Sequence for Kids – Game Instructions

- **English**

OBJECT: The first player to make a SEQUENCE of 4 chips in a row using only their own chips is the winner.

SEQUENCE: A connected series of 4 of the same colored chips in a straight line, either up and down, across or diagonally on the game board.

GAME SET-UP: Place the board in the center of the playing area. Each player chooses a colored set of chips and places them in a pile near them. One player shuffles the cards and deals 3 cards, one at a time and face down, to each player. Each player may look at his/her own cards. The remaining cards are placed face down in a pile somewhere near the board and used as the DRAW DECK.

GAME PLAY: Beginning with the player to the left of the dealer and moving in a clockwise direction, that player selects a card of their choice from their hand and places it face up on their discard pile (Each player should start a discard pile in front of them visible to all other players) and then places one of their chips on the matching card on the game board. The player then must draw one card from the top of the draw deck and his/her turn is now over. Remember: You should always have 3 cards in your hand at the end of your turn.

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 colored chip. If you have a card which does not have an open matching space on the game board, place that card on your discard pile, draw a new card from the draw deck, then play your normal turn. Once a chip has been played, it cannot be removed by an opponent except when using a Dragon card. There are no Unicorn or Dragon cards on the game board.

DRAGON CARDS: There are 2 Dragon cards in the card deck. To play a Dragon card, place it on your discard pile and remove one of your opponents' chips from the game

board. That completes your turn. You cannot place one of your chips on that same space during this turn.

UNICORN CARDS: There are 2 Unicorn cards in the card deck. To play a Unicorn card, place it on your discard pile and place one of your chips on ANY open space on the game board. That completes your turn.

FREE SPACE: There are printed chips on the four corners of the game board. These are free spaces. Any player may use these spaces as though their own colored chip is on that space. When using a corner, only 3 of your colored chips are needed to complete a Sequence. More than one player may use the same corner as part of their Sequence. No chips are placed on these spaces.

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 gets 4 of their chips in a row, at which point that player wins the game.