



SILAT BEKSI CARD GAME

Rulebook

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Rulebook Jawara Beksi Card Game
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About Jawara Beksi

Jawara Beksi is a card game themed around Indonesian martial arts, specifically one of the martial arts of Betawi People, called Silat Beksi. This game is originally created as a College Final Project for my Visual Communication degree in 2023.

About Silat Beksi

Silat Beksi is a martial art created by Lie Theng Hok in Kampung Dadap that is influenced by Chinese martial art

This martial art developed in Betawi community which spread across Jakarta, Bogor, Depok, Tangerang and Bekasi. Silat Beksi's signature move is an upside down punch called loco boni or pukulan clentang

Silat Beksi is learnt not only as a self defence, but also as a performance show in various cultural events.

Story

In this game, each player will play as a Silat Beksi martial artist who participated in a Silat Beksi performance competition in a Betawi cultural festival.

Players will use various Action Cards with illustrated Silat Beksi moves to earn points from the Judges.

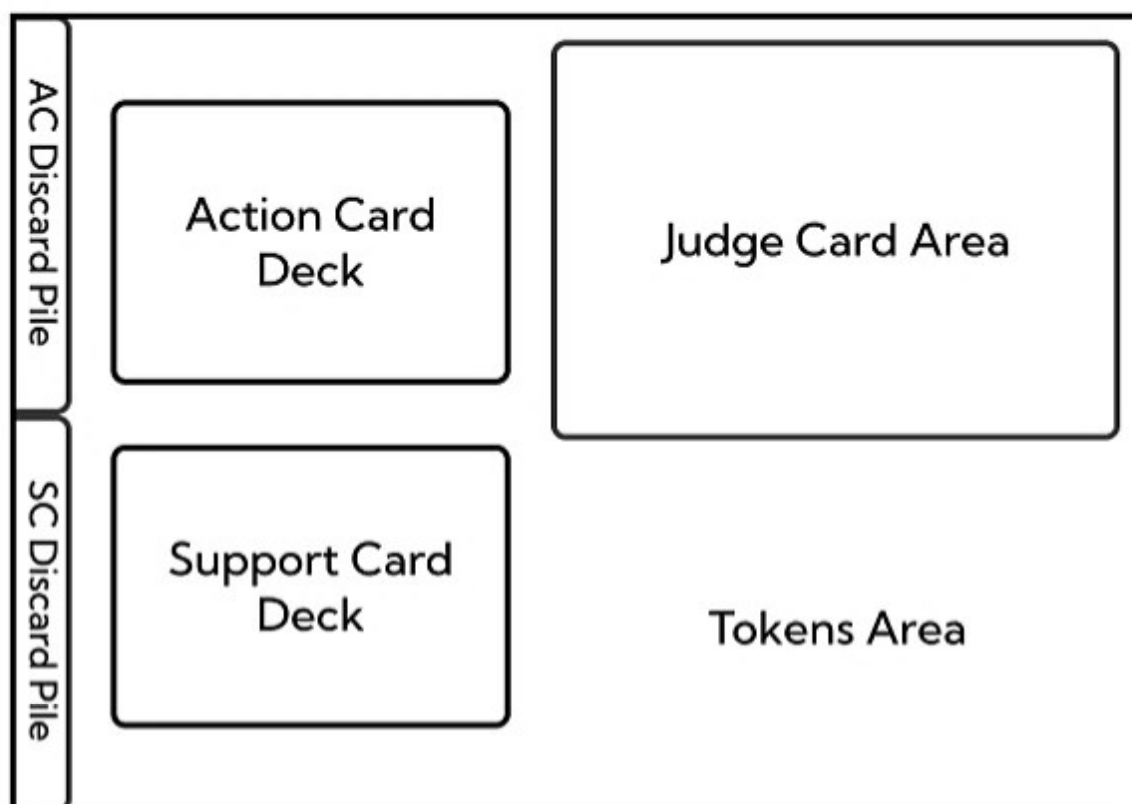
Players can also use Support Cards to help then earn more points or even disrupt other players.

Player with the most points at the end of the game wins.

Game Components

- 1 Rulebook
- 4 Reminder
- 1 Main Board
- 1 Score Board
- 4 Character Cards
- 5 Judge Cards
- 50 Action Cards
- 20 Support Cards
- 15 Gold Token
- 30 Silver Token
- 2 Dice
- 6 Player Cubes

Main Board

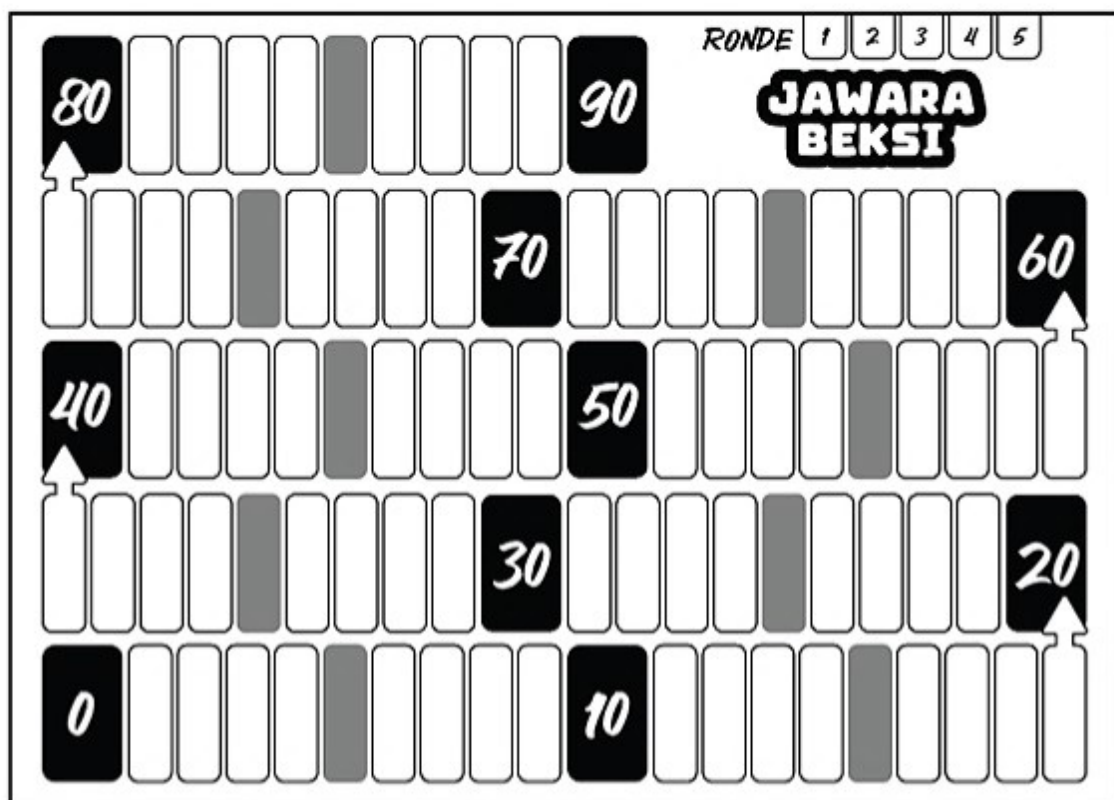


Main board is a board placed in the middle of the playing field.

Judge Cards, Point Tokens, Action Card Deck, and Support Card Deck is placed on top of the Main Board.

While the discard piles are placed on the side of their respective decks.

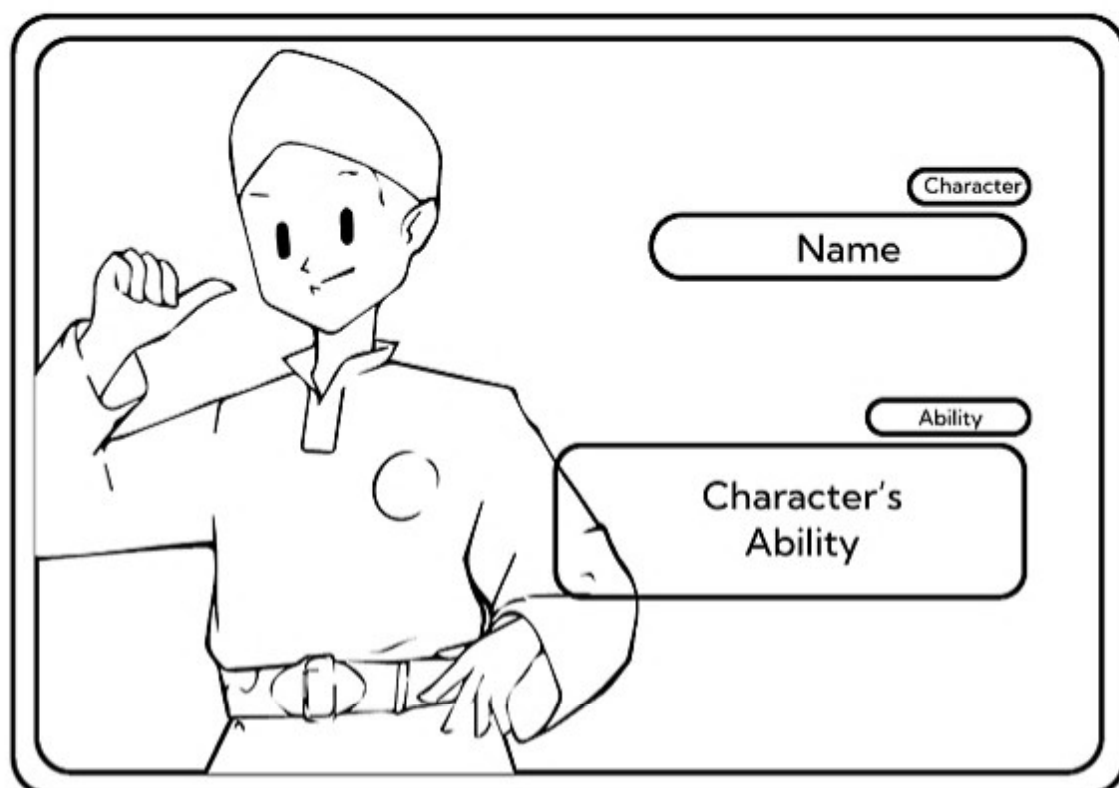
Score Board



Score Board is placed on the right side of the Main Board. This board is used to track cumulative points earned by the players on previous rounds.

On the top-right corner of the board, a rounds tracker can be used by placing the leftover player cubes to mark the round that is being played currently.

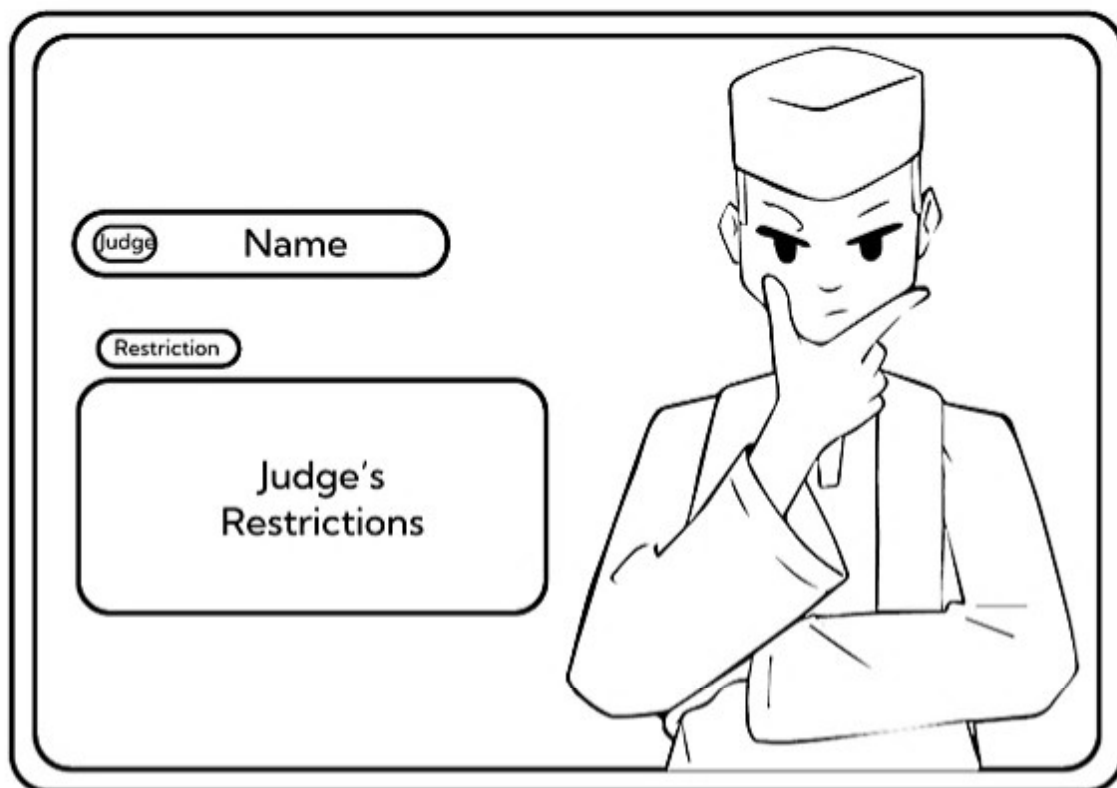
Character Cards



Each player will pick a Character Card at the beginning of every Round. Character Cards are placed face up in front of the respective player.

Character Cards have their own ability that will help player to earn points and change how the Player play their cards.

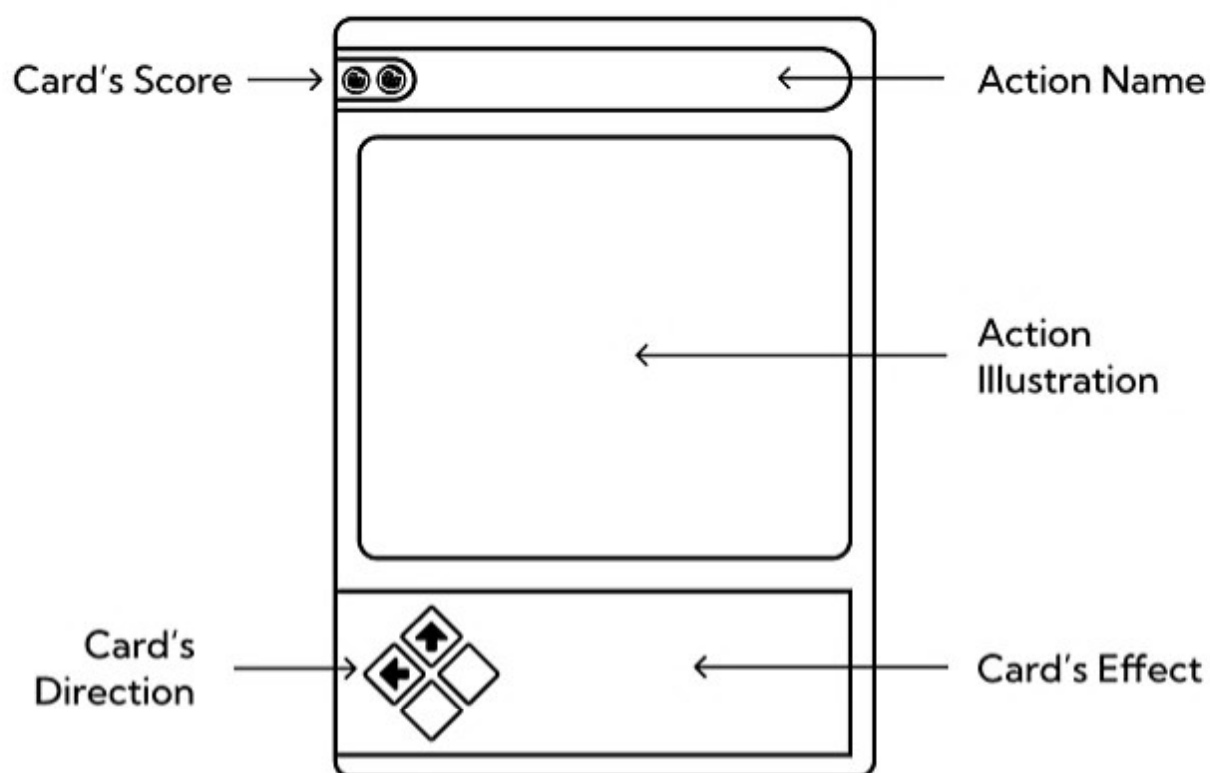
Judge Cards



A Judge Card is chosen at the beginning of every round and placed on the Main Board.

Just like the Character Cards, Judge Cards also have their own ability called Restrictions. This Restrictions affect all players as long as the Judge Card is active in that Round.

Action Cards

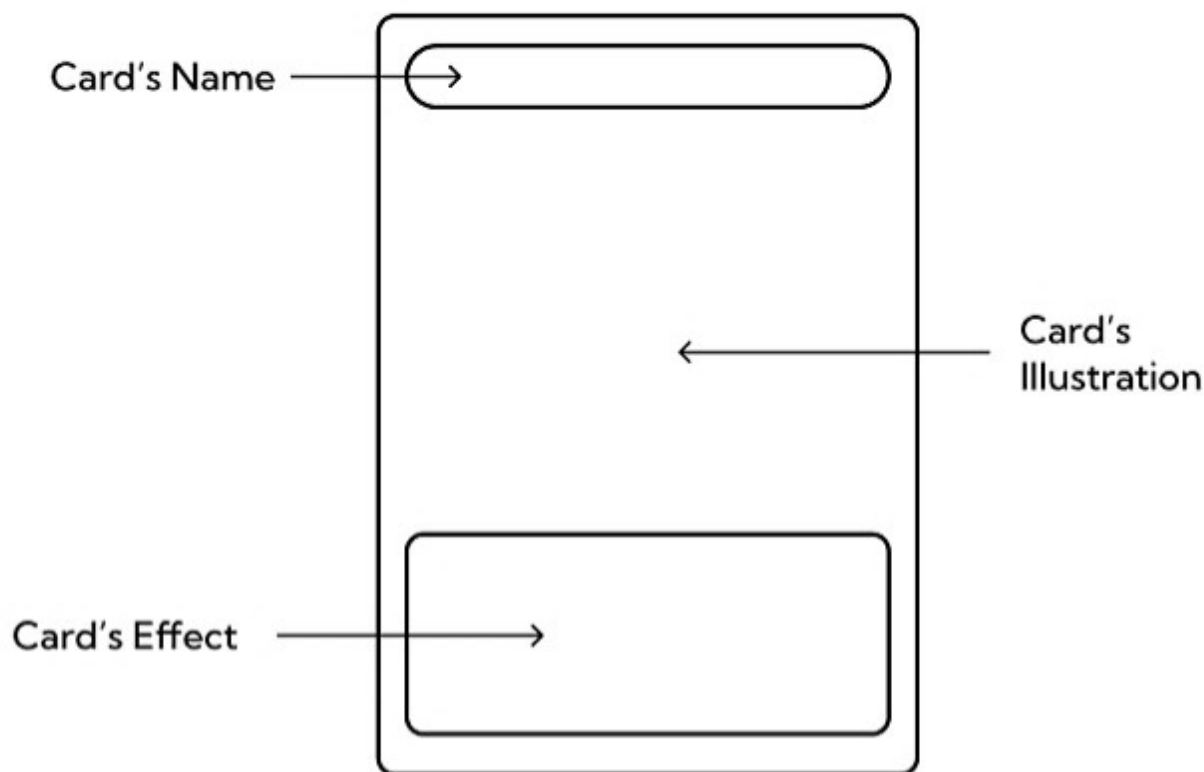


Action Cards are the red colored cards that players can use to earn Points

Action Cards List (50 Cards)

3x Pukulan Clentang	4x Sikut Bendung
3x Ketok	4x Gedig
3x Kebut	4x Bandut
3x Cauk	4x Tancep
3x Salam	4x Broneng
3x Pites	
4x Pasang Pukul	
4x Sikut Abis	
4x Sikut Potong	

Support Cards

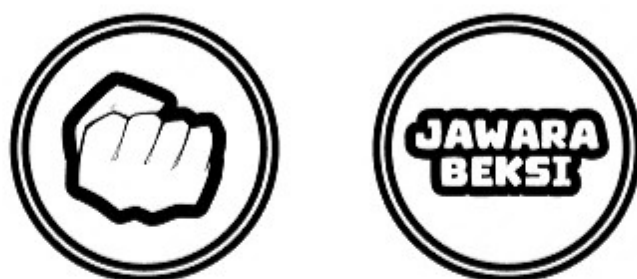


Support Cards are the green colored cards that are based on various Betawi cultural items/activity. These cards are used to help the player earn points or disrupt other players play.

Support Cards List (20 Cards)

2x Toya	1x Tari Topeng
3x Golok	3x Peci
2x Bir Pletok	2x Roti Buaya
2x Pibu	2x Piala
1x Tanjidor	2x Ondel-ondel

Point Tokens



Tokens are used to mark Points players have earned from previous rounds. There are 2 types of Tokens, Silver Token equals to 1 point and Gold Token equals to 2 points.

Dice

Dice are used to determine a few aspect of the game including card effects. Jawara Bekasi has 2 6-sided dice with 0-1-1-1-2-3 on its faces.

Player Cubes

Player cubes are small (6x6x6mm) different colored cubes used to represent players points and the round played on the Score Board

Setup

Each player choose a player cube and place it on the 0 space on the Score Board.

The first player is chosen by rolling 2 dice. Player with the highest dice result plays first and the turns go clockwise. If the result is a tie, reroll until the tie is broken.

Character Card is chosen by each player according to the turn order. Character Card then placed face up in front of the player.

Judge Card the shuffled and 1 of the is chosen randomly. The chosen Judge Card then placed face up on the Main Board area.

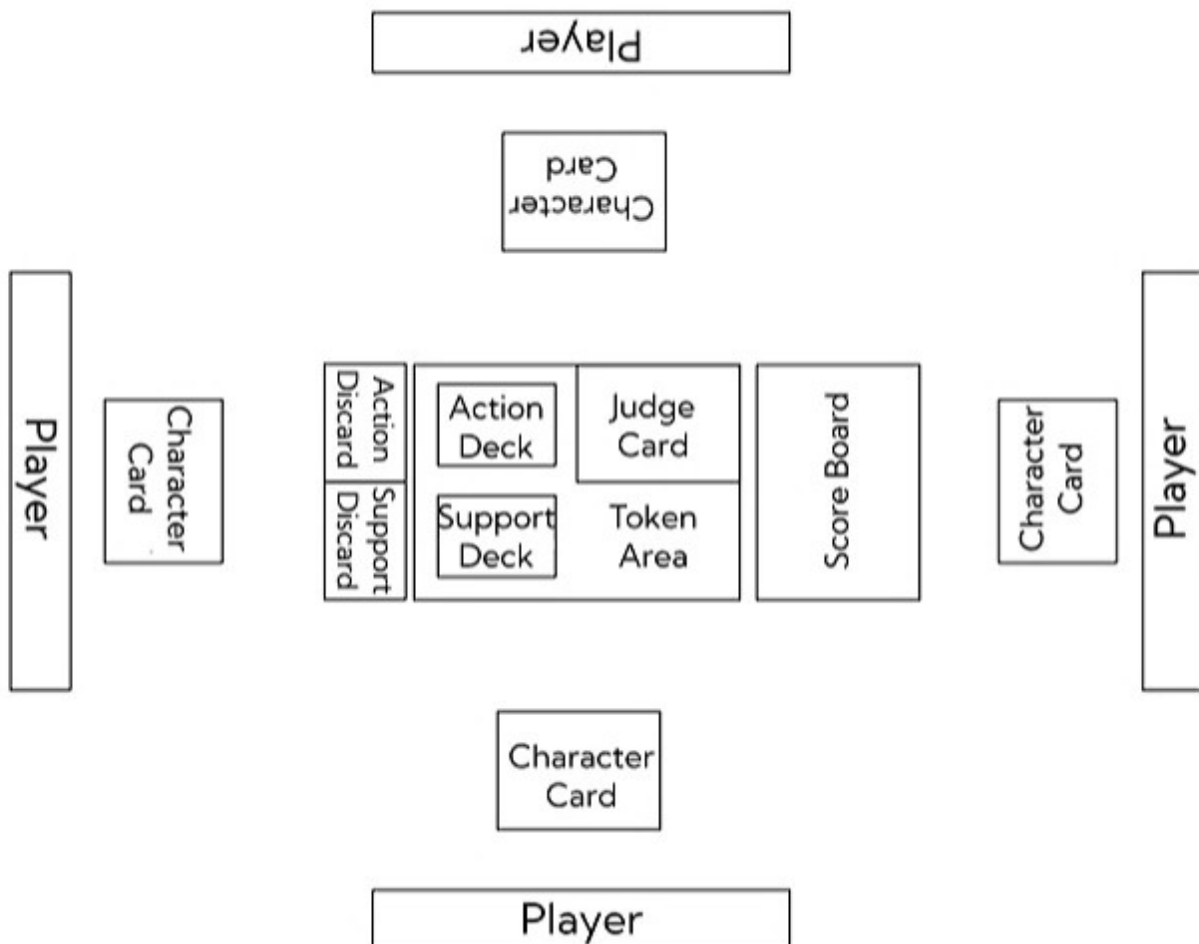
Action and Support Card Decks also got shuffled and placed face down on top of the Main Board.

A game with only 2 Players can be played without using the Action Cards which have only **Down pointed Direction**

Place tokens on the Main Board according to the number of players and round that is being played.

Round \ Player	1	2	3	4	5
2 Player	25	30	35	40	45
3 Player	30	35	40	45	50
4 Player	40	45	50	55	60

Game Layout



Game Duration

Players can discuss on how much Rounds would be played, from 3 to 5 rounds and each Round is around 15 minutes long

Beginning of a Round

At the beginning of a Round, each Player draw 3 Action Cards and Support Card according to the Round that is being played

Round	1	2	3+
Support Card Drawn	1	2	3

Action Card and Support Card is placed on each player hands, hidden from other players.

Turn Phases

Draw Phase

Player draw 1 Action Card from the Deck

Action Phase (Action Card)

Every turn a player can choose 1 of these action

- Play a Combo, or
- Draw 2 Action Cards from the Deck

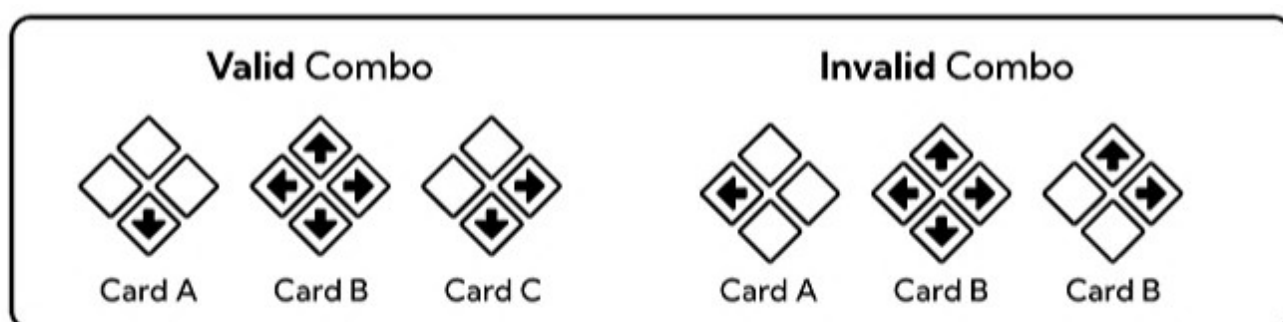
How To Play Action Cards (Combo)

Action Cards are played simultaneously from player's hand facing up.

Each card has their own Direction (Up/Front, Right, Left and Down/Back)

In a Combo, all of the played card must:

- Have at least 1 similar Direction, and
- Have different names



Points earned are counted by adding up all the Score of the played cards.

(Score is the number of point(s) on the top-left corner of the card)

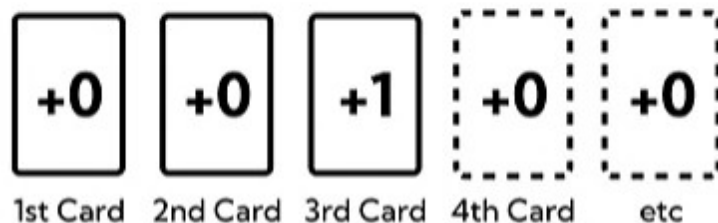
Cards effect then activated one-by-one starting from the left-most card.

After all of the cards effects have been activated, the player then take the tokens from the token area according to the total points earned.

After being played, the cards then got discarded to the discard pile on the side of the Main Board

Bonus Combo

When a player plays at least 3 Action Cards on a Combo, they will earn 1 additional Point from the Judge.



How to Play Support Cards

Support Cards can only be obtained on the beginning of a Round or by using a certain card effect.

Support Cards can be played whenever by a player on their own turn in the Action Phase

Players can still play their Action Cards after playing their Support Cards because it doesn't count as an Action.

In a single turn, a Player can play more than 1 Support Card or even Support Cards with the same name.

End Phase

Players have limited space in their hands called Card Limit that is 7 cards. Both Action Cards and Support Cards count toward this Card Limit.

At the End Phase, if a Player have cards in their hand more than the Card Limit, they have to discard a few cards until meeting the Card Limit.

DUEL

DUEL can be started by a certain Support Card or at the end of the Round (See Page 19)

When a DUEL begins, the main game is stopped temporarily.

In a DUEL, 2 Players will wager some points they have earned in that Round where the winner of the DUEL will take the Points.

- When a DUEL begins, the player who started it will challenge 1 other player
- The Challenger will propose the amount of Points that each of them will wager
- Both the Challenger and the Challenged players must be able to fulfill the amount of Points they will wager.
- The Challenged then can accept the proposed amount or lower it if they want.
- The lowest possible amount is HALF the original proposed amount (rounded up)
- Each player puts the cards on their hand aside, then rolls 2 dice.
- Each player draws Action Cards face down equal to (Dice Result +3) from the Deck

Example:

If they rolled 2, they will have to draw 5 Action Cards from the deck.

- After both players drew their Action Cards, they reveal those Action Cards at the same time.
- They then add up the Score of all the Action Cards they have drawn.
- ALL card effects (Action, Support, Character and Judge cards) is **negated and cannot be activated**.
- All cards' Score are counted **without needing to follow the Combo Direction** requirements.
- Player with the highest total Score win the DUEL and take all the wagered points.

If a DUEL ended in a tie, both Players get their own Points back.

After a DUEL, the Action Cards that has been used are discarded and the game continue from the Challenger's turn or continue to the next turn if it is the end of a Round DUEL.

End of a Round

When the last token on the Main Board is taken, the Round ends. The Player who took the last Token will get the Judge Card that is valued as **3 additional points** for that Round.

Player with the least Points earned in that Round can challenge 1 other player to a end of a Round DUEL.

If it is a tie, Player with the least Points on the Score Board (Between the tied Players) can be the Challenger. If it also ties, roll 2 dice. Player with the highest roll can be the Challenger. The DUEL goes as the regular DUEL (See Page 16)

After the DUEL ends, Point that have been earned on that Round will be counted and moved to the Score Board.

When the Round ends, the discard piles do not get shuffled and only get shuffled when the Deck ran out of cards.

Beginning of a New Round

Players return their Character Cards then each Player re-choose their Character Card **starting from the Player with the lowest Points** on the Score Board. If tied, roll 2 dice.

A new Judge Card then chosen randomly from the remaining pile. Move the Player Cube on the Round counter on the Score Board to the next round.

Each Player draw 3 Action Cards and draw Support Cards according to the Round they are currently on.

Round	1	2	3+
Support Card Drawn	1	2	3

In a 4 Players game, Player with the least Points on the Score Board can draw 2 additional Action Cards. If tied, both player can draw.

Glossary

Action	= A playing Phase when a player either draw or play an Action Card(s)
Combo	= A chain or played Action Cards on a player's turn
Deck	= A pile of stacked face down Action or Support Cards on the Main Board
Discard	= An act of playing a card(s) into the discard pile
Discard Pile	= A pile of discarded Action or Support Cards on the side of the Main Board
Randomly (chosen card)	= A card(s) is randomly chosen by shuffling and choosing a random card face down
Score	The amount of Points an Action Card gives, can be seen on the top-left corner of an Action Card

FAQ

What happen if a Player activate "If this card is the **third card** in the **Combo**" is played as the fourth or fifth card?

The effect is not activated. It's only activated if it is the Third card in the Combo.

What happen if an Enemy played a card that take other players' cards/points but said player(s) don't have enough cards/points on them?

They only take cards/points that available on said Player possession

What if the last Combo a player played earn more Points than Token that is available on the Main Board?

That Player only take the available Tokens and nothing more. But because they took the last token, then will get 3 additional Points.

When a player played an Action Card that let them draw additional Action Cards, can they immediately play the drawn cards?

No. Action Cards can only be played simultaneously once a turn, so the newly drawn cards can be played on the their next turn

Can a player play their Action Cards after activating "Pibu" Support Card?

Yes, if they played Pibu before doing their Action on their turn, they can choose to play their Action Cards.

What happen if "Bang Rojali" Judge Card is active and there is only 1 Point left but the Player only played a Combo that earns only 1 Point?

Round does not end because Bang Rojali will reduce the Points earned by 1 so the Player earns 0 Point.

When Player A have played "Tari Topeng" Support Card on their turn and the next Player (Player B) played "Ondel-ondel" Support Card, can Player B take Player A's "Tari Topeng"?

No, a played "Tari Topeng" can be placed face up on the field until the effect resolves on their next turn, so its not counted as a card in that Player's Hand and cannot be taken.

How to use "Pasang Pukul" Action Card?

If the matching Direction on a Chain is UP, a played can play "Pasang Pukul" with "UP-RIGHT" Direction on that Chain so they can play an additional Action Card with a RIGHT Direction on it



Card A



Card B



Card C



Pasang
Pukul



Card E

Printable Rulebook & Assets



<https://bit.ly/JawaraBeksiCGPrintToPlay>

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