## **USER GUIDE**

Contents

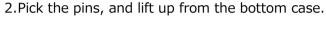




kushidango

P025-001

- 1.Top case 1PC
- 2.Bottom case 1PC
- 3. Pins part 1PC
- 4. Donuts parts 64PC(white 32PC, black 32PC)
- 5.User quide(this paper) 1PC
  - \*Todoro supplies this user guide data in our official website.
- How to take out the parts
- 1. Open the top case, and pick up two donuts.







- How to play (for 2 persons)
- 1. Separate the donuts by color with the cases.
- 2. Whichever player is better at playing this game uses the black donuts. The better player drops a black donut after another player drops a white donut.
- 3.Two players alternately drop the donuts. A player makes first a row with four donuts in individual color become a winner. The row is horizontal, vertical, or diagonal. (see below "Examples for making a row")

## Examples for playing long time or making handicaps.

- Ex1. Continue the game and add one point to a player makes a row.
- Ex2. A better player must say "Checkmate" before making a row. Another player do not have to say that.
- Ex3. A not better player can return a white donut until another player drops a black donut.

## Examples for making a row (One black row is finished)

\*\*Because these are samples, white donuts and black donuts may not be same number.



\*Registered design No.1638887 in Japan.

\*Do use as a toy only.

\*\*Todoro changes the specification of the product for improving without informing.

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todoro 18-37, Heizaemoncho, Amagasaki, Hyogo, 660-0087 Japan https://todoro.jp info@todoro.jp