

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)