

Sequence Numbers – Game Instructions

English	Spanish
<p>PLAYERS: 2 to 6 players. Up to 3 players may play individually. More than 3 players must be in teams.</p> <p>EQUIPMENT: Game Board, Playing cards, Playing chips, Game instructions. When two players or two teams are playing, use only two sets of chips. Three sets of chips are used only when there is a third player or third team.</p> <p>SEQUENCE: A connected series of five of the same colored chip either up or down, across or diagonally on the playing surface.</p> <p>NOTE: The game must be played with the ‘NUM6ERS’ side of the chips facing up, ‘Bumpy’ side facing down. When a Sequence has been established, these chips must be turned over to the ‘Bumpy’ side of the chip. This indicates to all players that a Sequence has occurred and cannot be disturbed.</p> <p>FREE SPACES: There is a ‘Free Space’ in the four corners of the game board. Any player may use them as though their color chip is in the corner. When using a corner, only four of your chips are needed to complete a Sequence. More than one player may use the same corner as part of a Sequence.</p> <p>OBJECT OF THE GAME: For 2-3 players: One player or team must score ONE SEQUENCE before their opponents. For 4-6 players: One player or team must score TWO SEQUENCES before their opponents.</p> <p>SETUP: Place the game board on a flat surface with enough room around the game board for placement of the draw deck of cards, chips and discards for each player.</p> <p>For 2 teams: Team players must be evenly divided into two teams. Team members must alternate their physical positions with opponents around the playing surface.</p> <p>For 3 teams: Team players must divide evenly into three teams. Team members must</p>	



alternate their physical positions every third player around the playing surface. The dealer should shuffle the cards and deal out the same number of cards to each player (see table below for proper number of cards to be dealt). Be sure all members of a team use the same color chips.

NUMBER OF CARDS DEALT EACH PLAYER: For **2-3** players: **5** cards each; For **4-6** players: **4** cards each

PLAY: Beginning with the player to the left of the dealer and moving in a clockwise direction, he/she selects a card of their choice from their hand and places it face up on a discard pile (players should start their own discard pile in front of them visible to all other players), and then PLACES ONE OF THEIR CHIPS ON THE CORRECT NUMBER ON THE GAME BOARD THAT ANSWERS THE EQUATION ON THAT CARD. There are two of each number on the game board. A player can play on either space as long as it is not already covered by another chip. Once a chip has been played, it cannot be removed by an opponent except when using a 'Minus' card, as explained below.

'PLUS' AND 'MINUS' CARDS: There are 2 'Plus' and 2 'Minus' cards in the card deck. To play a 'Plus' card, place it on your discard pile and place one of your chips on any open space on the game board. To play a 'Minus' card, place it on your discard pile and remove any one of your opponent's chips from the game board. That completes your turn. You cannot place one of your chips on that same space during this turn. You cannot remove an opponent's chip that is already part of a completed SEQUENCE. Once a SEQUENCE is achieved by a player or a team, it cannot be broken.

DEAD CARD: If you hold a card in your hand which does not have an open space on the game board because both spaces representing that card are covered by a chip, you are holding a DEAD CARD and you may turn it in for a new card. When it is your turn, place the dead card on your discard pile, announce that you are turning in a Dead Card and take a replacement card (one card per turn). You then proceed to play your normal turn.

LOSS OF CARD: Once you have taken your turn and placed your 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 and you must finish the game with less cards than the other players – a disadvantage.

TABLE TALK: There must be no table talk or coaching team members. If a teammate says anything that alerts a fellow teammate to the fact that they are about to do something that they shouldn't, every member of that team must forfeit one card of their choice from their hand placing it on their discard pile. When the draw deck becomes depleted during play, all discard piles are shuffled together to create a new draw deck. Play continues in a clockwise direction until one player or team scores the required number of SEQUENCES, at which point that player or team wins the game. If you are playing the game which requires two SEQUENCES to win, you may use any one of the chips from your first SEQUENCE as part of your second.