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# LAND UNTER



Players: 3 – 5 players    Age: 10 years and up    Duration: approx. 30 minutes

In each round, the player who has the highest tide loses one of his life preservers. Each life preserver that a player still has at the end of a stage (12 rounds) counts as one point.



60 weather cards  
(numbered 1 – 60)



24 tide level cards  
(numbered 1 – 12,  
2 of each number)



24 life preserver cards  
(all identical)

## GAME SETUP

Shuffle the 24 tide level cards and stack them face down in the middle of the table. Then shuffle the 60 weather cards and deal **12 cards** face down to each player. In a three or four-player game, 12 and 24 weather cards, respectively, will be left over, which will not be needed in the game. Put them back in the game box. Each weather card has either a full, or a half life preserver illustrated on it.

Each player counts all his life preservers **illustrated at the top** of his 12 weather cards. Two half life preservers make up one full life preserver. Each player then receives one life preserver card for each full life preserver from his weather cards.

**Note:** you must have a full life preserver or two half life preservers to receive one life preserver card. If there is a remaining half, round down.

*Max has a total of 5 life preservers on his 12 weather cards:  
he receives 5 life preserver cards.*

*Piet has a total of 3 ½ life preservers on his 12 weather cards:  
he receives 3 life preserver cards.*

Place your life preservers face up in front of you, in a row. Any remaining life preservers are placed back in the box.

## HOW TO PLAY

Twelve rounds make up one complete stage. Each individual round consists of five steps, carried out **one after the other**, as follows:

**Step 1:** One player turns over the top two tide level cards from the face-down pile and places them face up next to the deck.

*Cathy turns over the top two tide level cards from the face-down pile, which have a value of 4 and 7, respectively.*

**Step 2:** Each player chooses one weather card and places it face down in front of him on the table. Once everyone has laid his card, simultaneously turn them over.

*Max turns over his weather card which shows the number 44. Peter's card has the number 27, Cathy's has a 16, and Linus has the number 2.*

**Step 3:** The player who played the highest numbered weather card must take the lower tide level card from the two face-up cards next to the deck. He then places the tide level card face up in front of him on the table so that everyone can see it. Next, the player who played the **second highest weather card** must take the remaining tide level card and also place it face up in front of him on the table.

*Max played the highest weather card (44) and takes the tide level card with the number 4. Peter played the second highest weather card (27) and takes the tide level card with the number 7. Both players lay their tide level card face up in their playing area.*

**Step 4:** The player who **now** has the highest tide level card showing among all players loses a life preserver and turns it over so that it faces down. If two players both have the highest tide level card (both cards have the same number), then they both must turn over a life preserver card.

*Peter has the highest tide level card and must turn over one of his life preserver cards.*

**Step 5:** Each player takes his weather card played in step 2 and places it face down in a separate pile off to the side.

**Important:** the tide level cards remain face up in front of each player.

The next stage begins. Steps 1 through 5 are repeated in the same sequence as described above.

**Very important:** If you already have a tide level card in front of you in your playing area and you pick up another one from the middle in a following round, place it on top of the old one. At the end of each round, once the new tide level cards have been placed on the old ones, the player who has the highest tide level card must turn over a life preserver.

**Note:** In each round, the player who loses a life preserver is not necessarily the same player who received the higher of the two tide level cards from the middle. It is possible that a different player will have a higher tide level card showing from a previous round.

*Several rounds have already been played. Max has already had to turn over two life preservers. Up till now, Max had the tide level card with the number 10.*

*Now he picks up the tide level card*

*showing the number 5, which he lays on top of the previous tide level card. The pile on the left is Max's weather cards that he's already played*



Round after round is played. If you have to turn over your last life preserver, you're still in the game. Only once you have to turn over a life preserver that you no longer have, you are eliminated for the rest of the stage. Take your weather cards (cards in your hand) and place them face down next to your accumulated tide level cards, which you also turn over so that they're all facing down. **Note:** when a player is out of the game for the rest of the stage, the player who now has the highest tide level card must turn over one of his life preservers.

## END OF A STAGE AND SCORING

A stage ends after 12 rounds, in other words after all 12 weather cards from the player's hand have been played. Alternatively, the stage ends instantly when there are only two players left in the game. At the end of a stage, each player receives one point for each of his remaining life preservers. Players who don't have any life preservers left get zero points. Players who were eliminated during the stage receive one negative point. The player with the lowest tide level card at the end of the stage gets one bonus point. If two players both have the lowest tide level card (both cards have the same number), then they both get a bonus point.

**Note:** If a player has no tide level cards in his playing area, he of course has the lowest tide level and gets the bonus point. All points are recorded.

*Max has two life preservers left. He receives two points.*

*Peter doesn't have any life preservers left. He receives zero points.*

*Cathy has three life preservers left. She receives three points.*

*Linus has one life preserver left. He also has the lowest tide level.*

*He therefore receives two points.*

## STARTING A NEW STAGE

Each player gives all his 12 weather cards and his life preserver cards to the player on his left. Reshuffle the 24 tide level cards and stack them face down in the middle of the table. Turn over the top two tide level cards from the draw pile and play out a new stage just like the previous one. A game consists of as many stages as there are players, so that each person gets a chance to play each opponent's set of cards. Whoever has the most points after the last stage wins.

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