

SEQUENCE[®] STATES & CAPITALS[™]

GAME INSTRUCTIONS

PLAYERS:

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.

EQUIPMENT:

Game Board, 108 Playing Cards, Marker chips-3 colors of 50 each

SEQUENCE:

A connected series of five of the same colored chip either up or down, across or diagonally on the playing surface. NOTE: The game must be played with the true color of chips facing up, white printed side facing down.

When a Sequence has been established, these chips must be turned over, exposing the white printed side of the chip. This indicates to all players that a Sequence has occurred and cannot be disturbed.

OBJECT OF THE GAME:

For 2 players or 2 teams: One player or team must score TWO SEQUENCES before their opponents.

For 3 players or 3 teams: One player or team must score ONE SEQUENCE before their opponents.

PREPARATION:

Place the game board on a flat surface with enough room around the game board for placement of the draw deck of cards, marker chips and discards for each player. Each player or team chooses the color marker chips they wish to use.

For 2 players or 2 teams: Team players must be evenly divided into two teams. Team members must alternate their physical positions with opponents around the playing surface.

For 3 players or 3 teams: Team players must divide evenly into three teams. Team members must 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 marker chips.

TABLE FOR NUMBER OF CARDS DEALT EACH PLAYER:

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

RULES:

Set-up

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 a space on the game board that has the same state shape and color as the card played. Each card is pictured twice on the game board. A player can play on either one of the card spaces 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 REMOVE card as explained below.

Add cards and Remove cards

There are 4 'REMOVE' cards and 4 'ADD' cards. To play an ADD card, place it on your discard pile and place one of your marker chips on any open space on the game board. To play a REMOVE card, place it on your discard pile and remove one marker chip from the game board belonging to your opponent. That completes your turn. 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. 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 marker 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 - 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 spaces from your first SEQUENCE as part of your second.