

GiiKER SUPER LUDO

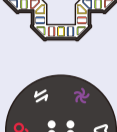
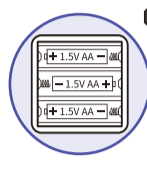
GiiKER

SPACE-THEMED BOARD GAME

User Manual

About Super Ludo

Get ready to race to finish line in the space-themed game with the crystal ball to dice or indicate 6 universe events. You can play free way or team up to chase opponents by hitting them to the base. Watch out for the 6 universe events, it can trap you or accelerate speed. The first player to get all the 3 crafts to the Finish Zone wins the game.



Starlight Orbit
"Consisting of 36 lighting spots; Indicate universe events / Modes/ Winner"



Crystal ball
"On/Off, Dice Indicate dice/ Events / Arrival/ Modes"



Base
Collectible underneath



Starting Zone



Finish Zone Entrance



Finish Zone
Record arrival / Switch modes



Quick Start

Goal: Who first sends 3 crafts to the finish zone wins.

STEP 1

Long press Crystal Ball to turn ON.

STEP 2

Short press to choose modes between "Free for All" or "Team".

STEP 3

Press Crystal Ball in turns to start the game. Move your craft clockwise according to the indication.

STEP 4

Record arrivals. Short press Finish Zone to record. Crystal ball will indicate the arrival color.

STEP 5

Who first sends 3 crafts to the finish zone wins, the game ends. Winning indications are shown as below:



Indication of Green wins in "Free for All" mode.



Indication of Green and Blue team wins in "Team" mode.

GAME MODES

Free for All

Suitable for 2-4 players. It's a 1v1v1v1 game. Whoever first sends 3 crafts into Finish Zone wins.

Team

Suitable for 4 players. It's 2v2 game. Whoever first sends 3 crafts into Finish Zone, his/her team wins.

6 Universe Events

Teleport

Either move your craft to the WHITE lighting spot or according to the dice.

Swirl

Purple lighting spots indicate Swirl positions. Any crafts in the swirl can not move.

Wormhole

Yellow lighting spots indicate Wormhole positions, any craft enter in one wormhole can exit to other wormhole.

Exchange

Exchange your craft to any other crafts in the orbit.

Meteorite

Red lighting spots indicate Meteorite positions, any crafts in this meteorite must return to the starting zone.

x1

One More Dice.

Basic Rules

Landing

When rolling 5/6, you can land one of your crafts from the base to the Starting Zone.

Dice again

When rolling 6, you can execute the points and dice again.

Stacking

When the same color / team of craft move the same spot, they can be stacked to block opponents. Opponents cannot move across and must return the points exceeding the stacking spot.

Hitting

When move to the same spot of opponent, you can hit its craft to the base. If there's more than one opponent crafts (stacking), all crafts in this spots return to the base.

Jumping

When move the same color of the craft, you can jump to the next identical color spot (move 4 spots forward).

Fast Forward

If move into the same color fast line, you can fast forward your craft straight to the Fast Line finish spot. If there's opponent craft in the Fast Line, hitting rule applies.

Arrival

If move exactly to the Finish Zone, short press to record arrival. Return the points exceeding the finish zone.

FAQ

- Why there's no winning indication?**
It's possibly caused by mis-recording a certain arrival/arrivals. Please restart again.
- Can I change the color of team mate?**
No. Team Yellow/ Red and Team Green/Blue are set by default.
- If move the same color spot prior to the Finish Zone Entrance, can I jump to the Finish Zone Entrance?**
Yes. The Finish Zone Entrance are dual-color spot, you can jump if jumping rules apply.

Key Functions

Functions	Descriptions
ON/OFF	Long press crystal ball. Turn off without operations in 10 minutes.
Switch Mode	Short press any finish zone.
Roll a Dice	Short press crystal ball.
Record Arrival	Short press the current finish zone.
Exit Game	Long press any finish zone.

Specifications

Name: Super Ludo Model: JKFXQ001
Material: ABS Age: 6+

Notes

- Never abuse, throw, drop, puncture, violently kick or step on the product. This can damage the product.
- The product is not water resistant. Do not drop the product into water. Do not leave the product out in the rain or near a source of moisture.
- Do not place the product near a source of heat. Operate and store the product between 0 °C and 40 °C.
- Leakage of battery acid can cause personal injury as well as damage to your Tic-Tac-Toe Bolt. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.
- To avoid battery leakage: Do not mix different brands of batteries; Do not mix old and new batteries; Do not mix alkaline, standard (carbon-zinc), or re-chargeable batteries; Do not leave used batteries in the Tic-Tac-Toe Bolt; Do not leave batteries in the Tic-Tac-Toe Bolt for long periods of time of non-use; Do not put the batteries backwards. Make sure the positive (+) and negative (-) ends are facing the correct direction. Do not dispose of batteries in a fire.
- The supply terminals are not to be short-circuited.
- Not suitable for children under 3 years. Small parts. Choking hazard.
- Read this manual carefully before use and retain it for future reference.

Declaration of Conformity

GiiKER Technology Co.,Ltd. declares that this product is in compliance with the relevant requirements of Directive 2009/48/EC, Directive 2011/65/EU. This declaration of conformity is published on our website www.giiker.com/pages/compliance.

Limited Warranty

GiiKER warrants that your GiiKER hardware products ("the Product") will be free from defects in materials and workmanship for a period of 1 year from the date of purchase ("the Warranty Period"). If a defect in the Product arises under normal and intended use within the Warranty Period, please contact the authorized GiiKER dealer in your country. The authorized GiiKER dealer in your country will, at its option and subject to applicable laws, replace or repair the Product with the new or reconditioned parts.

This warranty is only valid to the original retail purchaser, accompanied by a receipt or proof of purchase. GiiKER does not warrant that the operation of the Product will be uninterrupted or error-free. This Warranty does not apply to: a) Products you purchase from unauthorized dealer; b) Defects in consumables, such as stickers or protecting coatings designed to diminish over time; c) Defects caused by misuse or failure to follow the product directions, improper or unauthorized repair; d) Defects caused by accidents, neglect, fire, water, lightning, or other acts of nature; e) Normal wear and tear or otherwise due to the normal aging, other cause beyond GiiKER's reasonable control.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE (OR BY COUNTRY OR PROVINCE). OTHER THAN AS PERMITTED BY LAW, GIIKER DOES NOT EXCLUDE, LIMIT OR SUSPEND OTHER RIGHTS YOU MAY HAVE. FOR A FULL UNDERSTANDING OF YOUR RIGHTS YOU SHOULD CONSULT THE LAWS OF YOUR COUNTRY, PROVINCE OR STATE.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

EUROPEAN UNION-DISPOSAL INFORMATION

The symbol above means that according to local laws and regulations your product should be disposed of separately from household waste. When this product reaches its end of life, take it to a collection point designated by local authorities. Some collection points accept products for free. The separate collection and recycling of your product at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment. Keep these instructions for future reference as they contain important information.

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Made in China
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