

SEQUENTIA

WHAT IS SEQUENTIA?

SEQUENTIA IS A CARD GAME IN **CONTINUAL EVOLUTION**
WITH **DIFFERENT GAME MODES** AND LEVELS OF DIFFICULTY
EACH MODE USES DIFFERENT DYNAMICS AND DIFFERENT ACTIONS
BUT WITH THE SAME FINAL GOAL
TO CREATE AS MANY SEQUENCES AS POSSIBLE.

ELEMENTS PRESENT IN THE CARDS



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BACKGROUND GRAPHICS

REFERENCE NUMBER
TO CREATE
A SEQUENCE

+ SYMBOL
IF PRESENT
IT INDICATES A BONUS CARD
IF ABSENT
IT INDICATES A SIMPLE CARD

ORDER OF THE NUMBERS
TO COMPOSE
THE SEQUENCE

REFERENCE COLOUR
OF THE CARD

GAME MODES NOW AVAILABLE

SHIFT - LOW DIFFICULTY
STACK - MEDIUM DIFFICULTY
OVERLAY - HIGH DIFFICULTY

OTHER GAME MODES ARE CURRENTLY BEING WORKED OUT
IF YOU WISH TO TRY THEM OUT IN PREVIEW BECOME MY TESTER



IF YOU HAVE AN IDEA FOR A NEW MODE FOR SEQUENTIA CONTACT ME BY EMAIL
OR BY WHATSAPP AT THE NUMBER YOU FIND ON LUDODI.IT

MODE SHIFT

DIFFICULTY: EASY
PLAYERS: 2 TO 4
TIME: 10 MIN.

ELEMENTS VALID FOR THE GAME:



HOW TO PLAY

- 1** WITH THE CARDS IN THE DECK, **CREATE A 3X3 SQUARE ON THE TABLE, LEAVING THE CENTRAL POSITION EMPTY.**

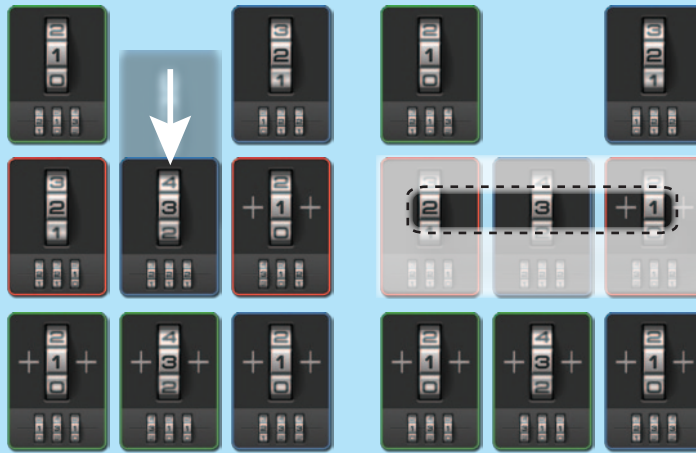
CHOOSE THE ORDER OF PLAY AT YOUR DISCRETION OR **USE THE FREE APP LUDODI DOWNLOADABLE FROM APPSTORE AND GOOGLEPLAY.**



ARRANGEMENT

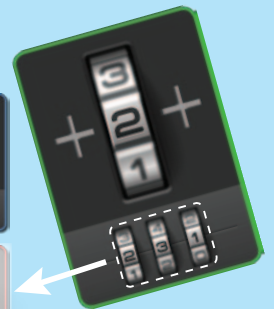
- 2** **EACH PLAYER TAKES 1 CARD FROM THE MAIN DECK, YOUR SEQUENCE WILL BE THE GOAL. WHEN IT IS YOUR TURN YOU WILL HAVE A MAXIMUM OF 6 MOVEMENTS TO SHIFT THE CARDS ON THE TABLE AND TRY TO COMPOSE YOUR SEQUENCE.**

ALL SHIFTS OF THE CARDS ADJACENT TO THE EMPTY SPACE ARE VALID.
THE SEQUENCE OBTAINED IS VALID ONLY HORIZONTALLY FROM LEFT TO RIGHT.



SHIFT

SEQUENCE



PLAYER CARD
THE INDICATED SEQUENCE IS OBTAINED AFTER THE SHIFT.

- 3** **IF YOU HAVE OBTAINED THE CORRECT SEQUENCE BY THE 6TH SHIFT:**

- 1) TAKE THE THREE CARDS OF THE SEQUENCE OBTAINED AND YOUR CARD AND PLACE THEM NEXT TO YOU
- 2) REPLACE ALL THE EMPTY SPACES EXCEPT ONE (WHERE YOU LEAVE IT WILL BE AT YOUR DISCRETION)
- 3) TAKE A NEW CARD
- 4) HAND OVER TO THE NEXT PLAYER

IF YOU HAVE NOT OBTAINED THE CORRECT SEQUENCE BY THE 6TH SHIFT:

- 1) HAND OVER TO THE NEXT PLAYER AND KEEP YOUR CARD FOR THE NEXT TURN

IF YOU HAVE A SEQUENCE WHICH IS IMPOSSIBLE TO COMPOSE WITH THE CARDS PRESENT IN THE GAME:

- 1) TAKE A NEW CARD, DEFINITELY ELIMINATING THE OLD ONE FROM THE GAME
- 2) HAND OVER TO THE NEXT PLAYER



EXAMPLE OF SEQUENCE IMPOSSIBLE TO CREATE WITH THE CARDS IN THE GAME BECAUSE THERE ARE NOT 3 NUMBER 3S ON THE TABLE

N.B. WHEN THE CARDS IN THE DECK HAVE RUN OUT, IT WILL NOT BE POSSIBLE TO CHANGE THE IMPOSSIBLE SEQUENCE IN YOUR HAND, YOU MUST HAND OVER TO THE NEXT PLAYER AND TRY TO PLAY IT IN THE NEXT HAND.

- 4** **THE GAME ENDS** WHEN ALL THE CARDS IN THE DECK ARE FINISHED AND NO MORE SEQUENCES CAN BE COMPOSED.
THE WINNER IS THE ONE WHO HAS COLLECTED THE HIGHEST NUMBER OF CARDS.

MODE STACK

DIFFICULTY: MEDIUM

PLAYERS: 2 TO 4

TIME: 15 MIN.

ELEMENTS VALID FOR THE GAME:



HOW TO PLAY

1 EACH PLAYER TAKES 3 CARDS FROM THE MAIN DECK.

AT YOUR DISCRETION CHOOSE THE ORDER OF PLAY OR USE THE FREE APP LUDODI DOWNLOADABLE FROM APPSTORE AND GOOGLEPLAY. THE AIM IS TO CREATE ON THE TABLE A SEQUENCE OF NUMBERS WHICH APPEARS IN THE SEQUENCE OF A CARD IN YOUR POSSESSION.

DURING THEIR TURN, FOLLOWING THE CHARACTERISTICS OF THE CARDS PLAYED, PLAYERS MUST FIRST COMPOSE A ROW OF 4 CARDS ON THE TABLE, ONE NEXT TO THE OTHER. THESE CARDS WILL CONSTITUTE THE POSSIBLE SEQUENCES FOR WINNING THE HAND. THE PERMITTED SEQUENCES WILL BE FROM LEFT TO RIGHT.

THE SIDE FOR PLACING CARDS NEXT TO THE ALREADY-POSITIONED CARDS WILL BE AT THE DISCRETION OF THE PLAYER WHOSE TURN IT IS. WHEN ALL 4 CARDS ARE POSITIONED ON THE TABLE, THE FOLLOWING CARDS MUST BE PLACED OVER THESE, GRADUALLY CREATING PILES OF CARDS. WHICH PILE TO CHOOSE WILL BE AT THE PLAYER'S DISCRETION.

WHENEVER THERE ARE FEWER THAN 4 PILES ON THE TABLE, THE PLAYERS' PRIORITY WILL BE TO REPLACE THE PILES WHICH ARE LACKING, BEFORE THEY ARE ALLOWED TO PLACE CARDS ON TOP OF THE EXISTING ONES OR PLAY ANY SEQUENCES.



HERE IS AN EXAMPLE OF THE 4 PILES OF CARDS PLACED ON THE TABLE.

2 HOW TO PROCEED WHEN IT IS YOUR TURN

- IF THE PLAYER HAS PLAYED A "SIMPLE" CARD THEY MUST:

PASS THEIR TURN, IF POSSIBLE TAKING FROM THE MAIN DECK THE MISSING CARDS NECESSARY FOR HAVING THREE IN THEIR HAND AGAIN
OR
PLAY ANOTHER CARD AS A SEQUENCE AND PROCEED ACCORDINGLY

- IF THE PLAYER HAS PLAYED A "BONUS" CARD THEY MUST:

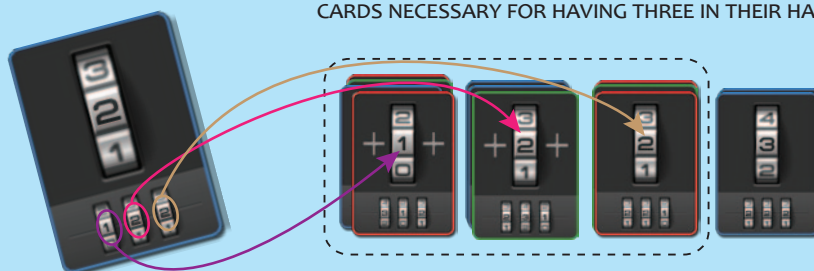
PLAY ANOTHER CARD AS A SEQUENCE AND PROCEED ACCORDINGLY
OR
PLAY A "SIMPLE" CARD AND PROCEED ACCORDINGLY
OR
PLAY A "BONUS" CARD AND PROCEED ACCORDINGLY
OR

IF THE "BONUS" CARD CANNOT FULFIL ONE OF THE PREVIOUS CHOICES, THEN THEY MUST HAND OVER THEIR TURN, IF POSSIBLE TAKING FROM THE MAIN DECK THE CARDS WHICH ARE MISSING IN ORDER TO HAVE THREE IN THEIR HAND AGAIN.

- IF THE PLAYER HAS PLAYED A "SIMPLE" OR "BONUS" CARD AS A SEQUENCE THEY WILL HAVE TO:

TAKE ALL THE CARDS OF THE THREE PILES INVOLVED IN THE SEQUENCE
HAND OVER THEIR TURN, IF POSSIBLE TAKING FROM THE MAIN DECK THE MISSING CARDS NECESSARY FOR HAVING THREE IN THEIR HAND AGAIN

CARD IN THE
PLAYER'S HAND
AND USED
AS A SEQUENCE



- ### 3 THE GAME IS OVER WHEN ALL THE CARDS OF THE DECK AND THOSE IN THE PLAYERS' POSSESSION HAVE RUN OUT. THE WINNER IS THE PLAYER WHO HAS COLLECTED THE MOST CARDS.

MODE OVERLAY

DIFFICULTY: HIGH

PLAYERS: 2 TO 4

TIME: 15 MIN.

ELEMENTS VALID FOR THE GAME:



HOW TO PLAY

- 1** WITH THE CARDS IN THE DECK **CREATE A 3X3 SQUARE ON THE TABLE.**

AT YOUR DISCRETION CHOOSE THE ORDER OF PLAY OR **USE THE FREE APP LUDODI** DOWNLOADABLE FROM APPSTORE AND GOOGLE PLAY.



SISTEMAZIONE

- 2** EACH PLAYER TAKES 3 CARDS FROM THE MAIN DECK. WHEN IT IS YOUR TURN YOU MUST PLACE THEM ALL ON TOP OF THOSE PRESENT ON THE TABLE

THE CARDS CANNOT BE PLACED ON TOP OF THOSE WITH THE SAME NUMBER OR THOSE ALREADY POSITIONED BY THE SAME PLAYER DURING THIS SAME TURN.

THE SEQUENCE INDICATED ON EACH CARD CAN BE FORMED WITH THE COMBINATION OF NUMBERS PRESENT ON THE LINE AND COLUMN WHICH INTERSECT IT.

THE SEQUENCE OBTAINED IS VALID ONLY HORIZONTALLY FROM LEFT TO RIGHT AND VERTICALLY FROM TOP TO BOTTOM.

YOU ARE ALLOWED TO CREATE MORE THAN ONE SEQUENCE, BUT ONLY SEQUENCES WHICH DO NOT INTERSECT WITH ONE ANOTHER WILL BE VALID.



EXAMPLE OF NUMBERS WHICH CAN BE USED TO FORM THE SEQUENCE ON THE INDICATED CARD

TWO VIABLE SEQUENCES

- 3** IF THE PLAYER HAS OBTAINED ONE OR MORE SEQUENCES:

- 1) THEY WILL TAKE ALL THE CARDS INVOLVED IN THE SEQUENCE/S (INCLUDING THOSE UNDERNEATH IT) AND WILL PLACE THEM NEXT TO THEMSELVES
- 2) THEY WILL HAND OVER THEIR TURN TAKING THREE NEW CARDS
- 3) THEY WILL HAND OVER THEIR TURN

IF THE PLAYER HAS NOT OBTAINED THE SEQUENCE:

- 1) THEY WILL HAND OVER THEIR TURN TAKING THREE NEW CARDS.

IF THE PLAYER CANNOT POSITION ONE OR MORE CARDS:

- 1) THEY WILL DISCARD THE CARDS IN QUESTION, ELIMINATING THEM DEFINITELY FROM THE GAME, AND WILL THEN PROCEED IN ONE OF THE TWO WAYS SPECIFIED ABOVE.

IF THE PLAYER CANNOT TAKE ALL THREE OF THE CARDS WHICH THEY HAVE A RIGHT TO FROM THE MAIN DECK:

- 1) THEY WILL TAKE ONLY THOSE WHICH ARE AVAILABLE.

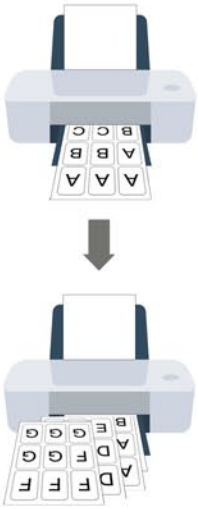
- 4** THE GAME ENDS WHEN THE CARDS IN THE MAIN DECK HAVE RUN OUT AND NO MORE SEQUENCES CAN BE COMPOSED. THE WINNER IS THE PLAYER WHO HAS COLLECTED THE HIGHEST NUMBER OF CARDS.

COME SI STAMPA



HOW TO PRINT IT

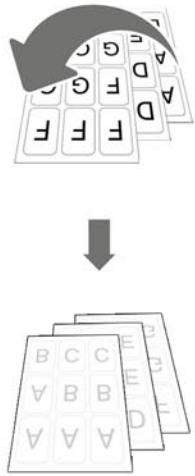
1°



**STAMPARE
IL FRONTE**

PRINT THE FRONT

2°



**CAPOVOLGERE
LE PAGINE
ORIZZONTALMENTE**

TURN THE PAGES
ROUND HORIZONTALLY

3°



**INSERIRLE
NELLA STAMPANTE
SENZA RUOTARLE**

INSERT THEM
INTO THE PRINTER
WITHOUT ROTATING THEM

4°



**STAMPARE
IL RETRO**

PRINT THE BACK



COME SI TAGLIA



HOW TO CUT IT

SEGUI LA LINEA STAMPATA SU UN LATO DELLE CARTE

FOLLOW THE PRINTED LINE ON ONE SIDE OF THE CARDS

