

SEQUENCE



INSTRUCTIONS

Instructions

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- Gameboard
- 104 Sequence cards
- 50 blue chips
- 50 green chips
- 35 red chips
- Instruction manual

OBJECT OF THE GAME

To be the first player or team to score 2 sequences.

A sequence is an **unbroken horizontal, vertical or diagonal line of 5 chips of the same colour**.

For 3 players or 3 teams, one sequence wins the game.

SET UP

The game is played individually for up to 3 players. Beyond 3, divide players evenly into 2 or 3 teams. Team members must **alternate their physical positions** around the playing surface.

Players / teams choose their colour and take the corresponding chips. With 2 teams or 2 players, use the blue and green chips. Each team picks a card. The team with the highest card starts the game. In case of a draw, pick again.

Deal cards according to the number of players:

- | | |
|-------------------------|--------------|
| • For 2 players: | 7 cards each |
| • For 3 or 4 players: | 6 cards each |
| • For 6 players: | 5 cards each |
| • For 8 or 9 players: | 4 cards each |
| • For 10 or 12 players: | 3 cards each |

The remaining cards constitute the deck.

PLAYING THE GAME

On their turn, players select one of their cards and place it face-up in front of them. They then take a chip in their colour and place it **on a free space on the board that matches the card**.

Example: If the card is the King of Hearts, place a chip on one of the 2 King of Hearts squares on the board (if available).

Be careful! If you fail to take a card before the next player makes a move **AND** draws their card, you lose the right to take a card and **must finish the game with one less card**.

The game continues clockwise.

Joker spaces: the spaces in the four corners of the board act as Jokers. These spaces count as a chip in your color and can be used by all players at the same time. This means you only need four chips to complete a Sequence.

With the exception of the Jacks, each card appears twice on the board.

Jacks are cards with specific powers that, when played, allow you to take advantage in the game.

There are two types of Jack: One-eyed Jacks and Two-eyed Jacks.

Two-eyed Jacks are wild: They allow you to **play a chip** on any open space on the game board.



One-eyed Jacks have a very useful power: They allow you to **remove any of your opponents chip** from the board (without replacing it).



Note: **A completed Sequence is considered protected.** No chip can be removed.

If you have an unplayable card in your hand, you can discard and replace it, before playing your turn.

END OF THE GAME

2 players or 2 teams: The first player or team to score 2 sequences of 5 chips wins the game.

3 players or 3 teams: The first player or team that scores 1 sequence of 5 chips wins the game.

NOTES

- 2 intersecting sequences of the same colour can share a common chip.
- Players may not consult each other about their cards unless otherwise agreed at the beginning of the game.

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