What else can happen?

• "But I was faster!"
If several of you named a term at the same time and played your card into the center, only the card that lies at the very bottom counts. Everyone else takes their card back. Better luck next time!

• "Too fast!"
Did you play a card into the center without naming a term beforehand? The others may rightfully protest, and you must put your card back under your deck!

• "Seriously?!"
If someone named a term that, in your opinion, does not fit the category, you may quickly cover the center deck with your hand and shout ***"Stop right there!"***
Clarify the term within the group. If the term was incorrect, the person takes their card back under their own deck, and play continues immediately.
However, if the majority of the group says the term was okay, ***you*** must take the card and put it under your deck!
Nobody likes unnecessary interruptions!

• "No idea!"
If you are stuck with your top letter, you may slide it under your own deck and continue with the next letter.
The problem isn't gone, but at least postponed to a later time.

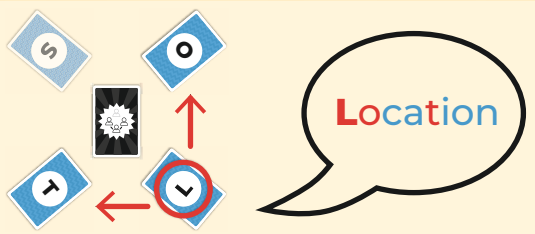
Variants:

Action Card „Group Word":

After you have selected the 6 categories for the game, shuffle the action cards into the deck according to the table:

	2	3	4	5	6
	10	9	8	10	6

If such a card is played into the center during a game, there is no predetermined category. Instead, in addition to your own letter, look at the letters of your direct neighbors and try to find a word in which all these letters appear. However, it must begin with your respective own letter!



As always, however: Only the person who names the term first may play their card into the center!

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»FAST OUT«

The fast word game for 2-6 players aged 10 and up

Dirk Roos

Think Faster!

Contents:

140 Cards
Front: ***Letter***
Back: ***Category***

10 Action Cards "Group Word"
Required for the variant (S.6)

Inlay
For a better overview of the categories

14 Start Cards
With one category on one side each

1 Overview Card
three languages

Game Concept:

Fast Out is all about nimble hands and quick brains, because only the first person to get rid of their entire deck wins!

Before the First Game:

Separate the letter cards by category and sort them into the box insert.

The categories are:

Place the action cards at the very back of the box insert.
These are only needed for a variant.

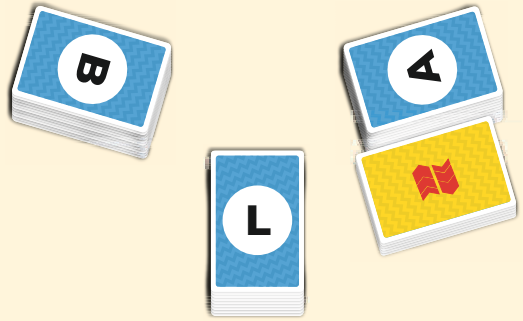
Setup:

1. Select Categories:

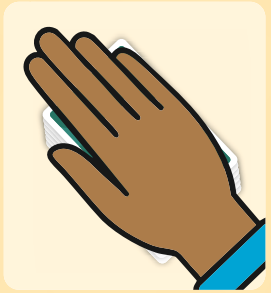
Before a game of Fast Out, agree on which ***6 categories*** you want to play with. Alternatively, you can let chance decide by shuffling all Start Cards face down and revealing the first 6 – these are your categories for this game. Put the remaining Start Cards back into the box.

2. Shuffle & Distribute Cards:

Thoroughly shuffle the 60 letter cards of the chosen categories together into one deck and distribute them evenly among all players. Make sure the side with the letters is facing up!
Place your own deck in front of you on the table.
Give the 6 Start Cards of your chosen categories to the most impatient person.



Gameplay:



The person with the Start Cards shuffles them and places the entire deck in the center of the table, but keeps their hand on top so that the category is not yet visible.
They now say loudly and clearly for everyone **"3, 2, 1, Fast Out!"**, remove their hand from the card, and start the game.

In Fast Out, you all play simultaneously and try to discard your cards into the center as quickly as possible.

Look at the category shown on the top card in the center of the table. Now you must find a term from this category as quickly as possible that starts with the letter shown on top of your own deck.

If you think of a term, ***first*** say it loudly and clearly for everyone, and ***then play*** your card onto the center deck so that the side with the category is now visible.

The game continues immediately with this new category!

End of Game:

The first person to get rid of all their own cards wins.