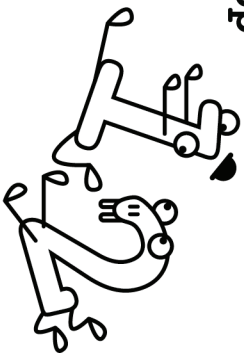


# The Thoop

## Loop



### REQUIRES:



**1:** Players start on their respective "START" spaces. A marker is placed over one side of each rule in the RULE POOL. (the side with the dot.) This dot is only for setup.) The dice is then rolled as part of the setup, and then play begins with player 1.

**2:** On their turn players can:

Roll the dice and move clockwise that many spaces

**OR**

"Thooping"

**3:** Players take turns making their way around the board, always obeying the rules in the RULE POOL

**4:** The first player to land on or move FORWARDS past their opponent is the winner!

## \* THOOPING

A thooping player will not roll their dice. Rather, they will move using the dice roll their opponent used last turn, and then afterwards "toggle" whichever two rules they want in the RULE POOL.

However, there is a rule for each player in the RULE POOL forbidding them from thooping if the dice is displaying a certain number. Keep this in mind!

## RULE POOL

Rules for 1

If you roll 1, roll 1, move 3 forward

If you roll 1, lose your turn

Rules for 2

If you roll 6, roll 6, move 3 forward

If you roll 6, lose your turn

MUD

Slide backwards until off of

Only able to move if

Players cannot THOOP on mud

START 1

STAR

Go back 10 spaces

Take another turn

THE ACTIVE RULE IN EACH PAIR IS THE ONE NOT COVERED BY THE COIN

START 2