L.A.M.A

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Players: 2–6
Ages: 8 and up
Duration: about 20 minutes

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with illustrations by Rey Sommerkamp and Barbara Spelger

The Goal of the Game

The Llama commands it: Get rid of all your negative points! Play your cards or you will earn negative points. If you can't play a card, you'll have to decide: Do you quit now, or do you draw a card which hopefully you can play later? Negative points come in the form of tokens, and if you get rid of all your cards, you can return a token—which may be worth 1 or 10 points. The player with the fewest points at the end wins the game.

Contents

56 cards
(8 each with values 1–6 & 8 llamas)

70 tokens
(20 x black 10's, 50 x white 1's

Setting Up the Game

Shuffle all of the cards and deal **six cards** to each player. The remaining cards make up the face-down draw pile. Turn over the top card to start the discard pile. Get the tokens ready, then you're all set.

Henri

Jacques

Draw Pile *Discard Pile*

Victor

Judy

Playing the Game

The game is played over several rounds. The youngest player goes first and takes **one** of these three actions for their turn:

- Playing a card
- Drawing a card
- Quitting

Then, the player to their left takes a turn.

Playing a Card

The top card on the discard pile determines which cards can be played:

- You can play a card with the same value as the top card or one with that value plus one.
- **Llamas** can be played on **6's** or other **llamas**.
- On top of a **llama**, you can play another **llama** or a **1**.

*Victor goes first and plays a **6**. Next, it's Judy's turn. She plays a **llama** on top of the **6**.*

Drawing a Card

Draw 1 card from the draw pile. You can't play a card on the same turn, so the turn passes to the next player.

If the draw pile runs out, **don't** create a new one. From now on, you can't choose this action.

Quitting

If you can't play a card or don't want to, and don't feel like drawing a card either, you can quit the current round. Place your cards in front of you, face down.

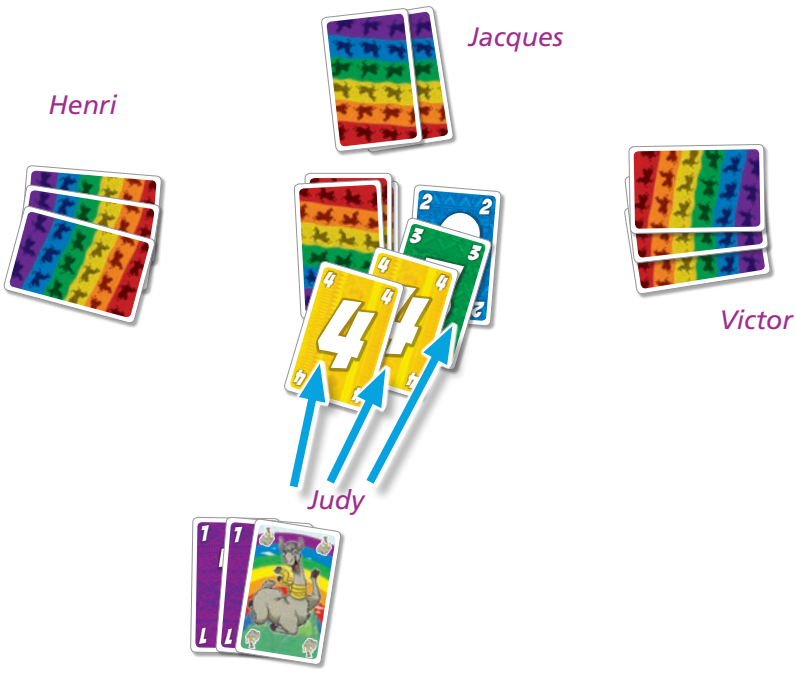
*A little later, Henri can't play a card. He quits the round and places his three **5s** face down in front of him.*

The End of a Round

The round ends immediately if:

- one player has played all of his cards, or
- all players have quit the round.

If **all but one** player have quit the round, that player continues on his own. However, he may **no longer** draw cards.



*Jacques, Victor, and Henri have quit for the round. Judy plays her **3** and her two **4s**, but she cannot play her two **1s** or the **llama**. This is the end of the round.*

Scoring

Now your remaining cards give you negative points—no matter if you have them in front of you or in your hand. Each card is worth its value in points. *Llamas* are worth 10 points. However, you count each card value only once per round, so if you have two *4s*, for example, you only get four points, and **all** of your *llamas* only give you 10 points.

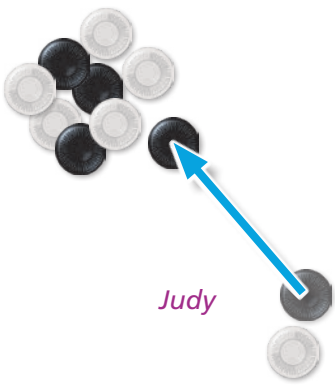
Taking Tokens

The negative points you get come in the form of tokens. There are white 1-point tokens and black 10-point tokens, which you may swap freely at any time.

*Judy's two **1s** and her **llama** earn her 11 negative points. She takes a 1-point and a 10-point token.*

Returning Tokens

If you have managed to play all of your cards **and** you have tokens from before, you may return **one** of them — either a 1-point or a 10-point token, your choice.



Judy has one 1-point and one 10-point token. In the next round, she manages to get rid of all her cards, so she returns a token. Of course, she picks the 10-point token.

Shuffle all the cards back together again and deal six to each player for the next round. Start a new discard pile with the top card from the draw pile. The last player to take a turn in the previous round starts off the new round.

The End of the Game

Continue playing until one of you has collected 40 or more points. The player with the fewest points wins the game. If there is a tie, the players involved share the victory.

You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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