

PLAYERS: 2 to 6 players. Up to 3 players may play individually. More than 3 players must be in teams.

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 are three players.

SEQUENCE:

A connected series of five of the same colored chip either up and down, across or diagonally on the playing surface.

OBJECT OF THE GAME: For one player or team to score ONE SEQUENCE before their opponents.

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.

For teams: Players must be evenly divided into teams. Team members must alternate their physical positions with opponents around the playing surface. The dealer should shuffle the cards and deal out the same number of cards to each player as follows: For 2-3 players: 5 cards each; For 4-6 players: 4 cards each. Each player or team selects one color of chips. (Be sure all members of a team use the same color chips.)

PLAY:

Beginning with the player to the left of the dealer and moving in a clockwise direction, each player 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 marker chips on the matching picture on the game board. Each card is pictured twice on the gameboard. A player can play on either one of the spaces as long as it is not already covered by another marker chip. The player then draws a card from the draw deck and their turn is now over.

Play continues in the same manner with the next player. Once a marker chip has been played, it cannot be removed by an opponent except when using a REMOVE card, as explained below.

ADD & REMOVE CARDS:

There are two 'ADD' and two 'REMOVE' cards in the card deck. To play an 'ADD' card, place it on your discard pile and place one of your chips on any open space on the game board. To play a 'REMOVE' card, place it on your discard pile and remove 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. Also, you cannot remove a marker chip that is already part of a completed SEQUENCE. Once a SEQUENCE is achieved by a player or 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 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 and you must finish the game with less cards than the other players - ~~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 a SEQUENCE, at which point that player or team wins the game.