

ニワトリかラマか Chicken or Llama



Takashi Saito
For 4 players / 30-45min

The Llama commands it: Tell your teammate which are the fewer bills without letting your opponents find it out.

"Chicken or Llama" is a game using bills. In general games, the game collapses if any of the cards have scratches or other marks on their back. On the other hand, in this game, you communicate with your teammate by marking bills, and you lose if your opponents recognize them. Try to devise clever marks that are recognized by your teammate while deceiving the opponent's eyes. Note that marks accumulate as the game progresses!

Components

40 bills (20 Chickens and 20 Llamas), 4 double-sided Chicken/Llama tokens, 5 number tokens, answer/score sheets, secret mark sheet, and this rule sheet

The bills are identical on one side and have either a chicken or llama on the other side.

Preparation

1. This game is for 2 teams of 2 players. First, get into pairs.
2. Secretly discuss with your teammate how to mark the bills.

e.g. *In the case of a Llama, fold two corners.*

In the case of a Chicken, put creases on Chicken icons.

Note: This is the only time you can discuss marking with your teammate.

ニワトリかラマか
Chicken or Llama

DATE: 28.Mar.2021 TEAM NAME: Brain Brain Team

あなたのチームの秘密の目印は…

If the upper left corner is folded, it's a llama.

If the lower right corner is folded, it's a chicken.

Describe the secret mark you have agreed to use on the sheet as the confidential information. Fold and conceal the sheet from your opponents. During the game, you can check the sheet at any time. However, you cannot add any descriptions to it.

Start the game after both teams have decided their secret marks!

First half

3. Shuffle all 40 bills into a deck. The players each draw 5 bills and announce the name of the animal on the fewer bills in their hand.

e.g. 1 If you have 3 Chicken and 2 Llama bills: Announce "Llama".



e.g. 2 If you have 0 Chicken and 5 Llama bills: Announce "Chicken".



After making the announcement, place your Chicken/Llama token in front of you with the announced animal side face up.

4. The players simultaneously put the secret marks (agreed to use in Step 2) on their bills.

Do not discuss with your teammates or show your bills to each other.

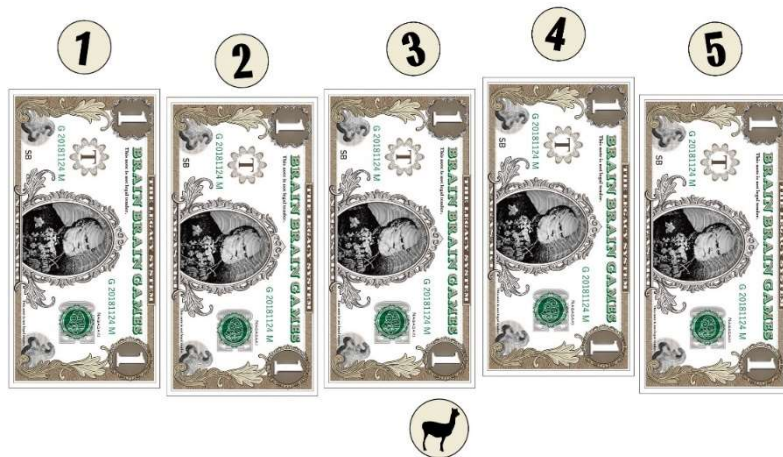
Note: You can mark the bills freely, but it is not advisable to tear, punch holes, or make such severe damages, because it will shorten the life of the components.

When everyone has marked the bills, proceed to the Answer Phase.

The player who saw a chicken most recently is the first Questioner.

Answer Phase

5. The Questioner passes their five bills to the opponent team. The opponent team shuffles and spreads the bills face down on the table, then places the number tokens in order next to the bills.



6. The Questioner's teammate looks at and guesses which are the announced (fewer) animal bills, then write the numbers on the corresponding number tokens on the answer/score sheet concealed from the opponents.

Two vertical cells are used for each answer. If you think there is only one announced bill, cross out one cell with a diagonal line. If you think there is none, cross out both cells.

シフトウカマカ Chicken or Llama
相手チームが正解...5点 / 相手チームが不正解かつチームメイトが正解...4点 / 相手チームもチームメイトもどちらも不正解...相手チームに3点
TOTAL

1	4	3					
2	/	5					

During the Answer Phase, the Questioner must not give clues by words, gestures, facial expressions, etc. Use one answer/score sheet as the answer sheet and another one as the score sheet. (Use 2 sheets for each game.)

7. After the Questioner's teammate has written their answer (but not announced

it yet), the opponent team will do the same. The opponent team shall, after the discussion among themselves, choose and point (or not point) to the bill(s) that seems fewer.

- After the opponent team has answered, check the answers. First, reveal the bills pointed to by the opponents. Then reveal the remaining bills. Lastly, reveal the answer sheet written by the Questioner's teammate.

The opponents' answer is correct:	The opponent team gets 5 points. No points for the Questioner's team regardless of whether their teammate is correct or not.
The opponents' answer is not correct:	If the Questioner's teammate is correct, they get 4 points. If not correct, the opponent team gets 3 points.

- ✓ *There are three patterns of the number of fewer bills (two, one, zero). The answer is correct only if it is complete. Even if you correctly guess one of two bills, it is not "correct".*

チキンかラマか Chicken or Llama	相手チームが正確...5点	相手チームが不正かつチームメイトが正確...4点	相手チームもチームメイトもどちらも不正...相手チームに3点	TOTAL
オシャ&サニー	4		5	
チームぶれぶれ		4	5	3 4

Example of score sheet entry

- After filling out the score sheet, the Questioner moves to the next player clockwise (opponent team). Then repeat Steps 5 to 8.

Second Half

- After all players have been the Questioner, the second half of the game begins. Return all used bills to the deck, shuffle them, draw 5 cards each, and repeat Steps 3 to 9 in the first half.
- After finishing the second half of the game, end the game and compare the total scores.

In the Case of a Tie - Sudden Death Game -

In the case of a tie, play the "sudden death" game. Return all used bills to the deck, shuffle them and **draw one from the deck for each team**. Look at the bill you have drawn and guess whether it is a Chicken or a Llama. You can discuss it with your teammate freely. If one team answers correctly and the other team fails to do so, the game is over. If both answers are correct or incorrect, repeat the same process. If the bill you have drawn is a new bill that has never been used, draw another one.

After the game, reveal your secret mark sheets to your opponents.

In the second and subsequent games, the game begins with the marks accumulated from the previous games. These marks will work as both clues and hindrances.

Flow of the Game

Preparation

1. Get into pairs.
2. Have a confidential talk with your teammate to determine your secret marks and jot them down on the secret mark sheet.

First Half

3. Each player draws 5 cards from the deck.

Announce the name of the animal on the fewer cards in your hand and place the Chicken/Llama token in front of you.



4. All players mark the bills at the same time.

Answer Phase

5. The Questioner passes their five bills to the opponent team.
The opponent team shuffles and spreads them on the table, then places the corresponding number tokens next to them.
6. The Questioner's teammate write their answer on the sheet. (Don't reveal it yet.)
7. The opponent team discusses and answers by pointing to the bill(s).
8. Check the answers.

The opponents' answer is correct:	The opponent team gets 5 points. No points for the Questioner's team regardless of whether their teammate is correct or not.
The opponents' answer is not correct:	If the Questioner's teammate is correct, they get 4 points. If not correct, the opponent team gets 3 points.

9. After filling out the score sheet, the Questioner moves to the next player clockwise (opponent team). Then repeat Steps 5 to 8 until everyone has been the Questioner.

Second half

10. Repeat Steps 3 to 9 in the first half.
11. Compare the total scores. In the case of a tie, play the "sudden death" game.

Contact:

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

Note: If your teammates' answer is incorrect, the opponent team gets points, so mark effectively to communicate to your teammates. However, if your mark is too easily recognizable, it will be detected by the opponent team. Try to distract the opponent's attention by bluff marks, etc.



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