



Nicola Riehemann



6+

2-6

20-45
min

Langland
YATZY



2-6
players



Pegasus Spiele



I was born in Bielefeld, the hospitable city at 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 interested in 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!



In this game the enchanting unicorn Nellie visits the island of Langland. Together with the 5 other friends from Langland she ensures a lot of fun!



Nellie

The game contains:

- 9 motif dice: each 3x front parts, middle parts, rear parts
- 1 dice shaker
- 1 Yatzy pad
- 6 pencils



Tomcat „Alfie“



Unicorn „Nellie“



Piglet „Bonnie“



Foal „Charlie“



Calf „Frederik“



Lamb „Jella“

Game setup

First, decide whether you want to play together as a **team** or rather as a **single player**. The team variant is well suited for younger players.

Team: Take 1 pen and a shared Yatzy sheet. Choose one player to write down the points. Put the dice at the ready. You do not need the dice shaker.

Single player: Each of you take 1 pen and 1 Yatzy sheet. Write your name on the sheet. Put the dice and the dice shaker at the ready. The youngest player begins.

The goal of the game is to collect as many points as possible as a team or as a single player.



How to play

Team: Divide the 9 dice among you so that each player holds a few dice in their hand. Then roll the dice all at the same time.

Single player: You play in a clockwise direction. When it is your turn, put all 9 dice in the dice shaker. Let the **dice roll out of the dice shaker!** Do not put the dice shaker upside down onto the table to prevent the dice stacking up.

- You may roll the dice up to **3 times** per turn.
- On the first throw, you always roll **all 9 dice**.
- On the 2nd und 3rd throw you may choose the amount of dice you would like to reroll. **Put aside all dice you want to keep.** Reroll the remaining dice.

Roll the dice

- Before each throw you can put **dice, which you have put aside, into the dice shaker again.**
- After each throw you can decide, if you continue to reroll **or stop** and write down your result.



Scoring

Each Yatzy sheet contains 6 columns. That is enough for 6 exciting Yatzy games.

- At the latest **after your 3rd roll** you must **score your results in 1 of the 12 boxes** in the current column.
Look carefully, where you can get as many points as possible!
- Always write down your results in the corresponding box. If you can't write so well yet, have an older player note your score for you.
- **Only completed animals will earn you points!** An animal is complete, if it contains **1 front and 1 rear part of the same animal.** You can add up to 3 fitting middle parts to extend the animal. Doesn't it look very funny?
- In case you have a result, which you can't score (or don't want to), you must give up 1 box of your choice instead **by scoring 0 points in there.**
- Each box can only be filled in once.



After you scored the result on your Yatzy sheet a new turn starts.

Upper part of the sheet

Here you collect points for **one certain animal** in each line.

Important: You have to **choose one animal.** Then count all parts of this animal from the dice you rolled. For every front, middle and rear part you get 1 point each.



Example: Luisa rolled a 4-parted Nellie and two 2-parted Nellies. She scores 8 points in the box of Nellies line.

	8					
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Bonus points To get the bonus of 5 points, the sum of all numbers in the upper part of the Yatzy sheet must be **22 points at least**. Otherwise you write down a 0 in this line at the end of the game.

Lower part of the sheet






Here every line shows a dice combination consisting of various

long animals. For each combination there is a defined score. It doesn't matter with which animals you build the respective combination. It can also be the same animal several times. If your result shows one of these combinations, you can score the respective points. All surplus dice forfeit.

		5	5 points for a combination of a 3-parted and a 2-parted animal
		6	6 points for a combination of two 3-parted animals
		7	7 points for a combination of a 4-parted and a 2-parted animal
		8	8 points for a combination of a 4-parted and a 3-parted animal
		8	8 points for a 5-parted animal
		x1	1 point for each part of all complete animals

Example: Anna put aside 5 dice. She now has 4 options to score her results. She has to choose one of the 4 boxes.



	3 points for Bonnie (the Frederik dice forfeit)
	2 points for Frederik (the Bonnie dice forfeit)
  5	5 points for the combination of a 3-part and a 2-part animal
 x1	5 points for 2 complete animals with altogether 5 parts

The game ends once everyone has a number in each box of the current column. Write down the results of the upper and lower part in the lines with \longrightarrow . Don't forget the bonus. Then enter the overall result at the bottom. Anyone who can't calculate that well can ask an older player for help.

Game end

Team: Compare your result to the previous round.

You bested your result? Great, well done!

You got a lower score. No problem try again one more time!

Single player: The player with the highest score wins.

In case of a tie there are multiple winners.





Rummy
without
numbers



More fun with the
Animals from Langland



Lotto
First
play

Game Design: Nicola Riehemann • Illustration: Anne Pätzke

Realization & Layout: Mühlenkind Kreativagentur

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