Double Fives Seqc

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Players: 2 to 9 players can play, as long as the number divides evenly by 2 or 3 (for example: 2, 3, 4, 6, 8, or 9 players).Up to 3 players can play individually. With 4 or more, players must play in teams - no more than 3 teams total.
The travel-size version is best for 2, 4, or 6 players.

Making a Line: When you connect five of your pieces of the same color in a straight line vertically, horizontally, or diagonally - you've created a "DoubleSeqc". If you're using a corner space, only four of your pieces are needed (the corner counts as your fifth). More than one player can use the same corner as part of their "DoubleSeqc".

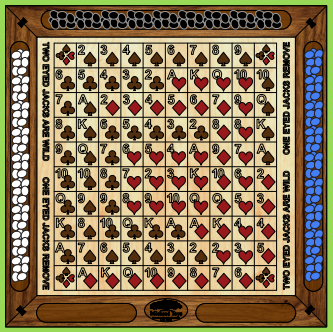
Object: Be the first player or team to complete two lines of five in a row "DoubleSeqc" using your pieces. If there are 6 or more players, the goal is to complete just one line of five "DoubleSeqc" to win.

Cards Dealt : 2, 3, or 4 players: 7 cards each
6 players: 6 cards each
8 or 9 players: 5 cards each
Each player cuts the deck. The player with the lowest card deals (Aces are high).

Optional Play: If you want to play with 5 or 7 players, one player must play solo (no partner).That player gets double the number of cards and an extra turn each round, so it's like having a partner. This keeps the game balanced.

Rules: Starting with the player to the left of the dealer and moving clockwise, each player selects a card of their choice from their hand and places it face up on the discard pile (player should start their own discard pile in front of them) and then places one of their pieces on the matching card on the game board. Each card is pictured twice on the board. Jacks do not appear on the board they are your trick cards. A player can play on either one of the card spaces as long as it is not already covered by another piece. Once a piece is placed on the board it can not be removed by an opponent except when using a one-eyed Jack.





Exact same rules apply to either size
*** Note: The Travel Size goes up to 6 player only ***

cont...

There are 8 Jacks in the two decks of cards. There are 4 Jacks with Two Eyes & 4 Jacks with One-Eye To play a Two-Eyed Jack, place it on your discard pile and place one of your pieces on any open space on the game board (it's a " Wild " card so you can place it on any open space). The other 4 Jacks with One-Eye are not wild but instead they " Remove ". To play a One-Eyed Jack, place it on your discard pile, you can now remove any opponents piece on the board. It removes only, you can not place one of your pieces in that spot "remove only on that turn " However you may not remove an opponent piece that is already a part of a complete "DoubleSeqc". You can play either Jack whenever, a great strategy card to use.



Two-Eyed Jack
" Wild "



One-Eyed Jack
" Removes "

Once you have taken your turn and placed a piece on the board, you must take a new card from the draw deck. If you fail to take a card before the next player makes their move and takes a new card. You lose the right to take a card and you must finish the game with less cards than the other players (a real disadvantage). If you hold a card in your hand which does not have a open space on the game board because both spaces representing that card are covered by a piece, then you are holding a dead card (you may turn it in for a new card, this would be the end of your turn). Every card is on the board in twice to give you a choice of which one will work better in your play.

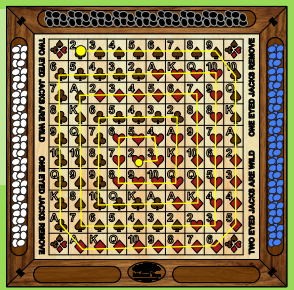
Note:
The cards on the board spiral in order outwards from the centre of the board.

Makes finding your card easier!

There must be no table talk or coaching to team members.
If a teammate says anything that alerts a fellow teammate to the fact that they are about to do something that they shouldn't, then every member of that team must forfeit one card of their choice from their hand and place it on the discard pile.

When the draw cards become depleted during play, re-shuffle all the discarded piles together to create a new draw pile. If you are playing the game which requires two sequences to win, then you may use any one of the spaces from your first "Doubleseqc" as a part of the second line of five in a row. Basically crossing the two lines which will save you a space to get your second line.

Alternative Trick Card: If you would like the game to be more aggressive use the Jokers to either " Remove " or be a " Wild " card (Same as the Jacks)



WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years old.

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