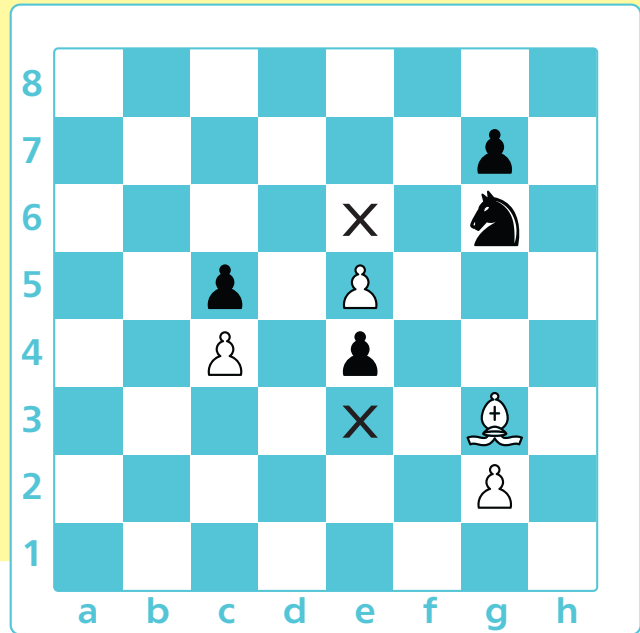# How Pawns Move:
Part II

Pawns **cannot** jump over other pieces. If there's any piece in the pawn's way, the pawn is **blocked**.

Put an "x" to show the moves for all the pawns whose way is not blocked.