

LoU DoO! BOARD GAME is like Ludo, Parcheesi, Uckers, Aggravation, Trouble, Sorry! The game has 4 columns and 4 boxes with circles of different colours – Red, Blue, Yellow and Green. The 4 boxes with circles are the “Start Zones”. Each coloured column is the “Finishing Path Column” for each piece, and a finishing path column cannot be landed upon by pieces of other colours. Note “The Boardgame Paths” lead to the centre of the board game, which is the “End Zone”. See boardgame path for each colour on the LoU DoO! box.

BOARD GAME & RULES

1. Number of Players: 2 – 4

2. Recommended Age: 6 years and above

3. Length of Game: About 60 minutes or less

4. Ludo Game Components: This game comes with a beautiful game board, 2 dices and 16 game pieces of 4 different colors each – blue, red, yellow, and green.

5. Portable: Carry game to travel, go to school or other places. Have a good time with your friends, classmates, colleagues, or family.

6. Game Setup:

- a. First, lay out the game board on a table or flat surface.
- b. Players choose color for game pieces and place pieces in Start Zone colour.
- c. Everyone rolls the dices once. The highest roller takes the first turn. Turns then shift in a clockwise order around the game board.

7. Game Start Rules:

- a. The initial goal is to try to roll a 6 with one of the two dices, to move out your game pieces from the Start Zone to the boardgame path.
- b. If you fail to roll a 6, your turn ends here.

8. Game Play:

- a. Once a player brings out their piece(s) onto the boardgame path from the Start Zone, the game play begins for that player.
- b. The game pieces are moved clockwise around the boardgame path towards the End Zone.
- c. Move your piece(s) on boardgame path spaces, by numbers rolled on dices.
- d. If you have multiple pieces out, strategically plan which one you want to proceed with, depending on the locations of the other players' pieces.

- e. Try to move as fast as possible to reach your Finishing Path Column, where your pieces are safe from being knocked back to Start Zone by the other player(s).
- f. On your way to the End Zone, if your piece lands on a boardgame path space already occupied by another player, that player must return their piece back to the Start Zone.
- g. They must start again to bring the returned piece into game by rolling a 6.
- h. By knocking back another player's piece to Start Zone, your piece automatically gets to the End Zone.
- i. If your piece lands on the boardgame path space with one of your own pieces, the pair together creates a block.
- j. Other player's pieces cannot pass through a blocked position, however your own pieces can.

9. Specific Game Rules for a Rolled 6 on dice:

- a. You can opt to have blocked position crossed over by other players' pieces, if a 6 the roll on the dices.
- b. You can opt to bring out a fresh piece into the game or move ahead with an existing piece on the boardgame path.
- c. You get an extra turn every time you roll a 6 (when using only dice) or double 6 when using the 2 dices
- d. For 3 subsequent 6s, the rolls are entirely negated, and your turn ends right there.

10. Winning the LoU DoO! Game:

- a. Once your piece has reached your Finishing Path Column, keep moving it towards the End Zone.
- b. You can only land on the End Zone by an exact throw. If it's your last piece and you have rolled a bigger number, you cannot take any action but pass the turn.
- c. When your piece finally arrives at the End Zone, it finishes its journey and cannot move any further.
- d. The first player to land all four pieces on the End Zone wins the game.
- e. Other players keep playing to decide the runners-up in the game.
- f. **Main objective of the game is to become the first player to safely race all your game pieces through the boardgame path and enter the End Zone.**