

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

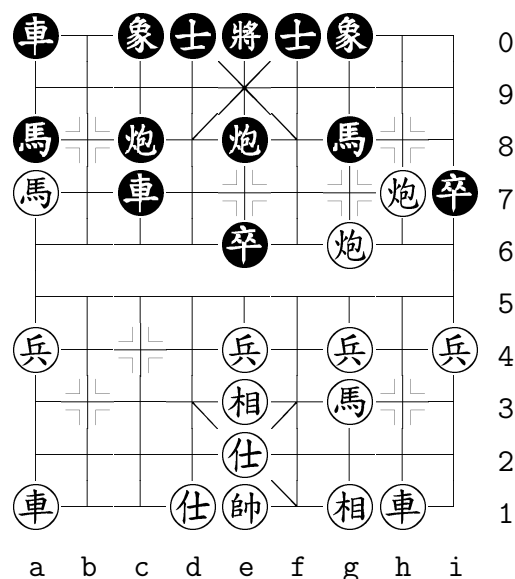
First we write down a complete game.

Player 1 – Player 2

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". However, by now there are only letters defined for english and my mother tongue german, but i created a pattern in the style file, where you can add your language typical letters.

- | | | |
|-----|---------|--------|
| 1. | Af1–e2 | Ch8–e8 |
| 2. | Hh1–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×c5 |
| 9. | Ee3×c5 | Rh6–c6 |
| 10. | Ec5–e3 | Pg7–g6 |
| 11. | Hb5×a7 | Rc6–c3 |
| 12. | Cb3–b6 | Rc3–c7 |
| 13. | Ch5–h7 | Pe7–e6 |
| 14. | Cb6×g6! | |

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



14. ... Rc7×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×g0+ Af0–e9
16. Ch7–h0+

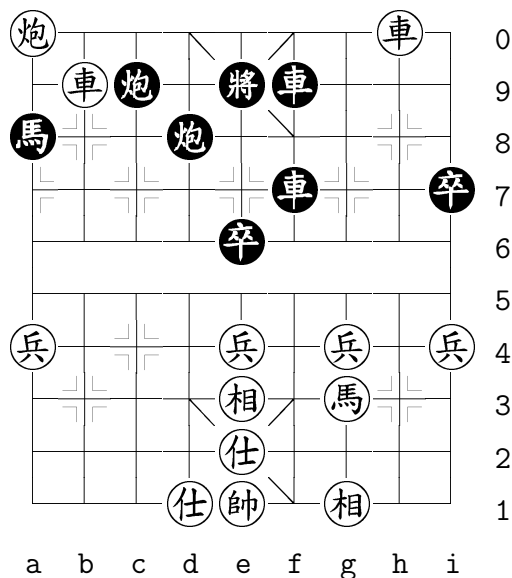
By now there is no special environment for writing down variations within running text, so input equals output here.

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×h0
17. Rh1×h0 Ra0–a9
18. Cg0×d0+ Ae9–f0
19. Cd0×f0 Ra9–f9
20. Cf0×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



24. Rb9-a9 Cd8-d2
 25. Ca0xa8
 ... and the major piece.
 25. ... Ke9-e8
 26. Rh0-h8+ Rf7-f8
 27. Ra9xc9

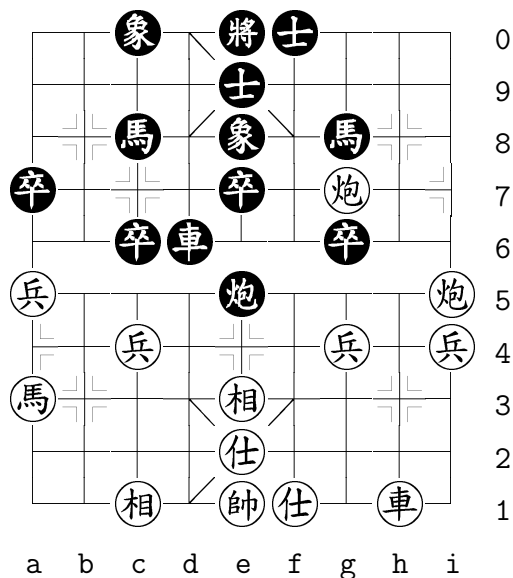
Black resigned the game.

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+ Ee8xg0
 3. Ci0xg0#

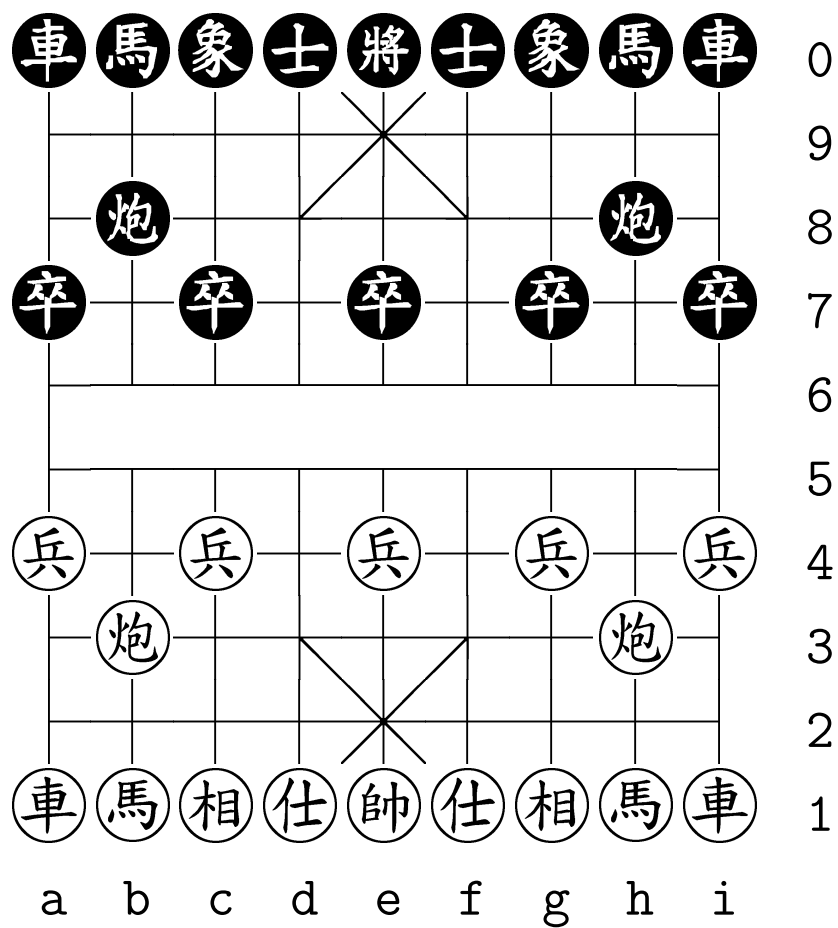
2. Black to move

1. ... Ke0-d0
 2. Ci5-i0+ Kd0-d9
 3. Ci0-i9+ Kd9-d8
 4. Ci9-i6

- ... or any other move

4. ... Rd6-d1#

I also included a large board.



Thats all! Hopefully everything works like it should!