The Pawn Game

Rules for Moving Pawns

1) Pawns only move forward.
2) If a Pawn is in its original spot (only) it may move either two squares or one square. Otherwise a pawn may move only one square forward.
3) Pawns move forward, but take diagonally (on either of the two touching forward diagonal squares). Thus a pawn cannot take another pawn immediately in front of it, but can take that pawns left or right hand neighbors. Note that this means that pawns can block each other and neither can continue to move.
4) En Passant: If your opponent on his move has moved one of his pawns 2 spaces (only allowed from its original location), AND if the pawn has thus passed through a square that your pawn could have taken his, THEN you ***may*** capture "en passant." "En passant" is French for "In passing."

   To capture en passant: You would take your opponent's pawn (which he just moved) moving your pawn on a diagonal, as if your opponent's pawn had stopped after moving one square.
   If you choose to capture en passant, you must do so this immediate move. Next move you are not allowed to.

Pawn Game Rules

1) All Pawns are set up in their normal starting position – on the second rank for each player
2) White moves first.
3) You win the game either:
   A) If your opponent gives up - *or*
   B) If you reach the far side of the board first with any one pawn - *or*
   C) If you capture all your opponents pawns - *or*
   D) If it is your opponent's turn to move but all his pawns are blocked so he has no legal move, but you still have legal moves available.
4) The game is a draw (tie) if:
   A) Both players agree to call it a draw - *or*
   B) If **BOTH** players pawns are blocked so that neither player has a legal move.