RL **RULE LEAGUE**
ruleleague.com

PRINTABLE CHEAT SHEET

SKIP-BO — RULES & SCORE SHEET

2-6	162	5	30/20/15
PLAYERS	CARDS	HAND SIZE	STOCK PILE

SETUP

- **Deck:** 162 cards — 144 numbered (1–12, five colors) + 18 Skip-Bo wilds, shuffled together into one deck.
- **Hand:** 5 cards each, refilled to 5 the moment it drops below that — even mid-turn, not only at the end.
- **Stock pile** (face-down, top card up, nobody peeks ahead): **30** cards for 2 players, **20** for 3–4, **15** for 5–6.
- 4 shared **build piles** in the center, empty at start, sequential 1→12, open to any player.
- 4 private **discard piles** per player, empty at start — only that player draws from their own.

HOW A TURN WORKS

1. Play from your stock pile top, your hand, or the top of your own discard piles — any order, any combination.
2. Build piles take cards in strict ascending order, 1 through 12, from any player. A Skip-Bo card stands in for whatever number a pile needs next.
3. A pile that reaches 12 is cleared away; a new empty pile takes its place, starting again at 1.
4. Keep playing as long as you're able to place a card. Stock pile first when you can — it's the only pile that wins you the game.
5. Out of moves? Discard 1 card face-up to any of your 4 discard piles, then refill your hand back to 5. Turn passes.

SCORING

FORMAT	HOW IT'S SCORED
Single hand	First player to empty their stock pile wins. No points needed.
Tournament (common)	Hand winner scores 25 pts + 5 pts per card left in each opponent's stock pile. First to 500 wins.

Tournament format isn't printed identically on every box edition — confirm against your own rulebook insert before playing for more than bragging rights.

PLAYERS & STARTING STOCK

1. _____ ☐ 2. _____ ☐
3. _____ ☐ 4. _____ ☐
5. _____ ☐ 6. _____ ☐

Write each player's starting stock count in the small box (30 for 2 players, 20 for 3–4, 15 for 5–6).

STOCK-PILE COUNTDOWN

PLAYER	START	AFTER H1	AFTER H2	AFTER H3	AFTER H4
1					
2					
3					
4					

Log cards remaining in each player's stock pile hand-by-hand — first to 0 wins that hand.

TOURNAMENT RUNNING TOTAL (25 + 5/CARD, TARGET 500)

HAND	P1	P2	P3	P4
1				
2				
3				
4				
5				
Total				

HOUSE RULES IN PLAY TONIGHT

- ☐ Faster 2-player stock (shorten 30 to 15–20 cards)
- ☐ Lock a pile you started until your next turn
- ☐ Speed round (tiny 5–10 card stock)
- ☐ Stock and hand only (no discard-pile plays)
- ☐ Playing to a tournament target (500)

None of these are official Mattel rules — just widely used table agreements. Agree before dealing.

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