Sequence rules on one page

From Chipline, the free online Sequence-style game: playsequenceonline.github.io

Goal

Make lines of five chips in a row: across, down or diagonally. **2 players or 2 teams need two lines. 3 players or 3 teams need one.**

Setup

Use the board, two decks of cards (104 cards, no jokers) and chips in 2 or 3 colours. Split into 2 or 3 sides and sit so that teams alternate. Deal each player:

Players	2	3 or 4	6	8 or 9	10 or 12
Cards each	7	6	5	4	3

Your turn

1. Choose a card from your hand and put it on the discard pile.
2. Place one of your chips on an open board space showing that card. Every card except the jacks appears twice on the board, so you usually have two spaces to choose from.
3. Draw one card. If you forget and the next player has already moved, you play on with one card fewer.

Jacks

Two-eyed jacks (diamonds and clubs) are wild: place your chip on any open space.
One-eyed jacks (spades and hearts) remove one opponent chip. You do not place a chip that turn. A chip in a finished sequence can never be removed.

Corners

The four corners are free spaces. They count as a chip for every side, so a line through a corner needs only four of your chips.

Dead cards

If both spaces for a card are covered, the card is dead. On your turn, discard it, draw a replacement, then take your normal turn. One dead card per turn.

Good to know

• A second sequence may reuse **one** chip from your first.
• Six chips in a row is still one sequence.
• Teammates may not tell each other what they hold or where to play. Penalty: each player on that team discards a card.
• If the deck runs out, shuffle the discards and carry on.
• Players: 2, 3, 4, 6, 8, 9, 10 or 12. Other numbers do not split into even teams.

Play free in your browser, with friends or against the computer: **playsequenceonline.github.io**
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