After announcing the names of the servants, the general bade the men do the packing and the women remove the things displayed. All of them he enjoined to wait on the guest with due respect, and they responded in chorus. After this, he went outside to see the maids and slave-girls mounting their chairs, the stable-boys leading off horses and mules, and the whole party starting on their way with a huge number of articles in their train. He then came in to bid the guest farewell. Several years afterwards, Ch'a was placed under arrest for being implicated in a case connected with the compilation of national history, but, thanks to the good offices of the general, he escaped without punishment in the end.

THE CHINESE GAME OF CHESS

BY

K. BLICKLE

The Chinese contend that their game of chess has been known from the earliest ages. Wu Wang, the first Emperor of the Chou Dynasty (1122-249 B.C.), is said to have invented it. It is more probable, however, that the game was introduced some four hundred years later, that is about 700 B.C. It is mentioned in the ancient Chinese classics.

It appears that the game, as played today, is not the original one, the present way of playing it being said to be traceable to the Sung Dynasty (960-1127 A.D.).

Chinese chess is much more of a military game than that played by the rest of the world. The denominations of the pieces point to this. War being "a rough, violent calling" everything feminine is kept away from the front: Chinese chess knows no Queen.

The game itself, that is to say, the moves, may easily be learned and understood by a perusal of the following details and explanations, but, as is the case with the Western game, Chinese chess can only be mastered by regular practice.

The Chinese play two kinds of chess, namely, Hsiang Chi (象棋) and Wei Chi (圍棋). The latter is the more difficult, and is not played as much among the Chinese as the former.

Here only Hsiang Chi is dealt with.

The board consists of two sets of 32 squares, separated in the middle by a "river." All of these squares are of the same colour, the men being placed on the intersecting points of the lines, or the corners of the squares, and not in the squares themselves.

A diagram as here shown, printed on rough paper, forms the Chinese chess board. It shows that the 32 men have 90 points (intersections of the different lines), though there are really only 64 squares. The two sets of four squares which are diagonally crossed with black lines form what are called the "headquarters" of the two parties.
The Board of the Chinese Game of Chess, showing the Lines along which the Pieces move, the Territory of the two opposing Sides, the River between, and the Pieces in Position at the Commencement of Play. The upper Half of the Board is occupied by the Red Pieces, the lower Half by the Green or Blue. From the Author's original German Version, hence the Spelling.
The men are made of wood, bone or ivory, and actually are small balls cut off at the two opposite poles. The game is rendered difficult for the Westerner because the men all look alike, being distinguished only by the Chinese characters engraved on the two flat surfaces of each ball. One is compelled first to study the meaning of these Chinese characters, and then to learn their values, movements, and their ways of taking the adversary's men. The men of the Western chess game indicate these properties by their forms. The Chinese characters of the two sets are in different colours, mostly red and green or blue, and, though distinguished by different colours, these characters are not the same for both sides. If it were so, there would only be seven characters, but there are actually eleven. How this is arrived at is best shown by our diagram, from which may also be seen the way the men are posted before play begins.

The two parties are named after their respective colours, the red party and the green or blue party. The Chinese often follow a nice complimentary custom, inasmuch as the weaker player is allowed to take the green or blue and opens the game, while the stronger player takes the red. This is because the player who opens the game has a certain advantage in the attack.

Following are details of the pieces:

<table>
<thead>
<tr>
<th>English Name</th>
<th>Chinese Name</th>
<th>Number to each Player</th>
</tr>
</thead>
<tbody>
<tr>
<td>Field Marshal (red)</td>
<td>Shuai</td>
<td>1</td>
</tr>
<tr>
<td>General (green)</td>
<td>Chiang</td>
<td>1</td>
</tr>
<tr>
<td>Car</td>
<td>Cheh</td>
<td>2</td>
</tr>
<tr>
<td>Horse</td>
<td>Ma</td>
<td>2</td>
</tr>
<tr>
<td>Canon (red)</td>
<td>Pao</td>
<td>2</td>
</tr>
<tr>
<td>Soldier (red)</td>
<td>Tsu</td>
<td>5</td>
</tr>
<tr>
<td>Canon (green)</td>
<td>Ping</td>
<td>8</td>
</tr>
<tr>
<td>Diplomat (red)</td>
<td>Hsiang</td>
<td>2</td>
</tr>
<tr>
<td>Elephant (green)</td>
<td>Hsiang</td>
<td>2</td>
</tr>
<tr>
<td>Scientist (red)</td>
<td>Shi</td>
<td>2</td>
</tr>
<tr>
<td>Official (green)</td>
<td>Shi</td>
<td>2</td>
</tr>
</tbody>
</table>

Total number of pieces to each player: 16

For car and horse the Chinese characters are the same for both players, while for the canon there is only a very slight difference to serve identification, the pronunciation being the same. The principal figure is Number 1, which has a separate character and pronunciation for each player. For the soldier the two characters mean the same, while for Numbers 6 and 7 different characters with similar pronunciations are used.

The purpose of the game is to mate the principal figure (Number 1), which cannot be taken off the board, and which must not move to a place on which one of the opposite player's men bears. The Field Marshal, or
General, is in check when his position is menaced or attacked by an hostile piece. The player in such case calls out *ch'ang* to draw his opponent's attention to it. Number 1 must then move away, or render himself free again, or cover the position.

All pieces take as they move, with the exception of the canon, which can only take if another piece is standing between the respective points over which the canon must shoot or traverse.

**Movements of the Pieces**: The three pieces numbered 1, 6, and 7 can move about only on their side of the river, numbers 1 and 7 only in their own headquarters. Number 1 may be on any of the nine points of the headquarters; he can move only from one point to another forwards, backwards or sideways. Within the limits of the headquarters he may take off any uncovered hostile piece which he can reach in one step. A "rochade" is unknown. It must be noted that the two principal men, the Field Marshal and General, must never stand facing each other on a clear line, that is, a line on which no other man is posted.

The Numbers 7 can only use the five points of the headquarters marked by diagonal lines.

The Numbers 6 always move on the diagonals of two squares as one move, on their own side of the board, so that they have only 7 points at their disposal. Their moves are marked with dotted lines in our diagram.

Numbers 2, 3, 4 and 5 may move and take all over the board, that is, on both sides of the river. Numbers 2, 3 and 4 may move and take on the alien side of the board in just the same way as on their own side, while Numbers 5 may move and take there also, but to the right and left, and never backwards; on their own side of the board they may move and take also only forwards.

If these soldiers reach the opposite base line they do not become a General or other strong figure. Their sole purpose is to hinder the movements of their opponent's Number 1. Once on the opposite base line they may not move backwards, but only to the right or left.

Numbers 2, 3 and 4 are the principal attacking men, and experts in the game generally gain the victory through the movements of Numbers 3, the horses.

The most powerful pieces are the Numbers 2, the cars. These move in a straight line, forwards, backwards and sideways, over any unoccupied points of the whole board, and may take any opposing pieces in their wake.

Numbers 3, the horses, also move over the whole board like the knights of the Western chess game, that is, one step forwards, backwards or sideways, and then in a diagonal direction to the next point. This movement, however, cannot take place when the next cross point to be stepped over is occupied by another piece, or even when the adversary can place one of his men on this cross point. Similarly the Numbers 1 are not in check, nor are they forced to move away, if the opposite player can place one of his men on the points they occupy. This is a fundamental deviation from the Western chess game.

Numbers 4, the canons, move in the same way as Numbers 2, cars. They may only take, however, when, as stated above, another piece is posted between them and the doomed piece.
THE CHINESE GAME OF CHESS

Recapitulating:
1. The Field Marshal and General have 9 points, but 12 moves.
6. The Diplomats and Elephants have 7 points, but twice \(8=16\) moves (also backwards).
7. The Scientist and Officials have 5 points, but twice \(4=8\) moves (also backwards).
3. The Horses have 90 points.
2. and 4. The Cars and Canons move as in the Castles of the Western chess game.
5. The Soldiers each have 2 moves forward until they reach the opposite half of the board, where they have another 45 moves at their disposal.

Closing Remarks: The Chinese do not have the custom of marking the board with numbers. Only in isolated cases have I seen a numbering of the vertical lines. It is, therefore, somewhat difficult to describe clearly the moves of the different pieces. However, this could be remedied.

Apparently the Chinese do not have any special openings. Canons and horses for the attacking parties, with the Field Marshal or General as covering forces, open the game, generally on the line of the Field Marshal or General.

The Chinese game requires a great deal of practice. For Westerners it would be easier if the pieces were in the form of figures indicating their nature, importance and way of playing. No doubt some day Chinese chess will be adapted to the Western mind in this way, as it is, indeed, a most fascinating game.

THE CHINESE TEMPLE

Soft winds blowing;
Water flowing;
Bamboos bending;
Spray ascending.
Rock's fall steeply,
Grottoed deeply;
Buddhas graven
In a cavern.
Spring's enchantment;
Green embankment;
Bulbuls singing;
Bronze bells ringing.
Blue roofs shining;
Vines entwining
O'er the coping;
Pathways sloping.

Courtyards shaded;
Curtains faded;
By the porches
Smould'ring torches.
Pilgrims flocking;
Children mocking
Shav'd monks chanting;
Sun's rays slanting.
Incense fuming
In the glooming;
Big drums throbbing,
Groaning, sobbing.
Shadows creeping;
Tired birds sleeping;
Night descending;
Peace unending!

ARTHUR DE C. SOWERBY

--- 337 ---