

SEQUENCE® Letters™

2 TO 4 PLAYERS
AGES 4 THROUGH 7



PLAYERS: 2 to 4 players. Up to 3 players may play individually. For 4 players: 2 teams of 2 players each.

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 four 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 2 teams(4 players): Team members must be evenly divided into two 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 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, he/she selects a card with the letter 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). Sounding out the letter on that card, the player then PLACES ONE OF THEIR CHIPS ON A PICTURE ON THE GAME BOARD WHOSE NAME STARTS WITH THE SAME LETTER THAT IS ON THE CARD. The color on the card must match the colored square by the picture on the board.. For each letter, there are two pictures on the gameboard that start with the same letter (See ALPHABET GUIDE below). 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 an 'X' card, as explained below. The player then draws one card from the draw deck and their turn is now over.

'X' AND 'Z' CARDS:

There are two 'X' and two 'Z' cards in the card deck. To play a 'Z' card, place it on your discard pile and place one of your chips on any open space on the game board. To play an 'X' 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.

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.

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.

ALPHABET GUIDE

A APPLE - AIRPLANE

B BALLOON - BIKE

C CANDLE - CEREAL

D DUCK - DRUM

E EAGLE - EGG

F FISH - FROG

G GIRAFFE - GRAPES

H HORSE - HEART

I ICE CREAM - IGLOO

J JACK IN THE BOX - JELLYBEANS

K KITE - KANGAROO

L LAMP - LADDER

M MONKEY - MOUSE

N NOSE - NET

O ORANGE - OWL

P PUMPKIN - PIG

Q QUEEN - QUESTION MARK

R RACCOON - ROBOT

S SUN - SAW

T TRUCK - TABLE

U UMBRELLA - UNICORN

V VIOLIN - VOLCANO

W WATERMELON - WORM

Y YARN - YO YO