

# Skip-Bo Rules

**PLAYERS:** Six in partnership at a table.

**EQUIPMENT:** Deck of 144 cards numbered one through twelve and eighteen Skip-Bo cards. Cards are ranked from one (1) low to twelve (12) high, with all Skip-Bo card being wild.

## CARD PILES:

1. **STOCK PILE:** one for each player, placed face down on right, top card of pile turned up.
2. **DRAW PILE:** place remaining cards face down in center of table.
3. **BUILDING PILES:** during play, up to four (4) building piles may be started. Each pile is face up in sequence, starting with #1 cards or Skip-Bo card, up through #12. SKIP-BO cards may always be used to start or build the building piles as they are wild and may be played as any number. Once a pile of twelve (12) cards has been completed, it is removed and set aside. A new pile may be started in its place.
4. **DISCARD PILES:** during play, each player may build up to four (4) DISCARD PILES, face up and to the left of his/her stock pile. Player may build up any number of cards, in any order, on his/her DISCARD PILES, but may play only the top card off any of the 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:

1. Thoroughly shuffle deck. Each player draws a card, player with highest numbered card deals. Deal passes to left, after each hand.
2. Deal twenty (20 cards with five (5) or more players. Cards are dealt face down and become each player's STOCK PILE. Turn up top card.
3. Place the remainder of deck, face down in center of playing area, forming DRAW PILE.

## THE PLAY:

1. Player to dealer's left starts, play passes to left.
2. To start, player draws five (5) cards from DRAW PILE. With SKIP-BO or #1 card on top of STOCK PILE or in hand, player may start a BUILD PILE. Player continues playing another card from own STOCK PILE or hand onto BUILD PILES. If player plays all five (5) cards from hand onto BUILD PILES, player draws another five (5) cards, playing until no play may be made or player chooses to stop.
3. Turn ends with player discarding a card from own hand onto one of his/her own DISCARD PILES.
4. In succeeding turns, player draws enough cards to bring hand up to five (5) cards. Player may then build up BUILD PILES (always in numerical order, regardless of color) playing top card from own STOCK PILE, own DISCARD PILE, or any card from hand. (REMINDER: SKIP-BO CARDS ARE WILD AND MAY BE USED AS ANY NUMBER.) Turn always ends by discarding a card on own DISCARD PILE.
5. If DRAW PILE becomes exhausted, cards from completed BUILD PILES are shuffled to form new DRAW PILE.

**WINNER:** First player to play all cards from STOCK PILE. After four games completed by all tables the partners with the most wins are tournament winners.

## SPECIAL SITUATIONS:

1. Player inadvertently drawing too many cards must shuffle the extra cards drawn into his STOCK PILE.

2. Player drawing and playing out of turn with error discovered before the illegal turn is completed, the illegal turn is stopped and play reverts to proper order. However, when it becomes the regular turn of that player, the player must play before drawing from the DRAW PILE. If the illegal turn is completed and goes unnoticed, the play is considered legal. Play resumes as normal, starting with the player to the left of the out of turn player.