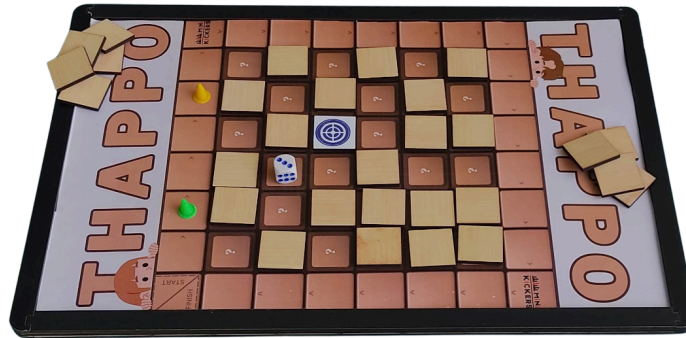




Playing Instructions / How to Play / Rules

1. Objective

THAPPO is a 2-player race and memory game.

One player, the **Racer**, races around the outside track while the other player, the **Searcher**, tries to find a hidden Target Object.

The board contains **36 different Object Blocks**.

The objective is:

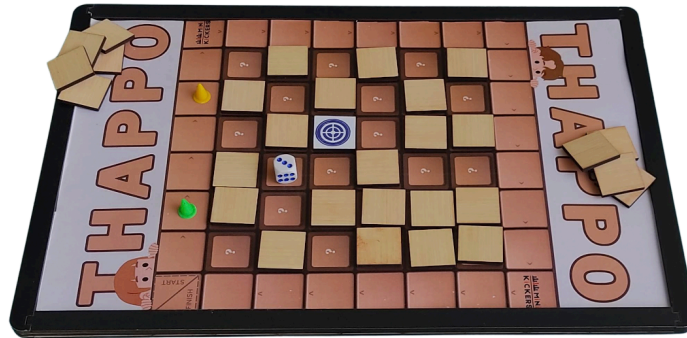
- **Player 1** must complete one full lap around the outside track.
- **Player 2** must find the Target Object before Player 1 completes the lap.

If Player 2 finds the Target Object first:

THAPPO! — Player 2 wins.

If Player 1 completes the lap first:

Player 1 wins.



2. Game Setup

The game is played by **2 players**.

Each player takes a role:

- **Player 1 — The Racer**
- **Player 2 — The Searcher**

Place all **36 Object Blocks** face up.

Player 1 studies and remembers the positions of the objects.

Turn all 36 Object Blocks **face down without changing their positions**.

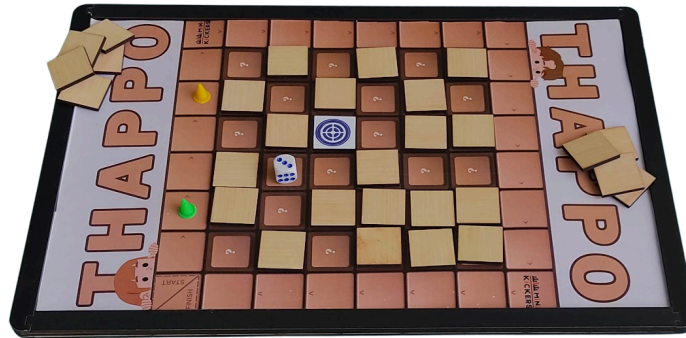
Place the pawn on **START**.

Important

- Once the blocks are turned face down:

Nobody may look underneath them.

- Player 1 must remember the location of the objects.



3. Choose the Target

Player 1 chooses any one object from the 36 Object Blocks.

For example:

"Find the KEY."

Player 1 tells Player 2 only the name of the Target Object.

Player 1 must not reveal its location or give any clues.

Player 2 must now search for the Target Object.

4. Starting the Game

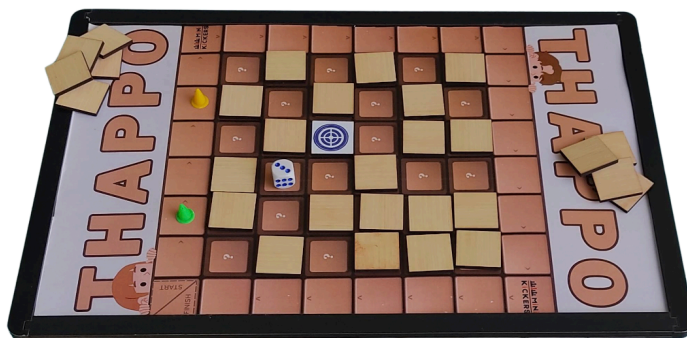
Player 1 starts the game by rolling the dice.

The number shown on the dice determines how many spaces the pawn must move.

After Player 1 completes the move, Player 2 gets a search turn.

Players continue taking turns until either:

- Player 2 finds the Target Object, or
- Player 1 completes one full lap.



5. Player 1 — The Racer

On your turn:

1. Roll the dice.
2. Move the pawn **clockwise** around the outside track.
3. Move exactly the number of spaces shown on the dice.
4. After completing the move, Player 2 gets a search turn.

Example

If Player 1 rolls **4**:

1 → 2 → 3 → 4

The pawn stops after moving four spaces.

Player 2 then gets two searches.

6. Player 2 — The Searcher

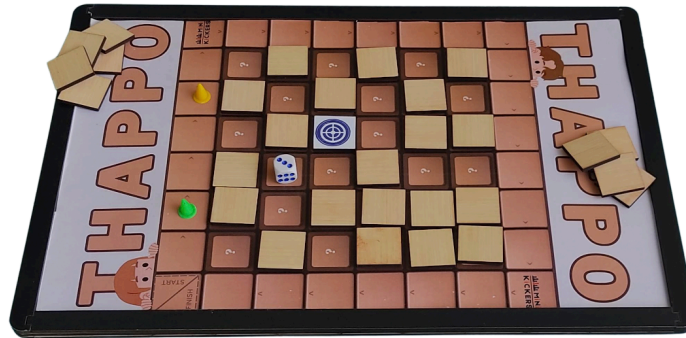
After Player 1 finishes moving, Player 2 gets a search turn. Player 2 may flip two face-down Object Blocks. The two blocks do not have to be next to each other.

First Search

Player 2 chooses any face-down block and flips it.

If it is not the Target Object:

- The block remains face up.
- Player 2 continues to the second search.



If it is the Target Object: THAPPO! 🌟

- Player 2 wins immediately. The second search is not required.

Second Search

If the first block was incorrect, Player 2 chooses another face-down block and flips it.

If it is not the Target Object:

- The block remains face up.
- Player 2's turn ends.
- Player 1 rolls again. Move the pawn **clockwise** around the outside track.
- Player 2 chooses any face-down block and flips it.

If it is the Target Object: THAPPO! 🌟

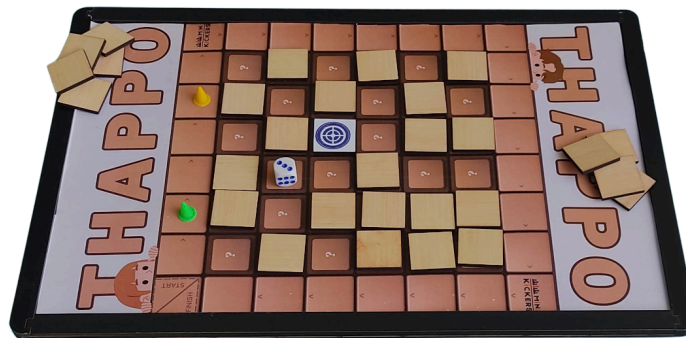
Player 2 wins immediately.

7. Revealed Object Blocks

Once an Object Block has been flipped:

- It remains face up.
- It cannot be searched again.
- Its position remains unchanged.

Player 2 can only search blocks that are still face down.



8. The Game Loop

The basic game flow is:

Player 1 → Roll → Move

↓

Player 2 → Search Block 1

↓ (if target object not found)

Player 2 → Search Block 2

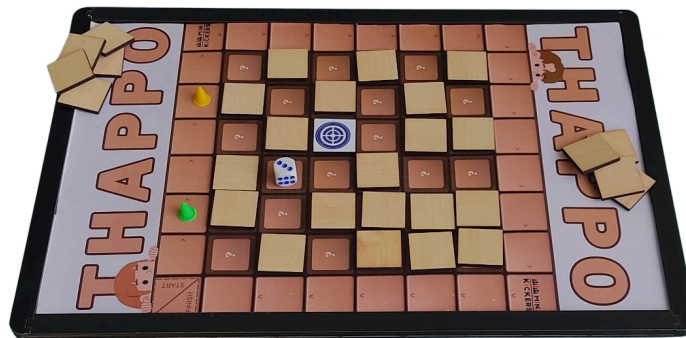
↓ (if target object not found)

Player 1 → Roll Again

↓

Move → Search → Search

The game continues until one player wins.



9. How Player 2 Wins

Player 2 wins immediately when they reveal the block containing the Target Object.

💥 THAPPO!

The game ends immediately.

The second search does not need to be completed if the Target is found on the first search.

10. How Player 1 Wins

Player 1 must complete **one full lap** around the outside track.

When the pawn completes the entire circuit and returns to **START**:

🏆 PLAYER 1 WINS!

Player 1 wins only if Player 2 has not found the Target Object before the lap is completed.

The basic flow is:

Study the Objects → Turn Blocks Face Down → Choose the Target → Roll the Dice → Move → Search Twice → Repeat → Find the Target or Complete the Lap → WIN!