Zebware Treble

Write a program that finds at least one path for a pawn to visit all squares on an international checkerboard (https://en.wikipedia.org/wiki/International_draughts) using the following pawn movement rules:

- Jumps 3 squares horizontally and vertically.
- Jumps 2 squares diagonally.
- Jumps to squares already visited or outisde of the checkerboard are NOT allowed.

You may chose any square on the checkerboard as the pawn's starting position.

The task is a variation of the Knight's Tour problem (https://en.wikipedia.org/wiki/Knight's_tour). Which is an instance of the more general Hamiltonian path problem (https://en.wikipedia.org/wiki/Hamiltonian_path_problem) in graph theory.

Good luck!