Part 2

Only Move Forward

Pawns can move 1 or 2 squares on their first turn.

The Pawn is the only piece who cannot move backward.

Pawns can only move forward.

Pawns capture on the diagonal (one square ahead).

People are a little like the Pawn. Once we make a decision and act on it, there's often no going back. This is certainly true with the tongue. (James 3:5-12)

**Once the words of hurt come out – it is hard to put them back in again!**

When the correct or right decisions are made, then it is okay we cannot turn around or run away. Sometimes what may seem to be correct at the time turns out to be very bad, unpleasant, and even painful in the future. When the Holy Spirit moves in your heart to accept Jesus Christ as your Savior and Lord, this will be the best choice you can ever make. But, at the same time, Satan will work harder to tempt you and make you question your decision.

**We are all going to live forever. The question is where will you spend it?**

As soon as you allow Christ into your life, the devil has lost, but he will do whatever he can to make you doubt your decision. He will attempt to cause conflict and unrest in your soul - but he can not take away the gift God has given to those who call on the Name and believe that Jesus is Lord of all. (Romans 10:9).

Satan was the snake in the Garden of Eden and planted seeds of doubt in Eve's head. Eve had a choice to make and she made a very bad one. She chose to disobey the rules God gave her. God will let us choose our own path; He will not stop us from turning against Him. God gave us a mind and a free will. He did not create us to be robots or machines. He also gives us the ability to choose to come back to Him. In the Book of **Job**, Satan took away everything Job owned: his children, his property, his wealth, and his health.

No matter how much Job lost, he remained strong in his faith and love for God.

**In the end, God restored everything Job had lost and gave him more.**

Being a Christian does not mean life will be easy and without conflict and pain.

Being a Christian means when hardships occur, they are only in the 'temporary' world in these temporary bodies. No matter how bad things might seem, God can use any situation to bring honor and glory to his Kingdom. (Romans 8:28)

The story of **Joseph** in the book of Genesis (Chapters 37-59) is another great example how God doesn’t give up on us. Joseph was hated by his brothers, put into a pit and then sold by his brothers into slavery in Egypt. He worked for a man named Potiphar and then was falsely accused of a crime and put in prison. But finally, Joseph became the second in command – the Prime Minister of Egypt. Joseph praised God for the situations that he went through. The promise God made is for an everlasting and abundant life for eternity. Our time is not God’s time.

**WHEN THINGS GET TOUGH, DON'T YOU GIVE UP ON GOD.**

How fast can a Pawn move?

The Pawn is a very slow moving piece compared to the Rook or the Queen.

Any of the Pawns, on its first move, may move either 1 or 2 squares.

After a Pawn has made its first move, it may only move 1 square at a time.

Since a Pawn can only move forward and can only move one square at a time, some might consider the pawn is the most limited and restricted piece on the board.

The Pawn does not have the 'freedom' of the Queen to go in any direction as far as he wants. The word 'freedom' often implies choices. The Queen is free to move in any direction she wants. She has choices to make. You learned the Queen could have anywhere from 21 to 27 possible moves to make depending on where she is on the board. How do you know what the 'right' move is? Can you ever know what the best move is? The problem with making choices is the fear of the outcome. Only God knows what the end result will be. When you make decisions without going to God, you will often feel you have made a wrong decision. When you make decisions with God there is never any doubt or question or need to worry about the decision.

**Turning to God for answers gives you confidence you are going in the right direction** and will make the right choice when you seek His will. (John 14:14).

The ice-cream shop

Here is another example of freedom of choice. Have you ever gone into one of those multi-flavor ice-cream stores and had to pick a flavor? There are so many wonderful choices. How does it make you feel when you have to make even the simplest decision? Many people become burdened and overwhelmed.

At the start of the game, White has the choice of making 16 possible Pawn moves.

Each Pawn may move either 1 or 2 squares and there are eight of them).

White could also move either Knight to two possible squares for a total of 20 moves).

Black also has 16 choices to make with the pawns and he also has two Knights.

It has been calculated there are 169,518,829,100,544,000,000,000,000,000 ways to make the first ten moves of a game of chess. There is no way anyone can '*learn*' all the combination of moves. Making a decision is hard, especially when the consequences become more important and you know you cannot go back.

I John 5:13 tells us the Bible was written ***so we know we have eternal life***.

When we know we have the right moves, it is easy to play the game.

When we become unsure of the decisions we are making, we begin to question what we are doing.

When Jesus is in you, there should be no question about what move you have to make**.**

**The right choices are those that please God.**

Move Forward but Capture Diagonally

The Pawn is very small and weak compared to the other pieces.

The Pawn moves forward, but if there is anything in the way it has to stop.

In order to capture, the Pawn moves diagonally (but again only 1 square).



Black just moved her Queen to c6 placing the White King in Check and attacking the Pawn on c4.

If you remember the BMoC principle you can: Block, Move or Capture.

Since there is nothing that can capture the Queen, the two choices are to Move the King or Block the check.

Another thought might be to move the King to d3 and thus getting out of check and protecting the Pawn at the same time.

But, the *best* move is P-d5+! This blocks the check and at the same time puts the Black King in Check and is also attacking the Queen.

*This is called a* ***FORK*** *– when two pieces are attacked at once by one piece.*

While after White plays Queen x Pawn, Black responds with Pawn x Queen +

While White has an extra Pawn, Black should be able to achieve a draw or be stalemated ***in this position***!

(This is why we practice The Pawn Game)

The Choices of the Pawn

At most, the Pawn only has four choices to make: move ahead, capture right, capture left, or don't move. **When our lives are free of decisions, we can concentrate more deeply on living our lives.** So many people run their lives by the *"HAVE TOs*" they lose perspective on what they really need to do and that is to praise God first and then everything else will follow.

*But seek first his kingdom and his righteousness,*

*and all these things will be given to you as well.* (Matthew 6:33)

The Isolated Pawn

Many times a Pawn will become isolated from other Pawns.

When a Pawn becomes isolated, it is cut off from other Pawns. This makes the Pawn "*weak*" since a Pawn cannot defend itself from attack. Any piece can support a Pawn but a good defense is when a Pawn backs up a Pawn**.**

**Pawns need each other.**

The Pawns on g6 and b6 are isolated from other pawns.

The Rook on e6 is attacking the Pawns on b6, g6 and e3. There is nothing White can do to protect both the b6 and g6 Pawns.

The e3 Pawn is protected by the King. It would not be wise for Black to trade a Rook for a Pawn (at this time).

*Remember: the “point value” of the pieces has no real meaning in the game but is useful for weighing decisions. The Rook is worth 5 points while a Pawn only counts as 1.*

The Rook could also take the Pawn at g6, but then White could respond with Rook x Rook and then Black would play Queen x Rook. Now this would still be good for Black since he 'WON' a Pawn on the trade or in chess terms, he is *Up the Exchange*. Since White is “down” a Queen, it does not look favorable for White. Even though he has Pawns close to getting across the board – They are easily stopped (**in this position!)**

What else is Black attacking? Queen x Pawn (d4) would put White in Check, but the Pawn on e3 is backing up (or protecting) the d4 Pawn. This would also be a bad trade since the Queen is worth 9 points and the Pawn is only worth 1 point.

The Queen could also capture the Pawn at g6, but White could play Rook x Queen. This is another bad trade for Black since the Queen is 9 points and the Rook is worth 5 points.

**There are lots of decisions that have to be made in life.**

**Thank you Holy Spirit who helps, guides and directs us.**

The Pawn Chain

When three or more pawns are linked together, they form a *'PAWN CHAIN'*.

In order to break up the chain, it must be attacked from behind.

When you have another Pawn behind you, you have the support to stand strong under attack.

*Though one may be overpowered, two can defend themselves. A cord of three strands is not quickly broken.*

 (Ecclesiastes 4:12)

In the following position, both players have the same number of pieces, but White is much better.

 

Pray God will keep you from being isolated.

When you have choices to make, turn to God.

You are never alone when you are with God.

He will provide you strength in your time of need.

**Isaiah 41:10 Exodus 15:2**

**Joshua 1:9 Isaiah 12:2**

**Isaiah 40:29 1 Peter 5:10**

**Philippians 4:13**