Kaki Lima: MCO Mode

A solo variant by Evan Cheah

INTRODUCTION

In the midst of the Covid-19 pandemic, everyone needs to be quarantined at home, and obey the Movement Control Order (MCO) - what lockdown is officially called in Malaysia.

In Kaki Lima: MCO Mode, your task as a SwipeFood Walker is to fulfill the orders made by Penang citizens. Wash your hands, wear your mask, and let's go!

SETUP

1. Take the 4 Food Stall Cards -- Kopitiam, Roti Bakar Stall, Chendul Stall, Rojak Stall -- and 8 random Red Cards, then place them following the image below:



2. Shuffle the remaining 13 Orange Location Cards and 11 random Green Cards together and place them to fill in a 6x6 grid map:

- 3. Leave the leftover cards in the box as you won't need them for the rest of the game.
- 4. Randomly place 1 Character Standee on each of the Red Cards.
- 5. Randomly place 2 Character Tokens on each of the Food Location Cards.
- 6. Choose 1 Character to play, and place the corresponding Character Token on the #1 tile on the Scoreboard.
- 7. Shuffle all the Langkah Cards into a Draw Pile and draw 5 to start. (Auto-draw to a hand of 5 cards throughout the game.)

*Note for TABLETOPIA Version:

Setup is already done. Just open a Character Card on the bottom left to see which Character will be the SwipeFood Walker, set aside the corresponding Token, and begin gameplay.



https://tabletopia.com/games/kaki-lima

GAMEPLAY

1. Picking Up Orders

Using the Langkah Cards, move your Character to the Food Stalls and pick up a maximum of 2 orders (represented by the Character Tokens) at a time.

Once a Langkah Card is played, put it aside on a Discard Pile - it cannot be used anymore in the game

2. Delivering Orders

Deliver the orders to the corresponding Characters. Delivery is made from a card adjacent to where the Character is at - no stepping into their houses ah!

Also, you need to stop at an adjacent card to deliver orders

- cannot simply walk-by and throw food into someone's house! 🐸

Once an order is delivered, you may set the Character and corresponding Token aside. Though it makes sense if they continue to stay home. The Character however can lay down.

3. Langkah Boosters

All Langkah Boosters can be activated as usual, EXCEPT for the 2 Boosters that involve Clearing Tokens.

When you play Langkah Cards with a Pick Up or Move a Clearing Token Booster, you gain a Clearing Token instead! (Maximum of 10 Clearing Tokens.)

Put gained Clearing Tokens on the dark blue tiles on the Scoreboard (5, 10, 15... 50), starting from the lowest number.

4. Lokasi Actions

Ignore all Lokasi Actions on the Orange Cards. They do not have any effect during the MCO Mode. (Because most of these places are closed anyway.)

GAME END

The game ends when you have delivered all the food orders to everyone! (Don't forget, you might be able to complete 2 orders at one go.)

If the Draw Pile of Langkah Cards is emptied before you complete all the deliveries, you lose! This means people are complaining your delivery speed is too slow,

so think twice before deciding your route - don't make too many unnecessary steps or u-turns. 🙂

SCORING

Plus Points

Each Completed Order scores 10 points. (70 points max)

The Clearing Token placed on the highest numbered dark blue tile on the Scoreboard scores the points it is covering. (50 points max)

If you were able to gain all 10 Clearing Tokens, add an extra 10 points!

Minus Points

Add up all the numbers on the Langkah Cards in the Discard Pile. This represents the total Number of Steps taken to complete all the orders.

- * Don't include any Langkah Cards left in your hand.
- * Ignore the x2 and +2 Boosters, just count the big numbers on the Langkah Cards even if you had activated these Boosters during the game.

Your Final Score

= Plus Points - Minus Points

(Completed Orders) + (Clearing Tokens) - (Number of Steps Taken) = ??

Your Ranking



FAQ

Q: Can I use the Booster that allows me to swap a Langkah Card with the one at the top of the Discard Pile? Especially to gain extra Clearing Tokens?

A: Yes! However, you can only gain a maximum of 10 clearing tokens in the game. (50 points max + 10 points bonus if you able to gain all 10 Clearing Tokens)

Q: Can I pick up orders while passing by a Food Stall?

A: No, you must stop at the Food Stall to pick up the order.

Q: Can I deliver food while passing by a Character?

A: No, you're not allowed to deliver food while passing by a Character. You must stop at a neighbouring/adjacent card to deliver the order.

(TIP: Stopping on a card between 2 Characters you are delivering to will save you more steps!)

Q: Can I decide which Character I want to pick at the start, instead of selecting one randomly?

A: Ah ha! That's up to you! 🐸

(TIP: Pick the one that is furthest away, so you don't need to travel so far for delivery.)

Kaki Lima: 2-Player Game

Just a couple of notes for a 2-player game of regular Kaki Lima:

- 1) Each player places another Pedestrian standee onto any Lokasi Card before gameplay begins
- 2) The Pedestrian Jom! Card can now be claimed once a player places a Jom! Tile beside each of the 3 Pedestrians on the board.