

IMPORTANT NOTES:

- You can always look at your cards' conditions but you are not allowed to show them to other players or to say aloud what the conditions on your cards are!
- You are allowed to ask questions like: "Can you switch this stone with this one?" and to answer "yes" or "no" to such questions.
- You can discuss your strategy and your future moves as much as you choose so long as you don't announce the conditions on your cards. But the final decision on the switch is always made by the active player.
- Stones without numbers are considered a "0" (for the conditions, but not for the order of the stones!). "0" is an even number.



RESTRICTIONS FOR THE ADVANCED PLAYERS (OPTIONAL):

Speaking is not allowed!

If you get a stone you are not allowed to switch it back (to the same position) immediately!

END OF THE GAME

As soon as you manage to bring all the stones in order the game ends. The scoring card shows your success: the fewer turns you need to finish the game – the better your result is!

If you haven't managed to put all the stones in order within 24 turns (the scoring token is on the last space of the track and still has to be moved) – you lose the game!



3-5
players

10+
age

10-15
minutes



NARABI

DANIEL FEHR

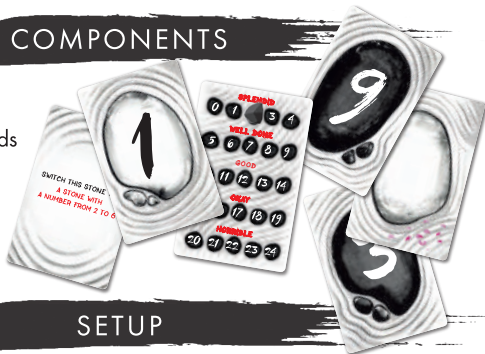
RULES



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COMPONENTS

- 15 stone cards
- 15 condition cards
- 15 card sleeves
- 1 scoring card
- 1 scoring token
- Game rules



SETUP

Shuffle the condition cards and the stone cards separately. Insert them randomly in the sleeves so that the text of the condition cards is visible on one side and the stones are visible on the other. Thus, the stone cards and the conditions will be paired differently each game.

Important! Do not look on the condition cards while forming the deck.

Set up the deck depending on the number of players:

- 3 or 4 players – remove one white stone without a number, one dark stone without a number and the stone with the number 9 from the game.
- 5 players – use all 15 stones.

Shuffle the assembled cards and deal them the stone side up according to the number of players: with 3 players deal 4 stones to each player, with 4 or 5 players deal 3 stones to each player.

Keep your cards on the table in front of you next to each other so that the stone side is visible to all the players. You can look at the conditions on the other side of your cards without showing them to other players.

Important! You are not allowed to change the order of your cards on the table!

The most responsible player takes the scoring card and puts the scoring token on the zero space. Each turn this player will move it one space forward.

AIM OF THE GAME

This is a cooperative game where you will work together to put the numbers on the stones in order (clockwise or counterclockwise) with as few switches as possible.

NOTE: THE STONES WITHOUT NUMBERS DO NOT INTERRUPT THE ORDER.

PLAYING THE GAME

The player with a "0" on one of their stones becomes the 1st player. Players take turns clockwise.

During your turn you **must make** a switch: it means you always switch one of your stones with one of **another player's** stones. You can **never** switch your own two stones!

After that the responsible player moves the scoring token to the next space on the scoring card. The turn passes clockwise.



IF A PLAYER CANNOT MAKE A SWITCH DURING THEIR TURN, THE GAME ENDS IN DEFEAT. REMOVE THE CONDITION CARDS AND THE STONE CARDS FROM THEIR SLEEVES, SHUFFLE THEM SEPARATELY AND PREPARE FOR A NEW GAME.