

LAMA DICE



amigo-spiele.de/02103

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

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

The Idea of the Game

Get on a roll—llama style—with **LAMA DICE**! As usual, the llama commands you to get rid of all your points. Shed your cards by rolling the right numbers. If you don't have the number you rolled in front of you, you'll have to take one from the llama row. Make sure to quit the round at the right time, before you blow it, or you'll have to take the whole llama row! At the end of the round, each of your remaining cards earns you negative point tokens. You can get rid of your tokens by rolling three llamas. Show the other players how you roll—llama style!

Inhalt



3 llama dice



43 cards



70 tokens

(7 llamas, 6 cards each with values 1-6, (20 black 10-point tokens, including 7 cards with a black llama back) 50 white 1-point tokens)

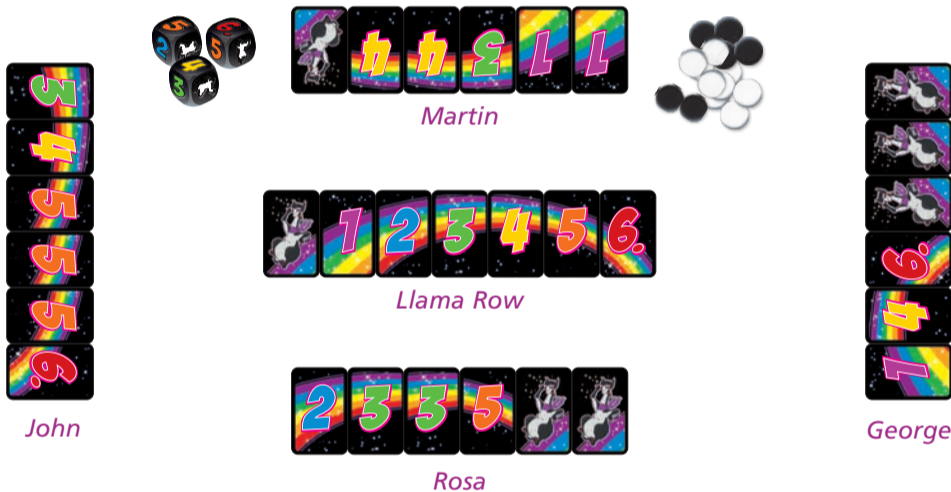
Setting-Up-the-Game

Place the seven cards with the black llama back face-up in the middle of the table in a row. This row is called the "llama row." Shuffle the cards with the grey llama back **face-down** and deal six cards to each player, who places them face-up in a row in front of them. You won't need the remaining cards for this round: put them aside.



Black llama back

Get the tokens ready, grab the dice, and let's roll!



Playing-the-Game

Each game is played over several rounds. The youngest player goes first and picks one of the following actions:

- Rolling
- Quitting

Then, the next player going clockwise takes their turn.

Rolling

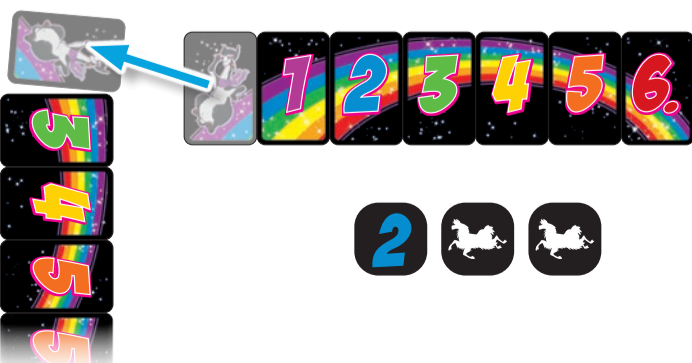
Roll all three dice and see which of the following cases occurs:

- **At least one die shows a value you have in your row.** Well done! Discard at least one of the matching cards by putting it aside. **But, if you have more than one card with the same value, you can only discard one of them for each die with that value.**

Rosa has rolled a 1, a 3, and a llama. She discards a 3 and a llama. She might have chosen to keep the llama also, as they get rolled more often.



- **Special case: All three dice show llamas.** Congratulations! If you have any tokens, you may return one of them to the supply. You choose whether to return a 1-point or a 10-point token! Otherwise, nothing happens: You don't discard any cards and the next player takes their turn as usual.
- **All three dice show values you don't have in your row.** Too bad! Take one card from the llama row that matches one of the values you rolled and place it in your row. Now, there's one card less in the llama row.



John has rolled a 2 and two llamas. Since he doesn't have any cards with those values in his row, he must take the 2 or the llama from the llama row. He picks the llama and places it in his own row.

- All three dice show values that are neither in your row nor in the llama row. That's it, you've blown it! Take all the cards from the llama row. This is the end of the round for everybody.

Quitting

If you don't want to roll the dice, you can quit the round. Turn all the cards in your row face down. The other players continue playing the round without you.



At a later point, Martin doesn't want to roll the dice anymore. He quits the round and turns over all his cards.

The-End-of-a-Round

The round ends immediately when:

- One player has discarded all of their cards, or
- One of you has blown it and had to take the llama row, or
- One of you has taken the last card of the llama row, or
- All players have quit the round.

If all other players have quit the round, you may continue playing by yourself, but things just got harder:

You now blow it if all three dice show values you don't have in front of you, even if they match cards in the llama row. Take all the cards from the llama row. The round ends immediately.

If you roll three llamas, you may return a token, as usual.

John, Martin, and George have quit the round. Rosa still has a 2 and a 5. She rolls a 1, a 2, and a 4, so she discards her 2.

She decides to continue and rolls a 2, a 6, and a llama.

As she has none of these values in her row, so she has blown it and must take all the cards from the llama row. This ends the round.

Scoring

Reveal the face-down cards in your row: Each card in your row is worth its value in negative points. Llamas are worth 10 negative points. However, each value only counts once: For example, if you have multiple 4s, you only get 4 negative points for all of them; or 10 negative points for all your llamas.

Taking tokens

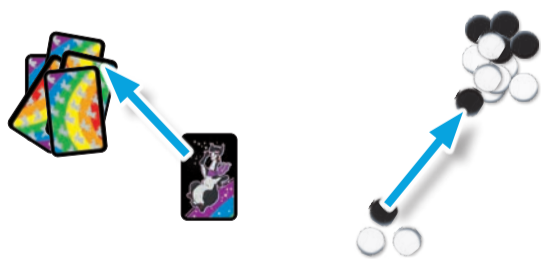
Take tokens for all the points you've got. There are white 1-point tokens and black 10-point ones. You may swap ten white 1-point tokens for one black 10-point token at any time.



Rosa has a 1, two 5s, and a 6, so she gets 12 negative points. She takes two 1-point tokens and one 10-point one.

Returning tokens

If you've managed to discard all of your cards and have any tokens, you may return one of them. You decide if it's a 1-point or a 10-point token.



Rosa has two 1-point tokens and one 10-point one. She discards her final card, ending the round and earning the right to return a token. Naturally, she chooses the 10-point token.

Remember: If you roll three llamas, you get to return a token during the round, too!

To prepare for the next round, put the seven cards with the black llama back in the middle of the table as a new llama row. Shuffle the remaining cards, including those you set aside before the last round, take six cards each, and put them in your personal rows. The last player to take an action in the previous round goes first.

The-End-of-the-Game

Continue playing until one of you has at least 40 negative points. The player with the fewest points wins the game! If more than one player has the fewest, they all win.

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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