

ニワトリからマカ Chicken or Llama



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For 4 players / 30-45min

"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, communicate to your partner. However, if the opponents finds out the meaning of your secret crease, the strategy is a failure. Let's make a clever crease that deceives the opponent's eyes and transmits to your partner. Additionally, don't forget that creases accumulate as the game progresses!

Components

20 bills (10 chickens and 10 llamas) , 7 chips for answer , 1 rule sheet

How to play

1. Take five bills of chicken and five bills of llama, and shuffle them into a deck. The rest of the bills are not used in this game.
2. This is the game for 4 players in 2 fixed partnerships. First of all, discuss with your partner about what kind of crease will you make to the bills.
e.g. *In the case of Llama, fold two corners. In the case of chicken, make a crease to the icon of chicken.*

Note: The conference with your partner is only once before the game begin. Obviously if you find a mistake in the middle of the game, you may choose give up and restart the game. (of course with your partner's consent).

After that, partners sit facing each other.

3. The player who saw chicken most recently is the first player. **For the first time only**, two opponent players draw two bills and check the animal on the back (chicken or llama), then make a secret crease, and back to the deck. Then shuffle the deck.
4. The active player draws five bills from the deck and check the animals on the back secretly. And declare **the fewer animal's names**. At this time, do not say how many animals.
e.g.1 *When bills are three chickens and two llamas: Declare "llama".*
e.g.2 *When bills are zero chickens and five llamas: Declare "chicken".*
5. Next, the active player make a crease on the bill to convey only to your partner.
Note: There is no rule in how to mark to bills. Please do it with your own idea. However, it would be better not to tear it nor to punch holes. because it shortens the life of the game.
6. After that, hand all bills to the opponent team. The opponent team shuffles them to change the order, and line up on the table with the back side face down.
7. Next, your partner watch the bills on the table carefully, and find the declared bills. Assign numbers in order from the top (or from left) to aligned bills, hold the chip of the number that you think is the correct answer, or write to the memo.

e.g.1 *If you think that the 2nd and 3rd bills from the top are the declared bills, hold the chip written as 2, 3 in your hand, or write "2, 3" to the memo.*

e.g.2 *If you think that there are no bills of declared animals, do not hold anything or hold a chip with no numbers as a dummy, or write "None" to the memo.*

Note: During your teammate is thinking, the active player must not give hints by words, gestures, expressions, and so on !

8. After your teammate answered (do not reveal yet), the opponent team also find and vote too. Discuss well within the team, and after matching the opinions of the two, point to the bills that you think is the correct answer.
9. Judgement: First of all, reveal the bills pointed to by the opponent team, then reveal all bills, and finally reveal the answers of your teammates.

The oppoent team is correct :	The opponent team gets 5 points. The active player's team has no points regardless of whether the teammates are correct or not.
The oppoent team is wrong :	If a teammate is correct, the active player's team get 4 points. If it is incorrect, the opponent team get 3 points.

※ *There are three patterns of the number of fewer bills (two, one, zero). When it is answerd completely, it call "the correct". Even if someone correctly answers one of the two, it is not "correct".*

10. This is the end of the turn. Back the used bills to the deck and shuffle well. After that, move the active player to the left in the clockwise direction, change the roles of the team, and repeat step 4.
11. In this way, the team that reached **15** points is the winner.

Note: After the game, let's disclosure of your secrets of the mark to opponent team each other. In the second and subsequent games, the game begin with the creases accumulated in the previous game. That will be a hint, and also will be a noise too. If you want to play from plain state, please use unused bills.

Variant

To make crease to bills is the most enjoyable time in this game. On the other hand, it is also a boring time (downtime) for non-active players. As a way to shorten this, prepare 20 deck bills. The active player and the next player draw five bills from the deck and crease to the bills at the same time. By doing this, the waiting time is going to be halved. If you prepare two sets of this game and prepare 40 bills, it is also possible to crease by four people at the same time.

Contact:

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