

Rules of Sequence

Mission: To be the first climber to reach the summit of PLYT Mountain by making the highest scoring Sequences with the dice.

What is a Sequence: A Sequence is a combination of dice to form one of the following:

- Match - at least 3 numbers that are the same e.g. 7,7,7
- Total – the sum of all 6 numbers being at least 50 e.g. 6+9+10+8+12+11 = 56
- Novice Run – at least 4 numbers where the difference between them is 1 or 2 e.g.
 - 1,2,3,4 – difference of 1
 - 2,4,6,8 – difference of 2
 - 3,5,7,9 – difference of 2
- Advanced Run – at least 3 numbers where the difference between them is 3 e.g.
 - 3,6,9 – difference of 3
 - 5,8,11 – difference of 3

A Sequence scores the Master Dice (black dice) plus a Bonus

Earning a Sequence Bonus: An **additional** bonus can be earned based on the difficulty of the Sequence as follows:

	Bonus Scored			
	0	4	8	12
Match (No. of dice)	3	4	5	6
Total (Sum >)	50	60	70	
Novice Run (No. of dice)	4	5	6	
Advanced Run (No. of dice)	3		4	

Taking a Turn: Roll all 6 dice into the tray with the aim of trying to make a Match, a Total or a Run. Put the dice you want to keep to one side and roll those you want to change again. Then if you wish, do the same again with some or all of the dice. At the end of 3 rolls declare your Sequence and move your climber the correct number of steps according to the total Sequence score.

- e.g. your first roll shows the following



You can roll any of the dice again but decide to keep the 3, 7, 9 and 11 and roll the remaining 2 dice again to reveal



You decide to keep both numbers to make 7, 8, 9, 10 and 11 and return the 3 to the tray for your final roll which reveals



You make a Novice run of 6, 7, 8, 9, 10 and 11 which scores you 7 (black Master dice) plus a bonus of 8 (as per the table) for scoring a run including all 6 dice. Move your climber 15 steps forward (7+8).

Please note the Master dice does not have to be part of the Sequence e.g. if after 3 rolls your Sequence consists of 4 red dice showing 8,8,8,8 and the black dice showing a 5 you would move your climber by 5 plus a bonus of 4.

If you have failed to meet the minimum requirements for a Run, a Match or a Total Sequence your climber stays where it is and play passes to the next player clockwise.

PLYT Check Points: As with regular PLYT you can if you wish include the PLYT cards.

Winning the game

The first climber to reach the summit is the Winner.

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WARNING:

CHOKING HAZARD — Small parts.
Not for children under 3 years of age.