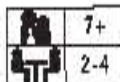




SKIP-BO[®] DELUXE



How to Play SKIP-BO[®] DELUXE

OBJECT: By playing cards in numerical order, 1 through 12, be the first player to use up all the cards in your STOCK pile.

CONTENTS:

A total of 162 cards:
 A deck with 144 cards numbered 1 through 12
 18 SKIP-BO cards which act as WILD cards (Remove any blank cards—these are not used during play.)
 1 SKIP-BO DELUXE Game Board
 1 Score Pad
 1 Pencil
 1 Instruction sheet

SET UP:

Place Game Board in center area of play.

Pick a Dealer.

Shuffle the deck.

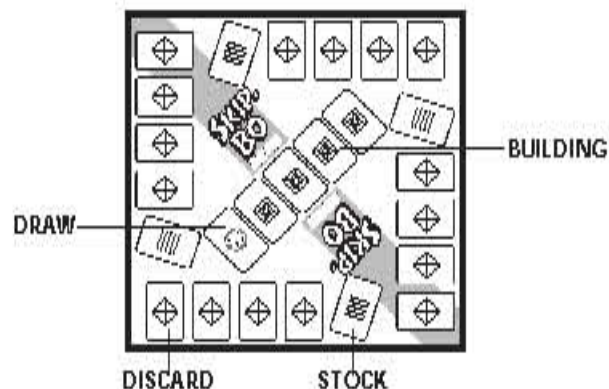
Play goes clockwise. For consecutive games, choose Dealers by going clockwise.

The Dealer deals each player 30 cards facedown; these cards become each player's STOCK pile.

Each player turns the top card of his/her STOCK pile faceup on top of the pile, without looking at any of the other cards in the pile.

The Dealer then places the remainder of the deck facedown in the DRAW area on the Game Board (see diagram). During play, all players draw additional cards from the DRAW pile.

MORE ABOUT THE PLACEMENT OF PILES ON THE GAME BOARD:



STOCK Pile: Each player has one STOCK pile area on the Board. Your cards should be placed here, facedown, with the top card of the pile always turned faceup. Only play the top card from this pile.



DRAW Pile: After the deal, the remaining cards are placed facedown in the center of the Game Board to form the DRAW pile.



BUILDING Pile: In the center area of the Game Board, next to the DRAW pile, are four areas designated for BUILDING piles. These are used by all players to build piles of sequenced cards. Only a number 1 card or a SKIP-BO card can start a BUILDING pile. Each pile is then built up through the number 12. Since SKIP-BO cards are wild, they can start a BUILDING pile, and can be played as any other number, too. Once a pile of 12 cards has been completed, it is removed, and a new pile may be started in its place.



DISCARD Pile: During play, you may build up to four DISCARD piles to the left of your STOCK pile, as indicated on the Board. You can place one card per turn on one of your DISCARD piles. Build up any number of cards in any order in the DISCARD piles, but only play the top card. Your DISCARD piles increase your options of visibly playable cards.

HAND: Each player draws five cards at the beginning of his/her first turn to create a HAND. At the beginning of every player's turn thereafter, or when the last card in a HAND is played, each player draws from the DRAW pile until five cards are in his/her HAND.

LET'S START

The person to the left of the Dealer starts. Draw 5 cards from the DRAW pile to create a HAND. Each player's STOCK pile should always have the top card faceup. If you have a SKIP-BO card or a number 1 card on top of your STOCK pile or in your HAND, you may use it to start a BUILDING pile. (Using up the STOCK pile is the way to win!) You may then continue by playing another card from your HAND, STOCK pile or DISCARD pile onto the BUILDING pile. If you play all 5 cards, you then draw 5 more and continue playing. If you can't make a play or just don't want to, you end your turn by discarding one of the cards from your HAND onto one of your four DISCARD piles. Always at the end of a turn, discard one card from your HAND onto one of the DISCARD piles.

On your second and succeeding turns, you first draw enough cards to bring your HAND back up to 5. You then may add to the BUILDING piles (always in sequential order) by playing the top card from your STOCK pile, DISCARD pile or from your HAND. But remember, the winner is the one who plays all the cards in his/her STOCK pile, so it's best to always use the playable cards from that pile first. If the DRAW pile is used up, the cards from the completed BUILDING piles are shuffled and become the new DRAW pile.

Each player takes turns until one player uses up all the cards in his/her STOCK pile.

Note: You can still win by depleting your STOCK pile even though you have cards in your HAND.

SCORING AND WINNING

You may wish to play several games and keep score. Mark the Score Pad with your tally from top to bottom. The winner of each game scores 5 points for each card of the remaining cards in his/her opponents' STOCK piles (regardless of the number on the cards), plus 25 points for winning the game. The first person to collect 500 points wins.

PARTNERSHIP/TEAM PLAY

All rules stay the same except the following: During your turn, you can play from both your STOCK and DISCARD piles and your partner's. However, during your turn, your partner must keep quiet. Only the player whose turn it is can ask his/her partner to make a play, i.e., "Partner, play your SKIP-BO as a 4," or "partner, play your 7." Any player guilty of cheating must take 2 cards from the DRAW pile and place them in his/her STOCK pile without looking at them. The game is over when both STOCK piles of one of the partnerships are finished.

SPECIAL SITUATIONS

1. If you inadvertently draw too many cards, you must shuffle the extra cards into your own STOCK pile.
2. If a player draws and plays out of turn and the error is noticed by another player before this illegal turn is finished, then the illegal turn stops immediately and play reverts to the proper order. However, when it becomes the play of the player who went out of turn, then that player suffers the penalty of having to play without first drawing from the DRAW pile. But if a player plays out of turn and completes a turn without being noticed, the play is considered legal. Play resumes as normal, starting with the player to the left of the out-of-turn player.
3. In partnership play, both partners can continue to play from their remaining DISCARD or BUILDING piles even if one of the STOCK piles is finished.

SHORT GAME

For players wishing to play a short version of SKIP-BO DELUXE, the Dealer deals a STOCK pile of only 10 cards to each player. All other rules remain the same.

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