

# SKIP-BO<sup>®</sup>

## Dice

### INSTRUCTIONS

**IMPORTANT:** Please read these instructions first before playing this game

#### AGES

7 to Adult

#### PLAYERS

2 or More

#### COMPONENTS

4 Green Skip-Bo Dice  
4 Red Skip-Bo Dice  
4 Purple Skip-Bo Dice  
1 Gameboard  
Dice Cup

#### OBJECT

Roll the dice and place them on the gameboard to score the most points.

#### SET UP

Place the gameboard in the center of the play area. Note that the gameboard has 12 spaces numbered 1 thru 12. The dice correspond to these spaces in color and number.

**For example,** the green numbered spaces 1 thru 4 correspond to the four green dice which all have the numbers 1 thru 4 on them. Place all 12 dice on the gameboard spaces so the face-up numbers on the dice match the numbers on the spaces.

You will need a separate piece of paper to keep a running tally of each player's score.

Players share the dice cup.

## **GAMEPLAY**

### **The First Player's Turn**

Choose a player to go first. This player picks up the 5 dice from the spaces numbered 1 thru 5 on the gameboard and places them in the dice cup. The dice (four green and one red) are now rolled. If one of the dice rolled matches the first empty space on the gameboard, it can be placed on that space (note: on the first player's turn, this is space number 1). If one of the dice also matches the next empty space on the gameboard, it too can be placed. Any number of dice can be placed on the gameboard as long as they match the next available space.

**For example:** If the first player rolls a #1, #1, #2, #4, #7, one of the #1 dice can be placed on the number 1 space, and the #2 die can be placed on the number 2 space. Because a #3 was not rolled, no more dice from that roll can be placed on the board.

### **■ ROLL AGAIN**

After successfully placing one or more dice on the gameboard, the dice roller can choose to re-roll all the remaining dice which have not been placed.

**Continuing our example:** The dice roller can elect to re-roll the remaining three dice in hopes of rolling a #3. Re-rolls can be made in this manner as long as the dice roller desires. However, if a player fails to place at least one die from **any** roll, then that player's turn is over.

### **■ ROLLING ON**

If a player successfully places all 5 dice, this is called "rolling on." The player may continue his/her turn by picking up the next 5 dice on the gameboard and rolling them. Play then continues as described above.

### **■ SCORING**

A player may stop their turn and score **after any roll in which a die is placed** on the gameboard. The player scores the point value of the number die last played.

**Continuing our example:** If the dice roller chooses to end their turn after placing a die on the 1 space and the 2 space, then they would score 2 points for that turn. If the dice roller decides to re-roll the remaining three dice, and rolls #2, #3, #7, the #3 die could be placed on the 3 space. If the dice roller decided to end their turn now, they would score 3 points because that is the value of the last die placed.

### **■ SCORING MORE THAN 12 POINTS A TURN**

If you place a die on the 12 space, you can continue placing dice on spaces 1, 2, 3, etc. When you end your turn, just add 12 points to the value of the die you successfully last placed on the gameboard.

**For example:** If number 10 is the first open space on the gameboard, and you roll #10, #11, #12, #1, #3, you can place die #10, #11, #12 and #1. If you decide to end your turn at this point (and not re-roll the remaining die) you would score 13 points.

If a player "rolls on" several times in a row, it is possible to place a die on the 12 space more than once in a turn. Players must keep track of how many times the 12 is placed, adding 12 points to the score each time. Don't forget that as long as a player continues rolling and placing at least one die on the gameboard, that player's turn may continue, but any time a player fails to place at least one die, that player's turn is over and **any score** they had built up that turn is lost.

### ■ ROLLING A SKIP-BO

If a player rolls the Skip-Bo symbol, that die can be used in place of **any number** in the **same color** group.

**For example,** a red Skip-Bo could only be placed as a red **#5, #6, #7, or #8** on the gameboard. A die rolled as a Skip-Bo must be placed on the next open gameboard space, just like any other die. A player may not end their turn (and score) if the last die placed is a Skip-Bo. **Only a "natural" numbered die** placed on the gameboard **can end a player's turn** and score points. If a Skip-Bo is the last die placed on the gameboard by a player, that player must make at least one more roll in an attempt to roll a "natural" numbered die.

**Strategy hint:** Note that a player must place at least **one** die on the gameboard after each roll. This means that a player does not have to place all dice on the gameboard that can be placed. For example, if a player rolls **#1, #2, #3, Skip-Bo, #7**, that player could place the **#1, #2, #3**, and take the score. If the player placed **#1, #2, #3, Skip-Bo** (Skip-Bo as a **#4**) then he/she would have to re-roll with the one remaining die in an attempt to roll a **#5**. This die roll may not be successful and therefore no points would be scored.

### ■ THE NEXT PLAYER'S TURN

When a player's turn is ended, all dice which have not been placed on the board are passed left to the next player. If the next player receives less than 5 dice, that player takes the next available dice from the gameboard to make a total of 5. These dice are placed in a dice cup. **A player's turn always begins by rolling 5 dice.**

### ■ ENDING THE GAME

When one player reaches 50 or more total points, normal game play ends. Each remaining player, regardless of which player started the game, has one last turn to try to tie or beat that player.

### **WINNER**

The player with the highest point score (50 points or more) is the winner. If a tie at 50 or more points occurs between two or more players, all players resume play to a new goal of 75 points.

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