

Llamas are dealt into the next round the same as everyone else. Any player that successfully accuses another player of being a Llama rejoins the flock and restores their status as a Ducktective if they are not already one.

In rounds two and three, before the round begins, the player that lost the last round claims the Llama in a Ducksuit card and adds it to their hand. They must then put a card of their choice from their hand on the bottom of the deck.

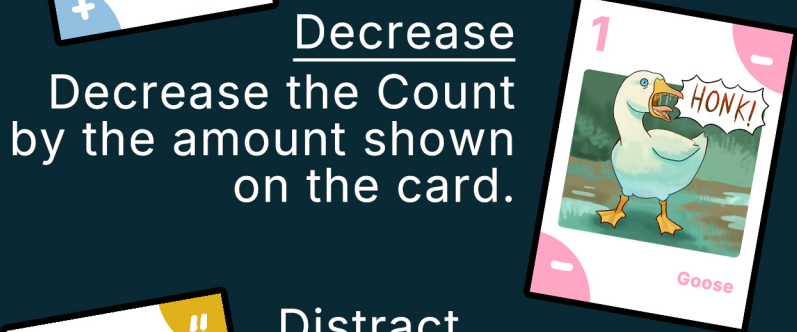


The End

The game ends after three rounds. All players that still have a Ducktective card are crowned winners, whilst the rest are deemed a smelly llama. Happy hunting, Ducktectives!



Increase
Increase the Count by the amount shown on the card.



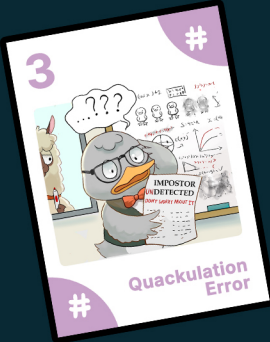
Decrease
Decrease the Count by the amount shown on the card.



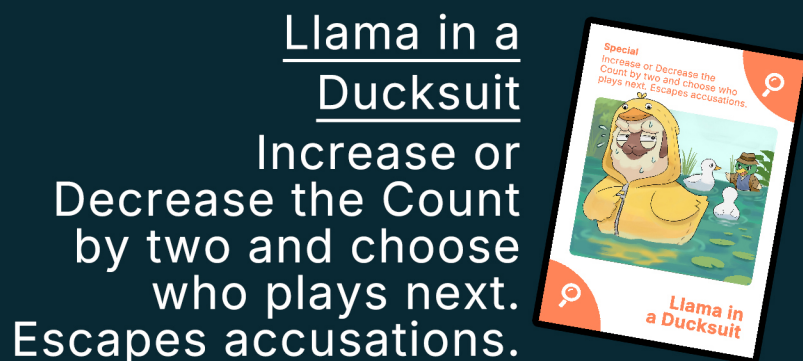
Distract
Apply a unique effect. Escapes accusations.



Accuse
Set the Count to ten and choose who plays next. Escapes accusations.



Choose
Increase or Decrease the Count by the amount shown on the card.



Llama in a Ducksuit
Increase or Decrease the Count by two and choose who plays next. Escapes accusations.



Ducktective
If you are found out as a llama in disguise, flip this over. You are now a llama!



DUCK, DUCK,
LLAMA!

The Setup

Duck, Duck, Llama! is an award winning, family-friendly game about counting ducks, causing distractions, and trying not to be found out as a llama in disguise.

First, set aside the Direction, Legend, Llama in a Ducksuit, and Ducktective cards.

Give each player a Ducktective card and a Legend card

Shuffle the rest of the deck and deal four cards to each player. These cards form their hand, and they may look at them at any time

The player who looks most like a llama plays first and chooses the direction of play (clockwise or anticlockwise)

Whomever plays first sets the reversible Direction card down in front of them to indicate the direction of play

Two Player Variant: in a two player game each player is given two Ducktective cards instead of one.

The Count

The Count represents the total number of ducks in play. Your goal is to use the count to find the hidden llamas.

The Count starts at zero and most cards will either Increase or Decrease the Count

Say the Count out loud after you play a card, whether or not the Count changes

If a card would lower the Count to below zero, it is instead set to zero

If the Count is **below** ten when you begin your turn, you may play any card from your hand

If the Count is **at ten or above** when you begin your turn, you are accused of being a Llama (see The Accused)



The Turn

Turns are made up of two actions: playing and drawing a card.

1. Play a card from your hand

Many cards have unique effects, which happen when the card is played

Escaping an accusation does not reset the Count

The value of the Count at the end of your turn is the value it will be at the beginning of the next player's turn

2. Draw a card from the deck.

If the deck runs out, shuffle all but the last played card of the play pile into a new deck and draw from there



The Accused

If you begin your turn with the Count **at ten or above**, you are accused of being a llama. Your options are:

Decrease: reduce the Count to below ten

Distract: disrupt the game in some way, which escapes an accusation

Accuse: set the count to ten and choose who plays next, which escapes an accusation

Llama In A Ducksuit: Increase or Decrease the Count and choose who plays next, which escapes an accusation

If you are able to escape an accusation you must. If you cannot do so, you are found out as a llama in disguise and the round ends. If still a Ducktective, flip your card over: you are now a Llama! Fear not, you don't explode!

