LLAMA LAND

by **Phil Walker-Harding** |2-4 players | Ages 10+ | 30-60 minutes

Being a farmer is not exactly easy with all the hills and mountains around. Yet, growing potatoes, corn, and cacao is what you love; and the landscape is wild, stunningly beautiful, and … full of llamas?!

OBJECT OF THE GAME

Fitting your fields in giddy heights, you collect crops to obtain the coveted llama cards. These let you place a llama in your tableau and score victory points at the end. Keep an eye out for the objectives to score additional victory points before your opponents do. And do not be shy to ask the locals for help! In the end, the most successful farmer who scores the most victory points wins.

COMPONENTS



4 start boards



1 score pad



33 llama figures



60 land tiles
(12 each in 5 shapes)

1 shepherd's crook



12 foundation tiles



36 crop tokens
(12 each of cacao, corn, and potato)



16 markers
(4 each in 4 colors)



24 coins



30 character cards



22 objective cards
(10 blue, 6 purple, 6 golden)



48 llama cards
(16 each of cacao, corn, and potato)

SETUP

1. Shuffle all the **land tiles** and place them in 5 stacks according to shape in the center of the play area.
2. Place all the **crop tokens**, **coins**, and **llama figures** in separate supply piles nearby.
3. Sort the **llama cards** by type *(depicted at the top of each card and indicated by color)*. For each type, randomly select a number of cards depending on the number of players:

#of players	2	3	4
#of cards used	6	8	11

Return the remaining cards to the game box—you will not need them.

4. Sort the selected llama cards by number and place them, in descending order, in splayed columns so the highest value is on top and the lower values can be seen.
5. Shuffle the **character cards** and place them in a face-down draw pile near the llama cards. Draw the top 5 character cards and place them in a face-up row beside the draw pile.
6. Randomly select **3 purple and 4 blue objective cards** and place them face up near the character cards. *(The golden objective cards are only used in the expert variant, see page 7.)*
7. Each take a random **start board** and place it in front of you, with either side facing up. Also take **3 foundation tiles** and **4 markers** in a color of your choice, placing them beside your start board.
8. Randomly select a **start player**, who gets the crook and starts with **0 coins**. The other players in clockwise order from the start player get **1**, **2**, and **3 coins** from the supply, respectively. You do not start with any crops. The crook does not ever change hands.

Now you are ready to play!



exemplary setup for 3 players

Course of Play

The start player takes the first turn and then play moves clockwise around the table, until the end of the game is triggered *(see "Game End and Scoring" on page 7)*.

During the game, you will be placing land tiles on and next to your start board. This is called your **estate**. You will also be gathering crop tokens, coins, and cards into your **collection**, stored beside your estate. Collections are open information. If you ever need to take something from the supply that has run out, you do not get it.

On your turn, you **must place 1 land tile** and then you **may feed 1 llama**, as follows:

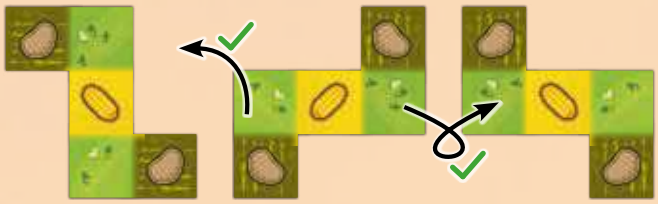
Placing a Land Tile

Take a land tile *(of your choice)* **from the top** of its draw pile and use it to either **extend** or **build** your estate.

Extending

Place the chosen tile **next to** your start board or other land tiles that are extending your estate, according to the following rules:

- You may **rotate or flip** the new tile as you wish.



- At least one of the spaces of the tile must be orthogonally **adjacent** to an existing space in your estate.



Placing a Marker

After extending, you **may** place one of your markers on an **empty** space on an objective card of your choice. Alternatively, you may move one of your markers from an objective card to another empty space on the same or a different objective card. When placing a marker on an objective card, you **need not meet the condition** depicted on the card—it will be checked **only at the end of the game**, during scoring. You can have **at most one marker** on an objective card.

The earlier you place a marker, the more victory points you might get for completing the objective. The conditions of all objective cards are explained on page 8.

Important! In a 2-player game, the middle space of each objective card must stay empty.

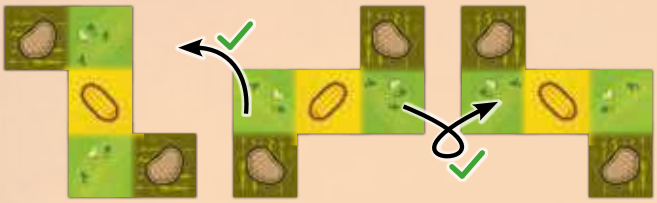


Example: *Tough luck! Your opponent claimed the top space. In a multiplayer game, you could claim the 9 victory points spot; in a 2-player game, you can claim only 6 victory points.*

Building

Place the chosen tile **on top** of your start board or other previously placed land tiles, according to the following rules.

- You may **rotate or flip** the new tile as you wish.



- The spaces of the tile must **line up** with the spaces below it.



- There may be **no gaps** *(i.e., areas where there is no tile)* **or llamas** below the tile.



- The tile may **not** be placed **completely on top** of a tile of the **same shape**.



- There is **no limit** to how many levels your estate may be.

Collecting Benefits

After building, you gain the benefits for each icon **covered** by the tile you just placed, in an order of your choice:



Corn field: Take **1 corn token** from the supply and add it to your collection. If there are no corn tokens left, nothing happens.



Cacao field: Take **1 cacao token** from the supply and add it to your collection. If there are no cacao tokens left, nothing happens.



Potato field: Take **1 potato token** from the supply and add it to your collection. If there are no potato tokens left, nothing happens.



Coin: Take **1 coin** from the supply and add it to your collection. If there are no coins left, nothing happens.



Huts: Take **1 character card**, either from the row or from the top of the draw pile, and place it face up in your collection. If you draw one from the row, replenish the row by drawing a new face-up card from the top of the draw pile. If you cover multiple Huts icons in a turn, take the character cards one at a time, refilling the row after each, if need be. If the draw pile runs out, there will simply be fewer cards remaining in the row from now on. If there are no character cards left, nothing happens.

Characters provide useful additional actions that you can take at any time during your turn. The use and effects of these cards are explained on page 6.

Using Foundation Tiles

Before building, you may choose to place any number of your remaining foundation tiles in your estate, to make placing your land tile easier. Foundations may be placed in any position on the table or any level, as long as the land tile being placed completely covers all played foundations. Foundation tiles may be stacked on top of each other to allow for the land tile to be placed at a higher level.



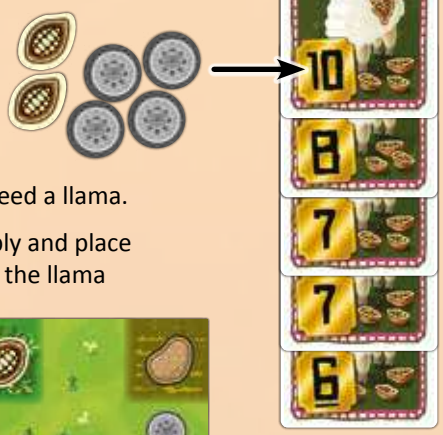
Important! Any icons covered by foundation tiles **do not** give you their usual benefit.

FEEDING A LLAMA

After extending or building, you may choose to **feed exactly 1 llama** so it may live in your estate. To do so, return 4 corn, 4 cacao, or 4 potato tokens from your collection to the supply and take the corresponding **llama card** with the highest value from the center of the play area, placing it face up in your collection.

- When feeding a llama, you may return 2 coins from your collection to the supply to substitute for any crop token. You may do this any number of times.

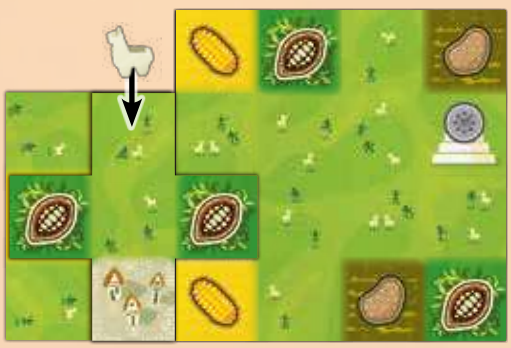
Example: *You decide to spend 2 cacao and 4 coins to claim the 10 victory points cacao card, before the value of cacao drops to 8 victory points.*



- If you have 10 or more crop tokens in your collection, you **must** feed a llama.

After feeding the llama, you must take a llama figure from the supply and place it in your estate, on an empty space without an icon. You can place the llama figure at any level.

Example: *You decide to place the llama on the land tile you just placed. (You can place the llama on any empty space without an icon; it does not have to be placed on the most recently placed tile.)*



Using Character Cards

On your turn, you may use any number of character cards in your collection to perform additional actions. You may do so before and after placing your land tile. Each character card may only be used **once per turn**—turn a card sideways to show it has been used. You may have multiple copies of the same character card and use all of them on your turn.



Trader: Return 1 of the depicted crop tokens from your collection to get the other depicted crop token from the supply.



Settler: If you cover at least 1 corn, 1 cacao, and 1 potato icon when placing your land tile, you also get 2 coins from the supply. If there is only 1 coin left in the supply, you get only that 1 coin.



Merchant: Either pay 1 coin from your collection to get the depicted crop token from the supply, or return the depicted crop token from your collection to get 1 coin from the supply.



Miner: If you cover at least 1 coin icon when placing your land tile, you get 1 additional coin from the supply.



Farmer: If you cover at least 2 of the same icons of the depicted type when placing your land tile, you get 1 additional crop of that type from the supply.



Builder: If you cover at least 1 Huts icon when placing your land tile, you also get 1 coin from the supply.

Important: Character cards that give a benefit for covering icons do not trigger on the turn you gain them. Traders and Merchants, however, may be used on the turn they were gained. You do not benefit from these effects if the supply has run out of the resource you are supposed to get.

Example of a turn: *You place a land tile over two corn and one coin icon. Thanks to the Corn Farmer you collected earlier, you collect three corn and one coin from the supply. Only one more corn (or coin) to go and you can feed your first llama!*



Game End and Scoring

At the end of a turn, if there is **only 1 type of llama cards** or **only 4 total land tiles** remaining in the center of the play area, the end of the game is triggered. Play continues until you all have had an equal number of turns. If the end is triggered on the turn of the player to the right of the start player *(who has the crook)*, the game ends immediately.

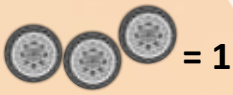
Then determine your scores as follows:



1. Each **llama card** is worth the listed number of victory points. *(Keep the llama cards for step 4.)*
2. Each **crop remaining** in your collection is worth **1 victory point**. *(Keep the crops for step 4.)*



3. Every **2 remaining coins** in your collection are worth **1 victory point**, rounded down. *(Keep the coins for step 4.)*



4. Each **marker on an objective card** scores as indicated on the space it occupies, **if you meet the condition** depicted at the top of that card *(see page 8)*.



Total the victory points from these four sources. You can use the score pad provided with this game to do so. **The player with the highest total wins.** In case of a tie, the player who scored the most victory points from llama cards wins. If still tied, enjoy your shared victory!

Beginner's Variant

Younger players may like to try this less complicated variant. The rules are exactly the same, except the objective cards are not used. Leave the objective cards and markers in the game box during setup. When you extend your estate, take no further action *(other than using your character cards, if you wish).*

Expert Variant

Experienced players may choose to use the golden objective cards **in place of** the purple ones *(using a random selection of 3 golden objectives for a game)*. When placing a marker on a golden objective, place it on the topmost available space. As always, you can have at most one marker on the card. During scoring, rank the players who have a marker on the card according to the card's condition; players score points based on their rank, as depicted. In case of a tie, the player whose marker is further to the top breaks the tie.

Llama Variant

You can use this variant with the base game or the expert variant: When placing a llama figure, you **must** place it on empty space on the tile you **just** placed during this turn.

Credits

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Objective Card Index

Each marker on an objective card scores the points listed on its space **if you meet the condition** depicted at the top. The following provides an explanation of these conditions for all objective cards.



Corn specialty: You must have at least 4 corn llama cards.

Expert variant: You must have as many corn llama cards as possible.



Cacao specialty: You must have at least 4 cacao llama cards.

Expert variant: You must have as many cacao llama cards as possible.



Potato specialty: You must have at least 4 potato llama cards.

Expert variant: You must have as many potato llama cards as possible.



Diversity: You must have at least 2 llama cards of each type.

Expert variant: You must have as many llama cards *(of any types)* as possible.



Wealth: You must have at least 5 coins.

Expert variant: You must have as many coins as possible.



Characters: You must have at least 5 character cards.

Expert variant: You must have as many character cards as possible.



Lowlands: You must have at least 5 llamas on level 1 of your estate.



Plains: You must have at least 4 llamas on level 2 of your estate.



Hills: You must have at least 3 llamas on level 3 of your estate.



Mountains: You must have at least 2 llamas on level 4 of your estate.



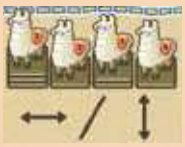
Peak: You must have at least 2 llamas on level 5 of your estate.



Many levels: You must have at least 1 llama on at least 4 different levels of your estate.



Herd: You must have at least 4 llamas in a contiguous group of orthogonally adjacent spaces, regardless of what level they are on.



Road: You have at least 4 llamas in the same row or column of spaces in your estate. The llamas need not form a contiguous group in that row or column.



Outposts: You have at least 2 llamas in your estate that have at least 11 orthogonally adjacent spaces between them, counting by the shortest route, across any number of levels.



Farms: You have at least 6 llamas in your estate that are not orthogonally adjacent to any edge of your estate or any hole in your estate.