


**Faster  
than Short**



**Heidelberger  
Spieleverlag**

**Setup:** 1 attribute, 1 pile, 1 card each. 

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

**Passing:** Discard the topmost card.

Next player's *turn*.

**Placing a card:** Add topmost card 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. Next player's *turn*.

**6<sup>th</sup> card:** Next player's turn to *challenge* (up to 2x).

**Goal:** Placing 6<sup>th</sup> card correctly wins.

*A game by Roland Goslar and Søren Schaffstein, 2008.*