

The background of the entire image is a marbled pattern in shades of purple, pink, and white. The pattern consists of swirling, organic shapes that resemble liquid or stone marbling.

seawitor

challenge is in order

# Sequitur

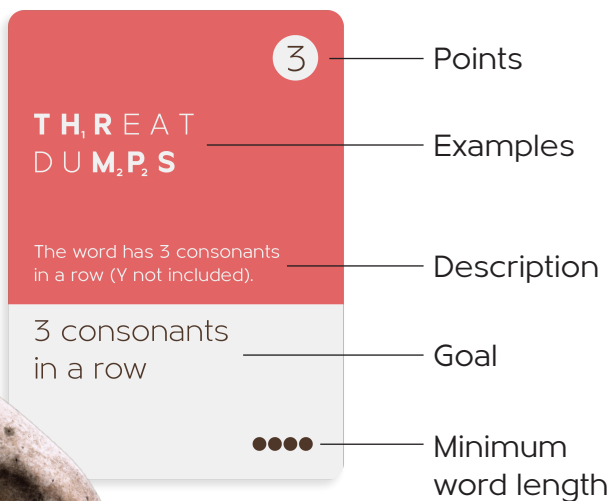
Sequitur is a game of spelling, sequence, and strategy. You will earn points by spelling words that meet goals. To spell words, you'll rearrange, insert, and remove letters on your rack. Ready to play? Let's get the game rolling!

## Components

5 racks, 1 letter bag, 72 letter balls, 25 Sequitur Cards, 72 Goal Cards, 1 rulebook

## Objective

The object of the game is to collect Goal Cards by spelling words that meet the goals they describe. **Red** Goal Cards are worth 3 points, **yellow** are worth 2 points, and **green** are worth 1 point. Each round, you'll get one *secret goal* that only you can claim. There will also be *public goals* that anyone can claim. Keep a stack of the Goal Cards you've claimed throughout the game. At the end of 3 rounds, the player with the most total points from Goal Cards in their stack wins the game.



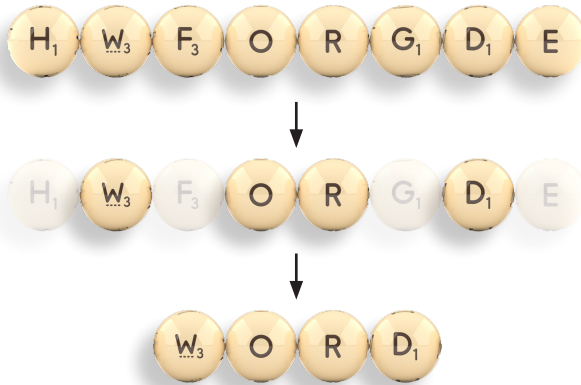
# Spelling a word

At the end of each round, you will spell a single word. To spell a word, discard any number of letters from your rack. You may not rearrange any letters when spelling, but you may turn your rack 180 degrees at any point during the game. Words must be at least 3 letters long.

## Word score

The *score* of a word is the length of the word plus the sum of the word's skill points. Skill points are the small numbers that appear on some letter balls. Spelling higher-scoring words will give you priority in claiming goals, but word scores do not directly count towards winning the game.

Example of spelling a word:



$$\text{Score: } 4 + 3 + 1 = 8$$

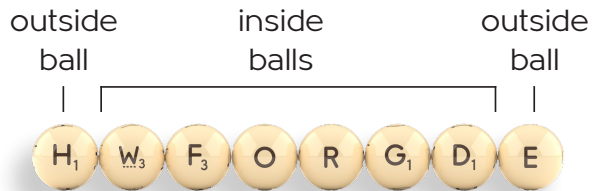
|      |  
length    skill  
          points





# Actions

Each round, you will be able to play three of your five Sequitur Cards to take actions before spelling a word. Once you play a Sequitur Card, you cannot play it again until the next round. If the action includes discarding letters, they must be put back in the letter bag before drawing new letters (you may mix the letter bag).



Tip: You may use a dictionary at any point in the game. We recommend not allowing names, slang, or abbreviations.

## Setup

Each player collects a rack and the five Sequitur Cards that match it. Separate the Goal Cards into three decks by color. Shuffle each deck and place them all face down in the center of the play area. Put all letters in the letter bag and mix them.



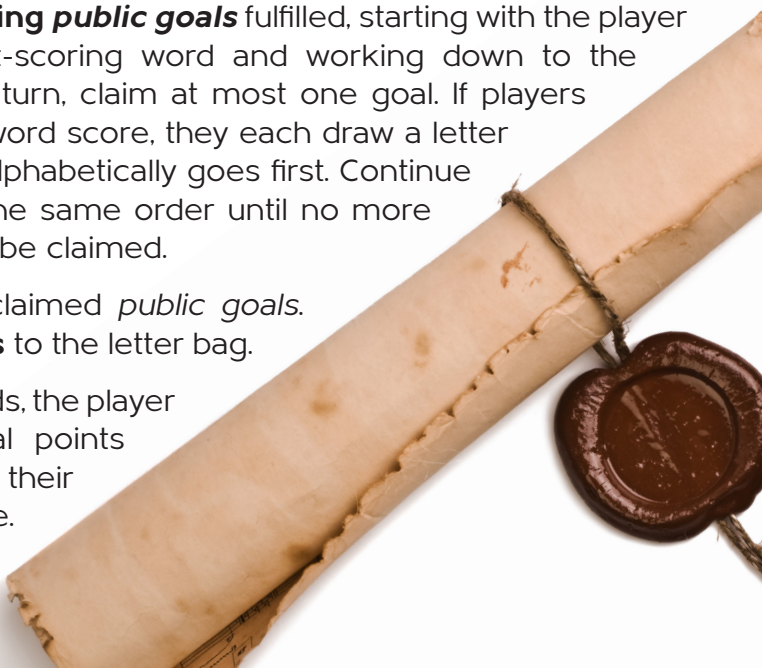


# Playing the game

Sequitur is played in 3 rounds, with each round consisting of the steps below. Except for Step 7, all players may play each step at the same time. Proceed to the next step when everyone is finished.

1. **Take your Sequitur Cards** into your hand. **Draw 5 letters**, placing them on your rack in the order drawn. **Draw one Goal Card** of any color, and add it to your hand. This will be your *secret goal* for the round. **Draw 3 letters**, one at a time, placing each on either end of your rack before drawing the next.
2. **Draw one red goal**. Either discard it or make it a *public goal* by placing it face down in the play area. Once everyone has done this, turn all Goal Cards in the play area face up.
3. **Take one action** by playing a Sequitur Card, or pass.
4. **Repeat steps 2 and 3**, but drawing **yellow** Goal Cards.
5. **Repeat steps 2 and 3 again**, but drawing **green** Goal Cards.
6. **Spell a word** by discarding unwanted letters. If the word fulfills your *secret goal*, add the card to your stack; otherwise, discard your *secret goal*.
7. Take turns **claiming public goals** fulfilled, starting with the player with the highest-scoring word and working down to the lowest. On your turn, claim at most one goal. If players have the same word score, they each draw a letter and the lowest alphabetically goes first. Continue taking turns in the same order until no more *public goals* can be claimed.
8. **Discard** any unclaimed *public goals*.  
**Return all letters** to the letter bag.

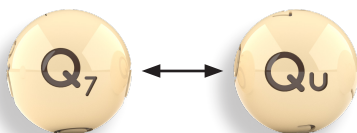
At the end of 3 rounds, the player with the most total points from Goal Cards in their stack wins the game.



# Special balls

The **blank ball** may be used as any letter, but doesn't gain that letter's skill points. You state which letter when you spell a word, and it stays the same while claiming goals.

The **Q ball** can be used as just "Q" to gain its 7 skill points or as "Qu" to count as two letters but with no skill points. You state which way you are using it when you spell a word, and it stays the same while claiming goals.



## Letter counts

(plus one blank ball)

Letter	Count	Skill points	Letter	Count	Skill points
A	5	-	N	5	-
B	1	2	O	5	-
C	3	2	P	2	2
D	3	1	Q	1	7
E	8	-	R	5	-
F	1	3	S	4	-
G	2	1	T	4	-
H	2	1	U	2	-
I	5	-	V	1	3
J	1	5	W	1	3
K	1	4	X	1	5
L	4	-	Y	1	3
M	2	2	Z	1	5

# Solo play

To play Sequitur solo, follow the same instructions, except each time you draw a Goal Card, draw two of the same color instead of one. Choose one to play as a public goal and discard the other. The object is to get as many points from Goal Cards as possible in 3 rounds.

**5:** Good start • **10:** Moving up • **15:** Getting good  
**20:** Impressive • **25:** Sequitur master

# Credits

A game by Brian Ondov and Nick Madian

Concept, components, and art direction by Brian Ondov

Cards by Ebmocal Studio

Playtesting by Barbara Benowitz, Tia Briggs, Andrew Hoffman, Aaron Hoffman, Josh Khoo, Kay Nakazawa, Don Ondov, Rhoda Ondov, Vincent Sinfuego, Julian Vanecek

<http://sequiturgame.com>

**Catmint**  
games



