

## WINNING THE GAME

Play continues in a clockwise direction until one player gets 4 of their markers in a row. The first player to complete a **SEQUENCE** is the winner of the game.

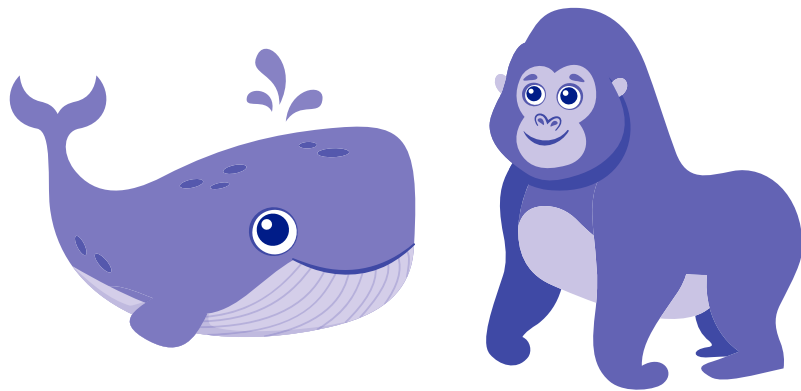
## BEGINNERS

If a child needs a bit of extra help, start the game by removing the Dragon and Unicorn cards from the deck, then deal just 1 card per player.

Once players are comfortable with 1 card, increase to 2 cards.

Once players are comfortable with 2 cards, increase to 3 cards.

Once players are comfortable with these rules, add back in the Dragon and Unicorn cards for normal gameplay.



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Packaging and instructions must be retained since they contain important information. Colour and contents may vary. Made in India. [www.goliathgames.com](http://www.goliathgames.com)  
Warning. Not suitable for children under 3 years.  
Small parts. Choking hazard.

2-4 PLAYERS  
AGES 4+

# SEQUENCE<sup>®</sup> for KIDS



## INSTRUCTIONS

 **WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.



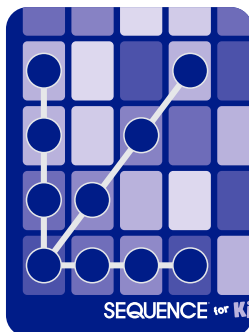
## CONTENTS

- Gameboard
- 42 Cards
- 84 Marker Chips (21 Green, 21 Red, 21 Blue, 21 Yellow)

## OBJECT OF THE GAME

The first player to make a **SEQUENCE** of 4 marker chips in a row in their colour is the winner.

**SEQUENCE:** A connected series of 4 of the same colour marker chips in a straight line — either vertically, horizontally, or diagonally on the gameboard.



## SET UP

Place the gameboard on a flat surface in the middle of the playing area, within reach of all players. Each player chooses a set of marker chips and places them in a pile within reach. One player shuffles and deals 3 cards to each player, facedown. Each player may look at their own cards. The remaining cards form a draw deck.

## PLAYING THE GAME

The youngest player goes first, and play continues to the left. The first player selects a card of their choice from their hand and places it, faceup, in front of them forming a discard pile. They then place one of their marker chips on any matching space on the gameboard. Each card is pictured twice on the gameboard (except for Unicorns and Dragons). A player can play on either of the card spaces, as long as it is not already covered by another marker chip. If a card does not have an open matching space on the gameboard, the player should discard the card, draw a new card, then continue their turn.

Once a marker chip has been played, it cannot be removed by an opponent except when using a Dragon card. There are no Unicorn or Dragon spaces on the gameboard. When the player is finished with their turn, they must draw a card from the top of the draw deck and play passes to the left.

**Remember:** You should always have 3 cards in your hand at the end of your turn.

## FREE SPACES

There are 4 **FREE SPACES** on the 4 corners of the gameboard. Any player may use these spaces as though their own marker chip is on that space. When using a corner, only 3 of your marker chips are needed to complete a **SEQUENCE**. No marker chips are placed on these spaces.

When the draw deck becomes depleted during play, all discard piles are shuffled together to create a new draw deck.

## THE UNICORN & DRAGON CARDS

### UNICORN CARDS:



A Unicorn card is wild and allows a player to use the card to place a chip in any space on the gameboard. There are 2 Unicorn cards in the deck. To play a Unicorn card, place it on your discard pile and place one of your chips on ANY open space on the gameboard.

### DRAGON CARDS:

A Dragon card is anti-wild and allows a player to remove any chip from the gameboard. There are 2 Dragon cards in the deck. To play a Dragon card, place it on your discard pile and remove one of your opponents' chips from the gameboard. You cannot place one of your chips on the gameboard during this turn.

If a Unicorn or Dragon card is played, players draw a replacement card, and their turn is over.



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