

# CHINESE CHESS™

## OBJECT OF THE GAME

To capture 13 pieces of any colour or combination of colours.

## HOW TO PLAY

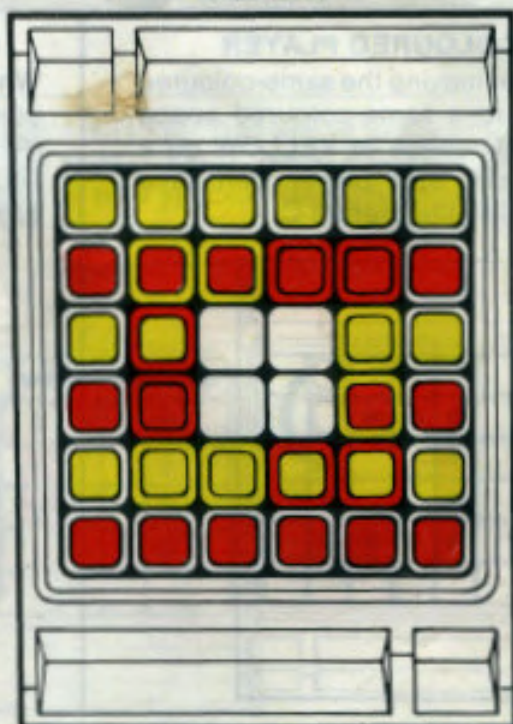
1. **SET UP THE BOARD.** Place YELLOW and RED playing pieces on the board according to diagram. See Illustration A.

### ILLUSTRATION A

Setting up the board.



PLAYER



PLAYER

**NOTE:** While Chinese Chess plays a little like draughts and a little like chess, its rules are unique. Unlike chess or draughts, a **player is not assigned a colour.**



**2. CHOOSE YOUR TACTICS.** Decide who goes first, then decide who will jump same-coloured pieces and who will jump different-coloured pieces. **You may move a piece of either colour at any time, regardless of which tactics you choose.** You may only jump horizontally or vertically—diagonal jumping is not allowed. When you jump a piece, you must remove that piece from the board.

### SAME-COLOURED PLAYER

You must jump the same-coloured pieces (RED over RED or YELLOW over YELLOW.) See Illustration B.

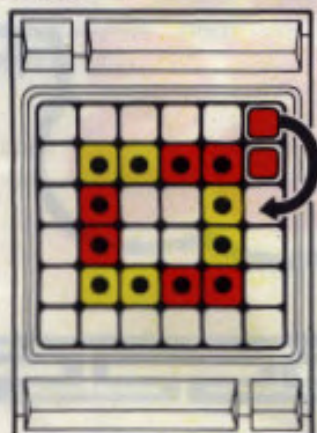


ILLUSTRATION B

**Jumping strategy for a same-coloured player.** Here RED jumps RED. (Likewise, YELLOW can jump YELLOW).

### DIFFERENT-COLOURED PLAYER

You must jump the different-coloured pieces (RED over YELLOW or YELLOW over RED.) See Illustration B'.

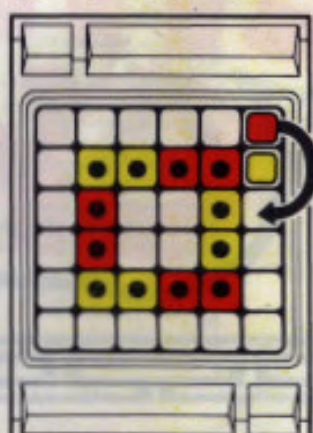


ILLUSTRATION B'

**Jumping strategy for a different-coloured player.** Here RED jumps YELLOW, (Likewise, YELLOW can jump RED.)

## 3. IT PAYS TO JUMP TO A COLOURED SQUARE.

### SAME-COLOURED PLAYER

When the player moving the same-coloured pieces jumps to a same-coloured space (RED on a RED space or YELLOW on a YELLOW space) that player can take another turn. See Illustration C.



ILLUSTRATION C

**Same-coloured player's strategy.** YELLOW jumps YELLOW, captures the piece and lands on a YELLOW square. Same-coloured player gets another turn.

### DIFFERENT-COLOURED PLAYER

When the player moving different-coloured pieces jumps to a different-coloured space (RED on a YELLOW space or YELLOW on a RED space) that player can take another turn. See Illustration C'.

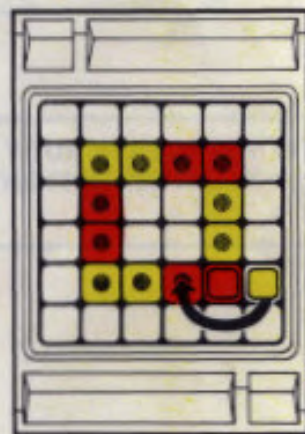


ILLUSTRATION C'

**Different-coloured player's strategy.** YELLOW jumps RED, captures the piece and lands on a RED square. Different-coloured player gets another turn.



**4. MAKING MULTIPLE JUMPS.** A player choosing to jump may make more than one jump in one turn. You capture more pieces by making multiple jumps and sometimes can get an extra turn. **Remember: you may only jump horizontally or vertically.**

#### SAME-COLOURED PLAYER

Look at Illustration D to see how to make multiple jumps.

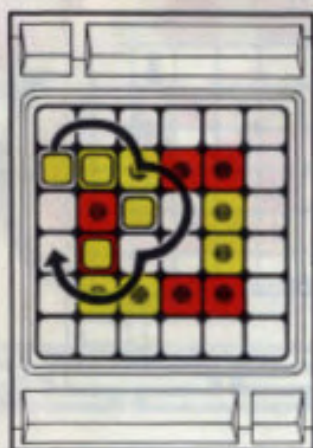


ILLUSTRATION D

**Multiple jump for a same-coloured player.** In one move YELLOW jumps horizontally, jumps another YELLOW vertically and a third YELLOW horizontally, capturing 3 pieces in one move. That player does not get another turn.

#### DIFFERENT-COLOURED PLAYER

Look at Illustration D' to see how to make multiple jumps.

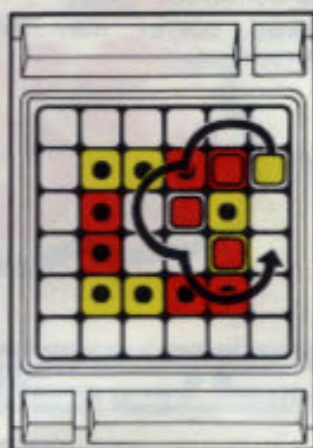


ILLUSTRATION D'

**Multiple jump for a different-coloured player.** In one move YELLOW jumps RED horizontally, jumps another RED vertically and a third RED horizontally, capturing 3 pieces in one move. That player does not get another turn.

**5. IF YOU CAN'T JUMP, SLIDE!** If there isn't a jump available to you or you don't want to jump for strategic reasons, you can slide – that is, move any piece horizontally or vertically in one direction, any number of **free** spaces. See Illustration E.

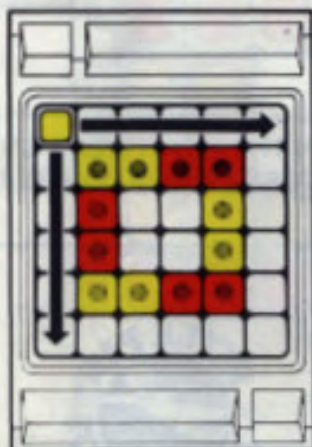


ILLUSTRATION E

**You may slide . . .** Either player moving this YELLOW piece may slide in direction of arrow.

**6. DON'T SHIFT THE LAST PIECE MOVED BY YOUR OPPONENT.** You cannot play that piece, but you **can** jump and capture it. See Illustration F.

### ILLUSTRATION F

**YELLOW** was the last piece moved by a same-coloured player. The different-coloured player may not move the **YELLOW** piece.



**But the different-coloured player may jump and capture the YELLOW piece!**



**NOTE: STORE YOUR PIECES IN THE LONG WELL ON YOUR SIDE OF THE BOARD. THE LONG WELL HOLDS 13 PIECES - WHEN YOU'RE THE FIRST TO FILL IT, YOU'RE THE WINNER!**



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