

# MARS RAVELO'S **DARNA** at ang Nawawalang Bato

Darna's *Puting Bato* is missing!  
Be the first to find and claim it  
using Player Cards to peek at and  
move Stone Cards around. Win the  
game by getting the *Puting Bato* and  
shouting "**DARNA!**"



Game Contents: 16 Player Cards, 5 Stone Cards  
For 2-4 Players. Watch a video tutorial at:  
[www.balangay.games/games/darnacardgame/](http://www.balangay.games/games/darnacardgame/)

## HOW TO WIN

- ★ If you have the *Puting Bato* when you shout "**DARNA!**" during your turn.
- ★ Or if you are the first to guess which Stone is the *Puting Bato* after the Deck runs out of Player Cards.

## SETTING UP THE GAME

### Preparing the Stones

One of the five Stone Cards is Darna's *Puting Bato*.

1. Shuffle the five Stones so that no one knows where the *Puting Bato* is.
2. Deal one Stone face-down on the table to each player. Your Stone is the one in front of you.

Players **CANNOT** look at a Stone's face-up side unless instructed to by Player Cards or this manual.

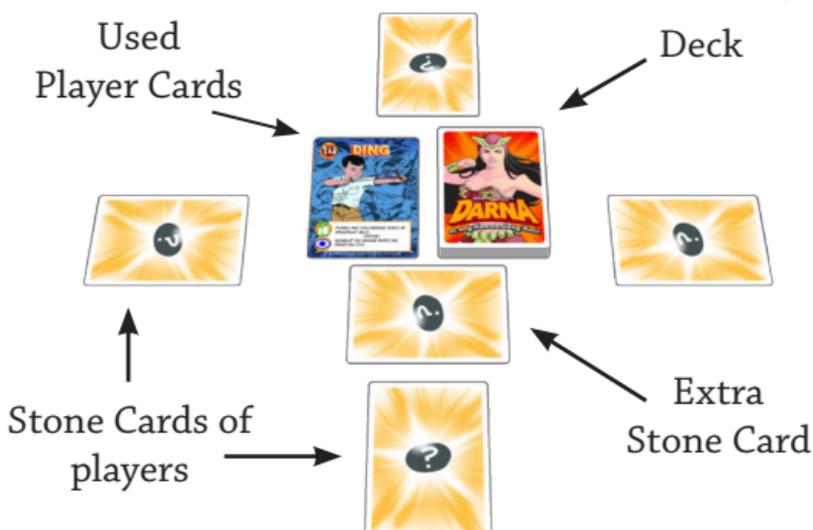
3. Place the remaining Stone/s face-down at the center. They are still part of the game and may be peeked at, moved by, or chosen for Player Card abilities.

### Preparing the Player Cards

1. Shuffle the Player Cards, then deal one face-down to each player. Players can always look at their own Player Card/s.
2. Place the remaining Player Cards at the center to form the Deck.

Choose who will go first. The game may now begin.

### What the Game Looks Like (4 Players)



# GAME FLOW

On your turn, choose to do **either A or B**:

## **A** Draw a Player Card and use one to peek at and move the Stones around.

1. Draw a Player Card from the Deck.  
You should now have two Player Cards.
2. Choose one of your two Player Cards and play it face-up beside the Deck where all players can see it.
3. Read aloud the instructions on the Player Card and do both of them in order, from top to bottom.
4. Keep the other Player Card you did not play in your hand. Your turn ends. (You cannot shout “DARNA!”)

## **B** Try to win by shouting “DARNA!”

If, at the start of your turn, you think you might have the *Putting Bato*, **DO NOT draw a Player Card** from the Deck. Instead, shout “**DARNA!**” and reveal your Stone.

➔ If you indeed have the *Putting Bato*, the game ends and **you WIN!**

➔ If you don't have the *Putting Bato*, flip your Stone back face-down, and your turn ends.

**You are not eliminated from the game.**

After doing **either A or B**, your turn ends and play continues clockwise. Continue playing until someone wins (by shouting “DARNA!”) or the Deck runs out.

# WHEN THE DECK RUNS OUT

Once the last Player Card has been drawn from the Deck, finish the turn of that player then do the following:

1. All players reveal their remaining Player Card.
2. One by one, players try to guess where the *Putting Bato* is. The player with the lowest numbered Player Card goes first, followed by the next lowest, and so on.

*Example: The player holding the card of Lola Asay guesses first*



3. Reveal the Stone chosen by the guessing player.

➔ If correct, the game ends and they are the **WINNER!**

➔ If they guessed wrong, they are out of the game and the player with the next lowest number guesses next.

➔ If everyone guesses wrong, no one wins. Do your best to find the *Putting Bato*!

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# ICON GUIDE



Peek at a Stone that you don't own.



Peek at two Stones that you don't own.



Swap two Stones.



Hide two Stones under the table. You may swap them or not. Then, return the Stones.



Rotate the Stones of the players clockwise.



Rotate the Stones of the players counterclockwise.



Rotate the Stones of the players either clockwise or counterclockwise.



Show your Stone to the other players. Don't look at your own Stone.

## EXAMPLE



The Player Card text for Valentina reads:



Hide two Stones under the table. You may swap them or not. Then, return the Stones.

- then -



Peek at a Stone that you don't own.