



GeneralsTale

Find the Winning Move

A SPARK & ANVIL STRATEGY BOOK

Generalstale – Find the Winning Move

A *Story Time-style strategy puzzle workbook – every position is drawn from the app's shipped, engine-verified tactics bank. No position is made up.*

About this book

Part of the **Generalstale** Companion Book Program. Free to download and print under **CC BY-NC-SA 4.0**. Every puzzle is a real, engine-verified tactic – solve it, then turn the page to check your move and the reason it works.

Contents

1. Piece Powers – One Tactic Each

How to use this book

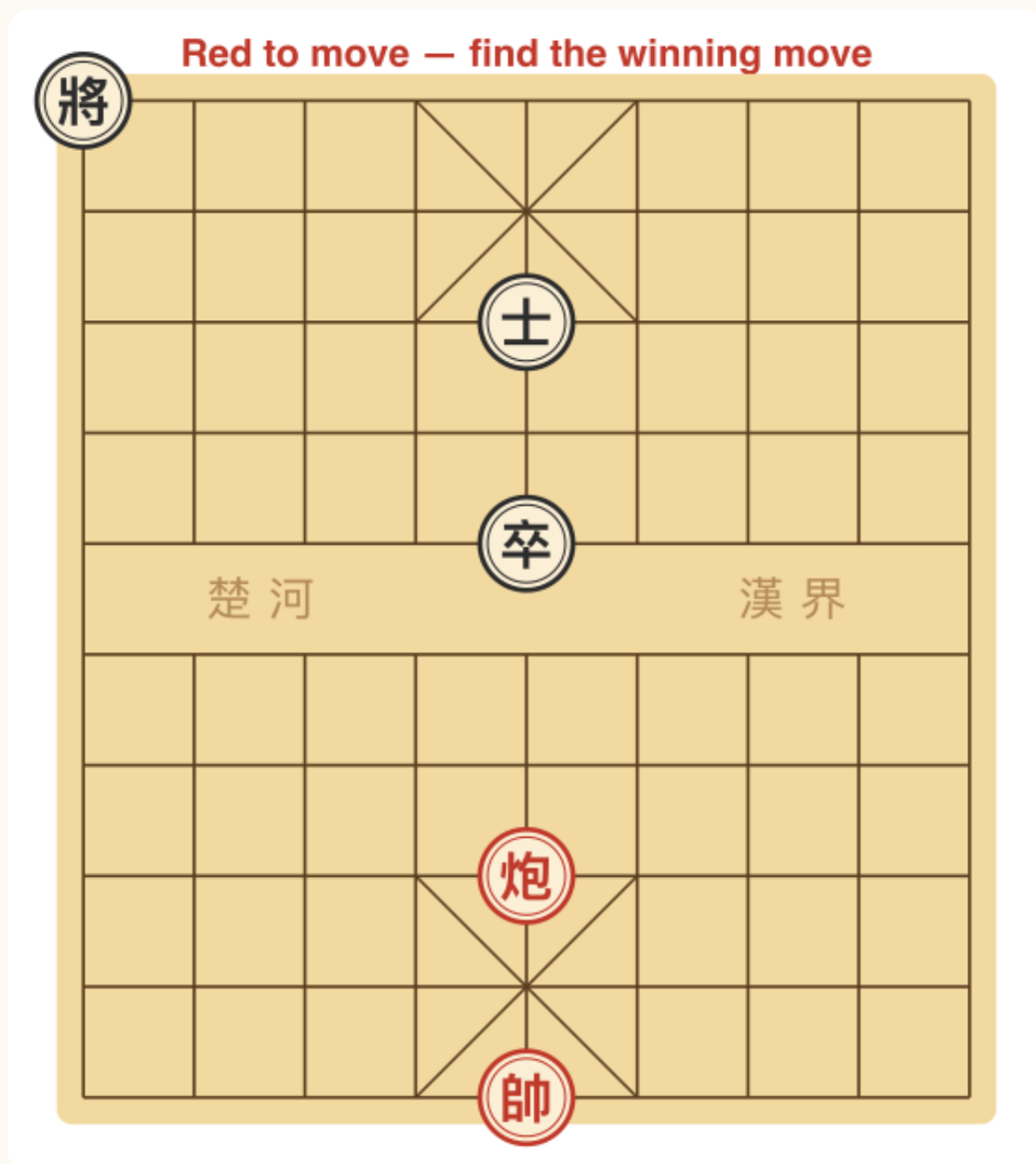
1. Look at the board. The side to move is written above it.
2. Find the strongest move – the winning tactic.
3. Say your move out loud, then **turn the page** to check it and read *why* it wins.
4. Puzzles get harder as you go. Take your time.

Piece Powers – One Tactic Each

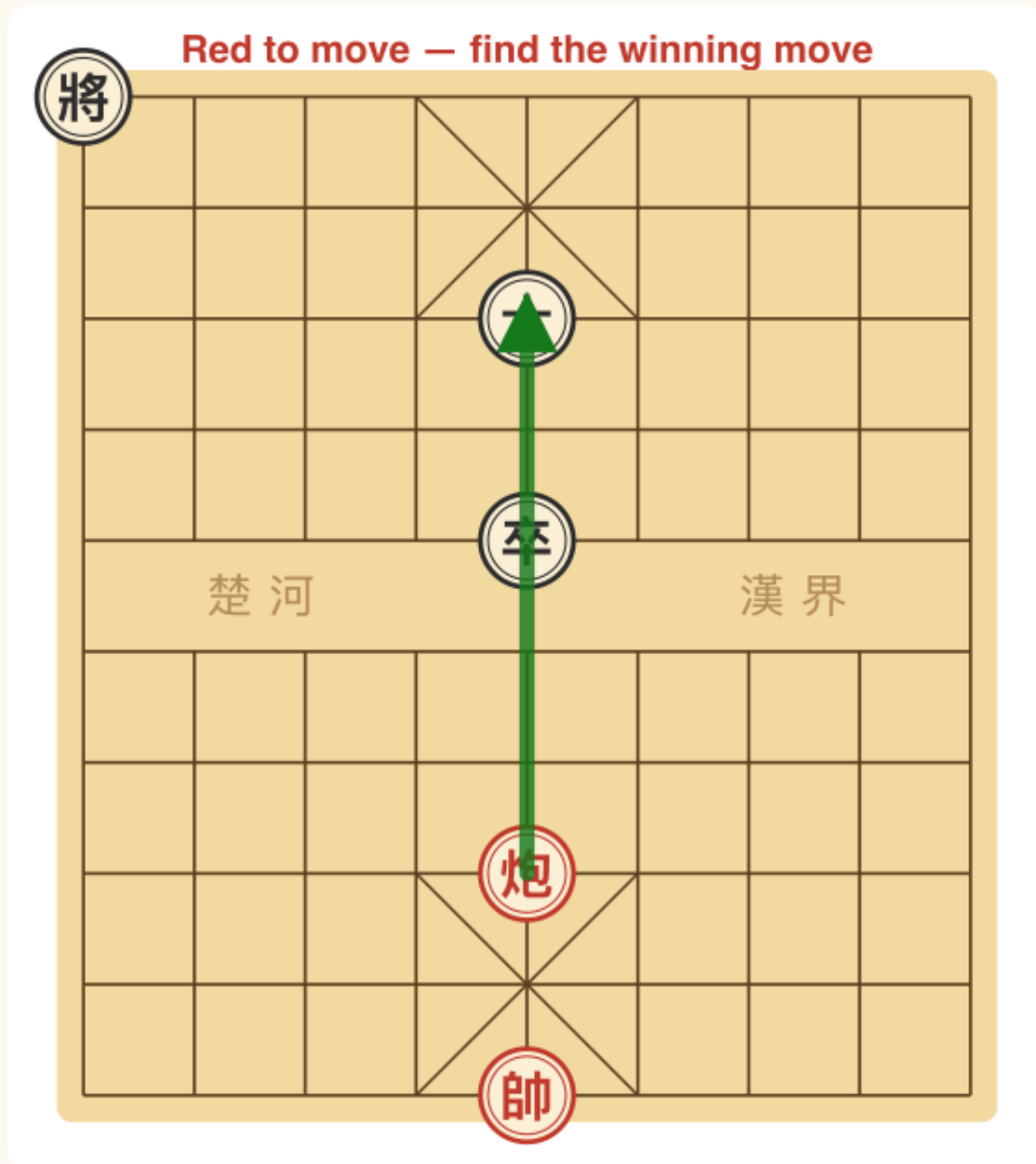
Puzzle 1

Red to move – find the winning move.

The cannon needs a screen to leap over. Find the leap.



Puzzle 1 – Answer



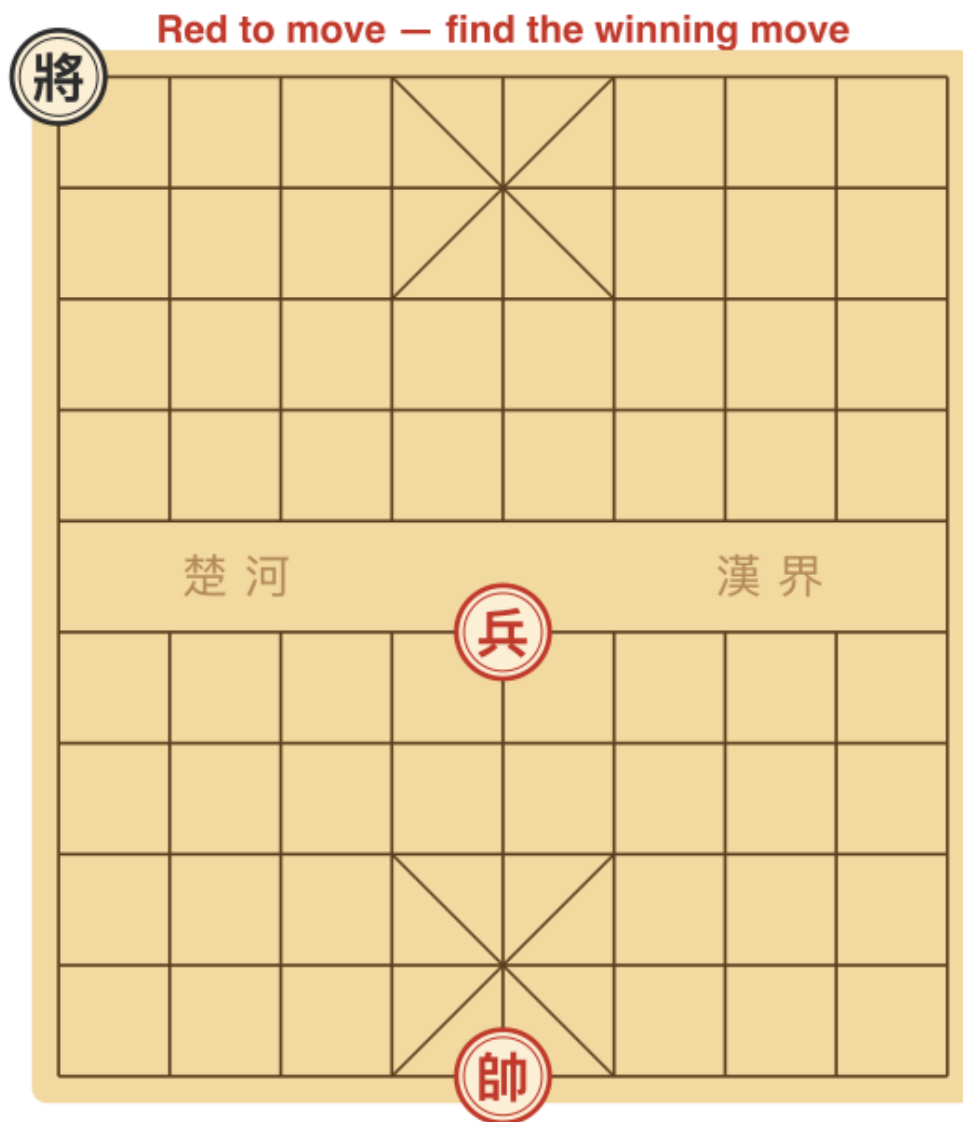
Play the move shown by the green arrow – The Cannon's Shot.

炮 (pào) – the cannon, introduced after gunpowder reached the Song dynasty. Its leap is the only move in xiangqi that cannot exist without a piece in the way.

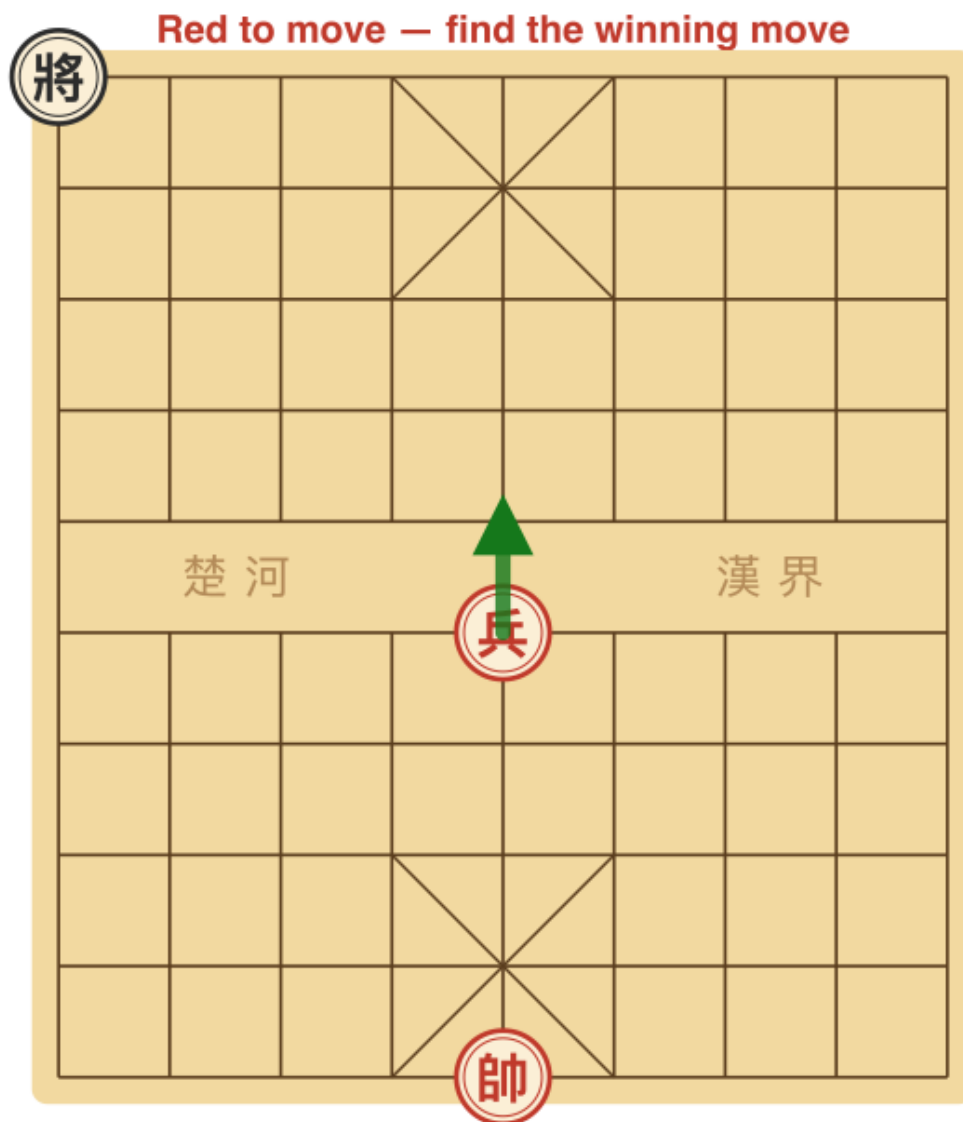
Puzzle 2

Red to move – find the winning move.

Step across the river. The soldier becomes mighty.



Puzzle 2 – Answer



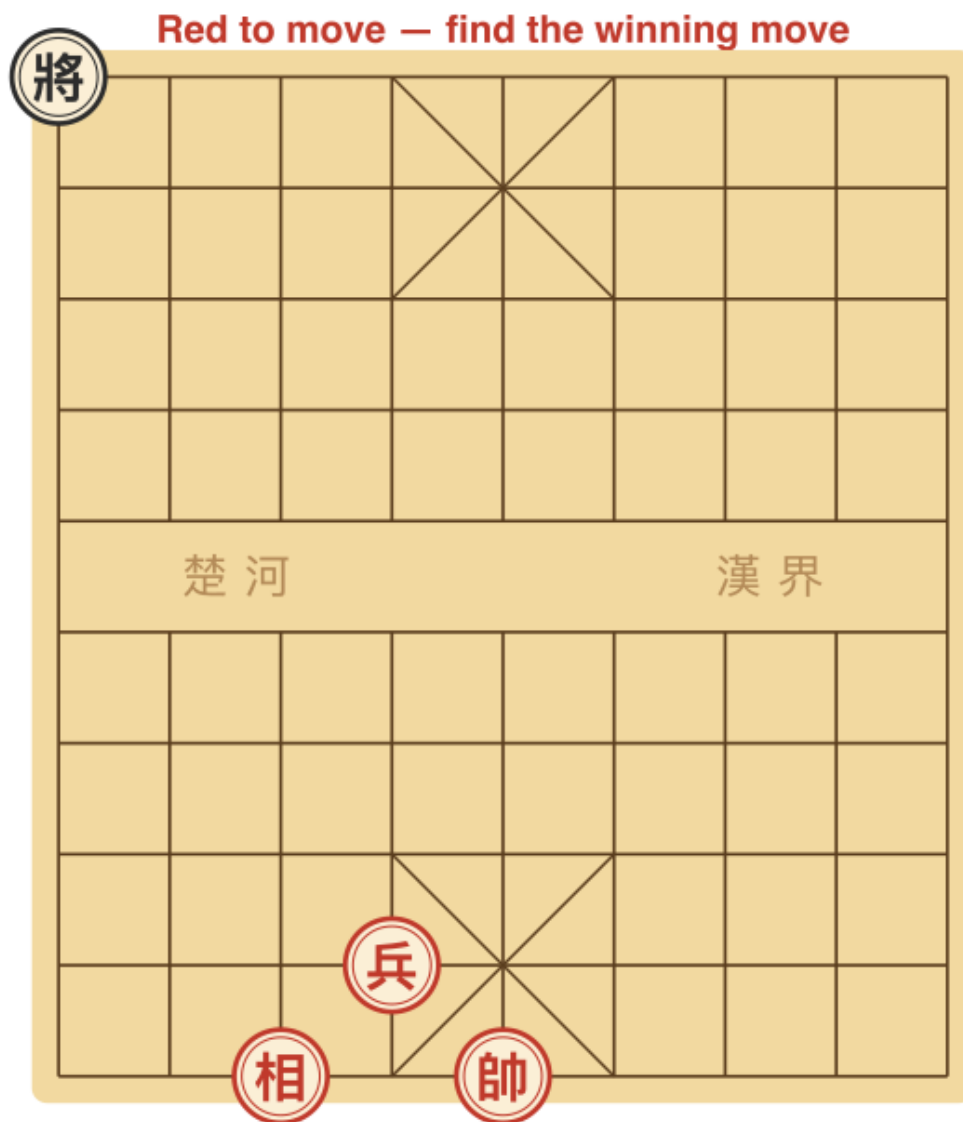
Play the move shown by the green arrow – The Crossing Pawn.

兵 (bīng) / 卒 (zú) – the soldier. Before the river, it marches forward only. After, it gains sideways movement – a small piece becomes versatile.

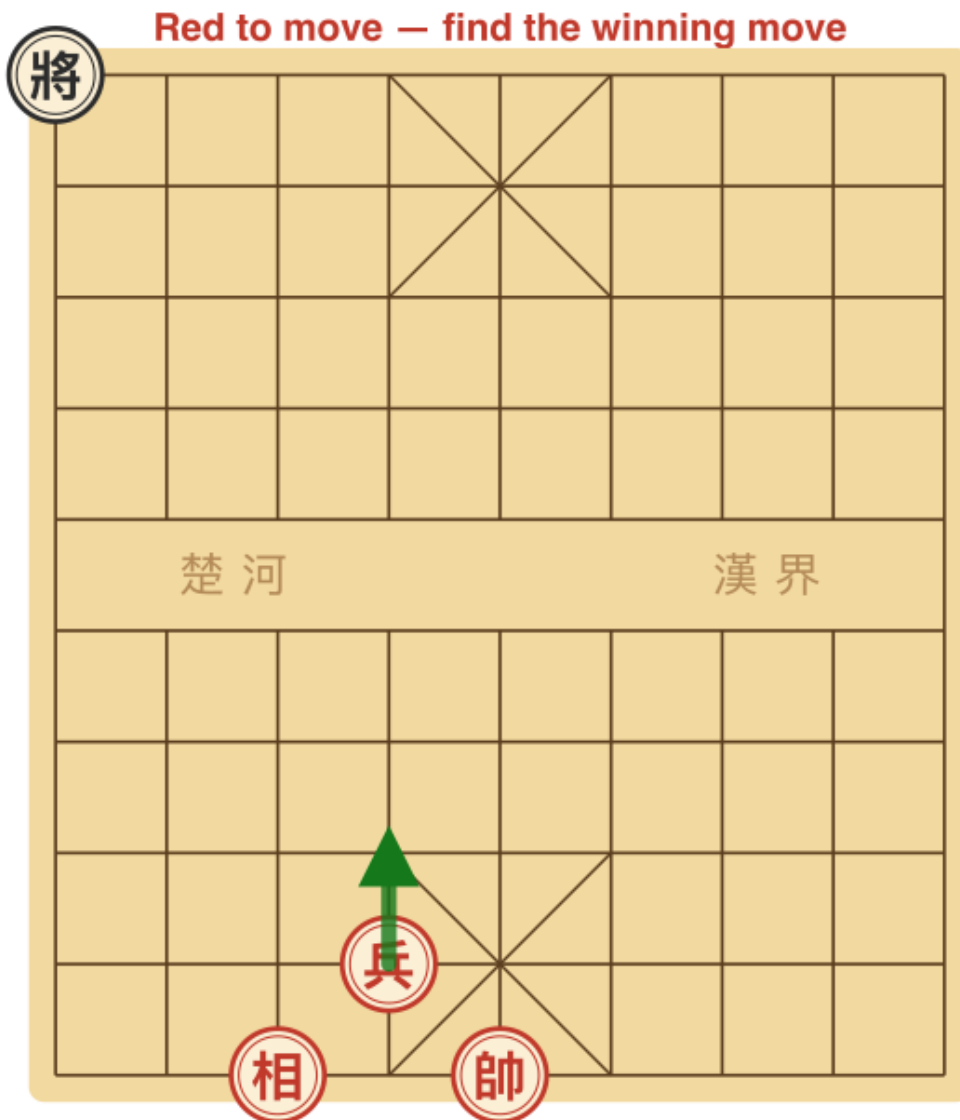
Puzzle 3

Red to move – find the winning move.

The elephant's diagonal is blocked at its eye. Clear the eye.



Puzzle 3 – Answer



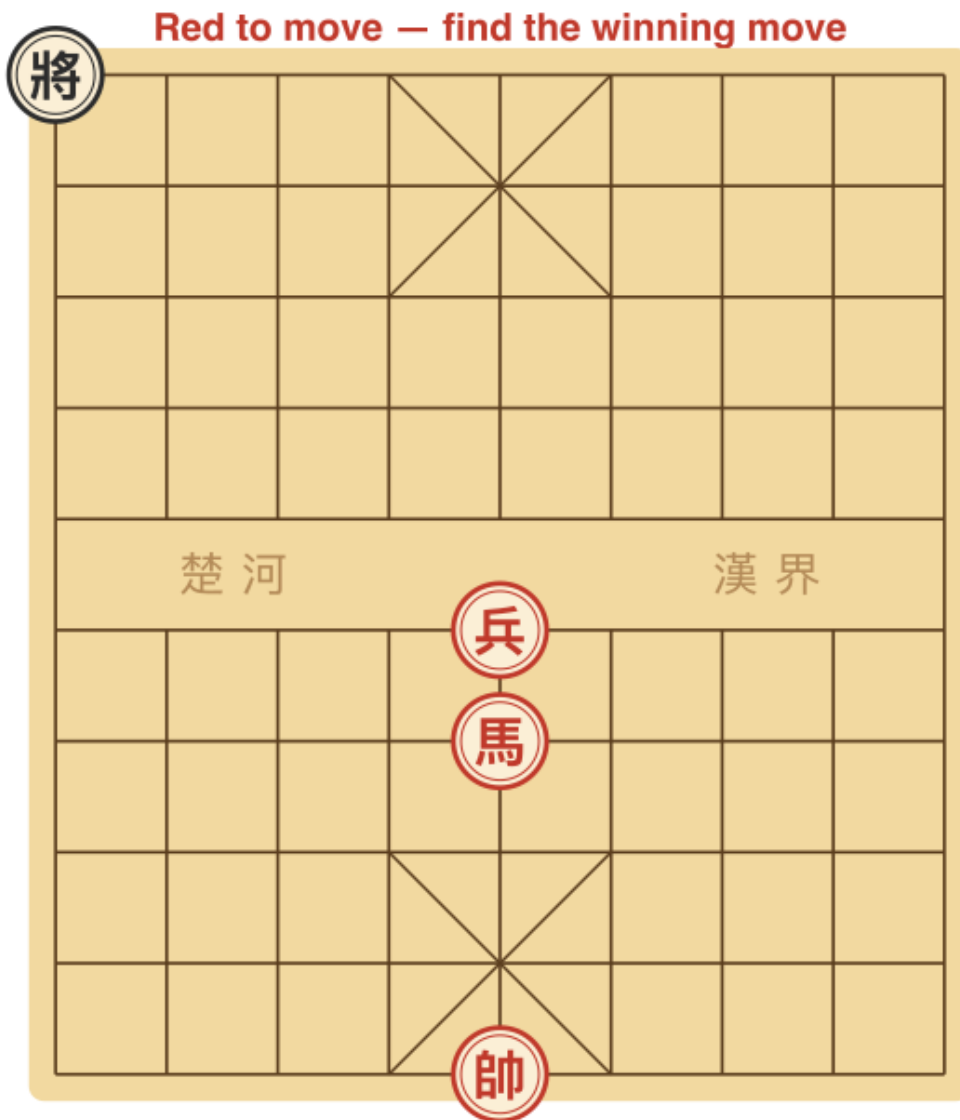
Play the move shown by the green arrow – Clearing the Elephant's Eye.

象 (xiàng) – the elephant, a defensive piece. The river is its limit; the eye is its weakness.

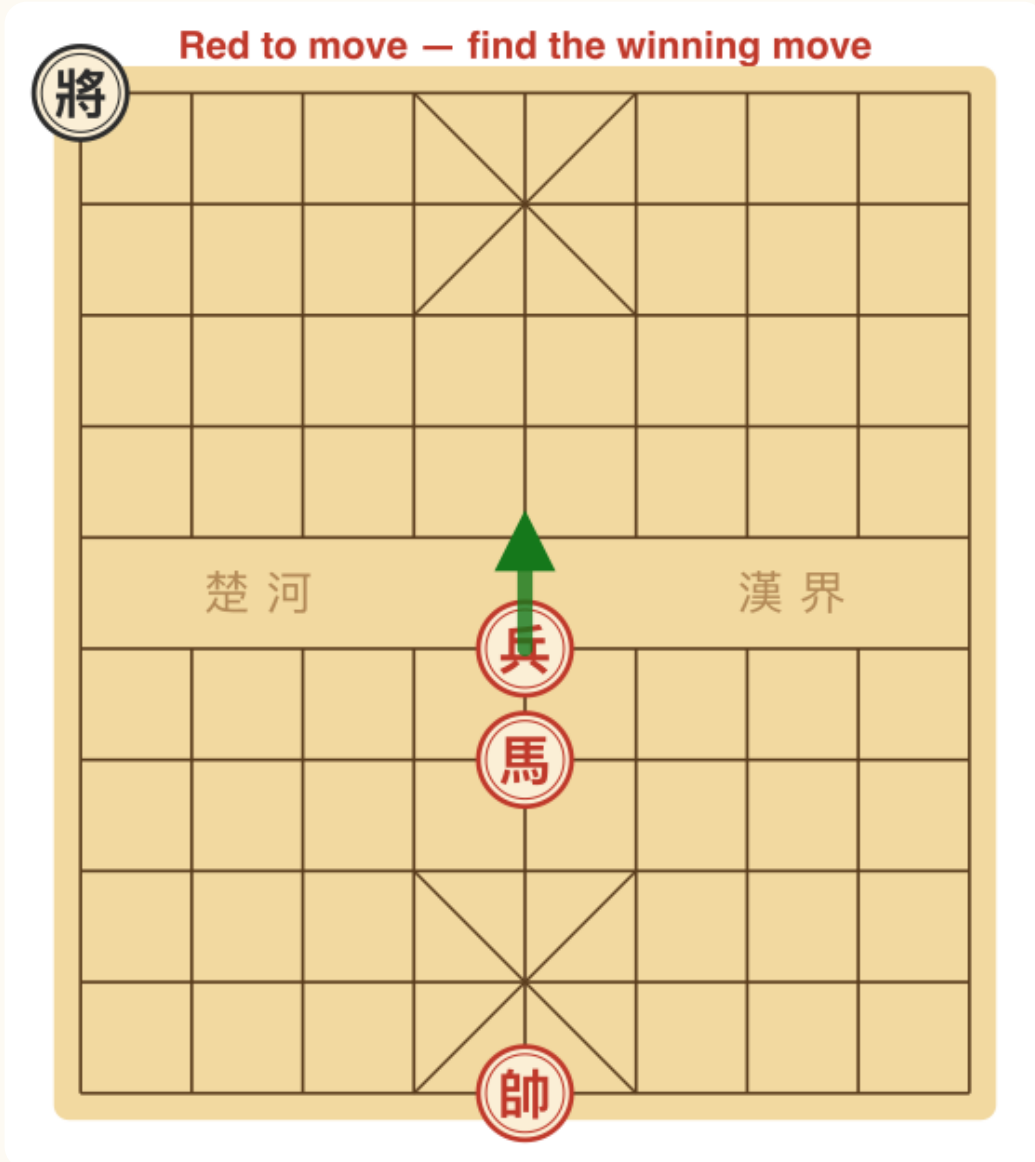
Puzzle 4

Red to move – find the winning move.

The knight's leg is held. Free the leg before the leap.



Puzzle 4 – Answer



Play the move shown by the green arrow – Unhobbling the Horse.

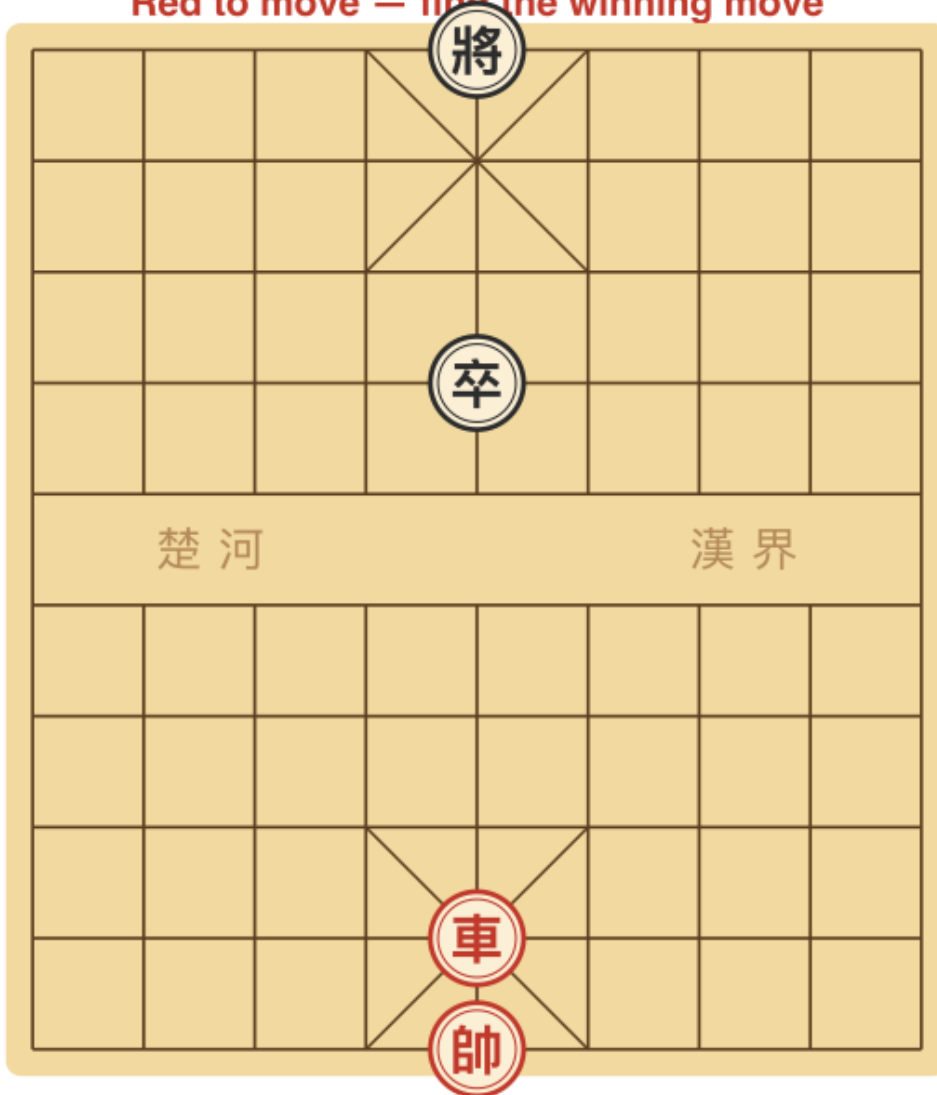
馬 (mǎ) – the horse. Xiangqi's knight cannot teleport like Western chess. Block its leg and it cannot move that direction.

Puzzle 5

Red to move – find the winning move.

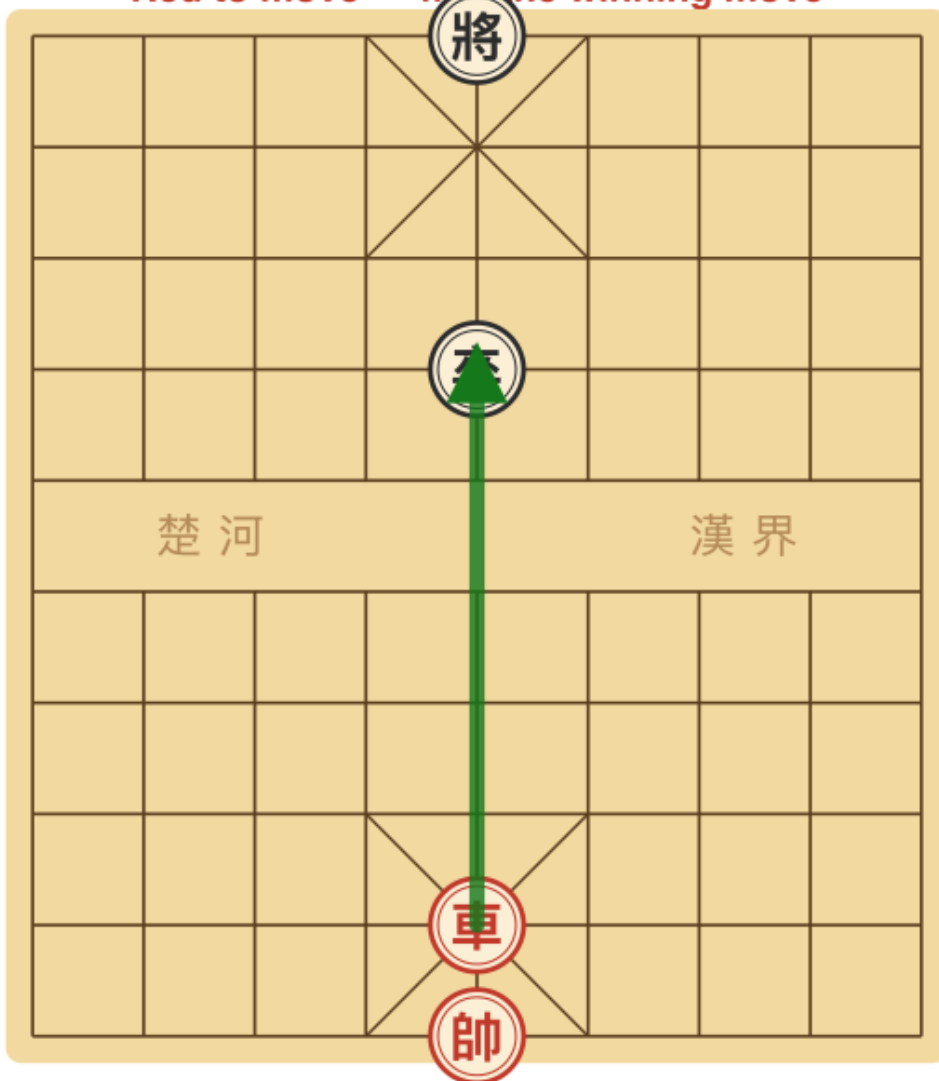
Generals cannot face each other on an empty file. Open the file.

Red to move – find the winning move



Puzzle 5 – Answer

Red to move — find the winning move



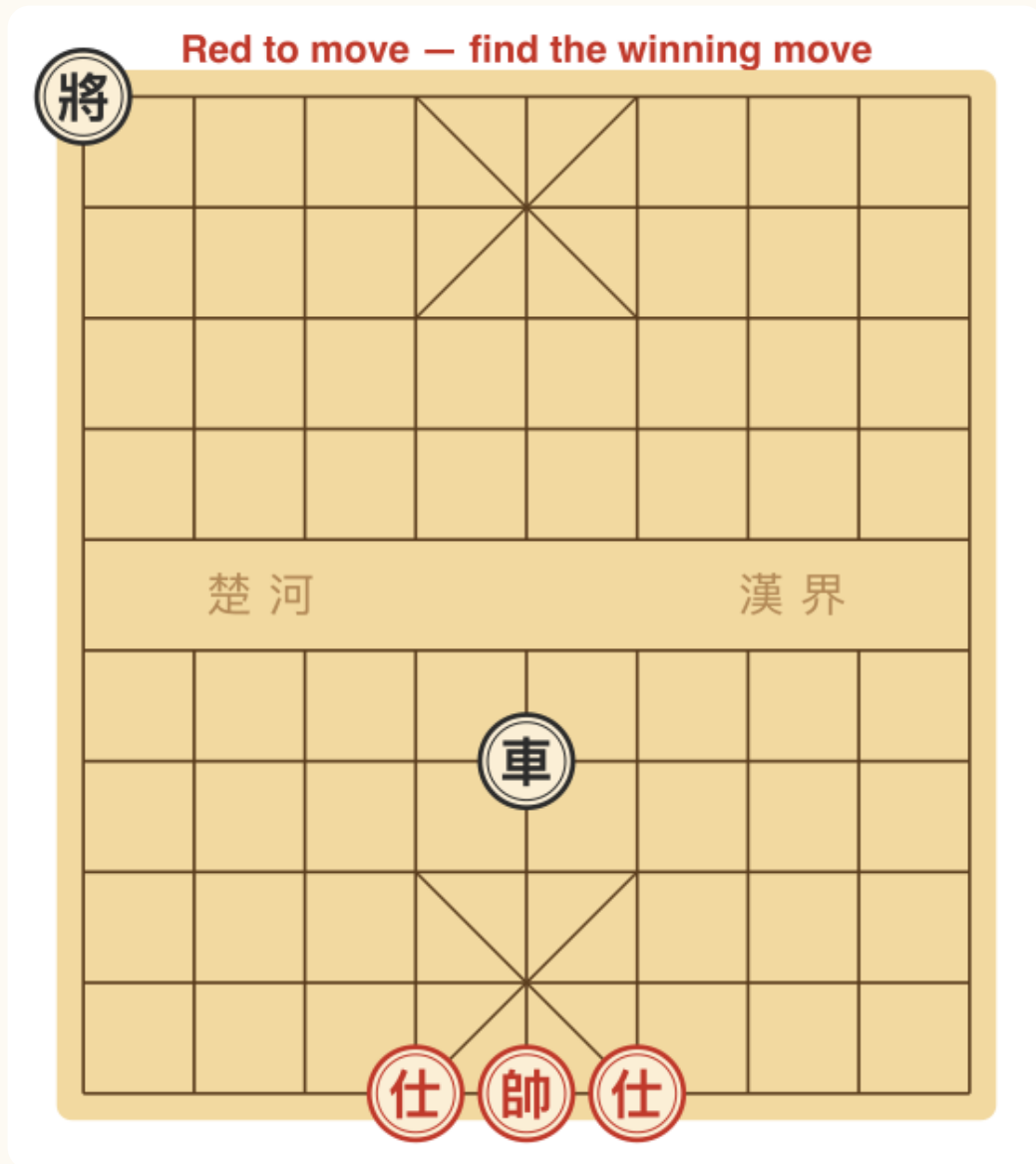
Play the move shown by the green arrow – The Flying General.

Two generals seeing each other across an open file is illegal – they would 'fly' across and meet. Use it as an attacking threat.

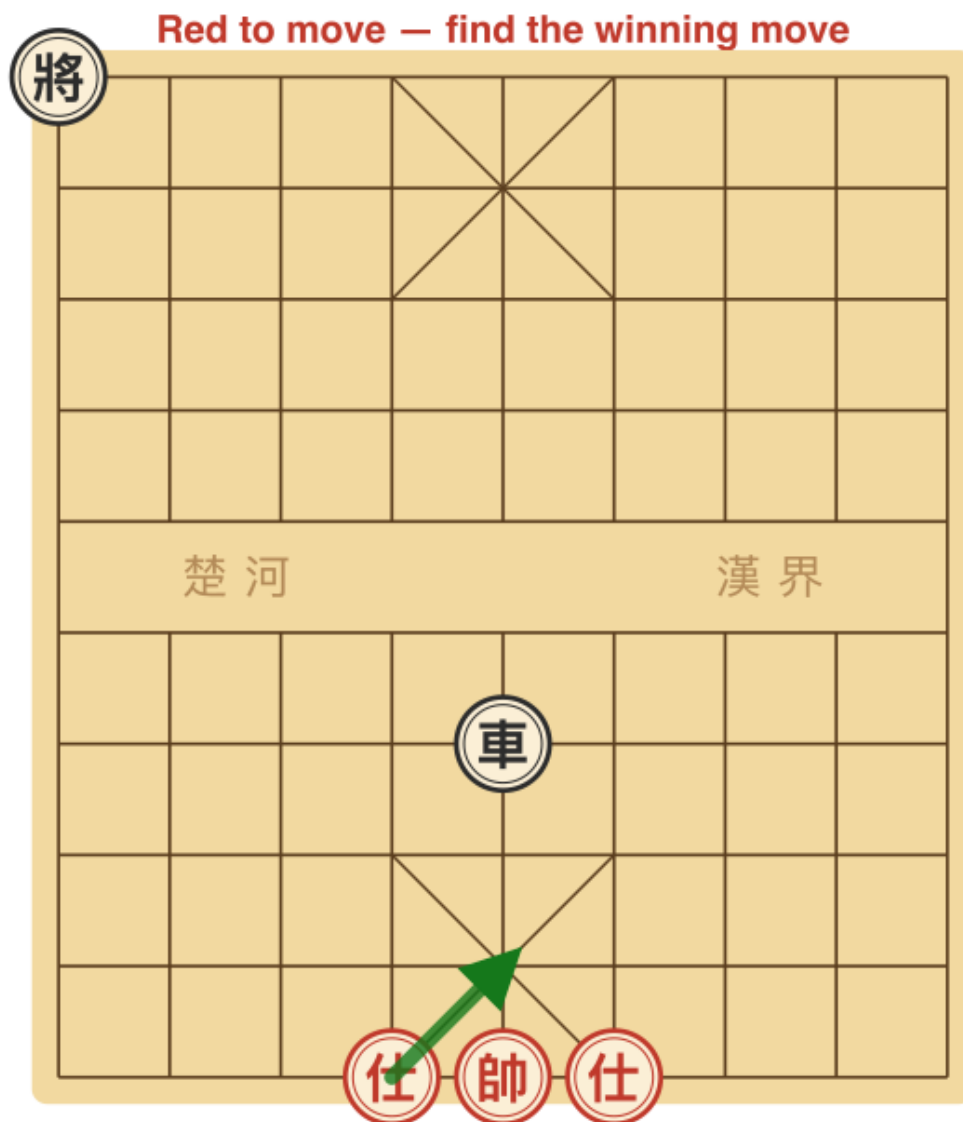
Puzzle 6

Red to move – find the winning move.

The rook checks down the open file. Interpose to cover the line.



Puzzle 6 – Answer



Play the move shown by the green arrow – Defending the Palace.

仕 (shì) – the advisor. Confined to the palace, defending the general. Three squares wide, three deep – that is the palace's whole world.

Keep playing

Play the live tactics trainer at [**spark-and-anvil.org/play/generalstale**](https://spark-and-anvil.org/play/generalstale) and read the cast's strategy stories at [**spark-and-anvil.org/cast/generalstale**](https://spark-and-anvil.org/cast/generalstale).