

Musical Sequence

This version is played just like the regular version of Sequence except that each player must determine which square equals the card in their hands. First of all, I've put together notes on the staff - each letter name in different locations on the Grand staff. The cards that go with these squares simply have the letter name. Next I've put those same notes on the game board only in the keys that make them sharps or flats and the cards that go with these squares simply name the letter name and have a sharp or flat. The sharp keys are posted in the treble clef and the flats in the bass clef. The cards that go with these squares simply list the key name. Next I've included a few musical symbols that are more advanced.

PLAYERS: 2-12 individually or in teams (must be divisible by 2 or 3)

TO PLAY: The object is for a player or team to score one or two sequences (a connected series of five chips in a straight line, including diagonally.)

Deal cards out as follows:

2 players - 7 cards each	6 players - 5 cards each	10 players - 3 cards each
3 players - 6 cards each	8 players - 4 cards each	12 players - 3 cards each
4 players - 6 cards each	9 players - 4 cards each	

Each player places a chip on a square that matches one of the cards in their hand, trying to form a sequence. The treble clef cards are wild and can be used to place a chip anywhere on the board. The bass clef cards can be used to take away a chip placed on the board by an opponent. Once an opponent has gotten a sequence however, those 5 chips cannot be removed. Once a player uses a card to make a play, he puts the card in a discard pile and chooses a new card to complete his turn. If the player fails to pick up a new card before the next player starts his turn, the player then has to complete the game with one less card to work with.

There is no table talk between teams as team members (using the same color of chips) try to work together to form each sequence.

If a player holds a card that is considered a dead card, meaning that it is unplayable because someone has used a treble card to cover the square matching the card, the player may turn it in for a new card during their turn.

Have fun!