

SKIP-BO® DICE GAME

CONTENTS

5 Number Dice (six-sided), 1 Bonus Die (ten-sided),
4 Game Boards, 4 Dry Erase Markers

Recap markers after use.

LET'S GO SKIP-BO®!

On your turn you'll do three things:

1. Roll the dice.
2. Fill in Build Piles.
3. Add one number to a Stockpile.

1: ROLL THE DICE.

Roll all six dice – the five Number Dice and the Bonus Die. **Call out the number rolled on the Bonus Die** – the other players may use this number to fill in one of their Build Piles even when it's not their turn.

2: FILL IN BUILD PILES.

Using whatever numbers or Skip-Bos you rolled, fill in as many matching number bubbles as you can on as many of your Build Piles as you want.

You **must** fill bubbles in numerical order (first bubble 1, then bubble 2, etc.). You may add to any or all of your Build Piles in any order (you could start with Build Pile D, then add something to A, then B, etc.), and you don't need to complete a Build Pile before starting another.

Use one die per bubble, then set it aside... unless it's the **Bonus Die!**



The Bonus Die

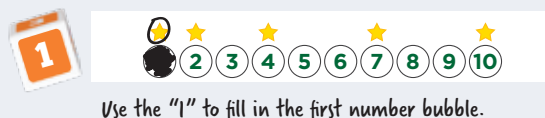
Every time you fill in a Build Pile bubble with the number on the Bonus Die, **immediately roll the Bonus Die again**. As long as you continue to use the numbers you roll, there is no limit to how many times you can re-roll the Bonus Die in this way.

All players can use the Bonus Die on every turn!



Always call out the numbers you roll on the Bonus Die because every player may use these numbers to fill in their Build Piles – even when it's not their turn.

USING NUMBERS: Color in the matching bubble. If the bubble is below a Point Star, circle the star to show you collected it. You can use numbers from a die or from one of your **Stockpiles** (see "How to Use Numbers from Stockpiles").



USING SKIP-BOs: A Skip-Bo is wild and can represent any number. When using one, write an "S" in the bubble. If the bubble is below a Point Star, cross out the star. You never collect Point Stars for using a Skip-Bo.



Completing a Build Pile

When you fill in bubble 10, tell the other players which Build Pile you completed (A, B, C or D). If you're first to complete it, circle the 1st reward (3 Point Stars). All other players cross out the 1st reward for that Build Pile. The next player to complete it will circle the 2nd reward (2 Point Stars) and so on.



First, Second, and Third Place Rewards

If more than one player completes the same Build Pile at the same time (this might happen because everyone uses the numbers on the Bonus Die each turn), both players earn the same reward.

3: ADD ONE NUMBER TO A STOCKPILE.

When you can't fill in any more bubbles, **ALL PLAYERS** must choose one number or Skip-Bo from any of the active player's **unused dice** (either a Number Die or the Bonus Die) and write it in any one of their Stockpiles. Players may choose to write the same thing. Stockpiles are filled from the bottom up. You don't have to fill one Stockpile before starting another.

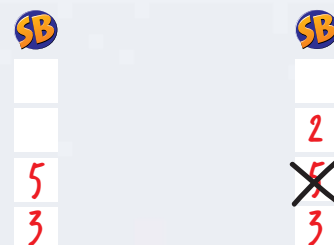
If you fill all four boxes in one Stockpile you earn a Skip-Bo Reward to use on a future turn. Circle the Skip-Bo at the top of that Stockpile to show you collected it and cross it out when you use it. Adding a number to a Stockpile **ends your turn and play passes to the left**.

If you fill all of your Stockpiles, then you will skip this step on future turns.

After you finish your turn, play passes to the left.

How to Use Numbers from Stockpiles

During your turn, in addition to your dice, you may use multiple numbers from any or all of your Stockpiles to fill Build Piles. You must use the topmost number before using a number below it. Just cross out the number then fill in the matching bubble on the Build Pile.



You must use the 5 before you can use the 3. Just cross it out when you use it.

You may add new numbers above something crossed out, but now you must use the 2 before using the 3.

Free Stuff!

FREE SKIP-BO

You start the game with one free Skip-Bo. You may use it at any point during your turn. Just cross it out and fill in whatever number you need.

FREE RE-ROLLS

You also have 3 free re-rolls. You can use any number of them at any point during your turn. Just cross out an available re-roll symbol then re-roll any or all of your unused dice.

But remember: Each unused Skip-Bo and re-roll is worth 1 point at the end of the game, so use them wisely!

ENDING THE GAME

The first player to complete three of their Build Piles finishes their turn as normal (they might even be able to complete their fourth Build Pile), but they do not get another turn after this. Each other player then takes one final turn and the game ends. Players who have finished their last turn may continue to fill in their Build Piles using the Bonus Die from other players' turns.

SCORING

Add up all the Point Stars you circled on your board. Add one point for each **unused** re-roll, **unused** free Skip-Bo, and each **circled but unused** Skip-Bo Reward.

WINNING THE GAME

The player with the most points wins. In case of a tie, the player with the most unused Skip-Bos and re-rolls wins.

WANT TO PLAY AGAIN?

Just wipe the board clean with a dry tissue.

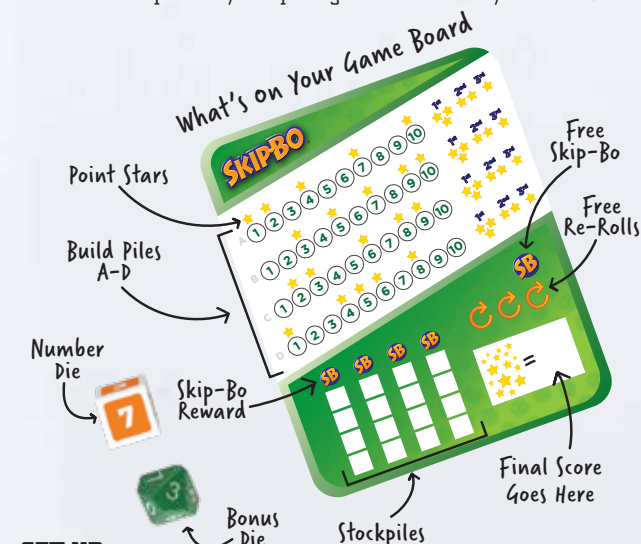
Gameplay example on back!

This product may stain or stick to some surfaces. Protect play area before use.

With every roll of the dice, players race to fill in their "Build Piles" with numbers from 1 to 10. Use Skip-Bos, re-rolls and lucky throws to score the most points. No matter how the game shakes out, fun is in order!

OBJECT OF THE GAME

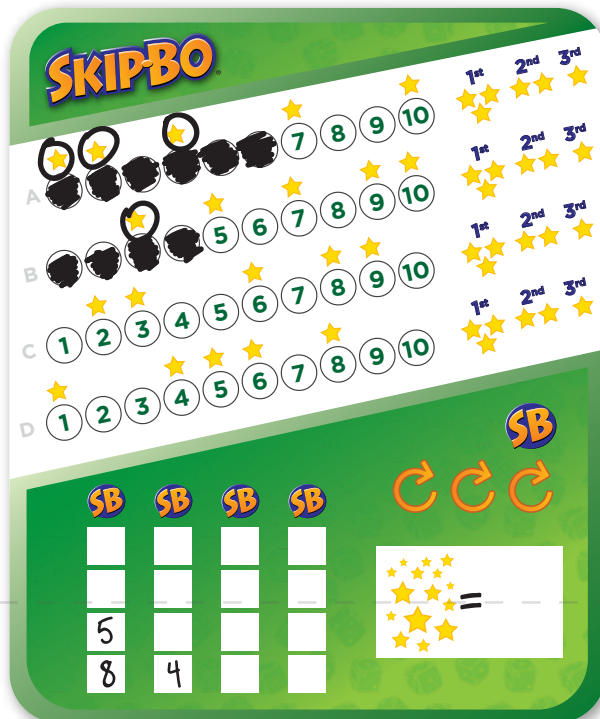
Earn the most points by completing "Build Piles" on your board.



SET UP

Each player takes a game board and marker then the youngest player goes first.

Let's jump into the middle of a game where you've started filling in Build Piles A and B and have a few numbers in your Stockpiles.



On your next turn, you roll a 3, 4, 4, 7, and Skip-Bo on the Number Dice, and a 9 on the Bonus Die (the other players can use the 9 from your Bonus Die to fill in a number bubble on one of their Build Piles, if they are able).



Here's one way you could fill in your game board:



- 1 Use the 7 to fill in the next bubble of Build Pile A and circle the Point Star above to show you collected it. Next set the 7 die aside to show it has been used.
- 2 You have an 8 in your Stockpile, but numbers in Stockpiles must be used from the top down. Luckily, you can play the 5 on Build Pile B to get it out of the way. Cross out the 5 from your Stockpile, fill in bubble 5 on Build Pile B and circle the Point Star above it.
- 3 The 8 is now available. Cross it out and fill in the 8 on Build Pile A.
- 4 Next use the 9 from the Bonus Die to continue filling in Build Pile A.

As soon as you use the Bonus Die, you roll it again. This time you get a 3 (again, if the other players are able, they can use this 3 for one of their Build Piles).



EXAMPLE OF PLAY

After doing all that, your board and dice now look like this:

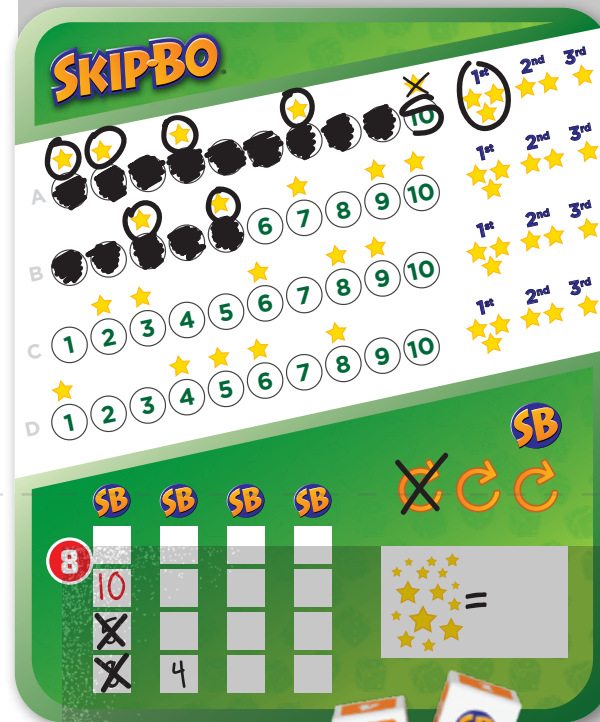


USED DICE:



- 5 The Skip-Bo die is the only other thing that can be used now. Skip-Bos are wild and can become any number, so use it to fill in the tenth bubble in Build Pile A. Because you used a Skip-Bo, you don't fill in this bubble like the others – you draw an "S" through it. You also don't get to score points when you use a Skip-Bo, so draw an X through the Point Star above this bubble. Set the Skip-Bo die aside to show that it has been used.
- 6 For completing Build Pile A, circle the first reward (3 Point Stars) and let the other players know. They cross out this reward on their boards. The next player to complete Build Pile A earns the second reward.
- 7 Because you can't do anything else with your dice, you decide to use one of your three re-rolls. Cross out one of the re-roll symbols on your board, then re-roll all your unused dice – the Number Dice showing 3, 4, and 4, and the Bonus Die showing 3.

Your re-roll gets you a 4, 5, and 10 on the Number Dice and a 7 on the Bonus Die (the other players can now use the 7 from the Bonus Die if they are able).



USED DICE:



- 8 Unfortunately, you can't use any of these dice in your Build Piles, so it's time to end your turn by choosing a number to add to a Stockpile. You add the 10 to your first Stockpile. If you add one more number here, you'll fill this pile and earn a Skip-Bo Reward!

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