

Skyjo

Roger's Rules: Firedrake/BGG

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Introduction

- Goal: score fewest points.
- The deck contains ten runs of cards with value -2 to 12.
- Cards in the discard pile are always face-up.

Round setup

- Shuffle the deck well.

- Deal 12 cards to each player.
- Each player lays out their cards face down in a 4×3 grid
- Each player turns 2 cards in their grid face-up.

Play

- Take turns in rotation.
- On your turn:
 - **either** Draw a card from the discard. Discard a card (face-up of face-down) from your tableau and replace it with the newly-drawn card (face-up).
 - **or** Draw a card from the deck. Either discard it and turn a

card in your tableau face-up, or use it to replace a tableau card as above.

- If you have 3 matching face-up cards in a column, discard all of them.

End round

- When one player ends their turn with all tableau cards face up, each other player takes one more turn. Then the round ends.

- Your score is the total value of all cards in your tableau.

- If the player whose tableau was face-up first does not have

the lowest score, double the value of all their positive cards.

- When one player has accumulated 100 or more points, the player with the lowest score wins the game.