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| Name: | Pass turn |
| Short description | The turn is passed to the next player after the active player either discards or plays a card and gets a new card. |
| Precondition: | 1. The game has been started. (Cards have been set up, shuffled and dealt to players) 2. The current player has either discarded or played a card. 3. The current player has received a new card. 4. The game has not been won. |
| Postcondition: | The next player is able to play or discard a card. |
| Error situations: | The “Start game” setup hasn’t been completed. The current player has not played or discarded their cards. |
| System state in the event of an error: | The turn cannot be passed. |
| Actors: | Player |
| Trigger: | 1. The current player received a new card. |
| Standard process: | 1. The current player receives a new card after using or discarding a card. 2. System confirms that the turn is finished and will be passed to the next player. 3. The next player gets the turn and is now the active player. 4. This player is now able to play or discard their cards |
| Alternative processes | 1. The active player has reached 100 km in total. 2. The game confirms that the 100 km is reached and finished the game. 3. The turn is not passed. |