

ニワトリからマカ

# Chicken or Llama

2 Players Rule

Takashi Saito  
(about 15min)

"Chicken or llama" is a game using bills. The front side is one kind, but the back side is two kind, chicken or llama. In general card game, if the card gets scratched, the game is going to collapse, but this game is different.

By creasing to the bills, guess the opponent's bill.

Additionally, don't forget that creases accumulate as the game progresses!

## Preparation

Each player have 3 bills of chicken and and 3 bills of llama (two player's total is 12 bills). Other bills are not used in this game.

## How to play

1. The player who saw chicken most recently is the lead player. The latter player gains 1 victory point at the beginning.
2. The lead player chooses two bills from hand and put them on the table in a face-down.
3. The latter player looks at them, and selects two bills and places them so that they faces the bill the lead player placed.
4. Open all bills and make a score judge.

- |  |
|--|
| 1) two chickens ●● win one chicken ●●                |
| 2) one chicken ●● win no chicken ●●                  |
| 3) two llama ●●(no chicken) win two chickens ●●      |
| 4) if the strength is the same, the lead player win. |

5. The winner gain 1 victory point, and is the next lead player.
6. If you win two chickens with two llama, you gain 1 additional victory point.
7. Then, compare the bills in the same position that both sides, if they are the same mark, exchange them (the owner of the bill changes).
8. Bring the bills on the table back to your hands (if the exchange was made at 7, you will back the exchanged bill to your hand).
9. Repeat above 2 to 8, if your score is 7 points or more and the difference with the opponent is 2 points or more, the game is end.

This rule is a beta version yet. (2018.11.24)

Contact:

[http://boardgame.web-saito.net/chicken\\_llama/en/](http://boardgame.web-saito.net/chicken_llama/en/)