**Dinky King 4 – Sequence Escape**

The damsel in distress is locked in a room guarded by Dinky King. In order to escape, she needs to describe some sequences to Murrio can’t talk or Dinky King will discover their plan. Once Murrio has the rules he can key them into a lock and release a secret door.

This is a two player game, so some of the sequences you have to describe, and some you have to generate.

**Sequence 1:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Description** | |  | **Sequence** | | | | |
| Rule | Add 3 |  |  |  |  |  |  |
| Start | 5 |  |

**Sequence 2:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Description** | |  | **Sequence** | | | | |
| Rule | Add 9 |  |  |  |  |  |  |
| Start | 2 |  |

**Sequence 3:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Description** | |  | **Sequence** | | | | |
| Rule |  |  | 8 | 13 | 18 | 23 | 28 |
| Start |  |  |

**Sequence 4:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Description** | |  | **Sequence** | | | | |
| Rule | Divide by 2 |  |  |  |  |  |  |
| Start | 100 |  |

**Sequence 5:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Description** | |  | **Sequence** | | | | |
| Rule |  |  | 1 | 3 | 9 | 27 | 81 |
| Start |  |  |



C:\Documents and Settings\al\Local Settings\Temporary Internet Files\Content.IE5\ULMOKBU9\MC900132643[1].wmf

C:\Documents and Settings\al\Local Settings\Temporary Internet Files\Content.IE5\ULMOKBU9\MC900084226[1].wmf