**class** Lance **is subclass of** Piece

**operations**

**public** Lance: Player ==> Lance

Lance(p) == Piece(p);

**public** validMovement: Cell\*Cell ==> **bool**

validMovement(c1,c2) ==

**if** promoted **then** **return** validGoldGeneralMove(c1,c2)

**else** **return** c1.x = c2.x **and**

**exists** y **in** **set** {1,...,8} &

(c1.y = c2.y + y \* direction() **and**

**forall** yi **in** **set** ({c2.y+direction(),...,c2.y+(y-1)\*direction()} **union** {c2.y+(y-1)\*direction(),...,c2.y+direction()}) &

(Board`getInstance().getCell(c1.x,yi).piece = **nil**)

);

**end** Lance