

schneller als kurz



**A Game
of Judgment
For 1 to 6 players
With 15 minutes time**

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There are many amazing things, animals or people in our world. Some are fast, some strong as an ox, some have very short hair or are ages old.

Is George W. taller than Angela? Is Germany older than the Vatican? Does a pig have more young than a fox?

These types of attributes are what Schneller als Kurz is about. Picture tiles have, for example, countries or animals on them.

Attribute tiles define the categories the picture tiles have to be arranged in accordance with.

Each player starts the game with a hand of picture tiles and tries to place them correctly – or sometimes sneak something past the other players.

If a player plays incorrectly and is caught in the act, he gets extra tiles.

The first player to get rid of all his tiles is the winner.

ATTRIBUTE TILES

The **front side** of each attribute tile shows the name of the attribute as well as the appropriate dimension.

The **back side** of each attribute tile shows more information about the dimension, additional explanation and hints about the attribute in question. Players may look at the back side of these tiles at any time.



PICTURE TILES

The **front (picture) side** of a picture tile shows the object to be assessed – an animal, for example, or an attraction or a symbol. Sometimes additional hints are also shown, such as flags, maps or abbreviations.

The **arrows** indicate whether the value of the attribute in question must be smaller (minus sign) or larger (plus sign) than its neighbors.

The **back (data) side** of a picture tile shows the name of the object and its value for all attributes. Players may **only look at** this side **when** a played tile is being **challenged**.



Notes, Copyright

PREPARATION for 2 to 6 Players

Place the gameboard in the middle of the playing area.

Choose an edition of *Schneller alz Kurz* to play.

Choose 6 random **attribute tiles** from those available in the edition and place them in the dark spaces along the left and top sides of the board.

Unused attribute tiles are set aside.

Shuffle the **picture tiles** well, picture side up.

Place the topmost picture tile onto the dark **start space** in the middle of the game board.

Deal the remaining **picture tiles** out **evenly to all** players – up to a **maximum of 16 tiles** in a 2-player game. Unused picture tiles are set aside, picture side up.

Players place their tiles in a **stack** in front of them, picture side up. Players may only ever look at the picture side of the topmost tile in their stack. They may never look at the bottom sides of tiles, rearrange their tiles or look at the picture sides of more than one tile at once. Even after a player passes or challenges, when tiles are either placed in front of the player or added to the bottom of his stack, they must always be arranged picture side up.



⊕ For examples and illustrations in this rulebook, only tiles from the **Mammal Edition** included in *Schneller alz Kurz: Die Box* are used.

⊕ To **shorten the game**, players may choose to only deal out a portion of the tiles from an edition, for example 8 per player. The remaining tiles are then set aside, picture side up.

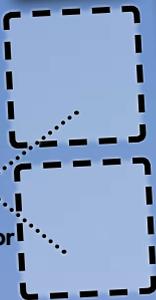
⊕ **Novice players** should use easier attributes for the middle row and column. Players may rotate the attribute tiles at any time in order to read them.

SETUP for 2 players

Malin's tile stack



2 free deposit spaces for Malin



⊕ The topmost tiles in the tile stacks as well as individual tiles added to deposit spaces are defined as **'open tiles'**.

Only open tiles may be played.



2 free deposit spaces for Torben, where he can place tiles after passing. Tiles placed here must always be picture side up.

Torben's tile stack

If the pile is empty, then one of the previously-deposited tiles becomes the stack.



▶ GAMEPLAY

The shortest player begins. Each player tries to get rid of all of his tiles first.

On a player's turn, he must either

- **place a tile** on the board or
- **pass**.

The player who correctly places his last tile first is the winner.

▶ PASSING

When a player passes, he must take the topmost tile from his stack and place it onto one of his two deposit spaces. Each player has 2 deposit spaces. Should both spaces be filled, then the passing player must first empty a space by taking the previous tile and adding it to the bottom of his stack.

After a player has passed, the turn passes to the player on his left.

▶ PLACING A TILE

On a player's turn, he may place on of his open tiles onto a space on the game board.

The tile must be either

- placed on an **open space next to an already-placed tile** or
- placed onto **a space already containing a picture tile**.

In the second case, the player must then shift the previously-placed tile to an adjacent empty space. Should none of the adjacent spaces be free, then the previously-placed tile may not be moved.

After placing a tile, all other players must **decide**, in turn order, whether they feel the **newly placed or shifted tile(s) have been placed correctly**.

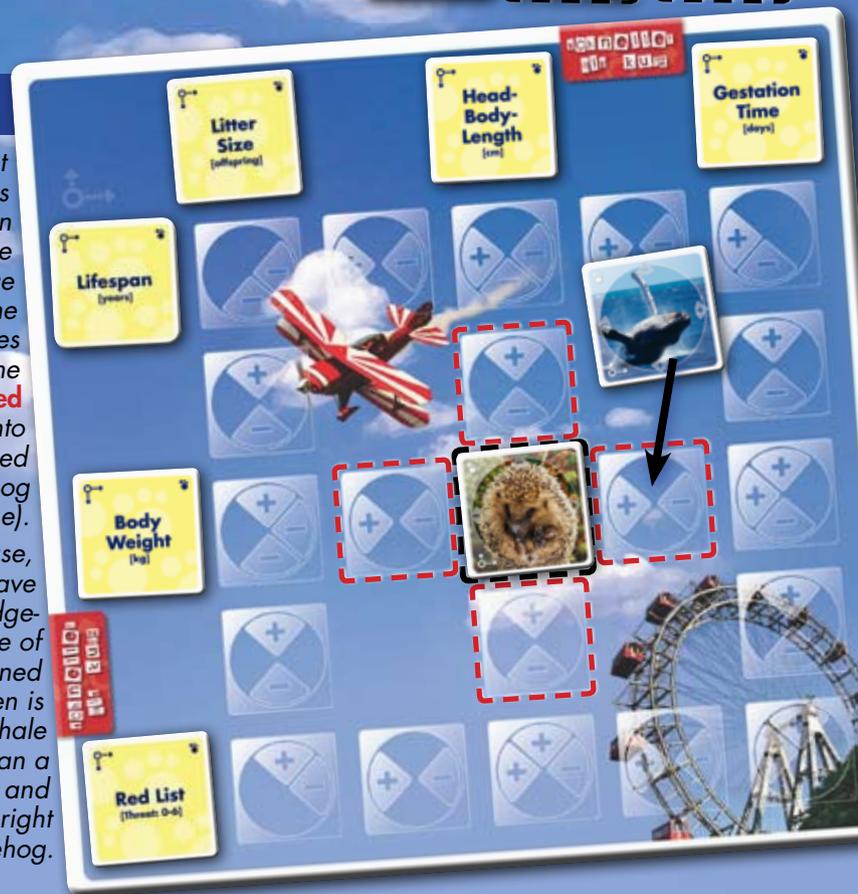


On her next turn, Malin can decide whether she wants to play the Elephant or the Hippopotamus.



Malin isn't certain enough to play the Elephant. She passes and places the tile onto one of her empty deposit spaces.

On his first turn, Torben has 5 places he can place a tile. He can either place it into one of the 4 empty spaces surrounding the Hedgehog (red outlines) or onto the space occupied by the Hedgehog (black outline). In the second case, Torben would have to shift the Hedgehog onto one of the spaces outlined in red. Torben is sure that a Whale is heavier than a Hedgehog and places it to the right of the Hedgehog.



CORRECTLY-ORDERED ROWS

The **attribute tiles** along the left and top sides of the board determine which attributes are in play in the corresponding vertical and horizontal rows.

Two adjacent tiles are ordered correctly when the **tile closer to the attribute tile** for the row has a **smaller value** for this attribute than the **tile placed further away**, which must have a **higher value**.

Tiles with **identical values** are **always ordered correctly** if they are placed next to each other.

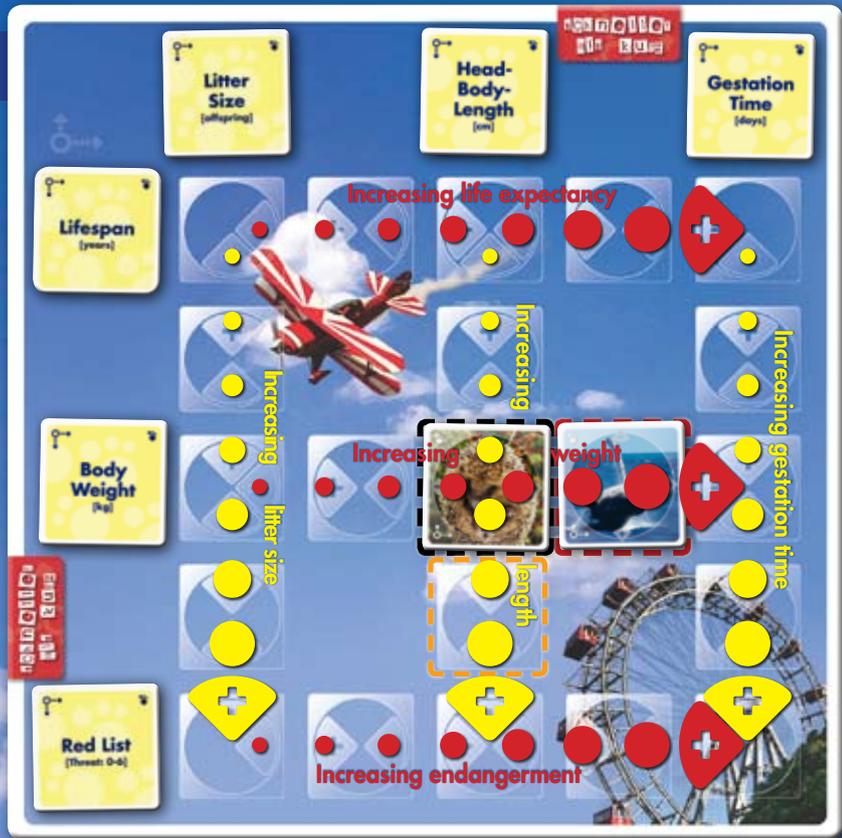
Should a tile have both a horizontal and a vertical neighbor, then the **values in both directions** must be ordered correctly.

If there is a **gap** between two tiles, then the order of those two tiles doesn't matter. (An incorrect order between these two tiles cannot be challenged.)

For Torben's Whale (**red outline**) to be placed correctly, it must be heavier than the Hedgehog (**black outline**) on the start space.

The Whale could also have been correctly placed beneath the Hedgehog (**orange outline**), since it is also longer than a Hedgehog.

Had Torben chosen to place the Whale on the start space, then he would have had to shift the Hedgehog either to the left or upwards to ensure that the order remains correct.



Torben places the Elk onto the space currently occupied by the Fox (**black outline**), shifting the Fox one space to the left (**red outline**).

The Fox and Hedgehog (**orange outline**) are ordered correctly, regardless of their litter sizes, as they are not directly next to each other.

The Elk must be longer than the Fox and shorter than the Sloth (**yellow outline**) to ensure that the two newly-created orders are correct.



On previous turns, the Elephant, for example, had to be heavier than the Hippopotamus, lighter than the Humpback Whale and longer than the Polar Bear for the orders to be correct.

◆ ASSESSING NEWLY-CREATED ORDERS

After a player has placed a tile, all other players must assess all newly-created orders. This takes place before the next player can place a tile.

Starting with the player to the left of the current player, **each player must clearly indicate whether he believes all newly-created orders to be correct or indicate which order he believes is in error.** He can say "OK", or "Sure", or "Hang On", etc.

If all players agree that all newly-created orders are correct, then the turn passes to the player on the left.

If a player believes a tile has been placed incorrectly, then he may challenge by **clearly indicating** which newly-created order he believes to be wrong: He can name the **two tiles**, point to them or describe them.

One of the two tiles in question must be a newly-placed or newly-shifted one.

Thereafter, the **two tiles** being challenged **are revealed** (their **data sides are turned face up**) and the players check to see whether they were, in fact, ordered incorrectly.

Malin grins and says „Nope! A Sloth doesn't live longer than an Elk.“

She then turns the two tiles over and reads out the life expectancies of the Sloth and the Elk.

She is surprised: Being slothful appears to lengthen one's life. A Sloth lives, on average, 35 years, while an Elk lives for only 9.

Torben is happy to have been able to out-think Malin and even get rid of a tile in the process.



◆ CORRECT ORDER: INCORRECT CHALLENGE

Should the two tiles being challenged actually be in the **correct order**, then the challenge was wrong and the following takes place:

1. The player who placed the tile correctly gives the incorrect challenger a **penalty tile**. If the player who placed correctly is down to one or no tiles left, then the challenger does not receive a penalty tile.
2. The challenging player takes the penalty tile and adds it to the bottom of his tile stack, picture side up.

After the incorrect challenge is resolved, then **all players continue** to be able to **challenge other newly-created orders** if they wish, starting with the player who just challenged. A player may challenge more than once, as long as none of his previous challenges were correct. He may use the information on tiles now lying data side up to his advantage. Once a player has agreed to the newly-created orders, however, he may no longer challenge this turn.

Once no players wish to challenge any more and **all challenges** thus far have **been proven to be incorrect**, then all tiles are turned picture side up again.

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

Torben gives a Sea Cow to Malin.

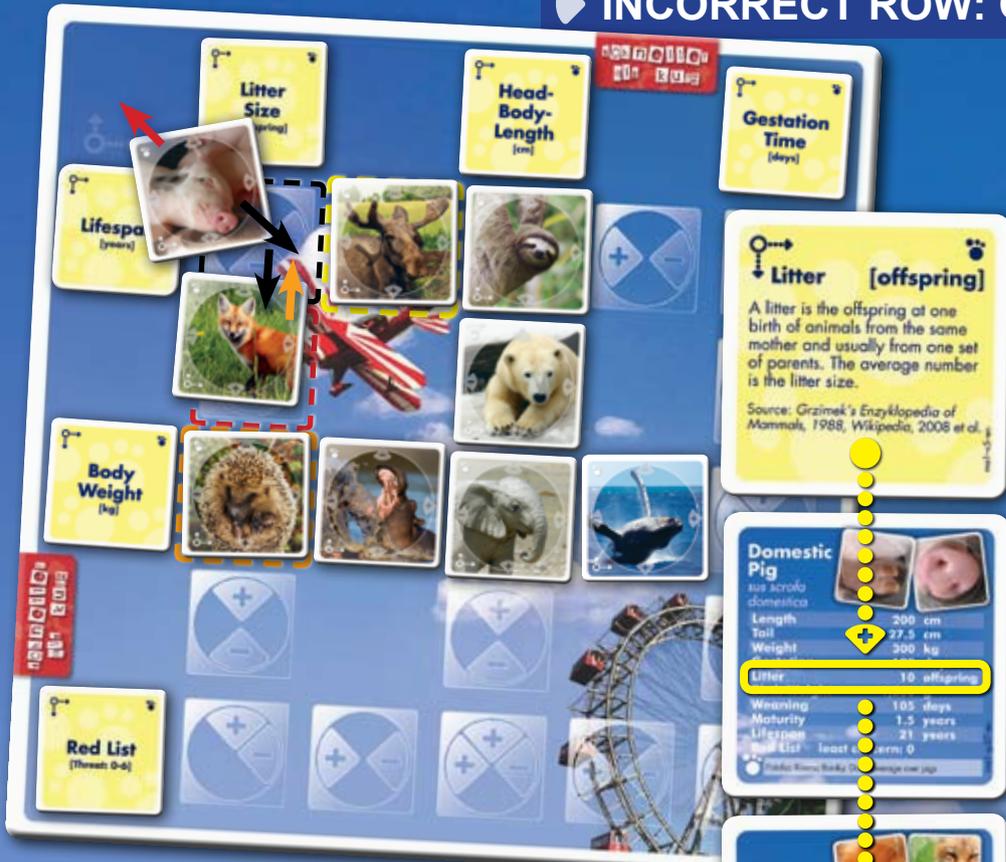
Malin takes the Sea Cow and adds it to the bottom of her stack.

Torben turns the Elk and Sloth around again and it is then Malin's turn.



+ **Important:** A player can never use an incorrect challenge to get rid of his **last tile** (by giving it to another player). He must place it correctly in order to win the game.

INCORRECT ROW: CORRECT CHALLENGE



Malin places her Pig onto the space occupied by the Pig, which she shifts 1 space downwards (black arrows).

Afterwards, Torben challenges that a Hedgehog (orange outline) has more young than a Fox and turns both tiles over.

Malin chuckles, because Torben has challenged incorrectly, and gives him her Monkey.



Torben doesn't want to give up and challenges again. This time, he says that a Pig has fewer young than a Fox and turns the Pig over.



Now it's Torben's turn to chuckle. Malin must take the Pig back (red arrow) and receives a Gemsbok from Torben.

Finally, Torben turns the Fox and Hedgehog back over again, shifting the Fox back to its original location (orange arrow).

Should the two tiles being challenged actually be in the **incorrect order**, then the challenge was right and the following takes place:

1. The player who placed the tile incorrectly must **take it back**. This is also true if that tile wasn't challenged directly, for example if a shifted tile was challenged instead.
2. The correct challenger gives the player who placed the tile incorrectly a **penalty tile**. If the correct challenger is down to one or no tiles left, then the other player does not receive a penalty tile.
3. The player to played incorrectly takes the penalty tile and adds it to the bottom of his tile stack, picture side up.
4. All **tiles** left on the game board are now **turned back over again**.
5. If a **tile** was shifted, then it is **shifted back** to its previous location – even if that tile was not actually the challenged tile.

After a correct challenge, it is then the **challenging player's turn**. Only one correct challenge can be made per turn.

Had the Pig and Fox been correctly placed after all, then Torben would have been able to challenge whether the Elk (yellow outline) lives longer than the Pig. Torben would have been correct with that challenge also.

However, once Torben found a mistake he can't make any more challenges this turn.



Litter [offspring]

A litter is the offspring at one birth of animals from the same mother and usually from one set of parents. The average number is the litter size.

Source: Grzimek's Enzyklopedia of Mammals, 1988, Wikipedia, 2008 et al.

Domestic Pig
sus scrofa domestica

Length: 200 cm
 Tail: 27.5 cm
 Weight: 300 kg

Litter: 10 offspring

Weaning: 105 days
 Maturity: 1.5 years
 Lifespan: 21 years
 Red List: least concern: 0

Red Fox
vulpes vulpes

Length: 70 cm
 Tail: 40 cm
 Weight: 8.25 kg

Litter: 3.5 offspring

Weaning: 56 days
 Maturity: 1 year
 Lifespan: 7 years
 Red List: least concern: 0

West European Hedgehog
erinaeus europaeus

Length: 27.5 cm
 Tail: 2.5 cm
 Weight: 750 g

Litter: 6 offspring

Weaning: 47.5 days
 Maturity: 1 year
 Lifespan: 8 years
 Red List: least concern: 0

▶ ALL PLAYERS PASS

Should all players have passed on their turns, then the player whose turn it is next can decide whether to **clear the board of picture tiles** before his turn. Clearing is carried out as follows:

- 1. All picture tiles** are removed from the board and **set aside**, picture side up.
- One of the cleared picture tiles is then chosen at random and placed onto the **start space** in the middle of the board.
- All players who have only one tile left** then **get a random tile** from those cleared, which they must add to the bottom of their stacks.

After the clearing is complete, the player takes his turn as normal.

▶ GAME END AND VICTORY

The game ends when one player correctly places his **last tile** onto the game board.

All new orders created by the placement of this tile must be **challenged**, one by one, by the next player on the left.

No penalty tiles are given for incorrect challenges in this case.

As soon as a challenge is correct, the game continues as normal.

If all of the newly-created rows are correct, then the player who placed the tile is the winner.

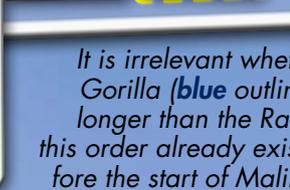
In the next game, Malin is the first to play her last tile.

She places the Badger onto the space occupied by the Rhinoceros, which she shifts to the right (black arrows).

Torben must challenge and unfortunately verify that yes, a Badger does live longer than a

Rabbit (orange outline) and is lighter than a Rhinoceros.

Malin has won.



It is irrelevant whether the Gorilla (blue outline) lives longer than the Rabbit, as this order already existed before the start of Malin's turn.

The fact that the Giraffe (yellow outline) is heavier than the Badger is also of no use to Torben, as these tiles are not directly adjacent.

Important: A player may not deliberately place a tile twice on the same space, such that an order is formed that has been previously correctly challenged.

▶ THE SOLO – Practice for 1 Player

A player who wants to win his next game of *Schneller als Kurz* can practice a while with *The Solo*.

Game Setup

6 attribute tiles are randomly drawn and placed. A **start tile** is placed in the middle of the board, **data side up**.

The player then piles all remaining picture tiles, picture side up, into a stack in front of himself. He has **no free deposit spaces**.

A Game Turn

The player must play the **topmost tile** in his stack. He may either **place it on the board or pass**, setting the tile aside if he believes there are no correct spaces available. In both cases he must **immediately turn the tile face-up and check** to see if he was correct.

- If the tile was **placed correctly**, it remains on the board, data side up. If the player manages to **fill the entire board** up with correctly-placed tiles, then he receives **25 bonus points** and **clears the board**, placing the tiles in a discard pile for correctly-placed tiles (**positive points**). The topmost tile in his stack is then placed on the start space, data side up, as a **new start tile**.
- If the tile was **placed incorrectly**, then it is placed in a **discard pile** for incorrectly-placed tiles (**negative points**). If he shifted a tile during this placement, it must be shifted back again.
- When he **incorrectly passed** on a tile (that is, there was at least one space on the board where the tile could have been correctly placed) then that tile is also added to the **negative points pile**.
- If the player **passed** on a tile **correctly**, because there really was no space the tile could have been correctly placed, then that tile is added to the **positive points pile**.

Once the solo player has **passed correctly three times in a row**, he may **clear the board**, placing the cleared tiles into the **positive points pile**. He then takes the topmost tile from his stack and places it, data side up, onto the start space in the middle.

Game End

The Solo ends as soon as the player's stack is exhausted and checked.

All picture tiles left on the **board** are **cleared** and added to the **positive points pile**.

Scoring

The player adds up all of his **positive points** and then subtracts from them his **negative points**. Each time he managed to **fill the entire board** up is worth an **additional 25 points**.



⊕ RULES SUMMARY

Setup: 6 attribute tiles, start tile, each player up to 16 tiles.

Goal: First to place last tile correctly.

Turn: ▶ **Place tile** or ▶ **pass**.

Placing a tile: May be placed on any open space next to a picture tile or onto an occupied space, shifting the previously-placed tile.

Assessing: In turn, either ▶ **challenge** a newly-created order or ▶ **accept** all newly-created orders.

Challenging: Reveal the 2 challenged tiles.

Incorrect order: Placer takes tile back. Challenger gives Placer 1 tile (never his last one). Challenger's ▶ **turn**.

Correct order: Placer gives Challenger 1 tile (never his last one). Continue ▶ **assessing** orders in turn order.

All accept or all orders correct: Next player's ▶ **turn**.

Passing: Deposit topmost tile next to the stack (maximum 2). Next player's ▶ **turn**.

All players pass: Player may clear board. New starting tile. At least 2 tiles per player. That player's ▶ **turn**.



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