

SEQUENCE

The Poker Chip Strategy Game

Needed: 1. Sequence Board; 2. 1 Set of Poker Chips (200); & 3. 2 Decks of Playing Cards.

May be played by 2, 4, 6, or 8 players who are divided into teams.

1. Remove jokers and shuffle both decks together. Each player draws a card. Player with highest value card (two through ace) deals. Return cards to deck, re-shuffle.
2. Deal five cards to each player. Remainder placed face down in draw pile.
3. Player to dealer's left begins play by placing one card from his hand, face up, on table in front of him/her.
4. Player then places his color of chip on a game board square (on either side of the board) which corresponds to the card just played.
5. Player's turn ends when player draws new card from draw pile to maintain five card hand.
6. Play continues clockwise, players taking turns, placing one chip on board for each card played.
7. To win the game, a team must have three 'convoys.'

SPECIAL RULES:

CONVOYS: A convoy is a row (horizontal, vertical, or diagonally) of five chips of the same color and it may start anywhere on the board. When a player creates a convoy, he says "Sequence" to officially alert the other players. Once a convoy has been established, it is protected from a Jack Attack (no chip may be removed from the convoy). If there are more than five chips in the line, the player must specify which five chips constitute the convoy. Adding chips to the end of a convoy offers no advantage. However, convoys MAY cross, using one common chip for both convoys.

JACK ATTACKS: Note: there are NO jack squares on game board.

One-Eyed Jacks: By playing a one-eyed jack (spade or heart), player may remove any one of the opposing team's chips (except those protected in a 'convoy'). However, attacking player may NOT place any of his chips in the newly vacated square or any other square until his/her next turn.

Two-Eyed Jacks: By playing a two-eyed jack (club or diamond), player may place one of his/her team chips on ANY empty square on the game board.

JOKERS: Joker spaces are located in the four corners of the game board. The joker cards are NOT used in the game. Joker spaces are free spaces for convoys of any color. Joker spaces MUST remain uncovered throughout the game, thus, the same joker space MAY be used by more than one team simultaneously to form a convoy.

DEAD CARDS: Since Jack Attacks fill squares on the game board, this often leaves the corresponding cards useless or dead. A player has the option to play a dead card, and not place a chip on the board. The player draws a new card, but MUST wait to play a chip until his next turn.

DRAW PILE DEPLETION: If the draw pile is depleted before a winner is declared, the remaining cards are played from each player's hand in turn, until one team wins. If still no team completes three (3) convoys, then the team with the most convoys wins. On the rare occasion, this doesn't break the tie, the game is considered a stalemate.

