

# Crossing Pawns

Welcome to Crossing Pawns. In this abstract game, two players place and move pawns on a four-by-four grid. The first player to get four of his or her pawns in a row is the winner!

You can play this game with ordinary chess pieces and a chess board, or you can print out and use the board and pieces in this document.

## **Components:**

1 game board, depicting a grid of 16 squares.  
6 white pawns  
6 black pawns  
1 red pawn (if you're using a chess set, use a queen of either color)

## **Set-up:**

Place the board between the two players. Each player takes 6 pawns in one color. The red pawn is put aside and used later.

The player with the black pieces is Black. The player with the white pieces is White.

After set-up is complete, Black and White alternate turns. Black goes first. There are two phases to the game: placing pawns and moving pawns.

## **Placing Pawns:**

During the placing pawns phase, each player's turn consists of putting one pawn of his or her color on the board. The pawn can go in any unoccupied square on the grid.

After all twelve black or white pawns have been placed, it will be Black's turn. Black places the red pawn in one of the two unoccupied squares on the grid. From this point on, players move pawns instead of placing them.

## **Moving pawns:**

After the red pawn is placed, White takes the next turn. White moves one of his pawns to the unoccupied square on the grid. That pawn is turned upside down or placed on its side to show that it has been used. That pawn cannot be moved again until all the other white pawns and the red pawn have been moved.

Black then moves one of his pawns to the unoccupied square. That pawn is turned upside down or placed on its side, and cannot be moved again until all the other black pawns and the red pawn have been moved.

White and Black continue to alternate turns, moving one pawn each turn to the unoccupied square on the grid.

When all the white pawns and black pawns have been moved, White takes his or her turn by moving the red pawn to the unoccupied square. The white and black pawns are returned to their upright positions, and the game continues with Black's turn. White and Black alternate moving the red pawn as they cycle through the pieces.

### **Winning the Game**

Each player is trying to get four pawns of his or her own color in a row. If at the end of any turn, four pawns of the same color form a horizontal, vertical, or diagonal line across the board, the player of that color wins the game. It does not matter if the pawns are in the upright or upside down position, as long as they make a line of four.

The red pawn is not white or black, and cannot be used to complete a row of four pawns.

Game board and pieces to cut out are on the next page.



