

THE JACKS

There are eight Jacks in the card deck:
The four two-eyed Jacks are wild cards. To play a two-eyed Jack, players add it to their discard pile and place one of their color marker chips on any open space on the game mat.

The four one-eyed Jacks are anti-wild. To play a one-eyed Jack, players add it to their discard pile and remove one of their opponent's marker chips (that is not already a part of a completed SEQUENCE) from the game mat.

If a Jack is played, players redraw a replacement card and their turn is over.

TEAM PLAY

For 2 teams: Players must be evenly divided into two teams. Team members must alternate seats with opponents around the game mat.

For 3 teams: Players must be evenly divided into three teams. Team members must alternate seats every third player around the game mat.

In team play, coaching is strictly forbidden. If a teammate says anything that alerts a fellow teammate to the fact that they are about to do something they shouldn't, every member of that team must forfeit one card of their choice from their hand and place it on their discard pile.

WINNING THE GAME

Play continues until one player or team scores the required number of SEQUENCES, at which point that player or team wins the game. If required to complete two SEQUENCES to win, players may only use one space from their first SEQUENCE as part of their second.

2-12 PLAYERS
AGES 7+

SEQUENCE[®] GIANT[™]

CONTENTS

- Giant 27" x 32" Game Mat
- 135 Oversized Marker Chips (50 Green, 50 Blue, 35 Red)
- 104 Playing Cards

OBJECT OF THE GAME

Be the first player (or team) to score the appropriate amount of SEQUENCES:

- 2 Players/Teams: 2 SEQUENCES
- 3 PLAYERS/TEAMS: 1 SEQUENCE

SEQUENCE: A connected series of five of the same color marker chips in a straight line — either vertically, horizontally or diagonally on the game mat.

SET UP

Place the game mat on a flat surface, in the middle of the playing area, within reach of all players.

Any number of players from 2 to 12 that is divisible by 2 or 3 can play. Up to three may play individually. More than three must be in teams. No more than three teams can play.

Players cut cards and the lowest card deals — Aces are high. 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).

Cards are dealt by number of players

- 2 Players:** 7 cards each
- 3-4 Players:** 6 cards each
- 6 Players:** 5 cards each
- 8-9 Players:** 4 cards each
- 10 or 12 Players:** 3 cards each

The remaining cards form a draw deck.

If playing a two-player/team game, one player/team uses the green marker chips and the other uses the blue marker chips. If playing a three-player/team game, the third player/team uses the red marker chips.

PLAYING THE GAME

The player to the left of the Dealer goes first and play continues clockwise. On each turn, players choose one card from their hand and place it, faceup, in front of them forming a discard pile. They then place one of their color marker chips, white side down, on any matching card on the game mat. Each card is pictured twice on the game mat (Jacks do not appear on the game mat). A player can play on either 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 one-eyed Jack. Finally, the player must draw a card from the draw deck to complete their turn. Failure to draw a card before the next player makes a move will result in that player forfeiting the right to draw a card. That player must finish the game with fewer cards than the other players.

If the draw deck runs out of cards, the game is ruled a draw, the game mat is cleared and a new game is started.

NOTE: There are printed chips in each corner of the game mat. All players may use them as though their color marker chip is in the corner. When using a corner, only four of your marker chips are needed to complete a SEQUENCE. More than one player may use the same corner as part of a SEQUENCE.

Once five of the same color marker chip have been placed on the game mat in a connected series — either vertically, horizontally or diagonally — they have formed a SEQUENCE and cannot be removed from play. Marker chips that form a SEQUENCE are then flipped over to show the white side faceup. Multiple SEQUENCES can be completed on the same column or row as another SEQUENCE.

DEAD CARD

If a player has a card in their hand that does not have an open space on the game board because both of their spaces are already claimed, it is a dead card. On their turn, the player may place the dead card into their discard pile, announcing it as a dead card, and draw one card from the draw deck (one card per turn). The player may then proceed to play their turn.