



4+

2-4

10-15 min

Langland
DOMINO



Pegasus Spiele



Langland

...is a small island in the north, where the funny animal friends live:



Alfie



Bonnie



Frederik



Jella



Charlie

But something odd is going on on Langland.

The animals can stretch themselves! It is not just very handy from time to time, but super funny as well!



Components



50 domino tiles



12 curve tiles

Tomcat "Alfie"



Piglet "Bonnie"



Foal "Charlie"



Calf "Frederik"



Lamb "Jella"



Game setup

Shuffle all domino tiles face down, then place 1 of them face up in the middle of the table. This tile is the start of the domino line.

Everyone draws 5 domino tiles and take them in their hand. If that doesn't work so well, you can put yours face up in front of you.

The remaining domino tiles remain face down. Place the curve tiles face up as a general supply for everyone to use.



The aim of the game is to get rid of all of your domino tiles.

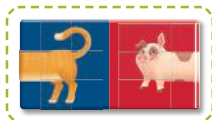
How to play

The youngest player goes first, and then the game moves around clockwise.

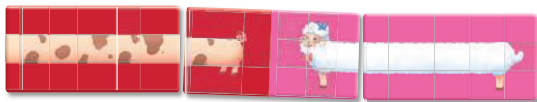
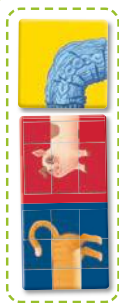
When it is your turn, take a close look at your domino tiles and check if you can add 1 or more of your tiles to the line.

The end of the domino line shows an incomplete animal?

Then you can either use a matching middle part, or you can add the missing front or rear part of this animal.



Make sure that there's **enough space** on the table at the end of the domino line **to place additional domino tiles**.



You want the animal to make a curve?

Then select and place one of the funny curve tiles in front of the tile that you want to add. The two domino tiles before and after the curve tile have to fit together.

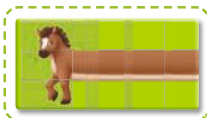
The end of the domino line shows a complete animal?

Then you can start a new animal. To do this, add a tile with any front or rear part.

You can add the tile with the new animal:

(a) straight or

(b) angled so that the line goes in a different direction.



a)



b)

If you can add 1 or more tiles?

Then add the matching tile(s).

If you cannot or do not want to add any tiles, it is the next player's turn.

If you can't add a tile?

If you have no matching tile, draw 2 tiles from the face down domino tiles. Then check again to see if you can add any tiles. If not, it is the next player's turn.



As soon as one of you no longer has any domino tiles in front of you, the game ends.

This player wins!

Game end

The game also ends when nobody can add domino tiles anymore.

In this case the player with the fewest domino tiles left wins.

If there is a tie then everyone who is tied wins!







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