

SKIP-BO®

Card Game

AGES 7+

2 TO 6 PLAYERS

CONTENTS: 162 cards

Please remove all components from the package and compare them to the components list.

Remove any blank cards – these are not used.

OBJECT: Be the first player to play all the cards in your STOCK pile.

SET UP

Shuffle the deck and deal the appropriate number of cards to each player. (See chart.) These cards remain facedown and are called your STOCK pile.

HOW MANY CARDS TO DEAL

2 to 4 players	30 cards
5 or more players	20 cards

Turn over only the top card of your STOCK pile and leave it, face up, on top of the pile.

The cards from your STOCK pile are what you're trying to get rid of to win the game.

During play, up to 4 BUILDING piles will be created and used by all players. Create the BUILDING piles in the middle of the playing area, close to the DRAW pile.

During play, each player will also create up to 4 DISCARD piles in front of them. Players will only use their own DISCARD piles.

Place the remaining deck facedown close to the middle of the play area. This is the DRAW pile.

Note: a Skip-Bo® card is wild and may be used as any card you need.

SAMPLE PLAYING AREA (FOR 2 PLAYERS)

Note: the piles with dotted lines will be created, as necessary, during play.

PLAYER A

Stock Pile
Player A



Discard Piles *Player A*

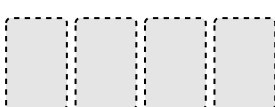
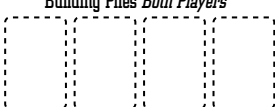


BOTH PLAYERS

Draw Pile
Both Players



Building Piles *Both Players*



Discard Piles *Player B*



Stock Pile
Player B

PLAYER B

LET'S PLAY

The youngest player goes first. On their turn, each player will do several things in the following order.

1. Draw from the DRAW pile until you have 5 cards. This is your hand. (At the beginning of every turn, you will draw back up to 5.)
2. If possible, add to BUILDING piles from your hand, Discard piles and Stock pile. (See below for what you're allowed to add to a Building pile.)
3. When you've played all the cards from your Stock pile or hand that you can, end your turn by adding 1 card from your hand to any of the 4 Discard piles in front of you. Play now moves to the next player.

Note: if you get rid of all 5 cards in your hand on a turn, draw back up to 5 IMMEDIATELY and continue playing your turn. You may continue to immediately draw back up to 5 any time you use ALL 5 cards. (Discarding your 5th card DOES NOT count as getting rid of all of your cards in one turn.)

HOW TO USE THE VARIOUS PILES

STOCK PILE:

You will get rid of your Stock pile by playing the top card, when you can, on the Building piles. When you've used the top card of your Stock pile, turn over the next card. On your turn, you may keep playing the top card as long as there are available plays.

DISCARD PILE:

At the end of your turn, you will discard ANY one card from your hand onto ANY of your discard piles. (They do NOT have to be in sequential order.)

On your turn, you may play the top cards from any of your Discard piles onto any of the Building piles, if there's an available play.

BUILDING PILES: A 1 or a Skip-Bo® card is required to begin any of the 4 Building piles. Cards must be added to the Building piles sequentially.

For example, if a 4 is the top card on a Building pile, you may put either a 5 or a Skip-Bo® card on top followed by a 6, etc. (A Skip-Bo® card is wild and may be used as any card you need.)

A Building pile is completed when a 12 is played. Move completed piles to the side of the playing area. (You'll need to shuffle and re-use them if the DRAW pile runs out of cards.)

There may only be 4 Building piles at any time. If you have a card to start a new pile but there are already 4 piles, you must wait until a Building pile is finished and a slot opens up to start a new pile.

You may add to the Building piles with cards from your hand, from your Discard pile or from your Stock pile. But, remember, the Stock pile is the one you're trying to get rid of so this should always be your first choice.

SCORING AND WINNING

The first person to get rid of all of the cards in their STOCK pile wins!

You may wish to play several games and keep score: the winner of each game scores 5 points for each card remaining in their opponents' STOCK piles, plus 25 points for winning the game. The first person to collect 500 points wins.

PARTNERSHIP

In a partnership, you can play from both your and your partner's STOCK and DISCARD piles.

Partners may not discuss moves. When you are playing, your partner must keep quiet.

Partners can continue to play from both DISCARD piles even if one partner's STOCK pile is finished.

The game is over when BOTH partner's STOCK piles are finished.

REMEMBER

1. A player's four DISCARD piles are imaginary until they start them during play.
2. The BUILDING piles are imaginary until started by players during the game.
3. The object of the game is to get rid of the cards from your STOCK piles.

SHORT GAME

For a shorter game, deal a STOCK pile of only 10 cards to each player.



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