

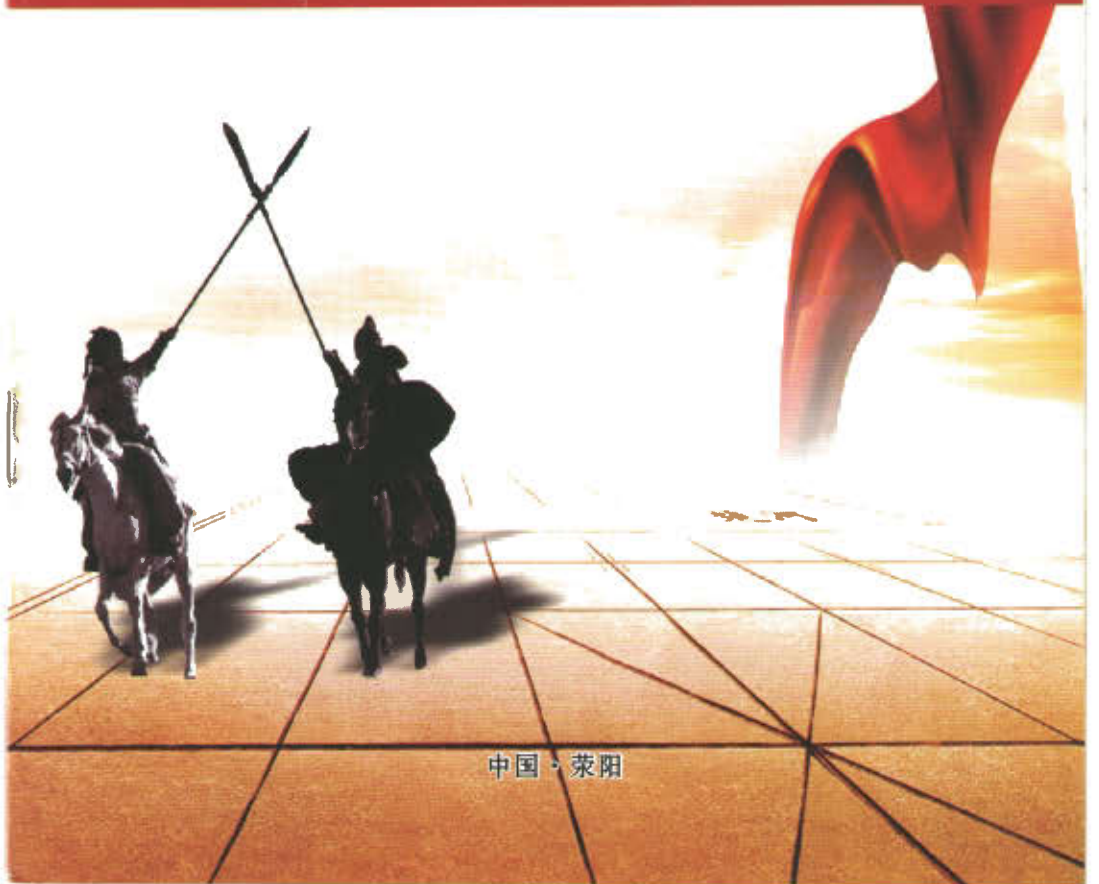


中国·荜阳楚河汉界象棋文化展

XIANGQI (Chinese Chess) Culture Exhibition Of Chu-River/Han-Border In Xingyang China

象棋海外普及简本

An Introductory Booklet on Xiangqi for foreigners



中国·荜阳

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一、象棋历史概述

象棋起源于三千多年前中国西周时期的六博，后演化为东汉时期的塞戏、南北朝时期的象经、唐代的宝应象棋。因棋子及玩法与现代有区别，均称为古代象棋。

两千二百年前以中国荥阳为主战场的楚汉战争对象棋的发展产生了深刻影响。

公元前204年至前203年，汉王刘邦和楚霸王项羽以中国荥阳为主战场，鏖战对峙一年之久，胜负难分，约定“中分天下，割鸿沟以西者为汉，鸿沟而东者为楚。”历经千年演化，到了中国宋代，鸿沟最终变成了“楚河汉界”，并永远定格在象棋棋盘上。“黑红双方”“红先黑后”“将帅不见”“王者博弈”“以智胜力”等象棋规则和文化内涵均源于楚汉战争的历史故事。

象棋到中国宋代定型，传承至今，历经千年未曾改变，作为一种益智游戏，被中国百姓和世界象棋爱好者喜爱。宋代以后的象棋被称为现代象棋。

(1) A short history of Xiangqi

It is believed that Xiangqi originated in China over 3000 years ago, during the period of the Western Zhou dynasty. Its original form was known as Liu Bo, which gradually evolved to the game of Sai or Ge Wu during the Eastern Han dynasty. Later, during the North and South dynasties, the Elephant Mantra was created. It was not the end of the constant evolution of Xiangqi as in the Tang dynasty, Baoying Xiangqi was created. Because the method of play, the board and chess pieces were drastically different from the form of modern day Xiangqi that we know, these 'ancestors' of Xiangqi were known as the ancient prototypes of Xiangqi.

Two thousand and two hundred years ago, the war between Chu and Han was fought which would have great influence over Xiangqi. Liu Bang, king of Han, did battle against his arch-enemy, Xiang Yu, the king of Chu, on the plains of the Guang Wu Mountains. This would be Xing Yang, Henan in modern day China. In one of their battles, a standoff lasted for over a year and neither factions could gain the better of the other. A truce was called, and both kings agreed to divide the territory they had, using the Hong Gou (a canal that was built in ancient times as part of a massive project to alleviate flooding in ancient China) as the dividing line. Terrain east of Hong Gou would belong to the kingdom of Chu, while land west of Hong Gou would be the kingdom of Han's.

Generations passed. During the Song dynasty, Hong Gou became to be known as the Chu River and the Han Border, which has been emblazoned into the Xiangqi board as the River to serve as a reminder for posterity the majestic past.

The rules for play in Xiangqi evolved too. For example, the rules that Red would start the game, the kings cannot face each other without any intervening piece, a game of the kings, winning with wits instead of brawn et cetera were all derived from the War between Chu and Han in Xing Yang.

Xiangqi evolved to its present form during the Song dynasty and has not undergone any major changes to the board or rules. The modern day form of Xiangqi would be actually be the same. As a game of wits, Xiangqi has been an integral part of the Chinese culture and a love of many. The form of Xiangqi that existed after the Song dynasty can be considered to be the modern form of Xiangqi.

二、认识象棋 The Basics of Xiangqi

棋盘

棋盘由九根直线和十根横线相交组成，棋盘上共有九十个交叉点，象棋子就摆放和活动在这交叉点上。棋盘内之直线通至横四五线处中断，形成之空间，称为“楚河汉界”。双方横一至三线

和直四至六线处划以斜交叉线，称为“九宫”。

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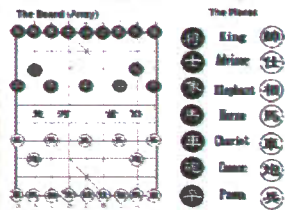
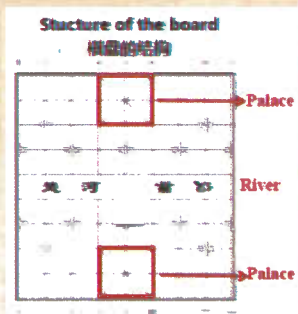
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Xiangqi evolved to its present form during the Song



車	車	2 Each	Chariot	R
馬	馬	2 Each	Horse	H
炮	砲	2 Each	Cannon	C
兵	卒	5 Each	Pawn	P
仕	士	2 Each	Advisor	A
相	象	2 Each	Elephant	E
帥	將	1 Only	King	K

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The Xiangqi Chessboard

Xiangqi is played on a chessboard (or board for short) that is made up of nine vertical lines called files, and ten horizontal lines called ranks. The lines would form perfect squares such that

there are ninety intersections on the board. Chess pieces are played on the intersections. There is an empty space void of vertical lines in the middle of the board. This would be the River, which has been mentioned in the introduction above. Often, a Chinese verse “楚河汉界” can be found written in the River. This would be the Chu River and Han Border in Chinese, which serves as a reminder to the bloody battles fought during the Chu-Han war.

The leading authorities in Xiangqi, the Chinese Xiangqi Association, the Asian Xiangqi Federation, and the World Xiangqi Federation have suggested the board be placed in a vertical fashion, whereby by default, Red would occupy the territory south of the river, and Black would occupy the territory north of the river.

There are two unique places on the Xiangqi board which are called palaces. Palaces serve

to house the king and advisors. Red's palace would be the area bounded by the first to third rank and also the fourth to sixth files. Black's palace would be the area surrounded the eighth to tenth ranks, and also the fourth to sixth files. There are two diagonals running in the palaces, called advisor diagonals where the advisors would move.

a reference to the Chu-Han War.

The array is also shown above.

棋子

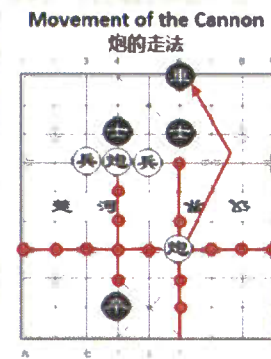
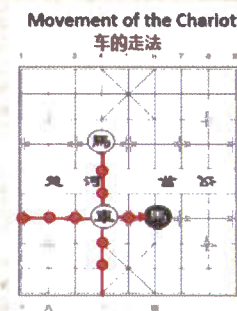
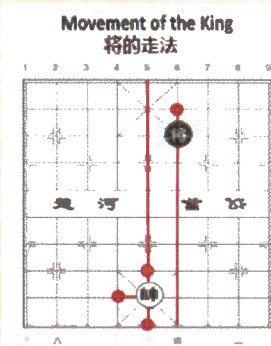
棋子共有三十二枚，分为红黑两组，每组十六枚，各有七种子力，其名称和数目如下：

红棋子：帅一枚，车、马、炮、仕、相各两枚，兵五枚。

黑棋子：将一枚，车、马、炮、士、象各两枚，卒五枚。

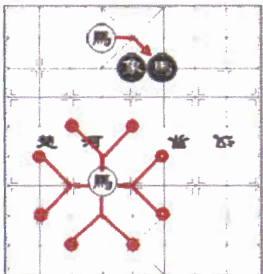
The Chess Pieces

There are thirty-two chess pieces in a game of Xiangqi, which is divided equally between the two players. There are seven different types of chess pieces.



Each player would have: one King, two Advisors, two Elephants, two Horses, two Chariots, two Cannons, and five soldiers.

Movement of the Horse 马的走法



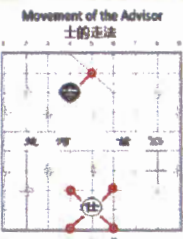
is not permitted to move there or it would be a check.

There is a special rule in regards to the King: Kings may not face each other in the same file without any intervening piece. Any move that results in such a situation would be penalized. For example, traversing a friendly piece that is the only piece in between two kings on the same file such that the Kings would face each other would be penalized and this is not allowed. This rule has been known in the past as the Rule of the Flying kings.

The Rule of the Flying kings would grant the king a chariot like ability, especially in the endgame.

车: 和国际象棋一样, 象棋中的“车”无论横线或纵线都可走, 只要无子阻拦, 步数不受限制, 如果有对方棋子阻拦, 车可将其消灭; 遇己方棋子阻拦, 则不可通行。

Chariot: The Chariot is the only piece that is identical to the its International Chess counterpart: the Rook. It is able to advance, retreat or traverse the board along any line as long as its path is not occupied by other pieces.



Xiangqi, with a maximum scope of seventeen intersections, or roughly one sixth of the board.

炮: 炮在不吃子的时候, 在横线和纵线上的走动与车完全相同。但遭到敌方棋子阻拦时, 炮不可以直接将其消灭。炮必须有另外一颗无论敌或我的棋子在其攻击或保护的棋子之间, 作为其炮架。

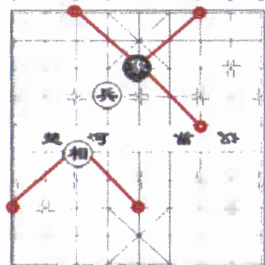
Below is a short summary of the pieces and their official abbreviations in English to facilitate the recording of the moves in the scoresheet. The cannon can be written in different forms, with the radical for stone 炮, or with the radical for fire 炮.

三、棋子基本走法和简单规则 Movement of the Pieces and Simple Rules.

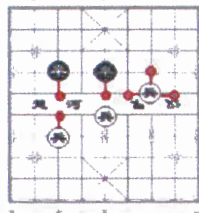
将/帅: 将或帅每次只能在“宫”的区域内横向或纵向移动一步。和国际象棋规则一样, 将或帅不可以移动至受对方棋子威胁的区域。双方的将或帅不可以同一条纵线上正面相对, 这种情况下, 一方的将或帅同“车”拥有一样的威胁范围。

King: The King is restricted to his palace. Kings may advance, retreat or traverse to the next adjacent intersection within the palace and cannot move outside the Palace. If an intersection was held in the scope of any enemy piece, the King

Movement of the Elephant 象的走法



Movement of the Pawn 兵的走法



Cannon: The Cannon is a piece that is quite unique. The discussion of the Cannon involves two parts: its movement and how it captures enemy pieces.

The movement of the Cannon is to the Chariot. It is able to advance, retreat or traverse as many intersections as it can, provided it is not blocked by friendly or enemy pieces.

Capturing material is what makes the cannon unique. Unlike the chariot, the Cannon cannot capture an enemy piece in a manner similar to the Chariot. Instead, a cannon mount is required, which may be either a friendly piece or an enemy piece. The Cannon would leap over the cannon mount to occupy the enemy piece adjacent to the cannon mount on the same line. If there were more than one enemy pieces on the same line, the Cannon can only capture the piece nearest to the cannon mount. This concept would be similar to the concept of the leaper in International Chess.

马: 马走动的方法是一直一斜, 即先横着或直着走一格, 然后再斜着走一个对角线, 俗称“马走日”。不过与国际象棋规则不同, 如果在行动的方向上相邻位置有别的其他棋子, 马不可行动。

Horse: The Horse moves in a similar manner to its International Chess counterpart, the Knight. A move by the Horse consists of two components. The first component would be to advance/retreat/traverse the Horse to any adjacent intersection that is not blocked. The second component would be to move it to the adjacent diagonal in the same direction.

Horses differ from Knights in that Horses can be blocked. If the intended intersection that the Horse wanted to move to was occupied by any piece (be it a friendly or enemy piece), the Horse CANNOT move in that direction and would be blocked from moving in that direction. The Horse is NOT a leaper like the Knight. The peculiar movement of the Horse would give it a maximum scope of eight intersections on the board.

As can be seen in the example given, The Red Horse would be able to capture the Black Horse but not the other way around.

象: 象的每次移动需要循对角线走两格, 俗称“象飞田”。如果象的行动方向区域内中央有一个棋子, 象不可行动。在棋盘上象可行的位置仅有7处。

Elephant: A move by the Elephant is achieved by moving it to the adjacent diagonal in the same direction two times in the same line. Hence, the Elephant has only a maximum scope of seven intersections. Like the Horse, the Elephant may be blocked if the first adjacent intersection was occupied by either a friendly piece or an enemy piece.

士: 士只能在“宫”的区域内沿斜向每次行动一步。

Advisor: The Advisor is restricted to the confines of its palace and can only move to the adjacent intersection along the Advisor Diagonals as mentioned above.

兵/卒: 在越过“河界”之前, 兵/卒只能沿纵线每次行动一步。越过“河界”之后, 兵/卒的每次行动可以沿纵向向前或横向左右行动一步。(与国际象棋不同, 到达棋盘最顶端后, 不可以变为其他棋子。)

Pawn: The Pawn in Xiangqi is very different from its International Chess counterpart. Its movement is to be discussed in three different phases, based on the rank where it was located.

Before crossing the river, Pawns are only allowed to advance to the adjacent intersection. Upon crossing the river, Pawns are allowed to advance to the adjacent intersection or traverse to the adjacent intersection on the same rank. If a Pawn manages to reach the enemy's bottom rank, it can only traverse to the adjacent intersection on the same rank.

Pawns are NEVER allowed to retreat, and unlike International Chess, there is no en

passant or promotion of Pawns to other pieces.

四、象棋棋谱记录法 Notation in Xiangqi

象棋需要用一种语言，来记录我们以前和现在的棋局，包括其他人的对局看法，这种语言称为棋谱。

象棋语言用四个字来表示一着棋，以“炮二平五”为例进行说明：

第一个字“炮”表示走动棋子的名字。

第二个字“二”表示棋原来所在的第几条竖线，注意棋子颜色，红黑双方都以自己的右端线作为一（1）路线。

第三个字“平”表示棋子运动的方向：朝对方帅（将）方向走叫“进”，向自己帅（将）方向走叫“退”，横走叫“平”

第四个字“四”表示棋子所到达的位置。

对于走直线的棋子如车、炮、帅、兵，第四个数字是这个棋子进退的步数（兵只有进）；横走是他们所到达的几路纵线上的数字。

对于走斜线的棋子如马、相、士，无论进退是指棋子所到达的第几条纵线位。

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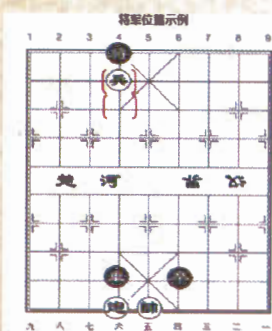
第四个字“五”表示棋子所到达的位置。

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对于走斜线的棋子如马、相、士，无论进退是指棋子所到达的第几条纵线位。

The standard form of notation in Xiangqi is drastically different from the Algebraic Notation used in International Chess. There are no fixed coordinates to refer to each intersection, instead, it is primarily dependent on the file of where the piece was located.

Before we continue, the official notations of the pieces have been given above and are to be used.



Types of movement:

- '+' is used to represent advancing a piece,
- '-' is used to represent retreating a piece,
- '=' is used to represent traversing a piece.

A recorded move in Xiangqi basically consists of four components and has to be discussed in two different contexts:

- pieces that have a diagonal component in their movement like the Horse, Elephant and Advisor.
- pieces that move in a straight line like the Chariot, Cannon, King and Pawn.
- Friendly Tandem Pieces in the same file.

For pieces that have a diagonal component in their movement, the standard notation would comprise of four parts:

- 1st part: the piece (Horse, Elephant or Advisor) to be moved,
- 2nd part: the file on which the piece (Horse, Elephant or Advisor) was located,
- 3rd part: the type of movement produced (advancing or retreating), and
- 4th part: the destination file.

For example, H2+3 would mean that the Horse on the second file was advanced to the third file on the board.

For pieces that move in a straight line, the standard notation would also comprise of four parts:

- 1st part: the piece (Chariot, Cannon, Pawn or King) to be moved.
- 2nd part: the file on which the piece (Chariot, Cannon, Pawn or King) was located,
- 3rd part: the type of movement produced (advancing, retreating or traversing), and
- 4th part: the destination file if the piece was traversed, OR the number of intersections to be moved forward or backward if a piece was to be advanced or retreated respectively.

For example, C2=4 or “炮二平四” would mean that the cannon that was originally found on the second file was traversed to the fourth file as can be seen on the diagram shown.

For tandem friendly pieces in the same file, the piece in front would be represented as a “+” and the piece at the rear would be represented as a “-”. Again, a four component notation format is used, except that the file on which the tandem pieces were located would not be named. Instead, the second component would be represented by either a “+” or a “-”.

For example, R++1, would mean that the Chariot in front would be advanced one intersection forward. There would be no need to mention the file as the tandem pieces would be located on the same file.

There are special scenarios involving a tandem set of three pawns, four pawns and five pawns in the same file and also two different sets of tandem pawns in different files. However, such cases are rare and almost exclusively found in endgame compositions. They are also beyond the scope of this short introductory passage.

五、将军位置示例 Example of a Checkmate Position

解释:

红方的兵攻击黑方的将（将军）

红方的帅控制了中心的纵线，鉴于双方的将和帅不可以在同一纵线正面相对，所以黑方的将不可以横向移动，同时其也不能离开“宫”的区域。

黑方的将也不可以向前行动消灭红方的兵，因为红方的炮利用黑方的车作为炮架，保护着红方的兵。

黑方的车不可以向后行动消灭红方的兵，因为如此行动将会使得黑方的将受到红方炮的威胁，受到红方炮的“将军”。

The diagram shown above is an example of a checkmate by Red.

Explanation:

1) Red's pawn is threatening to capture Black's King on the next move. This would be a check.

2) One of the ways of resolving a check is to move the King to safety so that the threat of the check is no more. But, because of the Rule of the Flying Kings, Black's King cannot traverse

现义：比喻某一个对全局具有决定意义的问题处理不当，结果导致整个失败。

1) One careless move loses the whole game.

This phrase in Chinese is often used to refer to a situation whereby a wrong decision would lay an entire plan to waste. It is often used to remind a person to think thrice before making an important decision.

2、过河卒

棋语：象棋规则中卒只能向前，不能后退，过了河之后可以横着走，威力更大。

现义：比喻（做事情）只能前进，不能后退。

2) Advanced Pawn.

Translated literally, 过河卒 would refer to a pawn that has crossed the river. In Xiangqi, Pawns are NEVER allowed to retreat. Hence, to refer to a person or sometimes a situation would mean that someone was in a do or die situation for which there was no turning back.

3、丢车保帅

棋语：下象棋时为了保住车而丢掉卒。

现义：比喻丢掉次要的，保住主要的。

3) Sacrificing the Chariot to save the King.

The direct translation of the phrase would be Sacrificing the Chariot to save the King.

It is a very often used expression to mean that something or someone had to be voluntarily sacrificed for the sake of common good.

九、象棋中的文化底蕴

楚河汉界

“楚河汉界”是象棋棋盘上的界河，此称呼源于楚汉战争。公元前203年八月，“楚汉久相持未决，丁壮苦军旅，老弱罢转漕。”楚王“乃与汉约，中分天下，割鸿沟以西者为汉，鸿沟而东者为楚。”自此，鸿沟便成了“楚河汉界”。为了纪念这场著名的楚汉战争，后人将象棋棋盘上的界河称为“楚河汉界”。象棋棋盘格局、棋子分类及行棋规则也都与楚汉战争中的诸多历史故事有着不解的渊源。

王者博弈

象棋棋盘“楚河汉界”两边，各有竖九横五的纵横线隔“河”相峙。在中国传统文化中，竖指高度，“九”为单位数之最，意为至高；横指方位，“五”表示东、西、南、北、中，意为至广。“九五”不仅表示至高至广，且含有帝位、天子之尊的深意。“位登九五”“九五之尊”皆表示享有政权。棋盘上河界两边两个“九五”相峙，表示对弈的主旨乃“王者对决”，捉“将”为胜。其文化意蕴皆策源于楚汉战争中刘邦、项羽隔鸿沟对峙，逐鹿天下。

红先黑后

象棋中的黑红两色棋子源于楚汉战争中两军的服饰。公元前209年，楚王项羽以秦王朝的继承者自居。秦尚黑，故其在会稽起义反秦时，军队服饰皆黑色；汉王刘邦以“赤帝子”自居，尚红。在沛县“斩白蛇”起义时，涂牛马血于兵器旗帜之上，军队服饰皆红色。在以鸿沟为界中分天下后，汉王率其红色服饰军队多次主动出击，最终取得胜利。后世象棋棋子遂以黑红二色对峙于棋盘，行棋时有红先黑后之规则。

9) The Cultural Aspects Hidden in Xiangqi

Xiangqi has been an integral part of the culture of the Chinese. This can be seen in many aspects.

Chu River and Han Border

The Chu River and Han Border would refer to the empty space designated as the River in Xiangqi and was derived from the war between the King of Han and the King of Chu. On the August of 203BC, the King of Chu and the King of Han were locked in a standoff after a year of war. Feeling sorry for his subjects who have sacrificed much, the King of Chu, Xiang Yu decided to call a truce and suggested to the King of Han that they use Hong Gou as a dividing line to define the territories that they had. The terrain east of Hong Gou would belong to the King of Chu, while the lands west of Hong Gou would belong to the King of Han. That is why many people believe that Xiangqi was mirrored after this war as the Xiangqi board depicts two fighting armies separated by a space which has been designated as a river.

A battle of wits fitting for the Kings

The river on the Xiangqi board has divided the two opposing factions. On each side of the board, there are nine vertical lines and five horizontal lines. The ancient Chinese have often used a vertical line to represent the 'height' or social status of a person. As the number nine is the largest single digit number there is, having nine files on the board would imply that the game was for someone of the highest social status, or the emperor for that matter.

There are five horizontal lines for each side of the board. Horizontal lines would actually refer to the vastness of the land that one owned. The number five in this instance has the implication of the breadth and width of the land that one owned, represented by North, South, East, West and Center. Only kings and emperors were able to have land of such size.

Therefore, having nine vertical lines and five horizontal lines meant that someone was at the top of hierarchy in terms of status and also had the most amount of land, which would be the Emperor in this instance.

When both opposing factions had nine vertical lines and five horizontal lines, it would mean that they were kings or emperors fighting for their kingdoms.

Therefore, Xiangqi was considered to be a game befitting of the emperor or kings when they did battle on the Xiangqi board. This was believed to have been derived from the Battle between Chu and Han, as they fought for control of China.

Why does Red start the game?

The chess pieces on the board are differentiated by the two different colors: Red and Black. In 209BC, Xiang Yu, the King of Chu, proclaimed himself to be the successor to the Qin dynasty that had been overthrown. As Black was the color that the Qin army used, when Xiang Yu staged an uprising, he ordered his own troops to wear Black so that the 'camouflage' would allow him to achieve his aim.

Liu Bang, the King of Han, was also known as the Crimson Emperor. This had to do with an anecdote. In the prefecture of Pei, when Liu Bang staged his 'Killing the White Snake' uprising, his troops wore Red uniforms and blood from oxen and horses were smeared on the weapons and flags to show that they belonged to Liu Bang.

After the truce whereby both kings agreed to use Hong Gou as the dividing line of their territories, Liu Bang continued to command his troops on proactive campaigns against Xiang Yu's troops, and finally managed to defeat Xiang Yu. In order to commemorate Liu Bang's victory, Red was designated to start the battle of wits in Xiangqi.



中國滎陽市楚河漢界象棋文化推廣中心
CHINA XINGYANG CHU HE HAN JIE XIANGQI CULTURE PROMOTION CENTER

