

the Lepak Game

HOW TO PLAY

THE BASICS

Start

1. Choose the first 'Boss'.
2. The Boss deals each player 8 Blue cards, including himself.
3. The Boss reads aloud 1 Yellow card and displays it in the middle.

Match

4. All players except the Boss choose 1 Blue card from their hand that best goes with the Yellow card. This card is played into the middle facedown.
5. The Boss reads and displays all the Blue cards.

Bodek the Boss

6. Players now 'bodek' (persuade) the Boss to choose their card. The interpretation of the cards is subjective and totally up to the players.
7. The Boss then chooses the best / most Malaysian match to the Yellow card. The Boss' choice is totally up to him.

Win

8. The player whose card was chosen wins the yellow card (1 point) and becomes the Boss for the next round.
9. In a group of 4-5 players, the first player to get 6 points wins. In a group of 6-8 players, the first player to get 4 points wins.

Reload

10. After each round all players reload their hand to start the next round with 8 cards.

Contains:

Blue Cards: Noun / action / power cards

Yellow Cards: Description / phrase / expression

Recommendations:

- 4 – 8 players
- Ages 18 & up
- Multi-ethnic group

PLAYING WITH POWER

Assorted into the Blue cards are Power cards, which can be used to help you gain the upper hand and win the game. If you choose to play without power simply remove the Power cards as you find them.

As you play the game you can use the Power cards by following the directions on each card.

Power Cards

1. **Blank** – This can be any word of your choice. When the Boss flips over your blank card you are free to say any word that fits the Yellow card.
 - When to Play: Play it as you would a normal Blue card.
2. **Donation** - force 2 players to each donate a card to you
 - When to Play: After a Yellow card is revealed and before you play your Blue card.
3. **Potong** - force 1 player to skip a turn
 - When to Play: After a Yellow card is revealed and before you play your Blue card.
4. **Blackout** - play two cards in one turn
 - When to Play: After a Yellow card is revealed and before you play your Blue card.
5. **Bersih** - throw away up to 3 cards from your hand and get new cards from the deck
 - When to Play: After a Yellow card is revealed and before you play your Blue card.
6. **Veto** - reject the Boss' decision and force him to make a second choice
 - When to Play: After the Boss makes his decision.
7. **Consensus** – reject the Boss' decision and each player votes for their favourite card. The card with the most votes wins. Players cannot vote for their own card.
 - When to Play: After the Boss makes his decision.



SPARK A MOVEMENT OF UNITY THROUGH PLAY

Rojak Culture is a social enterprise aimed at uniting Malaysians. We believe in seeing ourselves as Malaysian first but we also recognise that our collective identity is from a unique blend of cultures. We owe our vibrant Malaysian identity to one another.

Let's Celebrate Our Malaysian-ness Together

Participating in dialogues for unity may be too intimidating for most Malaysians. We want to keep it simple and light-hearted. We invite the different races to sit and play together.

The Way Forward is Through Play

We believe playing together is a great way to emphasise connections that would only be possible among Malaysians. We desire to strengthen friendship among the races by encouraging fun yet meaningful conversations through play. Through play we are also reminded of our shared experience, language and humour which creates for us a sense of togetherness.

Join Us in Uniting Malaysians Through Play

Share pictures or stories of you and friends of different races celebrating Malaysian-ness with *The Lepak Game* on Facebook and Instagram.

#lepakgame
#playforunity
#rojakculture