



Kartini – From Darkness to Light



1-6 players, 60-120 min, Ages 12+



*“No cloud stays forever in the sky ...
The darkness of night births the beauty of dawn.”*

 *Raden Ajeng Kartini (1879-1904)*

Historical Introduction

In “Kartini — From Darkness to Light”, the players manage Schools where girls from different islands of Indonesia come to be Students. As they Graduate, the Students become Politicians, Fighters, Patrons, or Teachers, further advancing education for women and supporting the fight for the nation’s freedom. The player gain points by strategically managing their Duit (money), Reputation, Endowment, and Books to help as many Pupils as possible to Graduate from their School.

After 3 Rounds, the player with the highest points wins the game. In a Co-operative game, the players win the game by achieving each Round’s Milestone and being ahead of the Enemy cube on the victory point track.

“Kartini — From Darkness to Light” celebrates the triumphs of girls’ education. The game takes place in Indonesia from the late 1800s to the early 1900s, during the country’s struggle for independence from Dutch colonialism. This was the era when Indonesian young women were stepping up to the plate, leading battles, and participating in politics for a free Indonesia. Realizing that the key to the nation’s eventual liberation lay in education, some of them built schools and advocated for more and more students to be educated to participate in the nation’s fight for freedom.

Indonesian women’s yearning for education and for taking an active role in public life was encapsulated in a famous series of letters written by Kartini, a Javanese aristocrat, to her Dutch

friends. These letters were later published as a book titled ‘From Darkness to Light’ from which the name of this game derived. Kartini’s Letters are often credited as one of the cornerstones of the Indonesian women’s emancipation movement and they served as a profound inspiration for Indonesia’s fight for independence.

“Kartini — From Darkness to Light” was designed and developed with thoughtful and warm considerations to showcase Indonesian women’s roles during the fight for independence and the amazing feats and accomplishments of Indonesian women heroes. Historical and cultural references can be found on many game components, including the choice of icons, symbology, and decorations, and they are sprinkled throughout this rulebook. To further celebrate Indonesia’s side of history, names of different geographical areas were deliberately chosen to represent the Indonesian construct. The division of areas of the islands does not represent the actual borders of different regions in Indonesia therefore, some creative but culturally informed license was used to label them. To learn more about Indonesia’s women’s enlightenment and the historical context surrounding it, we also include an appendix where we provide longer explanations of relevant historical Milestones, Battles and Heroes.

Thank you so much for taking an interest in Kartini and we hope you enjoy the game while finding out some new stories along the way.

Components

Boards



PROGRESSION BOARD



MAP BOARD

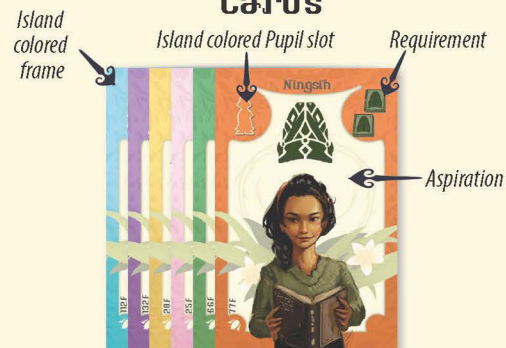


STUDENT ROW BOARDS

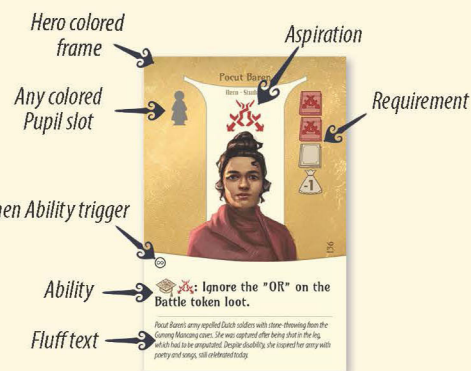


SCHOOL BOARDS

Cards



STUDENT



HERO STUDENT



EVENT

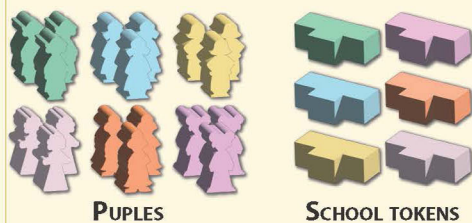


CO-OP MILESTONE



MILESTONE

Wooden



PUPLES

SCHOOL TOKENS



PRINCIPALS



VICTORY POINT TRACKERS



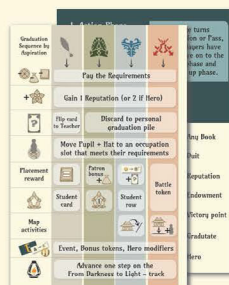
FROM DARKNESS TO LIGHT TOKEN



ENEMY CUBE
— only in Co-op



KARTINI LETTERS



PLAYER AID



HIRED TEACHER

Punchouts



GRADUATION HATS



REPUTATION TRACKER



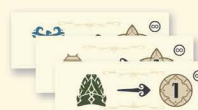
ENDOWMENT TRACKER



2-DUITS TOKENS



DUITS



BONUS TOKENS



DONATE TOKENS



BATTLE TOKENS



BOOK TOKENS

Setup

Setup example of a 3-player Competitive game.

1 Put the Map **1a** and Progression board **1b** in the middle of the table.

2 Give each player a School board **2a** and a Player aid card **2b**. Each player finds the components of their color.

- 5** 1 Principal meeple
- 2c** 10 School tokens
- 2d** 20 Graduation Hats
- 2e** 1 Reputation tracker
- 2f** 1 Endowment tracker
- 2g** 1 victory point tracker
- 6** Co-op: Each player also gets 1 Donate token

3 Set up the Student rows by laying out the 6 Student row boards **3a**. Each row corresponds to an Island. Sort the Student cards by Island color and shuffle them separately. Place each pile with the Student side up () next to its matching Student row board **3b**. Reveal 2 cards into columns A and B of the Student rows that correspond with the colors of the players **3c** starting Islands.

4 For each of 6 Islands on the map, take 5 Purple meeple of matching color. Distribute them within each Island in their three Regions as indicated by the Purple icons printed on the Islands **4a**. Keep the rest of the Pupiles above the main board **4b**.

5 The player who most recently read a Book (not counting this rulebook) is the starting player and places their Principal meeple on the first slot on the turn order track. Then each player in clockwise seating order places their Principal in the consecutive slots.

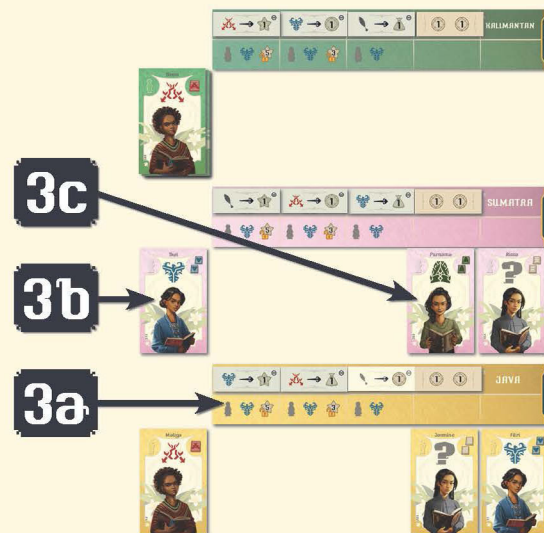
6 Store the Duit (Indonesian historical currency) and a number of Donate tokens equal to the number of players minus one above the Progression board **6**.

7 Co-op: Place the Enemy cube on the slot on the victory point track following the table below:

Player count	1	2	3	4	5	6
Starting slot	40	50	60	70	80	90

8 Put a number of each Book type (Red, Blue and Green) on the Balai Pustaka area on the board based on player count following the table below:

Player count	1	2	3	4	5	6
Books per color	2	4	6	7	8	9



9 Shuffle the Battle tokens and randomly place one in each slot next to each Region. Place them with the () side face up. Stack the rest above the main board.



10

12

Co-op: Shuffle each pile of the Co-op Milestone cards (level 1–3) separately and reveal 1 card from each pile in their indicated slots on the main board.

13

14

15

16

11

17

18

Overview

Rules Structure

- Words that are Capitalized refers to terms, components or actions in the game. The terms are defined in the Glossary at the end of the rulebook.
- The components and their anatomies are shown on the Component foldout page.
- The Actions are described in the rules (p. 4–13).
- The game can be played in 3 ways, as a Competitive game (standard), a Solo game or as a Co-operative game (Co-op). *All texts in blue throughout the rulebook refers to modifications when playing the Co-op game.*
- The Solo game rules are found on page 17.

Aim of the game

Educate Students and Graduate them as Politicians, Fighters, Teachers and Patrons, rising above the colonial system and unlocking a brighter future.

During the game, players will try to Graduate as many Students from their Schools as possible. To do so they need to have a Teacher card, a Puple meeple and a Student card matching the Puple meeple color in the Classroom. In addition the player also need to have the Books as depicted on the Student card to pay for the Graduation.



Game End & Winning the game

After the 3 Rounds the game ends, the players sum up their victory points and the player with the most victory points wins.

Sequence of play

Kartini is played over 3 Rounds, each Round has 3 phases.

Action phase (p. 4–13)

In turn order, each player chooses to take 1 of the actions below. The available actions are:

- **Pass** (p. 4)
- **Hire a Teacher** (p. 4)
- **Recruit Pupples** (p. 6)
- **Register Students** (p. 6–7)
- **Gather Books** (p. 8)
- **Graduation** (p. 9–13)
 - » Advance on the "From Darkness to Light"-track (p.13–14)

When all players have Passed, proceed to the Milestone phase.

Milestone phase (p. 14)

- **Score this Round's Milestone**

Clean up phase (p. 15)

- **Adjust the Reputation**
- **Gain Duit based on Endowment level**
- **Refresh the Student and Hero card rows**
- **Refill the Islands with Pupples**
- Return or Flip (Co-op) any used Donate tokens

First game?

When a player chooses their starting Books. They can look at the Students available in the Student row matching their color. The Books required for those cards is a good start.

Also remember the Hero cards. They require more Books but could really be useful during the game.

The Endowment level is an important part of the game as this determines the players income of Duit during the end of the Round. So try to keep it at a reasonable level.

Actions

Pass

This is **the last action** players perform each Round but it is good to know about it from the start.

Players Pass by moving their Principal to one of the unoccupied slots below the turn order track, called “the Reward track”. They immediately gain the reward shown there. This ends the player’s Round.

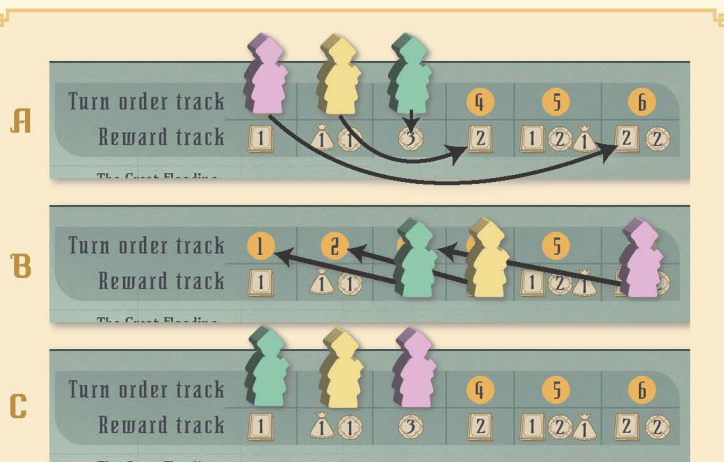
When all players have Passed and gained their rewards, move all the Principals back up onto the turn order track keeping the new order they have on the Reward track. This becomes the turn order for the next Round, with the leftmost Principal as the starting player. Then proceed to the Milestone phase (see p. 14).

After the 3rd Round’s of Action and Milestone phase, the game ends. Ignore taking the Pass reward the last Round.



When a player has passed that player collects a Donate token (yellow side up).

Each time the turn comes around to a player who Passed the Donate token is flipped. When the token is flipped to the yellow side again that player gains 1 Duit from the supply. This means that a player who has passed gains 1 Duit every second turn.



Example: The Purple player decides to Pass. She moves her Principal meeple from the turn order track to slot 6 at the Reward track. She then collects her 2 Duit and 2 Books as the reward for that slot. When the yellow player Passes next, he puts his Principal on slot 4 and collects 2 Books of his choice. The green player wants to be the first player next Round, so when Passing she decides to move her Principal to slot 3 and collect 3 Duit (A). Then they return their Principals to the turn order track (B). The turn order for the next Round has now changed, green goes first, yellow second and purple goes third (C).

Hire a Teacher

Pay 1 Duit or 1 Endowment as shown in the top right corner of the Hired Teacher card, and move it to a Classroom in the School, matching its Aspiration icon in the top left corner of the card. There can be multiple Teachers in a Classroom but more than 1 is never needed in each Classroom.

During the Clean up phase – all the Hired Teachers on the School boards are discarded back to their respective Hired Teacher pile. Graduated Teachers remain in the Classroom for the rest of the game.



Example: A player wants to Hire Teacher Sonia. The player has the choice between paying 1 Duit to the supply or lowering their Endowment tracker by 1 (as shown in the top right corner of the Teacher card, where “/” means “or”). Sonia is placed in the player’s Patron Classroom since Sonia has a Patron icon.

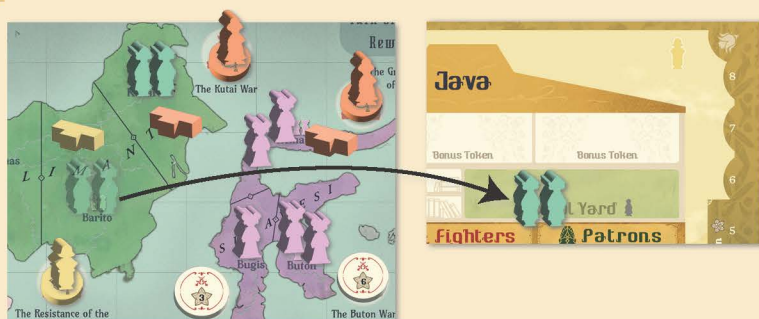
Recruit Puple(s)



The player takes all Puples from a Region where they have a School, and places them in their School Yard. If a School is on a Border between 2 Regions (due to Graduating a Politician, see p. 12) the player may choose either of the 2 Regions to Recruit from.

A player may alternatively pay 1 Duit to another player, who has a School on the same Island, to Recruit Puples from any other Region the other player has a School in, including from a different Island.

In a Co-op game the players pay to the supply instead.



Example A: The yellow player has a School in Barito Region on Kalimantan Island. They decide to Recruit the 2 Puples from there to their School Yard.



Example B: The yellow player and the orange player both have Schools on Kalimantan. The yellow player pays 1 Duit to the orange player to Recruit the 2 Puples from Sulawesi where the orange player has another School.

Register Student



Take a Student card from the Student row that **matches the color of a Puple in your School Yard** and place it in a Classroom matching its Aspiration icon (). Immediately place the matching Puple meeple on the card's meeple icon. There can be multiple Students in each Classroom.



Example: The pink player has a green Puple in her School Yard. She Registers the Fighter from the green Student row and puts it in her Fighter Classroom.

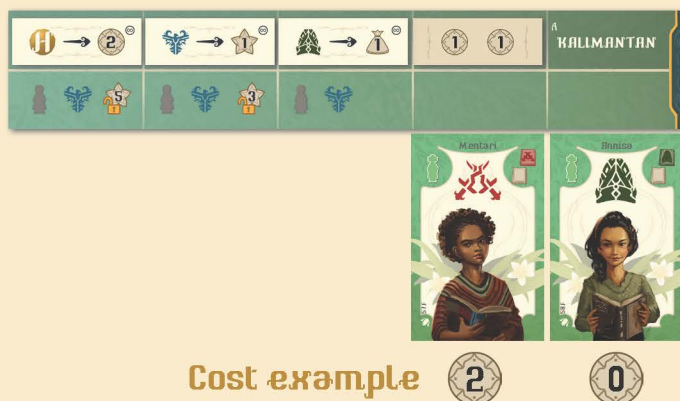
Taking a Student card from a Student row costs 0, 1, 2 or 3 Duit. (see example on next page). A Student card that has:

- a "2-Duit token" above it costs 2 Duit, paid to the supply.
- a Graduated Politician meeple above it costs 1 Duit, paid to the player who's Graduation Hat is under the meeple.
Co-op: Ignore paying to another player for the Politician.
- both of the above costs 3 Duit, 2 to the Supply and 1 to the Politician player.
- none of the above costs 0 Duit.

A player may Register Students from a Student row where they don't have a School if they have a Puple matching an available Student card. If no player has put a School on the Island yet that Student row is not available, even if they have a Puple of that color. The player can try to get a School on the Island or aim for the Hero cards since they can be of any Puple color.

Do not reveal new Student cards until the Clean up phase. Instead of Registering Students from the 6 Students rows,

A



Cost example

2

0

Example A: The first Student card in the Student row can be Registered without any cost. The Student card with the “2-Duit token” above it cost 2 Duit to Register, paid to the general supply.

B



Example B: The owner of a Politician is shown by the hat color. The purple player can Register the card with their own Politician for free, but has to pay 1 Duit to Register a card with another player's Politician. The “2-Duit token” is paid to the supply.

Register Hero Students



players may Register from the Heroes row.
The Puffle required for a Hero card can be of any color.

Register a Hero card from the Heroes row to the Classroom matching its Aspiration (Puffle/Quill/Aspiration) as normal. The quill () icon however is the Teacher Aspiration, they can study in any Classroom, but will become a Teacher in the Classroom they Graduate in. However, note that some Hero Teachers have abilities that will grant benefits if they teach in a specific Classroom.

After Registering a Hero, slide the Hero cards in the Hero row to the right to fill in the gap and take the top card of the pile and place it in the empty slot to its right. This reveals a new Hero on top of the pile, available for registration during consecutive turns. Note that the regular Student rows do not get refreshed.



Example: The orange player has a green Puffle in their School Yard. She has gathered all the Books needed so she decides to Register a Hero Student card. She moves Ruhanna Kuddusto to her Patron Classroom (A) and puts the green Puffle on her card (B).

Refresh the Hero row by sliding cards to the right and move the top card of the pile to the first slot to the right of the pile (C).

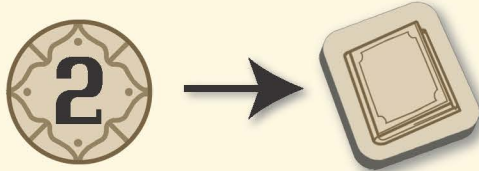
The heroes available in this game represent actual women heroes of Indonesia. Read a short snippet about their life provided at the bottom of the Hero card. There is more detailed information about each hero in the appendix on page 21–22.

Gather Book(s)

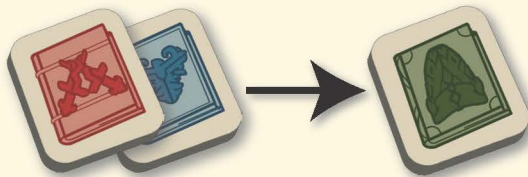


A player may gather up to **3 Books** by:

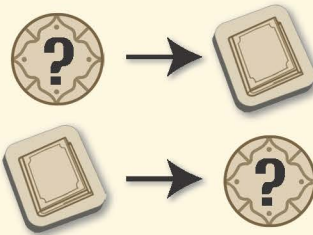
- **Buy Books** paying 2 Duit for each Book from the Balai Pustaka area on the Progression board (Balai Pustaka is the Indonesian national printing press).



- **Trading with Balai Pustaka:** Exchange 2 Books from the player's Library with 1 other Book from the Balai Pustaka.



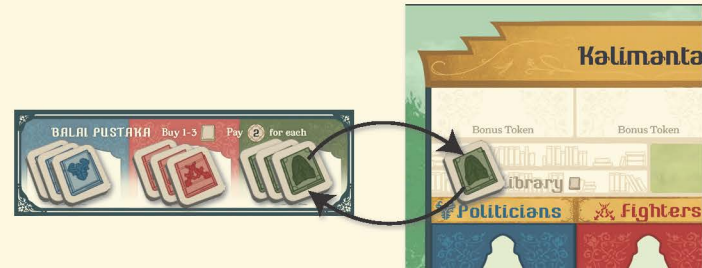
- **Trade with another player:** Give Books to gain Duit or vice versa from another player that has a School on the same Island. Only Books and/or Duit may be part of the trade. Both players must agree on the trade.





- **Donate (Co-op):** Players that have a School on the same Island may be part of a Donation. Donate or gain a Donation of any number of Books **or** Duit. Each player may only Donate **once per Round**, the player flips the Donate token to indicate that it has been used this Round. A player that has Passed for the Round can not be part of a Donation.




Note: Any Books gained are taken from the Balai Pustaka and put into the Library on the player's School board. Books Paid are taken from the player's School board and put back to the Balai Pustaka.



- The Civics subject is represented by  and is needed to educate future Politicians.

- The History subject is represented by  and is needed to educate future Fighters.


- The Culture subject is represented by  and is needed to educate future Patrons.



Graduation



If a Student's Requirements are fulfilled she Graduates.
The Requirements are:

- There is a Teacher in the Classroom.
- The player has the Books depicted on the Student card in their Library.
 - » A non-colored Book represents "any color". However, If a Student requires 2 non-colored Books, at least one of the Books paid must be of the color matching the Aspiration Graduated in.
- All regular Students can become Teachers. Only a few Heroes Students can become Teachers, shown by a .
- For Hero cards, there can be additional Requirements.

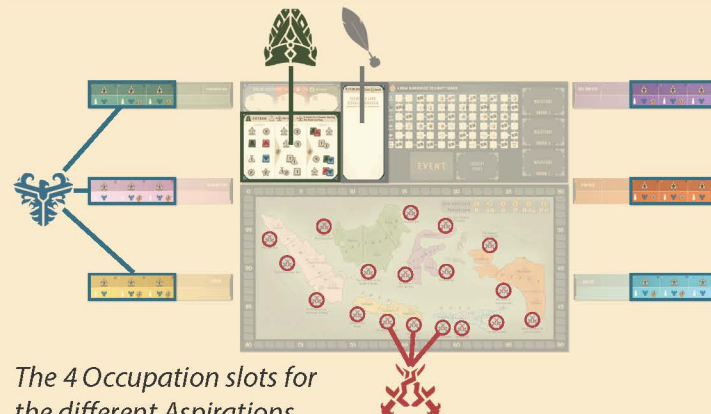


Example: This player has a Hired Teacher (Fighter) and a Fighter Student with a Blue Puple matching the Blue frame of the Student card. They also have 2 Red Books as required on the Student card. This Student is ready to be Graduated as a Fighter or a Fighter Teacher during this player's turn.

General Graduation sequence

1. Pay Books and any additional Requirement stated on the card.
2. Gain 1 Reputation for Graduating a Student, or 2 Reputation for Graduating a Hero.
3. **a)** Flip Student card (if Graduated as a Teacher) or **b)** Take the Student card and place it next to the School board in a Graduation pile, keep them until the final scoring. Resolve any Hero card's instant effect.
4. Take a Graduation Hat and put the Puple on top of it. Move it to one of the corresponding Occupation slots where any Requirement are met for that Occupation

slot. The player needs an equal or higher Reputation to place the Graduated Puples on certain slots.



The 4 Occupation slots for the different Aspirations.

5. Gain any placement reward (victory point(s), Resources or Bonus tokens). Any gained Bonus token is active from now on (but do not include this Graduation (exception see p. 24).
6. Gain Resources from any active modifiers (Events, Bonus tokens or Hero abilities).
7. Advance 1 step on the "From Darkness to Light"-track. Resolve any effect (see p. 13).

A player may Graduate Students in any order. If a Student is not able to Graduate during a Round she stays in the same Classroom until Graduated. For each ungraduated Puple, the player loses 1 Reputation at the Clean up phase.

When players pay for a Graduation, the Books are paid to the Balai Pustaka. Duit are paid to the general supply. The Endowment is paid by lowering it on the School board.

Graduating a Hero

The Heroes are Graduated in the same way as any other Student. The difference is that the Requirements to Graduate the Heroes are more challenging. However, if Graduated, the player gains the ability listed on the card. The abilities can be Immediate (!), Activatable (A) or Persistent (∞). A Graduation of a Hero rewards 2 Reputation.

Each player can have a maximum of 3 Hero card abilities active at any time. If more Heroes are Graduated the player has to choose which 3 abilities to have active. The excess Heroes will be discarded to the bottom of the player's Graduation pile and may not be activated again.

GRADUATION & ASSIGNING OCCUPATION

The Student that Graduates is assigned to 1 of the 4 Occupations in the game: Fighters, Politicians, Patrons, or Teachers. The Occupation assigned is determined by the Aspiration of the Classroom it Graduated in.

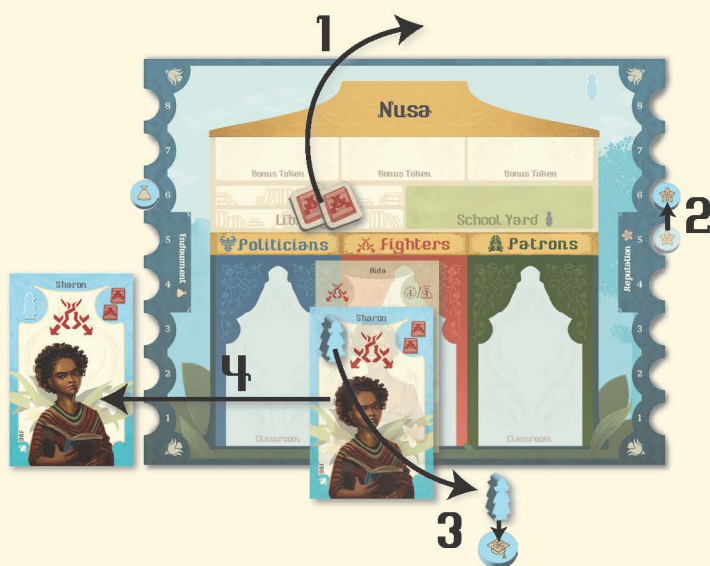


Graduating a Fighter

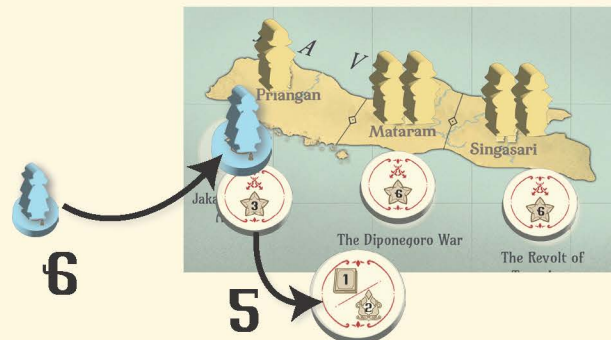
Fighters provide Access between Islands and they battle the colonials which will result in some loot.

When a Student Graduates from a School to be a Fighter, do the following steps:

1. Pay the Books and any additional Requirement.
2. Gain 1 Reputation.
3. Move the Puple off the Student card and place it on top of a Graduation Hat marker.
4. Discard the Student card, forming a personal Graduation pile next to the School board.



5. Choose a Battle token with a printed number equal or lower than the player's Reputation. Flip it over and gain the Loot shown.
 - » Some Loot has a red dash "/" meaning "or", choose one of the options and then discard the token.
6. Place the newly Graduated Puple with the Graduation Hat marker (from step 3) in the Battle token's place.



7. Place a School in the new Region. Immediately Recruit all Puples (if any) in the Region and place them in the School Yard.
 - » There can be multiple Schools in a Region, but only one School per color.
 - » From now on the player has Access to the new Island's Student row and the Puples in the new School's Region.



8. The first player to place a School on an Island adds 2 Student cards to that Island's Student row.

Multiple Fighters can be in the same Region, but only one of each color. If the Battle token has been discarded it has no Reputation Requirement and no Loot is available for any consecutive Fighter in that Region. The player still adds a School and Recruit the available Puples.

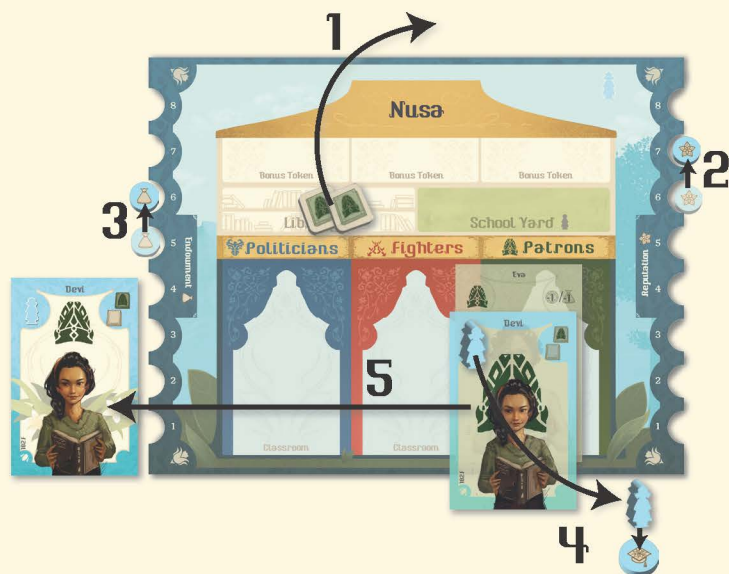


Graduating a Patron

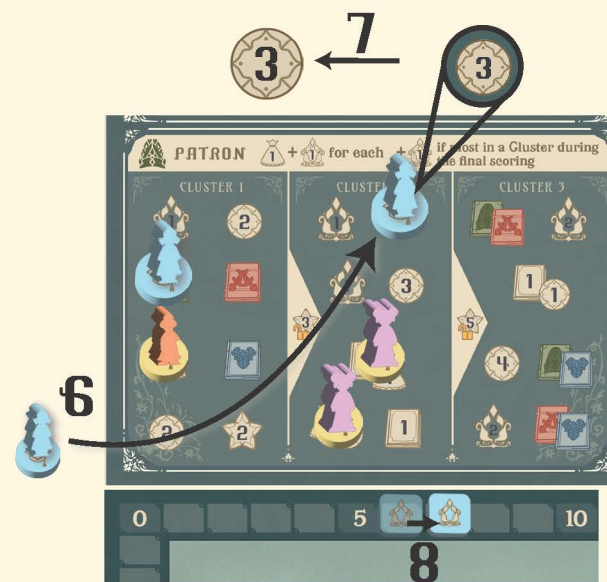
Patrons take their places in Indonesian society and bestow their Patronage onto the School.

When a Student Graduates from a School to become a Patron, do the following steps:

1. Pay the Books and any additional Requirement.
2. Gain 1 Reputation.
3. Gain 1 Endowment.
4. Move the Puple off the Student card and place it on top of a Graduation Hat marker.
5. Discard the Student card, forming a personal Graduation pile next to the School board.



6. Take the newly Graduated Puple with the Graduation Hat marker (from step 3) and put it on one of the available spots on the Patron board, following the placement rule (explained below).
7. Take the corresponding bonus of the spot the new Patron just covered.
8. Gain 1 victory point.

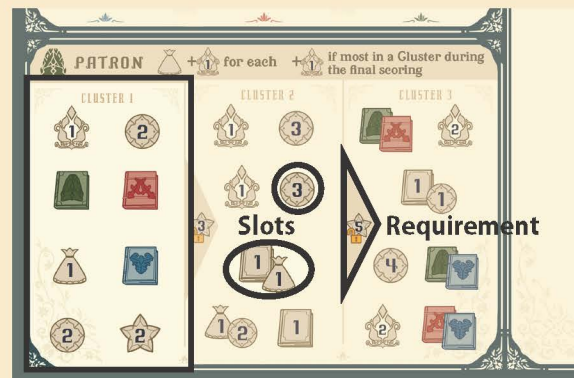


In the case there are no available slots left, place the new Patrons anywhere in the Patron Area and gain the standard reward of 1 victory point and 1 Endowment.

The player with the most Patrons in a single Cluster gains 1 victory point during the end game scoring.

Patron placement rule

The first of each player's Patron must be placed on an unoccupied slot in the 1st Cluster. Any consecutive Patron of that player can be placed on an unoccupied slot in the 2nd Cluster but only if the player has a Reputation of 3 or higher. The 3rd Patron of the player can be placed on an unoccupied slot in the 3rd Cluster if the player has a Reputation of 5 or higher.



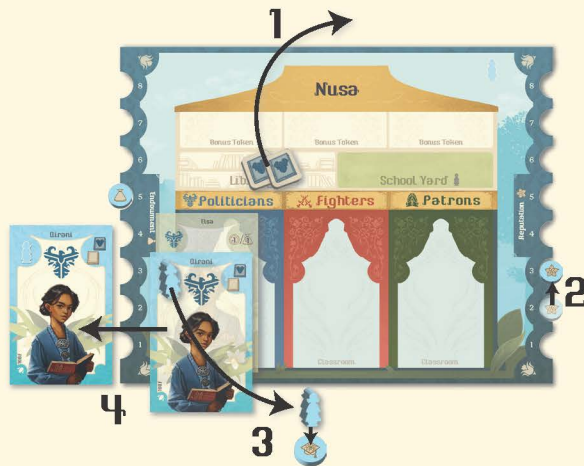


Graduating a Politician

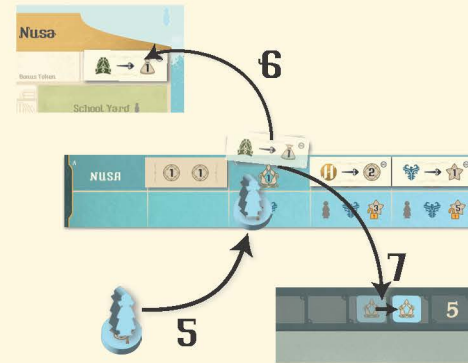
Politicians help lobby and advocate for more Puples to go to School.

When a Student Graduates from a School to become a Politician, do the following steps:

1. Pay the Books and any additional Requirement.
2. Gain 1 Reputation.
3. Move the Puple off the Student card and place it on top of a Graduation Hat marker.
4. Discard the Student card, forming a personal Graduation pile next to the School board.



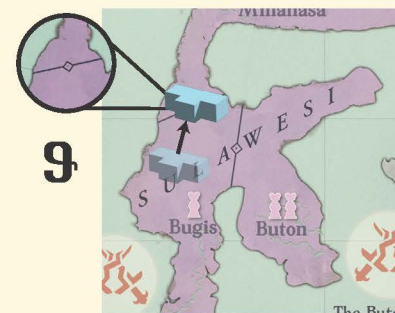
5. Take the Graduated Puple with the Graduation Hat marker (from step 3). Put it on the Puple icon on the outer column, next to the "2-Duit token" or a previously placed Politician, on one of the Student rows that the player has Access to (School on the Island). For column D-E a player must meet the Reputation Requirement of 3 or 5 to place there.
6. The player gains the Bonus token above the placed Politician and puts it on one of the slots on the top of the School board. There can be multiple Politicians on a column, but only the first one gains a Bonus token.
 - » The Bonus token is active from now on but do not include this Graduation (exception see p. 23).
 - » Each player may only have 3 active Bonus tokens at once. Choose which 3 to keep active, flip any additional token and immediately gain 1 victory point as stated on its back, then discard it next to the School board.
7. Gain the victory point revealed under the Bonus token on the newly unlocked column.



8. Add 1 new Student card from the pile into that newly opened column.
 - » To Register a Student from a Column unlocked by an Politician, the player must pay 1 Duit to the owner of the Politician (shown by its Graduation Hat color).



9. On the Island matching the new Politician, choose to move a School in a Region onto a Border between that Region and another adjacent one. This unlocks the possibility to Recruit Puples from either Regions. A School on a Border cannot be moved again.

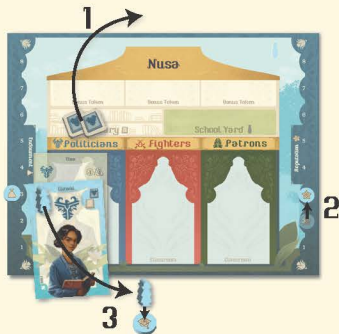


If there ever becomes more than 3 Politicians on the same Student row, move the "2-Duit token" off the row and flip it to its 2 points side up. Each additional Politician getting placed on this row is placed here and rewards 2 points immediately. No new Student card is added.

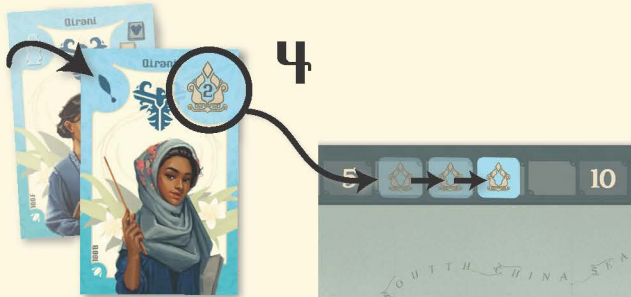
*All regular Students Graduated from a School
can become a Teacher, but only 5 of the Heroes.*

When a Student Graduates as a Teacher, do the following:

1. Pay the Books and any additional Requirement.
2. Gain 1 Reputation.
3. Move the Purple off the Student card and place it on top of a Graduation Hat marker.



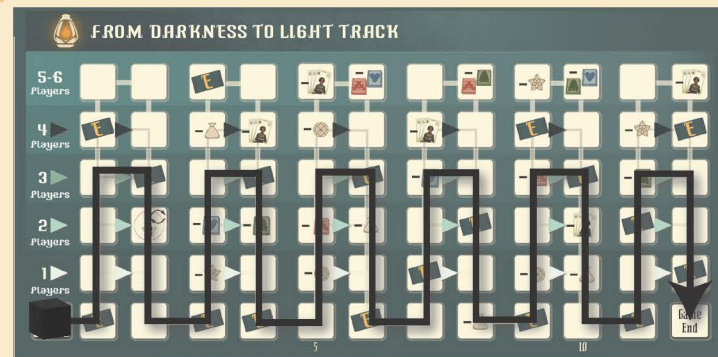
- 4.** Flip the Student card to its Teacher side, this Teacher will stay in this Classroom for the rest of the game. Gain the victory point on the card.




5. Take the Graduated Purple with the Graduation Hat marker (from step 3). Put it on the Indonesian Teachers' Association area and gain a Book matching the Aspiration she Graduated in from the Balai Pustaka. If none is matching you gain any 1 Book.



The “From Darkness to Light”-track on the Progression board simulates external elements that will work against the players during the game. Each time a player has performed a Graduation action, advance the cube 1 step on the track. Advance the cube along the line until it reaches the row that matches the number of players. Then it turns and jumps to the next column to the right, and start advancing **down** following the line. If the cube ever reach the last spot the game immediately ends.



Example: In a 3 player game, the cube moves in this manner following the black example line.

Resolve any effect immediately. These might include revealing an Event card () , changing the map state or force them to lose Resources. If the track forces a player to lose any Resource(s) and they cannot, they simply ignore it.

	<p>Loss of Books are taken from the Balai Pustaka.</p>
	<p>Any other losses of Duit, Endowment or Reputation is taken from all players except the player who did the Graduation.</p>
	<p>Reveal a new Event card and resolve any immediate effect. See next page.</p>
	<p>Replace all Battle tokens with a 2 in Reputation Requirement with new ones from bottom of the Battle token stack.</p>
	<p>Remove 1 of each Hired Teacher type from their piles (not School boards) from the game. If any pile is empty when this triggers, simply ignore removing any card from there.</p>

Events

Whenever an Event card is revealed, resolve any instant effect or note any persistent effect that is now active until a new card is placed on top of it.

Co-op: Move the Enemy cube an equal number of steps as indicated by the icon in the top right corner of the card.

The central part of the Event card is a positive effect that players can benefit from as long as this card is on top. The bottom part of the card has an often negative effect that could be triggered immediately or a persistent effect that is active as long as the card is on top.

If an Event tells the player to move Puples from A to B and there is none in A, move instead Puples from B to A if possible, otherwise ignore this movement.

Any loss of Books from an Event is taken from the Balai Pustaka. Any other loss of Duit, Endowment, Schools, Puples or Reputation is taken from all players except the player whose turn it is. If an Event forces a player to lose any Resource(s) they don't have, simply ignore it.

2. MILESTONE PHASE

At the end of each Round all players score a Milestone card.

The victory points is based on what is written on the card and refers to the total amount of the stated icon each player has at the scoring moment. Flip the card directly after it has been scored; it is not in play anymore.

Co-op: In the Co-op game the Milestones could refer to "each player" which means all players need to meet the Milestone. Some also refer to "in total" which means the total amount between all players.

- Easy Mode - Gather points together as normal. If the players fail the last Milestone you lose the game.
- Standard Mode - Gather points together as normal and by achieving what is stated on all Milestone cards. If the players fail any Milestone card they lose the game immediately.

When the last Milestone is achieved the players may score it immediately, so that it is easier to parse how close they are to the enemy cube.

Each competitive Milestone refers to an actual momentous Milestone in Indonesian history. Read about each Milestone in the Appendix (p. 22–23)

Example: In a 3 player Co-op game, the players score 15 points if they have at least 42 Graduations in total. If they fail they lose the game.

Fight for Freedom

5



When Graduating a Fighter, gain 1 Duit.

- ① 1 Sriwijaya → Priangan
- 1 Sumba → Arafura

Example: The central effect of this Event is that, from now on, when a player Graduates a Fighter they gain 1 Duit. The bottom effect tells the player to move 1 Puple from Sriwijaya to Priangan and 1 Puple from Samba to Arafura.

In a Co-op game also move the Enemy cube 5 steps as shown in the top right corner.

Voting Rights Milestone



Each player scores 2 VP for each of their Graduated Politicians.

Example: Each player scores 2 victory point for each Politician they have Graduated so far.

The Nation's Brightest Co-op Milestone

Have at least
14/28/42/56/65/65 Graduated
Students in total.

3 1/2/3/4/5/6 players



3. CLEAN UP PHASE

After all the previous phases have been performed, the Round is over. If this is the end of Round 3 proceed to game end scoring (next page), otherwise perform the following steps before starting the next Round:

1. Each player moves their Reputation down 1 slot for each Puple in their School Yard and on ungraduated Student cards. If a player cannot lose any more Reputation, simply ignore it.



2. Each player gains the amount of Duit equal to their Endowment level.



3. Return any Donate token to the supply.
Co-op: Flip any used Donate token.



4. Discard all the Hired Teachers on the School boards back to each of the Hired Teachers pile. Keep any Graduated Teachers in the Classrooms assigned to them.



5. Discard the rightmost Hero in the Hero row and place it at the bottom of the Hero pile. Slide all the Hero cards that are still there to the right and fill in the empty slot.



6. Discard any Student card in column A in all Student rows (A). Slide all the Student cards that are still there towards the map (B) and reveal new ones on the currently open slots (C). Politicians placed above the Student slots open up for additional Student cards to be placed.



7. Repopulate the Regions with Puples so that it matches the amount and color that is printed in the Regions. This happens even if there are Puples of another color in a Region.



Start a new Round, starting with the player first in line on the turn order track.

Game end scoring

Each player decreases their Reputation if they have any Puples on their School board. If you can't lose Reputation. It is time to proceed to the final scoring.



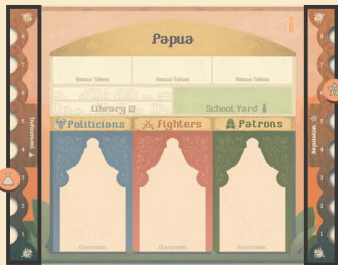
Competitive game:

- Each player gains victory points based on their Reputation level.

Reputation level	1-3	4-5	6-7	8
Victory points	0	1	2	3

- Each player gains victory points based on their Endowment level.

Endowment level	1-3	4-5	6-7	8
Victory points	0	1	2	3



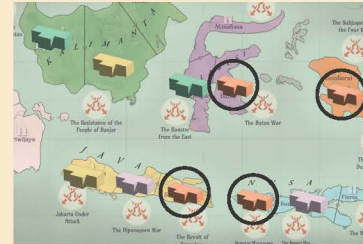
Example: The orange player has a Reputation of 6 and an Endowment of 3. This results in 2 victory points.

- Each player gains victory points from their active Bonus tokens with end game points.



Example: The orange player gains 1 victory point per Graduated Teacher but has none.

- Each player gains 1 victory point per School of theirs on the map.



Example: The Papua player has 4 Schools on the map. This results in 4 victory points.

- Each player gains victory points based on the number of colored frames of their Graduated Students.

Different colored Graduated Student frames	1	2	3	4	5	6	7
Victory points	1	3	6	10	15	20	25



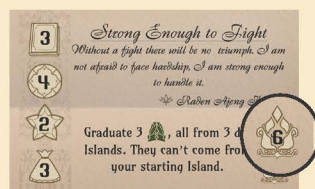
Example: The orange player has 5 different colored Student frames. This results in 15 victory points.

- Reward 1 victory point for the player with the most Patrons in each Cluster on the Patron board.



Example: The green player has the most Patrons in 1st Cluster and the orange player has the most Patrons in the 3rd Cluster. This results in 1 victory point.

- Each player reveals their Kartini letter and scores victory points from any completed end goal.

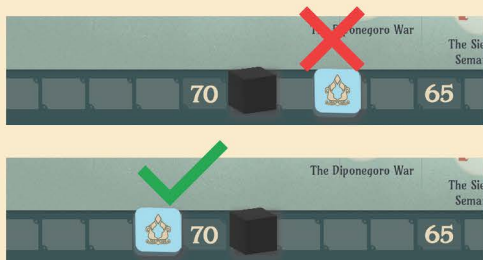


Example: The orange player has succeeded with the Kartini Letter's end goal. This results in 6 victory points.

The player who gained the most victory points win. If tied, the player with the most Graduated Students win. If there is still a tie, the player with the most color variety win. Still a tie? The players share the victory.

Co-op game:

If the players fail to complete any of the Co-op Milestones they have lost the game, unless they play the easy mode. If the players have lost they don't need to calculate their points. Just play again and try to succeed the next time.



- Each player gains points from their active Bonus tokens with end game points.



Example: Gain 1 victory point per Graduated Teacher the player who has the Bonus token has.

When the players have calculated their victory points gained during the game through their actions, the Milestones and added the points gained based on the Bonus tokens it sums up to be the final score. If the victory point tracker is not ahead of the Enemy cube the players have lost the game.

Solo Game

Setup

Setup as in a normal Co-op game, in addition the player:

- Place their own Principal on the number 1 slot on the turn order track. Then place any 2 other Principal meeples on the turn order track.
- Keep the Kartini letter goal and try to achieve it during the game.
- Do not use any Donate tokens.
- Start with the Enemy cube on 40.
- Add 1 additional School to any other Region on another Island, gain the Pupples from the new Region as well.

Gameplay

Gameplay as in a normal Co-op game, in addition:

- When the player Pass, move the Principal down and gain any unoccupied reward. Then move another Principal down to the highest unoccupied slot, this second Principal gives no reward, it will only block that reward slot for the rest of the game.
- Keep the Principal on the Reward track. Next time the player Passes they must choose another unoccupied slot on the Reward track and then move down another Principal to block the highest unoccupied slot. In this way the player cannot choose the same reward two turns in a row.

Clean up

Clean up as normal but do not move the Principals back up to the turn order track, as stated above.

Scoring

Score as in a normal Co-op game.

"Even if I am not lucky to see the end of this road, even if I have to be broken along the way, I will die in happiness. The way is open and I have taken my part in clearing the road towards freedom and independence of Indonesian women."
Raden Ajeng Kartini (1879-1904)



Appendix

Here you find detailed information about the game and historical notes regarding the theme of the game.

Heroes



Nyai Ahmad Dahlan established the prayer group Sopo Tresno (Who Loves) in 1914. She led the group in reading the Qur'an and discussing its meaning. In 1917, the group is formalized into a women's group called Aisyiyah. Through Aisyiyah, Nyai Ahmad Dahlan founded girls' Schools and dormitories, as well as literacy and Islamic education programs for women. She also preached against forced marriage. Nyai Ahmad Dahlan argued that women were meant to be their husbands' partners.



Opu Daeng Risadju started her political career by becoming a member of PSII (Partai Syarikat Islam Indonesia (Indonesian Islamic Association Party)) and then establishing a Palopo branch in 1930. Because of the huge support for PSII from the people, the Dutch colonial government began to limit her activities in the party. Risadju's activities were considered incitements and provocative. She was then tried and stripped of her nobility titles.



Pocut Baren once decided to headquarter in a cave in Gunong Mancang. The effort of the Dutch to reach the cave was thwarted because Pocut Baren's army hurled hundreds of stones at the soldiers. She was later arrested after suffering a bullet wound to the leg, which needed to be amputated. After being released, she returned to her hometown. Pocut's resistance didn't stop there. Even though she could not go to war herself she continued to encourage her army through poetry and rhymes. Her songs and poems are still not forgotten until today.



Keumalahayati was an admiral in the navy of the Aceh Sultanate, which ruled the area of modern Aceh Province, Sumatra, Indonesia. She was the first woman admiral in the modern world. Her troops were drawn from Aceh's widows and the army named the "Inong Balee", after the Inong Balee Fortress near the city of Banda Aceh. In June 1602, Malahayati's reputation as the guardian of the Aceh Kingdom led England to choose a peaceful, diplomatic method by which to enter the Malacca Strait. The agreement between Keumalahayati and Queen Elizabeth I's envoy opened the English route to Java.



Cut Nyak Dhien (1848-1908) was a leader of the Acehnese guerrilla forces during the Aceh War. Following the death of her husband Teuku Umar, she led guerrilla actions against the Dutch with her small army for 25 years. In 1901, one of her men, Pang Laot, told the Dutch the location of her head-quarters. Despite desperately fighting back, Dhien was captured. Dhien was brought to Banda Aceh. She was sent into exile to Sumedang, West Java where she died in 1908.



Rahmah El Yunusiyah established Diniyah Putri in 1923 in West Sumatra, the first Islamic School for girls in Indonesia. During the Japanese occupation of West Sumatra, Rahmah led Haha o Kai in Padang Panjang to assist officer Giyugun. During the war for Indonesian independence, she pioneered the establishment of TKR (Tentara Keamanan Rakyat (People's Security Army) in Padang Panjang and mobilized her students to participate in fighting against the invaders. She encouraged her students to take part, even if only through supplying the army with food and medicine.



Maria Walanda Maramis established PIKAT in Minahasa on July 8, 1917. The purpose of this organization was to provide women with elementary School level education, including skills such as cooking, sewing, infant care, and hand-crafting. In 1919, a regional representative body for Minahasa was established. Maria championed the rights of women to cast votes to choose the representatives to this body. Her efforts reached Batavia (Jakarta) and in 1921, the Dutch allowed the participation of women in the elections of representatives for the Minahasa Raad.



Christina Martha Tiahahu (1800 –1818) was a Moluccan freedom fighter. Born to a military captain, Tiahahu was active in military matters from a young age. She joined the war led by Pattimura against the Dutch colonial government when she was 17, fighting in several battles. After being captured in October 1817, she was released on account of her age. She continued to fight, and was captured again. Sent to Java to be a slave laborer, she fell ill on the way and, refusing to eat or take medicine, died on a ship in the Banda Sea.



Supeni Pudjobuntoro is an Indonesian politician and diplomat. Pudjobuntoro is known as a female politician who has held various important positions in Indonesia. She has served as a member of the

People's Assembly as well as a member of the Constituent Assembly through the PNI party. As a diplomat, she served as ambassador extraordinary to the United States and ambassador to travel during the era of President Soekarno.



Dewi Sartika often pretended to be a teacher while playing with her friends. On 16 January 1904, she founded a School named Sakola Istri at Bandung Regency's Pendopo which later was relocated to

Jalan Ciguriang and the School name changed to Sekolah Kaoetamaan Istri (Wife Eminency School) in 1910. In 1920, there were Sekolah Kaoetamaan Istri in all of the cities or regencies in West Java. In September 1929, the School changed its name to Sekolah Raden Dewi.



Gedong Bagus Oka was an Indonesian Hindu reformer and philosopher. She was one of the foremost authorities on the Hindu Dharma religion, and she started the Parisada Hindu Dharma

Indonesia movement in the 1980s. In 1941, Gedong returned to Bali and taught at a Senior High School in Singaraja. She later became the principal of the School. During the Indonesian independence struggle and in the early years of the formation of the Indonesian state, Gedong fought for a religious place in the new Indonesian society.



Fatmawati was the inaugural First Lady of Indonesia. She was the third wife of the first president of Indonesia, Sukarno, and the mother of Indonesia's first female president, Megawati Sukarnoputri. She

constructed the first Indonesian flag flown during the proclamation of Indonesia's independence. In 1953 Fatmawati became concerned about the plight of children with tuberculosis. She founded the Ibu Soekarno Foundation to fund a hospital. The following year a hospital called the Madam Soekarno Hospital was built. It was not until 1961 that the hospital opened and by that time the hospital was a general Hospital run by the Ministry of Health and it did not specialize in tuberculosis or children.



Nyi Ageng Serang, 73, led the force on a stretcher in the Diponegoro War 1825 to assist Pangeran Diponegoro and became his war advisor. Her famous strategy was deploying green taro leaves as a

disguise, attaching them to poles resembling a taro orchard.



Marie Thomas was the first Indonesian woman to become a physician. She received her diploma from the School of Training of Native Physicians (STOVIA or School tot Opleiding van Indische Artsen) in 1922.

She went on to specialize in obstetrics and gynecology and is considered the first Indonesian doctor to specialize in this field. She also established a midwifery School in Bukittinggi, West Sumatra.



Maria Ulfah was the first Indonesian woman to receive a degree in law as well as the first female Indonesian cabinet member. She became interested in women's rights after witnessing numerous

injustices in her youth. After receiving her law degree from Leiden University, the Netherlands she began teaching and working towards marriage reform. She then became a member of the Committee for Preparatory Work for Indonesian Independence. She later became the Minister of Social Affairs from 12 March 1946 to 26 June 1947.



Rasuna Said once taught at Diniyah Putri but stopped in 1930, believing that the emancipation of women in must be accompanied by political efforts. Rasuna Said's political career began with her

position as the branch secretary of the Sarekat Rakyat (SR). Rasuna Said then joined Soematra Thawalib and founded the Indonesian Muslim Association (PERMI) in Bukittinggi in 1930. After Indonesia's independence, Rasuna Said sits in the Sumatra Representative Council. She then became a member of the Supreme Advisory Council in 1959 until her death.



Khailan Syamsu was a prominent figure in the struggle for women's rights and Indonesian independence. She fought for the right to vote for women's representatives in the government and the People's Council.



Johanna Masdani was a pioneering figure in the Indonesian independence movement. She took part in pledging the Youth Pledge in 1928, and also witnessed the Proclamation of Indonesian Independence, announced by Soekarno and Hatta in 1945.



Ruhana Kuddus, Indonesia's first female journalist, founded the Soenting Melajoe newspaper, the first Indonesian newspaper for women. In 1912, Soenting Melajoe was launched in West Sumatra, with Kuddus as editor.

Battles

Java

Jakarta Under Attack

The first attack on Jakarta by the Mataram troops took place at Fort Holandia in October 1628. Despite having 10,000 soldiers, the Mataram troops were destroyed due to a lack of supplies. The second attack was carried out by 14,000 soldiers. They built rice barns in Karawang and Cirebon. However, The Dutch East India Company's (VOC) spies found the granary and destroyed it. The troops became weaker from malaria and cholera outbreaks. But the leader of Mataram, Sultan Agung managed to pollute the Ciliwung River and Jan Pieterszoon Coen died from cholera that hit Batavia.

The Diponegoro War

Wars broke out in Central Java from 1825 to 1830 between the colonial Dutch Empire and native Javanese rebels. The war started as a rebellion led by Prince Diponegoro, a leading member of the Javanese aristocracy who had previously co-operated with the Dutch. The rebel forces laid siege to the city of Yogyakarta, a move that prevented a quick victory. This gave the Dutch time to reinforce their army with colonial and European troops, ending the siege in 1825. After this defeat, the rebels continued fighting a guerrilla war for five years.

The Revolt of Trunajaya

In conflict with the Mataram Sultanate, Trunajaya led his troops to claim Surabaya, the main city in East Java. The Dutch troops retaliated with 1500 soldiers and the two sides battled each other in May 1676. Trunajaya built a dam to block the Dutch troops' access to fresh water. Forced to drink brackish water, diseases started to spread among the soldiers. Despite this, after 10 days of fighting, Trunajaya was forced to retreat.

Kalimantan

The Resistance of the People of Banjar

Led by Prince Hidayatullah and Prince Antasari, the people of Banjar fought against the Dutch in the late 1850's. A

series of battles ensued until the Dutch increased their military strength which resulted in the defeat of Prince Hidayatullah's troops. The Banjar people's resistance began to weaken when Prince Hidayatullah was caught and exiled to Java, meanwhile, Prince Antasari continued to fight in guerrilla battles until he died.

The Kutai War

In 1844, a British expedition led by James Erskine Murray attempted to occupy Kutai. Murray sent an ultimatum to Sultan Salehuddin, the Sultan of Kutai at that time, to surrender his closest circle to be Murray's hostages. When Sultan Salehuddin chose to ignore the ultimatum, the British troops fired a cannon toward the palace. In the ensuing battle as Kutai responded, Murray was killed and the rest of the remaining troops escaped to the open sea and were later stranded in Makassar.

A Revolt in West Kalimantan

In 1823, the people of Tionghoa descent fought the Dutch army on the west coast of Kalimantan. They revolted against the hefty individual tax imposed on them and the fixed rate the Dutch instated on salt. At the same time, another group launched an attack against a fort in the city of Pontianak. The Tionghoa army took over the fort for a short while before the Dutch managed to finally disperse them.

Nusa

Puputan Margarana

The impetus of this war was the Dutch's dissatisfaction with the Tawan Karang Rights, the rules that gave the Balinese kingdoms the right to seize foreign ships and their cargo that were stranded in Bali. An all-out war between Balinese kingdoms led by I Gusti Ketut Jelantik and the Dutch ensued. On 28 May 1946, I Gusti Ngurah Rai led the army's long march to East Bali. On 19 November, the Y-Brigade arrived at army posts in Bali to reach Marga and block the Rai's battalion's movement. Rai knew about the plan and commanded the battalion to disband, with 95 men remaining with him to commit puputan (last stand) in battle.

The War of Ngali

The Ngali War was waged from 1908 to 1909 and was initiated due to Ngali's villagers' refusal to pay taxes imposed by the Dutch colonials. The Ngali troops gained the upper hand in the war through their two tactics: surprise attacks and silent assaults. After three waves of battles, the war ended with the death of the head of the Dutch expedition, Lieutenant Vastenour.

The Bongu War

The village of Bongu on Sumba island was one of the first areas where the Dutch colonials instated a trade monopoly in the region. After years of suffering through the occupation particularly due to forced labor and mandatory donation of agricultural harvests, the people of Bongu took arms against the colonials. The Dutch finally ended its occupation in 1913 after 3 years of fighting the locals.

Papua

The Late Conquest of Merauke

The Marind people of Papua defended the area of Merauke from the effort of the Dutch colonials to subjugate it. They attacked the ships and left them barren and pillaged with a number of casualties on the Dutch side. It took the Dutch more than 10 years of concentrated efforts and naval expeditions before the land finally fell to their rule. This transpired only in the early 1900s, centuries after the Dutch first arrived in Indonesia, as the area consisted of a large unexplored tropical jungle that made Papua difficult to conquer.

The Battle at Duurstede Fort

It was May 16, 1817, when Pattimura led hundreds of well-armed Moluccans to attack the Dutch Fortress Duurstede on the island of Saparua in Maluku, slaying all the inhabitants, including Commissioner Van den Bergh and his family.

The Subjugation of the Four Kings

In September 1783, the Dutch colonials sent hundreds of troops under the leadership of Coenraad van Dijk to subjugate the constellation of four islands in Papua known

as the Four Kings. At the end of September, an ambush by the local army in Batanta, one of the four islands, resulted in the confiscation of a Dutch ship and the death of van Dijk.

Sulawesi

The Great Flooding of Tondano

From 1661 to 1664, the people of Minahasa fought the Dutch in the first Tondano War. This war was started due to the people of Minahasa's discontent with the Dutch's monopoly of rice in the region. To weaken the local troops, the Dutch blocked the Temberan River, causing flooding to villages in the area. The people of Minahasa fought back by building floating houses around Lake Tondano. The war ended with a trade agreement between the two opposing parties.

The Buton War

In 1637, the Dutch troops attacked the Buton Sultanate. The two sides were embroiled in a battle due to an increasingly fractured relationship. The Buton Sultanate established a diplomatic relationship with the Dutch when they first came to the area. However, dissatisfaction mounted on both sides. The Buton people had had enough of the Dutch troops' constant derision and deceit and the Dutch were irate when a small region under the sultanate rule attacked one of its marooned ships. The war between the two then broke out and lasted for two years. During that time, although the number of casualties was enormous, the Dutch were not able to breach the sultanate's main castle and fort's defense.

The Rooster from the East

Sultan Hasanuddin, the XVI King of the Kingdom of Gowa, attacked the Dutch colonials' stronghold in Buton to defend the freedom of trade in the open sea surrounding the island of Sulawesi. Gowa's army was well known for its maritime prowess and Sultan Hasanuddin gained his nickname, the Rooster from the East, from the Dutch due to his aggressive streak during battles.

Sumatra

The Aceh War

With the spirit of jihad fi sabilillah, a war in the name of God, Acehese fighters succeeded in mobilizing the Acehese people to wage a guerrilla war against the Dutch. After one of the leaders of the war, Teuku Cik Ditiro, died and another, Teuku Umar, disappeared, Cut Nyak Dien led the troops. She was helped by another Indonesian hero, Pocut Baren. The war ended when Cut Nyak Dien was killed.

The Battle at Haru Bay

2,000 Inong Balee's troops (widows of martyred heroes) fought against Dutch ships and fortresses on September 11, 1599. During this attack, a one-on-one duel between their commander, Malahayati, and the Dutch leader, Cornelis de Houtman, resulted in the Dutchman's death.

The War of Palembang

The Dutch colonials were interested in Palembang after the discovery of lead ores in the area. On June 12, 1819, a 2-day war broke out between the Palembang army and the Dutch. It was instigated by the Dutch commissioner's demand to the Sultan of Palembang, Mahmud Badaruddin II, to surrender the crown prince as a symbol of the sultanate's subjugation to the colonials. The Palembang army won the war and the Dutch troops retreated to Jakarta.

Milestones

Soenting Melajoe

Soenting Melajoe is a women's newspaper published in Padang. Its contents consist of editorials, poems, writings about women and histories of well-known figures. Soenting Melayu was published on the initiative of Roehana Kudus. The editorial of the magazine was staffed entirely by women. Sunting Melayu was first published on July 12, 1912 and stopped publishing on January 28, 1921. In four pages of each edition, Sunting Melayu recorded discussions and debates among women in Indonesia about education, health, religion and culture.

Sumpah Pemuda

Sumpah Pemuda, or the Youth Oath, declared in Jakarta on 28 October 1928, brought together the youth of the nation to solidify Indonesia's intention to be one free nation. The oath proclaimed Indonesia to be one land, one nation, and one language. Held on the second day of the Youth Congress II the event was initiated by the Indonesian Students Association (PPPI) whose members included students from every part of the nation. October 28th is now celebrated annually as an important national day in Indonesia.

The Independence of Indonesia

The Proclamation of Indonesian Independence was read at 10:00 in the morning of Friday, 17 August 1945. The declaration marked the start of the diplomatic and armed resistance of the Indonesian National Revolution, fighting against the forces of the Netherlands and pro-Dutch civilians, until the latter officially acknowledged Indonesia's independence in 1949. The document was signed by Soekarno and Mohammad Hatta, who were appointed president and vice-president respectively the following day.

Women Congress I

The 1st Indonesian Women's Congress was held in Yogyakarta, starting on Saturday night 22-25 December 1928 attended by more than 1000 people. This congress was attended by 30 women's organizations from 12 cities in Java and Sumatra. The congress aims to fight for women's rights, especially in the fields of education and marriage.

Equal Pay

In 1926, female workers in Semarang who were members of the Sarekat Rakyat held a demonstration to demand equal wages and fair treatment between women and men workers. In the demonstration, the women of Sarekat Rakyat wore bamboo caps. They consolidated and compiled the demands on their own accord.

Voting Rights

In 1938, the Dutch Colonial Government recognized the rights of Indonesian women to be voted but not to vote. It was only in 1941 that Indonesian women's rights to vote were finally recognized by the Dutch Colonial Government. This was a result of intensive lobbying by the Indonesian Women's Congress, supported by the members of the Volksraad (the People's Council). From then on, all educated women in Indonesia had the right to vote and be elected. This marks the recognition of the right to vote and be elected for Indonesian women, although it is limited to the upper middle class.

Kartini Fonds

Kartini Fonds aims to advance the education of Indonesian women through a program to establish alternative schools called Kartini Schools. This program was started in 1913 with the establishment of Kartini Schools in Semarang and Jakarta. During its development, the existence of Kartini School continued to expand widely until it spread throughout Java. The success of the Kartini School education program had a big impact on the birth of women's movement organizations in Indonesia. Kartini School produced female cadres across Indonesia who later became the founders of women's organizations such as Wanita Taman Siswa, Wanita Utomo, Aisyiyah, and others.

Putri Mardika

Putri Mardika was established in 1912 in Jakarta with the aim to better the life of Indonesian women, particularly in terms of social status and position. The organization specifically focused on mentoring and accompanying local girls in pursuing education and in voicing their opinion in public. Putri Mardika's activities included granting scholarships for women, magazine publications focusing on independent women, and midwifery courses. The organization was closely guided by Kartini's thoughts and ideas in its movements.

Taman Siswa

The embryo of the Indonesian national education system is thought to have occurred in 1922, when the Taman Siswa was founded by Ki Hadjar Dewantara. Taman Siswa firmly declared itself a "national educational institution". Nationalism in Taman Siswa in the early days was marked by the recruitment of teachers who came from youth activists or independence movements. Teachers in Taman Siswa followed the motto: "ing ngarso sung tulodo ing madyo manguk karso tut wuri handayani" or "at the front, an educator is an example, in the middle, an educator motivates and from the back, an educator encourages." Tut wuri handayani later became Indonesia's national education motto.

Ability Clarifications

Hero cards

Keumalahayati - You may gain any Purple from placing the School if you want to.

Gedong Bagus Oka - This effect applies to the placement of the Patron placed by her own Graduation.

Dewi Sartika - She starts in the Classroom she Graduated in, from the next Graduation in that Classroom she may move to another Classroom on that player's School board.

Bonus tokens



These 2 Bonus tokens trigger both when placing and moving a School. Note that this triggers even when moving a School directly after gaining the Bonus token.



The Bonus tokens with the a small icon in the top right corner are only gained during the end scoring.

Glossary

- **Access**

A player's School token grants Access to the Region it is in. If the School is on a Border between 2 Regions, it has Access to both Regions it Borders. It also grants Access to that Islands Student row.

- **Aspiration**

There are 4 Aspirations: Fighter, Politician, Patron and Teacher. They are found on Books, Classrooms, Hired Teachers, Graduated Teachers and Students. They normally need to match during different actions.

- **Book**

A punchout token, illustrated as a Book. Matching 3 of the different Aspirations of the game: Blue (for Politicians), Green (for Patrons) and Red (for Fighters).

- **Border**

A Line on an Island that divides the Island into Regions.

- **Classroom**

A defined area on each player's School board, there are 3 Classrooms (Fighter, Politician, Patron).

- **Clean up**

The last phase of a Round where players perform a certain sequence to prepare for a new Round.

- **Cluster**

The Patron Occupation slot on the left side of the Progression board is divided into 3 areas, these areas are called Clusters.

- **Endowment**

A player track their Endowment on their School board. The level of Endowment gains you Duit during the Clean up phase.

- **Event**

A card in the game that is flipped when the "From Darkness to Light"-track indicates it.

- **Graduation**

An Action in the game, when a player turns a Student into a Fighter/Politician/Patron or Teacher. Move the Puple along with a Graduation Hat to its new Occupation slot.

- **Graduation Hat**

A punchout with a hat icon. Used to indicate that a Puple has Graduated, it also corresponds to a Player color.

- **Hired Teacher**

A Teacher that is aquired using the Hire Teacher action. A Hired Teacher is discarded during the Clean up phase.

- **Island**

A colored area on the map with a corresponding name and color.

- **Library**

An area on the School board to store Books.

- **Occupation**

A slot where you place a Graduated Puple meeple with a Graduation Hat marker. Occupation slots are on the Student rows as Politicians, on the Patron area on the Prograssion board for Patrons, on a Battle slot for Fighters or in the Teachers' association area on the Prograssion board for Teachers.

- **Pass**

An action in the game where a player moves their Principal meeple to the Reward track, This ends the player's Round.

- **Principal**

A big meeple on the turn order track showing the turn order, or on the Reward track showing that a player has Passed and what reward that player has gained.

- **Puple**

A Puple shaped wooden meeple on the Map or School board.

- **Recruit Puples**

An action in the game used to move Puple meeples from an Region where you have a School token to you School Yard.

- **Region**

Each Island are divided into 3 Region, indicated by Borders and each Region has a name.

- **Register Students**

An action in the game, where a player take a Student card form its Student row to their Classroom.

- **Reputation**

Players track Reputation on their School board. The level of Reputation restricts what a player can do during certain actions.

- **Requirements**

Certain actions or cards have a cost and/or a level requirement that the player need to pay or have reached to be allowed to perform the action/gain the card

- **Resources**

Includes Duit, Books and Endowment. These can be spent.

- **Round**

A Round has 3 phases, when all phases are done, a new Round starts. The game ends after 3 Rounds.

- **School**

A School shaped wooden token that can be placed on Islands.

- **School board**

A player board in front of each player with 3 Classrooms, Endowment and Reputation tracks as well as School Yard and a Library.

- **School Yard**

An area on the School boards, when you Recruit Puples put them here.

- **Starting Island**

The Island that matches a player's School board.

- **Student**

A card taken from any of the Student rows or the Hero row.

- **Teacher**

A Teacher card can be Hired when a player performs the "Hire a Teacher"-action. Hired Teachers are discarded during Clean up phase. A Student can also Graduate to become a Teacher. A Graduated Teacher stays for the rest of the game in the Classroom it Graduated in.