Chu Seireigi Cutouts

A. M. DeWitt

<u>WARNING</u>: SMALL CUTOUTS NOT FOR CHILDREN UNDER 3 YEARS.

Printing

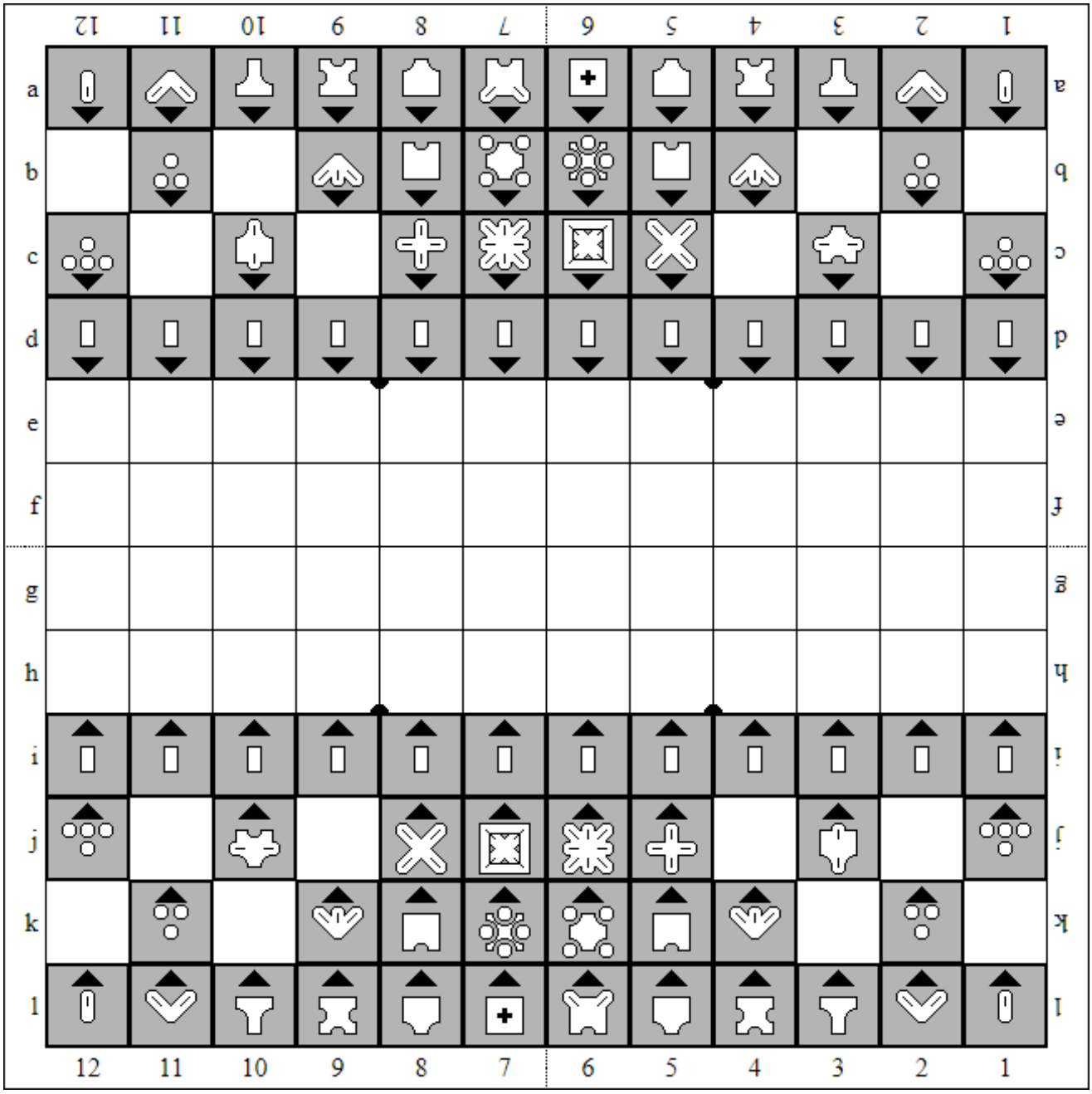
For best results, print pages 1-8 double-sided. Pages 9-18 must be printed single sided.

Rules of Chu Seireigi

Players: 2	**Suggested Age Range: 11+**	**Average Playing Time: 30-120 mins**

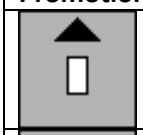
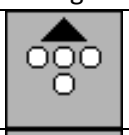
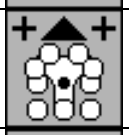
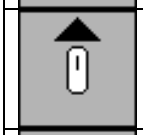
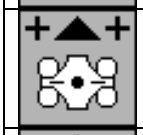
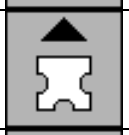
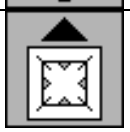
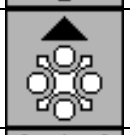
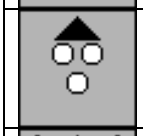
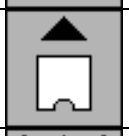
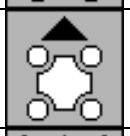
Setup

Shown below. The hands are placed on each player's right-hand side.



Chu Seireigi Cutouts
A. M. DeWitt

Pieces

Picture Piece Promotion	Name (Promotion Name)	The promoted versions of these pieces have plus signs on either side of the directional arrow and a dot in the center of the movement mnemonic to distinguish them from their unpromoted counterparts.							
 	Pawn (Gold General)	 	Flying Swallow (Golden Bird)	 	Great Leopard (Flying Ox)	 	Bishop (Dragon Horse)
 	Lance (Free Tiger)	 	Copper General (Great Leopard)	 	Running Wolf (Free Boar)	 	Rook (Dragon King)
 	Ram's-Head Soldier (Treacherous Fox)	 	Silver General (Running Wolf)	 	Great Elephant (Teaching King)		Lion Hawk
 	Running Rabbit (Prancing Stag)	 	Gold General (Great Elephant)	 	Kirin (Bishop)		Queen
 	Knight (Heavenly Horse)	 	Strong Bear (Whale)	 	Phoenix (Rook)		King

Chu Seireigi Cutouts
A. M. DeWitt

Piece Orientation

A player's pieces face forward by having the creases and the arrows at their tops face the opponent's side, showing who controls what.

Deciding who goes first

The players may decide who goes first via a game of chance or mutual agreement. Traditionally, the least skilled player goes first.

Gameplay

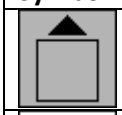
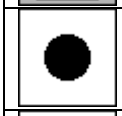
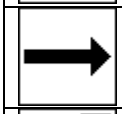
After deciding who goes first, players alternate making a move. Making a move is required; skipping a move is illegal, even if having to do so is detrimental. Play continues until a King is captured, a player resigns, or a draw is reached. Players cannot capture their own pieces, and only one piece can be moved per turn.

Object of the game

The object of the game is to capture your opponent's King (which has a cross on its move mnemonic), shown at right.

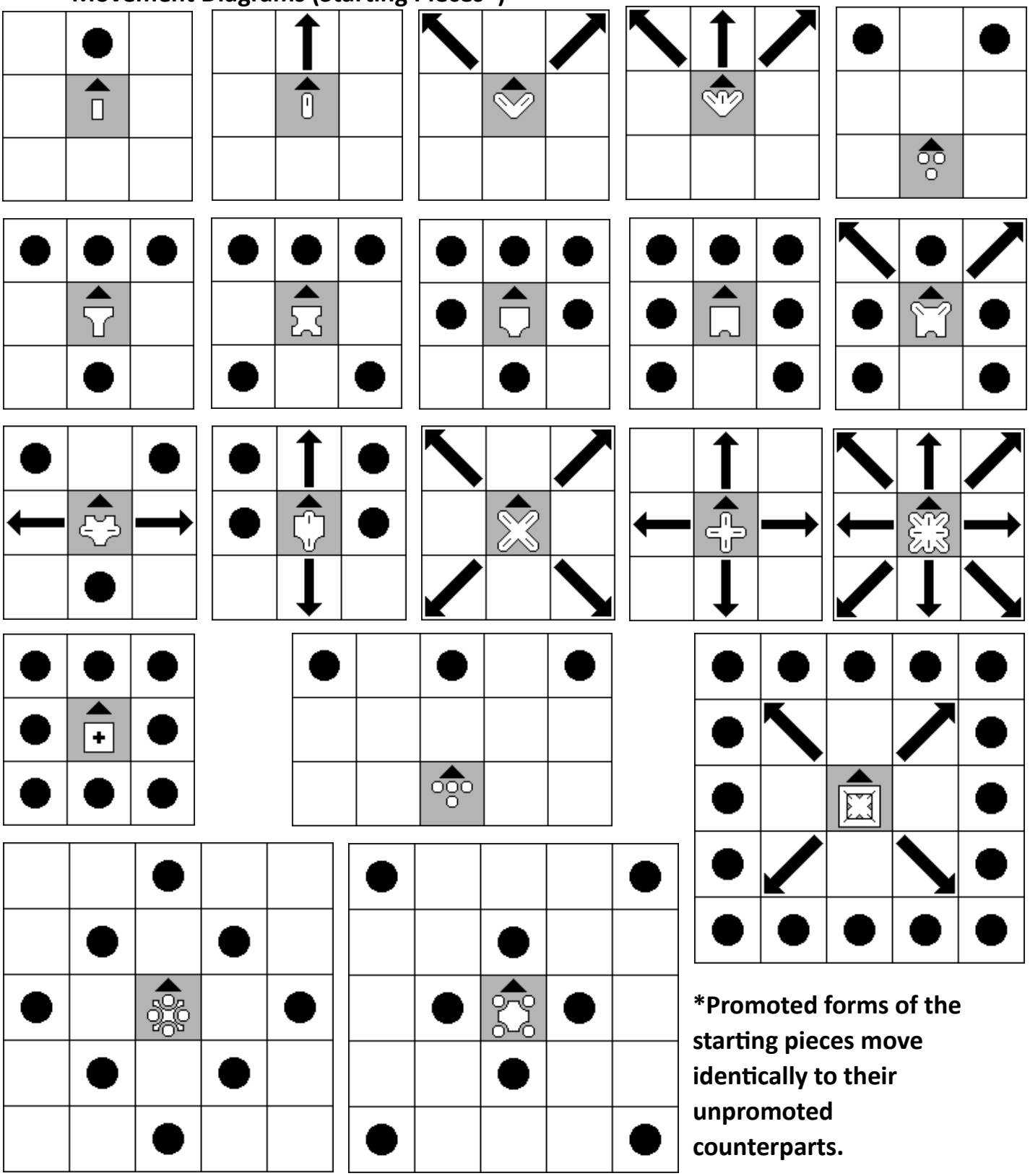
Movement Types

There are only two types of moves in the game: jumping directly to a square and sliding in a straight line. The table below explains the symbols found in the movement diagrams and their meanings.

Symbol	Meaning
	Moving piece
	Jumps directly to this square, ignoring intervening pieces.
	Slides any number of unoccupied squares in a straight line. Must stop upon capture.

Chu Seireigi Cutouts
A. M. DeWitt

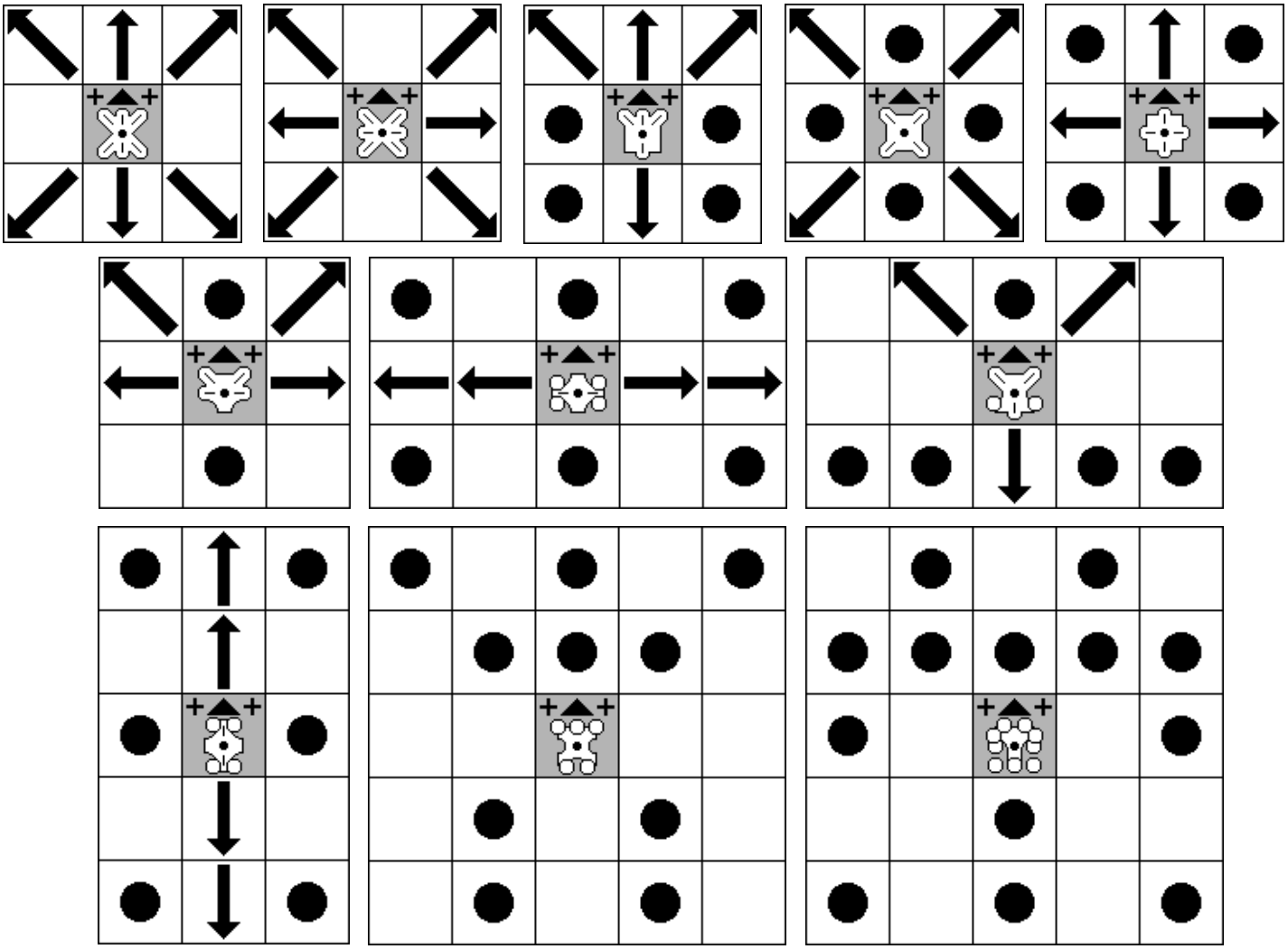
Movement Diagrams (Starting Pieces*)



***Promoted forms of the starting pieces move identically to their unpromoted counterparts.**

Chu Seireigi Cutouts
A. M. DeWitt

Movement Diagrams (Promotion-exclusive Pieces)

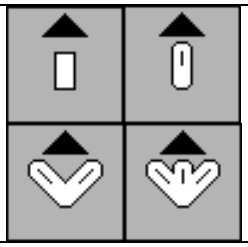
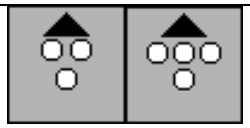
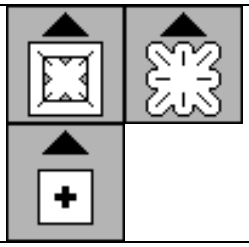


Chu Seireigi Cutouts
A. M. DeWitt

Promotion

The promotion zone is the farthest four ranks (rows) of the board (indicated by two inscribed dots). If a piece's move starts on the board and starts or ends within the promotion zone, that piece may promote. Promotion is done by flipping the piece over, revealing its promoted value. Promotion is optional unless the moving piece would otherwise be unable to move from its new position, in which case it must be promoted, or the moving piece does not promote at all, in which case it is left as is. Promoted pieces cannot promote further, even if their unpromoted counterparts can.

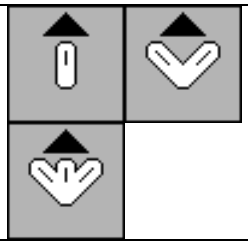
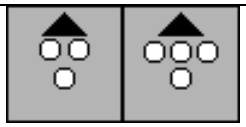
Promoted pieces have a plus sign (+) on either side of the directional arrow and a dot in the center of the movement mnemonic.

Piece				All other pieces
Promotion Restriction	Must promote on last rank (row)	Must promote on last two (2) ranks (rows)	Does not promote	N/A

Drops

When a piece is captured, it goes into the capturing player's hand, and if promoted demotes. On any turn, instead of moving a piece on the board, the player may take a piece from their hand and drop it onto any empty space, unpromoted side up and facing the opposing side. A drop cannot capture a piece, nor does dropping within the promotion zone result in immediate promotion. It is illegal to hide pieces from full view.

A piece cannot be dropped onto a space where it cannot move (Pawn, Lance, Ram's-Head Soldier, Prancing Stag: last rank (row); Knight, Flying Swallow: last two ranks (rows)). Also, a Pawn cannot be dropped onto a file (column) that already has a friendly unpromoted Pawn on it, nor can a Pawn be dropped to give immediate checkmate.

Piece				All other pieces
Drop Restriction	Cannot be dropped on last rank (row) or to give immediate checkmate, cannot have more than one (1) of these per file (column), per player (promoted form does not count for the latter)	Cannot be dropped on last rank (row)	Cannot be dropped on last two (2) ranks (rows)	N/A

Chu Seireigi Cutouts
A. M. DeWitt

Check

If a player's King is under attack by at least one enemy piece, in that it can be captured on the opponent's next turn, it is in check. A player who's King is in check must immediately get out of check if possible. If it is not possible to escape check, the checking move is also checkmate, and the game is effectively over. It is illegal to make a move that places or leaves the friendly King in check.

Perpetual Check

It is illegal to give perpetual check, which is when a position is repeated four times (with the same pieces in hand and the same player to move) due to an unending series of checks.

Illegal Move

A player who makes an illegal move loses immediately. This rule can be relaxed in casual play, where a player can simply take back the illegal move and make a legal move.

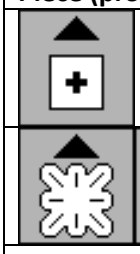
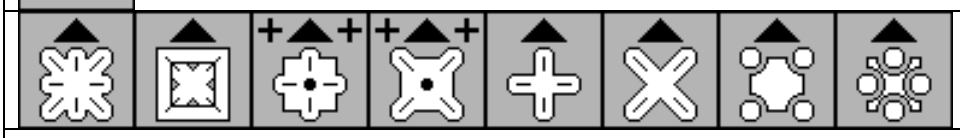
End of Game

The possible ways to end a game, as well as their results, are as follows.

Condition	Result	Condition	Result
King captured	Win for capturing player	Impasse (see Impasse resolution for details)	Draw (Usually)
Mate (No legal moves) • Checkmate (and in check) • Stalemate (but not in check)	Effective Win for player delivering mate	Fourfold repetition (same board position repeats four times with the same pieces in hand and the same player to move)	Draw
Resignation	Loss for resigning player	Perpetual Check (Fourfold Repetition due to an unending series of checks)	Loss for checking player

Impasse Resolution

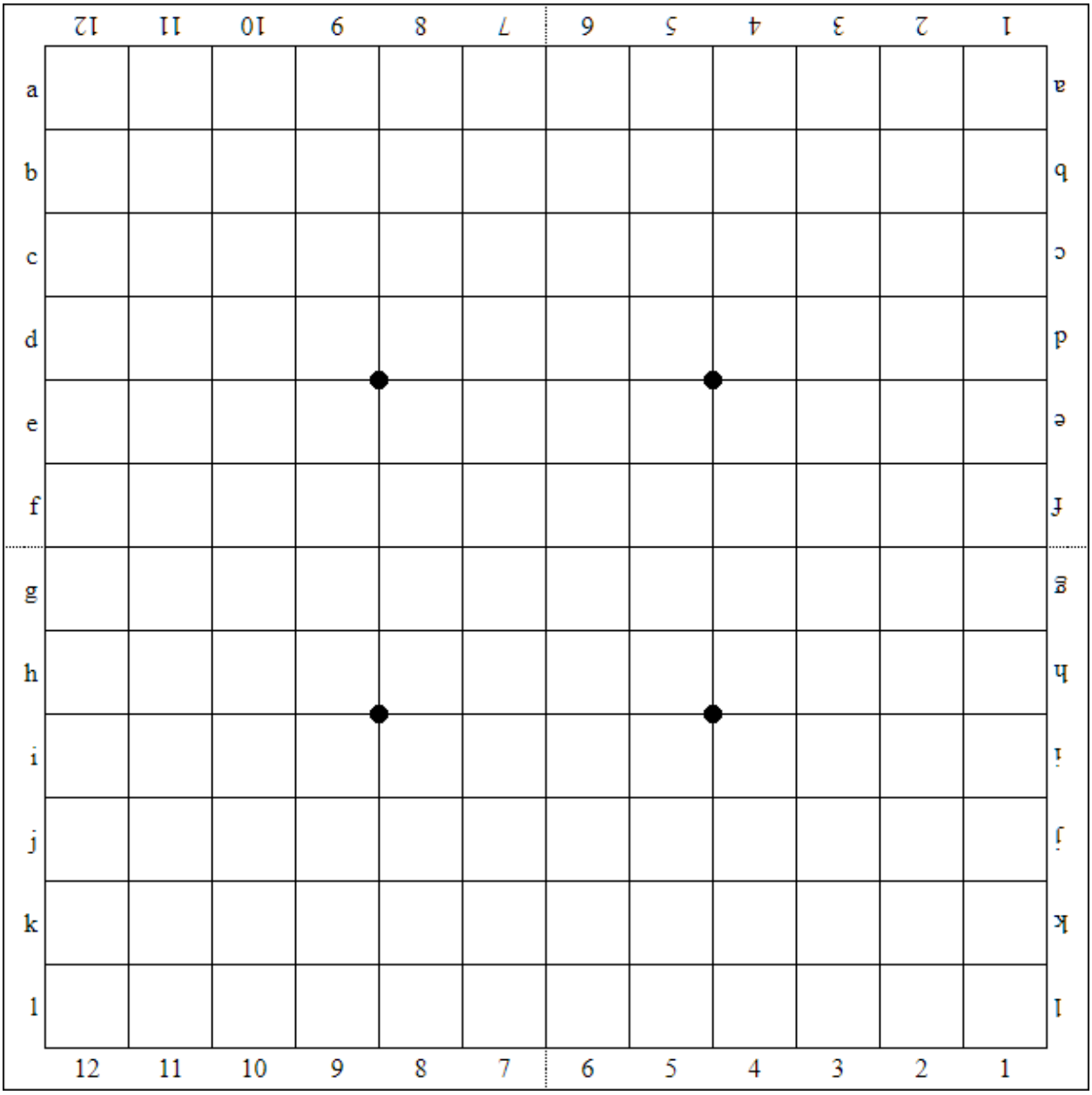
If both player's King reach their respective promotion zones and neither can hope to make any progress, the game reaches an impasse. If this happens and both players agree to an impasse, pieces are counted as follows. If a player has fewer than 56 points, that player loses; otherwise, the game ends in a draw.

Piece (promoted or not)	Point Value
	Zero (0) points each
	Five (5) points each
All other pieces	One (1) point each

Chu Seireigi Cutouts
A. M. DeWitt

Cutout Instructions

Board – Cut out the board quadrants along the outer edges. Tape them together so that the outer borders and the letters and numbers line up as shown below.

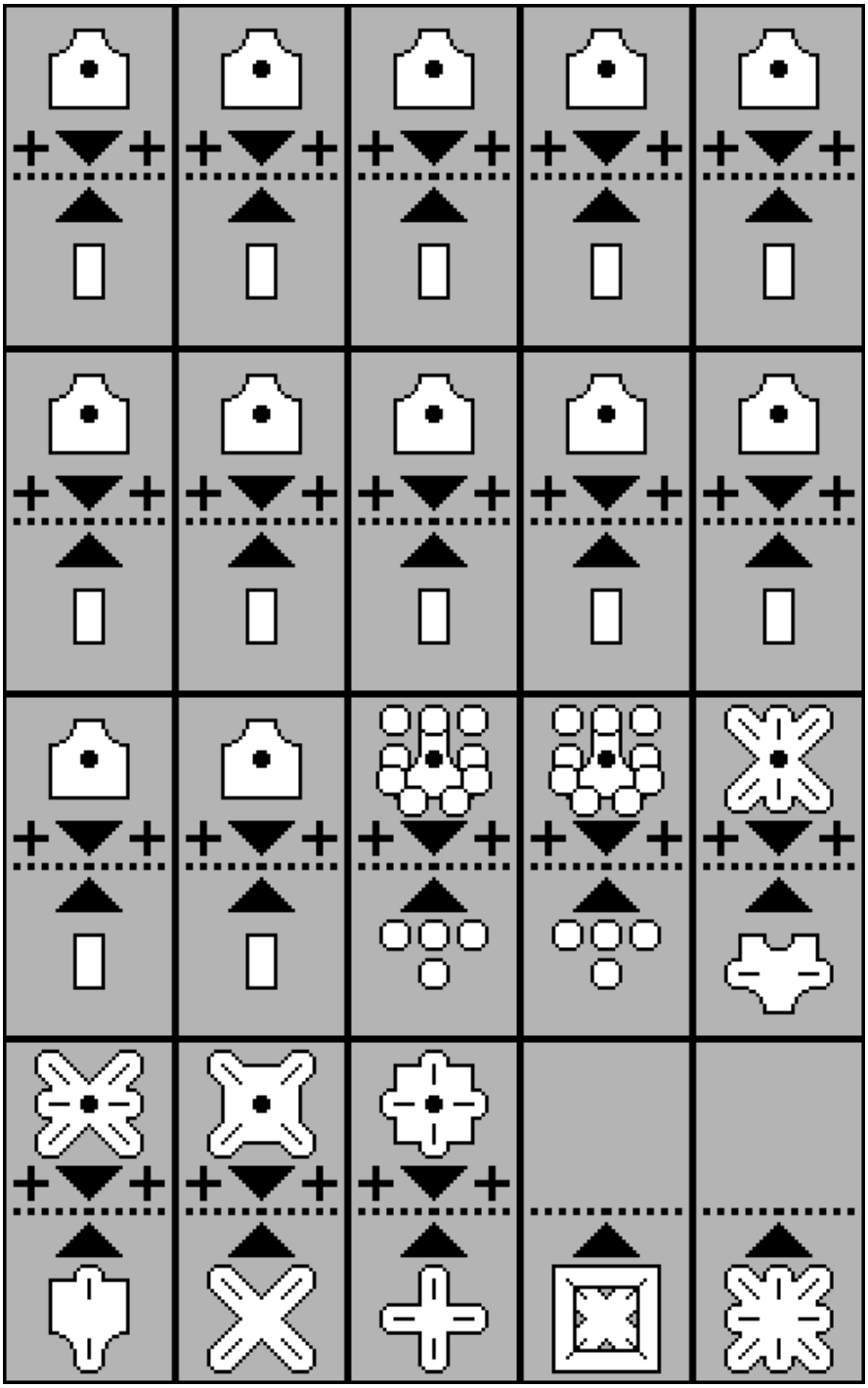


Pieces – Cut pieces out at every solid line. Fold pieces at dotted lines in middle so that the piece images face outward.

Hands – Cut out the hands along the edges.

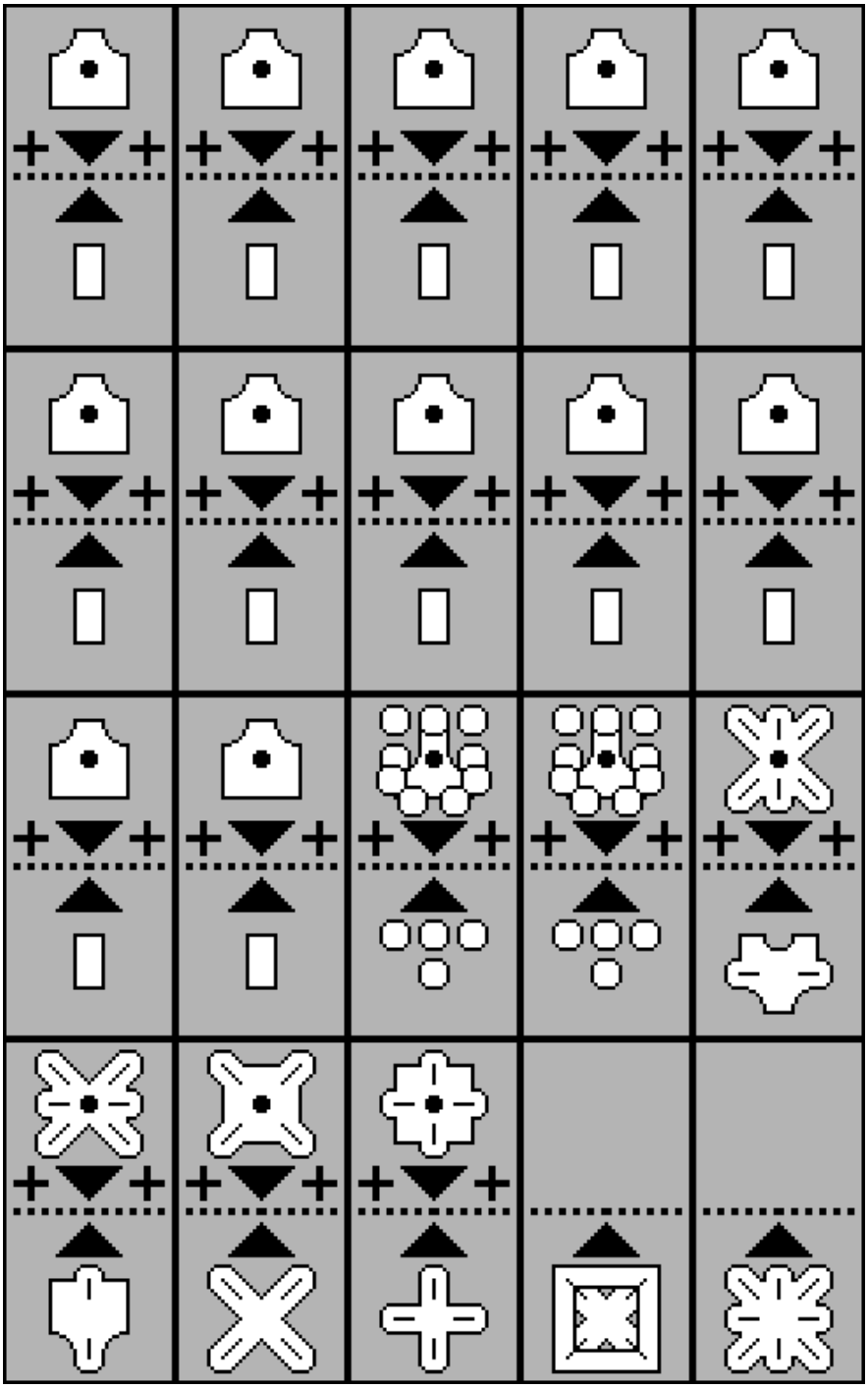
Leftover Paper Scraps – Recycle.

Chu Seireigi Cutouts
A. M. DeWitt



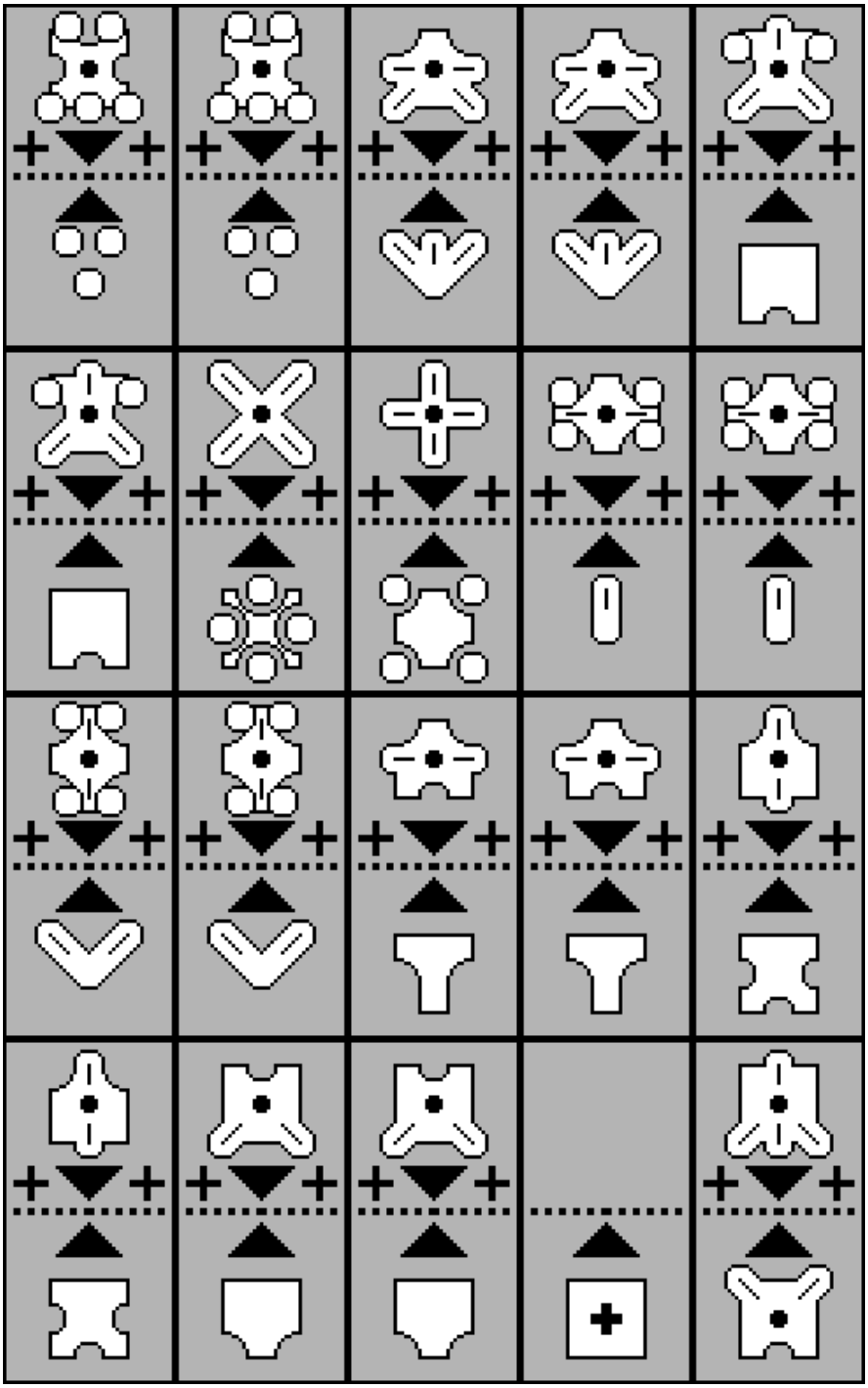
Pieces – Rows 3 and 4 (1/2)

Chu Seireigi Cutouts
A. M. DeWitt



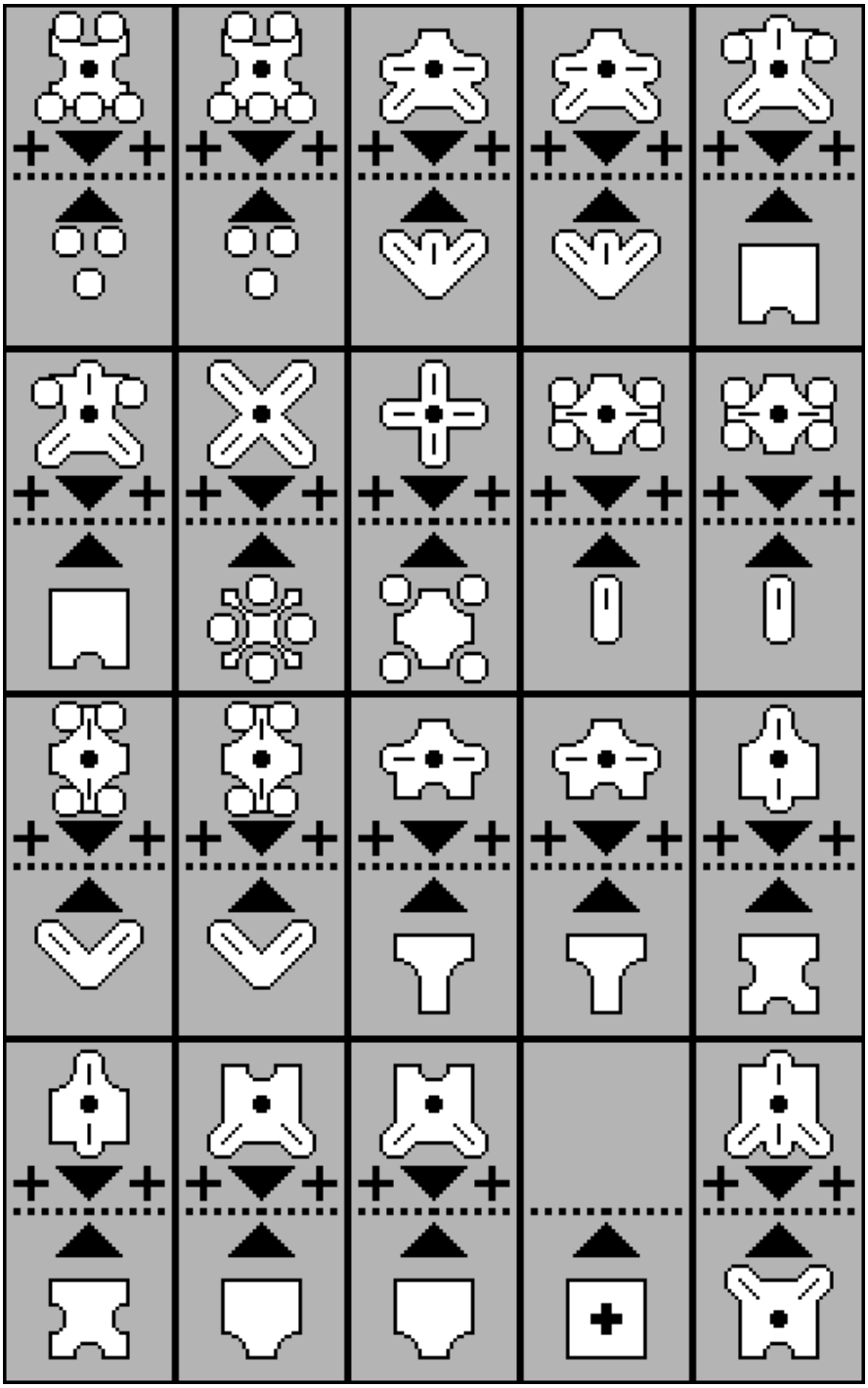
Pieces – Rows 3 and 4 (2/2)

Chu Seireigi Cutouts
A. M. DeWitt



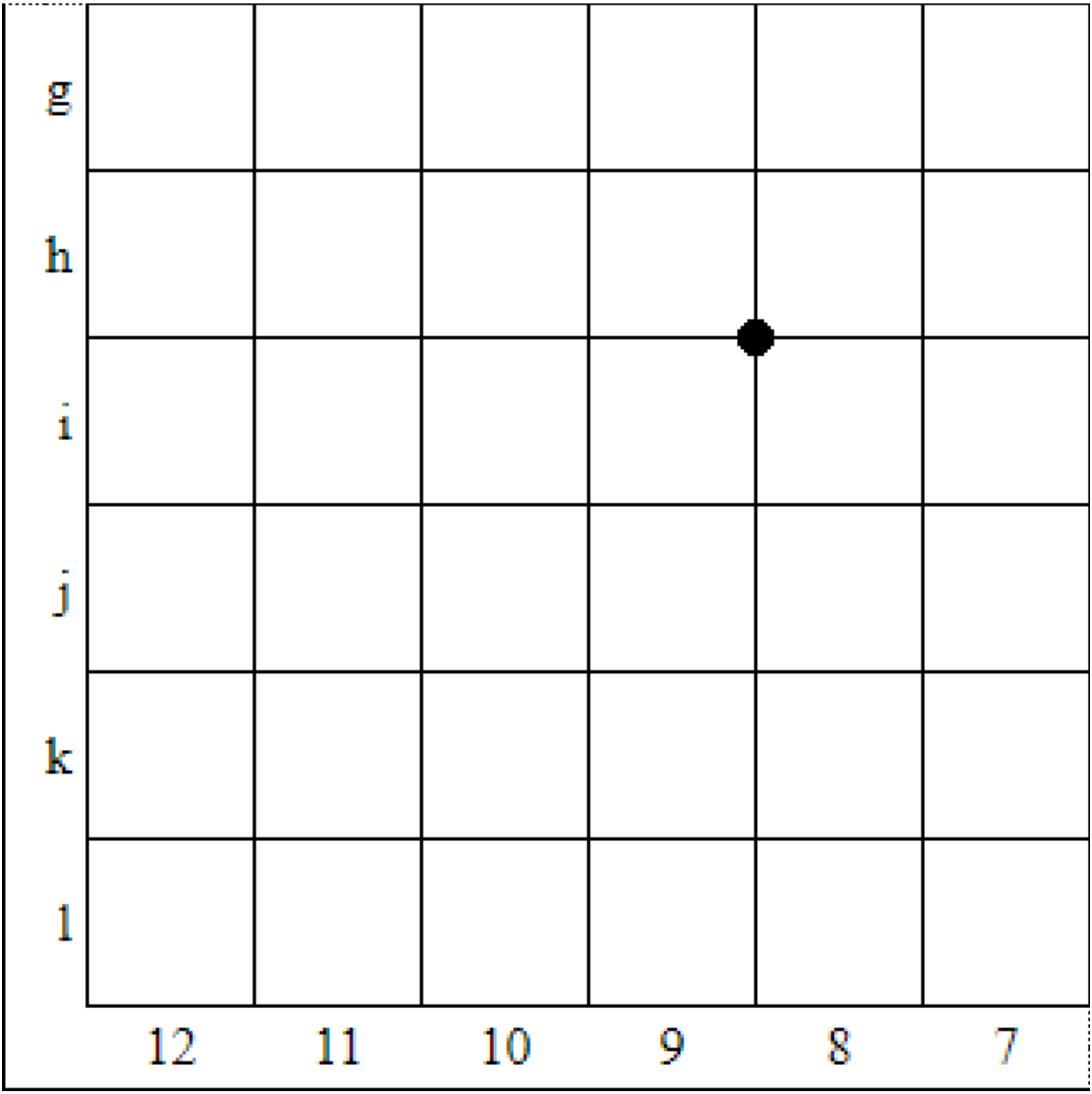
Pieces – Rows 1 and 2 (1/2)

Chu Seireigi Cutouts
A. M. DeWitt



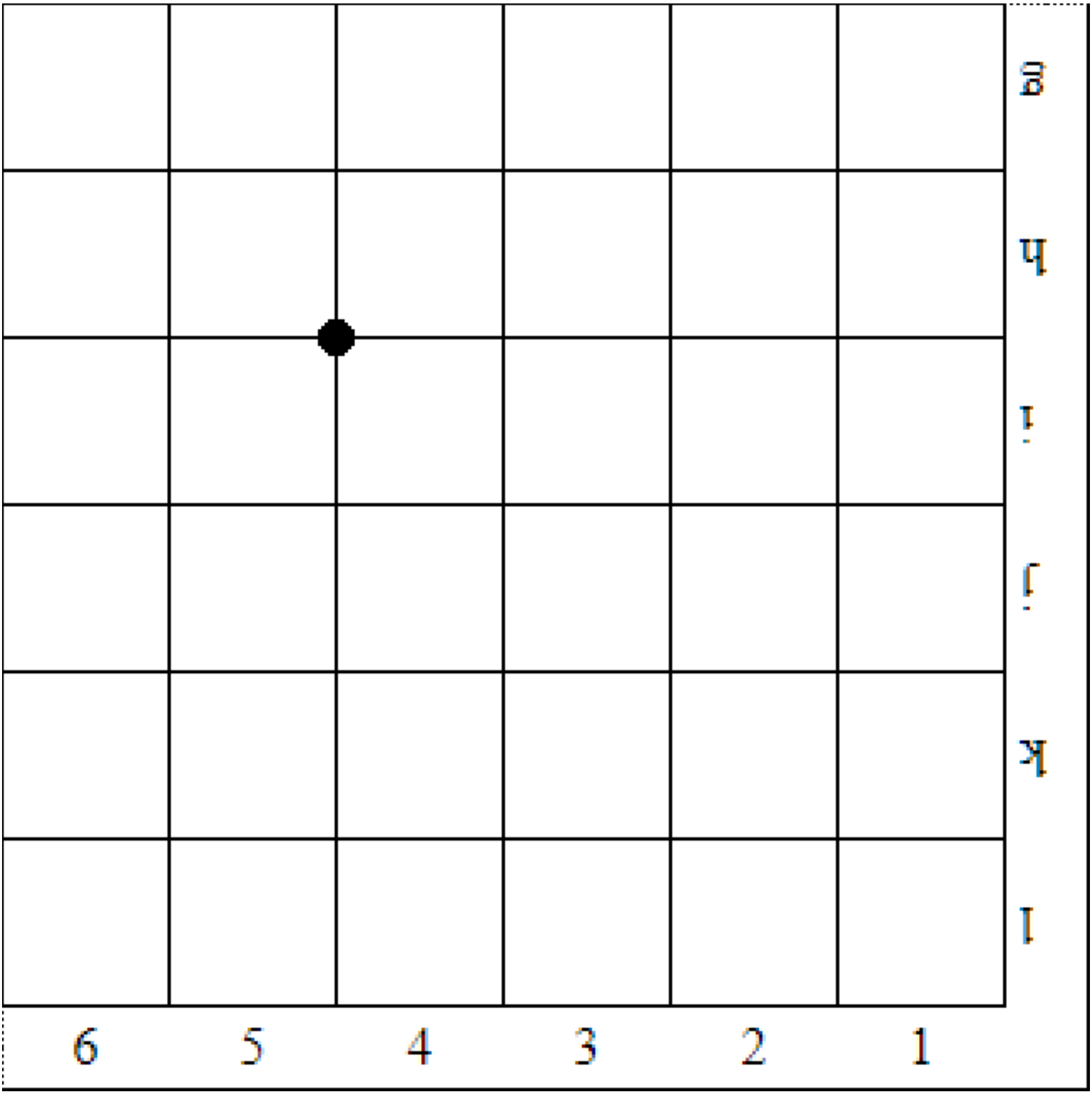
Pieces – Rows 1 and 2 (1/2)

Chu Seireigi Cutouts
A. M. DeWitt



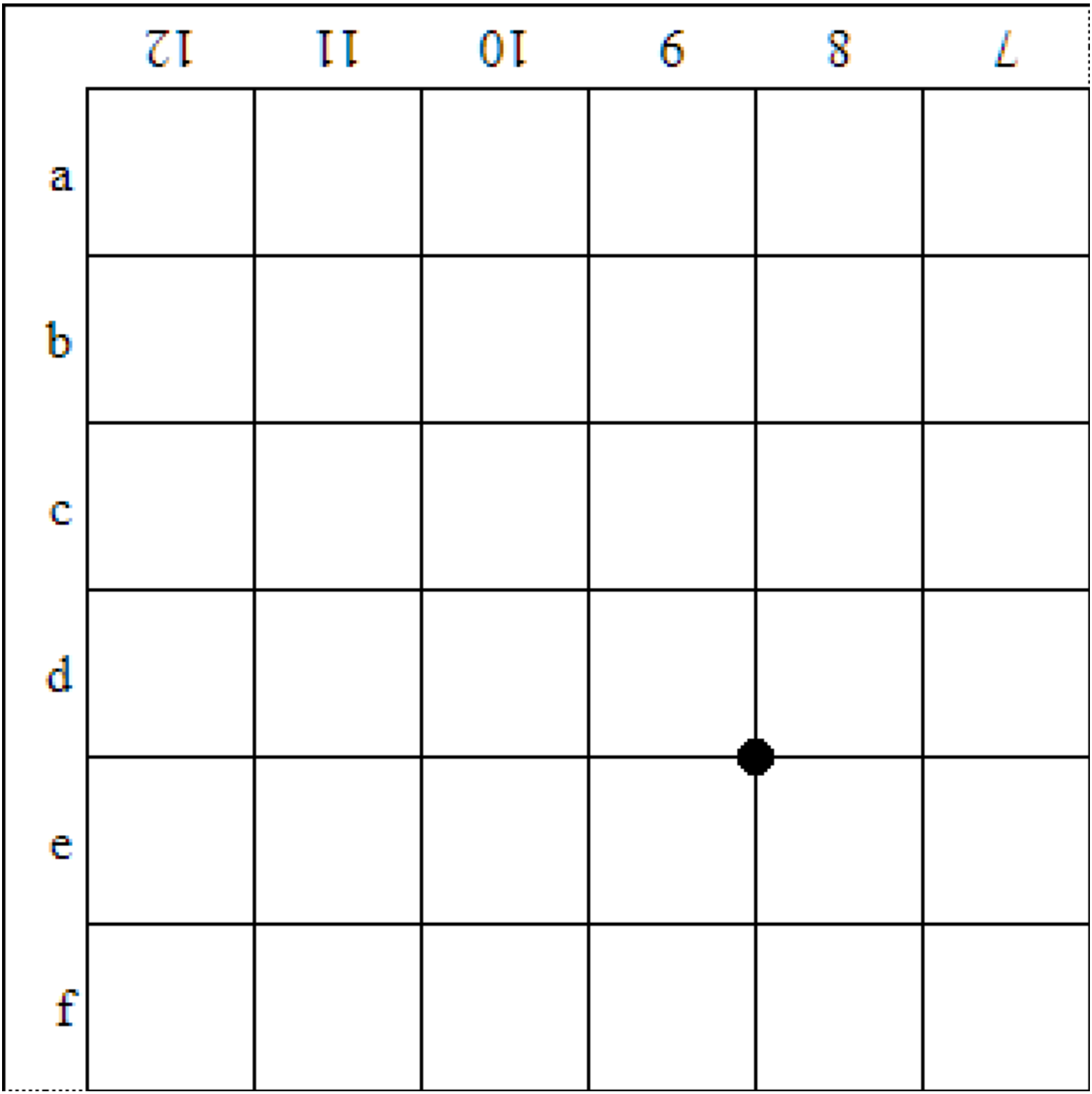
Board – Lower Left Quadrant

Chu Seireigi Cutouts
A. M. DeWitt



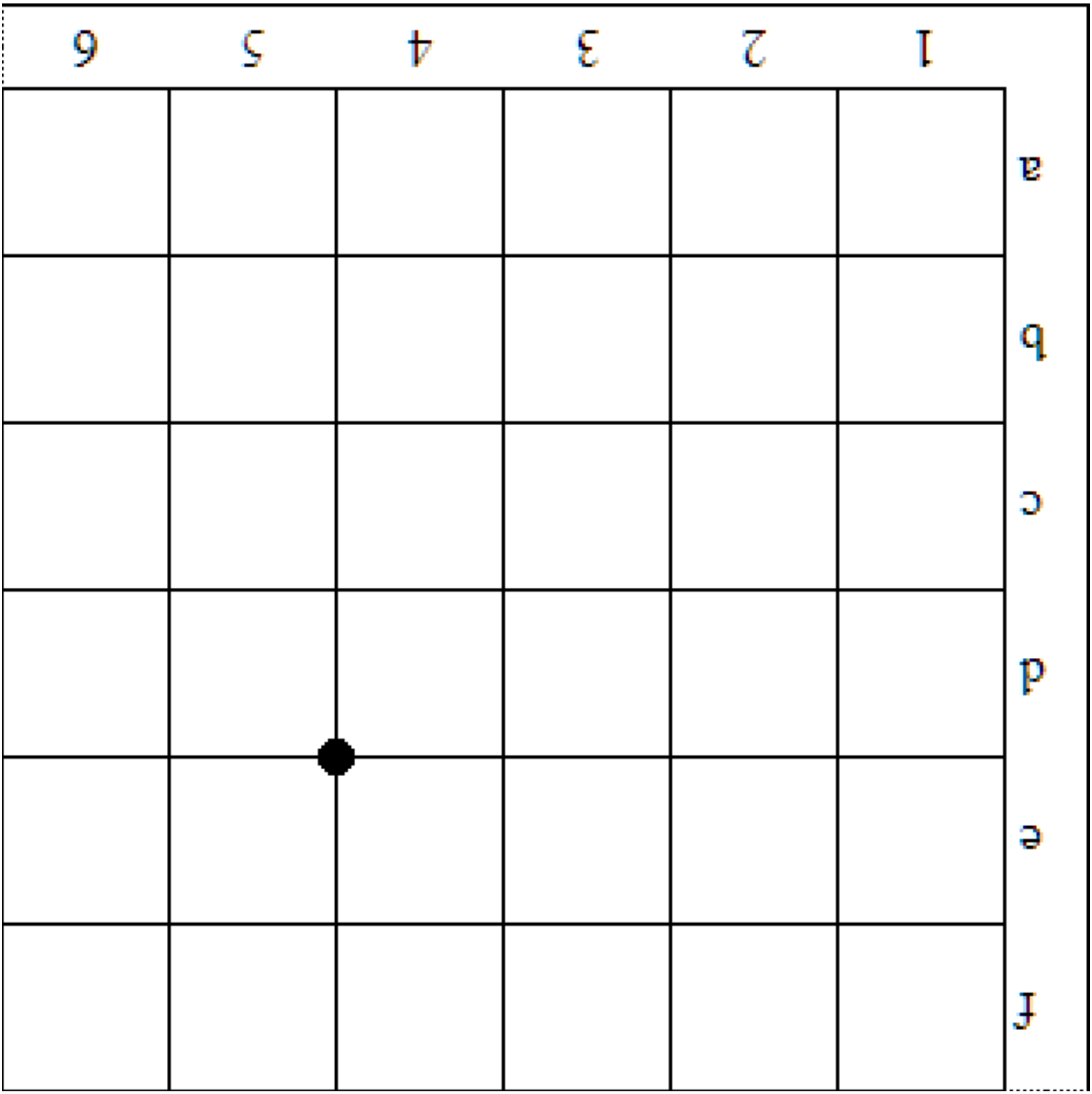
Board – Lower Right Quadrant

Chu Seireigi Cutouts
A. M. DeWitt



Board – Upper Left Quadrant

Chu Seireigi Cutouts
A. M. DeWitt



Board – Upper Right Quadrant

Chu Seireigi Cutouts
A. M. DeWitt

Hand (1/2)

Chu Seireigi Cutouts
A. M. DeWitt

Hand (2/2)