TORO

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TORO TORO is fast moving game for four to eight people.

Each player needs a playing piece (string with wood attached)
Also needed are one cup and one die

Scoring: If you make a mistake you get a letter. The game is over when one person spells out the name of the game: **TORO TORO**. Whomever has the least amount of letters is the WINNER.

Mistakes that cost you a letter:
* When you pull your wood block out of the center and the die was **_not_** a 1 or 6.
* When you do not pull your wood block out of the center when it is a 1 or 6.
* When you have the cup and do not catch any wood blocks and it was a 1 or 6.
* When you have the cup and try to catch wood blocks and the die is **_not_** a 1 or 6.

OBJECT:
When you have the cup, if you roll a 1 or 6, you must catch at least one wood block or you receive a letter.
If you do not have the cup, you do not want to move your wood block unless the die is a 1 or 6. If you move your wood block and it is **_not_** a 1 or 6 you get a letter. If the person with the cup catches your block you get a letter.

The cup travels around the circle to the right. The person with the cup puts the die in the cup and then quickly turns the cup upside down with the die now on the table under the cup. When he is ready he quickly picks up the cup to see the number on the die. If it is a 1 or 6 he much try to catch as many wood blocks as possible. He MUST catch at least one wood block to not receive a letter.

If the die is NOT a 1 or 6, it is now the next person's turn to the right to roll the die.

At the beginning of each round the wood blocks are laying very close together in the center of the playing area (table), but the strings should NOT be tangled. Each person is holding onto the string, which is attached to his wooden block.

Take your block out of the center when it is your turn to have the cup and die.

ITEMS NEEDED:
String about 15" long (one for each person)
Wood block about ¼"x ¼"x1" long (one for each person)
One die
One cup