

Traces. A game.

Type of game:
Importance of luck:
Duration:
Complexity of the rules:

Board game
Strategy more important than
generally believed
Considerable disagreement about this

Origin

This is a modern version of a game found in all cultures and at all periods.

Description

The board is divided into 64 squares, light ("white" or "empty") squares alternating with dark ("full" or "to be filled") ones, except in the case of the 4 central squares and the 12 (4 series of 3) which connect them diagonally with the corners of the board, these squares being occupied by mirrors. There is no limit to the number of players. There are 24 counters, organized in 6 groups.

- 1 - The Big Bang
- 2 - Fire
- 3 - Air
- 4 - Earth
- 5 - Water

- 6 - The volcano
- 7 - The formation of meteorites
- 8 - Erosion
- 9 - The impact of a meteorite

- 10 - The diamond
- 11 - The scalpel
- 12 - The excavator.
- 13 - The tyre

- 18 - The museum
- 19 - Duchamp's Mona Lisa
- 20 - The camera
- 21 - The CD

- 14 - The peeing dog
- 15 - Graffiti
- 16 - The tattoo
- 17 - Pilgrims' fingerprints
worn into pillar

- 22 - The souvenir
- 23 - Lipstick
- 24 - The ID card

Objective

To travel over as much of the board as possible, establishing as many different connections as possible, whilst remaining awake if possible.

Method of Play

The game begins when one of the players places "The Big Bang" on any of the dark squares at the edge of the board. The players take it in turns to fill the dark squares. (Important: The white squares must be left free.) The mirrors signal changes of level e.g. if we are thinking of the persistence of sound, we could place "The Big Bang" next to a mirror, then cross this to place "The CD". To give a further example: "The formation of meteorites" → mirror → "The peeing dog" → mirror → "Graffiti". Combination of the basic elements is, of course, allowed and indeed tends to occur quite naturally, as in the following example: "Earth" → mirror → "The tyre" → mirror → "The peeing dog".

Conclusion

Hard to say really