

In the next round, the player with the "Llama in a Duck Suit" card plays first.

The game ends when only one player remains with a life, and they are crowned the winner while the others are deemed smelly llamas!



Sayonara, smelly llamas!

Duck, Duck, Llama

The ducks are on the march, but there's a llama in disguise! Step into the role of the duck-tective and spot the hidden llama. Your task is to count the ducks - there can be only nine!

Understanding the Count:

The "count" represents the total number of ducks in play. Your goal is to keep the count at or below nine.

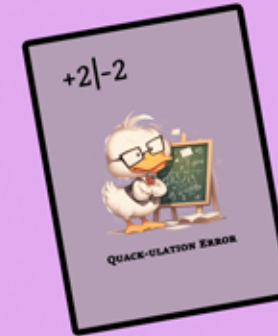
Most cards will either increase or decrease the count, changing the total number of ducks in play.

🦆 Say the count out loud when you play a card so everyone knows the total.



Add
add the amount shown to the count

Reduce
subtract the amount shown from the count



Miss-Quack
add two to the count, or, reduce the count by two

Accuse
end your turn, set the count to ten and choose who plays next



Distraction
end your turn and disrupt the game with a special action

KS Special
end your turn, set the count to any number and choose who plays next



Llama...
in a Duck Suit set the count to zero, or, set the count to nine

Llama Life
keep track of who has been found out as a smelly llama



DUCK, DUCK, LLAMA!

🦆 The count cannot drop below zero. If a card would lower it below zero, the count simply stays at zero.

🦆 If the count exceeds nine, accuse the next player of being a llama (be sure to call them one out loud so that everyone knows). It is then their responsibility to prove they aren't a smelly llama!

The Setup:

First, set aside the "Llama in a Duck Suit," "Llama Life" and "KS Special" cards.

Next, give each player a llama life card, which they will flip over if they lose a round.

Now shuffle the rest of the deck and deal three cards to each player. These are their "hand" and they may look at them as they please.

The player who most recently saw a llama (or another animal in a pinch) plays first.



On your turn

1. Draw a card from the deck. If the deck runs out, shuffle the discard pile to form a new deck.

2. Play a card from your hand. 🦆 Most cards either add to, or reduce the count.

🦆 Special cards might have unique effects (check the back of these instructions for details).

🦆 If you end your turn with the count above nine, you accuse the next player of being the llama!

Play proceeds clockwise!

The Accused:

If the count is above nine at the start of your turn, you are accused of being a llama! Draw as you usually would, then you have the following options:

🦆 "Reduce" the count below nine by playing a card that lowers, or sets the count.

🦆 Cause a "Distraction" by playing a card that ends your turn and disrupts the game.

🦆 "Accuse" another player by playing a card that ends your turn and sets the count to ten.

If you can't take any of these actions, you're caught as the llama, ending the round! Flip your llama life card and claim the "Llama in a Duck Suit" for the next round.

While you might be a llama, you can still help the ducks uncover other hidden llamas!