

Bong pamiang!

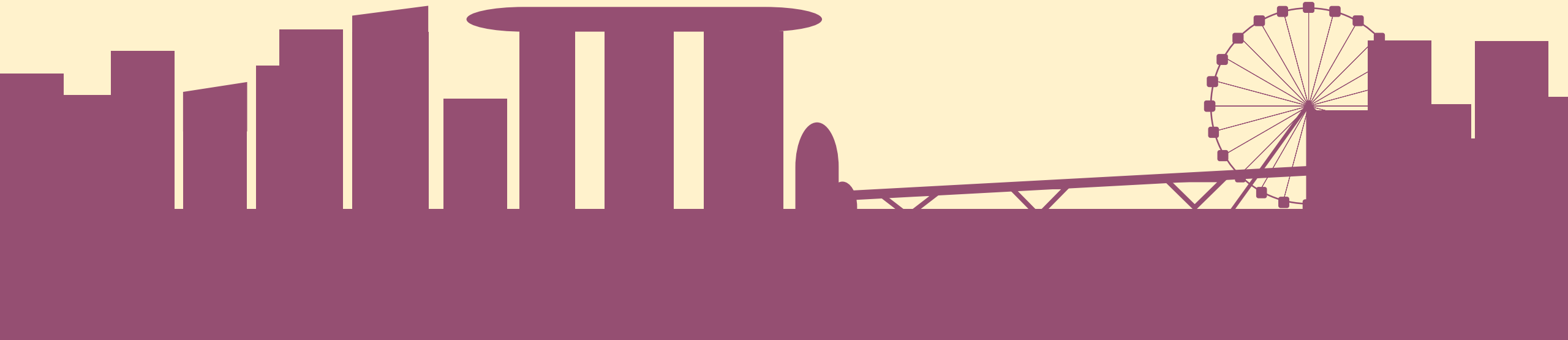
Tudu bong?

Kung forsa di:



Kodrah
KRISTANG

1A 7



17 / 11
Keng yo? **1**

24 / 11
Ki yo teng? **2**

1 / 12
Keng yo sa familia? **3**

8 / 12
Ki yo sa sibrisu? **4**

22 / 12
5

5 / 1
6

12 / 1
7

Ki yo gostah fازه? **5**

Undi yo bibeh? **6**

Undi yo bai? **7**

Revision

Bai/beng

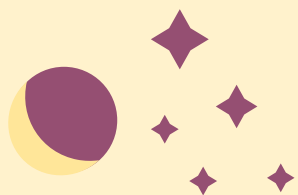
Break

Skerdu/dretu/stretu

Game time

Understanding check

Kabakatra



GAME TIME

1. Form two teams and take a street sheet.
2. We're all going to be spies!
3. One team's spies are on the odd-numbered side of Rua Marbeck, and the other team's spies are on the even-numbered side. You need to disable the other team's spies by guessing where they are.

GAME TIME

4. In your team, decide which spy is where. Only one spy can be at each location. There will be some empty locations.
5. You also get three taser-bombs (fuzilada azul), which you can plant with team members (one per team member) or plant alone.
6. You need to give the other team three clues about your own team's locations. These clues can be genuine or fake.

GAME TIME

1. Each turn, select a location to scout out and send someone up to the partition. This person will say:
Yo teng na _____. Keng teng naki?
8. If there is an enemy spy there, the other team must reveal that person with
_____ teng naki!
This enemy spy crosses the partition - XE is captured!

GAME TIME

9. If there is no one there, the other team says
Nteh jenti naki!

10. If there is a taser-bomb there, the other team
says
Fuzilada azul teng naki!
and the first team loses a turn.

GAME TIME

- II. If there is a taser-bomb AND a person there, the other team says
Fuzilada azul kung _____ teng naki!
and both the person from the first team AND the person from the other team must REVEAL their locations. They cross the partition - they ARE CAPTURED!

GAME TIME

12. In addition to scouting a location, each turn, you may move one person into an empty location adjacent to their existing position. Locations where someone has been captured are considered occupied.

13. You must tell the other team when this happens with

Ngua jenti ja mudah.

Yo teng na _____. Keng teng naki?

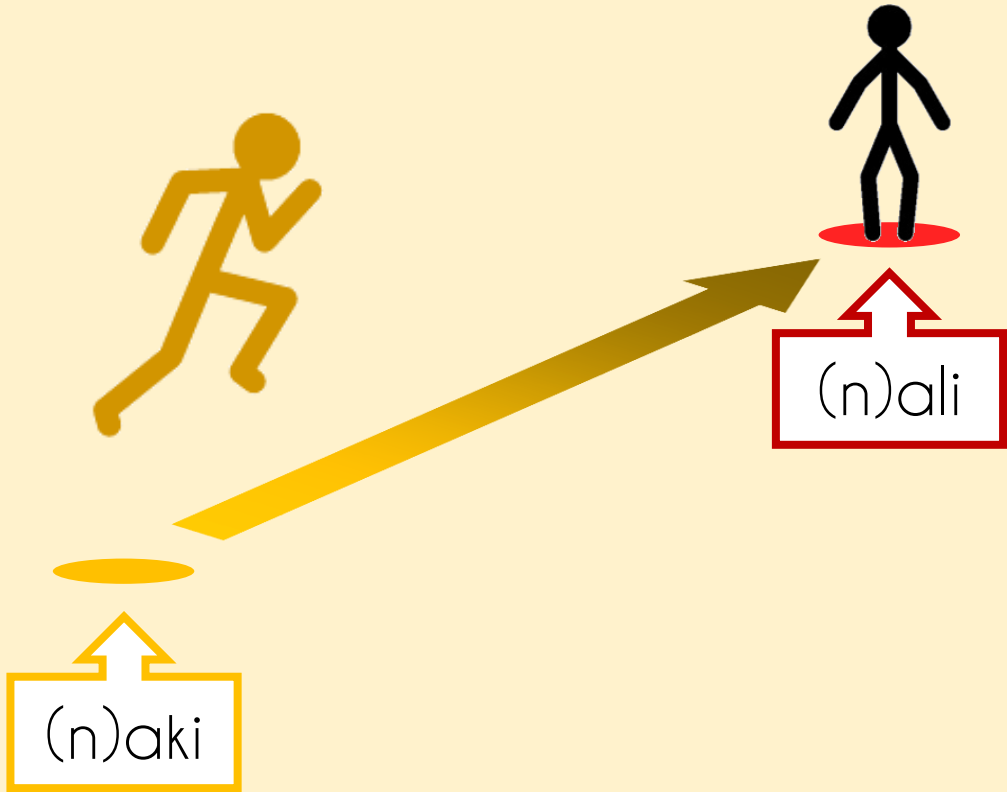
_____ teng naki! (*teng jenti*)

Fuzilada azul teng naki! (*teng fuzilada azul*)

Fuzilada azul kung _____ teng naki!
(*teng fuzilada azul kung jenti*)

Ngua jenti ja mudah.

Undi bolotu
bai?



bai

Yo bai nali.

bai

Undi eli bai?

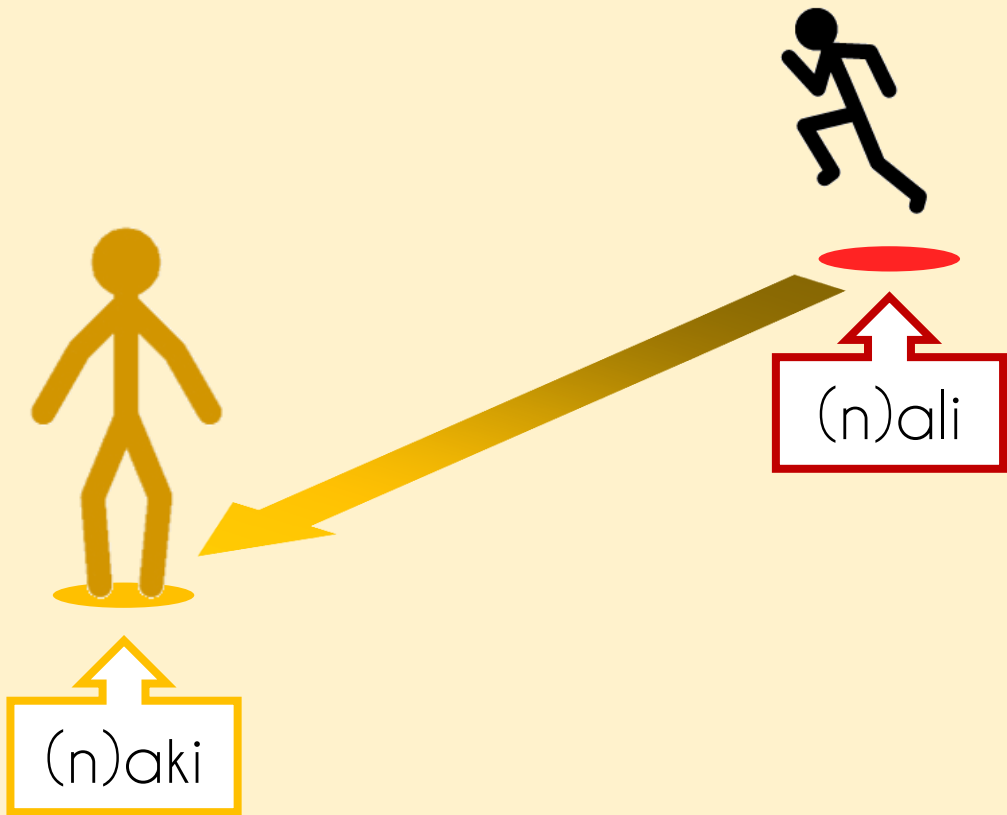
Eli bai greza.

bai

Undi eli bai?

Eli bai butika komprah pesi.

Undi bolotu
bai?



beng
Eli beng naki.

RESTU

Kumih-kumih

Andah-andah

Bai kakus

bai

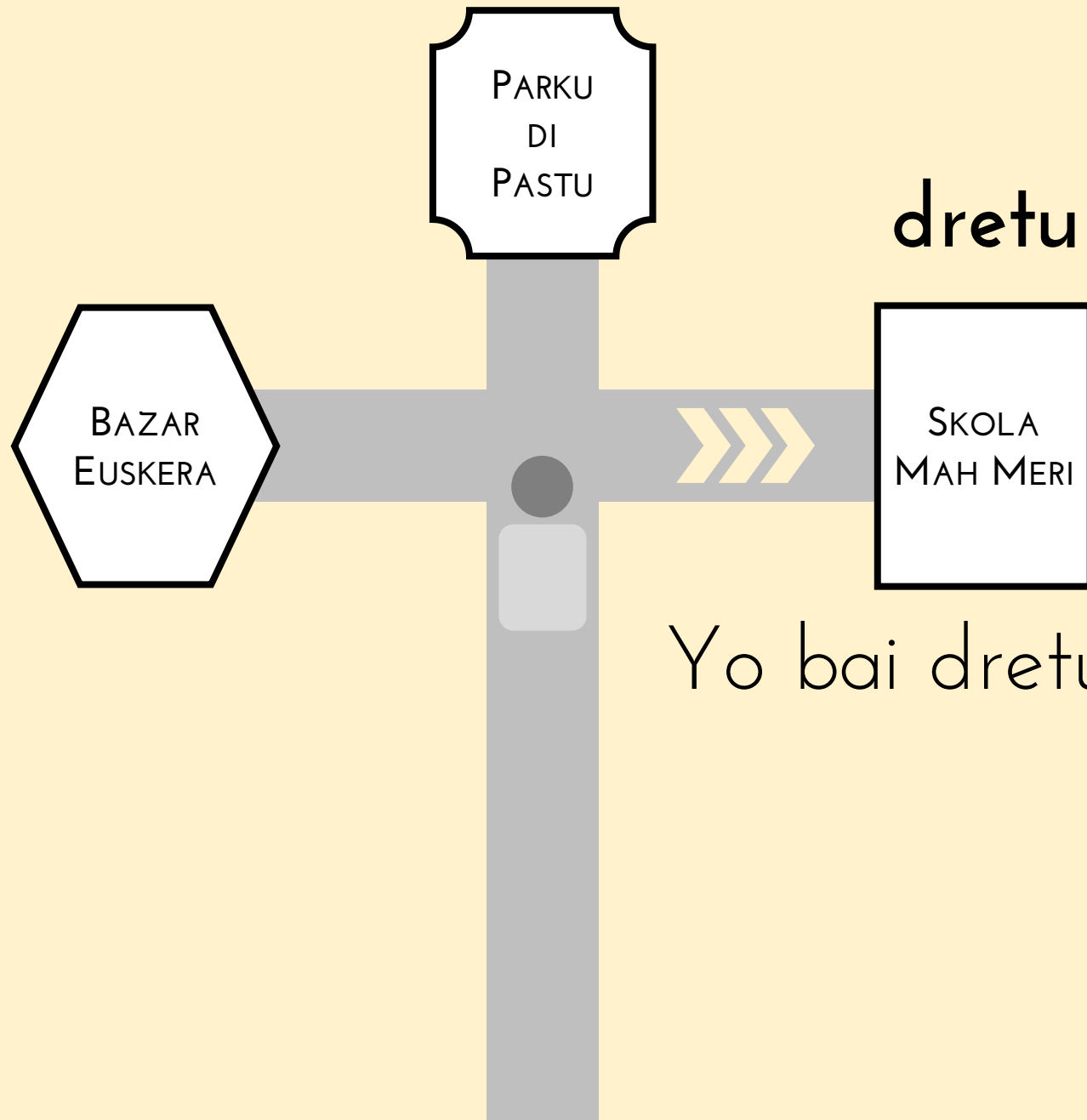
Yo bai greza.

Yo bai kung Mathias.

beng

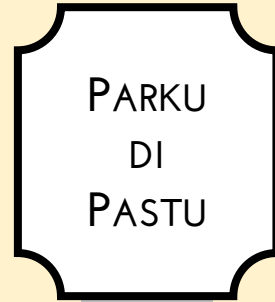
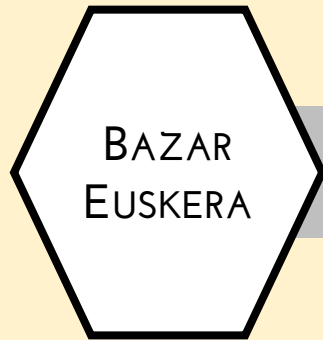
Bos beng kaza.

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.

GAME TIME

1. We're going to explore the Southern Islands!
2. Number off from 1-4.
3. Each group gets
 - a. an A3 map of the Southern Islands
 - b. cargo holds
 - c. a set of money
 - d. a deck of cards

GAME TIME

5. Everybody is now AN EXPLORER in the service of the Temenggong! The object of the game is to get AS MUCH MONEY (pataka) AS POSSIBLE.
6. To get money, you trade in TREASURES that you will SEARCH FOR AMONG the islands.

GAME TIME

1. Each turn:

a. MOVE to any island by saying "Yo bai X".

b. DRAW A CARD.

 c. If the CARD is TREASURE, place it in your CARGO.

YOUR CAN CARRY up to FIVE TREASURES in CARGO.

d. MOVE to Telok Blangah, BARA NUBU or JERUNG on your next turn, where you CAN EXCHANGE TREASURE for pataka. Each port has different trading rules.

GAME TIME

8. The card you draw might not be treasure; there are three other types of cards.



1. Papiah cards give you clues about legendary treasures scattered around the islands.



2. Susesu ("event") cards are random events. They must be played immediately.



3. Ajudasang ("help") cards are tools which you can play immediately or use later; however, if you save them for later, they take up one hold space.

GAME TIME

9. If you ARE AT THE SAME ISLAND OR PORT AS ANOTHER PLAYER, you CAN TRADE FREELY, OR ATTACK EACH OTHER.
10. To ATTACK, EACH PLAYER ROLLS TWO DICE. THE PLAYER WITH THE HIGHER ROLL GETS TO SELECT ONE TREASURE FROM THE OTHER PLAYER'S HOLD, AND LOSES A TURN.

Sorti di Katra

Card types



Katra di Rikeza

Treasure cards. Place in cargo.



Katra di Rikeza uniku

Legendary treasure cards. Place in cargo.



Katra di Papiah

Clue cards to legendary treasures. Discard or hold in hand until legendary treasure is found.



Katra di Susesu

Event cards. Use immediately.



Katra di Ajudasang

Tool cards. Use immediately or place in cargo.

Regulasang di Bara

Treasure-to-Pataka conversion



Temenggong

Telok Blangah

Exactly the amount on the card.



Ropianu

Bara Nubu

The amount after rolling two dice (ignore amount on card).



Chumpiang

Jerung

Discard one treasure and lose one turn to steal two treasures from another player.

Trukah

Trading

Players must be at same port or island. Players may trade freely.

Atakah

Attacking

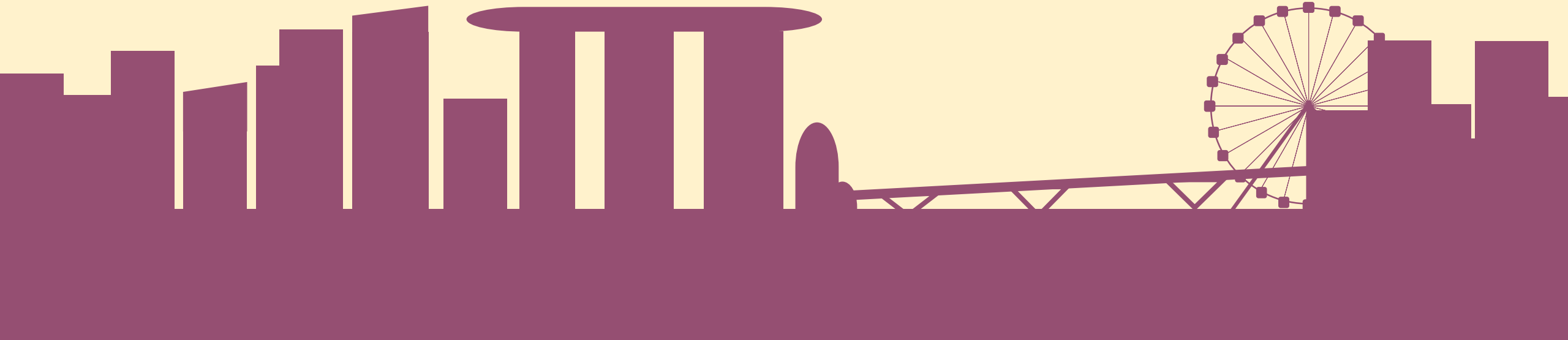
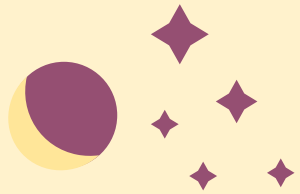
Players must be at same port or island unless *Kereh brigah ah?* card is played. Both players roll two dice. The player with the higher number takes a treasure from the other player and loses a turn.

Assessment

Assessment is happening on 2/2!

Two sections:

1. Biziah (“Observe”)
2. Papiiah (“Talk”)



Biziah

1. Pick one of these topics before the assessment.

Animal-Animal (Lisang 2)

Familia (Lisang 3)

Palaksang (Lisang 4)

Lugah-Lugah (Lisang 6)

Namba-Namba (Lisang 8)

Tempu (Lisang 9)

Biziah

2. You will see a series of eight pictures on one A4-sized piece of paper.
3. You get to look at the pictures for two minutes with your notes next to you.

Biziah

4. You need to say five grammatical sentences in total about any of the pictures in any combination (while still looking at the picture).
5. Bernard and Kevin will then ask you five questions about any of the pictures in any combination.

Papiah

1. Pick a different topic from **Biziah** before the assessment.

Animal-Animal (Lisang 2)

Familia (Lisang 3)

Palaksang (Lisang 4)

Lugah-Lugah (Lisang 6)

Namba-Namba (Lisang 8)

Tempu (Lisang 9)

Papiah

2. You'll get an information sheet with some information about Bernard and Kevin missing.
3. You need to converse with Bernard and Kevin to figure out the missing information.

Completing the assessment regardless
of your score will earn you your certificate!

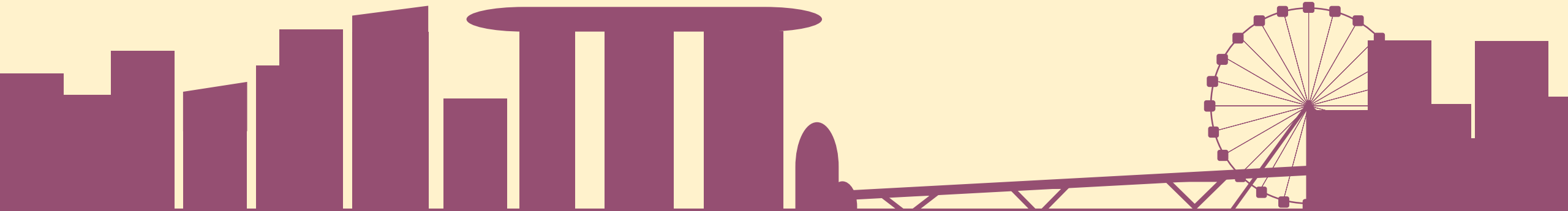
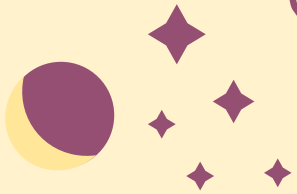
Kabakatra

A>One sentence using bai/beng!

B>One sentence using a place name.

C>All the things that were difficult for you today.

Once you're done, write "1A-0416-07" in the top right hand corner.



Next session

Sesang prosimu | 19 Janeru

Mutu merseh!

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19 / 1

8

Undi yo bai? **7**

Kantu anu yo teng? **8**

