

PELET KING

When nothing else is working

RULEBOOK

Game Overview

Pelet is a traditional Indonesian enchantment ritual performed by local shamans called dukun that is commonly used to make someone falls in love with the subject. In order for the enchantment to work, some prerequisite including exotic ingredients and intricate incantation are required.

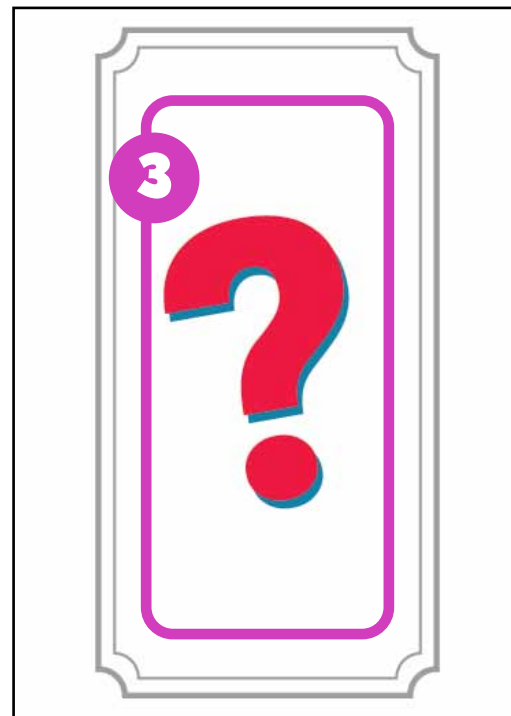
In Pelet King, players race to successfully enchant as many victims as possible with the help of various local shamans with unique powers!



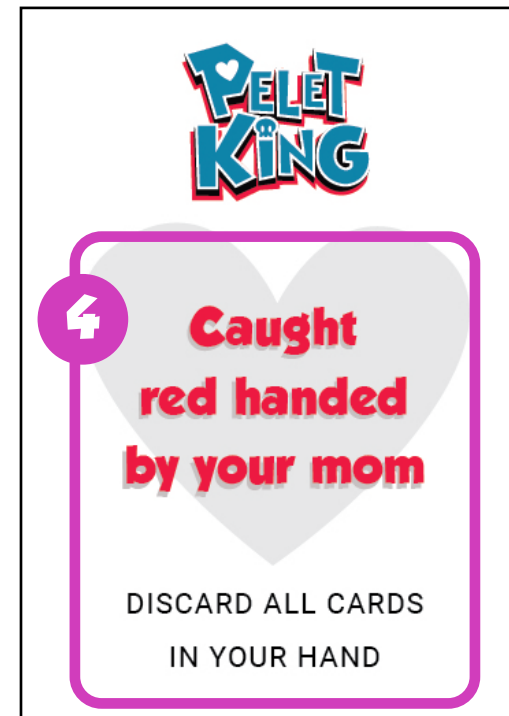
Component Explanation



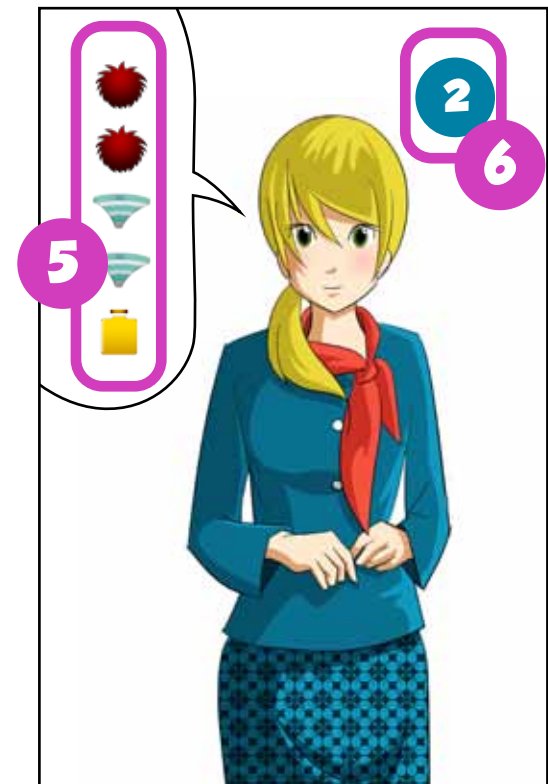
Action Card x33



Wild Card x3



Curse Card x6



Girl Card x20

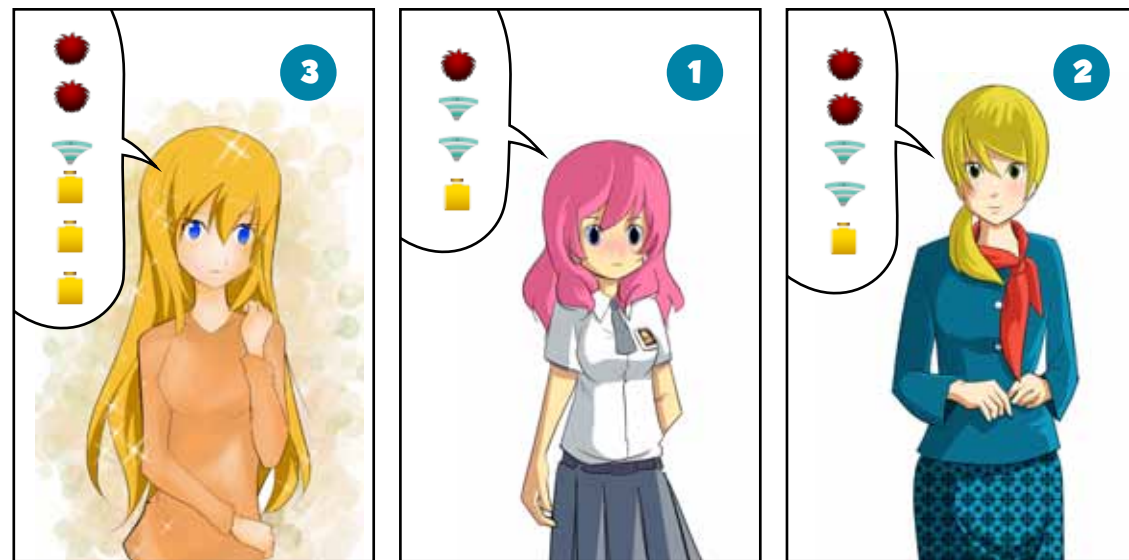
- 1** Ingredient type & quantity
- 2** Ingredient illustration
- 3** Wild Card; used to replace any ingredient and count as one quantity
- 4** Curse Card title and effects
- 5** Ingredient required to cast a Pelet to victim
- 6** Pelet point value
- 7** Shaman's power limit
- 8** Shaman's special skill



Shaman Character Card x10

Game Setup

- Shuffle Victim deck and open 3 Victim Cards.
- Randomly distribute Shaman Card to each player.
- The player with the longest time being single becomes the first player.
- Shuffle the Action deck and pass it to the first player.



How to Play

Each player turn is divided into these phases:

Action Phase

On this phase you can perform these actions:

- Draw: Open the top card from the Action deck, you can do this multiple times in one turn.
If a Curse card is opened, the effect is resolved immediately before you can perform your next action. If there are no cards left, shuffle the discard pile to form a new Action deck.

Each player may only draw cards from the Action deck up to their Power Limit. If the total Quantity of drawn card exceed his/her Power Limit, immediately end his/her turn and discard all drawn cards.

- Pass: End your Action Phase. You keep all your drawn cards minus one card if you end your turn before reaching your Power Limit (as a compensation fee to your shaman).
If you end your turn when you exactly reach your Power Limit, you keep all drawn cards to your hand (no compensation fee needed).

Pelet Phase

Player can select one Victim card to enchant by showing and discarding the required Ingredients from his/her hand. No change is given for excess ingredients. Player then acquire and place the Victim card in front of them. Open new Victim cards until there are 3 Victim cards displayed.

End Phase / End Game

If you successfully accumulate 8 Points or more worth of Victim cards, you win the game.
Otherwise, pass the deck to the next player.

Curse Card List

Tuyul in Action	Steal 1 random card from target player.
Dukun Energy Drink	Reset your power limit to 0
Escape!	Discard & replace all Victim cards.
Shaman Association Demands a Rise	All player discard 1 card of their choice.
Guardian Angel	End your turn immediately.
Caught Red-handed by Mom	Discard all cards in your hand.

Shaman Card List

Name	Dukun Skill	Limit
Traditional Shaman	-	9
Mbok Dukun	All 2-valued cards are counted as 1.	5
Dukun Blangkon	Usable once per turn. Discard any 2 symbols to steal 1 random card from another player's hand.	7
Tribal Shaman	You may draw one card when you exactly reach your limit.	7
Witch Shaman	Choose 1 player to discard a card whenever you successfully enchant a victim.	7
Dukun Shaman	If a player overlimit, you draw 1 card	7
Bird Shaman	At the start of your turn, you may discard a card to draw 1 card	7
Mak Lampir	When another player successfully enchants a victim, you draw 1 card	7
Chinese Shaman	Exactly after draw phase, if you have 0 card in your hand, take 1 card	7
Ki Joko	Blushing Victims give you +1 VP	7

Credits

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Special Thanks

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LytoGame

Megaxus