

# DUELING LLAMAS

## HOW TO PLAY

2 - 6 PLAYERS · AGES 8+ · 104 PLAYING CARDS

### VIDEO INSTRUCTIONS

#### DROP EVERYTHING!

Except your phone. You'll need it and it's expensive. Point your camera at that nifty QR Code on the right, and **watch How to Play Dueling Llamas!**



But for you Bookworm Llamas, keep reading...

### THE OBJECTIVE

#### 5 LLAMAS IN YOUR HERD WINS THE GAME!

You and your fellow Llama Ranchers will be dueling it out to be the first player to collect 5 llamas in your herd. Use **Action Cards (Red)** to steal, block, demand money, and start duels.

Don't get too confident! All it takes is one sneaky Ninja llama to upset your herd.

### A QUICK NOTE...

#### IF PLAYING WITH ONLY TWO PEOPLE REMOVE:

- ✓ 1 Llamacorn from the **Herd Deck (Yellow)**
- ✓ 1 Wild Llama from the **Action Deck (Red)**
- ✓ 2 Cowboy Llamas from the **Action Deck (Red)**

### GAME SETUP

#### SEPARATE CARDS INTO THREE DECKS AND SHUFFLE

Placing the decks in the center, within reach of everyone.



#### FINALLY! (impatient llama...)

Deal five cards to each player from the **Action Deck (Red)**.

Keep these cards in your hand as they are cards you'll play against your fellow ranchers.

**Herd Deck (Yellow)** cards are the llamas you'll purchase to assemble your herd.



### HOW TO PLAY

The player that looks the most like a llama goes first and the game continues clockwise.

- ✓ First: Draw 2 cards from the Action Deck (Red) each turn. You cannot have more than 7 cards in your hand at the end of your turn.
- ✓ Second: Take up to 3 actions during a turn placing used cards in the discard pile.
- ✓ Place money face up in a pile next to you. Each money card that is placed in your bank is considered 1 action.
- ✓ Play an action card into the discard pile. Follow the actions that are written on the card.
- ✓ Purchase Llamas for \$300 each from the **Herd Deck**.



### BLOCKING AN ACTION

At anytime during the game if another player takes an action against you, you can:

- ✓ Play a Karate Llama to block any action played against you.
- ✓ If the other player has a Karate Llama they can use it to block your block.
- ✓ You can also block their block with another Karate Llama, but this will count as an additional action during your turn.
- ✓ Super Hero Llamas may only be used to save a llama from being stolen.
- ✓ Purchasing Llamas, Lucky Llamas, Llama Swaps, and Duels that have already been accepted and played cannot be blocked.

### WHAT IF I'M BROKE?

If you have no money on the table and are asked to pay another player due to a *Hangry Llama*, *Stinky Llama*, or *Pet A Llama*...

- ✓ You must hand over one of the Llamas in your herd.

Remember you cannot use money that is in your hand, only what has already been put into your bank. If you have no llamas in your herd and no money in your bank, you do nothing.

#### FLIP FOR MORE INSTRUCTIONS!

(The instructions, not you, literal llama...)

# PURCHASING LLAMAS

There are 11 different Llamas in the **Herd Deck (Yellow)** and two of each Llama (22 total).

You only draw from these cards when you purchase a llama.

## PURCHASING LLAMAS

- ✓ Draw one llama card from the top of the deck after placing \$300 from your bank in the discard pile.
- ✓ If you draw a magical Llamacorn card you get to draw an additional llama to add to your herd, for free.
- ✓ All purchased llamas are placed in your herd face up in front of you.

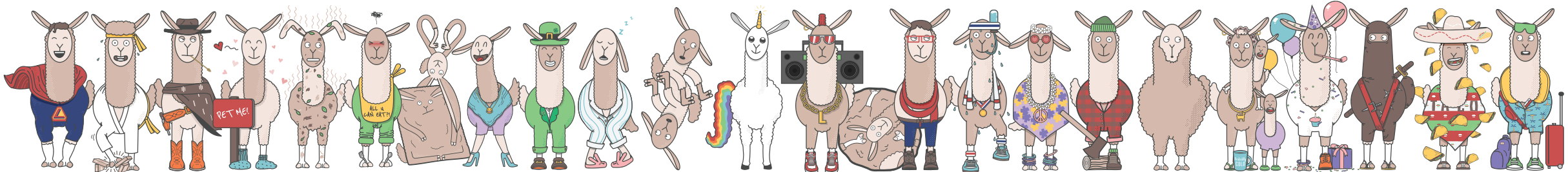
Everyone should be able to see how many Llamas you have at all times during the game.

# DUELING

When playing the Cowboy Llama, you are able to choose one other player to initiate a duel.

- ✓ Each player takes a Dueling Card from the top of the **Dueling Card Deck (Blue Cards)**.
- ✓ Then each player shows the card they choose.
- ✓ Whoever wins the duel gets to take a llama from the losing player's herd.

Rock Crushes Scissors, Paper Covers Rock, Scissors Cut Paper.



# DUELING CONTINUED

- ✓ You can only participate in a duel if you have a llama in your herd.
- ✓ If a player initiates a duel with you, but you do not want to accept it, you may play a Karate Llama, or a Super Hero Llama to stop the duel.
- ✓ Once you accept the duel you cannot play any cards to save your llama.

# FREQUENTLY ASKED QUESTIONS

- ✓ Money Cards are placed face-up next to you in your bank.
- ✓ You do not have to own any llamas to play Action Cards.
- ✓ You do not have to take all 3 actions.
- ✓ Purchasing a llama is 1 action.
- ✓ You do not 'make change' for other players, they must pay from whichever cards they have in their bank.
- ✓ You cannot have more than 7 cards in your hand at the end of your turn (don't be a cheating llama) and must discard any extra cards you are holding.
- ✓ If the Action Deck (Red) runs out, reshuffle the discard pile.
- ✓ If a player runs out of cards, they draw 5 new cards from the Action Deck (Red). This is also true if a Llama Swap is played and you are given a hand with no cards.

Visit [duelingllamas.com](http://duelingllamas.com) for a continually updated FAQ.

# WINNER, WINNER LLAMA DINNER

As soon as a player has a herd of five llamas, they are declared the winner and the game ends.

Now... on your mark, get set... **LLAMA!**

# YA HERD

There are 104 cards total.

## MAIN CARDS (RED DECK - 76 CARDS)

- (4) COWBOY LLAMA Play this card to start a duel with another player. Whoever wins the duel gets to take the loser's llama.
- (3) DRAMA LLAMA Use this card and choose a player to lose their next turn.
- (4) HANGRY LLAMA Force another player to pay you \$50 to feed a llama.
- (2) KARATE LLAMA Block any action at any time when it is played against you. Can also be used to block a block.
- (2) LLAMA SWAP Everyone must pass their hand of cards to the player on their left or right. The direction is your choice.
- (8) LUCKY LLAMA Draw two extra cards that go into your hand. Cards that you draw can be used during that turn as long as you haven't already used up your three actions.
- (3) NINJA LLAMA Steal a Llama from any player's herd.

# YA HERD CONTINUED

- (4) PET A LLAMA Force everyone to pay you \$50 to pet a llama.
- (4) STINKY LLAMA Force another player to pay you \$50 to groom a llama.
- (2) SUPER HERO LLAMA Can be played to save your llama from being stolen by a Ninja or at the beginning of a duel.
- (2) WILD LLAMA This llama can join your herd without being purchased. Just place it in your herd as one of your actions on your turn.

(20) \$50      (12) \$100      (5) \$200      (1) \$300

## HERD CARDS (YELLOW DECK - 22 CARDS)

- (2) LLAMACORN LLAMA Add this magical llama to your herd, plus another llama from the Herd Deck (Yellow) for free.
- (2) BOOMBOX LLAMA      (2) MAMA LLAMA
- (2) CROSSFIT LLAMA      (2) PARTY LLAMA
- (2) GROOVY LLAMA      (2) SLEEPY LLAMA
- (2) HIPSTER LLAMA      (2) TACO LLAMA
- (2) LUMBERJACK LLAMA      (2) TOURIST LLAMA

## DUELING CARDS (BLUE DECK - 6 CARDS)

- (2) ROCK LLAMA      (2) PAPER LLAMA      (2) SCISSORS LLAMA

# REMEMBER!

You can always watch How to Play Dueling Llamas online by following the QR Code on the right or by visiting [duelingllamas.com](http://duelingllamas.com)

