

# DUELING LLAMAS

## EXPANSION!

### INSTRUCTIONS

48 CARDS · 2 - 10 PLAYERS  
HOURS OF LLAMA-FUN!

## GAME SETUP

Separate cards into 3 piles: The Action Deck (Red Cards), Dueling cards (Blue Cards), and Herd Deck (Yellow Cards). Shuffle in the Expansion pack cards according to the number of players, then deal 5 cards to each player from the Action (red) deck.

### 2 - 5 Players

Play with the **10** new herd llamas and add **5** herd llamas of your choice from the original deck and all new action cards. No extra money cards are needed. In just a 2 player game, remove the Sheriff Llama.

### 6 - 7 Players

Play with the **10** new herd llamas and add **10** herd llamas of your choice from the original deck, all new action cards, and **5** \$50's, **3** \$100's, **1** \$200, and **1** \$300.

### 8 - 10 Players

Play with the **10** new herd llamas and add **10** herd llamas of your choice from the original deck, all new action cards, and all money cards.

Also, with this many players, you only need **4** llamas to win.

## HOW TO PLAY

This game is played just like the original Dueling Llamas, but with a few new exciting twists. Here is a quick recap on how the game is played. If you need more extensive explanation Mike the Llama suggests reading through the original instructions.

On your turn, draw 2 cards and take up to 3 actions. These can range from putting money cards in your bank, stirring up trouble by playing action Llamas, or purchasing Llamas to add to your herd for \$300. Each card laid, counts as an action.

Once you've played up to 3 actions your turn ends and play moves to the person on your left. First player to acquire 5 llamas in their herd is declared Champion Llama and wins the game.

### IMPORTANT THINGS TO REMEMBER

Money cards that are in your hand cannot be used until they are first placed into your bank pile. Each money card that is deposited in your bank counts as an action.

You only draw from the Herd Deck when purchasing Llamas.

When a player steals a llama from someone's herd or wins a duel, they get to choose which llama they want to take from your herd. However, if you are paying another player with a llama, you get to choose which one you want to give them.

If you have no money in your bank and you owe another player, you must give them a llama from your herd. No Llama, No problem, no further action is taken.

You cannot have more than 7 cards in your hand at the end of your turn.

In order to duel you must have a llama in your herd. Once you accept a duel, you cannot lay a Super Hero Llama or Karate Llama to save your Llama if you lose the duel.

During a duel if both players lay a Dynamite Llama, they must then re-duel using the Rock, Paper, and Scissors Llama cards.

### DUELING OVER THE RULES??

Send us a message on Facebook!

[fb.com/duelingllamas](https://fb.com/duelingllamas)

# MEET THE NEW HERD!

10 NEW HERD LLAMAS

7 NEW ACTION LLAMAS

**48 ADDITIONAL CARDS!**

## ACTION CARDS

(RED DECK - 38 CARDS)

**(2) SPEEDY LLAMA** Race ahead of everyone else and take another turn.

**(1) OUTLAW LLAMA** Watch out! This crook will swindle you when you least expect it. Play this Llama to steal one player's entire bank pile.

**(1) WIZARD LLAMA** This Llama has the power to cast a spell that will allow you to replicate any action of your choice, including immediately acquiring a Llama from the herd deck.

**(2) DYNAMITE LLAMA** This is one explosive Llama and can be played in a duel to automatically win. Surprise your opponent by playing it at the same time they lay down a rock, paper, or scissors llama.

**(1) CHAOS LLAMA** Beware! This Llama likes to wreck havoc on everyone in its path. Force all opponents with Llama's in their herds to return one llama back to the herd deck.

**(4) SECRET AGENT LLAMA** Mission Completed! Steal one random card from your opponent's hand.

**(1) SHERIFF LLAMA** This Llama can protect another player from any action Llama. Not even a Karate Llama can stop him when he lays down the law. This card can only be used to help others, not to benefit yourself.

## MONEY CARDS

**(12) \$50 (8) \$100 (5) \$200 (1) \$300**

## HERD CARDS

(YELLOW DECK - 10 CARDS)

**(1) DRAGON LLAMA** When drawn, take an extra action (making it 4 actions total) on every turn starting immediately for as long as it is a part of your herd. If another player steals this Llama from you, the advantage is then transferred to them.

**(1) PHONY LLAMA** This might look like a llama and smell like one too, but you've been duped! If you draw this "Llama" from the herd deck immediately return this impostor. Only REAL llamas can be added to your herd.

**(1) ADVENTURE LLAMA**

**(1) BAHAMA LLAMA**

**(1) BBQ LLAMA**

**(1) BOOKWORM LLAMA**

**(1) CIRCUS LLAMA**

**(1) MAD SCIENTIST LLAMA**

**(1) ROCKSTAR LLAMA**

**(1) SPACE LLAMA**

# DUELING LLAMAS

Share your favorite Llama Moments while playing, and **follow us online** for news about future expansion packs!

[fb.com/duelingllamas](https://fb.com/duelingllamas)

[instagram.com/duelingllamas](https://instagram.com/duelingllamas)

