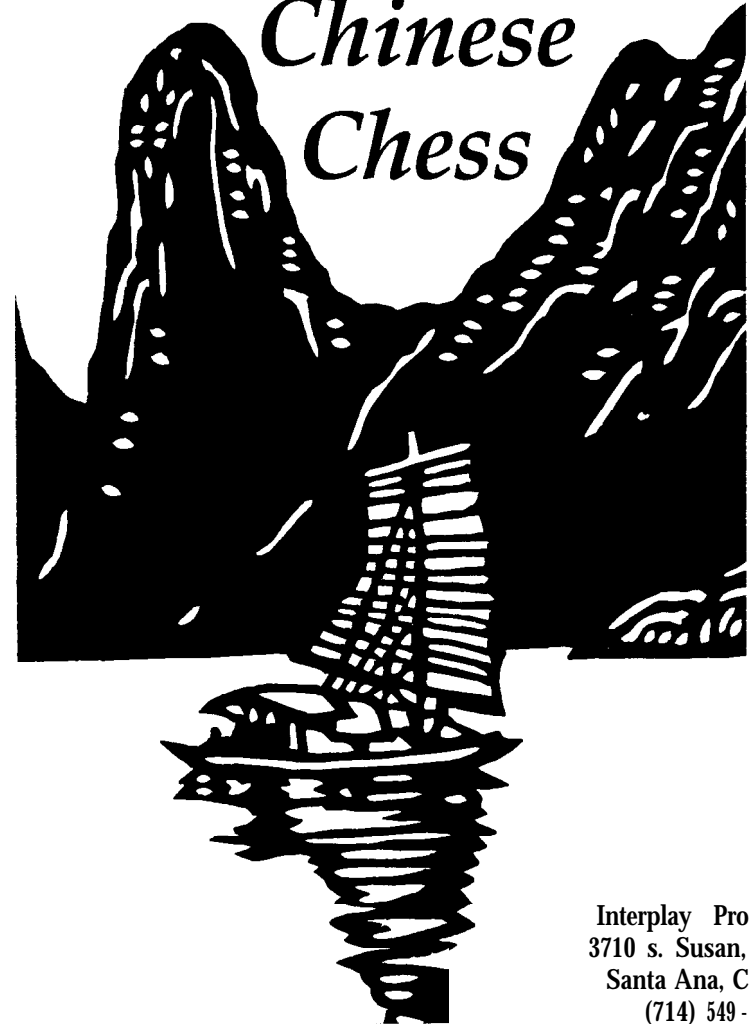


Battle Chess II:

Chinese Chess



Interplay Productions
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(714) 549-2411

Loading Instructions

Loading Instructions

For IBM/Tandy
and 100% Compatibles

Battle Chess II requires at least 640K to play. Before you begin, make a backup

of your Battle Chess II disks. (Refer to your DOS User's Manual for instructions on how to make backups.)

MAKE SURE YOU PLAY WITH YOUR BACKUP DISKS ONLY

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver installed.

2. Insert your backup of the BCII Startup disk. The first time you play CHINESE CHESS you must run the setup program. Type a:setup center >.

Follow the instructions on screen. The setup program will configure BCII to your system (graphics, sound boards, input device). If you are not sure what you have or are having problems, configure your system to:



Graphics - CGA, Sound Board - Internal Speaker, Input device - Keyboard.

When you are finished with configurations make sure you save them to disk

3. If you want to play BCII from your hard disk, create a subdirectory (we suggest creating one called CHESS2) and copy all files from all disks into it. (Refer to your DOS user's manual for instructions on how to create directories and how to copy files.)

4. To load BCII from here, make sure you are in the proper directory or at the proper drive prompt, and type CHESS2<enter>

Copy Protection

During the setup program, you will be asked to type in a move from one of the fictional games in Appendix A of this manual. Type in the move it requests and type <enter>. For example, if asked for Blue's third move in game #5, Morphy vs. Ching Ti, you would type K5f1 center>. BCII will then be configured specifically for your system. If you change system configurations, you will need to run the setup program again.

Movement

Movement

NOTE: Mouse and joystick operations are the same.

Using Keyboard - To move your chess pieces, use the arrows to position the flashing square under the piece you want to move, then press < enter > to select it. Select the desired destination point by using the arrows and press < enter >. (You will notice that legal moves are solid green squares and illegal ones are solid red.) You can also move the flashing square by using algebraic notation. For example, to move the Knight you would type

B1 <enter>

C3 <enter>.

Using Mouse - To move your chess pieces, use the mouse to position the flashing square under the piece you want to move, then press the left button to select it. Select the desired destination point by using the mouse, then press the left button. (You will notice that legal moves are solid green squares and illegal ones are solid red.)



Battle Chess II Menus

Using Keyboard - Press the <F1> key to bring up the menus. Use the arrows to switch between the menus and highlight an option. Press the <enter > key to select it. Press the <ESC> key to exit without selecting any option.

Using Mouse - Press the right mouse button to bring up the menus. Keep holding the right mouse button down as you move the pointer over menu titles and the appropriate options will appear. Move the pointer down to the option you desire and when the option highlights, release your hold on the right mouse button. The four menus contain the following options:

DISK

Load Game, Save Game, New Game, Set Up Board, Quit

MOVE

Force Move, Take Back, Replay, Suggest Move, Show Layout, Help **Move**

SETTINGS

Sound On/Off, Music On/Off, 3-D Board, 2-D Board Roman, 2-D Board Chinese, Human Plays Blue, IBM Plays Blue, Modem Plays Blue, Human Plays Red, IBM Plays Red, Modem Plays Red

LEVEL

Novice, Level 1-8, Set Time

Menu options that have a '+' beside them are currently selected. Note that the Boards you can change to will show up in the **Settings** menu, while the one you are on does not.

Menu Options Explained

Load Game

If you've saved a game before, this option recalls the game and picks up where you left off. After selecting Load Game, the Load window will then appear displaying a list of your saved games. Select the game you wish to load by double-clicking with the mouse or using the arrow keys and pressing the center > key if you

don't have a mouse. The game will be loaded with its saved settings.

Save Game

Pick this option if you want to save a game to disk while the game is in progress. After Battle Chess II asks you to insert your save disk, the Save window will appear. Choose a slot with the mouse or arrow keys, type a name for the game you wish to save, and then press the <enter> key.

New Game

This option lets you start a new game at any time.

Set Up Board

This option lets you set up games for testing strategies. Set Up is performed on a 2-dimensional chess board with the additional chess pieces arranged vertically on each side of the board. Any of the pieces can be selected and moved into any position by clicking on them with the mouse.

Keyboard users: To select a piece on the side of the chess board, press the < F3 > key, then using the arrows choose a specific

piece, and press the <enter > key. This will return your chosen piece to the chess board.

From Set Up, you have four additional menu options:

Clear Board: Removes all pieces from the board.

Restore Board: While remaining in Set Up, this aborts any changes you've made.

Next Move Blue, Next Move Red: This determines who moves next.

Done: Returns you to normal playing mode so you can play the game you've set up.

Note that once you've entered Set Up Board, all moves stored from your current game are lost.

Quit

You've had enough. Exit to the operating system.

Force Move

If you get impatient while waiting for Battle Chess II to make its move, you can force it to move with this option. This interrupts the computer's thinking process and makes it take the best move that it has thought of so far (this command is not instantaneous).

Take Back

This option will take back the last move made by either side. You can take back as many moves as you want, back to the first move you made.

Replay

Let's say you've just taken back a move, then decided it wasn't such a bad move after all. Just select Replay to put the piece back where it was.

Suggest Move

Want a hint for your next possible move? The suggest Move option will give you that hint. Flashing highlights will appear on a point occupied by one of your pieces and the suggested destination point (this command is not instantaneous).

Show Layout

If this is selected, a window will appear showing the 2D board and pieces. This is advantageous when you want to see the board layout without pieces in the way.

Help Move

If selected, legal moves will be solid green squares

while illegal ones are solid red. This defaults to on.

Sound On/Off

Toggles the combat and animation sounds on and off.

Music On/Off

Toggles the individual music scores for each piece on and off.

3D Board

Shows the board in its splendid three-dimensional view with all pieces animating.

2D Roman

Shows the Two-dimensional board with Roman lettering carved into the pieces.

2D Chinese

Shows the two-dimensional board with Chinese lettering beautifully engraved into each piece.

Human/IBM/Modem Plays Red/Blue

Use these six settings to determine who plays which side. For example, if you wanted to play against another person, set Human

Plays Blue and Human Plays Red. If you wanted the computer to play against itself, set IBM Plays Blue, IBM Plays Red. Any combination of these is allowed (Exception: Modem Plays Red, Modem Plays Blue) as long as one side plays Red and the other plays Blue.

Levels

Levels Novice through 8 are available. Novice is the easiest, and 8 is the hardest.

The longer Battle Chess II thinks, the more carefully planned its moves will be, and the better game it will play. Under the Novice level, Battle Chess II only does one simplistic board evaluation. Remember, if it's taking too long, you can always override the thinking time by using the Force Move option.

Set Time

This lets you change Battle Chess II's average thinking time to any amount you want, from 1 minute to 10,000 minutes. A window will appear after you pick this option. Type a number measured in minutes and press the <enter> key, and Battle Chess II will take ap-

proximately that long to think per move.

Shortcut Keys

If you don't want to use the mouse to select the menus, certain shortcut keys are available in combination with the ALT key See the box below for the keys.

Check

When your King is in check, the mouse pointer will change to a "check" icon. It will change back to the normal pointer when the Ring escapes check

THINKING TIME PER LEVEL

Level	Time
Nov.	Special
1	5 seconds
2	10 seconds
3	30 seconds
4	1 minute
5	2 minutes
6	5 minutes
7	10 minutes
8	15 minutes

Shortcut Keys

ALT F	Force Move
ALT M	Suggest Move
ALT T	Take Back
ALT S	Toggle Sound on/off
ALT R	Replay
ALT L	Show Layout
ALT H	Help Move
ALT U	Toggle Music On/Off

Playing Battle Chess II by Modem

You can play Battle Chess II against a distant opponent if each of you has a Hayes-compatible modem hooked up to your IBM. If you have only one corn port, you cannot have a mouse driver installed. If your modem is properly connected, as shown in your modem manual, there are 3 steps to start playing over the modem with Battle Chess II.

1. Arrange with your opponent who will play Red and who will play Blue. After you've agreed, both of you should load Battle Chess II and set your opponent's color with the "Modem Plays Blue" or "Modem Plays Red" menu option. Hang up the phone on both ends before continuing.

2. One player must set his modem to auto-answer mode. You can do this by pressing the <F2> key then typing ATSO=1 and pressing the <enter > key. (That's a zero, not the letter "O".)

3. The other player must call the player whose modem is set to auto-

answer. To dial a number, press the <F2> key then type ATD 555-1212, substituting the correct phone number, and press the center > key You can use any phone number with the ATD command, including area codes.

Your modem will pick up the phone and dial the number, and if all goes well, it'll then connect with the modem on the receiving end. If you get this far, you're set; you can start your chess game.

When you move a piece, that move will happen on your opponent's end as well as yours. Note that after the two players are connected, the menu options New Game, Set Up Game, and Load Game will send an entire new chess board to both sides, discarding the current game.

When you set one player to Modem you can send text to your modem or opponent by pressing the <F2> key. This will bring up a dialogue box in which you can enter a line of text. The window will disappear when you press center> and the line of text will be sent. This is the way you control your modem in Battle Chess II,

Playing Battle Chess II With Serial Cables

If you and an opponent have two IBM computers, you may play with one person at each IBM. Hook up a null modem cable between the IBMs' serial ports. Then one person should pick Modem Plays Red and the other, Modem Plays Blue. You can proceed to play as if you were connected by modem. The only difference is that you never need to type any dialing commands.

using the modem's AT commands, and it is also the way you send messages to your opponent once you are connected. Press the <F2> key then type one line and press the < enter > key. A window will pop up on your opponent's screen with your message. After he or she dismisses the window, the game can continue. You can receive these messages at any time except when a window is open on your screen. If you type modem commands in this way, the modems will act on them. See your modem manual for details on AT commands.

There are two steps to break the connection and hang up the phone. First, press the <F2> key, then type + + + (three plus signs), press center>, and wait a moment. This will get your modem's attention. Then press the <F2> key and type ATH to tell your modem to hang up. This will close the connection between the two players.

Battle Chess II communicates at 300 baud with 8 bits and no parity.

A Brief History of Chinese Chess

The central theme in all forms of chess is that chess is a representation of war without the randomness or inequalities of real war. Both sides begin the battle with the same number of pieces, and except for the privilege of first move, the sides are completely even.

"Understand the Principles and the Enemy Will Be Vanquished."

-Ping Fa

The beginnings of chess can be traced back to seventh century India, where the game was called 'Chaturanga'. Soon, it spread to the nearby regions of Persia and China. By the eleventh century, the game had migrated throughout Europe by way of Spanish and Italian traders. During this time, it underwent many modifications until it became the international version of chess that is seen today.

While all this was happening in Europe, chess was undergoing different changes in China. The Chinese version of chess differs from its western counterpart in that it more so

reflects the Chinese culture and philosophy. For instance, since the Chinese were the early developers of gunpowder, a piece representing a cannon was added to the set. Each piece has a unique history associated with it which reveals something of Chinese culture. The river in the middle of the board represents the 'Celestial River' or the 'Yellow River' dividing the "Northern Territory" from the "Southern Territory".

All in all, Chinese Chess is perhaps a more colorful representation of war. It combines a richer historical feeling characterized by the symbolic presence of each piece with a greater scope of movement allowed by the larger and more open board.

Basics of Chinese Chess

The goal of playing a game of Chinese Chess is identical to that of many other games - specifically, defeating your opponent. In Chinese Chess, this is done by placing your opponent's King in checkmate or stalemate.

Here are the rules of Chinese Chess in a nutshell:

- Two opponents play against each other. One player is usually red, and the other, blue.
- Each player has one Ring, two Rooks, two Cannons, two Knights, two Ministers (blue Ministers are sometimes replaced by Elephants), two Counselors (or guards), and five Pawns.
- The object of the game is to put the opponent's Ring in "checkmate" or "stalemate".
- The red player moves first and then the two players alternate moves. You must move when it is your turn.
- You may only move one piece per turn. A move

is when a piece moves from one intersection to another intersection. Each kind of piece moves in its own individual way, described in the section of the manual titled, "The Individual Pieces."

- No piece (except the Cannon) may jump over or pass through any other piece on the board when it moves. Only one piece can be on an intersection at a time.

- Any piece may capture any of the opponent's pieces by landing on the same point with it. The captured piece is removed from the board and is out of the game. You may only capture one piece per turn.

- When an opponent's piece threatens the Ring and that piece could capture the King on the next move, the King is said to be in "check".

- If your Ring is in check, you must either move the King out of check, block the attack with another piece, or capture the piece putting your Ring in check. If you cannot escape check in one of these ways, the King is in "checkmate", you lose, and the game is over.

Basics of Chinese Chess

- If your King cannot make a legal move and is not in check, your opponent has achieved a victory through stalemate. In Chinese Chess, a stalemate victory is just as desirable as one achieved through checkmate.

"Nothing is more difficult than the art of maneuver. What is difficult about maneuver is to make the devious route the most direct and to turn misfortune to advantage.

- Sun Tzu

tory in the ways described herein.

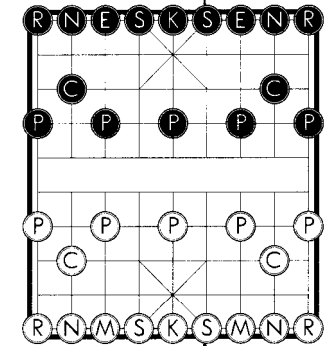
- A draw occurs when neither side is capable of achieving a victory in the ways described

The Board

The Board

As you can see by looking at your screen, the chessboard consists of nine vertical and ten horizontal lines. When you boot Chinese Chess, all the pieces are in their starting positions. All Chinese Chess games start from this initial position.

Each side has an Imperial Palace made up of nine points in the 3 x 3 square marked by the diagonal lines. The open section, called the river, in the center of the board divides the northern territory from the southern. The markings at some of the intersections denote the starting positions of the pawns and the cannons.



The Pieces

The Pieces

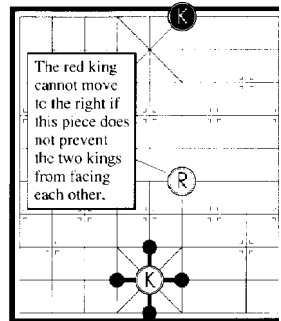
Kings:

"The short men carry lances and halberds, and the tall men bows and crossbows. The strong carry the banners and flags; the valiant the bells and drums; the weak are servants and prepare food. The wise lay plans."

-Wu Ch'I

The King may move one point forward, backward, left, or right, but may never move diagonally. He is also restricted to movement within the Imperial Palace. The King may never move so that he is in check or directly across the board from the enemy King with no pieces in between. Also, another piece may not move in such a way that the King will be

in check or that he will be directly facing the enemy King.



Moves of the King

Counsellors:

Counsellors may move one point in any diagonal

The King



The Counsellor

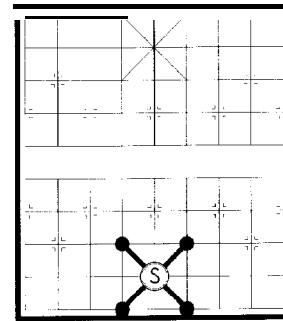


The Pieces

Knights:

Knights may move one point forward, backward, left, or right, followed by one point diagonally left or right. Unlike conventional chess, the Knight may not leap over pieces to make its move. For example, if a point directly ahead of the Knight is occupied, the Knight cannot move forward in that direction.

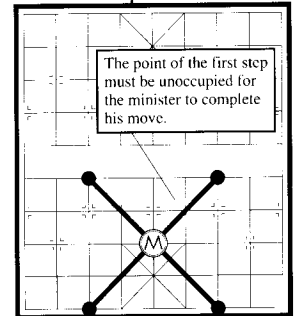
direction within the Imperial Palace.



Moves of the Counsellor

Ministers:

Ministers may move exactly two points in a diagonal direction along the same line. They may never cross the river and they cannot jump over or through obstructing pieces.



Moves of the Minister

The Minister



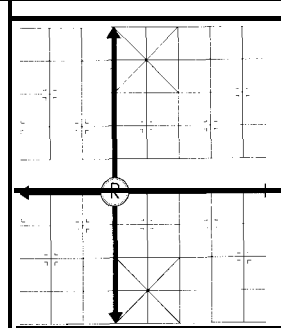
The Knight



The Pieces

Rooks:

Rooks may move any number of unobstructed points in a horizontal or vertical direction.

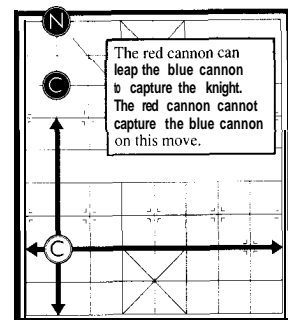


Moves of the Rook

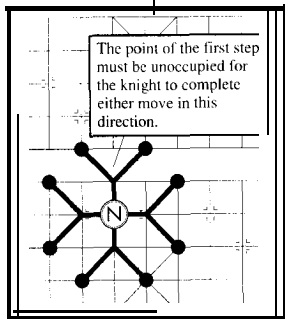
Cannons:

The Cannon moves much like the Rook. It may move

any number of points in a horizontal or vertical direction. However, in order to capture a piece, the Cannon must first jump over a single piece of either color. This piece is called a "bridge" or "screen". The Cannon then moves to the point occupied by the captured piece.



Moves of the Cannon



Moves of the Knight

The Rook



The Cannon



The Pieces

Pawns:

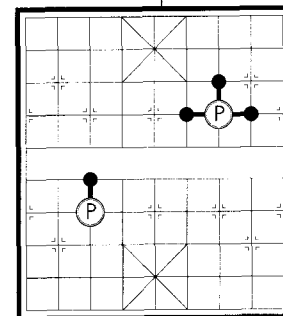
Pawns may move a single point forward, until they cross the river. After crossing, they may move left or right in addition to forward. Pawns may never move backwards and they never promote upon reaching the far end of the board. Unlike conventional chess, they capture by moving straight ahead.

Roman Lettering

Each piece is represented with the following letter on the 2D Roman board:

- K - Kings
- G - Counsellors (Guards)
- M - Ministers
- N- Knights
- R- Rooks
- C- Cannons
- P- Pawns

The Pawn



Moves of the Pawn

The Importance of Each Piece

The Individual Importance of Each Piece

By now, you should be getting a sense of the power of each piece.

The Rook is considered the most powerful piece because of its ability to move swiftly from one side of the board to the other. It is considered to have roughly the power of a Knight and Cannon combined. Its power diminishes slightly toward the end of the game as it requires the help of other pieces to penetrate a well-established enemy defense.

The Cannon is considered the second most powerful piece because of its ability to destroy from a distance and its swift movement. Like the Rook, its power diminishes toward the end of the game because its capturing power is reduced as more pieces are eliminated from play. However, it is perhaps the most important piece during the opening both offensively and defensively.

The Knight is considered only slightly less powerful

than the cannon because of its restricted movement early in the game. During that time, it is used primarily for defense. Its power greatly increases toward the mid-game as fewer pieces get in its way

Ministers and Counsellors are extremely limited because the former can never cross the river and the latter cannot leave the Imperial Palace. For this reason, both are used exclusively for defense. Ministers provide the outer defenses while Counsellors block attacks within the Imperial Palace.

Pawns are considered the least powerful pieces because of their limited movement. Once across the river, however, the Pawn's power increases as its movement abilities increase. Initially, a Pawn is used to block the enemy's attacks and provide bridges for the cannons. Unlike conventional chess, Pawns are not promoted when reaching the far horizontal line. Therefore, it is not always wise to advance your pawns too far across the board.

A way of remembering all of this is to think in terms

The Importance of Each Piece

of points: a Rook is worth about 9 points; a Cannon about 4.5; a Knight about 4; a Minister or Counsellor about 2; and a Pawn about 1. If the Pawn has crossed the river, however, it should be considered about 2 points.

Because of the King's importance in winning the game, his value cannot be assigned a point value.

Keeping this in mind, you can see that you would come out well ahead in power if you were able to trade a Knight for a Rook. However, there will be times when you may want to sacrifice a high value piece for one of much lower value - if, for instance, by trading a Rook for a Counsellor you can set up for checkmate in the next move, then it doesn't really matter how many points you have lost. What ultimately matters in the game of Chinese Chess is whether or not you win the game. Everything else, including points, is second.

Winning the Game

Winning the Game

Because of the limitations on many of the pieces' movements, Chinese Chess games are generally shorter than conventional chess games. Basically, there are two ways to win:

1. Put your opponent in checkmate.
2. Stalemate your opponent.

A checkmate occurs when a King is in check and he has no way to escape the check. A stalemate occurs when a player has no legal moves to make. A player is considered to be in check when his Ring can be captured by an enemy piece on his opponent's next move. A player can escape check in one of three ways:

1. Move the Ring out of the way to a safe point.
2. Move another piece to block the path of the check
3. Capture the enemy piece putting the Ring in check

A player who cannot escape check in one of these three ways is said to be in checkmate and the game is over. If a player is not in

check, but any move the player makes will put him in check (which is illegal), the player has been stalemated and loses the game.

Drawn Games

Drawn Games

As in conventional chess, if neither side is able to capture the opposing Ring, the game ends in a draw. This often happens if neither side has any pieces remaining which can cross the river. There are two other rules, unique to Chinese Chess, which help prevent draws:

1. It is illegal for the same piece to put the opposing Ring in check three times in a row. "Draw By Perpetual Check", as it is called, is NOT allowed.
2. It is illegal for a piece to chase an opposing piece back and forth. If either piece moves to more than two squares while the "chase" occurs, then it is legal to continually threaten that piece.

Also, if the threatened piece is protected at either point, the chase can continue.

For example, a Rook moves from point A to point B to avoid capture by an enemy Knight. The enemy Knight then moves from point Y to point Z. If the Rook moves back to point A, the Knight could

not move back to point Y unless the Rook is protected at either A or B.

Therefore, draws usually occur when both sides are reduced in power so that neither can penetrate the enemy's defenses.

Chinese Chess Notation

For the purposes of playing Chinese Chess by computer, algebraic notation is used to enter and note moves. The letters "a" through "i" run across the bottom of the board from left to right, while the numbers "1" through "10" (or "0" for our purposes) run from bottom to top. Therefore, to move the red Cannon on the left to capture the blue Knight on the first move, you type

B3<enter>
B0<enter>

Descriptive Notation is more commonly used in texts containing games, although it is rather awkward. The vertical lines are numbered "1" through "9", left to right for blue pieces and right to left for red. Each move consists of a four letter code. The first letter is the piece's designation (eg. "C" for Cannon). the next place is the number of the file (line) that the piece is on. The third letter represents the type of movement ("F"

for forward, "B" for backward, and "H" for horizontal). The last digit represents one of two things: if the piece remains on the same vertical line, it is the number of steps taken forward or backward; if it changed lines, then it is the new line the piece is on.

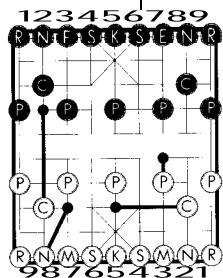
The four opening moves in Fig. 1 can be represented as follows:

Algebraic

H3-E3
B1-C3
G4-G5
B3-B7

Descriptive

C2H5
N8F7
P3F1
C8F4



Some Opening Moves

Strategy

The objective in Chinese Chess is the same as in conventional chess, however, the strategies involved are much different. In Chinese Chess, a positional advantage is very important, since the Ring has such limited mobility. Often, a substantial material advantage can be offset by a single Rook deep in enemy territory Remember that Chinese Chess is much quicker and deadlier than conventional chess. It's very common to win or lose in the first few moves of a game. Be aware of the many ways a Ring can be checkmated and watch for these positions developing.

Openings:

There are many different openings in Chinese Chess. Whole volumes have been dedicated to this single facet of the game.

The most common opening is the "Central Cannon" opening. This consists of moving either Cannon directly behind the central Pawn. Subsequently, the Knights may be moved out to defend the central Pawn in case the opponent

decides to open similarly. Otherwise, the central Pawn can advance with little fear of being captured by the enemy Pawn because it would place the opposing King in check by the supporting Cannon.

Other variations on this opening consist of 'jamming' the enemy Cannon by advancing your other Cannon to the seventh rank or, using the Cannons to defend ranks adjacent to the river from attack

Other strategies involve moving pieces to free the most powerful piece, the Rook Carefully watch which pieces are endangered and which ones you can capture.

It's important to establish yourself offensively and defensively from the start of the game. For example, you can capture an enemy Knight with your Cannon on the very first move. This is generally not considered a good move since the resulting loss of your Cannon is

"Invincibility lies in the defense; the possibility of victory in the attack."

-Sun Tzu

"In planning, never a useless move; in strategy, no step taken in vain."

- Chen Hao

Strategy

usually devastating in the opening game. However, it is important to note that you can threaten many pieces within one or two moves.

"Those skilled at making the enemy move do so by creating a situation to which he must conform; they entice him with something he is certain to take, and with lures of ostensible profit they await him in strength."

- Sun Tzu

Though the opening game is important, it is not absolutely necessary to consume a vast knowledge of opening moves since the Chinese Chess board is so much larger and more open than its western cousin. Im-

agination and innovation in the opening game very often results in a far superior position.

Midgame:

Like conventional chess, there is no single "formula" for success in the mid-game. There are several guidelines that may be helpful in forming your own strategy:

- Do not attack without enough reinforcements.
- Try to shift your point of attack from one side of

the board to the other in order to keep your opponent off balance.

- Capture at least one Minister and/or Guard to help you set up your final blow.

- Keep pressuring your opponent's weakly protected pieces, even if they are only Pawns.
- Move your Rooks out into an attacking position early, but not at the expense of your initiative.
- If a piece cannot be protected from an attack very easily, it is often better to use the 'extra' move to advance another piece to a much better position.

When deciding whether or not to sacrifice a piece, you must take into account how valuable that piece is at that point of the game. For instance, a Cannon is not worth as much later in the game simply because there aren't that many pieces to jump over. Knights generally tend to become stronger later in the game because they benefit from greater mobility. Also keep in mind that a Cannon is invaluable when attacking a

Strategy

well defended King, since it is the only piece in the game that can 'jump' over other pieces.

Endgame:

The end-game in Chinese Chess is not quite as complicated as conventional chess because

- a) the King is very limited in its mobility, and
- b) a stalemate is considered a victory.

There are a few points to keep in mind when approaching the end-game:

- The King cannot move diagonally. Therefore, a Rook can effectively limit the King to only a few moves without the risk of being captured itself.
- The King cannot directly face the enemy King without another piece between them. This rule can effectively be used to contain the enemy King to a smaller area.
- Make sure you have enough pieces to overcome the defenses. Otherwise, you should try to force a draw by using your offensive pieces (ones that can cross the river) in defense.

The side with the most pieces or points does not necessarily have the advantage. Many strategies exist to win the game or at least force a draw when you are at the disadvantage. Learning and practicing end game strategies by setting up boards with only a few pieces will greatly improve your Chinese Chess playing.

"Use the most solid to attack the most empty."

- Ts'ao Ts'ao

"If you are able to hold critical points on his strategic roads the enemy cannot come. Therefore Master Wang said: 'When a cat is at the rat hole, ten thousand rats dare not come out; when a tiger guards the ford, ten thousand deer cannot cross.'"

- Tu Yu

Appendix A

Fictional Games from History

1) Marco Polo (Red)
vs. Kublai Khan (Blue),
1275 AD

It is rumored that on one of his visits to China, Marco Polo engaged the great Khan in a game of Chinese Chess. Although neither player was a master, Kublai was the more experienced of the two.

Marco Polo's fast and furious attack on the Khan's territory is at first successful, but he sacrifices too many pieces. The end result has Marco Polo with only one offensive piece remaining and a certain victory for the Khan.

Red	Blue
1. C2H5	N2F3
2. N2F3	C8H6
3. R1H2	N8F7
4. C8F4	C6F4
5. P7F1	C2F7
6. R9H8	C6H1
7. C8F1	C1H7
8. C8H3	C7B4
9. N3F4	C7H5

10. R2F7	C5F4
11. C5F4	N3F5
12. R2H5	M3F5
13. N4F5	R9F1
14. R2F7	R9H4
15. N5F3	R4F4
16. RSB4	C5B2
17. RSH4	R4H5
18. G6F5	C5F4
19. G4F5	G6F5
20. R4F5	R5H3
21. K5H4	R3F4
22. K4F1	R3H7
23. N4F4	R7B1
24. K4B1	R7H5
25. R4B2	G5B6
26. R4F3	K5F1
27. R4B1	K5B1
28. R4F1	K5F1
29. R4B1	K5B1
30. resigns	

2) Xi Tsung (Red)
vs. Emperor Chao (Blue),
975 AD

Tai Tsung is one of the early masters of the game of Chinese Chess. His strategy is unusual and worthy of observation. Un-

Appendix A

like many players, Tai Tsung used his Pawns as offensive spearheads for his attacks. Here is one of his rumored games against the Emperor.

Notice Tai Tsung's early sacrifice of one of his Cannons for position. Then he slowly advances his Pawn along the seventh rank to secure his victory.

Red	Blue
1. C8F4	C8H5
2. NSF7	N2F3
3. C2F5	NSF7
4. N2F3	C5H8
5. R1H2	C8H9
6. R2F6	P7F1
7. R2F1	R9H8
8. R2F2	N7B8
9. M3F5	C9H7
10. P7F1	c7F4
11. N7F6	M3F5
12. N6F7	K5F1
13. M7F9	C7H1
14. R9H7	R1F1
15. P7F1	N7F6
16. P1F1	R1H4
17. R7F3	C1H5
18. N3F5	R4F6
19. P7H6	R4H5

20. G6F5	R5H1
21. P6F1	R1F2
22. G5B6	R1H2
23. C7B3	C2F1
24. P6F1	N3B1
25. C8H9	R2H4
26. K5H4	C2F6
27. P6F1	K5B1
28. C9F5	C2H6
29. C9F1	G4F5
30. P6F1 mate	

3) Su Hsun (Red)
vs. Tai Sung (Blue),
989 AD

It is rumored that the aging master Tai Tsung put his undefeated record on the line against the poet Su Hsun.

Tai Tsung as usual moves his Pawns out early, but Su Hsun reacts well to this movement. It is Su Hsun's Rooks, however, that move in for the kill to give Tai Tsung his only recorded defeat.

Red	Blue
1. C8H5	N8F7
2. C2F4	C2H5
3. N2F3	C5F4
4. N3F5	N2F3

Appendix A

- | | |
|----------|------|
| 5. C5H3 | M3F5 |
| 6. C3F4 | P3F1 |
| 7. P3F1 | N3F2 |
| 8. P7F1 | P5F1 |
| 9. P9F1 | P5F1 |
| 10. P9F1 | PIF1 |
| 11. P3F1 | M5F3 |
| 12. NSF7 | PIF1 |
| 13. N7F5 | M7F5 |
| 14. NSF6 | K5F1 |
| 15. C3H6 | N7F6 |
| 16. C6H5 | K5H6 |
| 17. C2H4 | C8H4 |
| 18. P3F1 | N6F4 |
| 19. C5B1 | R1F3 |
| 20. C5H4 | K6H5 |
| 21. R1H2 | R1H6 |
| 22. R2F8 | K5B1 |
| 23. C6H5 | R6H5 |
| 24. C5H8 | N4B2 |
| 25. R9F4 | M5F7 |
| 26. R2H6 | C4H7 |
| 27. R9F5 | C7F7 |
| 28. K5F1 | P5H6 |
| 29. K5H6 | C7H4 |
| 30. R9H6 | mate |

4) Dmur (Red)
vs. Yung Le Ti(Blue),
1395 AD

The great general of Southeast Asia, Timur, is rumored to have avoided a conflict with the Ming Dynasty in China by challenging the best Chinese player at the time, Yung Le 'li, to a game of Chinese Chess. The winner would be allowed all of the territories in Indochina without interference from the loser. One can only guess at how the history of that region might be different if the outcome of this game had been different.

Timur moves into attack position early, while Yung Le li establishes his defenses. Through careful sacrifices, it is the great general and strategist, Timur, who comes out with a victory. Note also Timur's use of both Rooks to achieve his checkmate.

- | | | |
|----|------|------|
| | Red | Blue |
| 1. | C2H3 | C2H3 |
| 2. | R1F2 | CSHS |
| 3. | N8F7 | C3F4 |
| 4. | C3F4 | P3F1 |
| 5. | P3F1 | P3F1 |

Appendix A

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|----------|------|
| 6. P1F1 | C3F3 |
| 7. R9H7 | NSF9 |
| 8. P3F1 | R8H8 |
| 9. C8F5 | R8F9 |
| 10. C8H1 | M7F9 |
| 11. P3H4 | R8H7 |
| 12. P4F1 | R7H6 |
| 13. K5H4 | P5F1 |
| 14. P4F1 | C5H3 |
| 15. C3H5 | P3F1 |
| 16. P4H5 | G4H5 |
| 17. P5F1 | K5F1 |
| 18. R1H6 | C3F5 |
| 19. R4F6 | K5F1 |
| 20. R4F1 | N2F3 |
| 21. R4H5 | K5H4 |
| 22. C5H7 | C3B4 |
| 23. R7F3 | C3F1 |
| 24. R7F2 | R1F2 |
| 25. R7F1 | M3F5 |
| 26. R7H6 | mate |

5) Morphy (Red)
vs. Ching Ti (Blue),
1860 AD

The great American chessmaster, Palos Morphy, is rumored to have agreed to play the Chinese master, Ching Ti, one game of

Chinese Chess and one game of European Chess. After soundly defeating his opponent in the European game, Morphy was quite shocked to lose the Chinese game in only eleven moves.

Morphy attempts one of the standard openings in Chinese Chess, but his experienced opponent uses it to set up the kill. Notice the power Ching 'ti has when his Cannons are lined up together. Morphy can move out of the way briefly, but not for long.

- | | | |
|-----|------|------|
| | Red | Blue |
| 1. | C8H5 | N8F7 |
| 2. | P5F1 | C2H5 |
| 3. | C2F4 | K5F1 |
| 4. | N2F3 | C5F3 |
| 5. | C5F4 | N7F5 |
| 6. | C2H5 | C7H6 |
| 7. | R1H2 | C6F4 |
| 8. | K5F1 | C6H5 |
| 9. | K5H4 | C5B3 |
| 10. | N3F4 | C5H6 |
| 11. | N4F3 | C5H6 |

mate

*"It is sufficient to estimate the enemy situation correctly and to concentrate your strength to capture him. There is no more to it than this. He who lacks foresight and underestimates his enemy will surely be captured by him."
- Ts'ao Ts'ao*

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