Nicola Riehemann

Tiere aus
Langland
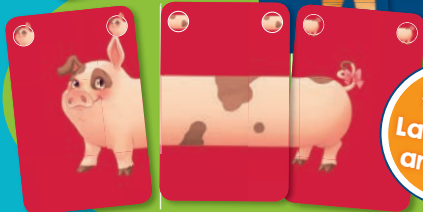
Langland
RUMMY

4+
2-5
10-20 min

Rummy **without numbers**

Funny **Langland animals**

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 Langland Kids Rummy is my first development in the field of 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!

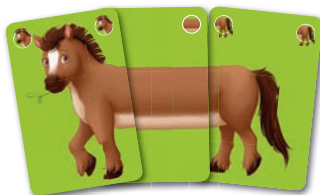The game is made up of 60 animal cards of 5 animals from Langland.

Each animal comprises:
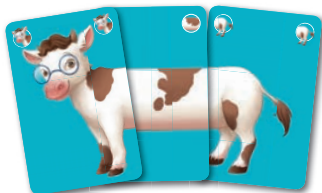
- 4 front parts
- 4 middle parts
- 4 rear parts

Tomcat „Alfie"

Piglet „Bonnie"

Foal „Charlie"

Calf „Frederik"

Lamb „Jella"

1. Face-down, shuffle all the animal cards and then deal out 6 cards directly into each players' hand. For those who cannot yet hold a hand of cards, deal them out face-up in front of them. This also enables experienced players to help the younger players during the course of the game.

2. Place the left-over cards in the middle of the table as a draw pile. Leave enough space next to the pile for a row of at least eight cards.

3. Turn over the top card on the draw pile and place it next to it face-up. This card is the first card in the row of cards.

> The objective of the game is to get rid of all the cards in your hand.

How to play

You play in a clockwise direction. The youngest player starts.

When it is your turn, pick up one card and hold it in your hand. It is up to you whether you want to take a card from the draw pile or a card from the row of cards.

Take a look at your hand and check to see whether you can form an animal. You can form an animal if you have at least **1 front** and **1 rear part** of the same animal in your hand.
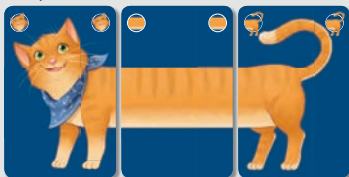
Laying an animal

If you have 1 front part and 1 rear part of the same animal in your hand, you can lay them out in front of you.

Example: Alfie made up of a front and a rear part

If you also have 1 or more middle parts of the same animal in your hand, you can lay out an animal of whatever length you want.
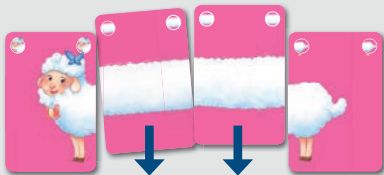

Example: Alfie made up of 1 front part and 1 rear part as well as 1 additional middle part

Making an animal grow

Instead of laying out a new animal, you can make an animal you have already laid out, grow. Simply add as many matching middle parts as you like!

Ill. 1
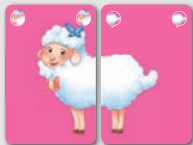
Ill. 2

Example: Jella that has been laid out (Ill. 1) grows by adding 2 middle parts.

During your turn you may only either:

- **lay out 1 animal of whatever length you like** or
- **make 1 animal grow.**

You may only make those animals you have laid out yourself, grow. You may not play cards **next to those of the other players**.

During the course of the game, you are allowed to have in front of you several animals of the same kind (e.g. 2x Alfie, 3x Jella, etc.).

When it is your turn, you **don't have to play any cards** if you don't want to or can't.

At the end of your turn, **discard any card you like from your hand in the row of cards**. Place the cards in the row of cards next to each other: only identical pictures are placed on top of each other.

Game end

As soon as a player has played or discarded their last card, the game immediately ends and this player is the winner.

The game also comes to an end as soon as the draw pile is used up. In this case, the player with the longest animal wins. In case of a tie there are several winners.

The basic game is too easy, and you now wish to lay out even longer animals? When it is your turn, pick up **2 cards** at the start of your turn and hold them in your hand. You can decide whether you want to pick up 2 cards from the draw pile, 2 cards from the row of cards or 1 card from the row of cards and 1 card from the draw pile. All the other rules stay the same.

Version 2

Version 2 is based on the rules of Version 1. Not only do long animals look funny – they also gain you points in Version 2! If you can already count, then each player counts up the number of the middle parts they have laid out at the end of the game. Each middle part is worth 1 point. The player who ends the game is awarded 1 additional point.

The player with the highest score is the winner.
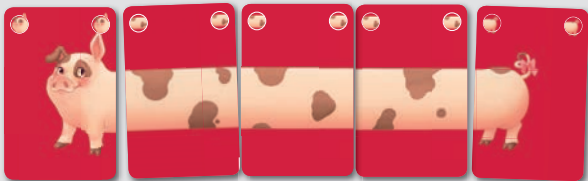
Example: Bonnie that has been laid out has 3 middle parts. It scores 3 points.

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Realization & Design: Mühlendkind Kreativagentur
Engl. Translation: dualis Übersetzungen GmbH
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