*SKIP-BO INSTRUCTION MANUAL*

**Gruppe-15 (SKIP-BRO’S)**

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# 1 Overview

This implementation of *Skip-Bo* is a card game intended for four players. The goal of the game is to get rid of all the cards in the player’s *Stock pile.* This can be achieved by placing these cards in the middle of the board in numerical order, from 1 to 12. Though the game can be played with more than 4 players, this specific version concentrates on 4 players. It is a turn-based game, which means that at any given time, there is only one specific player that can act. Only after their turn can the next player be allowed to play a card.

## 2 Content

The game has 144 cards, ranging through the numbers 1 to 12. Each card is coloured one of four different shades – **red, blue, yellow or black.** In addition to these 144 cards, there are 18 *Skip-Bo* cards, which act as jokers. These are coloured in **cyan.** Players receive 5 hand cards and 20 cards in their stock pile and the rest of the cards will be placed in the middle of the board as the *draw pile* for all players.

## 3 Playing Skip-Bo

As previously mentioned, the goal of *Skip-Bo* is to play all cards from the stockpile to the build piles in the middle of the board. The first player to empty their stockpile is the winner of the game.

## 3.1 Beginning of Turn

## At the beginnning of each turn, the player is automatically dealt cards from the draw deck to fill their hand cards up to 5.

## 3.2 Playing Cards to different Piles

## 3.3 Winning the Game

## 4 Play Area

The playing area consists of space for 4 different *build piles*

## 4.1 Different Piles

## 4.2 Hand Cards

## 5 Commands (for playing without GUI)

As long as the implementation doesn’t have a complete GUI, the game can be played using commands in the chat. Every command starts with a slash and the letter case is being ignored. In the following list, words withing brackets can be customized.

List of commands:

* /change name [newName]   
  *Changes your name to “newName”*
* /change status [status]  
  *Changes your status to “status”. Possible options for Status are “ready” or “waiting”.*
* /msg [name] [message]

*Sends a private chat message to the player called „name“*

* /broadcast [message]

*Broadcast your message to all players across all games and lobbies*

* /new game  
  *Starts a new game with 4 players*
* /play [PlaceFrom] [N] [PlaceTo] [N]  
  Puts a card from the pile "PlaceFrom" to the pile "PlaceTo"  
  The piles are abbreviated with: hand cards = H, stock pile = S, discard pile = D, build pile = B.  
  For the stock pile, N is always 1. For hand cards, N can be a number from 1 to 5. For the build and discard piles, N can be a number from 1 to 4.

This command must be written correctly, exceptions by this command are not being handled and

the corectness of your move is not controlled.

Example: To play your 2nd hand card to the first build pile type:

/play H 2 B 1

* /list games  
  Lists all open, ongoing and finished games.
* /list players  
  Lists all players currently connected to the server.