

Skip-Bo

The rules on one page

Players

2 to 6

You need

A Skip-Bo deck of 162 cards: 144 numbered 1 to 12 and 18 wild SKIP-BO cards

Goal

Be the first to play every card in your stockpile. Partners must empty both of their stockpiles.

Game ends

A hand ends when one player plays their last stockpile card, or in the partners game when both stockpiles of one team are empty. In a scored game of singles, the first player to 500 points wins.

Setup

1. Take out any blank cards. Shuffle, and have each player draw a card. The highest card deals, and a SKIP-BO card does not count.
2. The dealer deals each player a stockpile, face down. Each stockpile is 30 cards with 2 to 4 players and 20 cards with 5 or 6.
3. Put your stockpile in front of you, with room on its left for 4 discard piles. Turn its top card face up without looking at the others.
4. Put the rest of the deck face down in the middle as the draw pile. Leave room around it for 4 building piles.
5. The player on the dealer's left goes first. Turns pass to the left.

How to play

1. **Draw up to 5 cards.** Start your turn by drawing from the draw pile until you hold 5 cards. On your first turn that is 5 cards. Later, if you still hold 2 cards, you draw 3.
2. **Know the building piles.** Up to 4 building piles sit in the middle, and every player plays on them. Only a 1 or a SKIP-BO card can start one. Each card on a pile must be the next number up: 2 on 1, 3 on 2, and so on to 12.
3. **Play your cards.** Play as many cards as you can and want onto the building piles. They can come from your hand, the top card of your stockpile and the top card of each of your discard piles. When you play your top stockpile card, turn the next one face up.

4. **Use SKIP-BO cards.** A SKIP-BO card is wild. It can start a building pile or stand for any number on one. The next card on that pile is the number after the one it stood for.
5. **Draw again if your hand is empty.** If you play all 5 cards from your hand during your turn, draw 5 more and keep playing.
6. **End your turn with a discard.** When you cannot play or do not want to, discard 1 card from your hand onto one of your discard piles. That ends your turn. You may have up to 4 discard piles, to the left of your stockpile. Any card can go on any of them.
7. **Clear finished piles.** When a building pile reaches 12, take it away and set it aside. A new pile can be started in its place. When the draw pile runs out, shuffle the set-aside piles together to make a new draw pile.
8. **Empty your stockpile to win.** The first player to play the last card of their stockpile wins the hand. Shuffle all the cards to deal the next hand.

Scoring

Points for the player who wins a hand

For	Points
Each card left in another player's stockpile	5
Winning the hand	25

The first player to play the last card of their stockpile wins the hand. In a scored game, the first player to reach 500 points wins.



familygamerules.com/skip-bo has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against two Mattel instruction sheets, October 2026.

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