

SKYTO



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GAME IDEA AND GAME TARGET

The game SKYJO runs over multiple rounds and ends as soon as a player has reached 100 points or more. The player with the least points wins the game. Therefore, the goal of the game is to get rid of as many high cards as possible.

PREPARING A GAME ROUND

First, each player receives 12 cards facing down from the well-shuffled deck of cards. Then a card is placed openly in the middle of the table; it makes the discard pile. The rest of the cards are placed facing down next to it as the draw pile.

Each player places his 12 playing cards in four vertical rows with 3 cards per row. Then each player reveals two of his playing cards at will.

THE START OF A GAME ROUND

The player with the highest sum (points) of the two open cards gets to start the first game round.

Example: The cards of Player A show a 12 and a -2, which results in a total of 10. The cards of Player B show a 4 and a 2, which results in a total of 6. Player A gets to start first because his cards totaled in a bigger sum.

The player who ended the current game round gets to start the next game round.

COURSE OF THE GAME

The play starts with the drawing of a card. The player may choose whether he wants to draw the top open card of the discard pile or the top hidden card of the draw pile.

If he chooses the open card from the discard pile, he has to exchange it for one of his playing cards and openly display it. He may freely choose among the open and hidden cards, and the hidden cards may not be turned around and looked at. The exchanged card is openly placed on the discard pile.

If he chooses a hidden card from the draw pile, he may look at the card and choose whether he wants to exchange it for one of his hidden or open game cards. If he keeps it, it runs as described above. If he does not want to keep the drawn card, he must place it on the discard pile and has to reveal one of his hidden cards. Thus, his move ends, and it is the move of the next player in a clockwise direction.

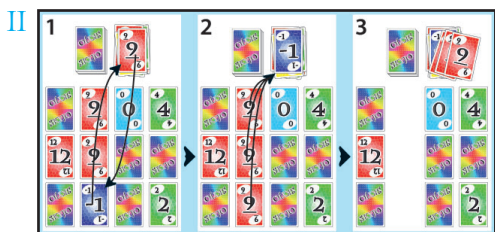
The game round ends as soon as a player has revealed all his cards. Then, each subsequent player will have one more move. Afterwards, the points of each player's open and hidden cards are added up and added to his current score.

The player who finishes the game round must have the smallest number of points in the evaluation of the round. If he does not have the lowest points because another player has reached fewer or the same amount, it leads to a doubling of his points collected in this round (Image I). Attention: This rule only applies to positive points, not to zero or negative points.

I A $5+2-2+3+1+1-1+3-2 = 10$	B $1-2+1+3+7-1+12+4-1 = 24$	C $2+2-2-1+5+2+3-1 = 10$
   	   	   
   	   	   
   	   	   

Example: Player A shows all his cards and finishes the game round. He has 10 points at the end of the game round, Player B has 24 points, and Player C has collected 10 points as well. Player A does not have the lowest score that is why his score doubles to 20.

Special Rule: If a player has uncovered or places three of the same playing cards in a vertical row, the player has to place the entire row of cards on the discard pile (Image II). This rule also applies in the last turn of a game round when the remaining cards are turned over and added up for the evaluation. The triplet always has to be placed on the discard pile after the exchanged card if the row of cards is achieved due to an exchange with the draw pile or discard pile.



END OF THE GAME

At the end of each round the points of every player are added to his current score. The game ends as soon as one of the players has reached 100 points or more. The player with the lowest score wins the game.

Dear game friend, did you like this game? Then please support us and leave an appropriate evaluation / feedback in the place where you bought the game. Thank you so much!

For suggestions or questions contact us at: info@magilano.com

SKYJO

150 Playing Cards:



Evaluation Block:

