

# Land Unter

A game for 3-5 players by Stefan Dorra. Condensed rules by Eric Postpischil, <https://edp.org>.

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## Introduction

Players play Weather cards to avoid taking Water Level cards or to take a lower card than they currently have. The same cards are played in multiple rounds, rotated through the players.

The 60 Weather cards (yellow back) are numbered 1-60.

- Each shows a Life Preserver value in its top center: 1 (25-36),  $\frac{1}{2}$  (13-24 and 37-48), or 0 (1-12 and 49-60).

The 24 Water Level cards (blue back) have 2 of each levels 1-12.

The 24 Life Preserver cards (red back) each have 1 life preserver.

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## Setup

Shuffle the 60 Weather cards. Deal 12 facedown to each player. Return remaining Weather cards to the box.

Each player sums the Life Preserver value of their Weather cards and announces the total, ignoring a leftover  $\frac{1}{2}$ .

Deal face-up in front of each player as many Life Preservers as the total Life Preserver value of their Weather cards.

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## Play

Play as many rounds as there are players.

### **Start of Round**

Shuffle the 24 Water Level cards and stack them facedown in the center of the table.

Play 12 hands or until only 2 players remain.

### **Each Hand**

Reveal the top 2 Water Level cards.

Each player plays 1 Weather card from their hand facedown in front of them.

All players reveal their played cards simultaneously.

The player who played the highest Weather card takes the lower Water Level card (either if tied).

The player who played the second highest Weather card takes the higher Water Level card (either if tied).

Each player keeps their taken Water Level cards in a face-up stack, most recent on top.

The player, or players if tied, showing the highest Water level card turns 1 of their Life Preserver cards facedown.

- If that player has no face-up Life Preserver card to turn facedown, they are eliminated from play for this round.

They turn their Water Level cards facedown and discard their remaining Weather cards facedown. Of the remaining players, it falls to the player showing the highest Water level card to turn a Life Preserver card facedown.

Each player discards their played Weather card facedown in their own discard pile.

### **End of Round**

Each player scores 1 point per remaining Life Preserver.

The player, or players if tied, showing the lowest Water Level scores 1 point.

- Having no Water Level cards counts as the lowest level, lower than a Water Level 1 card.

Return all Water Level cards to a dealer to be shuffled for the next round.

Each player passes their Weather cards and Life Preserver cards left.

Each player lays out their new Life Preserver cards face-up in front of them.

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## Game End

The player with the most points wins. Ties are shared.