

The Game of Pjawns*

Pjawns is played on a chess board. There are two players, **White** and **Black**, each of whom has 8 pjawns that are coloured white and black respectively. The board is initially empty. Players move alternately, either placing a pjawn on the board, or making a valid pjawn move. The **W** and **B** players sit at opposite ends of the board, as in chess, and (from the perspective of each player) the eight rows of squares are referred to as the first, second, third, fourth, fifth, sixth, seventh, eighth ranks in ascending order of distance.

The following rules govern the placement and movement of pjawns:

Placing pjawns on the board

A pjawn can be placed on the board, on the first rank only, in any column where the four squares in ranks one, two, three and four are all vacant.

Moving pjawns

Pjawns move and capture in much the same way as pawns in chess. A pjawn that is on the first rank may move one or two squares forward in its column provided that the relevant squares are vacant, or move to capture an opponent's pjawn in an adjacent column on the second rank. A pjawn on any other rank may move forward one square only, either to occupy a vacant square in its column, or to capture an opponent's pjawn in an adjacent column, subject to the additional constraint that a pjawn may only pass from the fourth to the fifth rank if (prior to the move) there is at least one other pjawn of the same colour also at the fourth rank. The analogue of the en passant rule in chess also applies: a pjawn on the first rank that advances two squares, and in the process passes over a square where it might have been captured by an opponent's pjawn, can be captured, on the immediately following turn only, as if it had advanced only one square. A captured pjawn is removed from the board and (unlike in chess) is returned to the opponent and can be reintroduced into play.

Winning the game

The game ends when a pjawn reaches the eighth rank, or a player has no valid move. A player whose pjawn reaches the eight rank wins the game. A player who has no valid move loses the game.

* The derivation of the name 'pjawn' is uncertain. The game was once thought to have originated in a mountain region of Scandinavia, and to have become extinct early in the 17th century. Other scholars have suggested that the 'j' was introduced into 'pawn' by the subsequently anonymous Victorian vicar who is credited with the rediscovery and popularisation of the game. Recent research, which suggests that Pjawns should be pronounced with a silent 'p', has cast some doubt on both these theories.