

LLAMA KADABRA



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8 years and up

2-6 players

About 20 minutes

The Goal of the Game

The Llama reaches deep into its bag of tricks. The following continues to apply: Discard all negative points, but now you can collect tokens during the current round, and you can also trick others to take them.

This works particularly well in the magic show, during which you give away tokens whenever you play llamas. However, if you don't have a llama at hand at the crucial moment, only the magic token can save you – otherwise you'll collect negative points!

Play your special cards skillfully, exchange low tokens for a higher token as often as possible, and then get rid of this higher token at the magic show. Everyone else can only look on in awe as you get closer to victory while playing *LLAMA Kadabra*.

Contents



60 cards (8x each with values 1 and 6, 7x each with values 2-5, 2x each with values 2/3 and 4/5, and 12 llamas)

1 magic stage



70 tokens (1 blue magic token, 20 black 10's and 49 white 1's)



Setting-up-the-Game

Shuffle all the cards and deal 6 cards to each player face down. Place the remaining cards face down to create a draw pile. Place the top card face up next to it to start a discard pile. If it is a special card, do not carry out the action.

Place the magic stage next to the pile.

Take 3 white tokens each and keep all the remaining tokens in a token pool.

John



Discard Pile

Draw Pile



Wanda



Fay

Playing-the-Game

You play the game over several rounds. Whoever saw a magic show most recently is the first to play. When it's your turn, choose **one** of the following three actions:

- Playing a card
- Draw a card
- Quitting

The player to your left goes next.

Playing a Card

The top card of the discard pile determines what you may play:

- You may play a card with the **same value** or a value that is **exactly 1 higher**.
- You can place a **llama** on a 6 or on another llama.
- You can place another llama or a 1 on top of a llama.

Draw a Card

Draw a card from the draw pile. You may **not** play a card, and it's the next player's turn.

If the draw pile is empty, do **not** form a new one. You need to choose one of the other two actions.

Quitting

If you cannot or do not want to play and do not want to draw, you can drop out of the current round. Place your cards face down in front of you. You can no longer be the target of a special card action.

Special Cards



Double card

A double card has 2 values shown. You can play a 2/3 on a 1, 2, or 3, for example. The next player can play a 2, 3, or 4 on top of your 2/3.

Some cards have a special action in addition to their value. If you play such a card, you **always** carry out its action.



Give away token

If you discard a 1 with , you give away one of your **lowest-value** tokens to any player who has not yet dropped out. If you don't have a token or if everyone else has dropped out, the special action does not apply. If you only have the magic token, you must give it away.



Draw a card

If you play a card with , the first player to your left who has not yet dropped out draws a card. It is then that player's turn, who decides on an action as usual. If the draw pile has no more cards, no action is taken. If you are alone in the round, you need to draw a card yourself.



Take the magic token

If you discard a card with , you take the magic token regardless of where it is at that moment.

The Magic Token

If you have the magic token, it gives you another action option for your turn that you can choose:

You return the magic token to the pool and skip your turn. It's the next player's turn. If you return the magic token during a magic show (see below), the show continues with the next player who is still in the round.

If the magic token is still with you at the end of the round, it counts as 10 negative points.

John cannot play a card and would have to draw a card or drop out. Instead, he gives away his magic token. As Wanda has already dropped out, it's Fay's turn.

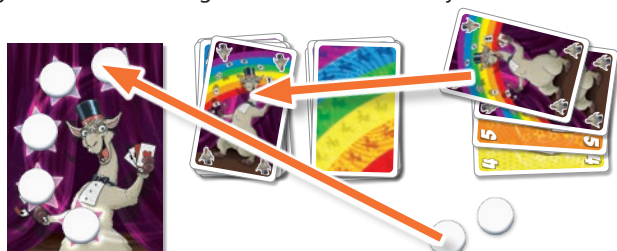


Magic Show

Whenever you play a llama and have at least 1 token, you place 1 of your lowest-value tokens on the magic stage. This can even be a 10-point token or the magic token, if it is your only one left.

If there are 5 or more tokens on the magic stage and it is your turn, you are part of the magic show. You have two options during a magic show:

- You **play a llama** and, if you have at least 1 token, place 1 of your lowest-value tokens on the magic stage.
- You cannot or do not want to play a llama: You must **collect all the tokens** from the magic stage. This ends the magic show. You then take your turn and select an action as usual.



John plays a llama and places a token on the magic stage. There are 5 tokens there now, so John started the magic show.

Wanda has dropped out and is therefore not part of the magic show. Fay cannot play a llama so she takes all 5 tokens from the magic stage. She swaps these along with her 5 tokens for a 10-point token. Then she plays a 1 with ○ and gives her 10-point token to John.



The End of a Round

A round ends immediately if either:

- One of you has played all the cards in your hand or
- Everyone has dropped out.

If all **other** players have dropped out of the round, you continue playing alone. However, you can no longer draw cards or give away your magic token, but only discard cards or drop out. You can still perform special card actions and can also be part of the magic show as usual – with the usual consequences.

You also carry out special card actions when you play your last card, regardless of how many people are still in the round. Only then does the round end. If you play a llama as your last card during a magic show, the magic show ends and nobody collects the tokens.



Fay is still in the round by herself. She plays a 1 with ○ and would have to give herself a token, but this has no effect. Playing the 2 with □ means she must draw a card, and draws a 2/3. Although she could still play the 2/3, Fay decides to drop out and thus ends the round (see note below).

Scoring

You will now receive negative points for your remaining cards – regardless of whether they are lying on the table in front of you because you dropped out or you have them in your hand. The value of each card is counted as negative points. Each value is only counted once. For example, you are given 6 negative points only once for all 6-point cards you have – even if there is a special card among them. You receive 10 negative points only once for all your llamas.

Double cards count as both values shown.

If you have the magic token at the end of the round, you return it to the pool and receive 10 negative points.

Collecting Tokens

You receive negative points in the form of tokens. There are white 1's and black 10's. You can swap 10 of the 1's for 1 of the 10's at any time, even during a round.



Fay receives 10 negative points for her 2/3, her 3, her 3 with ★, and her 5 (2 + 3 + 5) and takes a black 10-point token. She hopes to be able to give away this one token immediately in the next round.

Return a Token

If you manage to play all your cards and you have tokens in front of you, you can return **any one** of them to the pool. This can be a 1-point or a 10-point token.

For the next round, shuffle all the cards again and deal 6 cards to each player. Start a new discard pile with the top card from the draw pile. If there are still tokens on the magic stage, they remain there. If there are already 5 or more tokens there, the magic show only starts after one of you plays a llama. The player who performed the last action in the previous round starts the next one.

The End of the Game

Play as many rounds as required until someone has **40 or more negative points at the end of a round**. The player with the least negative points wins. If you tie, you win together.

