



1-4



8+



1'45

Welcome to the Village of **LeleVille!** A beautiful village located in a small island, home to the local Catfish Breed called “Lele”. They are very delicious and nutritious, and most importantly they’re not a picky eater.

Their natural food are **Poo** found in the ponds, how easy is that? Just put a *Toilet* on top of the farm and Viola! Food secured. There are also **Clean Lele** variant that you can breed as well, they look gorgeous with their white / peachy skin. The catch is, they exclusively eat **Clean Poo!** If they eat normal poo, they’ll turn into normal lele in no time. There are also the “so called” Elusive **Gigantos Lele** where they grow to enormous size. Other than that, there’s a mythical local produce called **Lele Caviar** made exclusively by the very chosen **Clean Lele Egg**. Could you make or breed all of them?



Unfortunately, due to their “filth” eating habit, many people shunned Lele as a dirty food and don’t even want to have a taste (Despite their deliciousness!). Could you bring the Reputation of Lele to it’s glory? Could you make Lele an international sensation? Find it out in Lele Yum!

OVERVIEW

Lele Yum! Is a Family friendly – Worker placement – Dice chucking adventure that are perfect for your family game night with friends & families.

You just moved in to Leleville as a Lele Farmer. In 3 weeks, all of you work together to increase the Deliciousness rating known as **Lele Yum Reputation** to reach a target.

Each day, you have to assign 2 of your worker to a variety of options available in Leleville to grow your Lele Farm, and if possible complete the available quest from Lele Association. You also have 1 planning dice to aid you in case your worker’s performance is not satisfactory.

When every farmer has resolved their worker action, everyone feed their Lele before beginning the next day. Beware that hoarding too much food (poo) is not always a good thing, at the end of each week all of your stored poo rots and smells, damaging **Lele Yum Reputation** if you hold too much.

Let’s work together and make the taste of Lele more well known outside the village, Yum!

GAME COMPONENTS

1 GAME BOARD



80 QUEST CARDS



1 FISH POUCH

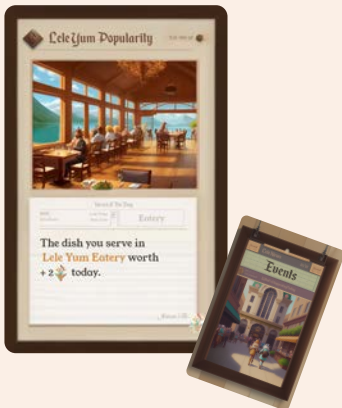


1 FISHED CUP



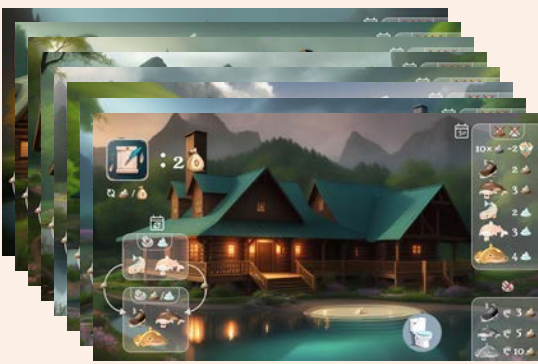
60 EVENT CARDS

30 Unique Events



1ST PLAYER TOKEN

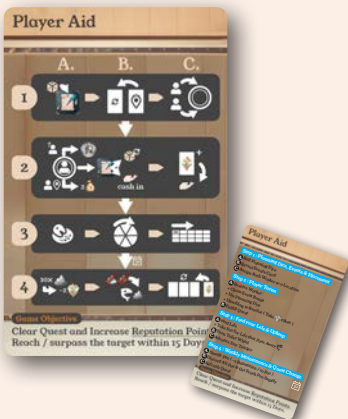
8 FARM BOARDS



1 TOILET WHEEL



8 PLAYER AID CARDS



140 RESOURCE TOKEN



60 Poo
60 Clean Poo



40 Lele Egg
40 Clean Lele Egg



20 Lele
20 Clean Lele



10 Fat Lele
10 Clean Fat Lele



5 Gigantos Lele



5 Lele Caviar

60 CURRENCY TOKEN



40
1 Duitos



10
5 Duitos



10
10 Duitos

34 MARKER TOKEN



8
-2 Reputation



8
+2 Reputation



8
+3 Reputation



10
Constipation
Token

3 TRACKER



Reputation
Tracker



Target
Tracker



▼ Today
Day
Tracker

8 COMPETITIVE TRACKER

1 for each color



16 WORKERS

2 for each color



64 FISH TOKEN



8
Duitos



7
2 Duitos



8
Poo



7
2 Poo



15
Lele



10
Clean Lele



5
Fat Lele

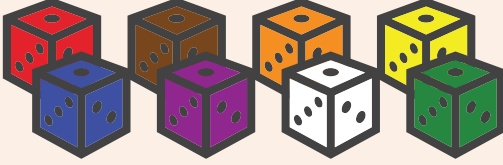


3
Clean Fat Lele



1
Gigantos Lele

8 PLANNING DICE



3 D6 DICE



4 D12 DICE



General Setup

1. Place the **Game Board** on the table. Put the **Reputation Tracker** in the reputation icon in the top left corner of the board. (For **Competitive mode**, put reputation tracker of each player's color instead)
2. Put the **Toilet Wheel** in its place at the position shown on the Game board. Also Place the **Day tracker** on Day 1 of Week 1
3. Create supply piles for all 5 **General Token** All Duitos, Poo, Clean Poo, Constipation token, & All Reputation token and put it beside the board.
4. Place All the **d6 dice** and **d12 dice** beside the Game Board for easy access.
5. Create supply piles of all 8 type of **Lele Products**. (Lele Egg, Clean Lele Egg, Lele, Clean Lele, Fat Lele, Clean Fat Lele, Gigantos Lele, & Lele Caviar) and put it beside the board.
6. Put all **Fish token** inside the **Fishing pouch** and put it in the Fishing Area on the board. Place the **Fished Cup** beside it as well.
7. Create a shuffled facedown stack of **Quest Cards** on the Game Board and reveal the number of Quest card from the deck according to the number of players.

1 - 3 Player : 3 Quest Cards
 4 Players : 4 Quest Cards
 5 Players : 5 Quest Cards

8. Create a shuffled facedown stack of **Event Cards** on the Game Board.
9. Put the **Target Tracker** in the corresponding place in the Game Board according to the number of Player based on the diagram below :

Easy mode : 20 Reputation / Player
 Normal mode : 30 Reputation / Player
 Master mode : 35 Reputation / Player

Example : when playing 4 player normal mode,
 put the **Target Tracker** on its **+100** side on the **20th** Mark
 (30 Reputation * 4 Player = 120 target reputation.)

3



4



5





Player Setup

(Each player does this)

1. Choose your **Farm Board** and put it in front of you. Select a player Color and pick the corresponding **Workers** and a **Planning Dice** beside your farm board.
2. Take **2 Lele Token** and put it On your farm board. This indicate all of the Lele that you need to feed at the end of each day.
3. Take **6 Poo**, **4 Clean Poo**, and **10 Duitos** from the supply and put it near your farm board.
4. Take the **Player Aid** card and put it beside your farm board. During the game, refer to this card for a quick glance on how the day is played.



Dice Terminology

Lele Yum! comes with 2 type of dice. A 6 sided dice, and a 12 sided dice.

In this Rule Book, a dice may be referred as a **d6 dice** or a **d12 dice** where d6 refer to a 6 sided dice, and d12 Refer to a 12 sided dice. This terminology is used intensively in the following sections. Throughout this rule book, there are dice result that are represented by dots such as  that represent a roll result of a **d6** dice, and there are dice result that are represented by number such as  that represent a roll result of a **d12** dice.

These are just different representation of "dice roll 4".

OBJECTIVE / GOALS

Lele Yum are played in **15 Rounds (Days)** divided by **3 Weeks** (Each week consist of 5 Days). Every day, each farmer do their best to grow and breed their Lele in order to fullfill **Quest card** shown in the board. When they do, increase the **Reputation Tracker** on the board by the number of *Lele Yum Reputation* they get from the quest.

Example : Fulfilling the quest *Lele Feast* will increase *Lele Yum Reputation* by 7.



Moving reputation above 100

It's possible for the **Reputation tracker** to go pass **100**. In that case, flip the tracker to it's **+100** side and move the tracker back to the beginning of the board.



Example : Currently the **Reputation Tracker** is on **97th** place on the board. If a farmer complete the quest *Lele Feast* and get 7 Reputation, the total reputation will now be 104. Flip the Reputation Tracker to it's +100 side and move it back to the **4th** position on the board to reflect this.

Game End

If you have reach the **end of Day 15** while the *Lele Yum reputation* (indicated by the **Reputation tracker**) haven't reach the target reputation (indicated by the **Target Tracker**), you **Lose** the game.

At any point in time on the game, if the total *Lele Yum Reputation* reach / surpass the target reputation, you have Won the game. You may choose to End the game now or continue with higher level of difficulty. See **Master mode**.

Master mode

Playing Lele Yum! Is easy, but mastering the art of Lele Breeding need skills & luck. If you have won the game way before the 15th day is over, you may decide as a group to continue with higher Reputation target.

Calculate the new reputation target by multiplying the number of player by 35, then move the **Target Tracker** to the new reputation target. Continue the game as per usual. See if you are a true Master Breeder.

① If you're playing **Solo**, move the reputation target to **40** instead for Master mode.

Example : when playing with 4 player, move the target reputation to 140 (35 reputation * 4 player)

GAMEPLAY

Each Day plays out in these steps, played in order :

Step 1 : Planning Dice, Events & Placement

1



A. Roll Planning Dice



Everyone Roll their **Planning Dice** and put it in the farm board

B. Reveal Events card



Draw & Reveal the next **Event Card** to check what event is going for the day.



Be aware of the **Events** that are going on that today. If the effect of the card says players gain resources, do it immediately. Most of the events give you resources and / or benefit a specific location that day. You may take into account this information while assigning your workers.

If the event effect mentioned a **Location name**, such as **Lele Yum Eatery** in the event *Lele Yum Popularity*, workers assigned to that location get additional benefit. In this case, a worker that are assigned to **Lele Yum Eatery** get an additional **+2 Reputation Token** when serving a dish in Eatery.

If the event effect doesn't mention a location name, such as *Extra Hand* or *Urgent Request*, No Specific location are getting benefit and affect everyone equally.



This bonus applies to all worker that are placed in Lele Yum Eatery since it mentions a Location name.

This bonus applies to All player regardless of where they put their worker.



C. Assign Worker



All players do this **at the same time**. Place all workers in any location they wish. Only **one of your own** workers may be in each **Locations** (Except for **Toilet**), but workers from multiple players **may** share a location. It doesn't matter who places when, and you are free to change your mind and move your workers around until you are satisfied.

Keep in mind that a Player may resolve their worker in any order in their turn (See **Step 2**), except if they put both their worker in the area of Lele Yum Establishment (**Red** color in example below) : Eatery, Breeding Farm, and Couple Ponds. In that case, the player need to resolve their worker in **Ascending** order.

Each location describes what action can be done for the resolution, as well as how many resources you are allowed to bring, how many dice and what type of dice you need to roll. At this point, you only know your **Planning dice** as a safety net if a worker doesn't perform well during the dice roll.

In **most** cases, turn order doesn't matter; there are no direct confrontation and every farmer would get the benefit from the location equally, but it's possible that a player going earlier in turn order today might claim a **Quest card** that you aim. This should be discussed beforehand when playing cooperative mode.



This is a **Location**.
There are 9 of them
scattered around the board.



When **Both** worker
of a Player are placed
in location that have
number besides it, resolve
them in **Ascending** order.



Example

Player **White** put both their workers on **Toilet**. It's the only location where they're allowed to do that.

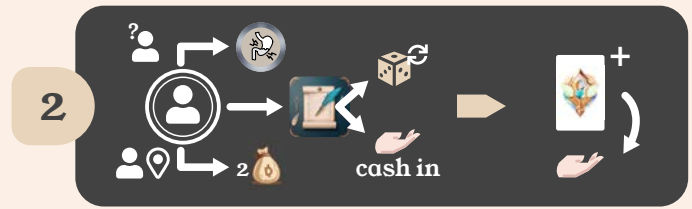
Player **Blue** put their workers on **Expedition & Lele Yum Eatery**. They can resolve their worker in any order.

Player **Green** and **Red** put Both their worker in Lele Establishment Locations. They need to resolve their worker in Ascending order.

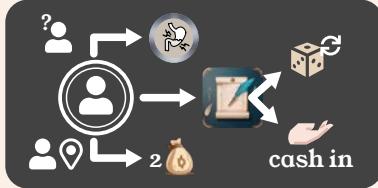
Player **Green** must resolve **Eatery** ① followed by **Breeding Farm** ②, and Player **Red** must resolve **Eatery** ① followed by **Couple Ponds** ③.

Step 2 : Player Turns

In the player Desired order, each player takes their turn. Player still has to complete their turn before moving to the other player. On player turn :



A. Resolve Worker



Resolve Each location where you assign worker in any order (Except if both worker are in Lele Yum Establishment Locations). See **Locations** for details about how each location is resolved. There may be location that require you to bring **resources**.

As you resolve, take your **worker** back to your Farm. If you gain new resources and / or get upgraded resources from the location, bring that back as well.

Anytime during the resolution of each worker, a player may :

Claim Event Bonus



When resolving a worker, If a worker is assigned to the Location of event's **Location category** in the event today, the player may claim **Event bonus (2 Duitos)** when resolving that worker on that location. That bonus can be brought back to the farm or used immediately on that location if necessary. Each player can only claim the event bonus **once per day**.

Example



Player can claim Event bonus if worker is put in **Eatery** this turn



Event bonus can be claimed in **Town Hall** even if the location is only mentioned in Event Category



There's **no** Event Bonus that can be claimed today.



Event bonus can be claimed in **Couple Ponds / Lexpedition** today (but not both).

Use Planning dice



Once per day, while resolving a worker and after all dice roll (if the assigned location requires you to roll dice), you **may** pay **2 Duitos** to change a result of 1 rolled dice to match the number shown on your **Planning Dice**, it doesn't matter whether it's a **d6** or **d12** dice. then remove the planning dice from your farm board.

Example

You get a on the **Planning dice** you roll that day. When resolving **Market** Location, you roll a **d12** dice and get a . So you use your planning dice (remove the planning dice from your farm board), and pay **2 Duitos** to change the dice result to a .

1. take the planning dice out from board

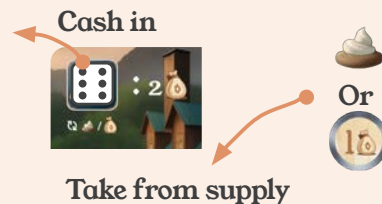


2. return **2 Duitos** to Supply

3. change dice result



*If your planning dice are still on the farm board, at anytime during your turn, you may **Cash in** the **Planning dice** by removing it from your farm board. If you do, **immediately** take either **1 Poo** or **1 Duitos** from the supply (you may use it in the location directly if you need to do so.)



Unwilling to resolve (Take Constipation token)



It is possible that the assigned worker is unwilling to resolve due to your decision or how the dice turned out. Before resolving a location, you may decide to **not resolve** the location and it will be counted as the worker **unwilling** to resolve. In this case, bring the worker back to the Farm and take one **Constipation token** from the supply. A player can only own up to **2 Constipation token** at any given time.

There are special exceptions for **Market & Lele Breeding Farm**, where you can decide to not resolve the worker **After** the dice roll. Specific cases of unwilling to resolve are also written in each location if any (see **Locations**).



The dice place on **Market & Lele Breeding Farm** have green border around them to indicate it's optional.

Worker are only counted as unwilling to resolve only if you didn't assign **Any** dice at all in those location.



For any other location, if the worker has done something in the location (*Example* : roll a dice, take fish token, reveal quest card, purchase / sell something) the worker **can't** be treated as unwilling to resolve.

B. Fulfill Quest



Finally, you can fulfill any shown Quest card on the board. In these order :

1. Pay the indicated resource shown in the quest card.
Each Quest card shows what resources are required and how many it needs.

Example : To fulfill the Quest *Egg-sperit Cleaner*, you need to give **3 Clean Lele Egg** and **2 Clean Fat Lele** to get **6 Lele Yum Reputation**.
Return the resources to the supply.



Note that **ONLY** for the purpose of fulfilling quest, you can substitute any requirement with resources with higher grade as shown in the diagram.

Gigantos Lele can replace **Clean Fat Lele**, **Clean Lele**, **Fat Lele**, or **Lele**
Clean Fat Lele can replace **Clean Lele**,
Fat Lele can replace **Lele**
Clean Poo can replace **Poo**

*Note that **Clean Lele** cannot replace **Lele**



2. Take the **Quest card** from the board and put it beside your Farm
3. Increase the **Reputation tracker** by the amount shown in the Quest Card.
4. Reveal a new quest from Quest Deck.

Player may fulfill multiple Quest card as long as they have the resource to do so. (They may also fulfill the newly revealed quest card if they have the resources to do so).



Example

A Player fulfill the quest (*Poo-rchasing the Lele Egg*) **1** during their turn, pay the resources & took the quest.

They reveal a new quest (*Duitos Extravagant*) **2** . Originally they're planning to complete the quest *Doo Doo Doo-itos*, but since the newly revealed quest is more appealing, the player choose to fulfill the new quest instead.

The player pay the resource & took it to their farm board, reveal another quest (*It's Giga Time*) **3** . They put the new quest in the empty space end their turn.

Step 3 : Feed your Lele & Upkeep

3



A. Feed Lele



Feeding your Lele is crucial to make sure they stay healthy.

Feed 1 **Poo** / **Clean Poo** for each Lele, Fat Lele, and Gigantos Lele you have in your farm.

Feed 1 **Clean Poo** For each Clean lele and Clean Fat Lele you have in your farm. For the Clean variant, if you have run out of clean poo or if you wish to, you may also feed them with normal **Poo**, but they will transform into their unclean counterpart.



Example

if you feed **Poo** to a **Clean Lele**, it will transform into **Lele**.

if you feed **Poo** to a **Clean Fat Lele**, it will transform into **Fat Lele**.



Return all Poo that are used to feed the Lele back to the supply.

Lele that doesn't get fed *pass away* due to hunger, but not everything was lost. They become nourishment to other lele you still have in the farm.



For each **Lele** / **Clean Lele** that pass away, take **3 Poo** from the Supply.

For each **Fat Lele** / **Clean Fat Lele** that pass away, take **5 Poo** from the Supply.

For each **Gigantos Lele** that pass away, take **10 Poo** from the Supply.

Note that you get normal **Poo** regardless of the variant of Lele that pass away (Clean / Normal).

Return back all Lele that *pass away* to the supply.

Only Lele that *pass away* due to **not being fed** gives you poo. Lele that pass away by other means such as on *Lexpedition* / *Couple Ponds* don't get poo in return.

B. Turn the Toilet Wheel



Turn the Toilet Wheel 1 section clockwise.

C. The Day Advance



Advance the **Day tracker** by 1 day. If the tracker move to the first day of next week. do **Step 4**.

Step 4 : 📅 Weekly Maintenance & Quest Change



Every **1st** day of each week, all player clean their farm and refresh their food (poo) stocks. Each Player proceed with the following steps :

A. Smelly Poo



For every 10 **Poo** / **Clean Poo** you have in your farm, take **-2 Reputation token**. Adjust the reputation tracker according to the reputation penalty the player get.

Example : You Have 8 Poo & 14 Clean Poo at the end of the week for a total of 22 Poo, **discard** all of your poo and take **two -2 Reputation Token**

B. Fresh Poo Supply



Discard all of your poo, then take fresh **Poo** & **Clean poo** from the supply for **each lele** still alive in your farm, according to the diagram shown on your **Farm Board**. This will be your starting food to feed your Lele this week.

Example : You still have 2 Lele & 1 Clean Fat lele at the start of the week, that means you took **4 Poo** & **3 Clean Poo** from the supply.



C. Refresh Quest



Discard all Quest card shown on the board and draw **new Quest card** from the deck to replace all the discarded cards. (Refer to the number of players in **General Setup** for the amount of Quest).

What does this Icon mean?

all the reward you get from resolving a worker are shown by icons. These symbols appears in various location on the board :

Resource Symbol

If a reward indicated after the dice roll shows just the resource symbol. You simply get that resource alongside with what you bring to that location.

Example

- 1 if you roll  get 3 **Duitos** along with the resource back.
- 2 if you roll  get additional **Lele** along with the resource back.
- 3 if you roll  get 3 **Clean Poo** along with the resource back.



Pass away symbol

If there is a *pass away*  symbol beside the number, that means you get the resource indicated by the symbol, but you don't bring back the resource you brought to the location.

Example

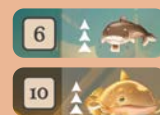
- 1 If you roll an  , you get 2 **Lele egg** but the Lele you assign the dice to *pass way* and are **returned** back to the supply.
- 2 If you roll a  , add 2 egg to *Egg care* (see *Lele Couple Ponds* in Location section for details), but the lele *pass away* and are **returned** back to the supply.



Growth symbol

If there is a *growth*  symbol beside the reward, that means the resource you brought are exchanged with the resource indicated after the growth symbol (This symbol are only found in *Lexpedition*)

Example : If you brought a **Lele** to Lexpedition and roll a  , your Lele grow into **Fat Lele**. Switch your **Lele** token to a **Fat Lele** token and take it back to your farm. If you roll a  then switch your **Lele** token to a **Gigantos Lele** token instead.



Exchange symbol

If there is an *exchange*  symbol, return the resource indicated on the **left** side of the symbol and exchange it to all the resources indicated on the **right**.

Example

- 1 if you roll a  , exchange the Clean Lele Egg you bring into Clean Lele
- 2 exchange 7 **Duitos** into 1 Lele and 3 Poo
- 3 exchange 2 **Clean Lele** into 4 Clean Poo, 8 Duitos, and +2 Reputation Token
- 4 you can exchange **Fat lele** for 10 Duitos, or **Gigantos lele** for 30 Duitos in shop #4 (See *Market* in Location section for details).



LOCATIONS

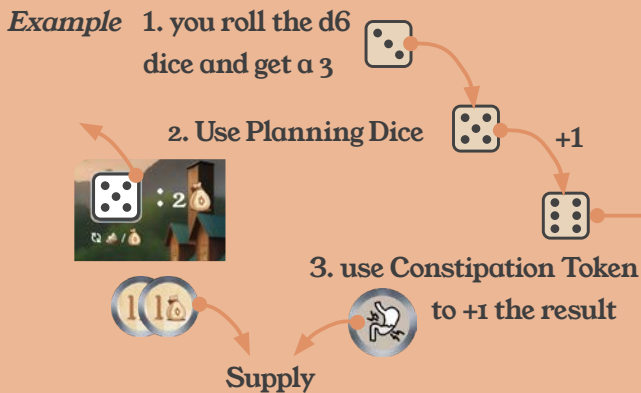
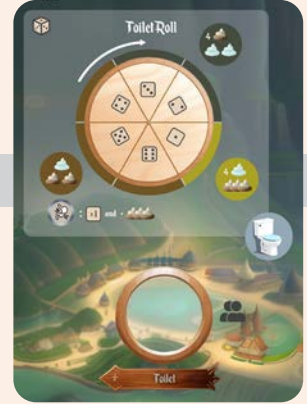
Toilet

*This is the only location where a player could put **both**  their worker on. They're staying to feed your Lele. It's also the only place where you could use your **Constipation Token**.*

Roll a **d6** Die, and take the number of **Poo & Clean poo** from the supply based on the section of the toilet wheel where the result of the dice belongs to.

Using Constipation Token

After seeing the dice roll, you **May** choose to use **Constipation Token** for that worker. To use it, return the token back to the supply, then you **may** add or subtract the result of the dice by 1 or not change the dice result at all. You can't change 1 into 6 or 6 into 1. Then, take **+3 Poo** in addition to the reward listed on the section of the toilet wheels where the new result of the dice belongs to. You **must** take the poo if you have rolled the dice.



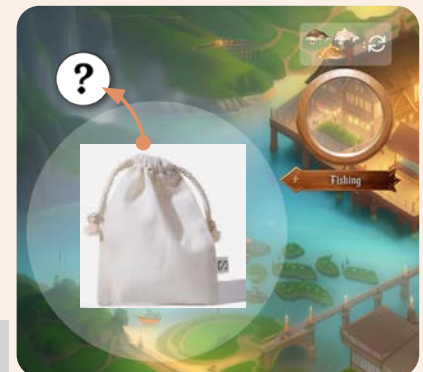
4. get the reward of 4 Clean Poo & 3 Poo and Take additional +3 Poo since the player is using **Constipation Token**

Fishing

There's time when your worker want to relax and let their luck do their job by doing fishing, or you just have too few lele to take care of on the farm that you try to take your chances by fishing.

When resolving this location, take 1 **Fishing Token** randomly from the **Fishing Bag**. Take the resource indicated in the token from the supply and bring it back to your farm. Put the fishing token you just took in the **Fished Cup**. You **must** take back the resource you get from fishing.

If you get either **Fat Lele**, **Clean Fat Lele**, or **Gigantos Lele**, return all fishing token in the **Fished Cup** back to the **Fishing Bag**.



Lexpedition

This is where you train your lele to go on expedition, for a chance to bring back more goodies. Be aware that there's chances that they pass away on returning due to exhaustion.

Only Lele / Clean Lele are capable of doing Lexpedition, unless stated otherwise by events.

When resolving this location, bring **up to 4 Lele / Clean lele** from your farm, but they **cannot** be mixed. Roll **d12** dice equals to the number of Lele you brought, and resolve all the result. You **Must** assign all dice to all lele joining expedition.

Example

You have 1 Lele and 3 Clean Lele on your farm. You may bring 1 Lele **or** 3 Clean Lele to Lexpedition (Lele & Clean Lele can't do Lexpedition together). You decide to just bring **2 Clean Lele** to Lexpedition.

You roll 2 **d12** dice and got **2** & **4**. You refer to the reward column on the **Right 1** since you're bringing Clean Lele.

The 1st clean lele got **2**, so it **returns** to your farm in addition with **5 Duitos 2** it founds during lexpedition. The 2nd clean lele is not that lucky and got **4**. You got **1 Clean Lele Egg 3** to bring back to your farm but that clean lele **pass away 4**, so return that Clean Lele to the supply.

In Summary, your worker bring **2 Clean lele** to Lexpedition, and return with **1 Clean Lele, 5 Duitos, and 1 Clean Lele egg**.

* In case of the Event (*Lele Exercise*) and you bring along **Fat Lele** or **Clean Fat Lele** in the mix, you may freely choose which dice are assigned to which Lele.



Town Hall

When the Quest presented by Association are not that appealing, you may assign your worker to Town hall in hope of finding better Quest.

Reveal **1,2, or 3 new Quest card** From the deck and pay the shown price. Then you may freely exchange those from all shown quest on the board and discard the unchosen one. You pay based on the number of new quest card that you draw even if you decide not to change it with any existing one.



Example : You decide to draw **3 Quest card** and pay **3 Duitos** . You choose to exchange 2 Quest from the newly drawn cards with Quest shown on the board, then you discard the 3 excess Quest card afterwards.

* Only if you **didn't draw** any quest card that your worker can be counted as **unwilling** to resolve.

Supplier

If you're running out of Food or Lele on your farm, there's no place better than supplier to restock.

Make a purchase **up to 2** times. You can purchase different item or the **same** item twice.

Example

you want to purchase food (poo) for your Lele and buy an additional Lele as well. So you pay 3 Duitos for 6 Poo, and 7 Duitos for 1 Lele and 3 Poo. In total, return **10 Duitos** to the supply, and bring **1 Lele** and **9 Poo** back to your farm.



* If you didn't purchase anything from supplier, the worker can be counted as **unwilling** to resolve.

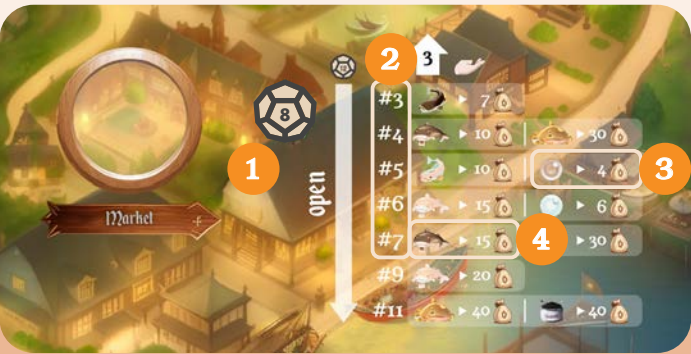
Market

Sell your Resources to the market to gain more Duitos. Be aware that some shops may not be accessible to your worker that day.

There are 7 shops in total, and you can only sell **up to 3** resources to them. Roll a **d12** dice to determine which shops are accessible to your worker that day. Shop with number **less than / equal to** the result of the dice is open that day. You can sell the same item multiple times.

Example

you roll a d12 and got an **8** **1**. That means you can sell your resources in shop **#3, #4, #5, #6, #7** **2**. You sell **1 Lele Egg** to shop **#5** **3** for **4 Duitos**, **1 Fat Lele** to shop **#7** **4** for **15 Duitos** (because it pays more than shop #4). You want to sell **Lele Caviar** for 40 Duitos but shop **#11** is not open. So instead you sell another **Lele Egg** to shop **#5** **3** for **4 Duitos**.



In total, return **2 Lele Egg** and **1 Fat lele** to the supply, and bring back **23 Duitos** back to the Farm.

Most shop (Except shop **#3** & **#9**) accept 2 types of resources. For example, shop **#5** are willing to buy **Clean lele** and **Lele Egg** from you.

* Even if you have rolled the dice, you may choose to **not sell anything** to the market and not assigning the dice. The worker can be counted as **unwilling** to resolve in this case.

Lele Yum Establishment

When you want to Breed your Lele or Increase Lele's popularity, Lele Yum Establishment is your go to place. Lele Yum Establishment have 3 Locations for your worker to go : **Lele Yum Eatery**, **Lele Breeding Farm**, and **Lele Couple Ponds**.

Locations of Lele Yum Establishment have number ❶ ❷ ❸ shown besides the location (as shown below).

If you put one worker inside Lele Yum Establishment locations and put the other worker in other locations, you may resolve the worker on any order.

If you Put **both** your worker in Lele Yum Establishment **locations** you have to resolve your worker in ascending order.

Example 1: You put your workers in **Lele Breeding Farm ❷** & **Lele Couple Ponds ❸** , You have to resolve the worker in Lele Breeding Farm first before resolving worker in Lele Couple Ponds.

Example 2: You put your workers in **Lele Yum Eatery ❶** & **Lele Breeding Farm ❷** , you have to resolve the worker in Lele Yum Eatery First before resolving worker in Lele Breeding Farm.

Example 3: You put your workers in **Lele Yum Eatery ❶** & **Market**, In this case you can resolve the worker in any order.



Here are the details of how to resolve each location on Lele Yum Establishment

1. Lele Yum Eatery

One other way to increase Lele Yum Reputation other than fulfilling Quest is no other than serving Lele dish on the Eatery.

There's 6 type of dish  served in the eatery (the 1st dish require 3 Lele, the 2nd require 2 Fat Lele, and so on). You may choose to select 1 dish to serve, and receive all resource shown in the eatery.

Example

You choose to serve dish  with 2 Clean Lele. Return 2 Clean Lele token to the supply and bring 4 Clean Poo, 8 Duitos, and 2 Reputation Token back to the farm. Adjust the Reputation Tracker on the board to the new value.



2. Lele Breeding Farm

Ask the Establishment to help breed your Lele in the correct way to ensure maximum flavour, but you need to pay the food (poo) in advance.

Bring **up to 3** resource, It can be a mix of **Clean Lele Egg**, **Clean Lele**, **Clean Fat Lele**, **Lele Egg**, **Lele**, and **Fat Lele**. You could also mix the same type of resource (*Example* : 2 Lele & 1 Clean Lele). For each resource you bring, pay **1 Poo** / **1 Clean Poo** to *Lele Breeding Farm*.

You can pay normal **Poo** **even if** you bring a **Clean Lele**, the type of resource you bring does not matter.

Roll **d6** equal to the number of **resource you bring**, and you may distribute the dice result as you wish between the resources. You may assign more than 1 dice to a resource to get the listed reward.

* You **May** decide to not allocate the dice result to any resources that you brought. In case that you **don't assign any dice at all** even after dice roll, this counts as the worker **unwilling / unable** to resolve. (you don't get back the poo that you paid.)

What is the Greyed out Color Symbol?

You'll notice that there's a greyed out icon on the reward section. This means the resource you get for the exchange correspond to the lele type that you assign the dice on.

1 you can exchange your **Lele Egg** to **Lele** or **Clean Lele Egg** to **Clean Lele** using dice  or 

2 you can exchange your **Lele** to **Fat Lele** or **Clean Lele** to **Clean Fat Lele** using dice ,  or 

3 you can exchange your **Fat Lele** to **Gigantos Lele** or **Clean Fat Lele** to **Gigantos Lele** using dice  

4 Note that except for the Greyed out symbol, the **Exchange symbol** is resource specific. in this case, dice  can only be used to exchange your **Lele Egg** to **Lele**, and dice  can only be used to convert your **Clean Lele Egg** to **Clean Lele**. It cannot be done vice versa.

More Example continues on the next page...





Example 1

You bring **1 Lele Egg**, **1 Clean Lele Egg**, and **1 Lele** to the breeding Farm, and pay **3 Poo**. You roll 3 d6 dice and get  ,  ,  . In this case, you may :

Case 1 : assign  to **Clean Lele egg** to hatch it into **Clean Lele**,  to **Lele Egg** to hatch it into **Lele**, and  to grow the **Lele** to **Fat Lele**.

Case 2 : You may also assign both  &  to the **Lele Egg** to hatch it into **Clean Lele**, and  to **Clean Lele Egg** to hatch it into **Clean Lele**, and not assign any dice to the Lele. In this case, the Lele will be brought back to your Farm.

Case 3 : You assign both  &  to the **Lele Egg** to hatch it into **Clean Lele**, but you don't assign the  . You may decide to do this if for example you don't have enough poo to feed the lele that hatched.

In the scenario above, there is now a way that you can claim the **3 Clean Poo** Reward in the *Gigantification* section because you didn't bring neither **Fat Lele** / **Clean Fat lele** to the Breeding farm.



Example 2

You bring **1 Fat Lele** and **1 Lele Egg**, and pay **2 Poo**. You roll 2 d6 and get  &  .

Case 1 : You can't assign the 4 on your Lele Egg because on the *Hatching* Section,  is exclusive to hatching **Clean Lele Egg**. You can assign  on Fat Lele and get **3 Clean Poo** (You get the Fat Lele back since it's not an *Exchange Symbol*), but you can't assign the other  to the same Fat Lele to get the reward twice, thus 1 dice is wasted.

Case 2 : You may also not assign any dice at all so that the worker can be counted as **unwilling to resolve**.

In this example you **cannot** pay **3 Poo** to roll 3 dice since you only bring **2 resources**, so you might want to bring resources even if you don't plan to assign any dice on them. You still need to pay the **Poo** / **Clean Poo** per resource you bring, but doing so will increase the chances to roll good since you're rolling more dice.

3. Lele Couple Ponds

To grow the number of Lele on your farm, bring them in Lele Couple Ponds to make them lay eggs. Beware that laying egg comes with a danger for them being too tired and pass away.

Bring exactly **2** resource to the Lele Couple Ponds, it can be a mix of **Lele** and **Fat Lele**, or **Clean Lele** and **Clean Fat Lele**. remember that you **cannot** mix clean & normal Lele together to lay eggs. They lay more eggs if both lele you bring are Fat.

Roll 2 d6 dice, and resolve the reward. In an unfortunate event where you bring **Lele** and **Fat Lele** and you roll a , you can choose which lele that pass away .



1 The  symbol indicates that the egg reward is put to Egg Care instead of your farm. Also, the grey color Egg & Poo on the reward section means that the reward follows the type of Lele you bring to the ponds. If you bring Clean variant, you get **Clean Poo** / put **Clean Lele Egg** to Egg Care, but if you bring the normal variant, you get **Poo** / put normal **Lele Egg** Instead.

1 Every egg reward in Couple ponds are put in  **Egg Care** first and **Not** directly back to your farm.

2 Lay More Eggs

If You roll a , after putting the egg reward to Egg Care, you **must** reroll the dice  to get more Eggs. This way, you can get a huge number of Egg in a turn if you're lucky, but it's also possible for the lele to pass away  on the reroll (roll a ). The lele will keep laying more Eggs until you didn't get any  from the roll.

3 Take home / Sell back Eggs

After finishing the roll (no more ) For each Egg in Egg Care, you decide whether to bring it back to your farm by paying Poo (**1 Poo** or **1 Clean Poo** for each **Lele Egg**, or **1 Clean Poo** for each **Clean Lele Egg**), or sell it back to the Pond for **1 Duitos** each. You **cannot** leave any Egg on Egg Care for the other player or for the next day.

4 Fat Bonus

If both lele you bring to Couple Ponds are Fat (**2 Fat Lele** or **2 Clean Fat Lele**), put 1 additional egg to  **Egg care** for every dice that rolls , , ,  or .

5 Caviar bonus

IF you **Take home** 7 or more **Clean Lele Egg** from Egg care, you may take **1 Lele Caviar** back to your farm. Note that this bonus only apply on **Clean Lele Egg** and **not** on normal **Lele Egg**. You may only claim this bonus **once** per visit.

Example 1

You bring 1 **Lele** & 1 **Fat Lele** to the Couple Ponds, and roll [1] & [3] 1. You put 2 1 **Poo** back to your Farm **immediately** and 2 **Lele Egg** on **Egg Care**, then you re-roll a dice and got [3] 3. Put 2 more **Lele Egg** on Egg Care, and you choose the normal Lele to **pass away** 4 (return it to the supply).



Now there's a total of 4 **Lele Egg** in Egg Care, and you decide to bring back 3 Eggs and sell 1 Egg. So you pay 3 **Poo** to the Couple Ponds and get 1 **Duitos** from selling the Egg. In total, you bring back 1 **Fat Lele**, 3 **Lele Egg**, and 1 **Duitos** back to the farm (in addition to 1 **Poo** that you get in the beginning).

Example 2

You bring 2 **Clean Fat Lele** to the couple Ponds, and roll [1] & [3] 1. Since the Lele you bring are both Fat, you get **Fat Bonus** (gain 1 extra egg) from the dice that roll [3] 2 and put 3 **Clean Lele Egg** on **Egg Care**.



Instead of getting 1 **Clean Poo** from dice that rolled [1], You aim for **Caviar bonus**. Luckily you got a [3] on your planning dice today and you haven't use it yet. you pay 2 **Duitos** to change the dice result and remove the planning dice from your farm board. You change the [1] into [3] 3, put another 3 **Clean Lele Egg** on **Egg care** and continue **Laying eggs**.

You got a [3] on the re-rolled dice 4, and you can't change the result because you have used your planning dice before, so you add 3 Additional **Clean Lele Egg** to **Egg care** (For a total of 9 **Clean Lele Egg**) and return 1 **Clean Fat Lele** to the supply (**pass away** 5).

You decided to bring back 7 **Clean Lele Egg** (to claim the **Caviar bonus** 6) and sell the rest. So you Pay 7 **Clean Poo** to the couple ponds, and get 2 **Duitos** for selling the rest of the egg. Since you bring back at least 7 **Clean Lele Egg** back to your farm, you claim caviar bonus and take 1 **Lele Caviar** back to your Farm. In Total, you bring back 1 **Clean Fat Lele**, 7 **Clean Lele Egg**, 1 **Lele Caviar**, and 2 **Duitos** back to the farm. Note that you **don't** get the 1 **Clean Poo** on the initial [1] roll because you used the planning dice to change it into [3].

OTHER MODES & TIPS

Solo / Competitive Mode

Lele Yum! Flows really well both in Solo / Competitive Play.

On **Solo Mode**, the play works exactly like normal mode, the only difference is the requirement for reputation on **Master mode** on solo (40 target reputation instead of 35 reputation per player).

On **Competitive Mode**, there are few changes :

1. Instead of the **3 Quest Card** that are shared among all farmers, each farmer take 3 quest card and put it above their farmers board. That is the Quest card that they can fulfill in Step 2 B. There are no revealed quest on the Game Board.
2. On Location *Town Hall*, the player may exchange the quest card that they draw with the revealed quest above their farmers board. This way, a farmer cannot affect other farmer's revealed quest.
3. At the beginning of each week, instead of the Quest card on the game board, all farmers discard the Quest card above their farmers board and draw 3 new Quest card starting from the 1st player.
4. There is no **Target Reputation** marker and the game end exactly in 15 rounds (end of 3rd week).
5. Lele yum reputation are tracked independently (each farmer have their own **Reputation Tracker**).
6. The youngest player receive the 1st player token. Rotate the 1st player token each day.
7. On **Player Turns**, player take their turn starting from the 1st player, continuing clockwise.
8. Remove the quest Additional Request (News #21) and Inspirational Food (News #6) from the event deck.

At the end of the game, player with most **Lele Yum Reputation** wins. If there is a tie, player that have most **Duitos** wins. If there is still a tie, then both player shared the win!

Mastery Tips

Ssssh... You have made your contribution

Even when playing Normally (Cooperative), Solo, or Competitive, track your individual Reputation gain to know how well you played. For example, when playing Cooperatively, even if the game is lost, but if you have contributed more than 30 Lele Yum Reputation Points on your own (or 35 on coop **Master Mode**), it means you have done your contribution! (Just keep it to yourself so others don't feel bad).

A Good day for staying in the farm ?



Generally, getting or won't be beneficial to save your worker from a bad roll during the day, but that's not always true for *Toilet*. Since the wheel always start in the same orientation every game start, you can predict it's location on specific day. On day 1 & 2, 7 & 8, 13 & 14, the wheel will put you in a good segment for low roll like or . You can take this into account when rolling the planning dice for these day (for example, go to the toilet if you get a low roll & somewhere else when you roll high).

Wheel 1	1	2	3	4	5
Wheel 2	6	7	8	9	10
Wheel 3	11	12	13	14	15

Know your 4

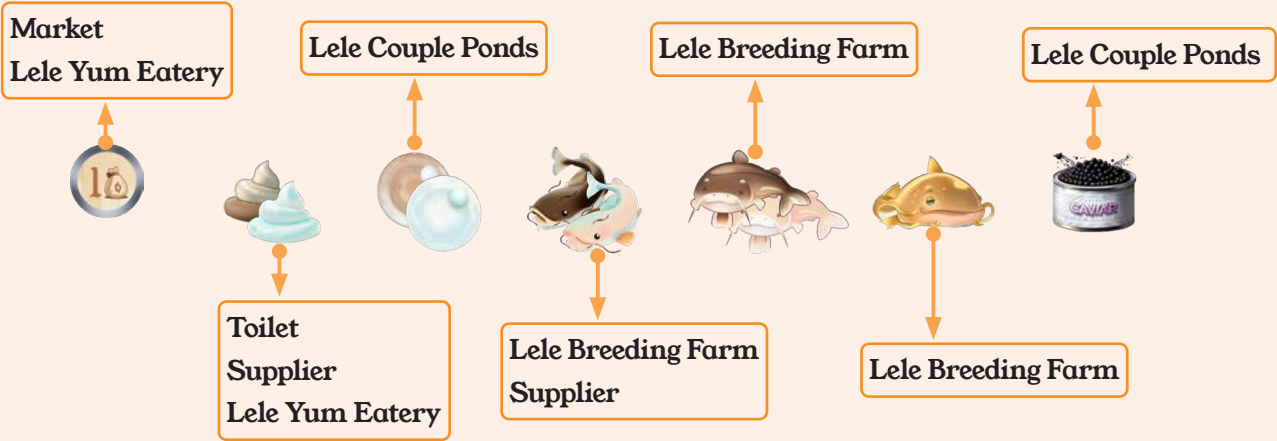
There are only **2 Location** on the board where the Lele you bring could *Pass away* (*Lexpedition* and *Lele Couple Ponds*). In both locations, rolling a is not that good for the well being of your Lele. It's even more true in *Lexpedition*, Where , , , will make your lele pass away.

Remember that this is a Team game where you Win (or Lose) together !

Even that there's not much you can do to directly help other farmer in coop mode, remember that the Quest are shared between all farmers. *Town Hall* is your best bet when the shown quest does not look good for you or anyone. Yes, you need to use your worker to go there and may spend your precious **Duitos** to change the quest, but a breathe of **new Quest** could be the key to turn it around.

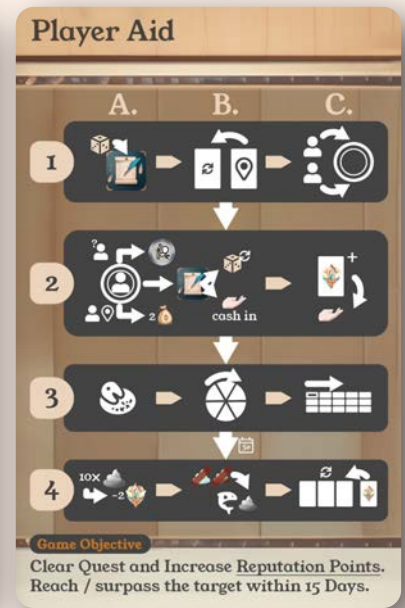
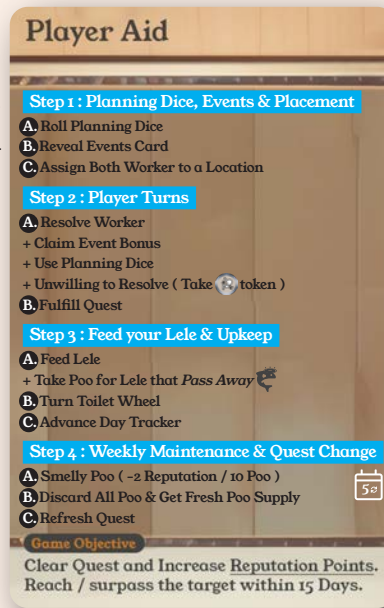
Know where to get your Resources Reliably

The secret of fulfilling Quest quickly is to understand where should you assign your worker to get the required resources. When you're feeling adventurous, you can try *Fishing & Lexpedition* and hope that you get lucky. Other than that, here's a summary on which **location** you could assign your worker to get the resource reliably.



Player Aid

Refer to the included Player Aid Card for a quick glance on how each day is played in order as well as the objective of the game.



Credits

Game Design: James The

Illustration: James The

Development and Editing: (Not Yet)

Playtesters: (Still Searching)

Special Thanks for Families & Friends that have followed and support the development of this game from the beginning especially :

- My loving wife Venni that has pushed me through tough time when pouring my attention for months on the concept, mechanic, balancing, creating illustration for boards, cards, tokens, prototyping, printing, and countless other details that is too much to share the details here.
- My dear friend Shindy for becoming the spark that start this whole journey all together
- and Everyone who contributed to the development of this game.

Copyright 2023 James The

Lele Yum! Compact Rule Book on a Glance

Setup

Lay out the **Game Board**, with **Toilet Wheel** in place. Put the **Target Tracker** according to the number of player & the **Reputation Tracker** on the top left corner. Put the **Week tracker** on Day 1. Shuffle The **Quest cards** and reveal it from the top according to the number of players. Shuffle **Event Cards**. Put all **Fish Token** on **Fishing Pouch** and put it in Fishing Area. Set aside the piles of **5 General Tokens Type** & **8 Lele Tokens Type** within easy access near the board.

Each player takes the **Farm Board**, **2 Workers**, and **Planning dice**, then take **2 Lele**, **6 poo**, **4 clean poo**, and **10 Duitos** as their starting resources.

Gameplay

Step 1 : Planning Dice, Events, & Placement

Roll Planning Dice, Reveal Events, All player Assign their workers at the same time.

Step 2 : Player Turns

A. Resolve Each Location in any order. (While resolving player can : Claim Event Bonus, Use Planning Dice, and decide Unwilling to Resolve). If both Worker is in Lele Yum Establishment, resolve in Ascending order.

B. Fulfill Shown Quest Card on the Board and reveal a new one. This can be done multiple times.

Step 3 : Feed your Lele & Upkeep

For each Lele, Fat Lele, & Gigantos Lele, pay 1 Poo.

For each Clean Lele, Clean Fat Lele, pay 1 Clean Poo.

① Clean Lele / Clean Fat Lele that are fed normal poo will change into their normal Counterpart.

Fish that doesn't get fed *Pass away*  and turns into poo.

Lele / Clean Lele becomes 3 Poo

Fat Lele / Clean Fat Lele becomes 5 Poo

Gigantos Lele becomes 10 Poo

Turn the toilet wheel 1 section Clockwise

Advance the Day Tracker

Step 4 : Weekly Maintenance & Quest change (once each week)

A. For every 10 Total Poo (Total of Poo & Clean Poo) that a player have, take -2 Lele Yum Reputation

B. Discard all player Poo, then each player collect a fresh new set of poo based on each lele they have in the farm. For each :

Lele → 2 Poo, Fat Lele → 3 Poo, Clean Lele → 2 Clean Poo,

Clean Fat Lele → 3 Clean Poo, Gigantos Lele → 4 Clean Poo.

C. Discard all Quest card and draw 3 new Quest card from the deck.

Locations

Toilet

roll a d6, take resource based on the section it lands on. After rolling the dice, You **May** use **Constipation token** : you may add / subtract the dice result by 1 (1 can't turn into 6 and vice versa this way), also, take **+3 Poo** in addition to the reward of the new result.

Lexpedition

Bring up to 4 lele / Clean lele (can't be mixed). Roll d12 equal to the number of lele brought. Every Lele **Must** be assign to a dice.

Fishing

Take 1 random fish token from fishing bag. Take tokens from supply as indicated from the token. Put token in fished cup. If a player get Fat Lele, Clean Fat Lele, or Gigantos Lele, put all token back to Fishing bag.

Town Hall

Draw up to 3 Quest, and pay duitos as shown in the board. Pick 3 to keep in the board and discard the rest.

Supplier

Buy up to 2 items sold by the supplier.

Market

Roll a d12 dice, check which shop are open today. sell up to 3 Resource to the shops that are open. Can sell multiple of same resource.

1. Lele Yum Eatery

Select 1 dish to serve, get the resource indicated in the board.

2. Lele Breeding Farm

Bring up to 3 Resource listed in the board. Pay 1 Poo / Clean Poo for each brought resource, and roll a d6 dice per resource brought. Assign dice as you see fit. It's **Not** mandatory to assign dice to a resource.

3. Lele Couple Ponds

Bring exactly 2 resource as listed in the board. Don't mix Normal & Clean Variant.

Roll 2 Dice. Put egg reward on Egg Care

+ Reroll on 

+ Bonus 1 egg per dice if both resource are Fat Variant.

+ Take Lele Caviar if taking home 7+ Clean Lele Egg.

Decide for each Egg whether to bring back or sell the egg.

Game ends

If you have reach the **end of Day 15** while the *Lele Yum reputation* indicated by the **Reputation tracker** haven't reach the target reputation indicated by the **Target Tracker**, you **Lose** the game.

At any point in time on the game, if the total *Lele Yum Reputation* reach / surpass the target reputation, you have Won the game. You may choose to End the game now or continue with higher level of difficulty. See **Master mode**.