

# Ταπικέκοι ?



5 años  
5 años Jahre  
5-99

Jeu de mémoire  
Memory game  
Gedachtnisspiel  
Juego de memoria





5 to 99 years



2 to 4 players



15 min

Game rules

GB

**Includes:** 4 boards (kitchen, living room, bedroom, garden), 36 “object” tokens (9 per board), 1 “family” piece, 1 bag.



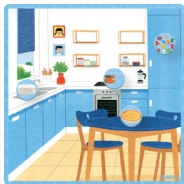
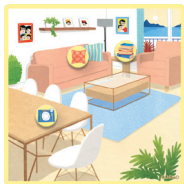
**Stop, thief!** When they wake up, the family discovers that some scallywags have stolen some things from the house. Can you find which objects are missing?

**Principle:** Tapikeoi is a memory game. In turn, each player plays the role of the family, and the others will play the thieves. While the family is asleep, the thieves will remove one or more objects from the boards. It’s up to the “family” player to find out what the missing objects are.

### Setting up:

Put the 4 boards in the middle of the table so all players can see them clearly. Put all the “object” tokens in the bag. Draw out 12 tokens at random and divide them across the boards. Each of the objects belongs to a specific board: they are the same colour as the outline of the board they belong to.

*N.B.1: Before starting the game, it is recommended that the players all look at the “object” tokens and agree on what they will call them.*



### Playing the game:

The oldest player is the “family” player for the first turn, and play then continues in a clockwise manner. They put the “family” piece in front of them.

It is night-time: the “family” player closes their eyes and counts to 10 out loud. During this time, the other players take objects from wherever they like in the house. They hide the stolen object or objects in their hands.

- For 2 players: the thief must take 4 objects
- For 3 players: the thieves must take 2 objects each
- For 4 players: the thieves must take 1 object each

When they have finished counting to 10, the “family” player opens their eyes and inspects the house.

They name each board and say what object or objects have disappeared. If they remember one of the missing objects, they win the stolen token, which they put in front of them, face up.

The “family” player continues to inspect the house. The turn is over when:

- the “family” player has collected all of the objects stolen during the night,
- they make a mistake (listing an object that was not stolen or giving the wrong board for an object),
- they give up on their search because they can’t remember any more objects that have disappeared.

At the end of the turn, any “thief” players who still have one or more tokens in their hands win those tokens and put them in front of them, face up.

A new player then becomes the “family” player. They take 4 new tokens from the bag, which they put on the corresponding boards. They then take the “family” piece and a new turn begins.

*N.B.2: To make it easier to memorise the tokens, they should be put in their proper place on the boards, as if you were arranging real rooms!*

### **End of the game:**

The game is over when there are no more objects to put in the house at the start of a new turn.

The player who has the most objects wins.

### **Variant for expert players: “The topsy-turvy house!”**

“Object” tokens can be placed on any board, regardless of their colour.

**A game by Romaric Galonnier and Laurent Toulouse.**