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KOREAN CHESS.

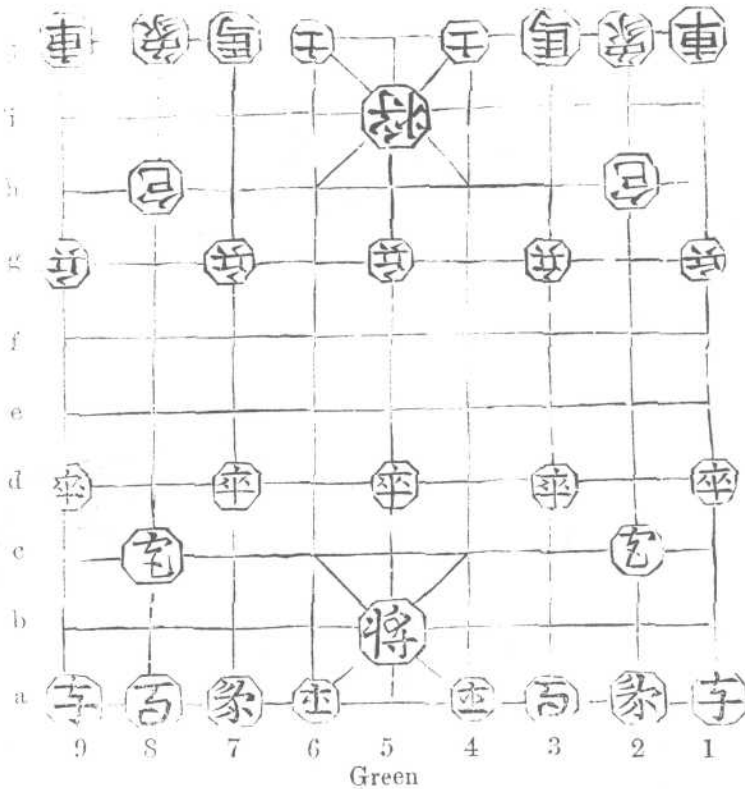
Korean Chess *Chang Ki** is admittedly a variant of Chinese, yet, as will be seen, there are some important differences between the two games. The design of the board, (but not its shape) is the same, save that in Korea the files are carried across the "river", which is in fact ignored. The men again have the same names as in China and except that the King is placed in the centre of his camp, and that the Horse and Elephant are interchangeable, occupy the same position at starting. But their powers and privileges in most cases differ largely. A Korean chessboard and men arranged for a game appear upon the next page (the illustration is taken from a Korean facsimile)

It will be noticed that the board is not square but oblong the width being greater than the breadth. All Korean chessboards have this shape the object in view being to facilitate the moving of pieces when they have reached the opponent's end of the board. It may be remarked in passing that Korean chessboards all seem to be of domestic manufacture, as they are not sold in any shops, even at the Capital. The men can be purchased—though they are usually made to order, enclosed in a net strongly resembling an onion bag.

Another feature in which the Korean game will be seen to differ outwardly from the Chinese, is the shape of the men and the circumstance that the hieroglyphics on one side are inscribed in the "grass character" or running hand. Korean chessmen are not circular as in China, but octagonal, and they vary in size according to their value, the King (General) being the largest, the Chariot, Elephant, Horse and Cannon of medium size, and the Pawns (soldiers) and Counsellors the smallest. The hieroglyphs on one side are usually coloured red, on the other green, the draughtsmen, for such they in appearance are, being all of the same wood and undyed.

* 장기 將棋

Red



In describing the powers of the pieces it will be convenient to give each its corresponding Western name the *p'o*, a piece we unfortunately lack - being styled a Cannon. The Korean names are as follows:-

- 1- * *Chang* "General" - the King more usually styled *Kung* Palace.
- 2- † *Ch'a* "Chariot" - the Rook.
- 3- ‡ *P'o* "Cannon."

* 將 or 將 장 † 車 or 車 차 ‡ 包 or 包 포

- 4- * *Pyeng* or *Chol* "Footsoldier" — the Pawn.
 5- † *Sa* "Counsellor" — the Queen.
 6- ‡ *S'ang* "Elephant" — the Bishop.
 7- § *Ma* "Horse" — the Knight.

The moves of these pieces follow two general laws the existence of which make Korean Chess a more finished or more logical game than Chinese. The first is that the pieces invariably take as they move; the second, that, within their limitations they move along any marked line. In Chinese chess the *P'o* moves like a Rook, but takes only when a piece intervenes; the Korean Cannon moves and takes in the same way, as shall presently be explained. On the Chinese board the files between the 5th and 6th ranks are not marked, in order the better to indicate the "river" after the crossing of which the Pawns acquire increased powers; yet for purposes of play they exist. The diagonal lines joining the corners of the General's "Camp" may be—though they seldom if ever are—omitted from a Chinese chess-board; but neither they, nor the River files must be left out on the Korean. For as has been said, wherever a line is marked a Korean piece can, within its limitations move along it. Thus the Chariot which has precisely the same powers as our Rook may move from one corner of the "camp" to the centre or if so desired, to the corner diagonally opposite, because those points are connected by a marked line. For the same reason the cannon if on one such corner may, when the centre is occupied, hop over to the opposite corner along the line of the diagonal. A similar train of reasoning has made identical the movements of the two Counsellors and the General.

The General or *King*, as he shall be called, may from his original position at the centre, move on to any one of the nine points in his Camp, but he can never leave his Camp. Within it he moves only one step at a time, and that only along marked lines. Thus if the King were at 5a he could move thence to 5b (the centre), 6a or 4a, but he could not move to 4b or 6b because there is no line connecting 5a with these last two points.

As in the Chinese game the Kings check one another across the board, if they are on the same file with no piece intervening. Korean Chess learns here, as in other games, towards the losing

* 兵 or 卒 병 or 졸
 † 士 or 壘 사 or 소

‡ 象 or 象 상
 § 馬 or 馬 마

side. If one of the players has an overpowering advantage, the other is allowed, should opportunity occur, to check his opponent's King with his own. Thus, if Red has King on 6i, Pawn on 3d and 2d, while Green has King on 5a, Rook on 7a, Pawn on 7d Red is allowed to play King 6i to 5i (Check). When Green moves his King to 4a or 6a, (his only alternative) Red again checks with his King making the game a draw. It should however be observed that the act of checking the opponent's King with one's own is in itself, a confession of inferiority, and deprives the player of any chance of winning the game, — he can at most draw it. The same penalty attaches to the checking of the opponent's King by a piece which that King could capture were it not on an open file of his rival's. Thus:-

Red: King on 4i, Knight on 3c Pawn on 4b

Green: King on 5a Rook on 1i Bishop on 1j

If it is Red's turn to play he mates by Pawn to 5b — for if the King moves to 6a he is equally under check by the Pawn, since the points 5b and 6a are connected by a marked line. If it is Green's turn he can only play Rook 1i to 5i, *a draw not a mate.*

A player cannot force a draw by checking his opponent's King with his own, even though the alternative is to be mated, if he has the greater strength in men. For Example:-

Red: King on 6i, Queen on 5j, Bishop on 5i, Knight on 3c, Pawn on 4c.

Green: King on 5a, Rook on 1g, Cannon on 1f, Knight on 3g, Pawn on 3f.

Red would mate by Pawn to 5b, but if it is Green's turn he may not play King 5a to 6a, check and draw, because the value of his pieces is superior to that of Red's — a Rook and a Cannon being worth more than a Queen and a Bishop.

The King on a losing side is allowed yet another privilege. If he is the only piece on his side, and if his moving would greatly endanger him, he is allowed, as the equivalent of a move to turn over and remain in his original position. Thus (the finish of an actual game played in the British Legation garden at Seoul)

Red: King on 5i, Queen on 4i, Pawn on 5c, Knight on 3c.

Green; King on 4b.

Green's only move King 4b to 4a, would be followed by

Red: Pawn 5c to 5b, mate. Green therefore being called on to play, simply turned over his king. The game then proceeded.

Red.

Kt. 4d to 5f.

Kt. 5f to 6d.

Pawn 5c to 5b, mate.

Green.

K. 4b to 4a,

K. 4a to 4b.

Instead of playing K. 4b to 4a in reply to move of the Red Knight, Green might again have reversed the King—for there is no limit to this exercise.

The Counsellors or *Queens* move in all respects like the King and are equally confined to the nine points of the Camp. They cannot give check, however, across the board. They are more powerful than the Chinese *shih*, which can only occupy the five points on the diagonal.

The Chariots or *Rooks* have exactly the powers of our own Castles or the Chinese *chü*, except that, as has been said, they can also move along the marked diagonals of either their own, or the enemy's Camp.

The Horses (*Knights*) have precisely the move of the Chinese *ma*, which is also that of the Western Knight, with one important limitation. The Korean and the Chinese *ma* always moves first one step along a file or a rank, and then a step diagonally. If there be a piece, whether of his own side or the enemy's, at the elbow, so to speak, of his beat, he cannot move. Thus in the example given above, the Red Knight on 3c could not move to 5b or 5d, because of the Pawn on 4c; had the Pawn been on 4b or 4d the Knight would not be estopped. It will be seen that it is, owing to this rule, possible to cover check from a Korean Knight.

The Elephant or *Bishop*, moves one step along a rank or a file, then *two* diagonally. It differs from the *jamal* or Camel of Tamerlane's Chess, in that the latter moves first one step diagonally and then two straightwise, and has, which the *Sang* has not, the privilege of vaulting; for the Korean Elephant must have a clear course from start to finish, like the Chinese *hsiang*. Unlike the *hsiang* (whose move is that of Tamerlane's *pil* or the original Bishop, the *fil*,— less their power of vaulting) the *Sang* is not confined to its own side of the River, but may move freely all over the Board.

At starting the Korean Bishop must stand on one of the two points between the Rook and the Queen, the Knight being

placed on the other; but on which point, depends upon the whim of the player. Perhaps it would be simpler to say that at the commencement of the game the men being arranged as in Chinese Chess (except that the Kings are on 5b, not 5a, and 5i not 5j) either player may before moving—but not afterwards—interchange Knight and Bishop at one or both sides of his line. If one player so interchanges, it is generally considered advisable for the other to do the same, but he is under no obligation in the matter.

The Soldiers (*Pawns*) differ from those of China in that they have from the first the move which the Chinese *ping* only gets after crossing the River. A Korean Pawn moves one step sideways or forwards, but never backwards or diagonally. When he reaches his tenth rank (the enemy's first) he does not change his condition, but remains a Pawn, restricted to a sidelong movement up and down that rank. For this reason a Pawn is not often advanced to the last line, is indeed seldom carried beyond the eight rank, his strongest position. We have seen that in common with the Rook, the King and the Queen, the Pawn can travel along the diagonals of the Camp.

The *Cannon* differs from the *p'ao* of China, in that it moves as it takes, and that another Cannon can neither form a screen for it, nor be taken by it. The Korean *p'ao* moves in a straight line, horizontally or perpendicularly, but only when some piece, (not itself a Cannon) intervenes. Thus in the example given above, the Cannon on 1f can move to 1h, 1i or 1j over the Rook on 1g, or to 4f, or 8f over the Pawn on 3f. If it moves to 1j it would give check to the enemy's King on 6j, because the Queen on 5j intervening forms a screen; but as the men are placed at the commencement of the game the Cannon on 2c cannot take the Knight on 2j, because the other Cannon on 2h does not act as a screen. Although this is the case an intervening Cannon is not altogether ignored. For instance if Red had had a Cannon on 4a when Green checked by Cannon 1f to 1j, he could have replied by Cannon 4a to 4j, interposing, when the Green Cannon on 1j would practically bear on nothing but the empty points 1f to 1a. This restriction of the power of the Cannon makes it inferior to the Chinese *p'ao* and its movements more cumbrous. In all other respects the Korean game is a distinct advance on the

Chinese, and, this drawback modified, might even aspire to rivalry with Western Chess, were the King and Queen permitted to move freely over the board.

There are, as far as can be learned, no native books whatsoever on the subject of Korean Chess corresponding to the work which formed the basis of the writer's *Manual of Chinese Chess*. Nor have the numerous books of end games or problems any counterpart in Korea. Chess in the latter country is regarded, in spite of its universal diffusion, as a somewhat frivolous pastime suitable for young persons and rustics. The educated Korean deeply imbued as he is with Chinese sympathies, affects to prefer *W'i ki* though it is open to considerable doubt whether he would not as a matter of actual fact, rather play at Chess.

The first move is usually conceded to the weaker player, a plain proof that the advantage is supposed to rest with the opener. The usual commencement is either a Rook's Pawn horizontally or a Knight interposing between the Cannons to serve as a screen for one of them. In the following short game, the Bishops were placed on 3a, 8a, 2j and 7j respectively.

Red.	Green.
1. P. 9g to 8g	1. P. 1d to 2d
2. Kt 3j to 4h	2. Kt 7a to 6c
to form Screen for Cannon	
3. B 2j to 5h	3. C 8c to 5c
4. Kt 8j to 7h	4. P 5d to 4d
to defend P. on 5g:	
5. Kt 4h to 5f	5. B 3a to 5d
Green C now bears on Pawn:	
6. P 3g to 4g	6. Kt 2a to 4b
7. K 5i to 5j	7. B 8a to 6d
8. R 9j to 9f	8. R 1a to 1e
9. Q 4j to 5i	9. R 1e to 4e
10. P 1g to 2g (?)	10. P 9d to 9e
11. R 9f to 6f	11. P 9e to 8e
12. C 8h to 6h	12. B 9a to 9j
13. B 7j to 9g	13. C 2c takes P 2g
14. R 1j to 1b	14. C 5c to 7c
15. C 6h to 3h	15. P 8e to 7e
16. C 3h to 3b (check)	16. K 5b to 5a

Red.

17. C 3b to 3i
 18. P 7g takes P7f
 19. C 3i to 3a (check)
 20. R 1b to 1a
 21. R 1a takes Kt2a
 22. R 2i takes B 3a (ch)
 23. Kt 5b takes B6d
 24. R 6f takes P6d
 25. B 6d takes Kt6c
 26. B 6c to 8c
 27. B 8c to 8a (ch)
 28. B 9g to 7d (ch)
 29. R 3a takes Q4i (ch)
 30. R 8a takes Q6a (mate)

Green.

17. P 7e to 7f
 better to 6e
 18. C 2g to 2c
 19. Q 4i to 4b
 20. Kt 4b to 2a
 21. B 5d takes C3a
 22. Q 4b to 4a
 23. P 7d takes Kt 6d
 24. C 7c takes Kt7h
 25. Q 6a to 5b
 26. C 7h to 7b
 27. Q 5b to 6a
 28. K 5a to 5b
 only move.
 29. K 5b takes R4a

"Check" in Korean is *chang* general i. e. "King," and mate is *cheutso* "fail."

W. H. Wilkinson.

Since the above article was in type a paper of the writer's on the same subject has appeared in the *Pull Mall Budget* (of Dec. 27, 1894.) In the otherwise excellent illustration there given, the names of the *ma* and *s'ang* have in each case been reversed by the printer. This opportunity is therefore taken to correct an error which by future chess authors will be either copied or denounced

W. H. W.