

# Varanasi

**Varanasi** is a game for 2 to 4 players invented by Masahiro Nakajima, the Curator of 'The Museum of Abstract Strategy Games', in 2012.

Varanasi, a variant of nim, is an homage to the famous puzzle game **Tower of Hanoi**.

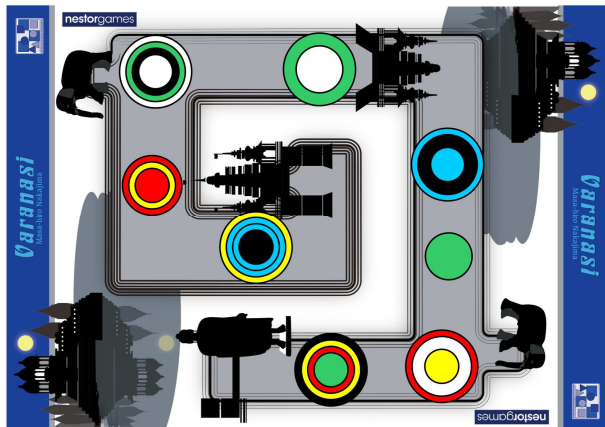
## MATERIAL

- A board depicting a path
- 24 discs in 6 colours and 4 sizes
- A carrying case

## SETUP

Definition: A tower is a pile of discs of any height (even just one disc) so that smaller discs are placed on top of bigger discs.

Players create as many towers as they wish randomly along the path of the board.



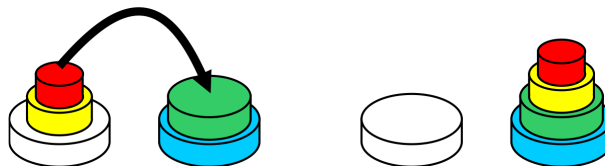
Example of setup

## HOW TO PLAY

Players take **either** of the following actions A **or** B in turn. Passing is not allowed.

### A. Relocate a tower

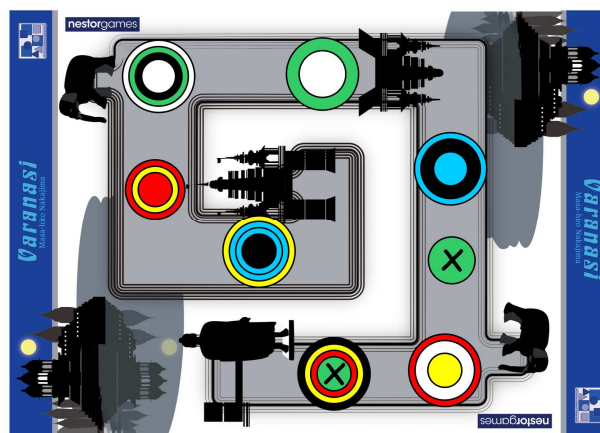
Take a part of a tower or all of it and relocate it on top of another tower. Discs can only be placed on top of bigger sized discs and the topmost disc of the tower must end **higher** than it was before the relocation.



Example: A part of the left tower is moved atop the right tower so that the topmost disc ends up higher than before.

### B. Declare a colour and remove discs

Declare a colour and remove all the topmost discs of that colour (only one disc per tower). Do it along the line so you don't visit the same tower twice.



Example: Player A claims the topmost green discs (marked 'X') and removes them from the board

The game is finished when all the discs on the board are taken, and the player who took the last disc is the winner.

## TOURNAMENT PLAY

Play the game several times until one of the players reaches a previously agreed score (for example, score 10 is recommended for beginners).

Each time a player wins a match, the number of discs he took in his last turn is counted as his points and is added to his overall score.