

PAN T'ES MORT!

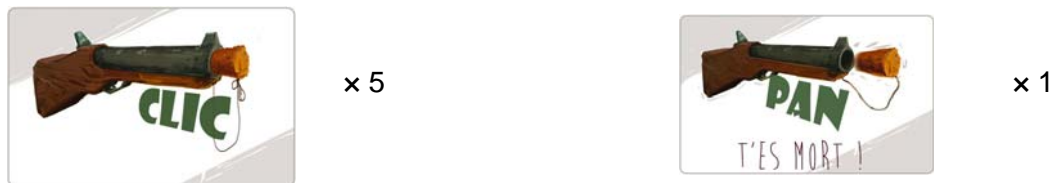
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Game for 2-6 players from 8 years old to

Composition of the game:

Cards "table"



Cards "barrel"



Preparation:

Each player receives four cards "table".
Cards " barrel " are mixed together and placed face down in the center of the playground de jeu.

Rules for two players are described below.

Goal: Being the last in the race !

How to play:

First step:

Each player chooses a card "table" in his hand and places it face down in front of him.

When all players have chosen their card "table", they revealed it in the same time.
If two cards "table" have the same value, so players who have played these cards don't participate to win the trick..

The player whose card has the highest value wins the trick.

The player collects all the cards and place them face up in front of him.

Warning: "1" beats "6" !

We start again as long as there is cards.

Ex : The former figure in red indicates the winner of the trick

Turn	Evan	Eliot	Thais	Enzo
1	1	5	5	6
2	6	6	2	1
3	3	2	4	6
4	1	1	4	4

In turn 4: nobody wins the trick because all the cards are canceled. They are discarded

Second step:

To determine a turn order:

We always turns in the clockwise direction.

The first player is one which the most cards "table" before him. The last that with the fewest cards "tables"!

In case of equality the player whose card has the highest value starts the game

In case of an other equality it's the player who has the more "6", then the more "5" etc ...

If there is still a equality, Fend you!

In the previous example, the order of the tour is: Evan, Thais, Enzo and Eliot.

All the player may:

- Either return card "barrel"
- Either discard a card "table" in his possession. Then he mixes all the cards 'barrel' and returns one card!
- Or he skip his turn by discarding all cards "table" in his possession as long as there is players remaining in the race.

If the returned card "barrel" is a "click" card nothing happens! The next player plays.

If the returned card "barrel" is the card "Pan, t'est mort!" Then that player is eliminated!
We determine a new turn order

The first player mixes the "barel" cards and starts a new turn.

End of the game: as soon as a player is alone he is the winner.

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Rule for two players

Each player receives four cards "table" and plays with a ghost player who also receives four card "table".

First step:

Each player chooses a card "table" and returns it in the same time. then returns a random card for the player's ghost.

The same rules above are applicable for win the trick

Second step:

The rule is the same as if there were only two players. The ghost player doesn't participate !

Thanks to:

Evan (4 years old) for the name of the game
My family and my "little family" of friends for trying !
My sweet and tender Patricia for her patience



« Double Click »

This rule concerns the second phase of the game!

If a player has no card in front of him during his round of game, he must turn a card...

If he has turned a card "Clic", he can take the risk of turning a second card !

If this card is also a card "Clic", he must if it is possible, to steal so many cards on the area of game that there is of players still in the running!

Ex : If there are 6 players, he can steal up to 6 cards.

If there are 3 players, he can steal up to 3 cards.