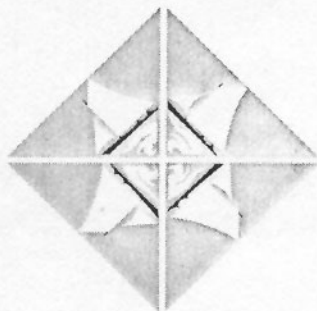


Skip-Bo[®]

CARD GAME

Skip-Bo Co., Brownfield, Texas - Skip-Bo
Game - ED. X-6509 - 11/23/77

Skip-Bo[®]



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ing Stacks in the center of the table, remembering that his main objective is to play off the cards in his Debit Pile. If he plays all five cards in his hand before discarding, he then draws a new hand and continues playing. When he has played all the cards that he wishes to play, he discards one card from his hand to the Discard Piles, signifying the end of his turn.

4. When the player has completed a Building Stack through a King, he places it aside to be shuffled as needed into the Stock Pile.
5. The game ends when a player has played all the cards in his Debit Pile. The winner scores 5 points for each card remaining in his opponents' Debit Piles, plus 25 points for winning the game.
6. At the end of each game, the players should separate the cards by decks before starting a new game.

PARTNERSHIP SKIP-BO: Partnership SKIP-BO is played in the same manner that Non-partnership SKIP-BO is, with the following additional explanations:

1. During his turn, a player can play from his partner's Debit Pile as well as from his own, but **not** from his partner's Discard Piles.
2. When one partner has finished playing his Debit Pile cards, he continues play until all cards in the partnership's Debit Piles have been played.

3. The game ends when all of the cards of the Debit Piles of one partnership have been played.
4. The scoring for Partnership SKIP-BO is the same as that for Non-partnership.

GAME RULES: In addition to the procedural rules above, the following are applicable:

1. After a player has discarded, he cannot play a card until his next turn.
2. A player cannot inform or instruct his partner during the play.
3. If a player inadvertently draws too many cards, he must keep the top five cards in their original order. He places the exposed cards face up on the Stock Pile, and the next player can accept or refuse them. If he refuses them, he places them face down on the bottom of the Stock Pile.
4. A player must take all or none of the exposed cards on the Stock Pile with this exception: On a one-card draw, he can take only the top card, and he places the other or others face down on the bottom of the Stock Pile.
5. If a player draws out of turn and the error is noticed before he discards, the turn reverts to the proper player, and the offender begins his next turn without drawing five cards. If he completes the play before the error is noticed, the play stands as a proper turn, and the opponent at his left plays next.

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SKIP-BO is a new and challenging party or family game to be enjoyed by two to six players.

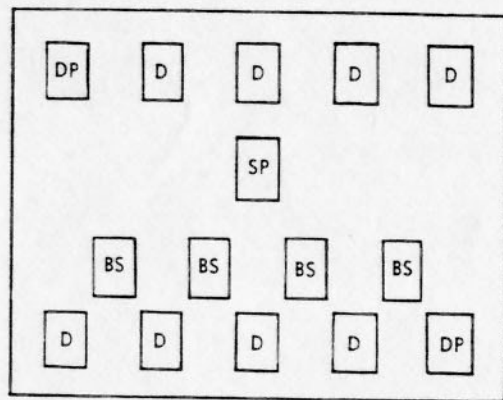
SKIP-BO is an exciting game that is played **DEFENSIVELY** as well as **OFFENSIVELY**.

Skip-Bo, Co.

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Hazel Bowman

PACK OF CARDS: SKIP-BO has three packs of cards, numbered 1, 2, and 3. Each pack contains 60 cards, 52 regular playing cards and 8 wild SKIP-BO cards. The cards are ranked from King (high) through Ace (low).

PLAYING DIAGRAM: Cards are played on the table according to the following arrangement for two players: (The same arrangement of Stock Pile and four Building Spaces is used for any number of players, each of whom will have his own Debit Pile and can have as many as four Discard Piles.)



Legend: DP....Debit Pile
 SP....Stock Pile
 BS....Building Space
 D....Discard Pile

PLAYERS: Two, three, four, five or six players can play as individuals. Usually four players play in partnerships of two; six players, in partnerships of three.

THE OBJECT OF THE GAME IS FOR ONE PLAYER OR ONE PARTNERSHIP TO PLAY ALL OF THE CARDS IN HIS DEBIT PILE OR ITS DEBIT PILES BEFORE THE OTHER PLAYERS DO.

- 1. Debit Pile:** Each player has one Debit Pile, placed face down on his right. The top card is always turned face up during the game.
- 2. Stock Pile:** After the deal, the remaining cards are placed in a pile face down in the center of the table, from which hands are drawn during the game.
- 3. Building Spaces:** Play is limited to four Building Stacks. These stacks are built by starting with a SKIP-BO or an Ace and by building up through a King, in sequence but not according to suit. Each stack is removed when completed.
- 4. Discard Pile:** Each player may have as many as four Discard Piles, placed to the left of his Debit Pile. He may play the top cards from each of these piles during play but should not play them unless they help him reduce his Debit Pile or prevent his opponents play.

HOW TO PLAY SKIP-BO

THE DEAL

1. Any player may deal first. Play and subsequent deals continue clockwise.
2. For fewer than five players, the dealer deals 30 cards to each player from Packs 1 and 2 for the Debit Piles. For five or six players, he deals 20 cards.
3. He places the remaining cards and Pack 3 in the Stock Pile, in the center of the table.

THE PLAY

1. The player with the highest ranking card on his Debit Pile, exclusive of SKIP-BO cards, draws his hand of five cards from the Stock Pile. If he has an Ace or a SKIP-BO in his hand or on his Debit Pile, he has the option of starting one or more Building Stacks in the center or of discarding. Each player, in his turn, can play on the piles to build them from Aces or SKIP-BO cards up through Kings, regardless of suit. If he does not have an Ace or a SKIP-BO card, he discards one card in one of the four Discard Piles in front of him.
2. Each player follows this procedure in turn, replenishing his hand to five cards before playing. He can begin a Building Stack or he can play on one already begun. SKIP-BO cards are wild in the building process. No more than four Building Stacks can be on the table at one time.
3. The player plays cards from his Debit Pile, his hand, or his Discard Piles to the Build-