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| Setup* Deal 6 cards to each player
* Reveal starting card (discard pile) from central draw pile

Turn SequenceA player **MUST** Play, Draw, or Quit* Play one card onto the discard pile
	+ Same or next highest
	+ Llama follows 6 and 1 follows Llama
* Draw one card (do not recreate if draw pile runs out)
* Quit (place hand face down in front of yourself)
* You may swap 10 white chips for 1 black at any time

Round End* A player has discarded their entire handORAll players have Quit
* If all other players have Quit, the final player CANNOT Draw,but may only Play or Quit.
* The last player to take a turn in the previous round starts off the new round — official correction by publisher.

Scoring* Return one token (black or white) if you discarded all your cards in this round.
* Cards not discarded are negative points of face value (Llamas are -10 points/black tokens). Do NOT count duplicates and take equivalent penalty tokens.
* Game ends when a player has 40 or more points.
* Player with fewest points wins (ties are shared)
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