*SKIP-BO INSTRUCTION MANUAL*

**Gruppe-15 (SKIP-BRO’S)**

***Prepared By:***

***Janni Batsilas, Rohan Girish, Guillaume Joyet, Manuela Wildi***

Contents

[1 Overview 3](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464459)

[2 Content 3](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464460)

[3 Play Area 4](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464461)

[*3.1 Different Piles* 4](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464462)

[*3.2 Hand Cards* 4](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464463)

[4 Playing Skip-Bo 4](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464464)

[*4.1 Beginning of Turn* 4](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464465)

[*4.2 Playing Cards to different Piles* 4](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464466)

[*4.3 Winning the Game* 4](file:///C:\Users\droon\Desktop\instruction%20manual.docx#_Toc36464467)

# 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