



# Batik

Art of Achipelago

Rulebook

## About

Welcome to a Batik Workshop in Surakarta, Indonesia in the late 1970s. You and your friend play the role of assistants to **Mbok Mase** (a woman who manage Batik Workshop). As a good assistant, you must manage the workers to make a beautifully crafted Batik with the right skills and ingredients. Now, can you prove your management skill to your **Mbok Mase** and be thrived among other assistants ?

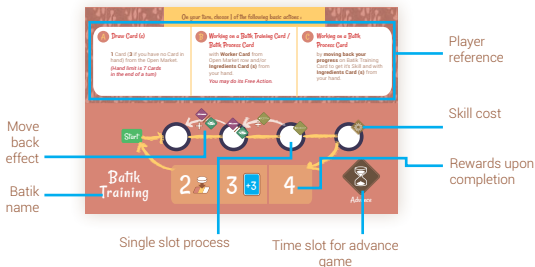
## Game Components

**1** Scoring Board  
**2** Rulebook (ID, EN)  
**36** Market Cards  
**2** Driying Cards  
**9** Designer Cards  
**4** Batik Training Cards  
**4** Player Reference Cards  
**16** Batik Process Cards  
**52** Player Markers  
(13 pcs each)

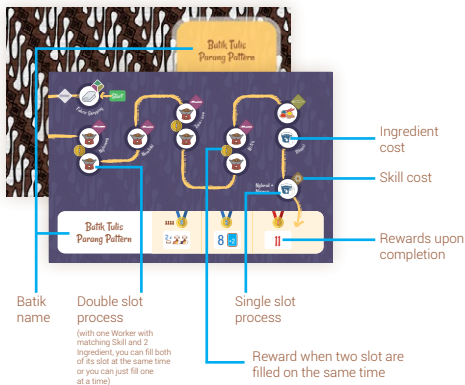
**Modul Tingkat Lanjut :**  
**16** Customer Cards  
**4** Timer Cards

## Anatomy of The Cards

### a Batik Training Card



### b Batik Process Card

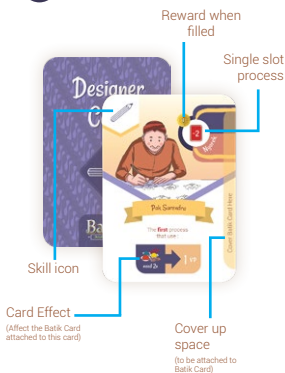


### c Market Card as :

**Worker Card** (in open market)  
or  
**Ingredient Card** (in hand)



### d Designer Card



## Setup

- Give **1 Batik Training Card**, **1 Player Reference Card** and **13 Tokens** with matching color to each player.
- Put **one of each player Token** in the Start slot on their Batik Training Card.
- Put **one of each player Token on the Scoring board on 0 slot**, and put **additional token on 0+ slot**.  
(Now each player only has 10 token available on their side).
- Shuffle all the **Market Cards** then give each player **4 Cards**.
- Open another **4 Cards to form an Open Market**, then put the rest of the Market Cards face down beside them to form a **Closed Market Deck**.



- f** Put Drying card(s) beside Open Market row based on :  
**1 Cards for 2-3 Players,**  
**2 Cards for 4 Players.**
- g** Shuffle all the Designer Cards and put it face down beside Closed Market Deck.
- h** Shuffle all the Batik Process Cards then take :  
**2 Cards for 2-3 Player,**  
**3 Cards for 4 Player,**  
 and flip it open on the table to form the Batik Workshop. Put the rest beside them face down.
- i** Pick the first player, by the ages (the youngest player start first) or by the player who wear any batik attire, then the game is ready to begin.

## How to Play

On your turn, do these following step :

- a** Open new Batik Process Card to Workshop if it's not in full capacity (2 for 2-3 players, and 3 for 4 players).  
If you open a Batik Process Card that need Designer Card, then additionally you must take topmost Designer Card from it's deck and attach it to the left of that Batik Process Card.
- b** Do one Basic Action from these following Actions:
  - a. Draw Card (s).
  - b. Working on a Batik Process / Batik Training Card and do the Free Action.
  - c. Working on a Batik Process Card by moving back one step on your Batik Training Card.
- c** End your turn. Play continues clockwise to the next player.

## Basic Action

### A. Draw card (s)

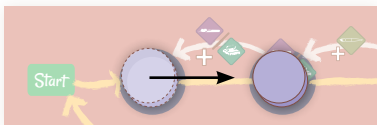
Draw a Card from the Open or Closed Market, or Draw 3 if you have no Card in your hand. Every 1 card on the Open Market that has been drawn by player, replace it **immediately** with a new card from the Closed Market.

**B. Working on a batik training/  
batik process card and do the free action**

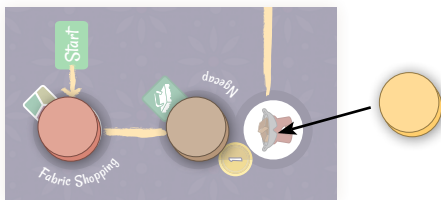
Make sure you have the ingredient(s) needed as indicated in a slot on a Batik Process/Batik Training Card. Then pick one worker from the open market that has skill needed for that slot, discard them, then put your player token on that slot. You may do the Free Action as indicate on that Worker Card afterwards.

**Batik process are worked from Start to Finish,  
and every process must not be skipped (unless a  
Designer Card attach to it says otherwise)**

**Note :** When you are working on a Batik Process Card, put your unused player Token. But if you are working on your Batik Training Card, you move forward your existing player token instead.



Batik Process Card



Batik Training Card

## When you fill the last slot on a Batik Process Card, scoring phase happen :

Give reward to each player that has been working on that Batik Process Card based on the majority of their token. The reward for each rank are printed on that Batik Process Card.

**In case of a tie**, the player who has token in the leftmost of the process (the player who start first) get the reward.

Then return all of the tokens to its owner.

Put the completed Batik Process Card above (or any available space beside) Open Market Space to indicate the finished Batik toward end game.



in the figure on the left :

(in 3 players game)

Purple player got the **First**, and Cream player got the **Second**.

(in 4 players game)

Yellow player got the **Third** reward.

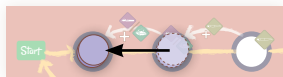
## When your token reach the last slot on your Batik Training Card,

get **one** of the available reward printed on the Card, then move your token back on the Start Slot.

On the next turn, you can work again on your Batik Training Card from the Start.

## B. Working on a batik process card

In this action, you can move back your token on your Batik Training Card one step to get the printed skill. You still need to pay the required ingredients from your hand to do this action and put your player marker on that slot.



- 1 By moving back your token, you got the depicted Skill.



- 2 Then by discarding the required ingredients, you can work on a Batik Process Card.



- 3 Place your token on that slot

## End Game

The game end immediately after the **fifth** Batik Process Card has finished.

**For every player token on the unfinished Batik Process Card, that player got 1 VP each.**

The player with the most point is the winner, in case of a tie: they share the victory.

## Advance Game

This Advance mode is recommended for a player who had tried the Base Game or wanted to have more challenging experience.

When setting up the game, do the same as the base game with additional :

- a Each player use **1 of their player token as Timer token**, put it on the Batik Training Card's Advance slot.
- b Each player's **Victory Point start at 10 Point**.
- c Prepared Customer Cards & Timer Card on the side of the Workshop.
- d For The setup, the Batik Process Card must all be **Batik Cap (orange background)**.
- e Whenever you open a new Batik Process Card (including in the set up), also take **1 Customer Card** from the deck and attach it to that Batik Process Card.
- f If the Customer has a **timer icon**, get the Timer Card and attach it to that Customer Card, and take the **current Player's Timer Token** (or next player's) and put it in the slot on the Timer Card as indicated on the Customer Card.
- g When a Batik Process Card has been completed, whether it's Finished or Failed (because of time limit), instead of Putting that Batik Process Card as indicator of the finished Batik, **put the Customer Card attached to that Batik Process Card in a row above Open Market Cards** to form Completed Customer Card row.



On your turn, do these following step :

1. Move down your **Timer Token** on one of Customer Card if available. You **shall not move down** your Timer Token if it's just deployed this turn. **If the time marker is already on the 0 spot**, discard the Batik Process Card and put its Customer Card to the Completed Customer Card row upside down and apply its penalty effect.
2. Open new **Batik Process Card** to Workshop **if it's not in full capacity**. The capacity of Workshop are the same as the base game in the beginning of the round, but it can be modified by the completed Customer Card while in game.

3. Open a **New Customer Card** then attach it to that Batik Process Card. If the Customer Card has a Time icon, additionally take a **Timer Card** and put it on the **left of that Customer Card** then put your player timer token on the designated time slot based on that Customer Card.

if the your Timer token already on another Customer Card on the workshop, then put the next player's Timer token instead. (and so on).

4. Do 1 Basic Action. (see Basic Action section for detail)  
If the Batik Process Card is finished on this step, the rewards are given to the players based on the reward printed on that card AND **the reward printed on the Customer Card** attached to that card.

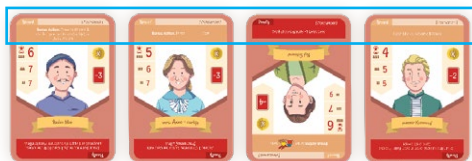
If players failed to Finish a Batik Process Card with the time limit, you have to put its Failed Customer Card **upside down** in the Completed Customer Card row to differentiate it from the Finished one.

5. Do **1 of Available Bonus Action**.

Bonus Actions are available after you completed certain Customer Card. If there's more than one completed Customer Card that have a Bonus Action, you only can pick and use one of them each turn.

6. End your turn. Play continues clockwise to the next player.

## 9 Completed Customer Card Row



Finished

Finished

Failed

Finished

Active  
Bonus  
Action and  
effect

### End Game

#### For Advance Game

The game end immediately after **the fifth finished Customer Card** or **the seventh Customer Card** has been put in the Completed Customer Card row.

**For every player token on the unfinished Batik Process Card, that player got 1 VP each.**

The player with the most point is the winner, in case of atie : they share the victory.

### Variasi 2 Pemain

Give each player **tokens from 2 player colors** and **3 random Batik Process Card** from 3 different type (Cap, Tulis, & Kombinasi). The ow of the game is still the same as the Basic game, only that now each player have their own Batik Process Card and couldn't put their token on his/her opponent.

**The game end when one player managed to complete all of their Batik Process Card.**

## Glossary

- Nyorek** : a process of making a pattern on fabric.
- Ngecap** : a process of applying wax to fabric with batik stamp as the main tool.
- Ngelir** : a process of coloring the waxed fabric by dyeing.
- Nglorod** : a process of releasing wax from the fabric with the boiling water.
- Njemur** : a process of drying the fabric with the help of sunray.
- Nglowong** : a process of applying wax to batik pattern frame with using a Canting(a pen-like tool).
- Nemboki** : a process of applying wax using a Canting on specific place so that the color of the fabric won't be changed later.
- Isen-isen** : a process of applying wax using a Canting in the space which has a small line or circle pattern, so that the color of the fabric won't be changed after being washed away. This small pattern is an ornament to fill in the big pattern.
- Nitik** : a process of applying wax using a Canting in the space that has dot pattern.
- Fiksasi** : a process of locking colors in fabrics, so it won't faded when washed by water.

## Credits

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