

Racetrack Rules

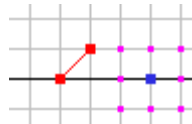
- Draw racetrack on opposite side using any shape you like.
- Draw the start/finish line on the race track (on a line).
- Each player selects a shape or color and marks a point on the start/finish line (no two players can start in same spot). Your point should **always** be at the intersections of two lines on the paper:



Red is placed incorrectly, Blue is placed correctly.

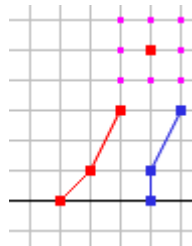
- **Taking turns:**

1. **To begin the game:** each player may move into any of the 8 neighboring intersections or may stay in the same place. Draw a line from the start point to the new point.



Red has moved, Blue can move into any of its eight (purple) neighbors.

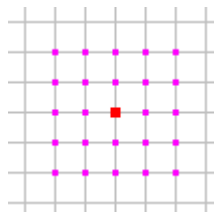
2. **For every later move:** the player must move to the intersection that is the same number of intersection points up/down and left/right as they moved in their last turn, and can choose to move into any of that intersection point's 8 neighbors. Draw a line connecting the points.



Red may move into the red spot (2 up, 1 right, same as last move) or any of its eight (purple) neighbors.

3. **Restrictions:** Players may not occupy the same intersection point or leave the racetrack. The line between player positions may not cross the race track boundary (but may cross another player's line/point). If a player leaves the racetrack, they must "start over", as in the beginning of the game, but at the point closest to where they left the track.

- **Variation:** When moving, players may move into any of the **24** closest neighboring intersection points...



The 24 closest neighboring points.

