The xq package is made for writing about xiangqi or chinese chess. This file demonstrates what the package can do.

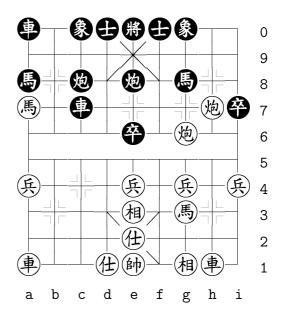
First we write down a complete game.

# Player 1 - Player 2

1. Af1-e2 Ch8-e8

Moves are input like this: "f1e2 h8e8", the letter for the piece that is moved is generated automatically and also, whether it is a capture or not. The piece letters shown depend on the language, you choose at the beginning of the tex file, in this case it is "english". By now there are letters defined for english, spanish, french, italian, czech, dutch and my mother tongue german. I created a pattern in the style file, where you can add your language typical letters, if the ones already defined do not match your preferences.

| 2.  | $\mathrm{Hh1}	ext{-}\mathrm{g3}$ | Hh0-g8          |
|-----|----------------------------------|-----------------|
| 3.  | Hb1-c3                           | Ri0-h0          |
| 4.  | Ri1-h1                           | Rh0-h6          |
| 5.  | Ch3-h5                           | Hb0-a8          |
| 6.  | Pc4-c5                           | Cb8-c8          |
| 7.  | Ec1-e3                           | Pc7-c6          |
| 8.  | Hc3-b5                           | $Pc6 \times c5$ |
| 9.  | $\mathrm{Ee}3{	imes}c5$          | Rh6-c6          |
| 10. | Ec5-e3                           | Pg7-g6          |
| 11. | $Hb5 \times a7$                  | Rc6-c3          |
| 12. | Cb3-b6                           | Rc3-c7          |
| 13. | $\mathrm{Ch}5\mathrm{-h}7$       | Pe7-e6          |
| 14. | $Cb6 \times g6!$                 |                 |



The board is shown with a single command. The style finds the correct position depending on the moves you input.

14. ...  $Rc7 \times a7$ ? Black wins a major piece, but more important is

that Red gets a strong attack on the right wing of the board.

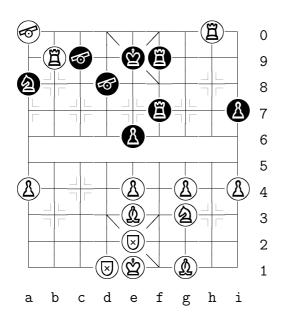
15.  $Cg6 \times g0 + Af0 - e9$ 16. Ch7 - h0 +

It is not better for Red to play 16.Ci0, for after 16...Kf0 17.Chh0+ Kf9 18.Rh9+ Kf8 19.Rg9 Hh6 20.Rg6 Red gets back the major piece only...

| 16. |                   | $Hg8 \times h0$ |
|-----|-------------------|-----------------|
| 17. | $Rh1 \times h0$   | Ra0-a9          |
| 18. | $Cg0\times d0+$   | Ae9-f0          |
| 19. | $Cd0 \times f0$   | Ra9-f9          |
| 20. | $Cf0 \times c0 +$ |                 |

but in the game Red takes the whole defense of Black...

| 20. |         | Ke0-e9 |
|-----|---------|--------|
| 21. | Ra1-b1  | Ra7-f7 |
| 22. | Rb1-b9+ | Cc8-c9 |
| 23  | Cc0-a0  | Ce8-d8 |



You can also show the board with western pieces.

| 24.       | Rb9-a9          | Cd8-d2 |
|-----------|-----------------|--------|
| 25.       | $Ca0 \times a8$ |        |
| and the m | ajor piece.     |        |
| 25.       |                 | Ke9-e8 |
| 26.       | Rh0-h8+         | Rf7-f8 |

 $Ra9 \times c9$ 

Black resigned the game.

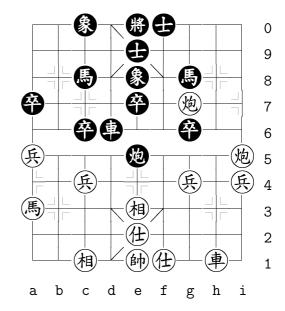
27.

1:0

Now we start playing from a special position, that is input in the tex file.

## Exercise

In the diagram shown below both sides can checkmate the opponent, depending only on who is to move.



- 1. Red to move checkmates in 3 moves
- 2. Black to move checkmates in 4 moves

#### Solution

### 1. Red to move

| 1. | Ci5-i0+            | Hg8-h0                        |
|----|--------------------|-------------------------------|
| 2. | Cg7-g0+            | $\text{Ee}8 \times \text{g}0$ |
| 3  | $Ci0 \times g0 \#$ |                               |

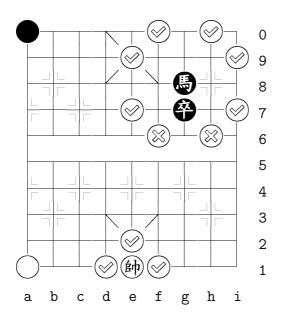
## 2. Black to move

| 1.          |             | Ke0-d0 |
|-------------|-------------|--------|
| 2.          | Ci5-i0+     | Kd0-d9 |
| 3.          | Ci0-i9+     | Kd9-d8 |
| 4.          | Ci9-i6      |        |
| on ones oth | om *00 o**0 |        |

... or any other move

4.  $\operatorname{Rd}6-\operatorname{d}1\#$ 

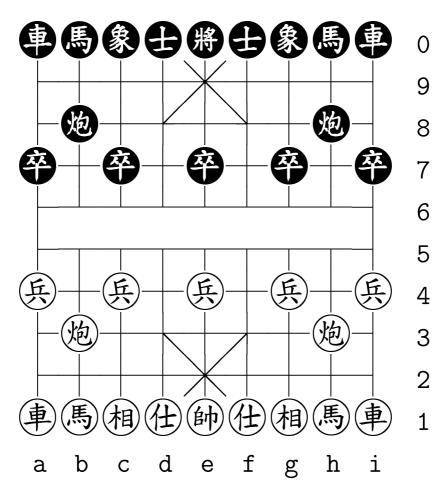
I added a small font with some additional signs, f.e. to demonstrate legal moves of pieces. But by now this is not more than a first draft with only the four extra signs shown in the diagram



pieces in running text

- the kings
- the advisors/guards
- (a) (a) the knights/horses
- (A) the pawns/soldiers

I also included a large board.



Thats all! Hopefully everything works like it should!