SKYJO ACTION

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I



II



SKYJO ACTION

150 Cards:

3 x 

11 x 

7 x 

15 x 

3 x 

3 x 

...for your ideas...
...für deine Ideen...
...pour vos idées...
...per le tue idee...
...por tus ideas...
... あなたのアイデアのために...

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SKYJO ACTION

GAME IDEA AND GOAL

The game SKYJO ACTION is played over several rounds and ends as soon as a player reaches 100 or more points. The player who has scored the fewest points at the end wins the game. Thus, the goal of the game is to collect as few points as possible.

PREPARING THE GAME ROUND

Two well-shuffled card decks are formed at the beginning of the game: a **playing deck** consisting of numbered and star cards, and an **action deck** consisting of action cards.

First, each player is dealt twelve cards face-down from the playing deck. Then one card is placed face-up in the middle of the table, forming the discard pile for the playing cards (numbered and star cards). The remaining cards are placed face-down next to it as a draw pile.

Next, four action cards from the action deck are placed face-up in a row, and the remaining action cards are placed next to them as an action card draw pile. If one of the four action cards are taken during the game, the empty space is to be filled immediately by the top card of the action card draw pile. On the other side of the action card draw pile, one action card is placed open as an action card discard pile (see page 28).

START AND GAMEPLAY OF A GAME ROUND

The game is played over several rounds. At the beginning of a round, each player lays out his twelve playing cards face-down in four vertical rows of three cards. Then each player turns over any two cards.

The **first round of play** may be started by the player with the highest card value (sum) of the two exposed cards.

For **all subsequent rounds**: The player who finished the last round may start the current round. Beginning with the starting player, the players take their turn clockwise.

GAMEPLAY

During his turn, a player must choose and perform **one of three** alternative actions. The turn ends with the execution.

1. Drawing a playing card: Draw the top card from the discard pile or the draw pile,
2. Drawing an action card: Take one of the four face-up action cards or draw the top face-down card from the action card draw pile, or
3. Playing or discarding an action card: Play an action card from your own layout or place it on the discard pile with no action performed.

1. The first available move is to draw a playing card:
   a. Either by drawing the top card face-up from the discard pile or
   b. by drawing the top card face-down from the draw pile.

Re a.: If the player chooses a face-up card from the discard pile, he must immediately exchange it with one of his playing cards and place the card face-up. He may decide freely among his face-up and face-down cards, and the face-down cards must not be turned over and looked at before the exchange. The exchanged card is placed face-up on the discard pile.

Re b.: If the player chooses the face-down card from the draw pile, he may look at the card beforehand and choose whether to exchange it for one of his (faced down or faced up) playing cards. If he wants to keep the drawn card, he exchanges it with one of his cards, as explained above. If he does not want to keep the drawn card, he places it on the discard pile and must instead reveal one of his faced down cards.

2. The second available move is to draw an action card:
   a) Either draw one of the four face-up action cards,
   b) or draw the top face-down action card from the action card draw pile.
   The action card drawn is placed next to your own playing card layout, and may only be played from the next turn.

3. The third available move is to play or discard an action card from your own layout. The turn ends upon completion of the action, and the action card played is placed face-up on the action card discard pile. Each action card may also be discarded without being used. Even then, the turn ends immediately.

COMPLETION AND SCORES OF A GAME ROUND

Play continues until one player reveals either his or her last face-down card or the last face-down card of another player. This ends the game round, and each subsequent player may make one more move.

Example: If player B ends the round by revealing the last card of player C, all players except player B have one more move.

Then, each player's face-up and face-down cards are counted and added to his previous score. Numbered cards count as much as is indicated by their numerical value. Star cards count 0 points. Action cards that are still in a player's layout have a value of 10 points each.

FEATURES

SPECIAL RULE 1: The player who has finished the game round (regardless of whose cards are used) must have the lowest score when counting the score of the game round. If he does not have the lowest score because another player has less or the same number of points, the points he has collected in this round are doubled (Figure I, pg. 28). Note: This rule does not apply if the player's score in the round is negative or zero.

Example I: Player A turns over the last card of player C using the action card "Swap cards with another player" and thus ends the game round. Player A has 10 points at the end of the game round, player B has 24 points, and player C also has 10 points. Player A does not have the lowest score, so his points are doubled to 20.

Example II: Player A reveals all his cards and ends the game round. At the end of the game round, he has scored -5 points, player B 10 points, and player C -7 points. Because Player A's score is negative, the doubling rule does not apply.

SPECIAL RULE 2: The player must discard the entire row of cards (also rows of minus cards) if he has **equal** numbered cards in a **complete** vertical or horizontal row at the end of his turn.

Note:

- This rule only applies to rows of cards with at least three cards (triplets and quads).
- This rule also applies in the last turn of a game round when the remaining face-down cards are turned over and counted for the game score.
- The order in which they are placed can be freely selected (relevant for star cards).
- If the row of cards is obtained as a result of a swap with the draw pile or discard pile, the triplet/quad must always be placed on the discard pile after the swapped card.

STAR CARDS



- Whenever a previously face-down star card in a player's card layout is revealed by turning it over or placing it, the player gets a one-time right to take one of the four face-up action cards, or the top face-down card from the action card draw pile. Exception: This rule also applies when a face-up star card is taken from the discard pile. Consequently, the right to take an action card expires for the respective star card at the end of the turn and cannot be reactivated (for example by swapping). The action card taken is placed face-up next to the own playing card layout and visible to all other players.
  Note: This right also applies at the start of a game round when two cards are revealed by each player at the beginning.
- Each star card revealed in its own card layout can be converted into a numbered card for a moment by a player at the end of his turn. The conversion is also possible at the end of a game round if the remaining face-down cards are turned over to count the points. Star cards always remain neutral in value even after conversion and count as 0 points.
- A **complete** row or column of star cards can be discarded, but it is not a must. Collecting star cards can be worthwhile because a complete horizontal or vertical row of three star cards gives -10 points, and a complete horizontal row of four star cards gives -15 points. Each star card may only be used/counted once for a vertical or horizontal row.

ACTION CARDS



- All action cards taken into your hand must not be played until the next turn. Exceptions are defined by action cards. For example, if the action card "Reactivation" is played, a card must be picked from the action card discard pile and played right after.
- Any number of action cards may be taken and held by a player.
- Action cards may not be played or discarded in the final round of the game (once a player has all his cards face-up).

Tips:

- For beginners, it is recommended to remove the cards "Action Card Thief" and "Meteor Shower" from the action card deck.
- The game experience can be modified by varying (selecting) the action cards used in the game.

GAME VARIATIONS

- Game without an action card deck: In addition to regular game, 5 to 10 action cards are shuffled into the deck of playing cards. If a player draws or reveals one of them, he may keep the action card or put it on the playing cards discard pile. In any case, he must draw a card from the deck of playing cards afterwards. All other rules remain unchanged. (Players: 2-6)
- Playing with numbered cards and star cards: The regular numbered cards and star cards are shuffled into a deck of playing cards as usual. Action cards are not used. All other rules remain unchanged. (Players: 2-6)
- Playing with numbered cards: Played with numbered cards only. Star cards and action cards are not used. All other rules remain unchanged. (Players: 2-4)
- Encrease the maximum number of players by two additional players by reducing each player's hand from 12 cards to 9. At the beginning of each turn, three vertical rows of three cards are dealt (3 x 3) and only one card is revealed.

INDIVIDUAL ACTION CARDS

Swap your own cards



Swap any two of your own cards with each other. Each card may be taken as desired (face-down or face-up) and placed as desired (face-down or face-up).

Double move



By playing this action card, you may play two consecutive moves.

Draw three cards



Draw three cards from the playing card draw pile and keep one of them if you like. The remaining cards are placed in any order on the discard pile. If no card is taken, a card from your own layout must be turned face-up.

Enlightenment: Look at a column or row



You may look at the face-down cards of a complete column or row of your own or another player's cards.

Reactivation: Select an action card from the action card discard pile



After playing this action card, you must select an action card from the action card discard pile and play it instantly.

Defence + additional move



If this action card is in your layout, it protects you once from an „attack" action card. If an attack is made on you, the protection automatically takes effect, and the "Defence" action card is placed on the discard pile. You may play the Defence card to discard it and to get an additional turn. This ends the protection immidiatly.

Swap cards with another player (attack card)



Swap one card each between two players or between you and one other player. Both cards can be chosen freely, and may be taken as desired (face-down or face-up) and placed as desired (face-down or face-up).

Action Card Thief: Steal an action card + additional move (attack card)



When playing this action card, you get one additional turn, and you may take an action card from one of your opponents and play it from your next turn (after it was a player's turn).

Meteor Shower: Remove one card from each player (attack card)



Each player places a card of your choice (a numbered card, star card, or action card) clockwise underneath the discard pile and draws a replacement card from the draw pile, which he places face-up in the empty space. Action cards cannot be re-drawn!