

Fe-Fi-Fo-Fum

With a fairytale chant and prizes on offer, Fe-Fi-Fo-Fum is sure to make any party go with a swing.

Number of players

This is a game for four to six players.

Cards

Deal out a well-shuffled pack between all the players. It doesn't matter if some players have an extra card; this inequity will even itself out if the starting point for the deal rotates with each hand.

How to play

The player to the left of the dealer leads off. He or she can play any card they wish, setting it down face up in the centre of the table. As they lay the card, they say 'Fe'.

The player who has the next card in ascending sequence and matching suit follows, playing the card and announcing it by saying 'Fi'. So, for example, if the game had opened with the four of hearts (Fe), the next card would be the five of hearts (Fi). The play continues with whoever holds the six, seven and eight, each player announcing their cards with calls of 'Fo', 'Fum' and 'Giant's tum' respectively. The sequence ends when a player lays a card and calls 'Giant's tum'.

The player who brought the run to a halt in this way starts the game off again by laying a new Fe card from their hand.

Sequences do not go 'round the corner', so when a King is laid (irrespective of whether it is a Fe, Fi, Fo or Fum card), the sequence stops and another is started by the player who played the King. Aces are low.

As the game develops, more and more cards will become stop cards because the next card in sequence has already been played. For example, following an opening sequence of the four to eight of hearts, the three of hearts would now become a stop card. When it is played, the run ends and the player who laid it starts a new sequence with a fresh Fe card.

The first player to play all their cards is the winner. Continue playing until only one player is left holding cards. If you want to add a little spice to the proceedings, you can lay out prizes. Put out enough for all but one of the players so that the loser gets nothing.

