



Basic Xiangqi
Checkmate Methods

World Xiangqi Federation
Chinese Xiangqi Association

Preface

The game of Xiangqi is similar to the deployment of forces for military operation. Though it is a battle on xiangqi board, its theory is similar to the military strategy and tactics. As it is stipulated by the xiangqi rules, the side that captures the opponent's King will be the winner of the game. Therefore, each side tries to outwit his opponent and strives to show his bravery in taking various kinds of checkmate methods and to do his best to seize every opportunity for winning the victory. The game of xiangqi is rendered with a mysterious hue.

Nearly all xiangqi players or fans understand that the checkmate method takes an important position in the xiangqi game. However, some of the players believe that "the checkmate method can only play its roles in the end game." But in reality, we often see that in the heat-fought mid-game, being eager to achieve a quick success and instant benefit, one side often neglects to defend his own King, offering the opponent an opportunity for making a counterattack or winning the game. Although sometimes, a player has a chance to take a successive checkmate, as he is rusty on the checkmate methods, he bungles a chance of winning the battle, or loses the game. Such cases are often seen in actual competitions. And there are numerous examples showing that some players take advantage of checkmate methods in seizing opponent's pieces. In fact, the checkmate methods play a very important role, directly or indirectly, not only in the end game, but also in the mid-game, even in the entire game.

To sum up, the checkmate method is the core of the xiangqi skill. All players, no matter that they are rudimentary, or of certain level, should study the checkmate method and take it as an important subject in training. It is impossible for a player to defeat his opponent and win the victory if he overlooks this point.

Some people might think, since the checkmate method is so important, is there any a short-cut for raising the skill of checkmate method? To say frankly, xiangqi is an art, and its checkmate methods are numerous and profound. There is no such a short cut for us to take. Especially so for the beginners, they must start their study on the elementary knowledge. Based on his experience in teaching xiangqi, the author has written this book, hoping that our readers can benefit from it.

This book is compiled in nine chapters in light with the principle of proceeding from the easy to the difficult and in the orderly way. It mainly can be divided into three parts. In the first chapter, we introduce to you the roles, features and operational abilities of seven xiangqi pieces. The second chapter deals with the basic checkmate positions and skills, which are often seen in the competition. The third to ninth chapters deal with the operational features of the combined attacks executed by various pieces and application of these checkmate methods, and the appendix of the drills for taking the checkmate.

The book has included more than two hundred games. Subjectively, we try to achieve reasonable deployment of the pieces in each game. They should be interesting,

of practical value, and concise in checkmate method. Here, we'd like to point it out that most of the checkmate methods are of the rudimentary level, and some of the intermediary or high level. By doing this, it can help our reader to have a better understanding of the checkmate method, so that those promising players can be upgraded into the ranks of the middle level xiangqi players in a short time.

A brilliant checkmate method is of an aesthetic feeling as that of the art works. Let's jointly share the joys and happiness of the xiangqi play.

Zhu Baowei

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Chapter I Application of Seven Xiangqi Pieces in Checkmate Methods

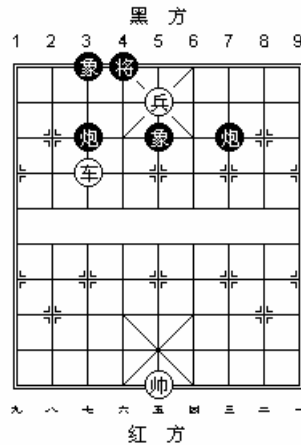
The checkmate method is the essential basic technique for capturing opponent's King. The xiangqi chessmen, or the xiangqi pieces, which constitute the fundamental material forces, play a decisive role in the checkmate methods. A brilliant checkmated game is executed by deployment of the xiangqi pieces of both sides, especially of his own. Therefore, it is of due importance to study and master the application of seven different xiangqi pieces in taking checkmate.

As the playing methods of the xiangqi pieces vary one from another, they are also different in strength. However, each one has its own role and an unique style when playing defense or offense. As long as we have a good knowledge of their functions, the roles of all xiangqi pieces can be brought into full play in taking a checkmate.

Following are the roles and characteristics of the seven-xiangqi pieces in taking checkmate, which can be served as a reference for the beginners in learning xiangqi.

1. Application of King

The King (red and black) is the commander of the whole army and a criterion for deciding winning or losing. As the whole game is concerned, it is the object



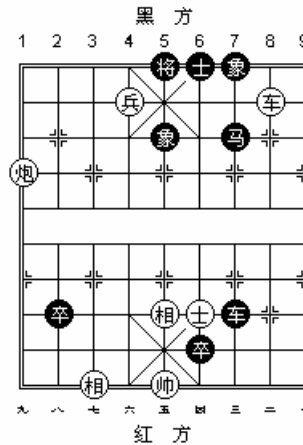
that must be protected. It seems that King has little strength and nominal ability of self-defense. However, in the ending games, it can command one file and assist his frontal forces in launching an assault, equalizing a Chariot in strength. Although King cannot directly making an attack and strike blows at the opponent, we should not overlook its ability in assisting other pieces in launching an attack. Due to its unique role, King is often used in fulfillment of the checkmate, especially in the end game.

It looks quite simple but very delicate for one side to launch an attack with the aid of his King. Numerous examples can be found in the actual competitions. As some people put it, that "a King who is confined in the palace, can decide the victory beyond the border."

Game 1 Tie Down Enemy's Cannon (Fig.1)

As shown in the diagram, Red fails in penetrating Black's defense line of "Linked Cannons" if only relying on the strength of his Chariot. However, with the assistance from its King, Red can succeed in winning the game.

Red moves to win:
 R7=6 C3=4 R6=4
 C7=6 K5=6! E3+1 R4+1
 E1-3
 R4+2



Game 2 Assist in Attack (Fig. 2)

Red moves to win:

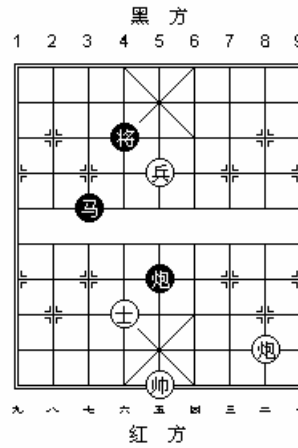
K5=6 A6+5 C9+3 A5+4
 P6=7 A4-5 P7+1 A5-4
 P7=6

It is a good move that Red moves the King first to free it from a checkmate position and assist in the attack. If Red defends passively with R2-8, Black is sure to win.

Fig.2

Game 3 Pin Down the Horse (Fig.3)

As shown in the diagram, it seems that Black cannot lose the game if he stations his Cannon obstinately in front of the King. But in reality, Red can win the game by exploiting his own King's strength.



Red moves to win:

C2=6 C5=4 P5+1 K4-1
 A6-5 C4=5 K5=6! H3+5
 A5+6 C5=4 C6+2 H5+4
 A6-5 K4-1 P5+1

Game 4 Control Central File (Fig.4)

The game is ingeniously designed that Red sacrifices his Chariot in order to let his King occupy the central file for achieving a positional checkmate.

Red moves to win:
 R1-7 P3+1 K6+1
 R5=9
 K6=5! R9-8
 P8=7

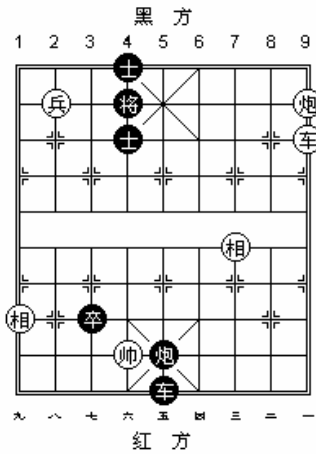


Fig.4

2. Application of Advisor

Advisors' movement is confined in the Palace. It is relatively weak in strength as it can move only at five spots on xiangqi board. Its task is to watch on the movement of enemy's pieces for protecting his own King's safety. When playing defense, it often takes a concerted action with Elephants to guard against the attack from Chariot, or Cannon, or Horse.

In the course of the xiangqi battle, every move involves the delicate relationship between attack and defense. Therefore, Advisor is not purely a piece for defense, but it can also play the role of attack.

Game 1 Assist Cannon in Long-Distance Attack (Fig 5)

It seems that Red is in a difficult position as he is

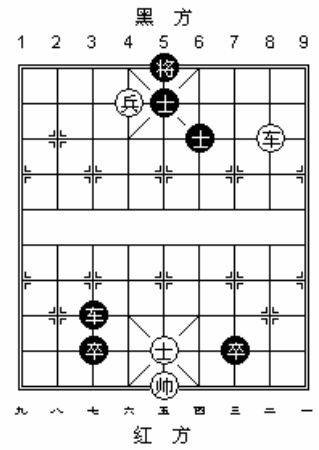
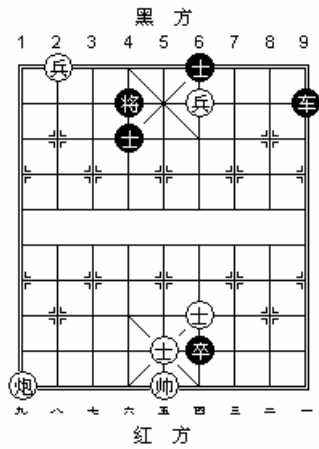
suffering from the material shortage and his Pawn will be captured soon. However, Red can win the game when his Advisor is thrown into the offensive.

Red moves to win:
 C9=6 A4-5 A5+6
 A5+4
 P4=5 R9=5 A6-5

Game 2 Assist in Checkmate by Blocking Opponent's Chariot (Fig 6)

Red moves to win:
 A5+6! K5=6 P6+1!
 A5-4
 R2=4

It is critical move that Red plays his Advisor to block the way of Black's Chariot. Otherwise, Black Chariot could seize the position on the central file. Then, Red will lose definitely.

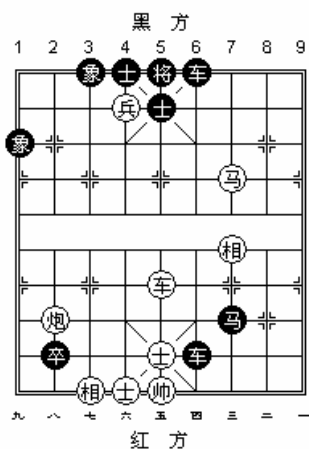


Game 3 Block Chariot and Horse (Fig. 7)

It seems that Red is in a hopeless position as Black's double Chariot on the same file as well as the Horse threaten his King. However, By moving his Advisor, Red can block the way of Black Chariots and Horse. At the same time, he

launches a counterattack to win the game. It is a miracle that one move can be served for three purposes.

Red moves to win:
 A5+4 E1+3 ① C8+7
 FR+1
 K5+1 RR+7 P6+1
 K5=6
 P6=5



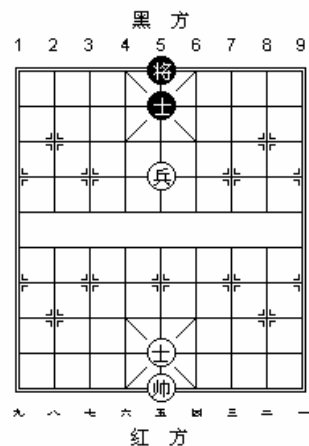
Note:

①If Black changes to RR+7, Red can respond with R5+5, an excellent move! Then A4+5; C8+7, Red wins with a smothered checkmate.

Game 4 Cover the Central File for Transferring his King (Fig. 8)

In this game, Red Advisor plays the role of covering the central file so that his King can easily be transferred to other flank. Otherwise, the game would be ended in a draw if there is no Red Advisor.

Red moves to win:
 P5+1 A5-6 P5=6 K5=4 ①
 K5=6! A6+5 P6+1 K4=5
 K6=5 A5-4 K5-4 A4+5
 A5-6 A5+6 K4+1 K5=6
 P6=5



Notes:

① If Black changes to A6+5, then P6+1, A5+6; K5=4, A6-5; A5-6, A5+6; K4+1, A6-5; K4=5, Red is sure to win when Black Advisor is taken.

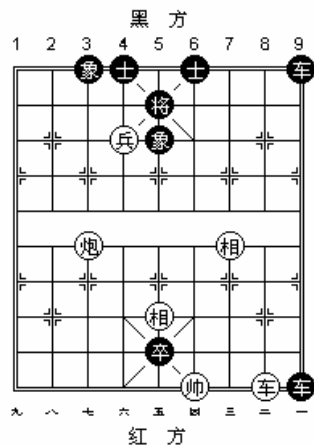
3. Application of Elephant

Same as Advisor, Elephant is used for protecting the safety of its own King. As its defensive strength is relatively strong, it can help to strengthen the co-ordination among its forces and achieve a neat battle formation. Elephant's posts can also be used as the strongholds for the strong pieces of its own side for launching an attack.

The two Elephants must be kept linked. It should guard against the opponent in blocking the Elephant's eye, as it might bring about a passive position. The xiangqi saying goes, "If one side has lost Chariot, Horse or Cannon, his strength will be weakened; If Elephant(s) is lost, he will be in danger." Elephant can be used flexibly in the end game as it can protect King or to foil the attack of the enemy's Horse when playing defense; it can pave the way for an attack, or act as the support for Cannon's attack when launching an offensive.

Game 1 Play Elephant To Rescue King (Fig.9)

Red launches a skewered



check to take Black's Pawn, and then moves his Elephant to the bottom rank and takes a mating check with his Chariot.

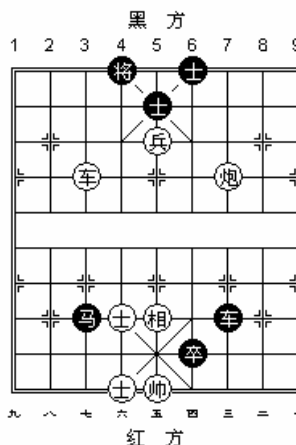
Red moves to win:

C7=5 E5-7 C5-3 E3+5
 E5-3! E5+3 R2+8 K5-1
 P6=5 A4+5 P5+1 K5=4
 P5=6 K4=5 R2=5

Game 2 Move Elephant to take Enemy's Chariot (Fig.10)

Red moves to win:

E5+3① E7-2 C3+3! R7-5
 R7+3 K4+1 P5+1② A6+5
 R7=3

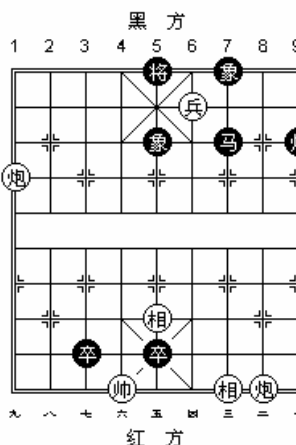


Notes:

- ① It is an important move that Red plays his Elephant to threaten the enemy's Chariot and at the same time, to expose his King.
- ② As his King is exposed, Red plays his Pawn for a check. Red is sure to win when Black has lost his Chariot.

Game 3 Move Elephant for Taking Checkmate

Red moves to win:



C9=5! E5-3 C5-5 E3+5
 E5+7 E5+3 E3+5 E3-5
 E5+3 E5+7 C2=5

Exploiting the strength of his central Cannon, Red moves his double Elephants ingeniously for taking a "Double Cannons Checkmate".

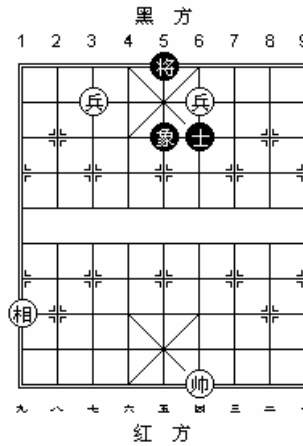
Game 4 Cover King in Transfer(Fig.12)

Red moves to win:

P7=6① 5+3 E9+7 E3-1
 E7-5② E1+3 K4=5 E3-1
 K5=6 E1+3 P6+1 .

Notes:

- ① It is a correct move. If Red play K4=5, Black will play K5=4. The game will be a draw, as Red two low-Pawns will not succeed in taking a checkmate.
- ② By playing the Elephant, Red King can easily transfer to the sixth file and assist his Pawn in the assault.



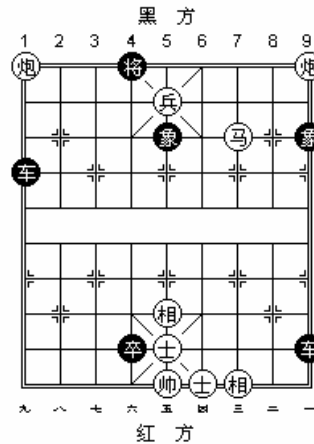
4. Application of Horse

Horse is a conspicuous piece in xiangqi play, featuring tortuous and flexible movement. In the stage of opening and middle games, as its movement is often restricted or blocked, Horse is not so strong as Cannon as the general strength is concerned. However, in the end

games, it can penetrate deep into the enemy's hinterland, and be free in advance or retreat, so his strength is stronger than that of a Cannon. The people used to say, "Horse excels Cannon in end game".

Horse is one of "the three-strong pieces" in xiangqi, with a unique might and power. It can often defeat the opponent by a surprise move with the concerted efforts of other pieces. Therefore, it is of practical value to have a good command of its roles, features and techniques in combat.

Game 1 Horse Gallops in the Palace (Fig.13)



Red moves to win:

H3+4 E9-7 H4-6 R9-8
H6+8 R1-3 H8-7

This is an example of playing Horse by exploiting the strength of Cannon, from which we can see, the role of Horse in the end game.

Game 2 Slick Play of Horse (Fig.14)

Red Horse moves tortuously, retreating or advancing, fully displaying its skill. Red wins the game ahead of his opponent.

Red moves to win:
 A5+4① P9=8 H5-4 P8=7
 H4-5 C4+4 H5-6② P7=6
 H6+8 P6=5 H8+7 P5=4③
 H7+8 C4=5 H8+7

Notes:

① It is a correct move that Red plays his Advisor, otherwise, Black Pawn could take the Advisor and free itself from the containment.

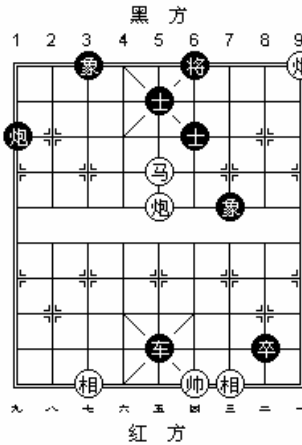
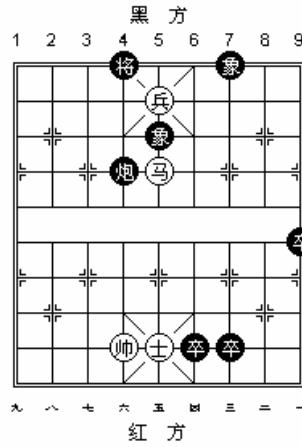
② It is brilliant move. If Red errs in playing H5+6, Black can play C4=5 to take Red Pawn. Red will be in an inferior position.

③ If Black changes to C4-4, Red can play H5+5 to capture the Pawn to win the game.

Game 3 Gallop to Assault (Fig.15)

As shown in the diagram, it seems that Red is in a dilemma as his Cannon will soon be captured. However, taking an excellent position, Red Horse maneuvers skillfully with the aid of Red Cannon to win.

Red moves to win:
 H5+4! E3+5 H4=2 E5-7
 H2-3 K6+1\C5=4



Game 4 Heavenly Horse Gallop in the Sky (Fig.16)

Red moves to win:

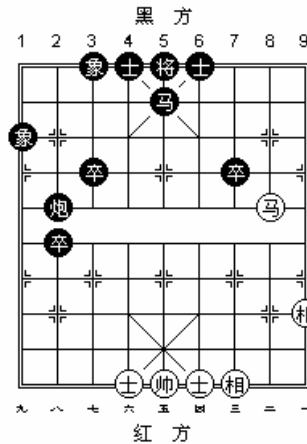
H2+4① C2-3 H4+6 C2=4
 H6-8② P2=3 H8+7③FP=4
 H7-6 P4=5 H6+4

Notes:

① If Red mistakenly plays H2+1, Black would play C2-3 to win the game.

② It is an excellent move that Red retreats his Horse, though it looks clumsy. On the one hand, it can prevent Black Elephant from returning to the central file; On the other hand, it is the best way for Red to succeed in taking checkmate.

③ If Red plays H8-7, Black will play E1+3. Red will lose definitely as Black is no more in danger.



5 Application of Cannon

Cannon is a "long weapon" in xiangqi, featuring flexible movement, ability of playing offense as well as defense. It has a strong antipersonnel power as it can enforce a control from long distance.

Cannon is slightly superior to Horse in general strength. They are different in roles and functions. During the stage of

opening or middle games, Cannon is more powerful than Horse as it can move freely on the file and rank. But Cannon is less menacing than Horse in the end game as it can not easily display its merits when there are less "Cannon supports" left on the board. In the end game, if both sides have no Chariot, Advisor and Elephant, the side with Horse and Pawn can win over the side with Cannon and Pawn. This is the reason why "Horse excels Cannon in end game".

Cannon is an active and offensive piece. With Advisors and Elephants as "supports", a single Cannon can take the opponent's double Advisors, or the side with a Cannon and a Pawn can win the game even if his opponent has a full guard, while Horse can not have such merits. Therefore, the combat ability and practical value of Cannon remains to be a topic for us to study.

Game 1 Press Forward Step by Step (Fig.17)

Red moves to win:

C9=5 C5+6 K6-1 C5-1
 C5+1 C5-1 C5+1 C5-1
 C5+1 C5-2 C5+2 C5-1
 C5+1

A xiangqi saying goes like this, "The opponent's Advisors should be kept as long as you have a Cannon on board." This game serves as an example, in which the attacking side makes use of the opponent's two Advisors to trap his King.

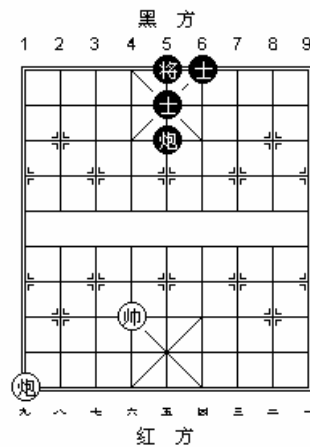


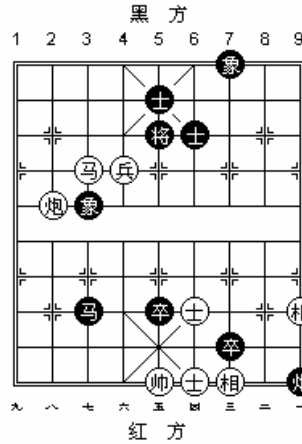
Fig.17

Game 2 Launch Assault from Both Flank (Fig.18)

Red moves to win:

P6=5 K5=4 C8=9 E3-1
 C9=2! A5-6 C2+2 A6-5
 P5+1

Red transfers his Cannon flexibly and takes a checkmate with the concerted action from his Horse and Pawn.

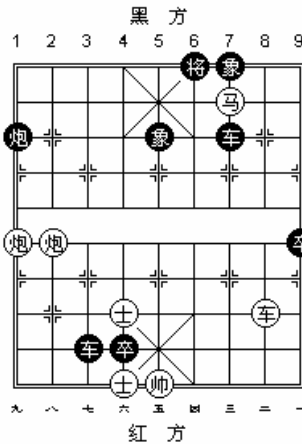


Game 3 Transfer Cannon for Launching Assault (Fig.19)

Red moves to win: Fig.18

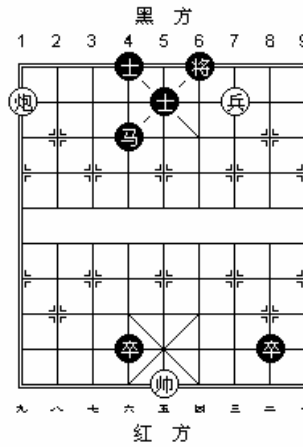
R2=4 R7=6 C8=4 R6=7
 C4=2 R7=6 C9=4 R6=7
 C4=1 R7=6 C1+5 E7+9
 H3-5! K6+1 H5+6 K6-1
 C2+5

Red succeeds in transferring his Cannons to the right flank and in taking a "Double-Cannon Checkmate", with the joint efforts of his Chariot and Horse.



Game 4 Pin Down the Opponent's King to Win (Fig.20)

P3+1① K6=5 C9+1 H4-3
 C9-6 H3+4 C9=1 H4+5
 C1=5② P8=7 K5=4 P4=5
 P3=4



Notes:

① It is an excellent move. Red timely pushes his Pawn forward for controlling Black King's movement.

② Red succeeds in pinning down Black's Horse and King with his Cannon, and is going to take a checkmate with his King and Pawn on the bottom rank.

6. Application of Chariot

Chariot is the most powerful piece. As it can move flexibly, retreat or advance swiftly and enforce a control over a wide area, it is a piece for defense as well as for offense. It is an organizer of the whole game and a backbone in the combat.

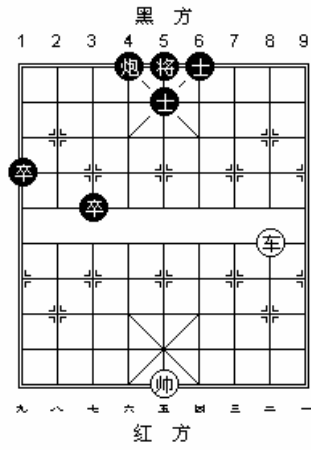
The ancient people used to say; "One will definitely lose the game if he fails to drive out his Chariot in the first three moves during the opening". It tells us that the Chariot takes a very important position in the xiangqi play. In the mid-game, Chariot can enforce a control at a strategic position, can launch an assault, or foil the attack from the enemy. In the end game, Chariot can display its massive attack power as it can move more freely when there are fewer pieces left on the

xiangqi board.

"The Chariot is awesome when it strikes". Chariot is the main force of the army. It can launch a powerful offensive when it fights single-handedly or with the co-operation of other pieces.

Game 1 Bottle up the Enemy by Containment (Fig.21)

Usually the side with a Cannon and double Advisors can make a draw even if his opponent has a Chariot. However, in this game, Red can achieve a positional win with his Chariot.

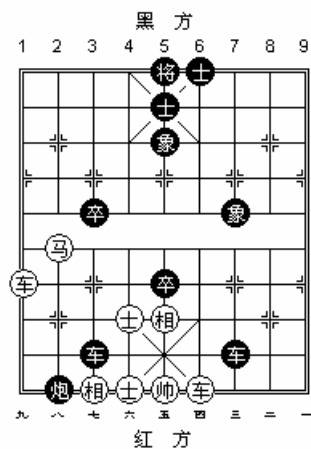


Red moves to win:

- R2=8 P1+1 K5+1 C4+2
- R8+5 C4-2 R8=7 P1+1
- R7-4 P1=2 R7+4 P2+1
- K5-1 P2+1 K5+1 P2+1
- K5-1 P2+1 K5+1 P2=1
- R7=8 P1=2 R8-9 C4+2
- R8+9 C4-2 R8=7

Game 2 Sacrifice Chariot for Initiative (Fig.22)

It is a common method in the middle or end games that Red sacrifices his Chariot to capture the enemy's Advisor. However,



when such a tactics is executed, Red must be prudent that Black has no way to rescue himself. Otherwise, Red will certainly lose the game as he suffers from a material shortage.

Red moves to win:

R9+6 A5-4 R9=6! K5=4①
 R4+9 K4+1 R4=5! R3=6
 H8+7

Note:

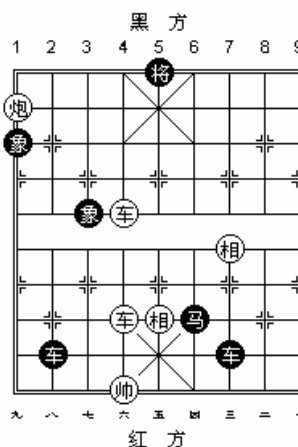
① If Black changes to K5+1, Red will play R6=4, Red is sure to win as Black can hardly defend himself. Fig.22

Game 3 Return a Check after Warding off a Check (Fig.23)

Red moves to win:

FR+4 K5+1 FR-1 K5-1
 FR=8! R2-7 R6+7

At the situation when there is no mating position, Red skillfully play his Chariot to foil the check from Black, and return with a check, thus turning defeat into victory. The game is brilliantly designed.

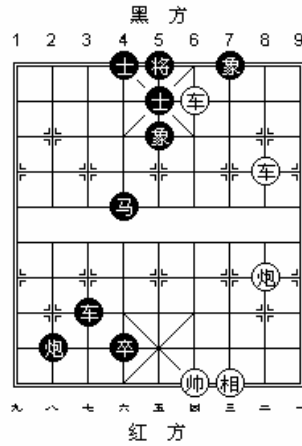


Game 4 Wait and Strike (Fig.24)

Red moves to win:

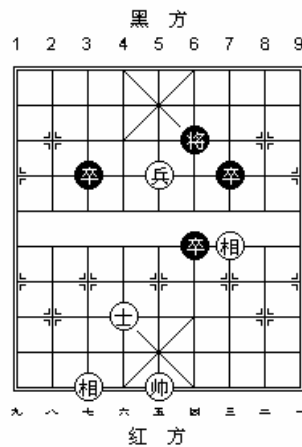
R2=7! R3=8 R7=3 E7+9
 C2+5! H4+6 R3+2 A5-6
 R3=4

Though short, the game is brilliantly executed. Red returns a check after warding off the check from Black. Then, Red drives his Chariot to capture Black Elephant and freezes its movement with his Cannon. In the end, Red wins the game with double Chariots checkmate. Displaying a fine xiangqi skill, the game is of a fairly high value for competition.



7. Application of Pawn

Though there are more Pawns on board than other pieces, Pawn's play is very simple and slow, as it can only advance but retreat. So, it is comparatively weak in strength. Its value and power is very limited when compared to that of Chariot, Cannon or Horse. However, Pawn's value is not always fixed. Along with the development of the game and each move it takes, its value will be increased. Generally speaking, Pawn can display its power when taking concerted action with "the three



strong pieces".

Pawn is of the spirit of sacrifice. There are numerous examples showing that the Pawn can be sacrificed for exchange of enemy's Elephant or Advisor and winning the final victory. In the end game when all strong pieces are gone, a Pawn can also launch an attack to win the game.

Pawn's role in taking concerted action with other pieces will be enunciated in the following chapters. In this chapter, we only raise a couple of examples about the positional win executed by Pawn when it fights independently.

Game 1 Wipe out Three Pawns by Wits (Fig.25)

Red moves to win:

P5+1 K6-1 K5=4! P7+1
E3-1 P6+1 A6-5 P3+1
E7+9 K6-1 P5+1

Red five pieces, including King, Advisor, Elephants and Pawn, each demonstrates its ability in capturing Black's pieces one by one. Black loses the game when he has nothing to move.

Game 2 Capture Chariot by Wisdom (Fig. 26)

It seems that Black will not lose the game when his Chariot has taken a strategic position, enforcing containment on Red Pawn. But in reality, if Red King takes an idle move, Red can achieve a positional win in accordance with the xiangqi rules.

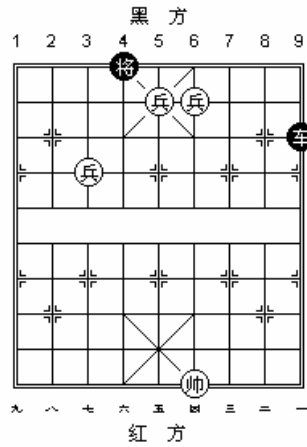
Red moves to win:

P7=6① R9=5 K4+1! R5=1
 K4=5 R1=5 K5=6! R5+1②
 P6+1 R5=4 K6=5 R4-1
 P5+1 K4+1 P4=5

Notes:

① If Red changes to K4=5?
 then R9=5; K5=4, R5=4!; K4+1,
 R4=6; K4=5, R6=5; K5=4, R5=4;
 The game will be a draw if Black
 Chariot remains on its position.

② If Black changes to R5=6,
 then P4+1! R6-2; P6+1. Red wins
 by taking a fatal checkmate.



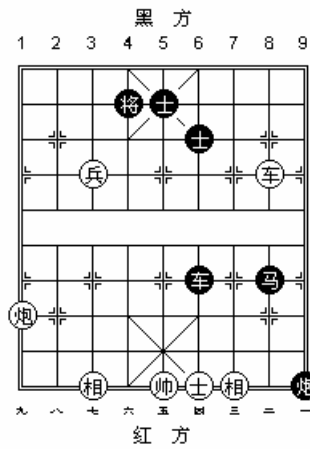
Chapter Two The Basic Checkmate Methods of Xiangqi

The basic xiangqi checkmate methods refer to the combined attack of several pieces for mating the opponent's King. Some checkmate methods are simple and can be easily executed. But some are complicated and difficult to be performed. The brilliant games executed by some elite players, are composed organically of some checkmate methods. All these basic checkmate methods come from the course of the historical development of xiangqi. They have been polished and tempered numerous times. They are of practical value and take a very important position in the end game.

Generally speaking, the terminology for the checkmate methods are often aptly, reasonably and vividly worded. Following are some basic checkmate methods in common use:

1. Face-to-Face Laughing Checkmate

Face-to-face Laughing Checkmate (or be called Opposition Checkmate) refers to the checkmate method, in which, the attacking side, taking advantage of the rule that the two Kings can not face each other directly on the same file, takes a "check", thus forcing his opponent's King in a mating



position his Chariot, forcing Black King move to the corner of the Palace, thus creating the condition for taking a checkmate with his Cannon and Pawn.

Game 1 (Fig. 27)

Red moves to win:

R2=6 A5+4 R6+1① K4+1
 P7=6 K4-1 C9=6 R6=4
 P6+1② K4-1 P6+1

Notes:

① It is an excellent move that Red sacrifices

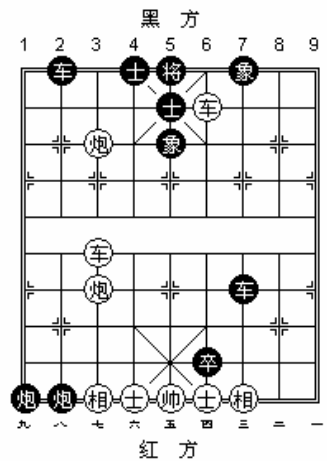
② With the aid of Cannon, Pawn takes a checkmate to win the game.

Game 2 (Fig 28)

Red moves to win:

FC+2 E5-3 C7+6
 R2=3
 R4-5 A4+5 R7+5

This is another form of the "Face-to-Face" checkmate. Red sacrifices his two Cannons to destroy Black's defense on the central file. After that, Red brilliantly sacrifices his Chariot to win the game.



Game 3 (Fig.29)

Red moves to win:

A5+6① K5=6 P4+1② R4+1
 K5+1 A5+6 R2=4

Notes:

① It is a good move that Red plays his Advisor to block the movement of Black Horse and returns Black with a checkmate.

② It is an incidental move that exploiting the strength of his Chariot, Red Pawn pushed forward, easily taking a checkmate position.

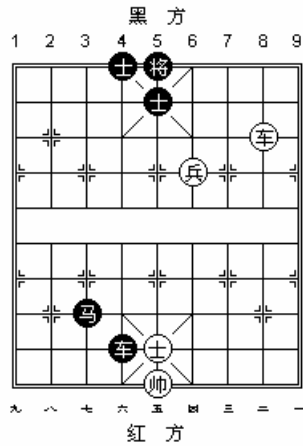


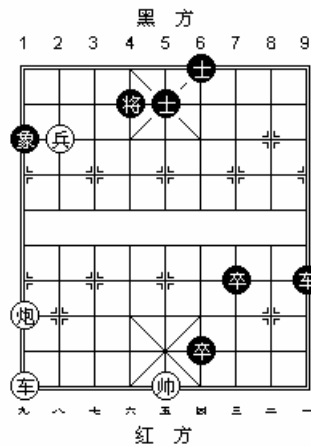
Fig.29

Game 4 (Fig.30)

Red moves to win:

R9=6 A5+4 C9=6 A4-5
 C6-1① A5+4 P8=7 R9-4
 C1=6 A4-5 P7=6② K4+1
 C6=1

Note:



① To foil the enemy's checkmate by returning with a checkmate is a technique often used in xiangqi play. Sometimes, it can help attacking side to turn defeat into victory.

② It is an ingenious move that Red sacrifices his Pawn for taking a "Face-to-face Laughing" checkmate.

2. Throat-cutting Checkmate

Assisted by other pieces, the attacking side launches a forced attack on the opponent's centroid Advisor with his Chariot, for destroying the opponent's defense line. Such a checkmate method is called "Throat-cutting" Checkmate. This method often leads to "a quick battle and a quick decision". It can be regarded as a typical technique of "sacrificing to checkmate".

Game 1 (Fig.31)

Red moves to win

R9=5① A4+5②

A5+4③ K5=4

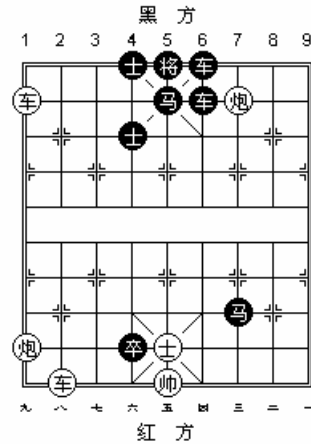
R8+9 K4+1

C9+5 FR=7

C9=6

Notes:

① It is a brilliant play that Red Chariot forces a "Throat-cutting" for relieving himself from the checkmate



position.

② No matter Black changes to A4-5 or FR=5, Red can take a smothered checkmate with C9+8. Fig.31

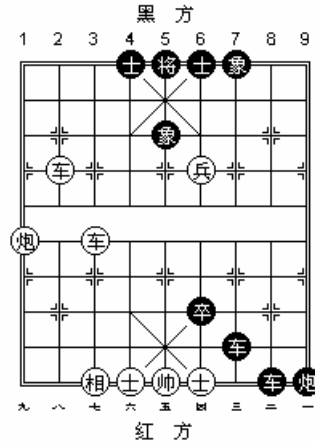
③ This is another good move that Red moves Advisor to block the way of Black Chariot and at the same time, to relieve himself from checkmate position by returning with a checkmate.

Game 2 (Fig.32)

Red moves to win:

C9=5 A4+5 R7+5 A5-4
 R7-1 A4+5 R8+3 A5-4
 R7=5! A6+5 R8-1 E5-3
 R8=5! K5=6 R5+1 K6+1
 P4+1 K6+1 R5=4

This game features that each side launches an attack on one flank, which is often seen in the competitions.



Game 4 (Fig. 33)

Red moves to win:

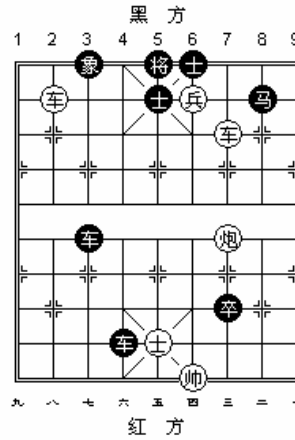
R8=5! K5=4① R3=6② R4-6
 R5+1③ K4=5 C3=5 A6+5
 P4+1

Notes:

① If Black changes to A6+5, then R3+2, A5-6; R3=4, H8-6; C3+5, Red will win.

② It is a good move, as Red Cannon can be thrown into the battle.

③ The sacrifice of the Chariot forces the opponent's King move to the central file. Red ingeniously takes a checkmate with Cannon and Pawn.

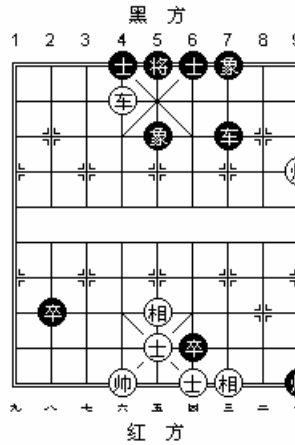


3 Iron-Bolt Checkmates

The Iron-bolt Checkmate features that with the concerted efforts of other pieces, the attacking side takes checkmate with his Chariot or Pawn on the 4th or 6th file. Such a checkmate method often refers to the concerted action of Chariot, Cannon and Pawn. Due to its swiftness and aggressiveness, it often puts the enemy in a hopeless position.

Game 1 (Fig.34)

Taking the advantage of left armpit Chariot and King, Red launches an attack with his Cannon, tactfully leading to a



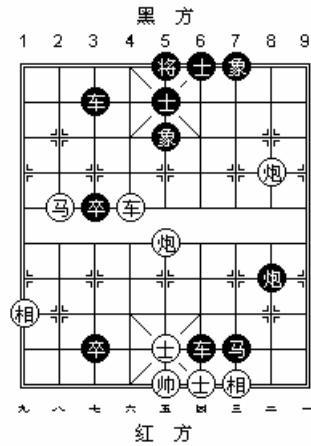
"Iron-bolt" checkmate.

Red moves to win:
R1=9! A4+5 C9=5 R7+7
R6+1

Game 2 (Fig.35)

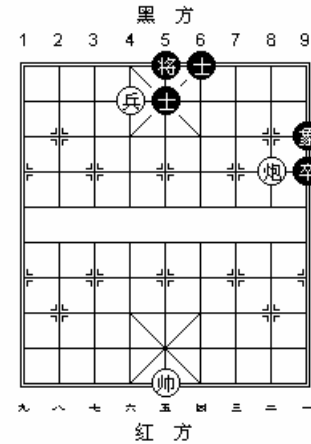
Red moves to win:
K5=6 R3-1 H8+9 C8=3
C2=7! R6-4 H9+7 R3+1
R6+4

Relying on the might of "Iron-bolt", Red concentrates his forces on Black's right flank and will win the victory at one stroke.



Game 36 (Fig.36)

This is a minor end game of Cannon and Pawn. The play looks simple, as there are not many pieces left on board. But in reality, it requires a high technical skill, so it can be considered as a typical example of "Iron-Bolt checkmate".



Red moves to win:

C2+2① P9+1 P6=7 P8+1
P7+1② P9=8 C2-2 E9-7
C2=8③ E7+5 C8=5 P8=7
K5=6 P7=6 P7=6

Notes:

① Red plays his Cannon to the Elephant Eye, enforcing an control on the opponent.

② At this position, the bottom line Pawn is better than a high Pawn, as it can enforce an containment on the opponent's King and cooperate Cannon in the attack.

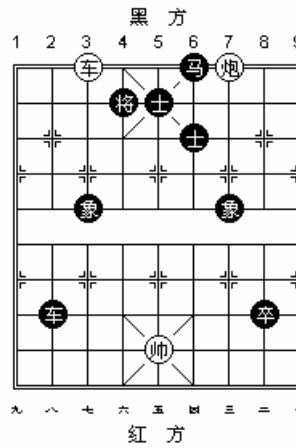
③ Red transfers his Cannon for taking a checkmate, forcing Black to move his Elephant. Red has succeeded in controlling the central file and taking "Iron-bolt checkmate" with his Pawn.

4 Fishing-the-Moon-Under-Deep-Sea Checkmate"

When there is no opportunity to take a frontal attack, the attacking side may transfer his forces to the enemy's bottom rank by exploiting the strength of his own King on the central file, and then launches an attack from the enemy's rear. Such a checkmate method is called "Fishing-the-moon-under-deep-sea checkmate", which calls for a high skill.

Game 1 (Fig.37)

This is a game composed in accordance with the features of "Fishing-for-the-moon-under-deep-sea checkmate" of Chariot and Cannon, in which Red achieves an incidental win by exploiting the poor position of Black's Chariot and Horse and self-obstruction of his Elephants and Advisors.



Red moves to win:

R7-1 K4+1

C3-1 A5-4①

R7-2② R2-4

R7+1 K4-1

R7+1 K4+1

C3=6③ R4=2④

R7-2 K4-1

R7=6

Note:

① If Black changes to R2-5, Red will play R7-2 to win straightly.

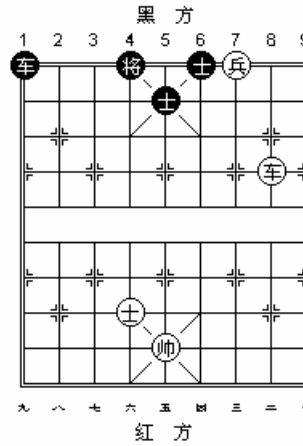
② It is a correct move. If Red errs in playing R7-3 to take the Elephant, Black will play H6+5. Red offensive is wiped out.

③ This can be considered as another kind of "Fishing-the-moon-under-deep-sea" checkmate, resulting in an incidental win.

④ If Black plays H6+4 to take Red Cannon, Red will play R7-1 to execute a smoothed checkmate.

Game 2 (Fig.38)

This is a game composed in accordance with the features of "Fishing-the-moon-under-deep-sea" checkmate of Chariot and Pawn. As Black has double Advisors, it renders difficulty for Red in winning the game. Under the cover of Chariot, Red ingeniously drives his Pawn to the "bottom of the sea", thus winning the game.



Red moves to win:

- P3=4! R1+2
- P4=5 K4+1
- R2=5① A5+4②
- R5=7 R1-1
- R7=3 A4-5 R3+2! K4+1
- P5=6! R1=3 K5+1③ R3=2
- P6=7 R2=3 R3-1 K4-1
- R3=5 A5+4④ R5+2 A4-5
- R5-1 K4+1 R5-2

Notes:

- ① It is very important for Red to occupy the central file.
- ② If Black plays A5+6, Red plays ingeniously with P5=6, then, A6-5; P6=7, A5+4; R5+3, Red will win.

③ It is a waiting move, forcing Black Chariot move away. In his next move, Red plays his Pawn sideward to win the game.

④ If Black plays R3-1 to capture Red Pawn, then R5+1, K4+1; R5-2, Red will win.

5. Double Chariots Checkmate

Chariot is the strongest piece on xiangqi board. The "double Chariots checkmate" features that the attacking side takes check with his two Chariots alternatively, until the enemy's King is mated. Such a checkmate method is very powerful and aggressive, especially when the enemy's Advisor(s) is lost.

Game 1 (Fig.39)

Red moves to win:

R8=4① K6=5

R2+2 E5-7②

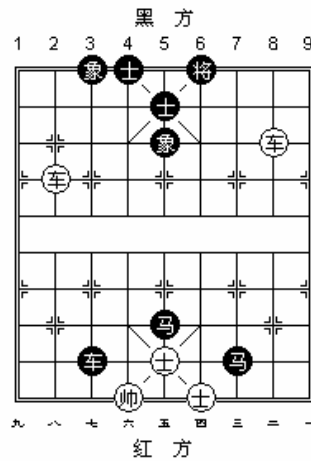
R2=3 A5-6

R3=4 K5+1

FR-1 K5-1

RR=5 E3+5

R5+1 A4+5 R5+1



Notes:

① It is a correct move. If Red errs in playing R2+2 to "check" first, Black will play K6+1, then R8=4, A5+6; R4+1, K6=5; Red will lose the game as he can not take consecutive

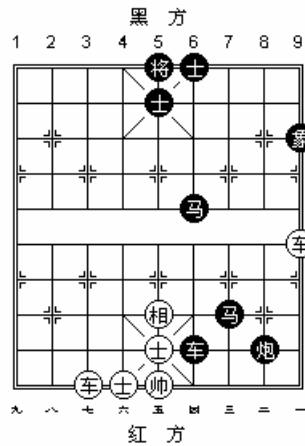
checks.

② By sacrificing his Elephant, the "checkmate" can be postponed for several moves. If Black changes to A5-6, then R2=4, K5+1; RR+2, Red will win quickly.

Game 2 (Fig.40)

Red moves to win:

- R1=5① K5=4
- R7+9 K4+1
- R5=8 C8-6
- R7-2② C8=5
- R8+4 K4-1 R7+2



Notes:

① It is a correct move that Red plays his Chariot to the central file, menacing with checkmate. If he plays his Chariot carelessly to take a "check", Red will lose the momentum in his offensive.

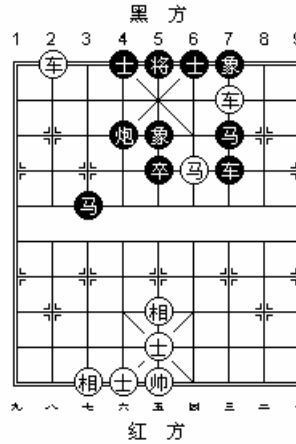
② It a good move. Otherwise, when Black King moves to the top of the "Palace", Red will lose the chance in taking checkmate. This is the basic technique of control for taking the checkmate, which merits the beginners to learn.

Game 3 (Fig.41)

Usually, the two Chariots can not make a successful attack if the opponent has a full guard. However, if other

pieces can assist in the attack by taking the enemy's Advisor(s), the double Chariots can fully display their power.

Red moves to win:
 R3=6 A6+5
 H4+5! K5=6
 H5-3 R7-1
 R6+1 K6+1
 R6-1 K6+1 R8=4

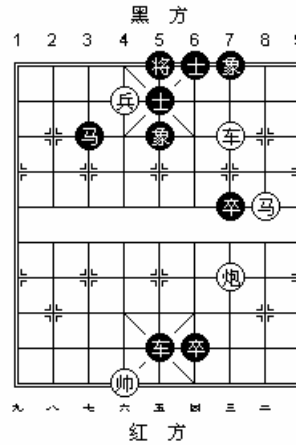


6. Elbow Horse Checkmate

The Elbow Horse Checkmate features that the attacking side places his Horse on Fig.41 the checkmate position on the second rank, thus the opponent's King can not return to its original position. Then the attacking side moves other pieces to take a checkmate.

Game 1 (Fig.42)

In this game, the Elbow Horse Checkmate is



accomplished with the concerted efforts of Chariot and Cannon.

Red moves to win:

R3=5① E7+5② H2+1 P6+1
H1+3

Notes:

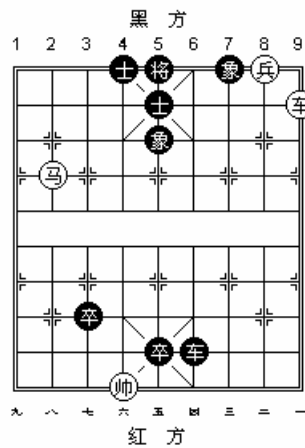
① It is ingeniously conceived that Red sacrifices his Chariot to take the enemy's Elephant.

② Black has no alternatives. If he changes to R5-6, Red can take a "Smoothed Checkmate" with C3+6 and win immediately.

Game 2 (Fig.43)

Red moves to win:

R1=4① P5+1②
K6=5 R6=4
P2=3 R4-5
H8+7 R4-2
P3=4③ A5-6
T4=6 P3+1
R6=4



Notes:

① It is an excellent move that Red sacrifices his Chariot. At this moment, Red Pawn can show its special power at the bottom rank.

② If Black changes to R6-7 to capture the Chariot, then

H8+7, K5=6; P2=3, Red takes "smothered checkmate" to win the game.

③ After capturing the enemy's Chariot with his Pawn, Red is sure to win.

Game 3 (Fig.44)

Red moves to win:

R2=5① A6+5②

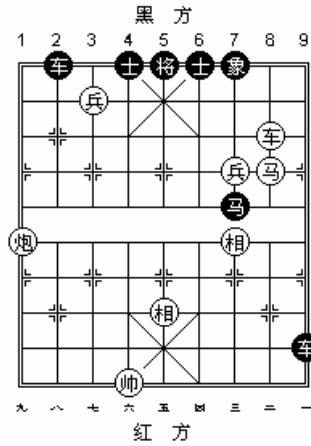
H2+3 K5=6

R5=4③ A5+6

C9=4 A6-5

P3=4 A5+6

P4+1



Note:

① It is ingeniously conceived that Red presents his Chariot to the mouth of the Black Elephant.

② If Black changes to E7, then H2+3, K5+1; C9+4, R2+1; P7=8, Red will win.

③ It is an excellent move, which will lead to a Cannon and Pawn checkmate.

7. Palcorner Horse Checkmate

The Palcorner Horse Checkmate features that the attacking side places his Horse at a corner of the enemy's Palace and then takes a checkmate with other pieces.

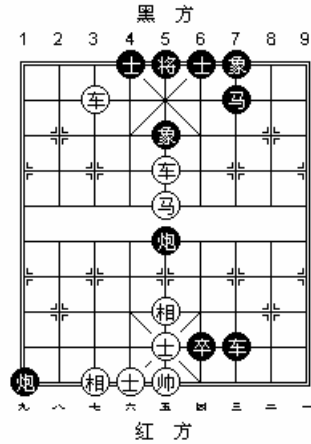
Game 1 (Fig.45)

Red moves to win:
 R5+1 A6+5①
 H5+6! K5=6
 R5=4② A5+6
 T7=4

Notes:

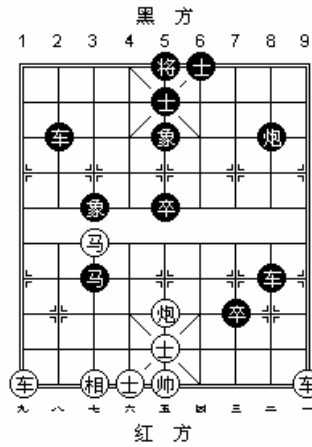
① It is a key move that Red sacrifices his Chariot to take the enemy's Elephant. If Black takes the Red Chariot with his Cannon, or Horse, or Elephant, Red can take a "Palcorner Horse Checkmate" to win with a single move. Fig.45

② Red sacrifices another Chariot, forcing Black Advisor to leave the center, so that he has chance to win the game quickly.



Game 2 (Fig.46)

Red moves to win:
 R9+9① A5-4
 H7+5 A6+5
 H5+4② K5=6
 H4+2③ K6+1
 R1=4 C8=6
 H2-3④ K6-1
 R9=6 A5-4
 R4+7



Notes:

① It is a correct move that Red plays Chariot to take a checkmate. If he plays H7+5 first, Black will play H3+5, then R9+9, E5-3.

Red cannot succeed in taking a "Palcorner Horse Checkmate".

② Assisted by Red Cannon on the central file, Red Horse can still take a checkmate at the Palcorner, despite that Black is protected by Black Advisor.

③ The order of play is correct. Red will win the game by taking successive checks. If he changes to R1+9, Black will play C8-2, Red cannot succeed in taking a checkmate.

④ Red can also win with R4+7, then A5+6. H2-3, K6-1 and R9=6.

Game 3 (Fig.47)

Red moves to win:

R2=5 A4+5①

H2+4 K5=4

C2+5 K4+1

C5=6② K4+1

C2-2

Note:

① It is an excellent move that Red sacrifices his Chariot. Now, If Black changes to R3=5, then H2+3, K5+1; C2+4, Red will win.

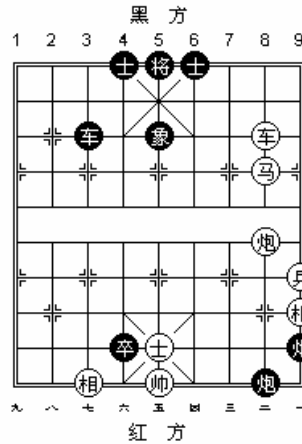


Fig.47

Or if Black changes to A6+5, then H2+4,
K5=6; C2=4, Red will win too.

② Assisted by the Palcorner Horse, Red takes a "Horse-Cannon Checkmate" after sacrificing his Chariot.

8. Angler Horse Checkmate

The Angler Horse Checkmate features that the attacking side takes a checkmate with his Horse at the point on the enemy's 3rd rank of the 3rd file (3.3) or at the point on the enemy's 3rd rank of the 7th file (7.3), or assisted by his Horse, takes a checkmate with Chariot.

Game 1 (Fig.48)

Red moves to win:

R4+1! A5-6

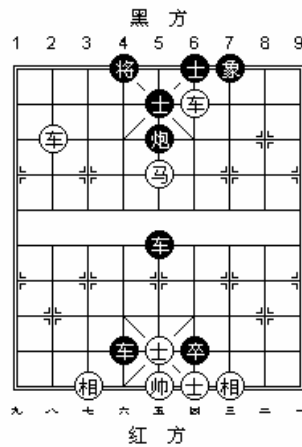
R8+2① K4+1

R8-1! K4-1②

H5+7 K4=5

R8+1 R4-8

R8=6



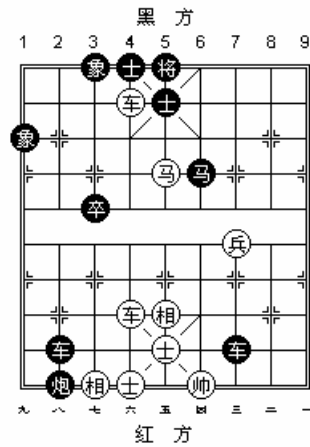
Notes:

① The order of play is correct. If Red changes to H5+7, Black plays K4+1, Red has no chance to win.

② If Black plays K4+1, Red plays H5-7 and win quickly.

Game 2 (Fig.48)

R8+3 A5-4
 R8=6① K5=4
 H8+7 K4=5②
 R4=8 R8+1
 K5+1 P3=4
 K5+1③ RH-6
 R8+5 H6-4
 H8=6



Notes:

① Red timely sacrifices his Chariot. If he changes to H8+7, then A6+5; R4=6, RH-6; H7+5, R8=4; Red will find it difficult to win.

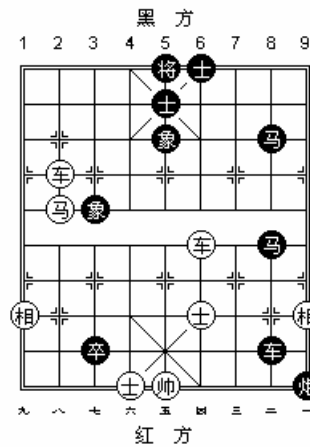
② If Black changes to K4+1, Red can win the game with R4=6.

③ If Red errs in playing K5=6 to capture Black Pawn, Black can respond with E3-1. Red will lose the game as he fails to take any checkmate.

Game 3 (Fig.50)

Red moves to win:

H5+7! H6-4①
 RR+5! A5+4
 R6-1② A4+5



R6=2 A5+4 R2=6 K5+1
 R6+2 K5+1 R6-1 R2=5
 H7-6

Notes:

① If Black changes to K5=6, then RR+4, R2=5; RR=4, K6=5; R4+3, A5-6; R6+1, Red will win by taking "Angler Horse Checkmate".

② It is a skillful play. If he changes to R6+1, then K5+1, R6-2 (The situation is unfavorable to Red, despite that he has taken the enemy's Advisor), R2=5; Black is sure to win as Red fails to take checkmate successively.

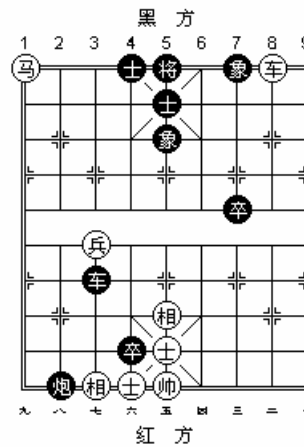
9. Tiger Silhouette Checkmate

The Tiger Silhouette Checkmate features that the attacking side stations his Horse at the point of the opponent's 4th rank of the 3rd file (3.4) or the point of the opponent's 4th rank of the 7th file (7.4) for freezing King's movement, then takes a checkmate with other pieces.

Game 1 (Fig. 51)

Red moves to win

H9-7 K5=6
 H7-5 C2-7①
 R2=3 K6+1
 H5-3 K6+1②
 R3-1 C2-1
 R3-1 K6-1



R3=2! K6-1
R2-2

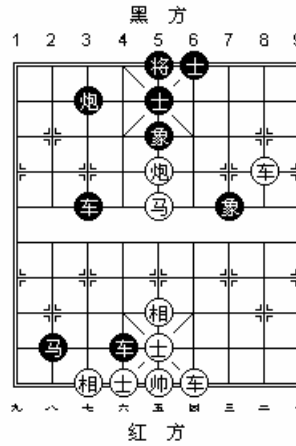
Notes:

① Black has no other alternative but to retreat his Cannon for strengthening defense. If he changes to K6=5, then R2=3, A5-6; H5+7, K5+1; R3-1, Red will win immediately.

② If he changes to C2=7, Red can respond with R3-2, Black still can not save himself from the defeat.

Game 2 (Fig.52)

The battle formation as shown in the diagram is often seen in the competitions. The attacking side can win the game neatly with Tiger Silhouette Checkmate.



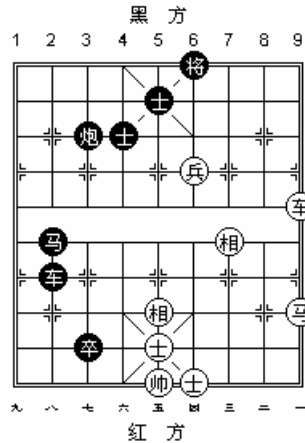
Red moves to win:

R4+9! K5=6
R2=3 E5-7
R2=3 K6+1 H5+3 K6+1
R3-2 K6-1 R3=2! K6-1
R2+2

Game 3 (Fig.53)

Red moves to win:

- R1+4 K6+1
- H1+2 C3+1
- P4+1① A5+6②
- R1=5③ A6-5
- H2+3 K6+1
- R5=1④ R2+3
- A5-6 C3=5
- A4+5 K5-1
- R1-1 P3=4
- R1=4



Notes:

① It is extremely ingenious that Red sacrifices his Pawn for launching a concerted offensive with Chariot and Cannon.

② If he changes to K6+1, then R1-2, K6-1; H2+3, K6-1; R1+2, Red will win quickly.

③ It is a powerful play that Red drives his Chariot to the central file, putting Black King under the fire of Red Horse.

④ When Black King is under the control of Red Horse, Red drives his Chariot back to take a fatal checkmate.

10. Octagonal Horse Checkmate

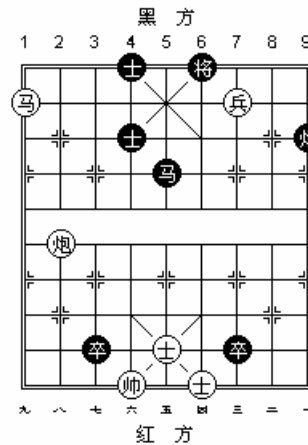
The Octagonal Horse Checkmate features that the attacking side stations his Horse at one of corner of the Palace and on the diagonal line with the opponent's King for

freezing its movement. Then, the attacking side takes a checkmate with other pieces.

Game 1 (Fig.54)

This is a simple consecutive checkmate game, displaying the unique power of the Octagonal Horse for controlling the opponent's King

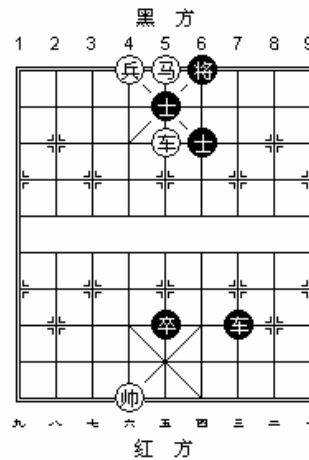
Red moves to win:
 C8+5 A4+5
 H9+7 A5-4 H7-6
 A4+5 P3+1



Game 2 (Fig.55)

Red is in an imminent danger as Black Pawn has entered into his Palace. In such a critical situation, by sacrificing his pieces, Red succeeds in turning the "dead Horse" into a "live Horse" and makes a draw with his opponent.

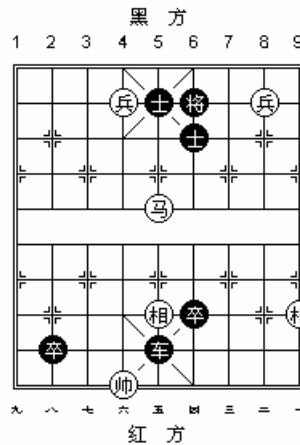
Red moves to draw:
 R5+4! A5+6
 H5-6! R7+2
 K6+1 P5=4



K6=5 P4+1 K5=6 R3=5
P6=5 R5=9

Game 3 (Fig.56)

Red moves to win:
P2=3 K6-1
P6+1① R5=7
E1+3② A5-4
H5+6③ P2=3
P3=4 or P3+1



Notes:

- ① It is the prelude to the deployment of the "Octagonal Horse". Red threatens with P3+1, then, K6+1; H5+3, for taking Tiger Silhouette Checkmate.
- ② Red plays his Elephant to block the way of Black Chariot for defense.
- ③ Red can take a fatal checkmate when Black King movement is frozen by the Octagonal Horse.

11. Chariot-Horse (BA-Huang Horse) Checkmate

The Chariot-Horse (Ba-Huang Horse) Checkmate features that by exploiting the strength of Horse, the attacking side plays his Chariot to make discover check, resulting in capture of the enemy's pieces, until the enemy's King is mated.

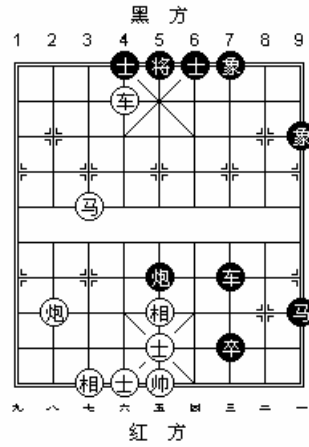
Game 1 (Fig.57)

Red moves to win:

- C8+7 A4+5
- H7+8 P7=6①
- H8+7 A5-4
- R6+1 K5+1
- R6-3 K5=6②
- R6=4

Notes:

- ① If Black changes to E7+5, then H8+7, A5-4. R6+1, K5+1. R6=5, K5=4. H7-8, K4+1. R5=6, Red will win.
- ② If Black changes to, Red will win the game with R6+1.

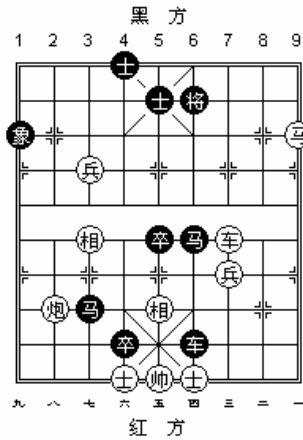


Game 2 (Fig.58)

Red moves to win:

- H1+2 K6-1
- R3+5 K6+1
- R3=6 K6+1
- R6-2! A5+4
- C8+5 A4-5
- P7+1 A5+4
- P7=6

Assisted by his Horse, Red

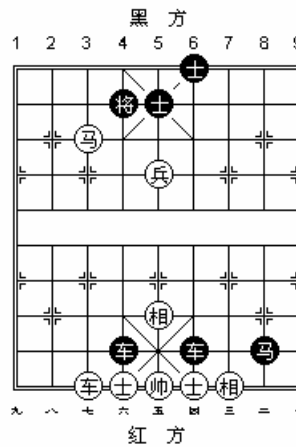


plays his Chariot to achieve an incidental win.

Game 3 (Fig.59)

Red moves to win:

- H7+8 K4-1
- R7+9 K4+1
- R7=4 K4+1
- R4-8① R4+1
- K5+1 R4-1②
- K5-1 R4=6
- E5-7③ R6=4 P5+1



Note:

- ① It is key move that Red exchanges off the Chariot, showing that Red has made an in-depth calculation.
- ② If he changes to R4=2, then E5-7, R2-9; P5+1, K4-1; P5+1, K4+1; R4+6, Red will win.
- ③ Red moves Elephant to expose his King for taking a double checkmate. Red is sure to win.

12 Chariot-Horse Zugzwang Checkmate (White Horse Showing Hoof)

Chariot-Horse Zugzwang Checkmate features that the attacking side sacrifices his Chariot to manoeuvre the enemy's force out of defense at the Palcorner, so that his Horse on the enemy's second rank can take a checkmate at the Palcorner.

Game 1 (Fig.60)

Red moves to win:

R9+9 C4-1①

R6+3② A5-4

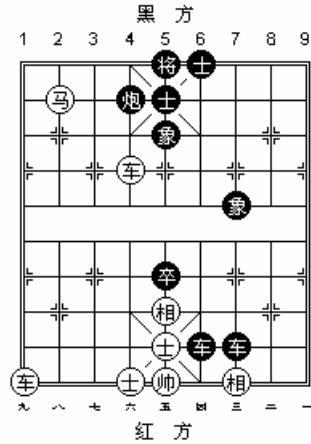
H8-6 K5+1

R9-1

Note:

① If Black changes to A5-4, then R9=6, K5+1; RR+2, Red will win.

② It is aggressive play that Red sacrifices his Chariot to take Black Cannon. It is a key move for Red to win the victory. Following that, Red will take a checkmate with Horse and win the game at one stroke. This is a common checkmate position of this checkmate method.



Game 2 (Fig.61)

H3+2! A4+5①

R7=6② R7=6

A5+4! C8=6

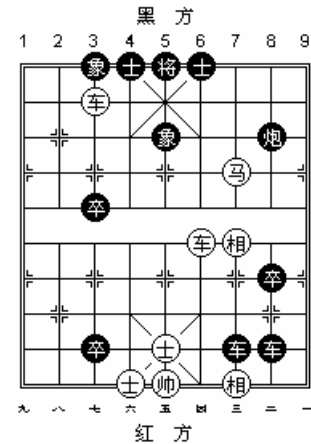
R4+3! R8+1

R4+2③ A5-6

H2-4

Notes:

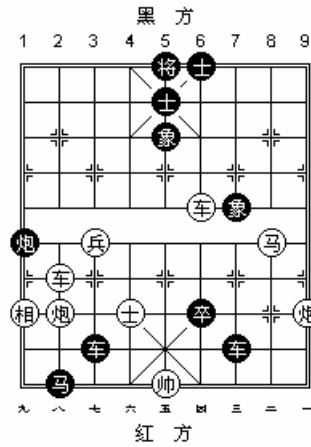
① If Black changes to



A6=5, Red plays R4+5 and then retreats his Horse to take a checkmate at Palcorner, Red will win quickly.

② Red play is well-knit and powerful that his Chariot takes strategic position at the armpit file, threatening Black with checkmate.

③ Black King is in a hopeless position as his double Chariots can not retreat to defend, while Red Horse succeeds in taking a checkmate.



Game 3 (Fig.62)

Red moves to win:

R8=6 A5-4

H2+3! A6+5① H3+2!

C1-3

C8+5! C1-1② R8=1③ R7=8

R4+4 A5-6 H2-4

Notes:

① Black has no alternative but to play the Advisor, as Red can have an incidental win with R4+4.

② If Black changes to E5-7, Red will win the game with R4+4.

③ Now, Black's defense line is totally collapsed. Red will have an absolute win by taking a checkmate with his Horse.

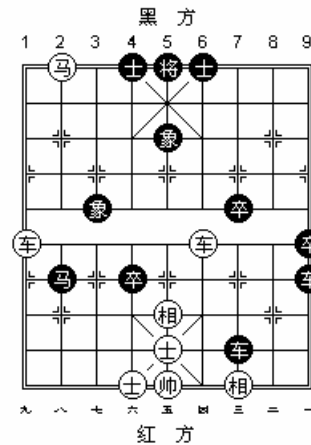
Game 4 (Fig.63)

Red moves to win:

- K5=4 A6+5
- H8-6① E5-7②
- R9+4③ R7-2
- R4+5④ A5-3
- H6-4

Note:

- ① It is an excellent move that Red King assists in the attack, threatening with R4+5 for taking a witty checkmate.
- ② If he changes to R7-2, then R4+5, A5-6; H6-4, K5+1; R9+4, Red will win.
- ③ It is an ingenious play. If he changes to R4+5, then A5-6; H6-4, K5+1; R9+4, K5+1. Black is sure to win as Red cannot check continuously.
- ④ It is rare to see such a position that Chariot and Horse are on either side of the wing. The ingenious combination between Chariot and Horse is fully demonstrated in this game.



13 Double Horses Checkmate

Double Horses Checkmate features that the attacking side uses one Horse to control the exit of the opponent's King, use another Horse to take the checkmate. Relying on each other's strength, both Horses play alternatively to win the game.

Game 1 (Fig.64)

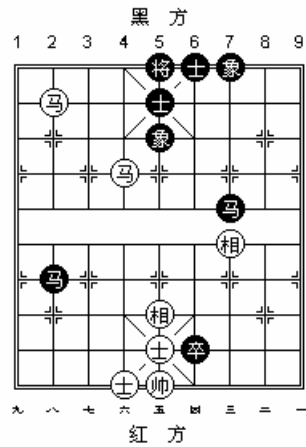
Red moves to win:

H6+7 K5=4

H7-5 K4=5

H5+3

By taking the discovered checkmate, Red Horses succeed in catching the enemy's King just in three moves. This game shows us the basic formation of "Double Horses Checkmate".



Game 2 (Fig.65)

Red moves to win:

H3+2 K6=5①

H4+3 K5=6

H3-5 K6=5②

H5+3 K5=6

H3-4③ K6=5

H4+6

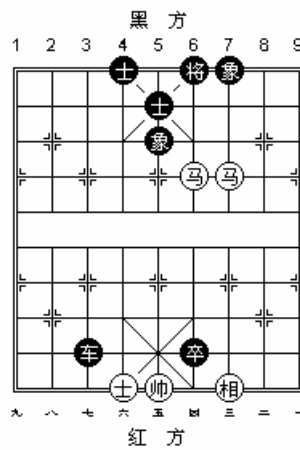
Notes:

① If Black plays K6+1,

Red can take a checkmate with H4+2.

② If Black plays K6+1, Red can take a checkmate with

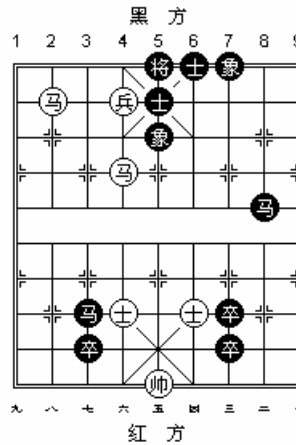
H5-3.



③ It is a correct move that Red changes the direction in taking a checkmate, as Black King is protected by the 3rd-file Chariot. It differs with the previous game that in this game, Red Horse takes a checkmate at the Palcorner with the aid of the strength of his King.

Game 3 (Fig.66)

- H8-6① H8-6
- P6+1② K5=4
- FH+8 K4=5
- H6+7 K5=4
- H7-5 K4=5
- H5+7 K3=4
- H7-6! K4=5
- H6+4



Notes:

① It is thrilling and interesting that Red presents his Horse to the mouth of the enemy. It involves the typical formation of "Double Horses Checkmate", which merits us to learn. Fig.66

② It is an excellent move that Red sacrifices his Pawn for clearing the way for two Horses to take checkmate.

Game 4 (Fig.67)

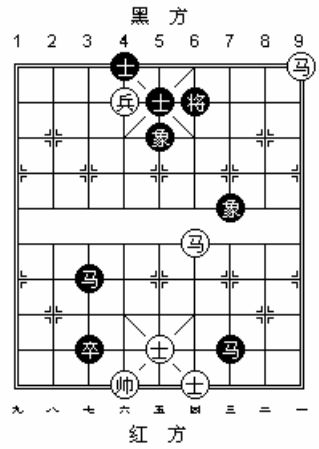
- Red moves to win:
H4+3 K6-1①

H3+2 K6=5
H1-2 K5=6
H3-4 K6=5
P6=5② A4+5
H4+3 K5=6
H3-5 K6=5
H5+7

Notes:

① If Black plays K6+1, then H3+2, K6-1; H1-2, Red will win.

② It is a good move that Red sacrifices his Fig.67 Pawn to create a condition for his Horse to take a checkmate.



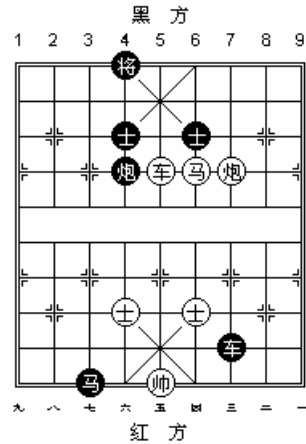
14. Horse – Cannon Checkmate

The Horse-Cannon Checkmate features that when Horse is on the same rank or file of the opponent's King, and the King can not move to the right or left, the attack side places his Cannon behind Horse and take a checkmate.

Game 1 (Fig.68)

Red moves to win:

R5+3 K4+1
R5=6! K4-1



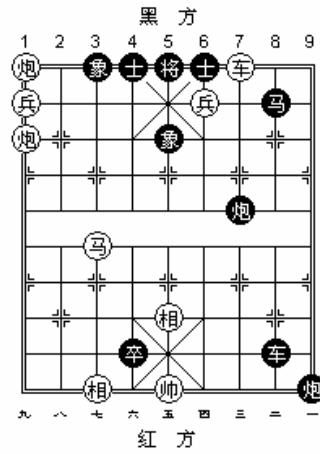
C3=6 A4-5
H4+6

Exploiting the strength of King, Red ingeniously takes Horse-Cannon Checkmate after sacrifice of his Chariot.

Game 2 (Fig.69)

Red moves to win:

P4=6! K5+1
H7+6 K5=4
R3-1 K4+1
H6+8 E3+1
C9=2

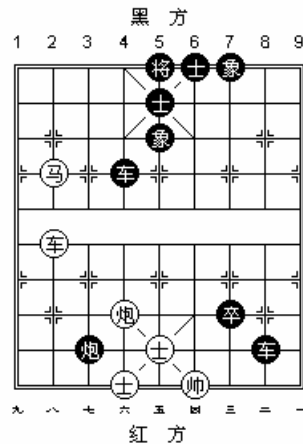


Red sacrifices his Pawn to force Black King out, so that his Horse can join into the battle. Finally, Red will win the game with Horse-Cannon checkmate.

Game 3 (Fig.70)

Red moves to win:

H8+7 R4-2
R8+5 A5-4
R8=6! K5+1
R6-1 K5-1
R6=4 K5=4
R4+1 K4+1
H7-6



This mid-game checkmate position is often seen in competitions. Exploiting the strength of Horse and Cannon, Red Chariot succeeds in taking a Horse-Cannon checkmate.

15. Exposed Cannon Checkmate

Fig.70

The Exposed Cannon Checkmate features that when his Cannon is on the same file of the opponent's King (so whose Advisors and Elephants can not normally protect it), by exploiting the power of Cannon, the attacking side takes a checkmate with other pieces.

Game 1 (Fig.71)

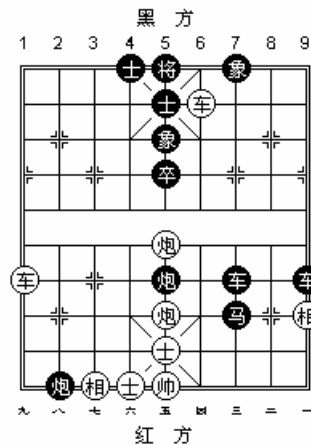
Red moves to win:

FC+3! K5-4

K5+5 A5+6

R9+5! R9+1

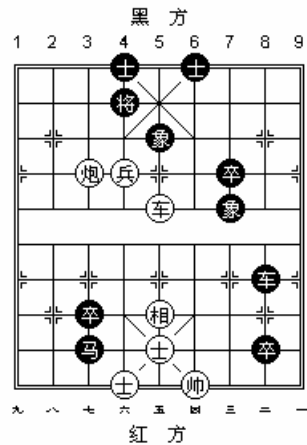
R9=5



When the link of two black Elephants is cut off by red Chariot, Red has the chance to have an exposed Cannon. Such a checkmate method is often seen in the actual competitions.

Game 2 (Fig.72)

Red moves to win:
 P6+1① K4=5
 C7=5 K5+3
 R5=4 R8-6②
 R4+3 K5-1
 P6+1③ P8=7
 P6=5



Note:
 ① It is a good move that Red pushes his Pawn forward to pave the way for his Cannon.
 ② If Black changes to R8-5, then R4+2! K5-1; P6=5, A4+5; R4+2 to take a checkmate. Red will win.
 ③ Red Chariot and Pawn is going to take "two-devils-knocking-at-door" checkmate, while his Cannon controls the central file. Red is sure to win.

16. Heavenly and Earthly Cannons Checkmate

The Heavenly and Earthly Cannon Checkmate features that the attacking side stations one Cannon on central file and another on the bottom rank, enforcing a containment on the opponent's pieces, and then takes a checkmate with other pieces.

Game 1 (Fig. 73)

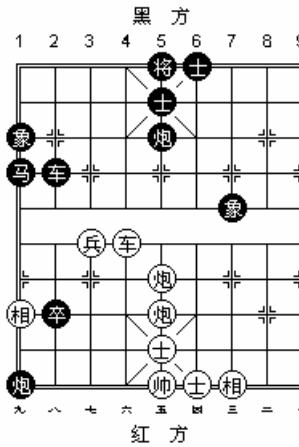
Red moves to win:
 K5=6① R2-3

FC=2 E7-9
 C2+6 E9-7
 C6=4② R2=4
 K6=5 R4+4
 R4+5

Note:

① The order of play is correct. If Red changes to FC=2, then R2=8; K5=6, H1-3; Red will lose the momentum in his offensive.

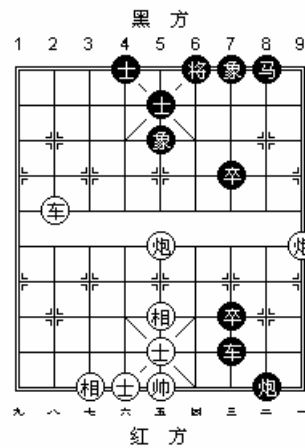
② With one Cannon on the central file, one Cannon on the bottom rank, Red takes a checkmate when Black King's exit is under control of Red King.



Game 2 (Fig.74)

Red moves to win:

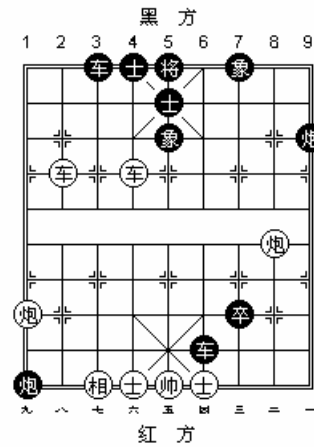
R8=4 K6=5
 K5=4 R7+1
 K4+1 H8+7
 C1+5 C8-9
 C1=3 H7+5 R4+4



Relying on the strength of his King, Red takes a clean and neat checkmate, when Black's central file and bottom rank is weakly defended.

Game 3 (Fig.75)

This checkmate position is selected from the competition. Exploiting the strength of Heavenly and Earthly Cannons, Red sacrifices his Chariot by taking a throat-cutting checkmate, and will win the game when Black's two Chariots are taken.



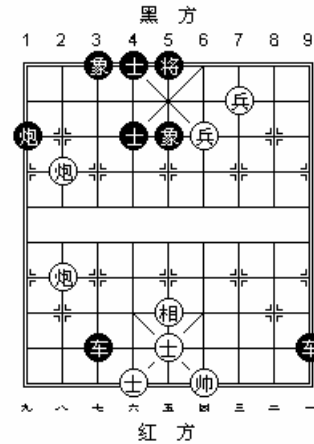
Red moves to win:

- C2+5 A5-6
- C9=5 A4+5
- R8+2! R6-7 R8=5! R6=5
- R6=4 K5=4 R4+3 K4+1
- R4=7 K9+7 A4+5 E7+9
- R7-1 K4-1 C5=6

Game 4 (Fig.76)

Red moves to win:

- FC=5 A4-5
- P4+1! C1+7
- E5-7 R9-8
- C8+6① R3-7
- P4=5! R3=5
- P3=4② R9+9
- K4+1 C1-1
- A5+6 R9-1
- K4+1③ C1=6
- P4=5



Notes:

① The game now leads to the formation of Heavenly and Earthly Cannon. Red is also threatening with a checkmate of P4=5.

② When the enemy's Palace is under the control of Red two Cannons, Red two Pawns dare to sacrifice for taking "throat-cutting checkmate.

③ It is a correct move. If Red plays K4-1, Black can foil the checkmate with C1=6 and win the game.

17 Chariot and Cannon Checkmate

The Chariot and Cannon Checkmate features that by concentrating his two Cannons on one wing, the attacking side takes checkmate alternatively with Chariot and two Cannons on the enemy's bottom three ranks, until winning the game.

Game 1 (Fig.77)

Red moves his two Cannons and Chariot to take checkmate alternatively and will win the game at one stroke.

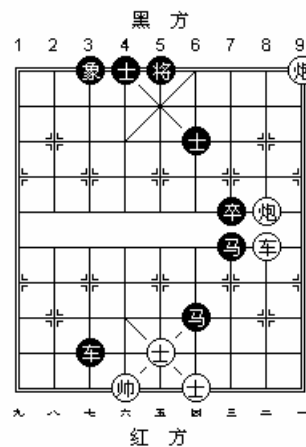
Red moves to win:

C2+4 K5+1

R2+4 K5+1

C1-2 A6-5

R2-1 A5+6

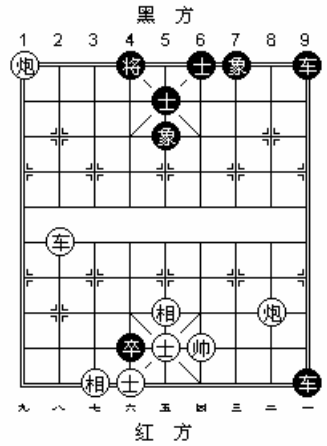


R2-1 K5-1 R2+2 K5-1
C1+2

Game 2 (Fig.78)

By taking a concerted action with his two Cannons on two routes, Red succeeds in winning the victory with a Chariot and Cannon Checkmate.

Red moves to win:
R8+5 K4+1
C2+6 A5+6
R8-1 K4+1
C2=7 E5-3
C7-1 RR+8
K4+1 FR=8
C9-2

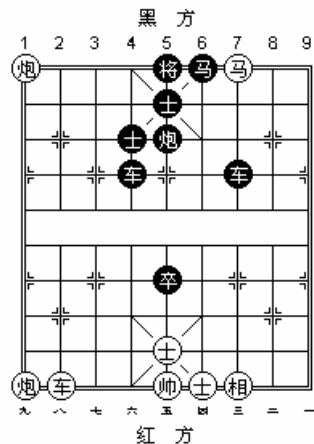


Game 3 (Fig.79)

Red moves to win:
R8+9 A5-4
R8-3! A4+5①
FC=8② A5+6③
C9+9 K5+1
R8+2

Notes:

①If Black plays K5+1, Red



will win the game immediately with R8=3.

② Under the cover of Chariot, Red moves the front Cannon to take a Double Cannon Checkmate.

③ If Black plays K5=4, Red can win by the same method.

18. Double Cannon Checkmate

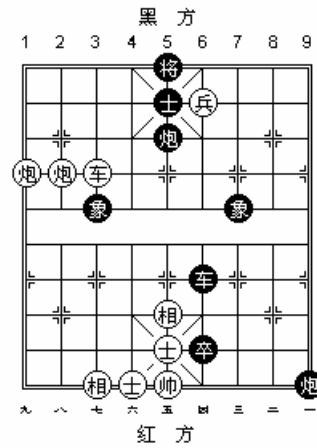
The Double Cannon Checkmate features that the attacking side places his two Cannons on the same file or rank, with the front Cannon acting as "support", the one behind to take a check; or the Cannon in the front takes a check, the one behind enforcing a control, so as to take a checkmate at one stroke.

Game 1 (Fig.80)

Red moves to win:

R7+3 A5-4
 P4=5! K5+1
 R7-1 K5-1
 C9+3 A4+5
 C8+3

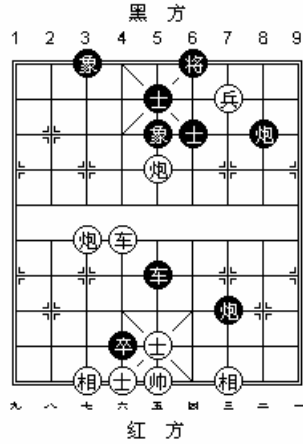
By sacrificing his pawn and taking a check with Chariot, Red succeeds in enforcing a control on the opponent's bottom two ranks and taking Double Cannon Checkmate.



Game 2 (Fig.81)

Red moves to win:
 R6+5! A5-4 P3=4!
 K6+1
 C7=4 A6-5 C5=4

Red sacrifices Chariot and Pawn, showing his courage and insight. In the end, Red succeeds in taking Double Cannon Checkmate.

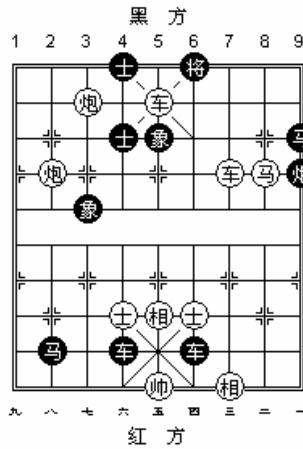


Game 3 (Fig.82)

Red moves to win:
 R5+1! K6=5①
 R3+3! E5-7②
 H2+4! K5+1③
 H4+6 K5+1④
 C8+1 A4-5
 C7-1

Notes:
 ① If Black plays K6+1, then R3=4, C9=6; Red can take a checkmate with C8+2 to win.

② If Black plays K5+1, Red can take Double Cannon checkmate with C8+2.



③ If Black plays K5=6, Red can take Horse-Cannon checkmate with C8=4.

④ If Black plays K5=4, Red can take Smothered Checkmate with C8+2.

19. Cannon Smothered Checkmate

The Cannon Smothered Checkmate features that the attacking side takes a checkmate with his Cannon when the opponent's King movement is frozen due to self-obstruction by his Advisors.

Game 1 (Fig.83)

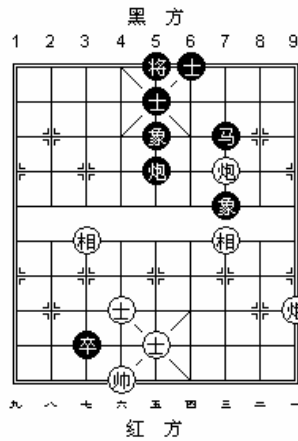
Red moves to win:

C1-7 H7-8

H3+3 E5-7

C1=3

Taking advantage of playing first, Red takes a check with his edge Cannon, forcing Black Horse to retreat, and then win the game by playing his two Cannons. Black can also win the game if he moves first: ... P3=4! K6+1, C5=4; Black wins.



Game 2 (Fig.84)

Red moves to win:

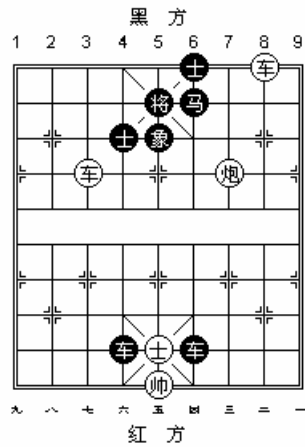
R7+2 K5-1 C3+3 A6+5

C3-1① A5-6
 R7=5② A4-5
 C3+1

Notes:

① It is an excellent play that exploiting the strength of Chariot, Red moves Cannon to take a discovered checkmate.

② Red ingeniously sacrifices Chariot for taking a Cannon Smothered Checkmate.



Game 3 (Fig.85)

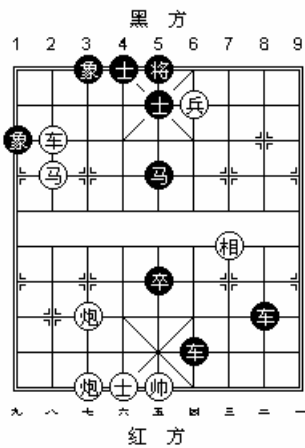
Red moves to win:

R8=2① R8-5②
 H8+7 H5-4
 FC+7 E1-3
 C7+9

Notes:

① Red ingeniously sacrifices his Chariot to foil the enemy's check by returning with a checkmate.

② If Black changes to H5-6 or R6-7 to take Pawn, Red can also win the game with a Cannon Smothered Checkmate.



Game 4 (Fig.86)

Red moves to win:

R8+2 A5-4

P4=5① A6+5②

R8-9③ H1-2

C7+7 R3-9

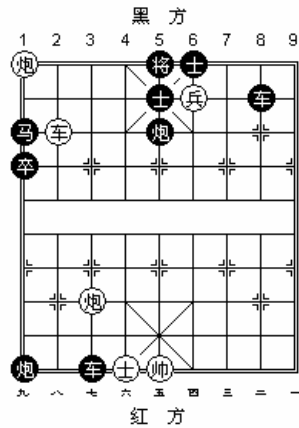
C9=7

Notes:

① It is a good move that Red sacrifices his Pawn, placing Black King in the confinement.

② If Black changes to K5+1, Red wins the game immediately with R8-1.

③ It is an ingenious move. It frustrates Black's chance of taking a discover attack and returning with a checkmate. Red succeeds in taking the Cannon smothered checkmate.



20. Chariot-Cannon Discover Checkmate

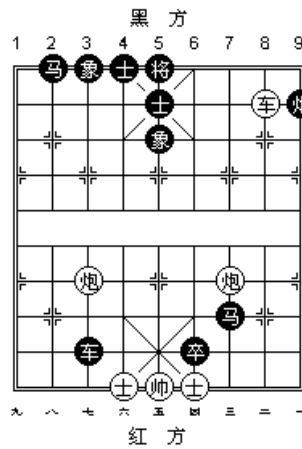
The Chariot-Cannon Discover Checkmate features that the attacking side, exploiting the strength of his Chariot, drives his Cannon to the enemy's bottom rank, to wipe out the enemy's pieces (Advisors, Elephants or other pieces) one by one, until the enemy's King is mated.

Game 1 (Fig. 87)

Red moves to win:

R2+1 A5-6
 C3+6 A6+5
 C3=6 A5-6
 C6=8 E3+1
 C7+6 K5+1
 R2-1

Employing the strength of Chariot, Red plays his Cannon to wipe out the enemy's Advisor and Horse one by one until winning the game.



Game 2 (Fig.88)

Red moves to win:

RC=5 R6=5 ① C7+3

A4+5

C7=3 A5-4

C3=6 A6-5

C6-8 A5-4

A5+6 RC-2

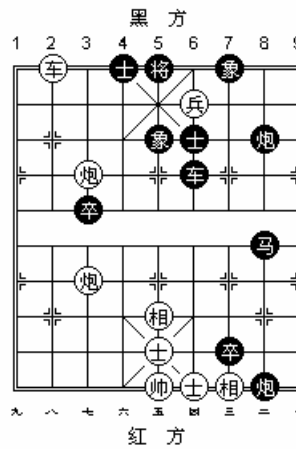
C6+8② RC=4

R8-1 C4=3

R8=6

Notes:

① If Black plays A4-5, Red can take a checkmate with C7+3.

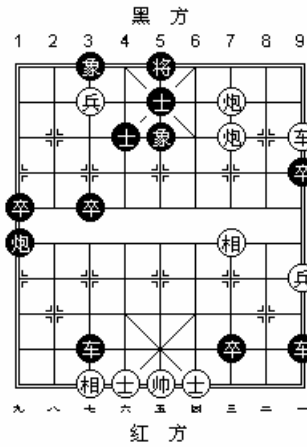


② Red Cannon bombards on all sides, fully displaying the power of Chariot-Cannon discover checkmate.

Game 3 (Fig. 89)

Red moves to win

- R1+2 A5-6
- FC+1 A6+5
- FC=7! A5-6
- C3+2 A6+5
- C3-4 A5-6
- C3=9! R3=2
- C9+4 R2-8
- C7=4! R2=1
- C4=9



Exploiting the strength of Chariot, Red moves double Cannons alternatively to destroy the enemy's defense line. Finally, Red gathers his two Cannons on Black's right flank and takes a checkmate.

21. Smothered Checkmate

The smothered Checkmate features that the attacking side exploits the method of sacrificed assault or "check", forcing self-obstruction of enemy's King by its own strong pieces, and then takes a checkmate at one stroke.

Game 1 (Fig.90)

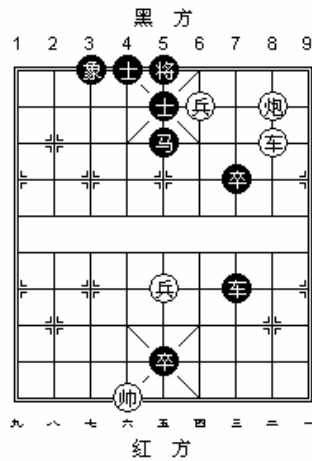
Red moves to win:

C2=3① R7=6
 R2+2 A5-6
 R2=4② H5-6
 C3+1

Notes:

① It is a good move that Red bombards Black Chariot with Cannon, as it can pave the way for his own Chariot. Red can take a concerted assault with his Cannon and Chariot.

②It is an ingenious play that Red sacrifices his Chariot for achieving a smothered checkmate.



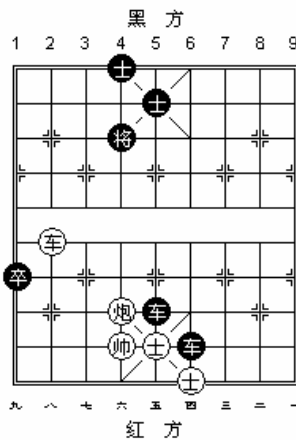
Game 2 (Fig.91)

Red moves to win:

R8+3① K4-1
 C6+5② R6-2
 R8+1 Red

Notes:

① At the situation as shown in the diagram, Black can take a checkmate with R5=4. If Red plays R8=6 in his first move, Black would play K4=5. Black is sure to win. Fig.91



② It is ingeniously conceived that Red presents his Cannon to the mouth of Black King.

Game 3 (Fig.92)

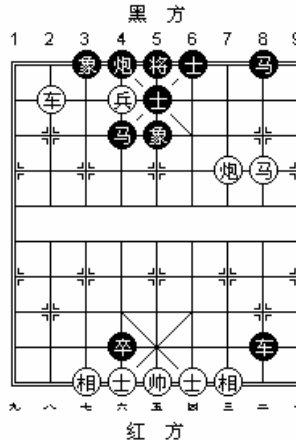
Red moves to win:

- C3+3① E5-7
- H2+4 H4-6
- P6=5 A6+5
- H8=5② K5=6
- R5+1

Notes:

① It is a good move that Red sacrifices Cannon to pave the way for his Horse, which benefits for taking an all-round operation. It is a key in this game for Red to win the victory.

② With Red Chariot stationed at the center of Palcorner, Red succeeds in taking checkmate by exploiting the strength of his own King.



22 "Double Devils Knocking at Door" Checkmate

The "Double Devils Knocking at Door" Checkmate features that the attacking side drives two Pawns into the enemy's Palace for locking up King's armpit, and then takes a checkmate with other pieces.

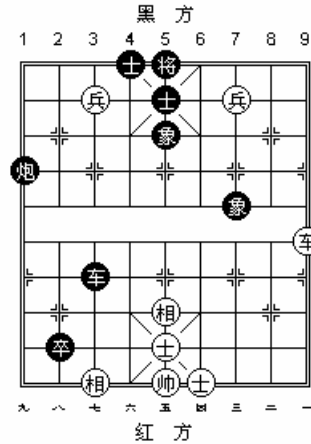
Game 1 (Fig. 93)

Red moves to win:

- R1+5 A5-6
- P3=4 A4+5①
- P7=6② C1=5
- P6=5 C5-2
- R1=4

Notes:

- ① If Black plays C1=6, Red still can win with P7=6.
- ② Black will lose definitely as Red two Pawns have entered into the Palace, who are now as powerful as Chariots.



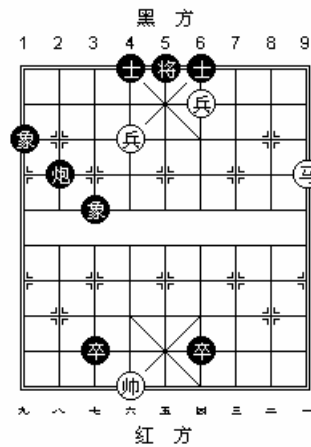
Game 2 (Fig.94)

Red moves to win:

- P6+1 A4+5
- H1+2 C2-3①
- H2-4② C2=4
- K6=5③ P3=4
- P4=5! K5=6
- H4+2

Notes:

- ① If Black plays P6=5, then P4+1, A5-6; H2-4, Red wins.



② It is a good move. If Red changes to P4+1 to take Advisor, Black would play A5+4, Red has no chance to take a checkmate.

③ If Red plays P6+1, Black will play A5-4. Black wins the game as Red fails in taking a checkmate.

Game 3 (Fig. 95)

Red moves to win:

C2+4 A6+5

K5=4① A5+6

P7=6 P4=5

P6=5② A6-5

P4+1

Notes:

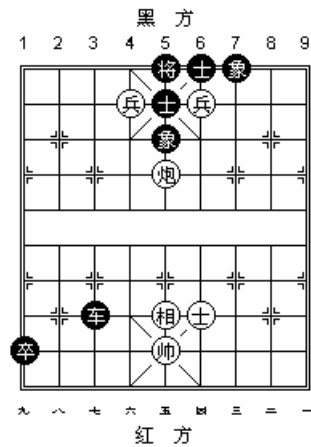
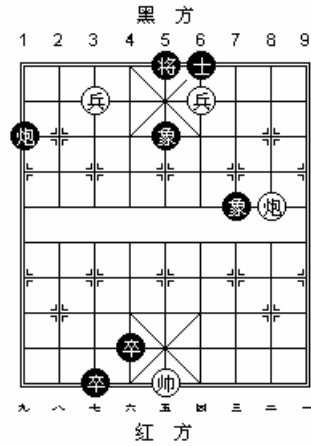
① It is a good move that Red foils a checkmate by returning with a checkmate.

② It is ingeniously conceived that Red stations his Pawn at the center of Palace and takes an incidental checkmate.

Game 4 (Fig.96)

Red moves to win:

K5=6① R3-7



E5+7② P1=2 C5-6③ P2=3
 K6+1 R3=2 P6=5 A6+5
 P4=5 K5=6 C5=4

Note:

① It is a correct move that Red exposes his King for taking a checkmate, forcing Black Chariot stay on the bottom rank.

② It seems that the play of Elephant can not assist in the attack. However, it is a good move with a strategic scheme.

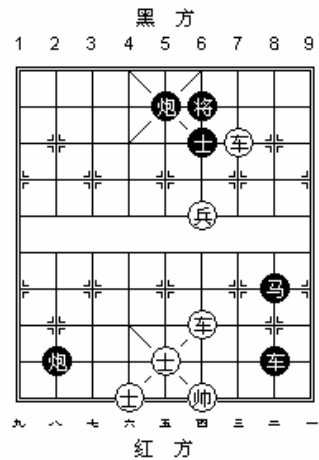
③ "Cannon should be at home in the end game". Red two Pawns will succeed in taking a checkmate with the aid of Cannon.

23 Repatriation of Buddha Checkmate

The Repatriation of Buddha Checkmate features that the attacking side pushes his Pawn forward, step by step, forcing the opponent's King return to its original place until it is mated.

Game 1 (Fig.97)

R3=4! K6+1
 P4+1 K6-1①
 P4+1 K6-1



P4+1 K6=5 P4+1 K5=4
P4=5② K4+1 R4=6

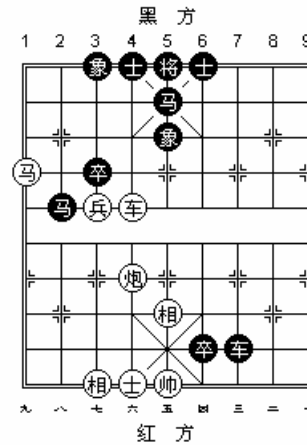
Notes:

① If Black changes to K6=5, then P4+1, K5=4; R4=6, Red will win immediately.

② Red Pawn has made 5 moves, forcing Black King retreat step by step. Red takes an incidental checkmate to win the victory.

Game 2 (Fig.98)

R6+4! K5=4
H9+8 K4+1①
H8-6② K4+1
P7=6 H2+4
P6+1 K4-1
P6+1 K4-1
P6+1 K4=5
P6+1



Notes:

① If Black plays K4=5, Red will win the game immediately with H8-6.

② By sacrificing his Chariot and Horse, Red forces Black King move to the top of Palace, putting him under the fire of Red Cannon and Pawn.

Game 4 (Fig.99)

Red moves to win:

R8=6 C8=4

R6+1! K4+1

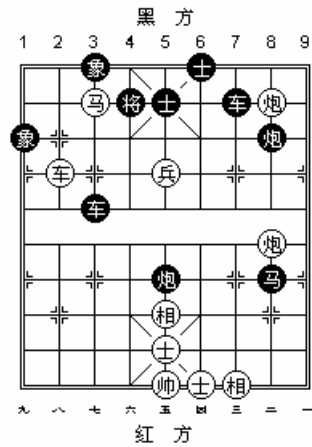
P5=6 K4-1

RC=6 R3=4

P6=1 K4-1

P6+1 K4=5

P6+1

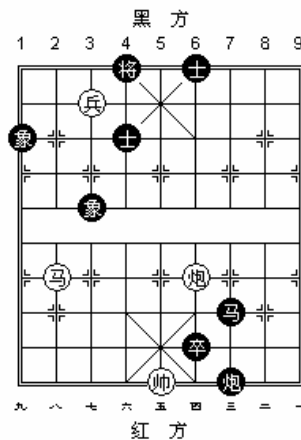


After sacrificing Chariot, Red pushes his Pawn forward under the cover of his Cannon. In the end, Red succeeds in taking a simultaneous smothered checkmate with Horse and Pawn – a rare and interesting position.

24. Simultaneous Double Checkmate

The Simultaneous Double Checkmate features that the attacking side only makes one move, which will result in a checkmate of the opponent's King by two pieces simultaneously (If mated by three pieces, it is called Simultaneous Triple Checkmate).

Game 1 (Fig.100)



With his King on the central file, Red can take a Simultaneous Double Checkmate by sacrificing his Pawn.

Red moves to win:
 P7=6! K4+1
 C4=6 A4-5
 H8+6 A5+4 H6+7

If Black changes to P6+1, Red can also succeed in taking Simultaneous Double Checkmate.

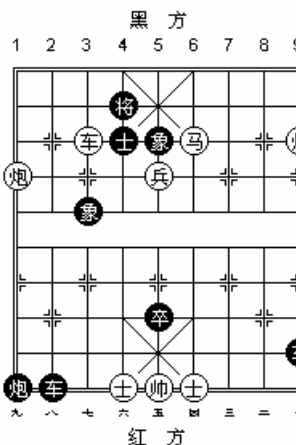
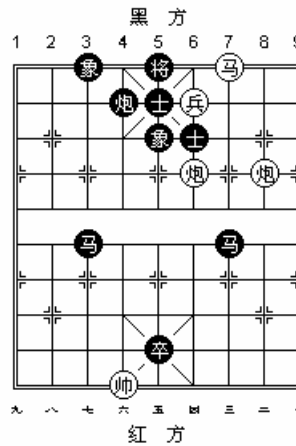
Game 2 (Fig.101)

This game shows a simultaneous triple checkmate position by Cannon, Horse and Pawn, which is rarely seen in the competitions.

Red moves to win:
 C2+3 A5-6 H3-4
 A6+5
 P4+1

Game 3 (Fig.102)1

Same as the above, this game also shows a simultaneous triple checkmate position of Cannon, Horse and Pawn.



Red moves to win:
 C9=6 A4-5 R7=6! K4+1
 P5+1 K4-1 P5=6

25. Flanking Trio Checkmate

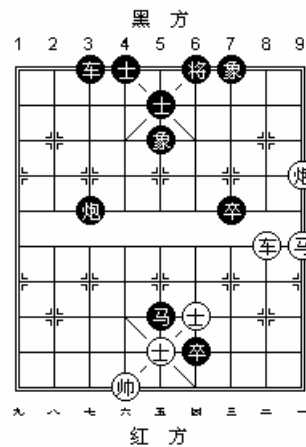
The Flanking Trio Checkmate features that the attacking side gathers three different pieces (such as Chariot, Horse and Cannon, or Chariot, Horse and Pawn, or Chariot, Cannon and Pawn, or Horse, Cannon and Pawn, etc.) on one flank and takes a concerted attack until the enemy is mated.

Game 1 (Fig.103)

Chariot, Horse and Cannon are three strong pieces. They can easily take a checkmate when they are concentrated on one wing.

Red moves to win:
 R2+4① K6=5
 H1+2② C3-3③
 H2+4④ A5+6
 C1+3

Notes:
 ① It is excellent move that Red plays Elephant to block Black



Elephant's movement. If he changes to C1+3, then Black E7+9, Black is sure to win as Red can not succeed in taking a checkmate.

② It is a pressing move that Red Horse is threatening Black with a checkmate.

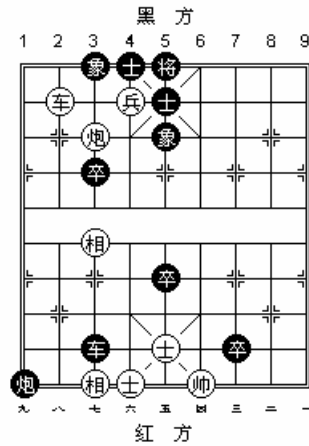
③ If Black changes to C3=6, Red can also take a checkmate in the same way.

④ It is a correct move. If Red changes to C1+3, then A5-6; H2+4, C3=6; Black is sure to win when he makes a counterattack.

Game 2 (Fig.104)

Red moves to win:

- R8=7 E3+1
- R7=8! A5+6①
- C7+2 A4+5
- R8+1② K5=6
- C7-1 K6+1
- R8=5③ R3=5
- P6=5



Notes:

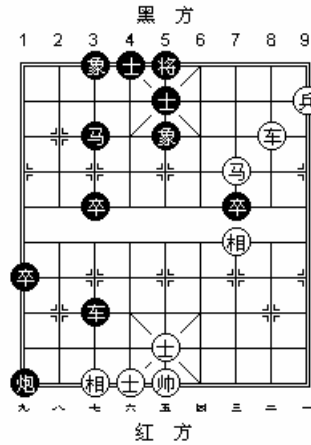
- ① If Black changes to A5+4, the situation will be more difficult for him.
- ② If is a correct move. If Red changes to C7=9, then K5=6; P6=5 (If C9-9, then R3-3, It will be difficult for Red to win the game), C1-9; R8+1, E1-3; Black is in a superior position as he has the material advantage.
- ③ Red succeeds in taking a checkmate with the

concerted action of his three pieces.

Game 3 (Fig.105)

Red moves to win:

- H3+4① K5=6
- K4=4② A5+6
- H4-6③ A4+5
- R2+2 K6+1
- P1=2④ A5-6⑤
- R2=3⑥ K6=5
- R3-1



Notes:

- ① It is a good move that Red plays his Horse, as it can launch an offensive with Palcorner Horse checkmate.
- ② It is a well-knit play that Red moves his King out to protect his Horse, threatening Black with a checkmate.
- ③ Red maneuvers his forces to Black's two flanks. It is well conceived that Red moves his Horse to pin down Black King.
- ④ After sacrificing Horse, Red plays Pawn sideward, threatening Black with a checkmate.
- ⑤ If Black changes to A5+4 to take Red Horse, Red can take a fatal checkmate with R2=5.
- ⑥ It is an incidental move. If Red plays carelessly with P2=3, Black will play K6=5. The situation will be changed immediately when Black is out of danger.

26 Stalemate Checkmate

The Stalemate Checkmate features that the attacking side use the techniques of obstruction, control or waiting move to seal off all opponent's pieces, forcing his opponent to resign, as he has nothing to move.

Game 1 (Fig. 106)

Red moves to win:

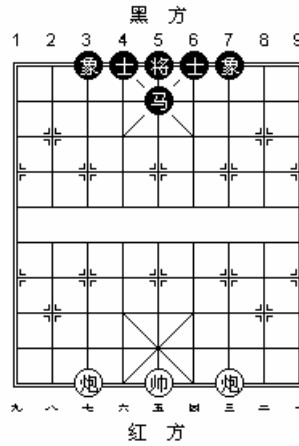
C3+6! E7+9

C7=8 E9-7

C8+9! E7+9

C3=2! E9-7

C2+3



Red first move of playing Cannon is important for winning the victory as it can put Black Horse under control. By taking the last move, Red succeeds in containing the enemy's bottom rank with his two Cannons. With his King controls the central file, it constitutes a symmetry of the battle formation.

Game 2 (Fig.107)

Red moves to win:

P8=7 K4-1 P7+1① K4+1

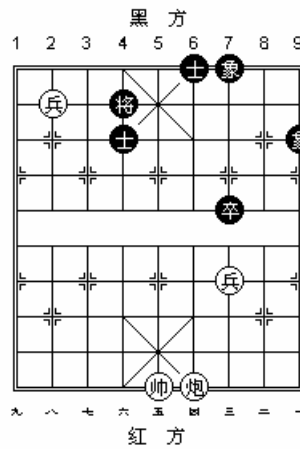
C4+8② P7+1 P3+1 E9+7

P3+1 E7+9 P3=2 E9-7

P2+1 E7+9
 K5+1! E9-7
 P2+1 E7+9
 P2=1

Notes:

- ① It is a good move, as now a High Pawn is better than a Low Pawn.
- ② It is a key move for winning the game that Red plays Cannon to control the movement of Black Elephants and Advisors.

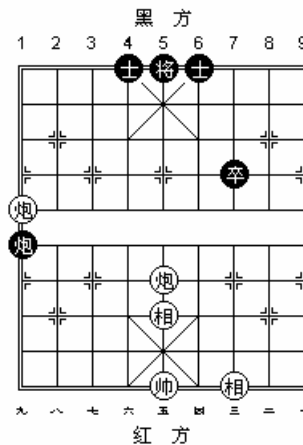


Game 3 (Fig. 108)

Without Advisors, Red two Cannons can not defeat Black's single Cannon (who can make a draw when the Cannon is stationed at the bottom rank and behind his King on the armpit file). However, Red can achieve an incidental win with the technique of stalemate checkmate.

Red moves to will win:

C9=5 C1=5
 FC+3① P7+1
 E3+1 C5-1
 RC+1 C5-1



RC+1 C5-1 RC+1 A6+5
K5=4② P7+1 E1+3

Notes:

① It is tricky play that Red presents Cannon to the tiger's mouth for bottling up Black's King.

② The fundamental aim of Red of sacrificing Cannon is to control the exit of Black King with his own King. Now, Red is sure to win.

Chapter 3 Horse Related Checkmate

The Horse related checkmates could be divided into three kinds: Horse-Pawn checkmate, Double Horses checkmate and Double Horses and Pawn Checkmate. They are illustrated respectively as below:

1. Horse-Pawn Checkmate

When Horse and Pawn are used for a concerted attack, the attacking side must push his Pawn close to the enemy's Palace, so as to restrict the movement of the enemy's King. Then, he drives his Horse to destroy its defense line and takes a checkmate with the aid of his own King. As there are fewer pieces left on board, the diagram of a Horse-Pawn checkmate may look very simple. However, the checkmate methods are still interesting and have practical value.

Game 1 (Fig.109)

Red moves to win:

P7=6! K4=5

H7-5! C5+2

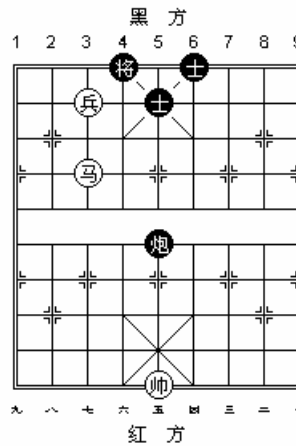
K5+1 C5-2

K5+1! C5+1

H5-3 C5-6

H3+2 C6-5

H2+4!

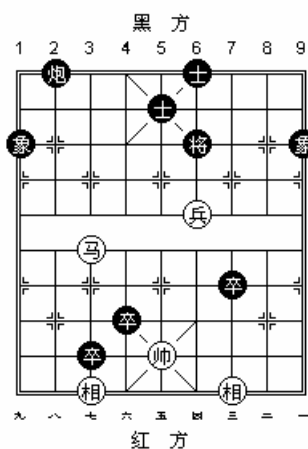


Employing the technique of transferring, waiting and control, Red forces Black into a stalemate position, and wins the game with a stalemate checkmate.

Game 2 (Fig.110)

Red moves to win:

P4+1 K6-1
 H7+5! P3=4
 K5-1 C2+9①
 E7+9 P4+1
 K5+1② C2=7
 P4+1! A5+6
 H5+6



Notes:

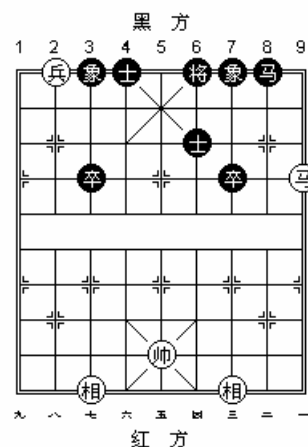
① If Black changes to C2=5, then P4+1, A5+6; H5+3, Red wins.

② It is a correct move that Red pushes King forward. If he plays K5=6, Black can foil the checkmate with C2-7 and achieve a superior position.

Game 3 (Fig.111)

Red move to win:

H1+2! K6+1
 P8=7 A4+5
 E3+1! P3+1
 E7+9! P7+1
 K5-1! A5+4
 P7=6 A6-5
 P6=5 A5+6
 P5=4! A6-5
 P4=3 A5-4
 P3=2 A4+5



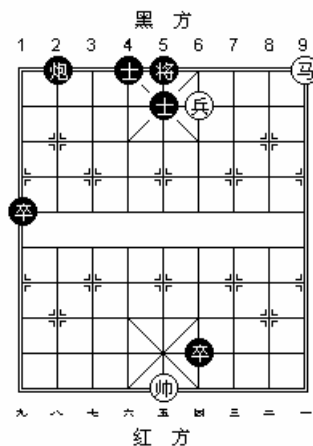
P2=3 A5-4 P3=4 A4+5
P4=5 A5-4 P5=6 A4-5
P6=5 A5+4 H2-1

This game is ingeniously conceived, in which Red plays his Horse to pin down Black's Horse, while Red Pawn mops up Black's pieces on the bottom rank, and his double Elephant have blocked the advancement of Black's two Pawns.

Game 4 (Fig.112)

Red moves to win:

P4+3① C2+1②
P3+1 P1+1
H1-2 C2+1③
H2+4 C2-1
H4+6 C2=4
H6-8 P1=2
H8+7 P2=3
H7-6 P3=4
H6+4



Notes:

① When Red Pawn is stationed on the bottom rank, Red Horse can launch an attack more effectively.

② If Black changes to K5=6, then H1-2, C2+2 (If he changes to C2+1, then P3+1, K6=5; H2-3, Red wins with quickly with H3+4); P3+1, K6=5; H2-4, C2-1; H4+6, C2=4; H6-8, Red wins with the same method as in the variation of the text.

③ If Black changes to P1=2, then H2-3, Red wins with

H3+4.

Game 5 (Fig.113)

Red moves to win:

H8-7 C3+1

H7-5! E9-7①

P5=6 K4=5

H5+7! P8=7

P6=7 K5=4

H7-5 E7+5

H5-6! P3=4

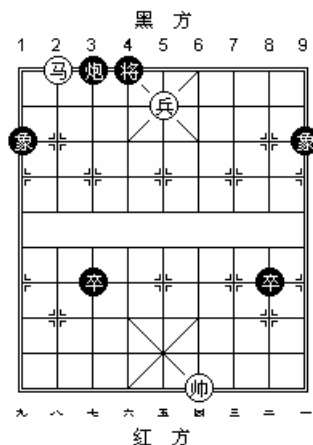
H6+7 P4+1②

P7=6 K4=5 H7+5 P7=6

H5-4③ P6+1 H4+3 P4+1

P6=5 K5=4 H3-5 P4=5

H5+7



Notes:

① If Black changes to P8=7, then P5=6, K4=5; H5+7, P7=6; P6=7, K5=6; H7-5, Red will win the game when his Pawn is sitting at the centre of the Palace.

② If Black changes to E1+3, then P7=6, K4=5; H7-5! C4+1; H5+4, K5=6; P6=5, K4=5; Red wins.

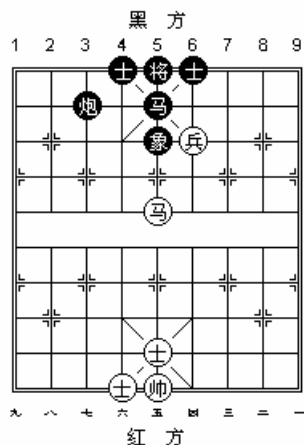
③ If Red plays hastily H5+3, then K5=6; P6=5, P6+1; Black could win the game with one move ahead of his opponent.

Game 6 (Fig.114)

Red moves to win:

H5+6 C3=4 P4=1 E5+7

A5+6 E7-9①
 H6-4! E9+7②
 H4+3! E7-5
 H3-4! E5+3
 H4+6! E3-1
 H6-8! E1-3
 H8+7 E3+1
 H7-9③ C4=6
 H9-8④ C6+1
 H8+6 C6-1
 H6+4



Notes:

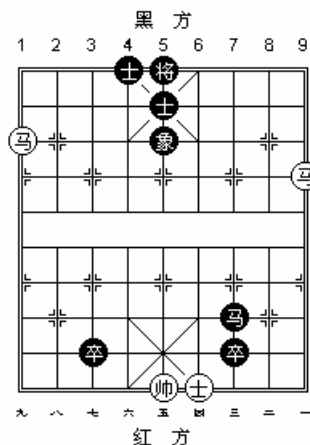
- ① If Black changes to E7-5, Red takes a checkmate with K5=4.
- ② If Black changes to C4=2, Red will H4+3, threatening Black with a checkmate, then C2=6, H3-4, Red wins.
- ③ With brilliant attacking and pressing methods, Red succeeds in capturing Black Elephant.
- ④ It is the key move, after that Red Horse can press forward steadily and force Black into a stalemate position.

2. Double Horses Checkmate

The Double Horses Checkmate features that the two linked horses move flexibly for taking concerted checkmate. As Horse is the only force used in taking the checkmate, and there is no regular pattern for it, so such a method is not often used in the actual competition.

Game 1 (Fig.115)

Red moves to win:
 H9+7 K5=6
 H1+2 K6+1
 H2-3① K6-1
 H7-5 K6=5
 H5+3 K5=6
 RH+2 A5+6②
 H3-4 K6+1
 H4+2



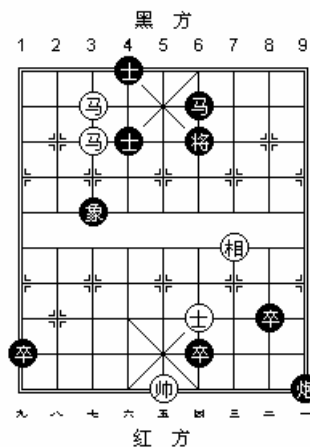
Notes:

① It is an important intermediary move. If Red plays H7-5 first to take Elephant, Black will play H7-6 to reinforce his defense. Then Red offensive will be soon disappeared.

② If Black changes to H7-6, then H3-4, K6=5; H4+6, Red wins.

Game 2 (Fig.116)

Red moves to win:
 FH+5! A4+5
 H5-3① C9=8
 H7+8② P1=2
 H8-6 P2=3
 H6-8 P3=4
 H8-6



Notes:

① Red retreats his Horse to obstruct the movement of Black Horse, threatening with a checkmate and putting

Black King on a vulnerable position. It is a key move for winning the victory in this game.

② Red has selected a correct route for launching the attack. If Red takes other routes, Black can play the edge Pawn to win the game.

Pawn to win the game.

Game 3 (Fig.117)

Red moves to win:

E5+3! H3+4

H8-6 K5=4

H6+8 K4+1

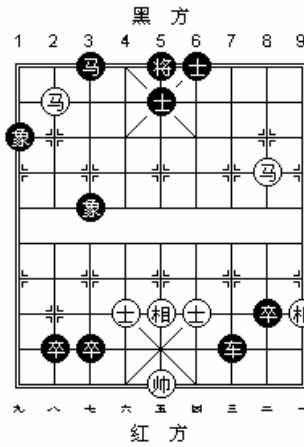
H2-4 P3=4

H4+6! P4=5

A6-5 A5+6

A5+6! R7-2

H6+8



While playing one Horse to pin down the movement of the enemy's King, Red moves another Horse to take checkmate ingeniously, displaying his skill in use of Horse.

Game 4 (Fig.118)

Red moves to win:

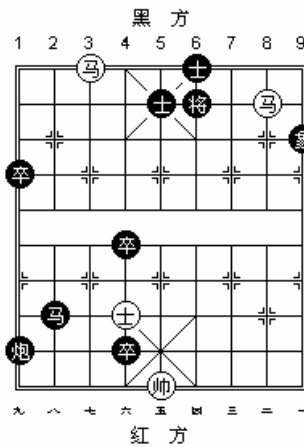
H2-3! K6+1

H7-8 H2-3①

H3+2 K6-1

H8-7 E9+7

H7+5 E7-5



H2-3 K6+1 H5+3! E5-7②
 FH-1! E7+9 H3+1 RP=5
 FH-3 H3+4 H1+2

Notes:

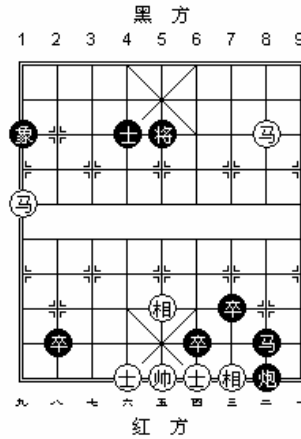
① No matter Black plays FP+1 or FP=5, he can not foil Red checkmate of K5+1. The only move to rescue Black is to retreat his Horse.

② If Black changes to E5+7, then RH-5, K6=5; H3-4, Red wins.

Game 5 (Fig.119)

Red moves to win:

H2+3! A4-5
 H9+7 K5=4
 H3-5! C8=6
 E5+3! P2=3①
 H7+8② K4-1
 H5-6 P6=5
 K5+1 P3=4
 K5-1 H8-6
 K5=4 H6-7③ H8-7 K4+1④
 H6+4 H7-6 K4=5! E1+3⑤
 H7+8



Notes:

① If Black changes to H8-7, then H7+8, K4-1; H5-6, P6=5; K5+1, H7-5; H8-7, K4+1; H6+4. Red is sure to win.

② The order of play is correct. If Red plays H5-6 first, Black would play P6=5, then K5+1, C6-8. Black is sure to win as Red will not succeed in taking a checkmate.

③ Black has to retreat Horse for defense. If Black changes to P7+1, Red still could win the game quickly in the same way.

④ If Black changes to K4-1, then H6+4, Red wins quickly with H7+8.

⑤ If Black changes to H6+5, Red could win with H4+5.

3. Double Horses and Pawn Checkmate

The xiangqi saying goes, "When taking checkmate with double Horses, a Pawn is required." The double Horses can fully display their powers if a Pawn can assist in taking a concerted action.

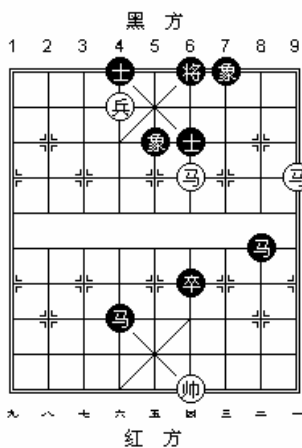
Game 1 (Fig.120)

- H1+2① K6=5
- H2-4 K5=6
- FH+2 K6=5
- H4+3 K5=6
- H3-5 K6+1②
- H5+6

Notes:

① If Red changes to H1-2 to take Black Horse, Black plays P+1. Black will win as Red can not frustrate Black's attack.

② If Black changes to K6=5, Red will win the game with H2-4.



Game 2 (Fig. 121)

Red moves to win:

- H3+4 K5+1
- H4-6 K5-1
- H6+7 K5+1
- RH+6 K5=4
- H6+8 K4=5
- P5+1 .

Game 3 (Fig.122)

Red moves to win:

- FH+3 K6+1 H3+2 ①
- K6-1
- H4+3② C2-5 H3+1③ A5+4
- P5+1④ A6-5 H2-3 K6+1
- H1+2 K6+1 H3-4 C2+2
- H4+6

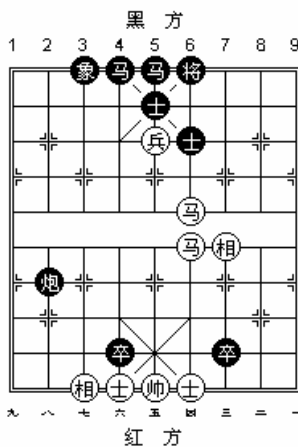
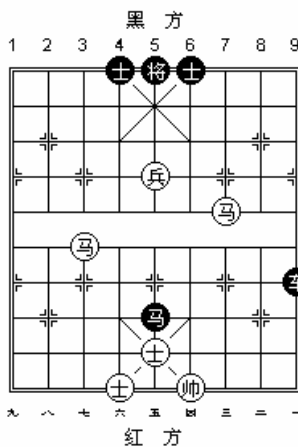
Notes:

① It is a necessary move, as it can force Black to remain in a position of self-obstruction.

② If Red plays H4+5, Black will play C2=7. Red can not succeed in take checkmate.

③ By playing Horse forward, Red is threatening. Black with a checkmate of H2-3, then K6+1. H1+2.

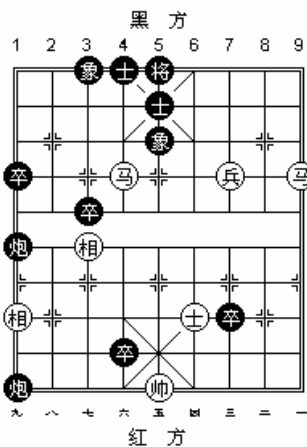
④ It is an aggressive move, which has cut off the reinforcement of Black Cannon, and expose Black King under the attack of Red double Horses.



Game 4 (123)

Red moves to win:

H6+7 K5=6
 P3+1! FC=4①
 H1+2 K6+1
 P3+1 K6+1②
 H2-3 C1-1
 A4-5 P7+1
 A5-6 P7=6
 H7-6



Notes:

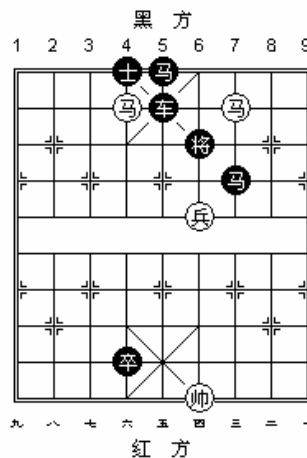
① If Black changes to RC=2, then H1+2, K6+1; P3+1, K6-1; P3+1, K6+1; H2-3, K6+1; H7-6, Red wins. Or if Black changes to A5+4, then P3=4, RC-4; H1+3, Red wins.

② If Black changes to K6-1, Red takes a fatal checkmate with H2-3.

Game 5 (Fig.124)

Red moves to win:

P4=1 K6-1
 P4+1 K6-1
 H3-5① H7+6②
 H6-5③ H6+7④
 K4+1 H7-5
 K4-1 H7-5
 K4-1 H5-6
 RH+3! H6-7
 P4+1



Notes:

① It is an excellent move. Red double Horses and Pawn has besieged the enemy's Palace.

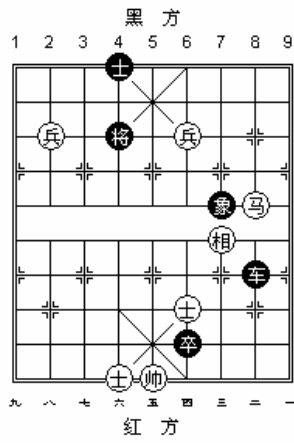
② If Black changes to H7-5, Red can win the game with P4+1.

③ It looks like a loose move that Red retreats Horse. But in fact, it deals with a fatal strike.

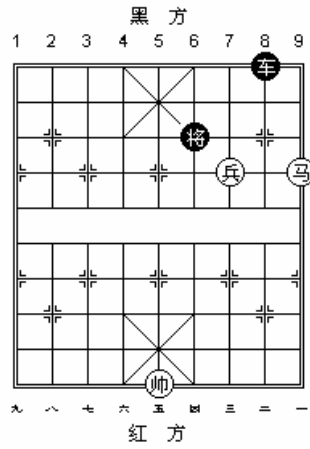
④ If Black changes to R5+1, Red can take a checkmate with H5+3. Or If Black changes to H6-5 to take Red Horse, Red can win the game with P4+1.

Drills for Horse-Related Checkmate

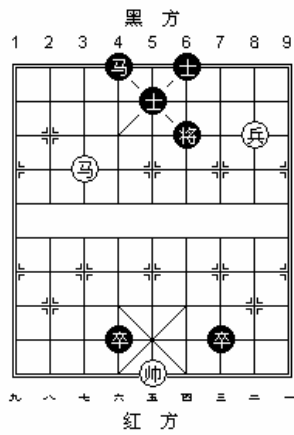
Game 1



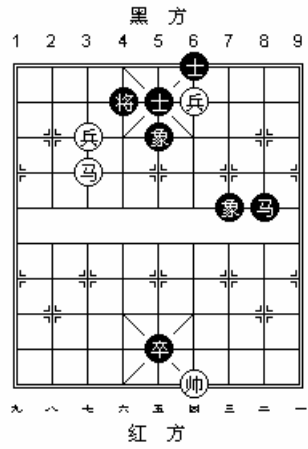
Game 2



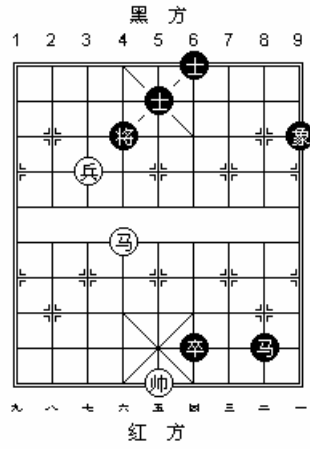
Game 3



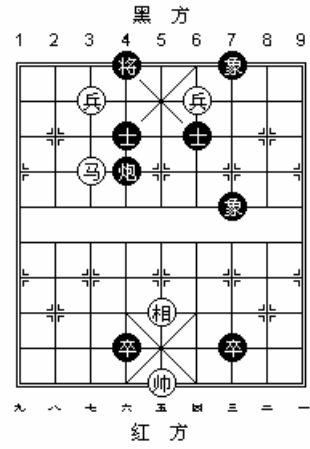
Game 4



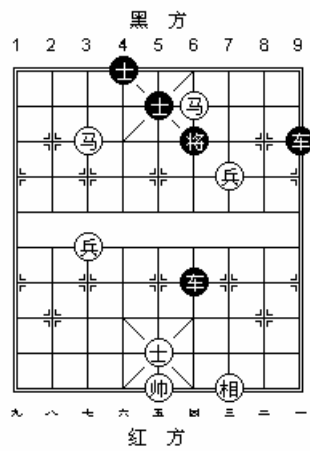
Game 5



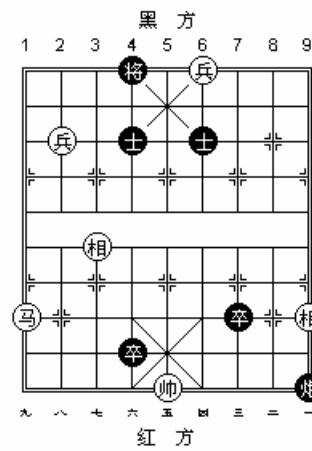
Game 6



Game 7



Game 8



Chapter 4 Cannon Related Checkmate

The Cannon related Checkmate can be divided into three kinds: Cannon-Pawn Checkmate, Double Cannons Checkmate and Double Cannons-Pawn Checkmate. Following are the examples:

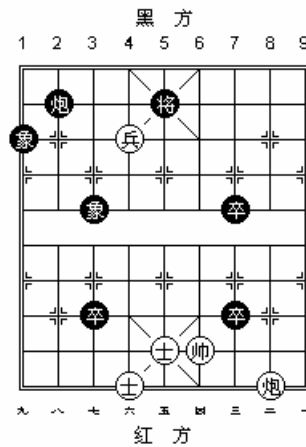
1. Cannon-Pawn Checkmate

The Cannon-Pawn checkmate features that the attacking side uses Pawn to control the exit of opponent's King or to enforce a containment on opponent's pieces of defense, then with the aid of his King, Advisor, or Elephant, launches the attack with Cannon. The Cannon-Pawn checkmate takes an important position in the end games as it is rich in content and involves a high skill.

Game 1 (Fig.125)

Red moves to win:

C2=5 E3-5
 A5+6! E5+3
 A6+5 E3-5
 P6=5 K5-1
 P5+1 K5=4
 P5=6 C2=4
 P5=6 K4=5
 C6=5



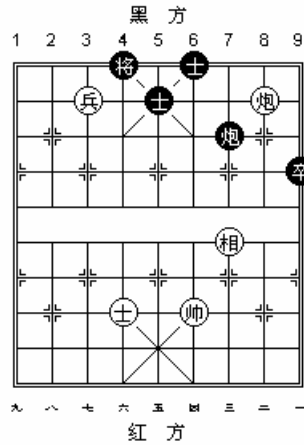
Red ingeniously swaps the position of his two Advisors

for taking a checkmate with his Cannon and Pawn.

Game 2 (Fig.126)

Red moves to win:

- P7=6 K4=5
- C2+1 C7-2
- K4=5 P9+1
- P6=5 K5=4
- C2=4 C7+3
- C4-9 C7=4
- A6-5 C4=5
- K5=4① P9+1
- C4=6②



Notes:

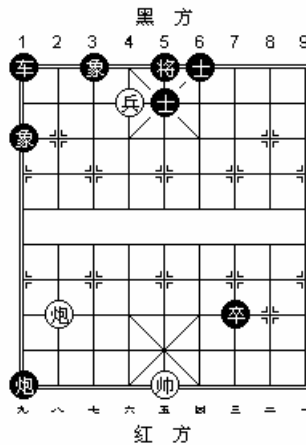
① If Red changes to C4=6, Black will play C5+5 to take Advisor. Then, the game will be a draw.

② In his next move, Red will play Advisor to take a checkmate. He is sure to win the game when Black Cannon as been captured.

Game 3 (Fig.127)

Red moves to win:

- C8+4① R1=2
- C8=3 R2+9
- K5+1 R2-1
- K5-1 R2=5②



K5+1 C1=7 C3=8

Notes:

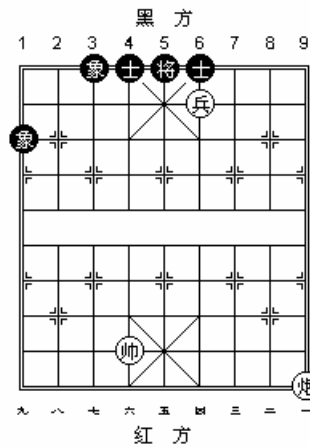
① It is a key move for winning the victory that Red plays Cannon to seal off the movement of Elephant. Otherwise, Black would play E1+3, and then return Elephant to the central file. If so, Red is sure to lose the game.

② With only 5 moves, Red forces Black to abandon his Chariot for protecting his King. Now, Red can win the game with a smothered checkmate.

Game 4 (Fig.128)

Red moves to win:

- C1=5 E1+3
- C5+2 E3-1
- K6=5 E1+3
- K5=4① E3-1
- C5=2 A6+5
- K4=5 E1+3
- K5-1 E3-1
- C2=7 E3+5
- C7=5 E-3 K5=4



Notes:

① This is a well-known ancient xiangqi text, displaying a high skill and tactics.

Game 5 (Fig.129)

Red moves to win:

C1=9 R9=1

C9-1① R1+1

K5+1! R1-1

K5+1② R1+1

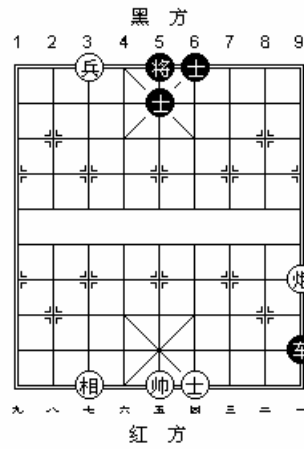
A4+5! R1-1

A5-6! R1+1

K5-1! R1-1

K5-1 R1+1

C9=3③



Notes:

① When Red Cannon is retreated, it becomes protected, while Black Chariot is forced into a difficult position.

② Red moves his King to the top of the Palace for trapping Black Chariot. It is a correct move.

③ Red takes a checkmate ingeniously with the concerted action of Advisor and Elephant.

2. Double Cannons Checkmate

It is difficult for a Cannon to take a concerted action with another Cannon, as the arm of service is monotonous. However, if one Cannon can be used flexibly as a support for another one, or taking the opponent's Adviser as a support, the attacking side can still succeed in taking a short by forceful checkmate with his two Cannons.

Game 1 (Fig.130)

Red moves to win:

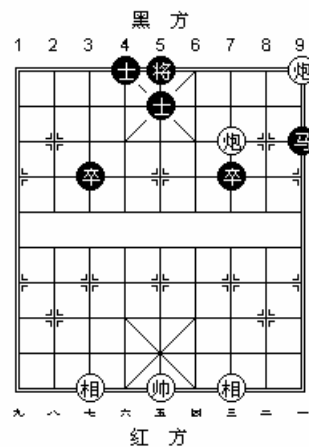
C3+2 H9-8

C3=4! P3+1

E7+9 P7+1

E3+1 P7+1

E1+3 P3+1 E9+7



Red wins the game by the tactics of stalemate, with his two Cannon to tether Black Horse and block Black King, and two Elephants to stop the advancement of Black's two Pawns.

Game 2 (Fig.131)

Red moves to win:

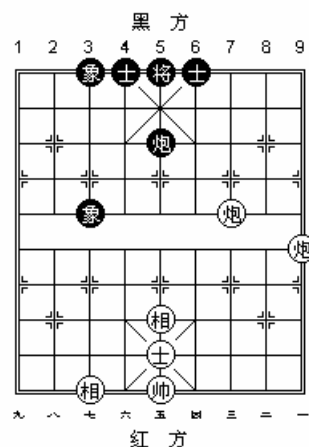
C3=5 A6+5

K5=4! P3-1

C5+1 E1+3

C1=7 E3-1

K4+1! E1+3 C7+5



With one Cannon to control the central file and another Cannon to control the movement of Black two Elephants, Red wins the game by a smothered checkmate when Black has nothing to move.

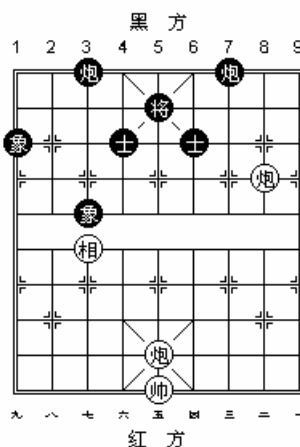
Game 3 (Fig.132)

Red moves to win:

E7-5 E3-5①
 C2=5 E5+7②
 FC=4! K5=4
 C4=6 A4-5
 C5=6

Notes:

- ① If Black changes to K5=4 or K5=6, Red will win quickly with C2=6 or C2=4.
- ② If Black changes to K5=4 or K5=6, Red will win quickly with RC=6 or RC=4.

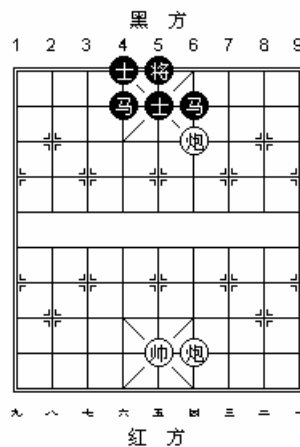


Game 4 (Fig. 133)

FC=7① H4+2
 C4+6! H2-3②
 C7+1 H6+8
 C4=7! H3+1
 FC=8 K5=6
 C7+2

Note:

- ① It is an excellent move! If Red changes to RC+7, Black would play H4+5. Red will find it hard to win the game despite that he has captured a Black Horse.

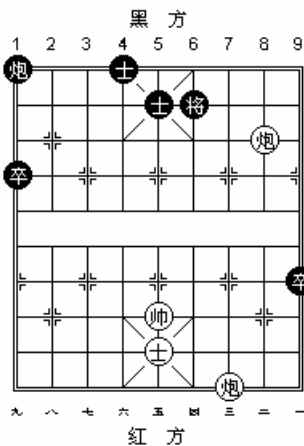


② If Black changes to H6+8, Red would play C4=8, threatening Black with a checkmate. Red will win the game after capturing Black's two Horses.

Game 5 (Fig.134)

Red moves to win:

C3=4 K6-1①
 C2=4 K6=5
 FC=7 K5=6②
 C7+2! K6+1
 C7-6 K6-1
 A5+4 A5+6
 C7=4 A6-5
 FC=9 A5+6
 A4-5! A6-5 C9+6 K6+1
 C9-2! K6-1 C9=4 K6=5
 FC-6 FP=8 A5+4④ P8=7
 FC=7 P7=6 C7=8



Notes:

① If Black changes to other moves, then C2=4, K6+1; Red can achieve an incidental win with A5+4.

② If Black changes to C1=3, Red would play C4=7. Red is sure to win as Black has lost his Cannon.

③ With the aid of a Cannon, Red plays another Cannon. Red play is in a perfect order and ingeniously designed.

④ Red ingeniously enforces a blockade on Black King

with his two Cannons.

3. Double Cannons and Pawn Checkmate

When double Cannons and Pawn taking a concerted attack, Cannons can use the Pawn as a "maneuvering Cannon support" to wipe out the enemy's pieces of defense one by one. The attacking side can also drives his Pawn into the enemy's Palace, enforcing a control on the enemy's King, and then launches an attack with his Cannons.

Game 1 (Fig.135)

Red moves to win:

P4+1 K5=4

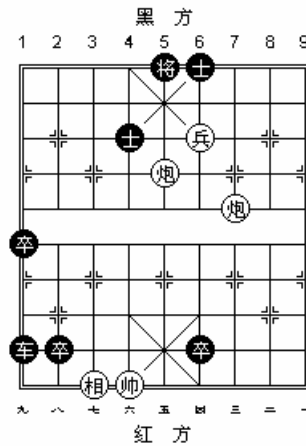
C3+4 K4+1

C5=2! P2=3

C3-1! K4-1

C2+3 A6+5

P4+1!



By gathering his double Cannons and Pawn on one side, Red takes a checkmate with the assistance of his King.

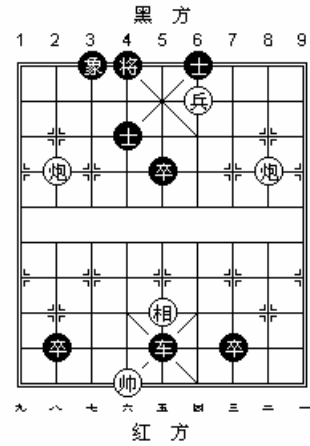
Game 2 (Fig.136)

Red moves to win:

C2+3 K4+1 C2-6! K4-1

P4+1! K4+1
 C2=5! R5=6
 C8=6 A4-5
 C5=6

Exploiting the weak point of Black Chariot, Red takes a concerted attack with double Cannons and Pawn. In the end, Red succeeds in taking a double-Cannon Checkmate.

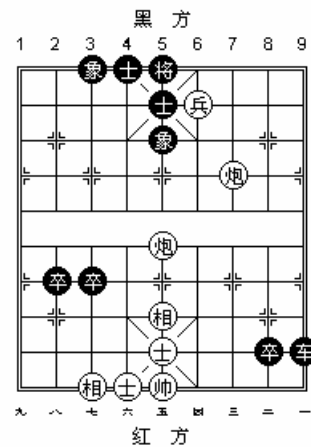


Game 3 (Fig.137)

In this game, Red double Cannons and Pawn outwit Black's Chariot and two Pawns, displaying a fairly high technique.

Red moves to win:

K5=4 R9-8①
 C3=8 P8=7
 E5-3② P3=4③
 C8+3④ P4=5
 P4=5



Notes:

① If Black changes to R9+1, then E5-3! R9=7; K4+1, he can not succeed in taking a checkmate. Black will lose quickly as his Chariot can not return home for defense.

② It is a good move that Red plays the Elephant, so that Red King can remain on this strategic file.

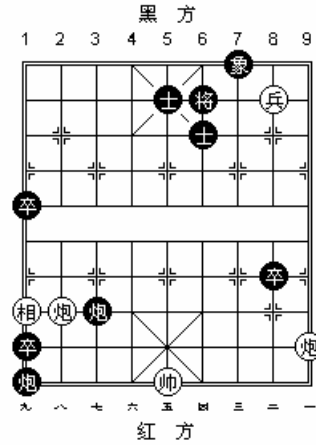
③ If Black changes to P7+1, Red will play K4+1. Black still cannot foil Red attack.

④ Red takes a fatal "Heavenly and Earth Cannons Checkmate".

Game 4 (Fig.138)

Red moves to win:

- P2=3 K6-1
- P3+1! K6+1
- C1=4 C3=6
- C4=7! C6=3
- C8+2! C3-2①
- E9+7 P8=7
- E7-9 A5+4
- C7+7 P7=6 C8=4



Notes:

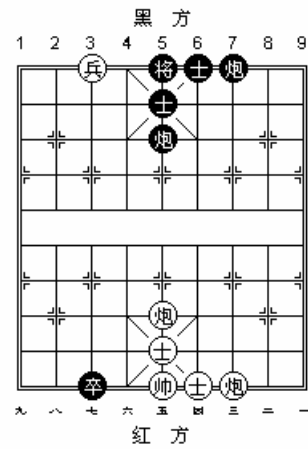
① If Black changes to A5+4, then C8=4, A6-5; C4-2, Red will take a double-Cannon checkmate to win.

Game 5 (Fig.139)

This is an interesting classic folk end game in favors of Red, who must have a good calculation of the moves executed by both sides.

Red moves to win:

- C3+4① C7+1
- C5+1② C5+2
- C3+2 C5-1
- C5+1 C7+1
- C5+1 C7-1
- C3+1 C7-1
- C3+1 C5-1
- C5+1 C7=8③
- C3+1



Notes:

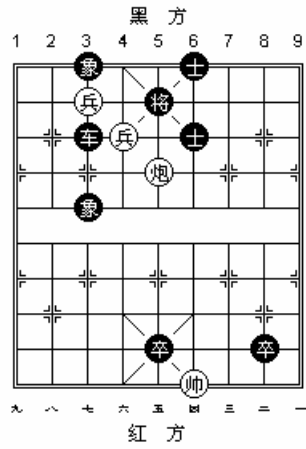
① The side who plays first will win, but he must pay attention to the number of squares between Cannons. Now, Red drives his Cannon to the riverbank, making the number of squares between the two Cannons equalize with that of another two Cannons (four squares). This is the key point for winning the victory.

② Following the same method as above, Red has to maintain equal number of squares between the "pair" of two Cannons with that of another two Cannons.

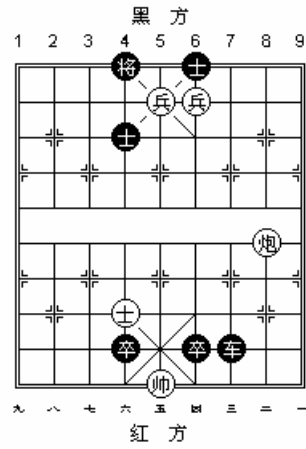
③ Red advances step by step while Black retreats one step after another. In the end, Black lose the game when he has nothing to move.

Drills for Cannon-related Checkmate

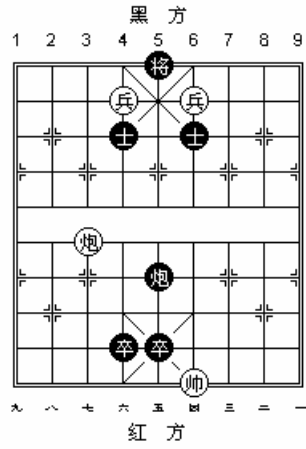
Game 1



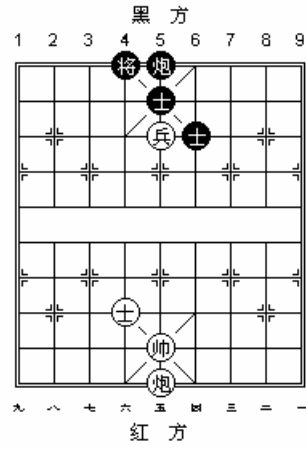
Game 2



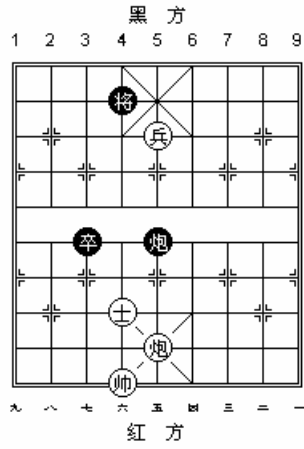
Game 3



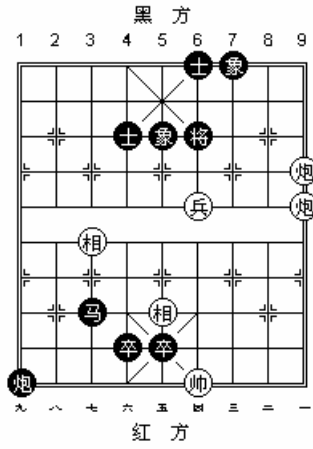
Game 4



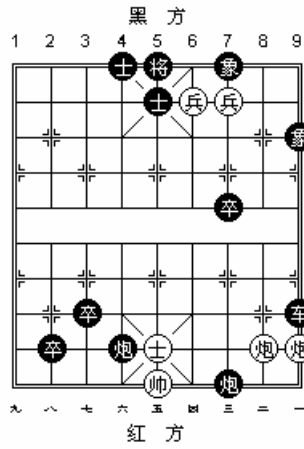
Game 5



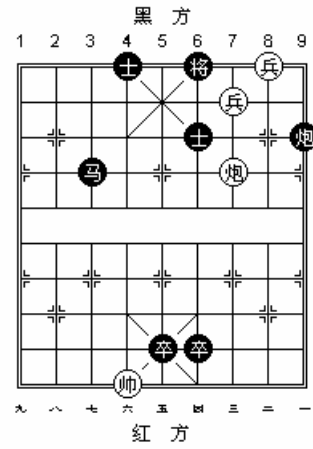
Game 6



Game 7



Game 8



Chapter V Chariot-Related Checkmate

Chariot-related checkmate can be divided into three kinds, that is, Chariot and Pawn checkmate, Double Chariots checkmate and Double Chariots and Pawn Checkmate. Following are the examples:

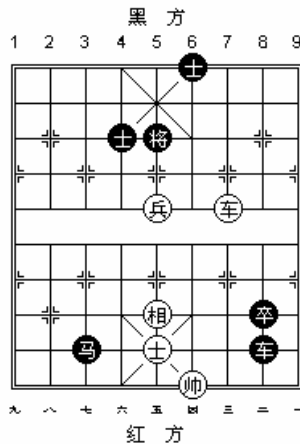
1. Chariot and Pawn Checkmate

The Chariot and Pawn checkmate features that the attacking side drives his Pawn to the enemy's Palace first, so as to control the movement of the enemy's King, and then launches an attack on the right or left with Chariot. When there are loopholes in enemy's defense line, the attacking can capture the enemy's Elephant(s) and Advisor(s), and finally takes a checkmate. As the Chariot and Pawn checkmate is very effective, it is widely used in the competition and takes an important position in the actual combat.

Game 1 (Fig.140)

Red moves to win:

R3+3 A4-5
 R3-2 A5-4
 R3=5 K5=4
 R5=6 K4=5
 R6+2 P8=7
 P5+1



In order to control the enemy's King, Red drives his Chariot forward and then backward. Red wins the game neatly. Such a checkmate proves very effective when the enemy's King is at the roof of the Palace.

Game 2 (Fig.141)

Red moves to win:

R2=8① P1+1

R8+2② R4-8③

P7=6 R4=3④

R8-2 P1+1

R8=2 R3+9

K5+1 R3=4⑤

P6=5! K5=4

P5=4 R4-4⑥

R2=5 P1+1

P4+1 K4+1⑦

P4=5 R1=2

R5+2 K4+1

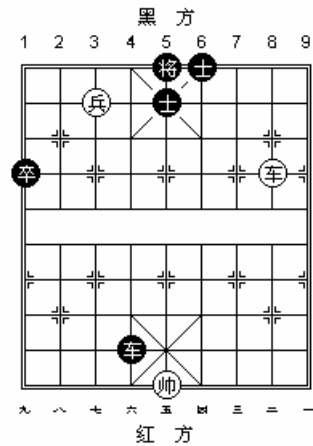
P5=6 P2=3

P6=7 R4=7

R5-2 R7=4

R5+3 K4-1

R5=6



Notes:

① It is a correct move. If Red takes the Pawn carelessly, he could not win the game, as Black can retreat his Chariot for defense and makes a draw by taking "one check and one waiting move".

② It is a pressing move. If Red changes to R8+3, his offensive would be delayed by one move. Red would be thrown into an inferior position.

③ If Black changes to R4-4, then P7=6, R4=5; K5=6, Black can not retrieve himself from defeat as perpetual checks are not allowed in xiangqi play.

④ If Black changes to R4=1, Red can win the game with the same method.

⑤ If Black changes to R3=6, Red can take a fatal

checkmate with R2=8.

⑥ If Black changes to R4-8, then P4+1! R4=5; K5=4, P1+1; P4=5, Red takes an incidental checkmate to win.

⑦ If Black changes to P1=2, Red can win quickly with R5+2.

Game 3 (Fig. 142)

Red moves to win:

P8=7 K4=5①

P7=6 A5+4②

R7=5 K5=6

R5=4 K6=5

R4+4③ A4-5

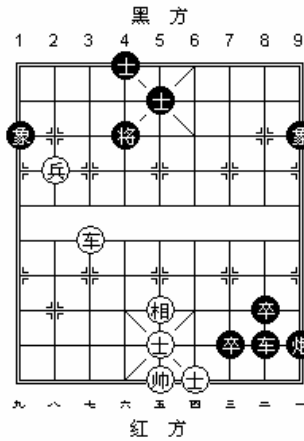
P6=5 K5=4

R4-4 K4-1

P5+1 A5+4

K5=6④ A4+5 R4+4 E9+7

P5+1 K4-1 R4+1



Notes:

① If Black changes to A5-6, then P7=6, K4=5; R7=5, K5=6; P6=5, K6-1; P5+1, A6+5; R5=4, A5+6; R4+3, Red takes a checkmate to win. Or if Black changes to K4-1, Red will play P7=6, followed with R7+4. Red will win the game quickly.

② If Black changes to A5-6, Red will win the game by the same method as above.

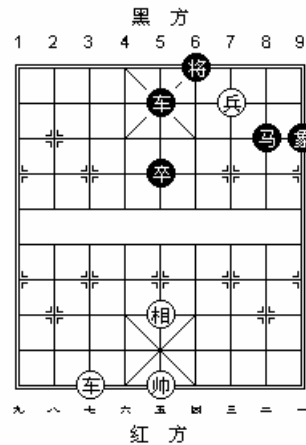
③ Red drives his Chariot forward to control on enemy's King. It is the key move in this game. This method is often used in the end game of "Chariot and High Pawn vs. High King".

④ Assisted by his King, Red Chariot and Pawn make a concerted attack on the enemy's Advisor to win the game.

Game 4 (Fig. 143)

Red moves to win:

- R7+9 R5-1
- R7-2 R5+1
- P3=4① K6+1②
- R7=2 R5-1
- R2+1 K6+1
- R2-2 R5=3
- R2=4 K6=5
- R4=5 K5=4
- E5+7 R3+5
- R5=6



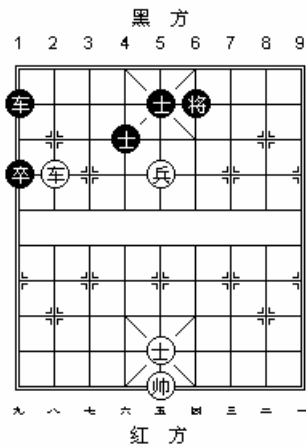
Notes:

- ① It is ingenious move and a key move for winning the game.
- ② If Black changes to H8-6, then K5=4 (a powerful move for tethering the enemy's Horse and King), P5+1; R7=1, K6=5; R1+2, H6-8; Red takes a checkmate with R1=2 to win the game.

Game 5 (Fig.144)

Red moves to win:

- P5+1 K6-1
- A5-6! R1+1①
- R8=4 K6=5
- R4=2! K5=4②



R2+1!	R1-1	P5=6	A5-6③
R2-1	R1=5	A6+5	K4=5
K2=9	P5+7	K5=4	R5-2
R9+3	K5+1	R9=4	

Notes:

① If Black changes to R1=3, then R8=4, K6=5; P5=6, Red is sure to win when Black Advisor is taken

② Red plays Chariot sideward, threatening with a checkmate after taking Black's central Advisor with his Pawn. Black may respond with other two variations. However, they can not save him from defeat. Following are the lines of these two variations:

(1) K5=6; R2+3, K6+1; R2-2 (it is an ingenious move. Red threatens with P5+1 to take Black Chariot), R1-1 (If Black changes to K6-1, then P5=4! Red wins quickly), P5=4, A5+6; R2+1, K6-1; R2=9, Red wins the game after Black Chariot is taken.

(2) If Black changes to A5-6, then R2=8, R1-2 (If Black A4-5; then P5+1, A6+5; R8+3, Red wins quickly); R8=5, A4-5; P5+1, A6+5; R5=2, Red wins the game after Black Chariot is taken.

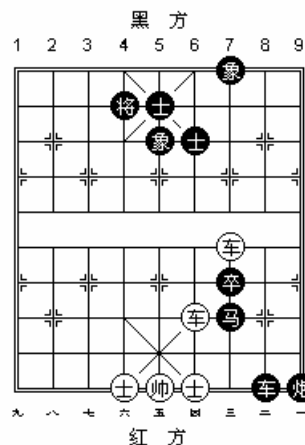
③ If Black changes to A5+4, then R2+2, K4+1; R2-1, K4-1; R2=9, Red wins the game after Black Chariot is taken.

2. Double Chariots Checkmate

When double Chariots take a concerted action, they can play defense as well as offense, fully displaying their power. As the xiangqi saying goes, "single Advisor can not foil the attack of two Chariots", the double Chariots can penetrate into the enemy's Palace and quickly take a checkmate if his opponent has a single Advisor or Elephant.

Game 1 (Fig.145)

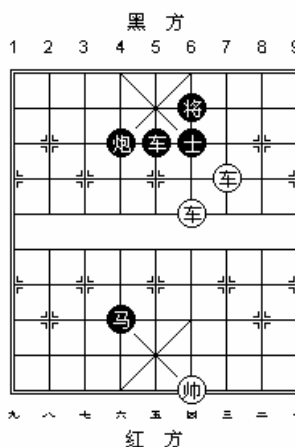
Red moves to win:
 R4=6 A5+4
 R6+5! K4=5
 R3+4! K5-1
 R3+1 K5+1
 R6=5 K5=6
 R5=4 K6+1
 R3=4



When launching an attack with double Chariots, the attacking side must detect the weak point in enemy's defense line and give full play to the role of his own King. This game serves as a good example.

Game 2 (Fig.146)

Red moves to win:
 R3+2 K6-1
 R3=5! R5-1
 R4+2 R5=6
 R4+1 K6=5
 R4=6



Ingeniously employing the tactics of "sacrificing before gaining", and stationing his Chariot at the center of the Palace, Red has turned the danger into safety. He wins the game so neatly.

Game 3 (Fig. 147)

Red moves to win:

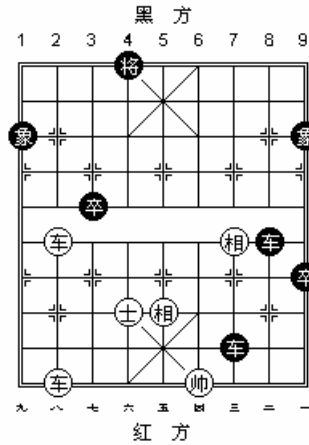
FR=6① K4=5
 R8=5② R8-4③
 E5-3 R8=5
 R5=8 K5+1
 R6=5 K5=4
 K4=5 R7+1
 K5+1

Notes:

① As Red two Chariots are on the same file, if the front Red Chariot takes a check on the bottom rank, Red cannot succeed in taking a checkmate. On the contrary, Black would win the game.

② Here, it shows the ingenuity of Red play, like "a beautiful flower concealed beneath the leaves".

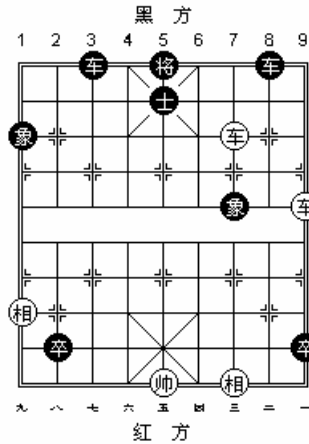
③ If Black changes to R8+4, Red can return Black with a checkmate with E5-3.



Game 4 (Fig. 148)

Red moves to win:

R1=2 R8=6①
 R2+3 R3+1
 R3=9 E7-5
 R9=5 R6+8
 R2+1 R6-8
 R5=9! R3-1②
 R2-1 R6+8
 R2=5 K5=6
 E9+7! P2=3 R9=3 R6+1



K5+1 P3=4 K5=6 R3=4
K6=5

Notes:

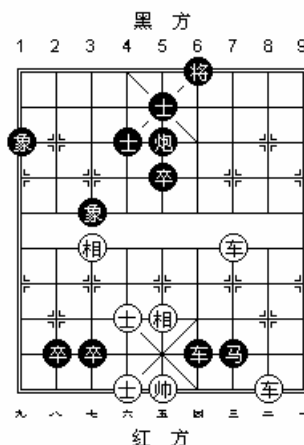
① If Black changes to R3+9, then K5+1, R3-1; K5-1, R3=8; R3=9! E7-5; R2=6, Red is sure to win as Black's right wing is weakly defended.

② If Black changes to K5=4, Red will win quickly with R2-1.

Game 5 (149)

Red moves to win:

R3+5 K6+1
R3-1 K6+1
R3-7① R6-5
R3+5! R6+3
R3+2! P3=4
A6-5 R6-3②
R2+8 C5+5
E7-5 K6+5
R3+1! P2=3 R3=5! P5+1
R2-1 R6-1 R2-2 R6+6
R5=3! P4=5 A6+5 P3=4
R3-2 A5+6 R2=5



Notes:

① Red forces Black King move to the top of the Palace and relieves himself from checkmate when Black Horse is captured.

② Black retreats his Chariot to the Pawn's rank, attempting to reinforce the defense line and make a draw.

3. Double Chariots and Pawn Checkmate

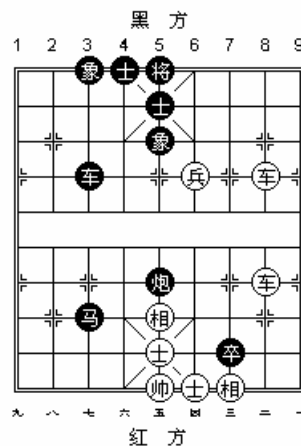
The concerted action of double Chariots and Pawn proves to be very powerful in launching an attack. The Pawn can penetrate into the enemy's Palace even if it is strongly defended. The combined attack of the three pieces can result in powerful "Two-devil-knocking-at-door" checkmate or "Triple-Chariot" checkmate.

Red moves to win:

- FR+3 A5-6
- FR=4! K5=6
- R2+6 E5-7①
- R2=3 K6+1
- R3-1 K6-1
- P4+1 K6=5
- P4+1 R3=1
- R3+1

Notes:

① If Black changes to K6+1, then P4+1, K6=5; R2-1, K5-1; P4+1, Red wins too.

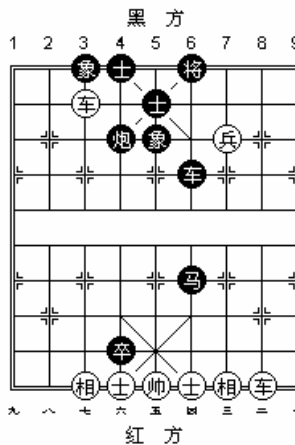


Game 2 (Fig. 151)

Red moves to win:

- R2+9 E5-7①
- R2=3 K6+1
- P3+1 K6+1
- R3=4② A5-6
- R7=4

Notes:



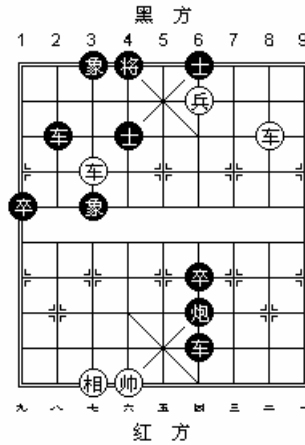
① If Black changes to K6+1, then P3+1, K6+1; R2-2, Red wins quickly.

② It is a good move that Red sacrifices his Chariot for achieving an incidental win.

Game 3 (Fig.152)

Red moves to win:

- R7+3 K4+1
- R7=8! R6=2①
- R8-1! K4-1
- P4=5 C6=4②
- R8+1! RR-2
- R2=6



Notes:

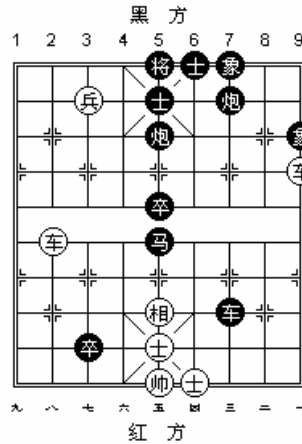
① If Black changes to R2=3, then R8-1, K4-1!; P4=5, A6+5; R8=5, P6=5; R5=4, Red will win by taking a fatal checkmate. Or if Black changes to C6-6, then R8-2, A6+5; R8+1, K4-1; R8=5, Red wins.

② If Black changes to A6+5, Red will win with R8=5.

Game 4 (Fig.153)

Red moves to win:

- R8+5 A5-4
- R8=6! K5+1①
- P7=6! C7=4②
- R1=6 C5=8③
- RR+2 K5+1
- FR=5 K5=6
- R5=4 K6=5



R4-1 H5-7 K5=6 R7=5
R6=5

Notes:

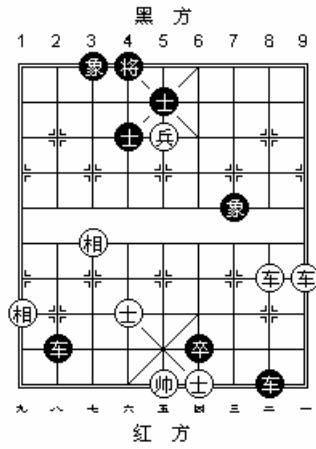
① If Black changes to K5=4, Red can take a fatal checkmate with R1=8.

② If Black changes to K5=6, then R1=4, C5=6; R6=4, K6-1; R4+1, K6=5; Red wins with R4=8.

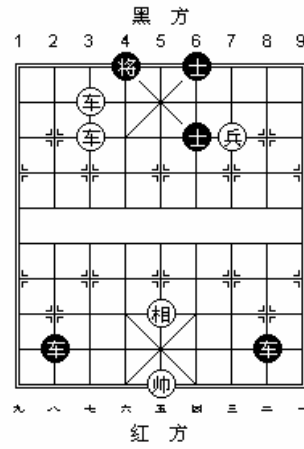
③ If Black changes to K5=6, then FR-1, A6+5; RR=4, C5=6; R4=5, Red will win after taking Black Advisor with his double Chariots.

Drills for Chariot Related Checkmate

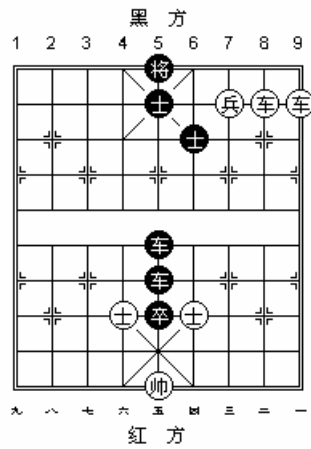
Game 1



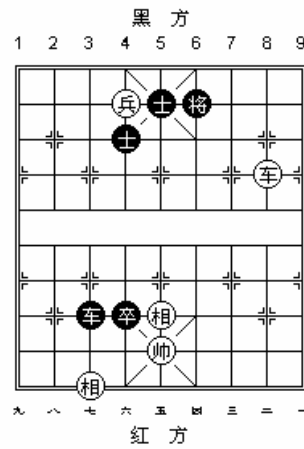
Game 2



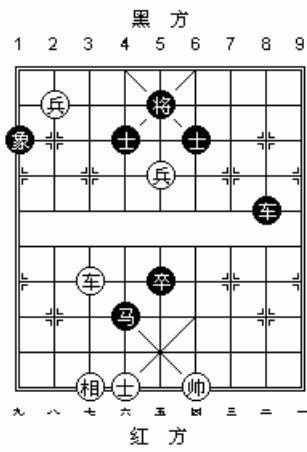
Game 3



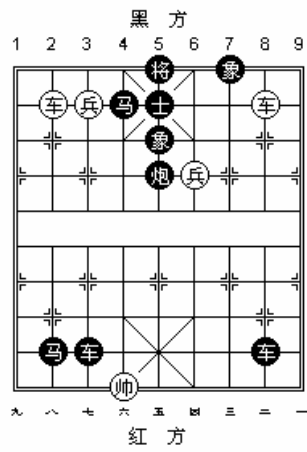
Game 4



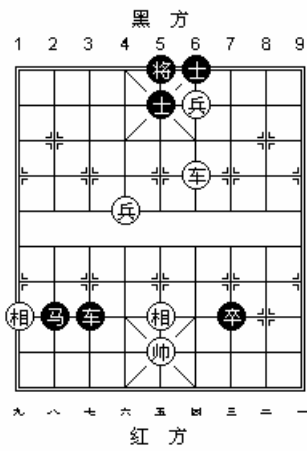
Game 5



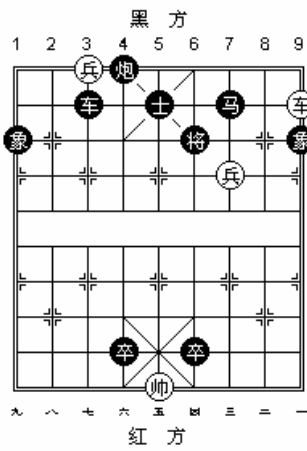
Game 6



Game 7



Game 8



Chapter VI Horse and Cannon Combined Checkmate

Horse and Cannon combined checkmate can be divided into Horse and Cannon checkmate, and Horse, Cannon and Pawn checkmate.

1. Horse and Cannon Checkmate

Generally speaking, the Horse and Cannon concerted attack, featuring both firm and gentle, is superior to double Horses or double Cannons checkmate. Usually, the attacking side uses Cannon to enforce containment on the enemy's pieces of defense, and uses Horse to launch a concerted attack, or uses Horse to "take a check", so as to control the movement of enemy's King. Then, employing the strength of his own King, the attacking side makes an assault with Cannon. It can result in various kinds of "Horse and Cannon Checkmate" positions.

Game 1 (Fig.154)

Red moves to win:

H9+8 K4+1

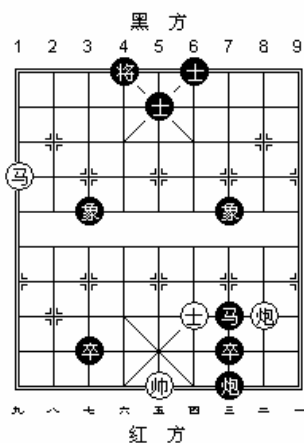
H8-7 K4+1

C2+6! A5+6

C2=9 P7=6

H7+8

By taking a check with his Horse, Red forces Black King moves to the top of the Palace. Then, Red drives Cannon, threatening with a checkmate and skillfully moves Cannon to his left wing. By employing the strength of his King on the central file, Red succeeds in



taking "Horse and Cannon Checkmate".

Game 2 (Fig. 155)

Red moves to win:

H3+5 K4-1①

H5+7 K4-1②

H7+8 K4=5

C9=3③ R4=7

H8-6 K5=4

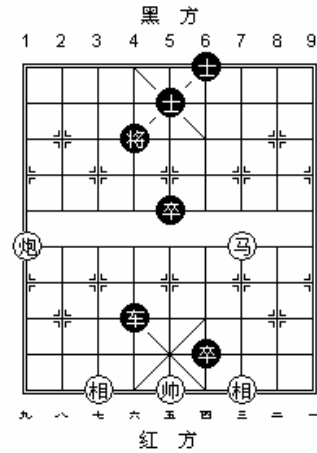
C3=6

Notes:

① If Black changes to K4=5, Red would win the game with C9=5.

② If Black changes to K4+1, then H7+8, K4-1; C9+4. Red wins.

③ Red plays Cannon sideward, threatening with a checkmate, and forcing Black Chariot leave the armpit file. Red succeeds in taking "Horse and Cannon Checkmate".



Game 3 (Fig. 157)

Red moves to win:

H2+3 K5=6

H3-1! K6+1

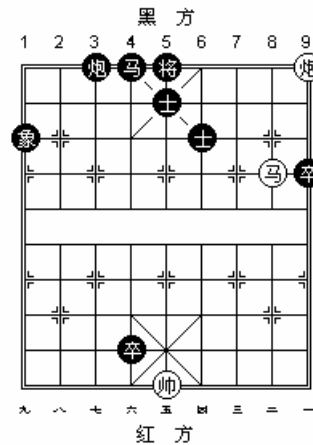
C1-3 A5+4

H1-3 K6-1

H3+2 K6=1

C1+2

Employing the strength of his

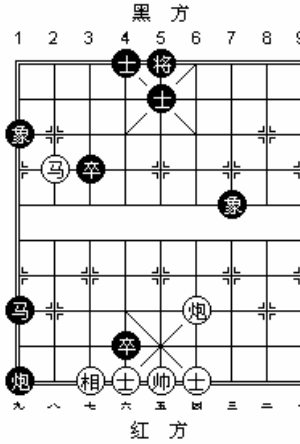


own King, Red takes a concerted action with Horse and Cannon, resulting in "Horse and Cannon Checkmate".

Game 4 (Fig. 157)

Red moves to win:

- H8+7 K5=6
- H7-6 K6+1
- H6-4 A5+6
- H4-6 A6-5
- H6-4 A5+6
- H4+3 A6-5
- H3+2 K6-1
- H2-4 K6=5
- H4+6 K5=6
- H6-5 K6+1
- H5+3 K6-1 H3+2 K6+1
- C4=1 H1+3 C1+6

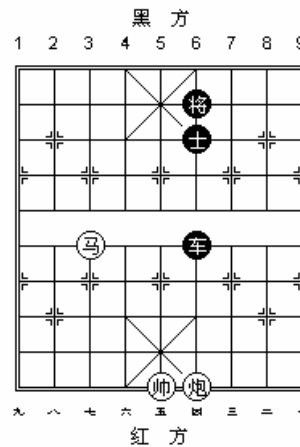


Employing the strength of his Cannon, Red Horse takes a discover attack to occupy a strategic position and succeeds in taking a checkmate, fully displaying its power.

Game 5 (Fig.158)

Red moves to win:

- H7-6 K6-1
- C4+1① R6+2
- K5+1 K6+1
- H6-5② K6-1
- H5+3 K6+1
- H3+2 R6-1



C4+1! K6-1
 K5+1 R6-2 H2+3 R6+1
 H3=1! R6+1 H1-2 R6-1
 C4+1 R6-2 C4+2 K6+1
 K5-1 K6-1 H2+1 K6+1
 H1+3 R6+1 H3-4③

Notes:

① It is a correct move. If Red changes to C4+3, he might meet some setbacks in his play.

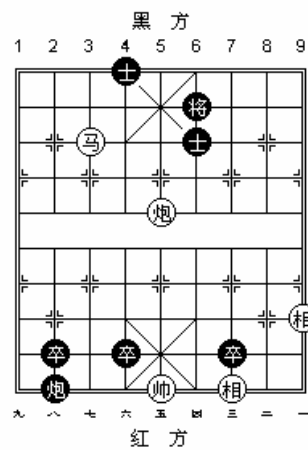
② Red Horse takes retreat as advance, skillfully moving to the right wing. Employing the strength of Cannon, Red Horse presses forward step by step.

③ Red is sure to win at the end game of "single Horse vs. single Advisor".

Game 6 (Fig.159)

Red moves to win:

C5=7 C2=4①
 H7-5 K6-1
 H5+3 K6+1
 C7+4 A6-5②
 H3-5 K6+1
 H5-3 K6-1
 H3+2 K6+1
 C7-1 A5-6③
 C7=1



Notes:

① If Black changes to A6-5, then H7-5, K6+1; H5-3, K6-1; H3+2, K6+1; C7=1, Red wins by taking a fatal

checkmate.

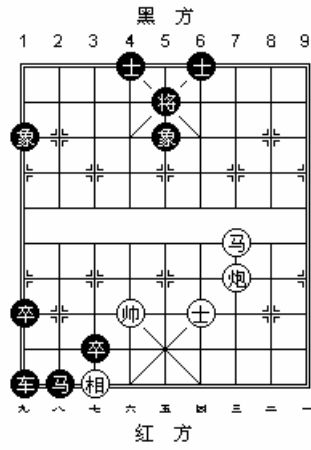
② If Black changes to A4+5, then C7=1, P4=5; K5+1, C4=9; H3+2, C4=7; C1=3, Red is sure to win as he has the material advantage of Horse and Cannon.

③ if Black changes to P4=5, then K5+1, C4=8; H2-3, K6-1; H3+5, K6+1; H5+6, Red will win the game when Black Cannon is taken.

Game 7 (Fig. 160)

Red moves to win:

- H3+4 K5-1
- H4+3 K5+1
- C3=2 K5=6
- C2+5 K6+1
- C2=8! K6-1
- C2=4 K6=5
- H3-4 K5-1
- C4=2! A6+5
- H4+3 K5=6
- C2=4 A5+6
- A4-5 A6-5 H3-5! K6=5
- H5+3 K5=6 H3-2 K6+1
- K6=5 H2-3 H2+4! K6+1
- A5+4

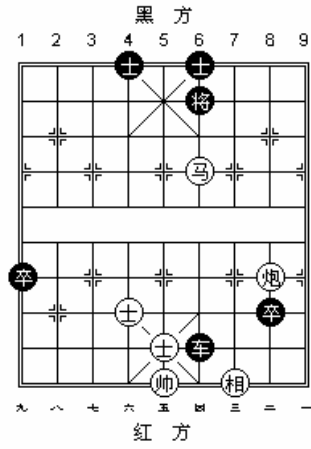


The play is orderly and neatly executed Red Horse and Cannon alternatively take a check on the enemy's King. Employing of the strength of his own King, Red has succeeded in taking an incidental checkmate after ingeniously sacrificing his Horse.

Game 8 (Fig. 161)

Red moves to win:

- A5+4① R6-1
 H4+6 K6+1
 C2=7 R6+2
 K5+1 R6=3
 H6-5 K6-1
 H5+3 K6+1
 H5+3 K6+1
 H3+2 K6-1
 C7=1 R3-1
 K5+1② R3=9
 E3+1③ R9-1 H2-3 K6+1
 H3-5 K6-1 H5+6 K6+1
 C1=7 P8+1 K5-1 R9=4
 C7+4



Notes:

- ① It is a good move that Red plays Advisor, threatening with a checkmate. Employing the strength of his own King, Red skillfully launches an attack with Horse and Cannon.
- ② It is a correct move. The advance or retreat of King at this time differs with that of before. The rudimentary players should pay due attention to it.
- ③ Red plays ingeniously, forcing Black Chariot into a self-obstruction position by his Pawn. In the end, Red has succeeded in taking concerted attack with Red Horse and Cannon.

2. Horse, Cannon and Pawn Checkmate

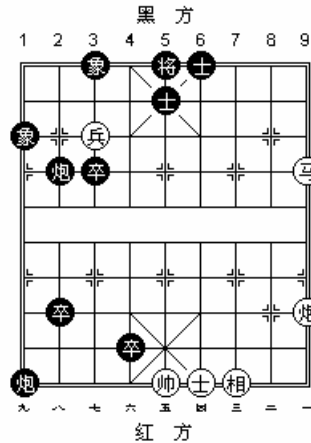
The combined attack of Horse, Cannon and Pawn is one

of basic alignments often used in the actual combat. However, there is more difficulty in executing "Horse, Cannon and Pawn Checkmate" than other three-piece combined checkmate. Special attention must be paid to the organic links between the three pieces when taking the concerted action. With the Pawn to control the movement of enemy's King, Cannon and Horse can nibble the enemy's pieces of defense one by one. In the end, they can take a concerted action in taking final assault to win the victory.

Game 1 (Fig. 162)

Red moves to win:

H1+3 E3+5
 C1+7 E5-7
 H3+2! K5=4①
 P7+1 A5+6
 C1=3 A6+5
 H2-3! K4=5
 P7=6! C1=4②
 C3=1 P2=3
 H3+2



Notes:

- ① If Black changed to play E7+5, Red could take a smothered checkmate with H2-4.
- ② If Black changed to play P2=3, then P6+1, K5=4, H3+4, Red could take a fatal Horse and Cannon Checkmate.

Game 2 (Fig.163)

Red moves to win:

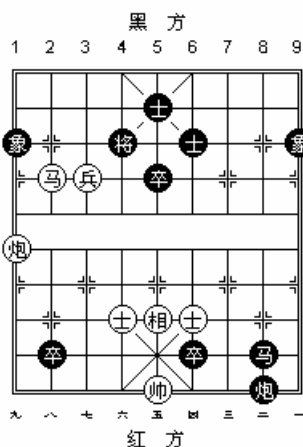
P7=6 K4-1 C9=6
 A5+4
 P6+1 K4=5
 P6=5! K5=6①
 C6=4 A6-5
 P5=4② K6+1
 C4-3! K6=5
 H8+7 K5=4
 C4=6

Notes:

① If Black changes to K5-1, then H8+6, K5=6. C9=4, A6-5.

P5=4 Red takes a checkmate to win the game.

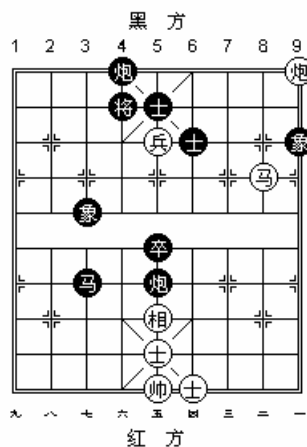
② It is an ingenious play that Red sacrifices his Pawn for taking a concerted assault with his Horse and Cannon. Or if Red changes to C4-3, then A5+6. P5=4, K6=5. P4+1, K5+1. H8+7, K5=4. C4=6. Red can also win the game.



Game 3 (Fig.164)

Red moves to win:

C1-1 A5-6
 H2+3 A6-5
 H3-1① A5+6
 H1+3 A6-5
 H3-2 A5+6
 P5+1! K4+1②
 C1-1 E3-5③
 H2+4! A6+5
 H4-5 K4-1 H5+7



Notes:

① It is a correct move. The obstacle, which blocks the way of Horse and Cannon for taking a concerted action, is removed.

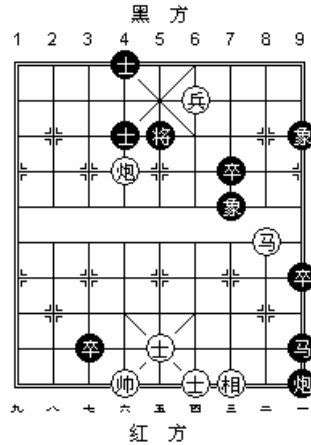
② If Black changes to K4=5, Red could take "Horse and Cannon Checkmate" with H2+3.

③ If Black changes to A6-5, Red would play H2+4 and win the game with the same method.

Game 4 (Fig. 165)

Red moves to win:

- H2+3 K5=6
- C6+3 A4-5
- H3=2! K6=5 ①
- C6=5 A5-6
- H2-3 K5=6
- P4=5 ② A6+5
- H3+2 K6-1
- C5=1 H9+7
- C1-1



Notes:

① If Black changes to K6-1, Red will win quickly with C6=1.

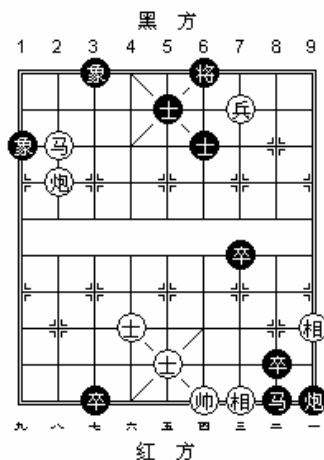
② It is ingenious move. When Red Pawn is stationed on the centre of the Palace, Black King cannot move to the central file. Then, Red will succeed in taking "Horse and Cannon Checkmate".

Game 5 (Fig. 166)

Red moves to win:

- H8+6! K6=5 C8+3 A5-4

H6-4 K5+1
 H4-6 K5=4①
 C8-5 K4+1②
 C8=6 K4=5
 H6+7 K5=4
 H7-8 K4-1
 H8-6 K4=5
 P3=4 K5-1
 H6+4 A4+5 P4=5



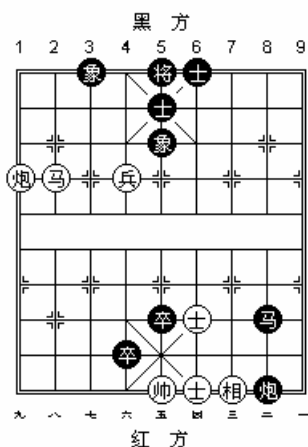
Notes:

- ① If Black changes to K5+1, then H6+7, K5=4; C8-8, K4-1; C8=6, K4=5; P3=4, Red wins.
- ② If Black changes to A4+5, then C8=6, A5=4; P3=4, K4-1; H6-5, K4=5; H5+4, A4-5; P4=5, Red wins.

Game 6 (Fig.167)

Red moves to win:

C9+3① E3+1
 H8+7 K5=4
 H7-9 K4=5②
 H9+7 K5=4
 C9-4 K4+1
 C9=6 A5+4
 P6+1! K4=5
 P6=5 K5=6
 H7-6 A6+5
 P5+1 K6-1
 H6+4



Note:

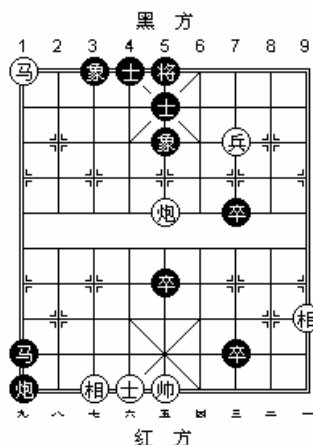
① It is a correct move that Red plays his Cannon to the bottom rank for destroying the defense of Black Elephants. If he changes to H8+7, then K5=4; C9-1, K4-1; C9=6, A5+4; P6+1, K4=5; Black will win the game as he still has two Elephants to defend himself, while Red will not succeed in taking a checkmate.

② If Black changes to H8+7, then H9+8, E5-3; H8-7, K4+1; H7-5. Red wins.

Game 7 (Fig. 168)

Red moves to win:

H9-7 K5=6
 C5=4 K6+1
 P3+1① K6-1
 H7-6 K6=5
 P3=4 A6+5②
 K5=4③ C1=4
 C4=5 A6-5
 H6+4④ C4-8⑤
 P4+1 K5=6 C5=4



Notes:

① It is a correct move. If he changes to H7-6, Black wins the game with A5+4. Red can not take any checkmate.

② If Black changes to A5+4, then C4=5, A4+5; H6+4, This ingenious move will lead to a checkmate position when Red plays P4+1.

③ If Red changes to K5+1, Black will play C1=4, Red can not succeed in taking a checkmate.

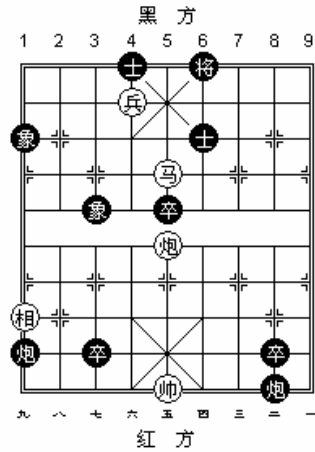
④ It is an ingenious move, concealing a checkmate. It is the key move for winning the victory.

⑤ If Black changes to C4-6, then P4=5, K5=6; H4+2, Red wins.

Game 8 (Fig. 169)

Red moves to win:

- H5+3 K6+1
- C5=4 A6-5
- H3-4 A5-6
- H4-2 A6-5
- H2+3 K6-1
- H3-5 K6+1
- H5-3! K6-1
- P6+1! E3-5
- H3+4 A5+6 H4-6 A6-5
- H6-5! K6+1 H5-6! K6-1
- H6+4 A5+6 P6=5! K6+1
- H4+6

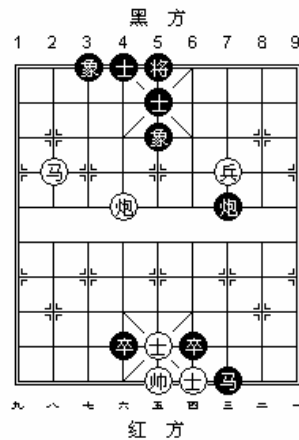


With the assistance of Cannon, Red plays Horse removes all obstacles on the way. Then, he has his King exposed for assisting in the attack. Finally, Red throws his Pawn into the battle and wins the victory at one stroke.

Game 9 (Fig. 170)

Red moves to win:

- H8+7 K5=6
- C6=4 K6+1
- P3=4 A5+6
- H7-6 K6-1



P4+1 K6=5
H6+7 K5+1
C4=5 E5+3①
H7-6 K5-1 P4+1 C7-3
P4=3 P6=5 A4+5 P4=5
K5=6 H7-6 C5-3

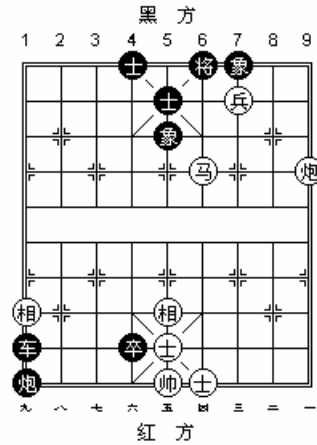
Notes:

① If Black changes to K5=4, then H7-6, A4+5; P4=5, K4-1; C5=6, K4=5 (A5+4; H6+4, A4-5; P5=6, Red wins); P5+1, K5=6; C6=4, Red takes a fatal checkmate to win the game.

Game 10 (Fig.171)

Red moves to win:

P3=2① A5+4②
C1+3 K6+1
P2=3 K6+1
H4-3! E5+7
C1-6! K6=5
H3+5 K5-1
C1+5! K5+1③
H5+3 K5=6
C1-5 R1=2
H3-5 K6=5 C1=5



Notes:

① It is the key move in this game, with which Red will launch an offensive with Horse and Cannon.

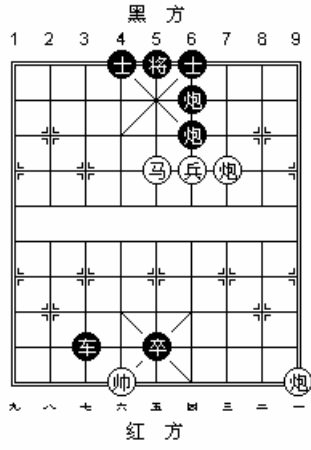
② Black can also have other two variations: (1) E5+3; C1+3, E7+5; P2+1, K6+1; H4+2, K6+1; C1-2, Red wins. (2) A5+6; H4+6, A6-5 (If R1=2, then C1+3, K6+1; P2=3, K6=5;

C1-1, Red wins); C1+3, K6+1; P2=3, K6+1; H6-5, Red wins.

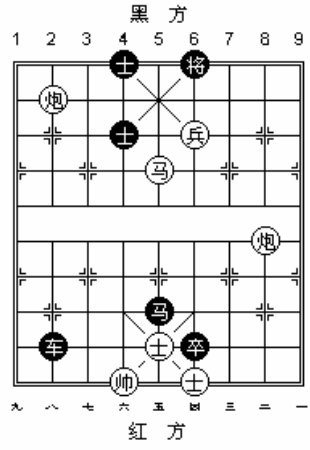
③ If Black changes to K5-1, Red will play H5+6, then, K5=6; P3=4, Red wins.

Drills for Horse and Cannon Combined Checkmate

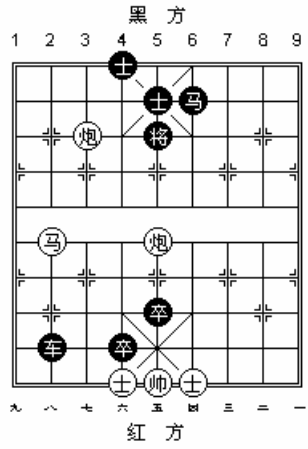
Game 1



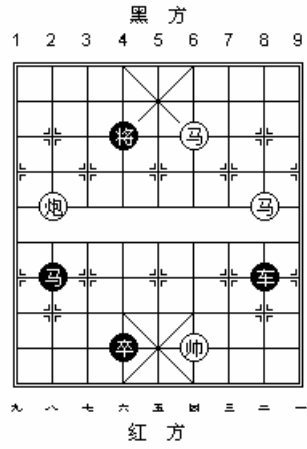
Game 2



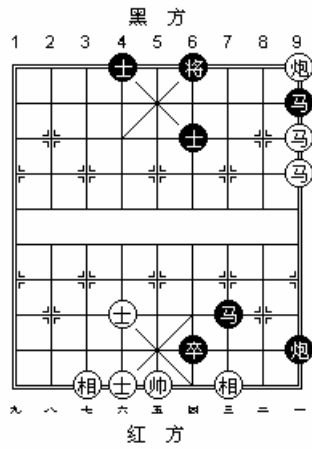
Game 3



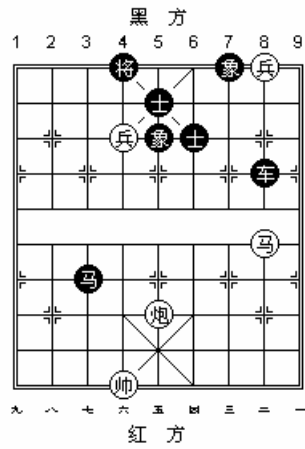
Game 4



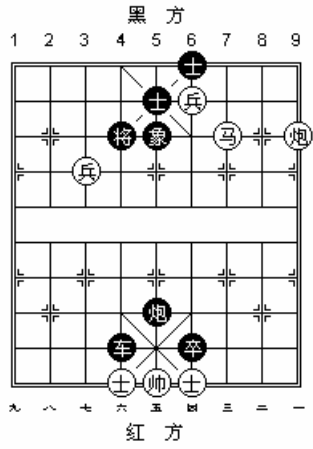
Game 5



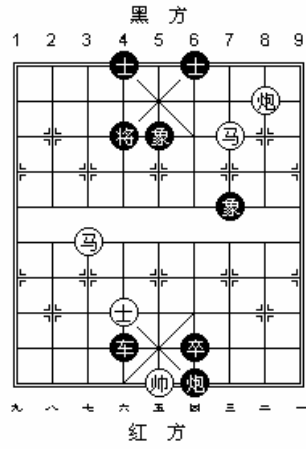
Game 6



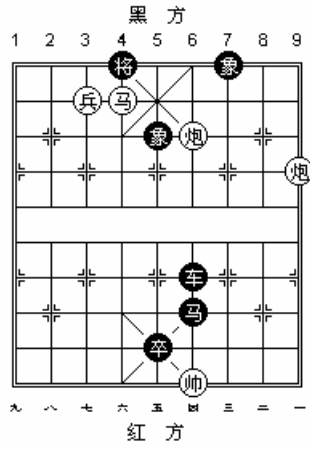
Game 7



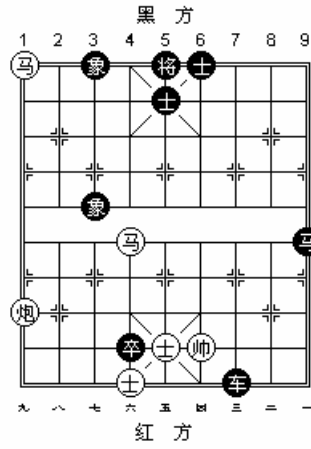
Game 8



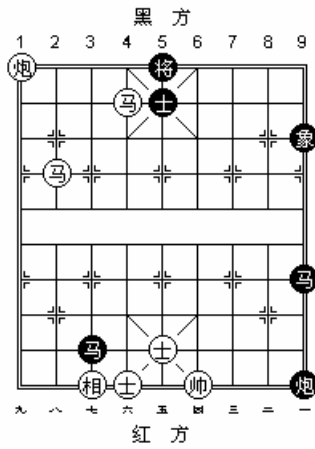
Game 9



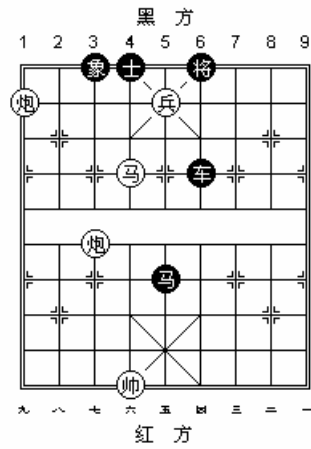
Game 10



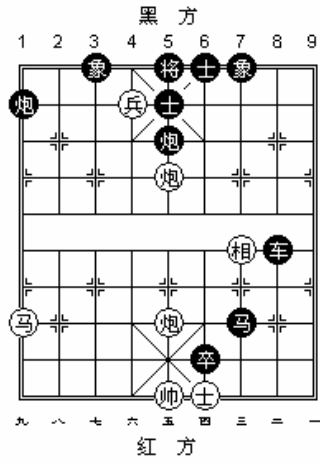
Game 11



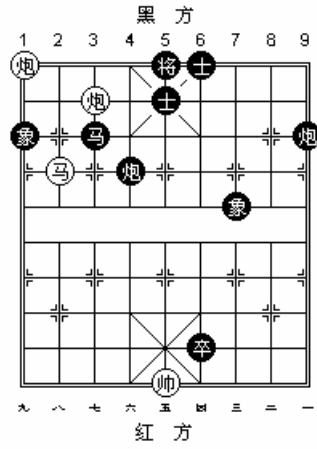
Game 12



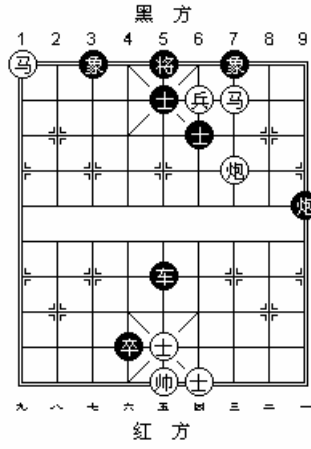
Game 13



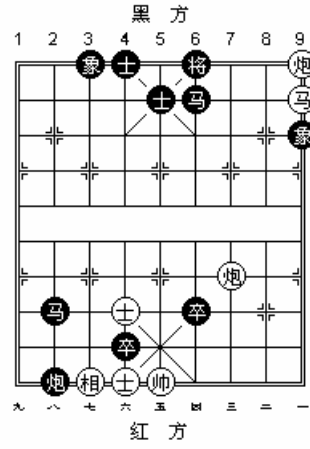
Game 14



Game 15



Game 16



VII Chariot and Horse Combined Checkmate

The Chariot and Horse Combined Checkmate can be divided into three kinds, that is Chariot and Horse Checkmate, Chariot, Horse and Pawn Checkmate, and Chariot and Double Horses Checkmate.

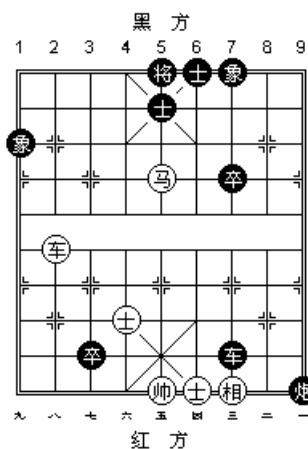
1. Chariot and Horse Checkmate

"Chariot can dominate four sides, while Horse looks imposing from all angles". The concerted attack of Chariot and Horse is usually called "Chariot and Horse Sniper Shot". "Sniper Shot" usually refers to the surprised attack, displaying brilliant techniques. It is one of the important basic skills in xiangqi play. To have a good command of the technique of Chariot and Horse checkmate, it will help to improve one's skill in xiangqi play.

Game 1 (Fig. 172)

Red moves to win:

H5+6① E1-3
R8+5 K5=4
H6-7 E7+5
H7+5 C9-6
R8=7 K4+1
R7-1 K4-1
R7-4! K4+1
R7=6 A5+4
H5+4 K4-1 R6+3



Notes:

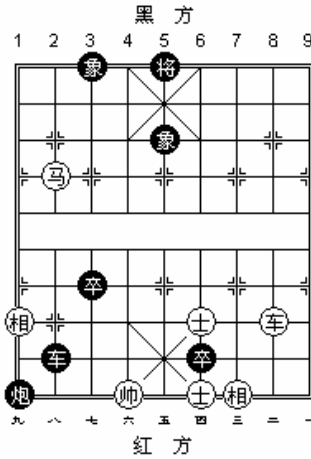
① If Red changes to H5+4, then K5=4; R8+5, K4+1;

H4-5, E7+5; H5-6, C9-6; Black will be in a superior position. Or if Red changes to H5-7 or H5+7, Black can play E7+5, and will be in a winning position as Red can not take any offensive.

Game 2 (Fig. 173)

Red moves to win:

- H8+7 K5=6
- R2=2 K6+1
- R2=4 K6=5
- R4=6 R2+1
- K6+1 R2-8①
- H7-6 K5-1
- H6-4② K5=6
- H4+3 R2=7
- R6+4 K6+1
- R6-1 K6-1
- R6=3



Notes:

- ① If Black changes to K5=6, Red can take a checkmate by the same method.
- ② It is a good move that Red takes the retreat as advance. After that, Red is sure to win.

Game 3 (Fig.174)

Red moves to win:

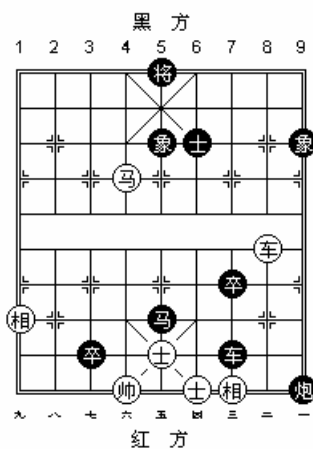
- H6+7 K5=6 H7-5 K6=5①
- H5+7 K5=6 R2+5 K6+1
- R2-1 K6-1 H7-5 K6=5

R2=4! H5-4②
 H5+7 K5=4
 R4-1 K4+1
 R4+1 K4-1
 R4-4 K4+1
 R4=6 K4=5
 R6+4 K5-1
 R6=4

Notes:

① If Black changes to A6-5, then R2+5, K6+1; H5-3, K6+1; R2-2, Red wins.

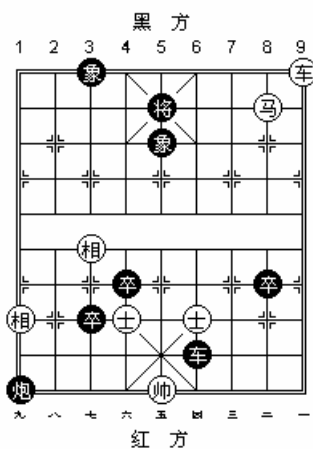
② If Black changes to P3=4, then K6+1, H5-3; K6-1, H3-4; H5+7, Red can win the game by taking the same method as above.



Game 4 (Fig.175)

Red moves to win:

R1-1 K5=4
 H2-4! K4-1
 R1=2 K4+1
 R1=6 K4=5
 R6=7 K5=6
 H4+2 K6=5
 R7+2 K5-1
 H2-4 K5=4①
 R7-1② K4+1
 R7=5 P3+1 R5+1 K4+1
 R5=6



Notes:

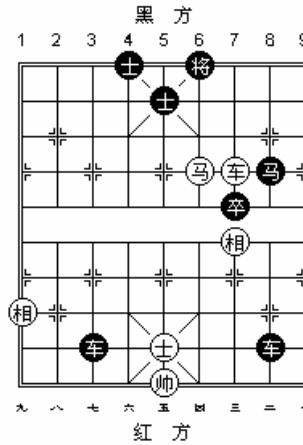
① If Black changes to K5=6, Red can play R7=5 to win the game.

② It is a good move that Red retreats Chariot, threatening with a checkmate. It is a key move for taking "Chariot and Horse Sniper Shot" checkmate. After that, Red plays Chariot to destroy Black's defense line of Black's central Elephant and wins the game at one stroke.

Game 5 (Fig. 176)

Red moves to win:

- R3+3 K6+1
- H4+2 K6+1
- R3-2 K6-1
- R3-1① K6+1
- R3=4 K6=5
- R4=5 K5=4②
- H2-4! R8=6③
- A5+4④ R3=4
- R5=6



Notes:

① It is a correct move. If Red covets small advantage by taking Black Pawn with R3-2, then K6+1; R3+2, K6-1; R3-1, K6+1; R3=4, K6=5; R4=5, K5=4; H2-4, H8+7. By capturing Red Elephant, Black relieves himself of the checkmate position, and at the same time, returns Red with a checkmate. Black is sure to win as Red can not take any checkmate.

② If Black changes to K5=6, Red can win the game with A5-4.

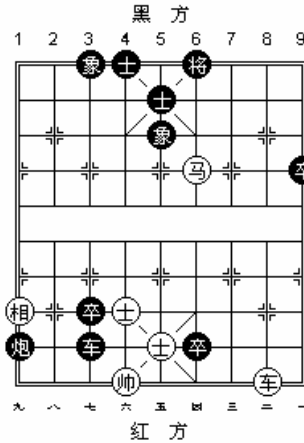
③ Black may have other three variations. However, in all

three cases, Black will be ended in defeat. (1) H8-7; R5=6, K4=5; H4+3, K5=6; R6=4. (2) R3=5; R5-5, Red wins after returning Black with a checkmate and capturing Black's two Chariots (3) K4-1; R5=6, A5+4; R6+1, Red wins.

④ It is an ingenious move that Red plays Advisor to expose his King. Now, Red is sure to win.

Game 6 (Fig.177)

This game shows a typical checkmate position of "Chariot and Horse Sniper Shot", fully displaying the technical skill of concerted attack made by Chariot and Horse, which merits the beginners to learn.



Red moves to win:

- R2+9 K6+1
H4+2 K6+1 R2-1 E5-7①
R2=4② K6=5 R4-4 A5-6③
R4=5 K5=6 R2-3 K6-1
H3+5! K6+1④ R5=2 K6=5
H5+7 K5=4⑤ H7-6 K4-1⑥
H6+4 A4+5 R2=6 A5+4
A6+3

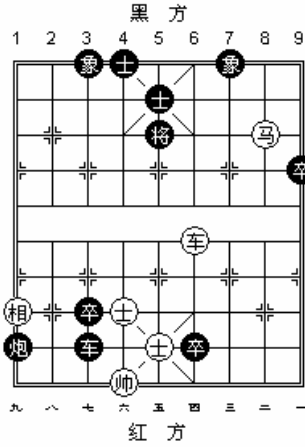
Notes:

① If Black changes to E5+3, then R2=3 (After that, Red can play R3-1, then K6-1; R3-1, K6+1; H2+3, K6=5; R3+1, A5+6; R3=4 to take a checkmate), K6=5; R3-4, A5+6; H2-4, K5-1; R3+4, K5+1; R3=6! A6-5; R6-4, K5-6; R6=4, Red takes

a fatal checkmate to win.

② If Red changes to R2=3, Black can play E7+9 to win the game as Red can not take any checkmate.

③ At the situation as shown in the attached diagram, Black may have another two variations. However, in both cases, Black will be ended in defeat. Following are the lines of these two variations: (1) E7+9; H2+4!,



A5-6; R4=5, K5=6; H4+6, Red takes a fatal checkmate to win. (2) A5+6. R4=5, K5=4. R5=8! K4=5 (If K4-1, then R8+4, K4+1. H2-4, K4=5. R8=6, The subsequent moves will be identical to the winning method as described in this paragraph. Or if, A4+5; R8=6, K4=5; H2-4, Red takes a fatal checkmate to win), H2-4, K5-1; R8+4, K5+1; R8=6, A6-5; R6-4, K5=6; R6=4, Red wins.

④ If Black changes to K6=5, Red can play H5+3 to take a double-checkmate, and win the game with successive checkmates. Or if Black changes to E3+5, Red can play R5=4, then K6=5; H5+3, K5-1; R4+5, Red wins.

⑤ If Black changes to K5=6, Red can play H7+6 to take a fatal checkmate. Or if Black changes to A4+5, then H7-6, K5=4; R2=6, Red takes a fatal checkmate to win.

⑥ If Black changes to A4+5, then H6+4, K4=5; H4+3, K5=6; R2=4, Red wins.

2. Chariot, Horse and Pawn Checkmate

The concerted attack of Chariot, Horse and Pawn proves to

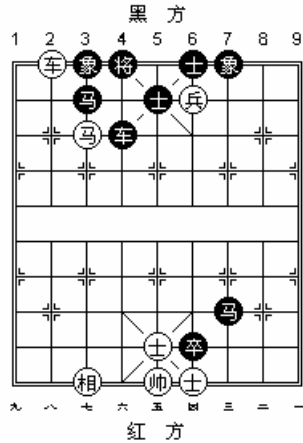
be fairly powerful in xiangqi play. Usually, the attack side plays his Pawn to destroy the opponent's Advisor and Elephant first, and then takes a "Sniper Shot" with Chariot and Horse. The attacking side may also sacrifice his Horse first to destroy the opponent's Advisor, and then launches the attack with Chariot and Pawn. He can also take a concerted attack with all three pieces and win the victory at one stroke. The concerted action of Chariot, Horse and Pawn can produce a variety of brilliant, practical checkmates. It is the subject for study by the xiangqi players.

Game 1 (Fig.178)

Red moves to win:

- R8=7 K4+1
- R7-1 K4-1
- R7+1 K4+1
- R7=6! A5-4
- H7+8

Employing the strength of his King, Black can take a fatal attack with Chariot, Horse and Pawn. However, taking advantage of playing first, Red boldly sacrifices his Chariot on the bottom rank, and then takes a smothered checkmate with his Horse and Pawn.



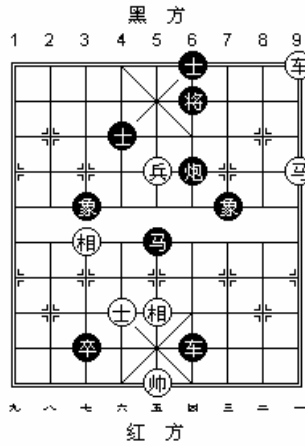
Game 2 (Fig.179)

Red moves to win:

- R1-1 K6+1 H1+2 K6-1

H2-3 K6+1
 R1=4! C6-2
 P5+1 E3-5
 H3-5

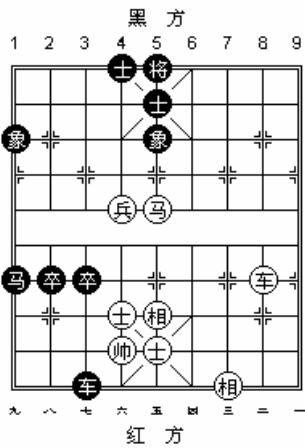
Employing the tactics of obstruction, Red sacrifices both Chariot and Pawn and takes a checkmate with single Horse. This game is ingeniously conceived.



Game 3 (Fig.180)

Red moves to win:

R2+6 R5-7
 R2=3 A5-6
 H5+6 K5+1
 R3-1 K5+1
 H6+8① H1-2②
 H8+6 K5=4
 H6-8 K4=5
 H8-7 K5=6
 H7+6 K6=5
 H6+4 K5=6
 H3=5



Notes:

- ① It is a shortcut for winning the victory that Red plays his Horse to take Black Advisor.
- ② If Black changes to A6+5, then H8-7,K5=6; H7-5, K6=5; P6+1, Red wins.

Game 4 (Fig.181)

Red moves to win:

R8+9 K4+1

H3+5 C8-6

P6+1!①A5+4

R8=5 A4-5②

H5+7 K4+1

R5=8 C8=5

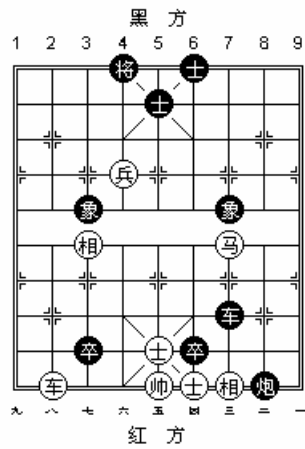
A5+4 C5-1

R8-1 P6=5

K5+1 P3=4

K5-1 R7-1

R8=6



Notes:

① If Red changes to R8=5, Black can play C8=5, returning Red with a checkmate, then P6=5, P3=4; Black is threatening with another checkmate, H5+7, K4+1; A5+6, P4+1; K5=6, R7=4; K6=5, R4+2; Black takes a checkmate to win the game.

② If Black changes to C8=5, Red can take a fatal checkmate with K5=6.

Game 5 (Fig.182)

Red moves to win:

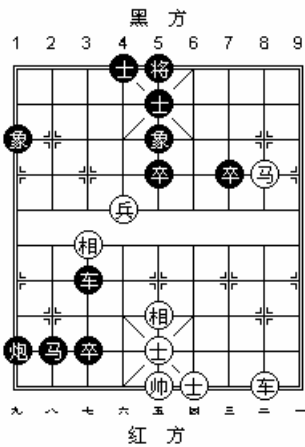
H2+3 K5=6

H3-5 C1-5

P6+1 P5+1

P6+1 R3=7

R2+4 C2=6①



E5+3② C6-1 H5-4! R7=1
 R2+5 K6+1 H4+3 C6+4
 H3-5 K6+1 R2-2

Notes:

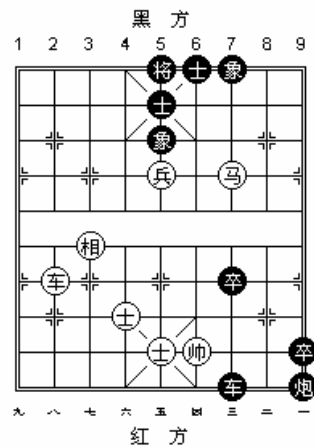
① If Black changes to P5+1, then E5+3, R7-1; R2=3, C1+6; R3-1, Red is sure to win, as Black can not take any checkmate.

② It is an incidental move that Red plays his Elephant. Red launches a concerted attack with Chariot and Horse at Black's weakly-defended left wing.

Game 6 (Fig.183)

Red moves to win:

H3+4 K5=4①
 R8+6 E5-3②
 R8=7 K4+1
 P5=6 P7=6③
 R7-1 K4-1
 P6+1 K4=5
 P6+1 P9=8
 R7+1 A5-4
 R7=6



Notes:

① If Black changes to A5+6, then P5+1, A6+5; R8+6, A5-4; R8=6, Red wins.

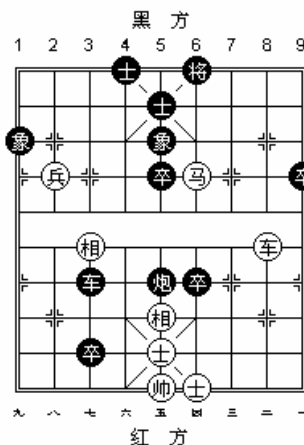
② If Black changes to K4+1, then P5=6, P9=8; P6+1! K4+1; R8=6, Red wins.

③ If Black changes to P9=8, then P6+1, K4+1; R7=6, K4=5; H4-3, Red takes a checkmate to win.

Game 7 (Fig.184)

Red moves to win:

R2+5 K6+1①
 H4+2 K6+1
 R2-1 E5+3
 H2-3 K6=5
 R2-1 A5+6
 H3+4 K5=4②
 P8=7 E3-5
 R2+1 E5+7③
 P7=6 K4=5 P4+3 A4+5
 R2=5



Notes:

- ① If Black changes to E5-7, then R2=3, K+1; H4+2, K6+1; R3-2, K6-1; R3-1, K6+1; H2+3, Red wins quickly.
- ② If Black changes to K5-1, then R2+1, K5+1; H4+3, K5=4; P8=7, Red takes a fatal checkmate to win the game.
- ③ Black has no other alternative but to play this move. If Black changes to A4+5, Red can also play R2=5 to win the game.

Game 8 (Fig.185)

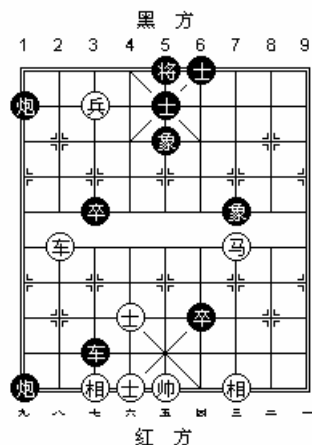
Red moves to win:

P7=6 A5-4 H3+5 A6+5①
 R8=2 FC-7② H5+6 P6=5③
 R2=5 E5-7 R2=3 A5-6
 P6=7 K5+1 R3=4! K5+1④
 H6-5 K5-1⑤ K5=4 R3=8

R4-1 K5+1
H5+7 K5=4
H4-5

Notes:

① If Black changes to FC-7, Red can play H5=6! Black has no remedy to save himself. Or if Black changes to play E5-7, Red can win the game quickly with R8=5.



② If Black changes to R3+1, then R2+5, E5-7; H5+4, K5=6; H4+2, K6+1; H2-3, K6+1; R2-2, Red takes a checkmate successively to win the game. Or if Black changes to E7-9, then H5+4, K5=6; R2=4, FC-7; H4-2, A5+6; H2+4, FC=6; R4+1, Red takes checkmate a successively to win the game.

③ If Black changes to R3-2, then R2+5, A5-6; P6=7, K5+1; R2-1, Red wins. Or if Black changes to E7-9, then R2+5, E9-7; R2=3! E5-7; P6=5! K5=6; P5=4, Red wins.

④ If Black changes to E7-5, Red wins the game with K5=4.

⑤ If Black changes to P5=4, Red can respond with K5=4, Black has no remedy to save himself.

3. Chariot and Double Horses Checkmate

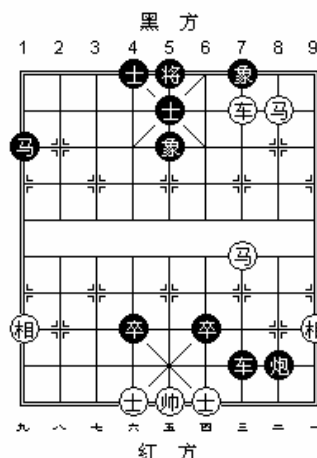
When taking a concerted action with Chariot and double Horse, the attacking side usually stations Chariot on a high place for rendering support to four sides. Employing the strength of Chariot, Horses can take on various positions for launching attack, forcing the opponent's King into a passive

position. Finally, the attacking sides takes "Chariot and Horses Sniper Shot" to win the game.

Game 1 (Fig. 186)

Red moves to win:

- H3+4① K8+1
- E1-3 P6+1②
- R3-7 P6=7
- H4+3 K5=6
- H3-5 K6=5③
- H5+3 K5=6
- H3-4! K6=5④
- H4+6



Notes:

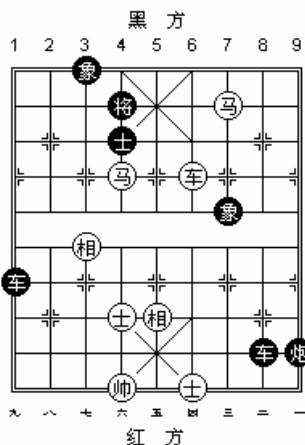
- ① It is a correct move. If Red changes to H3+2, Black can play C8-7 and make a draw by sacrificing his Chariot.
- ② If Black changes to R7-7 to take Red Chariot, Red can take a "Double Horses Checkmate". Or if Black changes to P6=7, Red can win win the game quickly with R3+1.
- ③ If Black changes to K6+1, Red can take a checkmate with H5-3.
- ④ If Black changes to K6+1, Red can take a checkmate with H4+2.

Game 2 (Fig.187)

Red moves to win:

- H6+8 K4=5 H8+7 K5=4

H4+2 K4-1①
 R4+1 K4+1
 H7-8 K4=5
 H3-4 K5+1
 R4=5 K5=6②
 H8+6③ A4-5④
 R5=4 K6=5
 H6-7



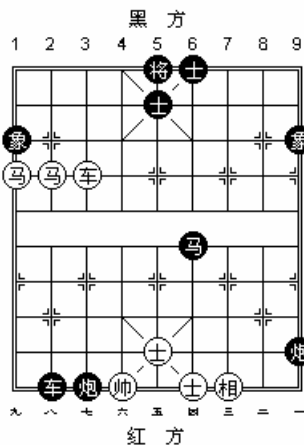
Notes:

- ① If Black changes to A4-5, then R4=5, K4-1; R5+1, K4+1; H7-8, K4+1; R5=6, Red wins.
- ② If Black changes to A4-5, then R5-1, K5=6; H8-6, Red wins.
- ③ If Red changes to H8-6, then K6-1; H4+6, E7-5; Black wins the game as Red can not take any checkmate.
- ④ If Black changes to K6-1, Red can play R5=4 to win the game.

Game 3 (Fig.188)

Red moves to win:

R7+3 A5-4①
 H8+6② K5+1
 H6-4 K5=6
 H4+2 K6=5
 H9+7 K5+1
 H7+6 K5-1
 H6-7 K5+1
 R7=5 K5=6③
 R5=4 K6=5 H7+6 K5-1



H2-4

Notes:

① If Black changes to E1-3 to take Red Chariot, Red can play H8+7 to take Elbow Horse Checkmate and win the game.

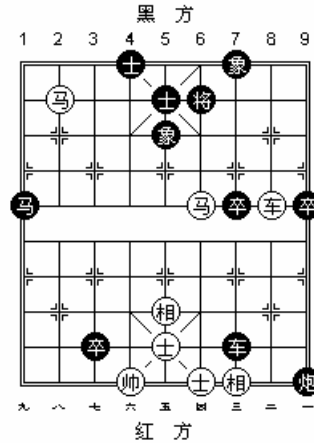
② If Red erred in playing R7=6, Black could win the game as Red can not take any checkmate.

③ If Black changes to A6+5, then R5-1, K5=6; R5=4, K6=5; H7+6, Red wins.

Game 4 (Fig.189)

Red moves to win:

R2+3 K6-1
 H4+3 K6=5
 R2=4 H1-2①
 H8+6 H2+4
 H6-5 A5+6②
 H5+7 H4-3③
 R4-1 K5+1④
 R4=7 K5=6
 R7+1 K6+1 H3-4 R7=5
 H4+6 K6=5 R7-1



Notes:

① If Black changes to H1-3 to sacrifice his Horse, Red can play H8+6, then H3+4 (H3-4; R4=5, K5=4; R5=6, K4=5; R6+1, Red wins); R4=5, K5=4; H3-5, Red wins.

② If Black changes to K5=4, Red can play R4+1, then K4+1; H5-7, K4+1; R4=6, A5-4; H3+4, R7=5; H7+8, Red wins.

③ If Black changes to K5=4, Red can play R4-1, then

K4+1; R4-1, Red wins by taking a fatal checkmate.

④ If Black changes to H3+5, Red wins the game with R4+1.

Game 5 (Fig.190)

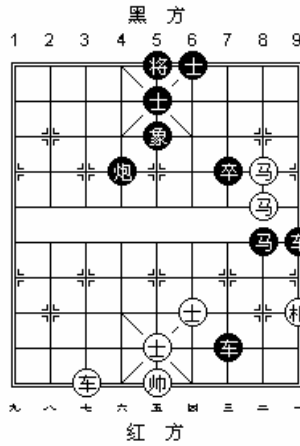
Red moves to win:

- FH+3 K5=4
- H3-5 C4-1①
- H2+3! R9-5②
- H3-5 H8-6
- RH+7 K4+1 H7+8 K4-1
- R7+9 K4+1 R7=5

Notes:

① If Black changes to C4=5, Red can play A5-4 to win the game.

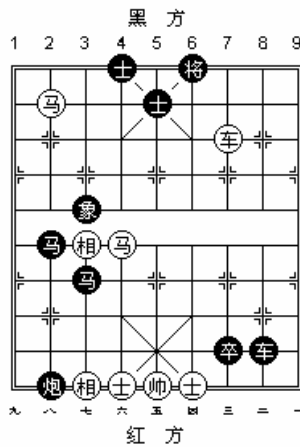
② Black has no other alternative but to play this move. Otherwise, Red can play R7+9, then K4+1; H3+4, A5-6; R7-1, Red takes a brilliant checkmate.



Game 6 (Fig.191)

Red moves to win:

- R3+2 K6+1
- H6+5 E3-5
- R3-1 K6-1①
- H5+3 R8-6②
- R3+1 K6+1
- H8+6! K6+1
- H3-4 H3-5



H4+2③ R8+1 R3-2

Notes:

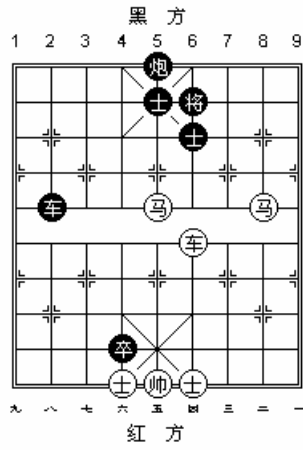
① If Black changes to K6+1, Red can play R3-5, then K6-1; R3=4, A5+6; H8+6, K6=5 (K6-1; R4+4, K6=5; R4=5, K5=4; H5+7, K4+1; R5+2, Red wins); H6-7, K5-1; R4+4, H2-3; H5+3, C2-9; R4+1, Red wins.

② If Black changes to K6=5, Red can play R3+1! Then E5-7; H8-6, Red wins.

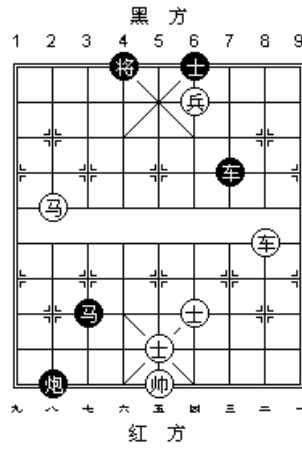
③ By presenting his Chariot and double Horses to "the mouth of Tiger", Red has succeeded in taking an ingenious checkmate.

Drills for Chariot and Horse Checkmate

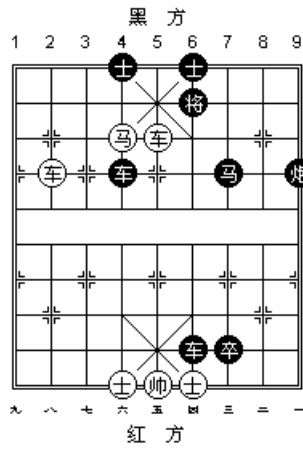
Game 1



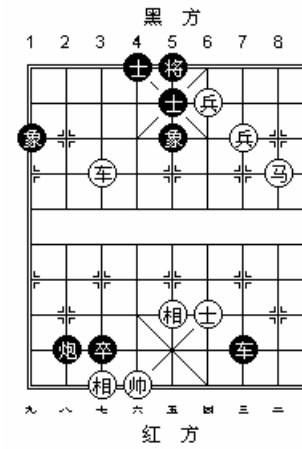
Game 2



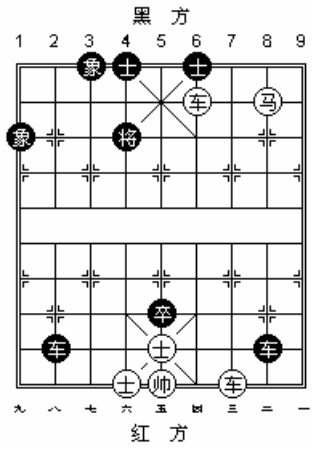
Game 3



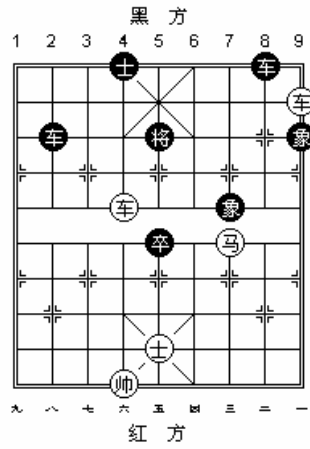
Game 4



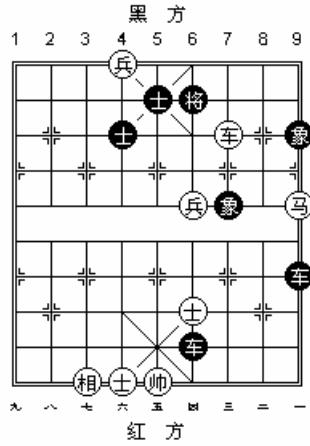
Game 5



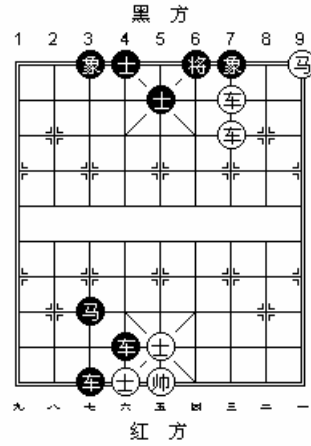
Game 6



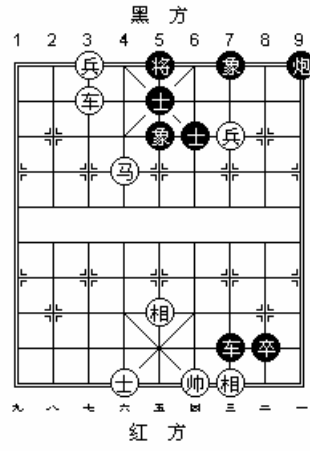
Game 7



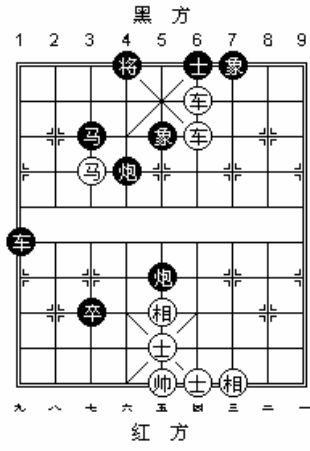
Game 8



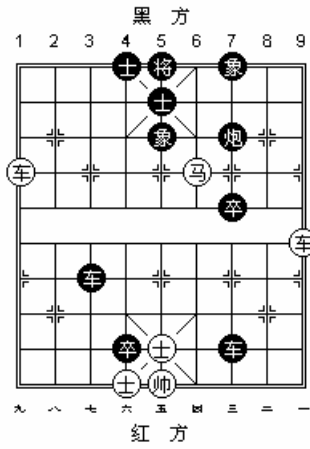
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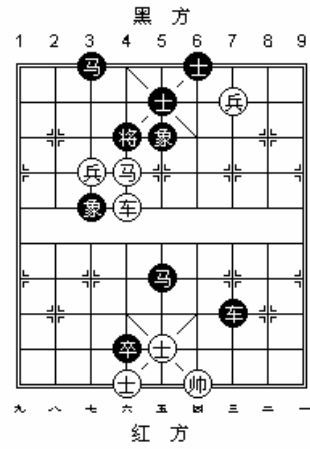
Game 10



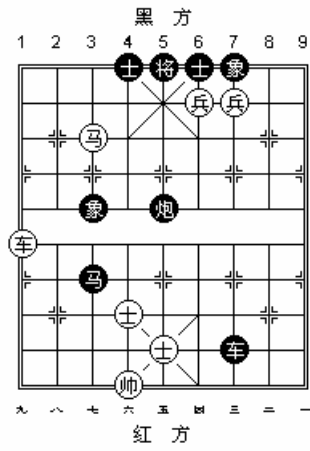
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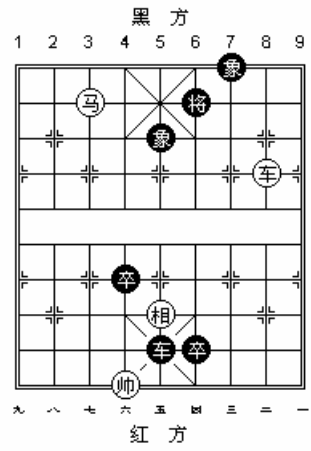
Game 12



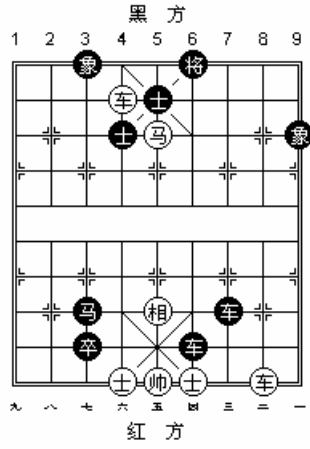
Game 13



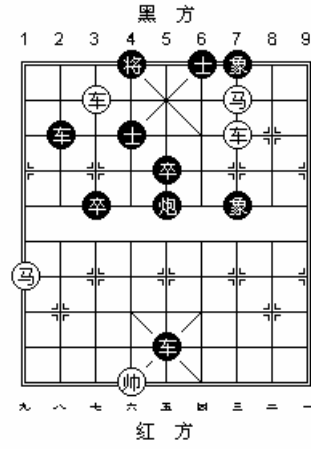
Game 14



Game 15



Game 16



Chapter VIII Chariot and Cannon Combined Checkmate

The Chariot and Cannon Combined Checkmate can be divided into three categories, that is, Chariot and Cannon checkmate, Chariot, Cannon and Pawn checkmate, and Chariot and double Cannons checkmate.

1. Chariot and Cannon Checkmate

Both Chariot and Cannon can be considered as "long-range weapons in xiangqi play. They can go into action quickly and launch a swift and fierce attack. Usually, the attacking side uses Cannon to contain the opponent's pieces of defense, and plays Chariot to "take a checkmate". The well-known checkmate methods "Iron-bolt Checkmate", "Fishing-the-moon-under-deep-sea Checkmate", etc. are the typical examples of the Chariot and Cannon combined checkmate.

Game 1 (Fig. 192)

Red moves to win:

R7=2 K5=6

C7+6! R4-7

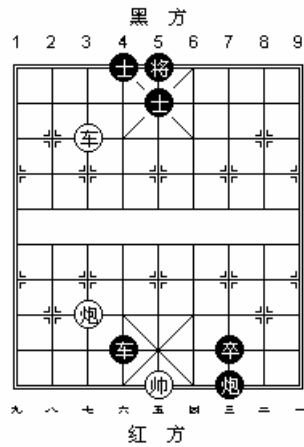
R2+2 K6+1

R2-1! K6+1

R2-2 K6-1

R2=4

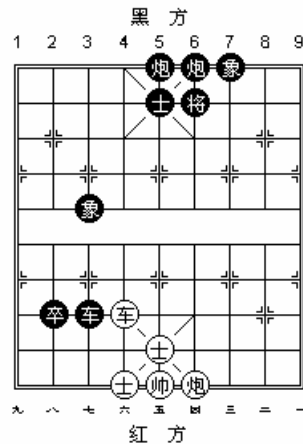
Red Chariot and Cannon



launch the offensive respectively on two routes, taking concerted action to attack the opponent's King. The method of winning is well knit and clean.

Game 2 (Fig.193)

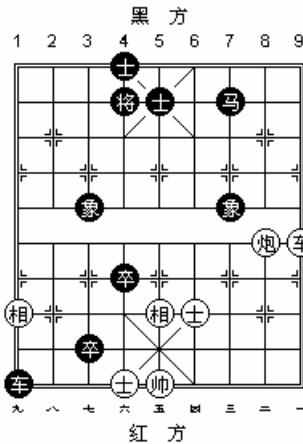
Red moves to win:
 R6=4 A5+6
 R4=5! A6-5
 A5+4! A5+6
 R5+7 E3-5
 R5-2 R3-6
 R5+1! R3=5
 A4-5



Red takes a concerted attack with his Chariot and Cannon, thus warding off the attack of the enemy and returning him with a checkmate. In this game, Red fully displays the role of Advisor and King, tactfully turns danger into safety, and boldly sacrifices his Chariot. In the end, Red succeeds in winning the victory by taking a smothered checkmate.

Game 3 (Fig.194)

Red moves to win:
 C2+4! K4+1
 E5-7! P4=5
 R1=6 K4=5



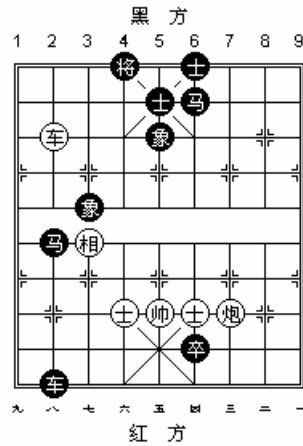
R6=5 K5=6 R5-1 K7+6
 R5=4 K6-1 R4+3 A5+6
 R4+1! K6+1 R2-7

Firmly grasping the opportunity, Red launches a combined attack with Chariot and Cannon. With the assistance of his own King, Red resolutely sacrifices his Chariot and succeeds in taking an accidental checkmate with his Cannon.

Game 4 (Fig.195)

Red moves to win:

C3+7 K4+1
 R8+1 K4+1
 R8-2 K4-1
 C3-1 K4-1
 R8+3① E5-3②
 R8=7 K4+1
 R7-1 K4+1
 R7-3 H6+5
 R7=6 K4=5 R6=5③ K5=6
 R5=4④ K6=5 R4+1⑤ K5=4
 R4=5 H2+3 R5=6



Notes:

- ① If Red changes to R8+2, Black will play R2=7. Black will win the game as Red can not take any checkmate.
- ② If Black changes to K4+1, then R8-1, K4+1; R8-2, Red wins quickly.

③ It is a correct move. If Red changes to R6+1 to chase Black Horse, the result will be totally different. When Black moves his King to the 6th file, the power of control of Red Cannon on the 3rd file is reduced. Black can turn defeat into victory.

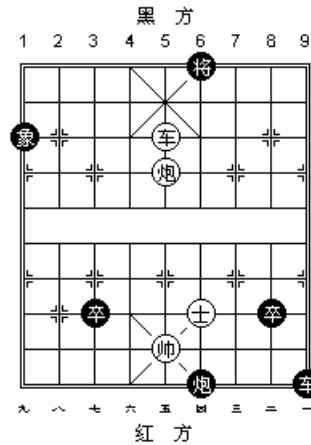
④ If Red changes to R5+1, Black will play K6-1, Red will be thrown into a disadvantageous position.

⑤ Red play is well knit that his Chariot keeps on chasing Black Horse. Now, Red's victory is secured.

Game 5 (Fig. 196)

Red moves to win:

- C5=4! K6+1
- R5+1 K6-1
- R5+1 K6+1
- R5=1① R9=7
- R1-3② C6=2
- C4-2 C2-7
- R1=4 C2=6
- C4+3 R7-7
- C4=6 R7=6
- R4+1! K6+1 C6-7③ P8=7
- C6=4



Notes:

① It is an excellent move, and a key move for winning the victory. If Red changes to R5-3, Black will play C6=5 to bombard on Red Chariot. Black will be in a winning position.

② It is an incidental move. Now, the position of Red

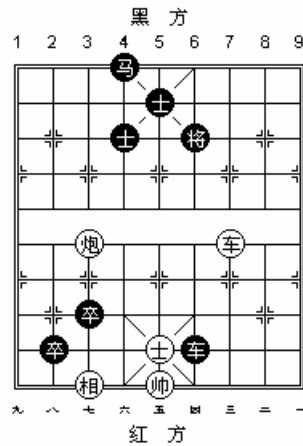
Chariot is better than that on the central file.

③ After the exchange of the Chariots, the game incidentally leads to the position of "Face-to-face checkmate".

Game 6 (Fig.197)

Red moves to win:

- C7+4① K6=5
- R3=5 K5=6
- A5+4! R6-1
- R5=3! A5-6
- R3+3 K6-1
- R3+1 K6+1
- C7=4② R6=8
- R3-4 R8=5
- E7+5 K6-1
- R3+4 K6+1 R3-1 K6-1
- R3=6 A6+5 R6+1③



Notes:

① It is a good move that Red puts Black King under control. If Red changes to A5+4 first, Black can play K6-1, Red can not take any checkmate.

② It is an excellent move, and a key move for taking "Fishing-the-moon-under-deep-sea Checkmate".

③ Now, Black has no strength to foil Red offensive. Red wins.

2. Chariot, Cannon and Pawn Checkmate

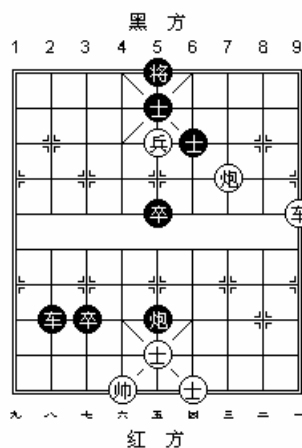
The concerted action of Chariot, Cannon and Pawn proves to be very powerful. The attacking side usually plays Cannon for enforcing containment on the opponent's Advisors and Elephants. Then, he launches an offensive with Chariot and Pawn. He can also bombard the opponent's Advisor with Cannon, and take a checkmate with his Chariot and Pawn at the end game. The attacking side can also sacrifice his Pawn to destroy the opponent's Elephant, and take a "Chariot and Cannon checkmate". The tactical skill of Chariot, Cannon and Pawn checkmate is of fairly high value and is often used in the competition.

Game 1 (Fig.198)

Red moves to win:

- R1+4 A5-6
- C3+3 A6+5
- C3-6! A5-6
- P5=1! K5+1
- C3=5 K5=6 R1-1

Employing the strength of Chariot, Red plays Cannon. The sacrifice of the central Pawn proves to be thrilling, but of no danger. Red play is well conceived, giving the people much food for thought.



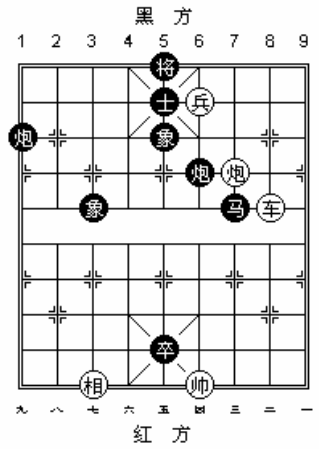
Game 2 (Fig.199)

Red moves to win:

R2+4① A5-6
 C3+3 A6+5
 C3-2② A5-6
 P4+1 K5=4
 P4=5 K4+1
 R2-1 C6-2
 R2=4

Notes:

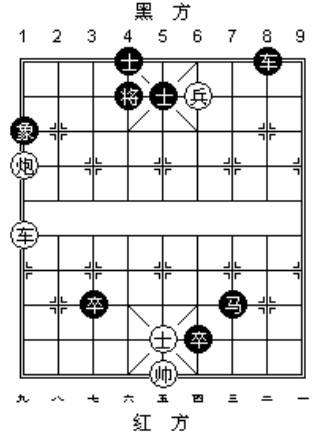
- ① If Red erred in playing R2=3 to kill Horse, Black would play C6=2, returning with a checkmate and win the game when Red Chariot is lost.
- ② It is a key move that Red moves his Cannon to a strategic position by taking a checking on Black King.



Game 3 (Fig.200)

Red moves to win:
 R9=6 A5+4
 C9=6 A4-5
 C6=2! A5+4
 K5=6! R8+2
 R6=8 A4+5 C2=6

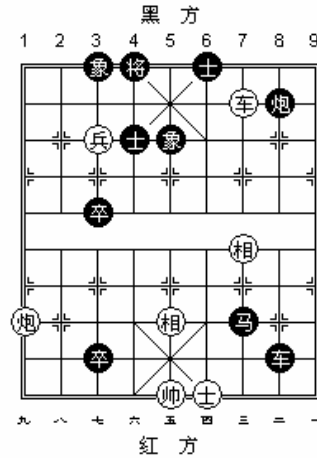
Employing the strength of Chariot, Red Cannon takes a discover checkmate to block the attack of Black Chariot. Red play is well knit, which merits us to learn.



Game 4 (Fig.201)

Red moves to win:

R3=8① E5+7
 C9+7 E3+5
 R8+1 K4+1
 C9-1! C8=1
 R8=5② A4-5
 P7+1 K4+1
 R5=8 R8=4 R8=2



Notes:

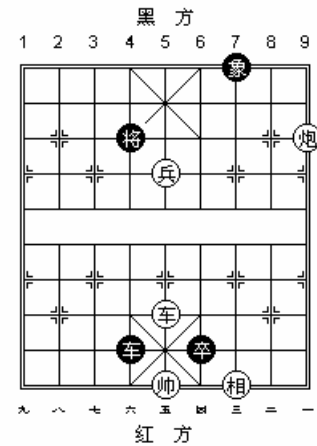
① It is a correct move, leading to the checkmate position of "three-pieces-on-one side". If Red changes to C9+3 to take Black Horse or P7=6 to take Black Advisor, Red can not succeed in taking any checkmate. Black will win the game. Fig.201

② Red boldly sacrifices his Cannon for launching an attack. Now, Black will lose the game definitely when Red Chariot is stationed on the centre of his Palace.

Game 5 (Fig.202)

Red moves to win:

P5+1 K4-1
 P5+1 K4-1 C1=6①



E7+9②

P5=4 P6=5③ R5-1 R4=5
 K5+1④ E9+7 C6-7 E7-5
 C6=5 E5+3 P4=5 E3-1
 E3+5 E1-3 E5+7 E3+1
 C5+7

Notes:

① It is an excellent move that Red plays Cannon to block the exposed King. This is one of the technical skills often used in Chariot and Cannon offensive and defensive.

② If Black changes to R4-6, Red will play P5+1, followed by R5+6 to take a checkmate. Red wins.

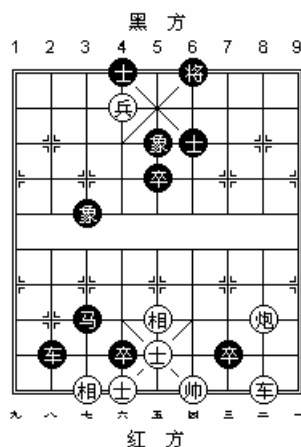
③ Black has no alternative but to sacrifice Pawn for exchanging off the Chariot, as Red can take successive checkmates by playing R5+7, then K4+1; P4=5, K4+1; R5=6.

④ Now, the game becomes a practical end game. Red, who has Cannon and Pawn, can certainly defeat Black, who has only a single Elephant.

Game 6 (Fig.203)

Red moves to win:

C2=4 A6-5
 C4+6! K6=5①
 R2+9 A5-6
 C4=1 E5-7
 R2=3 A4+5
 C1+1 A5+6
 C1=4 A6-5



C4-5 R5-6 C4=5 E3-5
R3=4

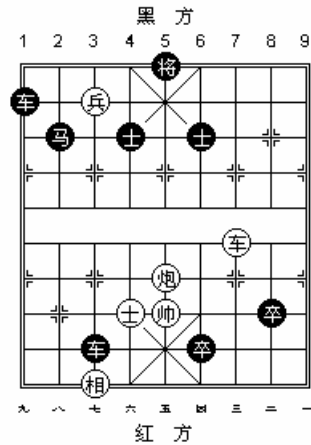
Notes:

① If Black changes to A5+6, then R2+9, K6+1; R2-2, A4+5; R2+1, K6-1; P6=5, Red takes a fatal checkmate to win.

Game 7 (Fig.204)

Red moves to win:

C5+5! K5=6
C5=9 A4-5①
P7+1! R3-7②
P7=6! R3=1③
P6=5! K6=5
R3=5



Notes:

① If Black changes to A6-5, Red still can play P6+1, then R3-7 (H2-4; P7=6, Red wins too); P7=6, R3=1; R3=4, A5+6; R4+3, R1=6; P6=5, Red takes a smothered checkmate to win.

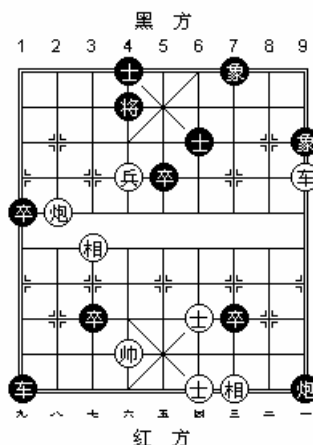
② If Black changes to H2-4 or A5-4, Red can take a fatal checkmate with P7=6.

③ If Black changes to A5-4 to take Red Pawn, Red can play R3+5 to take a checkmate.

Game 8 (Fig.205)

Red moves to win:

P6+1① K4=5
 P6+1 K5=6②
 C8=4 A6-5
 R1=4 A5+6
 P4=5 A6-5
 K6=5③ C9=6④
 P6=5! A4+5
 R5+2 K6-1
 R5+1 K6-1
 R5-3 C6-5
 R5=4



Notes:

- ① If Red changes to R1=5, then P3+1; K6=5, R1=4, Black is in a winning position.
- ② If Black changes to K5-1, then C8+4, A4+5; P6+1, Red will win with an incidental checkmate.
- ③ After playing his King, Red can take a checkmate with the following lines: R5=4, A5+6; P6=5, A4+5; R4=5, Red wins.
- ④ If Black changes to K6-1, then R5=4, K6=5; C4=7, Red takes a fatal checkmate to win.

3. Chariot and Double Cannons Checkmate

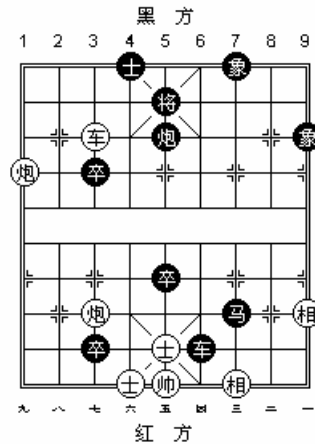
Chariot and double Cannons are an ideal alignment of forces in xiangqi play. As all three pieces are long-range "fast mobile forces", so they can produce more checkmate positions than Chariot and double Horses. When taking a

concerted action, all three pieces can manoeuvre flexibly to launch an aggressive and fierce attack. It is a favorite combined attack used by the players.

Game 1 (Fig.206)

Red moves to win:

R7+1 K5-1
 C9+3 A4+5
 R7+1 A5-4
 R7-3① A4+5
 R7+3 A5-4
 R7-2 A4+5
 R7=5② K5-4
 P5+1 P3=4
 C7+7



Notes:

① Employing the strength of Cannon, Red plays Chariot to remove Black Pawn, an obstacle on the way of the 7th-file Cannon, so that it can be thrown into operation.

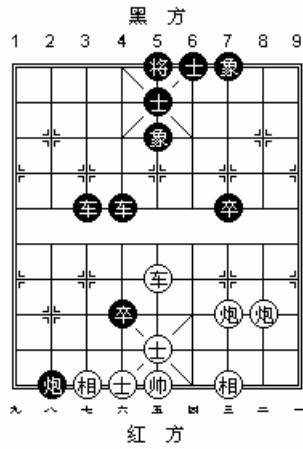
② It is a good move! Red relieves of Black's checkmate and at the same time, returns him with a checkmate. Red has secured a winning position.

Game 2 (Fig.207)

Red moves to win:

R5+4① K5=4 C3+7 K4=1

C3-1 A5+6②
 R5=4 R4=6③
 C2+6 K4-1
 R4=6 K4=5
 R6+1④ A6+5
 R6=5 K5=4
 C3+1 R3+5
 C2+1



Notes:

① This is a common tactical method employed in Chariot and double Cannon checkmate. As the say goes, "The side with an incomplete guards of Elephants fears of the attack of Cannon". In this game, Red boldly sacrifices his Chariot to kill Black Elephants, thus unfolding an aggressive offensive.

② If Black changes to A5+4, Red will play R5+2 to take a fatal checkmate and win quickly.

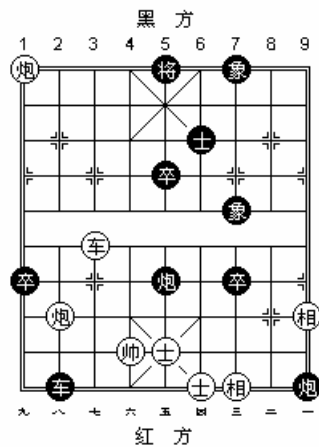
③ If Black changes to K4=5, then C2+6, K5-1; R4+1. After that, Red will use the same method to take a checkmate.

④ Red has put Black King under control and secured a winning position.

Game 3 (Fig.208)

Red moves to win:

R7+5 K5+1
 R7-1 K5+1



R7-1! K5-1 C8+5① C9-1
 A5+4 K5=6 C9-1! E7-5
 R7=6! C5+2② K6=5 K6=5
 K5=6 R2-1 K6+1! C9=4
 R6+1! K5-1 R6=8③ E5-3
 C9+1 E3+5 R8+1 K5+1
 C8+1 E5+3 C9-1 K5+1
 R8=5 A6-5 R5-1 K5=6
 R5=3

Notes:

① Red Chariot and Cannon are stationed on the same rank, threatening with a checkmate.

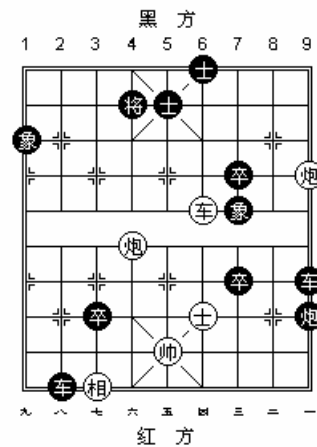
② Black has no alternative but to sacrifice Cannon for relieving of the checkmate. If Black changes to R2-7 to take Red Cannon, Red can play R6=8, Black can not make a draw as he only has two Cannons.

③ Red play is well knit and aggressive that he plays Chariot to take a checkmate and to protect Cannon.

Game 4 (Fig.209)

Red moves to win:

R4=6 A5+4
 R6=3 A4-5
 R3=6 A5+4
 R6=1① A4-5
 C1+2! K4-1
 R1=6 K4=5
 C6=2! R2-1



K5-1 R2=8 R6=8② E1-3
 R8=4 C9-6 R8=7

Notes:

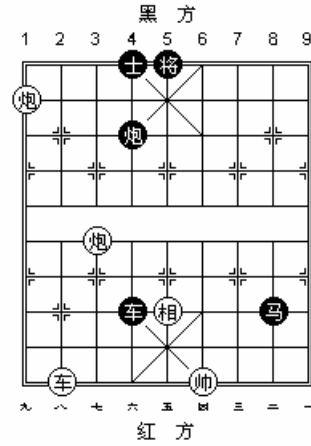
① With courage and insight, Red plays Chariot sideward, so that the edge Cannon can display its power.

② With his double Cannon, Red tactfully enforces containment on Black's double Chariots and Cannon, depriving them of the power. Red has secured a winning position.

Game 5 (Fig.210)

Red moves to win:

C7+5 K5+1
 R8+8 K5+1①
 C9-1 C4-1②
 R8-1 K5-1
 R8=6! R4=1③
 C7-1 K5-1
 R6=5 A4+5
 R5+1 K5=4
 C9=6



Notes:

① If Black changes to C4-1, Red can play R8-6 to take Black Chariot.

② It is only move for Black to foil Red attack of C7-2.

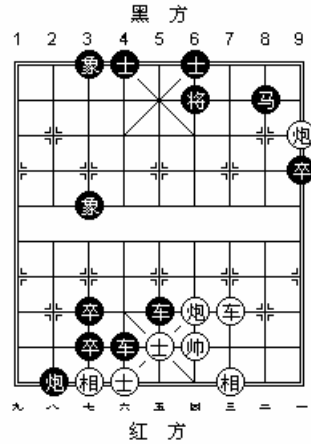
③ If Black changes to R4-5, then C7-1, K5-1; C9+2, A4+5; C7+1. Red takes a Double Cannons Checkmate to win

the game.

Game 6 (Fig.211)

Red moves to win:

- R3+6 K6+1
- R3-1 K6-1
- C4+5! A6+5①
- R3+1 K6-1
- C4+1! K6=5②
- C1+2 C5+6
- C4=2 R5+1
- A6+5 R4=5
- K4+1 C2-2 E3+5 RP=4
- C2+1



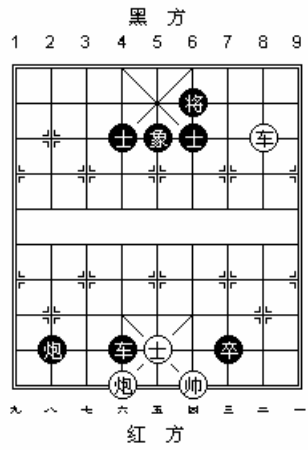
Notes:

① If Black changes to C2-8, Red will win with C1+1 quickly. Or if Black changes to K6=5, then R3+1, K5-1; C1+2, A6+5; C4+2, Red can win the game with a smothered checkmate.

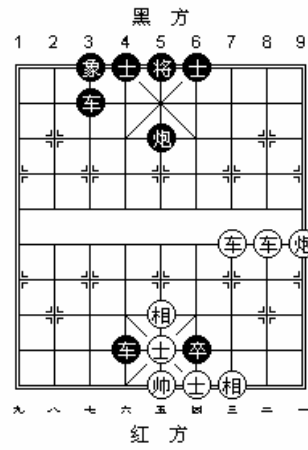
② If Black changes to A5+6, Red can take a checkmate with the same method as above.

Drills for Chariot and Cannon Combined Checkmate

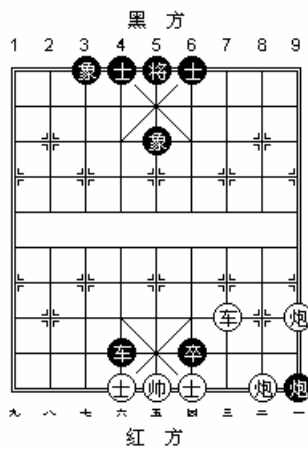
Game 1



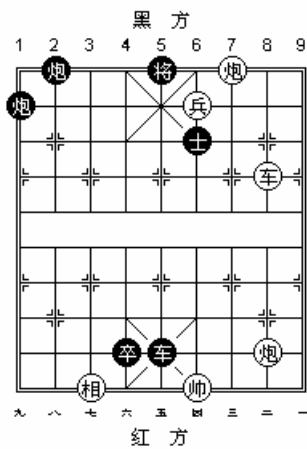
Game 2



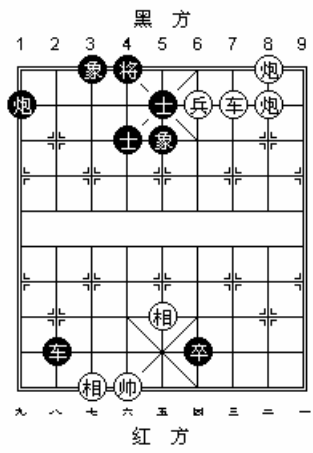
Game 3



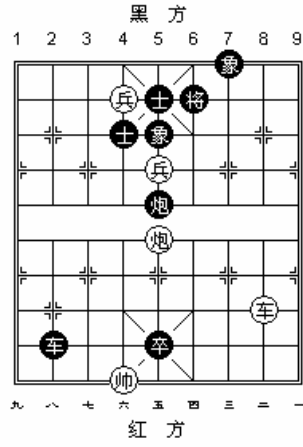
Game 4



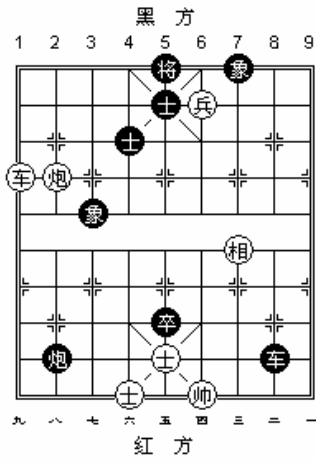
Game 5



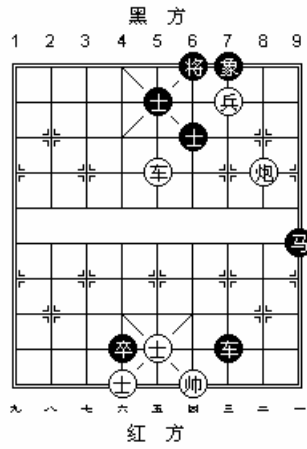
Game 6



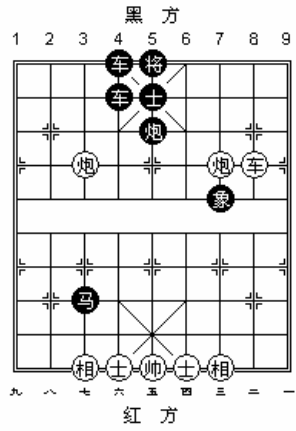
Game 7



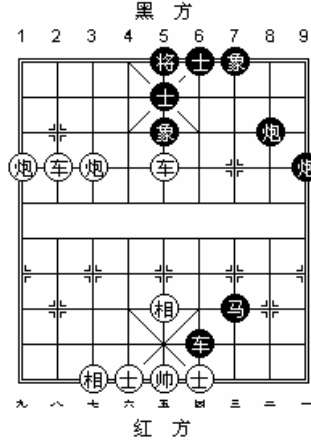
Game 8



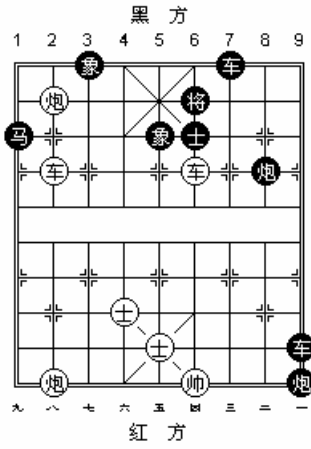
Game 9



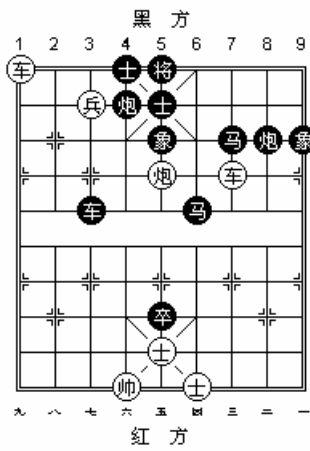
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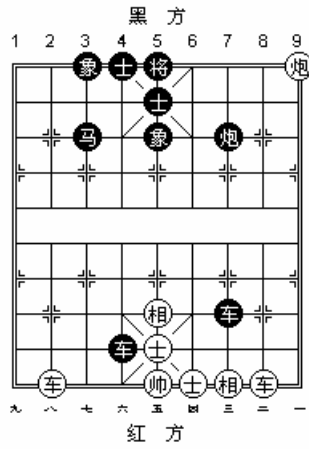
Game 11



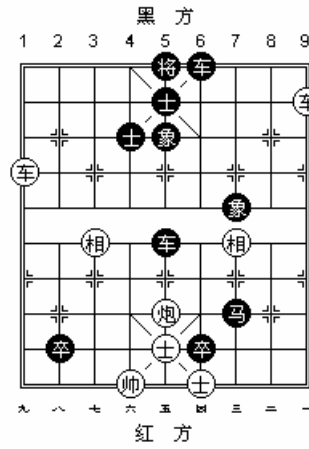
Game 12



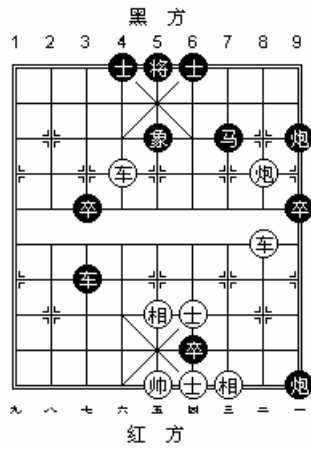
Game 13



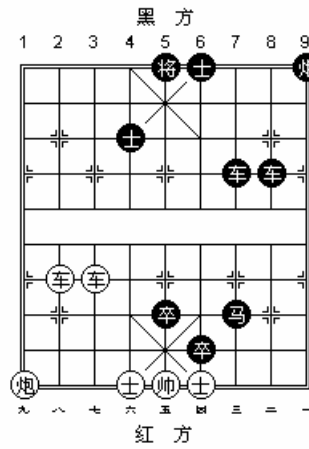
Game 14



Game 15



Game 16



Chapter IX Chariot, Horse and Cannon Combined Checkmate

The Chariot, Horse and Cannon combined checkmate can be divided into Chariot, Horse and Cannon checkmate, and Chariot, Horse, Cannon and Pawn checkmate.

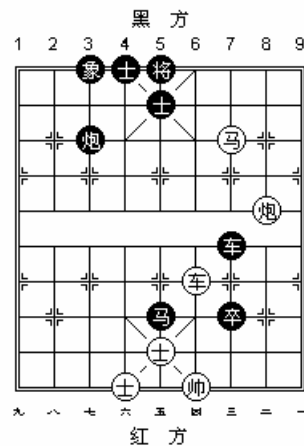
1. Chariot, Horse and Cannon Checkmate

The concerted attack of Chariot, Horse and Cannon proves to be very powerful. Usually, the attacking side uses Cannon to enforce containment on the opponent's forces of defense on the central file or on the bottom rank, then takes a checkmate with his Chariot and Horse; The attacking side may also play "Elbow Horse" or "Pal corner Horse", forcing the opponent's King move to a poor position, then takes a checkmate with his Chariot and Cannon. As Chariot, Horse and Cannon are three different strong pieces, and each piece has its own features, generally speaking, their concerted attack is superior to that of Chariot and double Horses, or Chariot and double Cannons.

Game 1 (Fig.212)

Red moves to win:

R4+6 A5-6
 C2+4 A6+5
 H3+4 R7-5
 H4-5! A5-6
 H5+3 K5+1
 C2-1



Being in an imminent danger,
 Red boldly sacrifices his Chariot. With the assistance of his

King, Red succeeds in taking a "Horse and Cannon Checkmate".

Game 2 (Fig.213)

Red moves to win:

R8=5 K4+1

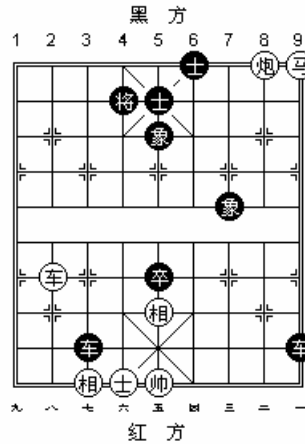
R8-1① K4-1

C2-1 A5+6

H1-3 A6+5

R8=6② K4+1

H3-4



Notes:

① It is very important that

Red takes a check on Black King with Chariot. Otherwise, Red will not succeed in winning the game.

② It is an ingenious move. This is a typical method for taking incidental checkmate with the joint efforts of Chariot, Horse and Cannon when they are stationed on different flanks.

Game 3 (Fig.214)

Red moves to win:

H4+6 RR=4

R4+1 K5+1

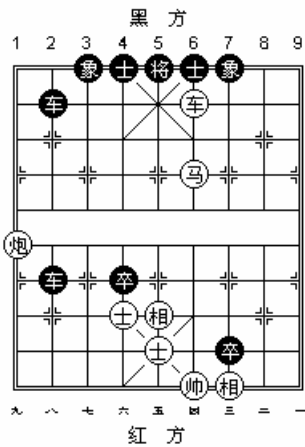
H6-4 K5+1

R4=5 A4+5

R5-1! R4=5

H4-6 K5=4

C9=6



Taking advantage of playing first, Red sacrifices his Chariot for launching an offensive. With the assistance of his King, Red succeeds in taking an incidental Horse and Cannon Checkmate.

Game 4 (Fig.215)

Red moves to win:

C9=6① C4=5

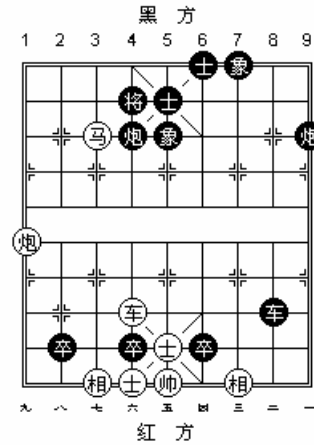
H7-6 A5+4

H6+4② A4-5

H4+6③ K4+1

C6-3 C4=5

A5+6!



Notes:

① It is a breathtaking move, showing Red's courage and wisdom. If Red changes to R6=2 to take Black Chariot, he will fall into the trap of Black. Following are the lines: R6=2, C4+7!; H7+8, K4-1; C9=5, E5-3; H8-7, K4+1; R2=6 (Red has no alternative! If Red H7-5, Black C9=5, Black wins.) C4-2; A5-6, C9+7; C3+1, C9=3; Black is threatening with P6=5 to take a checkmate, Black wins.

② Employing the strength of Cannon, Red drives his Horse forward to put Black King under control. It is a good move.

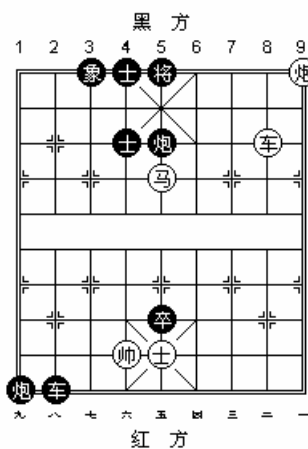
③ It is interesting and ingeniously designed that Red sacrifices Horse for taking a checkmate with single Cannon.

Game 5 (Fig.216)

Red moves to win:

R2+2 K5+1 R2-1 K5-1

H5+3 C5=6
 H3+2 C6-2
 H2-4 K5+1
 H4-2! K5+1
 C1-2 C6+2
 H2-4 C6-2
 R2-1 C6+2
 R2=4! K5-1
 R4=6 K5=6
 H4+2 K6=5
 H2+3 K5=6
 R6=4

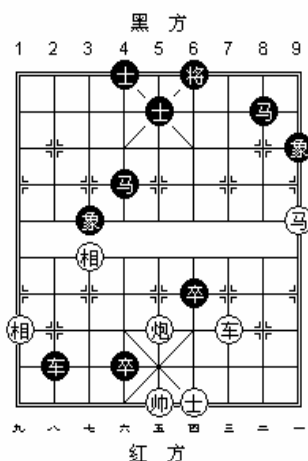


Employing the strength of each other, Red Chariot, Horse and Cannon launch an attack at Black Palace with one stroke, displaying the tactical skill of taking the concerted action. Fig.216

Game 6 (Fig.217)

Red moves to win:

R3+7 K6+1
 H1+2 K6+1
 C5=4! P6=5①
 R3-2 K6-1
 R3-4 K6+1
 R3=4! K6=5②
 R4=5 K5=4
 C4=6 H4+5
 H2-4! K4-1③
 R5=6 A5+4
 R6+4



Notes:

① If Black changes to P6+1, then R3-2, K6-1; R3=1, K6+1; R3=4, Red wins.

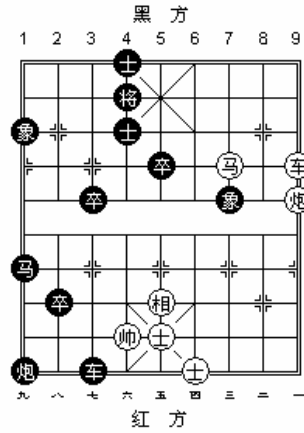
② If Black changes to H4+6, then R4+2, K6=5; R4=5, K5=6; H2-4, P5=6; H4-6, P6=5; R5=4, Red wins.

③ If Black changes to K4+5, then R5+1, K5=6; C6=4, Red wins.

Game 7 (Fig.218)

Red moves to win:

- R1=2① A4+5
- H3+4! A5-6②
- H4-2 K4-1
- R1=8 A6+5③
- R8+1 K4+1
- C1+3 A5+6
- H2+4 A6-5
- H4-5



Notes:

① If Red changes to H3+4, Black will play P2+1 and win the game as Red can not take checkmate successively.

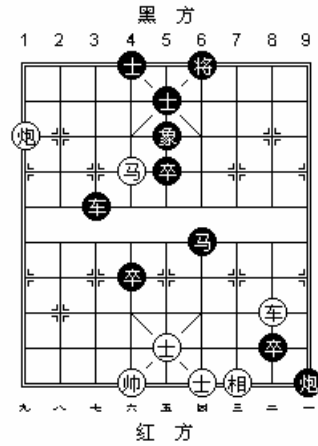
② If Black changes to K4-1, then R1-1, K4+1; H4-5, E7-5; C1=6 to take a smothered checkmate. Or if Black changes to A5+6, then H4-2, K4-1 (A6-5, H2-3 to kill Black Elephant, Red can also win the game); H2-3, E1-3; R1+1, K4+1; R1=5, A6-5; H3+5, Red wins.

③ If Black changes to E7-5, or E7-9, then H2+4, A6+5; R8+1, K4+1; C1=6, Red wins.

Game 8 (Fig. 219)

Red moves to win:

- R2+7 K6+1①
- R2-1 K6-1
- C9+2 K5-3②
- H6+5 H6-8③
- C9-1! K6=5④
- H5-6 K5=6⑤
- R2+1 K6+1
- H6+7 A4+5
- H7-5 A5+4
- R2-1 K6+1 H5+6 C9-4
- R2=4



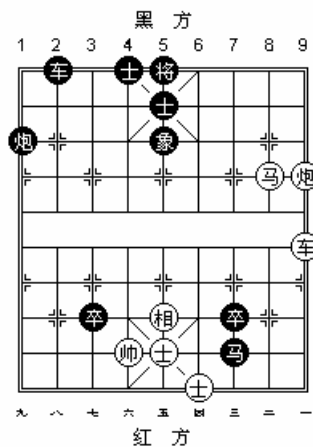
Notes:

- ① If Black changes to E5-7, then R2=3, K6+1; R3-1, K6-1 (K6+1, H6+8 to capture Black Chariot and Red wins); C9+2, R3-4; H6+5, R3=1; H5-3, R1+2; R3+1, K6+1; R3=4, Red wins.
- ② If Black changes to R3-4, then H6+5, R3=1; H5-3, Red wins.
- ③ If Black changes to R3=7, Red takes a fatal checkmate with H5+7.
- ④ If Black changes to H8-9, then H5-3, K6=5; C9+1, Red wins.
- ⑤ If Black changes to H8-7, then H6+7, R3-3; R2=7, Red will win after capturing the enemy's pieces.

Game 9 (Fig. 220)

Red moves to win:

H2+3 K5=6
 R1=4 A5+6
 C1=4 A6-5
 C4=8! A5+6
 H3-5 K6+1①
 R4=3 K6=5②
 H5+7! K5=6
 R3+4 K6-1
 H7-5 A6-5③
 R3+1 K6+1
 H5-3 C1=7
 R3-2 R2+3
 R3+1 K6+1 R3=4



Notes:

① If Black changes to K6=5, then C8=5, A4+5; H5+7, K5=6; C5=4 Red takes a checkmate to win.

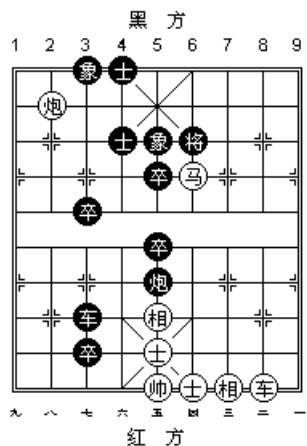
② If Black changes to A6-5, then R3+4, K6+1; R3-1, K6-1; H5-3, Red is sure to win.

③ If Black changes to A4+5, then R3+1, K6+1; C8=4, Red wins.

Game 10 (Fig.221)

Red moves to win:

R2+7 K6-1
 R2+1 K6+1①
 H4+2 E5-7②
 C8-1 A4-5
 H2-3 K6=5
 R2-1 A5+6
 H3+4! K5-1③



H4+3	K5-1	H3-4	K5+1④
H4-6!	K5=6⑤	R2-1!	A4+5
C8+1	A5+4	H6+8!	K6=5
R2+2	K5+1⑥	H8+6	A4-5
R2-1	A5+6	R2=4	

Notes:

① If Black changes to K6-1, then R2+1, E5-7(K6+1, R2=5, Red wins by taking a fatal checkmate); R2=3, K6+1; R3-1, K6+1 (K6-1; H4+5, E3+5; H5-3, K6=5; C8=4, C5=7; R3=2, Red wins), C8-1, A4-5; R3-1, K6-1; H4+2, Red wins by taking a fatal checkmate.

② If Black changes to C5=6, then C8-1, C6-3; R2=4, C6-2; H2-3, Red wins.

③ If Black changes to K5=4, then H4-6, E3+5; H6-8! K4-1; R2+1, A4+5; H8+7, Red wins by taking a fatal checkmate.

④ If Black changes to K5=6, then H4+6, A4+5; C8+1, P3=4; R2+2, K6+1; H6-5, K6+1; R2-2, Red wins.

⑤ If Black changes to K5=4, then R2+1, K4+1; H6-8, Red wins by taking a fatal checkmate.

⑥ If Black changes to K5-1, then C8+1, H8+7; Red wins by taking Cannon and Horse Checkmate.

2. Chariot, Horse, Cannon and Pawn Checkmate

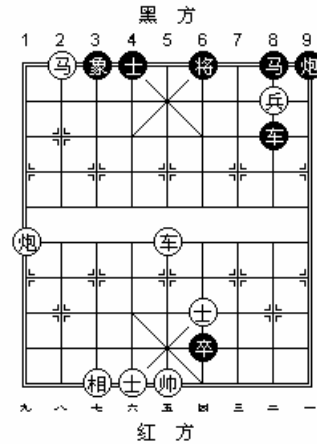
The Chariot, Horse, Cannon and Pawn Checkmate prove to be most powerful when the complete range of arms of service is thrown into operation. It is the most ideal alignment of forces in taking a checkmate. As the concerted action of the four pieces covers a wide area, it can create more opportunities for taking checkmate. When launching an

offensive, the attacking side can boldly adopt the tactics of sacrifice. After the sacrifice, he can take a checkmate by the combined attack of Chariot, Horse and Cannon, or Chariot, Cannon and Pawn, Chariot, Horse and Pawn, Horse, Cannon and Pawn. The Chariot, Horse, Cannon and Pawn checkmate is rich in content. The tactical skills in taking the checkmate are varied. The rudimentary xiangqi players should have a good command of these techniques.

Game 1 (Fig.222)

Red moves to win:

- R5+5① K6+1
- P2=3 K6+1
- R5-2② E3+5
- H8-6! A4+5
- C9+3! E5+3
- H6-8! E3-1
- H8-6



Notes:

- ① If Red changes to R5=4, Black would play H8+6. As Red lacks of follow-up methods in taking checkmate, Black will win the game.
- ② It is an ingenious move that Red sacrifices his Chariot, as it can create the condition for taking the Cannon and Horse Checkmate.

Game 2 (Fig.223)

Red moves to win:

- R7+1① K4+1 H8-7 K4+1
- R7-2 K4-1 R7=8!② K4-1

H7+8! K4+1③
 R8=6!④ A5+4
 C5=6 A4-5
 H8-6⑤ K4+1
 C6-5

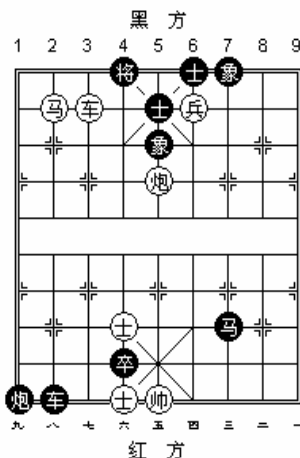
Notes:

① If Red changes to R7=5, Black would play R2-8, returning with a checkmate and win the game.

② It is a good move. When Black Chariot's route is blocked, Red Horse can display its power.

③ If Black changes to K4=5, Red will play H8-6, and then take a Cannon and Horse Checkmate with C5=6.

④⑤ The sacrifice of Chariot and Horse is the essence of the game.



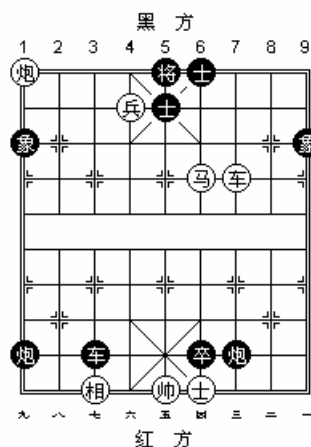
Game 3 (Fig.224)

Red moves to win:

P6=5① A6+5②
 H4+6 K5=4
 H6+7③ C1-8
 R3=6 K4=5
 H7-6 K5=4
 H6+8 K4=5
 R6+3

Notes:

① It is a good move that Red sacrifices his Pawn, as it



helps to throw Horse into the operation.

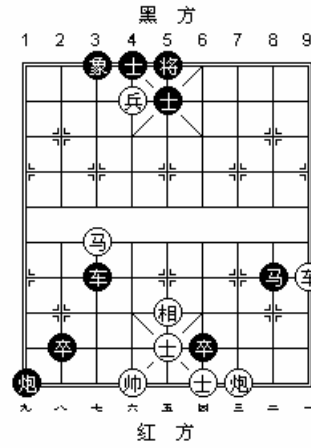
② If Black changes to K5=4, then P5+1, K4+1; R3+2, A6+5; Red takes a checkmate with R3=5.

③ The sacrifice of Cannon plays a decisive role in taking Chariot and Horse checkmate.

Game 4 (Fig.225)

Red moves to win:

- R1+6 A5-6
- C3+9 A6+5
- C3-4① A5-6
- P6=5! K5+1
- H7+6 K5-1②
- C3+4 A6+5
- C3-2③ A5-6
- H6+4 K5+1
- R1-1



Notes:

① With a far-reaching strategic motive, Red retreats his Cannon to the riverbank.

② If Black changes to K5=4, Red can take a Cannon and Horse checkmate with C3=6.

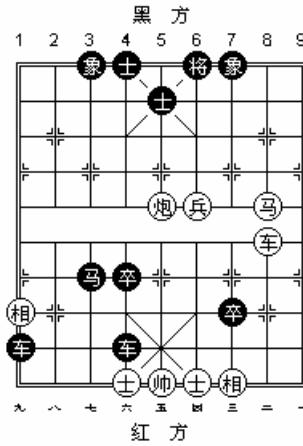
③ Employing the strength of Chariot, Red plays his Cannon to enforce a containment on the enemy's pieces, resulting in an incidental checkmate.

Game 5 (Fig.226)

Red moves to win:

- H2+3 K6+1 R2+4 K6+1

P4+1 K6=5
 H3-5 K5=4
 H5-7 K4-1
 H7+8 K4+1
 H8+7 K4-1
 H7-8 K4+1
 R2-1 E7+5
 C5=9! R4+1
 K5=6 R1-1
 K6=5! R1+2
 K5+1 P4=5
 P4=5 P7=6
 R2=5



In this game, Chariot, Cannon, Horse and Pawn take a concerted action in launching an attack, forcing Black King run around the Palace. In the end, Red succeeds in taking Chariot and Pawn checkmate.

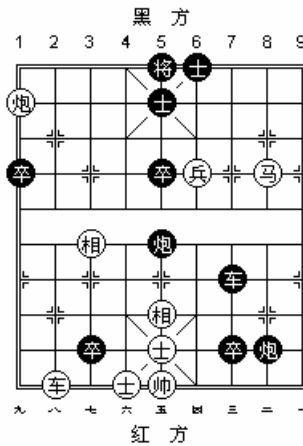
Game 6 (Fig.227)

H2+3! K5=4①
 R8+9 K4+1
 H3+5! C8-6②
 H5-7 K4+1
 P4+1

Note:

① If Black changes to R7-5, Red will play C9=3. Red is sure to win when Black Chariot is taken.

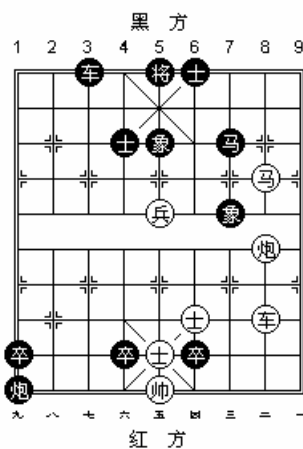
② If Black changes to P7=6, then R8-2, K4-1; H9+8, K4-1; H8-7, K4+1; H7-5, K4-1; R8+2, Red wins.



Game 7 (Fig.228)

Red moves to win:

H2+3 K5=4
 C2=6 A4=5
 P5=6 A5=4
 P6=7 A4=5
 R2+4① K4+1
 R2=6 A5+4
 R6+1! K4=5
 C6=2 H7+9②
 H3-4 K5-1
 R6+1 A6+5 R6=5 K5=4
 C2=6



Notes:

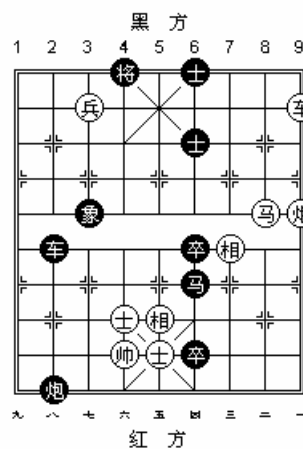
① By taking a check on Black King, Red plays his Pawn to Block the way of Black Chariot, thus warding off Black's checkmate. At the same time, Red drives his Chariot forward to take a checkmate. It shows the skill of taking a concerted attack with these pieces.

② If Black changes to H7+8, Red can take a checkmate with the same method as above.

Game 8 (Fig. 229)

Red moves to win:

R1=6 K4=5
 H2+3 R2=4①
 C1+4 A6+5



H3+2 A5-6 H2-1 A6+5
 H1+3 K5=6 C1-3② FP=5
 K6-1 A5-4③ C1=4 A6-5
 C4-3④ P6=5 R6-4 P5=4
 A6-5

Notes:

① Black has no alternative but to exchange off the Chariot, as Red can play R6+1, then K5=4; C1+4, A6+5; H3+4, then Red can win the game with an incidental checkmate.

② It is an ingenious move. Employing the strength of each other power, Red Horse and Cannon have taken a powerful offensive.

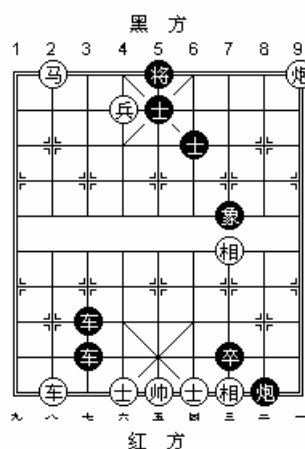
③ If Black changes to A5+4, then R6+1, K6+1; C1+2. Red wins.

④ When Black's piece is taken, Red is sure to win.

Game 9 (Fig.230)

Red moves to win:

H8-7 K5=6①
 R8+9 K6+1②
 H7-5 K7-5
 R8=2③ P7=8
 H5+3! RR-7④
 C1-7⑤ A5+4⑥
 C1=4 A6-5
 H3-4 A5+6
 H4-2! A6-5
 H2+3 K6+1 H3-4



Notes:

① If Black changes to RR-5, then R8+9, RR-2; C1=7, K5=6; C7-1, K6+1; Red takes a checkmate with P6=5.

② If Black changes to A5-4, then R8=6, K6+1; H7-5, E7-5; H5+3, Red is sure to win.

③ If Red erred in playing H5+3, Black would play RR=8 and be in a winning position as Red fails to take any checkmate.

④ If Black changes to FR=6, then R2-1, C8-8; Red takes a checkmate with H3+2 to win the game.

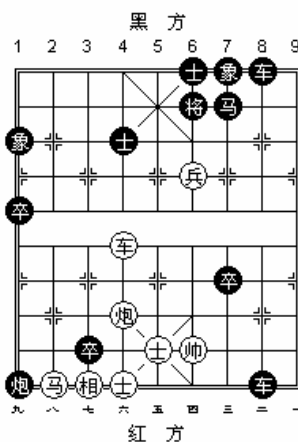
⑤ It is an ingenious move. Red retreats his Cannon for taking a checkmate, extricating himself from a difficult position.

⑥ If Black changes to FR=6, Red wins the game with R2=7 to take Black Chariot. Or if Black changes to RR+7, Red takes a fatal checkmate with R2=1.

Game 10 (Fig. 231)

Red moves to win:

- P4+1 K6=5
- P4+1 K5=4①
- R6=2! A4-5
- H8+7! K4-1②
- R2=6! K4=5
- C6=5 A5+6③
- H7+5 A6+5
- H5+4 A5+4
- H4+5 A6-5
- P4+1! K5=4 R6+3

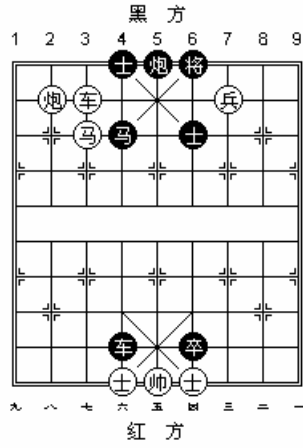


Notes:

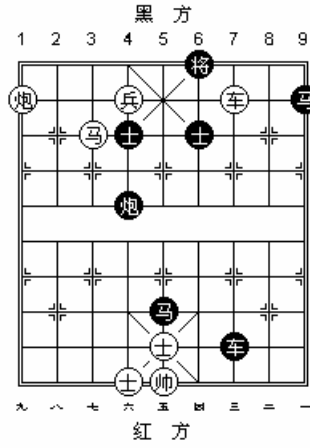
- ① If Black changes to K5-1, then R6=5, A4-5; P4+1, K5=4; Red wins quickly with R5=6.
- ② If Black changes to RR+5, then H7+6, A5+4; Red take a double checkmate with H6+7. Or if Black changes to RR+2, then H7+6, RR=4; H6+5, R4=5; R2=6, A5+4; R6=3, K4+1; Red wins with H5-6.
- ③ If Black changes to A5+4, then R6=5, K5=4; C5=6, A4-5; H7+6, A5+4 (K4=5, P4+1 to take checkmate); H6+7, A4-5; H7+8, K4+1; R5=6, A5+4; Red wins with R6+3.

Drills for Chariot, Cannon, Horse and Pawn Combined Checkmate

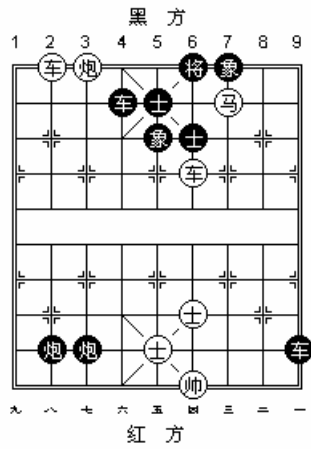
Game 1



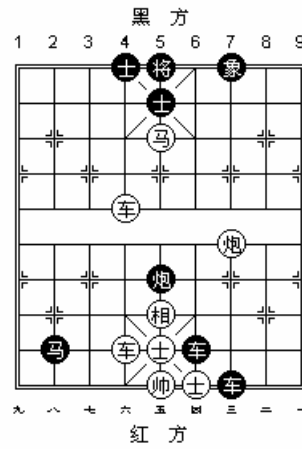
Game 2



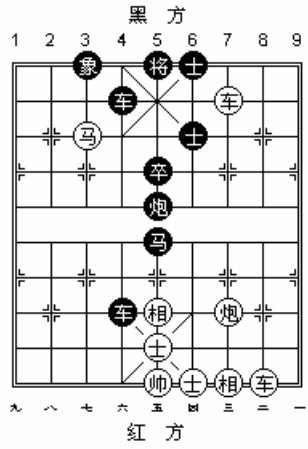
Game 3



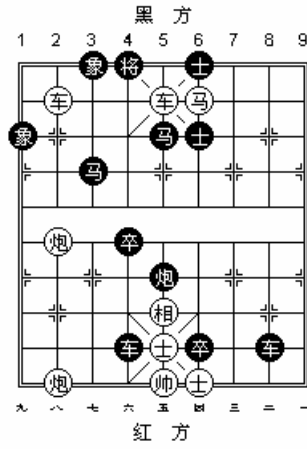
Game 4



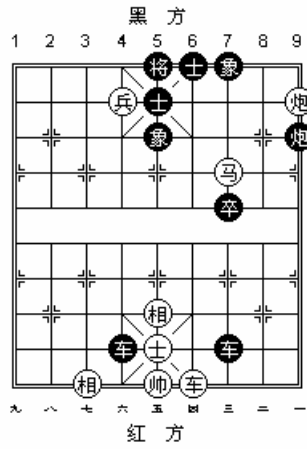
Game 5



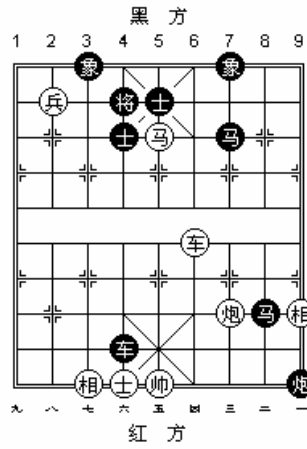
Game 6



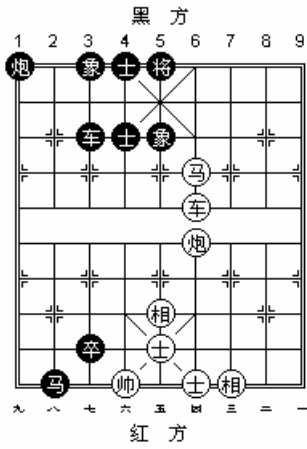
Game 7



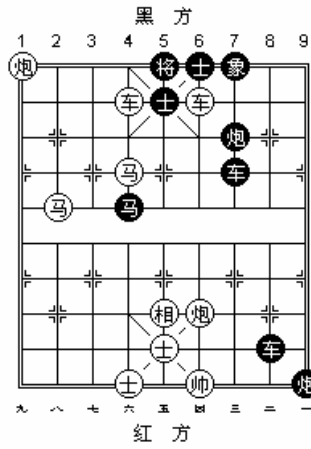
Game 8



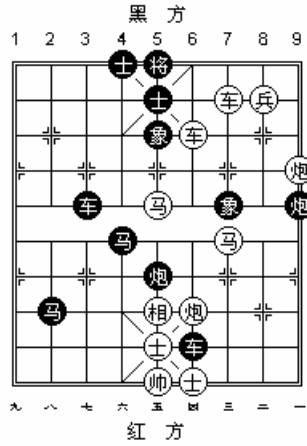
Game 9



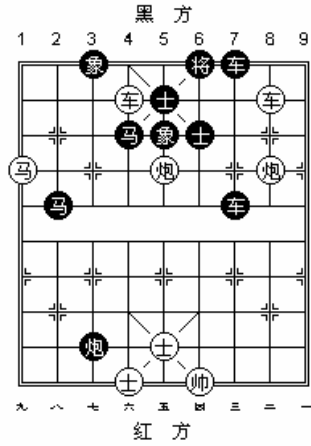
Game 10



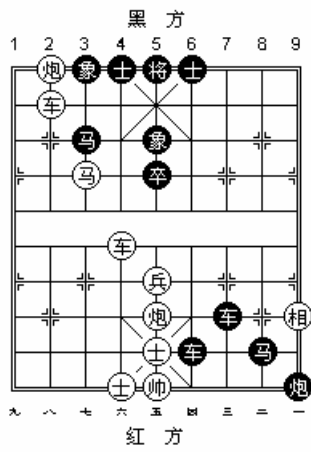
Game 11



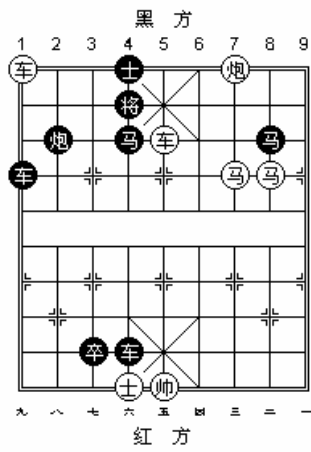
Game 12



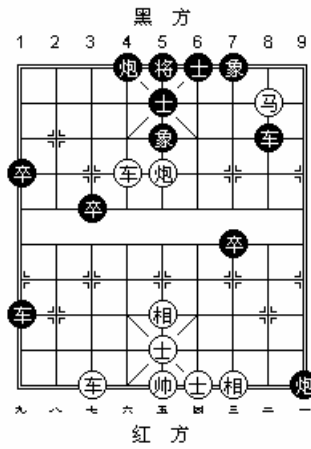
Game 13



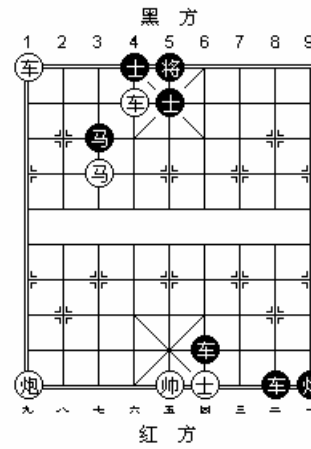
Game 14



Game 15



Game 16



Appendix:

Key to Drills

Horse Related Checkmate

Game 1

Red moves to win:

P8=7 K4-1 P7+1 K4+1

P4=5 E7-5 H2+4

Game 2

Red moves to win:

P3+1 K6-1 P3+1 K6-1

H1+2 R8=9 H2-3 R9+1

P3+1

Game 3

Red moves to win:

H7+6 P7=6 P2=3 K6-1

H6-5 H4+5 P3+1 K6+1

H5-3

Game 4

Red moves to win:

P7+1 K4-1 P7=6 K4=5

H7+8 K8+7 P6+1 A5-4

H8-6

Game 5

Red moves to win:

P7+1 K4-1 P7+1 K4-1

H6+7 H8-7 P7+1 K4=5

H7+9 H7-5 H9+7

Game 6

Red moves to win:

E5+7 A6-5 P4+1 E7-5
P7+1 E5-3 H7+8 K4+1
P4=5 C4=5 H8=7

Game 7

Red moves to win:

H7+6 R6-2 P7+1 R6+2
P7=6 R6-2 P6=5 R6+2
P5+1 A5-4 H4+6 R9=8
P5+1

Game 8

Red moves to win:

P4=5 K4+1 H9+8 A4-5
H8+7 K4+1 H7+8 K4-1
P8=7 P4=5 K5+1 C9=3
E7-9 C3-3 P7=6 A5+4
H8-7

Cannon Related Checkmate

Game 1

Red moves to win:

P7=6 K5=6 RP=5 R3=5
P6=5 A6+5 C5=4

Game 2

Red moves to win:

P5+1 K4+1 C2=6 A4-5

C6-3 A5+4 P4=5 A6+5
A6-5

Game 3

Red moves to win:

C7=4 A6-5 C4=5 A5+8
P4=5 K5=6 P6+1 C5-5
P6=5 K6+1 C5=4

Game 4

Red moves to win:

C5=6 A5+4 P5=6 A6-5
P6=5 A5+4 P5=6 C5+4
P6+1 K4=5 C6=5

Game 5

Red moves to win:

C5=6 C5=4 C6+3 P3=4
A6-5 P4=1 K6+1 K4-1
P5+1 P4=1 A5+6

Game 6

Red moves to win:

P4=1 K6-1 P4=1 K6=5
RC=5 E5+7 P4=5 K5=4
C1=6 A4-5 C5=6

Game 7

Red moves to win:

A5+4 R9=8 C2=8 P3=2
C8=9 C4=3 C9=8 C3-8
P4=5 K5=6 C1=4

Game 8

Red moves to win:

P2=3 K6=5 RP=4 A4+5
C3=5 A5+4 P3=4 K5=4
RP=5 A6-5 P4=5 K4+1
C5=6

Chariot Related Checkmate

Game 1

Red moves to win:

R1+6 K4=1 P5+1 A4-5
R2=6 A5+4 R6+4 K4=1
R1=6

Game 2

Red moves to win:

FR+1 K4+1 RR+1 K4+1
FR=6 K4=5 P3=4 K5=6
R6-2

Game 3

Red moves to win:

R2=1 A5-6 R2=4 K5=1
R4-1 K5+1 R4-1 K5-1
P3+1 K5-1 R4+2

Game 4

Red moves to win:

R2=4 A5+6 K5=4 A4-5
R4=5 R3-1 P6=5 K6-1
R5=4 R3-4 R4=3

Game 5

Red moves to win:

P5+1 K5=6 P5=4 K6=5
P4=5 K5=4 R7+5 K4-1
R7+1 K4+1 P8=7

Game 6

Red moves to win:

R8+1 A5-4 R8=6 K5=4
R2=6 K4=5 R6+1 K5+1
P7=6 K5=6 P4+1 K6+1
P6=4

Game 7

Red moves to win:

E5+7 K5=4 P4=1 K4+1
R4=6 A5+4 P6=8 A4-5
R8+2 K4-1 P4=5 K4=5
R8+1

Game 8

Red moves to win:

P3+1 K6-1 P3+1 K6-1
P3=4 K6=5 P7=6 K5=4
R1+1 K4=1 P4=5 K4+1
R1=6 R3=4 R6-1

Horse and Cannon Combined Checkmate

Game 1

Red moves to win:

C3+3 K5+1 C3-1 RC+2
H5+4 K5-1 C1+9 A6+5

C3+1

Game 2

Red moves to win:

P4+1 K6=5 C2=5 A4+5
P4+1 K5=4 H5+7 K4+1
H7+8 K4-1 P4=5

Game 3

Red moves to win:

H8+6 K5=6 C5+3 A5+4
C5+2 A4-5 H6+5 A5+4
H5-4 A4-5 H4+2

Game 4

Red moves to win:

H2+4 K4=5 RH-6 K5=4
H6+8 K4=5 H8+7 K5=4
H4-5 K4-1 H5+7 K4-1
FH-5 K4=5 C8=5

Game 5

Red moves to win:

RH+3 K6+1 H3+2 H9-7
H1-3 K6-1 H3+2 K6+1
C1-1

Game 6

Red moves to win:

P6+1 K4=5 P6+1 K5=6
P2=3 E5-7 P6=5 K6+1
C5=4 R8=6 H2+3

Game 7

Red moves to win:

P7+1	K4-1	H3+4	A5-6
P7+1	K4-1	C1+2	A6+5
P4+1	E5-7	P4=3	A5-6
P3=4	C5-7	P4=5	

Game 8

Red moves to win:

H7+5	K4-1	H5+7	K4=1
H3+5	P6=5	A6-5	C6-8
C2-1	C6+1	H5+7	

Game 9

Red moves to win:

C1+3	E7+9	H6+4	E5-7
P7=6	K4=5	H4-3	E7+5
C4+2	E5-7	C4-3	E7+5
P6=5	K5=4	H3+4	E5-7
H4-6	E7+5	C4=6	

Game 10

Red moves to win:

H9-7	K5=4	C9=6	A5+4
H6+4	A4-5	H4+6	A5+4
H6+4	A4-5	H7-6	A5+4
H6-8	A4-5	H8+7	

Game 11

Red moves to win:

H6+8	A5-4	FH-7	A4+5
H8+7	K5=4	FH-9	K4+1
H7-5	K4+1	H5-7	K4-1

H9+8

Game 12

Red moves to win:

P5+1	K6=5	H6+7	K5=6
C7+5	A4+5	H7+5	A5-4
H5-6	A4=5	C9+1	

Game 13

Red moves to win:

K5=6	C1-1	RC=8	C1=2
H9+8	C2=1	H8+7	C1=2
H7+8	C2=1	H8-6	R8=7
P6+1	K5=4	C5=6	

Game 14

Red moves to win:

C7+1	H3-2	H8+6	K5=4
H6+8	K4=5	C7-2	H2+4
C9=6	C4-3	C7+2	

Game 15

Red moves to win:

P4+1	K5=4	C3+3	K4+1
H9-8	K4=1	H3-4	R5-3
H8+7	K4-1	H7-8	K4+1
C3-2			

Game 16

Red moves to win:

H1+3	H6-8	H3-4	H8+6
C3+7	H6-8	C3-3	H8+6
H4+2	K6=5	C3+3	H6-8

C3-2 H8+6 C1=4 P4=1
K5+1 P6+1 K5=1 E3+5
C3+2

Chariot and Horse Combined Checkmate

Game 1

Red moves to win:

R4+3 A5+6 H5+3 K6-1
H2+3 K6+1 FH+2 K6-1
H3+2

Game 2

Red moves to win:

H8+7 K4+1 P4=5 A6+5
H7+8 K4+1 R2+3 A5+6
R2=4

Game 3

Red moves to win:

R5+1 K6+1 R5=4 H7-6
H6+5 A6+5 R8+1 R4-1
R8=5

Game 4

Red moves to win:

P4+1 K5=6 R7=4 A5+6
R4+1 K6=5 H2=3 K5+1
R4=5 K5=6 P3=4 K6-1
R5+2

Game 5

Red moves to win:

R3+7 E3+5 R3=5 K4=5
H2-3 K5=4 H3-5 R4=5
H5+7 K5=4 R4=6

Game 6

Red moves to win:

R6=5 K5=6 R5=4 K6=5
R4+2 K5=6 H3+4 K6=5
H5+3 K5=6 R1=4

Game 7

Red moves to win:

R3=4 K6+1 P4=1 K6-1
H1+3 K6-1 H3+2 K6+1
P4+1 A5+6 H2-3 K6-1
P6=5

Game 8

Red moves to win:

FR+1 K6+1 RR+1 K6+1
RR=4 K6-1 H1-2 K6+1
R3-2 K6-1 R3-1 K6+1
H2+3 K6-1 R3=4 A5+6
R4+1

Game 9

Red moves to win:

R7=5 K5=6 R5=4 K6+1
P3=4 K6-1 P4+1 K6=5
P4=5

Game 10

Red moves to win:

FR+1 K4+1 RR+1 K4=1
FR=6 H3-4 R4=6 C4-2
H7-5

Game 11

Red moves to win:

H4+3 K5=6 R9=4 C7=6
R1=4 R7=5 K5=4 K6+1
FR+1 A5+6 R4+3 K6=5
R4+1 K6-1 R4=6

Game 12

Red moves to win:

P7+1 K4-1 P7+1 K4-1
P7=6 K4=5 P6=5 K5=4
P5=6 K4+1 H6+8 K4=5
P3=4 K5-1 P4+1 K5+1
R6+3

Game 13

Red moves to win:

P4+1 K5=6 P3=4 K6=5
P4=5 A4+5 R9+5 A5-4
R9=6

Game 14

Red moves to win:

R2+2 K6-1 R2-5 K6+1
R2=4 K6=5 R4=6 K5=6
H7-6 K6-1 H6-4 K6=5
R6+6 K5+1 H4+3 K5=6
R6=4

Game 15

Red moves to win:

E5+3 R7=8 R6+1 K6+1
H5-3 K6+1 R6=1 E9+7
R1-1 R8+2 R1=4

Game 16

Red moves to win:

R7=8 R2=1 R3=4 A6+5
H3-5 E7-5 R8=5 R1+4
R4+2

Chariot and Cannon Combined Checkmate

Game 1

Red moves to win:

R2=4 K6=5 R4=5 K5=4
R5=6 K4=5 C6=5

Game 2

Red moves to win:

C1+5 A6+5 R2=5 A5-6
R2+1 A6+5 R3+5 A5-6
R2=5 A4+5 R3-1

Game 3

Red moves to win:

C1+7 A6+5 R3+7 A5-6
R3-9 A6+5 C2+9

Game 4

Red moves to win:

R2=5 K5=4 R5+3 K4+1

C2+7 A6-5 R5=6 K4-1
P4+1

Game 5

Red moves to win:

R3+1 K4+1 R3=6 K4-1
P4+1 E5-7 P4=5

Game 6

Red moves to win:

R2=4 A5+6 R4+5 K6+1
P5=4 K6-1 C5=4 C5=6
P4+1 K6-1 P4+1 K6=5
P4+1

Game 7

Red moves to win:

R9+3 A5-4 C8+3 A4+5
C8-2 A5-4 P4+1 K5+1
R9-1

Game 8

Red moves to win:

P3=4 K6=5 C2+3 E7+9
R5+2 A6-5 P4+1

Game 9

Red moves to win:

R2+3 A5-6 C3+3 A6+5
C3=6 A5-6 C7+3 K5=4
R2=4 C5-2 R4=5

Game 10

Red moves to win:

R8+3 A5-4 C7+3 A4+5
C7-2 A5-4 R5+1 E7+5
C9=5 A6+5 C7+2

Game 11

Red moves to win:

R4+1 K6=5 R4+1 K5-1
FC+1 H1-2 R4=5 K5+1
R8+2 K5-1 C8+9

Game 12

Red moves to win:

R9=6 K5=4 P7=6 K4=5
P6+1 K5=6 R3=4 A5+6
R4+1 C8=6 C5=4

Game 13

Red moves to win:

R2+9 A5-6 R8+8 A4+5
R2-1 E5-7 R2=4 K5=4
R8=5 H3-5 R4-1 K4+1
R4=6

Game 14

Red moves to win:

R9+3 A5-4 R1=6 A4-5
C5=9 R5=3 R9=6 A5-4
C9+7 R3-5 R6+1 K5+1
R6-1

Game 15

Red moves to win:

K5=6 A6+5 C2=5 K5=6
R6+3 K6+1 R6=3 R3=4
K6=5 H7+5 R3-1 K6-1
R2+5

Game 16

Red moves to win:

R7+6 K5+1 R7-1 K5+1
C9+7 A4-5 R8+4 A5+4
R8-5 A4-5 R7-1 A5+4
R7-1 A4-5 R8=5 K5=6
R5=4 R7=6 R7=4 R8=6
R4+4

Chariot, Horse and Cannon Combined Checkmate

Game 1

Red moves to win:

R7=4 H4-6 P3=1 C5=7
C8+1 A4+5 H7+6

Game 2

Red moves to win:

R3=4 K6=5 P6+1 C4-3
C9+1 C4+1 H7+6 K5=4
R4+1

Game 3

Red moves to win:

C7-1 K6+1 R4+1 K6+1
R8=4 A5-6 H3-2

Game 4

Red moves to win:

FR+4 A5-4 R6+8 K5+1
R6=5 K5=6 H5-3 K6+1
R5=4

Game 5

Red moves to win:

R3=5 A6+5 R2+9 A5-6
C3+7 A6+5 C3=7 A5-6
R2=4 K5=6 H7+6

Game 6

Red moves to win:

R8=6 H3-4 FC+5 H4-2
R5=8 K4=5 C8=9 H5-4
H4-6

Game 7

Red moves to win:

P6=5 K5+1 R4+8 K5-1
R4+1 K5+1 R4-1 K5-1
C1+1

Game 8

Red moves to win:

P8=7 K4-1 R4+5 H7-6
P7+1 K4+1 C3+6 A5+6
H5+4

Game 9

Red moves to win:

H4+3 K5+1 R4+3 K5-1
R4-1 K5+1 C4=5 E5+7

H3-5 K5=4 R4+1 A4=5
C5=6

Game 10

Red moves to win:

R6+1 K5=4 H8+7 K4+1
H6+4 H4-5 H7+8 K4+1
H4-5 R7=5 C4+5 A5+6
R4=6

Game 11

Red moves to win:

R4+2 K5=6 R3+1 E5-7
C1+3 E7+5 H5+4 R6-1
H4+3 K6+1 FH-2 K6+1
C1-2 E7-9 H3+2

Game 12

Red moves to win:

R2=4 K6=5 R6=5 A6-5
R4=5 K5=4 H9+7 H2-3
R5=6 K4+1 C5=6 K4=5
C2=5

Game 13

Red moves to win:

C5+4 A6+5 R8=5 K5=6
R6+5 H3-4 R5+1 K6+1
R5=4 K6-1 H7+6 K6+1
C8-1

Game 14

Red moves to win:

R9=6	K4-1	H3+4	H8-6
R5+2	K4=1	H2+4	C2=6
C3-1	H6-4	R5-1	

Game 15

Red moves to win:

R7=6	C4+9	H2-4	R8=6
K5=6	R1+2	K6+1	C9-1
A5+4	R1-1	K6+1	C9=4
R6=8	R6+4	R8+3	

Game 16

Red moves to win:

R9=6	H3-4	R6=5	K5=6
R5+1	K6=1	R5=4	K6-1
H7+6	K6=1	C9+8	H4+2
H6-5	K6+1	H5-3	