♟ Pawn

The Pawns are also unique pieces for multiple reasons:

1. For one, they can only move forwards one step at a time, and not backwards, but when they capture the other pieces they can only do so when the opponent's piece is on a square diagonally in front of them. If another piece is standing in front of the Pawn, he will not be able to keep moving, but if an opponent's piece is standing diagonally in front of the Pawn on the squares that are closest to him – he can capture it!

2. The Pawns' other special ability is that only when they first more from the starting position, they can choose to jump over the square immediately in front of them, almost like a trampoline, therefore moving forward by two squares. If another piece is blocking his way, however, the Pawn won't be able to move.

3. The Pawn has another extremely special ability – even though he is weak and small, if a Pawn manages to reach the other side of the board he can be promoted to any piece of his liking except the King (because there can only be one King in the Kingdom!). Once the Pawn is promoted, he can move in the same way as the piece he was promoted to moves. For Example, if the Pawn is promoted to a Queen he will move like a Queen, if he becomes a Knight he will move like a Knight and so on.

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