Jungi

| Notation	
↑	Steps to the indicated "leap" destination, following the path of the arrows to get there. Pieces on these arrow spaces can prevent movement in that direction if the "Hobbling" rule is active.
○	Steps to an adjacent square to capture or move
⊙	Steps to an adjacent square to capture or move, and can capture pieces that have stepped through said space last turn.
△	Steps to an adjacent square to capture
⚠	Steps to an adjacent square to capture, and can capture pieces that have stepped through said space last turn by moving to that space on its own turn.
□	Steps to an adjacent square to move
↕	Steps to an empty square only as a first move
◇	Jumps to a non-adjacent square only as a first move, bypassing any intervening pieces
✿	Jumps to a non-adjacent square only from its starting row, bypassing any intervening pieces
☆	Jumps to a non-adjacent square, bypassing any intervening pieces
		Slides along a straight line, crossing any number of empty spaces
⊙	Slides to the target square to capture or move, and can capture pieces that have stepped through said space last turn.
◎	Steps up to twice per turn, enabling capture without moving. (Known as 閃火 Sǎnsēn or "Ephemeral Soul" capturing,) and can capture pieces that have stepped through said space last turn by moving to that space on its own turn.
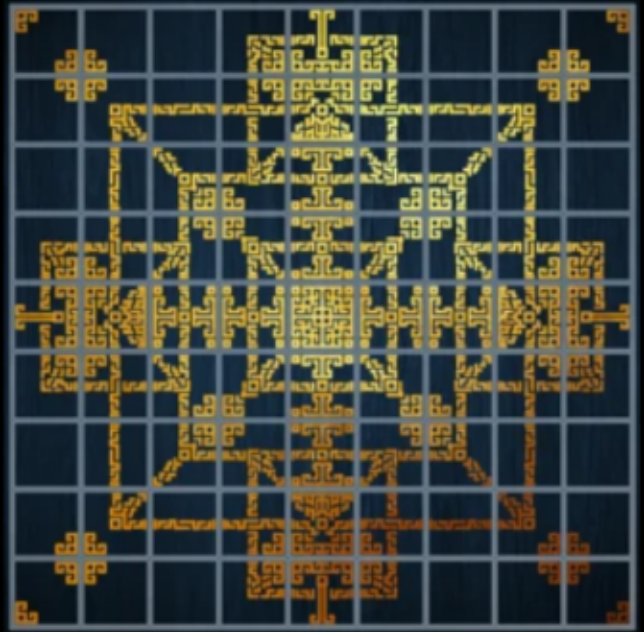
A traditional Nirnelin Jungi Board.

Jungi 車㉣ is a Nirnelin strategy boardgame which revolves around capturing the enemy's king whilst avoiding the casualties of war. Traditionally, it is played with 54 pieces (27 per player) on a 9x9 board. Below are the rules for each piece, of which each player has 2 each save for 9 pawns each and 1 king and queen each. Each piece on the left promotes to the corresponding piece on the right when it reaches the opposite back 3 rows of the board.

Pawn 仐 *Zú* (Promotes to Veteran)

The Pawn can only step one square directly forward to move, but captures by stepping diagonally forward one square. It can step orthogonally forward 2 spaces as a first move. The Pawn is capable of capturing other pieces that stepped past any of its threatened spaces last turn by moving to any of those spaces on its turn.

Veteran 仐仐 *Çùzú*

The Veteran can take one step in any direction. In handicap games when one player begins with a veteran, it can step orthogonally forward 2 spaces as a first move. The Veteran is capable of capturing other pieces that stepped past any of its threatened spaces last turn by moving to any of those spaces on its turn.

Horseman 馬 *Férs'* (Promotes to Unicorn)

The Horseman can leap to any space it could reach by stepping one space orthogonally in any direction followed by another step in the same direction diagonally in the shape of an L.

Unicorn 仐馬 *Çùférs'*

The Unicorn can move 1 step in any direction or leap to any space it could reach by stepping one space orthogonally in any direction followed by another step in the same direction diagonally in the shape of an L.

Elephant 卍 *Vín* (Promotes to Grutslæŋ)

The Elephant can take 1 step orthogonally or leap 2 spaces diagonally. It can leap orthogonally forward 3 spaces if it is on the back row of its side.

Grutslæŋ 仐卍 *Çùvín*

The Grutslæŋ can take 1 step in any direction or leap 2 spaces diagonally or 3 spaces orthogonally.

Magister 㚈 *Sĩ* (Promotes to Archmagister)

The Magister can step 1 space orthogonally or leap 2 spaces orthogonally.

Archmagister 仐㚈 *Çùsĩ*

The Archmagister can step 1 space in any direction or leap 2 spaces orthogonally or 3 spaces diagonally.

Pikeman 𝍍 *Vào* (Promotes to Lancer)

The Pikeman can slide any number of free spaces orthogonally forward or any number of free spaces diagonally backward.

Lancer 仐𝍍 *Çùvào*

The Lancer can slide any number of free spaces orthogonally or diagonally sideways.

Cannon 🪅 *Pào* (Promotes to Kirin)

The Cannon can slide any number of free spaces diagonally in any direction. *Because it cannot move orthogonally, an unpromoted Cannon can only reach half the spaces on the board.*

Kirin 仐🪅 *Çùpào*

The Kirin can move 1 step in any direction or slide any number of free spaces diagonally in any direction.

Chariot ⊟ *Qē* (promotes to Dragon)

The Chariot can slide any number of free spaces orthogonally in any direction.

Dragon ⇑⊟ *Çùqē*

The Dragon can take 1 step in any direction or slide any number of free spaces orthogonally in any direction.

Noble ┼ *Sùr* (Promotes to Lord)

The Noble can move 1 step in any diagonal direction or 1 step directly forward.

Lord ⇑┼ *Çùsùr*

The Lord can move 1 step in any direction, leap 2 spaces directly backward, or leap 2 spaces diagonally in any direction.

Officer ┻ *Guān* (Promotes to Commander)

The Officer can move 1 step in any orthogonal direction or 1 step diagonally forward.

Commander ⇑┻ *Çùguān*

The Commander can move 1 step in any direction, leap 2 spaces orthogonally or diagonally backward or sideways, or leap 2 spaces directly forward.

Queen Ⅲ *Niáŋ* (Promotes to Empress)

The Queen can move 1 step in any direction or 2 steps directly forward as a first move, and can capture pieces that have stepped through any of its immediately adjacent spaces last turn by moving to any of those spaces on its turn.

Empress ⇑Ⅲ *Çùniáŋ*

The Empress can slide any number of free spaces orthogonally or diagonally in any direction, and can capture pieces that have stepped through any of its immediately adjacent spaces last turn by moving to any of those spaces on its turn.

King 王 *Huáŋ* (Promotes to Emperor)

The King can move 1 step in any direction or 2 steps directly forward as a first move. The King can also capture pieces that have stepped through any of its immediately adjacent spaces last turn by moving to any of those spaces on its turn.

Emperor 仐王 *Çùhuáŋ*

The Emperor can move 1 step in any direction once or twice, or leap out to any space 2 spaces from its own. The Emperor can also capture pieces that have stepped through any of its immediately adjacent spaces last turn by moving to any of those spaces on its turn. *The Emperor cannot capture pieces covered by Pawns or Veterans without capturing the covering piece as well due to their ability to capture pieces that have entered and exited their threatened spaces.*
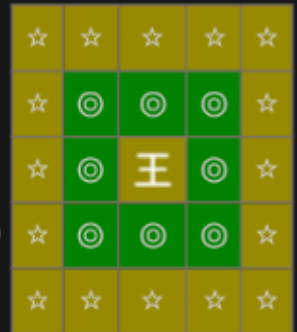
The spaces on the board can be referred to directly with alphanumeric titles, as indicated above. Also indicated in the above graphic are the standard starting locations for each piece.

Variants

Lún Jungi

In Lún Jungi 車 車 凩, the board is a circular grid instead of a rectangular one, and possesses 125 spaces. When a piece that is moving orthogonally would land on a spaceless board intersection, it continues in the same direction in the same manner, but a piece that is moving diagonally continues horizontally in the same direction instead.

Each player has the same number of pieces to work with as in Standard Jungi with the addition of 6 pawns each. Pieces move the same as in standard Jungi save for certain differences caused by the circular board. There is no promotion in Lún Jungi, but when a piece sits on the nexus of the board, it is considered to be facing in all directions and moves as if promoted. Movesets are listed below for clarity:

A traditional Nirnelin Cravlun Board, utilized for Lún Jungi as well.

Pawn 仐 Zú

The Pawn can only step one square directly forward or sideways to move, but captures by stepping horizontally or diagonally forward one square. It can step orthogonally forward 2 spaces as a first move, but only onto a legal space; it cannot slide in so doing. The Pawn is capable of capturing other pieces that stepped past any of its threatened spaces last turn by moving to any of those spaces on its turn.
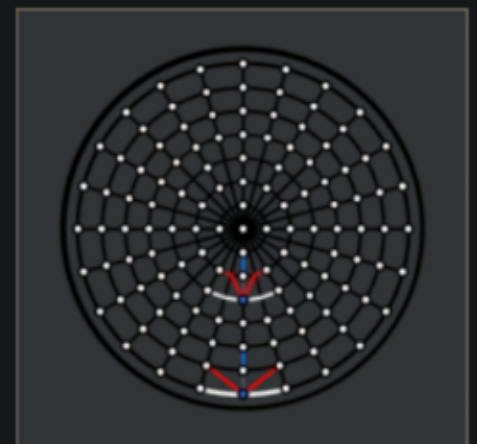
The following image displays Pawn movement options from position C13 and position G13.

Horseman 🏇 *Férs'*

The Horseman can leap to any space it could reach by stepping one space orthogonally in any direction followed by another step in the same direction diagonally in the shape of an L.
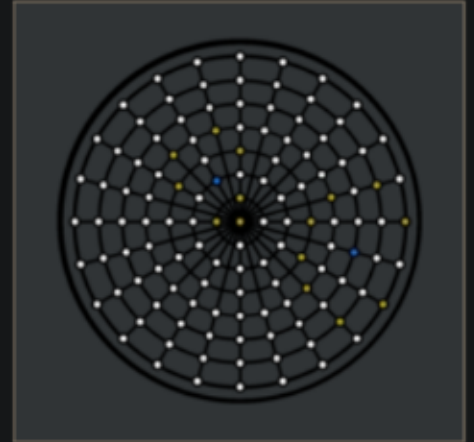
The following image displays Horseman movement options from positions B23 & E8.
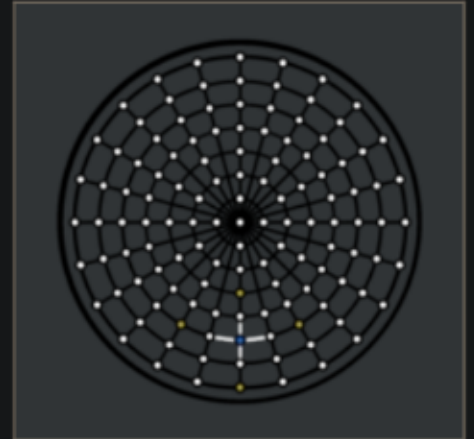
Elephant 🐘 *Vín*

The Elephant can take 1 step orthogonally or leap 2 spaces diagonally. It can leap orthogonally forward 3 spaces if it is on the back row of its side.
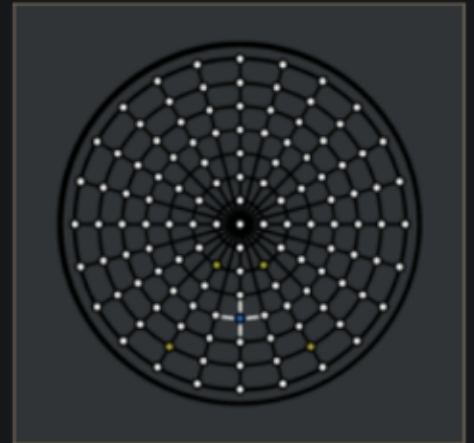
The following image displays Elephant movement options from position E13.

Magister 王 *Sĩ*

The Magister can step 1 space orthogonally or leap 2 spaces orthogonally.

The following image displays Magister movement options from position E13.

Pikeman 𡲆 *Vào*

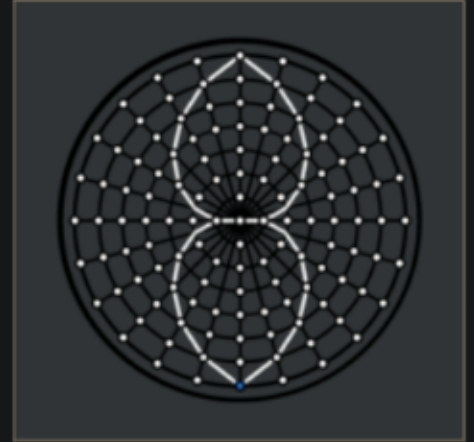The Pikeman can slide any number of free spaces orthogonally forward or any number of free spaces diagonally backward.
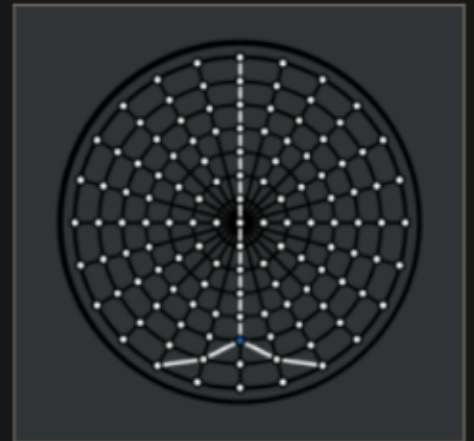
The following image displays Pikeman movement options from position E13.

Cannon ♟ *Pào*

The Cannon can slide any number of free spaces diagonally in any direction. *Because it cannot move orthogonally, The cannon must slide to specific spaces on the board in order to allow itself to reach every space.*

The following image displays Cannon movement options from position G13.
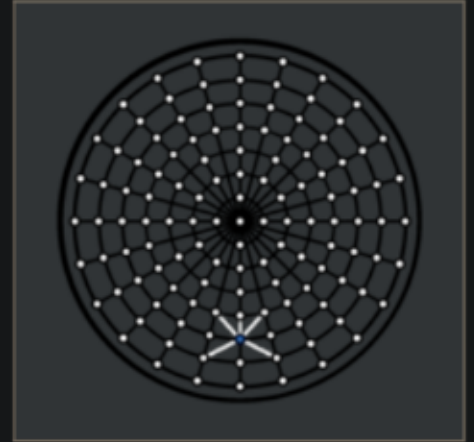
Chariot ♟ *Qē*

The Chariot can slide any number of free spaces orthogonally in any direction.

The following image displays Cannon movement options from position F13.
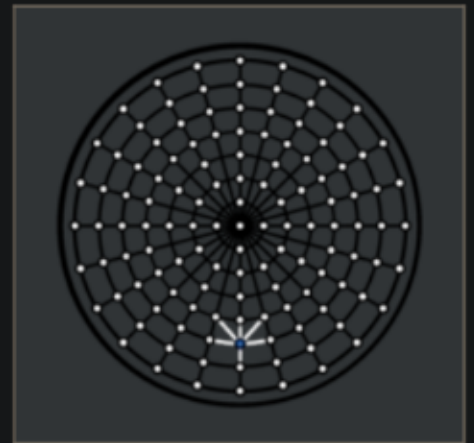
Noble ╋ Sùr

The Noble can move 1 step in any diagonal direction or 1 step directly forward.

The following image displays Noble movement options from position E13.

Officer ╋ Guăn

The Officer can move 1 step in any orthogonal direction or 1 step diagonally forward.

The following image displays Officer movement options from position E13.

Queen ⊞ *Niáŋ*

The Queen can move 1 step in any direction or 2 steps directly forward as a first move, and can capture pieces that have stepped through any of its immediately adjacent spaces last turn by moving to any of those spaces on its turn.
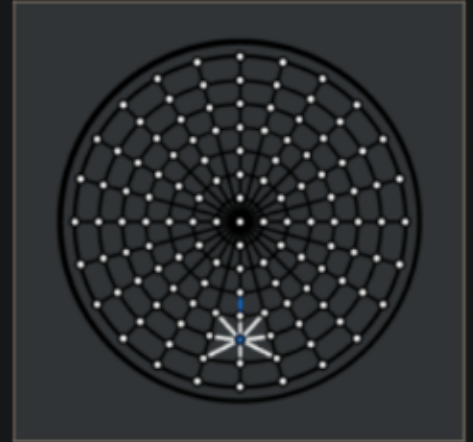
The following image displays Queen movement options from position E13.

King 王 *Huáŋ*

The King can move 1 step in any direction or 2 steps directly forward as a first move. The King can also capture pieces that have stepped through any of its immediately adjacent spaces last turn by moving to any of those spaces on its turn.
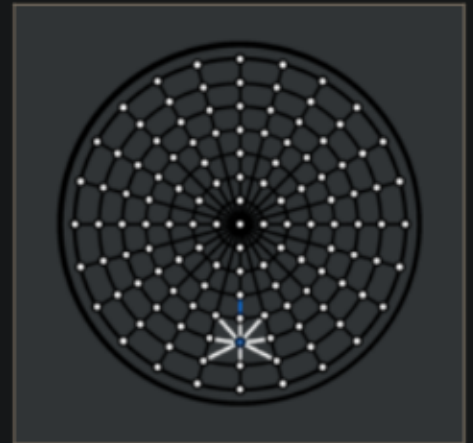
The following image displays King movement options from position E13.