COMPONENTS

In the box:

- 7 Llama mats
- 151 Cards
- This Menu

Couldn't fit in the box:

- Snacks
- Players
- Play Area

GOAL OF THE GAME

Be the first to feed your llama three specialty sammiches!

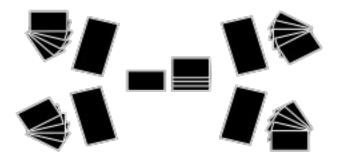
SETUP

Pick or assign out one llama mat to each player

Deal 5 cards to each player

If an instant card is dealt to a player () put it back in the draw pile and draw back up to 5 cards

FOUR PLAYER SETUP



PLAYER LAYOUT



HOW TO PLAY

A turn consists of one of the following options:

Option 1-Play up to 2 cards in any combination

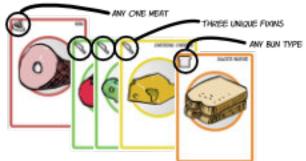
- Action cards: Perform the action stated on the card
- Sammich parts: Place sammich part on any of your unfinished sammiches
- · Draw back up to 5 cards
- Resolve any instant cards () and draw back to 5

Option 2- Instead, a player may choose to discard 2 cards (no more/no less) and draw back up to 5 cards. This option will immediately end the player's turn.





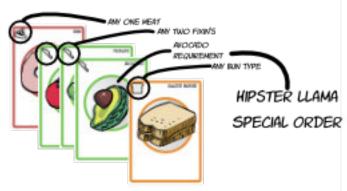
WHAT MAKES A SAMMICH?



The diagram above shows a standard completed sammich, consisting of the following:

- One Meat (x1)
- Three different Fixins (x3)
- One Bread (x1)

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However, each llama has their own unique taste (like this order) so you must make the sammiches according to their special orders or they won't eat it!

VARIOUS WAYS TO PLAY

- Two player variant: For a 2 player game, each player should make 5 sammiches instead of 3
- Basic Game Version: Have all llamas make the same base sammich (1 meat, 3 different fixins, and 1 bun)
- When playing in large groups (5+ players) if the deck needs to be reshuffled into the draw pile remove the 2 llama-nado cards (or 1 if you love it like we do)

THINGS TO NOTE

You may work on one (1) sammich at a time or all three (3) at once. Once a sammich is finished, stack and flip it so that the back of the card is facing up.

Finished sammiches are considered safe from all action cards-with the exception of those pesky Spy Squirrels and your Camel Cousin.

If a steal card is used but cannot be played on any of the player sammiches, then that sammich part should be discarded.

If a player steals a full sammich from another player and all 3 of his sammich spots contain an unfinished sammich the player must choose an unfinished sammich and discard all components and replace that with the finished sammich. When playing cards out of turn (such as Spitfire or an instant play card) the player should then draw back up to 5 cards.

The jalapeno is a wild card. It can be a fixin, bread, meat, or a stolen card (for the Theifen' Llama). The jalapeno cannot be stolen.

When playing as the Thiefen' Llama each stolen sammich part should be turned horizontal to indicate it has been stolen until the sammich is completed.

CARD EXPLANATIONS



SPY SQUIRREL

Steal a completed sammich. Only the spy squirrels are skilled enough to get away with stealing a finished sammich. These Spy Squirrels won't waste their time with unfinished sammiches. Once it is finished it can be stolen by anyone. Contents of the sammich do not matter anymore.

SPIT FIRE

These high flying llamas can save your sammiches from sudden disaster. May be played in or out of turn to prevent any one action card from having an effect as it is being played. The played action card is still discarded.



(INSTANT) CARD EXPLANATIONS



INSTANT CARDS

These cards are denoted by the ! and the dashed border- They MUST be played IMMEDIATELY.

If you don't play **IMMEDIATELY**, you will be sacrificed to goats; **NO MERCY**.

That, or find some other punishment.

COUSIN KA'MEAL LOT

The kind of cousin that comes over and clears your fridge out. When he is drawn, you lose a whole sammich. If you do not have a completed sammich Cousin Ka'meal Lot will continue in the direction of play until he finds a completed sammich. Resolve before continuing play.



PLAN IMMEDIATELY! PLAN IMMEDIATELY! LLAMA-NADO SHUFFLE TOGETHER ILL LIAMS IND REDERLIAL SHANCHES FOLLOW THER LIAMS! "THE NOT-SO-SCIEN AND FLIFFER EXEMPLEMT OF THE ONE MIDE OF SHARKS"

LLAMA-NADO

On the back of each keycard is each llama. Shuffle the key cards and redeal out randomly to each player. Each player now must switch seats until he is in front of his new llama(indicated on the key card). All sammiches will stay with their llama and llama mats should not be moved. Turn continues play with the left of the llama who drew the llama-nado card.

MEET THE PATRONS!



Someone with a more refined and expensive palette, the Hipster Llama only eats the organic products.

 Requires one avocado per sammich



In his natural habitat, the Lazy Llama enjoys binge watching nature documentaries and feelgood family shows on his cheese powder covered bean bag.

 Requires at least two matching fixin's on each sammich



After watching the news, the Germaphobe Llama bought himself a full fledged HAZMAT suit and had it delivered by curbside pickup and everything smells like hand sanitizer.

 Cannot use dumpster dive OR trash picking cards



The **Bahama Llama** has flown to the mainland to attend a death metal concert as part of a reprieve from the quiet island life. Despite being on vacation, she still likes the comforts of home.

 Requires a Bahama sauce OR pineapple on each of her sammiches



The only thing the **Thiefen' Llama** hasn't stolen is the ski mask his granny knitted him (he had to steal his granny's heart to get it though).

 One part of each sammich must be stolen through steal OR dumpster dive cards.



The **Picky Llama** has standards. His sophisticated palette is akin to a human toddler. Also who really puts pineapple on a sammich?

 Cannot have any pickles or pineapple on any sammiches



The Macho Mama Ilama was not just handed her exquisite body. Her no carb, high protein diet keeps her muscles in their perfect shape. With her diet she has a strict bench pressing regimen and wrestles with her kids before bed each night.

- No buns
- Requires two meats per sammich

We'd like to thank our Game Testers

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