



WHOEVER PASSES LAST,
LAUGHS THE LONGEST



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Players: 2-5

Age: 8 years and up

Duration: app. 15 minutes

CONTENTS

100 cards numbered 1 to 100 (every third card is **purple**, the rest are **orange**),
20 cards "**pass**" (with the winking fox)



GAME OVERVIEW

Cards are played one after another to an **ascending row of numbers** in the centre of the table. The rules are very simple. Either play a higher number or replace the last card in the number sequence with a lower card.

If you can't play, you have to take penalty cards from the end of the row until you can play. And if you make a fifty-card jump, you may even be penalised with the entire row of cards. Hopefully you're fortunate enough to still be holding a fox card to pass your turn!

SETUP

Shuffle all 120 cards **thoroughly!** **Remove 20 cards** unseen from the deck. They are not required for the current game round. Deal **5 cards** to each player. The remaining cards are placed face down at the edge of the table as a draw pile, leaving room for cards to be played in a row of numbers next to it.

Appoint a person to start the game. They will be the first active player.

GAMEPLAY

The game is played in turns. **The active player always chooses exactly one card from their hand.** This can be a number card or a pass card.

This is always played as the last card on the row of numbers. The numerical values of the cards already placed must always remain visible. In order for the card to be placed, cards must sometimes be removed from the end of the row. These cards become penalty cards, which are placed next to you as a **separate** face-down pile.



Important! Penalty cards are never taken back into your hand, but are always placed in your own pile!

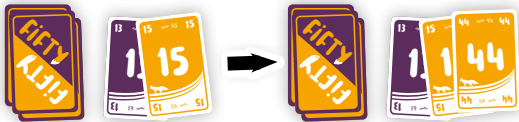
Immediately after playing a card, you draw another card from the draw pile.

Playing a number card

Important tip for new players: It is best to place your chosen card face up in front of you and then place it on the number row according to the rules.

If there is no number row yet, simply place your card next to the draw pile and use it to start a new row. If a row already exists, there are three possible situations:

- Your card is **higher than the last card** in the row → Then simply place your card as the new last card of the row. That's all there is to it.



- Your card is **higher than the penultimate card** in the row → Then replace the last card in the row with your card. See A: *Replacing the last card of the row.*
- The card is **too low** → Then you have to keep removing cards from the end of the row until your card can be placed. See B: *Remove cards in order to play.*

A: Replacing the last card of the row.

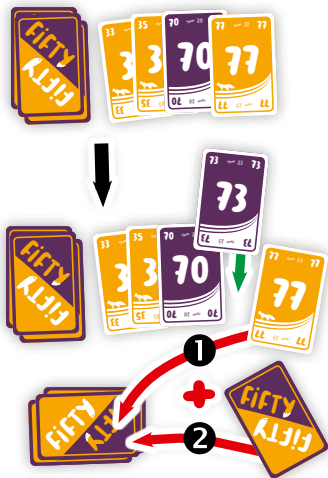
If your card is **higher than the penultimate card** and **lower than the last card** in the row, then it fits better and can **replace** the last card in the row. To do this, swap your card with the last card in the row.

Example: Florian has played the 77 on the 70. Now it's Simon's turn. He plays the 73 and can use it to replace the 77.

The **replaced card** now becomes a **penalty card ①**.

- If it is **purple**, you must **take it yourself**.
- However, if it is **orange**, the player who originally played it must take it.

Furthermore, you then give this player one of your own penalty cards ②!



Game tip: Purple cards should only be replaced if there is no other option. **You should always try to replace orange cards** as this also allows you to give away a penalty card.

B: Remove cards in order to play.

If your played card does not fit at the end of the row, you must remove as many cards **from the end of the row** until you can place your card.

However, all removed cards must be taken as a penalty. If your card is lower than **all** the numbers in the row, you must remove all the cards so that you can place your card. Then you would start a new row of numbers.

Example: Simon has no high cards to play and no pass card. He plays the 62 and in order to play it, he must remove all the cards in front of the 59 and take them as penalty cards and place them in his own pile.



Playing a pass card

Instead of a number card, you can always place a pass card at the end of the number row.



If there is already a pass card at the end of the row, you can either:

- add a pass card and play continues to the next player's turn,



- or you can play a number card. In this case, however, you must remove the pass card(s) and, if necessary, any number cards on display ❶ until you can place your number card **as the final card** on the row ❷. You must take all the cards you removed as penalty cards ❸!



→ **Don't forget:** Once you have played a card, you immediately draw back up to 5 cards.

Make a fifty-card jump

All players should keep a constant eye on what the last card of the row is. Because if a player has a number card in their hand that is **exactly 50 higher or lower** than the card just played, they can play it **immediately**, even if it is not their turn! Simply be quick and play it to the table. Some examples of jumps: 1 ↔ 51, 23 ↔ 73, 86 ↔ 36, 100 ↔ 50 etc.



The player that made the fifty-card jump says so CLEARLY and places their card next to the number row.

The player who played the LAST number card to the row must now continue the game!

After a fifty-card jump has been made, you can **only play pass cards!** The first player that cannot or does not wish to play a pass card must take **all the cards** (number row + pass cards played) as **penalty cards**. This could also be the same player that triggered the fifty-card jump! The player that took the penalty then starts a new row of numbers.



Example: Barbara has played 73. Florian has the 23 in his hand (a fifty-card jump), which he plays immediately. Barbara must now continue the game. Only pass cards can now be played. Barbara plays a pass card and draws a new card. Now it is Simon's turn. As he cannot play a pass card, he must take the entire row of numbers, including the pass card, as a penalty. Simon then resumes play by playing the 13, starting a new row of numbers.

The chance to make the fifty-card jump is over as soon as the next player plays their card. You may not make a **fifty-card jump if you played the previous card yourself!**

END OF THE GAME AND SCORING

Once the draw pile is empty, the end of the game is near. No more cards are drawn, but the game continues as normal. The game will then end in 1 of 2 ways:

- A player has to take the **entire row of numbers as a penalty.**
- A player starts their turn with **only 1 card left in their hand.** In this case, **all players reveal their hand of card(s).** Players who still have a **pass card in their hand** are **automatically eliminated from the game.** Whoever has the **card with the lowest number** among the remaining players must take the **entire row of numbers as a penalty.**

In both cases, the player taking the penalty must also take the remaining cards in the other players' hands as a penalty.

NOTE: *As long as there is at least 1 card left to draw, a new row of numbers can be started and the game will continue as normal*

At the end of the game, compare the number of penalty cards you have collected. The winner is, of course, the player with the fewest penalty cards.



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