



SEQUENCE

GAME MANUAL + SCORE SHEET



NOTES

ANETTA G. HELLER



WHAT'S IT ALL ABOUT...

Sequence is a fast-paced dice game played for points, consisting of 16 rounds. After the rounds are completed, the points are counted and the player with the highest number of points wins. Players roll 6 numeric dice, and each player gets 3 rolls.

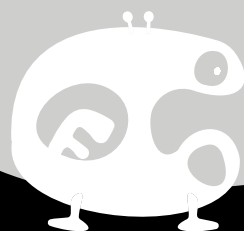
In the game, we count the sequences of the numbers rolled, always starting with the number 1.

For example, if you roll 1-2-3-3-5-5, you count the sequence of numbers 1-2-3, and you get 15 points. Each number in the sequence of consecutive numbers is worth 5 points.

If you roll 1-1-1-2-2-3, you count the sequence 1-2-3 as 15 points. Each rolled one is worth an additional 5 points, so you get a total of 25 points.

Numbers 2, 3, 4, 5, and 6 are counted only when they occur in a numerical sequence, for example 3, 4, 5, 6 or 2, 3, 4.

For your information, BRUNO is the responsible party for hosting and overseeing this dice game, ensuring a smooth experience



MY NAME IS
BRUNO AND I AM
YOUR HOST FOR
THE SEQUENCE GAME

ARTUR J. HELLER



DID YOU KNOW THAT...

... sometimes, the game can be made more difficult by agreeing that if you roll more than one 1 in a single roll, you lose your turn and do not score any points for that roll. At the beginning of the game, it can also be agreed that the game will continue until one player reaches 100 points.

... you can introduce additional surprising moments to the game using your creativity.

... if in the first roll of the 6 dice you get a combination of 3 of the same numbers:

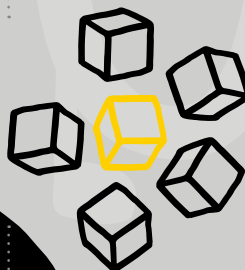
2-2-2, then... { additional points }

3-3-3, then... { extra roll }

4-4-4, then... { lose points }

5-5-5, then... { challenge }

I hope this instruction was helpful and that you are looking forward to playing SEQUENCE.



NUMBER OF
PLAYERS

DICE
NEEDED



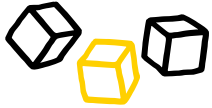
2-4



6

GAME SCORE SHEET

SEQUENCE



16 ROUNDS



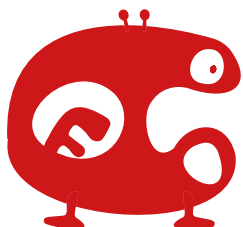
	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				



NOTES

GRAND TOTAL
16 ROUNDS

Four red ovals for recording scores, with arrows pointing to each one.





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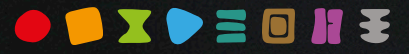


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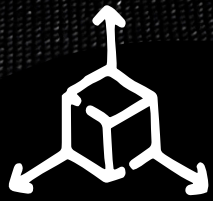


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8D**DLES**



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THAT BRING PEOPLE TOGETHER, BUILD CONNECTION,
AND ADD MORE JOY TO EVERYDAY LIFE.



**let's
Play
Games**

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