

Checkmate Methods In Xiangqi Mid-Games



Chinese Xiangqi Association

World Xiangqi Federation

Checkmate Methods in Xiangqi Mid-Games

by Qian Jun

Preface

The method of checkmate is the fundamental technique in xiangqi play, which constitutes the basis of the xiangqi contests, and also the foundation stone for composing the games. As in the past there wasn't any specific books on the methods of checkmate for the mid-games, it is quite necessary for us to make a scientific study by dividing them into different categories, and probe into the laws and theories within them.

Based on a wide-range collection of the practical checkmate methods, I have composed 150 examples of mid-games in different categories, which are presented in the first part of this book. On the basis of the perceptual knowledge on the checkmate methods, the second part deals with the rational study on the laws of the checkmate methods. The third part includes 50 brilliant examples of the games selected from the major competitions in the recent years. They can be used as the corroboration of this book.

In sincerely hope, my book can be served as a brick casted for attracting jade. Any comments or criticism from the readers are mostly welcomed.

Qian Jun
April, 1985

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Chapter I Rank-checkmate

The attacking side uses the tactics of control to freeze the movement of the opponent's King so that it can not move forward nor backward, and then launches a fetal attack on it along the rank, such a method is called "rank-checkmate".

According to the situation of the checkmate, that is the condition when the opponent's King is checkmated, the rank-checkmate can be divided into five (5) categories:

- Rank-checkmate in the bottom rank;
- Rank-checkmate in the second rank;
- Rank-checkmate on the exposed king;
- Rank-checkmate on the smothered King; and
- Simultaneous rank-checkmate.

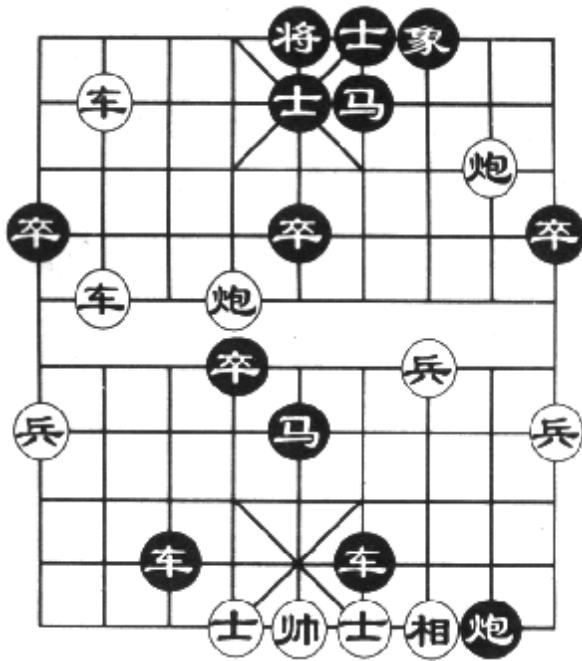
1. Rank-checkmate in the bottom rank (17 games)

This kind of checkmate method features that attacking side merely uses the tactics of sealing off, to close off the second rank of the opponent and take rank-checkmate at the bottom, which is shortly for "first rank-checkmate" or "rank-checkmate type 1".

According to the situation when the opponent's King is pinned down, the rank-checkmate at the bottom can be divided into three kinds, that is, the attacking side uses Chariot, or Horse, or Cannon respectively to seal off the second rank of the opponent, and then attack its King in the bottom rank. Following are the examples:

1.1 Use Chariot to seal off the second rank and check the opponent's King in the bottom rank (Game 1 to 5)

Game 1: Figure 1 (Red moves first. Rank-checkmate with double Chariots)



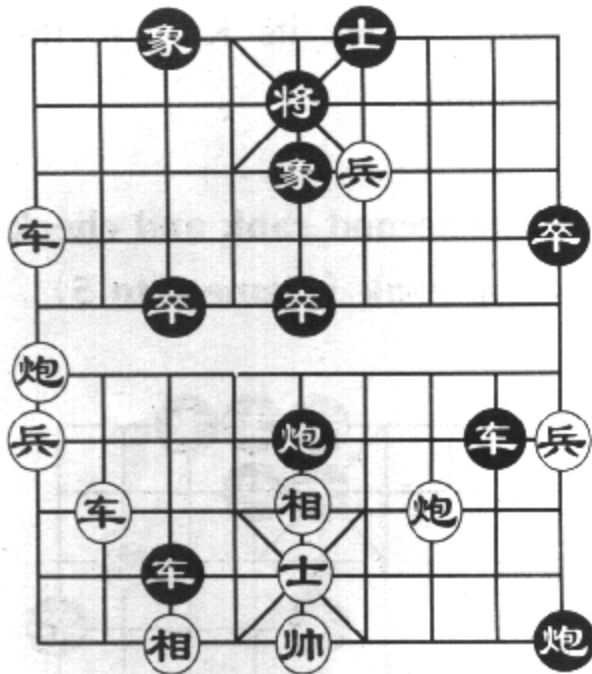
C2=5 A5-4 •)
 C5-4 P4=5
 C6=5! RP+1
 RR=5 H6+5
 R5+1 E7+5
 R5+1,

Note: • If Black changed his move to K5=4, then Red FR8+1, K4+1, RR+3; K4+1, RR-1; K4-1, FR-1, K4-1, RR=6. It would lead

to “First file-checkmate” with Chariot and double Cannons.

, After taking Black Advisor, Red Chariot will move to the bottom to take Double-Chariot-Checkmate.

Game 2: Figure 2 (Red moves first. Rank-checkmate with Chariot and Cannon)

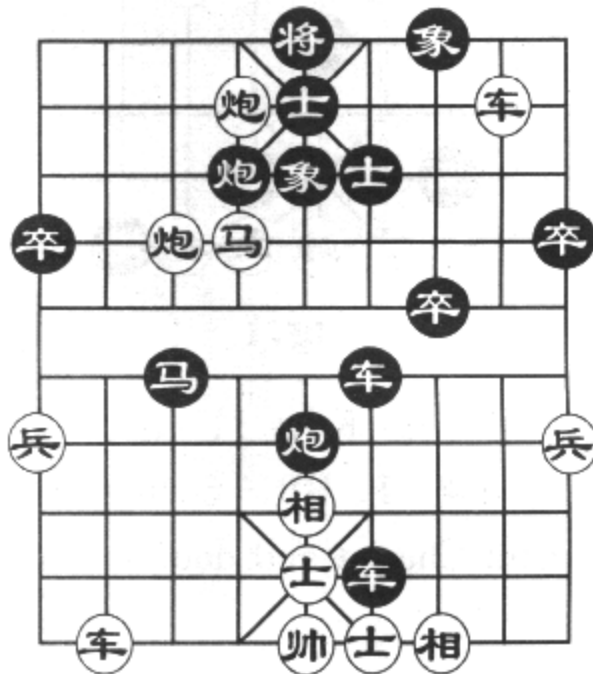


P4+1 K5-1 •
 C3+7 A6+5
 P4=5 K5+1
 R9+2 K5-1
 R9=5! K5+1
 R8+6 K5-1
 C9+5 Checkmate!

Note: • If Black changed his move to K5=6, then Red R8+6, after that, Red R9=4, checkmate.

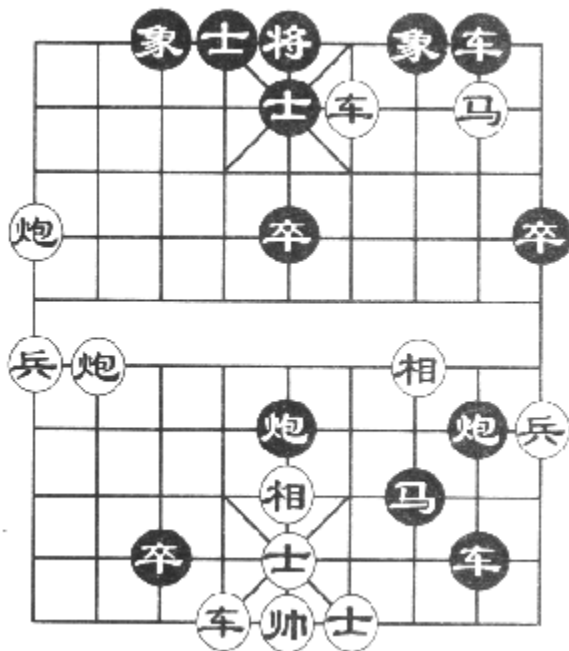
Game 3: Figure 3 (Red moves first. Rank-checkmate with Chariot

and double Cannons)



H6+4 RR-3
R8+9 A5-4
C7+3 A4+5
C7-1 A5-4
R2=5 K5=6
R8=6! C4-2
C7+1 Checkmate!

Game 4: Figure 4 (Red moves first. Rank-checkmate with Chariot and double Cannons)



H2+4• ! C8-5
C9+2 R8=6,
R4=5 K5+1
R6+8 K5-1
R6+1 K5+1
R6-1

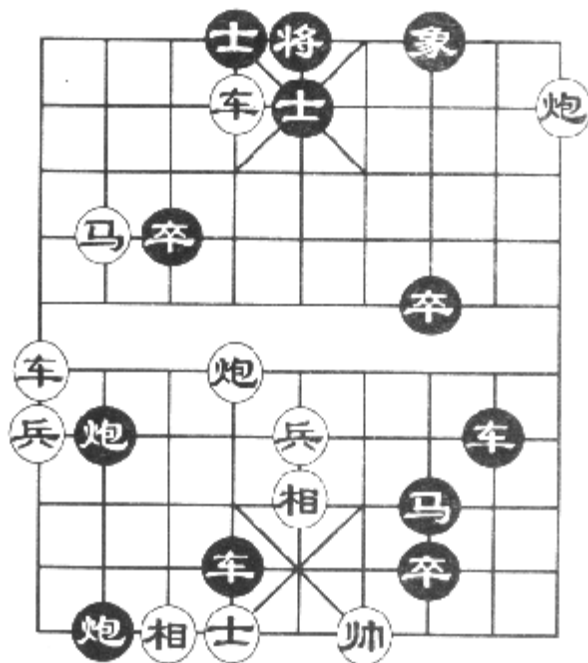
Note: • If Red changed his move to: R6+9, then Black K5=4; C9+3, (H2+4, E3+1, Black wins) K4+1, Red had no chance to take a

checkmate; or if Red H2-4, Black R8=6, Black wins.

, If Black changed his move to: C5=1, then Red C9=7; A5+4, R6+7, R8=5, A4+5, C8=3, K5=6, Red wins; or if Black A5+4, then C9+1 (there exists a checkmate), R8-4, R6+7, R8=4, R6+2! It would lead to “First

pincer-checkmate”(frontal check and flanked-control).

Game 5: Figure 5 (Red moves first. Rank-checkmate with Chariot, Cannon and Horse)

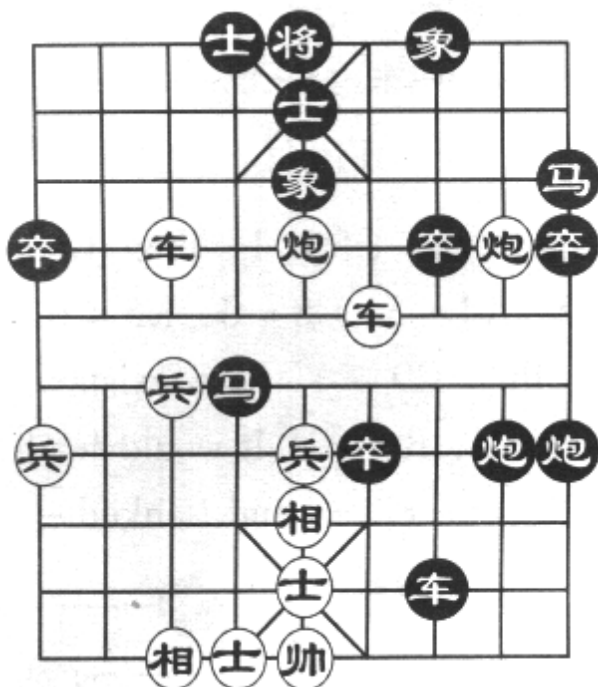


R6=5	K5+1
R9+4	K5+1
H8+7	K5-1
H7-6	K5-1
H6+4	K5=6
C6=4!	H7-6
R9=4	K6=5
R4=2	K5=6
C1+1	E7+5
H4+3	

It will lead to Horse-Cannon checkmate in the bottom rank.

1.2. Rank-checkmate in the bottom rank when using Cannon to seal off the second rank (Game 6 to 9)

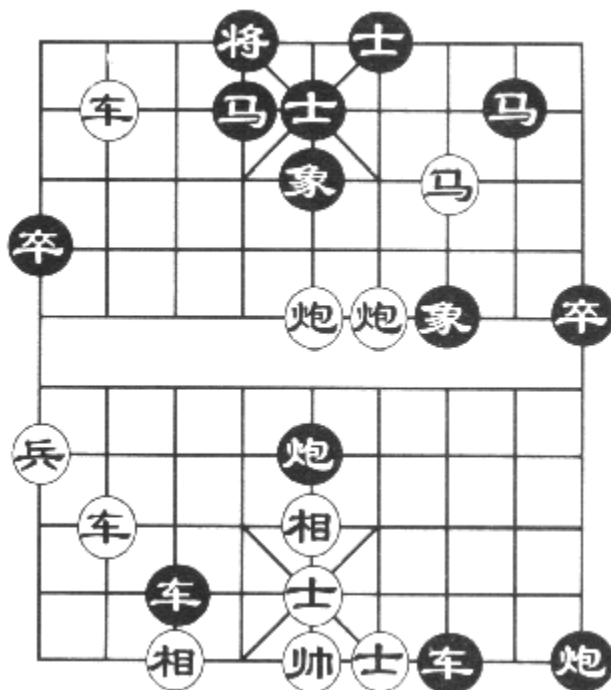
Game 6: Fig 6 (Red moves first. Rank-checkmate with Chariot and Cannon)



R4+3•	H4-3
R4=1, !	R7+1
A5-4	H9-7
C2+3	E7+9
C2-1	E9+7
R1-2	K5=6
R1+3	

Note: • , There exists a pincer-checkmate from both flanks.

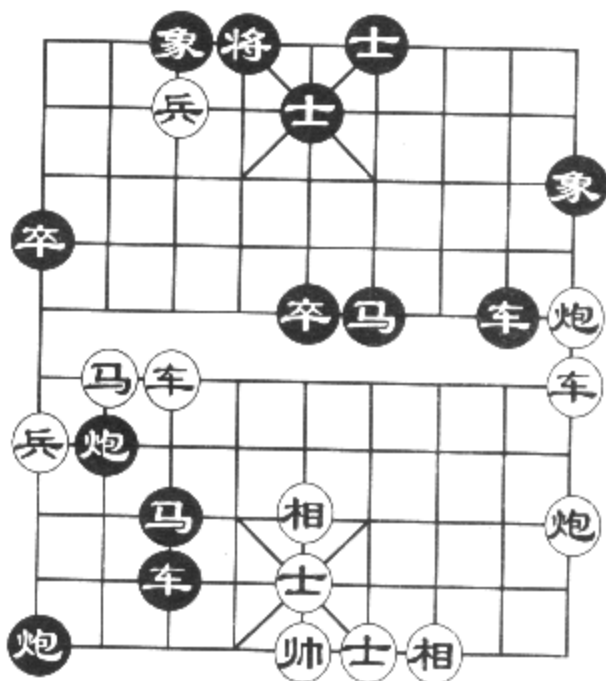
Game 7: Figure 7 (Red moves first. Rank-checkmate with Chariot and double Cannons)



- FR=6 K4+1
- R8=6 A5+4
- C5=6 A5-4
- C6=8 A5+4
- C4=6 A4-5
- C6=1 A5+4
- C8=6 A4-5
- C6=5 A5+4
- C1+3 H8+6
- H3+4 H6-5
- H4-2 K4-1
- C5=6 A4-5
- C6=4! A5+4

- C4+4 H5+6
- R6+5 K4=5 H2-4 K5+1
- C4-1 K5-1 C4=2

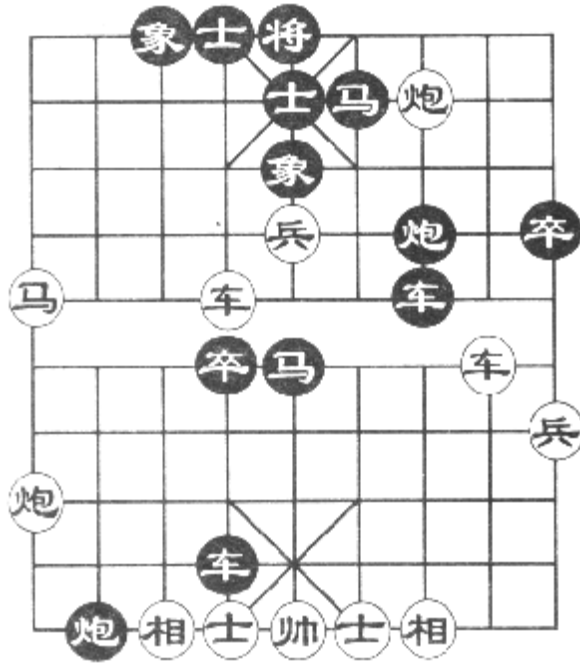
Game 8: Figure 8 (Red moves first. Rank-checkmate with Chariot, Cannon and Horse)



- P7=6 K4+1
- H8+7 K4-1
- H7+8 K4=5
- R7+5 A5-4
- H8-6 K5+1
- H6-4 K5=6
- FC=4 R8=6
- H4+6 K6=5
- C7-1 K5+1
- R1+3 R6-2
- R1=4! K5=6
- H6-5 K6=5
- H5+3 K5=4
- H3+4 K4=5

H4+6	K5=4	H6-4	K4=5
H4-3	K5=4	H3-5	K4=5
H5+7	K5=6	H7+6	K6=5
H6+4	K5=6	H4-2	K6=5
R7-1	K5-1	C1+6	

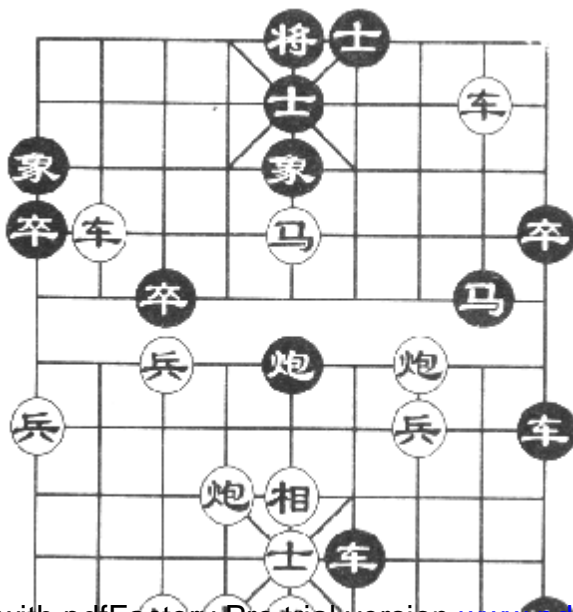
Game 9: Figure 9 (Red moves first. Rank-checkmate with double Cannons and Horse)



R6+4!	K5=4
R2+5	K4+1
H9+8	K4+1
P5=6	H5-4
R2=6!	A5-4
C3-1	H4-6
H8+7	K4-1
H7-8	K4=5
C3+1	K5-1
C9+7	A4+5
H8+7	A5-4
H7-6	Double checkmate

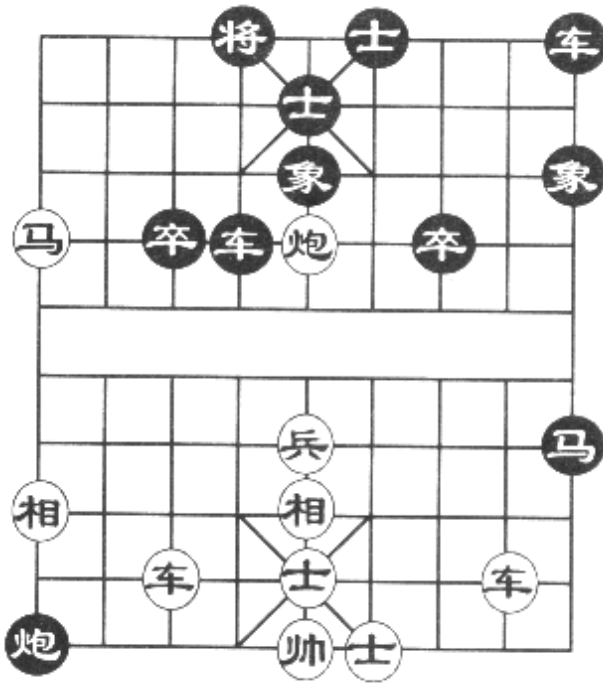
1.3. Rank-checkmate in the bottom rank when using Horse to seal off the second rank (Game 10 - 17)

Game 10: Figure 10 (Red moves first. Rank-checkmate with Chariot and Horse)



C3+5!	E5-7
R8+3	A5-4
R8=6	K5=4
H5+7	K4=5
R2=8	E7+5
C6+6	

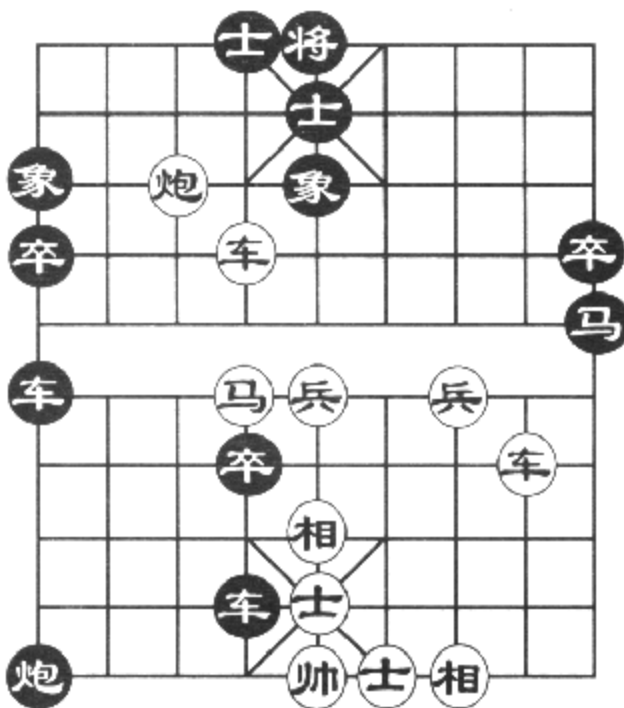
Game 11: Figure 11 (Red moves first. Rank-checkmate with Chariot and Horse)



H9+8 K4=5•
 R7=6! R4-5
 A5+6! R4-1
 R2=9 R4-4
 E9+7 R4=5
 R9+8 E5-3
 R9=7 A5-4
 H8+6 K5+1
 R7-1 K5-1
 H6-7

Note: • If Black changes his move to: K4+1, then H8-7, R4=3, R7=6, A5+4, R2+7, A6+5, R2=5, K4-1, R6+6, Red wins.

Game 12: Figure 12 (Red moves first. Rank-checkmate with Chariot and Horse)



R2+6• A5-6,
 H6+7! H9+8f
 C7+2,, A4+5
 C7=4 H8+7
 C4-8 A5-6
 R6+3

Note: • If Red changes his move to: C7+2, then Black E5-3 (Be sure not to make the move: E1-3), Black would win as Red is in an inferior position.
 , If Black changes his move to E5-7, then Red R6= 5, Red would win

quickly.

f If Black will not make the move “H9+8”, he may have the following alternatives:

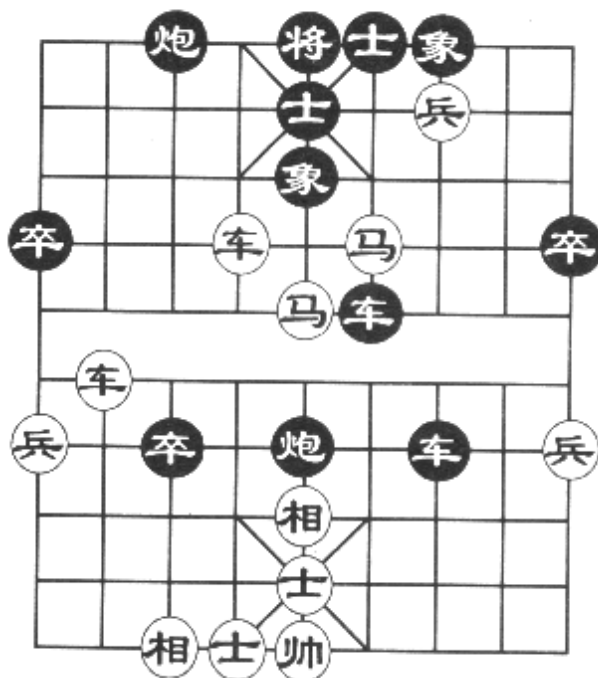
a: R4=4, then Red C7+3, he will win after taking Advisor at the bottom;

b: A4+5, then Red H7+9, 伏杀, Red wins;

c: C1=6, then K5=4, Red will win after exchanging Chariot on the armpit file with Black.

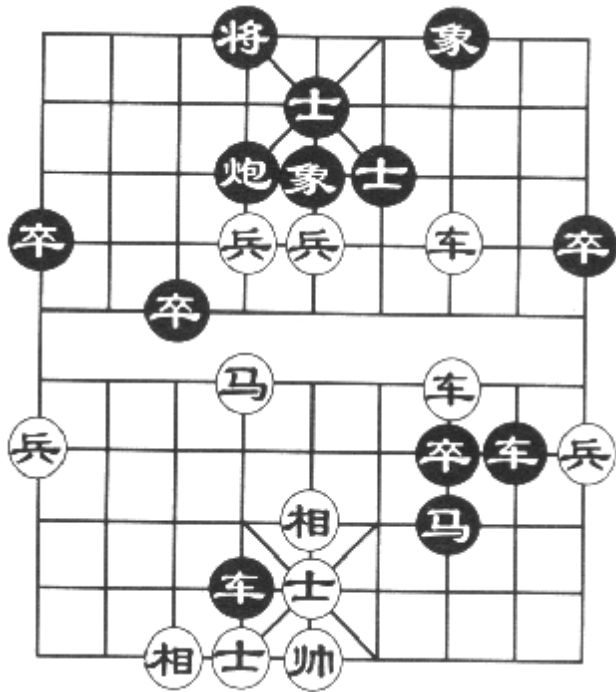
(4) If Red mistakenly made the move: R2=6, then C1=6, Black wins.

Game 13: Figure 13 (Red moves first. Rank-checkmate with Chariot and Horse)



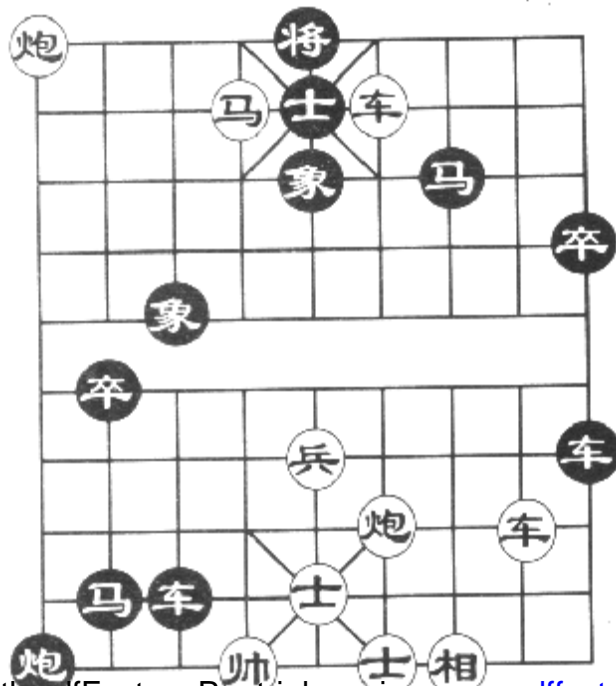
H5+6	A5+4
H5+6	K5=4
H6+7	K4=5
H7-6	K5=4
R8+5	K4+1
R8-1	K4-1
H6-8	K4=5
H8+7	K5+1
R6=3!	R7-3
H7-6	

Game 14: Figure 14 (Red moves first. Rank-checkmate with Chariot and Horse)



FR+3	E5-7	R3+5	K4+1
P6+1	A5+4	H6+7	K4=5
P5+1	K5=6	P5=4	K6=5
P4=5	K5=6	R3-1	K6-1
H7+6	A4-5	R3+1	K6+1
P5=4 !	K6+1	R3-2	K6-1
H6-5			

Game 15: Figure 15 (Red moves first. Rank-checkmate with Chariot and Horse)



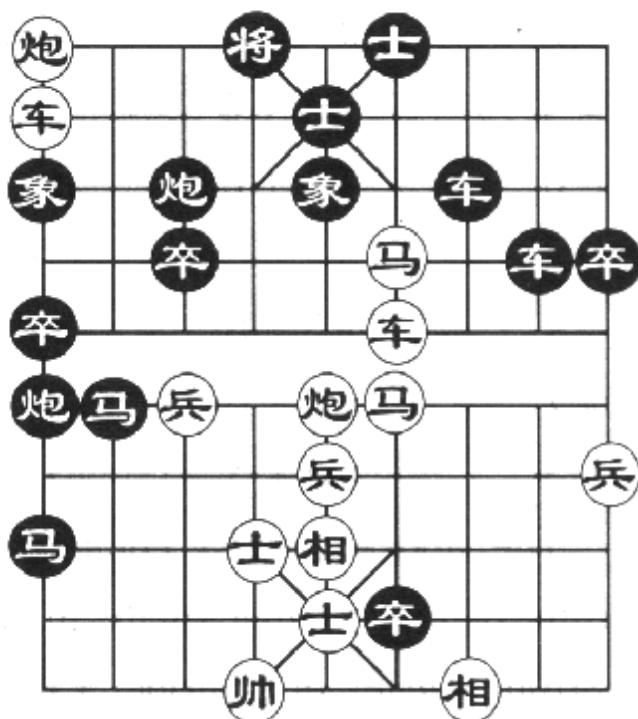
H6+8	E5+3
H8-7	E3+1•)
R4=5	K5=6
R2+7!	H7-8
H7+6	C1-9
H6-4	R9=6
H4+2	R6=7
H2-4	R7=6
H4-5	R6=7
H5-4	R7=6
H4+2	R6=7

H2+4 R7=6
 H4+6 R6+1 C5+1,

Note: • If Black changes his move to: A5-4, then C4=5 (If mistakenly makes a move R4=5, Black could K5=6, Red would lose) E3-5, R4=5, Red wins.

And if Black changes his move to E3+5, then R2+7, H7-8, R4= 5, K5= 6, H3+4, it will lead to double checkmate in the rank and the file.
 , The above are six examples showing different positions of Chariot-Horse checkmate.

Game 16: Figure 16 (Red moves first. Rank-checkmate with Cannon and Horse)



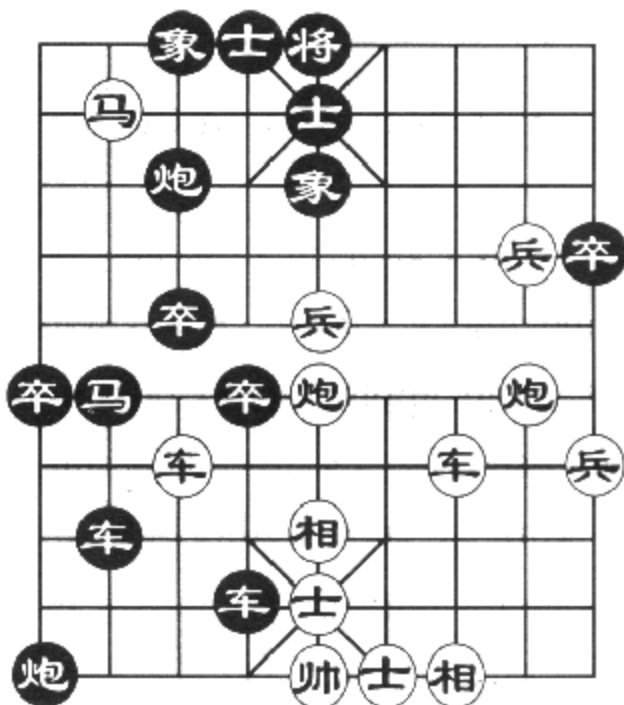
R9=6 • !! K4+1,
 R4=6 C3=4
 R6+2 A5+4
 C5=6 A4-5
 RH+6 A5+4
 H6-8 A4-5
 H8+7 K4-1
 H7+8 K4=5
 C6+5 E5-3
 H8-6! A5+4
 C6-1

Note: • If Red mistakenly makes the move R4=6, then C 3=4, R6+2, K4=5, Black will have a chance to escape

the doom of losing.

, If Black's King returns to the center, then Red R6=5, A6+5, H4+6, K5=4, C5=6, R8=4, H6+7, It will lead to double checkmate in the rank and the file.

Game 17: Fig. 17 (Red moves first. Rank-checkmate with double Cannons and Horse)



- R3+6
- H8-6
- R7=4
- C2=4
- C4=6
- C5=4
- C4=2
- C6=4
- C4=9
- C2=4
- C4=7!
- R4+4
- C7+5
- C9+5
- E5-7
- K5=6
- A5+6
- A6-5
- A5+6
- A6-5
- A5+6
- A6-5
- A5+6
- A6-5
- A5+6
- A5+6
- A4+5

The above are 17 composed mid-games showing the position of rank-checkmate in which the attacking side uses the strong pieces of Chariot, Cannon and Horse to seal off the second rank, then uses Chariot or Cannon to take a check in the bottom rank.

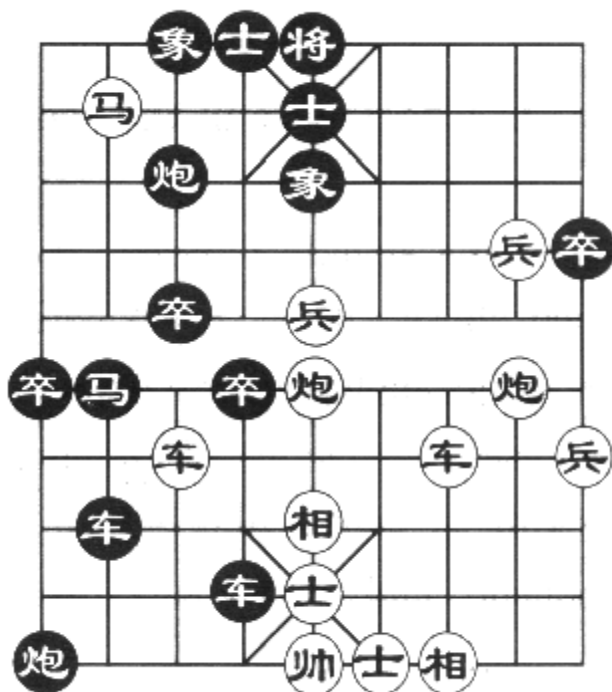
2. Checkmate in the second rank (15 Games)

Being slightly different from the rank-checkmate mentioned above, the “checkmate in the second rank” features that while applying the tactics of sealing-off, the attacking side uses the tactics of pinning-down (or called tactics of blocking to control the bottom and the “third rank” of the opponent, and then makes a checkmate in its second rank.

According to the situation when the opponent’s King’ is pinned down, the methods of rank-checkmate in second rank can be divided into two kinds: one is to seal off the bottom and the third rank of the opponent, in short called “sealing off of the bottom and third rank” (封制底布), the second one is that, with cooperation of pinning-down tactics, to cause self-blocking of the opponent, in short called “blocking of the bottom and third rank” (封阻底布), Following are the examples:

2.1 Rank-checkmate at the second rank when the bottom and third rank are sealed off (Game 18 - 23)

Game 18: Figure 18 (Red moves first. Rank-checkmate with Chariot, Cannon and Horse)



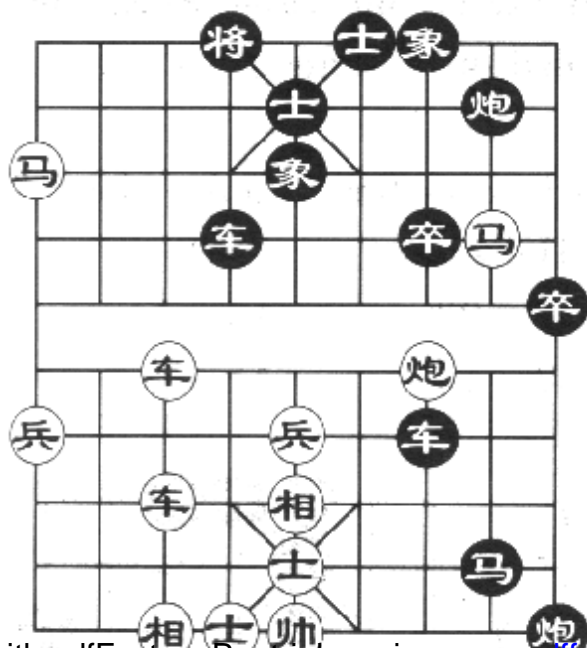
C3+7	E5-7
R8+9•	A5-4
C7+3	A4+5
C7-4	A5-4
R3=5!	K5+1
H5+4	K5-1
C7+4	A4+5
C7-2	A5-4
H4+6,	K5+1
R8-1	

Note: • If Red changes his move to: C7=5, then K5=4, C5=3, R4=5, K5=6, R5=4 and then R4=6, It will lead to “Double Chariots

checkmate”. Black will win as Red is in an inferior position.

, By now, the opponent bottom and third rank are sealed off or blocked by Horse and Cannon, the next move of the attacking side will be to retreat Chariot to checkmate.

Game 19: Figure 19 (Red moves first. Rank-checkmate with Chariot and double Horses)



FR+51•	K4+1
FR-1	K4-1
FR=6!	K4+1
H9+8	K4-1
C3+5	E5-7
R7+7	K4+1
R7-3	K4-1
R7=6	A5+4
R6+1	K4=5,

H2+3f K5+1

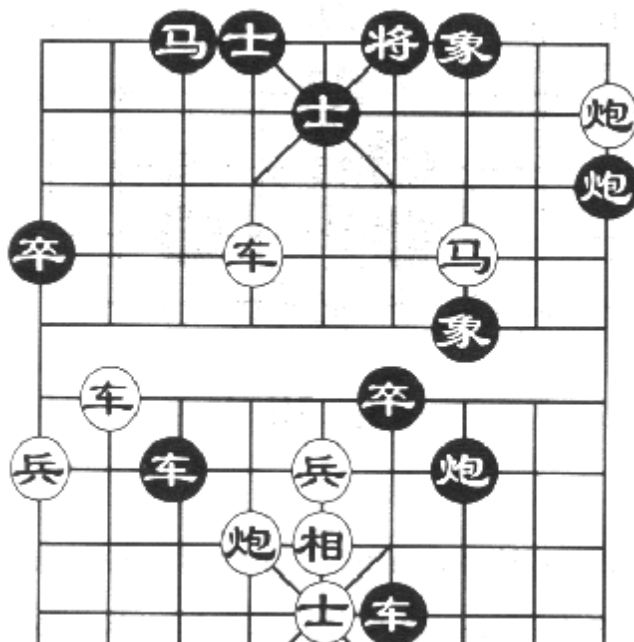
R6+2

Note: • If Red makes the move of C3+5, the game will be ended with a checkmate of the same kind. However, this move looks flat.

, If Black changes his move to C8= 4, then Red R6+1, Red will win too.

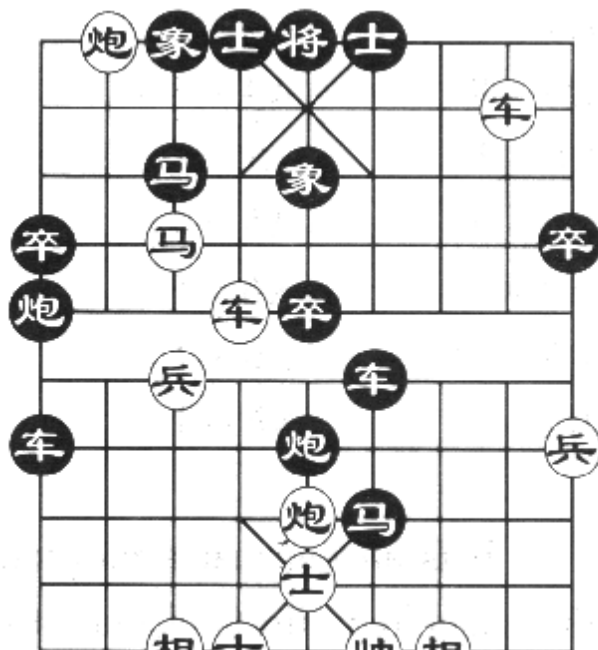
f By now, the opponent's bottom and third rank line are sealed off by a single Horse, the attacking side will use Chariot to checkmate when it is protected by the Horse at the bottom. This is another kind of rank-checkmate with "Chariot and Horse "(立马车).

Game 20: Figure 20 (Red moves first. Rank-checkmate with double Cannons and Horse)



C1+1 E7+5
 R6+3 A5-4
 H3+2 K6=5
 H2-4 K5=6
 H4+3• K6+1
 R8+4 A4+5
 R8+5!

Note: • The method of sealing off looks like the inverted image of that in Game 18.

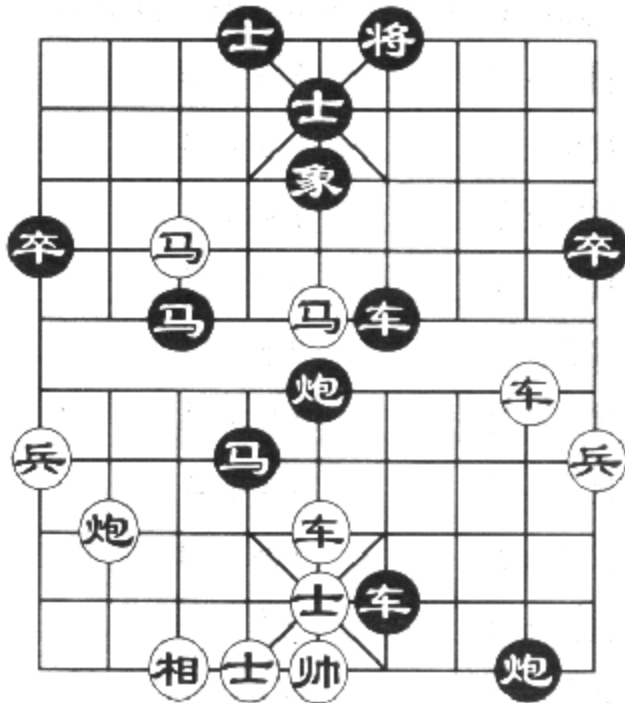


Game 21: Figure 21 (Red moves first. Rank-checkmate with Cannon and Horse)

R6+4 H3-4
 C5+2 A6+5
 R2=5 K5=6
 R5+1 K6+1
 R5=4! K6-1

H7+6 K6+1
C8-1

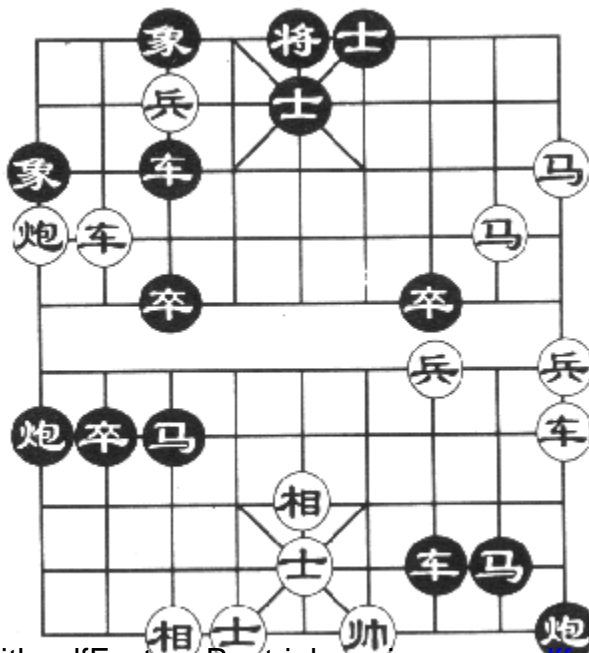
Game 22: Figure 22 (Red moves first. Rank-checkmate with double Chariots, Cannon and Horse)



C8+7 E5-3
R2+5 K6+1
C8-1 A5+4
H5+6 C5-3
R2-1 K6-1
H7+5 E3+5
C8+1 A4+5
H6+7 A5-4
H7-8 A4+5
R2+1 K6+1
C8-1 A5-4
H8+6 A4+5
H6-7 A5+4
R2-1 K6-1

H7+5 K6=5 H5+3 K5=6
R5+7! K6+1 H3-4 K6+1
R2-1 K6-1 H4+5

It is an unusual a position that a King is checkmated by the concerted efforts of four strong pieces.



Game 23: Figure 23
(Red moves first.
Rank-checkmate with
Cannon and Horse)

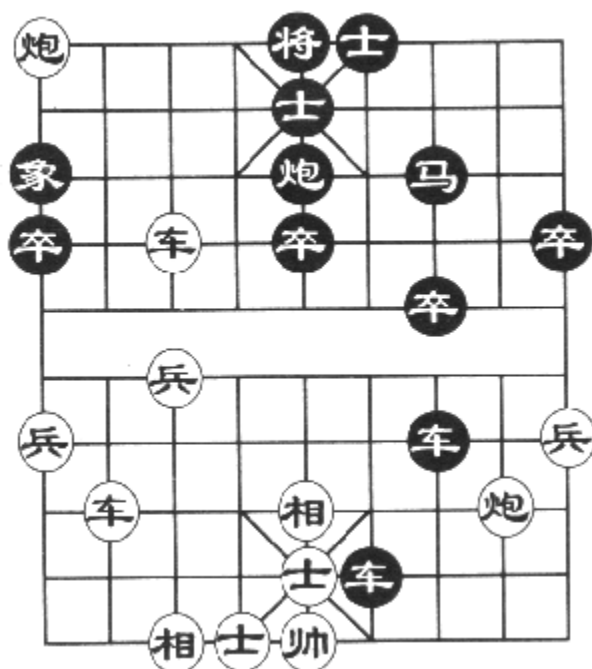
H1+3 K5=4
R1=6 R3=4•
R6+4 A5+4
H3+5! E3+5
R8+3 E5-3

P7+1	E1-3		
R8=7	K4+1	H2+4	K4=5
R7-1	K5+1	C9+1	A4-5
R7-1	A5+4	R7-2	A4-5
R7+2	A5+4	R7-4	A4-5
R7+4	A5+4	R7-3	A4-5
R7=5	K5=4	H4-5	K4-1
R5=6	A5+4	H5-7!	K4-1
H7+8	K4+5	H8-6	K5=4
H6-8	K4=5	H8+7,	

Note: • If Black changes his move to A5+4, then Red H3+5!; E3+5, R8+3, E1-3, P7+1, E5-3, R8=7, R3-2, C9=6 and then Cannon moves to the center to checkmate.

2.2. Rank-checkmate when blocking the bottom and the third rank (Game 24 - 32)

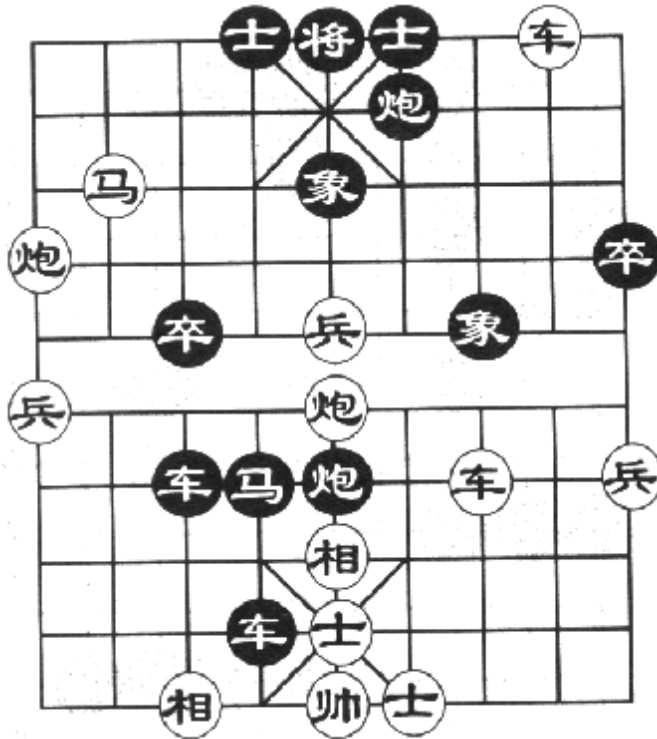
Game 24: Figure 24 (Red moves first. Rank-checkmate with Chariot and Cannon)



C2+7!	H7-8
R8+7	A5-4
R8-1	A4+5
R7+3	A5-4
R7-1	A4+5
R8+1	A5-4
R7=5!	K5+1
R8-1	

Game 25: Figure 25 (Red moves first. Rank-checkmate with Chariot,

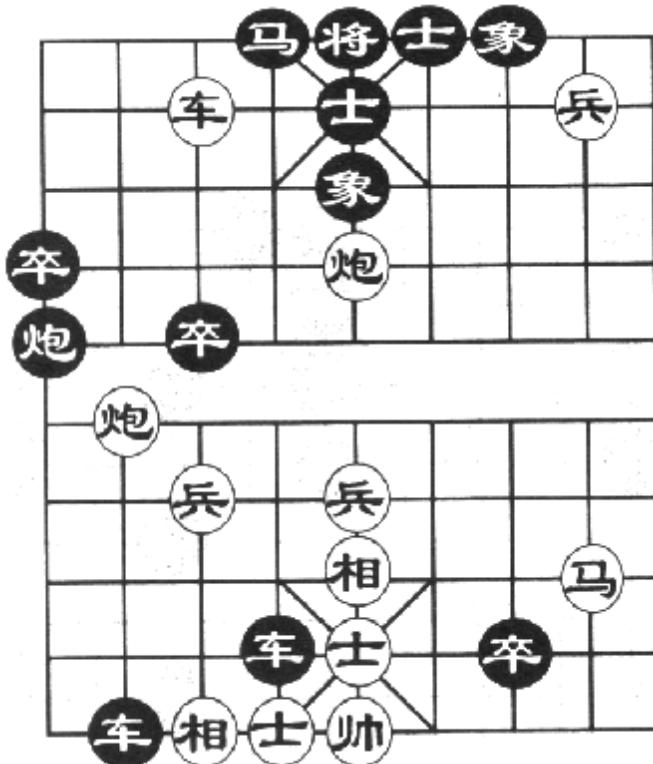
Cannon and Horse)



C9+3 A4+5
R2=4! K5=6
H8+7 A5-4
H7-6 A4+5•
C5=4 C6=7
P5=4 A5+6
P4=3 A6-5
P3=4 A5+6
H6+7

Note: • If Black changes his move to E5-3, then Red C5=4; C6=4, P5=4, C4=6, P4=3, Red wins.

Game 26: Figure 26 (Red moves first. Rank-checkmate with Cannon, Horse and Pawn)



R7=5 A6+5
C8=1 K5=6
C1+5 K6+1
H2+1 K5+7
H1+2 H4+5•
C1-1 K6-1,
H2+4! R2-6f
C1+1 K6+1
K5=4,, ! R2=5
P2=3

Note: • If Black changes his move to A5+4, then Red C1-1, K6-1, H2+4, R2-6, P2=3, Red wins.

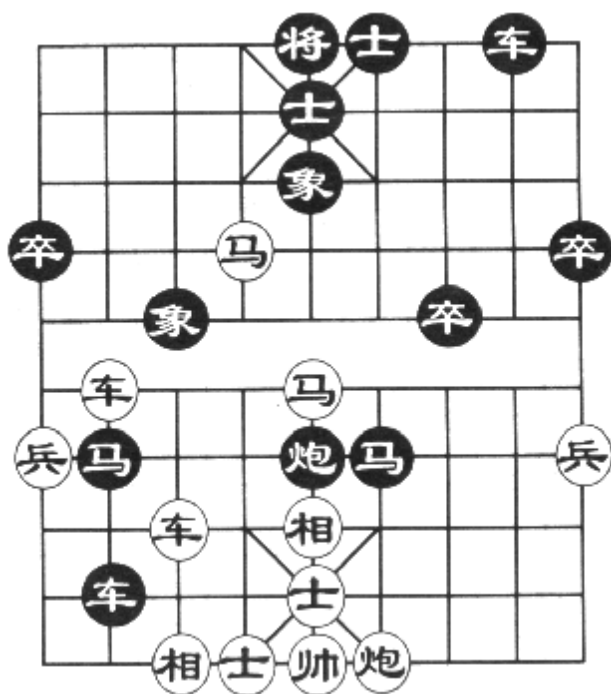
, If Black changes his move to H5-7, then

P2=3, K6-1, P3+1, K6+1, C5=3, K6-1, C3+1, K6-1, C3+1. It leads to a checkmate on the second rank with two Cannon when Horse and Pawn have sealed off the opponent's bottom line and the third rank respectively.

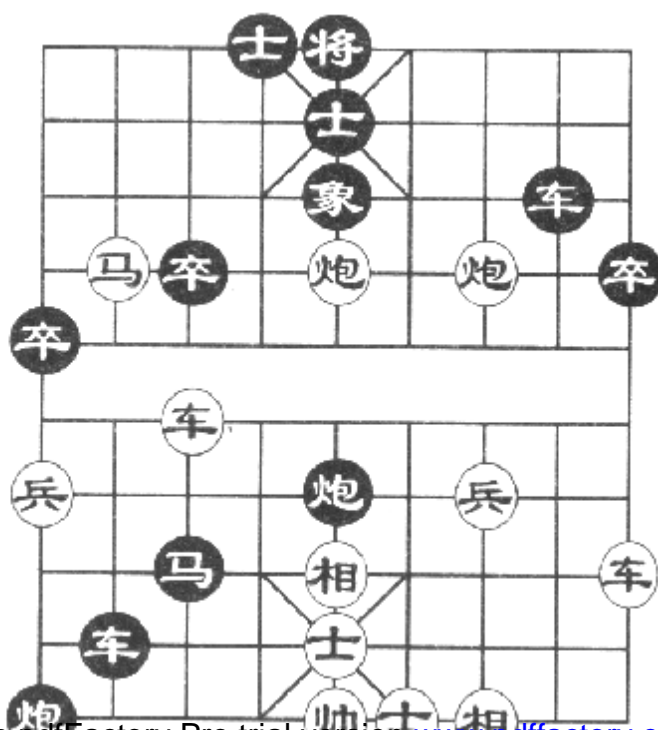
f If Black changes his move to A5+6, then C1+1, K6+1, P2=3, Red wins.

„ It leads to a checkmate when Cannon and Horse have sealed off the opponent's King respectively.

Game 27: Figure 27 (Red moves first. Rank-checkmate with Chariot and Horse)



R8+5 E5-3
R8=7 A5-4
H6+7 K5+1
H5+6 K5=4
H6+8 K4=5
H7-6 K5-1
H6+4 K5+1
R7-1 K5+1
R7-1 K5-1
H4-6 K5-1
H6+7 K5+1
H7=5! E3-5
H7-6 K5-1
H6+4



Game 28: Figure 28
(Red moves first.
Rank-checkmate with
Chariot and Horse)

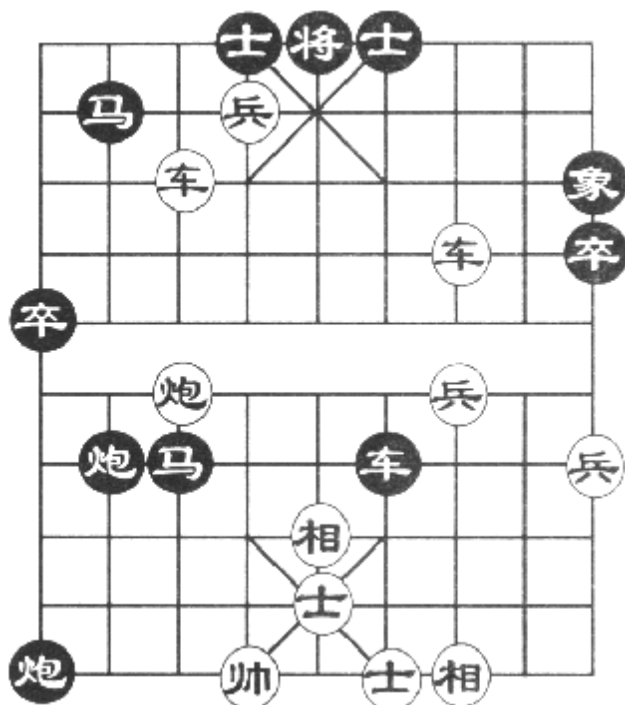
H8+7 K5=6
R7=4 R8=6
C3=4 R6=8
C4=7 R8=6
C5=4 R6=8

C4=2	R8=6		
C7=4	R6=9	C4=1	A5+6
C2=4	A6-5	C4=9	A5+6
C1=4	A6-5	C4=8	A5+6
C9+3	E5-3•	C8=4	A6-5
C4=7	A5+6	R4+3!	R9=6
C7+3	C5-6	H7-5!	K6-1,
R1+6			

Note: • If Black changes his move to K6+1, then R6+3, Red Wins.
 , If Black moves Chariot to capture Horse, then Red Chariot moves sideward to checkmate.

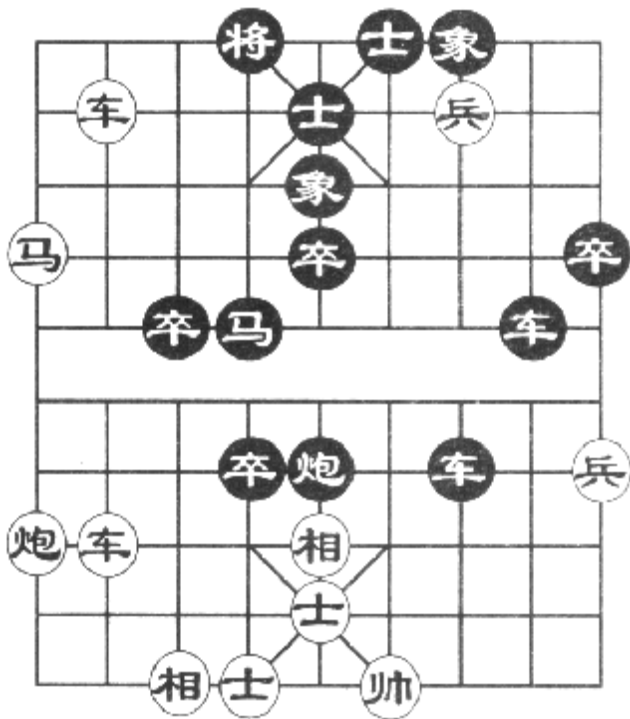
In the above five games, the checkmate is taken by Chariot in the second rank when the bottom and the third rank of the opponent have been sealed off. In the following four games, the checkmate is taken on the second rank with Cannons.

Game 29: Figure 29 (Red moves first. Rank-checkmate with Chariot, Cannon and Pawn)



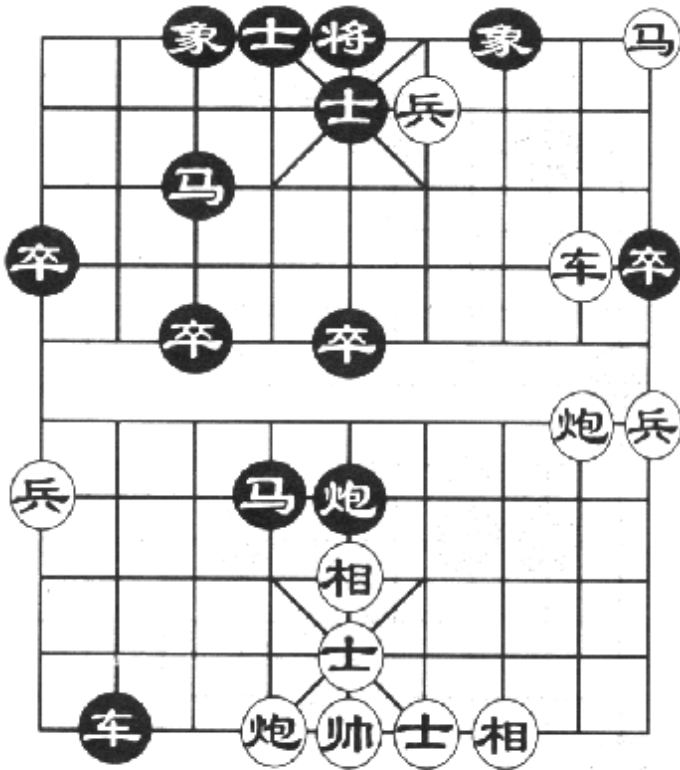
R3=5	A6+5
R5+2	K5=6
R7=4!	R6-4
R5+1	K6+1
C7+4	A4+1
P6=5	

Game 30: Figure 30 (Red moves first. Rank-checkmate with Cannon, Horse and Pawn)



FR+1	K4+1
RR+6	K4+1
FR=6	A5-4
R8-1	K4-1
R8=6!	K4=5
P3=4	K5-1
R6+2	K5=4
H9+8	K4=5
P4+1!	K5+1
C9+6	

Game 31: Figure 31 (Red moves first. Rank-checkmate with Chariot, Cannon and Horse)



P4+1	A5-6
H1-3	K5+1
H3-4	K5-1
H4+6	K5+1
R2+2	K5+1
R2-1!	K5-1
H6-4	K5-1
H4+3	K5+1
C2=5	K5=6
C2+4	

Fig. 31

Game 32: Figure 32 (Red moves first. Rank-checkmate with double Cannons and Horse)

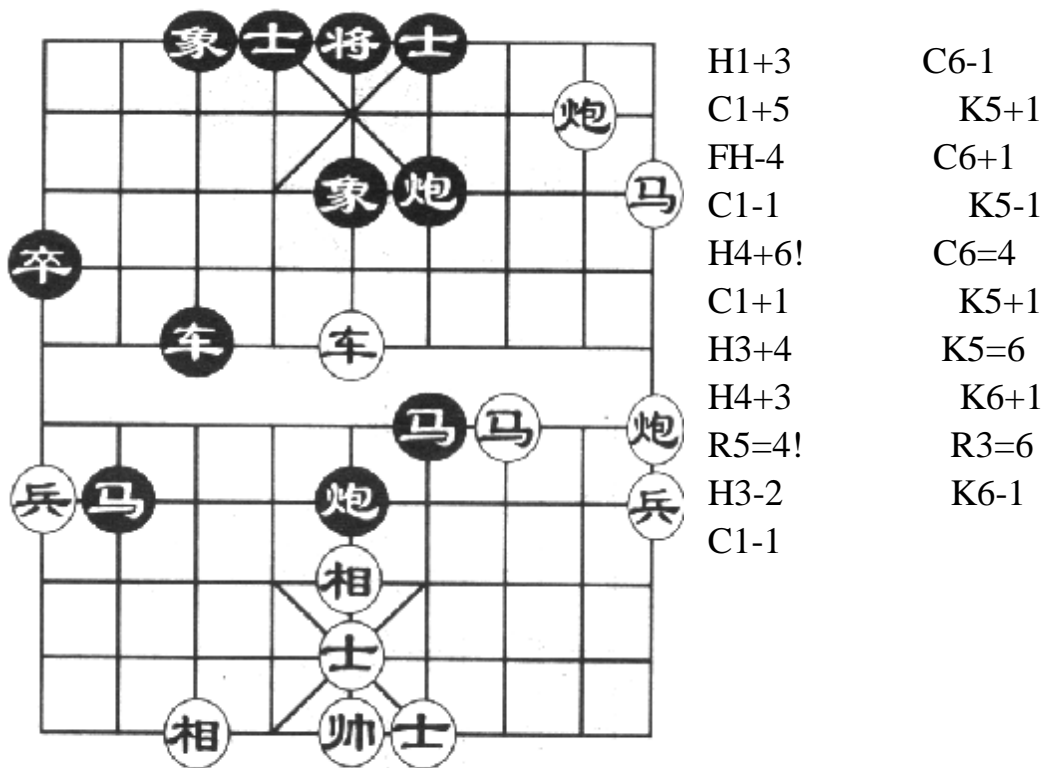


Fig. 32

3. Rank-checkmate on the exposed King (totaling 11 games)

The method of this kind of checkmate features that the attacking side must use the technique of exposing the opponent's king, forcing it move to the third rank, and launches a checkmate on the King in the third rank, when its second rank has been sealed off.

According to the situation when the King is under control, the method of "rank-checkmate on the exposed King" can be divided into three kinds. That is, the attacking side uses Chariot, Cannon or Horse respectively to seal off the opponent's second rank, then use Chariot or Cannon to take rank-checkmate along the opponent's third rank.

Following are the examples:

3.1. Rank-checkmate on the exposed King when using Chariot to seal off the opponent's second rank (Game 33 - 35)

Game 33: Figure 33 (Red moves first. Rank-checkmate with double Chariots)

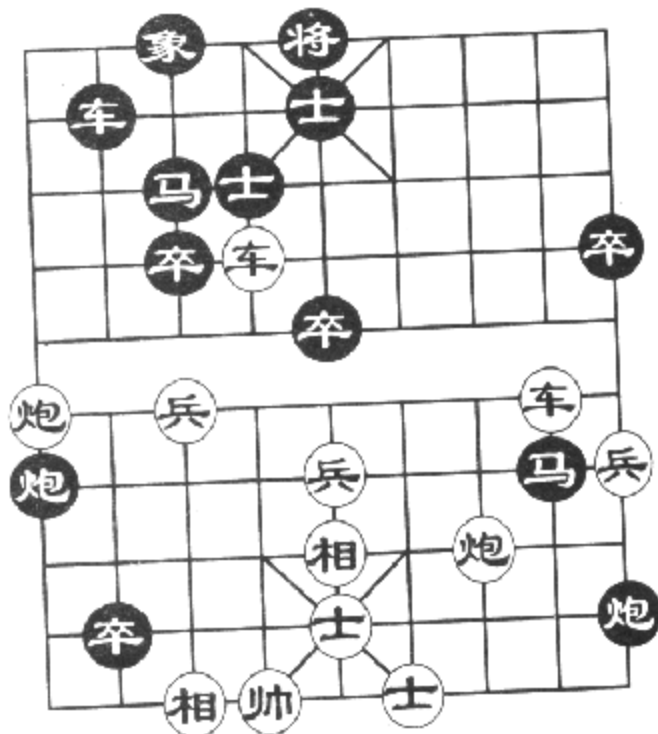
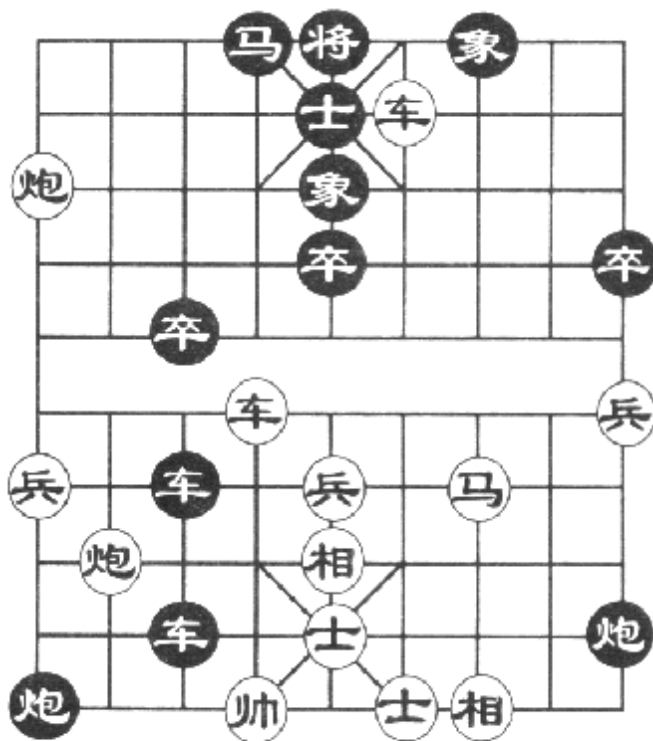


Fig. 33

- | | |
|----------|------|
| R2+5 | A5-6 |
| C3+7 | A6+5 |
| C3=7 | A5-6 |
| C9+5 | R2-1 |
| C7=4 | R2=1 |
| C6=5 | K5=4 |
| C4-5 • ! | K4+1 |
| C4+6 | A4-5 |
| R5=6 | A5+4 |
| R2-1 | K4-1 |
| R6+1 | K4=5 |
| C6=5 | P5+1 |
| R2+1 | K5+1 |
| R6+1, | |

Note: • Red skillfully uses the technique of “transferring Cannon with the aid of Chariot”, or “transferring Cannon with the aid of Cannon” to capture Black’s Advisor and Elephant, making preparations for forcing Black’s King to move to the peak.

, At this position, being attacked by two Chariots, Black’s King is now exposed in the third rank. Awaiting him will be “checkmated by Double Chariots”



Game 34: Figure 34

(Red moves first. Rank-checkmate with Chariot, Cannon and Horse)

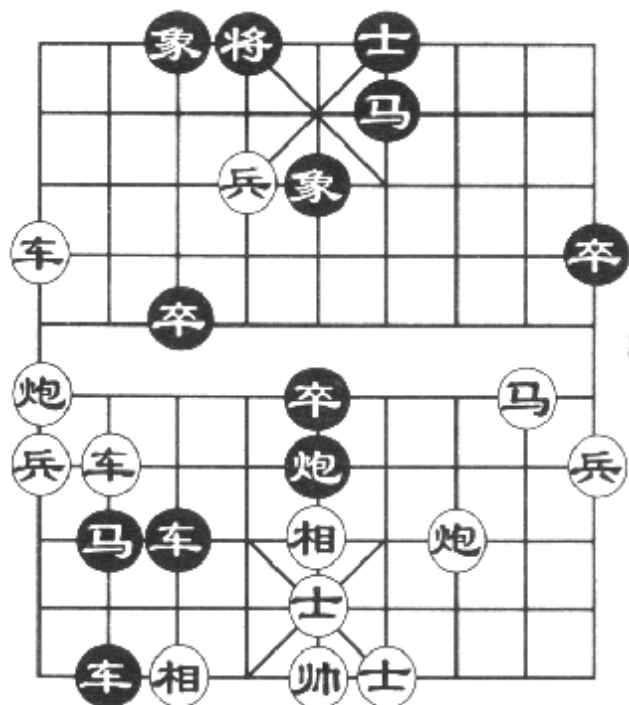
- | | |
|----------|------|
| C8=7 | E5-3 |
| R4=5 • ! | K5+1 |
| R6+4 | K5-1 |
| R6+1 | K5+1 |

R6-1 K5+1 H3+4 K5=6
H4+2 K6=5 H2+3 K5=6
H3+5 K6=5 H5-6,

Note: • The “throat-cutting checkmate” must not be treated isolately. This move, together with the Cannon in the bottom rank, the Chariot in armpit file and related moves should be regarded as a fixed technical combination. It is often used as one of typical methods for capturing the opponent’s Advisor and exposing the opponent’s King in the competitions as well as in the composed games.

, Comparing with the game above, the same pieces are used for control of the opponent’s King, but the piece taking the checkmate has been replaced by Cannon in the bottom rank, while the edged Cannon and Horse have been used as the assaulting piece (冲击子) and the piece assisting in checkmate(助杀子).

Game 35: Figure 35 (Red moves first. Rank-checkmate with Chariot, Cannon and Horse)



P6+1 K4=5
C3+7 A6+5
P6=5 K5+1 •
R9+2 K5+1
R9=5! K5+1
R8+5 K5-1
C9+5 H6-4
C3=6, ! E5+7
C6-1 K5+1
C6-5 K5+1
H2+4 K5=4
H4+6 P5=4
H6+8

The next move will be C9-2 to checkmate.

Note: • If Black changes

his move to K5=6, then P5=4, K6=5, P4=5, Red wins quickly.

, This move looks like the note of “rest” in a music score, after a rest, the Red Horse on the right side moves to the left side to take a

rank-checkmate.

Editor's note: At Bout 10, if Red makes C6-3, instead of C6-5, Red can win earlier by one move, the subsequent moves are: K5+1, H2+4, K5=4, H4+6, K4=5, R8-1, it will lead to a pincer-checkmate.

3.2. Rank-checkmate at the exposed King when using Cannon to seal off the opponent's second rank (Game 36 - 39)

Game 36: Figure 36 (Red moves first. Rank-checkmate with Cannon and Chariot)

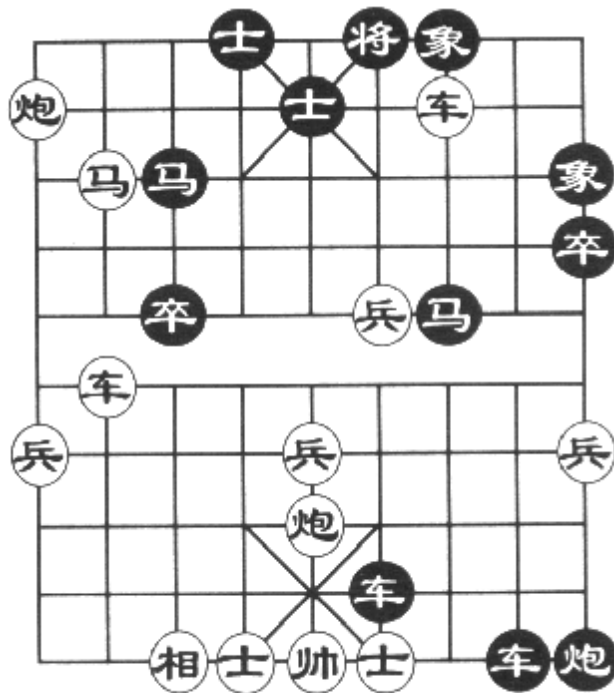


Fig. 36

R3=4	K6=5
C9+1	H3-2
R4=5	K5=6
R5+1	K6+1
R5=4•	K6-1
H8+6	K6+1
C9-1	A4+5
H6-5	K6+1
R8+3	A5+4,
H5+6!	H2+4
R8=6	E7+5
R6=5	

Note:• With this move as a core, the preceding and subsequent moves can be regarded as a tactical

combination, which is often widely used.

, If Black changes his moves to E7+5, then H5-3, E9+7, P4+1, R6-5, R8=5, Red wins.

Game 37: Figure 37 (Red moves first. Rank-checkmate with Chariot and Cannon)

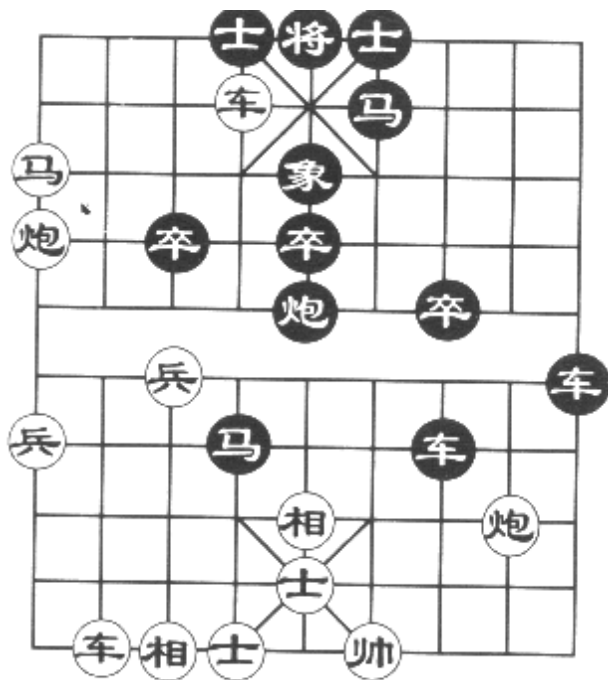


Fig. 37

C2+7• ! A6+5
 R6=5 K5+1,
 R8+8 K5-1
 H9+7 K5+1 \mathcal{f}
 C2-1 H6+8,,
 C9=5 K5=4...
 H7-6 K4+1
 R8-1 K4-1
 H6+5! H8-6
 R8+1 K4+1
 H5+7†

Next move of Red will be R8-1 to take a checkmate.

Note: • The move of Red Cannon to the bottom is like a thunder from the blue. If

Black makes the move H6-8, then C9=5, E5+3, R6+1, K5=4, R8+9, K4+1, H9-7, K4=5, R8-1, K5-1, H7+5, It will lead to “frontal control and flanked-checkmate”, which belongs to the pincer-checkmate.

, If Black changes his move to A4+5, then R8+9, A5-4, H9+7, Red wins too.

\mathcal{f} If Black changes his move to K5=6, then H7-5, K6=5, C9=5. This variation may also lead to various kinds of checkmate positions.

,, If Black changes his move to H6+7, then C9=5, K5=4, H7-6, K5+1, C2-1, E5-7, C5+1, This variation may also lead to various kinds of checkmate positions.

... If Black changes his move to E5-2, then H7-6, which will lead to file-checkmate with Chariot, Cannon and Horse, or rank-checkmate with Chariot and Horse.

† As we can see from this example and its variations, there are more variations in this game than that in other composed mid-games.

‡ If we draw a tree-like diagram of the moves(着法树状图), we may have a better understanding of the system of these variations of the moves.

^ Though there are quite a few variations of the moves, the main checkmate method still belongs to rank-checkmate in the third rank when the attacking side uses Cannon to seal off the second rank of the opponent.

Game 38: Figure 38 (Red moves first. Rank-checkmate with Chariot, Cannon and Horse)

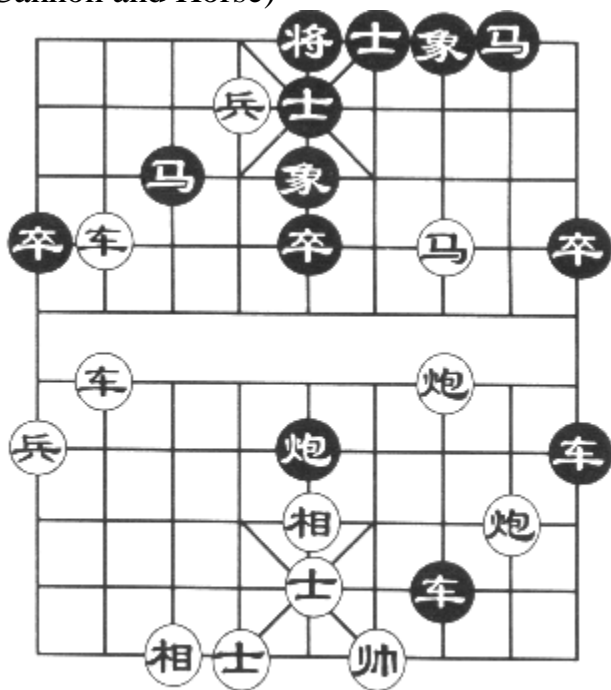


Fig. 38

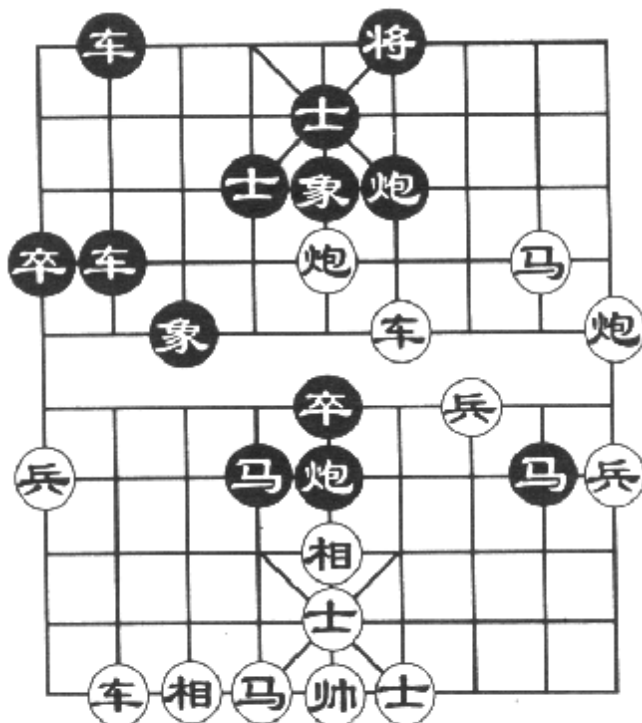
C3+5! E5-7 FR+3
 A5-4
 P6+1 H3-4 FR=6
 K5=4
 H3+4 K4=5• R8+5
 K5+1
 C2+6 R7-7 R8-1
 K5-1,
 H4-6 R7=4 C8+1
 K5+1
 H6+4

Note: • If Black changes his move to A6+5, then Red R8+5, K4+1, H4-5, E7+5, R8-1, K4+1, C2+5 and wins.

, If Black changes his move to K5+1, then Red H4+6, which will lead to a rank-checkmate.

Game 39: Figure 39

(Red moves first. Rank-checkmate with Chariot, Cannon and Horse)



R4+2 K6=5
 H2+3 K5=4
 C5=6 FR=4
 R8+9 K4+1
 R8-1 K4-1
 R4+2! A5-6
 R8+1 K4+1

C1+3 A4-5
 H3-5 A5+6 H5+4 K4=5
 H4-2 A5+1 R8=5 A6-5
 R5-1 K5=4 R5=6 K4=5
 H2+4 K5=6 R6=4 K6=5
 R4-2 K5-1 H4-2 K5+1
 R4+1

The above four games are examples of rank-checkmate on the exposed king with Chariot.

2.3. Rank-checkmate on the exposed king when using Horse to seal off its second rank (Game 40 - 43)

Game 40: Figure 40 (Red moves first. Rank-checkmate with Chariot and Horse)

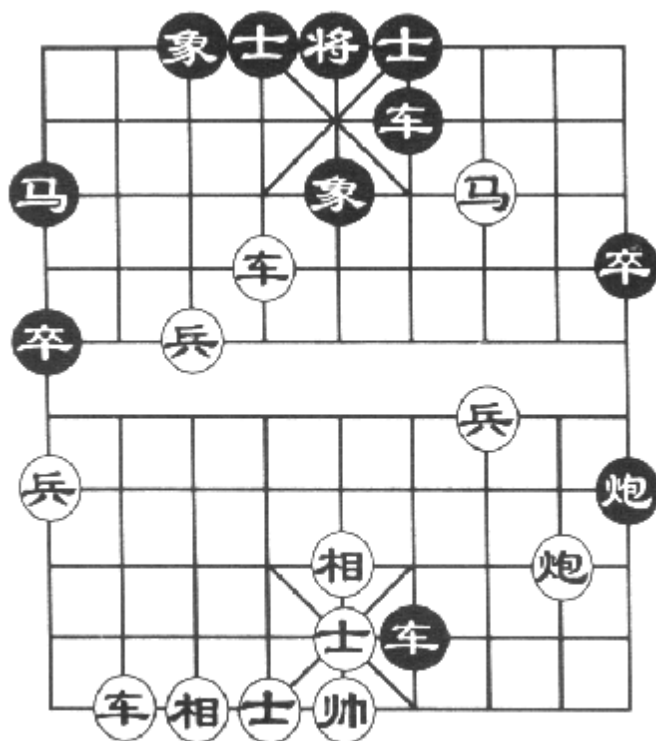


Fig. 40

R6+3• ! K5=4
 C2+7 K4+1
 R8+8, K4+1
 R8-1 K4-1
 P7+1*f* E5+7
 R8+1 K4+1
 P7=6 K4=5
 R8-1

Note: • This is a set of tactical combination for making the opponent's King exposed.
 , After concluding the stage of breaking the opponent's defense, it now enters the stage of "King Control".

f After concluding the stage of "King Control", it now enters the stage of "Checkmate".

Game 41: Figure 41 (Red moves first. Rank-checkmate with Chariot and Horse)

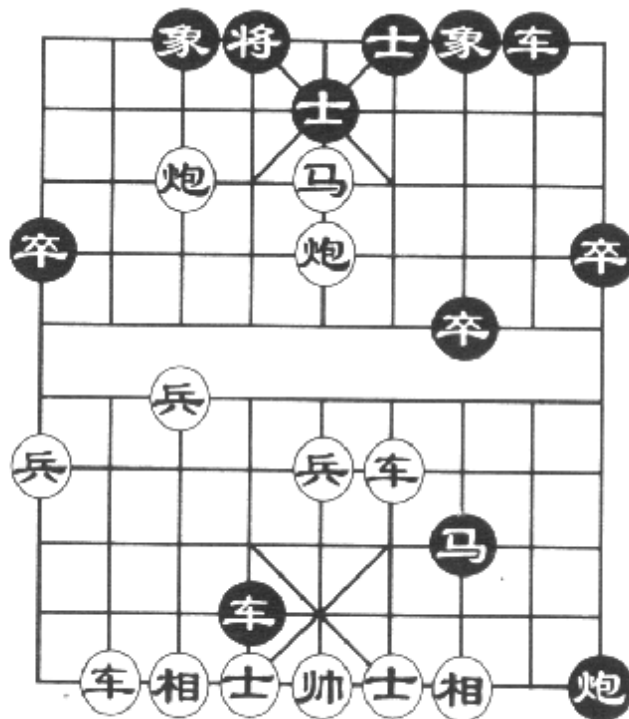


Fig. 41

R4+6 K4+1
 C7=6• ! A5-6
 H5+4 K4-1
 R8+9 E7+5
 H4-5 K4+1
 C6-3, R8+3
 R8-1 K4+1
 H5+4

Note: • It is an excellent move! It will lead to “relieving of a mate and return with a Counter Mate”(解杀还杀) .
 , A Latent Checkmate (伏杀)! Red is sure to win.

Game 42: Figure 42 (Red moves first. Rank-checkmate with Cannon and Horse)

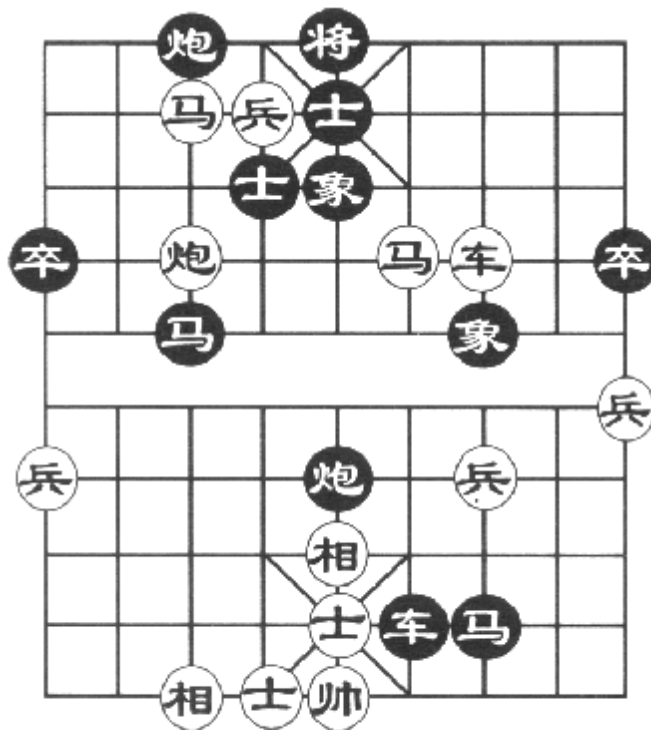


Fig. 42

P6+1 K5=6
 R3+3! E5-7
 C7+3 K6+1
 H4+2 K6+1
 H7-6 C5-3
 H2+3 K6-1
 H3-2 K6+1
 H2-3 K6-1
 H3+2 K6+1
 C7-2

To compare with the formation of “Horse-Braking-Chariot checkmate” in the above two games, “Horse”

remains unchanged as the control piece, but the piece taking the checkmate is Cannon, which has replaced Chariot of the above game. It tells us that in certain checkmate formations, the pieces taking the checkmate can be replaced by other pieces under some circumstances.

Game 43: Figure 43 (Red moves first. Rank-checkmate with Cannon and Horse)

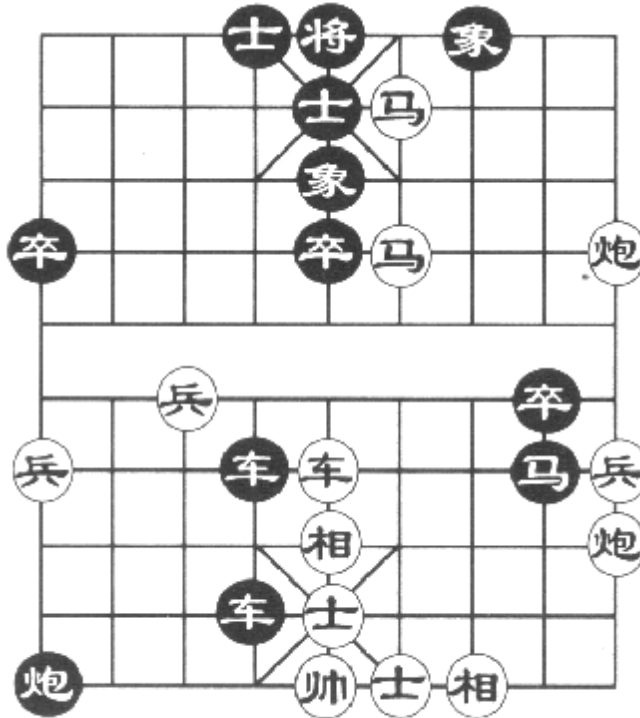


Fig. 43

- C1+3
- FH+2
- H2-3
- H4+3
- FH-1•
- H3+4!
- H1+2
- H2-3
- H3-5
- H5-3
- H3+2
- C1-2
- E7+9
- E9-7
- E7+9
- K5=6
- K6=5
- K5=6
- E5-3
- K6+1
- K6+1
- K6-1
- K6+1

Note: • After having transferred his pieces with the aid of other pieces, Red has succeeded in making the opponent's

King exposed with a tactical combination.

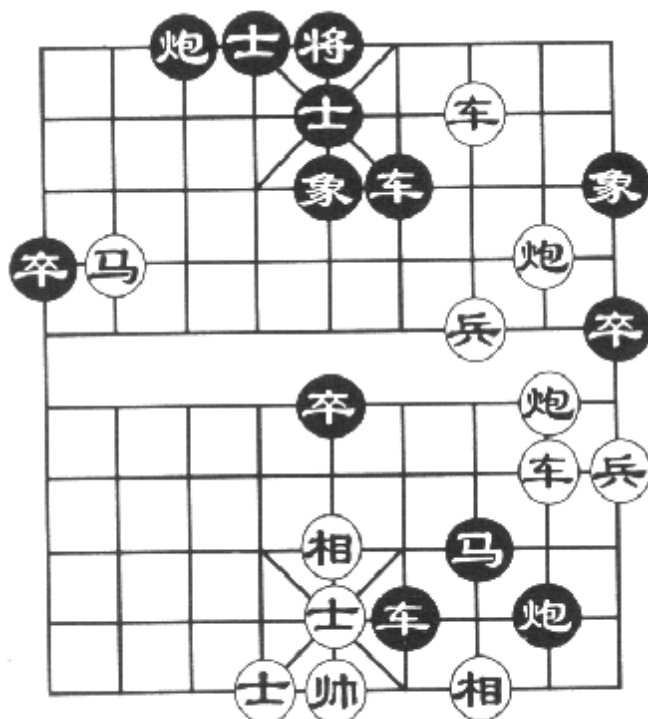
4. Rank-checkmate on the Smothered King (14 Games)

The method of this checkmate features that the attacking side uses the technique of “obstruction”, to block the passage of the upward and downward movements of the opponent’s King, then launches a rank-checkmate on the opponent’s smothered King in the bottom, or the second rank or third rank.

According to the situation when the opponent’s King is obstructed, this checkmate method can be divided into the following three kinds: 1. Obstruction in the second rank(单阻二线); 2 Obstruction in the bottom and third rank(双阻底布) ; 3. Obstruction in the second rank when the King is exposed(露将阻二) . That is, when the opponent’s King has been obstructed in the bottom, the second rank or third rank, the attacking side takes a rank-checkmate on the smothered King. Following are the examples:

4.1. Obstruction in the second rank and rank-checkmate on the smothered King (Game 44-53)

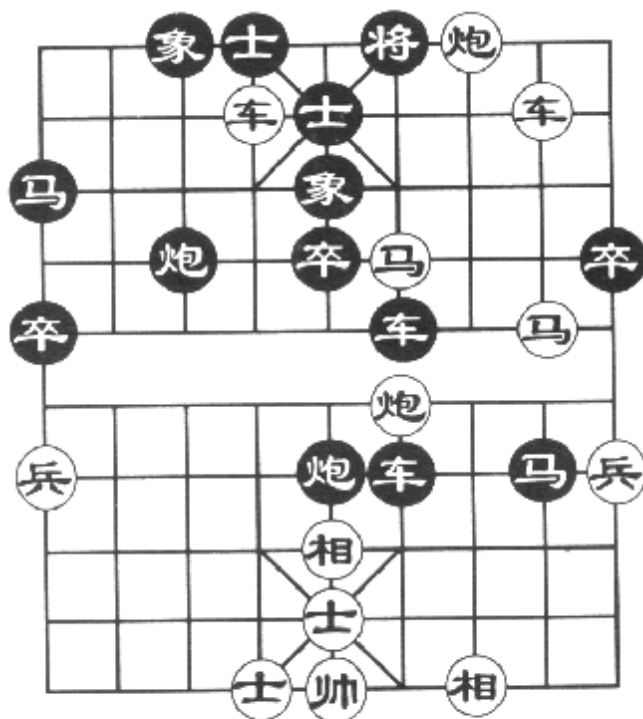
Game 44: Figure 44 (Red moves first. Rank-checkmate with a single Chariot)



RC=4	RR+3
C2=4	C8+1
R2=3	RR-2
R3=4 !	R2-2
H8+7	K5=6
R2+6	

Fig. 44

Game 45: Figure 45 (Red moves first. Rank-checkmate with a single Chariot)

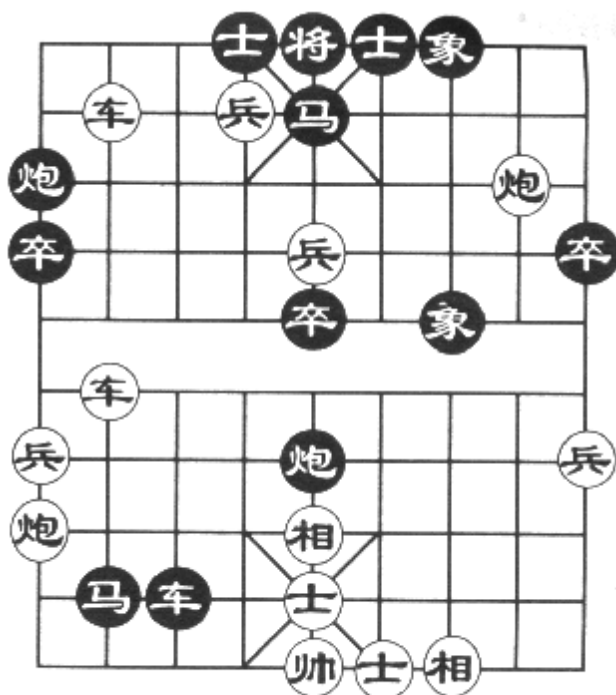


H2+3	K6=5
R2=5	A4+5
R6=5	K5=4
H3+4!	E5-7
R5=6	K4=5
RH+3	RR-3
C4=5	

His own Chariot in the second rank will obstruct Black King. The checkmate method taken by Red will be identical with that as in Game 44.

Fig. 45

Game 46: Figure 46 (Red moves first. Rank-checkmate with a single Pawn)



C2=5	E7-5
P6+1	K5=4
FR=6!	K4+1
R8=6	C1=4
R6+3	K4+1
P5=6	K4-1
C9=6	C5=4
P6+1	

Fig. 46

Game 47: Figure 47 (Red moves first. Rank-checkmate with a single Chariot)

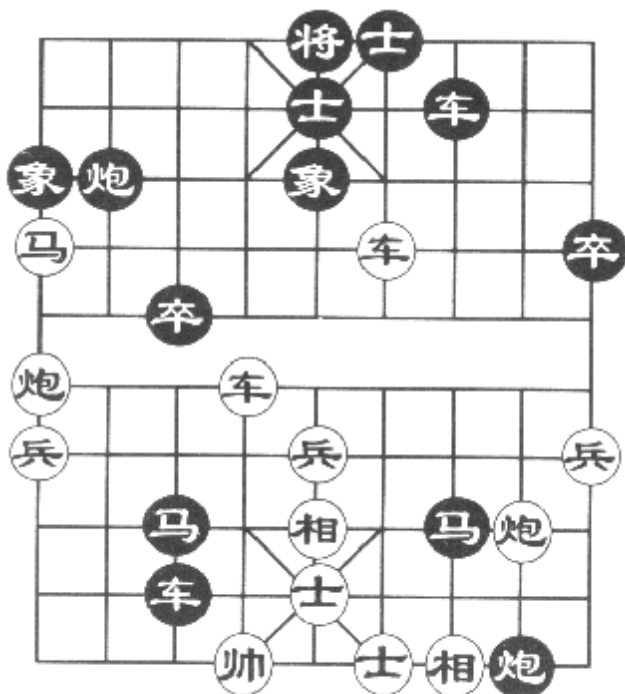


Fig. 47

C2+7	E5-7
C6+5 • !	A5-4
R4=3	K5+1
H9+7	K5+1
H7-6	K5-1,
H6+4	C2=6
R4=5	K5=6
H4+6	C6=5
R5=4	K6=5
C9=5	C5=8
C4=5	K5=4
R5=6	K4=5
H6-5	E7+5 <i>f</i>
H5+3	E5+7
R6-1	K5-1
H3+5 „	R7=5

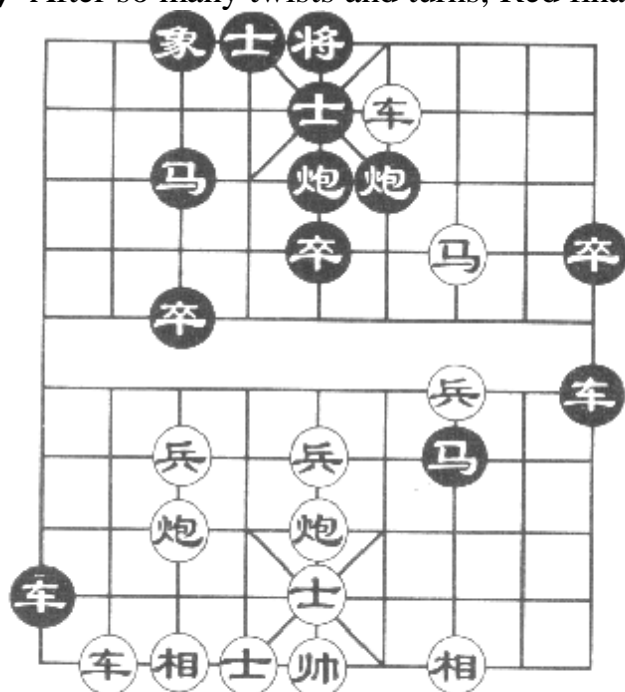
R6+1

Note: • If Red changes his move to R4+3, then Black A5-6, R6+5, K5+1, Red has no chance to take a checkmate.

, If Black changes K5=4, then C9=6, H3-4, H6+4, K4=5, H4+3, Red wins.

f If Black changes his move to RC=5, then Red R6-1, Red wins.

„ After so many twists and turns, Red finally succeeded in forcing Black Chariot to obstruct his own King in the second rank.



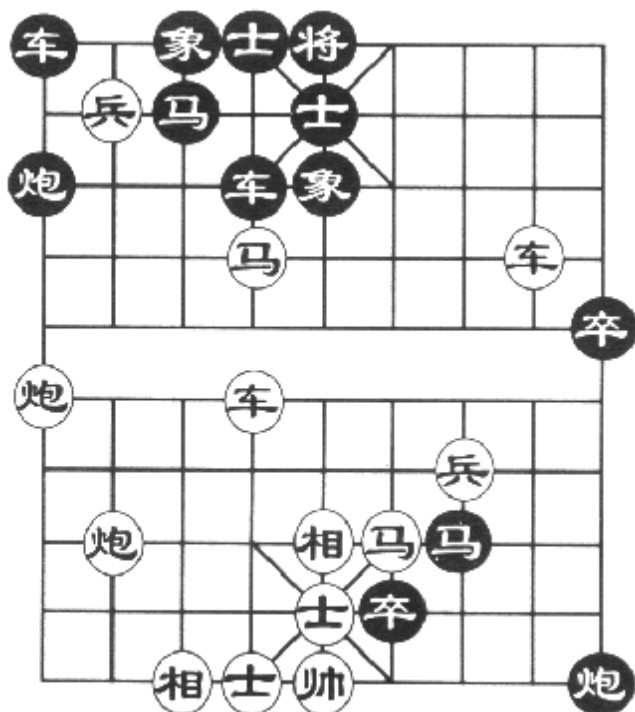
Game 48: Figure 48
(Red moves first.
Rank-checkmate with a
single Cannon)

H3+2	R1-7
C7+3	E3+1
R8+8!	R1=2

C5+4 H3+5
C7+4

This is a brilliant combination of “chain of checkmates”(连要杀局), which originates from ancient Xiangqi text. It is quite difficult to work out the plot in deployment of the pieces, and also in composition of the text.

Game 49: Figure 49 (Red moves first. Rank-checkmate with a single Cannon)

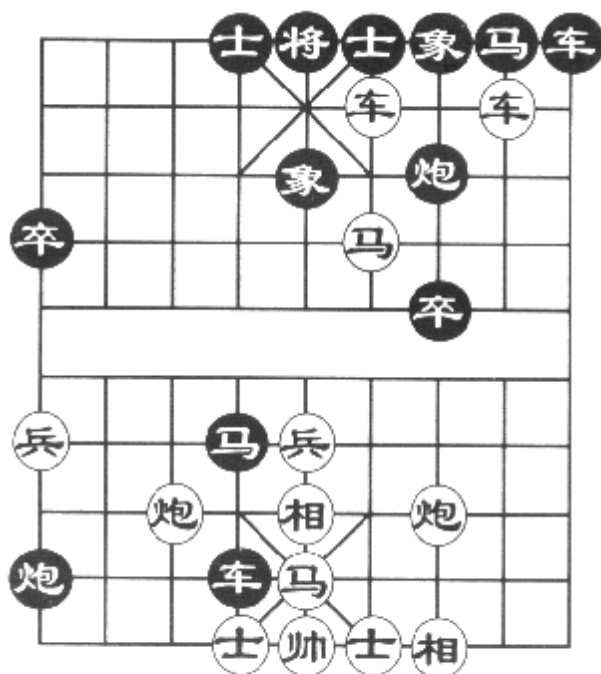


R2+3	E5-7
R2=3	A5-6
R6=5	A4+5
R5+4!	K5+1
R3-1	K5-1
C9+5	E3+5
H6+4	K5=4
P8+1!!	H3-1
P8=7	E5-3
R3=6!	R4-1
C8+6!	

Fig. 49

Game 50: Figure 50

(Red moves first.
Rank-checkmate with Chariot
and Cannon)

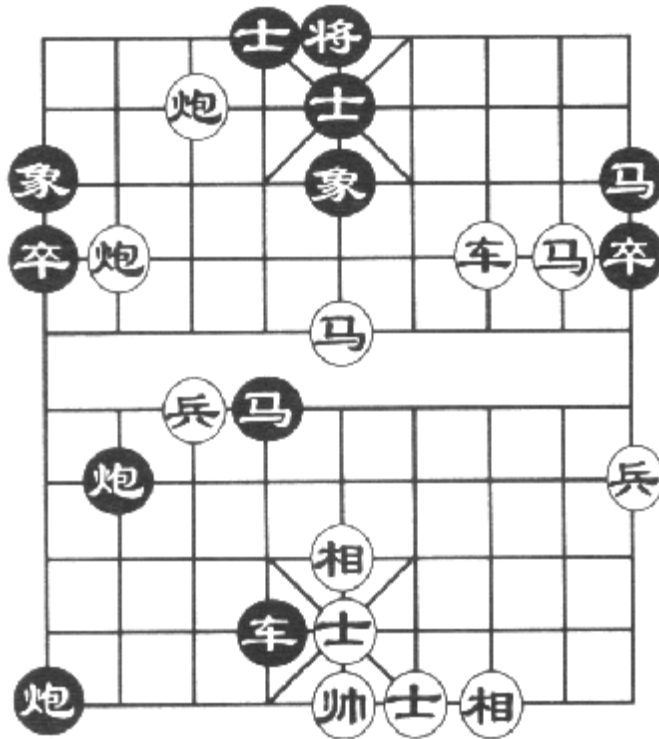


H4+6	C7=4
C3+7	A6+5
R4+1	K5=6
C3=1!	H8+6•
R4+1	

Note:• If Black makes the move E5-3, then Red C7+7

to take a checkmate.

Game 51: Figure 51 (Red moves first. Rank-checkmate with double Cannons)



H5+6 ! A5+4

R3+3 A5-7

H2+4 K5+1

C8+2! K5+1

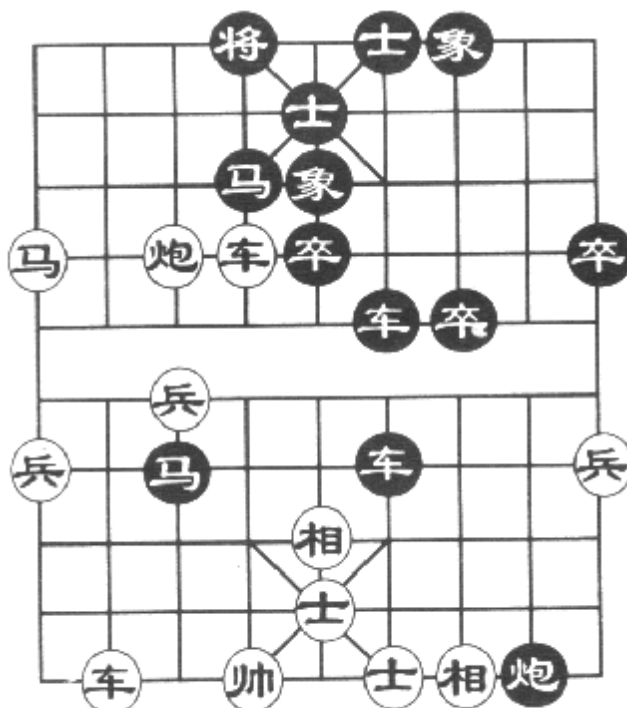
C7-1 K5-1

H4+6

Next move of Red will be C7+2, to take a checkmate.

Fig. 51

Game 52: Figure 52 (Red moves first. Rank-checkmate with Cannon and Horse)



H9+7 K4=5

R8+9 E5-3•

R8=7! H4-3

R6+3

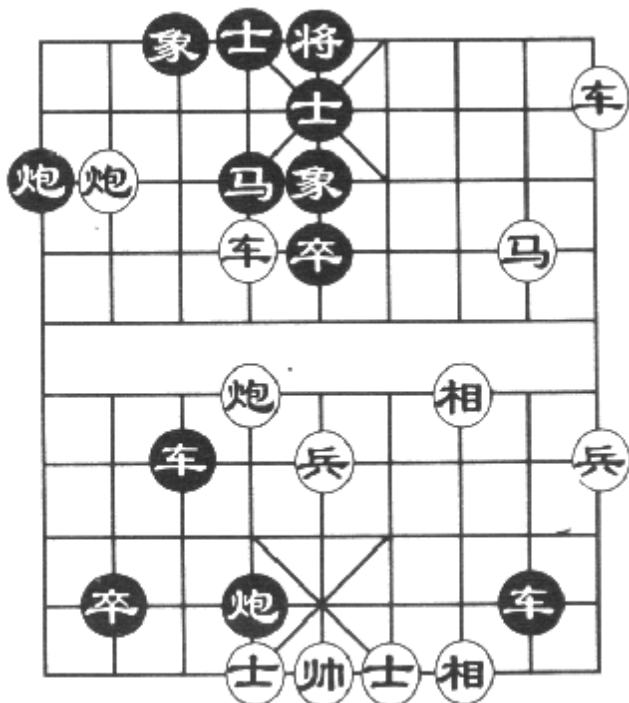
In next move, Red will take the Horse-and-Cannon checkmate on the opponent's smothered King.

Note: • If Black moves his Advisor backwards, Red will take Black's

Fig. 52

Advisor with his Chariot and then retreat one rank to take a checkmate.

Game 53: Figure 53 (Red moves first. Rank-checkmate with Cannon and Horse)



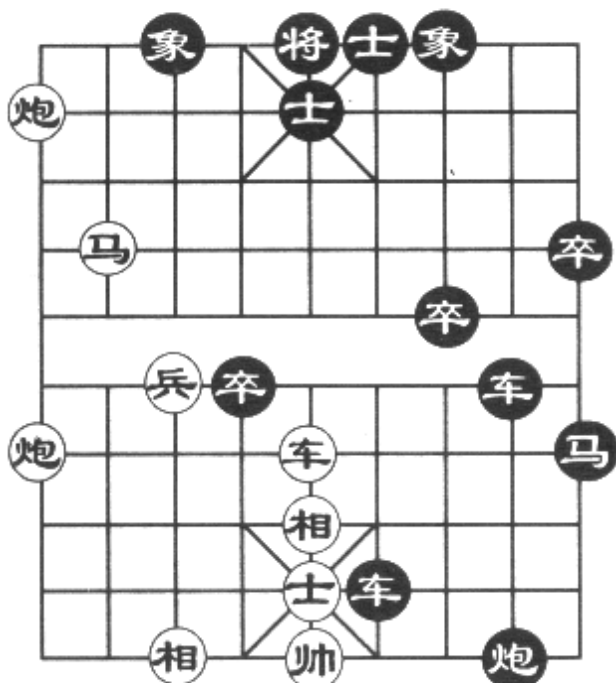
R1+1 E5-7
 R1=3 A5-6
 C6=5 A4+5
 H2+4 H4-6
 R3=4! K5=6
 R6+3 A5-4
 H4+6 A4+5
 C8+2

The above ten games are the examples that the attacking side takes a rank-checkmate on the opponent's smothered King in the bottom rank.

Fig. 53

4.2. Obstruction in the bottom and the third rank and Rank-checkmate on the opponent's smothered King (Game 54)

Game 54: Figure 54 (Red moves first. Rank-checkmate with double cannons)



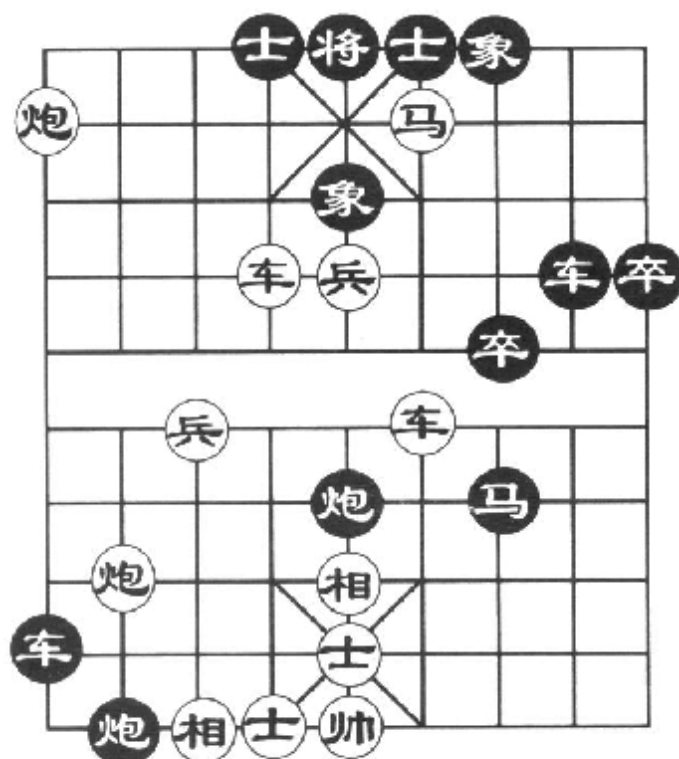
RC=6 P4=5•
 C9+1, E3+5
 K5=6! A5+6
 C6+7 K5+1
 C9-1 K5=6
 C6-1

Note: • If Black changes his move to C8=3, then Red H8+6, K5=4, C9+1 wins.
 , If Red changes his move

to H8+7, then K5=4, H7-6, K4=5, C9+1, E3+5, C6=8, A5+4, Black would win as Red is in an inferior position.

4.3. Rank-checkmate on the opponent's smothered King when it is obstructed and exposed in the second rank (Game 55 - 57)

Game 55: Figure 55 (Red moves first. Rank-checkmate with Cannon, Horse and Pawn)



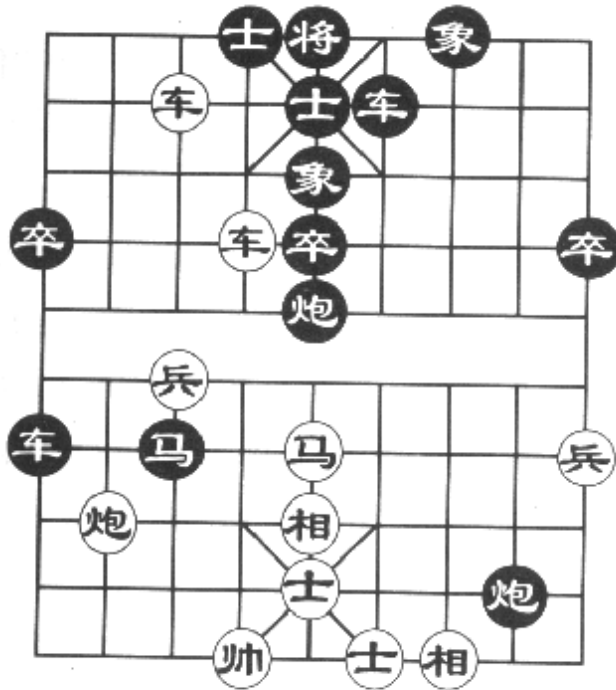
H4-6 K5+1
H6+8 R1-7
R4+4! K5=6
R6+2 A6+5
H8+6 K6+1
C8+5
Next move of Red will be
R6=4.

Fig. 55

Game 56: Figure (Red moves first. Rank-checkmate with doubles Cannons)

R6+1 A5-4 R6+6 K6+1
R6-1 A6-5 P4+1! K6+1
R6-1 E7+5 R6=5 K6=5
C8-1

Game 57: Figure 57 (Red moves first. Rank-checkmate with Cannon and Horse)



C8+7 E5-3
 R7=5 K5+1
 R6+2 K5-1
 R6+1 K5+1
 R6-1 K5+1
 H5+6 K5=6
 R6-1 E3+5
 R6=5 C5-2
 C8-2 C5-2
 H6+7 C5+2
 H7+5!

Fig. 57

In the above 14 composed Mid-games, it shows us that there are four kinds of rank-checkmate on

the smothered King in the bottom rank, or in the second rank or third rank, when the upward or downward movement of the opponent's King is obstructed.

5. Simultaneous rank-checkmate (7 Games)

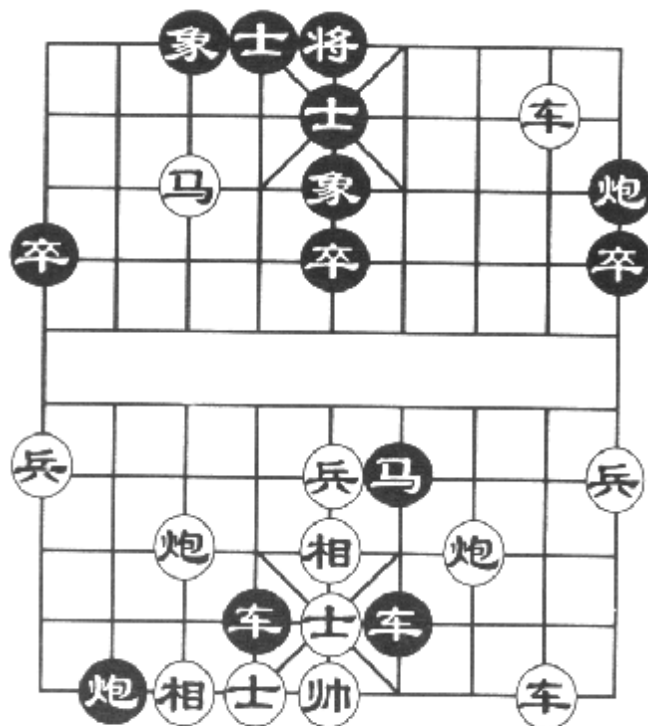
The "Simultaneous" means that the stage of "putting the opponent's King under control" and the stage of "checkmate" are realized simultaneously with a single move. Any rank-checkmate taken by using "simultaneous checkmate", including those using the technique of exposing the opponent's King or obstruction, belong to this category.

According to the situation when the opponent's King when is pinned down, the "simultaneous rank-checkmate" can be divided into three kinds, that is, 1. Simultaneous rank-checkmate when the opponent's second rank is under the control; 2. Simultaneous rank-checkmate when the opponent's bottom rank and third rank is under control; 3. Simultaneous rank-checkmate when the opponent's King is exposed and the file is under the control. Following are the examples:

5.1. Simultaneous rank-checkmate when the opponent's second

rank and the file are under the control (Game 58 - 61)

Game 58: Figure 58 (Red moves first. Rank-checkmate with Cannon and Horse)

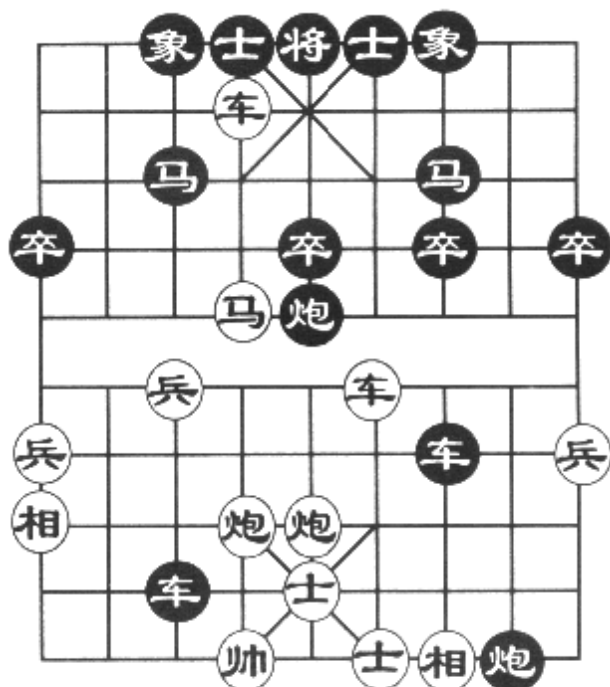


C7+7 E5-3
 FR=5! A4+5
 R2+9 A5-6
 C3+7 A6+5
 C3=7 A5-6
 R2=4 K5=6
 H7+6

In the end, Red Horse moves to the bottom to launch a rank-checkmate on the opponent's King, and at the same time, has sealed off its upward and downward movement. "Simultaneous rank-checkmate and to put the opponent's second rank under control" is done by a single move.

Fig. 58

Game 59: Figure 59 (Red moves first. Rank-checkmate with Cannon and Horse)



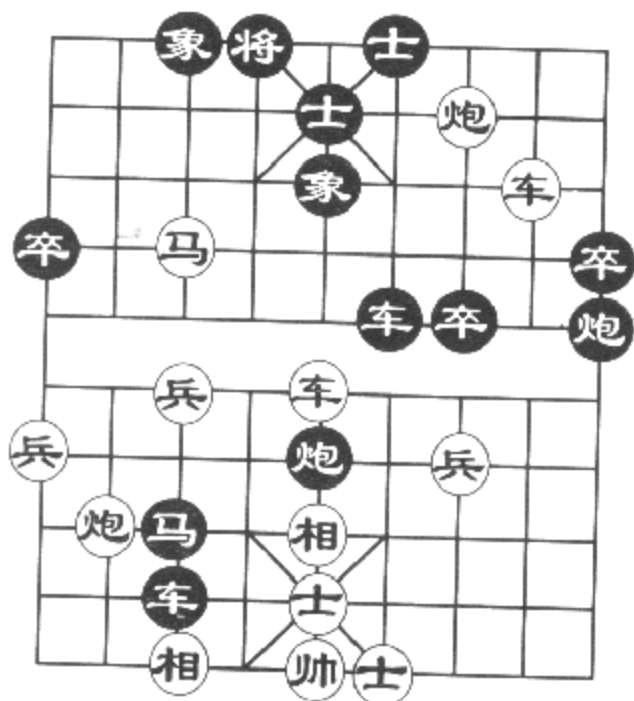
H6+7 A6+5•
 R4+3! R7=5,
 C5+3 P5+1
 C6+7 A5+6
 C6=3 A6-5
 C3=7 K5=6
 H7+6*f*

Note: • If Black moves the right Advisor, then Red Chariot R4=6, Red wins.
 , Black has to move

Chariot to blockade the movement of Red Cannon, otherwise, Red will play C5+4, then A5+4, R4=5, K5=6, R6=4, It will lead to a file-checkmate.

f The method of checkmate is identical to that in Game 58. But this method is more brilliant.

Game 60: Figure 60 (Red moves first. Rank-checkmate with Cannon and Horse)

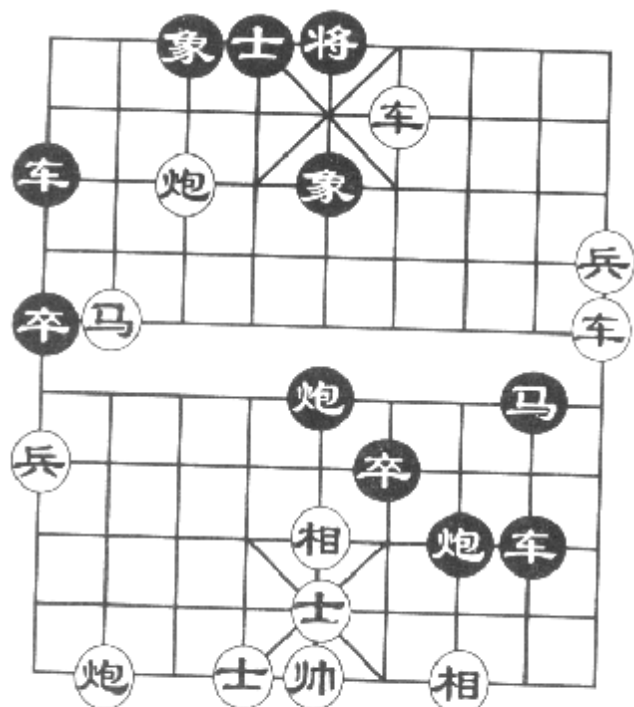


C8+7	E3+1
H7+8	K4=5
C3+1	E5=7
H8-6	K5=4
H6+7	K4+1
R2=6!	A5+4
H7-8	K4-1
R5+5	K4=5
H8+7	

Fig. 60

Game 61: Figure 61

(Red moves first. Rank-checkmate with Chariot and double Cannons)



R1=3!!•	E5+7
H8+9	E3+1
C8+8	E7-5
R4=6	A4+5
C7+2	K5=6
R6+1	

Note: • A superb move!

It is not often to see a game of intermittent checkmates, especially so in a game of simultaneous rank-checkmate. The above two games are short, but it will take us some time to analyse them or to compose them.

5.2. Simultaneous rank-checkmate when the opponent's bottom rank and third rank are under control (Game 62)

In the following reference figure, any side who moves first, can achieve "Simultaneous rank-checkmate" within 3 to 5 moves.

Reference Fig.1

If Black moves first, he can win by ...R4+1, K5= 6, H2-4. It belongs to "simultaneous rank-checkmate when the opponent's second rank is under control". In Game 58 to 61, the attacking side uses the technique of sealing off to cut off the King's movement in the file, while in this example, it is accomplished by the technique of pressing. They are in different formations.

If Red moves first, he can win by H7+6, K5+1, R3= 5, K5= 4, C8-1.

This game belongs to "Simultaneous rank-checkmate when the bottom and third rank of the opponent are under control", which differs in formation from Game 62. Please refer to Game 62.

Game 62: Figure 62 (Red moves first. Rank-checkmate with Cannon and Horse)

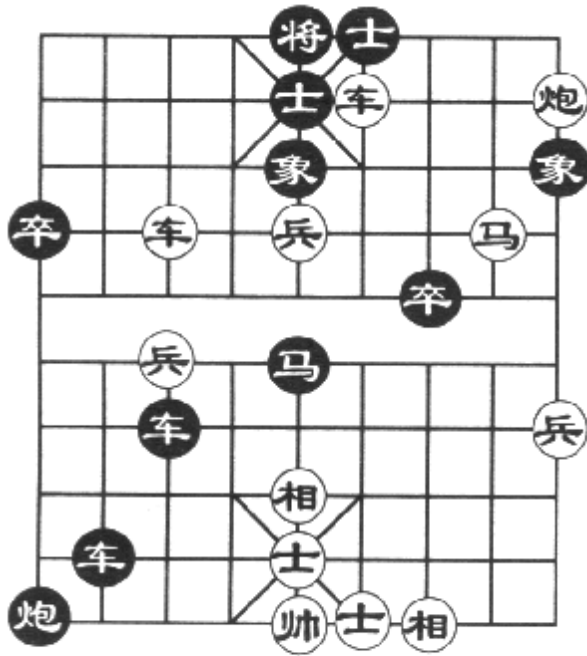


Fig. 62

C1+1	E9-7	R4+1•	A5-6
H2+3	K5=4	H3-5	K4=5,
H5+3	K5=4	R7+3	K4+1
C1-1	A6+5	H3-5	A5+6
R7-1	K4+1	R7-1	K4-1
H5+4	K4=5	P5+1	K5=6
P5=4	K6=5	R7=5!	E7+5
P4+1	K5=6	H4-2	

Note: • If Red changes his move to R4=5, then K5+1, R7+3, The checkmate method remains the same.

, If Black changes his move to K4+1, then H5+4, K4=5, P5+1, Red wins quickly.

The checkmate formation of the Red in the preceding game differs that in this game. In the preceding game, the attacking side uses the method of “sealing off and obstruction in the bottom and second rank”. While in this game, the method used is “sealing off of the bottom and second rank”. However, in both games, simultaneous rank-checkmate is achieved in the bottom two ranks.

5.3. Simultaneous rank attack when the opponent’s King is

exposed and its file is sealed off (Game 63 - 64)

Game 63: Figure 63 (Red moves first. Rank-checkmate with Cannon and Horse)

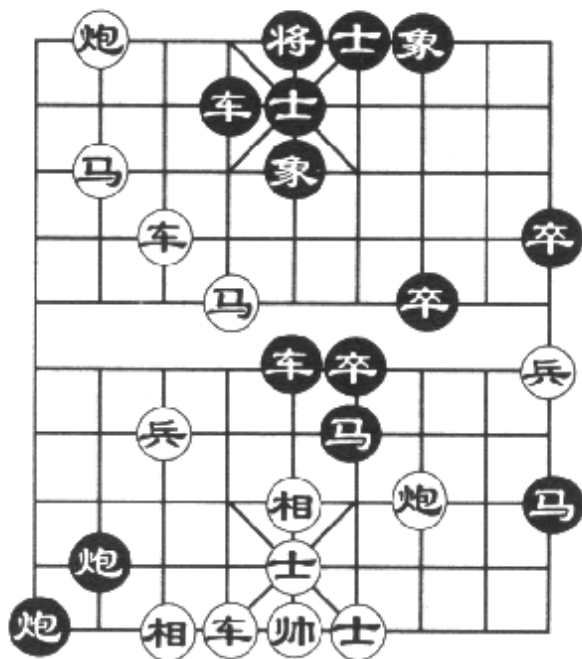


Fig. 63

R7+3	R4-1•	R7=6	K5=4
H6+7,	K4=5	C3+7!	E5-7
H8+7	A5-4	FH-6	K5+1
H6-4	K5=6	H4+2 \mathcal{f}	K6+1
C8-2	R5-3	H7+6!	R5-2
H2-3	K6-1	H3+5	K6+1
H6-5!	K6-1	FH-3	K6+1
H3+2			

Note: • If Black changes his move to A5-4, then Red R7=6, Red wins quickly.

, If Red mistakenly makes the move H8+7, then K4+1, H6-8, H6+4, The game will be won by Black as Red is in an inferior position.

\mathcal{f} Since the beginning, Red has checked Black's King continuously by using Chariot and Cannon, or Chariot and Horse, or double Horses, forcing it become a Roof-King. It could be considered as a spectacular in exposing the opponent's King.

Game 64: Figure 64 (Red moves first. Rank-checkmate with Cannon and Horse)

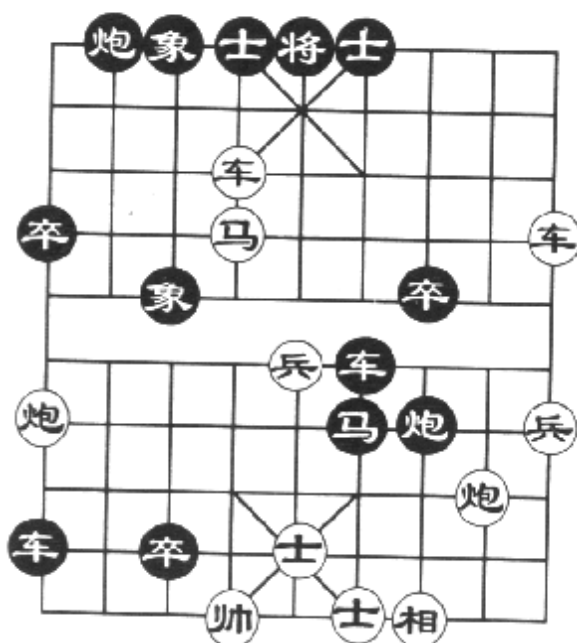
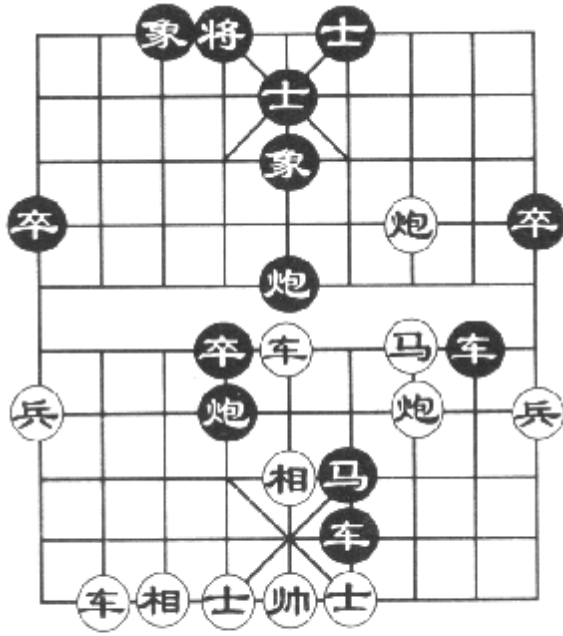


Fig. 64

R6=5	E3+5	H6+7	K5+1
R1+2	R6-4	C2+6	R6+3
C2+1!	R6-3	H7-6	K5=4
R1=4	A6+5	C9=6	C7=4
H6+8	K4+1	C2-2	E5-3
R4-1	E3-5	H8+7	K4-1
H7-8	K4+1	R4-4	E5-7
R4+4	E7+5	R4-2	E5-7
R4=6	K4=5	R6=5	K5=4
H8-7	K4-1	H7+5	E7+5
R5=6	A5+4	R6+2	K4=5
R6=5	K5=6	R5+2	K6+1
H5+3	K6-1	H3+2	K6+1
R5-2!			

The Horse-Cannon Checkmate illustrated in the above two games is a common-used simultaneous rank-checkmate when the opponent's King has been exposed and the King's file is under the control. Please refer to Reference Figure 2. Red will win by following moves



Reference Fig. 2

:
 C3+3, E5-7 C3+6 K4+1
 R8+8 K4+1 H3+5 K4=5
 R8-1• A5+4 H5+6 R8=5,
 H6+7

Note: • If Red change his move to H5+3, then Black K5=6, Black wins.
 , If Black changes his move to K5=6, then H6+5, Red wins.

Chapter II File-checkmate

By using the technique of Control to limit the movement of the opponent's King which cannot move to the right nor to the left, then the attacking side launches a fatal attack on it along the file, such a technique is called "File-checkmate".

According to the situation of checkmate, that is the conditions when the opponent's King is mated, the file-checkmate can be divided into the following five kinds:

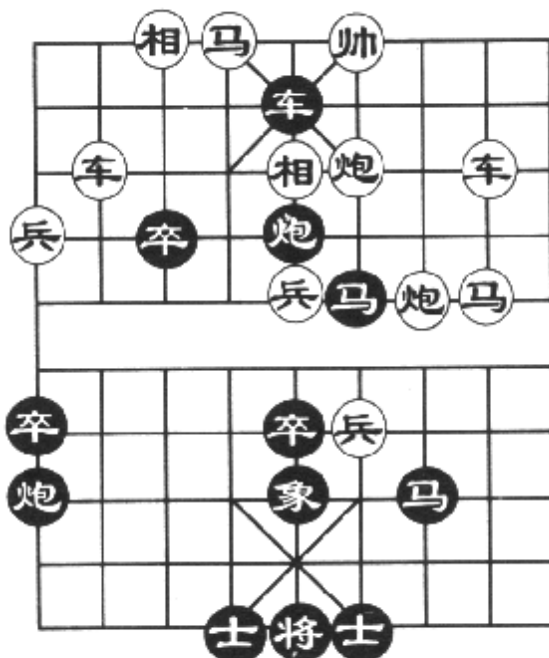
- Armpit file-checkmate (两肋纵杀)
- Central file-checkmate (中线纵杀)
- File-checkmate on the opponent's exposed King
- File-checkmate on the smothered King
- Simultaneous File-checkmate

1. Armpit file-checkmate (17 Games)

The method of this kind of checkmate features that the attacking side simply uses the technique of sealing off to control the opponent's central file, and then launches attack on its King in the armpit file.

According to the situation when the enemy's King is under control, the formation of this kind of checkmate can be redivided into three forms. That is the attacking side uses Chariot, or Cannon, or Horse respectively

to seal off the opponent's central file, and then launches attack on its armpit file. Following are the examples:



1.1 Armpit file-checkmate when using Chariot to seal off the opponent's central file (Reference Figure 3)

In Reference Figure 3,

Black Chariot has sealed off the opponent's central file, the checkmate will be taken in only two bouts:

..... H4+3! R8=7 R5+1!
 K6+1 C5=4!

1.2. Armpit file-checkmate when using Cannon to control the opponent's central file (Game 65 - 69)

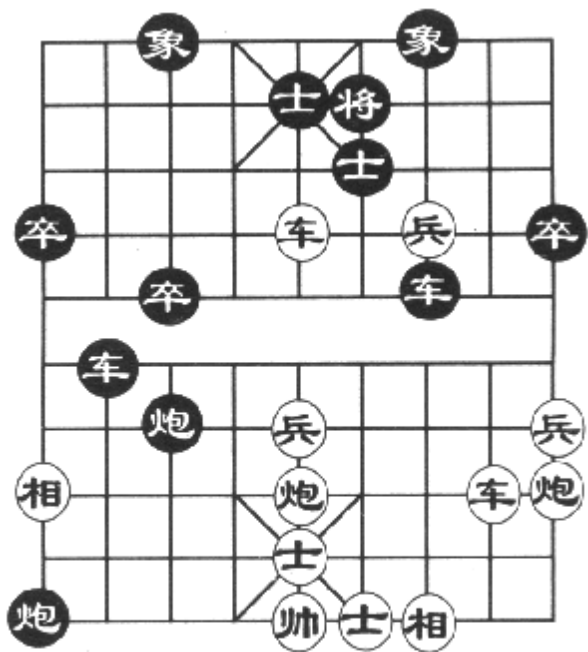


Fig. 65

Game 65: Figure 65 (Red moves first. File-checkmate with Double Cannons and Pawn)

R5+2! A6-5 R2=4 A5+6
 R4+5 K6+1 P3=4 K6-1
 C1=4 R7=6 P4+1

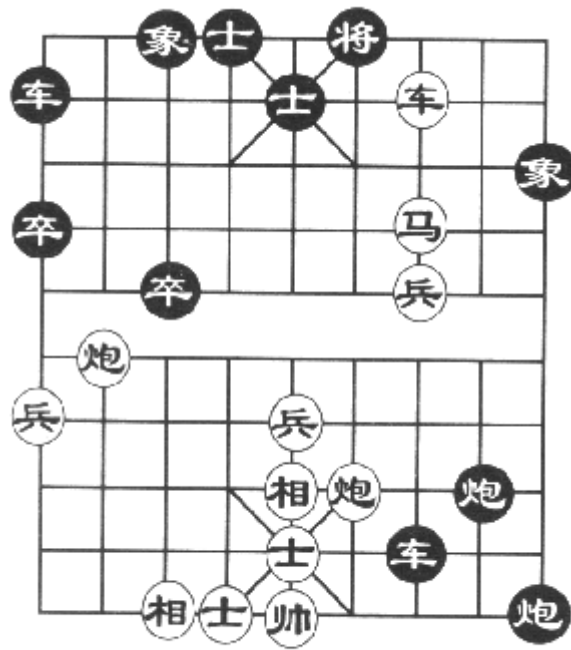


Fig. 66

Game 66: Figure 66 (Red moves first. File-checkmate with Double Cannons, Horse and Pawn)

R3=4	K6=5	C8=5	A5+4
H3=5	R1=5	H3=5	R1=5
H5+6	R5=4	R4=5!	K5+1
H6=5	K5=6	P3=4	

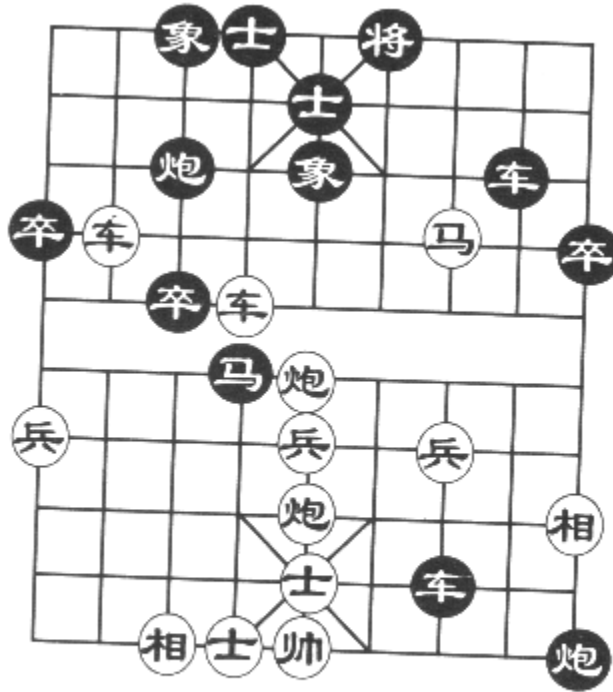


Fig. 67

Game 67: Figure 67 (Red moves first. File-checkmate with Double Cannons and Horse)

R6+4	A5-4	R8=4	R8=6
R4+1	C3=6	RC=4	C6=7
H3-4	C7=6	H4+2	C6=8
H2+3	K6+1	H3-4!	C8=6
H4+3!			

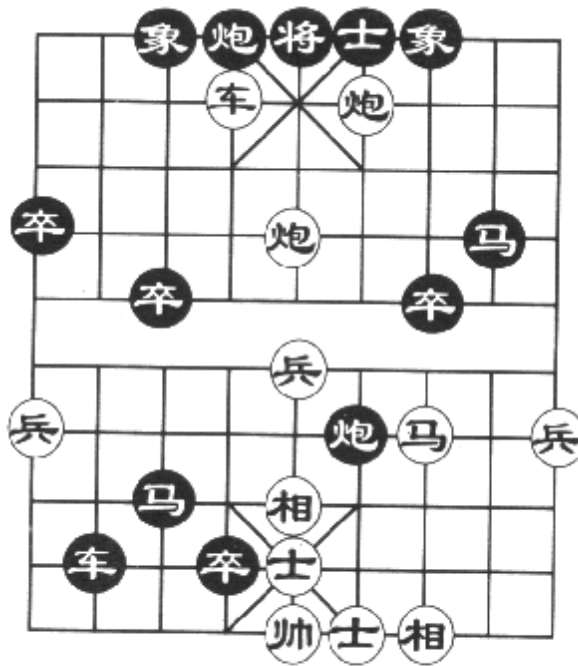


Fig. 68

Game 68: Figure 68 (Red moves first. File-checkmate with Double Cannons and Horse)

C4=5	E7+5	FC=4	A6+5
R6=5	K5=6	C5=4	H8=6
R5+1!	K6=5	RC=5	K5=6
C4-5	H6-8	H3+4	H8+6
H4+3			

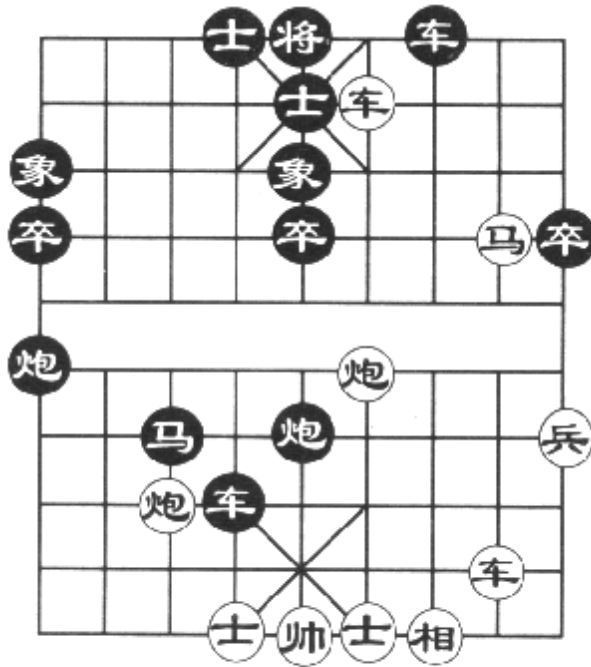


Fig. 69

Game 69: Figure 69 (Red moves first. File-checkmate with Double Cannons and Horse)

R4+1!	R7=6	H2+3	R6+1
R2+8	A5-6	R2=4	K5+1
R4-1	K5-1	R4=6	K5=6
R6+1!	R4-7	C7=4	C5=6
FC=5	C6=5	H3-5	K6+1
H5-3	K6+1	H3-4	C5=6
H4+2	C6=5	H2+4	C5=6
H4+2	C6=5	H2+3	K6-1
H3-4			

In the above five games, the attacking side uses one Cannon to seal off the opponent's central file, and use another Cannon to attack the enemy's King in its armpit file.

1.3. Armpit file-checkmate when using Horse to seal off the opponent's central file (Game 70 - 81)

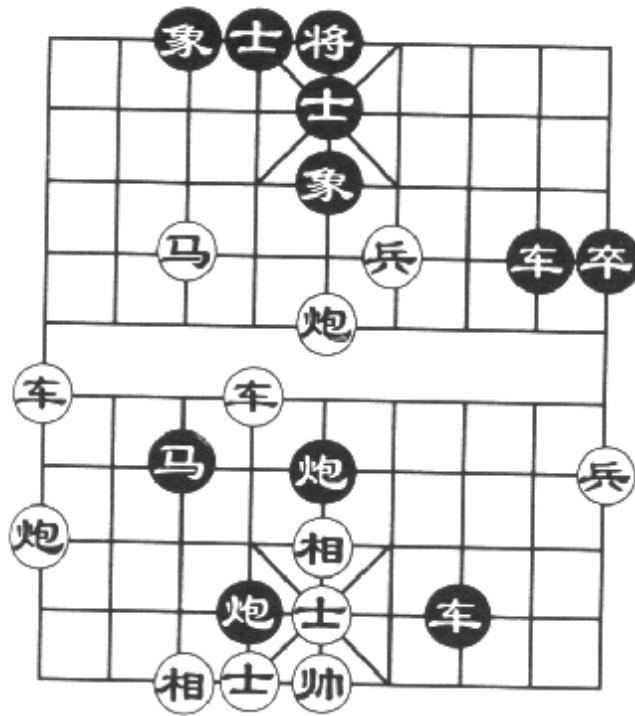


Fig. 70

Game 70: Figure 70 (Red moves first. File-checkmate with Cannon, Horse and Pawn)

R6+5	K5=4	R9=6	K4=5
R6+5!	K5=4	H7+8	K4=5
C9+7	C4=8	H8=6	K5=6
C5=4	A5+6	P4+1	R8=6
P4+1			

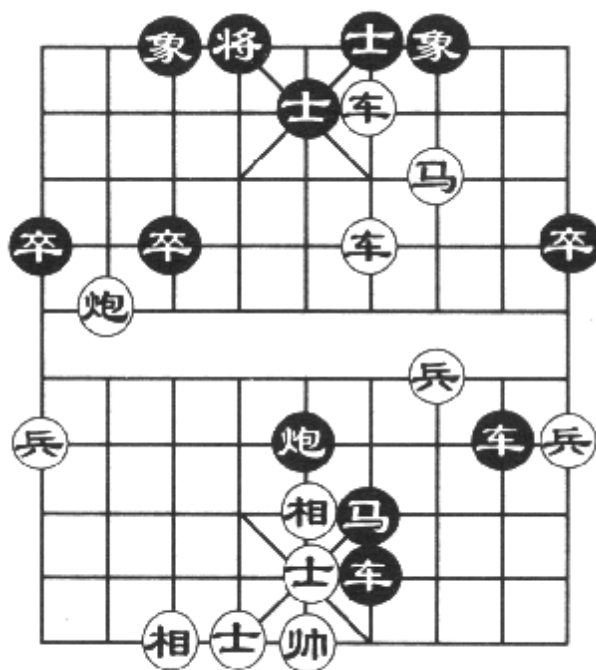


Fig. 71

Game 71: Figure 71 (Red moves first. File-checkmate with Chariot and Horse)

RR=6 K4=5 C8=5 A5+6
R6=5 K5=4 R4=6! K4+1
H3+4 K4-1 H4-5 A6-5
R5=6 K4=5 H5+7 K5=6
R6=4

As compared with Note , to Figure 61, this game also contains a common-used “technical combination”, which merits learning.

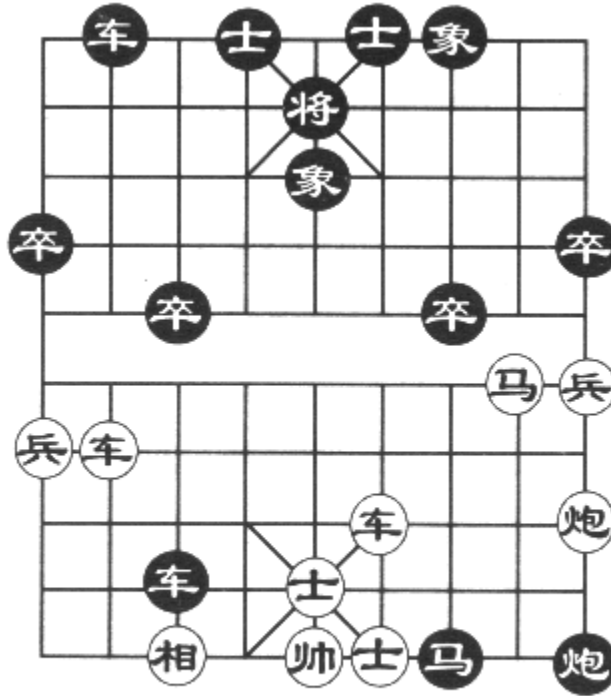


Fig. 72

Game 72: Figure 78 (Red moves first. File-checkmate with Chariot and Horse)

R4+6!	K5=6	H2+3	K6=5
C1=5	E5-3	H3-5	E3+5
H5+7	E5-3	R8=5	E3+5
R5=4	E5-3	H7-5	E3+5
H5+4	E5-3	H4+6	K5-1
R4=5	E3+5	R5=6	A6+5
H6+7	K5=6	R6=4	

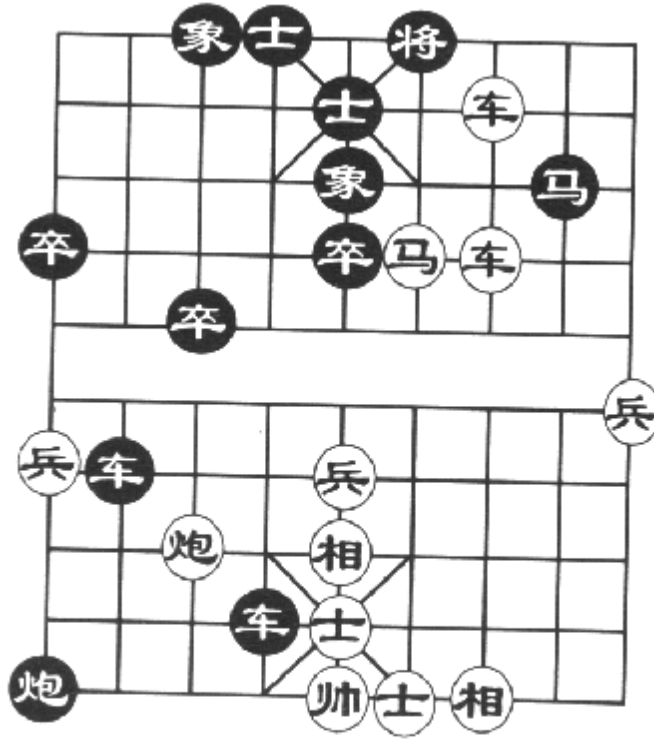


Fig. 73

Game 73: Figure 73 (Red moves first. File-checkmate with Chariot and Horse)

C7+7	E5-3	FR+1	K6+1
RR+2	K6+1	R6=4!	K6-1
H4+2	K6+1	R3-2	K6-1
R3-1	K6+1	H2+3	K6-1
R3=4	A4+5	R4+1	

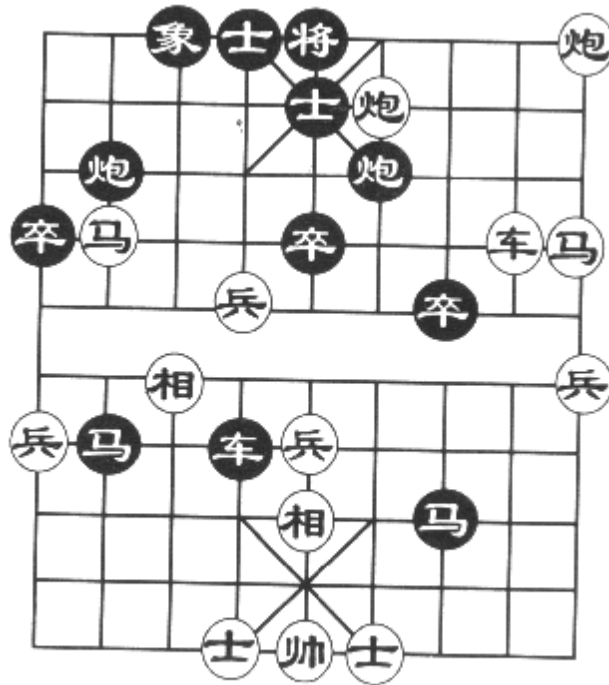


Fig. 74

Game 74: Figure 74 (Red moves first. File-checkmate with Chariot and Horse)

and Horse)

C4+1•	K5=6	R2+3	K6+1
H8+6!	A5+4,	R2-1	K6-1
H1+3	K6=5	H3+2	C6-2
H2-4	C6+9	H4+2	C6-9
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 \mathcal{f}	R6=4	K6=5
R4=8	K5=6 $\mathcal{,,}$	R8=4	K6=5
R4=6	K5=6	H4+2	K6+5
H2+3	K5=6	R6=4	

Note: • If Red changes his move to H8+6, then A5+4, R2+3, K5+1, C1-1, K5+1, R2=5, A4-5, C1-1, C6+1, H1+3, C6-1, H3+4, C6-2, (If Black errs in taking C6+1, then Red C4=2, Red can win by luck). Red has no chance to take a mate.

, If Black changes his move to C6=5 or E3+5 to block the movement of Horse, then Red R2-1, which will lead to pincer-checkmate.

\mathcal{f} If Black changes his move to K5-1, then H4+3, Red wins.

$\mathcal{,,}$ If Black changes his move to K5=4, then R8+1, K4+1, H4+2, E3+5, H2+4, which will lead to a pincer-checkmate on the exposed King when

its rank and file are under control.

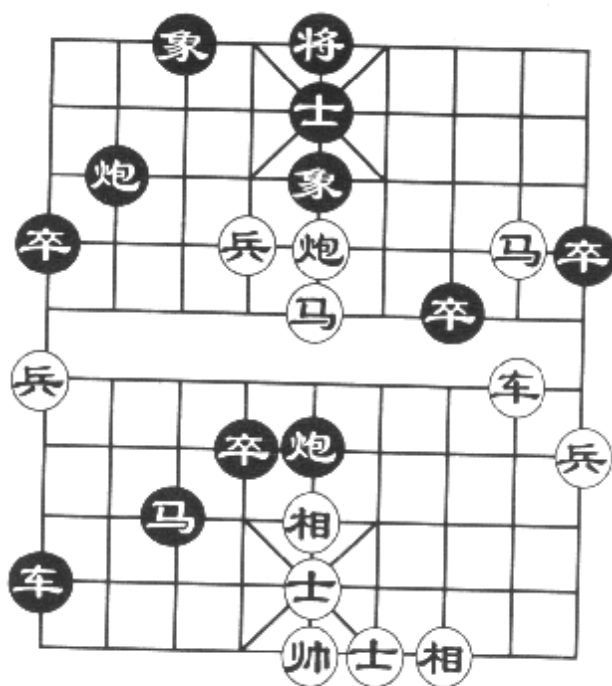


Fig. 75

Game 75: Figure 75 (Red moves first. File-checkmate with Chariot and double Horses)

H2+3	K5=4	R2+5	E5-7
R2=3	K4+1	C5+9!	R1-3
P6+1	A5+4	R3=6	K4=5
H3-4	K5=6	H5+3	K6+1
H3+2	K6-1	R6=4	

The method of “Horse Braking Rook” Checkmate(立马车) is illustrated in the above five games.

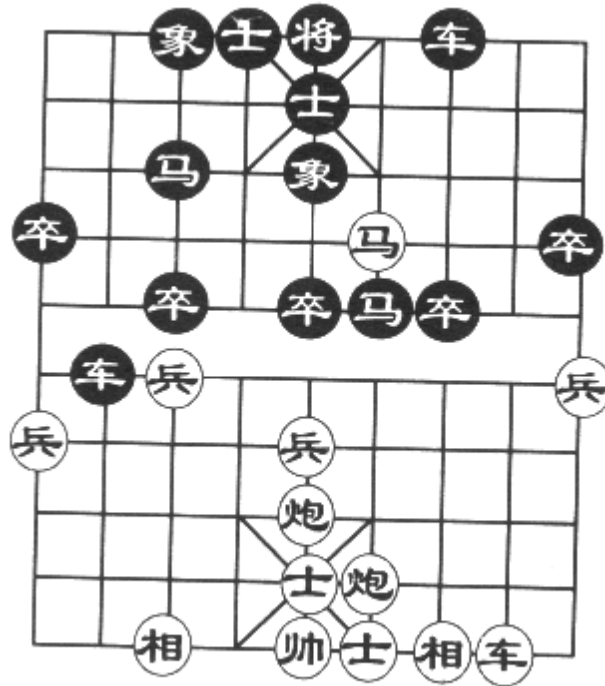
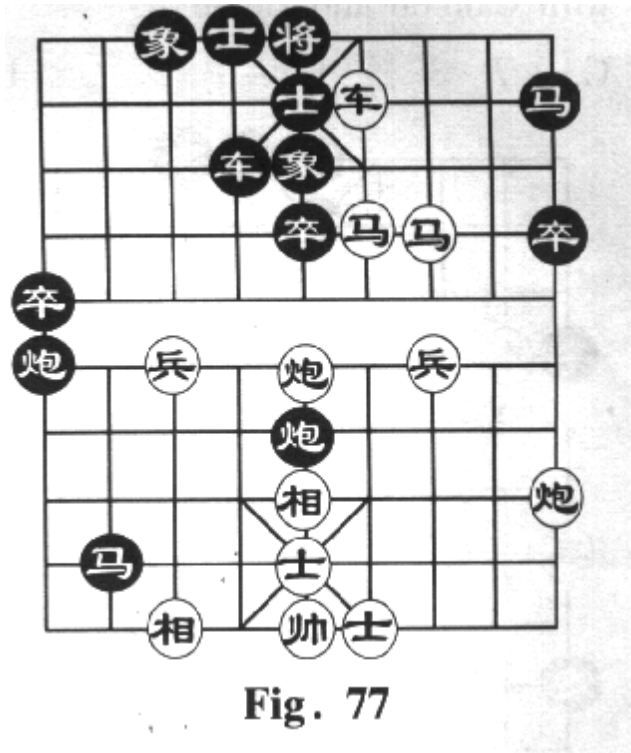


Fig. 76

Game 76: Figure 76 (Red moves first. File-checkmate with Cannon and Horse)

R2+9!	H6+7	C4+2	R2+2
C5+3	H3+5•	H4+3	K5=6
H3-2	R7=8	C5=4	H4+6
H2+4	H7-6	C4+2	

Note: • If Black changes his move to P7+1, the checkmate method of Red will be the same as before.



Game 77: Figure 77 (Red moves first. File-checkmate with Cannon and Horse)

R4+1	K5=6	H3+2	K6=5
H4+3	K5=6	H3-5	K6=5
H5+3	K5=6	H3-2	K6=5
FH-4 !	R4=6	H2+4	K5=6
C1=4	C5=6	C5=4	C1=6
C4+2			

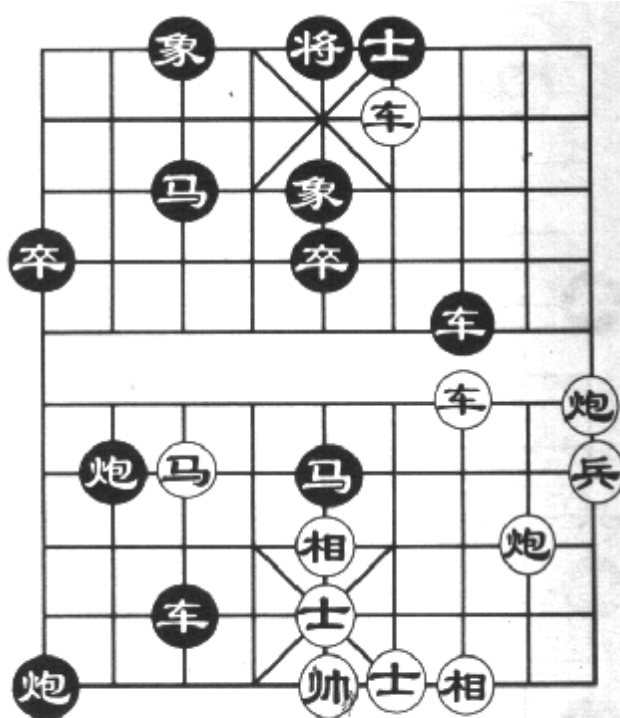


Fig. 78

Game 78: Figure 78 (Red moves first. File-checkmate with Cannon and Horse)

H2+7	R7-4	R4+1	K5+1
R4=5!	K5=4	R3=6	H5-4
R6+1	H3+4	C1=6	H4-2
H7+6	H2-4	R5-1!	K4=5
H6+4!	K5=6	C6=4	

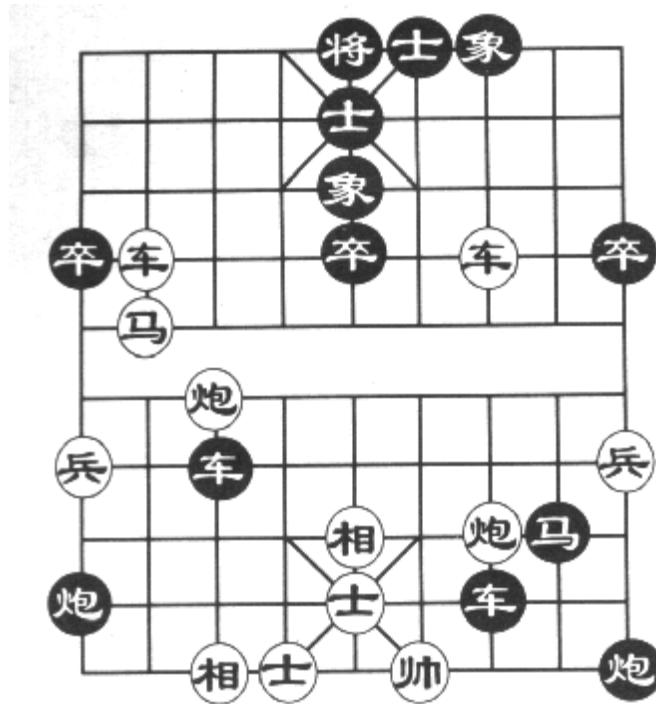


Fig. 79

Game 79: Figure 79 (Red moves first. File-checkmate with Cannon and Horse)

C3+7	E5-7	R8+3	A5-4
R3=5	A6+5	R5+2!	K5+1
H8+7	K5+1	H7+6	K5-1•
H6-7	K5+1	R8=5	K5=4
R5=6	K4=5	H7-6	K5-1
H6+4	K5=6	C7=4	

Note: • If Black changes his move to K5=4, then H6-4, Red wins.
 , If Black changes his move to K5+1, then Red R6-2, a checkmate.

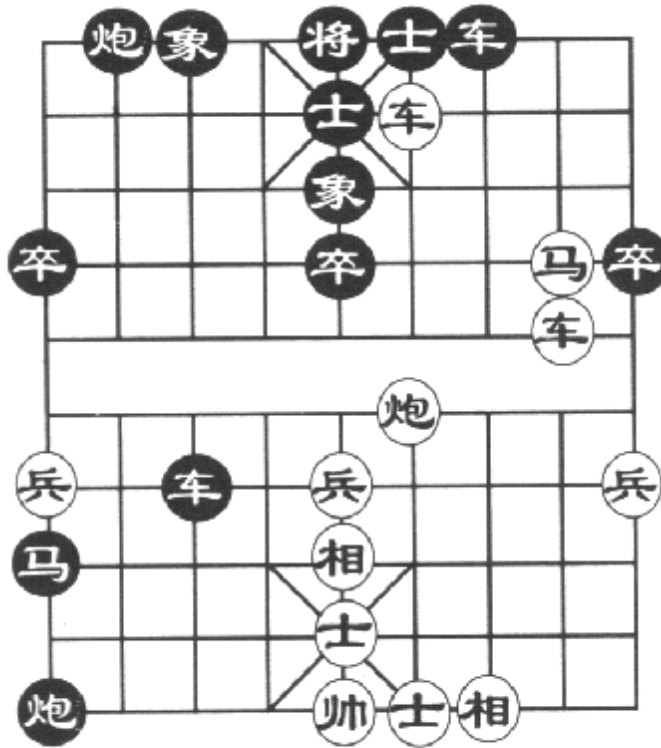


Fig. 80

Game 80: Figure 80 (Red moves first. File-checkmate with Cannon and Horse)

R4+1!	R7=6	H2+3	R6+1
R2+4	A5-6	R2=4	K6+1
R4-1	K5-1	R4=6	K5=6
H3-5	K6=5	H5+3	K5=6
H3-4	K6=5	C4=5!	K5=6
R6=4!	K6+1	C5=4	

Fig.80

The above five games have shown us the “Horse-Cannon” checkmate.

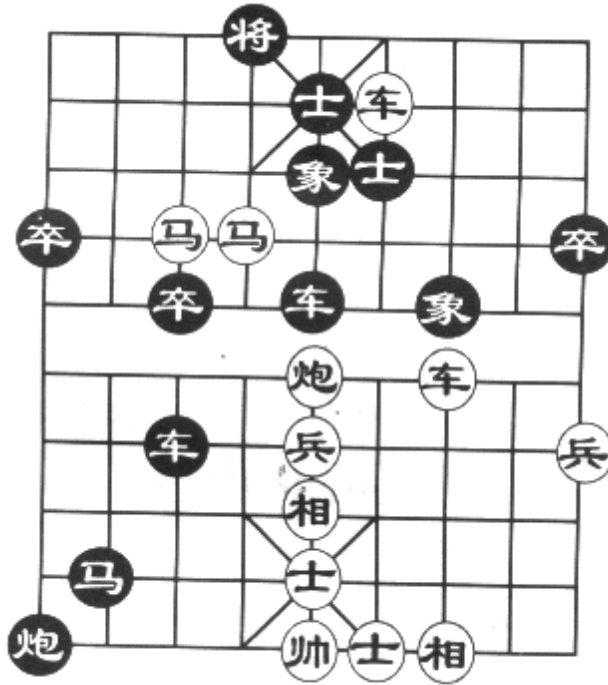


Fig. 81

Game 81: Figure 81 (Red moves first. File Attack with Cannon and double Horses)

H7+8	K4=5	H6+7	K5=4
H7-5	K4=5	H5+7	K5=4
R4+1	K4+1	H8-7	K4+1
R4=6!	A5-4	RH-5	K4-1
H5+4	E7-5	R3+4	A4+5
R3=5	K4-1	R5+1	K4+1
R5=6!	K4-1	H7-5	K4+1
H5-7	K4=5	H7-5	K5=6
C5=4	K6=5	H4-6	K5-1
H5+4			

The use of double Horses in this game is identical with that in Game 77. The juxtaposed two Horses is known as “Scissors Horses”(剪刀马). Can such a tactical combination be named “Double Horses Checkmate”(双马饮泉)?

2. Central File Checkmate (5 Games)

The method of this kind of checkmate features that the attacking side uses the technique of sealing off or in some circumstances the technique of pressing, to control the opponent’s armpit files, and then

launches a fetal attack in its control file.

According to the situation when the opponent's King is cramped, the formation of this checkmate can be divided into two forms, that is,

- Central file checkmate when the opponent's armpit files are sealed off (封制两肋) ;

- Central file checkmate when the opponent's armpit files are blocked (封阻两肋) .

Following are the examples:

2.1. Central file checkmate when the opponent's armpit files are sealed off (Game 82-84)

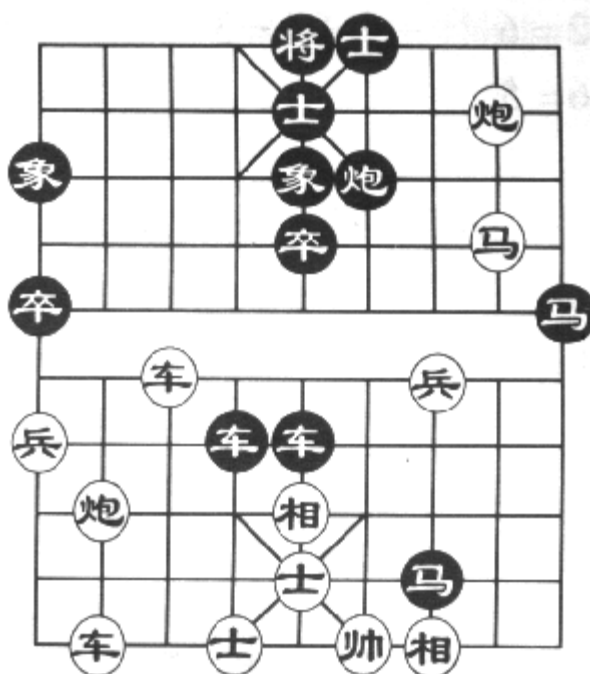


Fig. 82

Game 82: Figure 82 (Red moves first. File-checkmate with Chariot and Horse)

H2+3	K5=4	C8=6	R4+1
R8+9	E5-3	R7+5	E1-3
R8=7	K4+1	H3-5	A5-4
R7-1	K4+1	R7-1	K4-1
H5+4	K4=5	R7=5	K5=6
R5=4	K6=5	R4=5	

As the opponent's armpit files is sealed off respectively by the control piece Red King and Horse, Red uses its Chariot to take a

checkmate on the opponent's King in the central file.

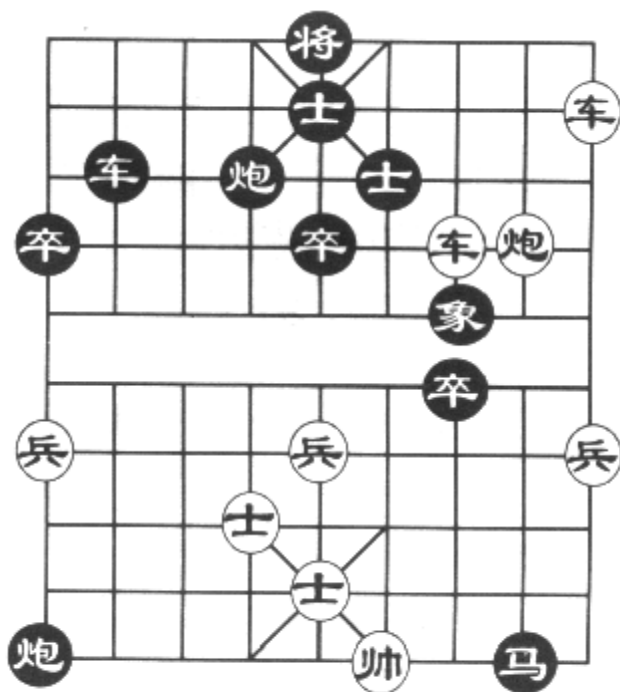


Fig. 83

Game 83: Figure 83 (Red moves first. File-checkmate with Chariot and Cannon)

- R1+1 A5-6 C2+3 A6+5
- R3+3 A5-6 R3-4 A6+5
- R3+4 A5-6 R3-5 A6+5
- R3+5 A5-6 R3-2! A6+5
- C2-5 A5-6 R1=4 K5=6
- R3=4 K6=5 R4=5 K5=4
- C2=6 C4=3 R5=6 K4=5
- C6=5

As its King and Chariot has been used to control the opponent's armpit files, the attacking side uses Cannon to take a checkmate on the opponent's King in the central file.

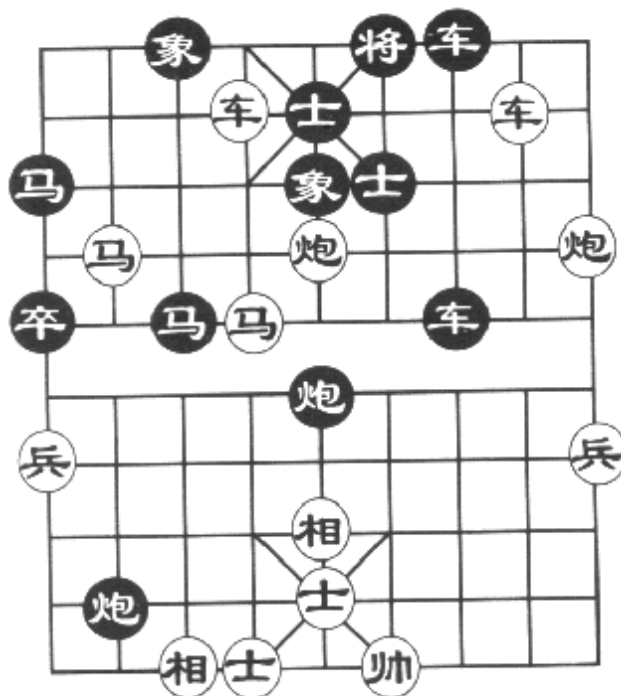


Fig. 84

Game 84: Figure 84 (Red moves first. File-checkmate with Double Cannons)

R2=4	K6=5	R6=5	A6-5
H8+6	H3-4	R4=5	K5=4
H6+7	H1-3	R5=6 !	K4+1
C5=6	K4=5	C1=5!	

As its King and Cannon have been used to control opponent's armpit, the attacking side uses another Cannon to take a checkmate on the opponent's smothered King.

2.2. Central file checkmate when the opponent's armpit files are blocked (Game 85)

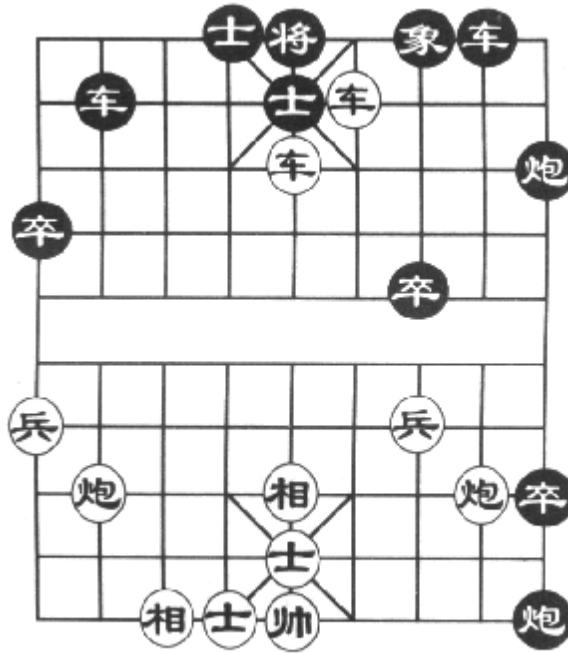


Fig. 85

Game 85: Figure 85 (Red moves first. File-checkmate with Chariot and double Cannons)

C8=7• R2=3, E5+7! R3+4f
C7=5

Note: • If Red changes his move to K5=4, then Black RC=6, C8=7, R2-1, C7-1, R8+1, In this variation, as Red has made a bad move, the situation of the game is now uncertain.

, If Black changes his move to R2-1, then C7+7, R8+1, R4=2, E7+5, C7=5, Red wins.

f If Black changes his move to R8+7, then K5=4 (excellent move! Don't make C7+6 first, otherwise Red's Chariot in the central file will be taken) C9=6, C7+6. It will lead to "rank-checkmate on the smothered King whose its movement in the second rank is blocked".

Fig. 85

3. File-checkmate on the opponent's exposed King (5 Games)

This kind of checkmate features that the attacking side uses the "technique of exposing" to force the opponent's King move to the peak, after that, to control its file, so that the King can not move to its right or left. And then launches a fetal attack on the opponent's King along the file.

According to the situation when the opponent's King is cramped, this formation of checkmate can be divided into two forms, that is:

- File-checkmate attack on the exposed King when its central file has been seal off;
- File-checkmate on the exposed King when its 4th and 6th files are under control.

Following are the examples:

3.1. File-checkmate on the exposed King when its central file has been seal off

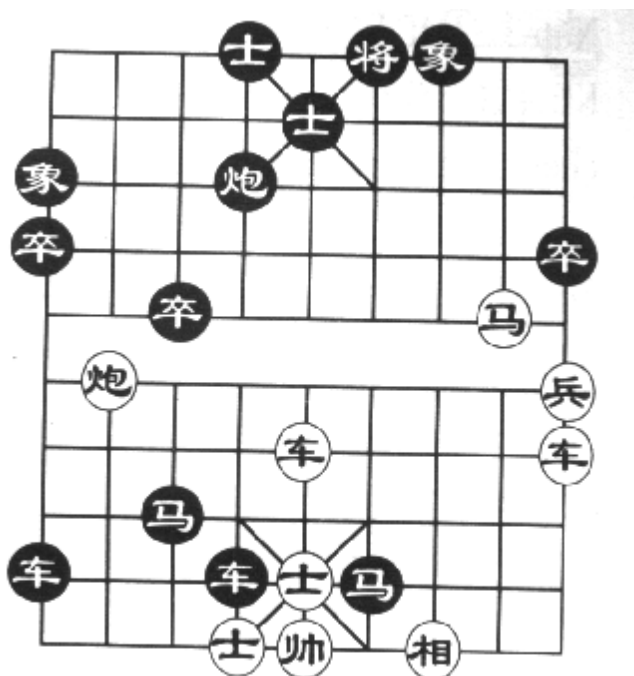


Fig. 86

Game 86: Figure 86 (Red moves first. File-checkmate with Chariot and King)

H2+3 K6+1 R1=4• C4=6
 C8=4 C6+4 H3-4 A5+6
 H4+6 A6-5 H6+4, ! K6+1
 C4-3 C6=8 A5+4*f*

Note: • If Red errs in making the move of R5=4, then C4=6, Red has no chance to take a checkmate.

, Since the beginning, Red has been using Chariot and Horse as assaulting pieces and making sacrifices to break up the enemy's defense. All these moves can be considered as a tactical combination of exposing the enemy's King. His next move will be: to move Advisor and sacrifice Cannon(扬士弃炮), thus entering the stage of "checkmate", in which Red Chariot in the central file will be the mating, while its own King will be the control piece..

f This game could be regarded as a variation of Double Chariots Checkmate, as the King as a control piece replaces one of them.

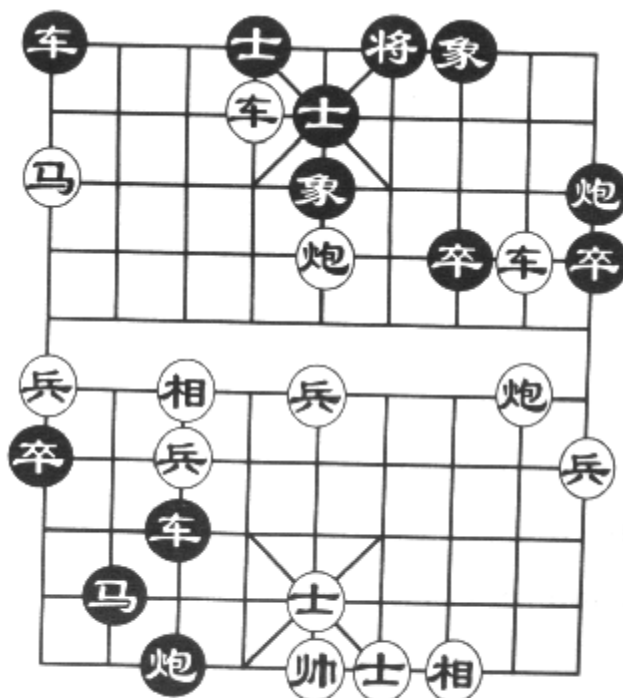


Fig. 87

Game 87: Figure 87 (Red moves first. File-checkmate with Double Cannon and King)

R2+1!!	C9-1	R2=4	K6=5•
C2+5	E7+9	R6=5	A4+5
C2=9	K5=4	H9+8	E5-3
H8-7	K4+1	C5=6,	A5+6
C9-4	R3=4 <i>f</i>	A5+6	H2-4
K5=6	H4+6,,	K6=5	K4+1
C9=6	K4=5	P5+1	A6-5
P5+1	K5=6	P5=4	K6-1
C6=4...	A5+6	P4+1	

Note: • If Black changes his move to C9=6, then R4+1, K6+1, C2=4, K6-1, H9+7! It will lead to a file-checkmate in armpit files.

, An excellent move! It is “the Mate and Counter Mate”, the third phase of attack on the opponent’s King, following the moves of advancing Chariot to expel the opponent’s Cannon, and taking the enemy’s Adviser by sacrificing it own Chariot.

f If Black changes his move to K4+1, then P5+1, C9=5, C9=6, K4=5, H7+6, it will lead to “a checkmate in the central file when the opponent’s

armpit files are sealed off and blocked”.

„ If Black changes his move to H4+2, then K6=5, C9=5, E3+5, K4+1, C6-3, C5+2, P5+1, it will lead to a “pincer-checkmate”.

... Black King has been chased by Red Cannon along its castle and at last is exposed on its third rank. What is waiting for him will be the checkmate.

As Compared with the preceding game, the control piece remains the same, but Chariot, the mating pieces are replaced by double Cannons. They are different in forms, but have the same effect.

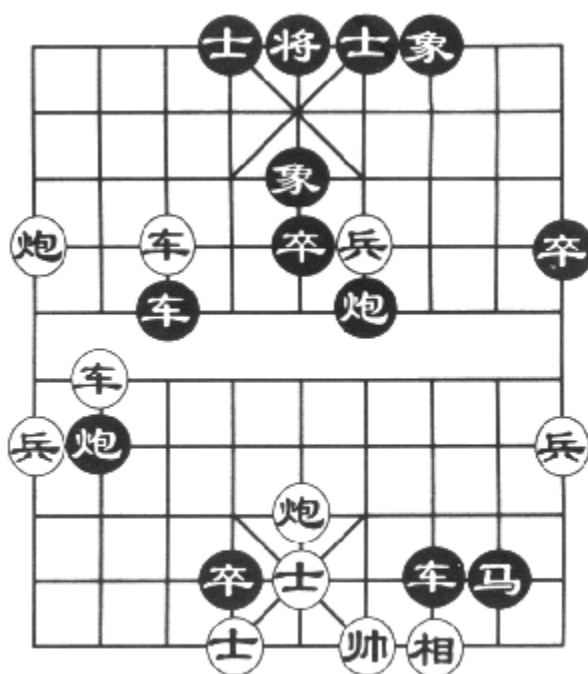


Fig. 88

Game 88: Figure 88 (Red moves first. File-checkmate with Chariot and Cannon)

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

At the end, the Red King’s role is to assist in the checkmate at last moment.

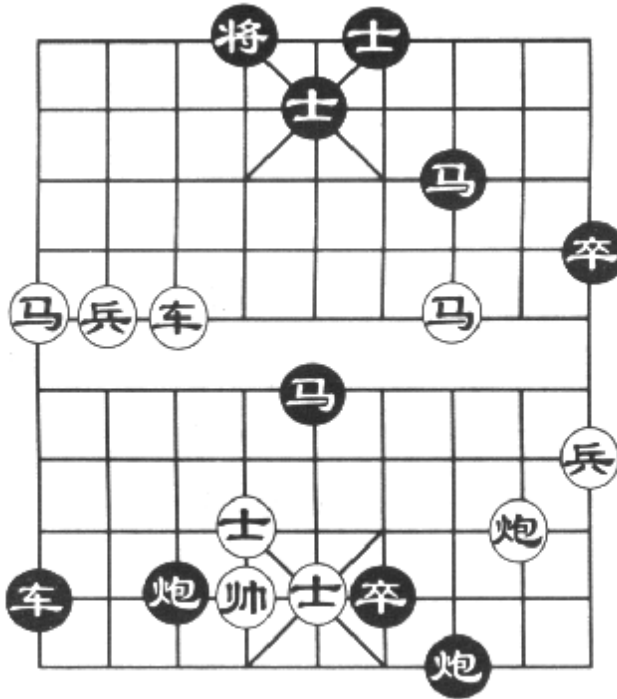


Fig. 89

Game 89: Figure 89 (Red moves first. File-checkmate with Chariot and Horse)

C2+7!	K4+1	H9+8	K4+1
R7+2	K4-1	R7-3	K4+1
R7=6	K4=5•	R6=5	K5=4
H8-7	K4-1	R5=6	A5+4
H3+5	H7+5	H7+5	K4=5
H5+3	K5=4	H3+4	K4=5
R6=5	K5=6	R5=4	K6=5
H4-3	K5=4	R4+4	A4-5
R4=5	K4-1	H3+4	C7-9
R5=6	K4=5	H4-5	C7+2
H5+3	K5=6	R6+1	K6+1
C2-1,	K6+1	R6=4	

Note: • If Black changes his move to H5-4, then R6+2, K4=5, C2-2, H7+6, It will lead to a file-checkmate or pincer-checkmate, Red wins.

, The mating piece remains the same as in the last game, but Cannon, the control piece has been replaced by Horse.

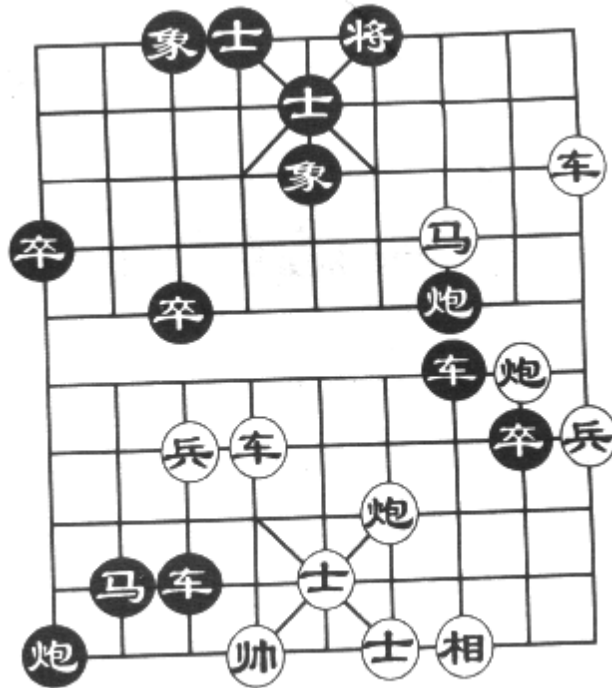


Fig. 90

Game 90: Figure 90 (Red moves first. File-checkmate with Double Cannons and Horse)

H3+2 • C7-3, R6=4 K6=5
 R1+2 C7-1 R4+6 A5-6
 H2-4 K5+1 R1-1 C7+1
 R1=3! R7-4 C2=5 E5-7
 H4-6 K5+1 H6-4 K5-1
 C4=5 K5=6 FC=4 K6=5
 H4+6 K5+1 H6-5 K5=6
 H5+4 K6=5 H4+3 K5-1
 H3-4 K5+1 H4-5 K5=6
 H5+6 K6=5 H6-4 K5-1
 H4+3 K5+1 H3-5 K5=6
 C5=4 K6=5 FC=5 K5=6
 H5-4 K6=5 H4+3 K5=6
 C5=4

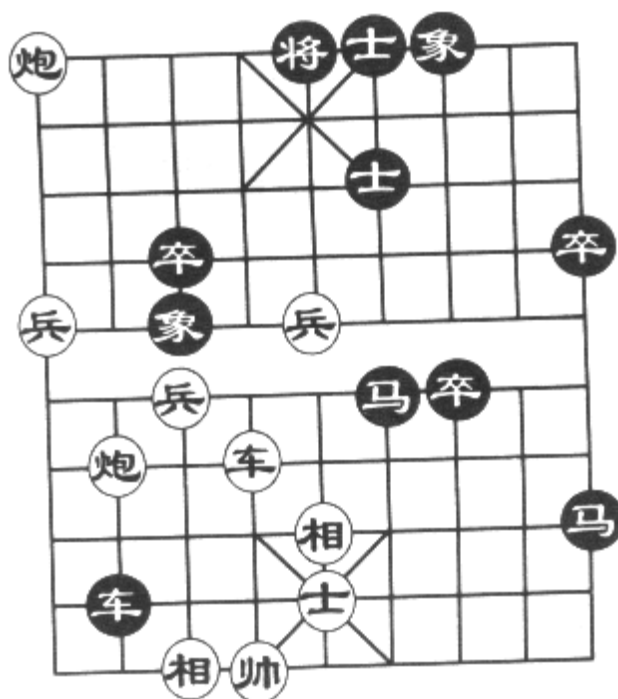
Note: • If Red changes his move to R1+2, then E5-7, C2+5, C2-3, E5-7, H3+2, K6+1, C2=4, As Black can move Chariot to thwart the checking, Red has no chance to take a checkmate.

, If Black changes his move to K6=5, then R1+2, C7-4, H2-4, A5+6, C4=5, K5=6, R6+6, R6+1, R1-1, C7+1, R1=3, it will lead to a file-checkmate.

3.2. File-checkmate on the exposed King when its armpit files are under control (Reference Figure 4)

As shown in the Reference Figure 4, if Red moves first, in three bouts of moves, Red can take a checkmate on the exposed King when its armpit files are under control. It belongs to the second type of file-checkmate on the exposed King:

R6+6 K5+1 R6-1 K5+1
C8=5



Reference Figure 4

4. File-checkmate on the smothered King (15 games)

This kind of checkmate features that the attacking side uses the tactics of pressing, or takes advantage of the self-blocking of the opponent's King, so that the King can not move to the right nor to the left, then launches a fatal attack on the opponent's King along the file.

According to the situation when the opponent's King is cramped, this kind of checkmate can be divided into three forms:

- File-checkmate when the opponent's King is blocked in the central file;
- File-checkmate when the opponent's King is blocked in 4th and

6th files.

- File-checkmate when the exposed King is blocked in the rank.

Following are the examples:

4.1. File-checkmate on the smothered King when it is blocked in the central file (game 91 - 97)

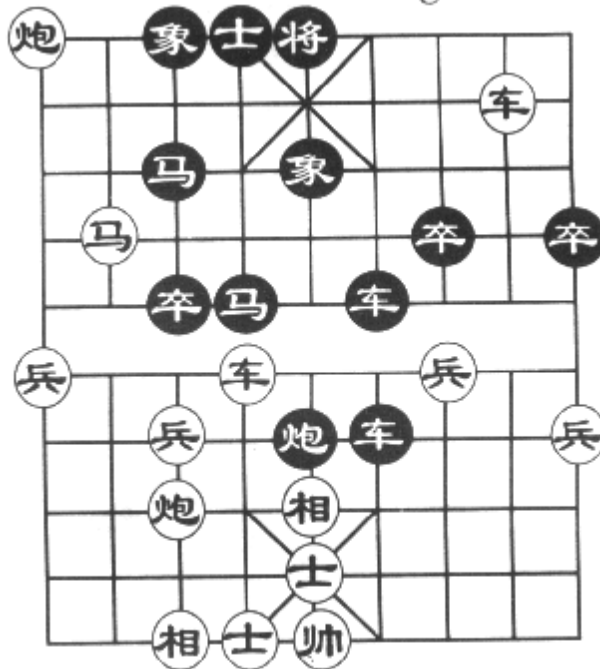


Fig. 91

Game 91: Figure 91 (Red moves first. File-checkmate with Chariot and Cannon)

H8+7• K5=6 H7-5, H4-5
 R2+1 K6+1 R6+4 \mathbf{f} H3-5
 R2=4,, ! K6-1 R6+1 K6+1
 R6=4

Note: • Generally speaking, Black’s most menacing move for Red is K5=6, as it will lead to “Triple Rooks checkmate”(三把手). However, now Red has an Elbow Horse. It helps to build up his confidence.

, To sacrifice Horse is the key move in this game as it is the “tactics of clearing the way”. Red uses double Chariots and Cannon to take “file-checkmate on the smothered King”. In this situation, Black is sure to lose as he has lost a Chariot.

f This is a “tactics of surprising”, which will force the opponent Horse into a self-blocking position.

„ It is a superb move. Now, it enters “the stage of checkmate”.

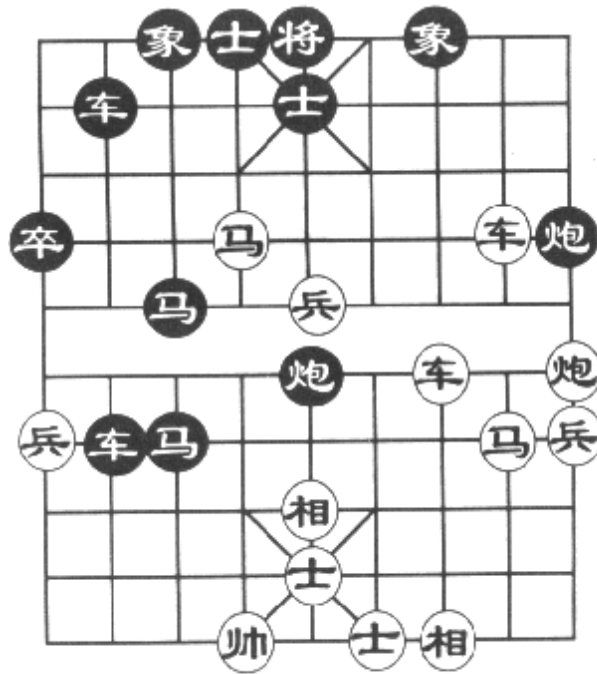


Fig. 92

Game 92: Figure 92 (Red moves first. File-checkmate with Chariot and Horse)

H6+4	A5+6	R3+5	K5+1
R3-1	K5+1	P5+1	C9=5
C1+3	A6-5	R2+1	A5+6
R2+2	A6-5	R3-1	A5+6
R2=5!	RC-3	R3-2	A6-5
R3=5	K5=6	H2+3	K6-1
H3+2	K6-1	R5=4	A5+6
R4+2	R2=6	R4+1	

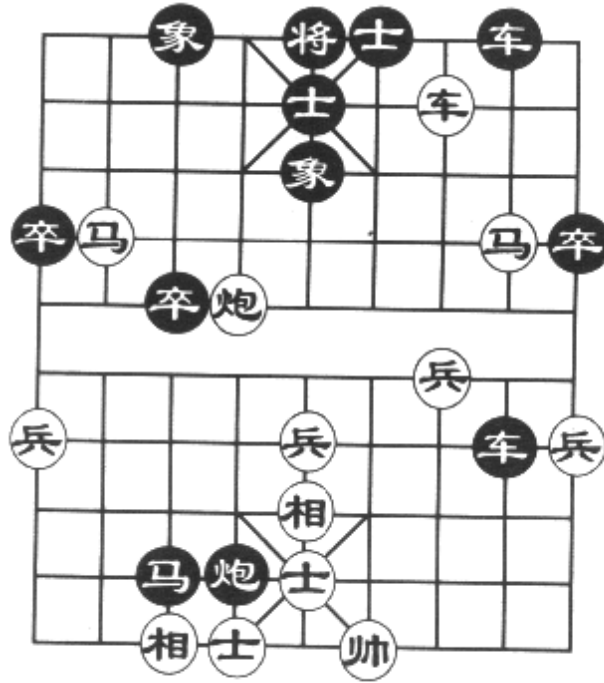


Fig. 93

Game 93: Figure 93 (Red moves first. File-checkmate with single Cannon)

H2=4• A5+6 H8+7 K5=4
 R3=6 K4=5 R6-1! K5+1
 C6=5 E5+7 H7-5 K5=6
 R6+1, A6+5 C5=4

Note: • This is a “tactics of clearing the way”.

, It will lead to self-blocking by Black Advisor. It differs from the preceding two games, in which the King is self-blocked by his own Horse or Cannon.

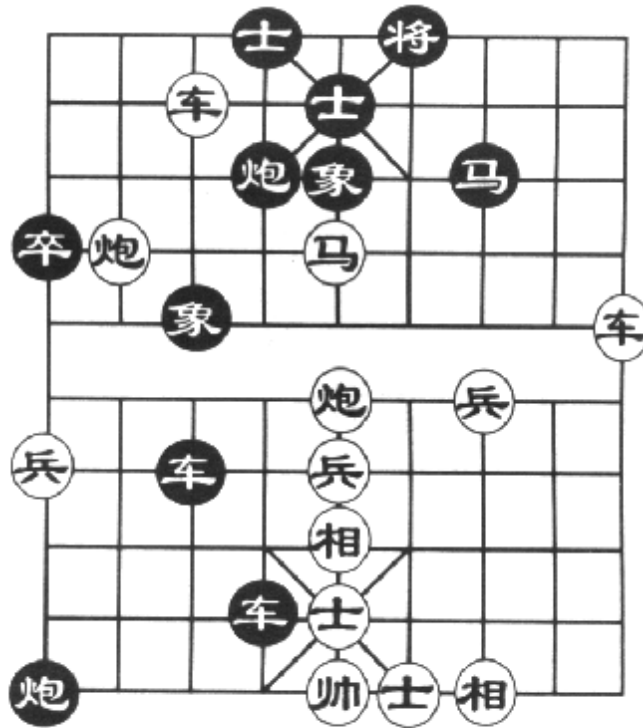


Fig. 94

Game 94: Figure 94 (Red moves first. File-checkmate with double Cannons)

H5+3 C4=7 R1=4 C7=6
 R4+2! A5+6 R7=4• K6+1
 C8=4 A6-5 C5=4

Note: • In next move, Red will force Black Advisor take a self-blocking position.

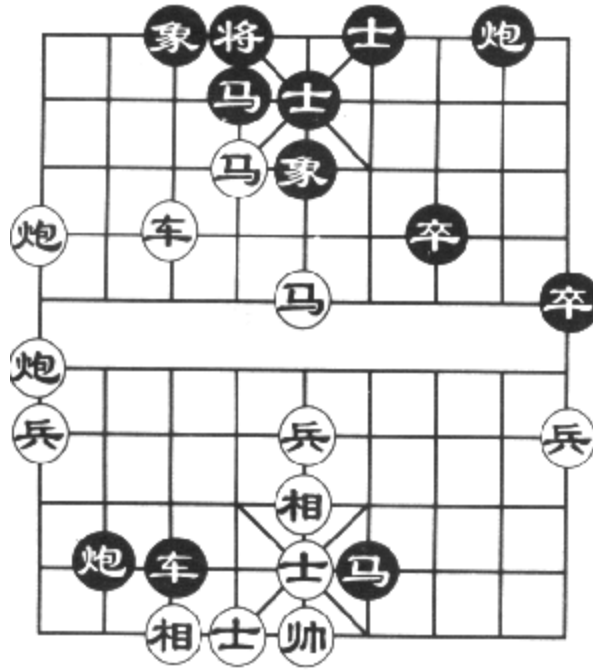


Fig. 95

Game 95: Figure 95 (Red moves first. File-checkmate with double

Cannons)

H6+8	K4=5	H5+4!	A5+6
RC=5	E5+7	R7+3	K5+1
C9=5	K5=6	H8-6	E7-5
C5=4	A6-5	C5=4	

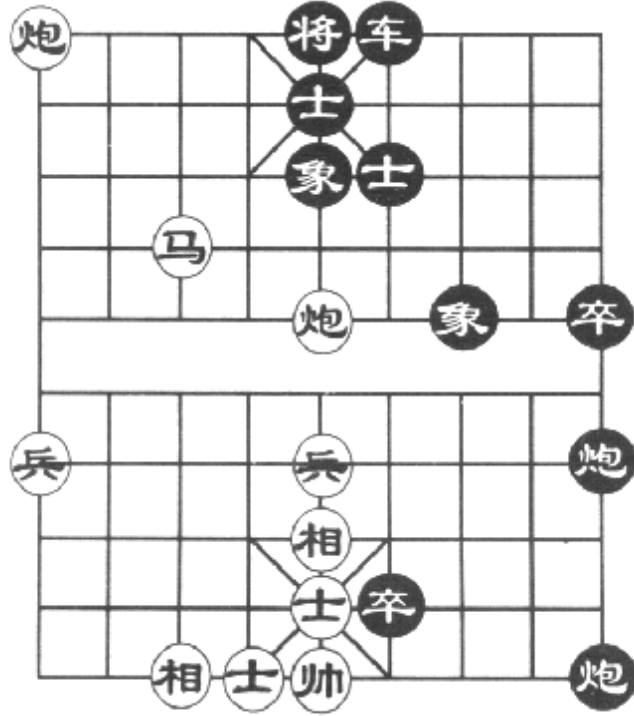


Fig. 96

Game 96: Figure 96 (Red moves first. File-checkmate with double Cannons)

H7+9	K5=4	C5=8	A5+4
C8=6	A4-5	H9+8	E5-3
H8-7	K4+1	C9-5	K4+1
C9=6	K4=5	FC=5	A5-4
H7-5	K5=4	H5-7	K4-1
H7+8	K4=5	H8-6	K5+1
H6+7	K5-1	C5=8!	K5=6
C6=4	A6-5	C8=4	

The formations of checkmate in three successive games are identical. It seems that it lacks of new ideas. However, if we look at the things from another the angle, we will find that though the lay-out of the pieces of one game differs from that of other games, we can find out that there is a law among them for us to follow.

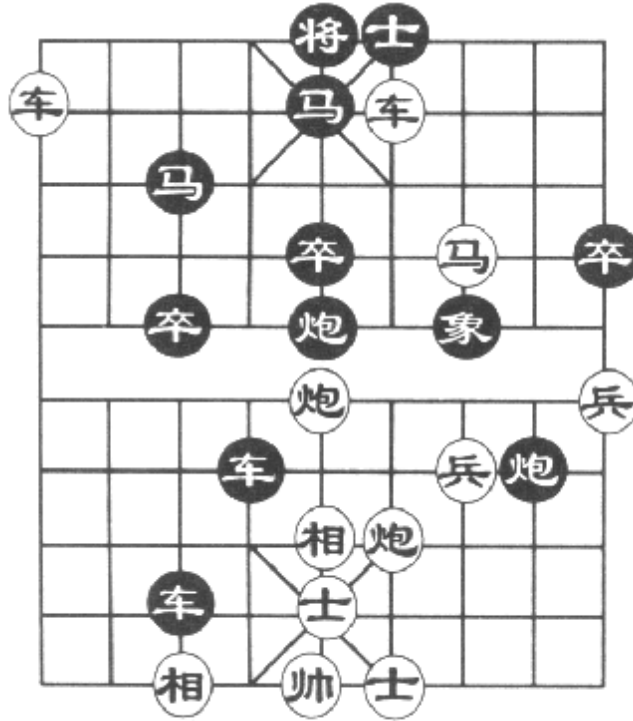


Fig. 97

Game 97: Figure 97 (Red moves first. File-checkmate with Cannon and Horse)

C5+2	E7-5	R9+1	H3-4
R4+1	K5=6	H3+2	K6+1
C5=4	C5=6	FC=6	C6=8
H2-3	K6+1	H3-5	K6-1
C6+2!	R4-5	H5-4	C8=6
H4+6			

In the above seven games, the attacking side, by taking advantage of self-blocking of the opponent's Cannon, Horse, Elephant or Advisor in his central file, takes a checkmate on the opponent's 4th or 6th file with Chariot or Cannon. Though the formations of checkmate in these games are different, but in reality, they all belong to "file-checkmate on the smothered King when its central file has been blocked. So they can be regarded as the group of checkmate that "has same quality but in different forms".

4.2. File checkmate on the smothered King when his armpit files are blocked (Game 98)

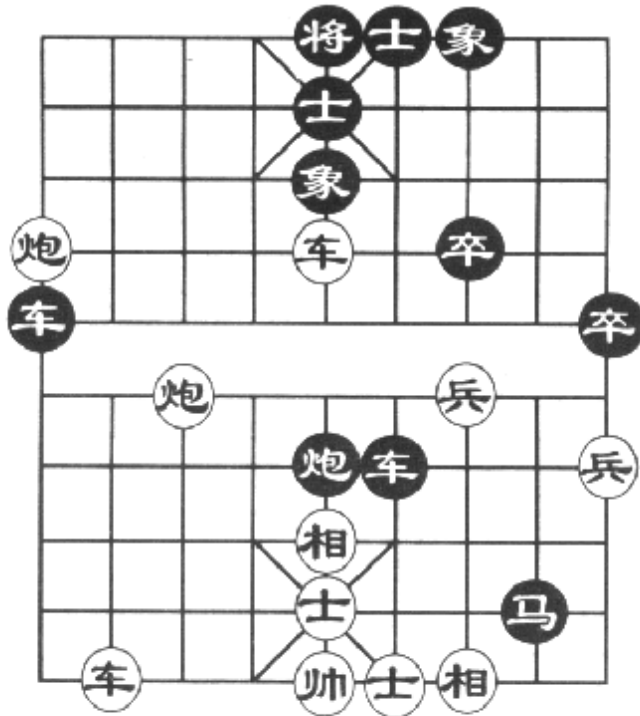


Fig. 98

Game 98: Figure 98 (Red moves first. File-checkmate with double Cannons)

R8+9 A5-4 C7+5 A4+5

C7-2! A5-4 R5+1 E7+5

C9=5 E5-3• C7=5

Note: • If Black changes his move to A6+5, then C7+2, mating.

4.3. File-checkmate on the smothered King when it is exposed and blocked in the rank (Game 99 - 105)

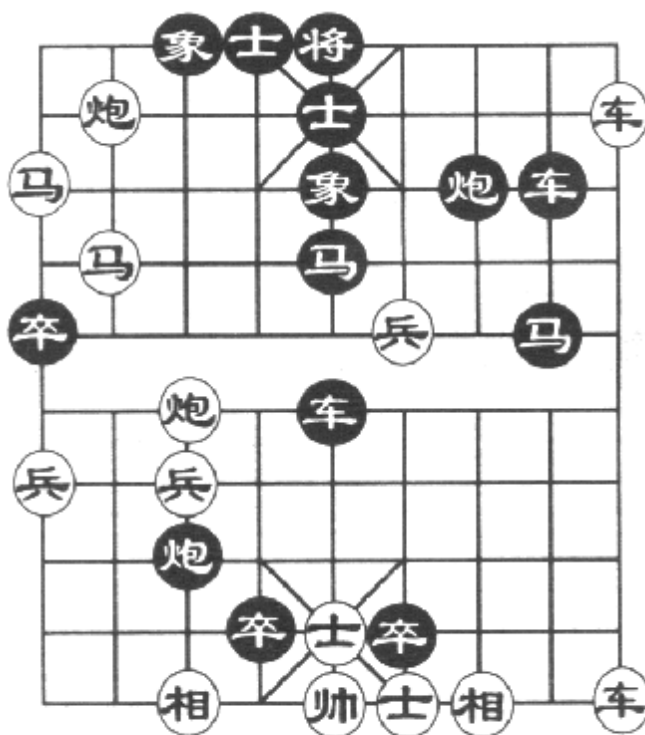


Fig. 99

Game 99: Figure 99 (Red moves first. File-checkmate with a single

Pawn

H8+6 • !! C7=6 H9+7 K5=6

FR+1 E5-7, FR=3 *f* K6+1

R1=8,, K6+1 R3=4... A5-6

R1=4 ! H5-6 C8-1 † E3+5

H7-6 R5-2 C7=4 H8+6

P4+1!

Note: • This is the only way for getting a win.

, This is the only move for freeing himself from being mated.

f If Red changes his move to C7+5, then K6+1, H7-8, H5-4, Black will win the game as Red is in an inferior position.

,, If Red changes his move to H7-8, then K6+1, C8-1, H5-3, Black will win the game as Red is in an inferior position.

... If Red changes his move to C7+3, then C3+5, Black wins.

† Now it concludes the work of blocking the central file, that is, the work of cramping the opponent's King. It is now entering the stage of checkmate.

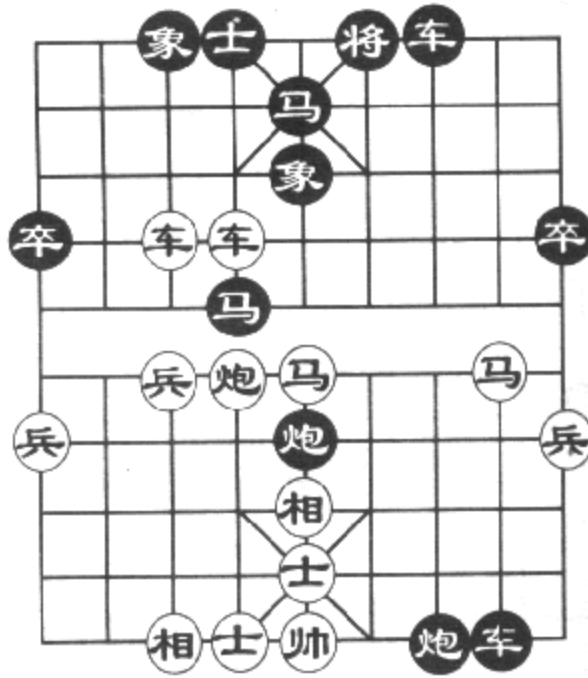


Fig. 100

Game 100: Figure 100 (Red moves first. File-checkmate with a single Chariot)

R6=3 K6+1 R7=4 H4-6
 C6+4 K6+1 H5+6 C5-3
 C6-1 K6-1 H2+3! R7+3
 C6+1

His own Elephant and Horse block Black King in the central file. Red is now demonstrating his power of the tactics of obstruction.

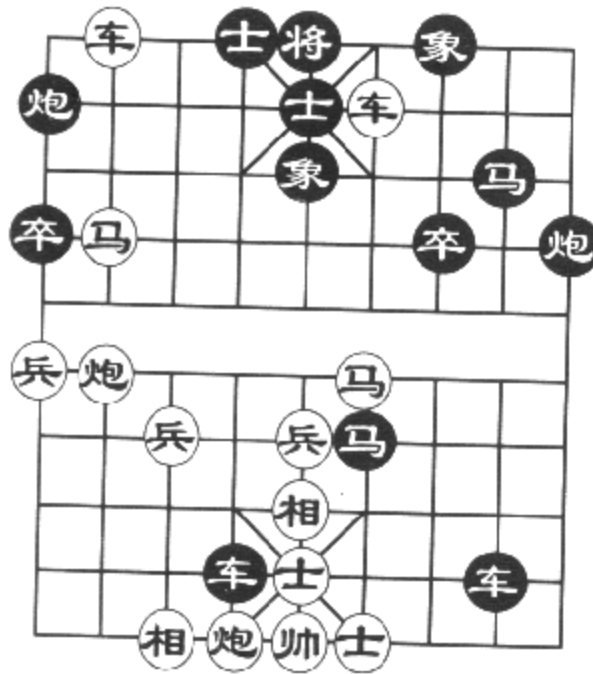


Fig . 101

Game 101: Figure 101(Red moves first. File-checkmate with Chariot and Horse)

H8+7	R4-7	R8=6	A5-4
C8=5	A4+5•	R4=5	K5=6
R5+1	K6+1	H4+3,	K6+1
C6+7!	R4+1	R5=4	H8-6
H7+5	C1=5	H3+2	

Note:• If Black changes his move to E5+7, then H6+5, Red wins.

, In both games of the above, Red aims his target at the Elephant in the central file. But methods used by them are different.

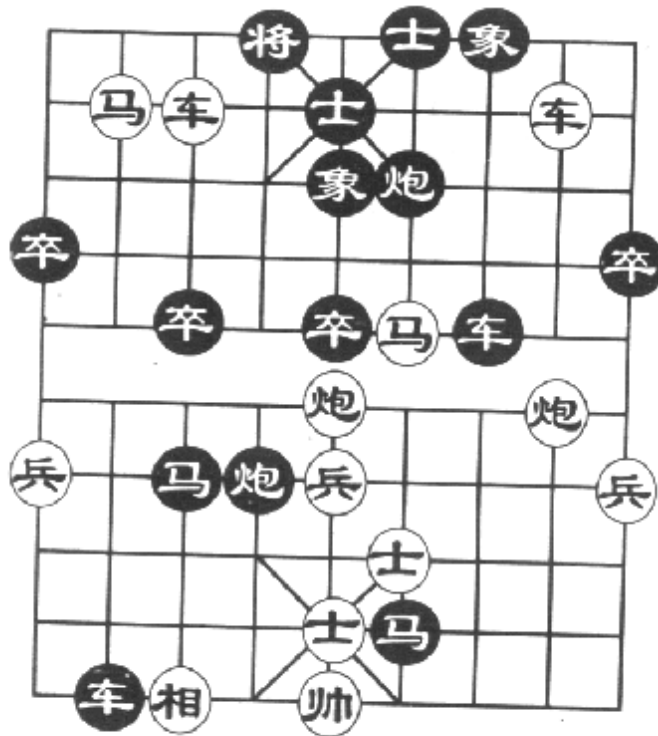


Fig. 102

Game 102: Figure 102 (Red moves first. File-checkmate with Cannon)

R7+1	K4+1	H8-7	K4+1
H7-5	K4-1	H5+7	K4+1
R7-2	K4-1	R7-1	K4-1
R7=6	K4=5	R6=5	A6+5
R2=5	K5=6	H4+3	R7-2
R5+1	K6+1	C2-4	C6+5
R5=4	K6-1	H7+6	K6+1
H6-4!	K6+1	C4-3	

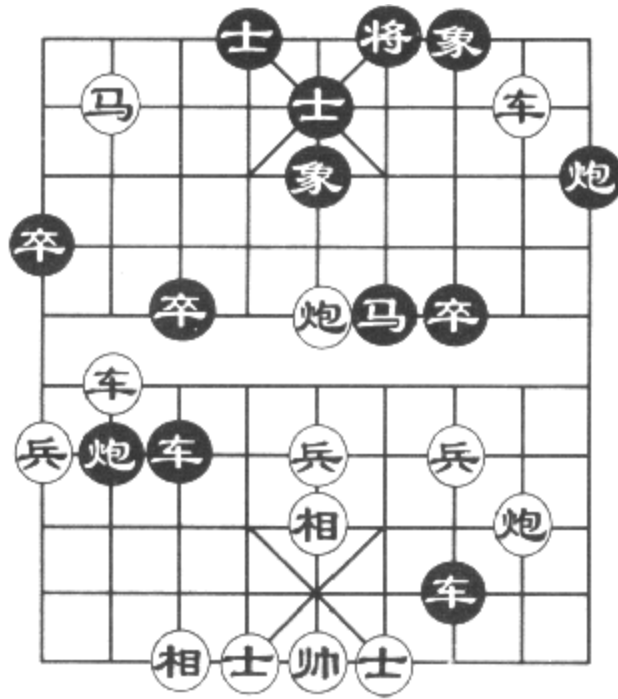


Fig. 103

Game 103: Figure 103(Red moves first. File-checkmate with double Cannons)

R2=4! K6+1 H8+6 A5-4
R8+4 A4+5 R8=5 K6+1
C2=4

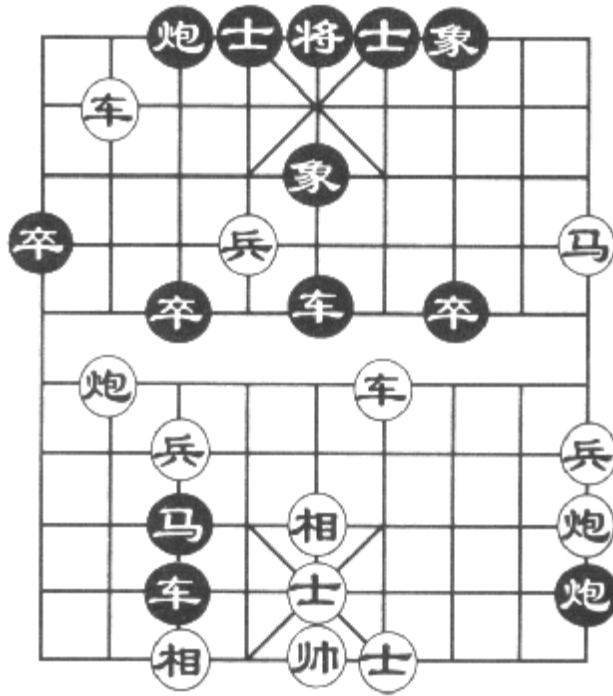


Fig. 104

Game 104: Figure 104(Red moves first. File-checkmate with double

Cannons)

R4+5	K5=6	H1+2	K6=5
H2-4	K5=6	C1=4	R5=6
H4+2	K6=5	C8=5	A4+5
R8=5	K5=4	C5=6	R6=4
R5=6	K4+1	P6+1	K4=5
P6+1!	R4-3	C6=5	K5=6
H2-4			

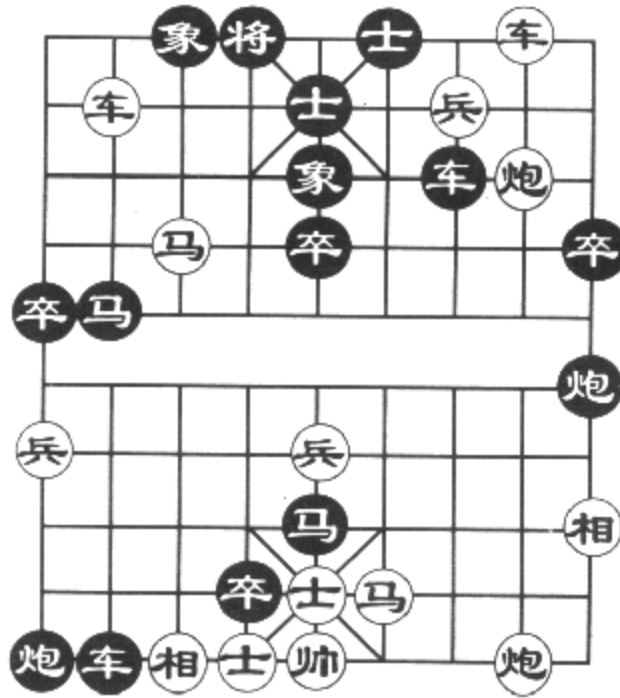


Fig. 105

Game 105: Figure 105 (Red moves first. File-checkmate with Cannon and Horse)

R8=6	K4=5	FC=5•	R7=5
R6=5!	K5+1,	P3=4	K5=6
R2-1	K6+1	C2=4	C9=6
H4+2	C6=5	H2+4	C5=6
H4+2	C6=7	H7+6	A6+5
R2-1	K6-1	H2+3	R5=7
H3-4	R7=6	H4+5	R6=5
R2=4			

Note:• If Red changes his move to R6=5, then K5+1, P3=4, K5=6, R2-1, R7-1, Black will win the game as Red has no chance to take a checkmate.
 , If Black changes his move to R5-1, then R2=4! K5=6, P3=1, K6+1, C2=4, Following that, Red can use the tactics of “ transferring his Horse with the aid of Cannon”(借炮使马) to take a check at “point 36”, and then retreat Horse to the river bank to take a file-checkmate on the exposed King.

5. Simultaneous File-Checkmate (2 games)

This kind of checkmate features that the attacking side uses the “tactics of simultaneous attack” to take a file-checkmate, no matter he has

used other tactics or not, including the tactics of exposing the opponent's King or obstruction. This kind of checkmate is called simultaneous file-checkmate.

According to the situation when the opponent's King is cramped, the formation of this checkmate can be divided into three forms:

- Simultaneous file-checkmate when the opponent's central file is under control and King's movement in the rank is cut off.
- Simultaneous file-checkmate when the King's armpit file is under control and its movement in the rank is cut off.
- Simultaneous file-checkmate when the opponent's King is exposed and its movement in the rank is cut off. Following are examples:

5.1. Simultaneous file-checkmate when the opponent's central file is under control and King's movement in the rank is cut off

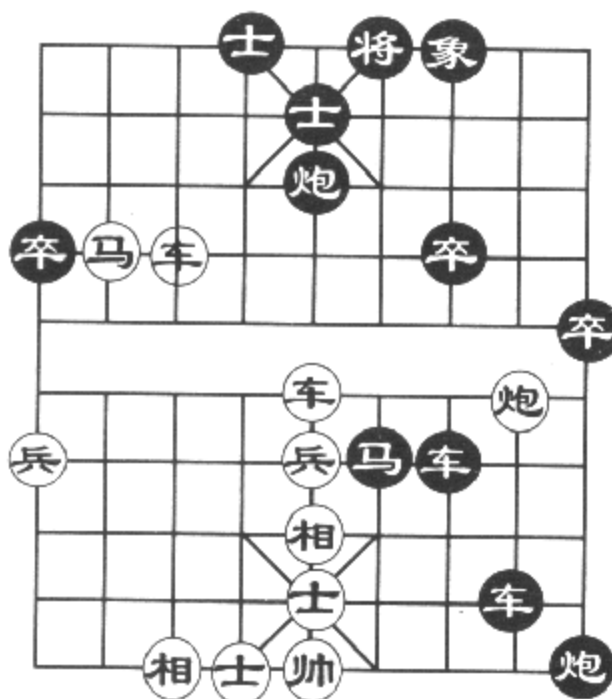


Fig. 106

Game 106: Figure 106(Red Moves first. File-checkmate with Cannon and Horse)

R5=4 C5=6• R4+3! A5+6
 C2=4 A6-5, R7=4 A5+6
 R4+1 K6=5 H8+7 K5+1
 H7-6 K5-1 R4+2

Note: • If Black changes his move to A5+6, then R4+3, K6=5, H8+7,

K5+1, C2=5, H6-5, H7-6, K5-1, R4=5, Red wins.

, If Black changes his move to K6=5, then Red will make the move H8+7 to take a check, and then capture Black's Advisor and Elephant, advance to the bottom. After that, Red Chariot will move to the central file to take a checkmate, thus winning the game.

In the game as shown in Reference Figure 5, Black or Red, any side who moves first, can take checkmate within 3 or 5 moves respectively:

If Black moves first, Black can win by playing:

... .. R8=6 K4+1 • C6=5,

Note: • If Red changes his move to K4=5, the H2+3, R6-2, C5-3, A6+5, FR=5, Black wins. As this variation is not the main theme of the game of the reference figure, therefore it is not necessary for us to consider what type of checkmate it belongs to.

, Now the simultaneous file-checkmate has been achieved. The feature of this checkmate differs from that as in the game of Figure 106, in which the attacking side simply uses the method of sealing off the central file, but in this game, the attacking side uses the technique of pressing, or obstruction in the central file.

If Red moves first, Red can win by playing (refer to Reference Figure 5):

R1=5 K5+1 R6+5 K5-1
H5+3 *f*

Note: *f* Now the simultaneous file-checkmate has been achieved. The feature of this checkmate differs from that as in the game of Figure 107. In this game, the attacking side uses the technique of pressing, that is to obstruct the armpit file of the opponent, while in following game, the attacking side simply uses the method of sealing off the armpit files of the opponent.

5.2. Simultaneous file-checkmate when the opponent's armpit file is under control and King's movement in the rank is cut off;

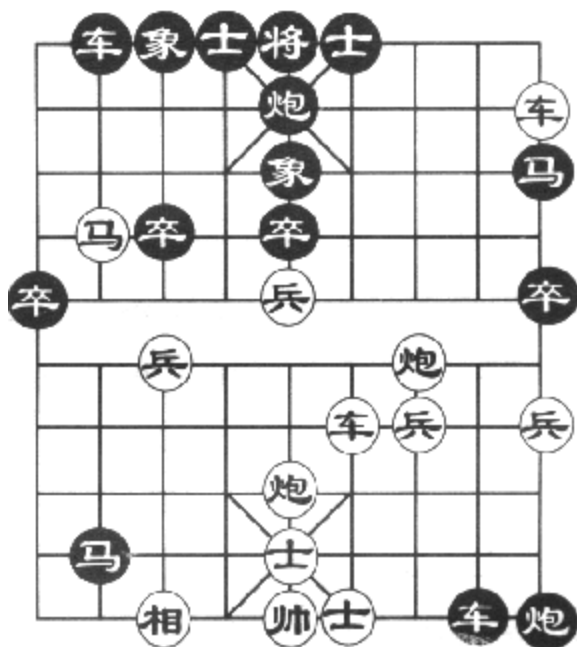
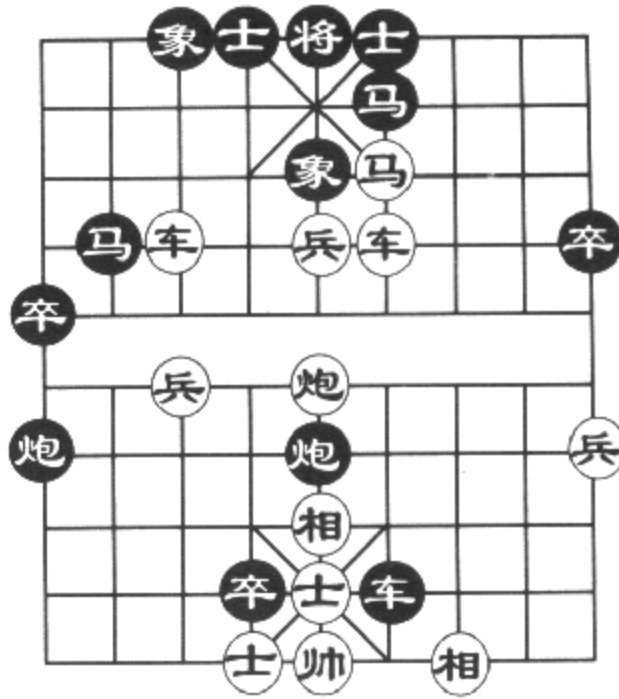


Fig. 107

Game 107: Figure 107 (Red moves first. File-checkmate with Cannon and Horse)

C3+5	E5-7	R1=5!	K5+1
P5+1	E3+5	P5+1	K5+1
H8+7	K5-1	H7-6	K5=4
H6+4	K4=5	H4-5	E7+5
H5+3	E5-7	H4=5	E7+5
H5=6	E5-7	H3-5	E7+5
H5+6	E5-3	H6-4	K5-1
H4-5	A6+5	H5+6	A5+4
H6+4	K5+1	H4-5	E3+5
H5+6	E5-7	H6-4	K5-1
H4-5	A4+5	H5+6	A5+4
H6+4	K5+1	H4-5	E7+5
H5+6	E5-7	H6-5	E7+5
H5+7	E5-7	R6+5	K5-1
H7+5			

5.3. Simultaneous file-checkmate when the opponent's King is exposed and its movement in the rank is cut off. Following are examples



Reference Figure 6

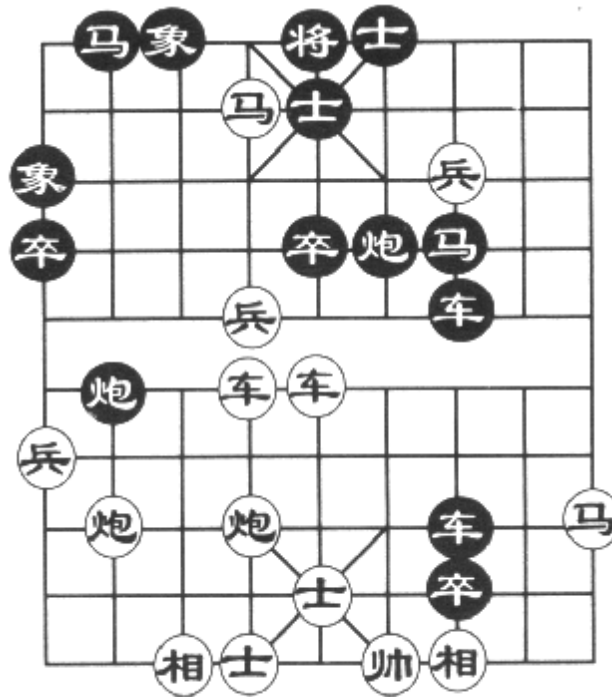
In this game, the attacking side not only has used the tactics of simultaneous checkmate, but also the tactics of exposing the opponent's King and sealing off in this game, which is different from the above two games.

If Red moves first, the Red can win by playing:

P5+1 A6+5 P5+1 K5+1 •
 R4=5 E3+5 R5+1 K5+1
 H4-5 H6+5 R7=5 K5=6
 R5=4,

Note: • If Black change his move to K5=6, then P5=4, K6+1, H4+6, R6-5, R7=4, K6=5, H6-5, E3+5, H5+7, K5=4, R4=6, It will lead to the pincer-checkmate.

, By now, even if there is a Black Elephant in the central file, Red can take a "simultaneous file-checkmate when the opponent's King is exposed and its movement in the rank is cut off".



Reference Figure 7

The game of Reference Figure 7 shows us an example of another kind of formation. In ten moves or more, Black or Red, any side who moves first, can take a “simultaneous file-checkmate when the opponent’s King is exposed and its movement in the rank is cut off”.

If Black moves first, he can win the game by playing:

.....	P7=6	K4+1	FR=6
K4+1	R7+3	K4-1	R7=6

If Red moves first, he can win the game by playing:

C8+7	A5-4	H6-4	K5+1
R5+2	K5=6	P3+1	K6+1
R5=4	K6=5	R6=5	

Chapter III Pincer-checkmate

The attacking side uses the tactics of control to freeze the movement of the opponent's King and then launches a fetal attack from it flank, or with a concerted attack in the rank and in the file. Such a checkmate is called pincer-checkmate

According to the situation when the opponent's the King is mated, the pincer-checkmate can be divided into the following five forms:

- Pincer-checkmate by concerted attack in the rank and in the file;
- Pincer-checkmate from the flank;
- Pincer-checkmate on the exposed King;
- Pincer-checkmate on the smothered King; and
- Simultaneous pincer-checkmate.

1. Pincer-checkmate by concerted attack in the rank and in the file (6 games)

This kind of checkmate features that the attacking side makes a concerted attack both in the rank and in the file, that is to enforce the control in one line by pinning down - as in most of the circumstances, so that the opponent's King can not move upward nor downward (not to the right nor to the left), then use Chariot or Cannon to launch a checkmate in another line.

According to the situation when the opponent's King is cramped, this kind of checkmate can be divided into two forms, that is, 1. Pincer-checkmate in the rank when the opponent's King is under control in the file. Such a checkmate can also be named "rank-checkmate when the opponent's King is under control in the file", or "flanked-checkmate with frontal control"; 2. Pincer-checkmate in the file when the opponent's King is under control in the rank. Such a checkmate can also be named "file-checkmate when the opponent's King is under control in the rank", or "Frontal checkmate with flanked-control". Following are the examples:

1. Pincer-checkmate in the rank when the opponent's King is under control in the file (Game 108 - 111)

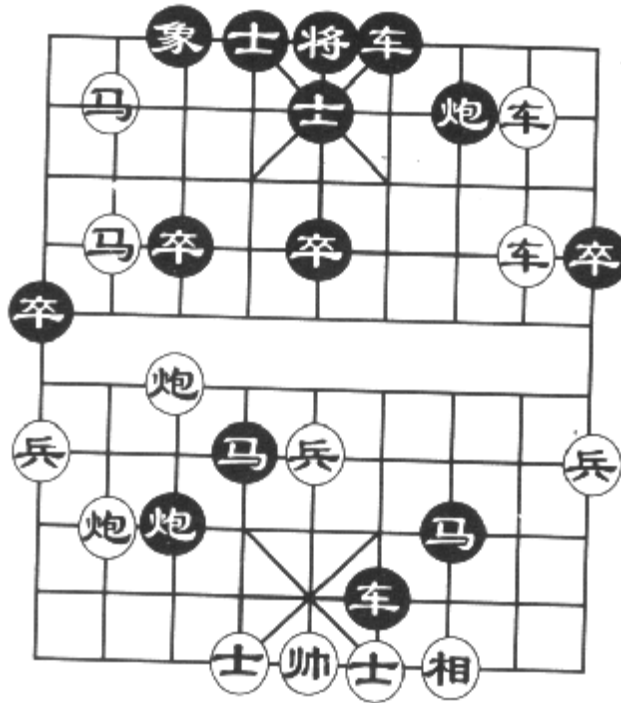


Fig. 108

Game 108: Figure 108 (Red moves first. Pincer-checkmate with Chariot and Cannon)

C7+5 C3-7 FH5-6 A5+4
 H8+7 C7=4 RR=5 A4-5
 R2=5! A4+5 C8+7

It will lead to a concerted checkmate with the attack of Chariot in the file and Cannon in the rank.

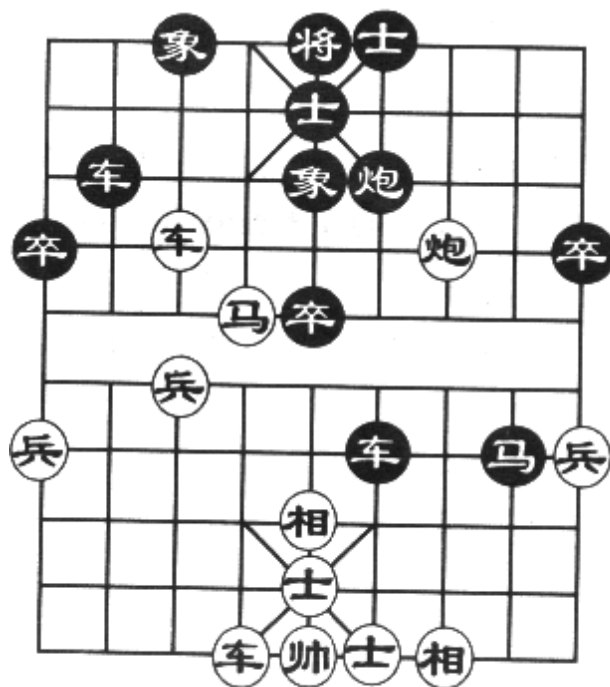


Fig. 109

Game 109: Figure 109 (Red moves first. Pincer-checkmate with Chariot, Cannon and Horse)

R7+3 A5-4 R7=6 K5+1
 FR-1 K5-1 C3=5 A6+5
 FR+1! K5=4 H6+7 K4=5
 R6+9

The quality of checkmate in this game is same as that in the preceding game, but they are in different forms”. In this game, the checkmate is brought about by a concerted attack of the Cannon in the file and of the Chariot in the rank, while Horse is a piece “assisting in the attack”.

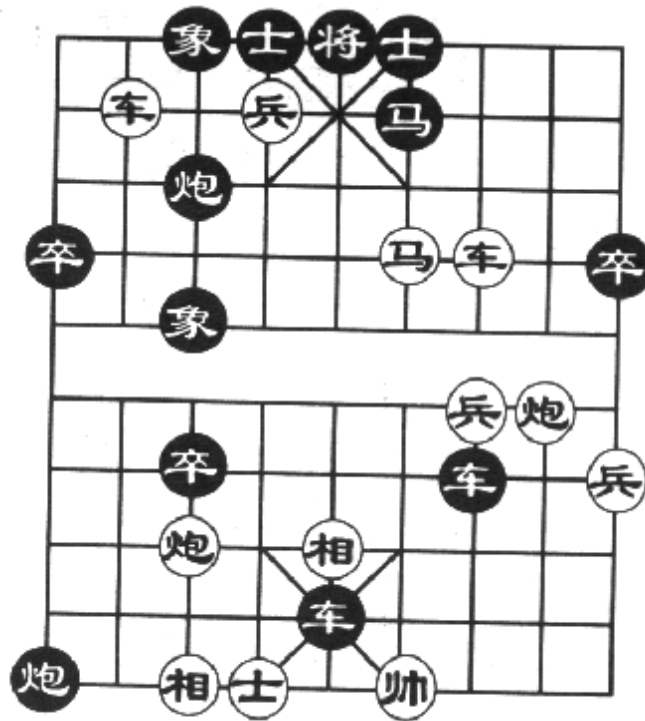


Fig. 110

Game 110: Figure 110 (Red moves first. Pincer-checkmate with Chariot and King)

C2+5 H6-8 H4+3 H8+6
R3=5 C3=5 R5+1 E3-5
C7+7 A4+5 C7=4! K5=6
R8+1 A5-4 R8=6

By now, Black King is faced with a pincer-checkmate taken by Red Chariot in the rank while Red King contains it in the file.

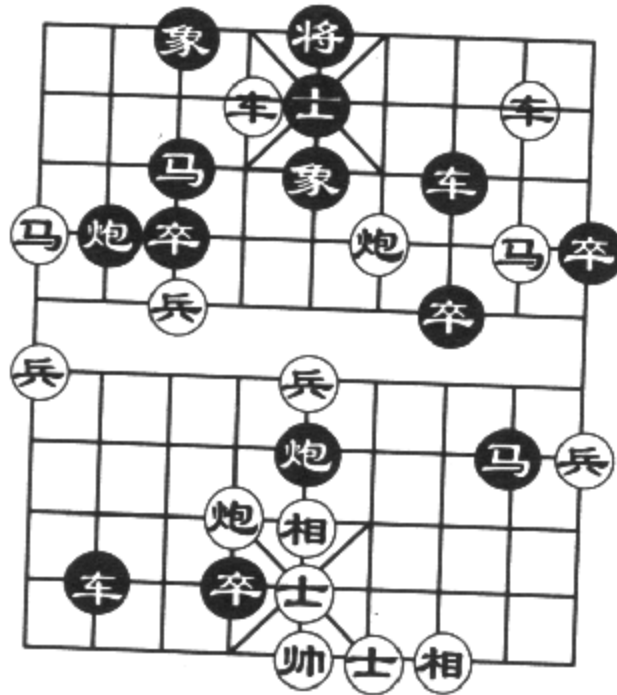


Fig. 111

Game 111: Figure 111 (Red moves first. Pincer-checkmate with Chariot and King)

R2=5	H3=5	H2+4!	R7=6
R6+1	K5=4	H9+8	K4+1
C4=6	C5=4	C6=8	C4=5
P7=6	C5=4	P6=5	C4=5
H8=6	K4+1	FP=6	C5=4
P6+1	K4-1	P6=7	C4=5
P7=6	C5=4	P6=5	C4=5
C8=6	C5=4	C6=1	C4=5
P5=6	C5=4	P6=7	C4=5
C1=6	C5=4	C6=4	K4=5
P7=6	C5=4	P6+1	K4-1
P6+1			

Now, the movement of the opponent's King is sealed off in the file. In next move, Red will advance Pawn so as to make a concerted attack along the rank, thus winning the game.

3.2. Pincer-checkmate in the file when the opponent's King is under control in the rank (Game 112 - 113)

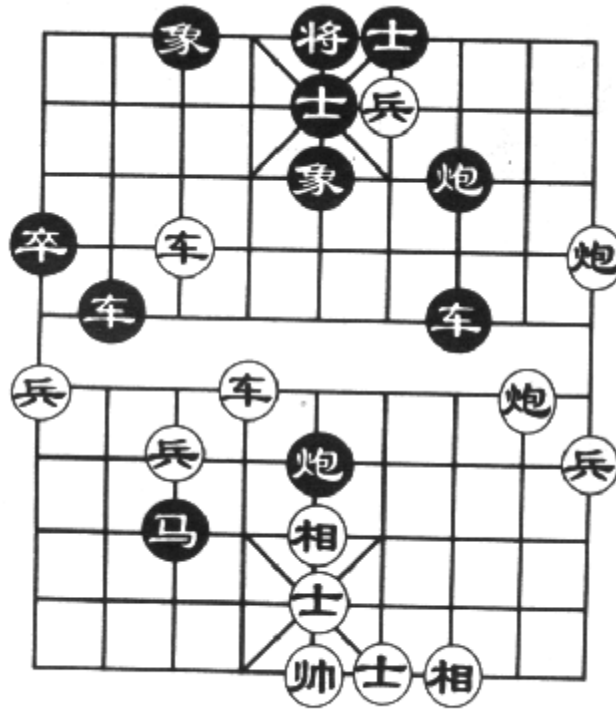


Fig. 112

Game 112: Figure 112 (Red moves first. Pincer-checkmate with Chariot and double Cannons)

C2+5 C7-2 P4+1 A5-6
R6+5• ! K5=4 R7=6, K4=5
C1=5

Note: • By sacrificing a Chariot, Red can use “the tactics of occupation of the position” in the next move.

, As the opponent’s King is contained in the bottom, Red can move Cannon sideways to take a checkmate in the next move.

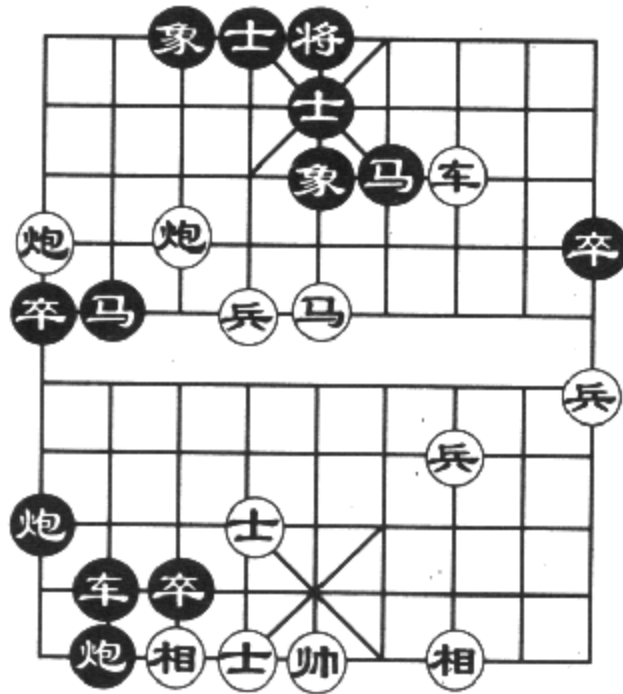


Fig. 113

Game 113: Figure 113 (Red moves first. Pincer-checkmate with Chariot and double Cannons)

H5+4	A5+6	C7=5	E5+7
C5+2	K5=6•	C5=6!	H2-4
C9=1	E7-5	C1=5	K6+1,
K5=4	E5+7	R3+1	K6-1
R3=1	K6+1	R3=5 \mathcal{f}	R2-7
C5=4			

Note: • If Black changes his move to E3+5, then C9=5, K5+6, R3=4, K6=5, K5=4, Red wins.

, If Black changes his moves to A6-5, then R3=2, E5-7, R2+2, Red win too.

\mathcal{f} By now, Red has sealed off Black's central file. Besides, Due to the exposed Red Cannon (空头炮) at E-eye, both Advisors of Black can not return to the centered. For relieving the rank-checkmate of Red, Black has to make the move R2-7, but what is waiting for him is Red C5=4, which will lead to “a checkmate in the file when Black King is under the control in the rank”.

The above six games belong to the forms of “flanked-checkmate and frontal control” or “frontal checkmate and flanked-control”. But in essence, There exists a symmetry relationship with a certain angle in these two

forms. They share a common character, that is, to take a checkmate in the file and enforce a control in the rank, or voiceovers.

2. Pincer-checkmate from the flank (13 games)

This kind of checkmate features that the attacking side, uses the techniques of sealing off, or repressing (obstruction) to freeze the movement of the opponent's King, so that it can not move to any direction, and then uses Horse to make a fetal attack from the flank.

According to the situation when the opponent's King is cramped, this kind of checkmate can be divided into two forms: 1. Pincer-checkmate from the flank when the opponent's King is sealed off both in the rank and in the file; 2. Pincer-checkmate from the flank when the opponent's King is sealed off in the rank and blocked in the file, or voiceovers. Following are the examples:

2.1. Pincer-checkmate from the flank when the opponent's King is sealed off both in the rank and in the file

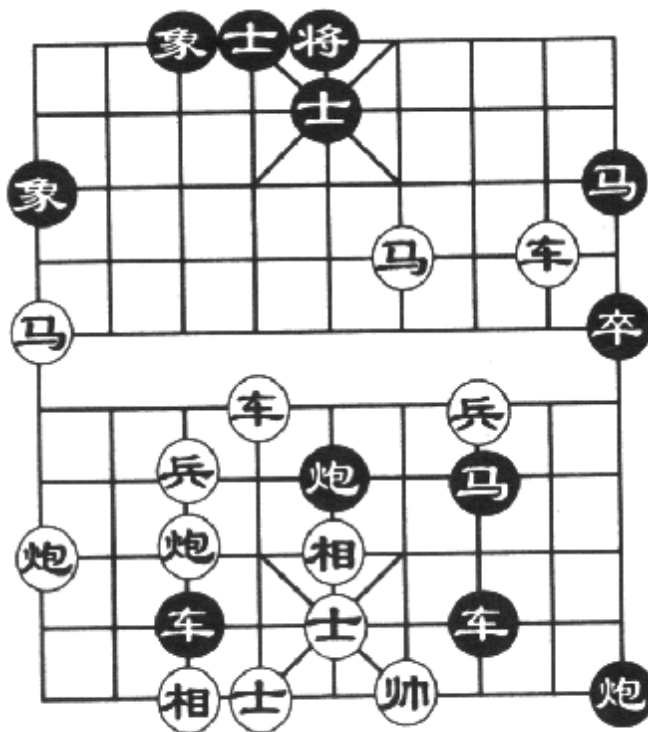


Fig. 114

Game 114: Figure 114 (Red moves first. Pincer checkmate with Chariot, Cannon and Horse)

H4+3 H9-7 C7+7 E1-3
R2+3 A5-6 R2=4 K5+1
R6+4! K5=4 H9+8 K4+1 •
R4-2 H7+5 H8+7 K4-1
H7-8 K4=5 R4+1 K4-1,
C9+7 *f*

Note: • If Black changes his move to K4=5, then H8-6, K5=4, C9=6, C5=4, R4-1, K4+1, H6-4, C4=5, H4-6, C5=4, H6+7, following that Red R4=6, it will lead to a file-checkmate.

, By now, Red Chariot has sealed off the rank and the file of Black's King, which can not move to any directions.

f The next move will lead to double checks by Cannon and Horse, which differs from the flanked-checkmate by the Horse, so this game is classified in the category of the pincer checkmate, instead of rank-checkmate.

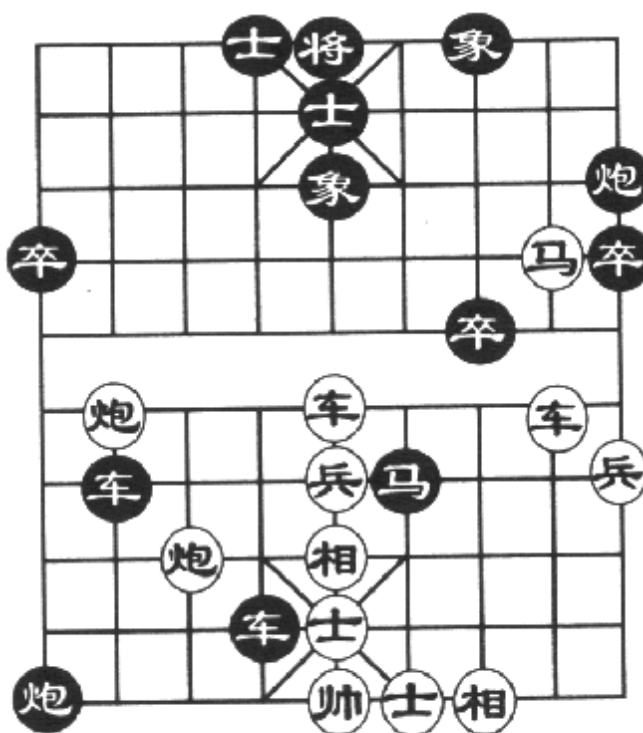


Fig. 115

Game 115: Figure115 (Red moves first. Pincer-checkmate with Chariot, Cannon and Horse)

C7+7! E5-3 H2+3 K5=6
R2=4 C9=6 R4+3 A5+6
R5+5 K6+1 C8=4 A6-5
H3-4

It will also lead to double checks by Cannon and Horse. In the preceding game, double checks were taken by the attack of Horse from the flank and of Cannon in the rank, while in this game, the double-check comes from the attack of Horse from the flank and of Cannon in the file. As the double-check is caused by the movement of Horse H4+2, so the checkmate mainly comes from the flank, while the attack of Cannon can be regarded as secondary. Therefore, this game is classified in the pincer-checkmate, instead of the rank-checkmate.

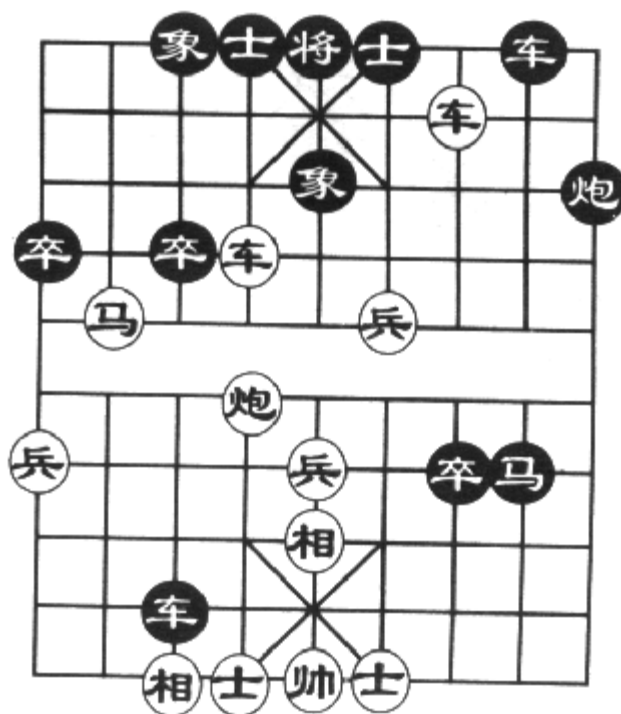


Fig. 116

Game 116: Figure 116 (Red moves first. Pincer-checkmate with Chariot, Cannon and Horse)

R6+3	K5=4	H8+6	K4=5
H6+7	K5=4	R3=6	K4=5
R6-2	K5+1	C6=5	E5+7
H7-5!	K5=6	H5+6	K6=5
P4=5	E7-5	P5=6	E5+7
H6-5	K5=6	R6=4	C9=6
H5+6	K6=5	R4=5	K5=4
R5=6	K4=5	H6-5	K5=6
R6+2	A6+5	R6=5	K6-1
C5=4	C6=7	H5-4	

The game is ended with the double-check. Regarding the category

of the checkmate in this game, please refer to the previous games. Here we refrain from going into details.

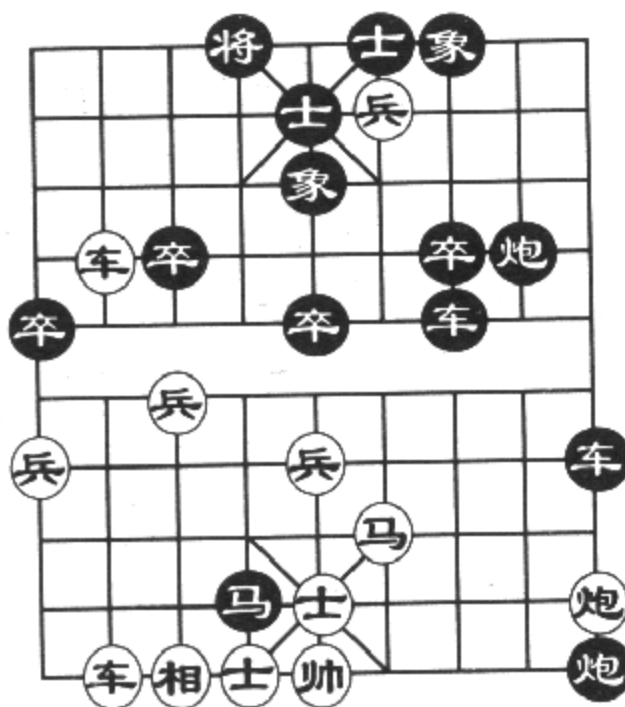


Fig. 117

Game 117: Figure 117 (Red moves first. Pincer-checkmate with Chariot, Cannon and Horse)

FR+3	K4+1	RR+8	K4+1
RR-1	K4-1	FR-1	K4-1
RR=6	A5+4	C1=6	A4-5
H4+6	A5+4	H4+6	A5+4
H6+5	A5-4	A5+6	A5+4
R8+1	K4+1	P4=5!	K4=5
R8-1	K5-1	H5+6	K5=4
H6-5	K4=5	H5+4	

In the preceding three games, Red uses Chariot to seal off Black King's rank and file. But in this game, Red uses Chariot and Cannon to fulfill this task and takes a flanked-checkmate by moving its Horse to the Palcorner of the opponent's castle.

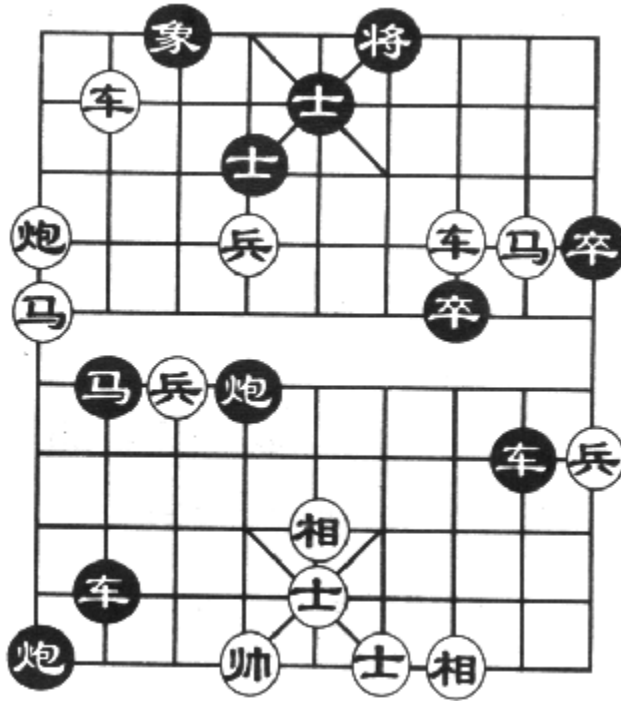


Fig. 118

Game 118: Figure118 (Red moves first. Pincer-checkmate with Chariot, double Horse)

R3=4	K6=5	H2+3	K5=4
C9+3	C1-9	R8=6	K4+1
P6+1!	A5+4	H9+8	K4=5
H8+7	K5=4	R4+2	K4-1
R4=1	K4+1	H7-8	K4=5
H3-4	K5+1	H4-6	K5-1
H8+7	K5=4	R4-1	K4-1
H6+7	K4=5	H7-6	

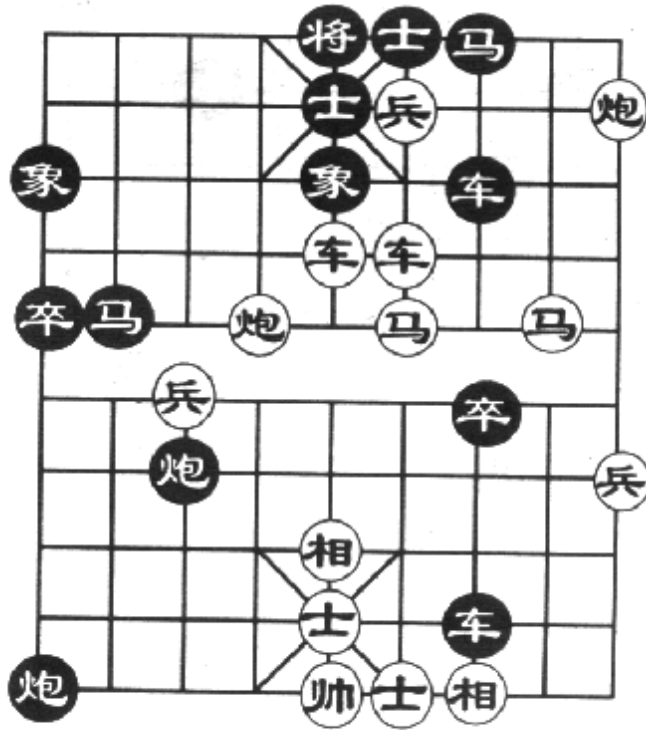


Fig 110

Game 119: Figure 119 (Red moves first. Pincer-checkmate with Cannon and double Horses)

P4=1	A5-6	R4+3	K5=6
H2+3	K6+1	R5=4	H7+6
R4+1!	K6+1	H4+2	K6-1
H3+2	K6-1	C1+1	E5-7
FH-3	K6+1	H3-5	K6=5
C6=5	E7+5	H5+3	K5=4
H3+4	K4+1	C1-2	E5-7
H2+4	E7+9	RH+5	K4-1
H5-7	K4=5	H4-3	K5=6
H3-5	K6-1	H7-5	K6+1
FH-3			

By now, Red has sealed off Black King's rank and file with his Cannon and Horse.

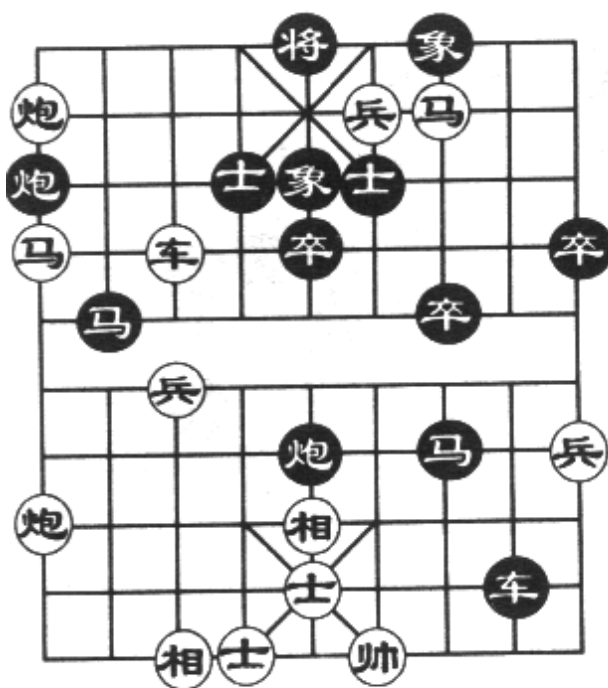


Fig. 120

Game 120: Figure 120 (Red moves first. Pincer-checkmate with Cannon and double Horses)

P4=5	K5=6	R7+3	E5-3
FC+1	3+5	H3+5	E5-3
H5-7	E3+5	P5+1	K6+1
FC-1	A4-5	H7-9!	A5-4
FH+7	A4+5	H7-5	A5+4
H9+8	A4-5	H8-7	A5+4
H7+6	A4-5	H6-5	A5+4
FH+6	K6=5	H5+6	K5-1
FC+1	K5+1	RC+6	K5+1
RH-4	K5-1	H4+6	K5+1
RH+4	K5-1	H6-8	K5-1
H8-6	K5+1	H6+7	

In these four games, the attacking side uses Chariot and Cannon, or Chariot and Horse, or Double Cannons, or Cannon and Horse respectively to control the rank and the file of the opponent's King, so as to freeze its movement.

The "pincer-checkmate from the flank when the opponent's King is sealed off both in the rank and in the file" features that the attacking side simply uses the means of "sealing off" to control the file and the rank of

the opponent's King so as to freeze its movement. No matter a single Chariot has been used as in the previous three games, or two strong pieces have been used as in the preceding four games.

2.2. Pincer-checkmate from the flank when the opponent's King is sealed off in the rank and blocked in the file, or voiceovers (Game 121 to 126)

The checkmate methods in games of this section and of section 2.1. belong to pincer-checkmate of the second type. However, the methods of control of the two types of checkmate are slightly different. In games of section 2.1. , the attacking side uses the tactics of sealing off to freeze the movement of the opponent's King, while in section 2.2., in addition to sealing off, the attacking side uses the tactics of suppressing, that is, the method of obstruction or self-blocking of the opponent for freezing the movement of its King.

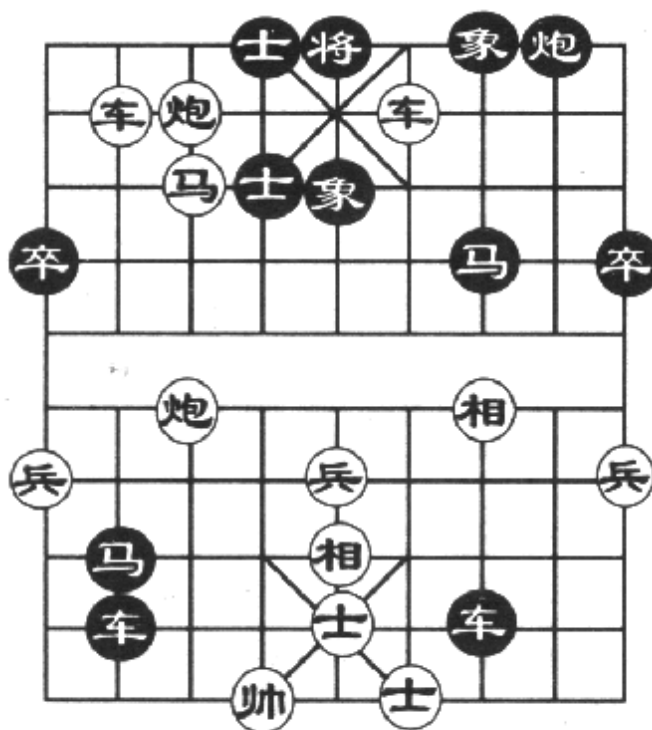


Fig. 121

Game 121: Figure 121 (Red moves first. Pincer-checkmate with Cannon and Horse)

FC+1	A4=5•	H7+6!	E5-3,
C7=5	E3+5 <i>f</i>	R8=5	A4-5
R4=5	K5=6	R5=4,,	H7-6

H7-5

Note: • If Black changes his move to E5-3, then C7=5, A4+5, R8=5, Red wins too.

, If Black changes his move to K5=4, the R8=6, K4=5, R4=5, It will also lead to a rank-checkmate.

f If Black changes his move to H7+5, then R8=5, A4-5, R4=5, and following that Red R5=4, It will lead to a file-checkmate.

„ By now, the attacking side has freeze the movement of the opponent’s King by sealing off its central file with his Cannon and blocking his second rank. In next move, Red will “retreat Horse to capture Black Elephant at the center”. It will lead to a pincer-checkmate from the flank.

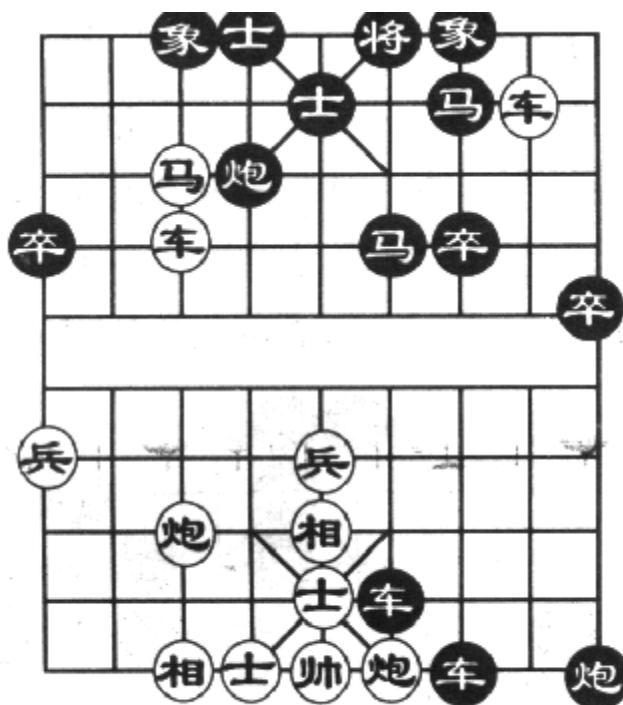


Fig. 122

Game 122: Figure 122 (Red moves first. Pincer-checkmate with Cannon and Horse)

R7=4	C4=6	C7+7	H7-5
R2=4!	K6+1	H7-5	K6-1
R4+1!	A5+6	H5+6	K6+1
C7-1	A4+5	H6-5	K6-1
H5+3			

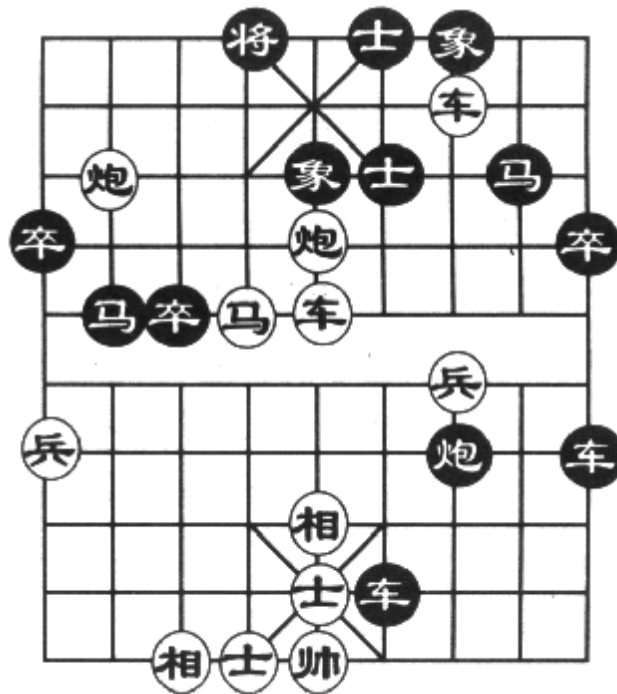


Fig 123

Game 123: Fig.123 (Red moves first. Pincer-checkmate with Cannon and Horse)

H6+5	A6+5	R5=6	K4=5
H5+7	K5=6	R6+4	A5-4
C8+2	A4+5	H7+5	A5-4
H5-6	A4+5	R3=4!	H8-6
H6+5	A5-4	H5-4	A4+5
A4+2			

The method of pinning down the opponent's King in this game is identical with that as in the preceding game. The only difference between them is that the position of Horse is slightly changed when taking a checkmate.

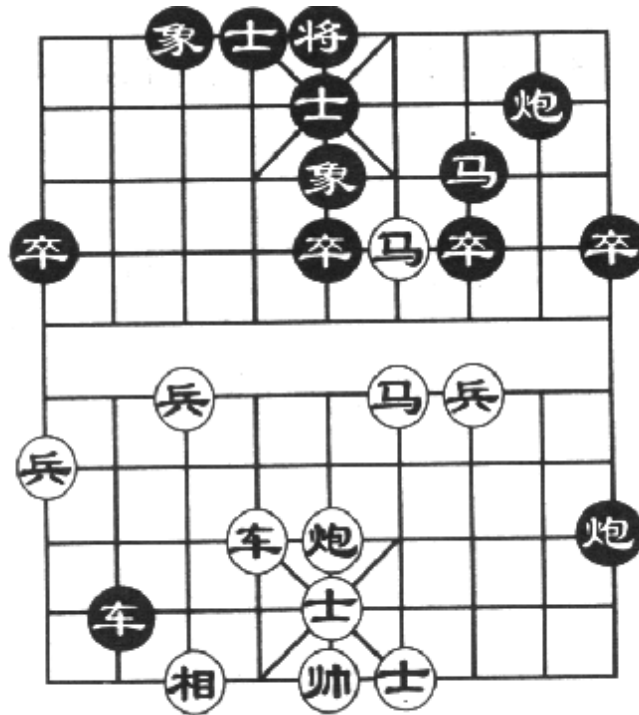


Fig. 124

Game 124: Figure 124 (Red moves first. Pincer checkmates with Cannon and double Horses)

FH+3	K5=6	C5=4	A5+6
H4+5	A6-5	H5-4	A5+6
R6+7	K6+1	R6+1	K6-1
H3-5	K6=5	R6+1	K5+1
C4=5	K5=6	R6=4!	

The method of pinning down the opponent's King in this game is identical with that as in Fig.121 and Fig.123, which belongs to "sealing off and blockade of the file and the rank". However, the deployment of the pieces and their formation of this game slightly differ to that as of other two games.

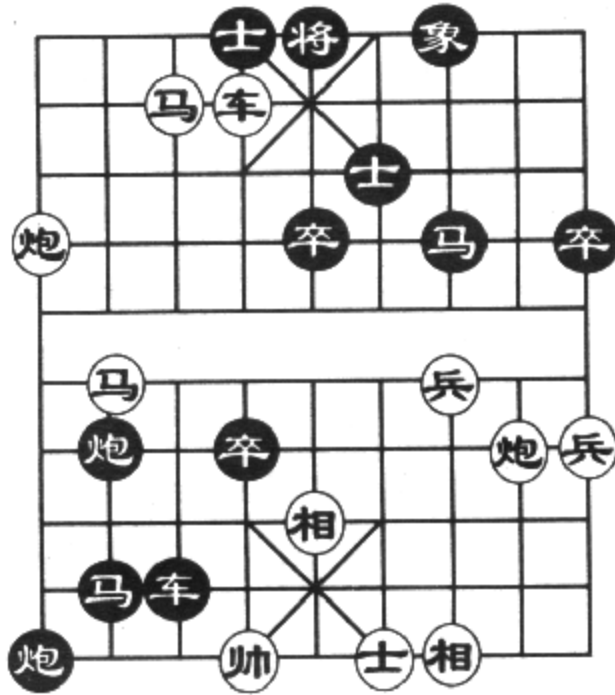


Fig. 125

Game 125: Fig.125 (Red moves first. Pincer-checkmate with double Horses)

C9+3 A4+5 R6=5 K5=6
R5+1 A6+1 C9-1 A6-5
R5-1 K6+1 R5=4! H7-6
H7+5 K6=5 C2=5! P4=5
H8+6 K5-1 H5=7 C2=5
H6+4

The method of controlling the file and the rank of the opponent's King in this game is more complicated than that as in preceding several games. In this game, Red King and Horse are playing the part of control pieces, while Red Chariot has to sacrifice itself for making Black Horse self-blocked at its left armpit file.

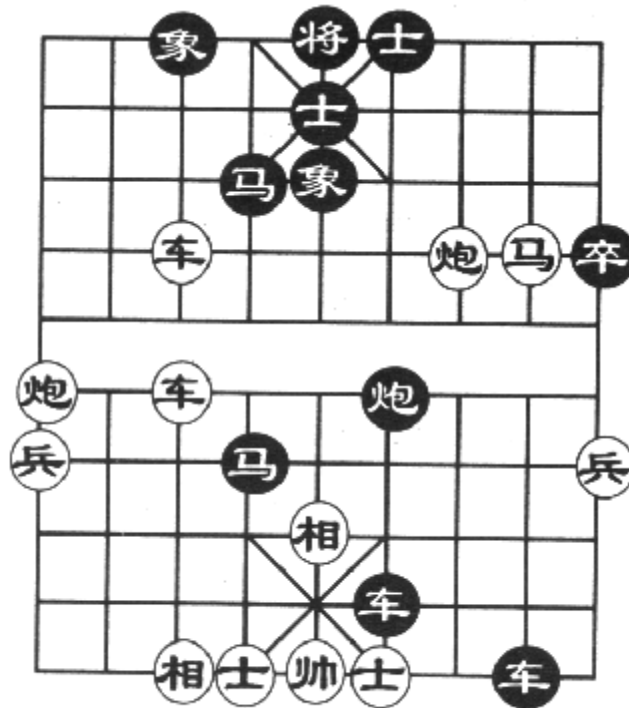


Fig. 126

Game 126: Figure 126 (Red moves first. Pincer-checkmate with Double Chariots and Horse)

C3+3	E5-7	FR+3	A5-4•
H2+4	K5+1,	FR-1	K5+1
C9+3	H4+3 <i>f</i>	FR-1	K5-1
H4-6	H3-4	FR+1	K5-1
H6+4	H4-6	C9+2	A4+5
FR+1	A5-4	FR=6	K5+1
R7+4	K5+1	R7-1	K5-1
H4-6			

Note: • If Black changes his move to H4-3, then R7+5, A5-4, H2+4, K5+1, R7-1, K5+1, R7+1, K5-1, H4-6, It may lead to a rank-checkmate with Cannon and Horse, or a file-checkmate with Chariot and Horse, or a file-checkmate with Cannon and Horse.

, If Black changes his move to H4-6, then FR=6, Red wins quickly.

f If Black changes his move to H4+2, then RR+3, H2+4, RR=6, It will lead to a file-checkmate with Chariot and Horse.

The above 13 composed mid-games are examples of the pincer-checkmate, in which, when the file and the rank of opponent's King is under control and its movement is freeze, the attacking side uses Horse to

launches a fetal attack from the flank.

2. Pincer-checkmate on the exposed King (13 games)

This kind of checkmate features that the attacking side uses the tactics of exposing to force the opponent's King move to the peak of the third rank, and then takes a checkmate with a concerted attack both from the rank and the file, or takes a pincer-checkmate from the flank.

According to the situation when the opponent's King is cramped, the formation of this kind of checkmate can be divided into two forms: 1. Pincer-checkmate on the exposed King when its file and rank are under control; 2. Pincer-checkmate on the exposed King when its file and rank are under control and checked. Following are the examples:

3.1. Pincer-checkmate on the exposed King when its file and rank are under control (Game 127 - 138)

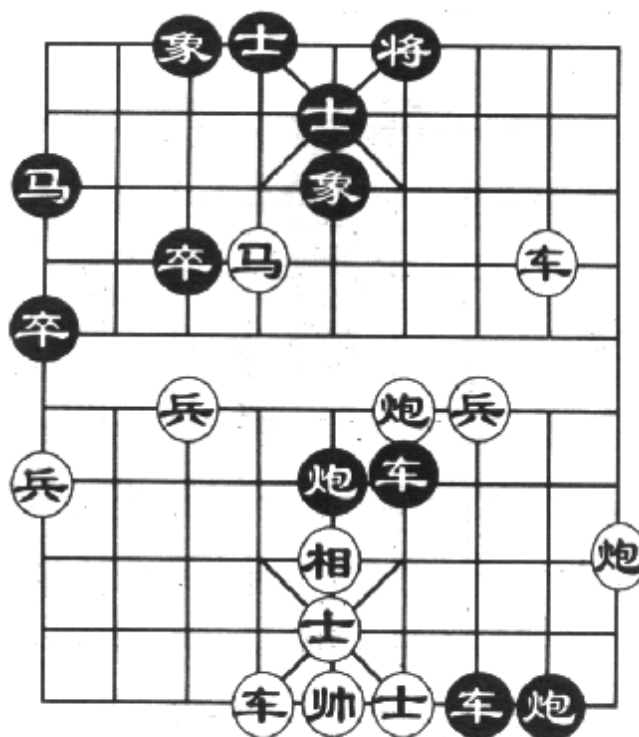


Fig. 127

Game 127: Figure127 (Red moves first. Pincer-checkmate with Chariot and Horse)

H6-4• R6-1, H6+9! A5-4

H4+3 K6+1 R2+2*f* K6+1
 C1+5 C8-7 H3-4

Note: • If Red changes his move to R2+3, then E5-7, Black will win as Red is in an inferior position.

, If Black changes his move to K6=5, then R2+3, E5-7, R2=3, A5-6, R3=4, K5+1, H4+6, It will lead to a rank-checkmate with Chariot and Horse, or a file-checkmate with Cannon and Horse.

f The work of exposing the opponent's King and controlling and blocking its rank and file is concluded.

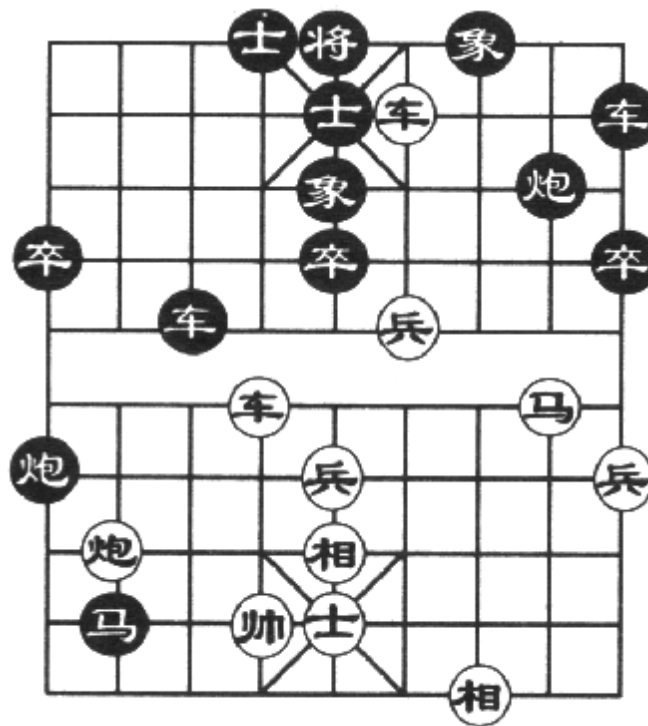


Fig. 128

Game 128: Figure 128 (Red moves first. Pincer-checkmate with Chariot and Horse)

C8+7 E5-3 R4=5! K5+1
 R6+4 K5-1 R6+1 K5+1
 R6-1• K5+1 H2+3 K5=6
 P4+1 K6=5 P4=5 K5=6
 P5+1 E7+5 C8-2, R3-2
 H3-5

Note:• The attacking side has used a combination of tactics of “Throat-cutting-check” for making the opponent's King exposed. It concludes “the stage of assaulting”.

, In five moves, the attacking side has concluded “the stage of pinning down the opponent’s King”, which is similar to that as in the preceding game (sealing off and blocking of the file and the rank). In next move, Red will retreat his Horse to the central file for taking a pincer-checkmate on Black King from the flank.

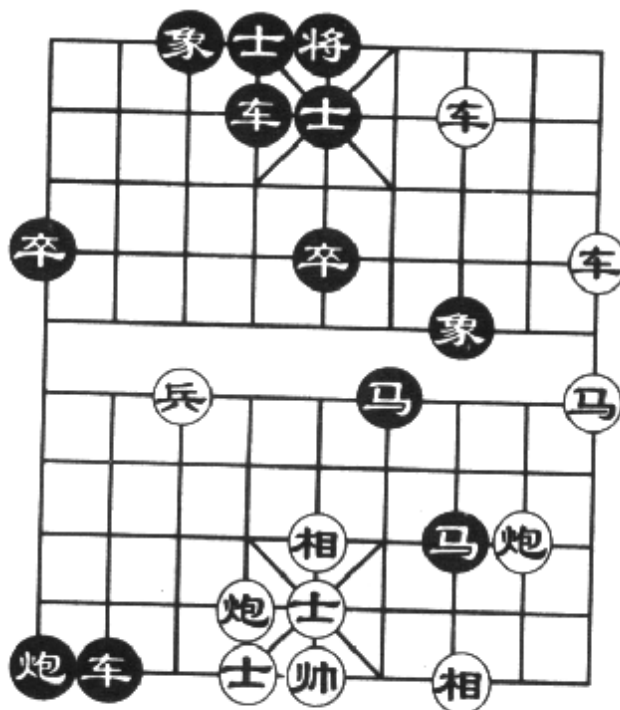


Fig. 129

Game 129: Figure 129 (Red moves first. Pincer-checkmate with Chariot and Horse)

R1-3	A5-6	C2+7	A6+5
R3+1	A5-6	R3-4	A6+5
R3+4	A5-6	R3-7	A6+5
R3+7	A5-6	R3-1	A6+5
C2-6	A5-6	R3=5!	K5+1
C2=5	A5=6	R1-1	K5+1
H1+3	H6-7	R1-1	K6-1
H3+5	H7-5	R1+1	

The above three games can be classified into one group, because the conditions of pinning down the opponent’s King in these games are similar. Besides, all three games are ended with a pincer-checkmate taken by Horse. Here, the similarity refers to “exposing the opponent’s King and forcing it self-blocked at the central file by its own Horse or Elephant, at

the same time, its bottom two ranks have been sealed off by the Red Chariot”.

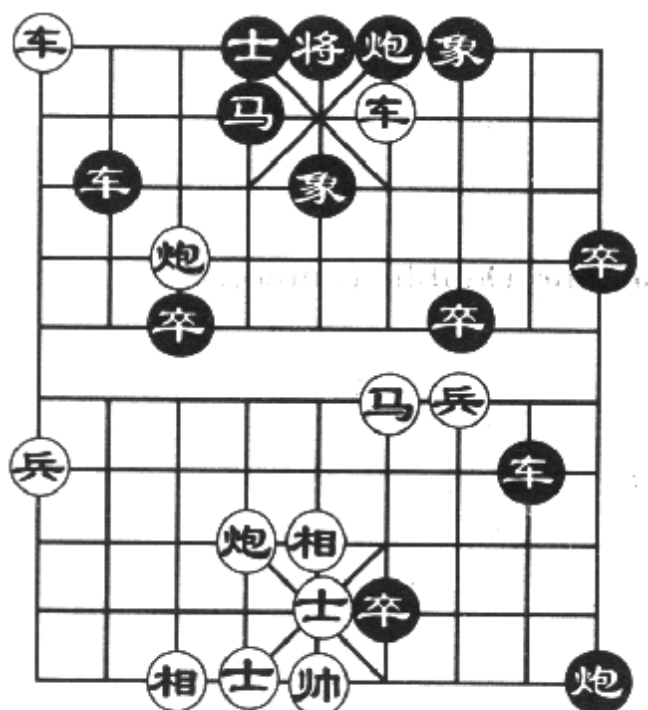


Fig. 130

Game 130: Figure 130 (Red moves first. Pincer-checkmate with Cannon and Horse)

C7+3 A4+5 R4+1 K5=6

C7-1 K6+1 H4+3 K6+1

R9=4! A5-6 C6+5 R2=4

H3-5

Chariot, Cannon replaces the piece used for controlling the opponent's King in the last game, in this game.

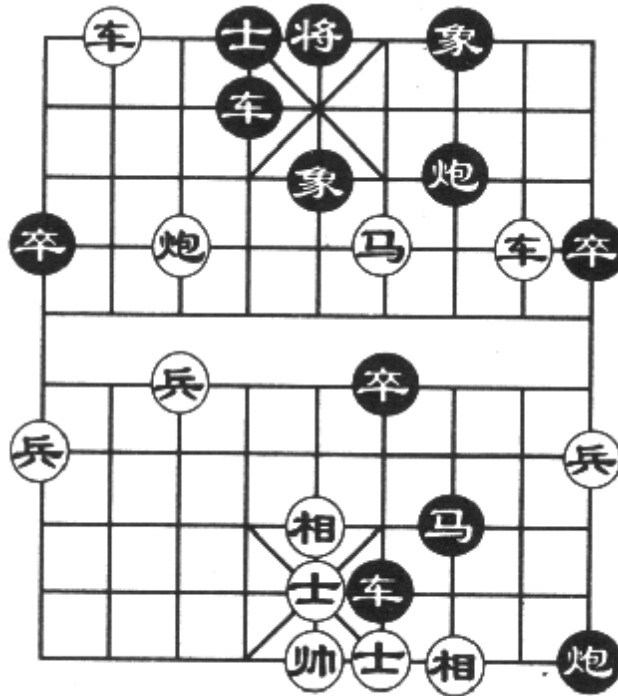


Fig. 131

Game 131: Figure 131 (Red moves first. Pincer-checkmate with Cannon and Horse)

C7+3 A4+5 H4+3 K5=6
 R2+4 C7=6 C7-1 K6+1
 R4+1 K6+1 R8=4! A5-6
 H3-2

In these two games, a technical combination named “Long whale is beheaded” (named after an ancient text game) has been used for achieving the pincer-checkmate with Cannon and Horse.

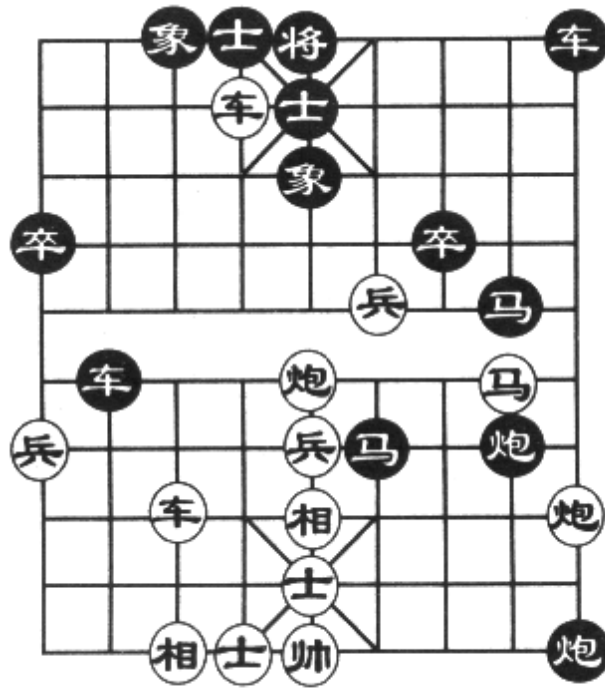


Fig. 132

Game 132: Figure 132 (Red moves first. Pincer-checkmate with Cannon and Horse)

R6=5	K5=6	R5+1	K6+1
R7+6•	K6+1	P4+1	H8-6
C5=4!	R2=6	R7=4	K6-1
H2+3	K6+1	R5=4	R9=6
H3+2	K6-1	C1+6	H6-7
H2-3,	K6+1	H3-5	

Note: • It is also a common technical combination that Chariot has been used for three successive moves. Its role is to capture Advisor and Elephant so as to make the opponent's King exposed.

, The order of the moves taken in this game is well knit and after the King has been exposed, the moves for taking pincer-checkmate from the flank are so exquisite. "The checking stage" lasting as long as 8-9 moves shows the checkmate method of this game is more profound than in previous games.

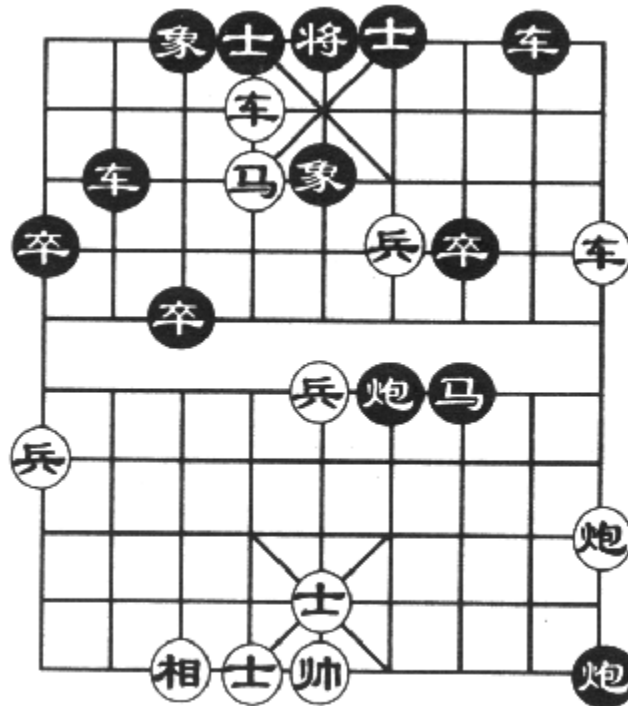


Fig. 133

Game 133: Figure 133 (Red moves first. Pincer-checkmate with Cannon and Horse)

R6+1	K5+1	R6=5	K5=6
P4+1	K6+1	H6-5	K6-1
H5+3	K6+1	H3-5	K6-1
R1=4!	H7-6	H5+3	K6+1
R5=4	R8=6	H3+2	K6-1
C1+6	H6-7	H2-3	

These four games can be classified into one group in which Cannon has been used for sealing off and blocking the file and the rank of the opponent's King. Chariot and Cannon, being the controlling pieces in the games of this group and of the previous group respectively, are totally different pieces. However, the roles and effect played by them are the same, that is, to control the rank and the file. Furthermore, the structure and formation of the checkmate methods in the games of the two groups are very much the same. Therefore, the checkmate methods in the games of these two groups are "it in essence but they are different in appearance".

If we make a study of the checkmated games in the way as shown above, perhaps it will help us to build up an intuition on the checkmate

conditions. It is important for us that we should recall those that are identical in the games, to compare them, so that the intuition on the checkmate conditions could be formed in our mind, and we may find out anything of the regularity.

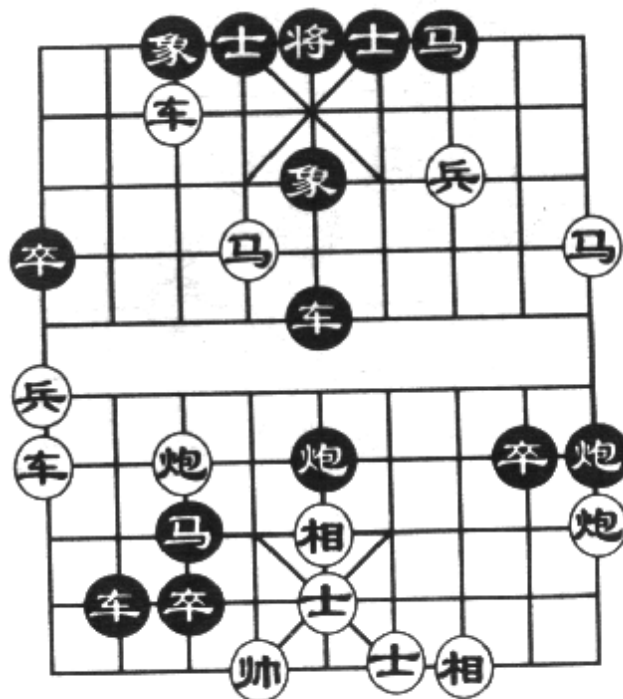


Fig. 134

Game 134: Figure 134 (Red moves first. Pincer-checkmate with double Horses)

R7=5	A6+5	H6+7	K5=6
C7+6	E5-3•	H1+2	K6+1
P3+1	K5+1	P3+1!	K6-1
H2-3	K6+1	H3-5	K6-1
H5+3	K6+1	H7-6	C5-3
R9=4	C9=6	H3+2	K6=5,
H6+7			

Note: • If Black changes his move to K6+1, then Red P3+1. After that, Red withdraws his Horse and takes a check with Cannon. And with the concerted attack of Horse on the right, Red will win quickly.

, The method of pinning down and checkmate of the opponent's King in this game is different from that as in the following two games.

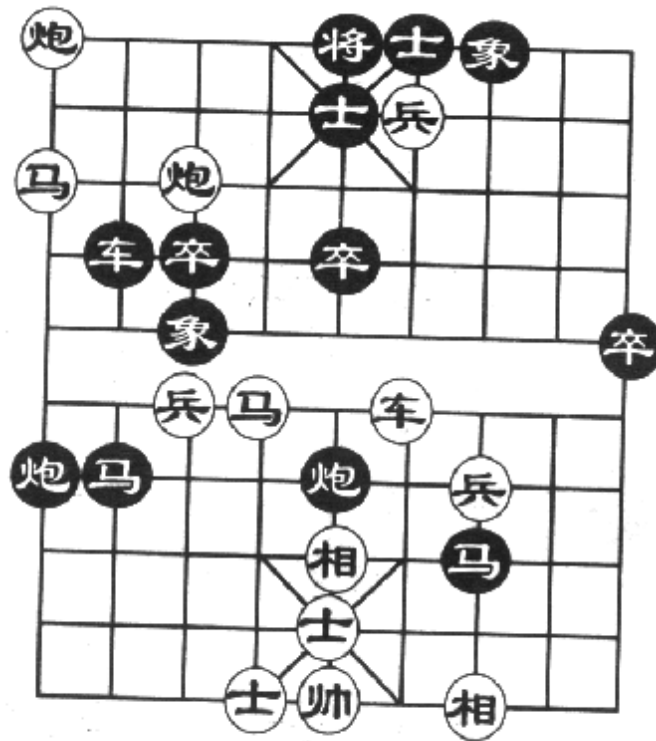


Fig. 135

Game 135: Figure 135 (Red moves first. Pincer-checkmate with double Horses)

H9+8 A5-4 C7+2 A4+5
 C7-4 • ! A5-4 H8-7 A4-5
 P4+1 A5-6 R4+5 K5=6
 H7+8 K6+1 H6+5 K6=5,
 C7=5 E7+5 H5=3 K5=6
 H3+2 *f*

Note: • If Red errs by taking the move of C7=4, then Black A5-4, Red can not take a checkmate quickly.

, If Black changes his move to K6+1, then H8-6, K6=5, C7=5, the game will be developed into a file-checkmate of type three with double Cannons and double Horses.

f Comparing with Figure 127, the controlling piece is replaced by Horse.

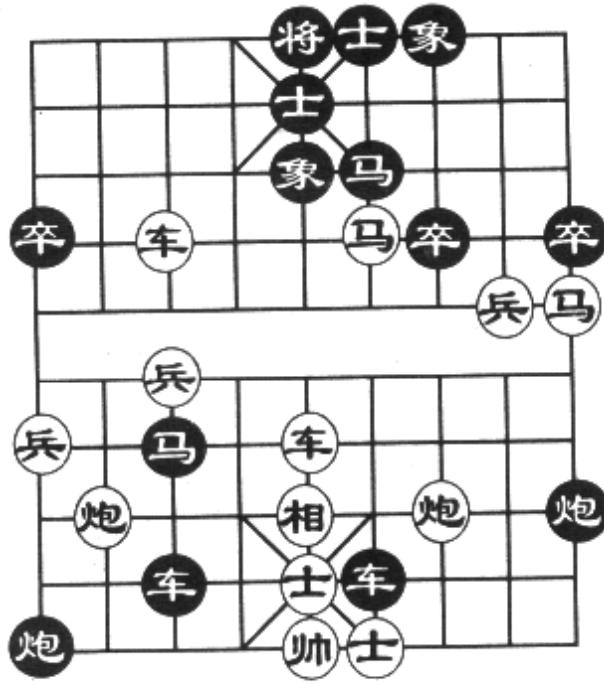


Fig. 136

Game 136: Figure 136 (Red moves first. Pincer-checkmate with double Horses)

R7+3!	E5-3	H4+6	K5=4
C8=6	H6+4	H6+8	H4-3
C3+7	K4+1	H8-7	K4+1
R5=6	H3+4	R6+3	K4=5
R6=3	K5=4	R3=6	K4=5
R6=1	K5=4	R1=6	K4=5
R6=4	K5=4	H7-5	K4-1
R4=6	A5+4	H5+7	K4=5
R6=5	K5=6	H1+2	K6+1
R5+1			

The formation of pinning down the opponent's the King in this game is similar to that as in above game. By sacrificing Chariot, it serves two purposes, that is, the tactics of obstruction (forcing Elephant to be self-blocked at the central file) and the tactics of barring a way (withdrawing Horse to take a checkmate).

These three games can be classified as a group of games of Double Horses Checkmate.

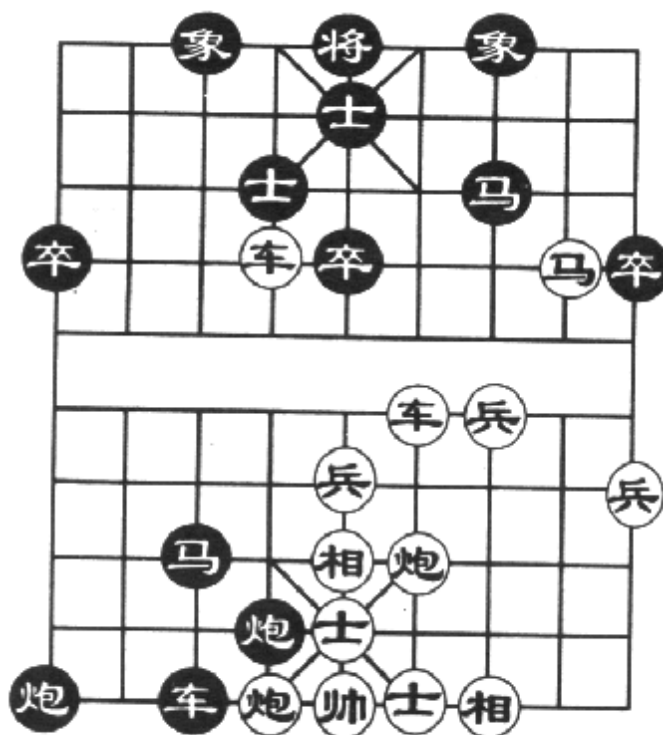


Fig. 137

Game 137: Figure 137 (Red moves first. Pincer-checkmate with Chariot, Cannon and Horse)

H2+3 K5=4 R4+5! K4+1
 C4+6 A5-6 R6+1 K4=5
 R6+1 K5+1 C4-7 K5=6
 A5+4 H7+6 H3-2 K6=5
 H2-4 K5=6 H4+2 K6=5
 H2+3

This game and the following game can be formed into a group, in which Horse is used for taking a pincer-checkmate when another two strong pieces are used as control pieces (in this game, Chariot and Cannon are used to seal off the rank and file of the opponent's King).

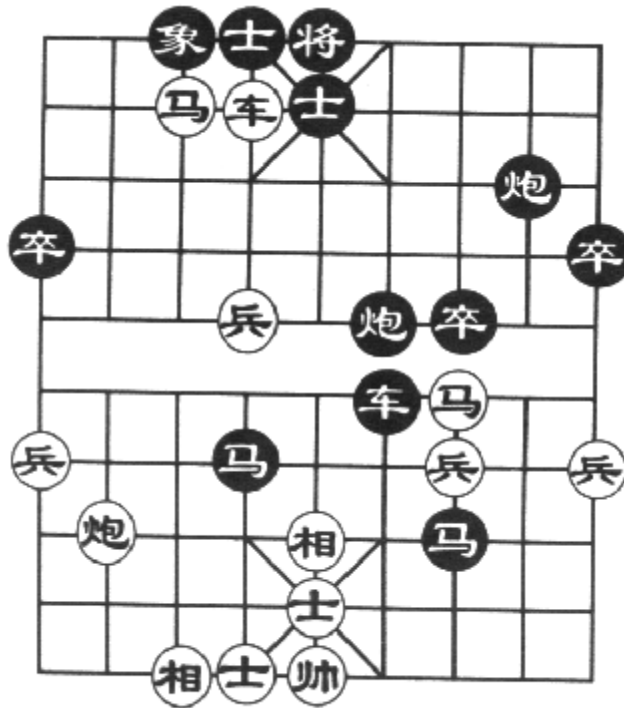


Fig . 138

Game 138: Figure 138 (red moves first. Pincer-checkmate with Chariot and double Horses.

R6=5	K5=6	R5+1	K6+1
C8+6	K6+1	H7-6	K6-1
H6+5	K6+1	H5+3	K6-1
FH-2	K6+1	H2-3	K6-1
FH+2			

3.2. Pincer-checkmate on the exposed King when its file and rank are under control and check (game 139)

This kind of checkmate features that after the opponent's King being exposed, the attacking side takes a pincer-checkmate with a concerted force by enforcing the control in one line (file or rank) and take the check in another line (rank or file). The relationship of this checkmate and the pincer-checkmate from the flank can be regarded as "resultant of forces and component of forces". The formation of controlling and checking of the opponent's King may be the flanked-attack with frontal control or vice versa. Following are the examples:

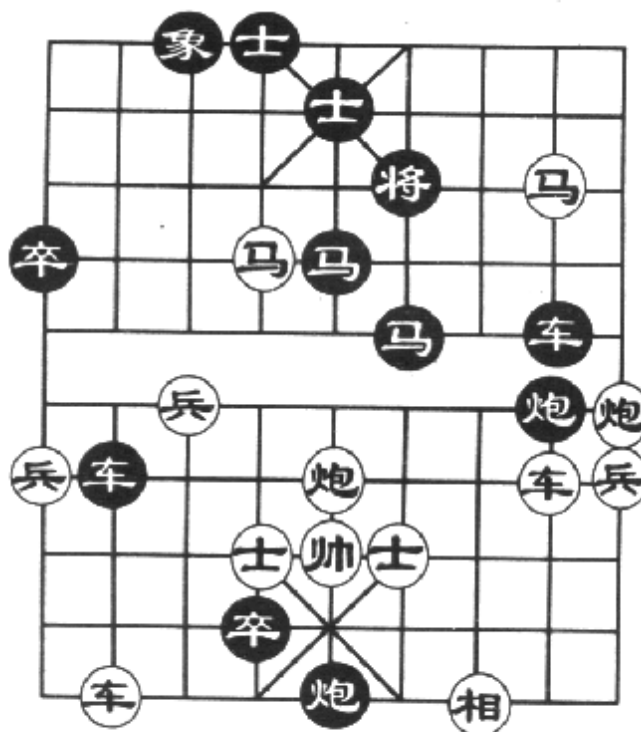
In the game of Reference Figure 8, if Black moves first, it will lead to

a flanked-checkmate with frontal control; If Red moves first, it will lead to a frontal-checkmate with flanked-control.

Now, if Black moves first, the variation is ... R2= 5, R2= 5, C8+2.

As the central file of Red is under control of (sealing off and pinning) Black's Cannon and Pawn, Red can not withdraw his King nor Advisor, the move of Black's Cannon C8+2 will result in the "frontal control and flanked checkmate", or be called "file-control and rank-checkmate".

If Red moves first, the variation is ... C1+3, C6-7, R2= 4, C8= 6, R4+1, R8= 6, R4+1.



Reference Figure 8

As the two Horses are tied up in its right and left flanks, Black has to move Cannon and Chariot, when Red takes a check on Black's King with his Chariot. However, it equivalent to "getting enmeshed in the web of his own spinning". It is inevitable that Black will be confronted with "a flanked- control and frontal checkmate" or called "Rank-control and File-checkmate".

Game 111 can help you to have a better understanding that the game in Figure 139 belongs to "flanked-control and frontal checkmate", which

can be classified in “the file-checkmate and rank-control” or “rank-checkmate and file-control”.

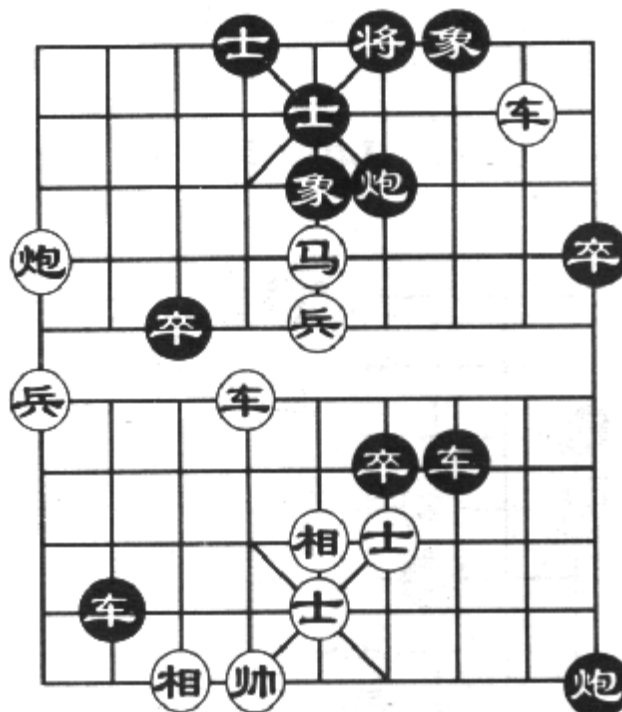


Fig. 139

Game 139: Figure 139 (Red moves first. Pincer-checkmate with Chariot and Pawn)

H5+3 R7-4 R2=4! K6=5
 C9+3 E5-3 R4=5• K5+1
 R6+4 K5-1 R6+1 K5+1
 R6-1, K5+1 P5+1

Note: • The technical combination of exposing the King that follows the “throat-cutting-checkmate” is already well known.

, By now, Black King’s movement is freeze, Red is ready to make pincer checkmate.

4. Pincer-Checkmate on the Smothered King (3 games)

The method of this checkmate features that the attacking side uses the technique of suppressing or self-blocking to freeze the movement of the opponent’s King, and then launches a pincer-checkmate from the flank or with a concerted attack.

According to situation when the opponent’s King is cramped, this kind of checkmate can be divided into two forms, that is, 1. To obstruct

the rank and the file of the opponent's King and take a flanked pincer-checkmate; 2. To take a checkmate on the smothered King with a concerted attack from the rank and the file. Following are the example:

4.1. To obstruct the rank and the file of the opponent's King and take a flanked pincer-checkmate (Game 140 - 141)

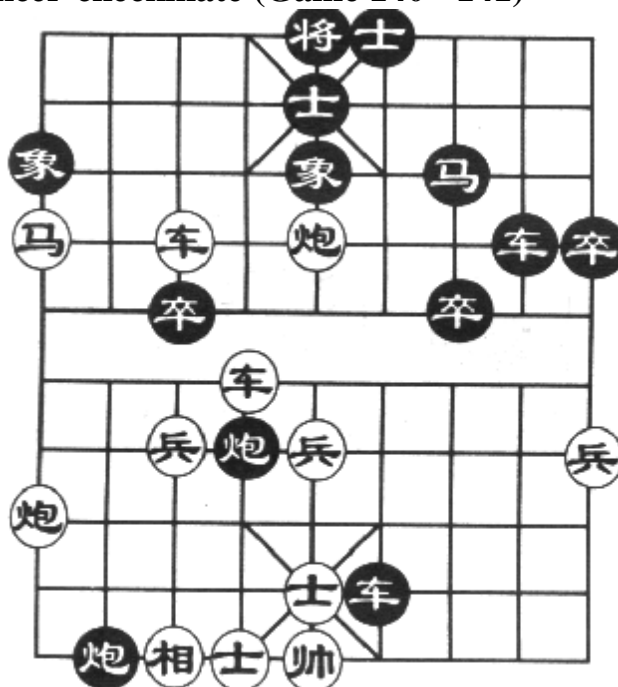


Fig. 140

Game 140: Figure 140 (Red moves first. Pincer-checkmate with a single Horse)

**R7+3! E1-3 R6+5 K5=4
H9+8 K4=5 C9+7**

By now, Red has concluded the stage of controlling the opponent's King by obstructing its file and rank with his two Cannons. The next step for him is to take a pincer-checkmate on the smothered King by moving his Horse to the palcorner.

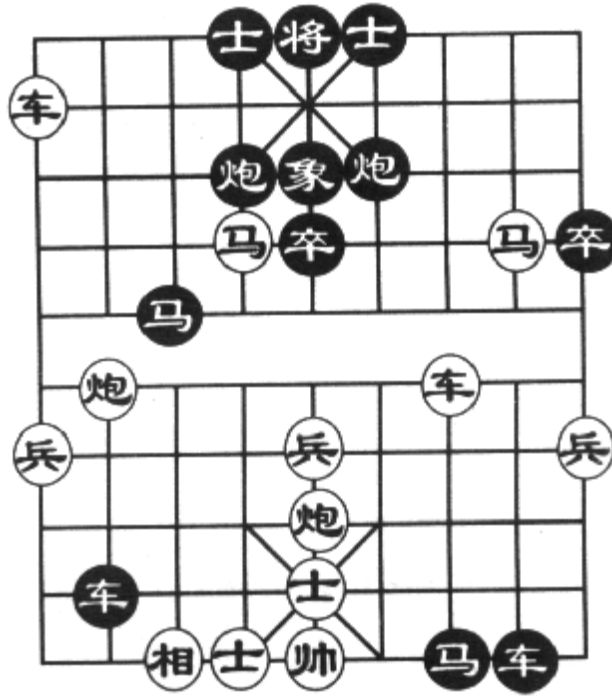


Fig. 141

Game 141: Figure 141 (Red moves first. Pincer-checkmate with a single Horse)

H2+4 C4=6 H6+7 K5+1
 R3+4 C6-1 H7-5! K5-1•
 H5+7 K5+1, H7-6 K5-1
 C8=5 H3+5 C5+2 A6+5
 R3+1 \mathcal{f}

Note: • If Black changes his move to K5+1, then C8=5, K5=4, R3-1, It will lead to a rank-checkmate.

, If Black changes his move to C6=4, then C8=5, H3+5, C5+2, It will lead to a flanked-checkmate with a frontal control.

\mathcal{f} Instead of using double Cannons as in the last game, Red uses Chariot and Cannon to make the containing obstruction for freezing the movement of Black's King in this game, at the same time, it has created conditions for Red elbowed-Horse to make a pincer-checkmate.

4.2. To take pincer-checkmate on the smothered King with a concerted attack from the rank and the file

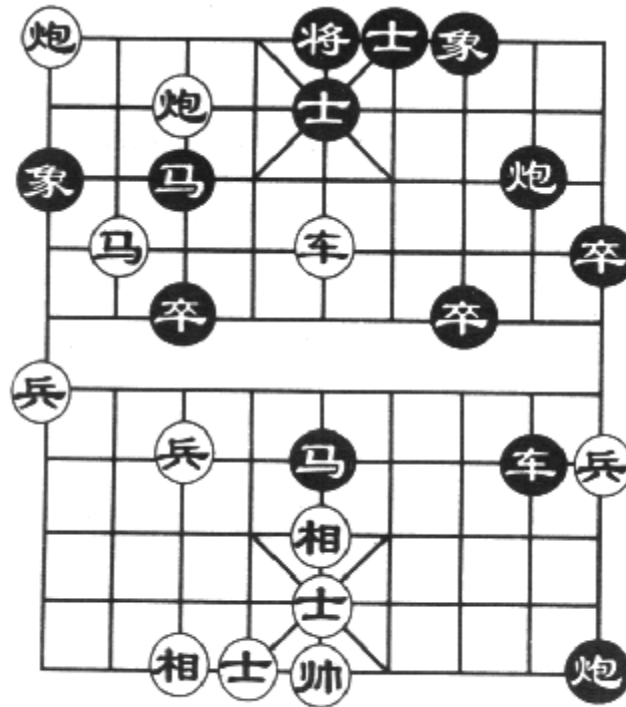


Fig. 142

Game 142: Figure 142 (Pincer-checkmate with Chariot, double Cannons and Horse)

C7+1• H3-2 H8+6 K5=4
H6+8, K4=5 C7-2 \mathcal{f} H2+4
C9=6,, !!

Note: • This is a tactics of clearing the way.

, These two moves of Horses are aimed at attacking and taking the position respectively.

\mathcal{f} Together with the next move, this move is aimed at taking the position and obstruction.

,, The pincer-checkmate is taken jointly by the containing obstruction in the central file and the attack of the double Cannons at the bottom.

5. Simultaneous pincer-checkmate (8 games)

This kind of checkmate features that the attacking side uses the tactics of simultaneous check, disregarding that he has used the tactics of exposing the opponent's King and obstruction or not. Any pincer-checkmate in which the stage of "controlling the opponent's King" and of "checking" are made with a single move can be classified into this category.

According to the situation when the opponent's King is cramped, the formation of this checkmate can be divided into three forms, that is, 1. Simultaneous pincer-checkmate from the flank when the movement of the opponent's King in all directions is freeze; 2. Simultaneous pincer-checkmate when both the rank and the file of the opponent's King are under the check. 3. Simultaneous pincer-checkmate on the exposed King when his movement to all directions is frozen. Following are the examples:

5.1. Simultaneous pincer-checkmate from the flank when the movement of the opponent's King in all directions is frozen:

This is a kind of pincer-checkmate from the flank in which the attacking side uses tactics of simultaneous checkmate. Following are examples showing four different formations of checkmate:

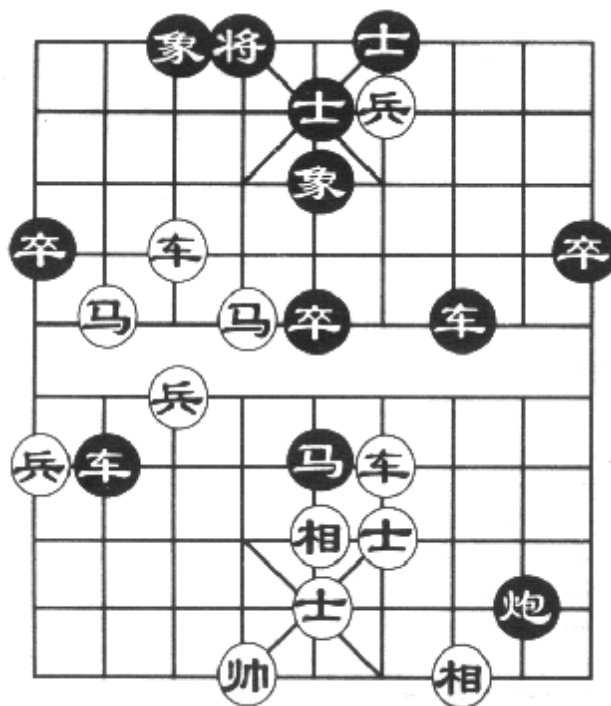


Fig. 143

Game 143: Figure 143 (Pincer-checkmate with Chariot and Horse)

R7=6	K4=5	P4+1	A5=6
R4+6!	K5=6	R6+3	K6+1
R6-1	K6-1	H6+5	K6=5
R6+1	K5+1	H8+6	K5+1
H6+7	K5-1	R6-1	K5-1

R6=4

The “stage of controlling” for freezing the movement of Black’s King and the “stage of checkmate” in which the Horse takes a checkmate from the flank is done simultaneously in the last move.

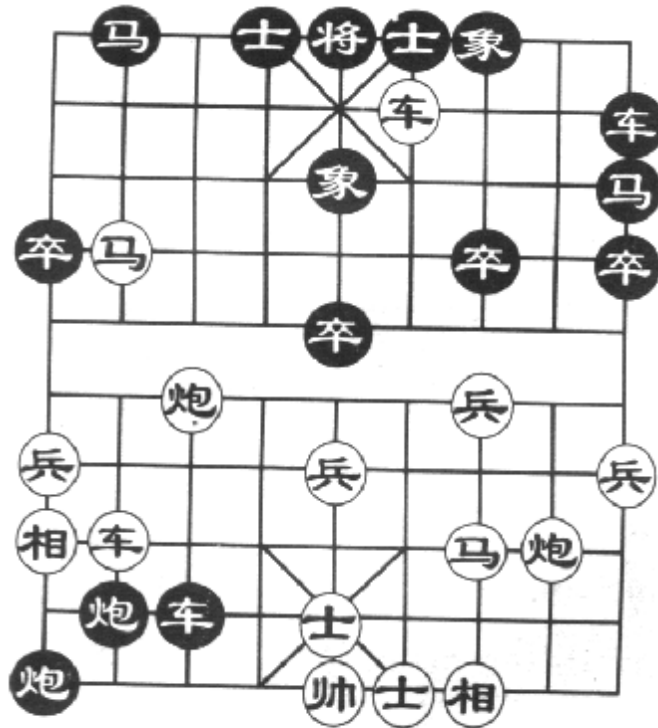


Fig. 144

Game 144: Figure 144 (Red moves first. Pincer-checkmate with Cannon and Horse)

H8-7	H2+4	R4+1!	K5=6
C2+7	K6+1	R8=4	H4+6
C7=4	H6-8	C4+4	A4+5
R4+5!	K6+1	H7-6	

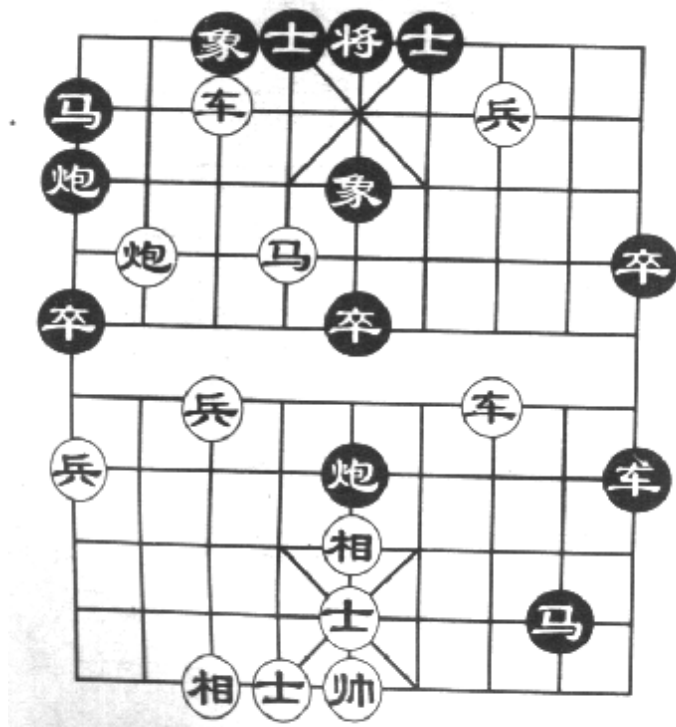


Fig. 145

Game 145: Figure 145 (Red moves first. Pincer-checkmate with Cannon and Horse)

- | | | | |
|------|------|-------|------|
| R7=5 | A6+5 | H6+7 | K5=6 |
| R3=4 | A5+6 | C8=4 | A6-5 |
| C4=9 | A5+6 | P3+1! | K6+1 |
| C9+2 | A4+5 | H7-9 | A5+4 |
| H9+7 | A4-5 | R4+3! | K6+1 |
| H7-6 | | | |

Being more condensed and more efficient, the theory of checkmate in the above two games is identical with that as in game 130 - 133.

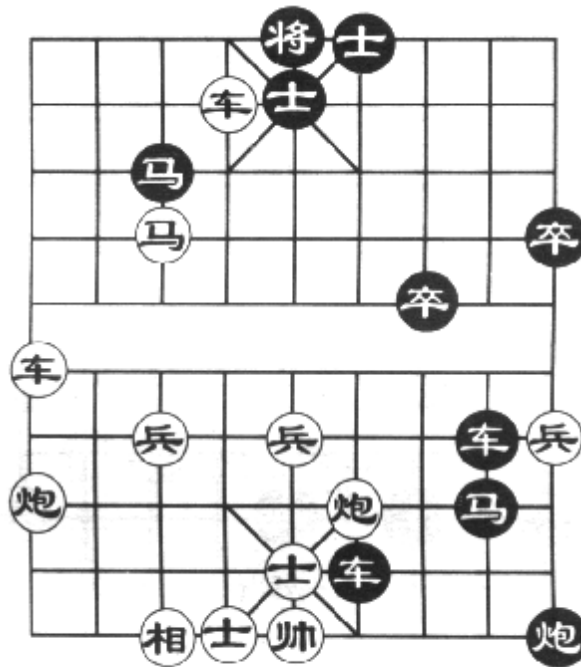


Fig. 146

Game 146: Figure 146 (Red moves first. Pincer-checkmate with double Cannons and Horse)

R9+5 A5-4 C4=5 A6+5
 R9=6! H3-4 R6=5 K5=6
 R5+1 K6+1 R5=4 K6-1
 H7+6 K6+1 C9+6 H4+2
 H6-5

Though Black's central file is not under control at present, Red Horse can take a pincer-checkmate on the Black's King, no matter it moves upward or downward, and at the same time, Red Horse can fulfill the task of control over the two lines and central file simultaneously.

5.2. Simultaneous pincer-checkmate when the rank and the file of the opponent's King are under control (Game 147 - 148)

This is a kind of checkmate in which the attacking side uses the tactics of simultaneous attack to take a concerted check in the rank and file or a pincer-checkmate. Following two composed mid-games are the examples of this kind of checkmate:

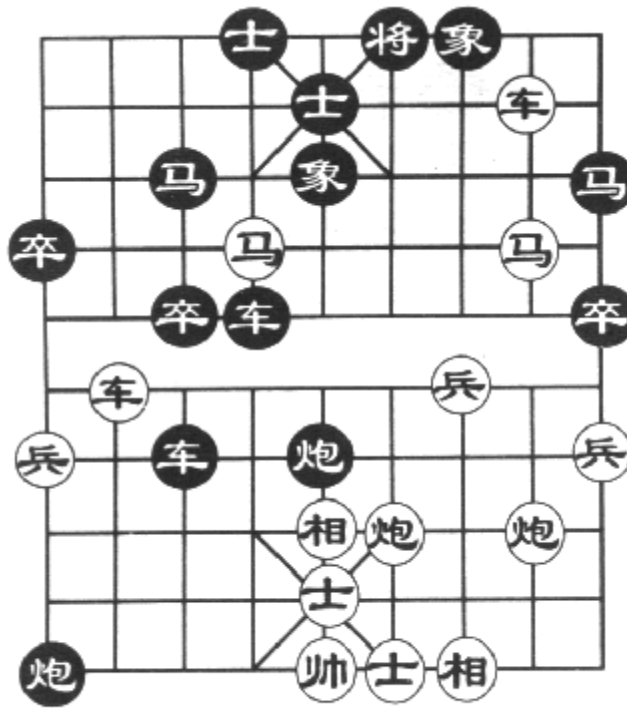


Fig. 147

Game 147: Figure 147 (Red moves first. Pincer-checkmate with double Cannons and Horse)

R2=4	K6=5	R4+1!!	K5=6
R8=4	A5+6	R4+3	K6=5
H2+3	H9-7	C2+7	E7+9
R4+2!	K5=6	H6+4	

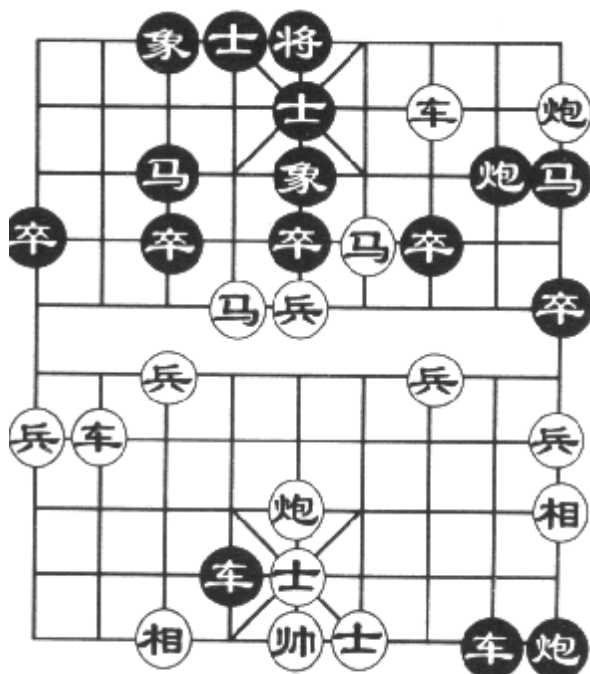
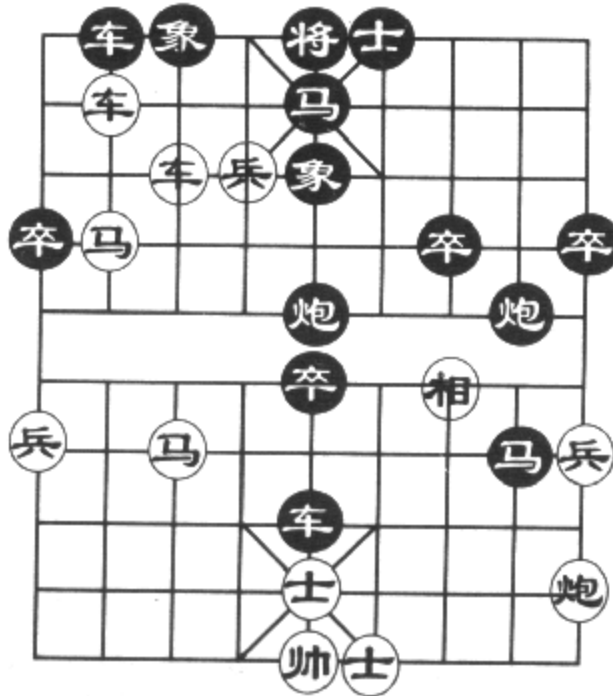


Fig. 148

Game 148: Figure 148 (Red moves first. Pincer-checkmate with double Cannons and Horse)

R3+1!	E5-7	H4+3	K5=6
R8=4	C8=6	R4+4	A5+6
C5=4	A6-5	C5=4	A5+6
P4=3	A6-5	H6-4	A5+6
H4+5	A6-5	H5-4	A5+6
H4+6	A6-5	H6+4	A5+6
H4+6	A6-5	H3-4	A5+6
H4-6	A6-5	RH-4	A5+6
H4+3	A6-5	C1=4	A5+6
C4=9	A6-5	H3+4	A5+6
H4+6	A6-5	H6-4	A5+6
C9+1	E3+5	H4+6	

5.3. Simultaneous pincer-checkmate on the exposed King when its movement to all directions is frozen



Reference Figure 9

Reference Figure 9 is the example of this kind of checkmate in which the tactics of simultaneous checkmate and of exposing the enemy's King are used.

Red can win by:

H8+7	K5=4	P6+1	K4+1
R7=6	K4+1	H7-8	

Black can win by:

...	H8+6	K5=6	C8+5
K6+1	R5+1	K6+1	R5=4
H7-6	C8-2	E3-5	H6+5

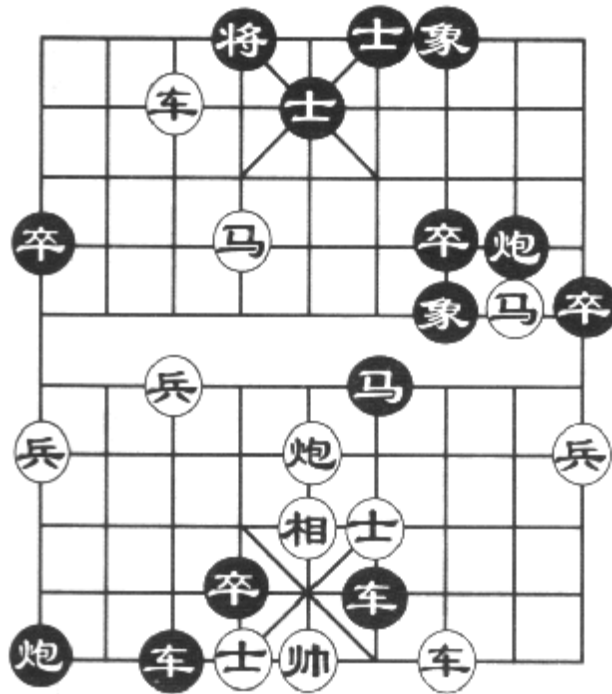


Fig. 149

Game 149: Figure 149 (Red moves first. Pincer-checkmate with

Chariot and Horse)

R7+1	K4+1	H6+8	K4+1
R7-2	K4-1	R7+1	K4+1
H8-7	K4=5	R7-1	A5+4
H7+5	K5=6	R7=6	E7+5
R6=5!	E7-5	C5=4	H6-8
H5-4	H8-6	H4+3	H6+7
C4-2	H7-6	H3+2	K6-1
R3+8			

Being different from the tactics of “control the file and the rank” used in this game, the tactics used by the attacking side in the following game will be “double check on the file and rank”. However, there is one thing in common between these two games, that is, the attacking side uses the tactics of simultaneous check and of exposing the opponent’s King for achieving a simultaneous pincer checkmate.

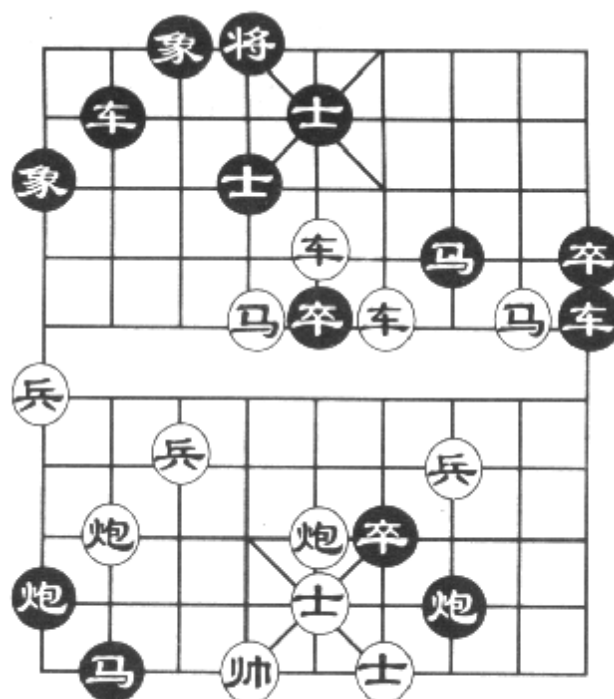


Fig. 150

Game 150: Figure 150 (Red moves first. Pincer-checkmate with double Cannons and Horse)

R4+4!!	A5-6•	H6+7	R2=3
R5+3	K4+1	C5=6!	A4-5
H7-6	A5+4	H6-8	A4-5
H8-6	A5+4	H6-4	A4-5
H4+6	A5+4	H6+5	A4-5
H5-6	A5+4	H6+4	A4-5
H4+6	A5+4	R5=6!	K6-1
H6+4	K4=5	H4+6	K5+1
H2+4	K5+1	C8+5	R3+1
H6-5	R3+1	H5+7	K5=6
H7+5!	K6-1	H5+6	K6+1
C6=4,	R9=6	H4+6	

Note:• If Black changes his move to K4+1, then R5+2! A4-5, C8=6, A5+4, R4=6! Following that, Red advances his Horse to take a file-checkmate.

, If Red changes his move to C6+5, it will lead to the checkmate by a move earlier. The move of C6=4 will lead to a simultaneous pincer-checkmate.

Chapter IV The Theory

1. General Concept of Checkmate

1.1. The method, tendency and position of checkmate

The checkmate methods refers to the way used by the attacking side in capturing the opponent's King, which is realized by using the pieces of both sides, especially by his own pieces. The checkmate method is the basic element and techniques in xiangqi games. This book contains a total of 15 checkmate patterns divided in three categories, which have been illustrated one by one in the preceding three chapters.

The checkmate tendency refers to the situation of distribution of the pieces, which can lead to the checkmate of the opponent's King. It usually refers to distribution of the pieces of the both sides who are directly involved in checkmate. It is very important for an offensive player who should have a "sense" and conception of a checkmate tendency.

The checkmate position refers to a xiangqi game, which can display a checkmate method in a special checkmate tendency. Therefore it refers to the general situation of the distribution of the pieces of both sides. It not only refers to the checkmate position, but also includes all kinds of variations. Therefore, we may abstract the checkmate tendency from the checkmate position, and we may get the checkmate method by summing up the checkmate tendency. A checkmate position often comes from a checkmate tendency, but we may derive other checkmate tendencies from the evolution. A checkmate tendency may also contain other kinds of checkmate methods. In a word, a typical checkmate position can be formed organically by some basic checkmate methods in a close logical relationship. Every correct move will create a new situation, thus forming a series of chain-reactions of checkmate tendency, while the tactics and technical steps of both sides will achieve their variations.

1.2. Purpose and significance of studying on the checkmate position

The purpose of studying on the checkmate position is for us to familiarize with all kinds of checkmate methods, tactics and techniques, and to have a better knowledge of the law in achieving a checkmate, so that we could increase the fundamental strength in xiangqi competition. To

be in greater detail, the significance of analyzing and studying on the checkmate position can be summed up as follows:

1.2.1. To heighten one's combat awareness of putting the offensive play first and to cultivate one with the strategic spirit of an active play and of striving to gain initiative.

1.2.2. To foster one's ability so that he may have manifold modes of thinking.

1.2.3. To adapt oneself to the acute and complicated situation, so that one may have an accomplishment of being calm and resolute at the intense and heated juncture when the victory is determined.

1.2.4. To have a correct way in analyzing the checkmate position, and to help oneself have "space perception" and have a habit of "calculation in the brain", so as to raise one's ability of calculation on the development of the games in the competitions.

1.2.5. A player should help himself to "foster an instinct on the checkmate tendency". In the games, such an instinct will guide the train of thought of the xiangqi player to the most possibility that a checkmate contour might be formed. With a strong instinct on checkmate tendency, a player of a fairly large caliber can achieve a result of "sitting within a command tent and devising strategies that will assure victory a thousand li away".

1.2.6. A fascinating game can surely arouse greatly one's interest in playing xiangqi, but also it can regulate one's body and mind, render oneself an aesthetic feeling of intelligence, which can be considered as recreational games and an exercise of intelligence during the spare time.

1.3. The method and principle of studying the position of checkmate

It is generally acknowledged that the good method for studying xiangqi is to calculate moves in one's mind and to cultivate a habit of thinking independently, by looking at the figure of the game and without touching the pieces, thinking over the moves for himself by comparing them to the game texts.

When analyzing the position of checkmate, we should adopt the principle of studying the easy and simple positions first, then to take more complicated and hard-to-tackle ones, to study the games with less moves, less variations and less difficulty, then the games with more moves, more variations and more difficulty.

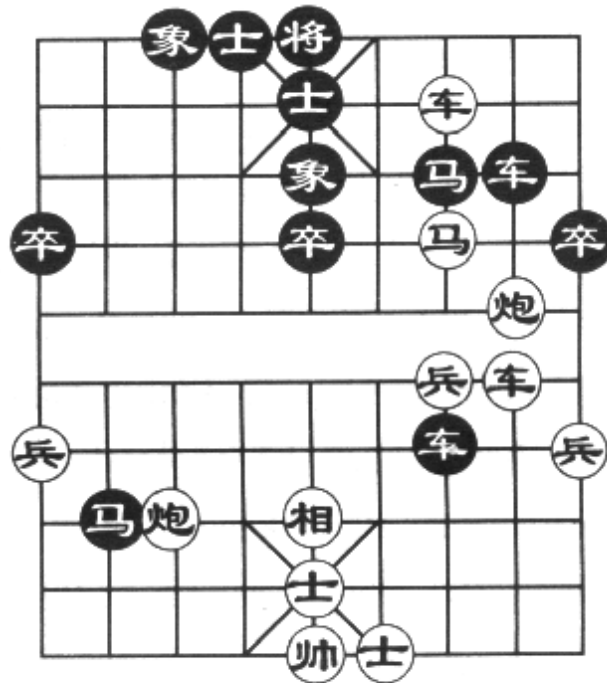
When studying the position of checkmate, we must also adopt the principle of “from the particular to the general and back again”. In light with this spirit, the content of this book and the structure of the three chapters are so arranged. When analyzing the checkmate position, we should conduct a concrete analysis over the specific games, but also we should make comparison and appraisal. We should try to find the most important elements in each checkmate position and recall and compare to what is in common, so that we may have an “instinct” over some “checkmate contours” and find out some regular patterns, which could be used in the practice of analyzing and in the actual play. By doing so, these theoretical things may be examined, “feedback and assimilated”.

1.4. The role of method of checkmate in games

Some players hold that “the method of checkmate can only play its role in the stage of end-games...”. However, we often notice that during the unfolding of a mid-game, due to one’s lack of “an instinct on the tendency of checkmate”, one would overlook protection of his King, thus offering his opponent the chance to take a checkmate with a tactical combination or merely with some simple moves. And sometimes, one already has a chance to capture the enemy’s King within several moves, however, due to his ignorant of the method of checkmate, he may bungle the chance of winning the game, and sometimes he may even lose the game. In reality, the checkmate method will exert direct influence not only on the end games, but also on the mid-games as well as the openings. It will be testified by the records of all the games in Chapter V of this book. Besides, by studying on the checkmate method, it will help you to master the technique of gaining an initiative in the games, and of capturing the pieces of the enemy and taking an advantageous position. It is more often to seen these indirect influences in the competition than the direct influence mentioned above.

Taking the game between Liu Dahua (Hubei) and Wang Bingguo (Shandong) for example, which was played during China’s National Xiangqi Tournament held in Xian in 1985. Figure 151 shows the position at Bout 25 of the game. Now, it is quite obvious that Red is in an advantageous position. Thanks to his strong “sense of checkmate”, Red unexpectedly “sacrificed his Horse to capture the Black’s Elephant”. This method is identical to the Pincer-checkmate with Chariot and double Cannons as illustrated in Figure 113 (The difference between these two games is that, the checkmate position in this game is 90 degrees’ turn of that game). The defensive line of the Black is broken. In a few strokes, the

advantageous position of Red became a winning position:



Ffg. 151

- | | | | |
|-----------|------|----------|------|
| 26. H3=5! | A5+4 | 27. H5-3 | A4+5 |
| 28. C2=8 | R8+3 | 29. C8+4 | A5-4 |
| 30. R3=7 | H7-5 | 31. R7=6 | H5+7 |
| 32. H3-2 | H2+1 | 33. R6-1 | H7+6 |
| 34. H2+3 | R7=3 | 35. K5=6 | |

There are numerous examples showing that the attacking side relying on the checkmate methods to capture the opponent's pieces. In short, the checkmate method plays very important role not only in the end-games, but also in the whole process of the games directly or indirectly.

2. Classification of checkmate methods and classifying methods

2.1. According to the combination of strength of pieces on the checkmate, the method of checkmate can be divided into five categories:

2.1.1. Four strong pieces

Among the six strong pieces of double Chariots, Cannons and Horses, we may select four strong pieces to make a group, which can fulfil the deployment of pieces for checkmate. Theoretically, there are six groups of four strong pieces, that is, double Chariots and double Cannons; double Chariots, Cannon and Horse; double Chariots and double Horses; Chariot, double Cannons and Horse; Chariot, Cannon and double Horses;

and double Cannons and double Horses. Although they can be evolved into numerous checkmate formations, it usually takes only two or three strong pieces to fulfil a checkmate, therefore, the category of “four strong pieces” is rarely seen in competitions. Only a small number of games, such as the game in Figure 22, have been listed in this book as the examples of this category.

2.1.2. Three strong pieces

Among the six strong pieces of xiangqi, we may select three strong pieces to make a group, which can fulfil the deployment of pieces for checkmate. There are seven groups, such as, double Chariots and Cannon; double Chariots and Horse; Chariot, Cannon and Horse.... Certainly, there are numerous formations of checkmate formed by them. According to statistics, the ratio of this kind of checkmate takes about 30% among all categories of checkmates. Therefore, quite a few of games of this category have been selected and edited into this book.

2.1.3. Two strong pieces

This category can be divided into six groups, that is, double Chariots (the formation commonly seen is Double-Chariots-Checkmate) , Chariot and Cannon (the formation of Chariot-Cannon checkmate is not quite often in competitions), Chariot and Horse (the formation commonly seen is Horse Braking Rook checkmate, Cannon and Horse (the formation commonly seen is Horse-Cannon checkmate) and double Horses (the formation of double Horses checkmate is not quite often seen in competitions). This kind of checkmate usually takes 50% among all categories of checkmate. Therefore, more games of this category have been selected and edited into this book than that of other categories.

2.1.4. One strong piece

This category only composes of three groups, that is, the group of a Chariot, of a Cannon and of a Horse. Examples of this category often belongs to checkmate on the smothered King, which can be found in the fourth formation of the rank checkmate, file checkmate and pander checkmate.

2.1.5. Weak piece(s)

Any checkmate with the participation of one pawn or more than one

pawn belongs to this category. The games of this category take up less than 10% in the competitions, so a limited number of examples have been selected and edited into this book.

From the combination of strength of the pieces mentioned above, we could see that the groups of two strong pieces and three strong pieces play a primary role and take up more than 80% in the competitions. Being a data of theoretical significance, it will be further discussed as a special subject in article three of this Chapter.

2.2. According to the conditions of control and checkmate on the King, the methods of checkmate can be divided into three categories in 15 formations. For details, please refer to the following chart.

We'd like to mention here that the stalemated checkmate is a method used at the end-games, in which the attacking side will win the game by using the technique of control or making an idle move, forcing the opponent have no piece to move.

We can learn from the following chart:

The first level of classification of the checkmate methods comprises of the file-, rank- and pincer-checkmates, which are classified according to the direction of the attack, or the linear division. The condition for the rank- checkmate is to control of the movement of the opponent's King along its file, so that the attacking side may launch a fetal attack in the rank. This is the most fundamental method in taking a checkmate. The condition for the file-checkmate is just opposite to the rank-checkmate, or by turning the rank-checkmate to 90 degrees. The condition for the pincer-checkmate is to control of the movement of the opponent's King in all directions, the attacking side launches a checkmate from the flank or a concerted attack in the rank and the file. It is virtually an integration of the file- and the rank- checkmates.

Checkmate Methods Classification Index

Type	Rank-Checkmate (Game 1-64)	File-Checkmate (Game 65-107)	Pincer-Checkmate (Game 108-150)
I	Rank-checkmate at the bottom Game 1-17	File-checkmate in the armpit files Game 65 - 81	Pincer-checkmate in the rank and file Game 108 - 113

	1. Second rank sealed off by Chariot	1. Central file sealed off by Chariot	1. Control of the file and check in the rank
	2. Second rank sealed off by Cannon	2. Central file sealed off by Cannon	2. Control of the rank and check in the file
	3. Second rank sealed off by Horse	3. Central file sealed by Horse	
II	Checkmate in the second rank Game 18-32	Checkmate in the central file Game 82-86	Flanked pincer checkmate Game 114-126
	1. Bottom and third rank sealed off	1. Armpit files sealed off	1. The rank and file sealed off
	2. Bottom and third third rank blocked	2. Armpit files blocked files blocked	2. The rank and file blocked
III	Rank-checkmate on the exposed King Game 33 - 43	File checkmate on the exposed King Game 87 - 91	Pincer checkmate on the exposed King Game 127 - 139
	1. Second rank sealed off by Chariot	1. Central file sealed off	1. Control of the file and the rank
	2. Second rank sealed off by Cannon Cannon	2. Control of armpit files	2. Control of and check the file and the rank
	3. Second rank sealed sealed off by Horse		
IV	Rank-checkmate on the smothered King Game 44-57	File-checkmate on the smothered King Game 92-105	Pincer-checkmate on the smothered King Game 140 - 142
	1. Second rank blocked	1. Central file blocked	1. File and rank blocked
	2. Bottom and third rank	2. Armpit files blocked	2. File blocked and rank checked, or voiceovers
	3. File of exposed King blocked	3. Rank of exposed King blocked	
V	Simultaneous Rank-checkmate Game 58 - 64	Simultaneous file-checkmate Game 106 - 107	Simultaneous Pincer-checkmate Game 143 - 150

1. Control of second rank and cut off file	1. Control of central file and cut off rank	1. Flanked-checkmate when King's movement is frozen
2. Control of bottom and third rank, and cut off file	2. Control of armpit files and cut off rank	2. Check in the file and the rank
3. Cut off the file of the exposed King	3. Cut off the rank of the exposed King	3. Check on exposed King when its movement is frozen

(Chart 1)

The second level classification of the checkmate methods is that according to the specific characters (conditions) of the attack, each of the rank-, file- and pincer-checkmate are redivided into five types. The first two belong to the general types, while the last three belong to the special types. As the first type of checkmate more frequently takes place, so we call it conventional one, the second type can be called the sub-conventional one. The third type to fifth type can be called respectively “checkmate on the exposed king”, “checkmate on the smothered King” and unusual type (or simultaneous checkmate).

In the first three types of checkmate, the opponent's King is checkmated at bottom rank, the second rank and third rank respectively; while in the last two types, the opponent's King is checkmated at any of these three ranks. In view of the tactics used, sealing off is the only tactics used in the first type (in pincer-checkmate, it cooperates the tactics of pinning down); The tactics of sealing off in cooperation with pressing is used in the second type; As for the third type, the tactics of exposing the enemy's King must be used; And for the fourth type, the tactics of blocking must be used; (It may be in cooperation with the tactics of exposing the enemy's King); While in the fifth type, the tactics of simultaneous checking has to be used. It may be in cooperation with the tactics of exposing or blocking.

The third level of classification of the checkmate method is made according to the conditions in control of the opponent's King. From chart I, we can learn that each of the above fifteen types of checkmate can be redivided into two or three checkmate methods. In short, any of various kinds of checkmates can be classified into rank-, file- and pincer-checkmate (by the first-level classification), the fifteen checkmate types (by the second-level classification) and 38 checkmate methods (by the third- level classification). When we are familiar with the classifying

method, it will help us to have a better understanding on the principles of checkmate.

3. Analysis on checkmate methods and theory

3.1. Analysis on the mating stage

Generally speaking, except the double mating and mating of contingencies, any checkmate in the mid-game and in the process of play, can be divided into three stages, that is, “breaking the defense → control of the opponent’s King → checkmate”.

The main forces of the three stages are the pieces of assaulting, the pieces of controlling and the pieces of checking respectively. In some circumstances, there are the pieces assisting in the check. As far as the strength of assaulting and checking is concerned, If they are represented by one piece in each stage, then at least four strong pieces will be involved in the checkmate. As we mentioned in the last section, it is common to see that four or five strong pieces participate in the assaulting and checking”.

In view of the strength of pieces in the last moment of checkmate, there is possibly one control piece and one checking piece in the last two stages, and in some circumstances, there is a piece assisting in the check. As we mentioned in the last section that in most cases of checkmate, there are two or three strong pieces that are involved in the checkmate (taking up 80%). This conclusion has been reached on the basis of the statistics from the thousands of the composed games, and here it is further deduced and testified by the theory.

Once we have a better understanding of these theories, we can derive much benefit from them in the practice.

3.2. Analysis on the role of each piece in checkmate

The above recount will help us to know the functions and roles of the following pieces:

3.2.1. Assaulting pieces: In the actual mid-game or in the stage of checkmate, they are used for removing obstacles and clearing the way, and making a decisive assault so as to break through on the opponent’s defense line. In the combination of mating check, they are the executors for making sacrifices or exchanging the pieces, and in some circumstances,

their role is to expose the opponent's King and to enforce the blockade.

3.2.2. Control pieces: In the stage of checkmate, they play the role of control of the opponent's King, and usually the role of sealing off, or pinning down in pincer-checkmate, or suppressing in the fourth type of checkmate (checkmate on the smothered King). Sometime, the opponent's King is employed for making self-blocking.

3.2.3. Pieces assisting in checkmate: They often appear in last two stages of checkmate. Sometimes, they are used as the supporting pieces for Cannons, or as the pieces for protecting attacking pieces. As in the game of Figure 88, sometimes, one's own King can also be used as the piece assisting in checkmate. In short, the pieces assisting in checkmate will help their own pieces to display their attacking ability to the maximum, and on the other hand, they can play the role of defense by interfering in or destroying the enemy's pieces. However, they may not appear in all games.

3.2.4. Mating pieces: They usually appear in the last stage of checkmate and give a fatal blow to the opponent's King. They are indispensable pieces in the mating check. In most of cases, there is only one strong piece acting as the mating piece. For example, in the double-Cannons-checkmate, the Cannon in the rear is the mating piece, while the front one is only a piece assisting in checkmate.

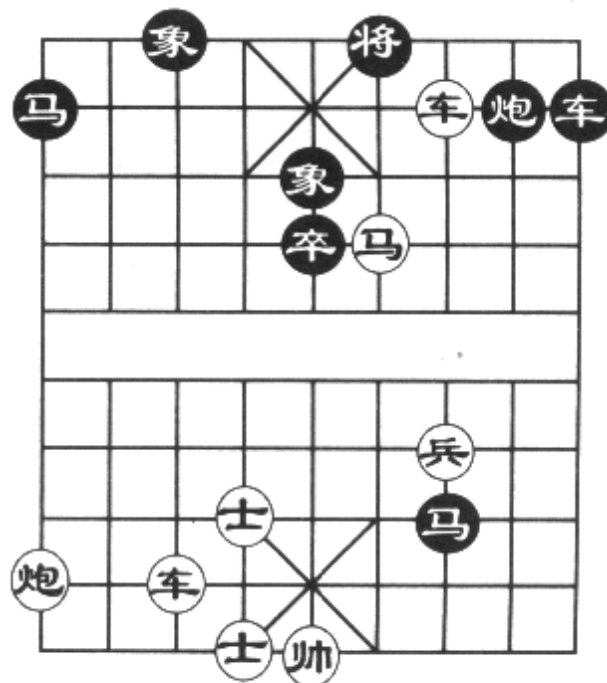


Fig. 152

Figure 152 shows the position of a composed game of fewer

variations. The “checkmate stage” and “role of each piece” in game can be analyzed as follows:

1. R3=4 K6=5
2. R4=5 K5=4
3. R5=6! K4+1
4. R7+7 K4-1
5. R7=6 K4=5
6. R6=5 K5=6
7. C9=4

The “checkmate stage” can be divided into following steps:

Breaking the opponent’s defense: Rout 1 - 5;

Controlling the opponent’s King: Rout 6;

Mating the opponent’s King: Rout 7 and 8.

The roles of each piece can be analyzed as follows:

Assaulting piece: Red Chariot in the third file;

Control piece: Red Chariot in the seventh file to be transferred to the centered;

Mating piece: Red Cannon on the edge;

Assisting piece: Red Horse in the armpit file, which forces Black Cannon as a supporting piece for Red Cannon’s attack.

Variation of the role of the pieces: In move 4 or 5 of the above, no matter Black uses Cannon or King to capture Red Chariot, Red can take a check with C9=6 in his 6th move. In such a case, Red two Chariots become the assaulting pieces, Red Cannon is still the mating piece, and Red Horse at armpit file becomes the controlling piece. In this variation, there is no strong piece acting as the assisting piece.

As each side may choose different variations in the game, the checkmate tendency will be changed accordingly. And with the change of the checkmate tendency, the role and the part played by each piece will be changed accordingly. By having a better understanding of these characters, it will help us to organize and launch a mating check in the competition.

3.3. Analysis on the evolution of the checkmate method

Except the simple checkmate positions, generally speaking, the evolution of the checkmate method is an integrate system of its own. It is likened to a tree, which has a trunk, that is the main checkmate method; and from which grow branches and twigs, that is, branch checkmate methods. Any variation of checkmate method, no matter it is brought about by the attacking side or his opponent (can be called self-variation and opponent’s variation) , will result in a fundamental checkmate method. A

composed game usually displays the main checkmate method (Of course, the main checkmate method may have fewer moves than its variations). At the same time, it may contain other checkmate methods. During the competitions, a player may use different tactics and technical measures to display his scheme of different strategy and tactics, which will lead different evolution of checkmate methods permitted by the objective conditions.

In short, as we mentioned before, “that in a word, a typical checkmate position can be formed organically by some basic checkmate methods in a close logical relationship. Every correct move will help to create a new situation, thus forming a series of chain-reactions of checkmate tendency, while their variations will be achieved by the tactics and technical steps of both sides”.

In order to have a better understanding of the evolution system of some checkmate positions, we’d like to give an illustration of the method of drawing “the tree-like analytic chart” and introduce to you its characters by analyzing two game. One is the mid-game selected from the actual competition and another is a “composed game”.

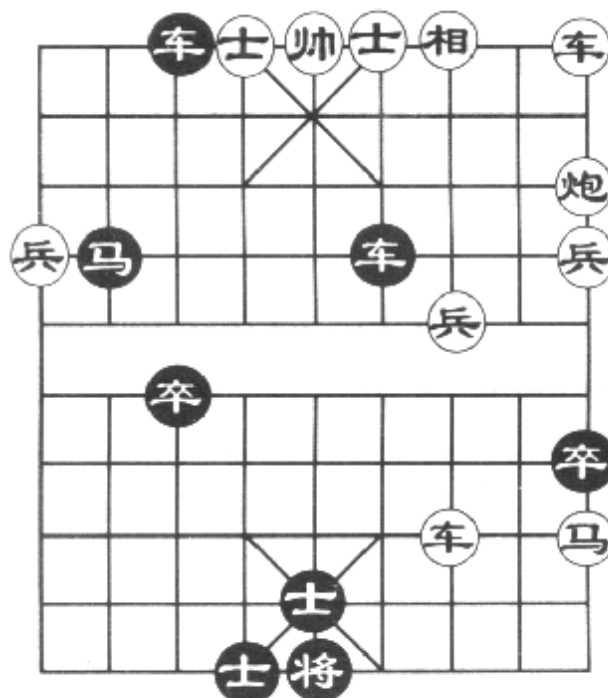


Fig. 153

Figure 153 shows an actual mid-game played by Ji Benhan and Hu Ronghua (in Nanjing on Sept.11, 1973), The subsequent moves are as follows:

24. ... R4=5

- 25. E7+5 H8+7
- 26. K5+1 H7-6
- 27. K5=4 R7-1
- 28. K4+1 A5+4
- 29. E5-7 R7=6

The above moves have contained six or seven key links of checkmate methods:

- 25. A6+5 H8+6 26. K5=6 R7=6

The above moves will lead to the rank-checkmate or file-checkmate with Chariot and Horse.

- 27. K5-1 R5+1 28. A6+5 R5+1

The above moves will lead to the rank-checkmate with double Chariots.

- 27. K5=6 R5=4

The above moves will lead to the file-checkmate with Chariot and Horse.

- 30. K4-1 H6+8 31. C9=3 R5=6

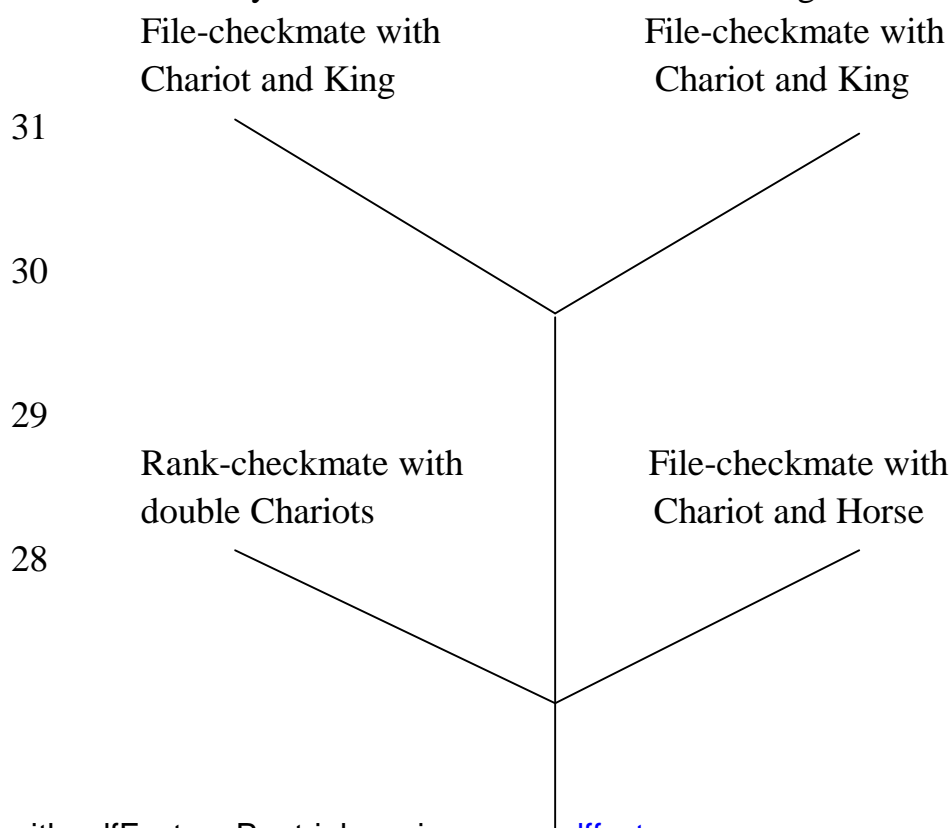
The above moves will lead to the file-checkmate with Chariot and King.

- 30. K4-1 H6+8 31. K4+1 R5=6

The above moves will lead to the file checkmate with Chariot and King.

If at Bout 29, Black changes his move to H6+8, then Red E5-7, H8-7, it may lead to the pincer-checkmate.

The above six key links of checkmate can be illustrated by “a tree-like analytic chart as shown in Chart II, which will help us to understand the system of variations in the actual mid-game of Figure 153.



Rank-checkmate with
Chariot and Horse

File-checkmate with
Chariot and Horse

(Chart II)

If we choose a composed game rather than a game from actual competitions, then the entire system of moves including the main theme checkmate will display a more complicate structure of checkmate. After reviewing .

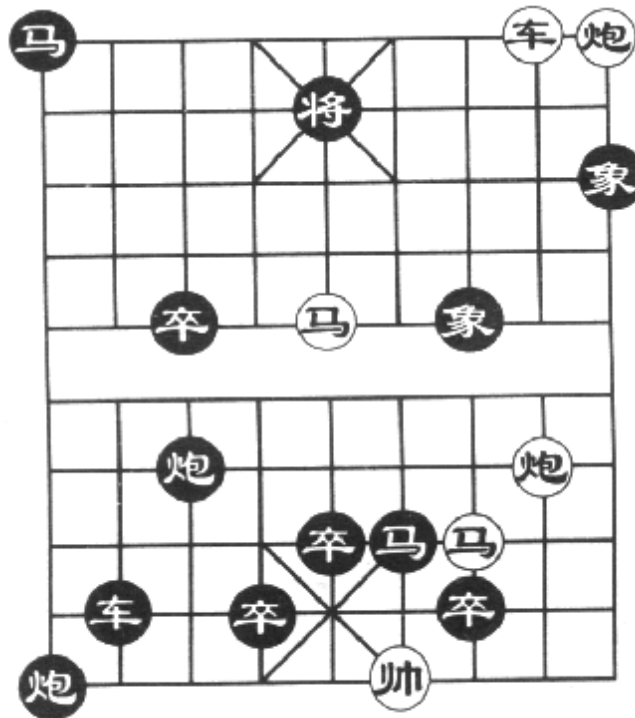


Fig. 154

Figure 154, if we don't draw the tree-like chart as Chart II, we may not have a clear picture on the evolution of checking method of such a large composed game (This game is originally published on "Hundred Flowers are Blooming Xiangqi Text"), If Red moves first, he can win with the following moves:

1. H5+6• H6-5,
2. H5+6 \mathbf{f} K5-4,,
3. R2-1 K5+1
4. R2-1 K5-1

- | | |
|------------|-----------------------------------|
| 5. H6-4 | H4-6 |
| 6. R2+1 | K5-1... |
| 7. H4+6 | H6-4 † |
| 8. R2+1 | K5+1 |
| 8. R2+1 | K5+1 |
| 9. H6-4 | K5=6 |
| 10. C5=4 | H4+6 |
| 11. R2-1 | K6-1 |
| 12. H4+6! | H6-8 |
| 13. H3+4 | H8+6 |
| 14. H4+5 | H6-4 ‡ |
| 15. H6-4 ^ | K6=5‰ |
| 16. H4+3 | K5=4 |
| 17. C4+6 Š | E9-7 |
| 18. H5+4 | K4=5 |
| 19. H4-6! | K5=4 |
| 20. C4-3 | E7+9 |
| 21. H3-5 | K4=5 |
| 22. C4=5 | It will lead to a file-checkmate. |

Note: • If Red mistakenly makes the move R2-1, then there is no way for him to win.

, Here, there are two variations, in which Black will find himself in an inferior position, so Red wins.

1. K5=6, H5+3, K6=5, R2-1, K5-1, H3+5, H6-5, H5+4, It will lead to a rank-checkmate and a pincer-checkmate at the same time.

2. K5=4, H5+4, K4=5 (If K4+1, then R2=6, K4=5, H4-5, H6-5, R6=5, a file-checkmate) R2=5, K5=6, C5=4, K6+1, H3+4, a file-checkmate.

ƒ If Red mistakenly makes the move H5+4, then he has no way to win.

„ Here, there are three variations:

1. K5=4, R2=6, K4-1, H6+4, K4+1, C1-1, a rank-checkmate.

2. H5-6, R2-1, K5+1, R2-1, K5-1, H6-4, K5=4, It will be developed into a rank-checkmate and a file-checkmate respectively.

3. H5+7, R2-1, K5+1, R2-1, K5-1, H6-4, K5=6, C5=4, H7-6, H4+3, H6+4, C1-1, K6-1, R2+2, a rank-checkmate.

... If Black changes his move to K5+1, then Red H4-6, K5=4, C5=6, H6+4, H6+4, K4=5, R2=5!, K5=6, C6=4, H4+6, H6+4, H6+4, H3+4, H6-4, H6-5, a pincer-checkmate.

† If Black change his move to K5=4, then Red C5=6, H6+4, H6+4, H4-5, R2+1, K4+1, H4-5, K4+1, R2=6, a file-checkmate.

‡ If Black changes his move to H6+8, then Red H5+4, H8-6, H4+2, H6-7, H2-3, a pincer-checkmate.

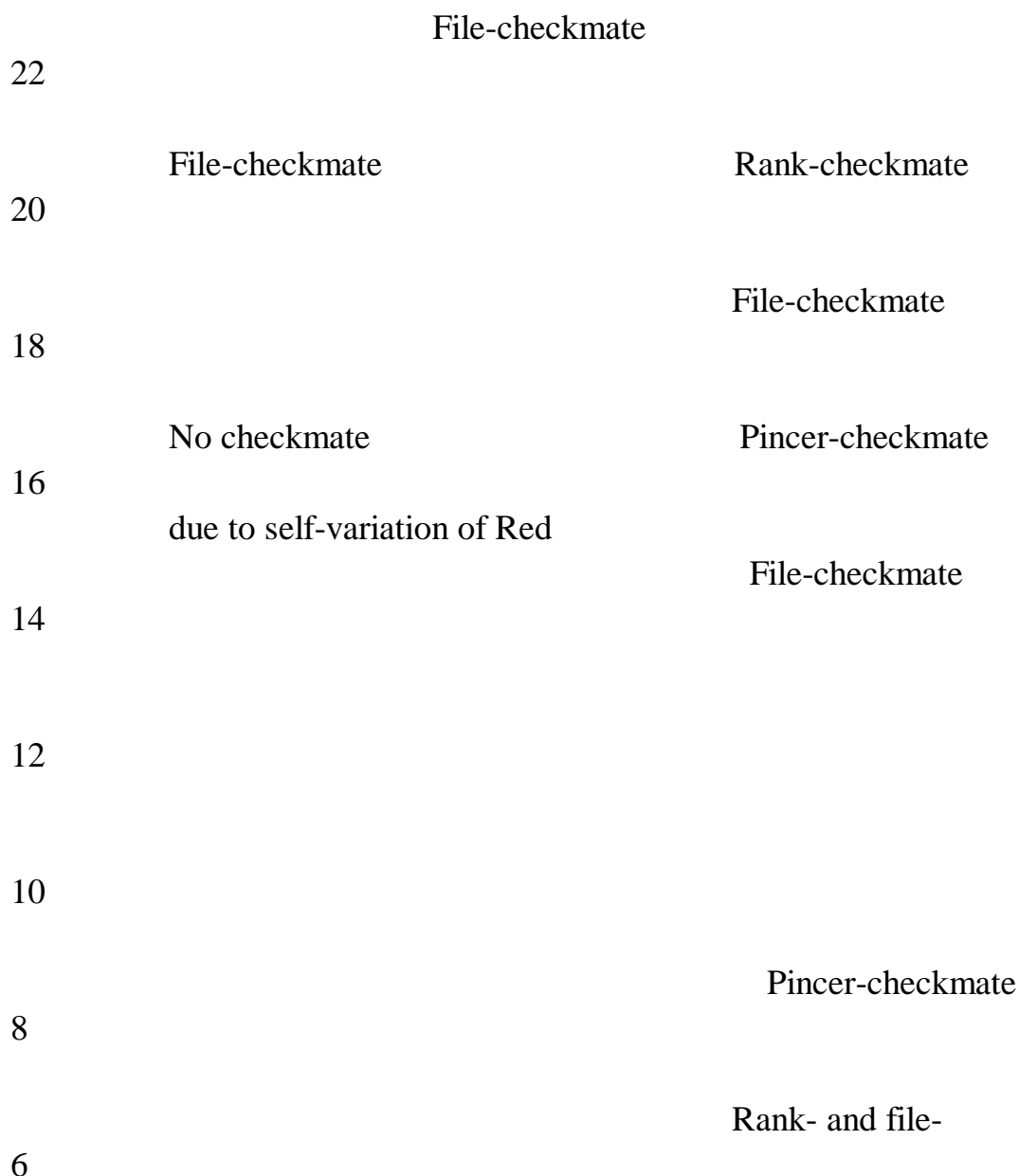
^ If Red mistakenly makes the move H5+6 or H6+4, Red has no way to

win.

‰ If Black changes his move to H4+6, then Red H4+3, H6-8, H2+4, K6=5 (If H8+6, then H4=2, H6-7, H2-3, a rank-checkmate) C4=5, K5=6 (If E7-5, then H5+3, a checkmate of same kind) H5+3, K6=5, H4-6, K5=4, C5=6, a file-checkmate).

Š If Red changes his move to H5+4, then Black K4=5, H4-6, K5=6, H6-4, H4+6, H4+2, H6+8, H3-4, H8+6, H4+5, H6-7, H5-3, K6+1, H3-5, K6+1, H2-4, K6=5, H4+3, K5=4, H3+5, K4=5, C4=5, a file-checkmate. In this variation, Red has to make six moves more than in the former one.

From the above notes, we can see that the game of Figure 154 has as many as 43 moves in the main trunk of second type of file-checkmate and contains 10 branches of checkmate methods. If we draw a tree-like analytic chart as Chart III, the variations of this game can be shown more clearly and systematically.



	No checkmate due to Self-variation of Red		Checkmate Rank-checkmate Rank-checkmate File-checkmate
4			
2	No checkmate due to self-variation of Red		Rank- and Pincer- checkmate simultaneously
	Branch number Red self-variation	Main Trunk of Moves	Branch number Black's variation
			Bout Number

Chart III

Taking Chart II and III for example, we'd like to make a few remarks on the drawing method and its natures of the tree-like chart:

3.3.1. For the games with less variations (such as Figure 153), we can learn the system of checkmate methods, even if we don't draw a tree-like chart.

3.3.2. For the games with more variation (such as Figure 154), we can draw the tree-like chart according the method of Chart III. Usually, the left side of the trunk is reserved for the system of self-variation and the right side of the trunk is reserved for the system of the variation of the opponent's side. At the end of number of each variation, the type of checkmate (also the strength of pieces involved in checkmate) is marked. At the right side of the chart is the scale, which is used for showing the number of moves made and evolution of the game.

3.3.3. From the above two charts, we can see that the height of the tree means the length of the moves, and the branches indicate the intensity of the variations. However, it only reflects the quantity of these variations, the difficult of variations can not be fully reflected.

3.3.4. The chess network chart of "the position tactics" in the game theory of modern mathematics, has something in common with the tree-like analysis chart.

3.4. The General Law of checkmate method in mid-games

Despite that there are many and varied checkmate methods as shown in Chart I, but according to the study of my own, the law of the mid-game checkmate method includes the following seven points:

3.4.1. The law of utilization

To take advantage of the opponent's moves and position and to maneuver the enemy is the law, which must be observed in each game and in implementing each checkmate method.

The attacking side should know how to make use of the position of the opponent's King and to maneuver it or forcing it into an inferior position. Such as, don't let go the opportunity which will lead to the self-blocking of the opponent's King by his own Advisors or Elephants, or force the opponent's strong pieces into the position of self-blocking of their King; or take advantage of the opportunity when the opponent's pieces are overlapped or jammed so as to maneuver them at the service of his own. For example, the attacking side may force the opponent's pieces to make any move without having any value when deploying his own pieces, or force the opponent's piece to act as the supporting piece for Cannon's attack or assisting piece in checking.

3.4.2. The law of rotation

As the points and lines on the xiangqi board are "symmetric" to the points and lines after they are rotated, therefore, it is the law that any checkmate method at certain points and lines on the xiangqi board will be similar to a checkmate method that has been rotated.

For example, when the enemy's King at centered is under "rank-checkmate", if this checkmate method is turned clockwise or reversed direction to 90 degrees, it becomes the "file-checkmate".

Therefore, many checkmate methods can be borrowed just by having them rotated or shifted, including mating check on the smothered King or the exposed King.

3.4.3. The law of three stages

The course of checkmate can be divided into stages, that is, the stages of “breaking the opponent’s defense, control of the opponent’s King and mating check”. We should look for the checkmate method and has it designed according to these three stages.

By the way, we’d like to mention here that four strong pieces or more have to be mobilized prior to the organization and evolution of checkmate. The ideal condition is that there are the complete array of armed services, such as, double Chariots, double Cannons and Horse; double Chariots, Cannon and Horse, etc.

3.4.4. The Law of Integration

The law of integration consists of three meanings. Firstly, in the process of organization and evolution of checking, any type of checkmate formations and checkmate methods should be used comprehensively or be integrated together with other checkmate methods, because a checkmate method can be further evolved and is changeful, as we mentioned before that “one kind of checkmate state may not bring about only one kind of checkmate method”. Secondly, all kinds of checkmate methods have the nature of “integration”. For example, the pincer-checkmate is an integration of the file-checkmate and the rank-checkmate. A file-checkmate may be integrated with another file-checkmate in the opposite direction, which may results in that the opponent’s King will be attacked from the front and from the back. Thirdly, the strength of attacking side should be integrated together. Here, the principle of centralization and flexibility should be applied. It requires that the attacking side should process a complete array of armed services. Its long-range and mobile pieces should be two or three pieces more than that of the opponent, that is to say, the attacking side should have two or three pieces more than the opponent in the offense-defense area.

3.4.5. The law of division of the work

As each stage in the checkmate course is charged with different tasks, any piece involved in the attack should “specialize in one thing and be good at many”. In the theme checkmate designed by the player of the attacking side, all pieces should be capable to fulfil the tasks in assaulting, controlling and mating check. At the same time, they can fulfil the various missions assigned by the player at the time when the circumstances are changed. Of course, it requires that the player’s conception must be in conformity with the objective possibility.

Theoretically, There is more possibility of mating when two or more strong pieces of different armed service have been assigned for controlling and checking the opponent's King.

3.4.6. The law of control of the center

As the central file is the vital line for the King's movement from the left to the right, or from the right to the left, and so is the 2nd rank, which is the key post for the movement of the King. Therefore, it is very important for us to control the central file and the middle rank of the castle, that is, to "control the center". By "controlling the center" of the opponent, the attacking side can create various kinds of checkmate methods. Being similar to the law of integration, it is one of important methods of regularity. Although specific games need practical analysis and are decided by specific conditions, however, it has been testified by many games that by "controlling of the center", the attacking side can succeed in mating check with a fairly high ratio.

3.4.7. The law of substitution

As the pieces are executors in the structure of checkmate, therefore, it is common that the controlling pieces and mating pieces can be substituted by other pieces of same role or with a similar effect. The non-strong piece that is replaced by another can be called substitution, as for the strong pieces, it are called replacement. Therefore, the checking methods not only have the nature of rotation, but also have the nature of substitution. In short, if a substitution has taken place, only the formation of checking method has been changed, but not the role and effect of the pieces, nor the structure of the checking method.

In the seven laws of checkmate methods mentioned above, the former three laws reflect the general character of the checkmate method; the last three reflect the law of usage of the strength of the pieces; while the middle one combines the natures of the both. Also, we'd like to mention it here that these laws should be regarded as some of the main "spirit", but not the "laws" as in mathematics and physics. The xiangqi itself is a game of principle as well as of flexibility. During the actual combats, aforementioned theory should be observed to a certain extend, however, a player should have some innovations of his own according the development of "xiangqi play".

3.5. An analysis on the essence and forms of checkmate method

If the world is observed from the angle of philosophy, it will be found that there are some links among different things. I have the feeling that the characters of the mineral crystals seem have some relationship with the checkmate position of xiangqi. There exists something in common. Here, I'd like to make some remarks on this "the theory of quality and form".

Same quality but in different forms: The mineralogists hold that the phenomenon of mineral crystals of the same quality but in various forms means that "under different external conditions, the chemical substance of the same kind may be formed into two or more crystals of different structure".

Similar phenomenon may also take place in the checkmate position of xiangqi. Due to different position of the opponent's King, the checkmate method of the same kind (same quality) may lead to various forms in control of the opponent's King as well as in checkmate (different forms).

For example, in the game of rank-checkmate, as the opponent's King may be in a different position, such as, the bottom, the second rank or the third rank. It may result in three kinds of rank-checkmate. Even the opponent's King is in the third rank, due to different methods of control and checking of the opponent's King, that is, exposing, blocking or simultaneous checking, it will lead to another two kinds of rank-checkmate. Therefore, all those in the same vertical column of Chart I belong to the checkmate of "same quality but in different forms".

Similar quality but in same forms: The similar quality but in same forms of the mineral crystal means that "Two different chemical substances, due to the similarity of them, may be substituted by another in the same structure of a crystal, without destroying the structure of the crystal".

Xiangqi games may also have the similar phenomenon. Due to the fact that two similar parts of a checkmate can be substituted or replaced according to the laws of Integration, rotation, etc., the checkmate methods of different type may lead to the checkmate formations and methods of the same kind.

For example, in Type I of Chart I, the attacking side takes a

rank-checkmate when the second rank of the opponent's King is under control by his Chariot, Cannon or Horse respectively. It means that prior to the rank-checkmate, the attacking side has to control the movement of the opponent's King in the file (file-control); In Type I, the file-checkmate means to take a check in the file when the control in the rank is enforced. The pincer-checkmate of type I is a combination of the above two forms, which contains "rank-checkmate with file-control" and "file-checkmate with rank-control". Therefore, the rank-, file- and pincer-checkmate of type I have the relationship of "similar quality but in same form" (the former two will be looking identical if one is rotated 90 degrees). Another example is, after a turn of 90 degrees, "blockade in the second rank" in the Type IV of the rank-checkmate will become "blockade in the central file", and in both cases, it will lead to an identical result that the opponent's King is "smothered". Therefore, in Type IV, "blockade in the second rank" of the rank-checkmate and "blockade in the central file" of the file-checkmate have the relationship of "similar quality but in same form" according to the law of ration. In reality, all checkmate formations in the horizontal row of Chart I, belong to "similar quality but in same forms".

In short, by scientific classification, all kinds of checkmated games can be classified into Chart I according to their categories and forms. It shows that there is also an objective law in the checkmate method. Through explanation of "the theory of quality and forms", it reveals that the checkmate methods in Chart I are changeable. It means that the alienation of "different forms" may happen to the checkmate methods of the same type in the vertical column; the assimilation of "same forms" may happen to the checkmate methods of different types in the horizontal row. By studying the process of unity and division of a checkmate method, it will help us to have a better understanding of its law and theory and provide us with some enlightenment and guidance in designing of the mating checks and in the process of the evolution.

4. Classification of mated games and mating methods

As a mating method has to be displayed in a mated games, so it is necessary for us to make an explanation on the classification of mated games, at the same time to make a further study on the mating methods.

4.1. The mated game can be divided into three types, according to the continuation of the moves threatening the opponent's King:

4.1.1. Mated game with continuous mating checks: The game, in

which the attacking side takes the checks continuously until the opponent's King is mated, is shortly called continuous-check-game.

4.1.2. Mated game with intermittent mating checks: The game, in which the attacking side takes the checks intermittently, step by step, or the checks are impending, until the opponent's King is captured, is shortly called intermittent-check-game.

4.1.3. Mated game with mixed moves: It is a combination of above two types, in which the checks are overlapped with impending checks, until the opponent's King is finally mated, is shortly called mixed-check-game.

The continuous-check-game features that there are many good combinations in the game and the mating is accomplished without allowing any interruption.

The intermittent-check-game features that the attacking side takes the check step by step, without any delay, and the checking method is neat and tidy.

The mixed-check-game features that the attacking side takes the check in rhythm, with pause and transition. Sometimes, the game is mixed with offense and defense.

In the composed games, the checkmate method is usually deployed by the continuous check. It is because that the composer wants to put stress on the main check method. But in the actual competitions, most of the cases are mixed-checks. The reason is that the side who is under attack is attempting to ward off the attack and to break the continuous check by using every means and at all costs. However, in the composed game and in the actual combat, there are very few cases of pure intermittent check. Perhaps this is because the conception of the intermittent check is very difficult to be worked out. So we start with the continuous-check-games in the training of checkmate method.

4.2. The checkmate methods can be divided into three types according to numbers of the moves:

4.2.1. Minor-check-game: Any checkmated game with a total of less than 15 moves of both sides can be classified into this category.

4.2.2. Medium-check-game: Any checkmated game with a total of 17

to 35 moves of both sides can be classified into this category.

4.2.3. Large-check-game: Any checkmated game with a total of more than 35 moves of both sides can be classified into this category.

The number of moves of the above can be regarded only as a standard for reference. With the pass of the time and different checkmate games, this standard might be changed. A checkmate game should be measured in three aspects, that is, the length, density of variations and difficulty of analyzing, which can be called “three dimensions of the moves”. In a checkmate game with greater length, there are usually more variations, and it will be more difficult to analyze it. “Anything with a certain quality is displayed by its quantity, and without quantity, there is no quality”. So it is workable to classify the checkmated games according to their length.

Most composed mid-games selected in this book are of medium length. But in the actual competitions, many games belong to the minor ones. We can understand that, it is so valuable that in a heated mid-game, the attacking side has to overcome all obstructions and to lure his opponent into his trap for accomplishing a brilliant game, especially a game with more than seven bouts of moves. Therefore, in the normal times, we must strengthen our training on checkmate methods. During the competitions, we should strive to find a way of taking a “check with good combinations”, and to avoid of making errors.

4.3. According to the strength of pieces taking part in the attack and checking, that is, the strong pieces participating in attack and checking, the checkmate games can be divided into six categories.

- Six strong pieces;
- Five strong pieces;
- Four strong pieces;
- Three strong pieces;
- Two strong pieces;
- Strong piece and weak pieces.

According to our observation and statistics, this kind of classification has the following characters:

4.3.1. The total number of four-strong-piece and five-strong-piece checkmated games takes about 50 percent of the number of all games.

That is to say, when there are four or five strong pieces on board, there is more possibility of taking a checkmate than that in other situations. As for the six-strong-piece, there are more composed games than actual games. The reason is quite obvious that with a view to give prominence to brilliance of the games, the composers try to increase the assaulting pieces to the maximum.

4.3.2. As for deployment of the strength of pieces for attacking and checking, if the attacking side has “double Chariots, double Cannons and Horse” or “double Chariots, Cannon and Horse” in taking the check, there will be most possibility of taking a mating check. That is to say, the deployment of the pieces should be of all arms of service, in which the attacking side should possess of Chariot, Cannon and Horse. It is better for the attacking side to have two Chariots as it is the main force of the arms of service.

4.3.3. The make-up of Chariot and Cannon is stronger than the make-up of Chariot and Horse, or Cannon and Horse in accomplishment of the checkmate. That is to say, the pieces with long-range attacking and fast-moving abilities are good for taking a checkmate. This can be seen from examples of the checkmate games in this book.

By pointing out the above natures and characters, we hope that in designing the combination of checking, every xiangqi player should pay more attention to looking for something of the regular pattern. We don't wish to see xiangqi players to copy these laws mechanically during the competitions, and to take a check when there are four or five strong pieces left on board, nor to take a check when there is a combination of the strength of Chariot and Cannon.

4.4. According to the strength of the pieces in the fulfillment of mating check, that is in the fulfillment of the theme checkmate method, the checkmate games can be divided into five (5) categories:

- Four-strong-piece check game: It can be redivided into 6 groups (please refer to Section II)
- Three-strong-piece check game: It can be redivided into 7 groups (please refer to section II)
- Two-strong-piece check game: It can be redivided into 6 groups (please refer to section II)
- One-strong-piece check game: It can be redivided into three groups (please refer to section II)

- Participation of the weak pieces.

According our observation and the statistics, this category of check games has the following characters:

4.4.1. The games with a participation of two or three strong pieces in fulfillment of a mating check takes above 80% in all game.

4.4.2. The make-up of different pieces has more ability than the make-up of same pieces. For example, in three strong pieces' make-up, the make-up of Chariot-Cannon-Horse is the strongest; in two strong pieces make-up, the make-up of Chariot-Cannon, Chariot-Horse, Cannon-Horse is usually stronger than double Chariots, double Cannons, or double Horses.

4.4.3. In the actual competitions, the make-up of Chariot-Cannon has more possibility in accomplishment of the checkmate; while in the composed games, it is the make-up of Chariot-double Cannons that has more possibility in accomplishment of the checkmate than the one of Chariot-double Horses

4.4.4. The above points are of the guiding significance for us not only in the end-game play, but also in the mid-game play. For example, in launching attack from the flank, the attacking side should have two or three pieces more than his opponent, so that he can have the superiority in the flank. If the attacking side wants to enforce a control of his opponent, usually he must not permit his opponent to have more than two pieces which can be operated by him.

4.5. According to the direction of the attacking, the checkmated games can be divided into the rank-checkmate, the file-checkmate and the pincer-checkmate (please refer to Chart I).

4.6. According to the factors contributing to the checkmate, the checkmated games can be divided into two categories, that is, composed games and actual games. Most of the examples in this book are composed games. The differences between these two categories are as follows:

4.6.1. The composed games are mainly continuous-checking games, while the actual games are mainly mixed-checking-games

4.6.2. The composed games can be minor, medium or large games,

and most of them are medium or minor games, while the actual games are mainly minor games.

4.6.3. In the composed games, the weak pieces often join in the attack. Sometimes, there are unusual amount of these pieces, and they are extraordinarily deployed.

The composed games feature that the expression of the checkmate method is highly condensed and concentrated, the layout of the pieces is compact. However, the actual games give the expression of the farsighted strategy and exquisite tactics. Each type of the games has its own characteristics and has a strong artistic appeal to the people.

5. The mode of thinking and the methods of checkmate

The modes of thinking in analyzing the checkmated games will include analyzing, synthesizing, hypothesizing and comparison.

5.1. Analyzing

This is the most extensive and common mode of thinking. It is often used in analyzing the situation of a game and moves to be taken. Through a analysis of the existing situation of a games, an analyzer tries to make a correct appraisal of the development of the game, which should be in conformity with the objective situation to the most extend.

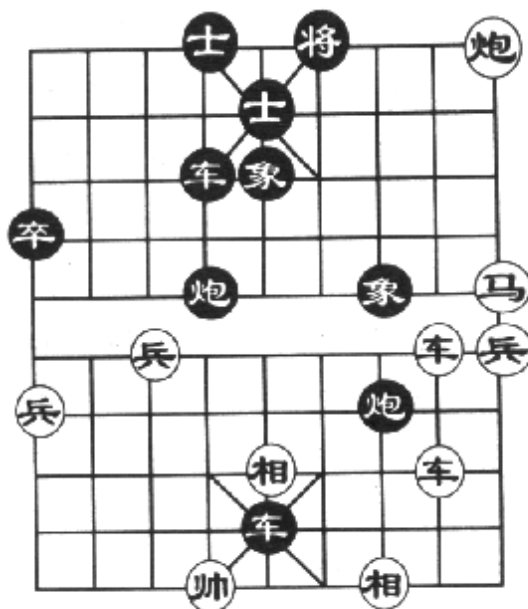


Fig. 155

The game in Figure 155 can analyzed as follows:

5.1.1. Black is in a state of taking a mating check, Red has to take the advantage of moving first to take a mating check ahead of his opponent.

5.1.2. As Red can not make the move R2=4, he can not take a pincer-checkmate, but instead, a rank-checkmate.

5.1.3. On the right side of the xiangqi board, the strength of the pieces between the offensive side and defensive side takes a proportion of 4 to 1. Having a line-up of all arms of service, Red is in an absolute advantageous position.

5.1.4. Though Red Chariots can only take a control of the two ranks, however, Red Horse can be used as the support for Cannon's attack.

From the above analysis, we may establish a strategy of a flanked checkmate and a tactics of rank-checkmate with double Chariots and Cannon (Horse used as Cannon's supporting piece). It can be further analyzed as follows:

Plan 1: FR+5, K6+1, H1+2, K6+1, H2+3,

Plan 2: FR+5, E5-7, R2=3, K6+1, H1+3,

Through the above analysis, we can see that Cannon and Horse can be used as assaulting piece and checkmate-assisting pieces respectively, double Chariots as control piece and mating piece. The game can be concluded by a double-Chariot-Checkmate.

2. Synthesizing

This is the mode of thinking in which a player tries mentally to recover the individual parts, elements and attributes of a thing, and to integrate them as an entirety. Sometimes, we make a reversed analogize from the outcome of a thing to the one of the known conditions. "Through the process of thinking, the interrelated elements can be synthesized into an entirety, while the known-object can be resolved into various elements". Therefore, synthesizing and analyzing are closely related.

Analyzing and synthesizing can be alternately used in analyzing games, especially for analyzing complicated games. Figure 156 is an example (Red moves first)

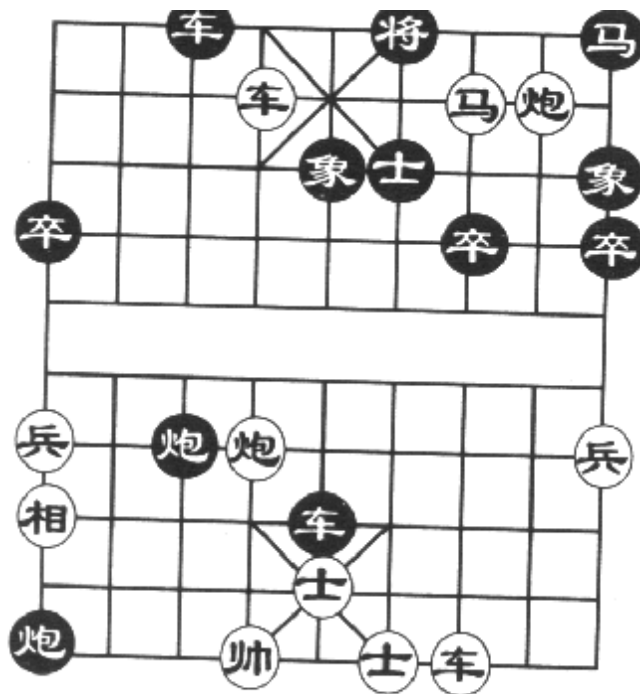
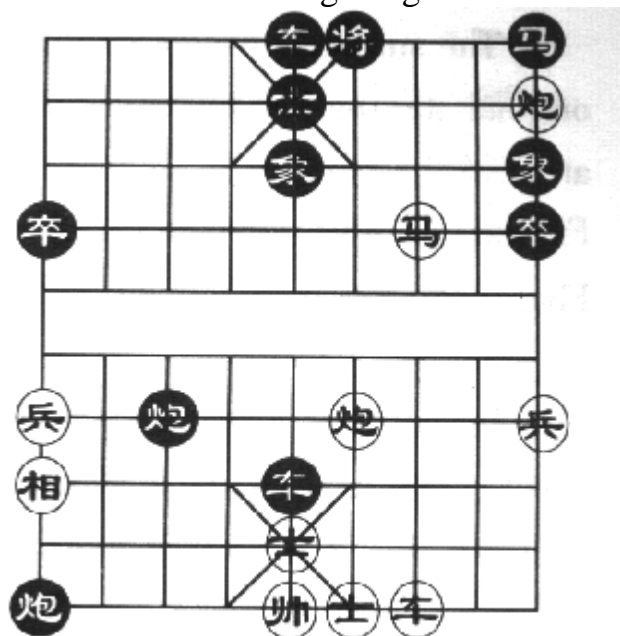


Fig. 156

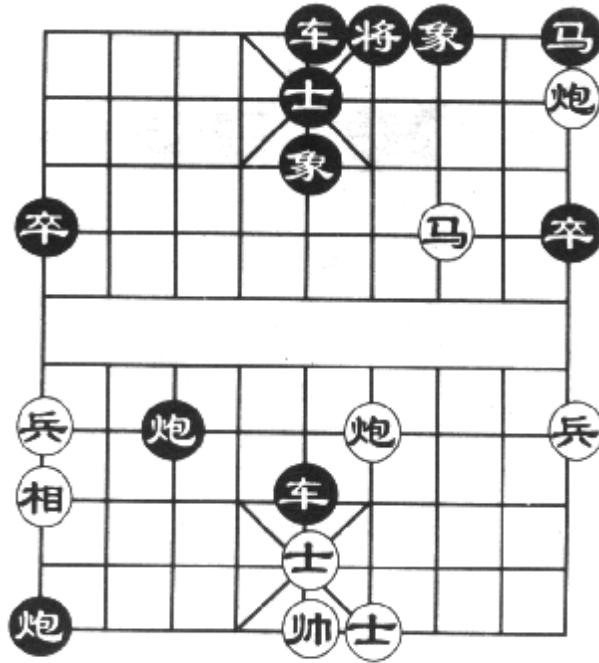
Through analysis on the situation of the game and the subsequent moves, we may have it developed into a situation as in Reference Figure 10. By sacrificing Chariot, Red can enforce a blockade on the opponent's King. And then Red can take a pincer-checkmate by moving his Cannon and Horse. Under the new situation of the game as shown in Reference Figure 10, can Red succeed in winning the game?



Reference Figure10

After analysis and hypothesis of the game, we can learn that only when Black's edged Elephant moves to the bottom (as in Reference Figure 11. Only the player who has strong instinct of checking may have such a

premonition), Red will have the chance to win the game. Black King will be exposed and move to the third rank and its Horse be expelled to the river's bank; Red will take a rank-checkmate with Horse-Cannon checkmate (it can be calculated quickly If one has a good understanding of Figure 132 and 133). The remaining question is that how the game in Reference Figure 10 will be developed as in Reference Figure 11.



Reference Figure11

According to this way of thinking, or to the aim and strategic plan, it will be not difficult for us to find out that the two games are linked by the following moves:

9. H3-4 A5+6
10. H4+6 A6-5
11. H6+4 A5+6
12. H4+2 A6-5
13. C1=4 A5+6
14. R3+9! E9-7
15. C4=1 A6-5

The subsequent moves will be, Red Horse returns to the original starting point, and in four rounds of moves, the situation of the game will be identical with that as in Reference Figure 11. And thus the checkmate methods for the game in Figure 156 has been solved

In the view of the mode of thinking, the analyzing of this check game is accomplished with the method of “analyzing, hypothesizing and synthesizing”.

3. Hypothesizing

Hypothesizing plays a very important role in the process of mid-games, as well as in analyzing the checkmated games. It requires that a player should fully display his imaginative power and presume that he has already attained some goal or an ideal position for deployment of his pieces. Or according to his instinct, there is a layout for a good ending, and then he should look for the links with the known conditions. It is said that the analyzing starts from one end of a track, the synthesizing returns back from other end of the track, while the hypothesizing starts from a point located at some area between these two ends, then imagination will be developed in the direction of this two ends. The game in Reference Figure 11 can be severed as an example of hypothesizing in the practical application.

4. Comparison

This method can be often used when making a comparison between the two sides regarding to the position and quality of pieces on the board, the existing conditions, and the speed in executing checkmate in the mutual offensive mid-games or mating games. It plays a decisive role in judgement of correctness of one's calculation and "feasibility" of predetermined moves (or called "alternator moves").

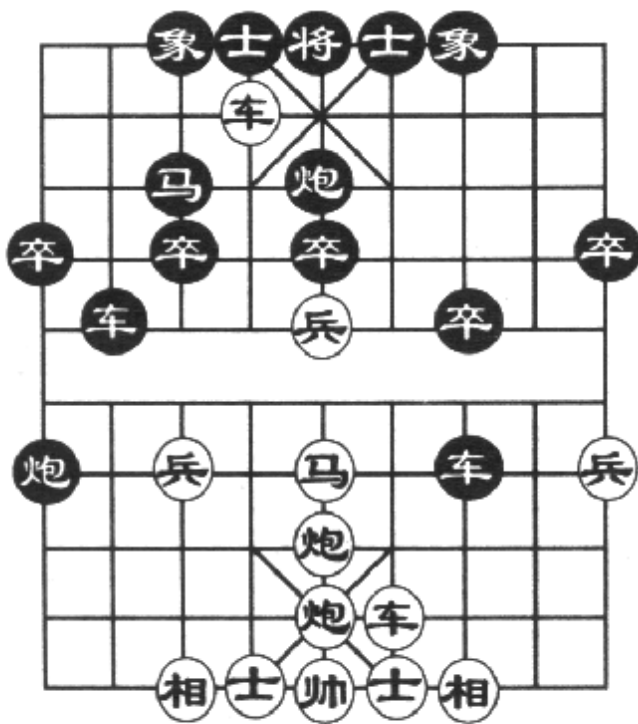


Fig. 157

Figure 157 shows the position of a mid-game by Zou Liwu (Anhui) and Ren Jianping (Shanxi) during the National Xiangqi Championships held in Xian in 1985. By using the method of comparison, the position of the strong pieces and strength in offense and defense area of the both sides can be analyzed as follows:

Comparison of the position

of pieces of both sides: Black's strong pieces are dispersed between the 1st file to 7th file. With the opening of Black King's two hands (Advisor and Elephant), Black's breast is exposed to the enemy; While all strong pieces of Red are concentrated on the central three files, protruding out as a spear.

Comparison of the strength at the offense-defense area: If Chariot is counted as two units of strength, Black has only 4 units of strength in the central three files; while Red has 7 units, excluding the promoted Pawn. Proportion of strength between Red and Black is 7 to 4. Red has 3 units more than Black, that is to say, Red is in a 'absolute superiority position'.

The position of Black pieces is shaped like the English letter "T", which can be easily broken. Following are the recorded move of the competition (Figure 157: Red moves first):

- 15: H5+6 R7=4
- 16: H6+5! R4-5

- 17. R4+8 K5+1
- 18. P5+1 R4+7
- 19. P5=6 K5=4
- 20. R4=6 a pincer checkmate.

5. Other methods

Besides the methods mentioned above, there are other modes of thinking, such as, “the reduction to absurdity” and “the exclusion”. The former method refers to that the moves of an obvious falsity will be ruled out first, and then to select those moves which have not been proven to be unsatisfactory. The latter one means that, when someone is being checkmated, any moves that can not bring about to the continuous check or relieve him from being checkmated will not be considered. He will do his best try to find out the way of continuous check and make a counter check for turning defeat into a victory.

As these modes of thinking are not often used in the competition, so their examples are omitted here.

In additional to the logical thinking mentioned above, there is the strategic thinking, which is of more guiding significance.

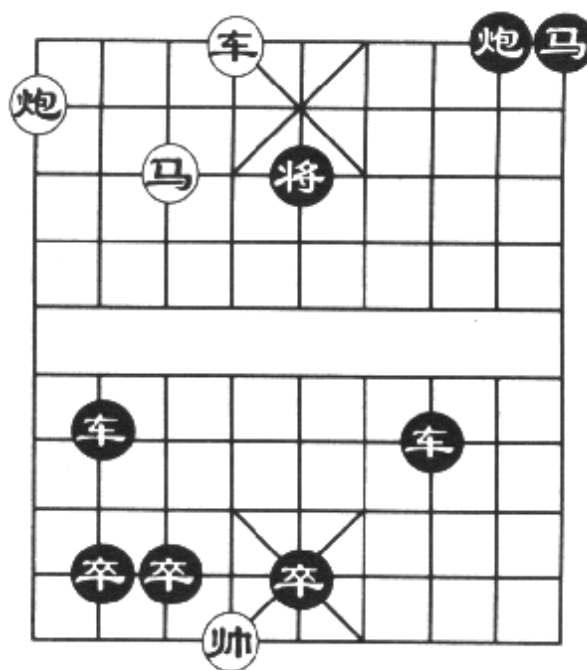


Fig. 158

Figure 158 can be served as a “game of test”. To start with, many people may simply look for the moves for attacking Black’s King with his Chariot, Cannon and Horse, in attempt to stay clear of the attack of

Black's two Chariots. However, the role of Black's Cannon and Horse at the bottom is only for defense, as arranged by the composer. If Red has not developed the strategic thinking of "checking to capture Black Cannon and Horse", it will be very difficult for him to find the solution for this game. Through analyzing, the target can be worked out. Red will look for the way of capturing Black's Cannon and Horse by using the technique of "transfer Chariot with the aid of Horse", then to make a joint attack with Chariot, Cannon and Horse (Cannon will be the assisting piece in taking a check). Following this way of thinking, the readers may design their own strategies and moves, and compare them with the following checkmate method.

1. R6-2 K5-1
2. R6=2 K5=6
3. R2+1 K6-1
4. R2+1 K6+1
5. H7+6 K6=5
6. H6-8 K5+1
7. R2=5 K5=6
8. R5=4 K6=5
9. H8+6 K5-1
10. H6-7 K5+1
11. C9-1 R2-4
12. R4=5 K5=6
13. H7+6! K6-1
14. R5=1 K6=5
15. R1-1 K5-1
16. C9+2 R2-2
17. R1+1 K5+1
18. H6-7 K5=6
19. R1-1 K6+1
20. C9-2 R2+2
21. H7+6

Perhaps someone might think that the strategic thinking is less important in dealing with simple structured checking positions. Is that so? Please refer to the game in Figure 159 (Red moves first),

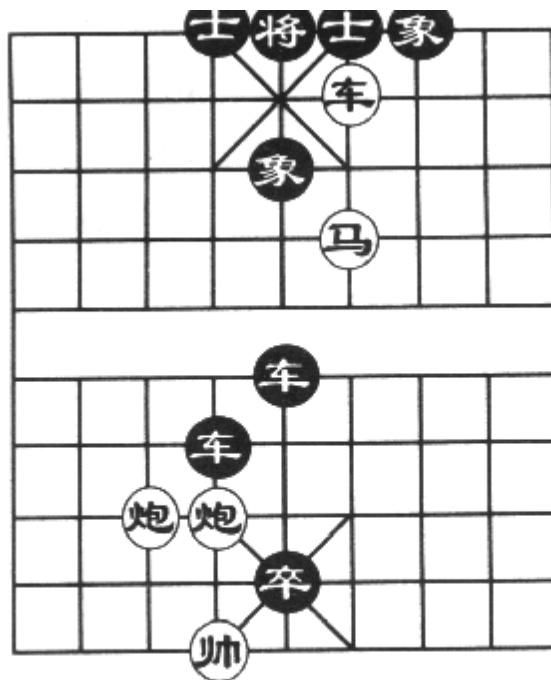


Fig. 159

Many people will make the move of H4-5, by playing their hope on defense in which “more pieces can relieve of the siege”. However, in face of the situation of mutual offense, the most important strategic thinking is “whether there is a possibility of taking a checkmate first”, otherwise, Red has to look for the moves combining attack with defense, and the last resort is merely to play defense. As in Figure 159, if Red withdraws his Horse to capture Black’s Chariot, another Chariot of the Black can retreat to capture the Horse. Red will be in an inferior position. Therefore, if Red has a positive strategically thinking as mentioned above, he might unexpectedly work out the move of R4=6, thus “bringing the dying person back to life”.

After that, no matter Black plays R4-5 or R5=7, Red will play C7+7, which will lead to the mating check!

As all composed games, in which the conclusions are already known, are involved with a strategically thinking, so we must build up our strategic thinking in all actual competitions, in which the conclusions are unknown to us.

6. The Technique of Tactics and Checkmate Methods

6.1 Methods of Use of pieces prior to mating

Sacrificing, exchanging and transferring of the pieces are the

methods often used in xiangqi play, although the law of their tactics has yet to be explored. In this section, we shall introduce to you one of the most common techniques of “transferring one’s own pieces with the aid of the opponent’s pieces”, including “capturing the opponent’s pieces, checking or mating the opponent’s King with the aid of the opponent’s pieces”. Here, the important link is to transfer one’s own pieces. Chariot, Cannon and Horse can be deployed with the aid of the corresponding piece of the opponent. Besides the technique of “transferring one’s own Chariot with the aid of the opponent’s Chariot”, there are still eight forms of transferring the pieces”. According to observation and statistics, the technique of “relying on Cannon to transfer Horse” is most often used in the competitions.

According to the roles played by various pieces, the techniques of using the pieces can be divided into blocking, exposing, way-clearing, advancing, position-occupying, control and capturing. The former two are the essential tactics used in mating the smothered King or mating the exposed King, while others tactics are commonly used in executing various forms of mating..

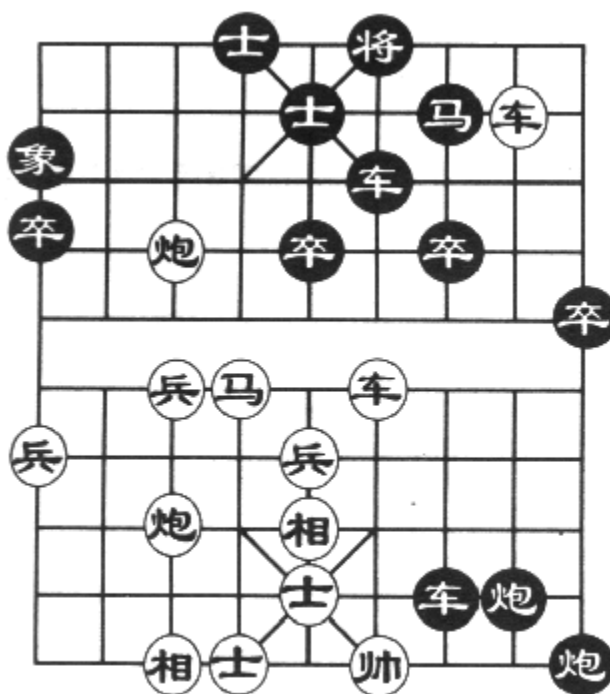


Fig. 160

The game of Figure 160 serves as an example illustrating how the above tactics are used in the play (Chart IV).

With a better understanding of the roles of each tactics in the games, we can make a comprehensive and systematic study on them of the same

kind which have appeared in many xiangqi books. For example, in the game of Figure 156, R5+1 of Bout 3 is to sacrifice the Chariot, and in the game of Figure 160, C7+3 of Bout 1 is to sacrifice the Cannon (having the role of blocking). In both games, the purpose of these moves is to block Black King's return to the central file. However, there exists direct and indirect difference between the two. If we make a study on more cases, we can have a deeper impression or have a new understanding on the situation and condition in using of the tactics, as well as its relationship with strategic. It will help us to understand the law of some tactics for mating.

1. C7+3	E1-3	to sacrifice Cannon	to block	assaulting piece
2. C7+7	H7-5	to transfer Cannon	to block	
3. R2=4	K6+1	to sacrifice Chariot	to clear way	assaulting piece
4. H6+5	K6-1	to transfer Horse	to check	
5. R6+3	A5+6	to exchange Chariot	to clear way	assaulting piece
6. H5+6	K6+1	to transfer Horse	to take a check	
7. C7-1	A4+5	to transfer Horse	Position-taking	controlling piece
8. H6-5	K6-1	to transfer Horse	controlling	
9. H5+3	2 nd Pincer mate	to transfer Horse	to take a check	mating piece

Figure 10 (Red moves first) Method Function Role

(Chart IV)

Finally, we want to mention it that in the 150 examples of mid-game mating in Chapter 1 to 3, there are many tactical combinations of a set pattern, such as, “throat cutting checkmate”, “long whale beheaded checkmate(长鲸授首)”, and some other combinations which are not yet named. By memorizing these combinations, we may raise our tactical attainments and find that they can be used in handy in the competitions.

2. Technical steps in analyzing the checkmated games

The technical process in analyzing the checkmated games is basically identical with that in sizing up the situation and calculation in mid-games. It can be divided into five steps:

- Analysis on the situation of the game;
- Establishment of the strategy;
- Designing of the tactics;
- Review of the calculation; and
- Implementation.

Following is a brief introduction for each step:

2.1 Analysis on the situation of the game

During a competition, by using the aforementioned method of analysis and other modes of thinking, a player should compare the strength and quality of his pieces with that of his opponent. He should make an analysis on the strong and the weak parts of the game, as well as the favorable and the unfavorable conditions, so as to find out the main or leading aspect of the contradictions in the game. After that, he can take the second step.

2.2. Establishment of the strategy

The strategy should be established on the basis of reliable analysis of the game's situation, and must be in conformity with the objective development of the situation. The orientation and guiding thought of the fight can be a concrete target, or some requirements, or roundup of some conditions. For example, in Figure 159, there is only one simple and clear strategic target, that is, to find out the moves for “relieving the mate and taking a counter-mate”, otherwise, the game is lost. Another example is Figure 158, in which the strategic steps and conditions are that, use “the tactics of plundering (掠战战术)” to capture Black Cannon and Horse at the bottom, then to take a checkmate with his own Chariot, Cannon and Horse; At the same time, Red has to evade the attack from Black's two Chariots. Here, one of the important conditions is that, Red should not lend the opponent's any chance to take a “check and counter-check” or a “mate and counter-mate”.

2.3. Designing of the tactics

Tactics must be designed to meet the requirement of the strategy. It should include the means, techniques, tactics and the whole set of concrete moves for fulfilling these targets. For example, in Figure 158, the first step is to capture the opponent's Cannon and Horse by a discovered attack. In such circumstances, the attacking side has to apply the technique of “transferring one piece with the aid of other pieces”. As in Figure 158, the only method is “to transfer Chariot with the aid of Horse”. For using the technique of “transferring Chariot with the aid of Cannon”, it requires that the opponent has an Advisor or other piece as a “pad”. Further more, it is impossible to “transfer Horse with the aid of Cannon”, as it lacks of a “pad” and Cannon and Horse are located in the remote corner. So Horse can not be used to take a check or a capture. With such an analysis and

reasoning, the concrete moves can be worked out. One more example is that in Figure 156, the strategic requirement is to turn the Reference Figure 10 into Reference Figure 11. The concrete steps will be 1. With the aid of Cannon, to transfer Horse to position 27 (If his own bottom rank is taken as rank zero, so position 27 means the original position of Black's left Cannon); 2. Move the edge Cannon sideward to take a check so it will take the position of Elephant's eye, and use Chariot to check at the bottom, and the opponent has to withdraw his Elephant; 3. By using the technique of "take a check to transfer the pieces" again, Cannon and Horse will take the original route and return to the position as in Reference Figure 10, thus the position as in Reference 11 has been achieved.

4. Calculation and reexamination

According to the technical operation requirement of analyzing the checkmated game, after the tactics and a set of moves have been worked out, it should move on to the fourth step. Otherwise, if someone takes the moves hastily, he might commit errors. Therefore, it is necessary for us to have an understanding of these theories. Firstly, a player should work out the details of the moves to be made, predict the responding moves of the opponent and foresee the tendency of the development of the game. Secondly, he should make a detailed analysis on the moves of the trunk and of its branches, to make out if the scheme is feasible and if the strategic is in conformity with the tactics. It should be emphasized that by reexamination of these tactics, it may find out the gap between the strategic and objective situation, so that further judgement and correction can be made until it conforms to the requirements.

5. Implementation

Through reexamination of the moves, if the feedback of the tactics proves to be negative to the strategy, then the same work has to be done over again from the very beginning of analyzing on the game's situation and establishment of the new strategy. If they are identical, and then the player should waste no time, expel all interference, and decide to make the first move.

In complicated and intense actual competitions, sometimes, a vague conclusion might be reached after reexamination. First of all, a player should have enough confidence on his own ability and strength of the play. Only in the course of practice and in the circumstances of winning or losing, can the courage of a player be tested and tempered. In this respect,

some mid-games can be used as a reference. For example, the attack is usually made at the time when advantage prevails over disadvantage. However, when advantage is on a par with disadvantage, the player should also be resolute in keeping to the course of strategy and tactics designed by him.

Chapter V Examples

For illustrating aforementioned checkmate methods and theories, we have selected 50 examples from the actual competitions.

1. Examples of Rank-checkmate

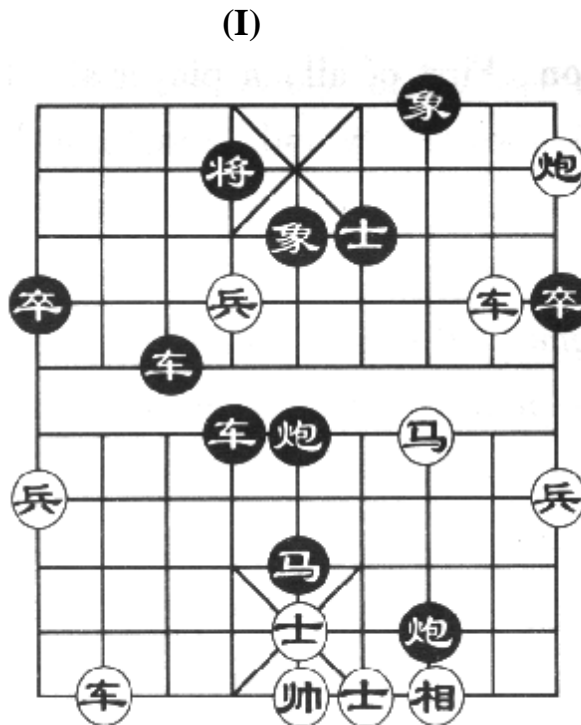


Fig. 161

Figure 161 shows a game played by Ms. Lin Ye (Sichuan) and Mr. Chen Shulan (Hubei) during the second round of National Women's Xiangqi Individuals in 1980, which looks like a composed game. In the intense situation of mutual checking, Li Ye defeated Chen Shulan with double Chariots.

- 31. R8+8 K4-1
- 32. C1+1 E7+9
- 33. R2+3 E5-7
- 34. R2-1! E7+5
- 35. R2=6

The checkmate method at the end of the game is also called “long and short Chariots”. It is identical in quality with the rank-checkmate at the bottom as that in Figure 1, belonging to the checkmated game of “the

same quality but in different forms”. In both games, the attacking side uses one Chariot to seal off the second rank and uses another Chariot to take a rank-checkmate at the bottom.

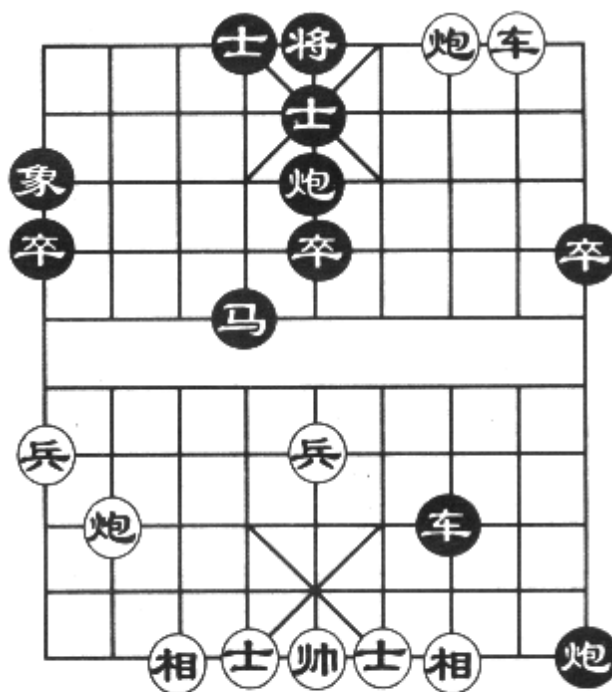


Fig. 162

Figure 162 shows a game played Yan Mujiang (Jiangsu) and Fu Guangming (Beijing) in Round 9 during the National Xiangqi Team Championships in 1982, which can be served as another example of checkmated games of “same quality but in different forms”. Though Yan Mujiang has lost one Horse, he could still manage to launch an attack and win the game. The checkmate method used by him is identical to that as in Figure 4.

- 23. C8+7 E1-3
- 24. C3=6 A5-6
- 25. C6=4 E3+1
- 26. C4-2! K5+1
- 27. R2-1

By now, Black has to stop the clock to acknowledge his defeat, as the following moves will be K5-1, C4=9, which will lead to the rank-checkmate at the bottom with Chariot and double Cannons. Comparing with preceding example, the control piece remains the same, but Chariot, the mating piece has been replaced by double Cannons.

The line-up of Double Cannons and one Chariot is often used in actual competitions. Its typical form is that two Cannons are deployed on both sides of the Chariot, thus making “converging mate by Cannons and Chariot (夹车炮杀) ”。

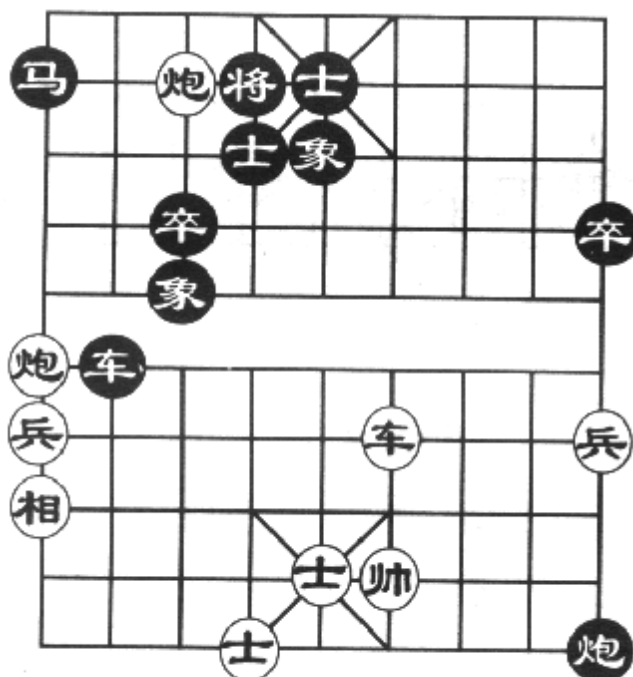


Fig. 163

Figure 163 shows a game played during the National Xiangqi Team Events Championships held in 1985, in which Chen Xiaokun (Zhejiang) defeated Li Aidong (Sichuan) with the combination of Double Cannons and Chariot:

- 60. R4=8 R2=6
- 61. A5+4 H1-3
- 62. C9=8 A5-6
- 63. C8=4 K4-1
- 64. C8+1 K4+1
- 65. C7-3! H3+2
- 66. C7=6 H2+4
- 67. R8+5 K4-1
- 68. C6=9

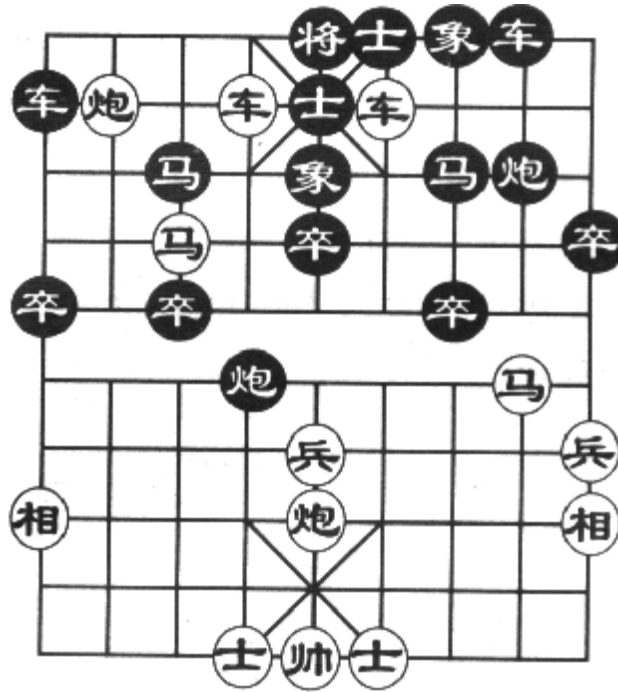


Fig. 164

Figure 164 shows a game played by Shen Hao during Shanghai Xiangqi Team Events Championships held in 1977. After 20 rounds of moves, Shen took an advantageous position and then launched a “three-dimensional attack” from the right, the left and the middle, resulted in a rank-checkmate with Chariot, Cannon and Horse as that in Figure 8.

- 21. C5=3 C4-3
- 22. H2+1 H7+6
- 23. H1+2 H6-7
- 24. C3+5 C4=7
- 25. H7+5 R8+1
- 26. H5+7 R8=6
- 27. R6=5

At Bout 25, even if Black changes his move to R1=2, he can not avoid the fate of defeat.

At the end of the game, Red can also make the move R6-1 for mating. Now, Red moves Chariot sideways to capture Advisor and then advance his Chariot to mate. Comparing with Figure 160, the mating piece remains the same, but the control piece Chariot is replaced by Cannon. The Elbow Horse plays the role of “one servant being at the service of two masters”, which is used as the “support” for Cannon’s to control the

second rank, at the same time is used as “the base” for Chariot to take the rank-checkmate at the bottom. Therefore, it is only a piece assisting in the attack with “dual tasks”.

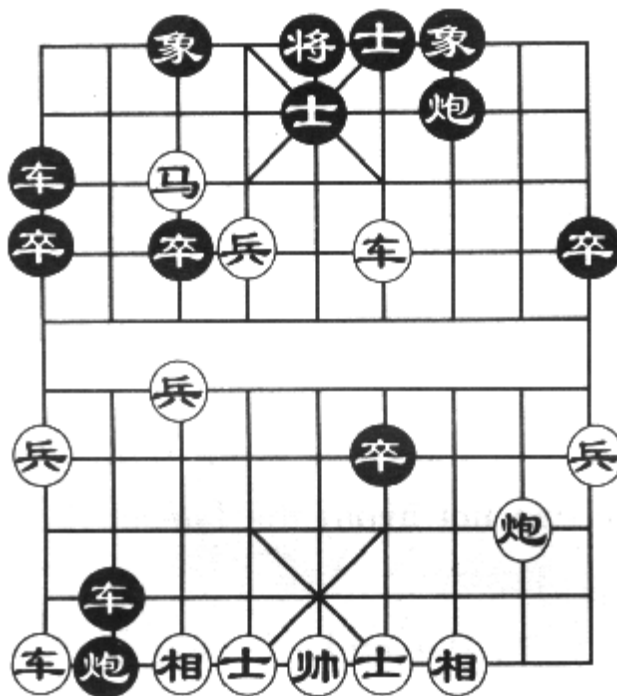


Fig. 165

Figure 165 shows a game played during in the Four-Province (Guangdong, Beijing, Anhui and Hebei) Invitational Xiangqi Touranment held in Handan on March 21, 1977. Li Laiqun (Hebei) defeated Jiang Zhiliang (Anhui) with “rank-checkmate at the bottom when the second rank of the opponent has been sealed off by Horse”, the same tactical combination as that in Figure 10 and 11.

- | | |
|-----------|------|
| 17. C2+7 | P6=5 |
| 18. P6+1 | R1=2 |
| 19. R4=5 | FR=4 |
| 20. R9=8 | R2+7 |
| 21. R5-3 | R2-8 |
| 22. R5=4 | E3+5 |
| 23. P6=5 | R4=8 |
| 24. P5+1! | R2=5 |
| 25. E7+5 | R8-8 |
| 26. R4=8 | R5+6 |
| 27. E3+5 | C7=5 |

28. A6+5

In the above games, the attacking side uses Chariot, Cannon and Horse to seal off the second rank of the opponent and then uses Chariot or Cannon to take a checkmate at the bottom.

(II)

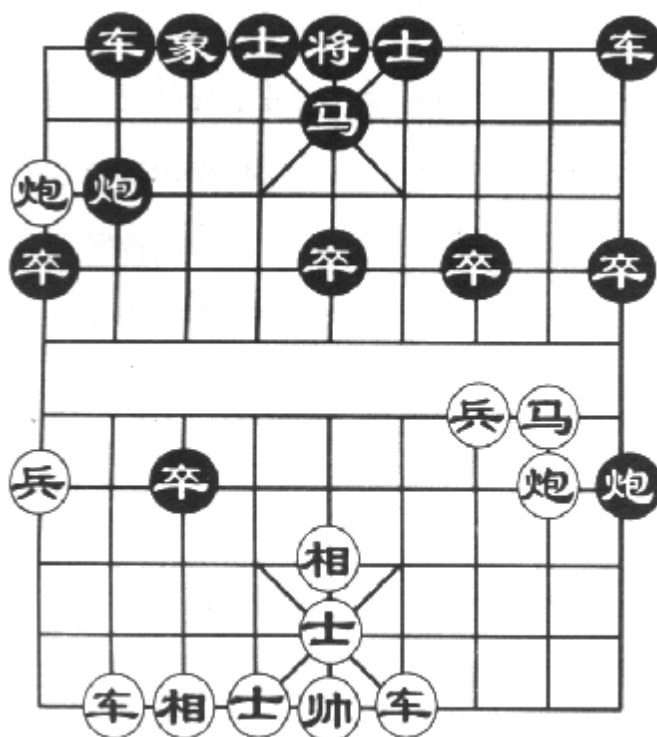


Fig. 166

Figure 166 shows the position at Bout 21 of the game played by Zhao Qingge (Liaoning) and Wang Guifu (Ningxia) during the first round of the National Xiangqi Team Events Championships held in 1983. When Black's two Chariots were still confined at home and Horse was in the centered, Red made a sacrifice for gaining the initiative in taking an attack. It was concluded with a rank-checkmate, in which Red used Cannon and Horse to seal off the third and bottom ranks of the opponent and then use his Chariot to take the mating check at the second rank, a combination similar to that as in Figure 18.

22. R8+6 P5+1

23. H2+3 R9=8

- 24. H3-5 H5+3
- 25. C9=7 R8+6
- 26. R8+1 R2+2
- 27. H5+6

Bouts 22 - 26 represent the stage of assaulting, and Bout 27 concludes the stage of King-control; Black did not wait for the move R4+8 of Red and had to resign.

In this game, the combination in taking the mating check is Chariot, Cannon and Horse. As we mentioned in Chapter IV that “Theoretically, there is more possibility of mating when two or more strong pieces of different armed service have been assigned for controlling and checking the opponent’s King”. Most of the examples selected in this Chapter are “three-piece combination”, and with the combination of Chariot and double Cannons takes the second place.

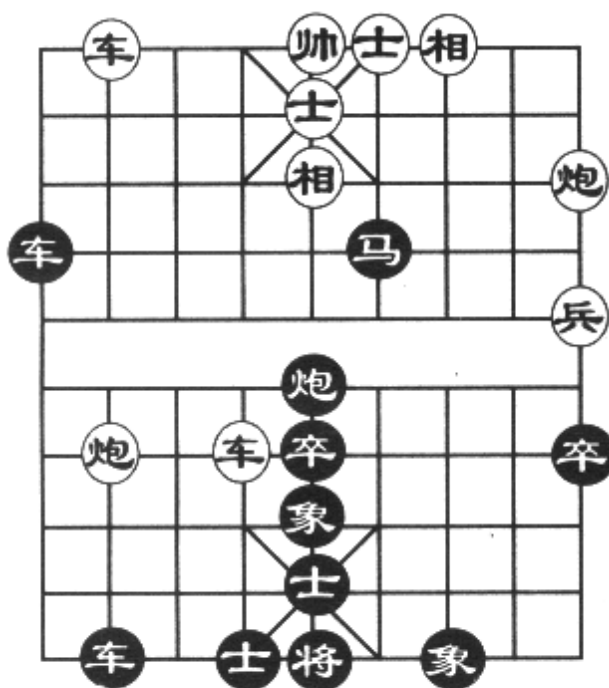


Fig. 167

Figure 167 shows a game played in a tournament in Shijiazhuang, Hebei, in 1984, in which after sacrificing his pieces, Black skillfully used Chariot, Cannon and Horse to “take a rank-checkmate at second rank when the opponent’s bottom and third rank are under control”, same tactical combination as that in Figure 27.

1. ... R8+3
2. R4=2 H4+3
3. K5=4 R9=6
4. A5=4 R5=6
5. K4+1 R6=7
6. A4-5 H3-4
7. A5+6 H4+6

The Chariot-Horse mating check is an example of two different pieces grouping in the “two-piece combination”. There are more examples of this kind combination than other combinations selected in this book. The combination of Cannon and Horse comes second. In these two combinations, at least there must be one fast mobile force, such as Chariot or Cannon. According to statistics, with a pair of Horses, the attacking side has less chance in taking a checkmate.

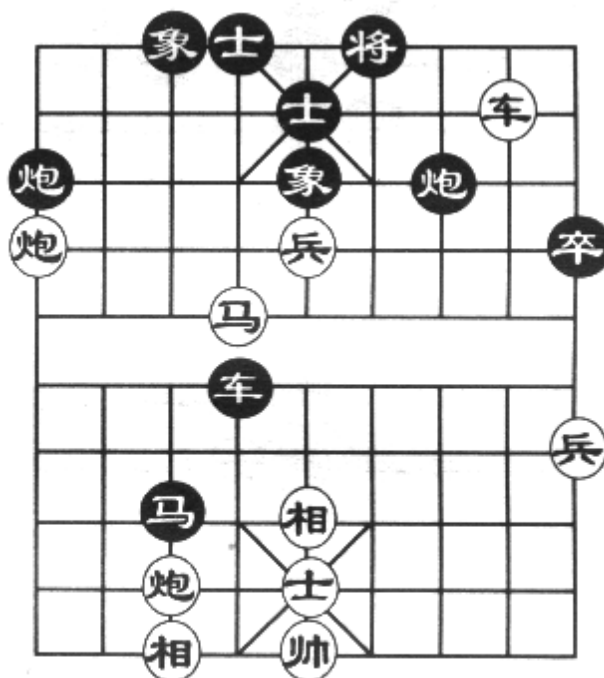


Fig. 168

Figure 168 shows a game played by Han Fude in the Liaoning Provincial Championships in February 1981. By mobilizing all forces to enforce a “control over the bottom and the third rank of the opponent”, Han took a mating check and overpowered the opponent, a checkmate similar to that in Figure 29.

- 60. R2+1 K6+1
- 61. C9=6!! C1+7
- 62. E7+9 R4-1
- 63. C6+2 A5+6
- 64. P5+1 C7-1
- 65. R2-1 R4=7
- 66. A5+6! H3+1
- 67. C7=4 R7=6
- 68. R2=3 K6-1
- 69. R3+1 K6+1
- 70. K5+1 H1-3
- 71. R3=5

The game was concluded by a rank-checkmate with Chariot, Cannon and Pawn, a tactical combination of “weak pieces’ participation” as introduced in Chapter IV. This kind of combination, together with combination of “one strong piece”, takes only a small proportion in actual competitions.

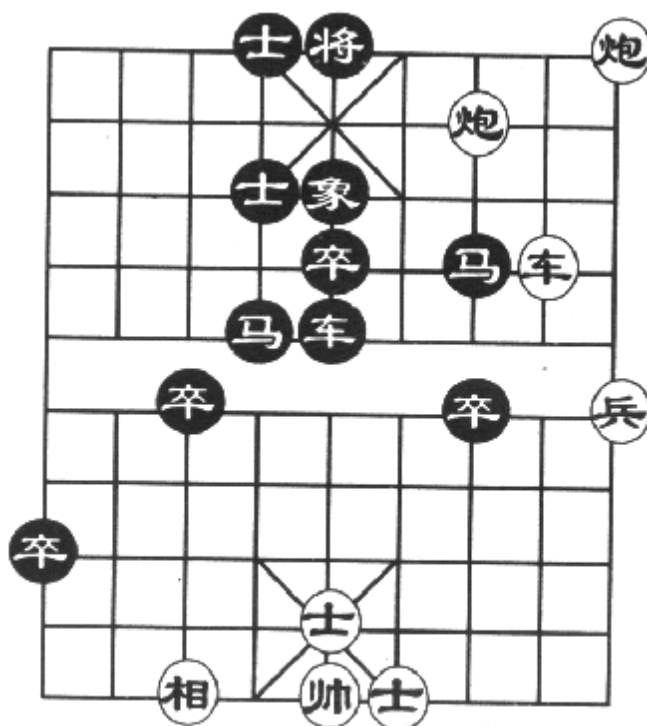


Fig. 169

Figure 169 shows a game by Li Shaobo (Hong Kong) and Liu Boliang (Tailand) during the first “Asian Cup” Xiangqi Championships in

Macau on Dec. 8, 1980. As Li Shaobo mistakenly made the move R2=3 to capture the opponent's Horse, Liu Boliang had a chance to regain his breath and built up his defense, and skillfully used the xiangqi rules to make a draw. However, at the position as shown in Figure 169, Red could make the move C3-1. The game can be evolved as follows:

32. C3-1 E5+7
33. R2+2 H7-9
34. C3+2 H9-8
35. C3-2 H8+6
36. C3+1 A4+5
37. C3+1 H6-8
38. R2+1 K5=4
39. C3-1

If Black makes the move R5=6 or K5=6 at Bout 32, or H4+5 at Bout 36, he still can not avoid the fate of defeat. In short, Figure 169 will be developed into a mating position with the similar checkmate method as shown in Figure 166. From this example, we can see that “we must strengthen our training on checkmate methods, ... and try to avoid making mistakes, to play more games with good tactical combinations”.

The above are the examples of mid-games in which the attacking side uses the technique of sealing off or blockade to control the opponent's bottom and third rank, and then take a rank-checkmate in his second rank.

(III)

The method of play in the game of Figure 170 is similar to that in the preceding game to some extent. Its checkmate method at the end of the game is similar to Figure 34, that is, to use Chariot to cut off the retreat of “exposed King” of the opponent, and take a “rank-checkmate at the exposed King” on the third rank. The only difference between them is that the assisting piece Horse in Figure 34 is replaced by Cannon in this game.

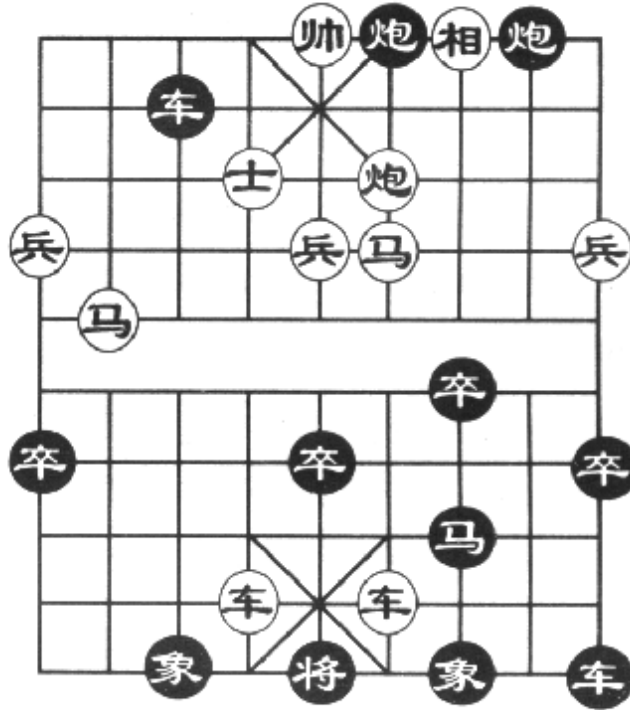


Fig. 170

Figure 170 shows the position at Bout 32 of the game between Chen Fuchen (Hebei) and Wang Jialiang (Helongjiang) during National Xiangqi Championship in 1975. Following are moves played by them:

- 32. ... C4-1
- 33. E7+9 C4=1
- 34. H6-8 C1=3
- 35. H8-6 R7+1
- 36. H6-4 C3+1
- 37. K5+1 R7-1

Black played without any hesitation nor hasty, and forced the opponent's King to be exposed. Awaiting him will be the fate of rank-checkmate by Black's Chariot and double Cannons.

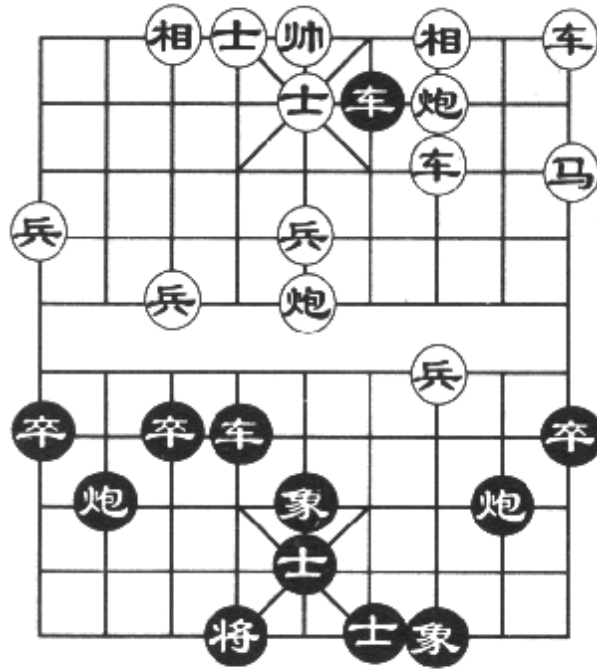


Fig. 171

Figure 171 shows a game played in the finals during the National Xiangqi Championships in 1966. Its checkmate method differs from the above example:

- 17. ... R4=5!
- 18. A4+5 C8+7
- 19. A5-4 R6+6
- 20. K5+1 C2+6
- 21. K5+1 R6-2

By sealing off the opponent's bottom and second rank with his Cannon, Hu Yipeng (Qinghai) of Black used the tactical combination of "Throat Cutting Checkmate", thus putting Fu Guangming (Beijing) in a hopeless position.

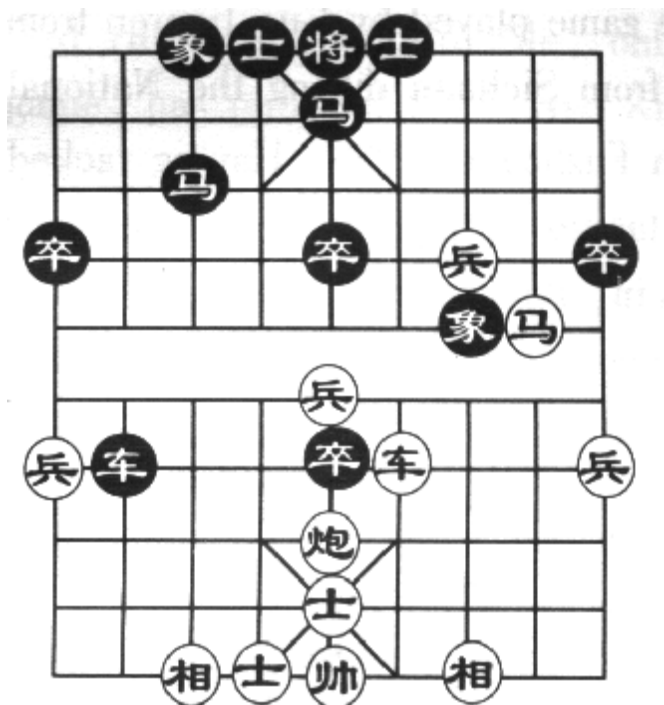


Fig. 172

Figure 172 shows a game played in the National Xiangqi Championships in 1957, which could be regarded as “a curio”.

- 21. R4+5 H5+4
- 22. C5=1! A4+5
- 23. C1+4 K5=4
- 24. C1+3 K4+1
- 25. H2+3 K4+1
- 26. C1=2

Following that, Red will inevitably make the moves C2-2, H3+4, R4-1, etc, which will lead to a checkmate formation similar to that in Figure 41.

The above are the examples of checkmated games in which the attacking side uses Chariot, Cannon and Horse respectively to control over the opponent’s bottom and second rank, and then takes a rank-checkmate on his third rank(布置线) . According to statistics, the examples of the former two cases belong to minor checkmated games of less than 15 moves, and takes about 70% of all games selected in this chapter.

(IV)

It is not the case that various kinds of checkmate methods have equal chance of performance in the competition. According to statistics, there are fewer cases of the rank-checkmate on the smothered King by using the tactics of obstruction than preceding three types of rank-checkmate.

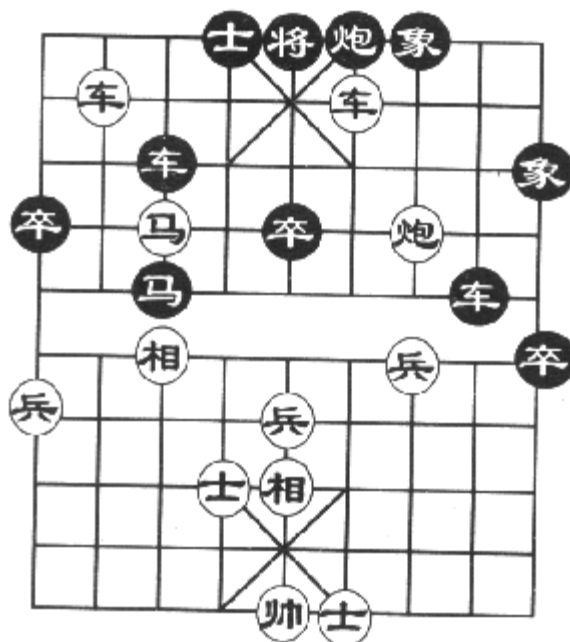


Fig. 173

Figure 173 shows the game played by Guo Jianren from Fujian and Chen Xinquan from Sichuan during the National Xiangqi Tournament held in Fuzhou in 1980. Having racked his brains, with a series of tactics of trapping the opponent or sacrificing, Red succeeded in taking a rank-checkmate on Black's smothered King, which is similar to that in Figure 47:

35. C3+1! ...

Red made a sacrifice "without any reason". Anyone might feel baffled. However, if Black makes the move of R8-2, then Red C3=5, forcing Black to exchange pieces with him. After that, Red will make the move of R8=7, R7-2, etc. The whole game will be under control of Red. The subsequent moves played in the competition are as follows:

- 35. ... R3=7
- 36. H7+6 A4+5
- 37. H6-5 R7=5
- 38. H5+3! R8=4
- 39. R8=5

The moves following that will be “R5-1, R4+1”, which will lead to “Checkmate on the smothered King at the bottom”. What is slightly different from Figure 47 is that the Red Horse in the third file, only a assisting piece in this game, has replaced the “Red King of armpit file” in Figure 47.

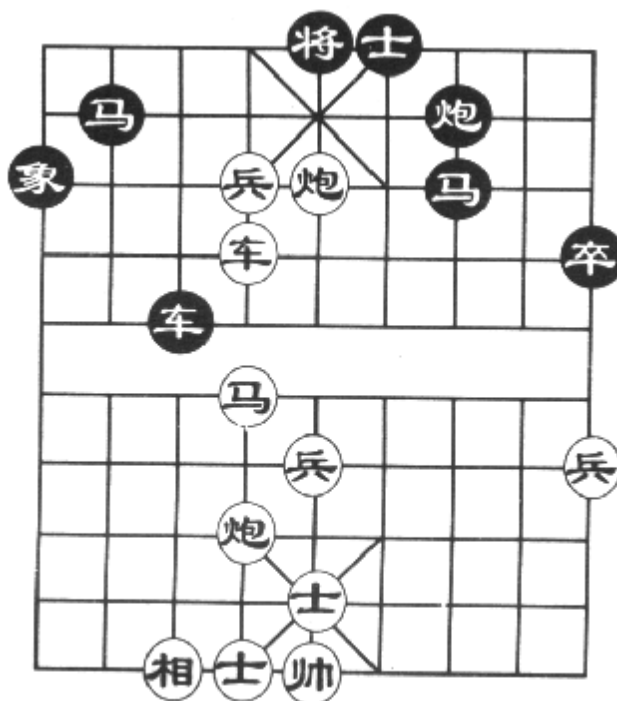


Fig. 174

Figure 174 show a position of mid-game between Zheng Xinhai (Henan) and Cai Furu (Guangdong) during China’s National Individual Finals in 1983. Due to Red “long pass” in the central file, Black was forced into self-obstruction at the bottom and second rank. Then, with “a pass at the end-line to the center” of his Cannon, Red took “a checkmate on the opponent’s smothered King at the bottom”:

- 48. C5-2 R3=5
- 49. C6=5 H7-5
- 50. P6=5 R5+2
- 51. H6+4 R5-2
- 52. H4+2 C7=6
- 53. H2+4! R5-2
- 54. R6+2! H2+3
- 55. C5=3

This is a thrilling “massacre”, which is seldom seen in the actual competitions.

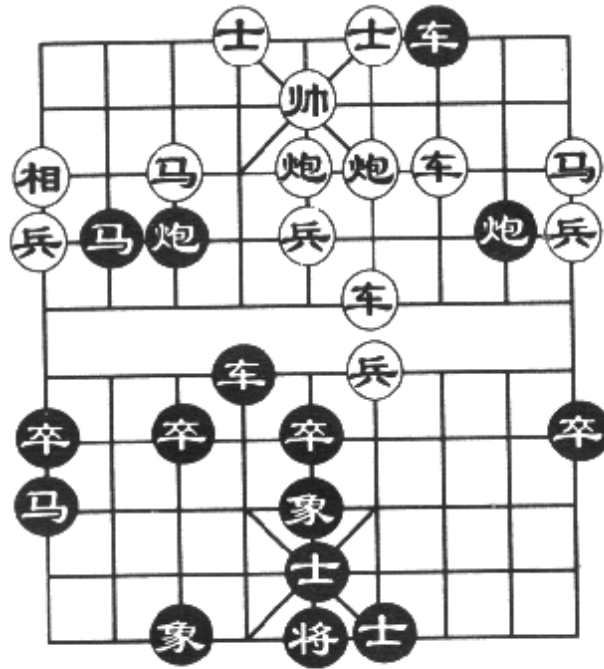


Fig. 175

Figure 175 shows a position of a game in the 15th round of the National Xiangqi Tournament held in 1962. The checkmate method of the game is of “the same form but different in quality” with that of Figure 55:

- 20. K5=6
- 21. H3-2 R3=4
- 22. C6-1 C2+2
- 23. H9-7 C7+3
- 24. C5=4 H8+6
- 25. K5+1 R4=5
- 26. K5=6 H6+4

The balance of the Xiangqi seems to be tilted forward as both sides were trying to deploy its forces along the foremost two ranks. In the end, Chen Jinsheng, the young player from Hubei succeeded in “blocking the two ranks” of the opponent and taking a rank-checkmate on the veteran champion Yang Guanling from Guangdong (Hefei, November 19th, 1962).

The above three games are the examples of “rank-checkmate on the smothered King” selected from the actual competitions. In all three games, the attacking side has been confronted with “stubborn” resistance of the opponents and could not execute forthright continuous mating checks. As we mentioned in Chapter IV, that “most of checkmated games in the actual competitions are mixed checkmated games”, which takes 90 % of

all games in this chapter.

(V)

Following are the examples of checkmated games in which the attacking side uses “the tactics of simultaneous checkmate” to take a rank-checkmate.

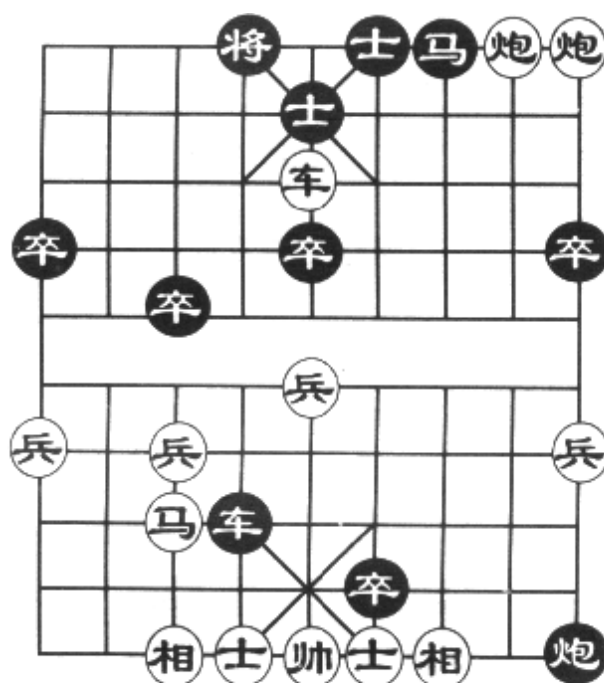


Fig. 176

Figure 176 shows a game played by Liu Dahua (Hubei) and Wang Bingguo (Shandong) during the 4th National Games. Red used Chariot and double Cannons to make a concerted attack, resulting in “simultaneous checkmate when Black’s second rank is under control and Black King’s file is cut off (控二纵断)”. The checkmate method of this game is so identical to that in Figure 61:

- 29. C1=3 K4+1
- 30. C2-1 A5+4
- 31. R5=4 K4=5
- 32. C3-1 K5-1
- 33. R4+1 A6+5
- 34. C3+1

The subsequent moves will inevitably be R4=8, C3=1, K5=4, R4+1. It will lead to a simultaneous checkmate at the bottom. The game will be won by Red wins.

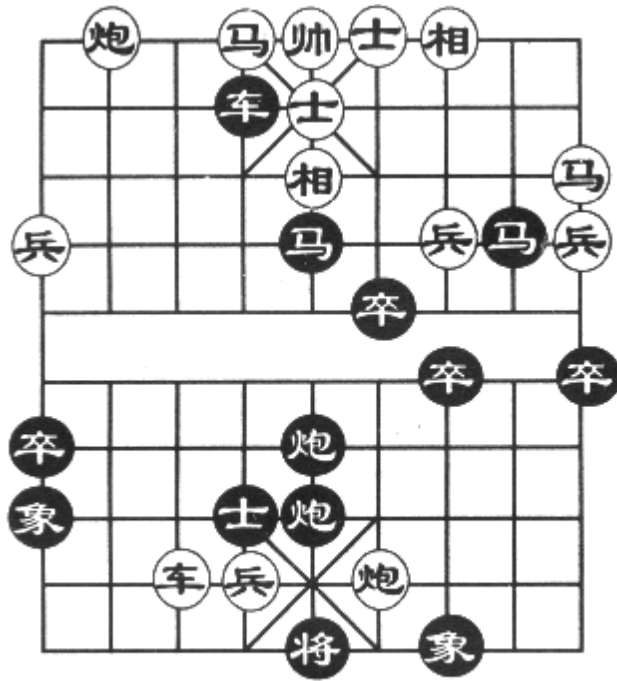


Fig. 177

Figure 177 shows a game player by Zou Liwu (Anhui) and Wang Jiali (Heilongjiang) in Kunming on Nov.28th, 1983. In this game, the checkmate method is similar to that in the games of Figure 58 to 61. Black can win first with the following moves:

- 30. FC+4
- 31. E7+5 C5+5
- 32. A5+6 C5=1
- 33. A6+5 H2+3
- 34. K5=6 H5+3
- 35. C6=5 C1+2
- 36. C2+1 FH-1
- 37. K6=5 H3+4

At Bout 33, if Red changes his move to C2+1, then Black C1+2, It will lead to a Cannon-and-Horse checkmate, the same fate for Red as before.

At Bout 35, if Red changes his move to C2+9, then Black R6+1, A5-4, H3+5, It will lead to a rank-checkmate with Cannon and Horse at the bottom or a pincer-checkmate with double Horses.

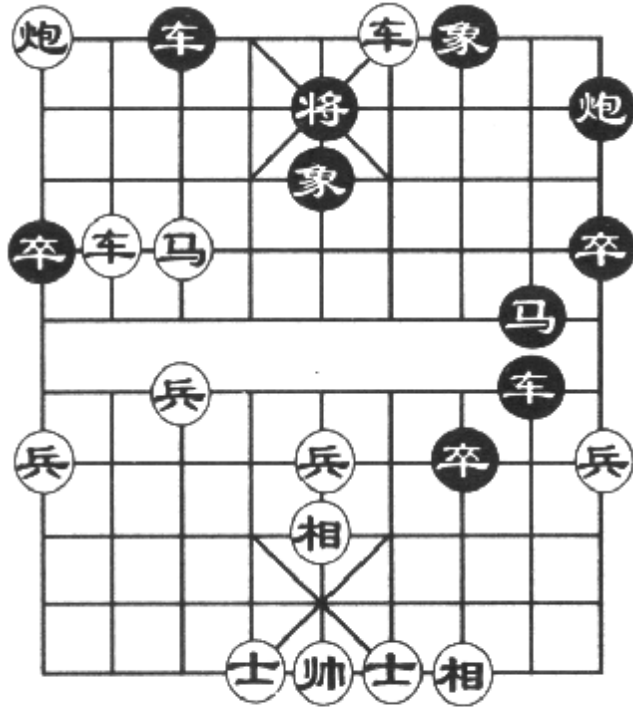


Fig. 178

In Figure 178, the checkmate takes place at the bottom two ranks. It differs in form to the above game, but is quite similar to that in Figure 62.

This position shows a game played by Yang Yaodong and He Ru during Zhejiang Xiangqi Selective trials (Hangzhou, April 25th, 1983). Following are moves played by them in the competition:

- 23. C9-1! R3=6
- 24.H7+8 K5-1
- 25. H8-6 K5=4
- 26. R8+3 K4+1
- 27. H6+8

The results is a “simultaneous rank-checkmate when the opponent’s bottom and third as well as the King’s file has been cut off (底布纵断)”.

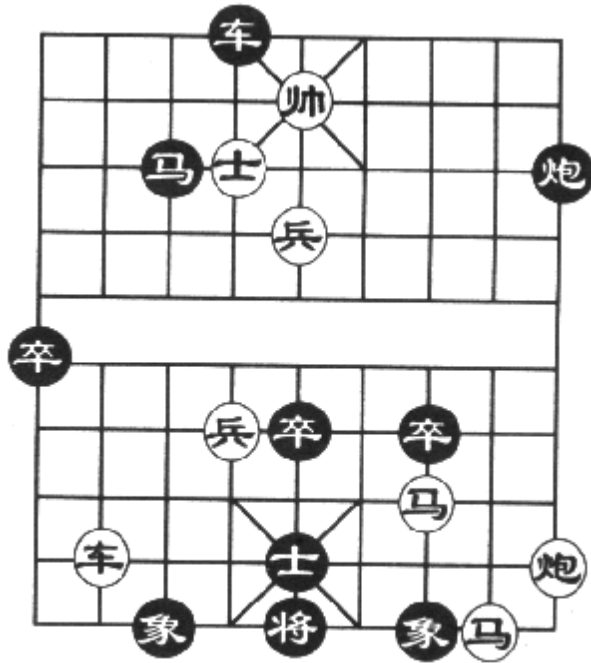


Fig. 179

Figure 179 is an example of “checkmate on the exposed King when its file has been cut off (露将纵断)”:

- 40. R6-2!
- 41. R2=5 K5=6
- 42. R5=3 R6=2
- 43. K5=4 H7-5
- 44. K4=5 R2=5
- 45. K5=4 R5+2

Now if Red makes a move of K4+1, then Black R5=6, K4=5, H5+3, It will lead to a rank-checkmate with Cannon-and-Horse.

The above is a game played by Wang Bingguo (Shandong) and Ma Yingxuan (Henan) during National Xiangqi Tournament in 1985. At Bout 42 when Red makes the move R5=3, there is a possibility for Red to take a checkmate with the moves of R3+1, K6+1, H7-5 or R3-1. The tactical combination used by Black at Bout 42 is so similar to that as in Figure 64.

The checkmate method used by the attacking side in the games of Figure 161 to 179 is identical with the method illustrated in Chapter One, that is, the attacking side takes a rank-checkmate when the opponent’s king is under control and can not move upward or downward.

2. Examples of File-checkmate

(I)

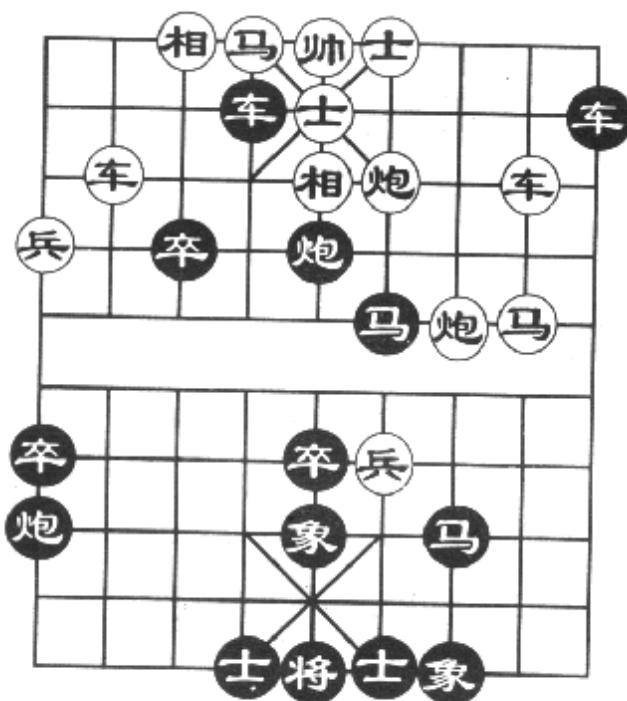


Fig. 180

Figure 180 shows a position of the game played by Li Yiting (Wuhan) and Guan Bichong (Lanzhou) during the National Xiangqi Tournament in 1957. At this position, Black used “Chariot to control over the opponent’s central file”, then took a checkmate in the armpit file:

- 23... R1=5
- 24. A6+5 R6=5
- 25. K5=6 H4+3
- 26. R8=7 R5+1
- 27. K6+1 C5=4

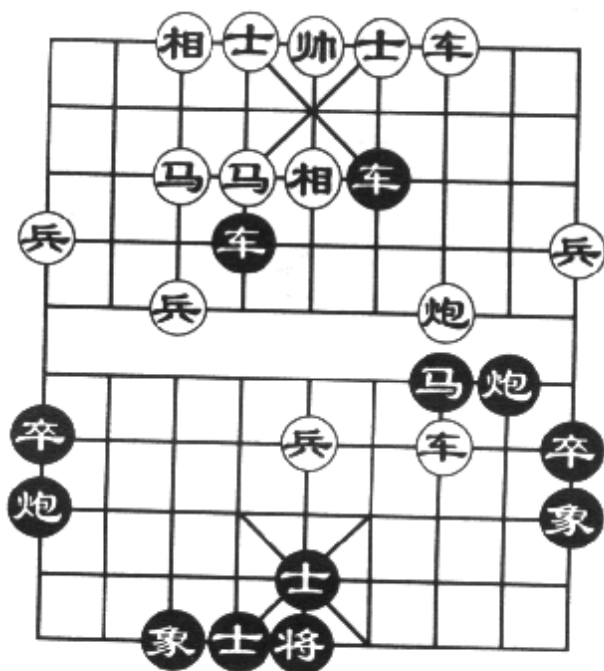


Fig. 181

The game played by Liu Jianqing (Sichuan) and Hu Ronghua (Shanghai) in 1964 presents us with another kind of file-checkmate (Figure 181):

- 25. H3+5
- 26. A6+5 C2=5
- 27. A5+6 H5+4
- 28. K5=6 C9=4
- 29. FR=6 H4+2

The checkmate method at the final stage is similar to that as in Figure 67 and 68. The only difference is that the control piece Chariot in the central file in Figure 180, is replaced by Cannon.

In the actual competitions, the most common method for control of the central file is to use Horse.

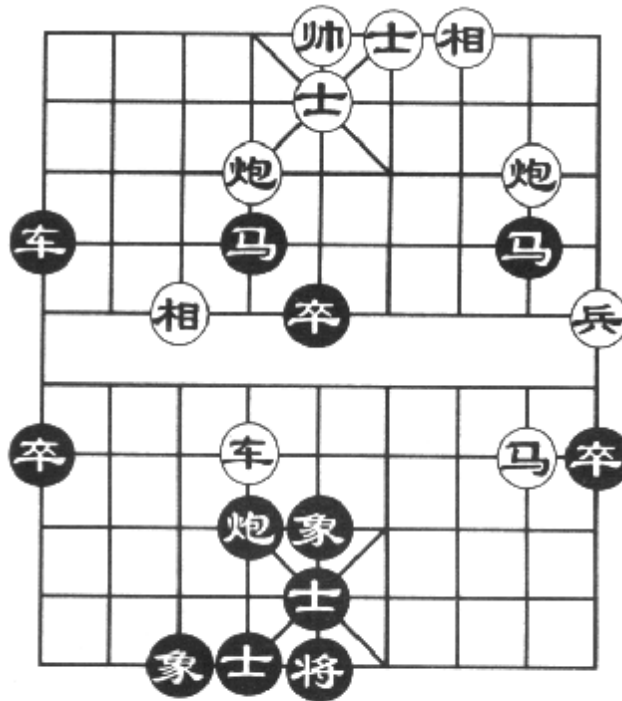


Fig. 182

The game played between Liu Yongde (Macau) and Zhu Junqi (Hong Kong) in the 2nd Asian Cup (Hangzhou, April 11th, 1982) is one of the examples. Figure 182 shows the position of the game at Bout 22. Now, it gives Black a prime opportunity to make the assault:

32. ... R9+3

If Red makes the move of A5-4, then Black H2+4, K5+1, R9-1, K5+1, H6-4, K5=6, H4+2, K6=5, P5+1, Black checks continuously until Red King is mated.

33. C4-2, H6+7

34. R4-5, H2+4

35. A5+6 R9=6

What is waiting for Red will be a set of tactical combination in 5 to 6 moves as shown in Figure 69, that is K5+1, R6-1, K5-1, R6=4, K5=4, P5=6. It will lead to a file-checkmate with Cannon and Horse. Red has to surrender.

It looks nothing new that the attacking side “uses Horse to control the central file”, and then uses Chariot and Cannon to take a checkmate in the armpit files. However, this method can be evolved into some excellent combinations if the player could integrate it with actual conditions during the competition.

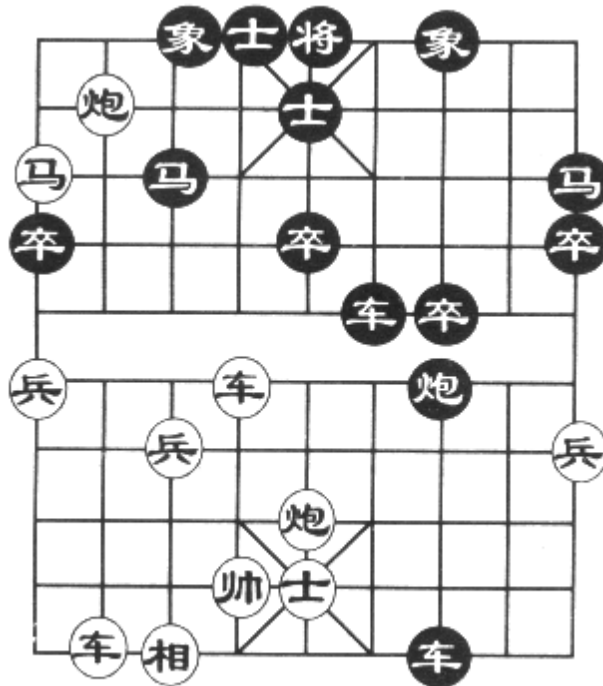


Fig. 183

For example, in the game of Figure 183 played between Wang Xinhai (Jingan District, Shanghai) and Jin Junpeng (Putuo District, Shanghai) during Shanghai Spring Xiangqi Tournament in 1966, the checkmate method is so similar to that as in Figure 71 and the subsequent games:

- 19. R8+5 C7+3
- 20. K6+1 R6+3
- 21. R8=3 E7+5
- 22. R3-3 R6-3
- 23. H9+7 K5=6
- 24. C5=4 R6=4
- 25. R6+1 H3+4
- 26. R3+1

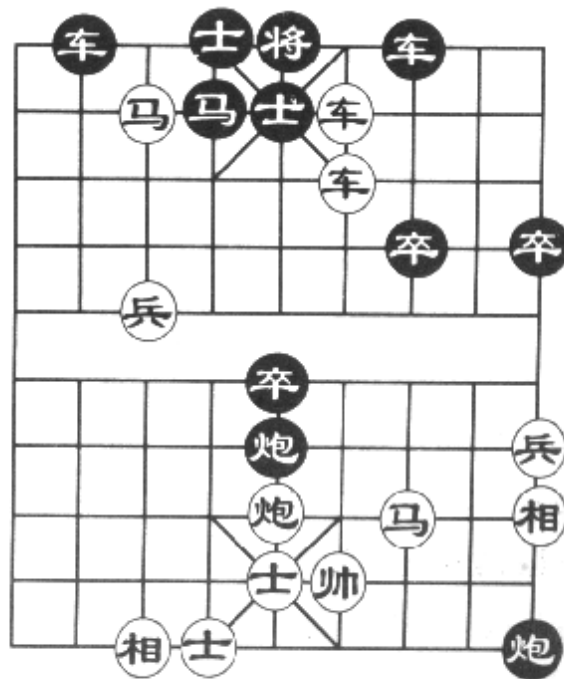


Fig. 184

Figure 184 shows a game played by Liu Dahua (Hubei) and Yan Mujiang (Jiangsu) in Wuxi on April 20, 1984, which can be served as an example of the checkmate method of using Horse to control the central file and taking double checks with Cannon and Horse. The checkmate method at the end of the game is similar to that as in Figure 81:

- 33. H3+5 A5+6
- 34. R4=6 K5=6
- 35. C5+2 C9=3
- 36. R6+1 R2=4
- 37. C5=4 A6-5
- 38. H5+4

The above are the examples of file-checkmate in which the attacking side uses Chariot, Cannon and Horse to control the central file respectively, and then takes a file-checkmate with Chariot or Cannon on the armpit files. Prior to the stage of mating check, there are four or five strong pieces involved in the process of assaulting. The examples selected from the actual competitions take up 50% or more of all the games in this chapter. It tallies with what we mentioned in the Chapter IV, that “The total number of four-strong-piece and five-strong-piece checkmated games takes about 50 percent of the number of all games. That is to say, when there are four or five strong pieces on board, there is more possibility of taking a checkmate than that in other situations”.

Of course, here it refers to the possibility of realization of checkmate in the mid-games of actual competitions. When there are four or five strong pieces left on board in a mid-game, it has greater chance for the attacking side to take a checkmate than there are six strong pieces or only three strong pieces left. It is more so in the composed mid-games as shown in Chapter 1 to 3.

(II)

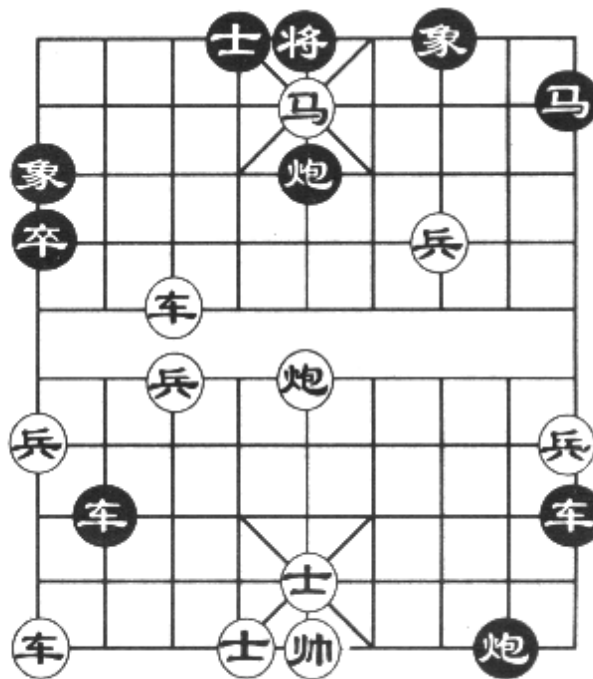


Fig. 185

Figure 185 shows the game played by Yu Youhua (Zhejiang) and Han Fude (Liaoning) during the National Xiangqi Tournament in 1980. In the subsequent moves, Red used King and Horse to control opponent's armpit files, and then take a checkmate in the central file with Chariot, a checkmate method similar to that as shown in Figure 82.

- 34. H5-7 A4+5
- 35. R7=6 T9=4
- 36. R9=8! K5=6
- 37. R8=2 R4=2
- 38. R6=4 K6=5
- 39. K5=4 C8-9
- 40. R4=6 E7+9
- 41. R6+3

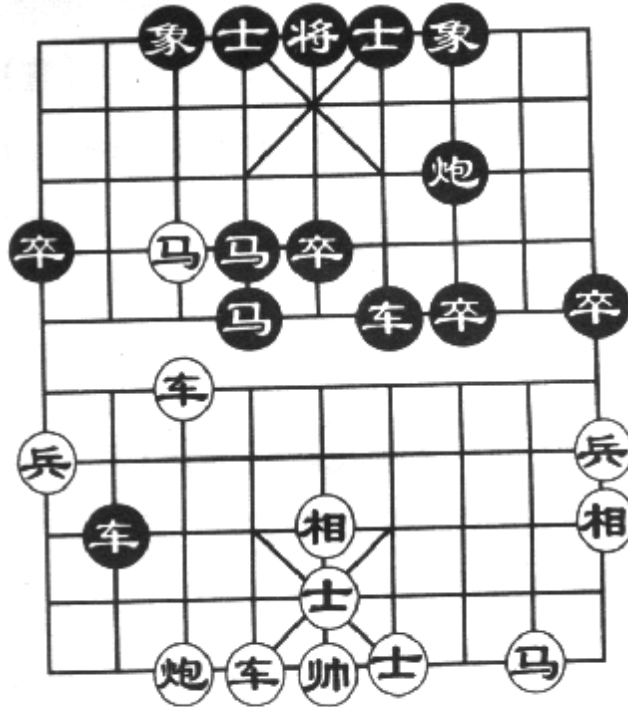


Fig. 186

In Figure 186, the control piece is only a Horse, which controls over armpit files of the opponent. Afterwards, the attacking side uses Chariot to take a checkmate in the central file.

This is the game played by Cai Furuo (Guangdong) and Xu Tianli (Shanghai) during the 4th National Games. Red took the retreat as a means of advance, and hid his troops in ambush at the bottom, so that his forces could advance to the bottom easily, and finally took a flank-checkmate on the enemy:

- 24. H7-6 R6-2
- 25. C7+9 A4+5
- 26. C7=9 FH+6
- 27. R7+5 A5-4
- 28. H6+5 E7+5
- 29. R6+6

By now, Black had to resign by stopping his clock, as the subsequent moves would be: E5-3, R6+3, K5+1, R6=5, It would lead to a file-checkmate.

Being different from the method of “sealing off the armpit files” in the above game, Figure 187 is an example of the method of “sealing off and blocking the armpit files”, and then the attacking side takes the

checkmate in the central file.

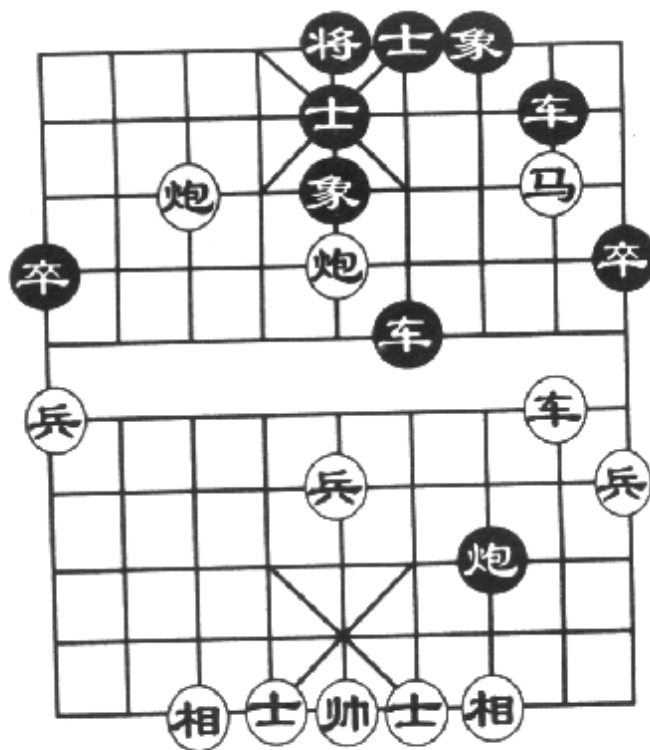


Fig. 187

The game of Figure 187 comes from “Selected Games of Zhou Deyu”. In this game, Red launches an attack from both sides as well as from the central. His checkmate method position is identical to that as in Figure 85:

- 21. R2=8 K5=4
- 22. R8=6 K4=5
- 23. A6+5 R6=5
- 24. H2-3 R5=2
- 25. K5=6 R2-4
- 26. R6+3

Black did not wait for “Xiangqi Master of the Generation” to make the moves H3+4, C7=5, he had to concede to defeat.

After an elapse of half a century, a game as shown in Figure 188 has appeared, in which the checkmate method is quite similar to that as above:

- 20. FR+2 R4+1
- 21. R6+5 R8+2
- 22. C9=3 H7-9
- 23. R6-1 E5-3
- 24. H5+4 A5+6
- 25. C3=5

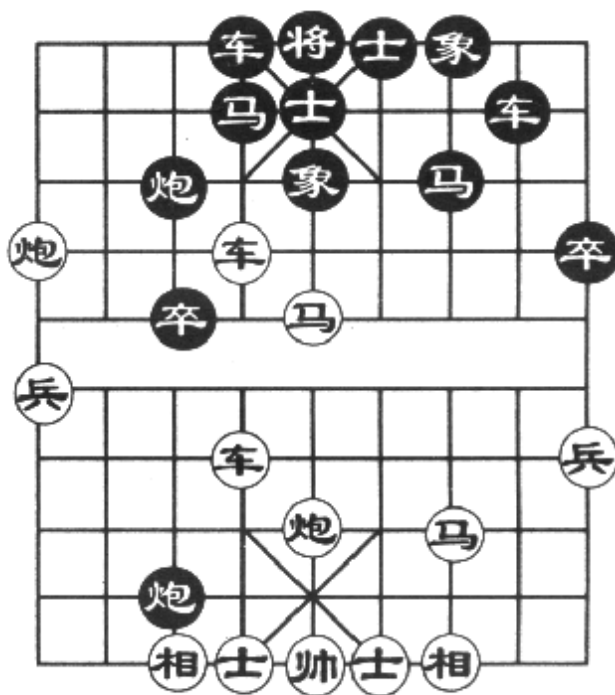


Fig. 188

Figure 188 is the game played by Zhao Ruquan (Hong Kong) and Liu Boliang (Thailand) during the “Asian Stars Xiangqi Tournament” held in Hong Kong on March 12th, 1983. Red used the method of “Sealing off and blocking the armpit files and taking a checkmate in the central file”. Its mating form coincided with that as in Figure 187.

(III)

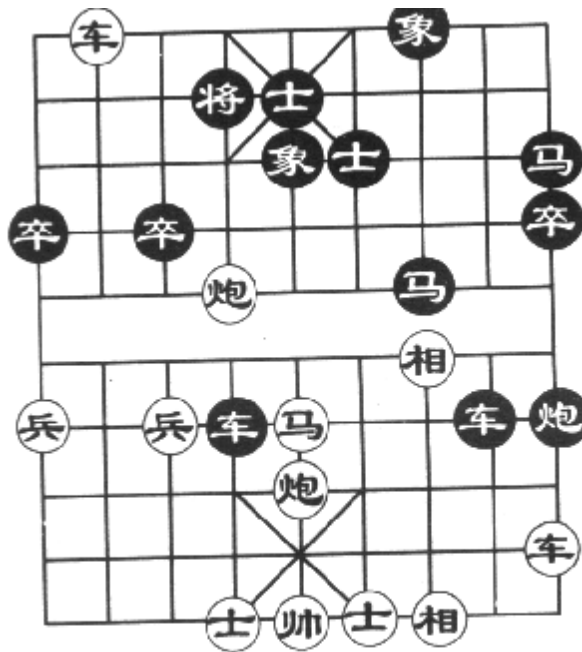


Fig. 189

Figure 189 shows the position of a mid-game selected from actual competitions. It was concluded by “a file-checkmate on the exposed King while its central file has been sealed off”:

1. R1=8 C9=5
2. C5=6! R4+1
3. RR+7 K4+1
4. RR-1 K4-1
5. FR-1 K4-1
6. RR=6 K4=5
7. R8+1 E5-3
8. R8=7 A5-4
9. R7=6 K5+1
10. RR+1 K5+1
11. FR=5 A6-5
12. R6=5

Like a reflection in the mirror, the mating form of this game is symmetry to that in Figure 86. In both games, Chariot was used as the checking piece. Only the controlling pieces were different. As Chariot and King were playing the same roles in the game, it can be considered as the “Double Chariots Checkmate”.

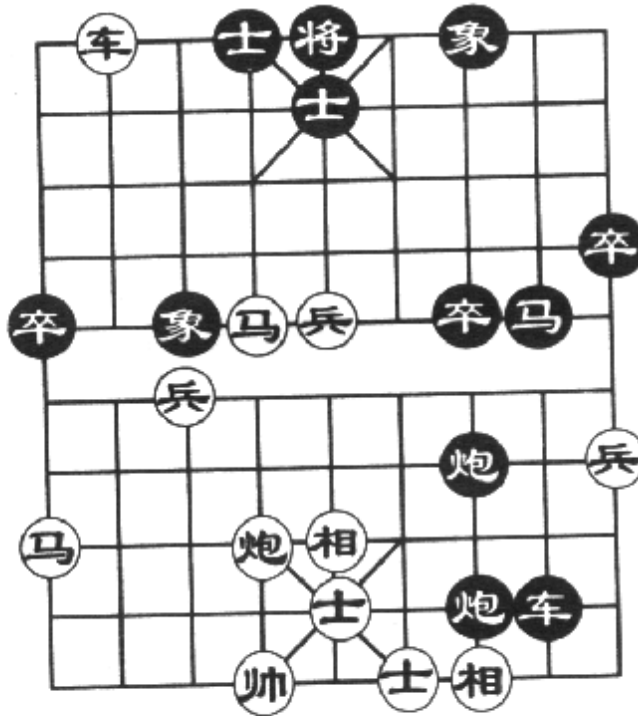


Fig. 190

Figure 190 shows the game played by Pu Fengbo (Liaoning) and Xu Tianhong (Jiangsu) during the “Chengde Cup Xiangqi Tournament”. By sacrificing his Cannon, Red seized the opportunity to force Black’s King “silently and lonely retreat to the Western Chamber”, where he would receive “the file-checkmate” conceived by his opponent:

- 22. C6+7 A5-4
- 23. H6+7 K5=6
- 24. H7+6 FC=6
- 25. H6-5 K6+1
- 26. R8-1 K6+1
- 27. H5+6 ...

The stage of control over the opponent’s King is fulfilled. Now, it enters into the stage of checking:

- 27. ... R8=7
- 28. A5+4 C7=6
- 29. P5+1 P7+1
- 30. P5=4

The checkmate method of this game and that of Figure 89 can be regarded as “twins”. In the aspect of controlling and checking, the only difference between the two is that, the position of Chariot and Horse has

been changed slightly.

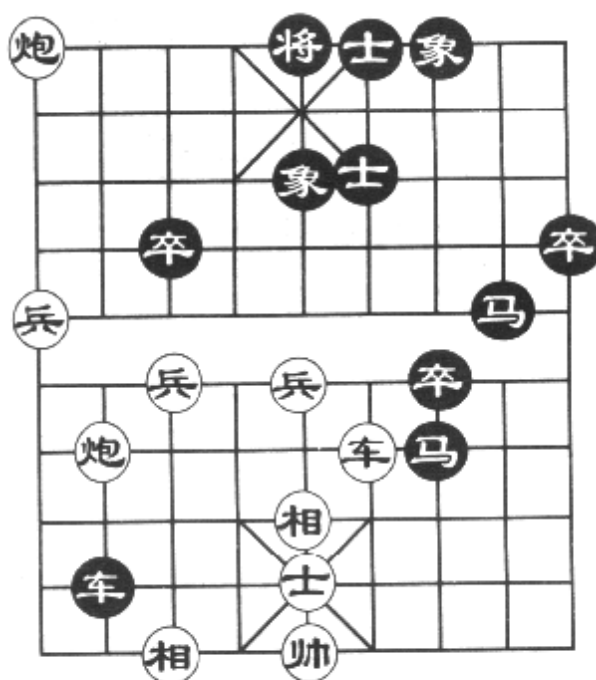


Fig. 191

The method of checkmate in the game of Figure 191 is just opposite to the above two examples. In Figure 191, the attacking side had to enforce a control over the armpit files first and then took a file-checkmate on the opponent's exposed King. With initial several moves as waiting moves, the attacking side didn't hasten to dispatch his assaulting pieces, but the pieces assisting the checkmate. It seems that he sticks to the rule that "the rations and forage should be transported earlier than the troops". This is a game played by Wang Guodong (Beijing) and Wang Guifu (Ningxia) during the National Xiangqi Tournament in 1976:

- 27. K5=6! E5+3
- 28. P5+1 H7+9
- 29. R4=6 H8+6
- 30. R6+6 K5+1
- 31. R6-1 K5+1
- 32. C8=5

To dispatch the King at Bout 27 can be considered as an excellent tactics of occupation of the position. On the other hand, it directly or indirectly limits the defense area of Black's Chariot and Horse, and at same time, it constitutes a solid base for his main forces.

Prior to Bout 30, the stage of assaulting is a “cold war” of no bloodshed. The stage of control and checking was reduced to two moves.

In the above two games, Pawn is one of pieces participating in the attack. Around 20% of cases in this Chapter are “one weak piece and four strong pieces” or “one weak piece and three strong pieces”, which can be considered as participation of “four strong pieces” or “five strong pieces” in the attack.

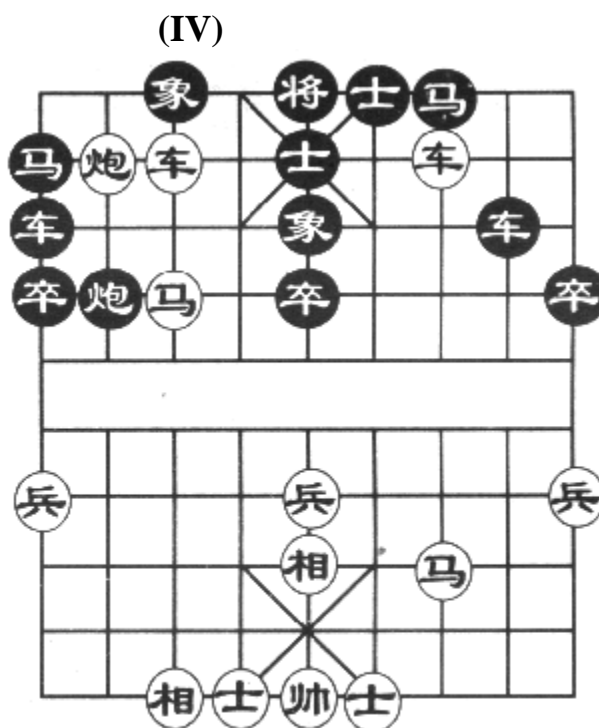


Fig. 192

Figure 192 shows a mid-game played by Chen Luoping in New York during his visit to North America in the spring of 1983. In the competition, Red achieved the winning position by moving Cannon to the bottom to take Black Horse. However, Red could take a file-checkmate of the fourth type to win the game straightly:

1. C8+1 A5-4
2. R7=4 R8-2
3. R4=6 H1+3
4. H7+5 A6+5
5. H5+7 K5=6
6. R3=5 H3-5
7. R6+1

The subsequent mating method is identical to that as in Figure 91.

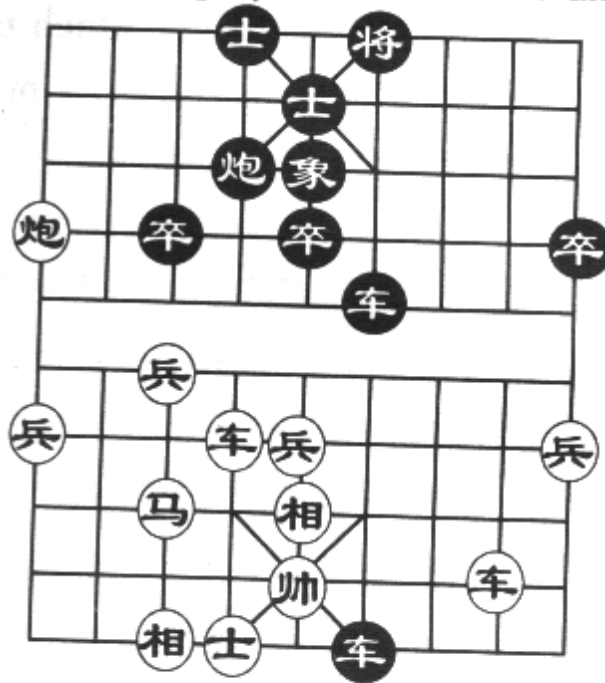


Fig. 193

The checking method in Figure 193 is similar to that as in Figure 100. This is the game played by Fu Guangming (Beijing) and Meng Ligu (Liaoning) during the “Shanghai Cup Xiangqi Tournament” held in October 1982. In the situation as shown in the Figure 193, Red played both offense and defense. And in the end, he took a mixed checkmate to win the game:

- 22. R2+8 K6+1
- 23. C9+2 C4-1
- 24. R2-8 C4=3
- 25. R6+6 R6=2
- 26. R2+7 K6+1
- 27. R6=4

To Compare with Figure 100, all pieces of strength in this game are so identical in structure and in form, except that Horse is replaced by Cannon. The games following Figure 101 could be considered as “same quality but different in forms” of this game and belong to “file-checkmate on the smothered King when its movement along the rank is blocked”.

(V)

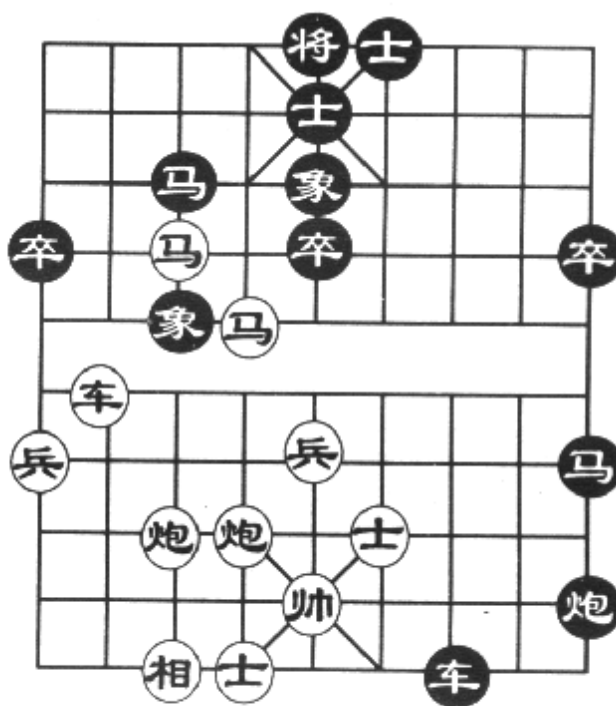


Fig. 194

Figure 194 shows the game played by Xu Jun (Jiangsu) and Lu Qin (Guangdong) during the preliminary round of Xiangqi competition in the 4th National Games held in Suzhou on May 7th, 1979. When Red was greedy of capturing Black's Horse, Black took the opportunity to turn defense into offense, thus winning the victory.

In fact, though Black's three strong pieces were mustered on one side, Black had to wait for one more move to launch the attack. However, Red had gathered five strong pieces, showing that there was a great disparity between the offensive strength and the defensive strength on the left side of the board. Therefore, Red had the chance to strike first to capture the Black's King. It can be demonstrated with the following moves:

- 26. H7+9 E3-1
- 27. H6+8 H3-2
- 28. H8+7 H2+4
- 29. R8+5 A5-4
- 30. R8=6 ...

Now, Red could win the game by using a tactical combination similar to that as in Figure 69 and Figure 80:

- 30. ... K5+1
- 31. R6-1 K5-1

- 32. R6=4 K5=4
- 33. R4+1 K4+1
- 34. H7-6

The checkmate method at the end is basically identical to that as in Figure 106.

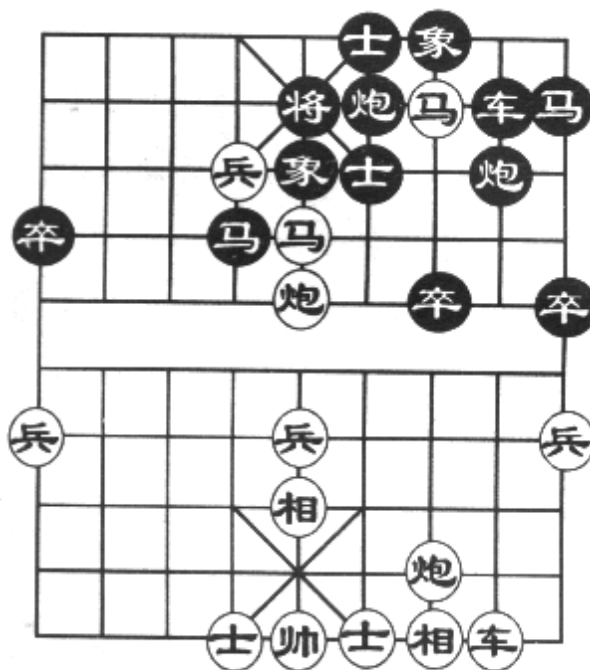


Fig. 195

Being slightly different to the above, Figure 195 is an example of the “control the armpit files and cut off the rank (控肋横断)”, instead of “control the central file and cut off the rank”(控中横断). Figure 195 shows the position of a mid-game played by Li Jiahua(Gansu) and Liang Wenbin (Locomotive Team) during “Dunhuang Cup” Xiangqi Tournament held in Lanzhou on August 18th, 1983. Its ending is quite similar to that as in Figure 107:

- 32. R2+7 R8+1
- 33. P6=5 K5-1

If black change his move to K5=4, then Red C3=6, after that, H4+2, H5-7, It will lead to a simultaneous checkmate.

- 34. H5-3 A6+5
- 35. P5+1 K5+3
- 36. H3+5 Red wins.

In the above two games, the attacking side has used the technique of

“to transfer his own pieces with the aid of other pieces”.

3. Example of Pincer-Checkmate

(I)

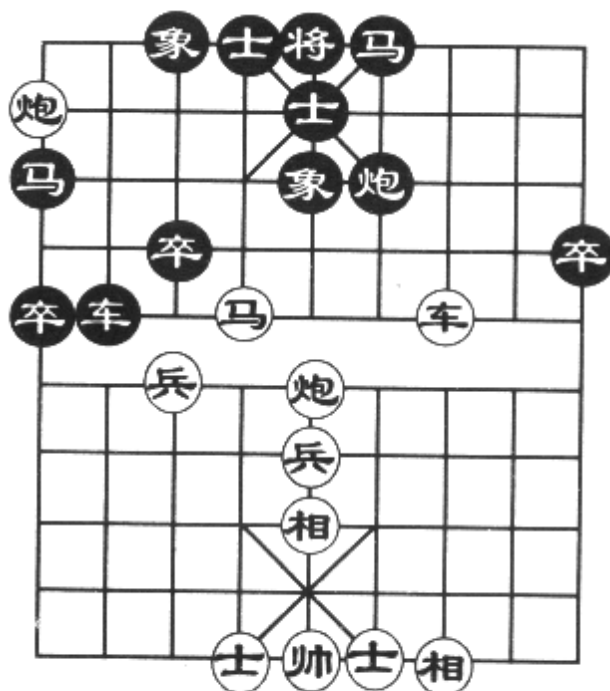


Fig. 196

Figure 196 shows the games played by Liu Dianzhong (Hebei) and Zhang Yingfu (Heilongjiang) during “Hebei-Heilongjiang Friendship Xiangqi Tournament” held in 1983, which can be served as an example of “Frontal control and Flanked-checkmate (正控侧杀)”:

1. C9+1 R2-4
2. C9=7 R2=3
3. H6+5 H6+5
4. R3+4 C6-2
5. A4+5

The next move will be Red King move out to assist in the mating.

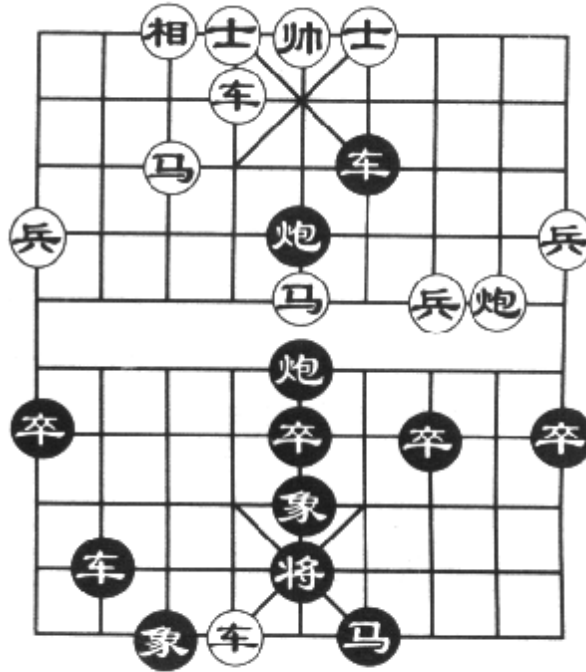


Fig. 197

If there are proper conditions, the method of “frontal control and flanked-checkmate”, though it looks simple, can be evolved into excellent mating positions. Figure 197 is an example. This was the game played by Yang Gunling and Wang Jiali during the National Xiangqi Tournament held in 1980. In this game, Black has demonstrated his decisive and neat attacking style:

- 22. ... K5=4
- 23. H3+5 R4+2
- 24. K5+1 R8+6
- 25. FR-7 R4-3
- 26. K5-1 R4=5
- 27. A4+5 R5=2

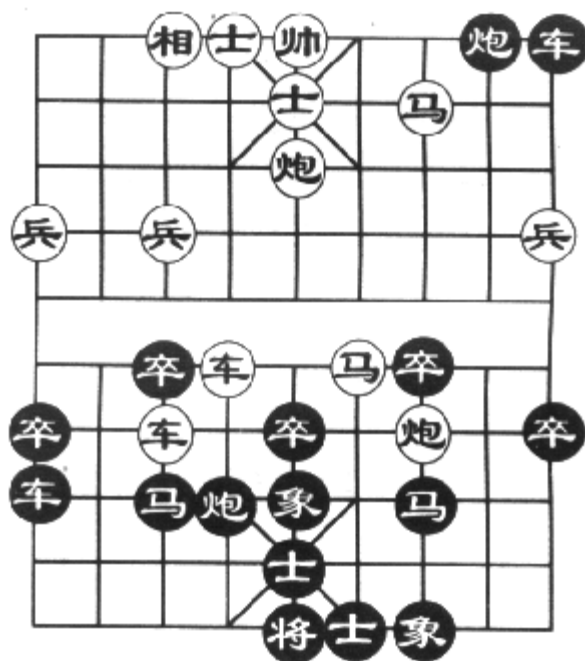


Fig. 198

Figure 198 shows the game played by Zhao Qingge (Liaoning) and Yu Yuhua (Zhejiang) during the National Xiangqi Tournament held in 1985, which comprises the checking methods as shown in Figure 24 and Figure 109:

1. ... C2-1
2. A5-6 R9=8
3. H6+5 E3+5
4. C5+5 K5=6
5. C5=3 R8+6
6. H7+5 R8=4
7. C3=7 C2+1
8. A6+5 C2-3

At Bout 6 of the competition, Black made the move C2+1. Following that, Black captured two Red Advisors with his Cannon, and then retreat to take Red Chariot, thus winning the game with an advantage. In fact, Black could use his double Chariots and Cannon to take “frontal control and flanked-checkmate”, the same method as illustrated in the preceding game.

Now, let us take a look at Figure 198. Black Chariot at the corner will be taken. Penetrating deep into the opponent’s territory, Black Chariot and Cannon are looking like an isolated force. The six strong pieces of Red are

pressing forward like bulldozers along five files. However, the aim of the Red is to capture Black Elephant and break the opponent's defense line. For the time being, it is difficult for Red to make any fatal and in-depth attack. While, Black has an ambitious plan. He has set Red King as his target in his fast counter offensive. Being familiar with the checkmate method, Black will retreat his Cannon to take a check first and to relieve his Chariot of being captured, then Black Chariot on the left side is going to join attack immediately. So the situation of the battle will be changed quickly. Black will win the game.

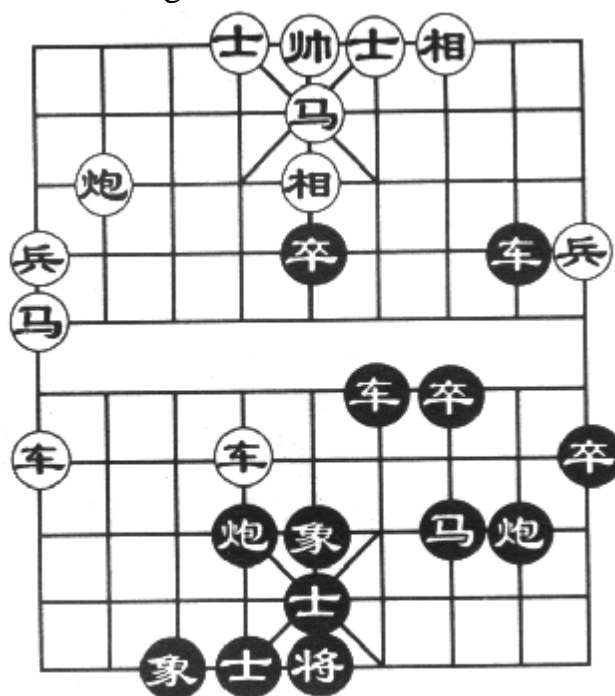


Fig. 199

Figure 199 shows the game played between Cao Lin (Jilin) and Fu Guangming (Beijing) during the National Xiangqi Tournament in 1978. The attacking side won the game by using the method of “rank-control and file-checkmate”, which is just the rotation of the checkmate method of the former three examples:

- 28. ... P5+1
- 29. H5+7• P5=4
- 30. H7-9 R2=5
- 31. A4+5 P4+1
- 32. C2-2 R5+2,

Note:• If Red changes his move to E7+5, then R2=4, H5+7, C2+7, H7-8, FR+3. Black will win the game as Red has lost a full guard of his Advisors

and Elephants.

, The only move for Red is A6+5, then C2+7, A5-6, R4=5, it will lead to “frontal checkmate and flanked control”, a position having “the same quality but in different forms” as that in Figure 125.

(II)

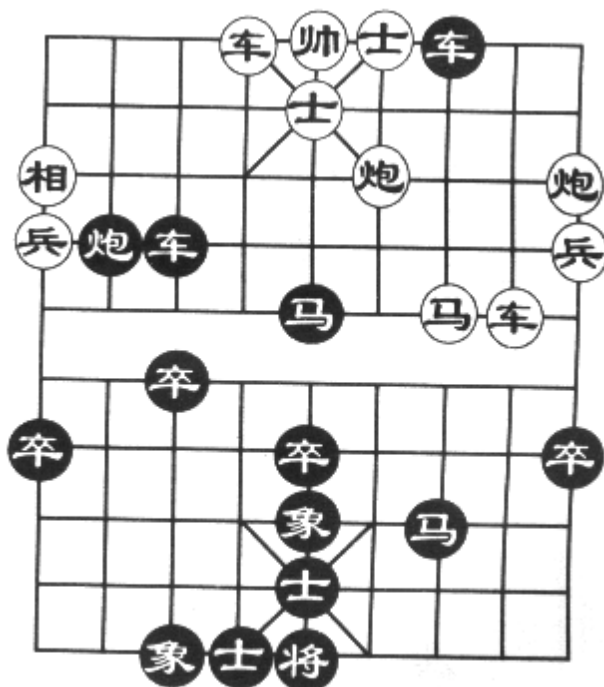


Fig. 200

Figure 200 shows the game played by Zuo Yongxiang (Gansu) and Zhang Yuanqi (Anhui) during the National Xiangqi Tournament in 1976. Black made a attack with his two Chariot at the front and used Chariot and Cannon to control over Red King’s rank and file, and then took a pincer-checkmate with his Horse:

- 27. ... R7=3
- 28. H7+8 C8=5
- 29. A5+4 FR=4
- 30. K5=6 R3+3
- 31. K6+1 R3-1
- 32. K6-1 C5=4
- 33. K6=5 H5+4

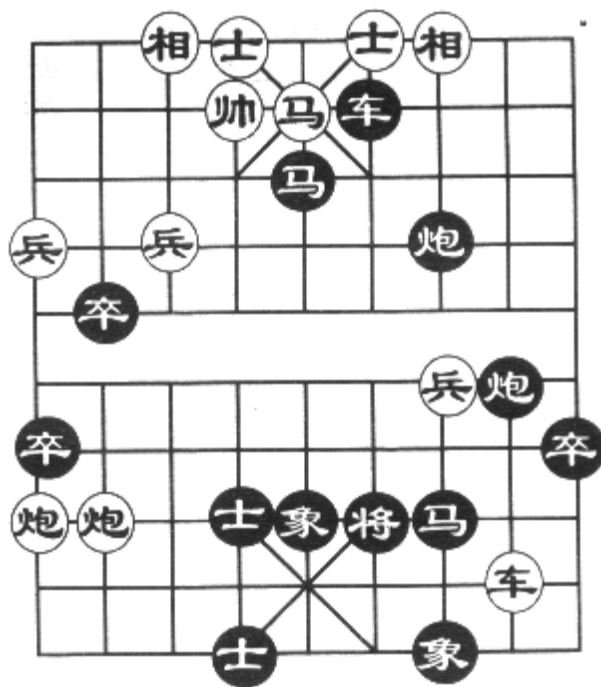


Fig. 201

The game of Figure 201 is an example of another kind of pincer-checkmate, that is, “to control and block the file and rank, and then take a pincer-checkmate from the flank”. It is a game played by players from Changning District and Xuhui District during the Shanghai Xiangqi tournament in 1973 (Shanghai, August 13, 1973). The checkmate method used by Black is quite similar to that as in Figure 122:

- 31. ... H5-7
- 32. K4-1 H7-5
- 33. K4-1 H5+4

The subsequent moves will inevitably be:

- 34. K4+1 C3+1
- 35. E3+5 H4-5
- 36. K4-1 H5+7

By now, the essence of the checkmate method is similar to that as in Figure 121. The only difference is that the position of all related pieces is a bit higher and the opponent’s King is captured in the bottom two ranks.

In short, the pincer-checkmate of the above examples features that, the attacking side has to control over the opponent’s King and to freeze its movement, and then uses Horse to make a fatal attack on it from its flank.

(III)

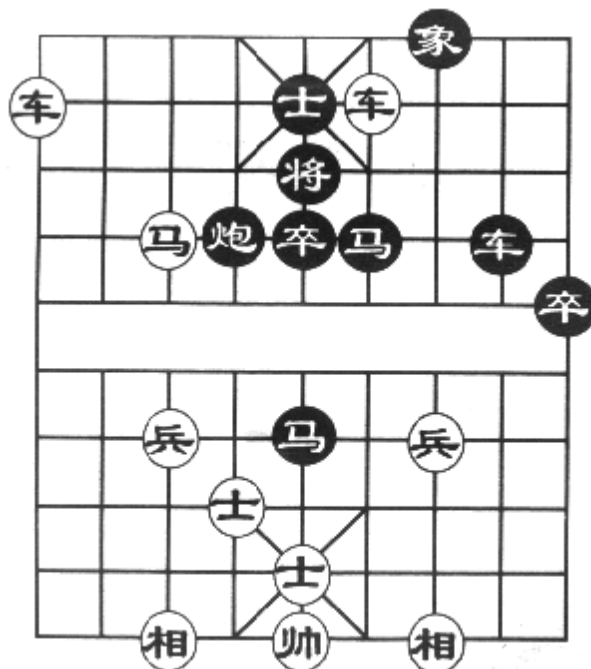


Fig. 202

Figure 202 shows the game played by Zang Ruyi (Beijing) and Hu Yipeng (Xinjiang) during the National Xiangqi Tournament held in 1966, in which Red launched a pincer-checkmate on the opponent's exposed King:

- 39. R9-1 A5+4
- 40. R9=6 K5=4
- 41. R4-1 E7+5
- 42. H7+8 K4-1
- 43. R4+1 H6-5
- 44. H8-7

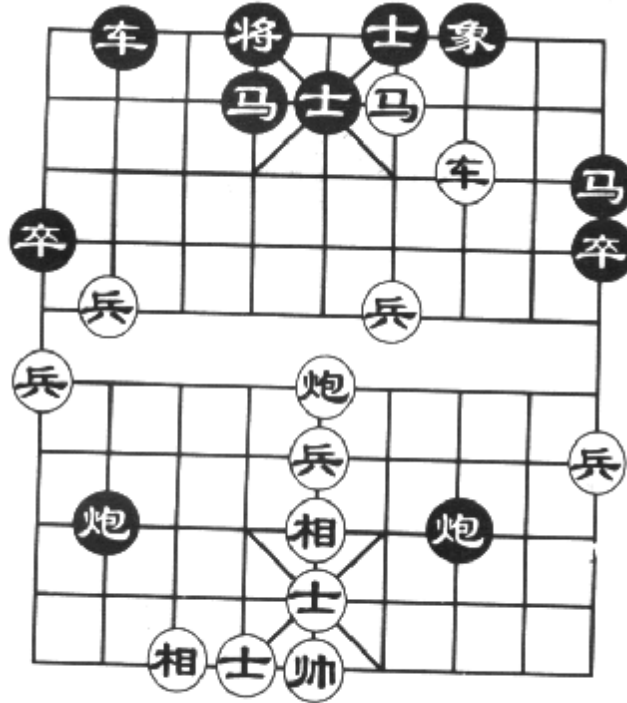


Fig. 203

Figure 203 shows the game played by Huang Bolong (Wenzhou) and Liu Fudong (Shanghai) during the Second “Tiemao Cup” Xaingqi Tournament held in 1983 participated by ten harbor cities. Having lost two pieces, Red still had the chance to make a pincer-checkmate by exploiting his strength and conditions of the position:

- 43. R3+2 H4+3
- 44. P8=7 R2+3•
- 45. R2=3 K4+1
- 46. R4=5 A5+6,
- 47. P7+1 R2=3
- 48. P4=5 C2=4
- 49. A5+6 C7=4
- 50. R5-2 R3=4
- 51. R5=8 \mathcal{f} A6-5
- 52. R8+1 K4+1
- 53. R8=5,,

Note:• If Black changes his move to H3-1, then R3=4, K4+1, H4-5, K4+1,P7+1, Red wins.

, Black had to move Advisor to relieve the check. If Black uses his Cannon or Horse, he still can not escape the fate of defeat.

f Red used the intermittent checking in these three to five moves.

„ The next move would be R5=7, which would constitute the pincer-checkmate from the flank by Horse when the Black King’s rank and file are under the control of Red Chariot and Cannon. It is quite clear that it is not the simultaneous checkmate.

(IV)

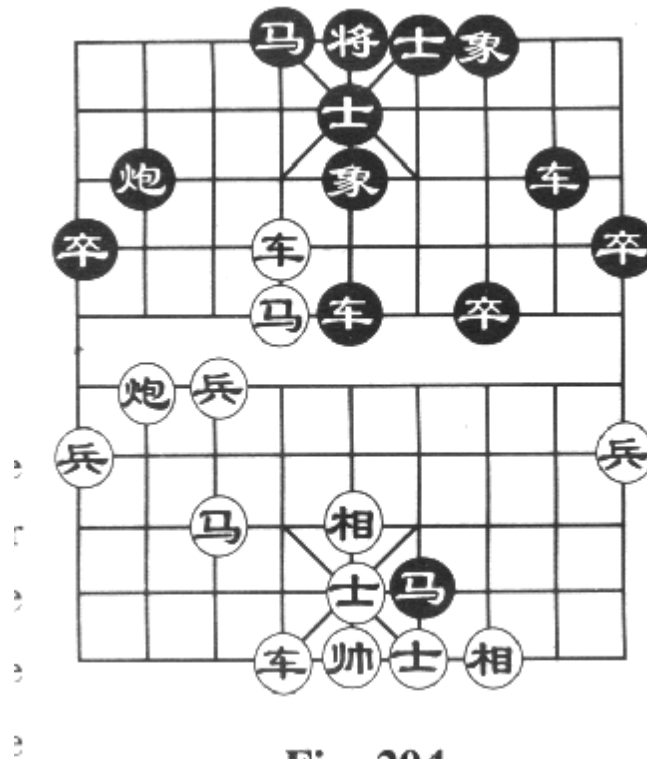


Fig. 204

Figure 204 shows the game played by Liu Xin (Guangzhou) and Zang Ruyi (Beijing) in the fifth round of the National Xiangqi Tournament held in 1983, in which, the attacking side, with the tactics of blocking, took a pincer-checkmate:

- 22. C8+1 R5+3
- 23. H7+6 R5-1
- 24. RH+4 R5=6
- 25. H6+4 R6-2
- 26. C8=5

The subsequent move of Red would be R6+3 or H4+6. Black had to make the move of R6=5 to take Red Cannon for relieving the checkmate. However, as Black’s King was blocked by his own pieces, Red could take easily “a pincer-checkmate from the flank on the opponent’s smothered King when his file and rank were blocked” by making the move H4+3.

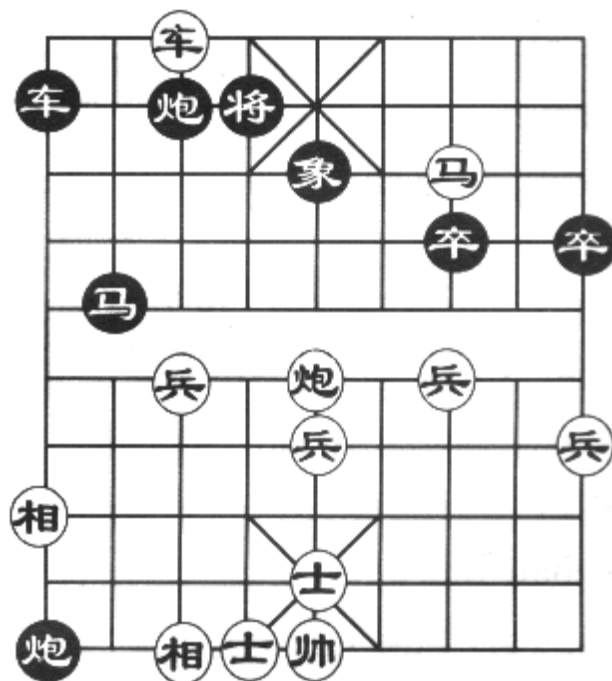


Fig. 205

The game in Figure 205 shows mating position which has “the same quality but in different forms” with the above example. As the figure shows, Black King was forced to expose itself at the right peak. The method taken by Li Yiting (Hubei) was so “relentless”, which might be appreciated even by his opponent Chen Deyuan (The game took place in Wuhan Gymnasium, on July 25th, 1960):

- 40. H3=4 K4+1
- 41. R7=6 C3=4
- 42. P7+1 E5+3
- 43. C5=6 E3-5
- 44. C6-3 H2+3
- 45. P5+1 H3+4
- 46. P5+1 H4-5
- 47. P5+1 H5-6
- 48. H4-2!! R1-1
- 49. H2-3!

The subsequent moves must be R1=4, P5+1, and then retreat Horse to take a pincer-checkmate.

Starting from Bout 40 and ended on Bout 47, the “stage of control over the opponent’s King” took eight bouts, which can be regarded as a superb craftsmanship.

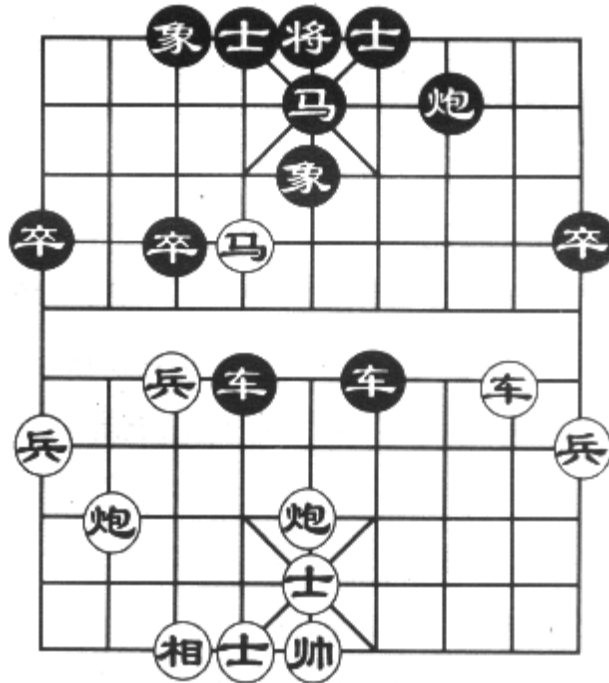


Fig. 206

Figure 206 shows the game played by Sun Tierui (Heilongjiang) and Zhang Yuanqi (Anhui) during the National Xiangqi Tournament held in 1976, which can be used as an exercise for us to review the steps for analyzing the games:

1. Analysis of the situation (The mentality of hypothesis should be used in analyzing this game).

- The relative strength of both sides: If Chariot is counted as two units of strength, Black has a strength of 6 units, and Red 5 units. Black is one unit more than Red. In view of the “three natures” of the strength of the pieces, Red is stronger and more superior than Black.
- The position of the pieces: Red has the initiative, as his Cannon has locked the position of Black’s centered Horse.
- Judgement of the situation: One Chariot of both sides will be exchanged, otherwise Red will lose his initiative. After the exchange of pieces, Red may pin down Black’s Chariot and Cannon with his Horse and Cannon.

2. The designing of the strategy

Through the mentality of hypothesis, we can learn that if Red Horse is deployed in on the 5th or the 6th file, and after one Chariot of both sides has been exchanged, then Red has a bright prospect, according to our instinct on the situation.

3. The designing of the tactics

- Taking advantage of the situation as shown in the Figure, Red should take a check by moving his Horse to the palcorner (to transfer one piece with the aid other pieces).
- After exchanging one Chariot with this opponent, Red retreats his Horse to the central file (the tactics of occupying the position).
- Move Red Cannon for launch an attack on the smothered King from the opponent's left side.

4. Calculation and reexamination

To work out the details of the above tactics, including the variations of both sides, and make an experiment in the brain.

5. Make up the mind for implementation

Sometimes, this step will be decided by “the competitive strategy”. Now, both the instinct and calculation tell us that the game will be evolved into the following moves in the competition:

24. H6+4 C7=6

25. R2=4 R4=6

26. H4-5 R6=4

27. C8+1 C6=7

28. H5+4 C7=6

29. C8=2 R4=8

30. H4-5 If Black moves Chariot to 4th file, then Red will take a checkmate with his double Cannons.

(V)

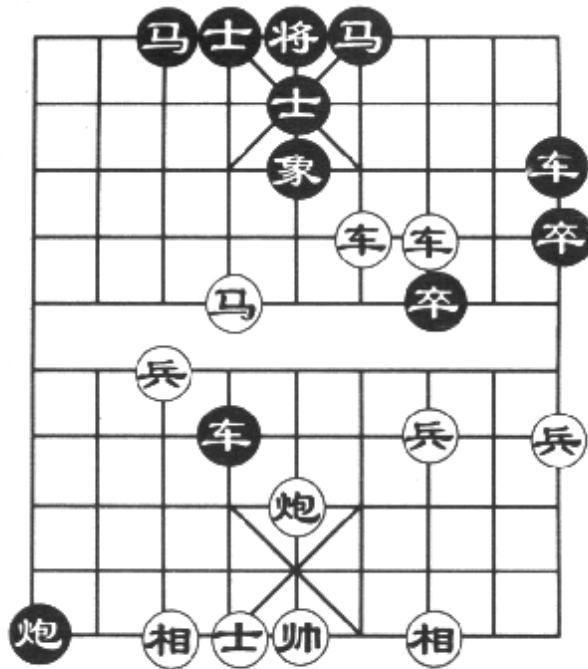


Fig. 207

Figure 207 shows the game played by Wang Xinhai and Gong Yiwei during the Shanghai Xiangqi Tournament held in 1981, in which Red skillfully used the method of “simultaneous checkmate when the King’s movement is frozen”:

- 30. R3+3 R4+3
- 31. K5+1 R4=5
- 32. C5-2 E5-7
- 33. E7+9 H3+4
- 34. K5=4 A5+6
- 35. R4=6 H6+7
- 36. R6+1 H7+8
- 37. H6+7 H8+7
- 38. K4+1 K5=6
- 39. R6+2 K6+1
- 40. H7-5

The final mating position is similar to that as in Figure 146.

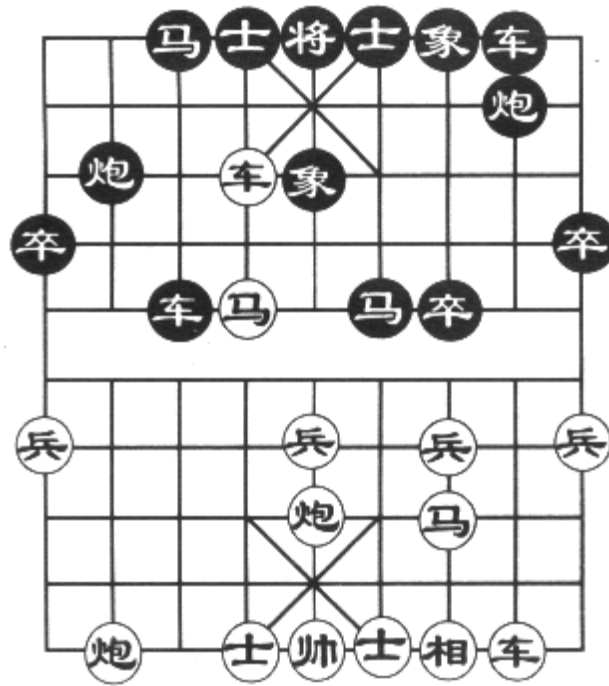


Fig. 208

The mating position of the game in Figure 208 is identical to that as in Figure 143. Figure 208 shows the game played by Jiang Zhiliang (Anhui) and Li Zhongyu (Henan) during the National Xiangqi Tournament held in 1984, in which Red calculated accurately in the organization and development of attack from the front. Both sides were bold and unconstrained in their play:

- 18. H6+4 R3=2
- 19. R6+1 C2+7
- 20. A6+5 A6+5
- 21. H4+3 K5=6
- 22. C5=4 A5+6
- 23. R6+1 K6=1
- 24. R6-1 K6-1
- 25. R2+7 C8=4
- 26. R2=4 C4=6
- 27. R4+1 K6=5
- 28. R4=6

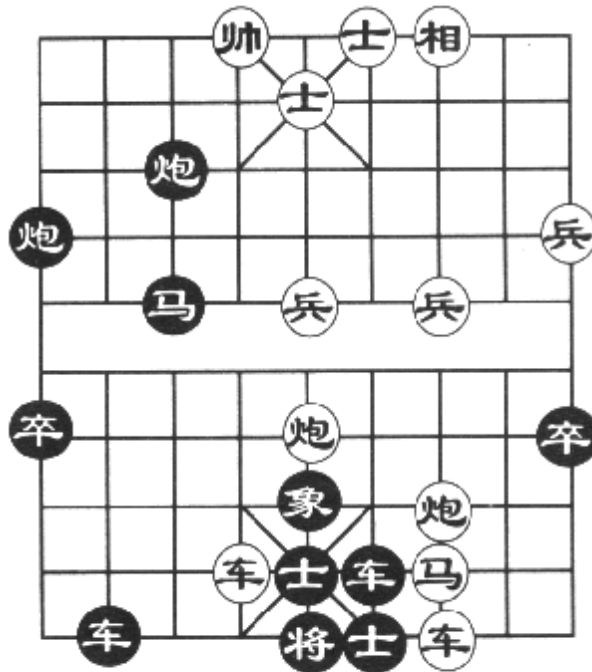


Fig. 209

The game in Figure 209 is an example of the simultaneous tactics and double checkmate from the rank and the file, which was played by Cai Furu (Guangdong) and Pang Xiaoyu (Suzhou) when Guangdong Team visited Suzhou, Jiangsu in June 1973. On the one hand, Black had to relieve himself from being checked, on the other hand, he had created a simultaneous “double checkmate” from two directions:

- 25. ... R8+9
- 26. K4+1 C7=6•
- 27. A5+4 H7+8
- 28. K4=5 H8+7
- 29. K5-1 C9+3,

Note:• The move is to relieve from being checked, which is so identical to the second move as in the Figure 41. Involving offense as well as defense, both are excellent moves in breaking the opponent’s formation.

, For relieving from Black’s check of the move R8-1, Red has to make the move A6+5. However, Black can respond with the move H7-6, by taking a double checkmate in the rank and from the flank. It belongs to the second type of simultaneous pincer-checkmate.

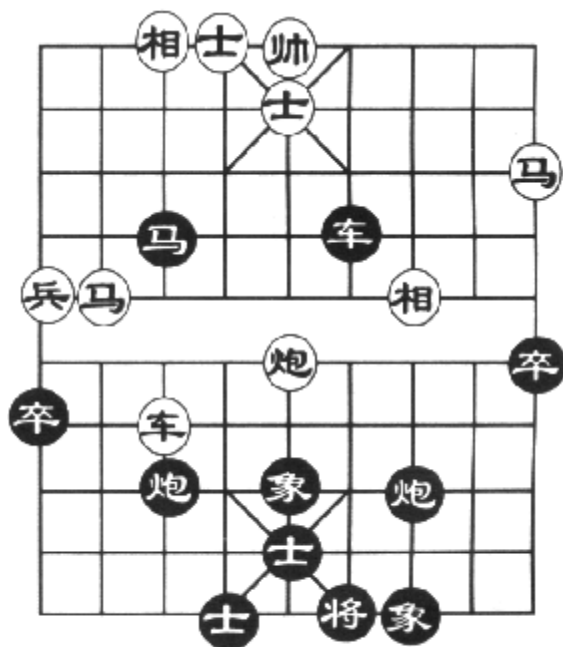


Fig. 210

The game in Figure 210 is an example of the third type of simultaneous pincer-checkmate, which was played by Yang Guanling and Wang Jialiang during the “Shanghai Cup” Xiangqi Masters Tournament held in 1983. Following is the play of both sides:

- 27. ... E5-7
- 28. H9-7 C3+6
- 29. R3+1 H7-5
- 30. C5=3 C3+1
- 31. C3+4 K4+1
- 32. A5+6 H5+4
- 33. K5+1 H4+2
- 34. R3=8 R4+2
- 35. K5+1 H2+4

If Red played A4+5, Black would take a double checkmate by playing R4-1. What is waiting for Red would be the position as in Figure 149. The subsequent move would be R4=6. The final checkmate methods in both games were so identical in quality but they are presented in different forms.

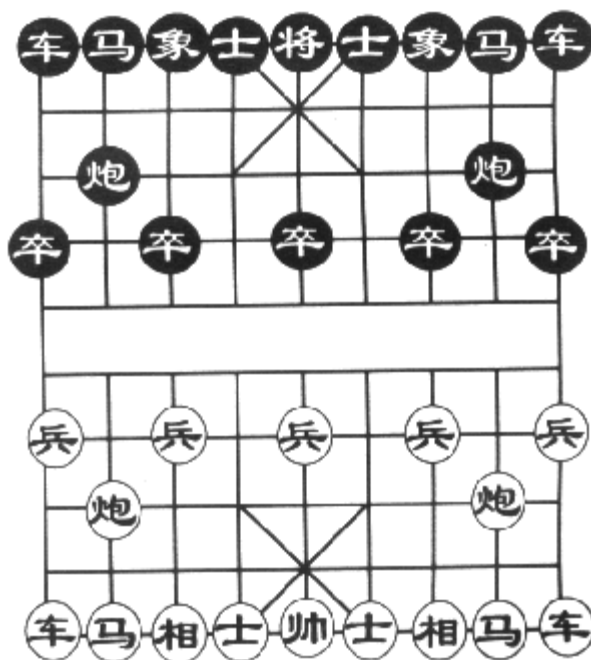
Most of the 50 examples in this chapter are selected from the competitions played by the players of the provincial level or above, presenting the readers with the scenes of checkmate. There are few

examples showing that a player has overlooked a chance in taking a checkmate in a game. I sincerely hope that, after reading through the book, the readers will agree with me that, even those players of the fairly high level should take some time to study the checkmate methods, so that they would be familiar with them, and have a deeper knowledge of their laws and theory.

Appendix

Directions to the Figures

1. A Xiangqi board consists of nine vertical lines and ten horizontal lines, which are intersected at ninety points. The Xiangqi pieces (chessmen) are placed on these intersects and move on them with the development of the game. The central part where the two sides meet, being unmarked by the files, is called the “border”. At the end of each side, there is square marked with crossed lines is called “the castle”, where is an area for the movement of the King of each side. The nine vertical lines is named “the files”, which is marked with the number 1-9 from right to left on the Red side, as well as on the Black side. In the figures of this book, the side of the Red on the Xiangqi board is placed on the lower part.



2. There are all together 32 Xiangqi pieces, which are divided into two groups, that is Red and Black, with 16 pieces in each group. There are seven kinds of chessmen on each side. The names and numbers of each kind of chessman are as follows:

Red side: King (1), Chariot (2), Horse (2), Cannon (2), Advisor (2), Elephant (2) and Pawn (5).

Black side: King (1), Chariot (2), Horse (2), Cannon (2), Advisor (2), Elephant (2) and Pawn (5).

In the figures of the book, the white character on the black background represents Red chessman, and the black character on the white background represents Black chessman. The corresponding chessmen of both sides have equal strength.

3. Before the commencement of a game, the chessmen of both sides should be placed as shown on the figure. The full game should start from this position. However, for mid-games and composed games, each game will start from the position shown by the figure. In all games, including the full games or mid-games or composed games, Red takes precedence to move first.

4. When recording a game, marks to be used are : “+ , - , =” . “+” means moving forward, “-” means moving backward, and “=” means moving sideward. Each move shall be recorded with four elements(letters, numbers or symbols): the first one is a letter representing the chessman to be moved; the second one is a number representing the file on which the chessman is placed; the third one is a symbol representing the direction of a chessman to be moved, that is, forward, backward or sideward; and the last is a number representing the file in which a chessman has arrive. For example, the first move of the Red is to move the Cannon on the right side to the central file, which can be recorded as C2=5; If Black moves his left Cannon to the central file, the move can be recorded as C8=5. As Horse, Advisor and Elephant can only move forward or backward. The last number for recording will be the number of the file in which they have arrived. For example, H2+3, H8+7, A4+5, A6+5, E3+5, E3-5, etc. If there two chessmen of the same kind are on the same file, it will be distinguished on the recording by adding “F”(means the one in the front) or “R”(mean the one at the rear). For example, FR+4, RC-5, FH+5, RP=4, FP=5, etc.

5. In order to attract the attention of the readers, some of the excellent or bad moves are marked with some symbols, “!” means excellent move; “!!” means superb moves; “?” means bad moves; and “??” means very bad

moves.