

MARS RAVELO'S
DARNA
at ang Nawawalang Bato

Hero Edition Manual

Components



24 Darna cards



8 Stone chips



4 Villain cards

Darna's *Putting Bato* is missing!

Use your wits, memory, and Darna's abilities to find and reclaim the *Putting Bato*. But watch out! Villains have arrived to mess with you. Be the first to get the *Putting Bato* and shout **DARNA** to win!

A quick card game for 2-6 players. The *Hero Edition* is an all new standalone version of the original bestselling *Darna at ang Nawawalang Bato* card game.

How to Win

- ▶ Have the *Putting Bato* when you shout "**DARNA!**" at the start of your turn.
- ▶ Or be the first player to guess where the *Putting Bato* is after the Deck runs out of cards.



The Putting Bato

If you've played the first game...

...the *Hero Edition* shares the basic rules of the original *Darna at ang Nawawalang Bato* card game. There are just **five (5)** new rules you need to learn to play the *Hero Edition*.

- ▶ The *Hero Edition* can have **up-to-6 players**.
- ▶ There are now **8 Stones** instead of 5. The extra Stones go the center of the table.
- ▶ If you shout **DARNA** on your turn and your Stone is not the *Putting Bato*, **you can peek at any Stone chip that is not yours**.
- ▶ **Villain** cards are shuffled into the deck. If you draw a **Villain** card, immediately reveal it and do the effects written on the card. Then, draw another card and continue your turn.
- ▶ If the deck runs out of cards and there are 4 or less players, there are **two rounds of guessing instead of one**.

Game Setup

I. Prepare the Stone chips

1. Shuffle the Stone chips. Make sure they are face down when you do.
2. Give each player one (1) Stone chip.

DO NOT LOOK AT THE BOTTOM OF THE STONE CHIPS

3. Put the extra Stone chips at the center of the table. They are still part of the game.

II. Prepare the Deck

1. Shuffle the **Darna** cards and the **Villain** cards to make a Deck.
2. Give each player one (1) **Darna** card from the top of the Deck (*players can look at their card*).
 - ▶ If a player is dealt a **Villain** card, deal them a new card then shuffle the **Villain** card back into the Deck (*players shouldn't start the game holding a Villain card*).
3. Put the Deck in the middle of the table.
4. Choose the first player randomly. You are now ready to play!

What the Game looks like with 5P



The Stone Chips

Hidden among the eight (8) facedown Stone chips is the *Puting Bato*. To properly play the game, never look at the bottom part of a Stone chip unless an ability or effect tells you to do so.

Each player has **ONE (1)** Stone chip in front of them.

How to Play

On your turn, you must choose to do either **A** or **B**.

Once you've started doing either action, you cannot take back your choice and must finish that action.

After taking your turn, if the deck has run out of cards, see "If the deck runs out of cards..." Otherwise, it's now the turn of the player to your left.

A Try to win by shouting DARNA!

1. If you think your Stone chip is the *Puting Bato*, shout "DARNA!"
2. Flip your Stone chip for everyone to see.
 - ▶ If it is the *Puting Bato*, you win the game!
 - ▶ If it is **NOT** the *Puting Bato*, turn your Stone chip back facedown. You may then peek at any Stone chip that is not yours.

Making a wrong guess doesn't eliminate you from the game. You just won't be able to play a Darna card for that turn.

You can't use **A** on your first turn.

If the Deck runs out of cards...

...and no one has won yet, finish the turn of the player who drew the last card. Then, players will take turns guessing where the *Puting Bato* is among the 8 Stone chips.

1. Everyone reveals their remaining **Darna** card.
2. One by one, players try to guess which Stone chip is the *Puting Bato*. The player with the **LOWEST** numbered card goes first (*the lowest possible card is 1 while the highest possible is 24*).

The player with the "6 Super Speed" card guesses first. Then, 11 → 12 → 21



There are also Stone chips in the center of the table that none of the players own.

The *Puting Bato* has the words **DARNA** written on it. Be careful because there is a fake *Puting Bato* with no **DARNA** on it.



Fake Puting Bato

B Use a Darna card to move and peek at Stone chips

1. First, draw the top card from the deck.
 - ▶ If the card is a **Villain** card, reveal it to everyone then immediately do its effect. Then, discard the **Villain** and draw another card (*if you draw another Villain, repeat this process until you draw a Darna card*).
2. You should now have two (2) **Darna** cards in your hand. Choose one of the cards and play it to the discard pile. Keep the unused card for later.
3. Do the abilities on the played **Darna** card.
 - ▶ You must do the abilities in order. Do the top ability first before the bottom one.



For ex: If you use this card, do the "Swap any 2 Stones" first before doing the "Peek at a stone that is not yours."

3. Whenever a player makes a guess, they shout "DARNA!" then flip the Stone chip they chose.
 - ▶ If the guess is correct, that player is the winner!
 - ▶ If they guessed wrong, the player with the next lowest number guesses next.
4. If no one guessed correctly and there are 4 or less players, do another round of guesses. If everyone's guesses are still wrong, no one wins. Do your best!

Credits:

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