

Generalstale — Activity Book

A Spark & Anvil activity book — puzzles, questions, and fun from Generalstale.

Write in the book, circle your answers, and check the Answer Key at the back.

1. The Board & the River

Circle the correct answer

1. In Xiangqi, pieces sit on the —
(A) intersections (points where lines cross) (B) squares (C) corners only (D) colored tiles
2. The blank strip across the middle of the board is called the —
(A) wall (B) border (C) palace (D) river
3. The 3×3 marked area where the general stays is the —
(A) camp (B) fortress wall (C) palace (D) river
4. How many pieces does each side start with?
(A) 16 (B) 8 (C) 20 (D) 12
5. The Xiangqi board has how many files (vertical lines)?
(A) Nine (B) Eight (C) Ten (D) Seven
6. Which piece is confined to the palace along with the general?
(A) The horses (B) The chariots (C) The advisors (guards) (D) The cannons

Write the answer

7. The goal of Xiangqi is to —
Answer: _____
8. Which pieces CANNOT cross the river?
Answer: _____
9. Soldiers gain extra power when they —
Answer: _____
10. Xiangqi's two armies are traditionally colored —
Answer: _____

Match each question to its answer

1. Compared to Western chess, Xiangqi's board is — →
2. The diagonal lines drawn inside the palace show — →
3. Which side of the board does each general 'live' on? →
4. Why do the piece rules matter so much in Xiangqi? →
5. A soldier that has NOT crossed the river can move — →

- (A) larger, using a 9×10 grid of points
 - (B) one point straight forward only
 - (C) Each piece moves differently, giving every piece a distinct role
 - (D) Its own half, inside its palace
 - (E) where the advisors move (diagonally within it)
-

2. The General & Advisors

Circle the correct answer

11. How does the general move?
(A) One point straight (orthogonally), staying in the palace (B) Any distance straight
(C) Like a horse (D) Diagonally only
12. Can the general leave the palace?
(A) Only to capture (B) Yes, after the river (C) No — it must always stay inside the palace
(D) Yes, to attack
13. How does an advisor (guard) move?
(A) Any distance diagonally (B) One point diagonally, staying in the palace (C) Like a chariot
(D) One point straight
14. The 'flying general' rule says the two generals —
(A) must stay on the same file (B) may capture each other (C) may NOT face each other directly on an open file with nothing between (D) can leave the palace
15. The flying-general rule effectively lets a general —
(A) move any distance always (B) leave the palace (C) capture two pieces (D) 'attack' along an open file, since the enemy can't allow the face-off
16. How many advisors does each side have?
(A) Five (B) Two (C) One (D) Four

Write the answer

17. Why is the general such a weak MOVER but so important?

Answer: _____

18. Advisors are best used to —

Answer: _____

19. An advisor can reach how many points inside the palace?

Answer: _____

20. If both generals end up on the same open file, the player who created that —

Answer: _____

Match each question to its answer

1. Because the general is confined, endgame checkmates often work by — →

2. Which move is legal for the general? →

3. Which move is legal for an advisor? →

4. Keeping your advisors in place is important because — →

5. The 'flying general' idea is unique to Xiangqi and shows that — →

(A) even a weak, confined piece can create a threat by geometry

(B) missing advisors leave the general exposed to checks

(C) One point sideways within the palace

(D) using the small palace to trap the general with few escape points

(E) One point diagonally within the palace

3. The Elephant (Minister)

Circle the correct answer

21. How does the elephant move?

- (A) One point straight (B) Exactly two points diagonally (C) Any distance diagonally
(D) One point diagonally

22. Can the elephant cross the river?

- (A) Only after moving twice (B) Yes, always (C) Yes, to capture (D) No — it must stay on its own side

23. The elephant can be BLOCKED by a piece at —

- (A) its landing point only (B) the palace (C) the midpoint of its diagonal path ('blocking the elephant's eye') (D) any point on the board

24. How many points can an unblocked elephant reach from the center of its side?

- (A) Four (B) Nine (C) Seven (D) Two

25. The elephant is mainly a —

(A) defensive piece (B) long-range attacker (C) attacking piece (D) river crosser

26. Why can't the elephant help attack the enemy general directly?

(A) It captures too much (B) It moves too fast (C) It has no rules (D) It cannot cross the river to reach the enemy's side

Write the answer

27. 'Blocking the elephant's eye' is a tactic where you —

Answer: _____

28. Two elephants are usually kept to —

Answer: _____

29. The elephant's move shape is often compared to the Chinese character —

Answer: _____

30. If a piece sits on the elephant's eye, the elephant —

Answer: _____

Match each question to its answer

1. Compared to the Western bishop, the elephant is — →

2. Losing both elephants tends to — →

3. An elephant defends best when it — →

4. The elephant CANNOT move if — →

5. Which describes the elephant accurately? →

(A) A blockable, river-bound, two-step diagonal defender

(B) weaken your defense against enemy cannons and chariots

(C) much more limited (fixed two-step, can't cross the river, can be blocked)

(D) covers key diagonal points near its own palace

(E) a piece blocks its eye OR the move would cross the river

4. The Horse

Circle the correct answer

31. How does the horse move?

(A) One point in any direction (B) Any distance straight (C) Two points diagonally
(D) Like a knight: one point straight then one point diagonally outward

32. Unlike the chess knight, the Xiangqi horse —

(A) moves twice per turn (B) CANNOT jump — it can be blocked (C) can jump over any piece (D) crosses the river freely only

33. A horse is 'hobbled' (blocked) when —

(A) it crosses the river (B) it is in check (C) a piece sits directly beside it, in the first (orthogonal) step of its move (D) a piece is on its landing point

34. The 'hobbling the horse's leg' block means you can —

(A) capture the horse for free (B) make the horse jump (C) stop an enemy horse by placing a piece next to it (D) check the general

35. How many points can a horse reach if NOT blocked?

(A) Up to four (B) Up to eight (C) Up to sixteen (D) Up to two

36. The horse's first step is —

(A) any distance (B) one point diagonally (C) one point orthogonally (straight) (D) two points straight

Write the answer

37. Because the horse can be blocked, good players try to —

Answer: _____

38. A horse is strong when placed —

Answer: _____

39. The horse becomes MORE dangerous in the late game because —

Answer: _____

40. Which stops a horse: a piece on its landing point, or a piece beside its first step?

Answer: _____

Match each question to its answer

1. A horse and a chariot working together are — →

2. If your horse is hobbled, the fix is often to — →

3. Why does the hobbled-horse rule fit GeneralsTale's theme? →

4. A horse near the edge of the board is usually — →

5. The horse can cross the river — →

(A) yes, freely (unlike the elephant)

(B) remove or avoid the blocking piece so its leg is free

(C) a powerful attacking duo

(D) less powerful (it reaches fewer points)

(E) It gives the horse a unique vulnerability — part of its distinct character

5. The Chariot

Circle the correct answer

41. How does the chariot move?

(A) One point at a time (B) In an L-shape (C) Diagonally any distance (D) Any number of points in a straight line (orthogonally)

42. The chariot is usually considered —

(A) the weakest piece (B) the strongest piece in Xiangqi (C) a defensive-only piece (D) equal to a soldier

43. Can the chariot jump over pieces?

(A) Yes, over any pieces (B) No — it moves until blocked (C) Yes, over one piece (D) Only over soldiers

44. A chariot on an OPEN file (no pieces blocking) is —

(A) useless (B) weaker than a soldier (C) very powerful — it controls the whole file (D) unable to move

45. Compared to the cannon, the chariot captures by —

(A) jumping two pieces (B) jumping one piece (C) moving onto the enemy piece directly (no screen needed) (D) moving diagonally

46. Because it's so strong, players often try to —

(A) never move chariots (B) sacrifice chariots for soldiers (C) develop (activate) their chariots early and trade them favorably (D) hide chariots in the corner

Write the answer

47. A chariot controlling a file near the enemy palace —

Answer: _____

48. Two chariots working together can —

Answer: _____

49. The chariot's value means losing one for a horse or cannon is usually —

Answer: _____

50. On defense, a chariot can —

Answer: _____

Match each question to its answer

1. A chariot behind its own soldiers can — →
2. Why is 'controlling open files' a chariot principle? →
3. A chariot that is 'passive' (stuck behind its own pieces) is — →
4. Which piece most resembles the Western rook? →
5. The chariot is dangerous in the endgame because — →

- (A) support them as they advance
 - (B) not using its strength — activate it
 - (C) with fewer blockers, it dominates open lines
 - (D) The chariot
 - (E) The chariot's power is greatest on unobstructed lines
-

6. The Cannon

Circle the correct answer

51. How does the cannon MOVE when NOT capturing?
(A) Diagonally (B) In an L-shape (C) Like a chariot — straight lines, any distance, no jumping (D) One point only
52. How does the cannon CAPTURE?
(A) By jumping two pieces (B) It cannot capture (C) By moving directly onto it (D) By jumping exactly one piece (a 'screen') to land on the target
53. The single piece a cannon jumps to capture is called the —
(A) target (B) shield (C) block (D) screen (or cannon mount)
54. Can a cannon capture with NO screen between it and the target?
(A) Only across the river (B) No — it needs exactly one screen to capture (C) Yes, if it's a soldier (D) Yes, always
55. Can a cannon capture by jumping TWO pieces?
(A) Only its own pieces (B) No — it must jump exactly ONE (C) Yes, exactly two (D) Yes, any number
56. The cannon's unique rule makes it —
(A) identical to the rook (B) identical to the bishop (C) a distinctive piece with no exact Western-chess equivalent (D) the same as the horse

Write the answer

57. A cannon is often strong in the OPENING because —
Answer: _____

58. A cannon tends to get WEAKER in the endgame because —

Answer: _____

59. The 'central cannon' opening places a cannon —

Answer: _____

60. To defend against a cannon, you can —

Answer: _____

Match each question to its answer

1. A cannon behind a horse ('cannon behind horse') is a common attacking setup because — →

2. A cannon can deliver a check by — →

3. The 'empty-cannon' or screenless cannon can still — →

4. Why does the cannon fit GeneralsTale's piece-asymmetry theme so well? →

5. A clever defensive idea is to place YOUR piece as a would-be screen — →

(A) Its jump-to-capture-with-a-screen rule is unlike any other piece

(B) jumping a screen so it attacks the enemy general

(C) move and control a file (it just can't capture without a screen)

(D) the horse acts as the screen for the cannon's threats

(E) carefully, since it can enable the enemy cannon's capture

7. The Soldier

Circle the correct answer

61. How does a soldier move BEFORE crossing the river?

(A) Sideways (B) One point straight forward (C) One point diagonally (D) Backward

62. After crossing the river, a soldier can ALSO move —

(A) diagonally (B) backward (C) one point sideways (left or right) (D) two points forward

63. Can a soldier EVER move backward?

(A) Yes, after the river (B) Yes, to capture (C) Only once (D) No — never

64. How does a soldier capture?

(A) The same way it moves (forward, or sideways after the river) (B) Diagonally (C) It can't capture (D) By jumping

65. Do Xiangqi soldiers 'promote' like chess pawns?

(A) Yes, to a chariot (B) No — they never promote, but they gain sideways movement across the river (C) Yes, to a horse (D) Yes, to a general

66. Why are crossed soldiers valuable near the enemy palace?

(A) Their sideways movement lets them attack and support mates (B) they can jump (C) they can retreat to safety (D) they promote to a queen

Write the answer

67. A soldier that has NOT crossed the river is —

Answer: _____

68. How many soldiers start on each side?

Answer: _____

69. Because soldiers can't retreat, advancing one is —

Answer: _____

70. Two connected crossed soldiers can be dangerous because —

Answer: _____

Match each question to its answer

1. A soldier deep in the enemy palace can help checkmate by — →

2. Compared to a chess pawn, a Xiangqi soldier — →

3. Keeping soldiers CONNECTED (side by side once across) is good because — →

4. A soldier's value INCREASES as it — →

5. Why can't you just rush all five soldiers forward carelessly? →

(A) Un-supported soldiers get captured, and pushes can't be undone

(B) they defend each other and are harder to pick off

(C) captures straight (not diagonally) and never promotes, but gains sideways moves

(D) advances and crosses the river toward the enemy palace

(E) controlling escape points with its forward/sideways moves

8. Check, Checkmate & Stalemate

Circle the correct answer

71. A 'check' means —

(A) a soldier crossed the river (B) the general is under direct attack and must be saved this move (C) a piece is captured (D) the game is over

72. 'Checkmate' means —

(A) the general is in check and cannot escape — the game is won (B) a draw (C) the general is safe (D) the general crossed the river

73. When your general is in check, you may respond by —

(A) ignoring it (B) moving any other piece freely (C) moving it, blocking the check, or capturing the attacker (D) passing

74. In Xiangqi, if a player has NO legal move (stalemate), that player —

(A) skips a turn (B) draws (C) LOSES (D) wins

75. The 'flying general' rule can DELIVER a win because —

(A) generals can capture each other (B) it has no effect (C) it draws the game (D) you can't leave the generals facing on an open file, limiting the defender

76. A check that the general escapes by moving is —

(A) a draw (B) checkmate (C) stalemate (D) not checkmate (it had an escape)

Write the answer

77. Perpetual check (checking forever to avoid losing) is —

Answer: _____

78. To FORCE checkmate you usually need to —

Answer: _____

79. A general confined to the palace is easier to mate because —

Answer: _____

80. If your general is checked and you can capture the checking piece safely, that is —

Answer: _____

Match each question to its answer

1. Blocking a check ('interposing') means — →

2. Which check usually CANNOT be blocked by interposing? →

3. A key difference from Western chess is that in Xiangqi — →

4. Reducing the enemy's DEFENDERS (advisors/elephants) helps mate because — →

5. A 'discovered check' happens when — →

(A) A horse's or soldier's check (adjacent/L-shaped, no line to block)

(B) moving one piece uncovers a check from another piece behind it

(C) stalemate is a LOSS, not a draw

(D) placing one of your pieces on the line between the attacker and the general

(E) fewer defenders means fewer ways to block or cover checks

9. Piece Values & Strength

Circle the correct answer

81. Which piece is generally the MOST valuable?

- (A) The soldier (B) The elephant (C) The chariot (D) The advisor

82. Which is usually more valuable, a chariot or a horse?

- (A) The horse (B) They're equal (C) The soldier (D) The chariot

83. A horse and a cannon are usually considered —

- (A) roughly equal in value (each with different strengths) (B) the chariot's equal (C) worthless (D) stronger than a chariot

84. Advisors and elephants are valued for —

- (A) crossing the river (B) long-range power (C) attacking the enemy palace (D) defense (guarding the general), not attack

85. A soldier's value depends most on —

- (A) whether it has crossed the river and how close it is to the enemy palace (B) the time of day (C) its color (D) the player's mood

86. Why does the cannon's value CHANGE over the game?

- (A) it never changes (B) it can't capture (C) It's strong early (many screens) and weaker late (few screens) (D) it's always the strongest

Write the answer

87. Why does the horse's value often RISE over the game?

Answer: _____

88. Trading your chariot for the enemy's horse is usually —

Answer: _____

89. Piece values are a GUIDE, but the real question in any trade is —

Answer: _____

90. Sacrificing a valuable piece can be CORRECT when —

Answer: _____

Match each question to its answer

1. Two defenders (advisors/elephants) are especially valuable when — →

2. Attacking pieces (chariot/horse/cannon) are most valuable when — →

3. A material lead helps, but it matters most when — →

4. Which is the correct ranking (roughly) of raw strength? →

5. Giving up an advisor to stop a mating attack is — →

(A) you are attacking the enemy general

(B) often a good trade — your general's safety comes first

(C) your general is under attack

(D) your pieces are also active and coordinated

(E) Chariot > (horse ≈ cannon) > (advisor/elephant) > soldier (pre-river)

10. Opening Principles

Circle the correct answer

91. A good opening goal is to —

(A) push all soldiers forward (B) trade the general (C) keep every piece home (D) develop (activate) your strong pieces, especially the chariots

92. The 'central cannon' opening aims a cannon at —

(A) the corner (B) the enemy's central file / palace (C) the river only (D) your own general

93. A common reply to the central cannon is the 'screen horses' defense, which —

(A) develops both horses to guard the center (B) moves the general out (C) ignores the threat (D) pushes all soldiers

94. Why develop chariots early?

(A) they can't move early (B) to hide them (C) They are your strongest pieces and need open lines to be effective (D) they are weak

95. A sound opening keeps the general —

(A) safe, with its defenders (advisors/elephants) in good shape (B) on an open file (C) exposed in the center (D) across the river

96. Rushing all your soldiers forward in the opening is usually —

(A) the best plan (B) a guaranteed win (C) a mistake — it weakens your position without support (D) required

Write the answer

97. Controlling the CENTER early helps because —

Answer: _____

98. A balanced opening develops —

Answer: _____

99. Why avoid moving the SAME piece many times in the opening?

Answer: _____

100. The cannon is especially active in the opening because —

Answer: _____

Match each question to its answer

1. A key opening principle shared with chess is — →

2. Blocking your own pieces' paths in the opening is — →

3. Developing horses to good squares early means — →

4. A 'flexible' opening is good because — →

5. Why not bring your general out early? →

(A) It's confined to the palace and exposing it invites attack

(B) a mistake — keep your strong pieces mobile

(C) develop pieces and keep your king (general) safe

(D) putting them where their legs are free and they guard key points

(E) it keeps your options open to react to the opponent

11. Cannon Tactics

Circle the correct answer

101. Every cannon capture requires —

(A) no screen (B) two screens (C) a diagonal line (D) exactly one screen between the cannon and its target

102. The 'cannon behind horse' pattern uses the horse as —

(A) a blocker that wastes the cannon (B) an advisor (C) the screen for the cannon's captures/checks (D) a target

103. To DEFEND against a cannon threat, you can —

(A) ignore it (B) remove the screen it relies on (C) add another screen (D) give it two screens

104. A cannon can create a threat by moving so that —

(A) a screen appears in line with a valuable target (B) it faces empty space (C) it has no pieces around (D) it retreats

105. The 'hollow cannon' checkmate uses a cannon on the general's file with —

(A) the cannon in the corner (B) two screens (C) the general's own defender (or space) such that the general can't escape (D) no relation to the general

106. Cannons are strongest when the board is —

(A) crowded, offering many screens and targets (B) all defenders gone (C) only soldiers (D) empty

Write the answer

107. A cannon pinning a piece to the general works because —

Answer: _____

108. Two cannons stacked on a file can —

Answer: _____

109. A cannon check requires that between the cannon and the general there is —

Answer: _____

110. If an enemy cannon aims at your general over one screen, a safe response is to —

Answer: _____

Match each question to its answer

1. A dangerous trap is putting your OWN piece where it — →

2. Cannons combine especially well with — →

3. A 'screen sacrifice' idea is to — →

4. Because a cannon's power depends on screens, you must always — →

5. A cannon with a fixed screen delivering repeated checks may run into — →

(A) let a screen be removed at the right moment to unleash or shut a cannon's fire

(B) a horse or chariot that supplies screens or extra threats

(C) becomes the screen for an enemy cannon aimed at your general

(D) the perpetual-check rule (you can't check forever)

(E) count the pieces between the cannon and its target

12. Horse & Chariot Tactics

Circle the correct answer

111. A horse fork is a tactic where the horse —

(A) attacks two enemy pieces at once with its L-shaped reach (B) checks forever
(C) blocks its own pieces (D) crosses the river twice

112. A chariot on an open file threatens —

(A) only soldiers (B) any enemy piece (or the general) along that file (C) only its own pieces (D) nothing

- 113.** A horse and chariot attacking together are strong because —
(A) they cover the same points (B) they cover different points, creating threats hard to parry (C) only one can attack (D) they block each other
- 114.** To use a horse well in attack, keep its —
(A) legs unblocked so it can reach its targets (B) path filled with pieces (C) legs blocked (D) general nearby
- 115.** A 'chariot pin' restricts an enemy piece by —
(A) crossing the river (B) capturing it twice (C) checking forever (D) lining it up in front of the general so it can't safely move
- 116.** A horse near the enemy palace is dangerous because —
(A) its L-shaped checks are awkward for a confined general to escape (B) it can't check (C) it must retreat (D) it becomes an elephant

Write the answer

- 117.** Doubling chariots on a file creates —
Answer: _____
- 118.** A discovered attack with a horse happens when —
Answer: _____
- 119.** Chariot tactics reward controlling —
Answer: _____
- 120.** If your horse and the enemy general are aligned for an L-shaped check, you can —
Answer: _____

Match each question to its answer

1. A common defensive resource against a horse is to — →
 2. A chariot sacrifice can be correct when it — →
 3. Coordinating your pieces means — →
 4. An 'overload' tactic works by — →
 5. Chariot + horse + cannon together are called — →
- (A) having them support each other's threats rather than acting alone
(B) attacking a defender that is guarding two things at once
(C) a strong attacking combination (a coordinated strike force)
(D) forces checkmate or removes the last defender before mate
(E) block its leg (hobble it) or trade it off
-

13. The Endgame

Circle the correct answer

121. In the endgame (few pieces left), the chariot is —

(A) unable to move (B) less useful than a soldier (C) usually dominant, controlling open lines (D) the weakest piece

122. The cannon often becomes WEAKER in the endgame because —

(A) it crosses the river (B) it can't move (C) there are fewer screens to jump (D) it grows stronger

123. The horse often becomes STRONGER in the endgame because —

(A) it grows by rule (B) with fewer pieces, its legs are rarely hobbled (C) it crosses the river twice (D) it can jump then

124. To checkmate a lone general, you must —

(A) promote a piece (B) cover all its escape points while delivering check (C) capture all soldiers (D) cross the river

125. Keeping your general SAFE in the endgame is —

(A) unnecessary (B) only for the opening (C) impossible (D) still essential — a stray check can turn a win into a loss

126. A soldier that has crossed the river is especially useful in the endgame because —

(A) it promotes to a chariot (B) it can retreat (C) it can jump (D) its sideways movement helps trap the enemy general

Write the answer

127. With equal material in the endgame, the winner is often decided by —

Answer: _____

128. The perpetual-check rule matters in the endgame because —

Answer: _____

129. Trading down into a WON endgame is a good plan when —

Answer: _____

130. A general and a single soldier can sometimes mate a lone general because —

Answer: _____

Match each question to its answer

1. Endgame technique is mostly about — →

2. Why is precise play more important in the endgame? →
3. A chariot vs a lone general with defenders requires you to — →
4. Keeping at least one attacker ACTIVE near the enemy palace is key because — →
5. If you're MATERIALLY behind in the endgame, a resource is — →

- (A) break through the defenders to reach the general
 - (B) activating your pieces and coordinating them to force mate
 - (C) you need force there to deliver mate
 - (D) With few pieces, a single mistake often decides the game
 - (E) seeking perpetual check or a fortress to draw (within the rules)
-

14. Common Checkmate Patterns

Circle the correct answer

131. Recognizing mate PATTERNS helps you —

- (A) waste time (B) play slower (C) ignore the general (D) spot winning finishes and avoid getting mated

132. The 'hollow cannon' mate involves a cannon —

- (A) on the enemy general's file delivering check with the escape squares covered (B) with two screens (C) on the river (D) in the corner doing nothing

133. A common mate uses a chariot to check the general when —

- (A) no other pieces help (B) the general can escape (C) all the general's escape points are covered by other pieces (D) the chariot is pinned

134. Stripping the enemy's advisors first helps mate because —

- (A) it has no effect (B) it's illegal (C) an undefended palace has fewer ways to block checks (D) it protects their general

135. A soldier can DELIVER the final mating blow when —

- (A) it's still on the first rank (B) it's crossed and covers the general's last escape while checking (C) it retreats (D) it promotes

136. A 'horse-and-cannon' mating pattern works because —

- (A) they cover the same point (B) only one attacks (C) they can't combine (D) the horse and cannon cover different escape points while one checks

Write the answer

137. To FIND a mate, ask —

Answer: _____

138. A mating attack usually needs —

Answer: _____

139. The flying-general rule can COMPLETE a mate when —

Answer: _____

140. Perpetual check is NOT a mate because —

Answer: _____

Match each question to its answer

1. Sacrificing a piece to reach mate is justified when — →

2. A general with no advisors or elephants is — →

3. Recognizing that YOU are about to be mated lets you — →

4. A double check (two pieces checking at once) is powerful because — →

5. Practicing mate patterns improves your play because — →

(A) you finish won games and stop lost ones faster and more reliably

(B) defend in time (block, trade, or add a defender)

(C) the general MUST move — you can't block or capture two checkers

(D) much easier to checkmate

(E) the resulting checkmate is forced

15. Repetition Rules & Etiquette

Circle the correct answer

141. Perpetual check (checking endlessly to avoid losing) is —

(A) not allowed — the checking side must vary or is penalized (B) allowed and wins
(C) encouraged (D) a draw by rule

142. Perpetual CHASE (endlessly chasing a piece to force repetition) is —

(A) unrelated to the rules (B) generally also forbidden, similar to perpetual check
(C) always allowed (D) a way to win

143. These repetition rules exist to —

(A) ban all checks (B) keep games decisive and prevent forcing an unfair draw by repeating
(C) make games last forever (D) reward stalling

144. Good sportsmanship in Xiangqi includes —

(A) playing honestly and respecting your opponent (B) distracting the opponent
(C) gloating (D) breaking rules quietly

- 145.** If a position repeats and neither side is forcing it improperly, the result is often —
(A) a draw (by mutual repetition) (B) a restart (C) an automatic win for red (D) a loss for both
- 146.** The player who is CHECKING repeatedly to avoid a loss must —
(A) pass (B) keep checking forever (C) win by default (D) find a different move (varying) or accept the consequence

Write the answer

- 147.** Why can't a losing player simply repeat checks to draw?
Answer: _____
- 148.** Etiquette when you have clearly lost is to —
Answer: _____
- 149.** The repetition rules mainly protect —
Answer: _____
- 150.** A THREEFOLD (or repeated) position with legal moves by both sides is usually judged as —
Answer: _____

Match each question to its answer

1. Understanding these rules matters because — →
 2. If you're WINNING and the opponent tries perpetual check, you should — →
 3. Good etiquette during the game includes — →
 4. The spirit behind ALL these rules is — →
 5. A player unsure whether a repetition is legal should — →
- (A) you can claim your rights (avoid an unfair draw) or avoid breaking them
(B) letting your opponent think without distraction
(C) know the general principle: forcing perpetual check/chase is not allowed
(D) know that they must vary — you can play for the win
(E) fair, decisive, respectful games
-

16. Putting It Together

Circle the correct answer

151. The goal of Xiangqi, from start to finish, is to —

(A) capture the most pieces (B) cross the river first (C) checkmate the enemy general while keeping yours safe (D) promote soldiers

152. The single most distinctive Xiangqi idea is —

(A) piece asymmetry — each piece has a unique rule and character (B) all pieces move alike (C) there are no rules (D) only the general matters

153. Compared to Western chess, Xiangqi differs in that —

(A) pieces sit on intersections, there's a river and palace, and stalemate is a loss (B) the board is 8×8 (C) it's identical (D) there are no captures

154. A sound game plan is to —

(A) ignore development (B) push all soldiers first (C) hide every piece (D) develop pieces, control the center, attack the general, and keep yours safe

155. The cannon needs a screen, the elephant can't cross the river, the horse can be hobbled — these show that —

(A) position is irrelevant (B) pieces act alone (C) rules don't matter (D) position and surrounding pieces matter as much as the piece itself

156. Piece values shift over the game, most notably —

(A) the cannon fades and the horse rises as the board empties (B) nothing changes (C) the elephant crosses the river late (D) the soldier is always strongest

Write the answer

157. Good defense means —

Answer: _____

158. Good attack means —

Answer: _____

159. The river teaches the lesson that —

Answer: _____

160. Why is Xiangqi considered deeply strategic?

Answer: _____

Match each question to its answer

1. A player who understands each piece's CHARACTER can — →

2. Across the whole game, the smartest habit is to — →

3. The general is confined and weak, yet central because — →

4. Learning Xiangqi is rewarding because — →

5. If Western chess and Xiangqi share one big idea, it is — →

- (A) use each piece's strengths and cover its weaknesses
 - (B) look for threats (yours and the opponent's) before every move
 - (C) it blends memory, logic, and creativity across unique pieces
 - (D) protect your king/general and try to checkmate the opponent's
 - (E) its capture (checkmate) ends the game
-

Riddle & Joke Break

Guess the answer, then check the key!

- 161.** Where must the General (the king piece) always stay in Xiangqi?
- 162.** How does the Cannon capture a piece?
- 163.** Can an Elephant cross the river to attack the enemy?
- 164.** A Soldier hasn't crossed the river yet. How can it move?
- 165.** After a Soldier crosses the river, what new move can it make?
- 166.** The Horse moves like a chess knight, but with one big difference. What is it?
- 167.** Which Xiangqi piece moves exactly like a Western rook?
- 168.** The two Generals are on the same open column with no pieces between them. Is that allowed?
- 169.** Why did the Xiangqi General never leave home?
- 170.** Why did the Cannon need a friend to attack?
- 171.** Why did the Elephant stay on its own side?
- 172.** Why did the Soldier get braver after crossing the river?
- 173.** Why did the Horse get blocked so easily?
- 174.** Why did the Chariot love open files?

Fun Facts

- Did you know? Xiangqi (Chinese Chess) is one of the most-played board games in the world, with hundreds of millions of players -- mostly in China and across East Asia. It's over a thousand years old!
- Did you know? Xiangqi and Western chess likely share a common ancestor: the ancient Indian game chaturanga, which spread west to become chess and east to

become Xiangqi!

- Did you know? The Cannon is unique to Xiangqi -- no Western chess piece captures by jumping over another piece. It's the game's signature piece, and it makes for wild tactics!
 - Did you know? In Xiangqi the pieces sit on the INTERSECTIONS of the lines, not inside the squares. This is the same style as the game Go, and it takes Western chess players a moment to adjust!
 - Did you know? The "river" across the middle of the Xiangqi board isn't decoration - it limits movement. Elephants can never cross it, and Soldiers gain new powers only AFTER they cross!
 - Did you know? The "flying general" rule says the two Generals can never face each other directly on an open column. It means a General can sometimes deliver a threat all the way across the board!
 - Did you know? The Xiangqi Horse can be "blocked." Unlike a chess knight, if a piece sits right next to it in its path, the Horse can't jump over. Positioning your own pieces carefully matters a lot!
 - Did you know? The General and Advisors never leave the little 3x3 "palace," and the palace has diagonal lines marking the paths the Advisors and General can travel!
-

Answer Key

1. A — intersections (points where lines cross)
2. D — river
3. C — palace
4. A — 16
5. A — Nine
6. C — The advisors (guards)
7. checkmate the opponent's general
8. The elephants (and the general/advisors, who stay in the palace)
9. cross the river
10. red and black

Matching (The Board & the River): 1→A, 2→E, 3→D, 4→C, 5→B

11. A — One point straight (orthogonally), staying in the palace
12. C — No — it must always stay inside the palace
13. B — One point diagonally, staying in the palace
14. C — may NOT face each other directly on an open file with nothing between
15. D — 'attack' along an open file, since the enemy can't allow the face-off
16. B — Two
17. Losing it (checkmate) ends the game, so it's protected, not used to attack
18. shield the general inside the palace
19. Five (the center and the four corners)
20. made an illegal move (it's not allowed)
Matching (The General & Advisors): 1→D, 2→C, 3→E, 4→B, 5→A
21. B — Exactly two points diagonally
22. D — No — it must stay on its own side
23. C — the midpoint of its diagonal path ('blocking the elephant's eye')
24. C — Seven
25. A — defensive piece
26. D — It cannot cross the river to reach the enemy's side
27. place a piece on the elephant's midpoint so it can't move
28. form a defensive shield in front of the palace
29. 田 (field)
30. cannot make that particular diagonal move
Matching (The Elephant (Minister)): 1→C, 2→B, 3→D, 4→E, 5→A
31. D — Like a knight: one point straight then one point diagonally outward
32. B — CANNOT jump — it can be blocked
33. C — a piece sits directly beside it, in the first (orthogonal) step of its move
34. C — stop an enemy horse by placing a piece next to it
35. B — Up to eight
36. C — one point orthogonally (straight)

37. keep the horse's legs free so it can move
38. in the open, with its legs unblocked, near the action
39. with fewer pieces around, its legs are rarely blocked
40. A piece beside its first step (hobbling the leg)
Matching (The Horse): 1→C, 2→B, 3→E, 4→D, 5→A
41. D — Any number of points in a straight line (orthogonally)
42. B — the strongest piece in Xiangqi
43. B — No — it moves until blocked
44. C — very powerful — it controls the whole file
45. C — moving onto the enemy piece directly (no screen needed)
46. C — develop (activate) their chariots early and trade them favorably
47. creates strong attacking pressure
48. double on a file or rank for a powerful attack
49. a bad trade (you lost your strongest piece)
50. guard important files/ranks and capture attackers from afar
Matching (The Chariot): 1→A, 2→E, 3→B, 4→D, 5→C
51. C — Like a chariot — straight lines, any distance, no jumping
52. D — By jumping exactly one piece (a 'screen') to land on the target
53. D — screen (or cannon mount)
54. B — No — it needs exactly one screen to capture
55. B — No — it must jump exactly ONE
56. C — a distinctive piece with no exact Western-chess equivalent
57. the board is crowded, giving it many screens to jump
58. with few pieces left, there are fewer screens to jump
59. on the central file, aiming at the enemy palace
60. remove or avoid providing the screen it needs
Matching (The Cannon): 1→D, 2→B, 3→C, 4→A, 5→E
61. B — One point straight forward

62. C — one point sideways (left or right)
63. D — No — never
64. A — The same way it moves (forward, or sideways after the river)
65. B — No — they never promote, but they gain sideways movement across the river
66. A — Their sideways movement lets them attack and support mates
67. limited to slow forward steps
68. Five
69. a permanent commitment — think before pushing
70. they support each other's advance near the palace
Matching (The Soldier): 1→E, 2→C, 3→B, 4→D, 5→A
71. B — the general is under direct attack and must be saved this move
72. A — the general is in check and cannot escape — the game is won
73. C — moving it, blocking the check, or capturing the attacker
74. C — LOSES
75. D — you can't leave the generals facing on an open file, limiting the defender
76. D — not checkmate (it had an escape)
77. not allowed — the checking side must stop or is penalized
78. attack the general while removing all its escapes and blockers
79. it has few points to escape to
80. a valid way to answer the check
Matching (Check, Checkmate & Stalemate): 1→D, 2→A, 3→C, 4→E, 5→B
81. C — The chariot
82. D — The chariot
83. A — roughly equal in value (each with different strengths)
84. D — defense (guarding the general), not attack
85. A — whether it has crossed the river and how close it is to the enemy palace
86. C — It's strong early (many screens) and weaker late (few screens)
87. Fewer pieces means fewer hobbles, so it moves more freely

88. a bad trade (you gave up more value)
89. does this trade improve my position or lead toward winning?
90. it forces checkmate or a decisive advantage
Matching (Piece Values & Strength): 1→C, 2→A, 3→D, 4→E, 5→B
91. D — develop (activate) your strong pieces, especially the chariots
92. B — the enemy's central file / palace
93. A — develops both horses to guard the center
94. C — They are your strongest pieces and need open lines to be effective
95. A — safe, with its defenders (advisors/elephants) in good shape
96. C — a mistake — it weakens your position without support
97. central pieces influence both sides of the board
98. several pieces, not just one, coordinating them
99. It wastes moves while other pieces stay undeveloped
100. the crowded board gives it many screens
Matching (Opening Principles): 1→C, 2→B, 3→D, 4→E, 5→A
101. D — exactly one screen between the cannon and its target
102. C — the screen for the cannon's captures/checks
103. B — remove the screen it relies on
104. A — a screen appears in line with a valuable target
105. C — the general's own defender (or space) such that the general can't escape
106. A — crowded, offering many screens and targets
107. the pinned piece is the screen, and moving it would expose the general
108. use one as a screen for the other's powerful threats
109. exactly one screen
110. move the screen away (removing the check/threat) if that's legal
Matching (Cannon Tactics): 1→C, 2→B, 3→A, 4→E, 5→D
111. A — attacks two enemy pieces at once with its L-shaped reach
112. B — any enemy piece (or the general) along that file

- 113. B — they cover different points, creating threats hard to parry
- 114. A — legs unblocked so it can reach its targets
- 115. D — lining it up in front of the general so it can't safely move
- 116. A — its L-shaped checks are awkward for a confined general to escape
- 117. overwhelming pressure that's hard to defend
- 118. the horse moves and uncovers an attack from a chariot/cannon behind it
- 119. open files and ranks (lines with no blockers)
- 120. consider delivering the check if it gains material or leads to mate
Matching (Horse & Chariot Tactics): 1→E, 2→D, 3→A, 4→B, 5→C
- 121. C — usually dominant, controlling open lines
- 122. C — there are fewer screens to jump
- 123. B — with fewer pieces, its legs are rarely hobbled
- 124. B — cover all its escape points while delivering check
- 125. D — still essential — a stray check can turn a win into a loss
- 126. D — its sideways movement helps trap the enemy general
- 127. which side's pieces are more active
- 128. a losing side can't just check forever to force a draw
- 129. you have a material or positional advantage to convert
- 130. the crossed soldier can cover escape points inside the small palace
Matching (The Endgame): 1→B, 2→D, 3→A, 4→C, 5→E
- 131. D — spot winning finishes and avoid getting mated
- 132. A — on the enemy general's file delivering check with the escape squares covered
- 133. C — all the general's escape points are covered by other pieces
- 134. C — an undefended palace has fewer ways to block checks
- 135. B — it's crossed and covers the general's last escape while checking
- 136. D — the horse and cannon cover different escape points while one checks
- 137. is the general's escape shrinking, and can I check with the escapes covered?

138. enough attacking pieces near the enemy general
139. the enemy general can't move because facing your general would be illegal
140. the general keeps escaping each check — it just repeats
Matching (Common Checkmate Patterns): 1→E, 2→D, 3→B, 4→C, 5→A
141. A — not allowed — the checking side must vary or is penalized
142. B — generally also forbidden, similar to perpetual check
143. B — keep games decisive and prevent forcing an unfair draw by repeating
144. A — playing honestly and respecting your opponent
145. A — a draw (by mutual repetition)
146. D — find a different move (varying) or accept the consequence
147. The perpetual-check rule forbids it, so the winning side can convert
148. resign or play on respectfully — not to stall unfairly
149. the player with the advantage from being denied the win
150. a draw
Matching (Repetition Rules & Etiquette): 1→A, 2→D, 3→B, 4→E, 5→C
151. C — checkmate the enemy general while keeping yours safe
152. A — piece asymmetry — each piece has a unique rule and character
153. A — pieces sit on intersections, there's a river and palace, and stalemate is a loss
154. D — develop pieces, control the center, attack the general, and keep yours safe
155. D — position and surrounding pieces matter as much as the piece itself
156. A — the cannon fades and the horse rises as the board empties
157. keeping your general's shell (advisors/elephants) and watching enemy attackers
158. coordinating chariot, horse, cannon, and crossed soldiers against the enemy general
159. boundaries can both limit some pieces and empower others
160. The many unique pieces and rules create endless varied positions
Matching (Putting It Together): 1→A, 2→B, 3→E, 4→C, 5→D
161. Inside its own palace! The 3x3 fortress marked with diagonal lines -- the General can never leave it.

162. By jumping over exactly ONE piece (a "screen") to land on an enemy! To move without capturing, though, it slides like a Chariot with nothing in the way.
163. No! Elephants stay on their own side of the river for the entire game -- they're purely defensive pieces.
164. Only one point straight forward! It cannot move sideways or backward until it crosses the river.
165. Sideways! A river-crossed Soldier can move one point forward OR one point left or right -- but still never backward.
166. It can be BLOCKED! If a piece sits directly beside the Horse in its path, the Horse can't make that move -- it has no jumping over "its own leg."
167. The Chariot! It moves any number of points straight along ranks and files, and it's usually the strongest piece.
168. No! The "flying general" rule forbids the two Generals from facing each other on an open file -- so the move that would expose them is illegal.
169. Because it must stay inside its palace at all times!
170. Because it can only capture by jumping over exactly one piece!
171. Because Elephants can never cross the river!
172. Because once across, it can move sideways too!
173. Because if a piece sits right next to it, the Horse can't hobble past!
174. Because like a rook, it charges straight down clear lines!

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