

Sky 5 Rules Summary (v3)

Setup (2-6 players):

1. Randomly remove some cards for 2-5 player games. You can stack the cards on the table and remove cards that are above the player count on the special Card Removal Card ("*close*" is good enough). But if you wish to be exact, use this chart:

Player Count	Cards to Use	Cards to Remove
2	54	52
3	67	39
4	80	26
5	93	13
6	106	0

2. Place the deck face down on the table where all players can reach it (or slide it across as needed).
3. Select the starting player.

Game Play (clockwise):

Beginning with the "starting player", each player performs ONE of these TWO actions:

1. Draw a Card
2. Attempt to Bank Cards

Draw a Card:

- Draw a card. Place it in front of you, visible to all.
 - **Dark blue star cards** are NO COLOR, so they never match a card's color. Drawing one will not cause you to bust.
 - If its color does NOT match any card in front of you, place it in a row of displayed cards in front of you.
 - However, if its color DOES match one of the cards in front of you, then you MUST give the card that you just drew to any other player (your choice as to who).
 - You may not give it to a player if they already have that color in their faceup row of cards.
 - If you are unable to give the card to another player (because they all have that color), then you BUST.
 - Starting with the player on your left, each other player takes one of your displayed cards to add to the cards displayed in front of them.
 - If it is not possible to take a card that does not match a card in their displayed cards, a player gets no card.

Attempt to Bank Cards:

- You may choose to NOT draw a card. Instead, you roll the rainbow die.
 - If the number rolled is NOT included in any of the cards displayed in front of you (including the star cards), then you bank all your displayed cards (place them face down next to you).
 - However, if the number rolled DOES match one of your displayed cards (including star cards), you BUST.
 - Starting with the player on your left, each other player chooses to take one of your displayed cards to add to the cards displayed in front of them.
 - If it is not possible to take a card that does not match a card in their displayed cards, a player gets no card.
 - **Dark blue star cards** are NO COLOR, so they never match a card's color. If you BUST, other players can always take a star card if they wish.

Sky 5:

If you ever have one card of each of the five colors displayed in front of you, shout SKY FIVE and bank all the cards. You can do this even if it is not your turn (ie, gaining a card when another player busts).

Game End:

After the last card is drawn, all players take **one final turn** attempting to bank their displayed cards by rolling the rainbow die. If a player busts during their final turn, other players who have not yet taken their own **final turn** are allowed to take one of the cards from the player who busted (if they do not already have that color).

Scoring:

Each player tallies the points in their banked cards pile. The number on each card is how many points it is worth. The highest total **wins**. If there is a tie, the tied player with the most cards **wins**. If still a tie: share the win!

Notes:

- A two player game might feel different and may not be as much fun.
- You always either choose to draw a card or not on your turn. If you choose to not draw a card then you MUST roll the rainbow die to try to bank your displayed cards.
- When one player Busts, one of the other players might gain the fifth color they need to claim SKY 5.