) are chasing the same chariots at the same time. Therefore, this is still a perpetual chase. Red must change his moves, or he loses.



[Diagram 96] (Red to move)

C9=6, R6=1, C9+1, R6=1, C9+1, R6+2, C9=2, R6=1, C9+1, .....

**Remark**

Red has violated the rules for making perpetual chase on the chariot. Therefore red must change his moves, otherwise he loses.

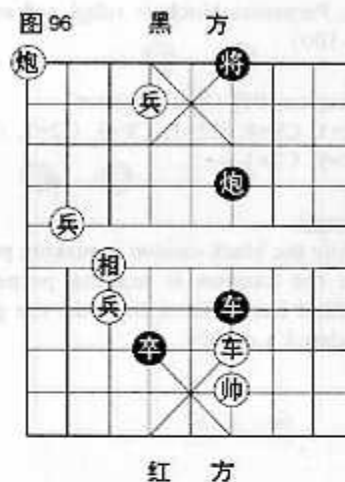
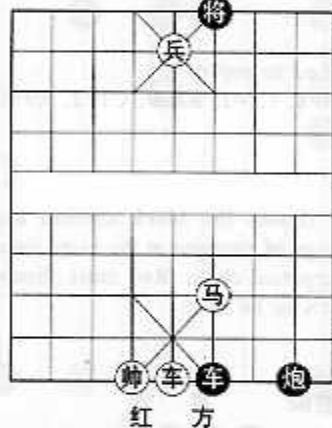


图94 黑方



37. In a situation where side A's Chariot and King are pinned down by side B's Chariot and Cannon, and side A perpetually attacks the menacing chariot with a horse or a cannon, it is regarded as a perpetual chase on the chariot and will be ruled as a loss (Diagram 94-96).

[Diagram 94] (Red to move)

H4=2, R6=7, H2+4, R7=6, H4=2, R6=7, H2+4, R7=6, H4=2, .....

[Diagram 95] (Red to move)

H4=2, R8=7, H2+4, R7+8, H4=2, R8=7, H2=2, R7=8, H1+2, .....

**Remark**

In the two diagrams above, the red horse perpetually chases the black chariot. Although the moves are forced by situation, this is still a violation of rules. Red must change his moves, or he loses.

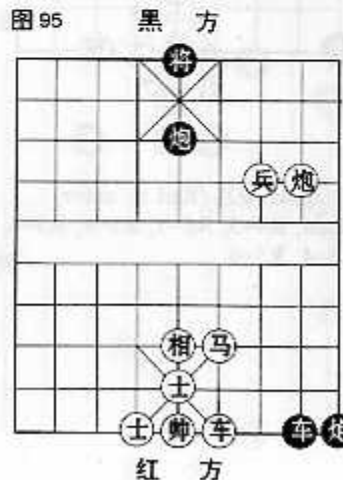
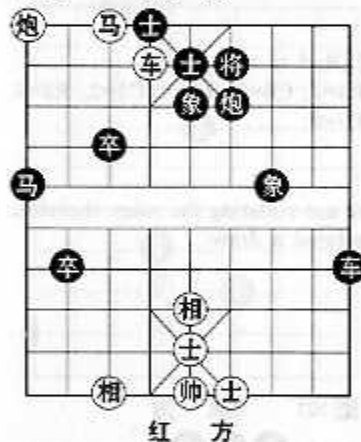


图97 黑方

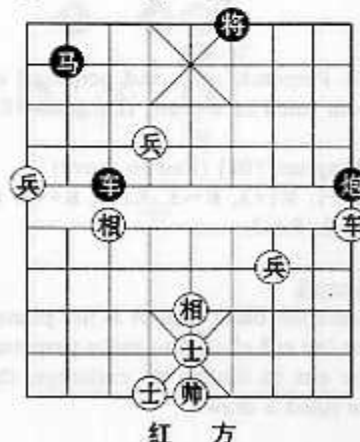


38. Perpetual threat to capture-after-check is permissible. If both players do not change their moves, the game will be ruled a draw (Diagram 97-98).

[Diagram 97] (Red to move)

C9=1, K6=1, C9+1, K6+1, C9=1, K6=1, C9+1, .....

图98 黑方



[Diagram 98] (Red to move)

R1=2, C9=8, R2=3, C8=7, R3=1, C7=9, R1=2, C9=8, R2=1, .....

**Remark**

In the two diagrams above, red has not violated any rules by threatening continuously to capture-after-check. If both players do not change their moves, the game will be ruled a draw.

39. Perpetual block is ruled a draw. (Diagram 99-100).

[Diagram 99] (Red to move)

C2=1, C9=8, C2=1, C8=9, C2=1, C9=8, C2=1, C8=9, C2=1, .....

**Remark**

While the black cannon is making perpetual kill, the red cannon is making perpetual block. Neither has violated any rule, the game will be declared a draw.

图99 黑方

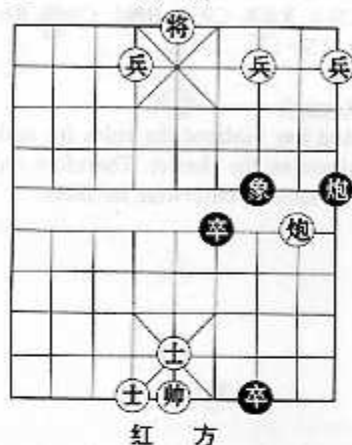
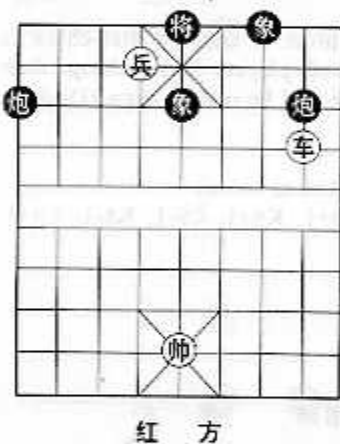


图100 黑方



[Diagram 100] (Red to move)

R2=4, C8=6, R4=1, C6=9, R1=8, C1=2, R8=3, C9=7, R3=4, C7=6, .....

**Remark**

Both players are not violating the rules, therefore the game is declared a draw.

40. Perpetual offer and perpetual exchange are both ruled as a draw. (Diagram 101-102).

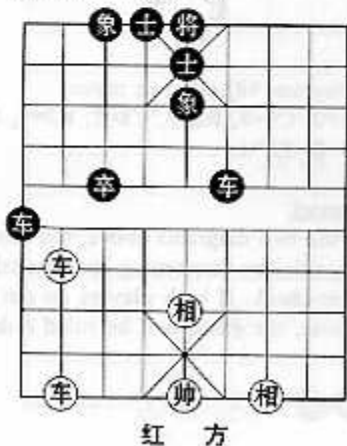
[Diagram 101] (Red to move)

R++1, R1+3, R+-3, R1-2, R++2, R1-3, R++3, R1-2, R+-2, .....

**Remark**

Since the black chariot is not pinned, it is legal for the red chariot to make perpetual offer with the aim to forcing an exchange. the game will be ruled a draw.

图101 黑方



[Diagram 102] (Red to move)

R7=3, R6=7, R3=2, R7=8, R2=4, R8=6, R4=1, R6=9, R1=2, R9=8, .....

图102 黑方

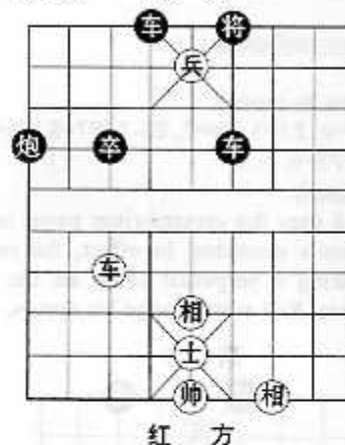
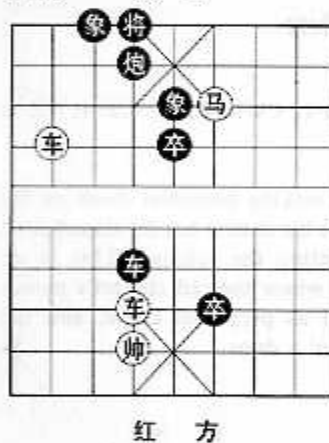


图103 黑方



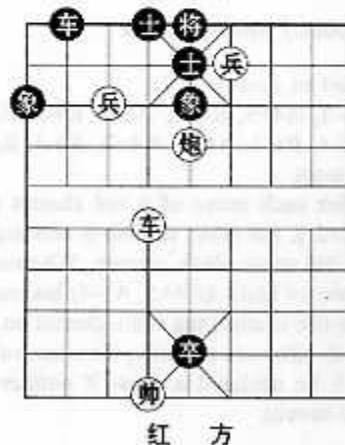
[Diagram 103] (Red to move)

R8-3, R4-1, R8+1, R4-2, R8-2, R4+3, R8-3, .....

**Remark**

In the two diagrams above, both players are not violating the rules. Therefore the game is declared a draw.

图104 黑方



[Diagram 104] (Red to move)

P7=8, R2=3, P8=7, R3=2, P7=8, R2=3, P8=7, R3=2, P7=8, .....

**Remark**

While the black chariot is making perpetual kill, the red pawn is making perpetual offer. Both players are not at fault, the game is therefore declared a draw.



