

Target age: 6 years and over

ぐるぐるリバーシ

guruguru reversi

User's Manual

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- 5.GURUGURU Blance Game

Check out the how to play video



※The product may differ slightly from the illustrations and photos on the package.

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4 GURUGURU Speed

Preparation

- Place 20 blue pieces around the board.(Figure1)
- Prepare a stopwatch or something that can measure time.
- Decide the first and second offensive players

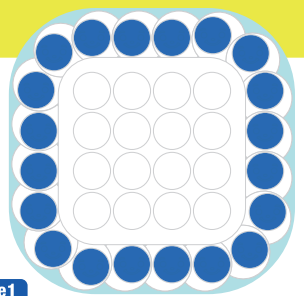


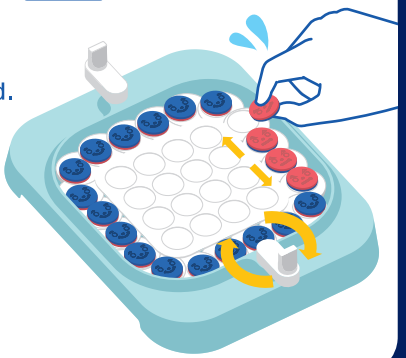
Figure1

How to play

- ①The first player uses only one hand to flip the blue pieces one by one and turn them all red.

The second player can use the handle to move the lane around and disturb the first player when he/she is playing

- ②The second player plays in the same way, and the player with the shortest time to turn over all the pieces wins.



5 GURUGURU Blance Game

Preparation

- Place one piece at the position shown in Fig.1.
- Decide the first and second offensive players

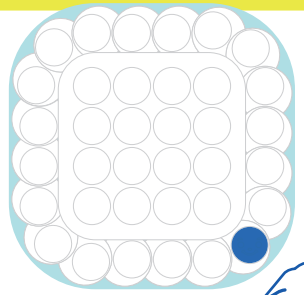


Figure1

How to play

- ① Roll the dice at the beginning of the turn and stack as many pieces as the number of rolls on the first piece to make a tower.

If ∞ appears, set it to 0.

- ② Move the tower to the corner of the opponent's board by moving the Guru Guru lane, being careful not to let the tower fall over.(Figure2)

You can move the lane directly with your finger. If you can move to the end without falling the tower down, your turn is succeeded.

- ③ Repeat ① and ②, the one who falls the tower loses.

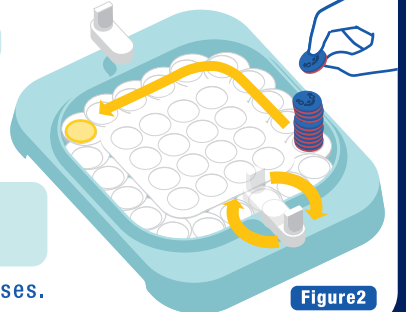
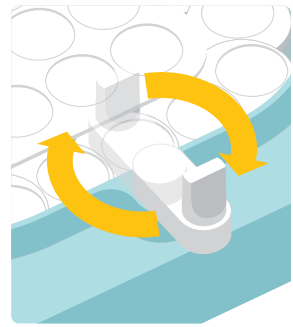


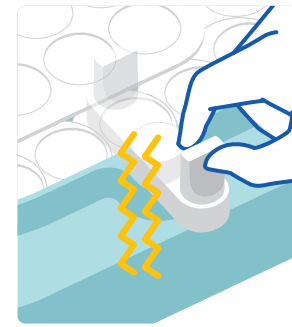
Figure2

⚠ GURU GURU Lane Handling Precautions

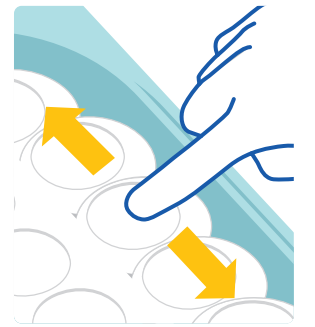
❗ Please turn slowly



❗ Please do not turn by force



❗ If the position is misaligned, use your hand to adjust.



Definition of dice rolls



Move 1 to 4 squares



Not to move



Move it as much as you want.

1 GURUGURU Reversi

Preparation

- Place two red and two blue pieces in the center of the board. (Figure1)
- The first and second offenses are decided, with the first offensive player using blue pieces and the second offensive player using red pieces.

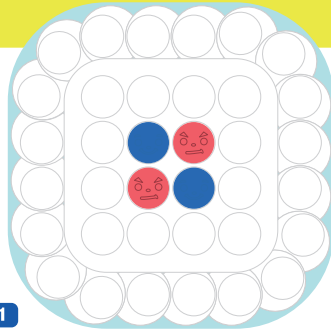


Figure1

How to play

- You can place your own pieces in squares that can sandwich the opponent's color pieces vertically, horizontally, or diagonally. (Figure2)

You can flip over the opponent's pieces that you have sandwiched and make it into pieces of your color.

Repeat this alternately to advance the game.

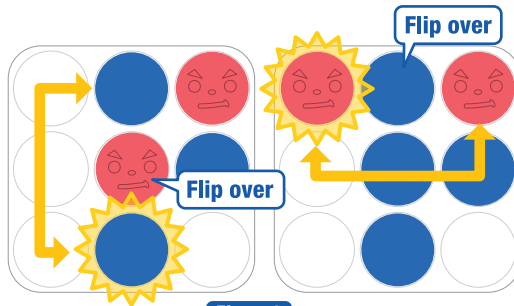


Figure2

- Once the pieces are placed on the perimeter of the game board, start using the Guru Guru Lanes. At the beginning of your turn, you roll the dice and move the Guru Guru lane counterclockwise around the number of dice you roll. (Figure3) Then, place your piece as usual and flip over the piece of the opponent you sandwiched. (Figure4)

If there is no square to be placed, your turn will be a "pass" and the opponent can continue to place it until there is a square for you to be placed.

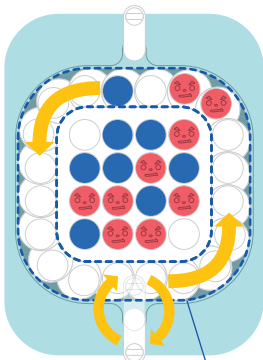


Figure3 Guru Guru Lane

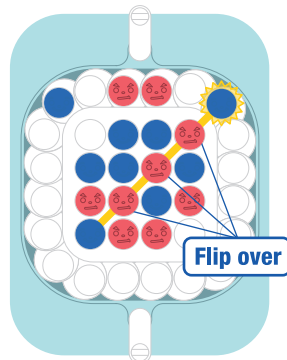


Figure4

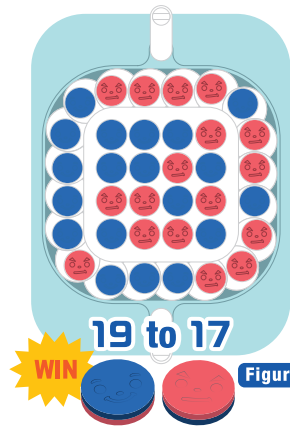


Figure5

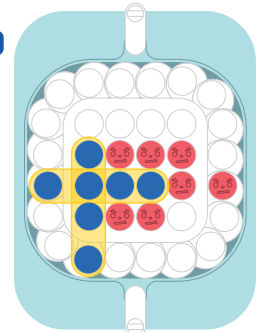
- Repeat ① and ② until all the squares are filled, and the winner is the player with the most pieces of his/her color! (Figure5)

2 GURUGURU Double YONMOKU

Preparation

- The first and second offenses are decided, with the first offensive player using blue pieces and the second offensive player using red pieces.

Figure1



How to play

- At the beginning of your turn, you roll the dice and move the Guru Guru lane counterclockwise around the number of dice you roll.
- Then, place your piece on the square you want to place.
- Repeat ① and ②, the winner is the first player to place two rows of four pieces in a straight line vertically, horizontally, or diagonally, either by placing a piece or by moving a lane. (Figure1)

If you place five pieces in a row, it will be counted as another row so that you have to make another line.

3 GURUGURU Scissors

Preparation

- Place 6 red and 6 blue pieces at each end of the board. (Figure1)
- The first and second offenses are decided, with the first offensive player using blue pieces and the second offensive player using red pieces.

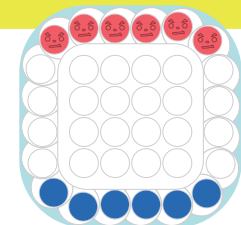


Figure1

Rule for how to move

- You can move the piece as much as you like in either the front, back, left, or right direction. (Figure2)

However, you cannot jump over squares where your or your opponent's pieces are placed.

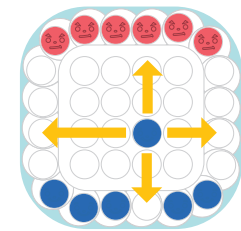


Figure2

- You can take the opponent piece by sandwiching it with your own piece or drive it into a corner so that it cannot move, you can take the piece. (Figure3)

How to play

- At the beginning of your turn, you roll the dice once, and move the Guru Guru lane counterclockwise around the number of dice you roll.
- Then, move your pieces according to "the rule for how to move."
- Repeat ① and ②, the winner is the one who gets 4 pieces of the opponent's piece first.

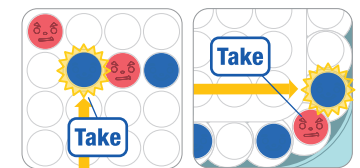


Figure3