

Faster than Short

A Game of Judgment
for 1 to 6 players
with 10 minutes time
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Is Ariane older than Saturn?
Or Bongo thicker than Korsar?
These types of attributes are what **Faster than Short: Go for 6** is about. Picture cards show items – animals, for example. Attribute cards define the categories that the picture cards have to be arranged in accordance with. Players take turns drawing cards and trying to place them correctly in their own rows. The first player to play 6 cards in a row correctly is the winner.

ATTRIBUTE CARDS

The front side shows the name of the attribute as well as the appropriate dimension. The back side shows additional explanation and hints.



PICTURE CARDS

The front (picture) side shows an item – an animal, for example. The little arrows indicate whether the value of a neighboring card's attribute must be smaller (minus) or larger (plus) on that side.



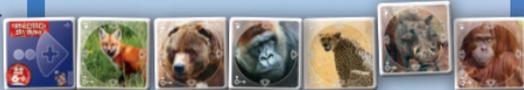
The back (data) side shows the card's values for all attributes. Players may only look at this side when challenging.



PREPARATION

Choose an edition of **Faster than Short** to play. Lay 1 attribute card in the middle of the gaming area. Shuffle the picture cards well, picture side up, and stack them to one side, forming a draw pile.

Players place 1 arrow card in front of them. They draw 1 picture card and set it aside.



Setup for 2 players

Mone's
1st card



chosen
attribute



draw pile

discard
space



Torben's
arrow and
picture card



GAMEPLAY

Players take turns. The fastest player begins. On a player's turn, he must either add the topmost card from the draw pile to his row or pass. The first player to correctly place a row of 6 cards is the winner.

PASSING

When a player passes, he must take the topmost card from the draw pile and add it to the discard pile. After a player has passed, the turn passes to the player on his left.

◆ If the draw pile runs out, the discard pile is shuffled and becomes the new draw pile.

The big arrows tell Torben and Mone where their rows lie and in which direction the attribute value must increase. On the back side they find a rules summary.

▶ PLACING A CARD

The player draws the topmost card from the pile. He adds it into his row. The new card can be placed to the **right or left** of his existing cards **or between** any two cards. The player should try to place the card in the correct order.

▶ *If a player has no picture cards left, then he places a new one beside his arrow.*

▶ CORRECT PLACEMENT

The attribute card in the center determines which attribute is in question. Two adjacent cards are placed correctly when the card on the left has a smaller value for this attribute. The card placed to the right must have a higher value.

Cards with identical values are always in the right order if they are placed next to each other.

Mone's row after 2 turns



Increasing lifespan

▶ *Players are never allowed to rearrange cards or to search through the draw pile.*



Torbens has placed the fox to the left of the sloth in his first turn. Now, he places the seal between the sloth and the fox, as he figures a lazy animal must grow very old.



Increasing lifespan



To make sure Mone can recognize which card is the new one, he places it a bit higher than the others until she has finished assessing it.

▶ ASSESSING NEW CARDS

After a player has placed a card, all other players, in turn order, must assess the newly-placed card.

Each player must clearly indicate whether he believes the new card was placed correctly or not.

▶ CHALLENGING

If a player challenges, he points to 2 cards: the newly-placed card and another next to it. These are revealed (data sides are turned face up) and the players check to see whether they were placed correctly or not.

▶ A Player can say "OK", or "Sure", etc.

▶ **Important:** A player can't challenge if he has no picture cards left, as he can't pay a penalty. Exception: 6th card.

▶ INCORRECT ORDER

Should the two cards being challenged actually be in the incorrect order, then the player who placed the card incorrectly must **discard the 2 challenged cards**. After this, it is the **challenging player's turn**.



Mone doesn't believe laziness helps you live longer. The sloth and seal cards are revealed. And, in fact, seals do live longer than sloths. Torben discards both cards and Mone takes her turn.



◆ INCORRECT CHALLENGE

Should the two cards being challenged actually be in the correct order, then the **challenging player must discard one of his picture cards** as a penalty. Thereafter, all players who haven't had a chance to assess the card placement yet get to do so, as the new card may be wrong relative to its other neighbor as well.

◆ NO MORE CHALLENGE

Once all challenges have been proven to be incorrect and/or no players wish to challenge any more, then all cards are turned picture side up again.

The turn then passes to the next player on the left.



◆ 6th CARD and VICTORY

Once a player adds a 6th card to his row, the new card along with its neighbors must be challenged, one by one, by the next player on the left even if that player has no picture cards. An incorrect challenge of the 6th card triggers no penalty. If the 6th card was placed incorrectly the game moves on as normal. If the 6th card was placed correctly, then the player who placed the card is the winner.

Torben places the Warthog as his 6th card, between the Cheetah and the Orangutan. Mone must challenge. She first reveals the Warthog and the Orangutan: Correct! Next she reveals the Cheetah. Correct as well! Torben wins the game. It is irrelevant whether the Gorilla lives longer than the Cheetah, as Mone accepted that order on a previous turn.



▶ THE SOLO GAME

Setup: 1 attribute, 1 draw pile, 1st card next to arrow card, data side up.

A Turn: The player must add the topmost card of the pile to his row. After this, he must turn the card data side up and check if he was correct.

If the card was placed correctly, then it remains in the row, data side up. If the card was placed incorrectly, then he must discard it.

End: The solo game ends as soon as the pile runs out.

Scoring: All correctly placed cards in the row count **positive points**, all discarded cards count **negative points**.



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▶ Rules Summary

Setup: 1 attribute, 1 draw pile, each: 1 arrow and 1 picture card.

A Turn: *Place 1 card* or *pass*.

Passing: Discard the topmost card. Next player's *turn*.

Placing a card: Add topmost card of the pile to your row.

Assessing (condition 1 card): In turn order, do **challenge** or do **not challenge**.

Challenging (at most 1x each): Reveal new card and 1 card next to it.

Incorrect order: Discard the 2 challenged cards. Challenger's *turn*.

Incorrect challenge: Challenger discards 1 card. Next player's turn to **assess**.

No more challenges: Turn revealed cards picture side up. Next player's *turn*.

6th card: Next player must **challenge** (up to 2x, without penalty for challenger).

Goal: First player placing 6th card correctly is the winner.