

LLAMASTERS

PROTECT THEM AT ALL COSTS!

INSTRUCTIONS



WELCOME TO THE WILD
AND CRUEL WORLD
OF THE LLAMAS!



DO YOU PREFER VIDEO TUTORIALS?

If you prefer video tutorials, visit our website and learn in a few minutes how to become a Llama Master!



ROADMAP FOR SUCCESS

We will help you navigate the Rules of the Game to make it easier to find the topics.

The following color codes help with this:

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INTRODUCTION

In this game, you only have one King/Queen, protect him/her at any cost! The other players can steal him/her from you, they can make you discard it, and he/she can even be hunted down by Killer Sloth - the llamas' biggest enemy, not to mention that with three Buddha Llamas, your Kingdom can be overthrown in a second.

HOW CAN YOU BECOME A LLAMA MASTER?

You win when Your King/Queen stays alive at the very end or if you collect 3 Buddha Llamas the fastest.

To become a Llama Master, you must pay attention to many details and equip yourself with master skills and knowledge. In this game, strategic thinking, the ability to tease others, and team play are all crucial, but what most important is: have fun, as overall it is an extremely fun party game – with full of llamas.

To get started, you not only can choose from a variety of game modes, but also, you can decide whether you want to use your phone during the game to enjoy the extras of the Augmented Reality, and taking the gaming experience to a complete new level, or you stay with the classic version. Either option you go with, self-forgetful fun is guaranteed!

GETTING READY

1. In the box, you will find the Magic Cards and the Basic Deck separately.
2. Select the King/Queen Llamas, the Llama Guards, and the Killer Sloths from the Base Deck.



3. Ask everyone to choose a King/Queen Llama. Put the rest of the Kings/Queens back in the box.
4. In addition to your King/Queen Llama, deal 5 more cards from the base deck to each player.
5. Place one less Killer Sloth than the number of players (2-5), and the same number of Llama Guards as the Killer Sloths in the deck.
6. Draw 2 Magic Cards without seeing their function and place them on the table in front of you, with fronts down.



7. The player who draws first starts the round!

Keep in mind that even the very first draw has a risk. Continue the round clockwise.

After drawing, players can no longer play any more cards, as a new draw marks the end of their own turn.

The next player needs to decide whether he/she plays his/her card(s) or rather draws from the deck. And so the game continues.

If you use the app, your King/Queen Llamas will compete with one another in a fight to decide who starts the game.

8. Start of the game

Everyone holds his/her King/Queen Llama plus the 5 dealt cards in their hands. The 2 Magic Cards lie in front of them on the table, and the rest of the deck is placed in the middle:



BASIC RULES

Basic Rules That Apply to All Game Modes:

- ▶ If the dealer dealt you a Killer Sloth at the beginning of the game, draw a card from the top of the deck instead and shuffle Killer Sloth back into the deck.
- ▶ Each turn begins with your decision to play any of your cards. Playing a card means placing it in the middle of the table, on top of the already played cards, so that everyone can see it. You then have to execute the card's instruction that you'll find at the bottom of each card.
- ▶ You indicate the end of your turn by drawing a card, unless a card instructs you differently (e.g. Smelly Llama).
- ▶ It is not mandatory to play a card every time it's your turn, but you must draw a card in each round - unless instructed otherwise by a card.
- ▶ You can play the Priority Llama and the No Problema cards ANY TIME (not just when it's your turn).
- ▶ You can draw one card in each round, unless a card instructs you differently.
- ▶ The back of the cards in your hand should always be visible to the other players to ensure the visibility of the Buddha Llamas.

- ▶ If you draw a Killer Sloth, it needs to be shown to the others, you must not hide it!



If you have drawn a Killer Sloth from the deck **AND**:

- ▶ you have a Llama Guard, then you can play it against the Killer Sloth to protect your King/Queen. In this case, put the Killer Sloth back in the deck and shuffle while placing the Llama Guard on top of the cards already played.
- ▶ you do not have a Llama Guard, then **ONLY ONCE**, your King/Queen can protect himself/herself. In this case, flip your King/Queen so that everyone can see it. Then put the Killer Sloth back in the deck and shuffle.

- ▶ you don't have a Llama Guard and your King/Queen has already protected himself/herself once, then you are out of the game.

In this case, **DO NOT** shuffle the Killer Sloth into the deck, just throw it onto the pile of the played cards along with the other cards in your hand, **EXCEPT** your King/Queen!

Keep it with you because you might be able to get back in the game!

- ▶ **If you manage to collect 3 Buddha Llamas, you win.**

- ▶ At the back of each Magic Card, you will find what cards are needed to be collected (cards marked in white and with a key) in order to activate them. If you managed to collect the needed collectible cards, discard them and turn the Magic Card up. You must follow the instructions of the Magic Cards immediately.

- ▶ If you run out of cards to be drawn during the game, shuffle the played cards again and use those.

- ▶ Each card you activate plays immediately.



THE END OF THE GAME:

If you are out of the game, place the King/Queen Llama in front of you on the table and discard the rest of your cards in the middle, except the Magic Cards.

It is important to know that you have the chance to get back into the game after being knocked out. To do this, you need to strike the “Smash it!” card first.

For some extra help, use the LLAMASTERS app, which will always show you the top card of the deck so you can keep track of who holds / where the card is you need to get back.

The entire game ends when only one player is left holding his/her King/Queen.

ADVICES FROM A MASTER LLAMA

- ! Always keep an eye on the Buddha Llama! The fewer cards you have, the higher the risk is that your King/Queen will be stolen and you get out of the game.
- ! The more the deck runs out, the greater the chance that the Killer Sloth will strike.
- ! If you are knocked out, use the app to see which card goes to which player.
- ! Pay attention to the Magic Cards, as they can bring a 180° twist into the game!
- ! Do not use too many action cards, as your King/Queen may be in danger.
- ! Do not store the cards, as you can expect a card switch any time.
- ! Don't wait too long with the action cards, because the Killer Sloth will strike faster than you think!



- ! You don't like your opponent's style of play? Don't get bothered - we are llamas, not machines! Let's enjoy each moment of the game!

Llamaste!

AUGMENTED REALITY

To be part of the fun, just download the LLAMASTERS app from the [App Store](#) or [Google Play](#).



HOW IT WORKS?

You'll see different symbols on the back of the cards. Throughout the game, you will be able to read these symbols following the instructions described in the rules. It is crucial to follow the rules to have a truly special experience!

In any case, we recommend you to download the app now and decide later whether to use it or not!

Use the app and feel the taste of the next level of card games! Thanks to the application, a whole new world opens up to the Llamasters party game.

Did you decide at the beginning of the game to use Augmented Reality? Get ready that - thanks to the app - extra experiences and special features are waiting for you throughout the game. You might be amazed by the useful, funny and amusing animations that make the game really special!







GAME MODES

You can choose from the game modes Free For All or Team Match. Of course, you can enjoy the Augmented Reality in both modes – as you please.

We Recommend You to Start with This Mode:

First, download the app from the App Store or Google Play Store because you'll need it if someone gets dropped out.

The basic rules apply. Everyone plays against everyone. If you are dropped out of the game, enter the app and activate “Spectator mode”. Magic happens: you'll be able to see the cards' functions. You can also take a little peep at the Magic Cards by activating „Magic Card mode”.

Hunt for the „Smash it!” card, because if someone throws it and you strike it first, you're back in the game! Let's pick up your King/Queen, and continue playing. You are allowed to draw from the deck only when it's your turn. You can come back into the game any number of times as long as you strike the „Smash it!” card first!

**Ready to Try
Another Game Mode?**

FREE FOR ALL

Game mode without augmented reality:

The basic rules apply. Everyone plays against everyone. The player who stays in the game the longest or collects the 3 Buddha Llamas first, wins.

TEAM MATCH

(it doesn't matter if you are not in pairs, two players can stand against three)

Game mode without augmented reality:

The basic rules apply. Every team plays against one another. The team who stays in the game the longest or collects the 3 Buddha Llamas first, wins.

Game mode with augmented reality (with the app):

The basic rules apply. Every team plays against one another. If you are dropped out of the game, enter the app and activate “Spectator mode”. With this, you'll be able to see the cards' functions. You can also take a little peep at the Magic Cards by activating „Magic Card mode”. You can help the active players just by imitating voices, thus referring to the next cards in the raw.

MEET THE CHARACTERS



Hunt for the „**Smash it!**” card, because if someone throws it and you strike it first, you’re back in the game! Let’s pick up your King/Queen, and continue playing, but you are only allowed to draw from the deck when it will be your turn.

At the bottom of each card you will find the function of that certain card. The full description can be found here.

SYSTEM CARDS

King/Queen Llamas

- ▶ Each player picks a King/Queen Llama at the beginning of the game. You have to protect them at any costs. If you fail, you are out of the game. If it gets stolen, it means your game is over, BUT your King/Queen will not get into the other players’ hands!
- ▶ These cards have an extra ability: **ONLY ONCE**, they can protect themselves against the Killer Sloth. If you use this ability, you must flip your King/Queen in your hand so that everyone can see its front and keep it that way until the end of the game, unless you can flip it back with a Llama Guard. If you are back in the game after being knocked out, you will not be able to use this ability again.

Buddha Llama

The back of the Buddha Llama is different from the other cards, so you can always see who is holding the card during

the game. If you manage to collect the three Buddha Llamas first, you win the game.

Llama Guard

- ▶ One single time, it protects your King/Queen from the Killer Sloths hiding in the deck. If you have drawn a Killer Sloth but you have a Llama Guard, discard it and shuffle the Killer Sloth back into the deck, and the game continues.
- ▶ The Llama Guard has the ability to allow you to turn back your King/Queen if it's flipped. In this case, you must play your Llama Guard out before flipping your King/Queen.

Killer Sloth

- ▶ If you draw the Killer Sloth out of the deck, you do not have a Llama Guard, and your King/Queen has not yet protected himself/herself, flip your King/Queen and shuffle the Killer Sloth back into the deck.
- ▶ If you draw the Killer Sloth out of the deck, and you have a Llama Guard, discard it and shuffle the Killer Sloth back into the deck. The game continues.
- ▶ If you draw the Killer Sloth out of the deck, you don't have a Llama Guard, and your King/Queen has already protected himself/herself once, your game is over because your King/Queen is dead.
- ▶ The only case the Killer Sloth should not be shuffled back into the deck if it has knocked out a player.

ACTION CARDS (cards marked in blue)

No Problama

It deactivates any action card. If someone plays an action card and you roll your No Problama on it, the action on the cards doesn't need to be performed. You can play this card any time, it doesn't have to be your turn

- ▶ It disables only the Action cards (not the Collectible cards, System cards and Magic Cards).
- ▶ No Problama can be deactivated with another No Problama. In this case, the original action card remains in effect.

Thief Llama

By playing this card, you can steal a card from any player. If you draw someone's King/Queen, you will kill his/her King/Queen and his/her game is over, BUT the King/Queen won't be yours. Give it back to its original owner, who will place it on the table in front of him/her while discarding the rest of his/her cards.

Oracle Llama

By playing this card, you can look at the top four cards in the deck to find out what cards are the next ones. It is important that you put the cards back in the same order as you picked them up. Only you should know what cards you explored!

Priority Llama

By playing this card, you draw the next card from the top of the deck. This unique draw does not change the round, the player before your draw continues the game. You can play this card any time. The Priority Llama can be slapped on another Priority Llama. In this case, you'll draw from the deck in the given order.

Smelly Llama

By playing this card, you don't have to draw at the end of your turn. Before that, of course, you can play any of your cards.

Spitting Llama

By playing this card, a player of your choice must discard one of his/her card. The card to be discarded shall be selected by the other player.

Card Switcher

By playing this card, you switch your hand with a selected player.

- ▶ Magic Cards do not switch hands.
- ▶ The King/Queen Llamas do switch hands. If they are flipped, they need to remain this way.

Smash it!

By playing this card, the player who strikes this card the last, must draw 2 cards.

- ▶ The player who played the card does not have to strike it!
- ▶ If you are two in the game, your opponent must draw 2 cards, as he/she would strike first, but also last anyway.
- ▶ If no one wants to strike this card because their aim is to draw, the player who didn't strike the card and the next in the round is, draws.
- ▶ If someone is out of the game and he/she strikes the card first, he/she can come back into the game unless someone drops No Problama in.

Coach Llama

By playing this card, a selected player must do 5 squats. If he/she doesn't want to squat, he/she needs to draw 2 cards from the deck.

COLLECTIBLE CARDS (marked in white)

- ▶ They are: **LAMINATOR**, **GANGSTA LLAMA**, **LA LA LLAMA**
- ▶ With the help of the collectible cards, you can activate your Magic Cards. On the back of each Magic Card, there is a list of cards you need to be able to activate them.
- ▶ Collectible cards have an extra ability: they can be switched with the top ACTION card of the discarded cards. You can use this ability only when it's your turn and you can ONLY switch them to an action cards, but not for system cards or for other collectible cards.

MAGIC CARDS

At the beginning of the game, each player draws 2 Magic Cards, and place them - front down - in front of them.

The back of the Magic Cards shows which collectible cards are needed to activate them

Once activated, you are not allowed to draw another Magic Card from the deck, you play with these two throughout the game.



Draw 2 from all

After activating the card, you have to draw 2 cards from everyone, which you have to discard in the middle of the table



Discard a character

After activating the card, you can select a character to be discarded by everyone except you. Examples: All No Problamas or all Llama Guards must go. King/Queen Llamas cannot be thrown away!



Draw 1 discarded

After activating the card, you can draw one of the discarded cards.



Draw 1 from all

After activating the card, you can draw a card from everyone.



No more No Problama

After activating the card, the No Problama cards will have no effect on you, throughout the whole game.



All Buddhas from the deck

After activating the card, you can remove all the Buddha Llama cards from the deck. If there is no Buddha Llama in the deck any more, nothing happens. If all the Buddha Llamas are still in the deck, you win.



Buddhas from all

After activating the card, each player hands you all the Buddha Llama cards from their hands. If they don't hold any Buddha Llamas, nothing happens. If all 3 Buddha Llamas are in their hands, you win.



All to show cards for 5 sec

After activating the card, all players together will have to show you all the cards they hold for 5 seconds.



Activate the next faster

After activating the card, you'll be able to activate the next Magic Card with 1 collectible card less. If there are no more Magic Cards you need to activate, nothing will happen.



Win with 2 Buddhas

After activating the card, collecting 2 Buddha Llamas will be enough for you to win.



One won't draw

After activating the card, one player mustn't draw during the next round. You can even pick yourself.



One to discard No Problamas

After activating the card, one player must discard all his/her No Problamas. You can pick anyone.



Protect King/Queen once

After activating this card, one single time it will protect your King/Queen from the Killer Sloth or you can flip your King/Queen back. Let the other players know that you use it! This card - unlike the others - can be used any time, not necessarily right away, BUT only once. Turn the used Magic Card horizontally!



Force them to discard Guards

After activating the card, all players - except you - must discard all their Llama Guard cards. If they don't hold any Llama Guards, nothing happens.



Pick all discarded Buddhas

After activating the card, you are allowed to pick up all the Buddha Llamas from the discarded cards. If there is none, nothing happens. If it's all there, you win.



Force them to keep only 4

After activating the card, everyone - except you - is allowed to keep only a maximum of 4 cards in their hands, including their Kings/Queens.



Others to draw 2 in next round

After activating the card, everyone - except you - draws two cards in the next round. The magic lasts only for one round.



Collect discarded Guards

After activating the card, you are allowed to collect all the Llama Guards from the discarded cards. If there is no Llama Guard among the discarded cards, nothing happens.



Collect Guards from all

After activating the card, each player gives you all their Llama Guards. If there is none in their hands, nothing happens.



Collect and shuffle

After activating the card, collect and shuffle the cards of the other players except their Kings/Queens and then deal them back equally.

FREQUENTLY ASKED QUESTIONS

If you don't get an answer to any of your questions in the Instructions, please visit our website:
<http://llamasters.com/how-to-play>





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