

# About this Booklet

## How to Print:

This booklet will print best on card stock (110 lb. paper), but can also be printed on regular (20 lb.) paper.

**Do not print Page 1** (these instructions).

First, have your printer **print Page 2**.

Then load that same page back into your printer to be printed on the other side and **print Page 3**.

When you load the page back into your printer, be sure that the top and bottom of the pages are oriented correctly.

## Permissions:

You may print this booklet as often as you like, for personal purposes.

You may also print this booklet to be included with a board game which is sold to another party.

You may distribute this booklet, in printed or electronic form freely, not for profit.

If this booklet is distributed, it may not be changed in any way.

All copyright and contact information must be kept intact.

This booklet may not be sold for profit, except as mentioned above, when included in the sale of a board game.

To contact the creator of this booklet, please go to the “contact” page at [www.AncientChess.com](http://www.AncientChess.com)

Before play begins, the players have the option of **changing the positions of the bishops and knights**. The first player, if he chooses, may place the bishop in the knight's place, and the knight in the bishop's place, on his left side, on his right side, or on both sides. The second player then has the same choices of bishop and knight placement. Each player must maintain one bishop and one knight on each side of his line-up; he can not begin with two knights or two bishops together on his left or right. After the bishops and knights are arranged, the first player begins by moving a piece.

The two sides alternate, moving one piece in each turn, in an attempt to **force the capture of the enemy king (general)**, just as in other forms of chess. When a king is left with no option but to be captured in the next move, he is in *checkmate*, and has lost the game.

All pieces **capture** by using their normal moves and landing on a point occupied by an enemy piece. The enemy piece is removed from play for the rest of the game.

Note that, as a rule, pieces which move straight along the horizontal and vertical lines of the board also may move straight along the **diagonal lines drawn within the fortress**.

The **kings may not face each other**, with no intervening pieces between them — except in the following case. If one player finds himself with less powerful pieces on the board than his opponent, he may take the option of facing the other king, with no pieces intervening between the two, placing the opponent in *check*. The opposing king must then move out of check, and the game continues. The player who uses this option, however, forsakes all possibility of winning the game. Even if, later, he checkmates the enemy king, the game is considered a **draw**. This special check by the king may happen more than once, by the same player.

A player may use his **king to essentially defend an attacking piece** in the enemy fortress, since the opponent can not capture the piece with his king and face the opposing king (except in the above situation). If a player uses his king in this way, to defend a piece which is *in the enemy fortress giving checkmate*, the game is considered to be a **draw**, not a win.

If a player finds himself in a position in which he has no safe or desirable move, he may **pass**. To indicate this, he simply flips his king over in place, and it is the other player's turn once again.

If a player forces continual **repetition** of the same positions, and does not wish to break the pattern, the game is declared a **draw**.

Finally, if both players **agree** that there is no remaining possibility of either player winning the game, it is declared a **draw**.

### Background

This pamphlet was compiled with the help of H. J. R. Murray's *A History of Chess* (1913); John Gollon's *Chess Variants* (1968); D. B. Pritchard's *The Encyclopedia of Chess Variants* (1994); and articles found on [www.chessvariants.org](http://www.chessvariants.org).

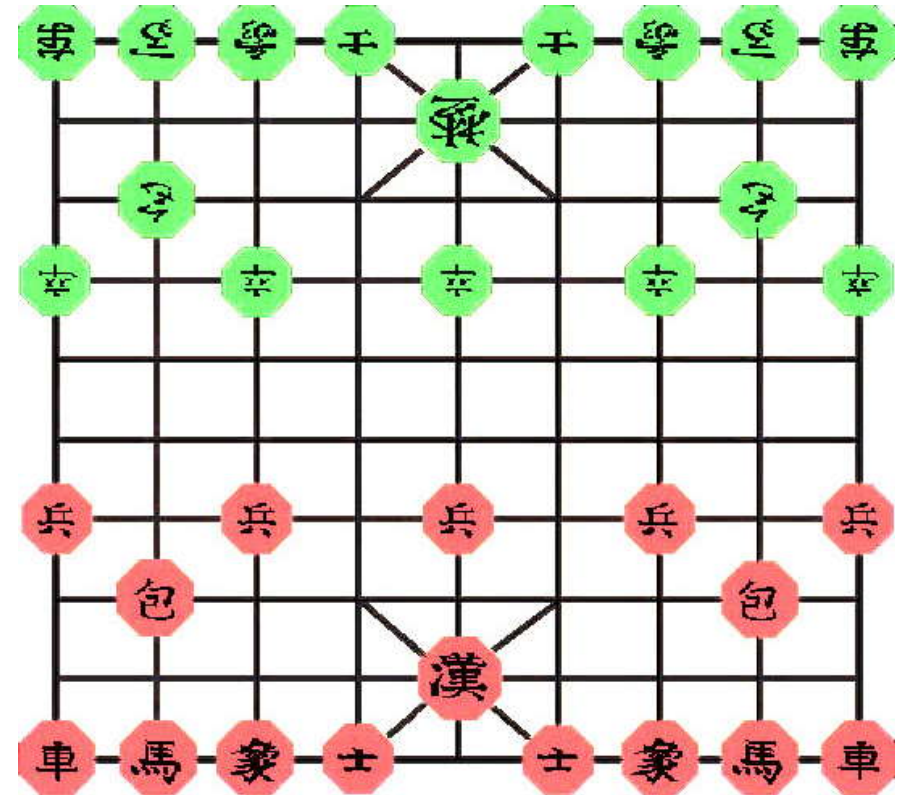
### Further information

For more information about changgi, and other chess related games throughout the world visit : [www.ancientchess.com](http://www.ancientchess.com)

© 2004 Rick Knowlton

# Janggi

장기



*also written Changgi, Jangki or Tjyang Keui*

## Korean Chess

### The Traditional Chess of Korea

For information about Chess Variants throughout the world and free copies of this booklet, visit [www.AncientChess.com](http://www.AncientChess.com)

# Janggi

Janggi, the native chess of Korea, is derived from the same source as xiangqi, the chess of China. Janggi has much in common with xiangqi, yet it carries on some characteristics of an earlier version of Chinese chess; it also has some very interesting innovations.

## Arrangement

The pieces are arranged symmetrically, as shown on the front of this pamphlet. They are octagonal pieces of varying sizes, placed not on the squares, but on the intersections of lines. Note that most of the pieces on the red side bear different characters than their counterparts on the green side. The red pieces are traditional Chinese characters, and most of the green pieces show the same figures rendered in cursive. A few of the pieces have different characters altogether, as if to show that the two armies are truly different groups.

Each side of the board has a nine-point fortress, marked by an "X" of diagonal lines. Note that, unlike Chinese chess, the king (or *general*) begins in the center of the fortress. There will be a little shuffling of the pieces before play begins, which will be discussed later. But first, the pieces.

## The Pieces and Their Moves

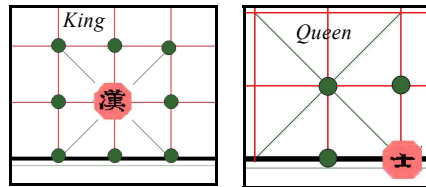
Here are the red and green pieces, shown with their western names (king, queen, bishop); their Korean names; the meanings of the Korean names; and their various moves :



King

**King, "Koung," General :** Must stay within the nine-point fortress. He moves one point along any *printed line*

in the fortress. His move may be in any direction, as long as he follows a line.



Queen

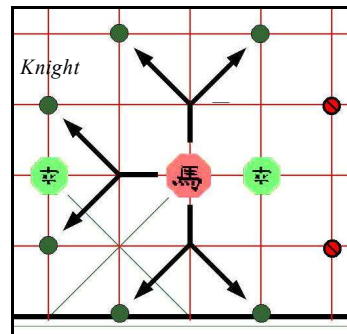
**Queen, "Sa," Counselor :** Moves exactly the same as the king, and is also confined to the fortress.



Knight

**Knight, "Ma," Horse :** One point forward, backward, left or right *plus* one point outward diagonally, as shown in the diagram at right. This is similar to

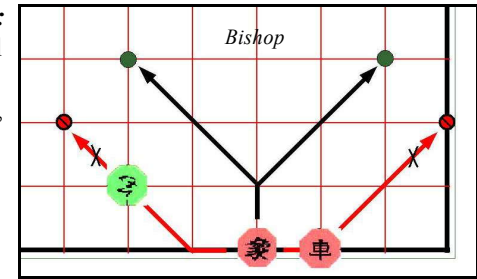
the western knight, but the Korean knight *can* be blocked. Note that in the diagram (right) the knight can not move to the red marked points, because he is blocked by the pawn on his right. (He is not



Bishop

**Bishop, "Syang," Elephant :** This piece has a very unusual move, found only in Korean chess. He starts one point forward,

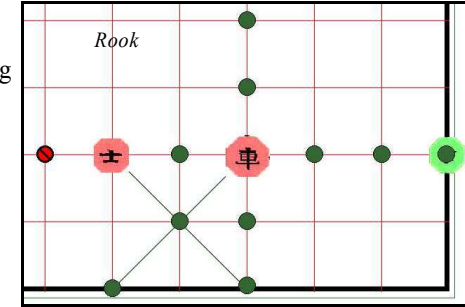
backward, left or right, and then moves *two* points outward diagonally, like an extended knight's move. He can be blocked anywhere along this path, as he is in the diagram by the green cannon, and by the red rook.



Rook

**Rook, "Tcha," Chariot :** Moves as many points as he wishes, in a straight line, along the lines of the board. This is

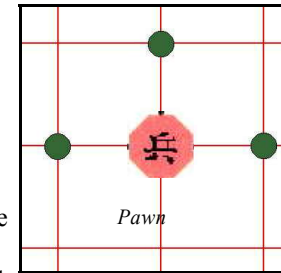
the same move as the western rook, but note that the Korean rook can also move along the diagonal lines in the fortress, if he is already on one of these points. He can not jump over pieces (such as the red queen in the diagram), and he captures as he moves (and so, can capture the green piece at his right).



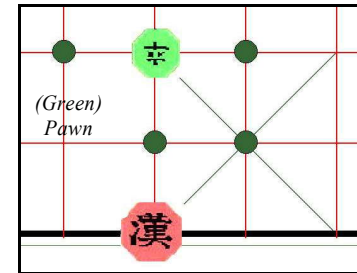
Pawn

**Pawn, "Pyeng (red) / Tjol (green)," Foot Soldier:**

One point, either forward or sideways. Within the fortress, he may also move forward along the printed diagonal lines.



Pawn



(Green) Pawn



Cannon

**Cannon, "Hpo," Cannon (a leaping rook) :** If you are acquainted with Chinese chess, note that the Korean cannon has some important differences. The cannon moves along any straight line, including the lines within the fortress, but *must have one piece to jump over*. In the diagram, the

cannon (H) can move to point A (jumping over the pawn at B); to M (jumping over K); to E (jumping over F); and may capture the green piece on D. He may *not* jump over more than one piece (to point C), and may not move without jumping (points G, L and N). Also, he may *not* leap over another cannon (friend or foe) (can *not* go over I to J), and may never capture another cannon.

