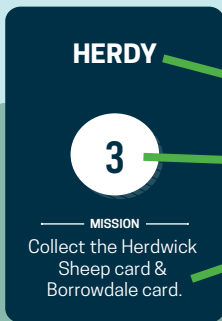
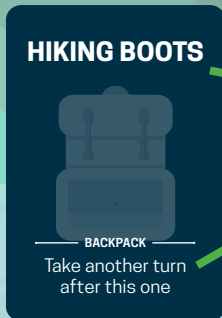


Main Deck Card
Victory Points
Card Type
Card Name



Mission Card
Card Name
Victory Points
Objective



Backpack Card
Card Name
Power up

The Lakes Card Game is published by Molinarius Games Ltd.
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IMPORTANT - This product is not intended for use for persons aged 11 years or younger. **CHOKE HAZARD - THIS IS NOT A TOY.** Do not leave children alone with the components. Use only as guided.

THE LAKES

CARD GAME



Object of the game: The player with the most victory points at the end of the game wins.

Victory points: Each main deck card (Square ones) have victory points in the top left corner. Each mission card has victory points for achieving a goal too.

Main deck (Square) cards: These cards when dealt form the play area or grid. There are 8 types of cards listed on the reference card.

Mission cards: 3 Mission cards are dealt to a player. Achieve the conditions of the mission for the bonus points. Keep these a secret from your opponent.

Backpack cards: They provide an advantage. They are played before you move except “interrupt cards”.

Set up: The main deck (Square ones) should be dealt randomly in a 6x6 grid with some cards face down. 3 cards are set aside face up. (Some backpack cards allow you to access these cards). See the reference card for a diagram of how to form the grid.

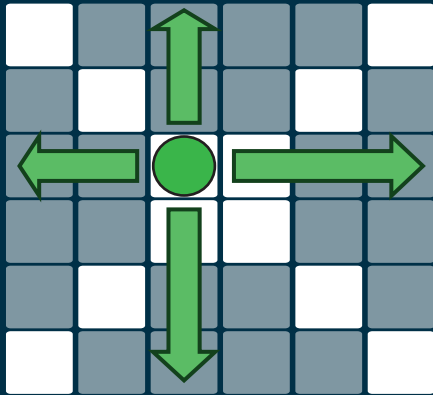
Now shuffle and deal each player 3 mission cards and 3 backpack cards. Players choose to discard 1 card. Players keep 5 cards in their hand as secret missions to achieve and power ups to help them.

Finally place the green hiker in the starting spot. Top left of the 4 central cards.

Card Swap: Once per game a player may before moving decide to swap either a mission or backpack card. They declare “Card Swap” and discard a card and choose another from the deck. You may mix cards. (Discard a Mission, pick up a backpack and vice versa).

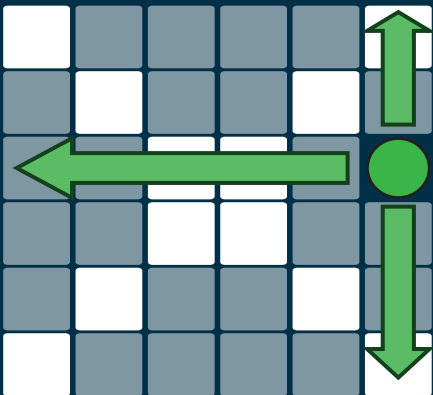
Turns: During a turn, a player may decide to perform an action by playing one of their backpack cards. Play the card follow the action and then discard the card.

The next part of a players turn is to move the hiker around the Lake District. The hiker meeple can only be moved in horizontal or vertical lines. (Backpack cards do allow some diagonal movement) . The hiker moves any number of spaces but it must always finish on a card. Face Down cards can be moved to and collected.



Example: The green circle is the hiker. The player can move to any card on the arrows. The player then picks up that card and adds it in front of them.

This leaves a space on the grid. This is the start point for the next player.



In this example we see player 2 starting from a space where player 1 finished.

Player 2 can now move along the arrows to a card and pick that card up.

Players can move over spaces to a card .

End of game: The game ends when players cannot make any more legal moves. If there are no more cards to move to the game ends. Add up the points from main cards & missions. The red squirrel is the tie-breaker.

Variants: Experiment with other grid layouts & change the face up/down cards. In the Lakes? Why not have double points for places visited today?