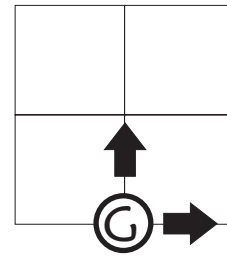
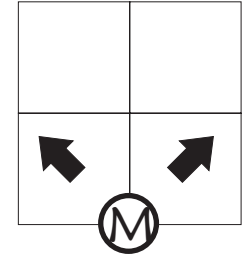




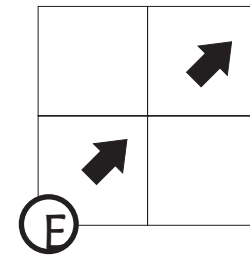
General - 1 point, non-diagonally, only within the castle. Not allowed to "see" enemy general on an open file.



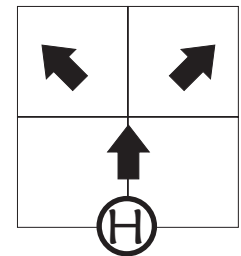
Mandarin - 1 point, diagonally, only within the castle.



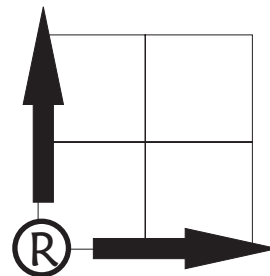
Elephant - 2 points, diagonally, no less. Cannot jump another piece, Cannot cross the river



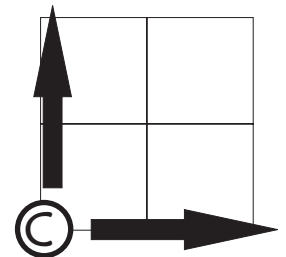
Horse - 1 point, non-diagonally followed by one diagonally. move is blocked by any piece occupying the point at the "elbow" of the move.



Chariot - Any number of points in any non-diagonal direction. Cannot leap any other piece.



Cannon - When not capturing, moves just like the chariot. When capturing, must leap a single piece of either colour before proceeding to the point occupied by the target piece. This intervening piece is called a screen



Soldier - One point straight forward. After it reaches the opposite river bank, can move one point forward or directly sideways. Never moves diagonally or backward. No further promotion is gained when a soldier reaches the farthest rank of the board.

