# NAVA

*2 - 4 Players*
*10+ minutes*
*For ages 8+*

Nava. A game of skill, wit and cunning. Compete with your friends as you race against them, capture their pieces and conquer the board. Nava played it before? No problem. Nava is easy to learn - but much harder to master!

Nava is an abstract game inspired by ancient Asian past-times, such as Nepalese 'Bagh-Chal' and 'Go'. Players compete to be the first to lay all of their Cubes down on the board. They do this by moving Discs to capture rival pieces and lay Cubes to conquer junctions.

## CONTENTS

- 24 Wooden Discs in 4 colours (6 each - white, black, blue, yellow)
- 36 Wooden Cubes in 4 colours (9 each - white, black, blue, yellow)
- 1 Drawstring Nava Bag
- 1 Folding Game Board
- 1 Folding Rule sheet

## SET UP

Use the red, square board for 2 or 4 players and the green, hexagonal board for 3 players.

Each player chooses a colour and takes that colour pieces:
(The remaining pieces are put away)

    2 players - 6 Discs and 9 Cubes each
    3 players - 5 Discs and 8 Cubes each
    4 players - 4 Discs and 7 Cubes each



*2 player*    *3 player*    *4 player*

Set up the board as above with each player placing all of their Discs in a stack on the junctions indicated. Players place their Cubes in a pile, near to them.
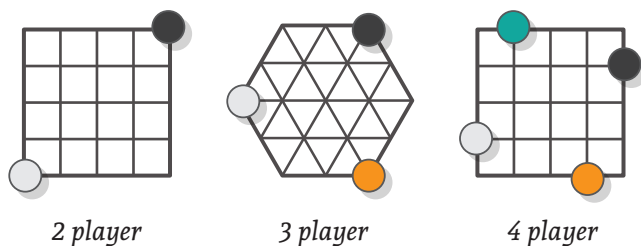
## PLAY

Play is clockwise (from youngest) with players taking turns until someone captures all Disc stacks or lays all of their Cubes.

A stack belongs to the player with their Disc at the top.
(A single Disc still counts as a stack.)


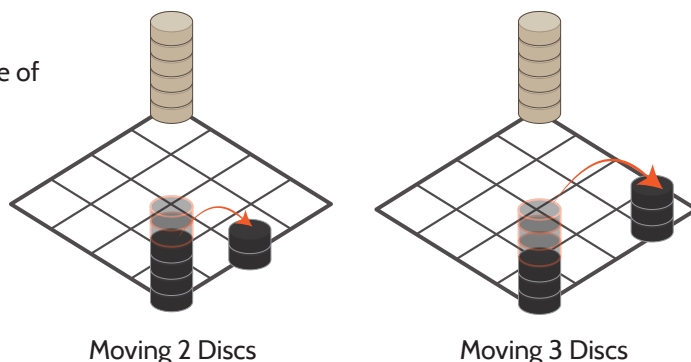
Stack of Discs

Junction

Cubes
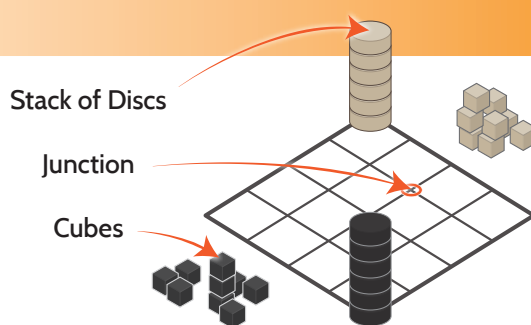
### Stack basics
On their turn a player must take a number of discs from the top of one of their stacks and move them, along a straight line, to another junction.

The distance a stack moves is the same as the number of Discs in that stack.
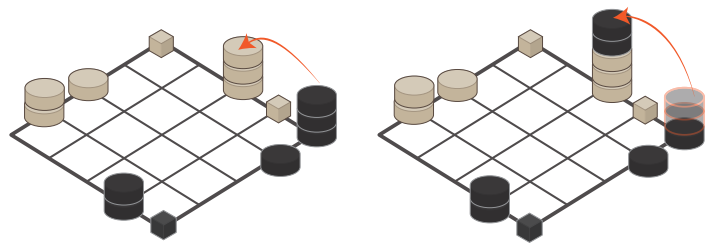
E.g. if a player takes a two disc stack then they move it 2 junctions .

In a single move, stacks cannot turn corners.



Moving 2 Discs    Moving 3 Discs

If a player moves their stack onto another stack it becomes theirs, including all opponents Discs in that stack.

A player may move any number of Discs in a stack that they own, regardless of colour.

A player cannot move more than the number of junctions available. If their stack has more Discs than junctions available and they wish to move to the edge of the board, then they must split their stack.
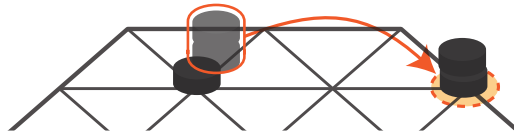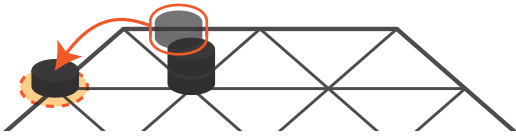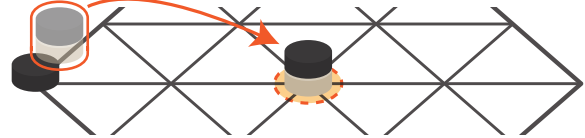
In both examples here 'Black' has to split a stack in order to move a Disc to the edge of the board

A player may choose to move a whole stack, (including captured opponents), or split their stack and move part of it.
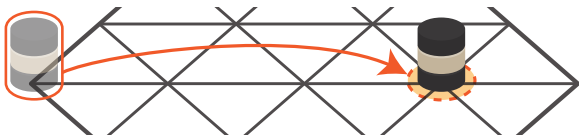
Here the whole stack of 3 Discs is moved 3 junctions

Here black splits off the top 2 Discs and moves them 2 junctions

### Creating Cubes
If a player moves their entire stack off a previously occupied junction, leaving it empty, then they place a Cube on this junction (as shown).

### Landing on, and removing, Cubes
If a player lands on a Cube, they give the Cube back to the Cube's owner and place their stack on this junction (this includes when a player lands on thieir own Cube).
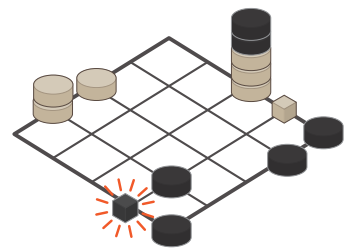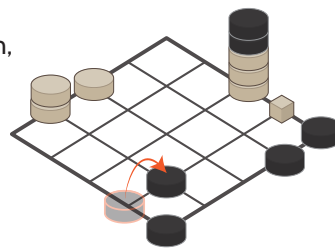
If a player splits their stack then they may create an opponent-controlled stack in the process.

In this 3 player example 'Black' moves a 2-stack to capture 'Yellow's 2-stack but by doing so creates a stack that is now controlled by 'White'.
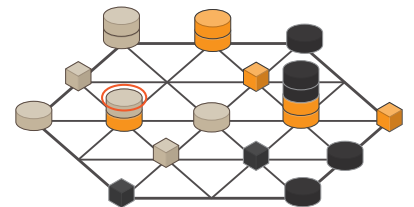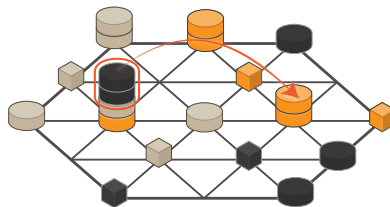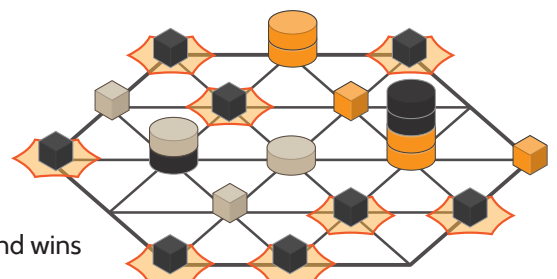
# WINNING

### Eliminating players
If a player loses possession of all of their stacks then all of their pieces (Discs and Cubes) are removed from the game and they are eliminated. Play continues without them.

The first player with all their Cubes on the board or the last person in the game with Disc stacks is the winner!

Here, 'Black' has placed all their Cubes and wins

# MORE...

For more, check out Nava on **boardgamegeek.com**

Designer / Developer / Graphics – Dave Cordell
Contact me at: davidmarkcordell@gmail.com
©Cordell Creations – 2018 – VAT Reg. GB 252295211

No part of this product may be reproduced without specific permissions.

Alternative 2 player set ups.