HOW TO READ THE CAROT

キャロットを読む方法

The ancient knowledge of rabbits is profound and mysterious, but, surprisingly, the Carot Cards are not intended to predict the future. No, the Rabbits of Old believed in free will and knew that as long as a bunny can choose which way to hop, the future will remain undecided.

Yet it is at our peril that we treat tomorrow as equally favoring all possibilities. Our volition is not unlimited, but constrained by circumstances, at times thwarted, at times aided by the world around us. And what will that world be like? Just as springtime's meadow was planted in the fall and the evening's storm was formed in the mountains the day before, the present guides in contemplating what has not yet been decided. By gaining clarity on the subtle clues of the metaphysical landscape around us, we will be quicker and surer in our travels toward our goals.

The Carot helps us explore the psychic meadow of our potential tomorrows, to understand the transcendental burrow that is the foundation of our possibilities, to sniff the preternatural winds for hints of what may come. This describes the three basic readings of the Carot Cards.

SNIFF THE WIND

The simplest Carot reading is to ask for insight and then deal a single card from the deck. Remember that the card will reveal only leporidae wisdom, so don't ask how you will do in a test. Instead ask: Carot Cards, please reveal the lagomorphic weather of my test environment.

| # | THE CARD | THE WINDS |
|---|-------------------|--|
| | カード (ka-do) | 風 (kaze) |
| 1 | APPLES | WINDFALL |
| ı | りんご (ringo) | 棚ぼた (Tanabota) |
| 2 | BABIES | NEW JOY/BABIES |
| | 赤ちゃん(akachan) | 新しい喜び (atarashi yorokobi)/赤ちゃん (akachan) |
| 3 | BADGER | ARROGANCE |
| | 狸(tanuki) | 傲慢(gouman) |
| 4 | THE BARE BUSH | SHORTAGE |
| | 葉なしのブッシュ(Ha nashi | no Busshu) 不足(Fusoku) |
| 5 | THE BURROW | GOOD ENDING, HAPPY EVER AFTER (|

| | 巣穴 (Suana) | いつでも幸せ (Itsu demo shiawase) |
|----|------------------------|---|
| 6 | THE BUTTERFLY | MYSTERY |
| | 蝶(chou) | 謎(nazo) |
| 7 | THE CARROT | WEALTH |
| | にんじん(Ninjin) | 富(tomi) |
| 8 | THE CHILD WITH GREENS | UNPREDICTABILITY |
| | 子供と緑の食べ物(Kodomo | to midori no tabemono) 予測不可能 (Yosoku fukanou) |
| 9 | COWS | CASUAL FRIENDS |
| | 牛(ushi) | 友達(Tomodachi) |
| 10 | DANDELIONS | JUST REWARD |
| | タンポポ(Tanpopo) | 正しい(Houshuu) |
| 11 | DEW ON GRASS | RARE TREAT |
| | 草の上朝露(Kusa no ue asa | tsuyu) まれごち(mare gochi) |
| 12 | DOG ON LEASH | DISTRACTION |
| | ひも付き犬(himo-tsuki inu) | 目移り(meutsuri) |
| 13 | DOUBLE CAROT | THE MYSTICAL |
| 14 | EARS | WARNING |
| 15 | THE FAST DOG | CLEAR DANGER |
| 16 | THE FENCE WITH A HOLE | НОРЕ |
| 17 | FOOTPRINTS IN THE SNOW | CLUES FROM THE PAST |
| 18 | THE FRAGRANT FIELD | BOUNTY |
| 19 | THE FRESH BURROW | HARD WORK |
| 20 | HAWK IN THE SKY | MORTALITY |
| 21 | HAWK LEGS | HIGH RISK |
| 22 | THE HOE | DISRUPTIVE CHANGE |

| 23 | ICY PATH | TREACHERY |
|----|---------------------|-------------------------|
| 24 | KICKING | BRAVERY |
| 25 | LAWNMOWER | TEMPORARY BLINDNESS |
| 26 | THE LITTER MATES | FAMILY |
| 27 | THE MANY RABBITS | FRIENDSHIP/ALLIES |
| 28 | THE MECHANICAL TRAP | NEED FOR INTELLIGENCE |
| 29 | THE MOON | PASSAGE OF TIME |
| 30 | THE PATH | EASY CHOICES |
| 31 | THE PEN | LOSS OF FREEDOM |
| 32 | THE RABBIT FEET | SELF-RELIANCE |
| | | |
| 33 | RABBIT IN THE AIR | QUICKLY/SOON |
| 34 | THE RABBIT PAIR | ROMANCE |
| 35 | RAIN | NECESSARY DISCOMFORT |
| 36 | RAINBOW | THE HIDDEN WORLD |
| 37 | THE RIVER | NECESSARY RISK |
| 38 | THE ROLLING RABBIT | FUN |
| 39 | ROOTS | SOLIDITY |
| 40 | THE SAFE BURROW | SAFETY AND REST |
| 41 | THE SETTING SUN | URGENCY |
| 42 | THE SLOW DOG | MINOR DANGER |
| 43 | SNOW | EXPECTED CHALLENGE |
| 44 | THE STANDING RABBIT | ALERTNESS/VIGILANCE |
| 45 | THE STONE WALL | INSURMOUNTABLE OBSTACLE |
| 46 | THE STUFFED BUNNY | FALSENESS |

| 47 | THE SUN | ONENESS |
|----|----------------------|--------------------|
| 48 | THICK FUR | INVESTMENT |
| 49 | THISTLES | SUFFICIENCY |
| 50 | THORN BUSH | HIDING |
| 51 | TUNNEL IN THE GARDEN | SERENDIPITY/CHANCE |
| 52 | WHISKERS | AWARENESS |
| 53 | THE WINTER LANDSCAPE | PATIENCE |
| 54 | THE WOLF | THE BAD ENDING |

PSYCHIC MEADOW

To delve into your psychic meadow, shuffle and cut the deck and deal three cards, one to the left, one to the center and one to the right. The leftmost card is your current State. The center card is a critical Action that will lead to the third or rightmost card being an Outcome of that Action. Remember, however, this is your meadow not your destiny.

| # | THE STATE | THE AC | TION THE O | JTCOME | |
|----|---------------|---------|----------------|---------------|-------------------------|
| 1 | WINDFALL | THANK | FULNESS WEALT | Н | |
| 2 | NEW JOY, BABI | ES | LIVE IN THE MO | OMENT NEW LI | FE |
| 3 | ARROGANCE | TRY SO | METHING NEW | LIMITING OF O | PTIONS |
| 4 | SHORTAGE | CONSE | RVATION | WANT | |
| 5 | GOOD ENDING | , HAPPY | EVER AFTER | HUMILITY | WHAT YOU SHOULD WANT |
| 6 | MYSTERY | SLIGHT | CHANGES | CONFUSION | |
| 7 | WEALTH | USE OF | RESOURCES | WEALTH | |
| 8 | UNPREDICT-AB | ILITY | UNKNOWN | UNCERTAIN | |
| 9 | CASUAL FRIEND | OS | JUST PASSING | THROUGH | SHORT TERM CONTENT-MENT |
| 10 | JUST REWARD | WORK | JUSTICE | | |

- 11 RARE TREAT RELAX TEMPORARY HAPPINESS
- 12 DISTRACTION DISTRACTION BELOW AVERAGE
- 13 MYSTICISM/ RELIGION FOCUS, BE MINDFUL FEAR/ ETERNAL REWARD
- 14 WARNING VISION WISDOM
- 15 CLEAR DANGER RUNNING CONTINUED DANGER
- 16 HOPE A DECISION WHAT YOU

HOPE

- 17 CLUES FROM THE PAST LEARN VISION
- 18 BOUNTY WORKINGS OF NATURE FULFILL-MENT
- 19 HARD WORK HARD WORK SATISFACTION
- 20 MORTALITY RE-ASSESS PERIL
- 21 BAD LUCK ENDURANCE BAD LUCK
- 22 DISRUPTIVE CHANGE BEING FLEXIBLE CHANGE

- 23 TREACHERY CAUTION A FALL
- 24 BRAVERY ACTION CONFIDENCE
- 25 TEMPORARY BLINDNESS KEEP WALKING CHAOS
- 26 FAMILY RESTORATION ACCEPTANCE
- 27 FRIENDSHIP, ALLIES CAUCUSING SUPPORT
- 28 NEED FOR INTELLIGENCE SMART DECISION WILL OF THE BRAIN
- 29 PASSAGE OF TIME WAITING RETURN OF EQUILIBRIUM

- 30 EASY CHOICES GO WITH THE FLOW A FREE PASS THIS TIME
- 31 LOSS OF FREEDOM LOSS OF FREEDOM LOSS OF FREEDOM
- 32 SELF-RELIANCE FAITH STRENGTH
- 33 QUICKLY SOON FAST WORK SOMETHING SOON
- 34 ROMANCE ROMANCE ROMANCE
- 35 NECESSARY DISCOMFORT PLAN NEW

BEGINNING

- 36 THE HIDDEN WORLD HOPE AWE
- 37 NECESSARY RISK CHALLENGE GROWTH
- 38 FUN RECREATION HAPPINESS
- 39 SOLIDITY HANG ON PERMANENCE
- 40 SAFETY AND REST RESTING PEACE
- 41 URGENCY IMMEDIATE ACTION SOON TO BE REVEALED
- 42 MINOR DANGER DELAY IRRITATION
- 43 EXPECTED CHALLENGE FOLLOWING THROUGH A TEST
- 44 ALERTNESS ALERTNESS CONTROL
- 45 INSURMOUNT-ABLE OBSTACLE STOPPING FRUSTRATION OF PURPOSE
- 46 FALSENESS WASTED TIME A PYRRHIC VICTORY
- 47 ONENESS MEDITATE UNDER-STANDING
- 48 INVESTMENT INVESTING ONE OF THE FEW SURVIVORS
- 49 SUFFICIENCY MODERATION WHAT YOU NEED
- 50 HIDING LAYING LOW NO ONE KNOWS
- 51 SERENDIPITY, CHANCE LEVERAGE THE SITUATION LUCK
- 52 AWARENESS EMPATHY KNOWLEDGE
- 53 PATIENCE SLOWING LESS THAN HOPED

TRANSCENDENTAL BURROW

Here, shuffle and cut the deck then deal three cards vertically in front of you. The uppermost card represents the people in your life or behind you: supporters or people from your past. The center card characterizes you in your current decision space. The lowermost card reveals the people in front of you: challenges or new acquaintances.

- # THE CARD THE PERSON
- 1 APPLES A RICH HEIR
- 2 BABIES A BABY
- 3 BADGER A BULLY/PASSIVE AGGRESSIVE PERSON
- 4 THE BARE BUSHA NEEDY PERSON
- 5 THE BURROW CLOSEST FRIEND
- 6 THE BUTTERFLY A MINIMALIST
- 7 THE CAROT A RICH PERSON
- 8 THE CHILD WITH GREENS A FICKLE PERSON
- 9 COWS A SELFISH PERSON
- 10 DANDELIONS AN ETHICAL PERSON
- 11 DEW ON GRASS A TRANSFORMING PERSON
- 12 DOG ON LEASH A SELF DESTRUCTIVE PERSON
- 13 DOUBLE CAROT A SUPERSTITIOUS PERSON
- 14 EARS A TEACHER
- 15 THE FAST DOG AN ENEMY
- 16 THE FENCE WITH A HOLE A PERSUADABLE PERSON

17 FOOTPRINTS IN THE SNOW THE DEPARTED 18 THE FRAGRANT FIELD A SOUL MATE 19 THE FRESH BURROW A HARD WORKING PERSON 20 HAWK IN THE SKY A PREDATOR 21 HAWK LEGS A TRAGIC PERSON 22 THE HOE AN AGENT OF CHANGE 23 ICY PATH A TREACHEROUS PERSON 24 KICKING A BRAVE PERSON 25 LAWNMOWER A REPELLANT PERSON 26 THE LITTER MATES A FAMILY MEMBER 27 THE MANY RABBITS A SOCIAL PERSON THE MECHANICAL TRAP A DEVIOUS PERSON 28 29 THE MOON AN OLD PERSON 30 THE PATH A LAZY PERSON 31 THE PEN A CRIMINAL 32 THE RABBIT FEET A RESOURCEFUL PERSON 33 RABBIT IN THE AIR A NEW PERSON 34 THE RABBIT PAIR AN ATTRACTIVE PERSON 35 RAIN A PRAGMATIST 36 RAINBOW A UNAPPROACHABLE PERSON 37 THE RIVER A TEMPTER/TEMPTRESS

THE ROLLING RABBIT A FUN PERSON

ROOTS AN AUTHORITY/ PRINCIPAL/BOSS

38

39

- 40 THE SAFE BURROW A GOOD PARENT/SPOUSE
- 41 THE SETTING SUN A VERY OLD PERSON
- 42 THE SLOW DOG A DUMB PERSON
- 43 SNOW A REMOTE POWER
- 44 THE STANDING RABBIT A THOUGHTFUL PERSON
- 45 THE STONE WALL A STUBBORN PERSON
- 46 THE STUFFED BUNNY A HOLLOW PERSON
- 47 THE SUN A CENTERED PERSON
- 48 THICK FUR A PRUDENT PERSON
- 49 THISTLES A HELPFUL STRANGER
- 50 THORN BUSH AN ALLY
- 51 TUNNEL IN THE GARDEN AN OPEN MINDED PERSON
- 52 WHISKERS A SMART PERSON
- 53 THE WINTER LANDSCAPE A COMPETITOR
- 54 THE WOLF A DANGEROUS PERSON

CARD USE

The person seeking enlightenment should be the one to shuffle and cut the deck. If the meaning of any card that is dealt remains obscure, two additional cards can be dealt to amplify its meaning.

The meaning of cards does not change depending upon their orientation. A carrot is still a carrot even when you are upside down.

Allow one day to pass before seeking guidance from the cards on the same question. Otherwise there will be confusion and fuliginosusness.

Remember: your fate is not in the stars but in your heart.

big instructions at https://tinyurl.com/mhfz9zc