



L.A.M.A. Drama

Print the above L.A.M.A. DRAMA tile and place it in the middle during play. When a player plays a L.A.M.A. card, he or she places one of their lowest chips onto the L.A.M.A. DRAMA tile. (If the player does not have any chips, nothing happens.)

When a player places the fifth chip onto the tile, the L.A.M.A. DRAMA begins: The next player in turn still in the game must take all the chips from the L.A.M.A. DRAMA tile – unless this player also plays a L.A.M.A. card, possibly placing one more chip onto the tile. In this case, the next player in turn must take all the chips from the L.A.M.A. DRAMA tile – unless this player also plays a L.A.M.A. card, and so on.

If the round ends without any player taking the chips, the chips remain on the L.A.M.A. DRAMA tile for the next round. If the new round starts with five or more chips already on the tile, the L.A.M.A. DRAMA only restarts when a player plays yet another L.A.M.A. card, possibly placing one more chip onto the tile.

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