



SKIP-BO MOD™

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 1 Die
 112 Cards

OBJECT: Be the first player to play all the cards in your STOCK pile by playing cards in numerical order, 1 through 12.

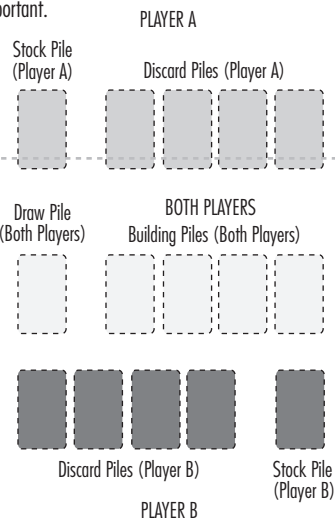
LET'S START

After the deck is shuffled, each player is dealt 15 cards facedown; these cards are your STOCK pile. Each player turns the top card of his/her STOCK pile face-up 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 center of the play area to form the DRAW pile (where you'll be able to draw additional cards).

HOW TO SET UP PLAY

In the center area of play, right near the DRAW pile, up to four BUILDING piles will be created for all players to use during play. In addition, each player will have in front of him/her a STOCK pile and up to 4 DISCARD piles. (See illustration.)

IMPORTANT NOTE: BUILDING piles and DISCARD piles are developed through play (indicated by dotted lines in the illustration). No cards are in this area at the beginning of the game. Also, SKIP-BO® cards are wild. This is important.



FURTHER EXPLANATION OF CARD PILES

1. **Stock Pile:** Each player has one STOCK pile, placed facedown on his/her right, with the top card of the pile always turned face-up on top. Remember, the object of the game is to be the first to get rid of the cards in this pile.

2. **Draw Pile:** After the deal, the remaining cards are placed facedown in the center of the table to form the DRAW pile.

3. **Building Piles:** During play, up to four BUILDING piles can be started. Only a 1 or a SKIP-BO® card (or the equivalent result on the die) can start a BUILDING pile. Each pile is then built up numerically in sequence, 1 through 12. Since SKIP-BO® is wild, Skip-Bo® cards or Skip-Bo® rolled on the die 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 is started in its place.

4. **Discard Pile:** During play, each player may build up to four DISCARD piles to the left of his/her STOCK pile. They can build up any number of cards in any order in the DISCARD piles, but may only play the top card.

EXPLANATION OF THE DIE

At the beginning of each of your turns, you will roll the die. Whatever you roll can, if you choose, be used as a stand-in for a card, or as an action to enhance your play. The die can only be used once during each turn.

If you roll... Then you can...

1-4 Use the die as a single card numbered 1-4.

5-8 Use the die as a single card numbered 5-8.

9-12 Use the die as a single card numbered 9-12.

SKIP-BO Wild. Use the die as a single card numbered 1-12.

2 Discard 2. You may choose to discard up to 2 cards at any time during your turn (either at the same time or separately). This is in addition to the card you must discard to end your turn.

+1 Opponent Draws 1. Choose an opponent to draw the top card from the DRAW pile to add to the bottom of his/her STOCK pile.

NOTE: If you use the die as a stand-in for a numbered card, you must be able to play an actual card that is the next higher number (or a Skip-Bo® card). EX. If you roll 9-12, and you play the die on top of a #8 card as a stand-in for #9, you must be able to play a #10 or Skip-Bo® card on top. Also remember that if at any time you use the die as a stand-in for #12, you must be able to play a #1 or Skip-Bo® card.

HOW TO PLAY

The person to the left of the dealer starts.

At the beginning of your turn, you will do two things:
 1) Draw 5 cards from the DRAW pile; this is your hand.
 2) Roll the die.

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 in the center of the play area. You can also use the die to start a BUILDING pile if you rolled "1-4" or Skip-Bo® (in this case, the die will be a stand-in for 1, but you must also be able to play a 2 card on top of it).

You may then continue by playing another card from your STOCK pile onto a BUILDING pile. If you play all 5 cards in your hand, draw 5 more and continue playing.

At anytime during your turn, you can use what you rolled on the die as long as the result makes sense in the context of the cards in the playing area. You may also choose not to use the die.

Remember, whenever you use the die as a stand-in for a number card, you must also be able to play a card that is the next higher number (you do not need to actually place the die on the pile, since you will immediately place the next card there).

If you can't make a play or just don't want to, end your turn by discarding one of the cards from your hand onto one of your four DISCARD piles.

At the start of your second and succeeding turns, always draw enough cards to bring your hand back up to 5 (if needed), and be sure to roll the die (whether you draw first and then roll, or roll and then draw, does not matter). You may then add to the BUILDING piles (always in sequential order) by playing the top card from your STOCK pile, DISCARD pile or from your hand (or the equivalent result on the die). 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.

SCORING AND WINNING

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

PARTNERSHIP

All the 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 taking his/her turn 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 drawn 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 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.

3. In partnership play, both partners can continue to play from their remaining DISCARD or STOCK piles even if one of the STOCK piles is finished.

SET-UP NOTE

1. A player's four DISCARD piles are imaginary until he/she 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.

SHORT GAME

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

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