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| Setup  * Deal 6 cards to each player * Reveal starting card (discard pile) from central draw pile  Turn Sequence A 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 hand OR All 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) |