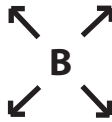


Pawns' Puzzler

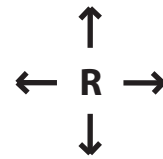
Print this page or copy the 3x3 grid by hand and get some coins or chess pieces.

This puzzle uses the movements of the the Bishop, Rook, and Pawn from chess. Suggestion: use actual chess pieces or coins to represent the pieces. i.e. Dimes for Bishops, Nickels for Rooks and Pennies for Pawns.

The Bishop moves diagonally only:



The Rook moves forward, backward, left, and right, but not diagonally:



The lowly Pawn may only move forward.



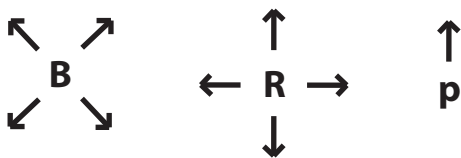
None of these pieces may jump over another piece.

Start by placing pieces in the positions indicated. The object is to get all three pawns to the far end of the board. Note: in standard chess, when a pawn reaches the far end of the board, it is promoted to a different type piece. However, in this puzzle, it remains a pawn.

Alternate minimal instructions:

Get all three pawns to the far end of the board.

A reminder of how the pieces move:



Note: Pawns do not get promoted when they reach the far end.

	B	B
R	R	R
p	p	p

