

XOU DOU QI





BACKGROUND

The game comes from the Chinese Chess Xiang-Qi, which is played for 12 centuries.

This is a less difficult and abstract version, in which children can be initiated quickly enough.

MATERIALS

A board of 64 squares (7x9) 8 pawns for each player. Object of the game: players to manage to lead one of the pawns in the area of the opponent.

PROGRESS OF THE GAMES

Initially, the players place their pawns as in Figure.

Each player moves a pawn at a time, in a single block, vertical, horizontal, forward or backward, but never diagonally.

To capture an enemy pawn we have to drive one of our own pieces on the corresponding square to which the pawn – goal is, always respecting the hierarchy of the pawns when we attack.

A pawn can win all opponent pawns who have the same power, or less power, but the rat can win the elephant.

Special cases:

-The rat is the only animal that is allowed to enter the river. If found there, no animal can catch him, but the rat, when just comes out of the water, can not attack the elephant - The lion and the tiger, if found in a square in front of the river, they can cross it and go in the exact opposite block, assuming they catch an animal once they arrive there. But if the rat is in the river, this move is impossible. Special squares:

Traps:

A pawn which falls into a trap of his opponent (the 3 squares that surround the nest) loses all its power.

To release it, a pawn - friend should come to nearest square and so the next round can get out of the trap and regain its original power. Also has the right to invade the nest of his opponent, passing more freely through the previous traps.

Nests:

A pawn can not be placed back in its nest.

The player who first led a pawn in the nest of the opponent wins the game.

LION		TRAP	HOME	TRAP		TIGER
	DOG		TRAP		CAT	
RAT		LEOPARD		WOLF		ELEPHANT
ELEPHANT		WOLF		LEOPARD		RAT
	CAT		TRAP		DOG	
TIGER		TRAP	HOME	TRAP		LION

HIERARCHY: Elephant-Lion-Tiger-Leopard-Wolf-Dog-Cat-Rat