roack (a place of temporal ease and escape from the adversaries and attackers. At this zuma rock, players seeds/pieces can overlap on one another aiming for the roll of the final six to enter the FCT. The player that first move all his/her seeds/pieces (i.e. the 4 team of investors) to Abuja FCT is the winner of the game. This investor either red-line, blue-line, green-line or yellow-line will be the one to access the developmental and industrial funds to be expended on the 9 states of interest by the investor. Sharing of this funds will be at the discretion of the investor.

IMPORTANT NOTES FROM PLAYING THIS GAME

As players enjoy this game, the developer wishes to draw their attention to this important points:-

I. Naija's Historical Problem/Challenges: This game developer believes that the problems and challenges of the adversaries outlined in this game against naija will soon be a thing of the past. He hopes to pin this game down and put it on record that for so many years, the country contended with these enemies and failed to make progress until God intervened and delivered the nation.

2. Nation Building Task: The game hopes to instill in the players especially the younger ones the goal, vision, task and mind set of building the Nigeria of our dream, a project that must engage the collective efforts of everyone irrespective of tribe, race, colour or background. Every funds earmarked for various developmental projects in naija must be monitored and spent judiciously.

STARTING TO PLAY THIS GAME

1. Only two or three players can play this game at a time. Each player chooses the desired colour by identifying the desired states of interest to invest in.
2. Each first player rolls the dice and count accordingly then wait for his next turn.
3. Players must watch out for the adversaries as they move through the states.
4. The goal of every investor is to turn each state of interest to what they are meant to be based on the slogans of the state. So players must learn and known the slogan of each of their 9 states of interest.

FAQS

Q: *Do I need the roll of the number six (6) to start playing.*
A: Yes, to start playing the game, number six (6) is a must on either of the dice.
Q: *What if I am not rolling the number six or double six.*
A: You have to keep playing until you roll it. It means that you do not have the visa or permit yet to travel into Naija.
Q: *Do I need to finish playing one seed/piece to Abuja FCT before starting another one?.*
A: No, you don't need to finish playing one seed/piece before starting another one. It is adviceable to be moving in your seeds/pieces into the board of play at the roll of the number six (6) one by one.

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BUILD NAIJA

LUDO GAME

Players' Guide

Know ye not that they which run in a race
run all, but one receiveth the prize?
so run, that ye may obtain. I Corth. 9:24 (KJA)

INTRODUCTION

Build Naija Ludo Game as conceived by the developer; Pastor Olajide Aderinto is an historical game meant to entertain, educate, challenge and call the players to nation building. The game showcases the map of Nigeria and the 36 states with their slogans and the insecurity challenges confronting her. The motivation to develop this game is to aid communal bonding among Nigerians, a virtue that we are gradually losing today due to the advent of computer/I.T. games which promote more of individualistic entertainment.

FEATURES OF BUILD NAIJA LUDO GAME

This game has the following features and components that makes it interesting while playing:

(i) The Board: - This is the playing field for the players. As seen in the game, it has the Nigerian Map with the various 36 states divisions and their slogans. The 36 states was divided into 9 states for each player whether red, blue, green or yellow player. The also board shows the Cheque of $1 Billion Dollars earmarked for the winning investor for developmental projects in the states of interest. The aerial view of the envisioned new Nigeria to be built is captured on the board.

(ii) The Adversaries/Enemies:- As seen on the game board, theses are the distinct adversaries and enemies to be contended by the investors. These enemies are the evil elements against nation building that must be overcome. They are scattered around the northern, eastern, western and southern parts of naija. They include the Boko Haram and their various sects, the bandits, the badoo cult, the avengers, and the fulani militia/herdsmen. The investors must ensure that they are not attacked as they journey through the naija states to discharge their missions.

(iii) The Investors: This represent the 4 individual players for the game. They are the portfolio investors who are interested in the infra-structural and industrial development of the states named ***red-line*** *investor* (entering into Nigeria by road), ***blue-line*** *investor* (flying into Nigeria by air), ***yellow-line*** *investor* (entering Nigeria by rail) and ***green-line*** *investor* (entering into Nigeria by sea). Their entrant means depicts the four means of transportation to any nation.

(iv) Playing Dice:-There are two dice that accompany this game which is the component of the game that the players roll in order to score points to be counted on the board like in the conventional ludo.

(v) Playing Seeds:- These are the red, blue and yellow coloured round plastic seeds/pieces (4 for each player) that the players use in playing this game. According to this game they represent the investors and their team *(**T**ogether **E**veryone **A**chieve **M**ore)*. This implies that nation building is a team work.

HOW TO PLAY THE GAME

There are three important stages in playing this Game as explained by the developer, they are:

Stage 1 **- The Starting Point**: This is the starting point of this game. To start this game, each player moves his/her four pieces/seeds one by one into the board according to the numbers rolled on the dice. The seeds are moved into the board of play based on the roll of number six (6) and another number (1,2,3,4,or 5) just like in the conventional ludo game. The number six (6) represent your **visa** or **permit** to enter into naija. After rolling the number six (6), the pieces or seeds are then moved into the corresponding colours of the individual investors to begin the investment journey. If a player rolls a double six (6:6) at a start, he/she plays again and can then move two seeds/pieces into the board of play or move one seed/piece from its station with one six (6) and to Zuma rock near Abuja FCT with the other six (6), and then count other numbers elsewhere or enter into Abuja if he/she rolls a third six (6) after playing again.

Stage 2 - **The Movement/States Travel**: This is the movement and traveling of the investors and teams (through the seeds/pieces) from one state to the other. This is signified by the rolling of the dice, counting and movement of the pieces or seeds as the players take their turns to play. They move their seeds/pieces into the board of play at the roll of six (6) and move from one state to the other in the absence of a six by adding up numbers rolled on the dice to count individually or otherwise. For example, if a player rolls 5:4, he/she can count "9" by moving one seed/piece to number 9 or move two different pieces to "4" and "5" respectively. If a player rolls 6:5 which is 11, the player will use the number "6" to get one seed/piece to Zuma rock closer to Abuja (along Niger-Kaduna expressway) and count number "5" from another seed/piece. If the player has only one seed/piece in the board of play, he/she can only choose to move to number 5 or number 6.

In the course of play, every player must avoid being attacked by the adversaries and enemies scattered in some locations of the states where they operate as indicated in the board by being strategic and planning their movement well. Once an investor is attacked (i.e. if the seed/piece stops in the state where these adversaries operate i.e. *the Boko Haram and their various sects, the bandits, the badoo cult, the avengers, or the fulani militia/herdsmen,* the investor or a member of the team MUST go out of play to start his entrance afresh again into the states or pay the required ransom or money demanded by the adversary which is signified by the roll and play of **double 6:6** (which must be settled within the stipulated period of 3 play-rounds), after which the investor exits the state if the ransom demanded is not met.

Stage 3 - **The Exit Point**: This is the point at which the investors have overcome and defeated all the adversaries in the course of traveling through the states and are nearly entering into Abuja (the capital of Naija) at **number 6** via Zuma roack (a notable rock along Niger-Kaduna expressway close to Abuja). The players goal at this point will be to roll another number six (6) from the zuma rock in order to finally enter Abuja FCT to access the $1 Billion Dollars earmarked for the winning investor for developmental projects in the states of interest, domiciled with the Central Bank of Nigeria in Abuja. It should be noted here that the number six (6) is a common target number for all the players. So each player's goal is to play to number 6 at zuma