

Fan Tan

Object of the Game

The goal is to be the first player to get rid of all his cards.

Rank of Cards

The cards in each suit rank: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

The Ante

Each player puts one chip in the pot before each deal.

The Deal

Deal the cards one at a time face down, beginning with the player on the left. All the cards are dealt, and some players may receive fewer cards than others. It is customary for each player with fewer cards to ante one additional chip.

The Play

Beginning to the left of the dealer, each person must play a card if possible.

All cards played remain face up on the table, arranged in four rows of the four suits.

The plays that may be made are:

any seven or any card in suit and sequence to a card previously played.

As the sevens are played, they are placed in a row in the center of the table.

The sixes are placed in another row to the right - The fives and lower cards in sequence are piled on the sixes

The eights are placed on the left of the sevens in their respective suits - nines and higher cards in sequence are piled on the eights.

Each player must play a card during his turn if possible; if the person cannot play, he puts one chip in the pot and the turn passes to the left. The game ends when one player gets rid of all his cards. Each opponent then pays the pot one chip for each card remaining in his hand, and the winner takes the pot.

Irregularities

If a player passes when he could have played, the offender must pay three chips into the pot. If the player passed when he was able to play a seven, he must pay an additional five chips to the players holding the six and the eight of the same suit.

One can play a series of rounds, scoring 1 point for each card each player has remaining at the end of each round. When one player reaches 100 points, the game is over and the player who then has the smallest score is the overall winner.

