



Enjoy Hours of Strategic Gameplay

Ages	Players
7 +	2-12

Plan Strategize Connect Win

HOW TO PLAY

1. Objective of the game

The object of the game is to create a line of five chips of the same color "SEQUENCE". Players place chips on the card images on the board corresponding to cards played. Creating a SEQUENCE requires strategies and knowing which cards should be kept or played.

2. Items Needed to Play



2.1 Marker Chips

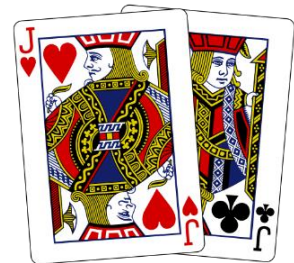


Marker chips are placed on the board to create SEQUENCES. Use only blue and green marker chips when 2 players or teams are playing. Use red chips only when there is a third player or third team.

2.2 Sequence Cards



The deck of cards consists of 104 cards. There are 4 Jacks with TWO EYES and 4 Jacks with ONE EYE in the deck. TWO EYE Jacks are wild. ONE EYE Jacks are anti-wild. Jokers are not used in gameplay.



Sequence Game Rules

2.3 Game Board



Lines of card images are printed on the game board. Each card is pictured twice on the board. Jacks do not appear. Images of chips are printed on each corner of the board. These are bonus spaces.

3. Preparation

3.1 How to set up the board

Lay the game board on a flat surface. Make sure you have space for the draw deck, marker chips, and discard piles for each player.



3.2 How to setup teams/players

Players can choose to play individually or on teams. Players must be evenly divided among teams. Team members must sit around the board in alternating positions with their opponents. Players choose which color of marker chips they will play with. Teams divide the number of chips evenly among each member. Team members must use the same color marker chips.

Any number from 2 to 12 that is divisible by 2 or 3 can play (2,3,4,6,8,9,10, or 12). Up to 3 may play individually. More than 3 must be in teams. No more than 3 teams can play.

Cards are dealt to each player accordingly:

2 players: 7 cards	3 players: 6 cards	4 players: 6 cards	6 players: 5 cards
8 players: 4 cards	9 players: 4 cards	10 players: 3 cards	12 players: 3 cards

4. Playing a Game

4.1 Playing cards and marker chips

Players cut the cards and the lowest card deals – Aces are high. The dealer should shuffle the cards and deal out the same number of cards to each player (see table in 3.2).

The player left of the dealer begins play. Players take turns in a clockwise direction, selecting a card of their choice from their hand and placing it face up on a discard pile. Each player should have their own discard pile. Discard piles are visible to all players.

Once a card is played, the player places one of their marker chips on the corresponding card printed on the game board. Players can use any card space on the board as long as it is not already covered by another marker chip. Once a marker chip has been played, it cannot be removed by an opponent except when using a one-eyed Jack (see 4.3).

Once you have taken your turn and placed your marker chip on the game board, you must take a card from the draw deck. If you fail to take a card before the next player makes a move AND takes his/her card, you lose the right to take a card. In this situation, you must finish the game with less cards, and will be at a disadvantage.

When the draw is used up, all discard piles are shuffled together to create a new draw deck.

4.2 Using corner markers

Corners can be used by more than one player as part of their SEQUENCE. Players may use a corner to complete a SEQUENCE using only four marker chips.

4.3 Using wild cards and anti-wild cards

TWO EYE Jacks are wild. Players may use wild cards to place a chip on any card image of their choosing. Place your wild card on your discard pile, and place your marker chip on any open space on the board.

ONE EYE Jacks are anti-wild. Players may use an anti-wild card to remove an opponent's chip from the board. Place your anti-wild card on your discard pile, and remove one opponent's marker chip from the board. Your turn is now over. You cannot place one of your marker chips on that same space during this turn. You cannot remove a marker chip that is already part of a completed SEQUENCE.

4.4 Achieving a "SEQUENCE"

Players or teams get a SEQUENCE by creating a line of 5 marker chips on the board. SEQUENCES can be made horizontally, vertically, or diagonally. Once a player or team gets a SEQUENCE, it cannot be broken. You may play either one of the Jacks whenever they work best for your strategy, during your turn. If you are playing the game which requires two SEQUENCES to win, you may connect your second SEQUENCE to any one part of your first SEQUENCE.

4.5 Disposing of “Dead Cards”

If you hold a card in your hand which does not have a corresponding open space on the game board because both spaces are already covered, it is a DEAD CARD. You may trade it for a new card when it is your turn. On your turn, announce that you are trading in a Dead Card. Place the Dead Card on your discard pile and take a replacement card (one card per turn). Then proceed to play your normal turn.

4.6 No communicating

Players are not allowed to talk or coach team members. If a teammate says anything to a fellow team mate regarding what they should or should not do, every member of that team must forfeit one card of their choice from their hand placing it on their discard pile.

4.7 Conditions for winning

Play continues in a clockwise direction until one player or team scores the number of SEQUENCES needed to win. Once a team or player reaches that number of SEQUENCES, the game is over and they are winners.

For 2 players or 2 teams: One player or team must score TWO SEQUENCES to win.

For 3 players or 3 teams: One player or team must score ONE SEQUENCE to win.

