

SKIP-BO®

INSTRUCTIONS

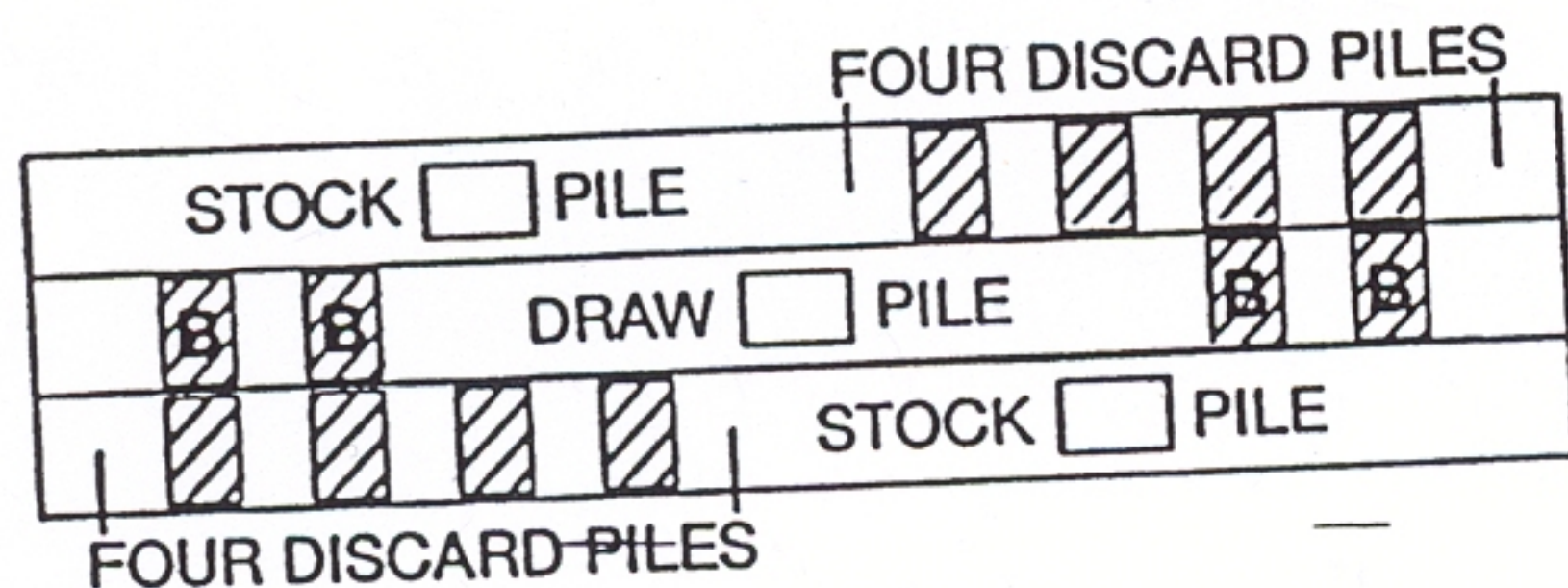
NUMBER OF PLAYERS: Two to six, individually or in partnerships.

OBJECT: The object of **SKIP-BO** is to be the first player to play all of the cards in his **STOCK PILE**.

THE SKIP-BO DECK: The deck consists of 144 cards numbered one thru twelve and 18 **SKIP-BO** cards, for a total of 162 cards. The cards are ranked from one low to twelve high, with all **SKIP-BO** cards being wild.

SET-UP FOR PLAY: The central area of play always contains one **DRAW PILE** and up to four **BUILDING PILES** (labeled B in diagram below), regardless of the number of players. In addition, each player will have his own **STOCK PILE** and up to four **DISCARD PILES**. The cards are set up for play according to the following diagram, showing the arrangement for two players.

NOTE: **BUILDING PILES** and **DISCARD PILES** are developed through play - no cards are in these areas at the beginning of the game.



THE CARD PILES.

- STOCK PILE:** Each player has one **STOCK PILE**, placed face down on his right, with the top card of the pile always turned face up.
- DRAW PILE:** After the deal, the remaining cards are placed face down in the center of the table, to form the **DRAW PILE**.
- BUILDING PILES (B):** During play, up to four **BUILDING PILES** can be started. Each pile is built face up in sequence, starting with a number 1 card or **SKIP-BO** card, then a number 2 card, then a number 3 card, and so on, up thru number 12.

SKIP-BO cards may always be used to start or build the **BUILDING PILES**, because they are wild and may be played as any number, one thru twelve. Once a pile of twelve cards has been completed, it is removed and set aside. Then a new pile may be started in its place.

- DISCARD PILES:** During play, each player may build up to four **DISCARD PILES**, face up and to the left of his stock pile. The player may build up any number of cards, in any order, on his **DISCARD PILES**, but may only play the top card off any of his **DISCARD PILES**.

STRATEGY NOTE: Do not play from your **DISCARD PILE** unless it helps you reduce your **STOCK PILE** or prevents your opponent's play.

THE DEAL.

- The deck is thoroughly shuffled. Each player draws a card from the deck, and the player with the highest numbered card, excluding **SKIP-BO** cards, becomes the dealer. After each game, the deal passes to the left.
- With two to four players, the dealer deals 30 cards to each player. With five or more players, 20 cards are dealt. The cards are dealt face down and become each player's stock pile. Each player turns the top card of his stock pile face up, without looking at any of the other cards in his stock pile.
- The dealer places the remainder of the deck face down in the center of the playing area to form the draw pile.

THE PLAY.

- The player to the dealer's left has first turn, and turns then pass to the left.
- In a player's very first turn, he draws a hand of five cards from the draw pile. If the player has a **SKIP-BO** card or a number 1 card on top of his stock pile or in his hand, he may play it to start a building pile. He may then continue his turn by playing another card from his stock pile or hand onto the building piles, and so on. If the player plays all five cards from his hand onto the building piles, he draws a new hand of five cards and continues his turn.
- If the player cannot make a play or does not wish to make another play, he must end his turn by discarding one of the cards from his hand onto one of his four discard piles.

NOTE: After a player has discarded to one of his discard piles, his turn is over and he cannot play another card until his next turn.

4. In a player's second and succeeding turns, the player first draws enough cards to bring his hand back to five cards. He then may build up the building piles (always in numerical order, regardless of color), by playing the top card from his stock pile, the top card from one of his discard piles, or any card from his hand. (REMEMBER: **SKIP-BO** cards are wild cards which can be used in place of any number.) After making his plays, the player ends his turn by discarding one card on to one of his discard piles.
5. If the draw pile becomes exhausted, the cards from completed building piles may be shuffled to form a new draw pile.
6. The first player to play all the cards in his stock pile is the winner of the game.

SCORING (OPTIONAL).

Players may wish to play several games and keep score as follows. The winner of each game scores five points for each card remaining in his opponents' stock piles, plus 25 points for winning the game. The first player to reach or surpass 500 points is the overall winner.

THE SHORT GAME.

For players wishing to play a short version of **SKIP-BO**, the dealer deals a stock pile of 10 cards to each player. All other rules remain the same.

PARTNERSHIP

The rules for partnership **SKIP-BO** are the same as for individual play, with the following changes.

1. During his turn, a player can play from his partners' stock piles and discard piles, as well as his own. However, during the player's turn, his partner or partners must keep silent as to any card plays which can be made. Only the player taking his turn can ask a partner to make a particular play for him. (For example: Partner, play your **SKIP-BO** as a four; or, Partner, play your seven.)
2. Any player guilty of instructing or advising his partner in any way during his partner's turn must suffer a penalty. He must take the top two cards from the draw pile and place them at the bottom of his own stock pile without looking at them.
3. A partnership wins the game when all the cards in all their stock piles have been played.

SPECIAL SITUATIONS.

1. If a player inadvertently draws too many cards, he must shuffle the extra cards drawn into his 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 player. 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 his 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.

SET-UP NOTE:

1. A player's four discard piles are imaginary until he starts them during play.
2. The building piles are imaginary until started by players during the game.
3. Remember: The object of the game is to get rid of the cards from your (and your partner's, if playing partnerships) stock piles.

Please address all correspondence concerning this game to:

GAY DISTRIBUTING COMPANY
61 Wildcat Road
Downsview, Ontario
M3J 2P5
Attention: **SKIP-BO**

1980, 1981 International Games, Inc. All Rights Reserved

4. In a player's second and succeeding turns, the player first draws enough cards to bring his hand back to five cards. He then may build up the building piles (always in numerical order, regardless of color), by playing the top card from his stock pile, the top card from one of his discard piles, or any card from his hand. (REMEMBER: **SKIP-BO** cards are wild cards which can be used in place of any number.) After making his plays, the player ends his turn by discarding one card on to one of his discard piles.
5. If the draw pile becomes exhausted, the cards from completed building piles may be shuffled to form a new draw pile.
6. The first player to play all the cards in his stock pile is the winner of the game.

SCORING (OPTIONAL).

Players may wish to play several games and keep score as follows. The winner of each game scores five points for each card remaining in his opponents' stock piles, plus 25 points for winning the game. The first player to reach or surpass 500 points is the overall winner.

THE SHORT GAME.

For players wishing to play a short version of **SKIP-BO**, the dealer deals a stock pile of 10 cards to each player. All other rules remain the same.

PARTNERSHIP

The rules for partnership **SKIP-BO** are the same as for individual play, with the following changes.

1. During his turn, a player can play from his partners' stock piles and discard piles, as well as his own. However, during the player's turn, his partner or partners must keep silent as to any card plays which can be made. Only the player taking his turn can ask a partner to make a particular play for him. (For example: Partner, play your **SKIP-BO** as a four; or, Partner, play your seven.)
2. Any player guilty of instructing or advising his partner in any way during his partner's turn must suffer a penalty. He must take the top two cards from the draw pile and place them at the bottom of his own stock pile without looking at them.
3. A partnership wins the game when all the cards in all their stock piles have been played.

SPECIAL SITUATIONS.

1. If a player inadvertently draws too many cards, he must shuffle the extra cards drawn into his 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 player. 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 his 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.

SET-UP NOTE:

1. A player's four discard piles are imaginary until he starts them during play.
2. The building piles are imaginary until started by players during the game.
3. Remember: The object of the game is to get rid of the cards from your (and your partner's, if playing partnerships) stock piles.

Please address all correspondence concerning this game to:

GAY DISTRIBUTING COMPANY
61 Wildcat Road
Downsview, Ontario
M3J 2P5
Attention: **SKIP-BO**

1980, 1981 International Games, Inc. All Rights Reserved