

GOH CHOON EAN

KAKI

LIMA

RULEBOOK



3-8
PLAYERS



30-80
MINUTES



AGES
8+



The Malay term for five-foot way, *kaki lima* refers to the sheltered pedestrian pathways, originally five feet in width, that form the frontage of shophouses in the UNESCO World Heritage Site of George Town, Penang, Malaysia.

Established as part of the British Town Plan of 1822, the architectural features of *kaki lima* were perfect for the region's tropical weather. People could walk safely from one end of George Town to the other, protected from both torrential rain and scorching sun. The Street and Drainage and Building Act, 1974 even included a stipulation that shophouse doors should not swing outwards so that *kaki lima* space, shared by both public and private, would not be obstructed. This shared space encouraged community gatherings as well.

Over the years, the enforcement and even awareness of *kaki lima* as a shared space have declined. Obstructions of all kinds have cropped up, from temporary ones like vehicles and business stalls to more permanent ones like fences and brick walls. Currently, nearly 20% of George Town's *kaki lima* is blocked, and pedestrians often have to walk onto the streets.



GAME IDEA

Players help pedestrians navigate their way through a grid of *Kaki Lima* and *Lokasi* Cards by using *Langkah* Cards. Victory Points (VP) are gained as pedestrians complete the tasks on their *Pi Mana?* Cards, explore the different locations listed on *Jom!* Cards, meet other pedestrians, and clear blocked five-foot ways. Gameplay also incorporates the *Ajak* culture of inviting others along on walking adventures around George Town.

KEY TERMS

Kaki Lima --- five-foot way (noun)
Lokasi --- location (noun)
Langkah --- step (noun); stride (verb)

Pi Mana? --- Go where? (expression)
Jom! --- Let's go! (expression), reserve** (verb)
Ajak --- invite (verb) or *Jio* in Hokkien

** used among some Chinese in Malaysia

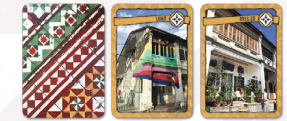
GAME COMPONENTS



17 Green *Kaki Lima* Cards



12 Red *Kaki Lima* Cards



17 Orange *Lokasi* Cards



48 *Langkah* Cards



8 Reference Cards



8 *Pi Mana?* Task Cards



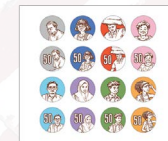
6 *Jom!* Explore Cards



48 *Jom!* Tokens



48 *Pi Mana?* Paper Clips



1 Sticker Sheet



8 Pedestrian Tokens



12 Clearing Tokens



8 Pedestrian Punchouts



8 Pedestrian Stands



1 Star Token



1 Scoreboard

GAME SETUP

1. Shuffle together all *Kaki Lima* and *Lokasi Cards* (Green, Red, Orange) and lay them face up in a 5 x 10 grid, leaving 4 gaps in the grid:

Row #2, Columns #4 and #7 A B
 Row #4, Columns #4 and #7 C D

2. Shuffle all *Langkah Cards* and place them face down in one of the grid gaps to form a **Draw Pile** A
3. Open the top *Langkah Card* of the Draw Pile and place it face up in another grid gap to start a **Discard Pile** C
4. Place the **Scoreboard** at the top left of the grid E
5. Place the **6 Jom! Cards** face up on the right hand side of the Scoreboard F
6. Place the **Star Token** on the left hand side of the Scoreboard G
7. Form a pool of **Clearing Tokens** in one of the grid gaps D



EACH PLAYER STARTS WITH:

1. A **Pedestrian Punchout** on a stand H
 - * Place on any *Green Kaki Lima Card* along the outer border of the grid.
 - * Pedestrians can be on the same card.
2. A **Pedestrian Score Token** J
 - * Place on the left hand side of the Scoreboard.
3. A *Pi Mana?* **Task Card** K
 - * Distribute randomly.
4. *Pi Mana?* **Paper Clips** L
 - * 5 to check off completed tasks.
 - * 1 to mark and keep track of Blocked Paths cleared.
5. *Jom!* **Tokens** M
 - * 6 to mark locations reached and pedestrians met on *Jom!* Cards.
 - * Return for re-use once a *Jom!* Card is claimed.
6. *Langkah Cards* N
 - * Deal 3 to each player at the start.
 - * Players draw 1 from the Draw Pile to end their turn.
 - * Maximum of 5 cards allowed in hand.
 - * Refer to back cover of the Rulebook for a list of *Langkah Boosters*.
7. A **Reference Card** P
 - * Distribute according to Pedestrian.

GAME OVERVIEW

Pedestrians aim to strike the best balance of completing tasks on their *Pi Mana?* Card, exploring different places in town, meeting other pedestrians, and clearing Blocked Paths.

Beginning with the first player, pedestrians take turns in clockwise order. The end round is triggered once a pedestrian completes all five *Pi Mana?* tasks. Everyone takes one last turn, ending with the player who triggered the end round. Scores are then tabulated. (See page 9) The pedestrian with the most Victory Points (VP) on the Personal Achievement (PA) track wins.

GAMEPLAY

ON YOUR TURN

1. Play *Langkah* Card(s) from your hand.

- Put down the card(s) you want to play.
- Move your pedestrian forward onto adjacent Green or Orange Cards without any immediate reversal of steps** for the duration of the played card.
- Steps cannot be taken onto Red Cards.**
- One *Langkah* Card is played each turn.**
- When walking, the exact number of steps shown on the card must be taken.



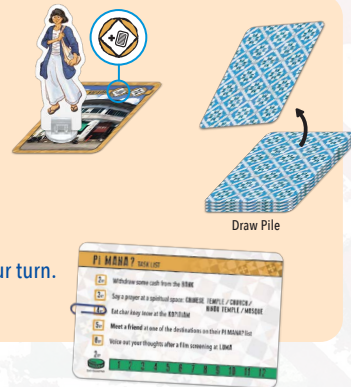
2. Check off tasks completed on your *Pi Mana?* Card.

Everytime you land on an Orange *Lokasi* Card:

- Resolve the *Lokasi* Action. (See pages 7 & 8)
- Check off any task related to that *Lokasi* on your *Pi Mana?* Card using a Paper Clip.

* Note that the task involving another pedestrian cannot be checked off unless they are on the same indicated *Lokasi* Card as you are.

- * Tasks can be checked off when completed outside your turn.
- * Tasks can be completed in any order.



3. Place *Jom!* Tokens and claim *Jom!* Cards.

a) Place *Jom!* Tokens on *Jom!* Cards next to locations reached and pedestrians met since the start of the game.

b) Claim a *Jom!* Card if you are the first to place *Jom!* Tokens next to all locations or all active pedestrians on that *Jom!* Card.

* Note that if there are 5 or more players, the first to *Jom!* 4 other pedestrians is entitled to claim that particular *Jom!* Card.

* Return *Jom!* Tokens to respective pedestrians after claiming cards.

These can then be used to *Jom!* locations and pedestrians on unclaimed *Jom!* Cards.

* *Jom!* placements and claims can only be done during your turn.



AT THE END OF YOUR TURN

1. Move all played *Langkah* Cards to the Discard Pile.

* Except when you reach an empty Gathering Spot. If so, *Langkah* Cards are kept aside, and are discarded in exchange for 1VP per step once another pedestrian arrives.

* If no one arrives by the start of your next turn, discard the cards then.

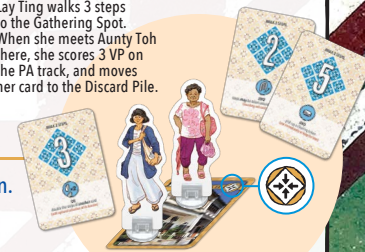
2. Draw a *Langkah* Card to end your turn.

* Even if two or more *Langkah* Cards were played on your turn.

* A maximum of 5 cards is allowed in your hand at any time.

* You may also choose not to walk anywhere on your turn and just draw a card.

Lay Ting walks 3 steps to the Gathering Spot. When she meets Auntie Toh there, she scores 3 VP on the PA track, and moves her card to the Discard Pile.



Auntie Toh walks 7 steps to the Gathering Spot. When she meets Lay Ting there, she scores 7 VP on the PA track, and moves her cards to the Discard Pile.

AT ANY TIME

1. Clear Blocked Paths using Clearing Tokens.

a) In an individual clearing, the targeted Red Card must be on the same continuous row or column you are on.

* Red Cards along your walking path can also be cleared, and not necessarily the closest ones.

* The 4 gaps in the grid do not count as part of a continuous row or column.

b) In a collaborative clearing, the targeted Red Card can be anywhere on the grid. (Collaborators decide where)

* One player contributes a *Langkah* Card, passing it to the player contributing a Clearing Token.

c) Flip over a Red Card and place a Clearing Token on top to indicate a Cleared Path.

d) Mark the number of Blocked Paths you clear either individually or collaboratively on your *Pi Mana?* Card using a Paper Clip.

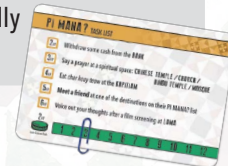
Blocked Paths that can be cleared by Lay Ting.



Blocked Paths that cannot be cleared by Lay Ting unless she collaborates with someone to clear them.

2. *Ajak* other pedestrians to:

- Clear Blocked Paths collaboratively.
- Meet up at *Lokasi* Cards. (See Pages 7 & 8)
- Walk together for any number of steps. (See Page 9)



LOKASI CARDS AND ACTIONS



SCORE FOR GATHERING AT THESE PLACES --- VP scored = number of steps taken
Among the many places in George Town to experience Penang's social culture.



Arts-ED

A non-profit organization that promotes community-based arts and culture education in the George Town UNESCO World Heritage Site as well as other parts of Penang, Malaysia.



Hin Bus Depot

A community art space and creative hub that includes a gallery, artist studios, retail stores, food and beverage outlets, a reading room, and a weekly pop-up market.



Kopitiam (Coffee Shop)

Traditionally known for serving Hainanese coffee, half-boiled eggs and *kaya* (coconut and egg jam) toast, most *kopitiam*s now include a variety of hawker food stalls.



LUMA

Alongside a spirit of keeping an open house, LUMA operates with the vision of lighting up arts and culture in Penang, primarily through media and audio-visual support.

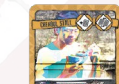


Roti Bakar (Grilled Bread) Stall

Lining many streets with giant umbrellas to shade customers from the sun, roti bakar stalls are popular pitstops among Penangites. Other than its specialty *benggali* bread, customers also get their pick of *nasi lemak* (rice cooked in coconut milk), *kuih-muih* (sweet and savoury bite-sized snacks), and sometimes even *roti canai* (fluffy flatbread served with curry).



TRADE CARDS AT THESE PLACES** --- with any other player
Long queues... so why not exchange smiles and greetings while waiting.



Chendul Stall

A dessert of Teochew origin, *chendul* is a refreshing concoction of shaved ice, pandan-flavoured flour jelly and kidney beans, immersed in coconut milk, and sweetened with *gula melaka* (palm sugar).

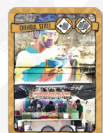


Rojak Stall

A tasty fruit and vegetable salad topped with dark toffee-like prawn paste sauce and crumbed peanuts, *rojak* also lends its name to mean 'eclectic mix' in socio-cultural contexts.



DRAW AN EXTRA CARD AT THESE PLACES --- maximum 5 cards allowed in hand
Foodie spots... gain extra energy for your walk after munching on something yummy!



Chendul Stall



Hin Bus Depot



Kopitiam



Rojak Stall



Roti Bakar Stall

** OPTIONAL ACTION



MAXIMIZE YOUR HAND AT THESE PLACES --- draw till you have 5 *Langkah* Cards
Attain steps for your journey when you visit a spiritual space on the 'Street of Harmony'.



Chinese Temple

Originally dedicated to the Goddess of the Sea for the safe passage of Chinese immigrants to Penang, this temple was rededicated and renamed in 1862 to Kuan Yin, the Goddess of Mercy, who is believed to provide relief from all suffering.



Church

The St. George's Anglican Church is the oldest Anglican church in South East Asia. Built in the 1800s by Indian convict labourers, it was modelled after St. George's Cathedral in Madras.



Hindu Temple

Named after a goddess protector, the Arulmigu Sri Mahamariamman Temple started as a small shrine, and has stood on the same site since 1801, making it the oldest Hindu temple in Penang.



Mosque

The Kapitan Keling Mosque was originally built with stone from India, and has served as the centre for the Tamil Muslim community in George Town since the early 1800s.



PICK UP A CLEARING TOKEN FROM THESE PLACES --- use immediately or keep for later
Get the right info, tools, and support to clear blocked *kaki lima*.



GTWHI - George Town World Heritage Incorporated

Established by the Penang State Government to promote, monitor and manage the George Town UNESCO World Heritage Site, GTWHI is dedicated to protecting and preserving George Town as a sustainable city. *Fun fact: Kaki lima is part of their logo.*



Hardware Shop

Cheapside Lane is a treasure-trove of hardware, from the tiniest screw to the largest shears... just the perfect place to get tools for path-clearing.



MBPP - Majlis Bandaraya Pulau Pinang (City Council)

The Penang Island local government has been tasked since 1856 to take care of the daily lives of the general public. This includes cleaning drains, greening parks, collecting trash, systemizing parking, and safeguarding the accessibility of sidewalks and *kaki lima*.



PLAY ANOTHER CARD AT THESE PLACES** --- after drawing a *Langkah* Card
New notes, clean clothes, fresh fish... walk on with an extra skip in your step!



Bank

This building housed the first international bank on *Lebuh Pantai* (Beach Street), one of Penang's oldest roads, and has witnessed the growth of George Town's financial district for over a century.



Dhobi

The trade of open-air laundry, hand-washed and pressed using charcoal iron came to Penang from India in the 1910s. While methods may have changed, the *dhobi* reference to laundromats in Penang still remains.



Market

The Chowrasta market is one of the oldest surviving traditional markets in Malaysia. Uniquely, it features stalls selling a great variety of goods, from *jeruk* (pickle) and seafood, to souvenirs and second-hand books.

WALK TOGETHER

Ajak pedestrians on Clear Paths (Green Cards) and Cleared Paths (flipped Red Cards) to accompany you on your walking path.

- * Pedestrians on Clear and Cleared Paths can also be the ones who *ajak* other pedestrians to 'pick them up' on their walking paths.
- * Pedestrians can choose to walk together for any number of steps.
- * Accompanying pedestrians to Gathering Spots will score VP according to steps taken from pick-up points.



GAME END AND SCORING

The end round is triggered once a pedestrian completes all 5 tasks on a *Pi Mana?* Card.

1. Everyone takes one last turn ending with the pedestrian who triggered the end round.
2. On the Community Achievement (CA) track:

COMMUNITY SCORE

a) Mark the total number of Blocked Paths cleared with the Star Token. The number in the corresponding green CA Star will count later as the multiplier for bonus Victory Points (VP) from Blocked Paths cleared.

b) See how well you have done as a community:

- 0-3 **AISEY! APA NI?**
You have a long way to go in building an accessible neighbourhood.
- 4-6 **1 BOLEH TAHAN LAH.**
Not bad, with some work, you might do wonders together!
- 7-9 **2 HEBAT JUGAK!**
Go ahead, pat each other on the back for great teamwork!
- 10-12 **3 WAH, CHAMPION!**
You make an excellent neighbourhood! Time to celebrate with chendul!

3. On the Personal Achievement (PA) track:

PERSONAL SCORE

a) In addition to the VP already scored through Gathering Spots, score Victory Points (VP) for:

- i) Tasks completed.
- ii) *Jom!* Cards claimed.
- iii) Blocked Paths cleared.

* 2 VP for each path cleared
* Bonus VP for [number of paths cleared] x [CA Star number]

b) The player with the most VP on the PA track wins.

- * Tie breakers: i) Most tasks completed.
- ii) Most steps on *Langkah* Cards left in hand.



Lay Ting's Score:
 Gathering Spots = 6VP
 Tasks completed = 12 VP
 Jom! Cards claimed = 8 VP
 Blocked Paths cleared:
 5 x 2 VP = 10 VP
 5 x CA 3 = 15 VP
TOTAL: 6+12+8+10+15 = 51

PAUSE FOR A CAUSE

Reflecting on accessibility and community.

1. How has the experience of *kaki lima* been like for you?
2. What are your views on *kaki lima* as a private, public and shared space?
3. What is your idea of an excellent neighbourhood?

Share your thoughts and images.



@kakilimacardgame
#kakilimaboardgame #jomjalankakilima



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CAUSE FOR A PAUSE

Rendering appreciation and acknowledgement.

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LANGKAH BOOSTERS



Steps **may** be taken diagonally
(not just on adjacent cards)



Combine the steps of this card with **another** card
(with optional activation of its Booster)



Steps **may** be taken in reverse directions
(immediate back and forth movement)



Swap with top card of the Discard Pile
(play immediately or place in hand)



Steps **may** be taken around Blocked Paths
(counting Red Cards as steps)



Pick up a Clearing Token
(use immediately or keep for later)



Double the steps of **another** card
(with optional activation of its Booster)



Active Clearing Tokens **may** be moved to clear different Blocked Paths
(no points awarded)

LOKASI ACTIONS



SCORE FOR GATHERING
* Points = Number of steps



MAXIMIZE YOUR HAND
* Draw till you have 5 cards



TRADE CARDS**
* With any other player



PICK UP CLEARING TOKEN
* Use immediately or keep for later



DRAW AN EXTRA CARD
* Max. 5 cards in hand



PLAY ANOTHER CARD**
* After drawing a card

** OPTIONAL ACTION

SCORING

Victory Points (VP) are marked on the Scoreboard

During the game for:

- i) Meeting other pedestrians at Gathering Spots



At the end of the game for:

- ii) Tasks completed
- iii) Jom! Cards claimed
- iv) Blocked Paths cleared