TRACERS

A piecepack game for 2 players by Marty Hale-Evans

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Equipment

- 2 pawns, one light and one dark color
- 5 coins for each color
- 16 piecepack tiles, flipped to the grid side
- A way to mark the board:
    - Crayons or wipe-off markers in 2 colors (if you have hard-surface tiles)

      OR

    - Stones, coins, or chits that will fit on the squares of the board in three colors (light, dark, other), about 30 each light and dark and 12 of the third color

Setup

Place tiles arranged into a 4x4 square between the two players to make an 8x8 board.

Place the pawns at diagonally opposite corners of the board.

Give each player the coins in their color. Give each player the crayon in their color OR the stones in their color and some of the third color.

How to Win

A player can win in three possible ways:

- Complete 5 rows or columns.
- Capture the other player's pawn.
- Be the only player who can move their pawn (because the other pawn is trapped).

Moving

Players exchange turns. On each player's turn, they move their pawn in a "knight's move" to any legal space. This means two squares vertically and one square horizontally, or two squares horizontally and one square vertically.

As they move their pawns, players use the crayons or stones in their color to mark the squares the pawn has passed through, **including the square that the pawn started on, but not the square where the pawn ends the move**. The square where a pawn ends is considered "occupied" but not marked – if the other player's pawn passes through the square while it's occupied, they may mark the square in their color. A square may be marked by both players. (A square that would have both colors is marked with the third color stone or crayon to show both players have marked the square.)

A pawn may not **land** on a square marked with their color (including squares marked with the third color). It may pass through those squares, but not land on them. A pawn may not land on a square occupied by the other pawn. If there are no legal moves, the pawn is trapped and that player loses.

Completing Rows

If the path of the current player at the end of a pawn's move completes a row or column so that all squares are marked, they may place one of their coins at the edge of the row or column to show that they have scored it.

The markers in the completed row or column may be **any color**, as long as there's one marker on each square; the player who marks the final empty square scores the row or column. If a player completes five of these, they win.

Capturing

A pawn may capture the other pawn by moving one square instead of their normal knight's move, however:

- The light pawn captures orthogonally.

- The dark pawn captures diagonally.

If a player captures the other player's pawn, they win.

This game literally came to me in a dream. Special thanks to Ron Hale-Evans for development support, and Ron, Meredith Hale, and Eric Yarnell for playtesting.