CARNUTA

Watch
the rules video!

Welcome to Carnuta, the annual druidic ritual!
Thank you all for traveling so far from your distant lands.
As is tradition, we've organized a potion contest to elect the druid of the year.
So, ready your sickles... and let the competition begin!

OVERVIEW AND GOAL OF THE GAME

A game of *Carnuta* plays over a series of turns. On your turn, you will take 2 actions, the same or different, out of the 4 possible. The goal of the game is to create a potion by playing cards in front of you. Each card is worth points depending on the ingredients in your potion. The game ends once one player plays an 11th card in front of them.
Optimize the combinations of your ingredients to gain the highest score and win the game!

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1. *72 Ingredient cards*
2. *22 double-sided runes*
3. *4 boards*
4. *8 Padlock tokens*
5. *8 Sickle tokens*
6. *8 Bonus Ingredient tokens*
7. *4 counters*
8. *1 Ancestor token*
9. *1 score pad*

SETUP

FOR EACH PLAYER



1. Choose a **board** and place it in front of you.
2. Take a **counter** and insert it in the window of your board on level "1."
3. Place **4 runes**, 2 on the Sun side and 2 on the Moon side, on the first four spaces on your board.
4. Take **2 Padlock tokens** and place 1 on each of the last two spaces on your board.
5. Place **2 Sickle tokens** on your board.
6. Shuffle the **8 starting cards** (see *Card Anatomy*) and give 1 to each player. Place your card in front of you, faceup.
7. Place the **Ancestor token** in front of a random player: They become the Ancestor for this game.

FOR ALL PLAYERS (IN THE CENTER OF THE TABLE)

8. Sort the Ingredient cards into Day and Night (see *Card Anatomy*), shuffle each stack separately, and form **2 decks**, facedown.
9. Reveal the **top 4 cards** of each deck and place them in a row, faceup.
10. Leave a space for cards discarded during the game.
11. Make a **reserve** of runes according to the number of players:

Number of players	2	3	4
Number of faceup runes	1 and 1	2 and 2	3 and 3

12. Place the **8 Bonus Ingredient** tokens nearby.
13. Return any remaining components back to the box; they will not be used during this game.



CARD ANATOMY

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- **A** *Starting card*
- **B** *Day Ingredients: Clover, Flower, Egg, and Honey*
- **C** *Night Ingredients: Skull, Butterfly, Berry, and Mushroom*
- **D** *Rune cost*
- **E** *Ingredient*
- **F** *Ingredient reminder*
- **G** *Points*

GAMEPLAY OVERVIEW

The game plays clockwise, starting with the Ancestor.
On your turn, take **2 actions** from the 4 following actions:

TAKE A CARD PLAY A CARD
TAKE RUNES FLIP RUNES

Your 2 actions can be the **same or different**, and you may do them in any order.

TAKE A CARD

Take a card **from the 8 visible** in the center of the table and add it to your hand. Replace it immediately with the top card of the corresponding deck.

You may have any number of cards in hand during your turn, but **you are limited to 3 cards at the end of your turn**.

PLAY A CARD

Choose a card from your hand and pay the cost shown with the runes on your board:



Flip the rune shown **to its other side**.



Return the rune shown to the reserve, **without flipping it**.

Then place the card in front of you by making **columns per Ingredient**. **Stack the cards** so you can always see the Ingredient reminder and the points the card is worth.

Special cards



At the end of the game, **double cards** count as 2 Ingredients of the type shown.



Salt is a Wild Ingredient. When you play a **Salt card**, stack it on a **card already played** in front of you.
At the end of the game, the Salt counts as 1 extra Ingredient of this type.
Note: Once placed, a Salt card cannot be moved.

Finally, **move your counter by one space**. It must always correspond to the number of **cards played in front of you**.
Certain spaces offer a **bonus**. When you reach one, immediately benefit from the corresponding effect:


Remove a Padlock from your board. From now on you have an **extra space** for your runes.


Take a **Bonus Ingredient token** from those available in the center of the table and place it in front of you. At the end of the game, this counts as 1 extra Ingredient of the type shown.

TAKE RUNES

Fill the empty spaces on your board, as many as possible, with runes from the reserve, **without flipping them**. You may take either Moons **or** Suns, but **never both types of runes** in the same action.

Note: Spaces blocked by a Padlock are not yet available.

FLIP RUNES

Flip runes on your board so that you only have runes of the **same type faceup**: Moons or Suns.

Sickle

At any time on your turn, in addition to your 2 actions, you may **discard a Sickle to discard the 4 Day or Night Ingredients** in the center of the table and reveal 4 new Ingredients from the corresponding deck.

Empty deck

If a deck runs out, take all the cards of the same type (Day or Night) from the discard, shuffle them, and make a new deck.

END OF TURN

End your turn by checking the 2 following points:
- **3 cards in hand**. Discard any cards above this limit.
- **Move your counter**. It must match the number of cards in front of you.

EXAMPLE OF A FULL TURN

You begin your turn with 3 cards in hand and 2 runes on your board (1 Sun and 1 Moon). As your first action, you fill the spaces on your board with Moons. There are only 2 available in the reserve, so your 5th space remains empty.



As your second action, you decide to play your Berry. You add it to your Berry column by paying its cost: You flip a Moon on your board to its other side and return a second rune to the reserve.



Finally, you move your counter one space. You end your turn with 3 runes on your board (2 Sun and 1 Moon), as well as 2 cards in hand. You will be able to play your Egg or Clover on your next turn.



END OF THE GAME

The end of the game is triggered as soon as one player plays their **11th card**. **Finish the current turn** (until the person to the right of the Ancestor), then take **a final turn.**

Note: You may play more than 11 cards in front of you, even if your counter doesn't go beyond that.

Use the score pad to count the points on your cards, **Ingredient by Ingredient** (see *Description of Points*, page 8).

The player with the highest score wins the game.
In case of tie, the player with the most points in a single Ingredient wins.
If there's still a tie, share the victory.

Example:



*You gain **2 points** (2×1 Mushroom).*

*You gain **0 points**.*

You have no Flower cards.

*From top to bottom, you gain **6 points** (2×3 Clover) and **5 points**.*

*You gain **3 points** (1×3 Clover, 1×0 Flower).*

You have no Skull cards.

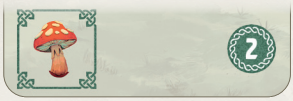
*From top to bottom, you gain **2 points**, **0 points**, and **4 points** (4×1 set of Mushroom/Clover).*

*From top to bottom, you gain **2 points**, **12 points** (4×3 sets of Berry/Clover), and **4 points** (1×4 Butterfly).*



DESCRIPTION OF POINTS

(Example using the 7 Mushroom cards with point values)



Gain 2 points.



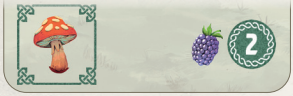
Gain 5 points.



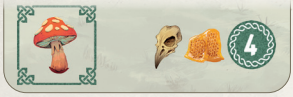
Gain 1 point for **each** of the two Ingredients shown.



Gain 1 point for each Ingredient shown, including this card.



Gain 2 points for each Ingredient shown.



Gain 4 points for each **set of 2** Ingredients shown.



Gain 6 points for each **set of 3** Ingredients shown.

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