SKIP-BO®

Card Game

CONTENTS: 168 cards

7+ 2–6

If you want a quick and easy way to get started with Skip-Bo®, choose the **BEGINNER TIP** option whenever you see it.

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

SETUP

1. 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

BEGINNER TIP: For a quicker game, regardless of how many players, give each person a 10- or 15-card STOCK pile.

2. Place the remaining deck facedown close to the middle of the play area. This is the DRAW pile that everyone will use.
3. Turn over only the top card of your STOCK pile and leave it, faceup, on top of your pile.

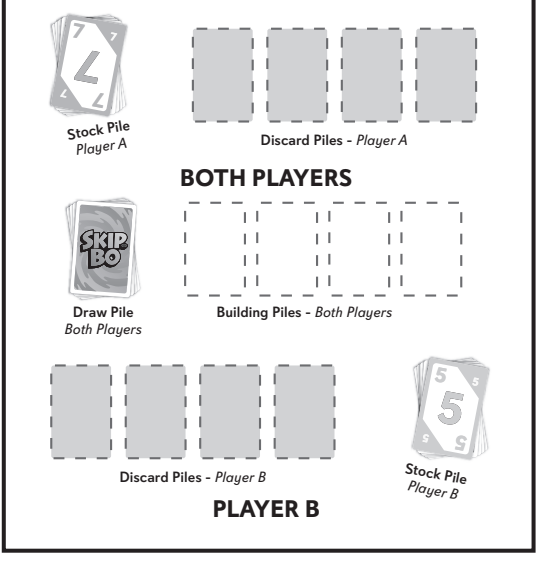
REMEMBER: The cards from your STOCK pile are what you're trying to get rid of to win the game.

4. During play, up to four BUILDING piles will be created and used by all players. BUILDING piles are created in the middle of the playing area, close to the DRAW pile.
5. During play, each player will also create up to four DISCARD piles in front of them. Players may only use their own DISCARD piles.

Beginner Tip: Jump into the action right away by starting all four BUILDING piles and each player's four DISCARD piles when setting up the game. Just flip over one card from the DRAW pile for each one of the BUILDING and DISCARD piles. By seeding every pile in this manner, players will be able to start building right away!

SAMPLE PLAYING AREA (FOR 2 PLAYERS)

NOTE: The piles with dotted lines will be created, as necessary, during play (unless the Beginner Setup was chosen).



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 five cards. This is your hand. (At the **beginning** of every turn, you will draw back up to five).
2. If possible, add to BUILDING piles by playing any number of cards from your hand, from your DISCARD piles and from your STOCK pile (see below for what you're allowed to add to a BUILDING pile).
3. If you get rid of all five cards in your hand during a turn, IMMEDIATELY draw back up to five and continue playing your turn. You may continue to draw back up to five and keep playing any time you use ALL FIVE cards (placing your fifth card on one of your DISCARD piles DOES NOT count as getting rid of all your cards in one turn).
4. A Skip-Bo® card is wild and may be used as any card you need.



Skip-Bo® Card

Can't Remember What's Under a Skip-Bo® Card?

Because it's sometimes difficult to recall what card is hidden beneath a Skip-Bo® card after it's been played on a BUILDING pile, try playing Skip-Bo® cards sideways so the number below is still visible.



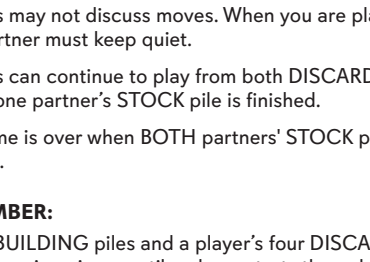
5. When you've played all the cards that you want from your STOCK pile, DISCARD piles and hand, end your turn by adding one card from your hand to the top of any of the four DISCARD piles in front of you. Placing a card on one of your DISCARD piles ends your turn. Play now moves to the next player.

HOW TO USE THE VARIOUS PILES

STOCK PILE:
You 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.

BUILDING PILES:
A 1 or a Skip-Bo® card is required to begin any of the four BUILDING piles (except when using the Beginner Tip to pre-seed piles during setup), and these piles are shared by all players. 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. (Remember, 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 four BUILDING piles at any time. If you have a card to start a new pile but there are already four 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 piles or from your STOCK pile. **But just remember, the STOCK pile is the one you're trying to get rid of, so this should always be your first choice.**

DISCARD PILES:
Each player has four personal DISCARD piles. At the end of your turn, you will discard ANY one card from your hand onto ANY of your four DISCARD piles (they do NOT have to be discarded in sequential order).

Any card can be used to start a DISCARD PILE. You can add cards to a single DISCARD pile or create a new one (up to four) whenever you choose, but try to plan ahead. Spread your cards out across your DISCARD piles in a way that will help you create sequences with the cards in your hand and STOCK pile.

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.

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 partners' STOCK piles are finished.

REMEMBER:

1. The BUILDING piles and a player's four DISCARD piles are imaginary until a player starts them during play.
2. Having trouble keeping track of all the DISCARD and BUILDING piles before they're built? Try using the Beginner Setup and pre-seed the piles!
3. The object of the game is to get rid of the cards from your STOCK pile. When in doubt, always choose to play a card from it if you can!

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