



Nicola Riehemann



3+

2-5

10-15
min

Langland
LOTTO



First
play



Pegasus Spiele



I was born in Bielefeld, the hospitable city in Teutoburg Forest, in 1976. I have been living with my family in Hamburg since 2005, where I work as a controller.

I have always been aware of the hobby of developing games, so I became one of the co-founders of the Spielwerk Hamburg in 2016. The games of the Langland series are my first children's games. Testing out the game with my daughters was something I really enjoyed. Now I wish you lots of fun playing the game!

Your Nicola



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.

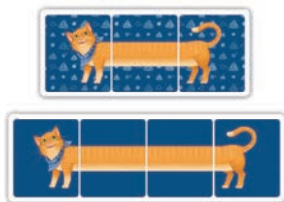
The animals can stretch themselves! It is not just very handy from time to time, but super funny as well!



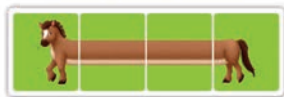
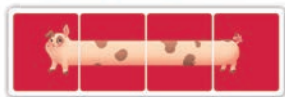
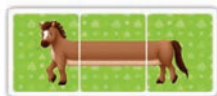
The game consists of 10 animal boards and 35 animal tiles.

Of each animal there is:

- 1 short board and the 3 corresponding tiles
- 1 long board and the 4 corresponding tiles

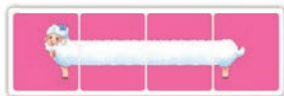


Tomcat „Alfie“



Piglet „Bonnie“

Foal „Charlie“



Calf „Frederik“

Lamb „Jella“



1. Shuffle all animal boards and hand **one long** and **one short board** to each player. **Openly display** them in front of you. This enables experienced players to support the younger ones during the game.
2. Put the remaining boards back inside the game box.
3. Shuffle all 35 animal tiles and **arrange** them **face down** on the table, where everyone can reach them easily.

The goal of the game is to be the first to fill up their animal boards.



How to play

You play clockwise. The one, who got up at first in the morning, begins.

When it's your turn, choose a face down animal tile and reveal it. **Leave it on the table so everyone can see it.**

Now every player checks his own animal boards. If you find the matching picture in front of you, you may take the revealed animal tile and put it on the appropriate place.

Should the revealed animal tile not belong to one of your animal boards, return it to the game box. Then it is the next player's turn.



Game end

As soon as a player completed all their animal boards correctly the game ends.

Show your animal boards to the other players and let them control your result. Is everything correct?

Great, well done! You win the game.

Version for beginners

You play the game for the first time? Then it is a good idea to sort out the short animal boards and the corresponding tiles before playing. Then each player takes 1 long animal board and you are ready to start!

Version with memory effect

You know the game well? Then a memory element can be added to the game. When it is your turn choose a face down animal tile and reveal it. **Leave it on the table so everyone can see it.**

Now check your own animal boards. If you find the matching picture in front of you, you may take the revealed animal tile and put it on the appropriate place. **If it's not correct turn it face down without changing its position.** The other players should pay attention and memorize the place in case the tile belongs to one of their own animal boards.





More fun with the
Animals from Langland





Little box,
great fun!



Game Design: Nicola Riehemann • Illustration: Anne Pätzke

Realization & Design: Mühlenkind Kreativagentur

© Tiere aus Langland, Mühlenkind Kreativagentur

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