



## TORA TORA



This game is played in groups of 4-8. Each player needs 1 string with a small piece of wood or bead attached to one end. Each group needs 1 cup and 1 die. All players must sit in a circle with their bead in the middle, holding onto the other end of the string. Each time a player makes a mistake, he/she receives a letter in “TORA TORA.” The game ends when someone has spelled Tora Tora completely, and whoever has the fewest letters wins.

The cup travels around the circle to the right. Whoever has the cup removes his/her string for that round. The person with the cup puts the die in the cup, then quickly turns the cup upside down with the die now on the table under the cup. When ready that person lifts the cup and checks the number on the die. If the number is a 1 or 6, he/she tries to catch as many beads with the cup as possible while everyone with a bead pulls their string and bead away. If one’s bead is caught, then one receives a letter. If the person with the cup fails to catch anyone’s bead, then he/she receives a letter. If the number is a 2-5, then the cup person can’t capture any beads. If the cup person does catch beads, he/she receives a letter. If one pulls their bead away, then he/she receives a letter.



## TORA TORA



This game is played in groups of 4-8. Each player needs 1 string with a small piece of wood or bead attached to one end. Each group needs 1 cup and 1 die. All players must sit in a circle with their bead in the middle, holding onto the other end of the string. Each time a player makes a mistake, he/she receives a letter in “TORA TORA.” The game ends when someone has spelled Tora Tora completely, and whoever has the fewest letters wins.

The cup travels around the circle to the right. Whoever has the cup removes his/her string for that round. The person with the cup puts the die in the cup, then quickly turns the cup upside down with the die now on the table under the cup. When ready that person lifts the cup and checks the number on the die. If the number is a 1 or 6, he/she tries to catch as many beads with the cup as possible while everyone with a bead pulls their string and bead away. If one’s bead is caught, then one receives a letter. If the person with the cup fails to catch anyone’s bead, then he/she receives a letter. If the number is a 2-5, then the cup person can’t capture any beads. If the cup person does catch beads, he/she receives a letter. If one pulls their bead away, then he/she receives a letter.



## TORA TORA



This game is played in groups of 4-8. Each player needs 1 string with a small piece of wood or bead attached to one end. Each group needs 1 cup and 1 die. All players must sit in a circle with their bead in the middle, holding onto the other end of the string. Each time a player makes a mistake, he/she receives a letter in “TORA TORA.” The game ends when someone has spelled Tora Tora completely, and whoever has the fewest letters wins.

The cup travels around the circle to the right. Whoever has the cup removes his/her string for that round. The person with the cup puts the die in the cup, then quickly turns the cup upside down with the die now on the table under the cup. When ready that person lifts the cup and checks the number on the die. If the number is a 1 or 6, he/she tries to catch as many beads with the cup as possible while everyone with a bead pulls their string and bead away. If one’s bead is caught, then one receives a letter. If the person with the cup fails to catch anyone’s bead, then he/she receives a letter. If the number is a 2-5, then the cup person can’t capture any beads. If the cup person does catch beads, he/she receives a letter. If one pulls their bead away, then he/she receives a letter.



## TORA TORA



This game is played in groups of 4-8. Each player needs 1 string with a small piece of wood or bead attached to one end. Each group needs 1 cup and 1 die. All players must sit in a circle with their bead in the middle, holding onto the other end of the string. Each time a player makes a mistake, he/she receives a letter in “TORA TORA.” The game ends when someone has spelled Tora Tora completely, and whoever has the fewest letters wins.

The cup travels around the circle to the right. Whoever has the cup removes his/her string for that round. The person with the cup puts the die in the cup, then quickly turns the cup upside down with the die now on the table under the cup. When ready that person lifts the cup and checks the number on the die. If the number is a 1 or 6, he/she tries to catch as many beads with the cup as possible while everyone with a bead pulls their string and bead away. If one’s bead is caught, then one receives a letter. If the person with the cup fails to catch anyone’s bead, then he/she receives a letter. If the number is a 2-5, then the cup person can’t capture any beads. If the cup person does catch beads, he/she receives a letter. If one pulls their bead away, then he/she receives a letter.