



Sumpa ng Buwan

Ages 18+
7-13 Players
48 Cards

INTRODUCTION

Malas: Sumpa ng Buwan is a social deduction card set in the fictional town of Sta. Anna during the affliction of the "Sumpa ng Buwan" or Curse of the Moon. During this period the moon turns crimson red, angering the spirits of the woods and the oceans, and awakening something monstrous within the women of the town.

CARDS

Every box of Malas: Sumpa ng Buwan contains a total of 48 cards which includes:

12 HALIMAW

- 2 Aswang
- 2 Batibat
- 2 Engkanto
- 2 Manananggal
- 2 Sirena
- 2 White Lady

10 TAUMBAYAN

- 2 Baliw
- 2 Manggagamot
- 2 Mangingisda
- 2 Manliligaw
- 2 Prayle

3 NATATANGI

- 2 Natatangi
- 1 Babaylan

9 EVENT

- 1 Chismis
- 1 El Niño
- 1 Grasya
- 1 Kulam
- 1 La Niña
- 1 Noche Mala
- 1 Noche Santa
- 1 Piyesta
- 1 Tagsalat

2 TOOL

- 1 Spinner Card
- 1 Night Tracker Card

10 CUSTOM

- 6 Custom Character Cards
- 4 Custom Event Cards

FACTIONS

In Malas: Sumpa ng Buwan, players are divided into three factions, each distinct from one another with their own abilities, challenges, and set of conditions that need to be met in order to win:

HALIMAW

- Consists of the Aswang, Batibat, Engkanto, Manananggal, Sirena, and White Lady cards.
- **WIN** when all other factions have been voted out or eliminated **OR** if at least one Halimaw survives the vote of the final day.

TAUMBAYAN

- Consists of the Baliw, Manggagamot, Mangingisda, Manliligaw, and Prayle cards.

- **WIN** when all Halimaw have been voted out.

NATATANGI

- **WIN** when all Halimaw have been eliminated using their ability.

ABILITIES

Each role in Malas: Sumpa ng Buwan comes with their own unique ability that they can use during the night phase:

HALIMAW

Apart from each role's unique ability, all Halimaw have the ability to eliminate a player in the night phase during their turn. Doing so prevents them from using their unique ability for the night.

ASWANG

Balatkayo: Once per game tap the shoulder of a player beside you. Reveal your roles to one another and copy their ability for the rest of the game.

BATIBAT

Bangungot: Prevent a player or yourself from speaking and voting during the next discussion. This ability can only be used once per player.

ENGKANTO

Tukso: Once per game, choose a player to convert into Halimaw. Converted players cannot eliminate.

MANANANGGAL

Pakpak: Twice per game, choose a player and view their card.

SIRENA

Awit: Twice per game, Force a player to use their skill on another player of your choosing.

WHITE LADY

Sapi: Reveal yourself to a player and decide their vote for the following day. Targeted players must argue in favor of your vote.

TAUMBAYAN

BALIW

Kapalaran: Tap the shoulder of a player beside you. You must reveal your factions to one another.

MANGGAGAMOT

Lunas: Thrice per game, protect a player or yourself from being eliminated in the night.

MANGINGISDA

Bangka: View the card of the most recently eliminated player.

MANLILIGAW

Harana: Thrice per week, prevent a player from taking actions for the rest of the night. Fails if the target is not a Taumbayan.

PRAYLE

Kumpisal: Twice per game, prevent a player from being affected by any abilities. Does not prevent death.

NATATANGI

Taboy: Anytime during the game you may reveal your role and have the Babaylan announce the amount of Halimaw present in the game.

Eliminate an amount of players equal to however many Halimaw are present. If all Halimaw are eliminated, the Natatangi wins the game. If a non-Halimaw player is eliminated, the Natatangi is immediately voted out. Being targeted for elimination by a Halimaw activates this ability.

KAPALARAN CARDS

Kapalaran or Event cards are drawn by the Babaylan during the daytime, and last until a new card is drawn the following day.

Each card has their own unique effect and a specific target or targets specified in the card. These include:

CHISMIS

Two players randomly chosen by the Babaylan gossip, revealing their cards to one another.

EL NIÑO

Discussion time is increased by two minutes.

GRASYA

A random player is blessed. If this player is targeted for death, flip a coin. On heads, the player survives.

KULAM

A random player is cursed. If the cursed player is eliminated, their killer is also eliminated.

LA NIÑA

Discussion time is decreased by two minutes.

NOCHE MALA

During the Nighttime, Halimaw can both eliminate players and use abilities at the same time.

NOCHE SANTA

A random player who has been eliminated or voted out and was not the Natatangi returns to the game.

PIYESTA

Halimaw are unable to eliminate players and are forced to use their abilities.

TAGSALAT

A random player is starved. Starved players cannot take their action for the night.

TOOL CARDS

The Spinner and Tracker cards are used to facilitate certain events within the game.

- The Spinner card is used by spinning the card on a flat surface when an event or an ability call for a random player to be selected
- The Tracker card is used to keep track of the day and night cycle by placing a coin or other small object on the current night.

BABAYLAN ROLE

At the start of every game, assign one player to be the Babaylan or the Shaman. A medium for the spirits plaguing Sta. Anna, she takes on the role of the gamemaster throughout your game.

The Babaylan is responsible for giving players their roles, drawing Kapalaran cards, announcing what took place during the night, and awakening players to allow them to take their actions.

The Babaylan's job is to make sure the game flows smoothly and that everyone enjoys themselves and feels immersed in the world of Malas: Sumpa ng Buwan.

SET-UP

After the Babaylan has been assigned, they select the needed cards from the deck and assign one to each player. While Malas: Sumpa ng Buwan is recommended to be played in groups of around 7-13 people, a standard deck will include enough cards for even larger games.

A game of 7 players must include the following:

- 1 Babaylan
- 1 Natatangi
- 1 Halimaw
- 4 Taumbayan

For every additional player add one more Taumbayan to the game, and when there are more than 9 players present add one more Halimaw. All in all, a game of 13 players should have:

- 1 Babaylan
- 1 Natatangi
- 2 Halimaw
- 9 Taumbayan

NIGHTTIME

A typical game of Malas: Sumpa ng Buwan will last 7 in-game nights and days, with the game beginning on the night of the first day. All players close their eyes, and wait to be awakened by the Babaylan.

The first to be awakened are the Taumbayan who are called in the following order:

1. Manliligaw
2. Prayle
3. Manggagamot
4. Baliw
5. Mangingisda

Next to be called by the Babaylan are the Halimaw. In games with multiple Halimaw, all Halimaw are awakened at the same time and take their actions in no particular order unlike the Taumbayan.

To ensure that all players get to experience at least one night in the town of Sta. Anna, the Halimaw and Natatangi are not allowed to eliminate players on the first night. This means that during the first night the Halimaw can only use their ability as their action or end their turn.

The Natatangi are the last to be called. As their only ability is to eliminate players, they are not called during the first night.

DAYTIME

When everyone has taken their turn, the game shifts to the Daytime, which starts with the Babaylan announcing any eliminations or attempted eliminations made if there are any.

Afterwards, the Babaylan draws a Kapalaran, or Event card, presents it to the players, and performs any actions specified on the card if there are any.

DISCUSSION AND VOTING PERIOD

The last phase of the game is the Discussion and Voting phase. After the Kapalaran is drawn players have 4 minutes to discuss amongst themselves who they want to vote out when the period ends.

When the timer runs out, the Discussion Period ends and the Voting Phase begins. The Babaylan counts down from three, and at the end of the countdown players must exclaim "Malas!" before pointing at the person they wish to vote out. Whoever has the most votes is voted out, and must return their card to the Babaylan without revealing what their roles and faction were.

The order then begins once again from the Nighttime and continues until one of the faction's win conditions have been met.

More information can be found on malasph.com/iteration2