

Algebra Sequence - A Card/Board Game

(Based on the Sequence game by Jax, Ltd. Adapted by Shelli Temple)

ASSEMBLY: Print out the game board twice, trim the excess white edges and glue into a file folder. The same page is used for both the left and right sides of the game board. I would recommend laminating both the game board and card deck for durability. Anything can be used for the game markers, including different colored beans, bingo chips, etc.

GAME OBJECTIVE: A connected series of five of the same colored chip either up or down, across or diagonally on the playing surface.

NOTE: There are math symbols in the four corners of the game board. 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.

OBJECT OF THE GAME:

For 2 players or 2 teams: One player or team must score TWO SEQUENCES before their opponents.

For 3 players or 3 teams: One player or team must score ONE SEQUENCE before their opponents.

PREPARATION:

Place the game board on a flat surface with enough room around the game board for placement of the draw deck of cards, marker chips and discards for each player.

For 2 players or 2 teams: Team players must be evenly divided into two teams. Team members must alternate their physical positions with opponents around the playing surface.

For 3 players or 3 teams: Team players must divide evenly into three teams. Team members must alternate their physical positions every third player around the playing surface.

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). Be sure all members of a team use the same color marker chips.

TABLE FOR NUMBER OF CARDS DEALT EACH PLAYER:

- For 2 players 7 cards each
- For 3 players 6 cards each
- For 4 players 6 cards each
- For 6 players 5 cards each
- For 8 players 4 cards each
- For 9 players 4 cards each
- For 10 players 3 cards each

- For 12 players 3 cards each

RULES:

Set-up

Beginning with the player to the left of the dealer and moving in a clockwise direction, each player selects a card of their choice from their hand and places it face up on a discard pile (players should start their own discard pile in front of them visible to all other players) and then places one of their marker chips on the matching answer on the game board. Each answer is can be found four times on the game board, other than the answers $x=12$ and $x=-12$, which occur twice. A player can play on any of the matching answer 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 Wild!! card as explained below.

The Wild!! cards

There are 8 Wild!! cards in the card deck. There are 4 Wild!! Cards that allow you to capture an empty answer space. To play one of these Wild!! cards, place it on your discard pile and place one of your marker chips on any open space on the game board. There are 4 Wild!! Cards that allow you to remove an opponent's marker chip. To play one of these Wild!! cards, place it on your discard pile and remove one marker chip from the game board belonging to your opponent. That completes your turn. You cannot place one of your marker chips on that same space during this turn. You cannot remove a marker chip that is already part of a completed SEQUENCE. Once a SEQUENCE is achieved by a player or a team, it cannot be broken. You may play either type of the Wild!! cards whenever they work best for your strategy, during your turn.

Dead Card

If you hold a card in your hand which does not have an open space on the game board because all spaces representing that answer are covered by a marker chip, you are holding a DEAD CARD and you may turn it in for a new card. When it is your turn, place the dead card on your discard pile, announce that you are turning in a Dead Card and take a replacement card (one card per turn). You then proceed to play your normal turn.

Loss of Card

Once you have taken your turn and placed your marker chip on the game board, you must take a card from the draw deck. If you fail to take a card before the next player makes a move AND takes his/her card, you lose the right to take a card and you must finish the game with less cards than the other players - a disadvantage.

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

Play continues in a clockwise direction until one player or team scores the required number of SEQUENCES, at which point that player or team wins the game. If you are playing the game which requires two SEQUENCES to win, you may use any one of the spaces from your first SEQUENCE as part of your second.

PLAYERS:



Any number from 2 to 12 that is divisible by 2 or 3 can play (2,3,4,6,8,9,10, or 12). Up to 3 may play individually. More than 3 must be in teams. No more than 3 teams can play.

EQUIPMENT:

Game Board 50 Green Marker Chips 35 Red Marker Chips

104 Sequence Cards 50 Blue marker Chips

When two players or teams are playing, use only blue and green marker chips. Red chips are used only when there is a third player or third team.

$X=7$	$X=8$	$X=9$	$X=10$	$X=12$	$X=-12$	$X=-10$	$X=-9$	$X=-8$	$X=-7$
$X=4$	$X=5$	$X=6$	$X=-11$	$X=-10$	$X=10$	$X=11$	$X=-6$	$X=-5$	$X=-4$
$X=2$	$X=3$	$X=11$	$X=-6$	$X=-9$	$X=9$	$X=6$	$X=-11$	$X=-3$	$X=-2$
$X=1$	$X=0$	$X=-3$	$X=-5$	$X=-8$	$X=8$	$X=5$	$X=3$	$X=0$	$X=-1$
	$X=-1$	$X=-2$	$X=-4$	$X=-7$	$X=7$	$X=4$	$X=2$	$X=1$	

WILD!!

Remove Opponent's Marker



Remove Opponent's Marker

WILD!!

WILD!!

Remove Opponent's Marker



Remove Opponent's Marker

WILD!!

WILD!!

Remove Opponent's Marker



Remove Opponent's Marker

WILD!!

WILD!!

Remove Opponent's Marker



Remove Opponent's Marker

WILD!!

WILD!!

Play on an Empty Space



Play on an Empty Space

WILD!!

WILD!!

Play on an Empty Space



Play on an Empty Space

WILD!!

WILD!!

Play on an Empty Space



Play on an Empty Space

WILD!!

WILD!!

Play on an Empty Space



Play on an Empty Space

WILD!!

$-5+5X=-65$



$-5+5X=-65$

$$8-7X=92$$



$$26=X7-8$$

$$-X+6=17$$



$$71=9+X-$$

$$-8+2X=-30$$



$$08=-X2+8-$$

$$1-7X=78$$



$$1-7X=78$$

$$1+4X=-43$$



$$1+4X=-43$$

$$-4X+9=49$$



$$-4X+9=49$$

$$-5X+10=60$$



$$09=01+X5-$$

$$8-2X=28$$



$$8-2X=28$$

$$7+3X=-23$$



$$7+3X=-23$$

$$-7X+8=71$$



$$-7X+8=71$$

$$6+6X=-48$$



$$6+6X=-48$$

$$4X-8=-44$$



$$4X-8=-44$$

$$-3X+4=31$$



$$-3X+4=31$$

$$4X-8=-40$$



$$4X-8=-40$$

$$6X+2=-46$$



$$6X+2=-46$$

$$4X+10=-22$$



$$4X+10=-22$$

$$2X-6=-22$$



$$2X-6=-22$$

$$-6-7X=43$$



$$-6-7X=43$$

$$3-6X=45$$



$$3-6X=45$$

$$10+3X=-11$$



$$10+3X=-11$$

$$3-7X=52$$



$$3-7X=52$$

$$3X+6=-12$$



$$3X+6=-12$$

$$-2X+10=22$$



$$-2X+10=22$$

$$3X-4=-22$$



$$3X-4=-22$$

$$6X+7=-29$$



$$6X+7=-29$$

$$-3X+6=21$$



$$-3X+6=21$$

$$3X-1=-16$$



$$3X-1=-16$$

$$7X-2=-37$$



$$7X-2=-37$$

$$-2-7X=33$$



$$-2-7X=33$$

$$6X-8=-32$$



$$6X-8=-32$$

$$5X-3=-23$$



$$5X-3=-23$$

$$2X-4=-12$$



$$2X-4=-12$$

$$-10-3X=2$$



$$-10-3X=2$$

$$-5X-7=8$$



$$-5X-7=8$$

$$6X-3=-21$$



$$6X-3=-21$$

$$-7X+3=24$$



$$-7X+3=24$$

$$-6X+5=23$$



$$87=9+X9-$$

$$6X+1=-11$$



$$6X+1=-11$$

$$-9-6X=3$$



$$3=X9-6-$$

$$6+6X=-6$$



$$6+6X=-6$$

$$-2X+10=14$$



$$-2X+10=14$$

$$3X+7=4$$



$$3X+7=4$$

$$-2-2X=0$$



$$0=X2-2-$$

$$2X+6=4$$



$$2X+6=4$$

$$-7X+6=13$$



$$-7X+6=13$$

$$5X+3=3$$



$$3=3+X5$$

$$-2+4X=-2$$



$$-2+4X=-2$$

$$10+2X=10$$



$$10+2X=10$$

$$6+5X=6$$



$$6=6+X5$$

$$-5X-14=-19$$



$$-5X-14=-19$$

$$6X+3=9$$



$$6X+3=9$$

$$-5X+4=-1$$



$$-5X+4=-1$$

$$6X-7=-1$$



$$6X-7=-1$$

$$-2X+3=-1$$



$$-2X+3=-1$$

$$5X+9=19$$



$$5X+9=19$$

$$-5X+1=-9$$



$$-5X+1=-9$$

$$-5X+3=-7$$



$$-5X+3=-7$$

$$-7X+7=-14$$



$$-7X+7=-14$$

$$1-6X=-17$$



$$1-6X=-17$$

$$8-4X=-4$$



$$8-4X=-4$$

$$9+7X=30$$



$$9+7X=30$$

$$9+4X=25$$



$$9+4X=25$$

$$2+6X=26$$



$$2+6X=26$$

$$5X-5=15$$



$$5X-5=15$$

$$6-3X=-6$$



$$6-3X=-6$$

$$5X-10=15$$



$$5X-10=15$$

$$-3+4X=17$$



$$-3+4X=17$$

$$4+4X=24$$



$$4+4X=24$$

$$5X-1=24$$



$$5X-1=24$$

$$-6X-8=-44$$



$$-6X-8=-44$$

$$6X-1=35$$



$$6X-1=35$$

$$-3X+6=-12$$



$$-3X+6=-12$$

$$3X+4=22$$



$$3X+4=22$$

$$54+1X=61$$



$$54+1X=61$$

$$-5X-2=-37$$



$$-5X-2=-37$$

$$-3+4X=25$$



$$-3+4X=25$$

$$-8+6X=34$$



$$-8+6X=34$$

$$-6X+7=-41$$



$$-6X+7=-41$$

$$7X+1=57$$



$$7X+1=57$$

$$-10+7X=46$$



$$-10+7X=46$$

$$-8+3X=16$$



$$-8+3X=16$$

$$7+X=16$$



$$7+X=16$$

$$-7X+5=-58$$



$$-7X+5=-58$$

$$20X+1=181$$



$$20X+1=181$$

$$4+5X=49$$



$$4+5X=49$$

$$5X+10=60$$



$$5X+10=60$$

$$5+5X=55$$



$$5+5X=55$$

$$7X-4=66$$



$$7X-4=66$$

$$-4X+5=-35$$



$$-4X+5=-35$$

$$4X+5=49$$



$$4X+5=49$$

$$6-7X=-71$$



$$6-7X=-71$$

$$-2X-7=-29$$



$$-2X-7=-29$$

$$-3+4X=41$$



$$-3+4X=41$$

$$5X+8=68$$



$$5X+8=68$$

$$-5X+7=-53$$



$$-5X+7=-53$$

