

ニワトリからマカ

Chicken or Llama



2 Players Rule



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(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.

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

Preparation

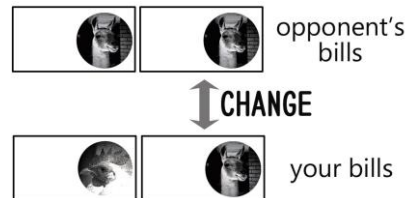
Each player have 3 bills of chicken and and 3 bills of llama (two player's total is 12 bills). Other bills are not used in this game.

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.

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|--|--|--|-------------------------------|--|--|
| 1) two chickens | | | win one chicken | | |
| 2) one chicken | | | win zero chicken | | |
| 3) zero chicken | | | (two llamas) 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 won to two chickens by two llamas, you gain 1 additional victory point.
7. Then, compare the bills in the same position.
If they are the same mark, exchange them.
By this, the owner of the bill changes.
8. Bring the bills on the table back to your hands.
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.



You can freely mark wrinkles on your bills during the game. This game is very simple, but you can take various tactics by how to put a mark to the bills and how to send marked bills.

Contact:

http://boardgame.web-saito.net/chicken_llama/en/