

## FAST BLAST CARDS:

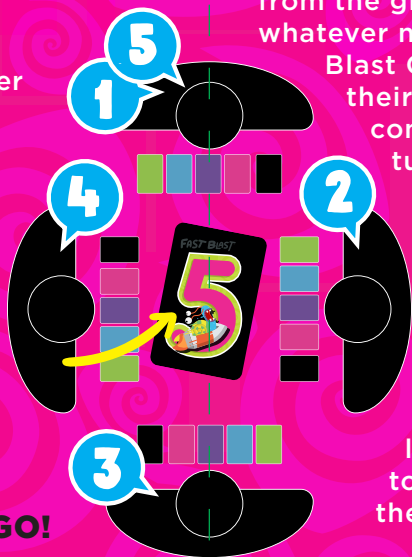
Card Examples

**Fast Blast Cards are wild!**

When you see a **Speedy Snail**, keep your hand on top of the Discard Pile so other players can't add more Cards, and shout

### 'FAST BLAST!'

Then, shout out the number that is on the Card. Going clockwise from whoever played the Fast Blast, players count off starting at 1 up to the Fast Blast Card number. If the last player has a Card in their hand that matches the number on the Fast Blast Card, they can play it—the game **IMMEDIATELY** continues after that Card is played, so make sure you're ready to **ESCAR-GO!**



If they don't have a matching Card but do have a Fast Blast Card, they can play the Fast Blast Card. This is played like a normal Fast Blast Card and begins the count off again.

If that player doesn't have a matching numbered Card or a Fast Blast Card, they've been **Snail-Trailed!**

That player now has to draw Cards from the group stack matching whatever number was on the Fast Blast Card and adds them to their face-down pile. The game continues with that player turning over the next card on the Draw Pile. If you end the game by playing a Fast Blast Card, still count off and distribute Cards.

If the player who played the Fast Blast Card is the last count, they still have to pick up Cards—keeping them in the game!

## WINNING:

The first player to get rid of all of their Cards is the winner!  
**YOU S'NAILED IT!**

## FOR HARD-SHELLED SNAILS:

Looking for more of a challenge? Instead of picking up the number on the Fast Blast Card when one is played, instead have that player pick up the entire Discard Pile!

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Instruction sheet must be  
retained since it contains  
important information.

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# FAST BLAST™

SAY NO TO SLOW!



## INSTRUCTIONS

Contents: 155 Cards, Rules

## OBJECT:

Be the first player to get rid of all of your cards!

## SET UP:

Deal a stack of **20 Cards** to each player (No Peeking) and place the rest of the deck face down off to the side.

*This is your Draw Pile.*

Have each player flip over the top four Cards in their Draw Pile and place them in a row in front of them.



### Player 2

Playable Cards  
(4 Cards)



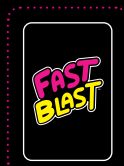
Your Draw Pile  
(16 cards)



Discard Pile



Game Draw Pile  
(Set aside from gameplay)



Your Draw Pile  
(16 cards)



Playable Cards  
(4 Cards)

### Player 1

## PLAY:

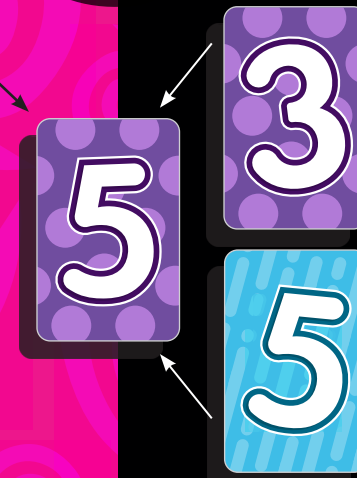
When you're ready to begin—really, really ready—flip over the top Card from the remaining deck and place it on the table. If the first Card is a Fast Blast Card, flip over the next Card in the pile to get a Card that isn't a Fast Blast.

*This is the Discard Pile.*

Then, **EVERYONE** starts playing **AT THE SAME TIME** from the four Cards in front of them. Play Cards by matching the **colour** or the **number** of the top Card in the Discard Pile.

As you play Cards from in front of you, use your Draw Pile to replace them so you always have four Cards in front of you to play with.

If at any point your table is stuck and no one can play from the 4 Cards in front of them, flip over the next top Card in the stack out of play to continue playing.



Player 2 has a purple 3 and can play on the purple 5.

Player 1 has a blue 5 and can play on the purple 5