



ELECTRONIC  
ELECTRONIQUE  
ELECTRONICO

	7+
	1

# SKIP-BO



436140





## **CONTENTS:**

Electronic Skip-Bo™ Game

(3) Button Batteries

Instructions

Please remove all contents from the package and compare them to the above list. If any of the items are missing, please call 1-800-524-TOYS.

## **OBJECT OF GAME**

The object of the game is to be the first player to get rid of all the cards in your Stock Pile by moving them into the Building Piles.

## **EXITING DEMO MODE**

Your Electronic Skip-Bo™ Game unit is pre-set in demo mode for in store demonstration.

ADULT NOTE: TO EXIT DEMO MODE, PUSH RESET OR REMOVE 1 BATTERY AND REPLACE.



## A LOOK AT YOUR GAME UNIT

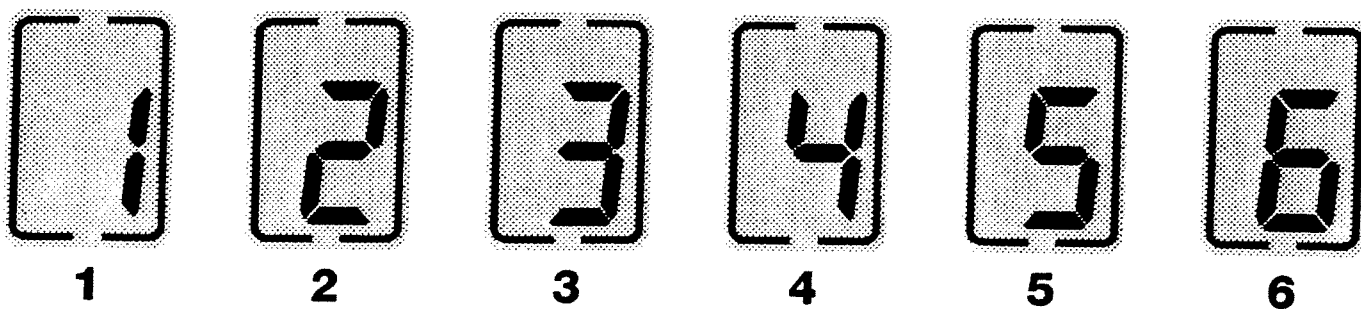


### GAME CONTROLS

1. **On/Off** - Wakes the game up or puts it to sleep.
2. **Menu** - Press to enter the menu routine. Menu includes; New Game, Skip-Bo, Skip-Bo Short, Level, Sound and number of players.
3. **Select/Enter** - Press to confirm a selection or hold to speed up other opponents turn.

4. **Scroll** - Press to move from icon to icon. Movement is left to right within one row. When scrolling left to right within a row, empty spaces will automatically be skipped over (if no card has been selected).
5. **Scroll Up** - Press to move from one row of icons to the next higher row. You may only move a card into the Building Pile on the top row if you can actually play that card. After you play a card into the Building Pile you will automatically be taken back to your hand on the bottom row.
6. **Check** - Press to check the Discard Pile and Stock Pile of the other players. It scrolls from player two through four. Press Select/Enter to return to your Hand. The check symbol will appear in the upper left corner of the screen.
7. **Reset** - Press to reset the game.

## CARD ICONS



1

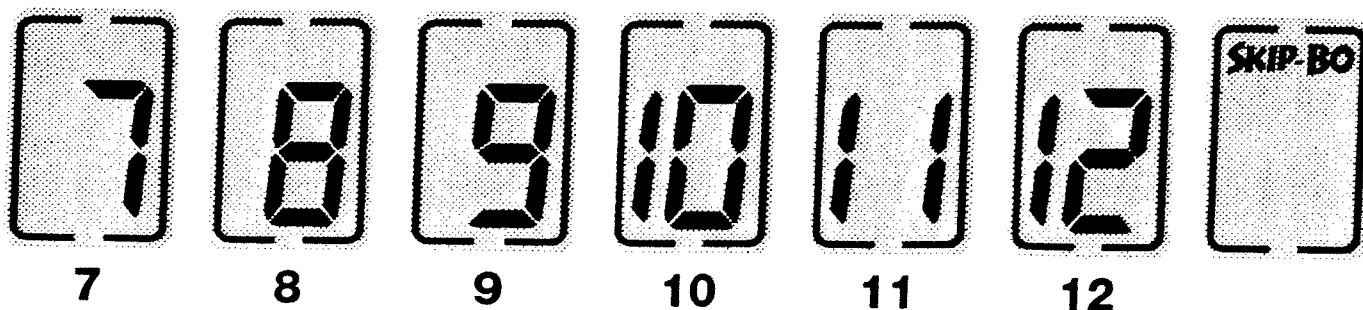
2

3

4

5

6



7

8

9

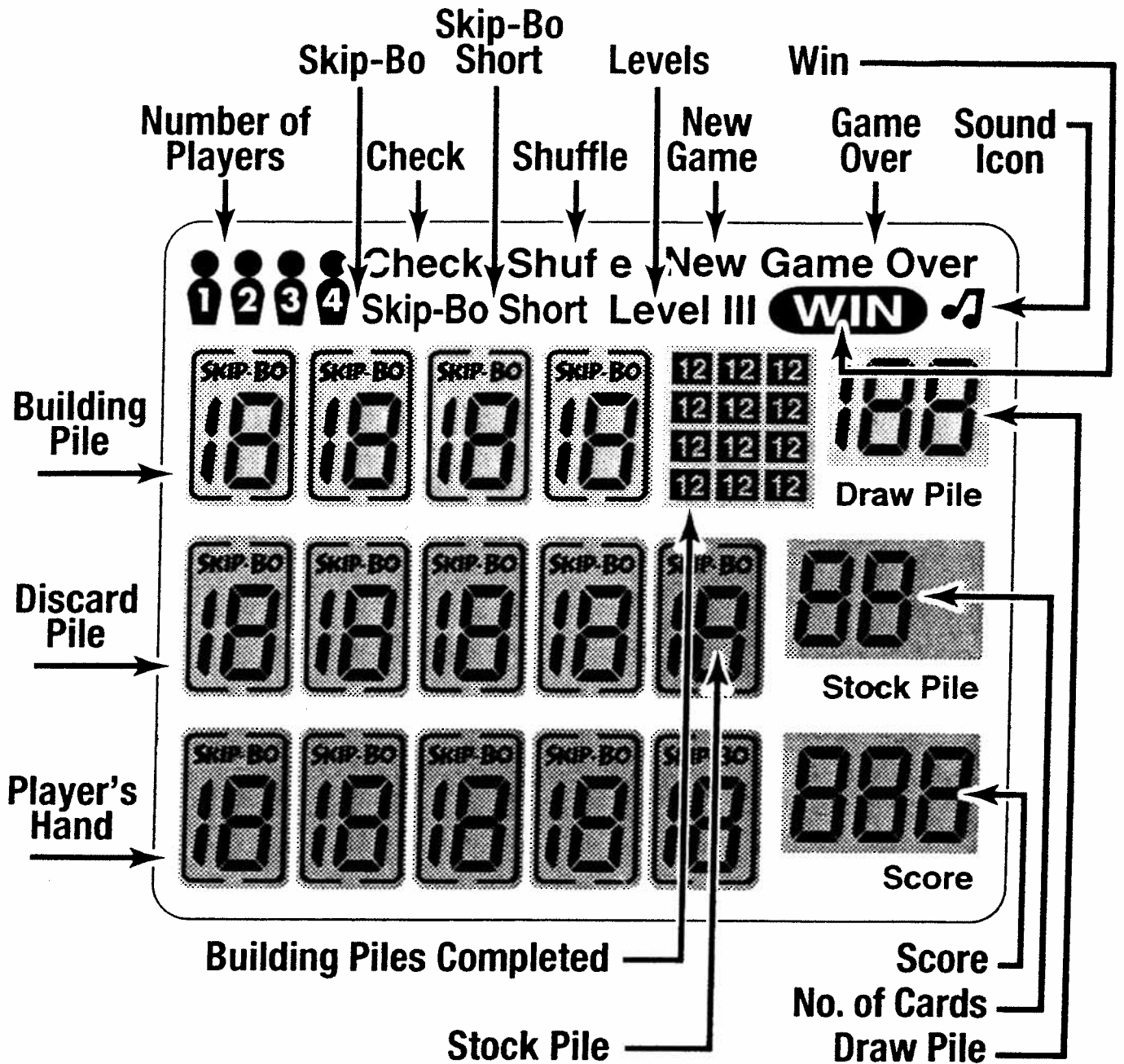
10

11

12

ENG

# GAME SCREEN ICONS



## HOW TO WIN

Be the first player to get rid of all the cards in your Stock Pile, by moving them into the Building Piles.

## SKIP-BO CARDS

Skip-Bo is played with a deck of 162 cards. 144 cards numbered 1-12, and 18 Skip-Bo cards. The 18 Skip-Bo cards are wild and

may be played for any number. When a Skip-Bo card is played into the Building Pile it will display the number for which it was played.

At the beginning of the game each player is dealt a Stock Pile of 30 cards (for the shorter version of Skip-Bo ,Skip-Bo Short, 10 cards).

## **HOW TO MOVE A CARD**

After the cards are dealt, the frame around the first card in a player's Hand will flash. Using the Scroll button, the player must scroll the flashing frame on to the card you want to play. Note: You may play a card from your Hand, Discard Pile or Stock Pile.

The player must then press the Select/Enter button. A frame will remain around the selected card and the flashing frame can be moved to the location you would like to play the card. If you would like to de-select a card press the Select/Enter key again while the frame is still on the card.

When the frame is flashing at the new location the player must press the Select/Enter key. The card will then appear in the new location.

If you try and make an illegal move with the **Scroll Up** button-the error sound will be heard and the card will be de-selected.

If you make an illegal move with the **Scroll** button you will hear the error sound but the card will not be de-selected.

Each time you move a card out of your Hand, the cards sort to the left to close any gaps.

## HOW TO PLAY

- 1.** Push the On/Off button to wake up the game. The game will start in four- player mode and deal cards to you and your three computer opponents.
- 2.** The cards are dealt to each player's Stock Pile. The top card of the Stock Pile is turned face up. On the first player's turn, 5 cards are dealt from the Draw Pile to the player's Hand. Player One's cards are dealt face up with the first one blinking to indicate it's your turn (You are always Player One). Players 2-4's cards are dealt face down.
- 3.** If you have a 1 or a Skip-Bo (wild) card, you can use it to start a Building Pile. Building Piles can only be started with a 1 or a Skip-Bo and must be played in sequential order 1-12. (Cards can be moved from the player's Hand, Stock Pile or Discard Pile). If a player can play all 5 cards in their Hand into the Building Piles on a single turn, that player will be dealt an additional 5 cards and continue to play. Hint: Always play the cards from your Stock Pile first.
- 4.** When a player can no longer move cards into the Building Piles they must move one card from their Hand to the Discard Pile and their turn is over. The player can only move one card into the Discard Pile per turn. Cards can not be moved from pile to pile within the Discard Pile. After a player moves a card into the Discard pile it is the next players turn. Hint: Keep track of how you put the cards into your Discard Piles so that you may use them when you need them.

Like the card game, you must remember the cards below the top card on your discard pile since only the top card will be shown on the screen.

Throughout the game it is helpful to see the other players' Discard Pile and top Stock Pile cards. You may do so by pressing the Check button. (Press Select/Enter to return to Player One's Hand.)

Play continues until one player has moved all of the cards that are in their Stock Pile into the Building Piles. This is the end of the round. The winner of the round is then given a score. You may play as many rounds as it takes for one player to collect 500 points. The first player to reach 500 points is the winner of the game. To continue to the next round of the current game, press the Select/Enter button.

### **MORE GAME HINTS:**

Always play from your Stock Pile before your Hand or your Discard Pile.

Discard lower number cards onto higher number cards in the Discard Pile.

Play your Skip-Bo (wild) cards when you have cards to place on top of them.

### **GAME OPTIONS**

The default options for Electronic Skip-Bo™ are a Level 1, 4-player game with the sound on. If you want to change those options this is how you do it:

1. Press the Menu button and "New Game" will flash. Press the Scroll button and "New Game" will stop flashing.



2. Press Enter/Play with “New Game” showing to start a new game. The Skip-Bo icon will begin to flash. Press the Scroll button and the Skip-Bo Short icon will flash. Pressing the Scroll button again will return you to the Skip-Bo icon. To choose Skip-Bo or Skip-Bo Short, press the Enter/Play button when the corresponding icon is flashing.
3. After you choose Skip-Bo or Skip-Bo Short, the Level number will begin to flash. You may change the level by using the Scroll button to cycle through Levels I, II or III. Press the Enter/Play button when the level you want to play flashes. (See Levels)
4. Once you have chosen your level, the Player icon will begin to flash. You may cycle through a two, three or four player game by pressing the Scroll button. When you have chosen the number of players you want, press the Enter/Play button. Note: More players in the game means you may score more points but the game progresses more slowly.
5. After the number of players is selected, you will see the Musical Note icon flashing. This is the sound indicator. You may turn the sound off or on by using the Select button to make the note appear or disappear and then press the Enter/Play button. If you can see the musical note, the sound is on. If you cannot see the musical note, the sound is off.

## **CHANGING SOUND DURING A GAME**

To turn the sound on or off without starting a new game, press the Menu button. The New Game icon will begin to flash. Press the

Scroll button twice and the New Game icon will disappear. Then press the Select/Enter button. The Musical Note icon will flash. You may turn the sound on or off by pressing the Scroll button and then pressing Select/Enter when your option is selected. If you can see the musical note the sound is on. If you cannot see the musical note the sound is off.

## **SCORING**

The winner of each round scores 5 points for each card remaining in his opponents' Stock Piles, plus 25 points for winning the round. After each round, the unit will flash Win, the winning player's score and the Win sound will be heard. Press Select/Enter to start the next round. Each player will start again with their accumulated points.

The first Player to collect 500 points wins the game. The Win icon and the Game Over icons will flash along with the player's score. The Win sound will play the game over fanfare.

By pressing the Select/Enter key the first round of a new game will start.

## **THE PILES**

**The Stock Pile:** Each player has their own Stock Pile, They are dealt face down with the top card being turned face up. These are the cards that each player is trying to be the first to get rid of. Stock Pile cards can only be moved into the Building Piles.

**The Draw Pile:** The un-dealt cards become the Draw Pile. If all of the cards in the Draw Pile have been played, the completed Building Piles are shuffled to replenish the Draw Pile. Draw Pile cards can only be moved into a player's Hand. If the Draw Pile runs out of

cards and there are no completed Building Piles, the cards underneath the top card of the Building Piles will be used to replenish the Draw Pile.

**The Hand:** At the beginning of each player's first turn they are dealt 5 cards from the Draw Pile. These become the player's Hands. If a player plays all 5 cards in their Hand in one turn they get 5 new cards and may continue their turn. Cards from the Hand can only be moved into the Discard Piles or the Building Piles.

**The Discard piles:** Cards in the Discard Piles are face-up. Only the top card may be played. You can have up to 4 piles in your Discard row. Each player has its own Discard Piles. Any card may be Discarded on any card. At the end of your turn you must Discard 1 card into your Discard row. You may only Discard one card per turn. You may not move cards from pile to pile in the Discard rows. Discard cards can only be played on to the Building Piles.

**The Building Piles:** Building Piles are shared by all of the players. Up to four Building Piles can be created at a time. Only a 1 or a Skip-Bo can start a Building Pile. Once a Building Pile has been started cards are put down only in sequential order, 1-12. When a 12 has been placed on a Building Pile, that pile is completed. It is then removed and another pile can be started. And a Building Pile Completed icon will appear accompanied by a Building Pile Completed sound.

## LEVELS

There are three levels from which to choose. The higher the level the more advanced the play. The levels are determined by the skill

of the computer players. There are three levels, Beginner, Intermediate and Advanced.

## **SLEEP MODE**

If no buttons are pressed for 2 minutes the unit goes into sleep mode.

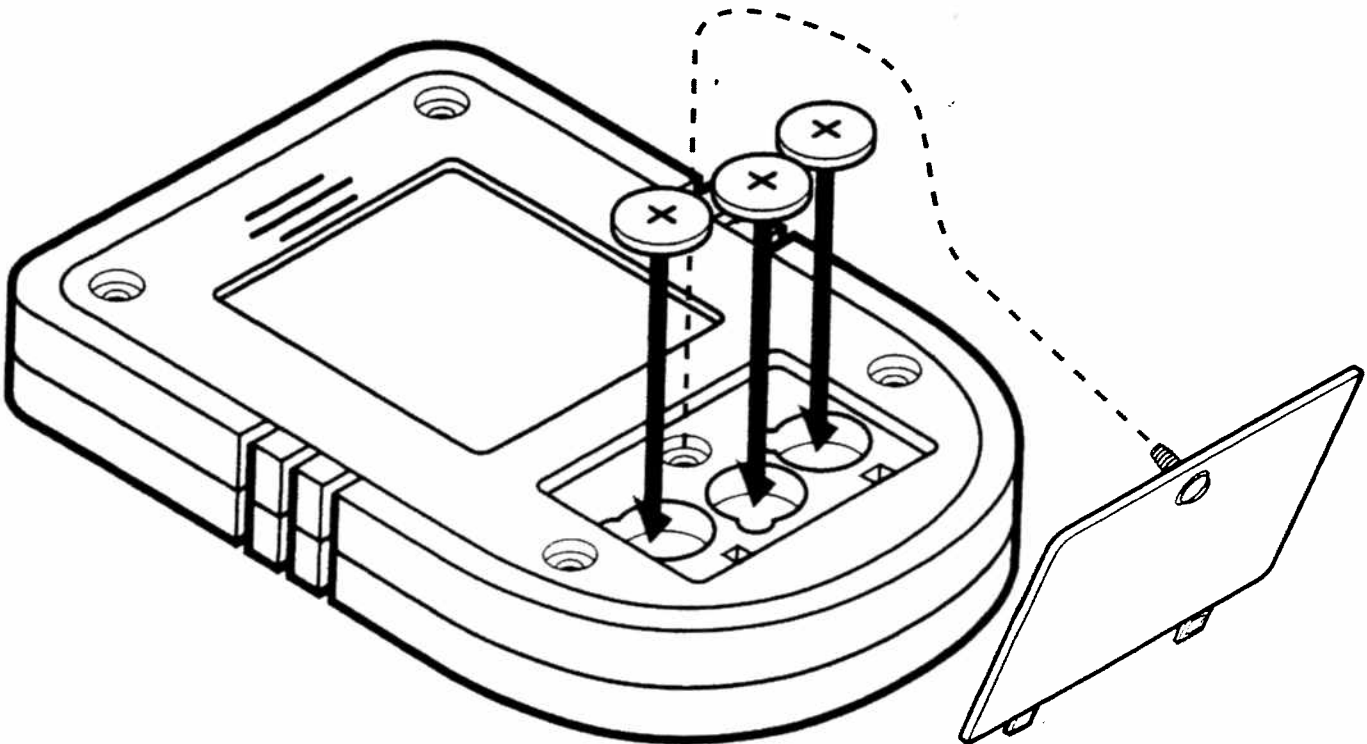
### Wake from Sleep Mode

To wake the unit up from sleep mode, the player must press the On/Off key. When the game wakes up it is exactly where it was when it went to sleep. Note: When a game wakes up it is always Player One's turn.

## **INSTALLING BATTERIES**

This game unit requires 3 x Button Cell AG13 (LR44) batteries.

Open the battery compartment door on the back of the unit using a screwdriver.



Replace batteries as shown. Match direction of “+” and “-” terminals.

Close the battery compartment and replace the screw.

For longer life, use only alkaline batteries.

ADULTS NOTE: Batteries included are for demonstration purposes only.

### **BATTERY SAFETY INFORMATION**

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.
- Dispose of battery(ies) safely.
- Do not dispose of in a fire as batteries may explode or leak.

---

## **TROUBLE SHOOTING**

If the unit is not working properly, push the reset button or try replacing the batteries.

If LCD Screen or Sound is weak, replace the batteries.

## **FCC STATEMENT**

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: -

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Consult the dealer or an experienced radio/TV technician for help.

Call us toll-free **1(800) 524-TOYS** or write with any comments or questions about our products or service. Monday through Friday, 8:00 a.m.-6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing.

Llámenos gratis al **1(800) 524-8697** o escríbanos con cualquier pregunta o comentario sobre nuestros productos o servicio.

De lunes a viernes de 8:00 a.m. a 6:00 p.m., hora del Este.  
Fuera de los E.U.A., consulte una guía telefónica para el listado de Mattel.

---

QUESTIONS OU COMMENTAIRES? COMPOSEZ, SANS FRAIS,  
LE **1-800-665-MATTEL (6288)** du lundi au vendredi, de 8 h à 17 h (HNE).

---

**mattel.com**

© 2002 Mattel, Inc., El Segundo, CA 90245 U.S.A.  
All Rights Reserved.

© 2002 Mattel, Inc., El Segundo, CA 90245 É.-U.  
Tous droits réservés.

Mattel España, S.A., Aribau 200, 08036 Barcelona. N.I.F. A080842809.

Mattel Portugal, Lda., Av. da República No. 90-96, Fracção 5, 1600-206 Lisboa

Importado y distribuido por Mattel de México, S.A. de C.V., Camino a Santa Teresa No. 1040, 7o. Piso, Col. Jardines en la Montaña, Delegación Tlalpan, 14210 México, D.F. R.F.C. MME-920701-NB3. TEL: 54-49-41-00.

Mattel Chile, S.A., Avenida Américo Vespucio 501-B, Quilicura, Santiago. Mattel de Venezuela, C.A., Ave. Mara, C.C. Macaracuay Plaza, Torre B, Piso 8, Colinas de la California, Caracas 1071.

Mattel Argentina S.A., Curupayti 1136, (1607) - Villa Adelina, Buenos Aires.

Mattel Colombia, S.A., calle 123#7-07 P.5, Bogotá.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1-800-665-6288.

Mattel France, S.A., 27/33 rue d'Antony, S.I.C. 145, 94523 Rungis Cedex N° Indigo  
0 825 00 00 25 ou [www.allomattel.com](http://www.allomattel.com).

Mattel Belgium, Trade Mart, Atomiumsquare, Bogota 202 - B 275, 1020 Brussel, België.

Schweiz: Mattel AG, Mombjousstrasse 68, CH-3000 Bern 23.

43614-0720

43614

