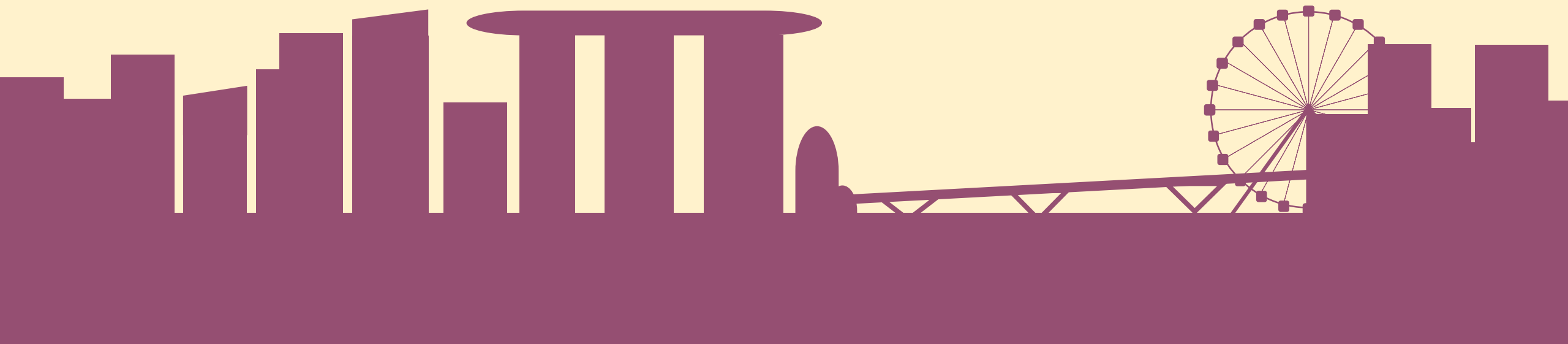


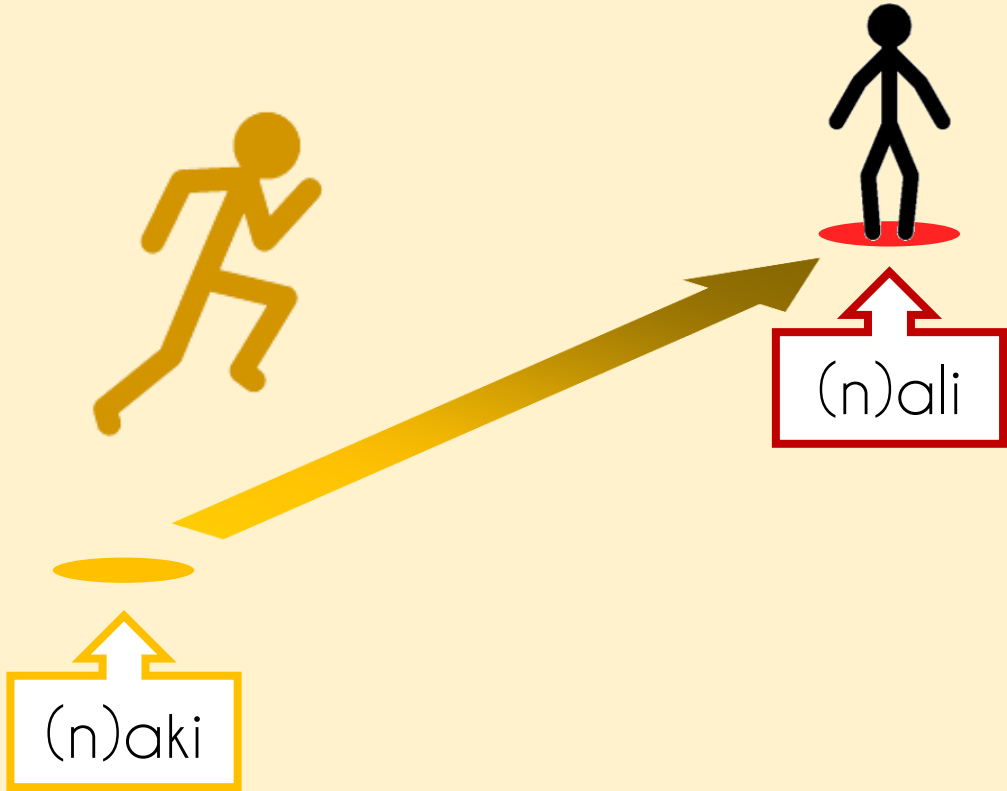


# Bong atadi

Kodrah Kristang 1A  
Lesson 7



Undi bolotu  
bai?



**bai**  
Yo bai nali.

**bai**

Undi eli bai?

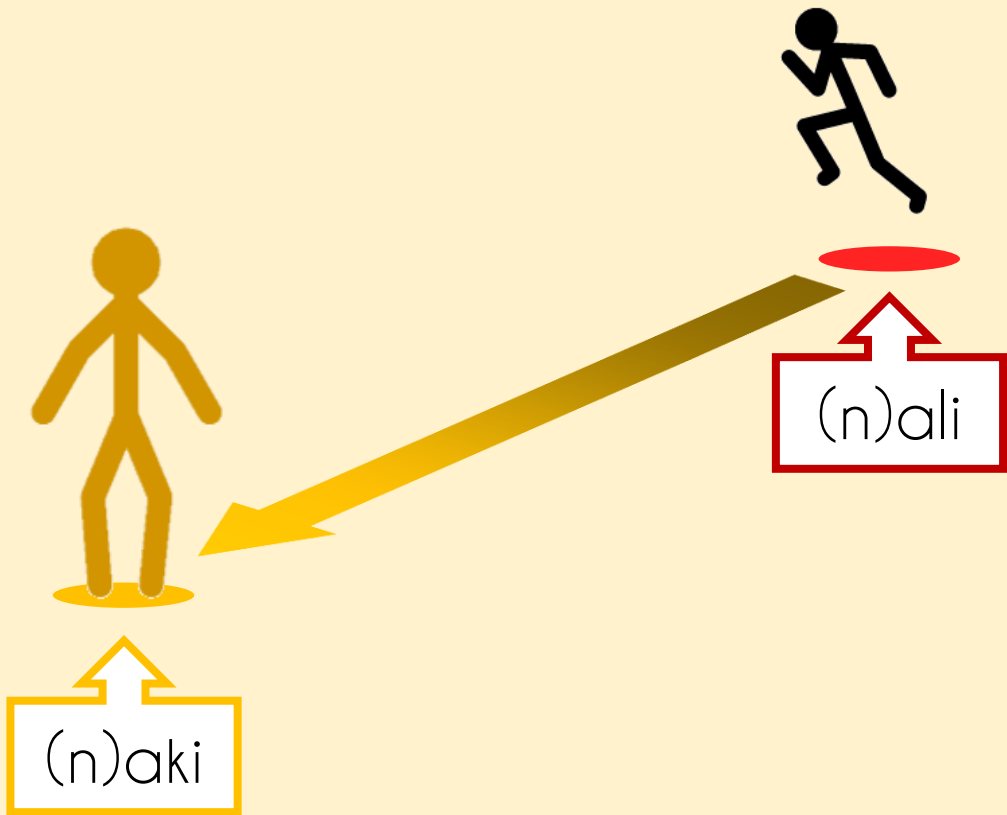
Eli bai greza.

**bai**

Undi eli bai?

Eli bai butika komprah pesi.

Undi bolotu  
bai?



beng  
Eli beng naki.

**bai**

Yo bai greza.

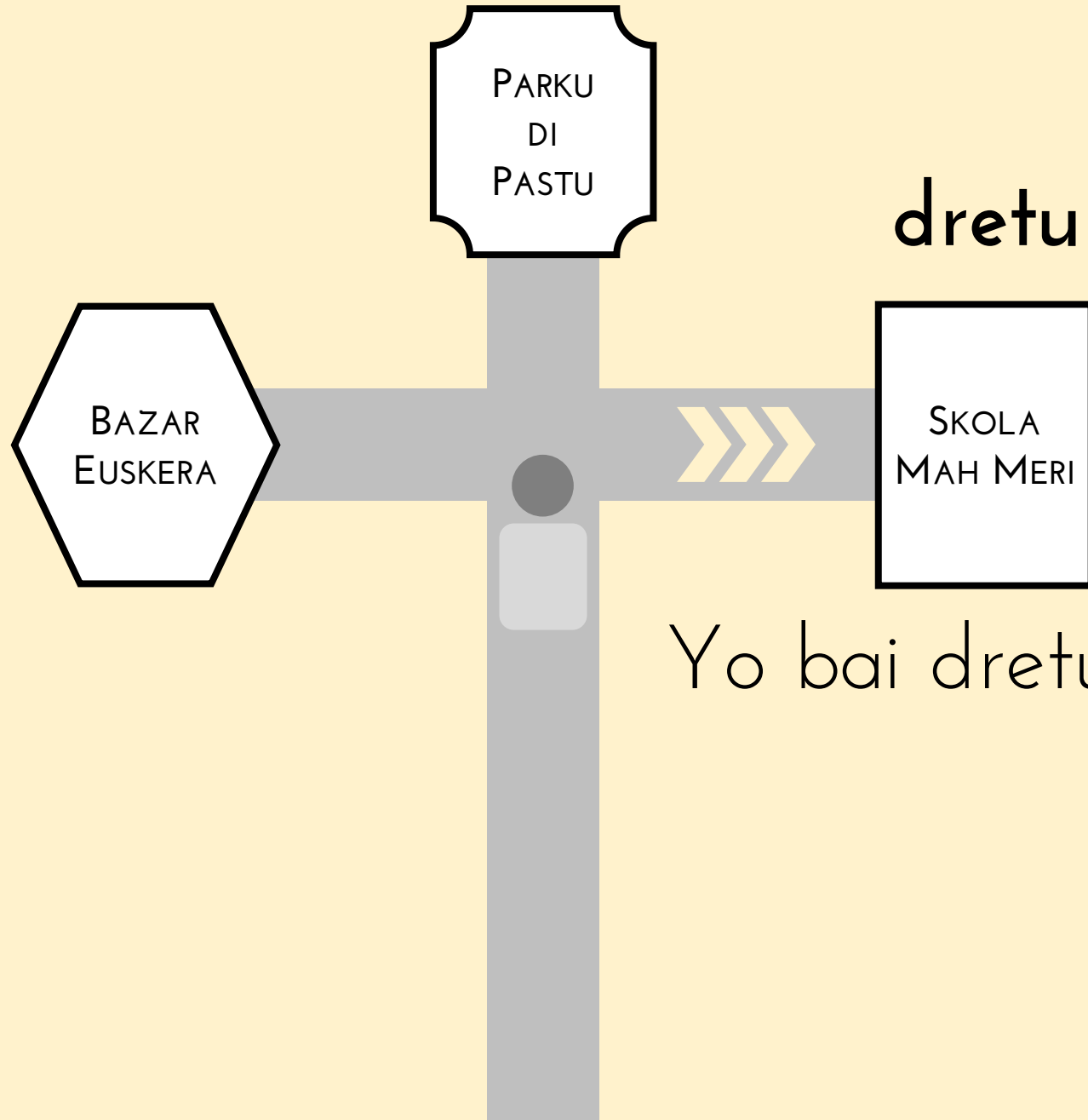
Yo bai **kung** Mathias.



**beng**

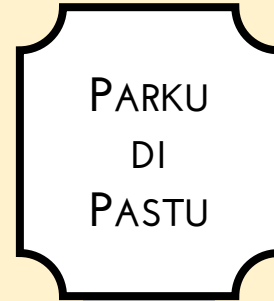
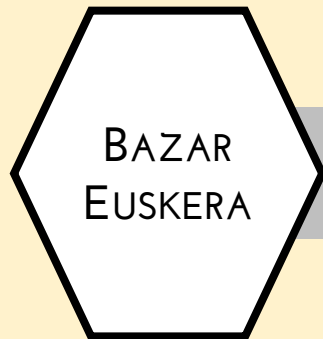
Bos beng kaza.

Bos beng **kung** yo.



Yo bai dretu bai skola.

skerdu



Yo bai skerdu  
bai bazar.



stretu

PARKU  
DI  
PASTU

BAZAR  
EUSKERA

SKOLA  
MAH MERI

Yo bai stretu  
bai parku.





# ILA - ILA DI SUL

## THE SOUTHERN ISLANDS

A *Kodrah* **KRISTANG** game

Isti pintura – “Lim Chi Kang Floating Jetty”  
Pinturah di Ruby E. Wyse, 2017  
Azeti na ekrang 30cm x 39.5cm





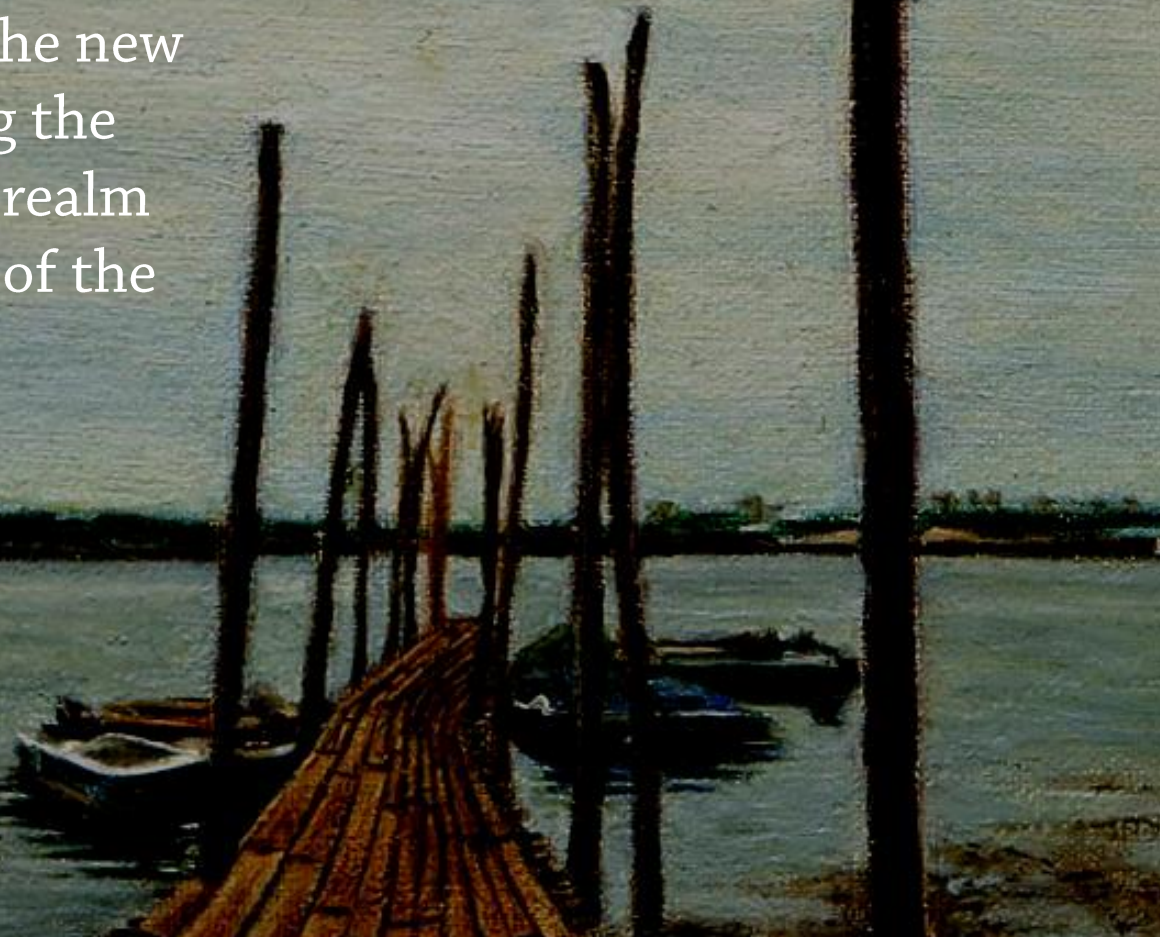


# ILA - ILA DI SUL

## THE SOUTHERN ISLANDS

1825 AD - You are now a brave voyager under the new Temmengong, the boy-king Ibrahim. Following the death of his father, he seeks to consolidate his realm and hold his power against the growing power of the British.

Your mission: to discover what riches these lands and islands hold, and acquire them in the service of your king.





# Fazek lesti Setup

---

Form groups of 4 to 6. Each Group should receive

1. A map of The Southern Islands
2. 6 Cargo holds
3. Play cards
4. A packet containing
  - a. Player tokens
  - b. Play Money
  - c. Instruction booklet
  - d. Dice





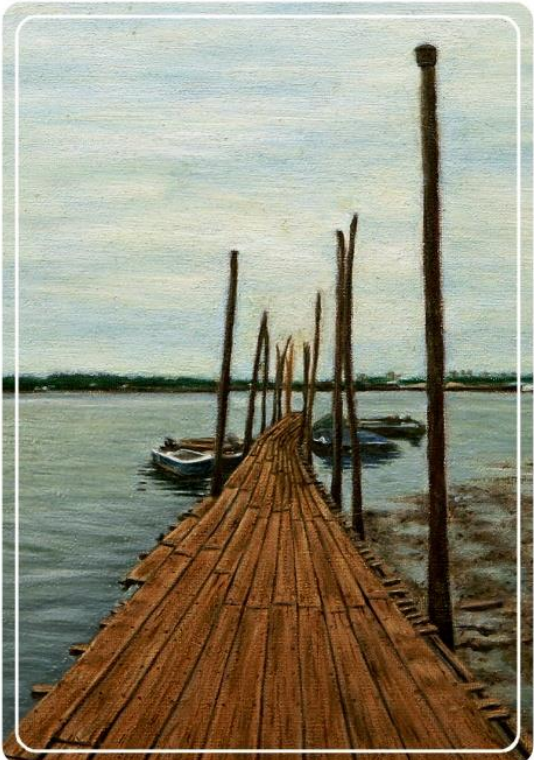
# Fazek lesti Setup



1. Separate the 20 “*Rikeza Uniku*” cards from the main deck and place them in a separate pile face up, or lay them all out.
2. Shuffle the remaining cards and place them face down.
3. Select a player to be the banker.
4. Each player receives a kolek and a Cargo hold.
5. All players place their tokens on Telok Blangah.



# Fazek lesti Setup



6. Players roll 2 dice and choose the player with the lowest roll. This player places their token on Telok Blangah.
7. The players on the right of the lowest roller places their token in the order in the following table:

No of Players	Locations
3	Pawai, Jerung
4	Sakeng, Pawai, Jerung
5	Bara Nubu, Sakeng, Pawai, Jerung
6	Blakang Mati, Bara Nubu, Sakeng, Pawai, Jerung



# Andasang

Aim of the game



The objective of the game is to be the **first** player to arrive at Telok Blangah with X amount of *pataka* (the in-game currency).

Players	<i>Pataka</i> to win
2	60
3	50
4	40
5-6	30

\*If no player gets the X amount of *pataka*, the game ends when

- it reaches 9.15pm
- you run out of cards

In both scenarios, the player with the most *pataka* wins the game.



# Klai bringkah

## How to Play

Yo teng na  
Senang!  
Yo bai Subar Laut!



Senang



Jong



Subar Laut

*“Rua di Mar”*



BLAKANG  
MATI

### 1. Move – Move to another *ila* or *bara*. **Dice rolls are not necessary.**

1. Move to an adjacent *ila* or *bar* a that is connected by a *rua di mar*.
2. You may only move to an adjacent *ila* or *bara* connected by a *rua di mar*.
  - You cannot skip over other *ila* or *bara* in the way
  - You cannot move to an *ila* or *bara* not connected by a *rua di mar* to your present location.

### 2. Play – Play any *ajudasang* card you have if you wish.

### 3. Draw – Draw 1 card every time you move to an *ila*.

- You may discard a card at any point in the game.
- You cannot draw a card from a *Bara*.



# Bara Ports and Harbours

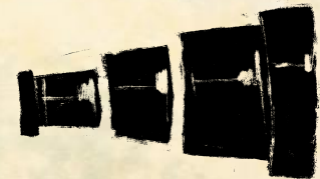
The six *bara* are locations with special instructions attached to them.

- You cannot fight on *bara*.
- You do not draw a card at the *bara*.

Three mainland locations of Bara Nubu, Jerung and Telok Blangah, where you can exchange *rikeza* for *pataka*.



Three islands of Blakang Mati, Sakeng and Pawai, which offer you a number of options to change the outcome of the game.





# Katra Cards

There are 4 types of cards, each card takes up a space in your cargo hold. You can discard a card at any point in the game.

- All cards are placed face up and take up one space in your cargo hold.




**Katra Chiki**  
A deck of Chiikee cards




Temenggong pagah  
**SINGKU PATAKA**  
The Temenggong will pay 5 dollars.

**RIKEZA**




**Mutiara di Mar di Sul**  
A South Sea pearl



Temenggong pagah  
**DES PATAKA**  
The Temenggong will pay 10 dollars.

**RIKEZA UNIKU**




**"Mutiara di Mar di Sul teng na Blakang Mati."**

A South Sea pearl is hidden at Blakang Mati.

Place in discard pile after claiming treasure

**PAPIA**



**Agumentadu**  
Withstood

An ajudasang card played against you or an attack against you is blocked. Play only when an ajudasang card is played against you or you are attacked.

Play immediately, or retain for later use. Takes up one space in your treasure hold. Discard after use.

**AJUDASANG**



**Ja fihak skrabu!**  
Sold into slavery!

Lose two turns.

Play immediately.

**SUSESU**



# Katra Cards



## Rikeza - Treasure

Can be exchanged for pataka at Telok Blangah, Jerung or Bara Nubu.

- *Can be stolen.*

*Pataka* value that you can exchange the *rikeza* for at *Telok Blangah*.



# Katra Cards



## Rikeza Uniku- Legendary Treasure

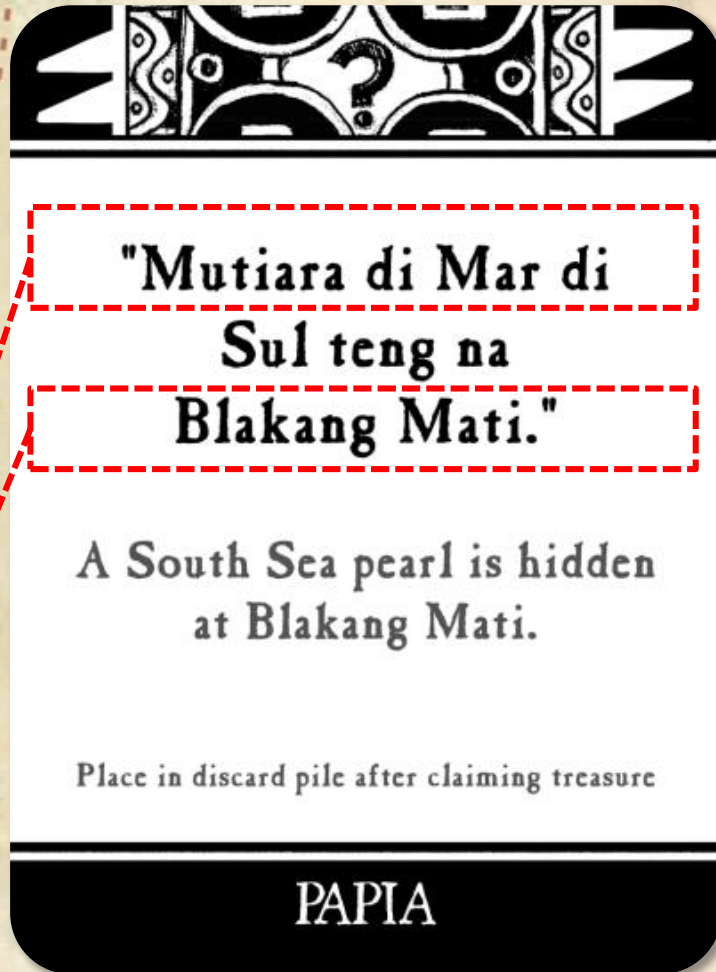
20 *rikeza uniku* cards, each worth 10 *pataka*. These cannot be taken from the main deck.

- You must use the corresponding *papia* card to claim the *rikeza uniku* card. You cannot claim it without the corresponding *papia* card.
- *Can be stolen.*

*Pataka* value that you can exchange the *rikeza uniku* for at Telok Blangah.



# Katra Cards



Rikeza Uniku

Location

## Papia – Clue (“talk” in Kristang)

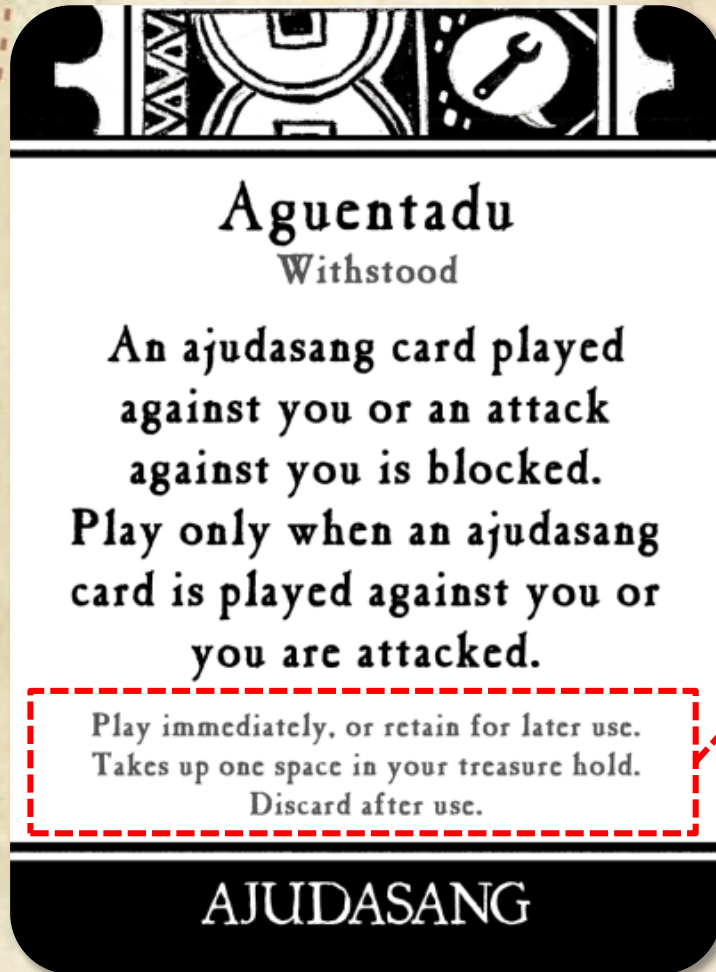
*Papia* cards are clue cards to the locations of the 20 *rikeza uniku*. Each *Papia* card tells you where a specific *rikeza uniku* is.

### To claim the Rikeza Uniku:

1. Get to the *ila* stated on the card. Do not skip any *ila* or *bara*.
  2. On the turn that you arrive on the island, state the treasure you are claiming, add it to your cargo and discard the *papia* card.
  3. Draw another card (as per normal game rules)
- *Cannot be stolen.*



# Katra Cards



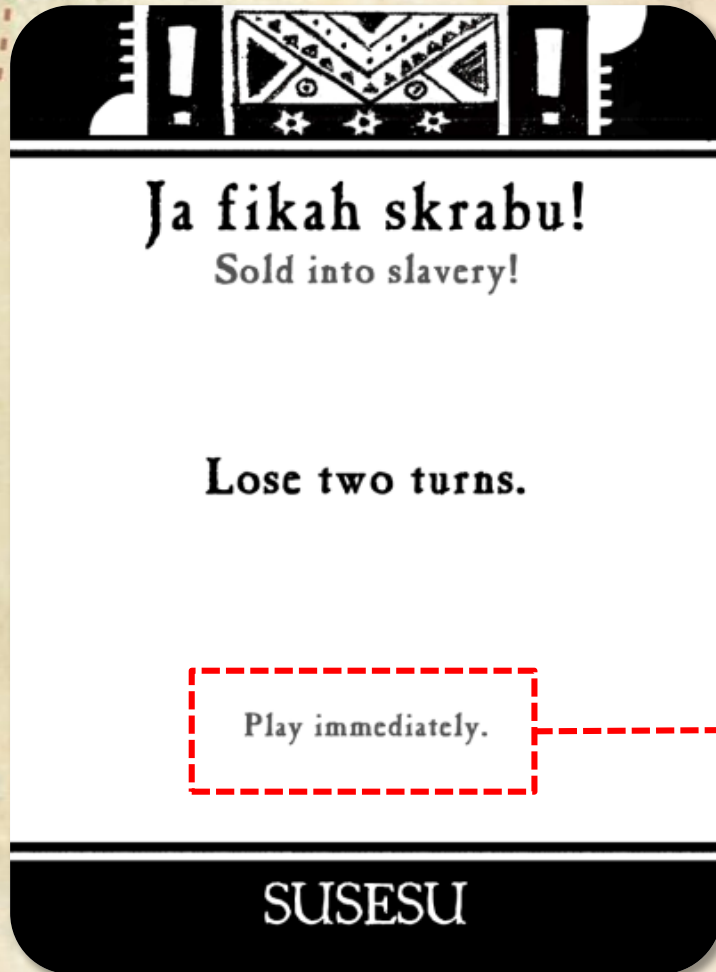
## Ajudasang- Tool (“support” in Kristang)

*Ajudasang* cards help you move around the board quickly, stop other players from winning, and other useful actions.

- You may play the card immediately or keep the card and play it at a later time.
- Discard after playing the card.
- You may play any number of *ajudasang* cards on your turn.
- *Cannot be stolen.*



# Katra Cards



## Susesu- Event (“incident “in Kristang)

*Susesu* cards are event cards that affect one or more players, including yourself.

If you draw a *susesu* card, you must play it **immediately**.



# Atakak kung Trukak

## Attacking and Trading

Players at the same *ila* or *bara* may attack or trade with each other.  
Players may also do nothing.

### Trading

Two or more players at the same *ila* or *bara* may trade any number of cards freely at any point during the game, including outside of their turns.

### Attacking

The winner gets any *rikeza* or up to 3 *pataka*, that the defender may have

- In an attack, both players roll two dice. Reroll any ties.
- If the attacker rolls the wins, the attacker takes either one *rikeza* of their choice or up to 3 *pataka* from the defender.
- If the defender rolls the wins, the defender takes one *rikeza* **and** up to 3 *pataka* from the attacker, **and the attacker loses one turn.**

EH kotek!





# Bong fortuna!

Good luck!

