



DUCK, DUCK,
LLAMA!

Designed by Zach
Nowotny & Che Fisher

The Lore

You are a Llama pretending to be a Duck. Until recently, you spent your days blissfully unchallenged but a sudden surge of fluffy ducks has raised suspicions.

Duck, Duck, Llama! is not a bluffing game: it is a game of accusations, distractions, and survival. Outwit the other fakers to remain undetected or be forced to embrace your woolly nature.



The flock must stay vigilant: there are llamas about!



Mornings at the pond are a joyous time... just some totally legit ducks in a pond, nothing to see here.

The Setup

- 1 Set aside the Llama in a Ducksuit and all double-sided cards
- 2 Shuffle all remaining cards into a single deck and deal four to each player
- 3 Give each player a double-sided Legend/My Turn and Duck/Llama card. Place these cards on the table in front of them with the Duck/Llama card Duck side up
- 4 The player who looks most like a llama plays first and chooses the direction of play
- 5 Keep the Llama in a Ducksuit card aside and place the double-sided Direction card somewhere visible to all players

Two Players: in a two-player game each player is given two Duck/Llama cards instead of one.



Increase
Add the
amount
shown on
the card

Decrease
Subtract
the amount
shown on
the card



Choose
Add or
subtract
the amount
shown on
the card

Accuse
Point to
another
player and
call them a
llama



Distract
Apply a
unique
effect that
disrupts the
game

L.I.A.D.
Change the
Count and
choose who
plays next



Double-Sided Cards

Double-sided cards stay on the table and do something useful, like indicate your status or help you remember the rules

The Count

The Count represents the total number of ducks in play and is the core mechanic used to accuse other players of being a llama. The Count is public and kept track of mentally:

-  The Count starts at zero: most cards 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, take your turn as normal
-  If the Count is **at ten or above** when you begin your turn, you stand Accused of being a llama (see The Accused)
-  The Count persists between turns even if it does not change

The Turn

Each turn consists of two actions done in order: play a card, then draw a card.

- 🐦 Some cards have unique effects that occur when the card is played
- 🐦 If a card instructs you to choose who plays next, play continues from that player in the current direction of play
- 🐦 If the deck runs out, shuffle all but the top card of the play pile into a facedown pile. This becomes the new deck to draw from



The Accused

If you begin your turn with the Count at **ten or above** you stand accused of being a llama. To **escape an accusation** you must be able to do one of the following:

- 🐥 **Decrease:** play a card that reduces the Count to **below ten**
- 🐥 **Distract:** play a card that **distracts** the flock and applies a unique effect
- 🐥 **Accuse:** play a card that sets the Count to ten and **accuses** someone else
- 🐥 **Llama In A Ducksuit:** play the special **L.I.A.D.** card that alters the Count and allows you to choose who plays next

Escaping an accusation does not reset the Count, you cannot accuse yourself of being a llama, and if you are able to escape an accusation you must.



Your accuser is always the player who played their turn immediately before yours, even if they escaped someone else's accusation.

Unlike standard Accuse cards, the special **L.I.A.D.** card allows you to choose yourself to play next. You can only choose yourself to play next if the Count is **below ten** after playing the **L.I.A.D.** card.

If you cannot escape an accusation you have lost that round and the round ends. If you're still a Duck, flip this card over: you are now a Llama. Fear not, you don't explode.

If you are a Llama and another player cannot escape your accusation, flip this card: you are now a Duck again. Congratulations.

Players do not gain extra Duck cards by winning a round.



The Round

New rounds begin the same way as the first (see The Setup), with a few exceptions:

- 🐦 Players that are Llamas stay as Llamas
- 🐦 All players are dealt a hand even if they're a Llama

To start a new round the player who lost the previous one goes first, chooses the direction of play, and adds the Llama in a Ducksuit card to their hand. They then **skip drawing a card at the end of their first turn.**



The End

The game ends after three rounds. All players who are Ducks are crowned winners and the rest are deemed smelly Llamas until the end of time—or until they can prove themselves otherwise.

Two Players: the game ends when a player has no face-up Duck cards. This effectively means that to win a two-player game, a player must win two rounds in a row, since winning a round restores a Duck card.

Llama Party: we recommend an elimination-style format for large groups. For this and other alternate rulesets check out our website (yes, it's free—we're not that kind of Llama).

Happy hunting, Ducktectives!





Find us online!



BIZARRE