

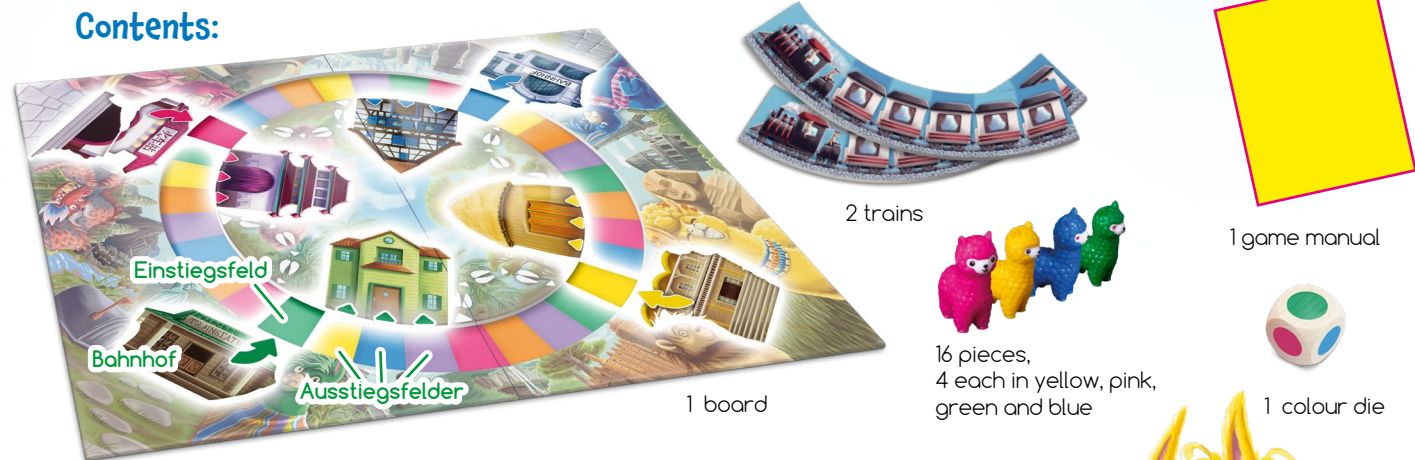
LAMA EXPRESS

An exciting round-the-world trip

A game by Manfred Ludwig • for 2 to 4 players aged 5 or over

Embark on a round-the-world adventure with the Llama Express! Travel across 4 continents: Europe, America, Asia and Africa. Trains are the transport of choice for a fast journey – all the llamas in the herd want to be the first to get back home and recount their adventures. If only there were no unexpected hold-ups... Who will be the first to get all their llamas home again?

Contents:



Aim of the game:

The aim is to go round the board with your llamas and be the first to get all your llamas home.

Preparation:

- ☛ Before the first game, carefully press the trains out of the perforated sheets.
- ☛ Place the board in the centre of the table.
- ☛ Each player takes all 4 llamas in their chosen colour and places them on the matching start square on the board – their train station.
- ☛ Place the colour die beside the board ready for use.



Rules:

The youngest player starts. Players then take turns clockwise. Before the first player rolls the die, they place the two trains on the tracks. The trains always travel clockwise. One train is placed with the front of the locomotive touching the boarding square for the player's own station. The other train is placed in exactly the same position at the station diagonally opposite.

Set-up for 3 players:



When it is your turn, you roll the colour die. You then select **ONE** of the two trains and move it forwards until the front of the locomotive is touching the next section of track in the colour you have thrown. If the chosen train is already positioned at a track section in that colour, you move it forwards to the next square in the same colour.



If this is not possible with one of the two trains, move the other train.

Please note: A train can only ever be moved forwards and clockwise. A train cannot push on the train in front of it.

BEFORE and **AFTER** a train is moved, you can carry out the following three actions in any order provided they are possible, even if it is not your turn:

- ☛ **Boarding:** One of your llamas can board any empty carriage that is sitting on the boarding square at your station.
- ☛ **Leaving the train:** Whenever a carriage with one of your llamas stops in front of your house or at one of the three departure points after a round of the board, your llama can leave the train and return to your house. If multiple carriages carrying your llamas are standing at departure points, all those llamas can get out. Please note: If you miss a chance for your llama to disembark, it will have to do another round of the board!

- ☛ **Stops and breaks:** Whenever a carriage carrying the llama of one of the other players stops on a white arrow pointing to a path with three llama footprints, you can take the other player's llama out of the carriage and place it on the free footprint that is farthest away. The llama must then wait there until its owner puts it in an empty carriage again.

There may be an empty carriage on the same train at the boarding point. In this case, the owner can have its llama board the train again at the end of the path – provided there are no other llamas in front of it. If this is not possible, the other player's llama will have to take an enforced break and wait for an empty carriage on another train. No more than three llamas can stand on the paths, one on each footprint. If there is more than one llama on the path, the llamas must board in the order in which they are standing. As soon as one llama has boarded a train, the other llamas move up the path.

Remember: YOU CAN TAKE ANY OR ALL OF THESE ACTIONS EVEN WHEN IT IS NOT YOUR TURN. You must keep an eye out for all opportunities to get your llamas home faster. Please note that each carriage only has space for one llama. Llamas can also only ever board an empty carriage and never the locomotive or coal truck. Always move the trains carefully so that the llama inside do not fall over.

The end of the game:

The game ends as soon as one of you gets all your llamas home. That player is the winner. To shorten the game, you can agree before the start that a player only needs to get three llamas home to win.

If you have any questions or suggestions about „Llama Express“, please contact us at:

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