

How to play

The game starts when the player without a **deck** places their hand at the center of the table and shouts, "3-2-1-LOAD". The other players then simultaneously take their **decks** in their hands and the game starts immediately! **IMPORTANT: There are no turns in the game.** All the players with a **deck** in their hands play at the same time! The player without a **deck** waits, their hand outstretched, for another player to hand them a **deck**. Then, the player who gave their **deck** places their outstretched hand at the centre of the table, and so on.

As soon as a player gets their hands on a **deck**, they go through steps **A**, **B** and **C** in order!

EXAMPLE OF A 4-PLAYER GAME:

- 1 STOP cards
- 2 Lucy's **stack**
- 3 I/O stole Lucy's **BOOST** card
- 4 Mark is done playing and took one of the 3 STOP cards



A EXAMINE THEIR DECK

The player examines their **deck** as long as they'd like (the quicker the better!).

B PLAY A PROGRESSION CARD

The player can* play **ONE PROGRESSION** card:

- EITHER on **THEIR stack**

The value of the card must be superior to the value of the card on the top of their **stack**. The numbers don't have to be consecutive. (For example: above, on top of the 18, Lucy can play a 19 or a 47, but not a 14.)

- EITHER on **SOMEONE ELSE'S stack**

In that case, they must play **THE card directly superior** to the value of the card on the top of **that stack**. (For example: above, Lucy and Xavier can play the 41 over I/O's 40.)

The player then takes a **BOOST** card from the adversary (if they had one left), and can place this card in front of them, on their other **BOOST** cards.

*THE (almost hidden) TACK-TICK-ALL ADVICE: it's entirely possible to not play a card and to immediately get rid of a **deck**.



HOW TO (PROPERLY) TRANSFER A DECK?

- A **deck** is always placed in an outstretched hand, and not put on the table. If the **deck** falls, the player who was giving it has to get all the cards back and place them back in a **deck**. Meanwhile, the other players continue to play.



- Having 2 **decks** in hand is strictly forbidden.

C GET RID OF THEIR DECK

After having played a **PROGRESSION** card (or not), the player **must** get rid of their **deck**:

- EITHER by placing their **deck**...

...in the outstretched hand at the centre of the table and leaving their own empty hand outstretched, palm up, waiting for the next **deck**,

- EITHER by discarding their **deck**...

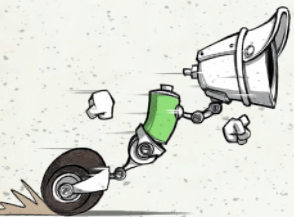
...which then can no longer be used by any player.

The player must then take a **STOP** card of their choice from the center of the table and place it on top of their **stack**.

That player is from now on out of the game. Their **BOOST** card(s) are no longer accessible. They can no longer put their outstretched hand at the center of the table or play cards. **But the game continues for the other players!**

THE PROGRESSION stack / the stack

A player's **stack** is made up of **PROGRESSION** cards, stacked in ascending order, in front of the player and beside their **BOOST** card(s). A player's **stack** is created when they put their first **PROGRESSION** card beside their **BOOST** card.





END OF THE Game

The game ends when:

- there are **no STOP** cards left
- one of the **deck** has no cards left

At that time, any player shouts "STOP" and the game ends immediately. Cards cannot be played, and the remaining **decks** are discarded.

It's time to count the .




Each player checks that their **PROGRESSION** cards are in ascending order, before counting the **TOTAL** number of  on their **PROGRESSION**, **BOOST** and **STOP** cards. Any **PROGRESSION** card that's not in ascending order is discarded!


The player with the most  wins.

In case of a tie, the player with the most **PROGRESSION** cards wins. If it's still a tie, victory is shared.



Example for the totalling of points. **Mark** gets:

- 14  with his **PROGRESSION** cards,
- 3  with his **BOOST** card,
- 2  with the **STOP** card he chose.

TOTAL: 19 

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EXPERT Mode

Why are some cards coloured? When a player has a **deck** in their hands, there's a third way to play a card (see **B** - PLAY A PROGRESSION CARD).

The players can play a coloured **PROGRESSION** card (not a white one!) on a **PROGRESSION** card of the same colour, **with no other restriction**, either on their **stack** OR on their adversary's **stack**. In the latter case, they steal a **BOOST** card from that adversary.

LET'S BE CLEAR: that's the **only case** where it's possible to play a **PROGRESSION** card of an inferior value (for example, play the 26 on the 35).

Got it? 

2-PLAYER Mode



During set up, proceed as usual with the **BOOST** and **STOP** cards. Then **discard 10 random PROGRESSION** cards that you put back in the box and deal 3 approximately equal **decks**.

Place one **deck** at the center of the table and each player takes one of the remaining **decks**.

Steps **A** and **B** stay the same. However, the rules to **get rid of a deck** (see step **C**) are replaced by the rules to **put down a deck**, as explained below.

- 1 • After having played a **PROGRESSION** card (or not), the player puts down their **deck** on the table, next to the one already there.
- 2 • The player takes the other **deck** already on the table (and no other) in order to play a **PROGRESSION** card and so on...

BUT don't be too fast!

If the player who took the **STOP** card ends up with **9 PROGRESSION** cards or fewer in their **stack**, counting the  at the end of the game, they have to give their adversary **ONE** of the **PROGRESSION** card(s) awarding them the most .



LOADING



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Goal

UPDATE QUICKLY AND DON'T FORGET 1/0, THE CUTE ROBOT!

Have the highest total of  at the end of the game.

All the players try, simultaneously, to collect as many progression points as possible. *Who will be the fastest... or the wisest?*

Set Up



1 • Each player places a **BOOST** card in front of them. Put the remaining **BOOST** cards back in the box.



2 • Take the **STOP** cards corresponding to the number of players. For example, in a 4-player game, take the cards 2+, 3+ and 4+. Place them at the center of the table and put the remaining **STOP** cards back in the box.



3 • Shuffle the **PROGRESSION** cards and deal them in approximately equal piles ("decks") for each player **BUT 1**.

The player whose cell phone has the highest charge does not take a **deck** of cards.