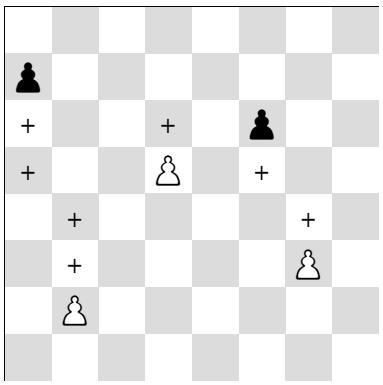
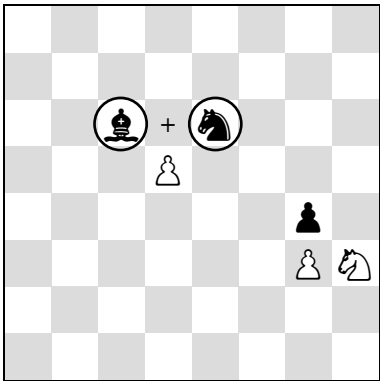
The pawn

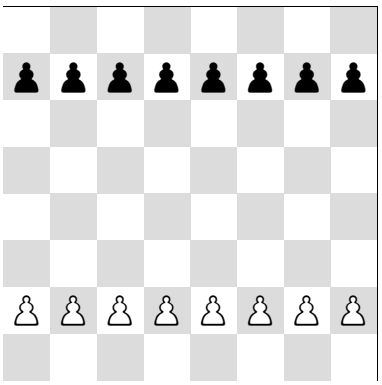
Each player has eight pawns. The pawn move is not similar to the moves of other pieces. In fact, everything is different.



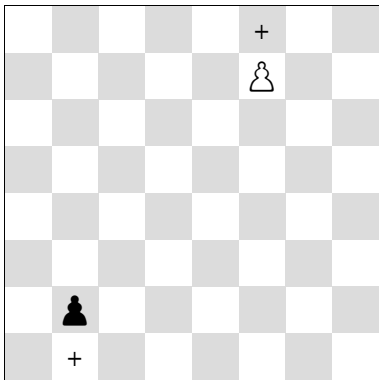
A pawn can move one square forward. On its first move the pawn can chose whether it wants to move one or two squares forward. After this, the pawn can only move one square forward each turn.
The white pawns play from bottom to top.
The black pawns always play from top to bottom.



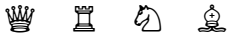
The pawn captures diagonally forward, not straight. It is the only piece that captures differently from the way that it moves.
The pawn on d5 can choose between capturing the bishop or the knight. He can also advance forward one step.
The pawn on g3 can play only after the black pawn has captured on h3.



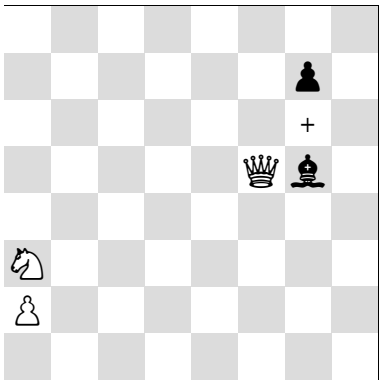
Each side has 8 pawns in the starting position. They are standing on the 2nd and 7th rank.
A pawn is the only chess piece that may not move backwards. He also may not capture backwards. This means that the white pawns can never stand on the first rank and the black pawns never on the eighth rank.



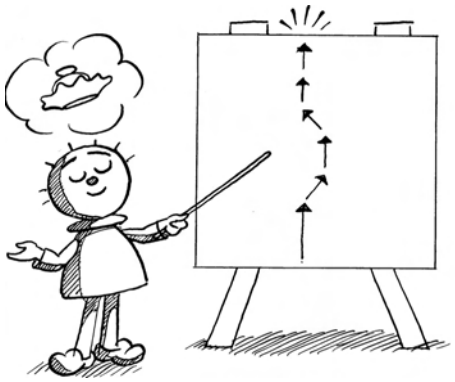
If a pawn reaches the back rank, it can change into a queen, rook, bishop or knight of the same colour.
The pawn cannot remain on the square. The pawn is promoted. The pawn cannot change into a king.
Pawn f7 chooses:



Pawn b2 chooses:

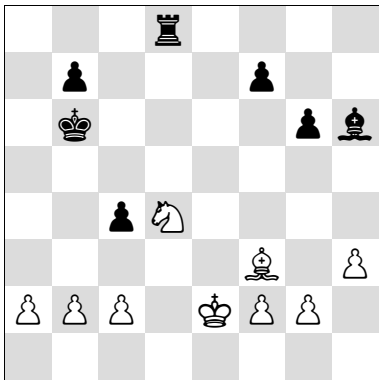
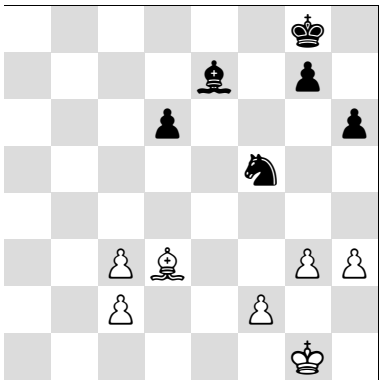
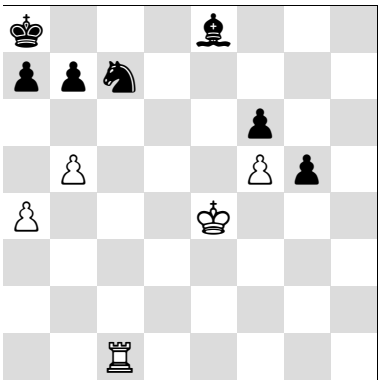
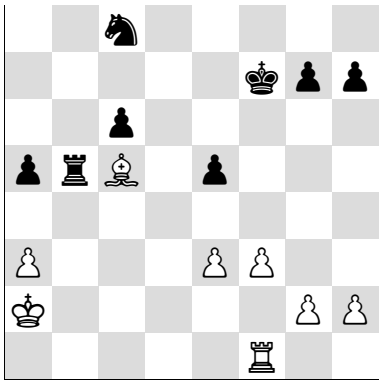
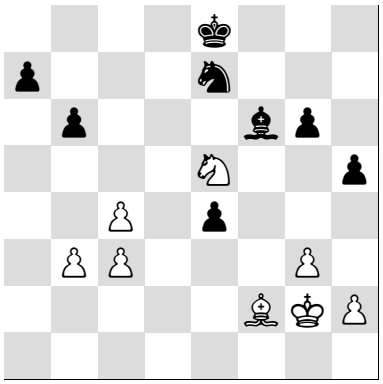
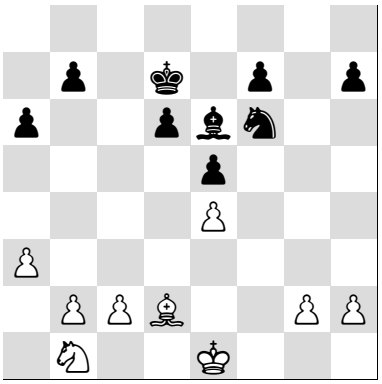
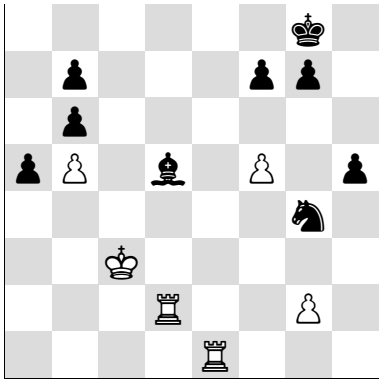
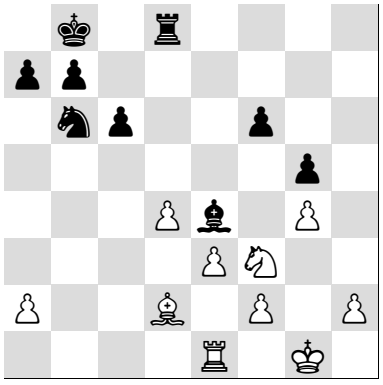
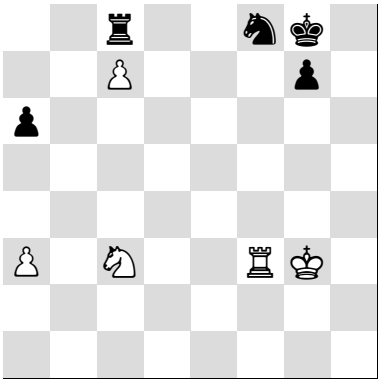
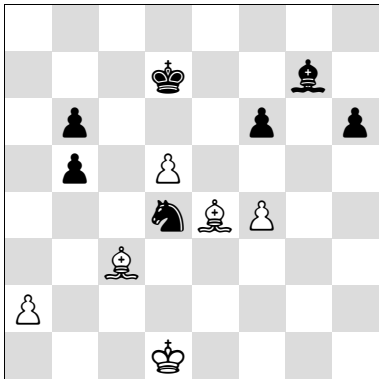
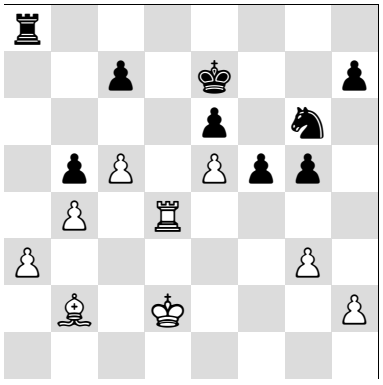
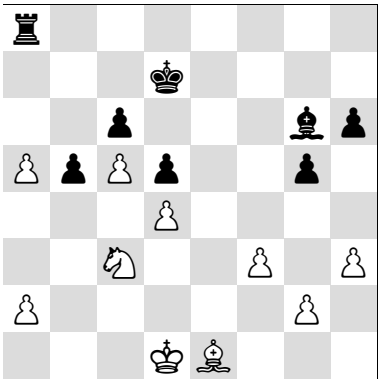
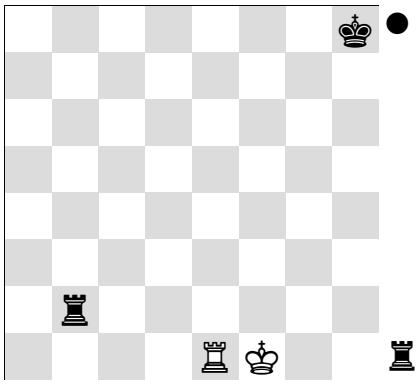
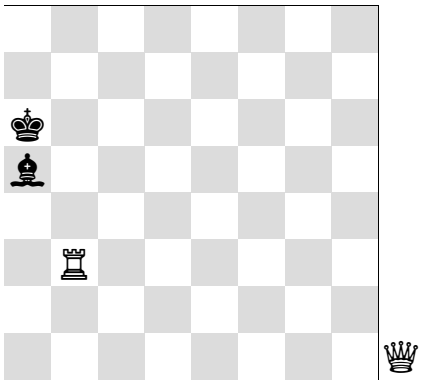
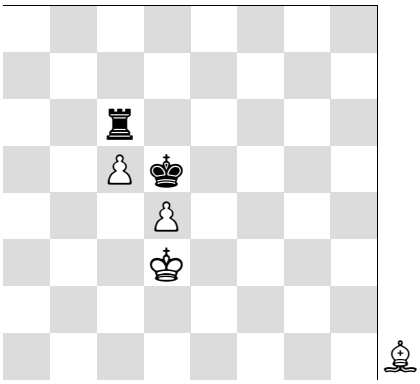
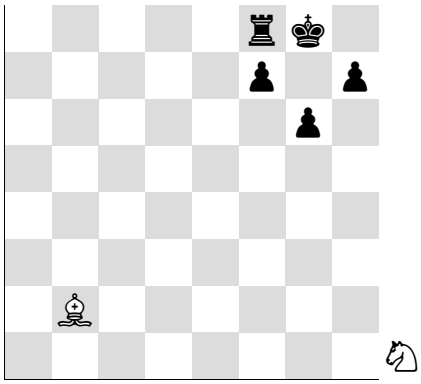
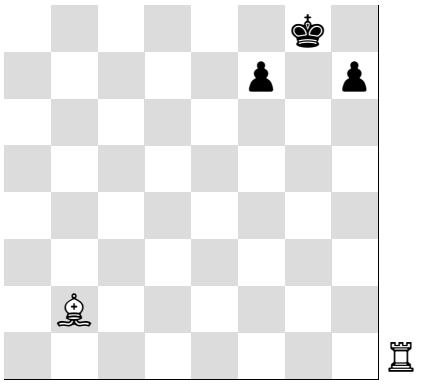
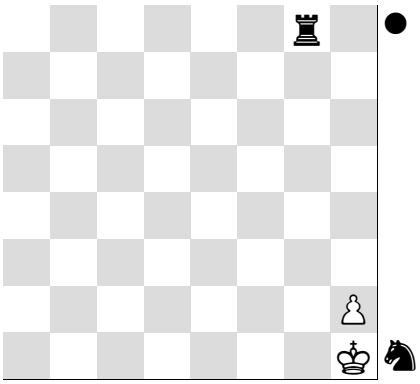
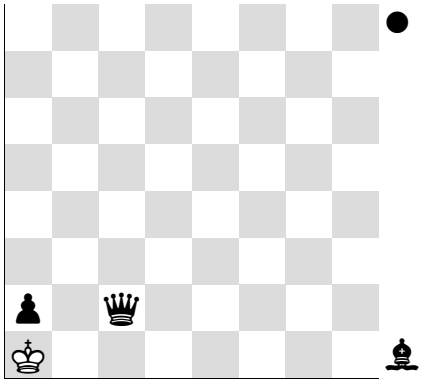
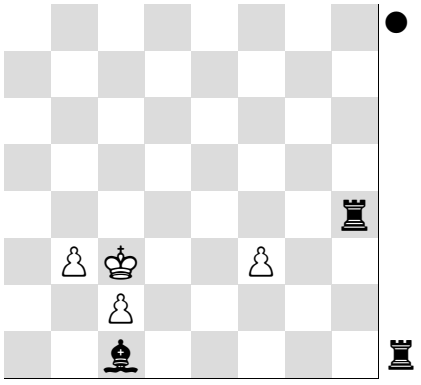
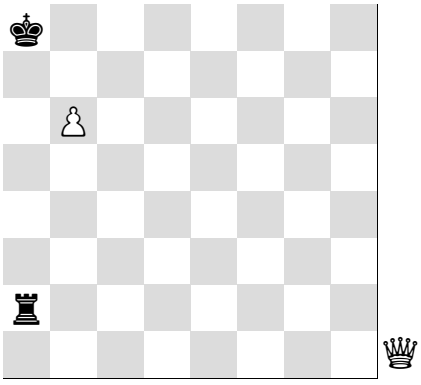
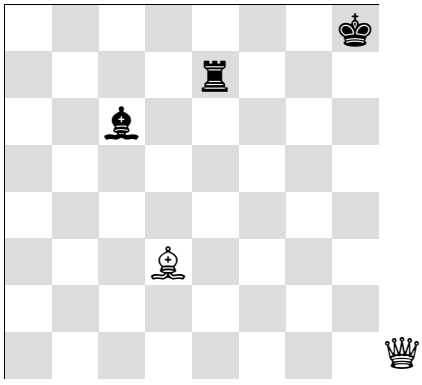
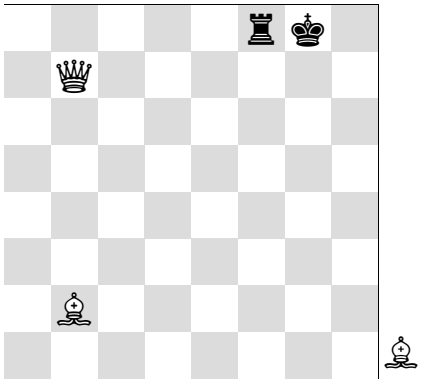
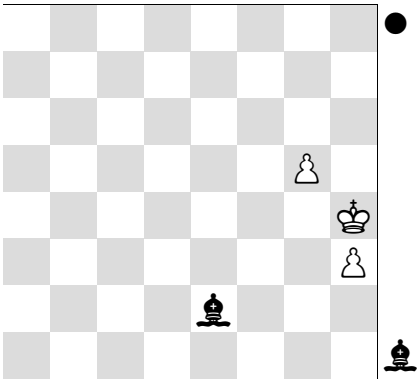
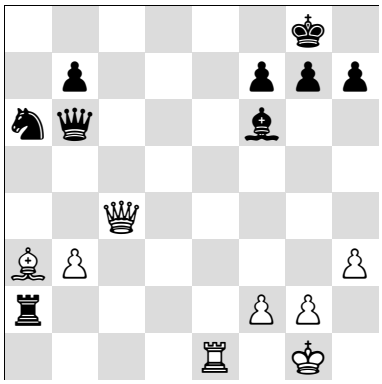
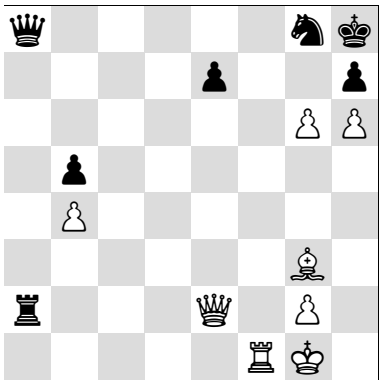
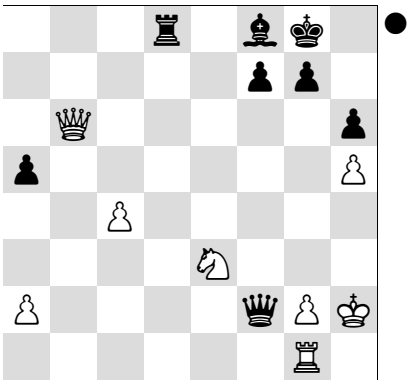
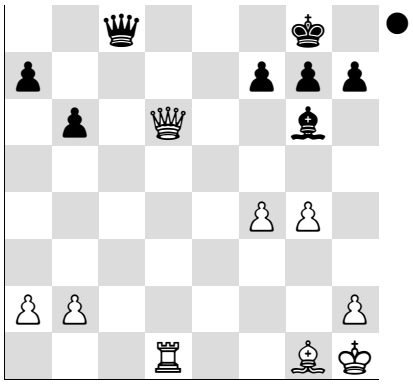
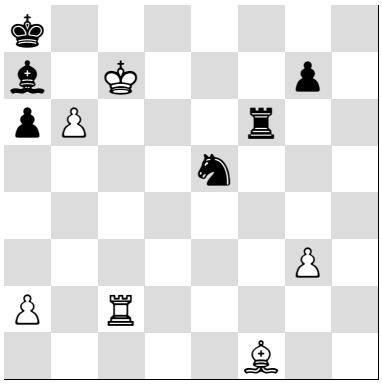
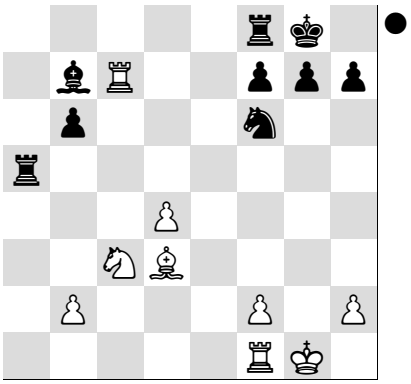
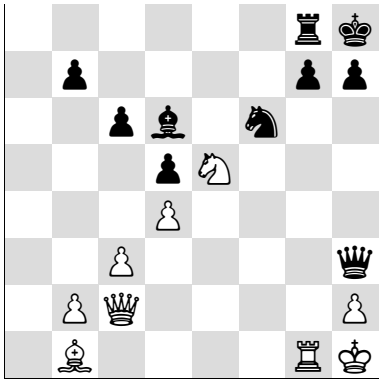
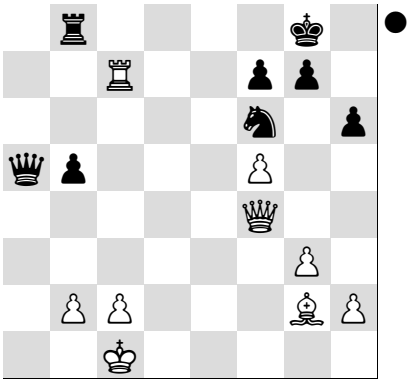
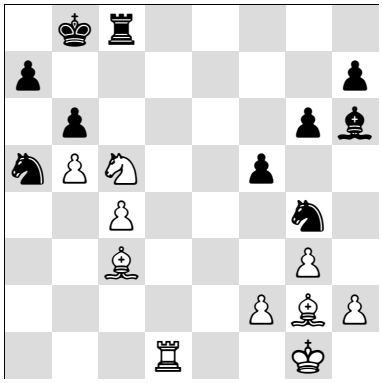
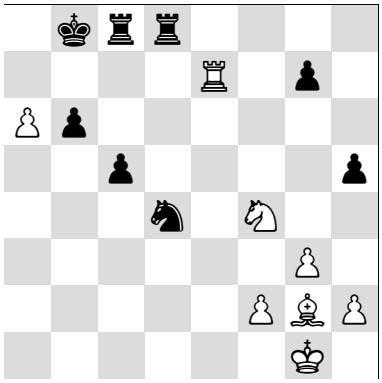
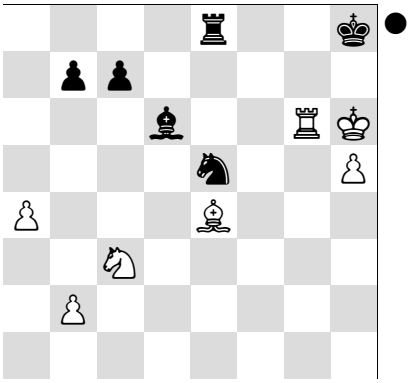


Pawns may not jump, neither over their own pieces, nor over the enemy pieces.
The white a-pawn cannot move. The black g-pawn cannot move two squares forward because the bishop is in its way, nor can it capture the queen. The only move is one step forward to g6.



A pawn:

- can choose to move one or two squares on its first move
- may not move backwards
- captures differently (diagonally) from the way it moves (forward)
- can change to a piece of the same colour (except a king) when it reaches the opposite end of the board

Defending

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