

## THE STORY

For thousands of years, the people of Indonesia have used jamu (traditional herbal medicine) to maintain their health and cure various illnesses. Jamu is often sold by Jamu Gendong, women who come from Nguter, a village known as the home of hundreds of Jamu Gendong. Every day, dressed in kebaya, traditional cloth, and a neatly tied hair bun, they walk from place to place offering their jamu, made from selected herbs and spices. In this game, players become Ibu Jamu Gendong, the traditional jamu seller. Your task is to create different kinds of jamu that can heal various illnesses. Each time you successfully make a jamu, you earn points. The player with the highest points wins the game.

Are you ready to make jamu?



*Tamarind*



*Turmeric*



*Javanese  
Ginger*



*Ginger*



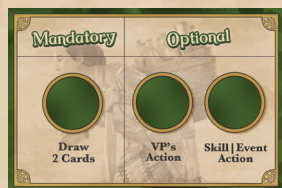
*Aromatic  
Ginger*

## COMPONENTS

90 Jamu  
Ingredient Cards



4 Action  
Player Board



1 Active  
Player Miniature



Mbok Jamu Miniature Figure

## GAME SETUP



- 1 Shuffle all the cards and deal 4 cards to each player.
- 2 Place the remaining Jamu Ingredient Cards in the center of the play area to form a draw pile.
- 3 Take 4 cards from the pile and place them face down with the ingredient side showing
- 4 Give each Player 1 Action Board
- 5 Decide who goes first. Give the Active Player Miniature to the first player

## HOW TO PLAY

- 1 At the beginning of their turn, the player takes an Active Player Token, and places it on his Player Board to indicate the action he will perform. Action player must draw 2 cards (mandatory action) first, either from the draw pile, from the face-down cards, or from both. After taking cards, refill the face-down area with new cards from the draw pile.



- 2 Then active player may perform optional actions (2 action per turn. Players can use both, or just 1, or nothing at all). Choices of optional actions are:

- a. Using Action in card. The player may activate the effect of a card they own. This action can be used twice (count as 2 actions) in one turn, but with different Action cards. (Doing this immediately uses up both actions for that turn.)



- b. Do Earn Points Action. The player can earn point by healing villagers or by planting jamu ingredients, by discarding the required ingredient cards from their hand. Place the completed Point Card in front of you as a marker. This action can only be used once per turn.



- 3 At the end of each turn, a player must have at least 4 cards and no more than 7 cards in hand. If the player has fewer than 4 cards, draw cards until they have 4. If the player has more than 7 cards, discard cards until only 7 remain in hand. Give Action Player Miniature to the next player.

- 4 If the Jamu Ingredient deck runs out, shuffle all used ingredient cards to form a new draw pile.

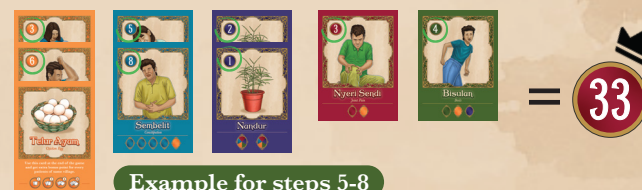


- 5 The game ends when one player has 8 point cards placed in front of them. Finish the current round before ending the game.

- 6 Before counting points, players may activate any Egg or Honey cards (combo bonus) from their hand.

- 7 Then, count the total points earned from the Patient and Planting cards, plus any bonus points from Egg or Honey cards if applicable.

- 8 The player with the highest total points wins the game.



Example for steps 5-8

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