

STADT LAND ANDERS



A creative word game for 2 and more players ages 8 and up
by Peter Neugebauer

COMPONENTS

60 Cards, comprised of



30 category cards
(1-4 stars on the back denote the difficulty level.)



30 double-sided specification cards
(17 green, 43 blue)

SETUP

First, draw 5 **category cards**. You can draw from the the completely shuffled pile, adjust the difficulty level of the game by only using 1-star cards, for example, for an easy game. For a bigger challenge you can then just add the 2- or even 3-star cards. (There is only 1 4-star card, which presents the highest difficulty.)

Everyone of you needs **pen & paper**. Draw a spreadsheet on the paper and fill the upper row with the categories from the drawn category cards:

Specification	City	Country	Music	Name	Animal	Points

Then take the **specification cards**. There are **two types** of specification cards: the specifications of the **green** cards revolve around **letters**, and the **blue** cards require a much more **creative** solution. You can decide if you wish to solely play with blue, solely with green or a mix of both.

Shuffle the chosen specification cards and place them as a deck into the middle of the table. Now you can begin.

FLOW OF PLAY

Stadt-Land-anders is played over a number of rounds. At the beginning of each round, draw **1 random specification** card from the **deck**. Read it out aloud and then put it back into the game box. Every player should now **write the specification** into the **first column** of his spreadsheet and that **begins** the round. Now you must **try** to find **1 correct word in every category** that fits the current specification.

Note each word in the correct space of your spreadsheet. The following rules have to be adhered to for the words:

1. Words can be in singular form or plural form.
2. Categories may be used creatively. Especially creative solutions should be explained shortly.

Example: *In the category "Mountain" with the specification "Gold" the word "goldvein" is an acceptable solution. It doesn't have to be a name of a mountain or mountainrange.*

3. Words in different categories must be different, even if there are similarities.

Example: *If both the categories "Comic" as well as "Movie/TV" are in play, the solution "Superman" would be valid for both but may not be used for both categories at once.*

4. Once a word has been named in a game as a solution, it may not be used again. Neither by the same player, nor any other.

You can find more examples for valid and invalid examples in the addendum.

END OF ROUND AND SCORING

A round can end in one of 2 ways:

1. You have **found and written down a word in each category**. You then loudly announce: „over and out“.
2. You have not found a word for every category, yet (but at least 2), but you believe that you will not find any more solutions for this round. You then loudly announce: „over in 10“. Now you may not write down any more words, but every other player has 10 more seconds to fill out more categories. Softly tap with your finger on the table to count down the seconds and when the time is up, you loudly announce „over and out“ to signify the end of the round.

In both cases the round is at its end, as you say „out!“. Only if you are still in the process of writing a word, may you still finish it.

Now, for each category, read out the solutions, if any. Should a solution not be accepted by the group, strike it out. You shouldn't judge pettily while doing this. Creativity, especially when reasonably explained, should be rewarded. If there is still doubt, vote as group, if that solution should be accepted. .

Now **score points** as follows in each category:

- For a solution that is **not unique** (more than 1 player has it), **score 1 point**.
- For a solution that is unique (you are the only one to have it), **score 2 points**.
- Score **1 bonus point** for **each opponent's blank** space if you found a solution.

Now every player notes his points in the last column of his spreadsheet, then a new round will begin with a new specification card turned over.

END OF GAME

The game ends after 5 rounds (short game), 7 rounds (normal game) or 9 rounds (long game).

After the last round ends, each player counts together all the points he scored. Whoever has the most points, wins. In case of a tie, play one more round.

VARIANTS

Besides adjusting the difficulty and what specification cards are drawn, there are more ways to shape the game and ensure replayability:

Increase the Intensity

Play with 6 or 7 categories, also use the category Homonym. This category requires you to find a word, that both fits the specification and can also mean 2 or more things (e.g. bow, as in bow and arrow, or the bow of a gift).

Creativity is Key

This variant is especially suited for larger groups (4 or more players). After normal scoring, in a category, you have a new **creativity scoring for each category**. To do this: you count to three, then each player simultaneously points to the player he thinks, had the most creative solution (you cannot point at yourself). Then you score 1 point for each finger pointed at you.

ADDENDUM

Here you find a number of valid and invalid solutions.

Specification „2“, Category „City“

Valid Solutions:

„Los Angeles“, it is comprised of 2 words
„Istanbul“, because it resides on 2 continents
„Frankfurt“, because there are 2 Frankfurts
(„an der Oder“ and „am Main“)

Invalid Solutions: „Hamburg“, because it has 2 syllables, yet this is too arbitrary.

Specification „Song“, Category „Space“

Valid Solutions: „Drops from Jupiter“

Invalid Solution: The Star Wars theme, because it is not a song, per se.

Specification „Day“, Category „Animal“

Valid Solutions: „Cock“ or „Skylark“, because both announce the day

Invalid Solutions: „Swine“ or „Cow“, because they are day-active, yet this is too arbitrary.

Specification „sweet“, Category „vehicle“

Valid Solutions:

„candy bomber“, „ice cream truck“

Specification „Christmas“, Category „School“

Valid Solutions: „Christmas tree school“

Specification „sweet“, Category „Bodies of Water“

Valid Solutions: „Sugar Creek“

CREDITS

Designer: Peter Neugebauer · Box design based on a layout by Hans-Georg Schneider

Graphics: Fiore GmbH, www.fiore-gmbh.de · Translation: Benjamin Schönheiter · Realisation: Klaus Otتماier

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For my mother, who gave me the gaming gene.

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