The lion is dead... Out of the black panther and the white tiger, who will succeed him? To ascend the throne, both pretenders must join forces with the animals of the savannah without being overcome by the hyenas.

GOAL

Collect the most crowns by taking tricks while avoiding collecting all 4 Hyena cards.
Win 2 rounds and become the new king or queen of the savannah.

MATERIALS

24 terrestrial Animal cards
Numbered from 1 to 6, each of them appearing on 4 different land types (grassland, desert, mountain, and plain).

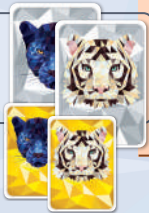**Recto scrubland**   **Verso animals**

4 Eagle cards
Numbered from 7 to 10.
The Eagle appears on a 5th special "land type", the sky.

2 Heir cards
The white tiger and the black panther. (recto/verso)

2 Player's aids

GENRE

AWIMBAWE is a **trick-taking game**. Here is a glossary of the words used in trick-taking games. The words written in **brown** in the rules are explained in this glossary.

In Awimbawe, the colors are represented by the following 5 types of land: (They are 5 card suits)

Desert = yellow   Mountain = grey   Sky = blue   Grassland = green   Plain = brown

GLOSSARY OF TRICK-TAKING GAMES

Trump: color that beats the 4 other colors.

To trump: to play a trump when the player does not have the led color.

Discard: to play a card of another color than the led color when the player does not have any card of the led color and any trumps.

To lead: to start a trick by playing a card of your choice.

Hand: all the cards that were dealt to the player and that they have in hand.

Scoring pile: pile formed of the tricks won by a player and placed face down. Each player has their own scoring pile.

Trick: all the cards played by the players during a turn.

To follow suit: to play a card of the same type as the first card of the trick that was played.

SETUP

Heir card

4 cards face-down
covered with 4 face-up available cards

Hand:
6 available
cards

Each player chooses an **Heir card** and places it in front of them on **its silver side.**

Shuffle all 28 cards. The cards are dealt to each player as follows:

• **4 cards face-down** in front of each player, covered with **4 cards face-up**

• and finally **6 cards** that form their **hand**.

In total, each player has 14 cards, **10 of which are immediately available** (the 6 cards in their hand and the 4 face-up cards on top of each pile).

The player with the fewest crowns on the 4 face-up cards placed in front of them starts (crossed out crowns count as negative points). In case of a tie, the youngest starts.
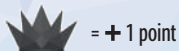
= **+** 1 point   = **−** 1 point

CARD DESCRIPTION

TERRESTRIAL ANIMAL CARDS

Value of the card (from 1 to 6)
Each animal has always the same value.

Number of **crowns**

♛ = **+** 1 point   (1, 2 or 3)

Type animal: mouse, rhinoceros, cheetah, hyena, snake, elephant.

Power of the animal (see p.19-20)

EAGLE CARDS

Value of the card (from 7 to 10)

Number of **crossed out crowns**

✗ = **–** 1 point   (0, -1 or -2)

Type of animal: Eagle

Double power (see p.21)

Basic land types: grassland, desert, plain, and mountain
Special land type: sky

HOW TO PLAY?

On each turn, the players play a card and can immediately activate its power.

The first player plays one of their **available cards** and **can immediately activate the power of the animal** (see powers p. 19-20-21). Then, the second player plays a card and can **also** activate its power. However, they must stick to some rules.

If they can, the second player **MUST follow suit**. They must play a card of the **same land type** (=color) as the led card and of the **value of their choice**.

A	B	C
If the second player has followed suit, the player who has played the highest-value card wins the **trick**.	If the second player **cannot follow suit** (they do not have the led color), they **MUST** play one of the four **Eagle cards**. (see p. 21)	If the second player has **neither followed suit nor played an Eagle card**, they **MUST discard** one of their cards. They automatically lose the **trick** even if the card they have played has a higher value.

END OF THE TURN

The **tricks** that are won are placed in a pile face down and form the **scoring pile**. Each player has their own **scoring pile**. You may only take a look at the latest **trick** that was won.

If a player takes a Hyena card, they leave it face up after putting the **trick** in their **scoring pile**. All players know the number of Hyena cards taken.

If some cards that were face down are **no longer covered by other cards**, turn them **face-up at the end of the trick**, never during a trick.

Then, a new turn begins. The player who took the last **trick** (or the player designated by the Cheetah (see powers p.19)) **leads** the new turn.

END OF THE ROUND

The round ends if **one these two conditions** is met:

A player has taken the 4 Hyena cards: they immediately lose the round.
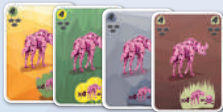
The players have played all their cards, and they have not taken the 4 Hyena cards. Each player counts the number of crowns they have in their **scoring pile**. **The player with the most crowns wins the round.**
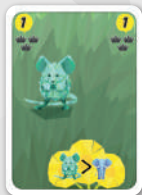

+ 1 point   - 1 point

The winner turns their Heir card on its golden side. If their Heir card is already on its golden side, they win the game.

Otherwise, the loser of the round decides who will play first in the next round.

END OF THE GAME

The winner is the first player **to win 2 rounds**. They become king or queen of the savannah!
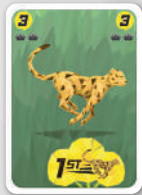
POWERS

The mouse scares the elephant.
Power: the Mouse card beats the Elephant card of the same color (same landscape) if both cards are played during the **trick**.
The player who has played the Mouse card wins the **trick**.

The rhinoceros rushes straight ahead.
Power: Move a card placed on top of one of your opponent's pile under any other one of their piles (while leaving it face-up or face-down), whatever the number of cards in the pile.
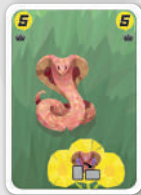
The cheetah gets the game underway.
Power: Decide **who will lead** the next **trick**. If two Cheetah cards are played during the same **trick**, **the second one is the one to decide.**

POWERS
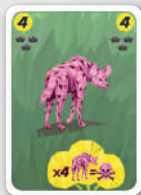
Too many hyenas can be dangerous!
Power: The hyenas are worth a lot of crowns, but they are risky. If you take all four hyenas, **you immediately lose the round**!

The snake hypnotizes another animal.
Power: Choose one of your opponent's available cards (see p.15) and block it (place it horizontally: the card is blocked) for their next turn. Once your opponent has played another card, the card is no longer blocked.
If the player decides to block a card from the opponent's **hand**, they choose one without looking at it.
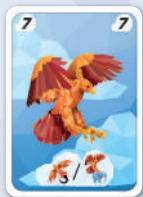The last available card of a player cannot be blocked.
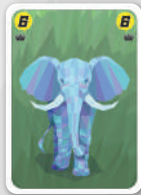
The elephant is the strongest (among terrestrial animals)!!!
Power: No power.
The elephant has a weakness against the mouse.

POWERS

The eagles are apex predators.

The Eagle cards are **special cards** and they have two powers.

They are numbered from 7 to 10.

If you do not have the color of the led land, then you **MUST** play an Eagle card, if you have any.

You can choose to play an Eagle card in 2 different ways:

FLEE

The eagle flees, and in that case, your opponent wins the **trick**. The Eagle card goes to the **scoring pile** of the player who played it.

FIGHT

Or the eagle fights, and in that case, you **trump** your opponent's card. You win the **trick**. The Eagle card is played as a **trump**.

If you play an Eagle card to **lead** a **trick**, you **MUST** fight, you cannot flee. Your opponent must **follow** with an Eagle card and fight, they cannot flee either. The Eagle card with the higher value wins the **trick**.

The Eagle cards are powerful, but they can bear crossed out crowns that count as **negative points** at the end of the round.

EXAMPLES

Guillaume **leads** with the Hyena card of the mountain.

Anne does not have any Mountain card, but she has an Eagle card. She **must** play it. She can then decide which power she activates: flee or fight.

FLEE

Anne decides **to flee**: **she does not win the trick**. The Eagle card goes to her **scoring pile**. The Hyena card goes to Guillaume's **scoring pile**. The Hyena card remains **face up.**

Anne's scoring pile

Guillaume's scoring pile

FIGHT

Anne decides **to fight: she trumps her opponent's card** and she wins the **trick**. Both cards go to her **scoring pile**. The Hyena card remains **face up.**

Anne's scoring pile

EXAMPLES

RHINOCEROS

1. Anne **leads** with the Rhinoceros card.
2. Using the Rhinoceros power, she chooses to move Guillaume's Eagle card under the first pile.
3. Guillaume must play an available card. He can not yet reveal the card which is no longer covered. The card will be face-up at the end of the trick.

SNAKE

1. Anne **leads** with the Snake card of the desert.
2. Using the Snake power, she decides to block the Hyena card of the desert. Guillaume can not play the Hyena card during his turn.
3. He plays the Cheetah card and chooses to play first in the next turn. As he played a card, the Hyena card is no longer blocked.

Anne wins the trick.

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Thanks to all the prototype playtesters. And special thanks to Sarah, our fan number 1 !!!

Author thanks

Vince, Poule, Panpan, Guili, Seb, Fred, Severine,
Brian, Antoine, James, Didjou, Tonyo, Fredegovonge, Didier, Jokerson, FBI,
Dim et Anne-Cat pour leur confiance et bien sûr le BAR de Rouen !

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