

L.A.M.A. PARTY EDITION



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Players: 2-6
Ages: 8 and up
Playing Time: about 20 minutes

A game by Reiner Knizia
with art by Rey Sommerkamp and Barbara Spelger

The Goal of the Game

Let's party – with the *L.A.M.A. Party Edition*! Once again, the llama commands: Get rid of all your negative points! As usual, you'd better play your cards right, or you'll earn negative points that no-one wants. New cards and tokens make for an even better experience: A plus card lets you take another turn immediately, the pink llama can go on any other card, and if you manage to shed all your cards after a particularly unlucky run, you can put a pink token back which is worth a whopping 20 points. Let's get this party started!

Components



56 cards
(7 each with values 1-6, 6 plus cards with values 1-6, 7 llamas, and 1 pink llama)

70 tokens
(6 x pink 20s, 14 black 10s, 50 white 1s)

Setting Up the Game

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



Playing the Game

The game goes for several rounds. The youngest player goes first and picks one of the following 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 you can play next:

- 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 on other **llamas**.
- On top of a **llama**, you can play another **llama** or a **1**.



Brad Brad goes first and plays a 6. Next, it's Janet's turn. She plays a llama on top of the 6. She wouldn't be allowed to play a 1 immediately on top of the 6.

Drawing a Card

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

If the deck runs out, don't reshuffle the discard pile to create a new deck. From now on, you can't choose this action.

Quitting

If you can't play a card or don't want to, and if you 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, Rocky can't play a card. He quits the round and places his three 5s face down in front of him.

Plus Cards



Play a **plus card** like any other card of the same value. If you play one, take **another turn immediately** and choose one of the three actions: play a card, draw a card, or quit.

On top of a **plus card**, you can play a card of the same value or its value plus one, as usual.

The Pink Llama



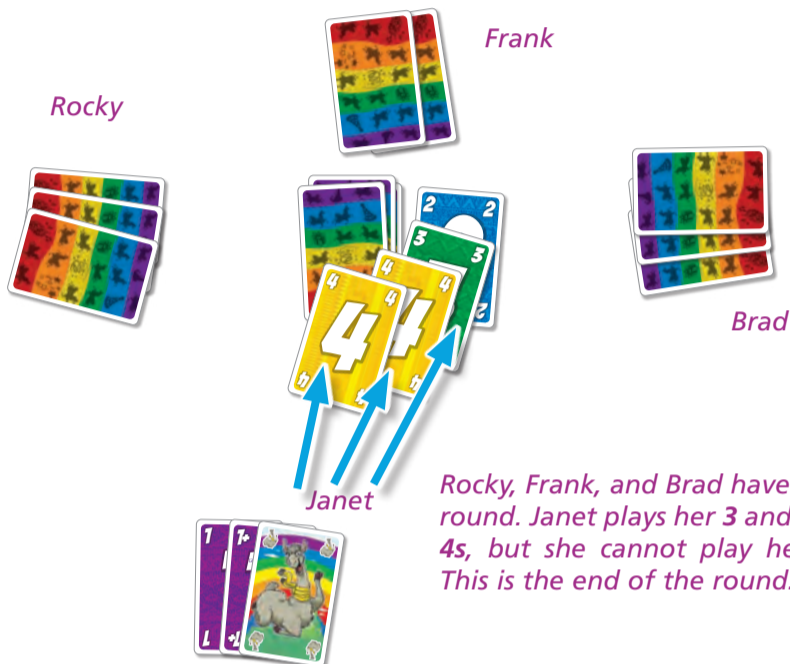
Unlike all other cards, you can play the **pink llama** on any other card. On top of the **pink llama**, you can either play another **llama** or a **1**.

The End of a Round

The round ends immediately if:

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

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



Rocky, Frank, and Brad have quit the round. Janet plays her 3 and her two 4s, but she cannot play her llama. This is the end of the round.

Scoring

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, and the **pink llama** earns you 20 points. However, you count each card value only once per round, so if you have more than one **4**, you still only get 4 negative points—even if one of your **4s** is the **plus card 4**. All your **llamas** give you 10 points, unless one of them is the **pink llama**. In this case, you get 20 points for all your **llamas**.

Taking Tokens

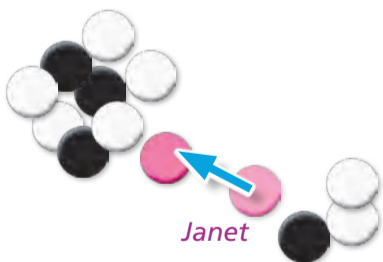
The negative points you get come in the form of tokens. There are white 1-point tokens, black 10-point tokens, and pink 20-point tokens, which you may swap freely at any time.



Janet'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 to the supply. Whether you return a 1-point, 10-point, or even a 20-point token is up to you.



Later in the game, Janet has two 1-point, one 10-point, and one 20-point token. She finishes the round by playing her final card, so she may return a token. Of course, she picks the 20-point one.

For the next round, shuffle all of the cards back together again and deal six to each player. Start a new discard pile with the top card from the deck. The last player to take a turn in the previous round starts off the next round—even if they ended the round by quitting.

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, all players involved share the victory.

Reiner Knizia would like to thank all play testers, especially Iain Adams, Martin Higham, Ross Inglis, Kevin Jacklin, and Chris Lawson, for their contribution to this game's development.

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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