



That's my llama

Players: 2

Age: 8+

Play time: 25-35 minutes

It is the time of the year again! Every year, two teams in Llama Land will compete to see who can train all the llamas the fastest. Gather resources and use them wisely! Will team Llamanade or team Llamazing be the first to win?

Objective

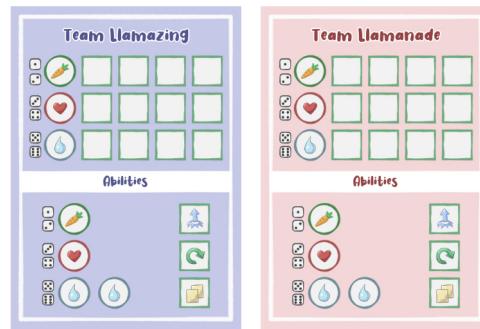
Be the *first player* to *train all the llamas*.

Players gain **2 random type of resources (food, care or water)** on their turn and all the **resources must be used in a sequence**. Each llama requires a certain sequence of resources to be trained.

There are **5 llamas** that can be trained and each llama can be *trained by both players*, but *the first player to train all of the llamas wins the game*.

Components

- 2 x Player team cards



- 7 x Llama cards



- 2 x D6 dice



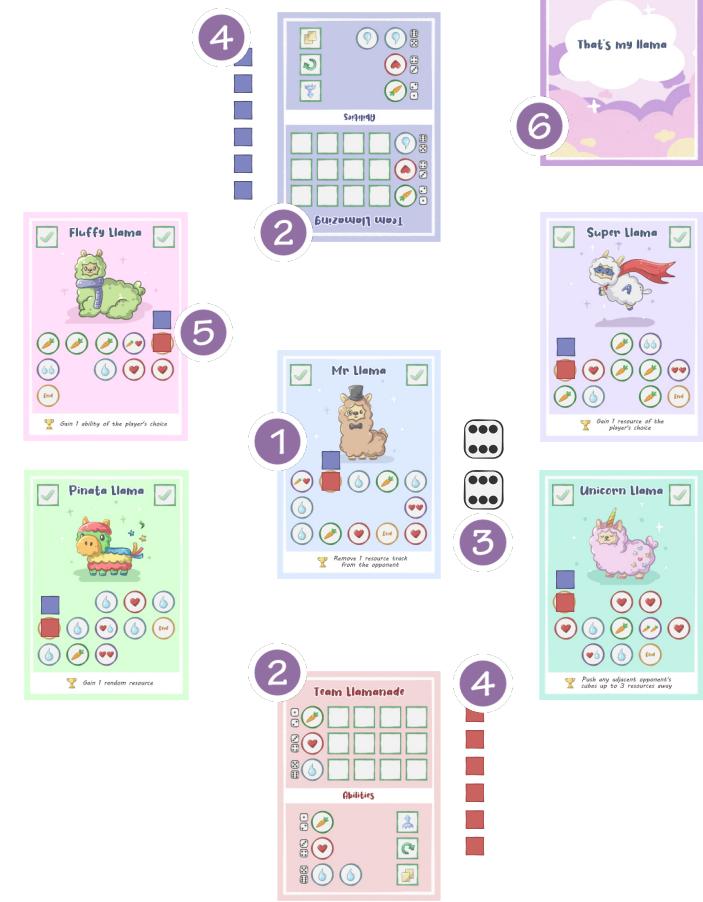
- 11 x Red cubes (Team Llamanade)



- 11 x Blue cubes (Team Llamazing)



Setup



- | | | | |
|---|--------------|---|-----------------------------------|
| 1 | Llama cards | 4 | 6 Player cubes (resources) |
| 2 | Player cards | 5 | 2 Player cubes on each llama card |
| 3 | D6 dice | 6 | Remaining llama cards |

Gather all 7 llama cards and shuffle them into a deck. Place the top 5 llama cards from the deck in the middle as shown in the setup. Put the remaining 2 llama cards aside.

Each team card (team Llamanade, team Llamazing) represents a player. **Each player selects a team** and places the team card in front of their play area.

Place 6 resource cubes alongside the team card matching the player's team colour. These cubes represent the resources gained by the player on their turn.

Take the remaining cubes and **place 1 cube of each colour on every llama card** on the start marker.

The 2 D6 dice can be placed in the middle where they will be used to roll for resources.

Roll a D6 die to determine which player goes first.

The player with the **highest result** is the starting player.

The player who starts second rolls an additional D6 die to place a starting resource on their resource tracks. Refer to Section 2 (Resources) to view what resources can be gained.

Gameplay

1. Roll for resources

During a player's turn, roll 2 D6 dice. The dice will determine which resources the player gains on their turn.

Players can place the resources gained on their **resource tracks** or on their **ability tracks**. Players may split the resources gained and **put 1 resource on each kind of track** (1 resource and 1 ability) or **both on the same kind of track**.

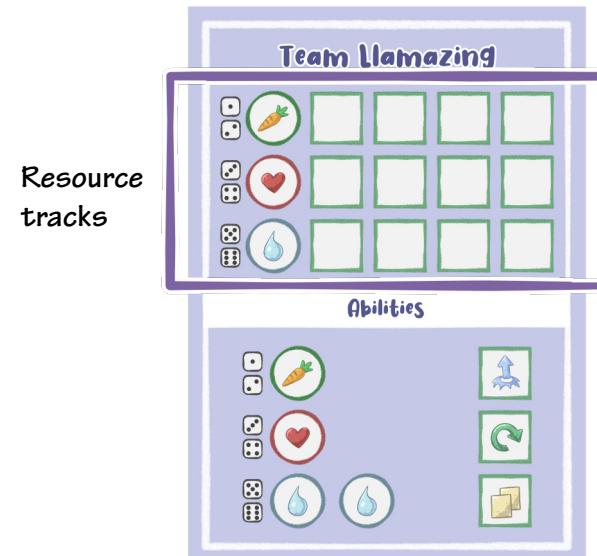
2. Resources

The type of resources gained from the dice are determined as follows:



2.1 Place resources on resource tracks

Each team card has 3 resource tracks, 1 for each type (food, care and water). Players will place and manipulate a cube for each type of resource track based on the outcome of the resources gained from the dice rolls.



Example:



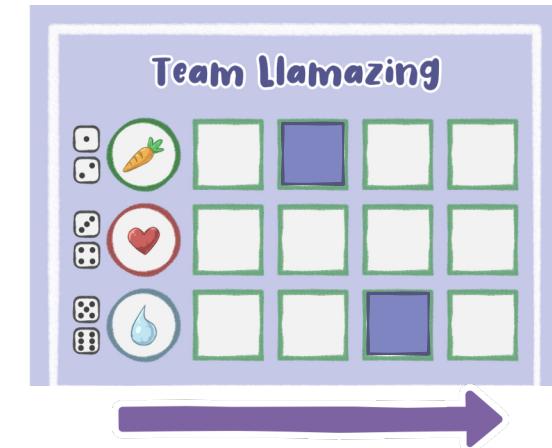
Player rolls 2 D6 dice with the results of 2 and 5. The player gains the following resources:



Place the resource cubes on the resource tracks:



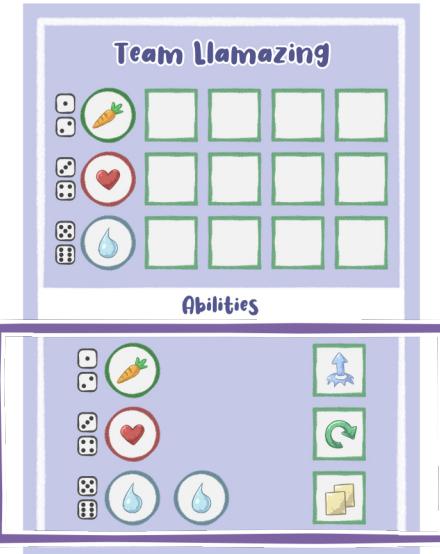
As the player gains more resources, move the cubes up on the corresponding resource track:



If a **resource track** is already full, the player **cannot gain any more resources of that type** and the rolled resource **will not take effect**.

2.2 Place resources on ability tracks

Players may also choose to place their resources on the **ability tracks**. Abilities allow players to perform **special moves** on their turn.



Once the player has **gathered the required resources**, they gain the ability.

Example:



Player rolls 2 D6 dice with the results of 2 and 5. The player gains the following resources:



Place the resource cubes on the ability tracks:



The player has gained the **jump ability** but not the **multiply ability** as the multiply ability requires **2 water resources**.

Abilities

Abilities are **gained with resources**. Once an ability track is full, the player gains the ability. Abilities **last until the player uses the ability or if it is removed by the opponent**. After the player uses an ability, the ability goes away and may not be used until the player has acquired the specified resources again.



Jump: Players may jump over the next resource on a llama card. This also enables the players to bypass any adjacent player cubes



Re-roll: Players may re-roll 1 of their dice for a chance to gain a different resource



Multiply: Multiply the effects of the rewards gained after training a llama by 2

3. Training llamas

Players **may train multiple llamas at the same time**.

Llamas are trained by **navigating through the resources from start to end** on a llama card.

Players **must use all the resources** they have on their **resource tracks** in a **specific order** on their turn to train the llamas.

3.1 How to train a llama

Players have to **use all their resources from their resource tracks** on their turn. The resources are used from **top to bottom** in the following order:

1. Food
2. Care
3. Water

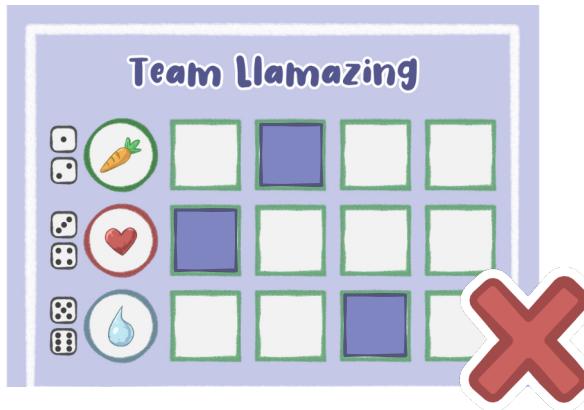
Example:



The above resources yield the following **resource sequence**:



Players *may not* use the resource types out of sequence:



The above resource tracks *cannot* yield the following *resource sequence*:



3.2 Using resources on llamas

Players may *train multiple llamas simultaneously* and *both players may train the same llamas*.

Players have to *begin at the start marker*. A llama is *trained* when the *player reaches the end marker*.

The *start and end markers are wildcards* and represent any type of resource.

Players *must execute the entire resource sequence and attempt to navigate from start to end on each llama* during their turn. The resources in the resource sequence can be *used on any llama*. Players *do not have to spend all their resources* in the sequence *on the same llama*.

New resources are gained every time during a player's turn and the *resource sequence restarts from the beginning*, in addition to the newly gained resources.

Example:

With the following resource sequence:



1. Player spends 1 food on Super Llama:



Remaining sequence:



2. Player spends 1 food on A Llama:



Remaining sequence:



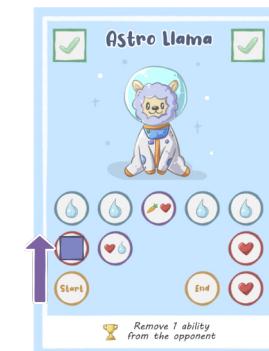
▲ Diagonal navigation

Players *may not move to a resource diagonally*.

Only *vertical or horizontal* navigation is allowed.



3. Player spends 1 care on Astro Llama:



Remaining sequence:



Combined resources

All llama cards have combined resources:

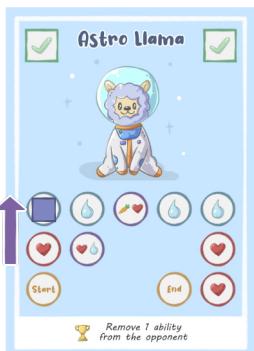


Players **require both the resources** in their resource sequence and **they cannot be used out of the order of the sequence**:

Resource sequence



4. Player spends 1 water on Astro Llama:



Remaining sequence:



5. Player spends 1 water on Pinata Llama:



Remaining sequence:



6. Player spends 1 water on Pinata Llama:



← Backwards navigation

Players **may traverse backwards** as long as the resource type meets the resource in the sequence.

◆ Wildcards

All **start and end markers represent any resource type**.

3.3 Fail to execute the resource sequence

If a player **cannot execute their entire resource sequence**, they **lose all the resources from the track of the resource type that failed**. Remove the cube from the resource track and the **player's turn ends immediately**. **No subsequent resources may be spent** after the failure.

🚫 Blocking

If there is an **opponent player cube adjacent** to the player, the player is **blocked unless there is an alternative path**. Players cannot bypass another player cube unless they use the **jump ability to bypass the player**.

↑ Jump ability

The jump ability is obtained when the player adds **1 food resource** to the ability:



The player is **still required to execute and follow the resource sequence** when using the ability.

The resource that the player ends on after the jump needs to be the resource in the sequence.

3.4 Successfully training a llama

When a player reaches the **end marker**, they have **successfully trained the llama**. The **player's cube** on the llama card is moved to the **top check mark slot** to indicate that the player has trained the llama.

There are **2 check mark slots**, 1 for each player.

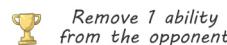


When a llama is *trained*, the player who trained the llama gains the reward on the llama card. Both players may gain the reward.

All the rewards *take effect immediately* once the llama is trained.

Rewards

Each llama card has a *reward* shown at the **bottom**:



The reward is *gained as soon as the player trains the llama*.

The obtainable rewards are:

- Push any adjacent opponent's cubes up to 3 resources away:** If there are any *adjacent* opponent cubes (includes diagonally), the player may move the opponent cube *in any direction (vertically or horizontally) up to 3 resources away*.
- Gain 1 resource of the player's choice:** The player *may select any resource type* (food, care or water) and *add an additional resource on their chosen resource track*.
- Gain 1 random resource:** The player *rolls a D6 die* and adds the resource to their resource track based on the outcome of the die.

- Remove 1 resource track from the opponent:** The player may select a resource type (food, care, water) and *remove all the resources of the chosen type* from the opponent's resource track.

- Remove 1 ability from the opponent:** If the opponent has acquired any abilities on their ability tracks, *remove 1 of the abilities*. The *multiply ability is only removed if the opponent has acquired this ability* (2 water resources).

- Opponent rolls 1 less die on their next turn:** At the start of the opponent's upcoming turn, they may *only roll 1 die instead of 2*.
- Gain 1 ability of the player's choice:** The player may select any ability (jump, re-roll, multiply) and *gain the ability immediately*.

Multiply ability

The multiply ability is obtained when the player adds **2 water resources** to the ability:



The multiply ability *doubles* the effect of the rewards gained from training a llama, as follows:

- Push any adjacent opponent's cubes up to 3 resources away** → Push any adjacent cubes up to **6 resources away**.
- Gain 1 resource of the player's choice** → **Gain 2 resources of the player's choice**.
- Gain 1 random resource** → **Gain 2 random resources**.
- Remove 1 resource track from the opponent** → **Remove 2 resource tracks from the opponent**.

- Remove 1 ability of the opponent** → **Remove 2 abilities from the opponent**.
- Opponent *rolls 1 less die* on their next turn → Opponent *rolls 2 less die* on their next turn.
- Gain 1 ability of the player's choice** → **Gain 2 abilities of the player's choice**.

4. Game end

The *game ends when a player trains all the llamas*. The *first player to train all the llamas wins the game*.

Turn reference

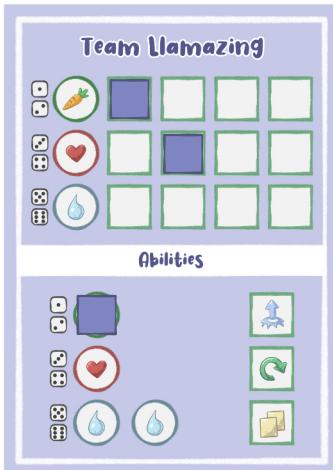
- Player already has the following resources on their resource tracks after their first turn:



- Player rolls 2 D6 die with the results of:



3. Player adds the food resource to the ability track and the care resource to the resource track:



4. Player has the following resource sequence and the jump ability:



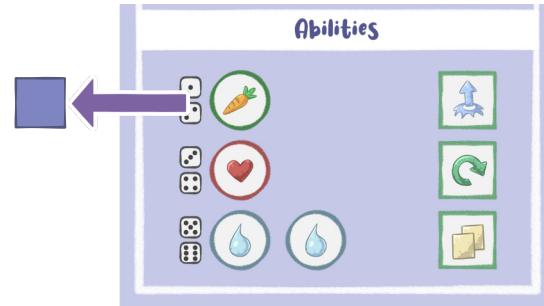
5. Player uses their jump ability and spends the food resource on A llama:



Remaining sequence:



6. Player removes the food resource on the jump ability as it has been used:



7. Player spends the last 2 care resources on Fluffy llama:



8. Player ends their turn

Game designed by Amaryllis



Reference sheet

