



The title "SKIP the Salad!" is prominently displayed in the center. "SKIP" is in large, bold, yellow letters with a blue outline. "the" is in smaller, white letters inside a green rounded rectangle. "Salad!" is in large, bold, white letters with a blue outline. Above the title, a cluster of fresh vegetables including a carrot, broccoli, a tomato, and an onion are shown with green leaves. Below the title, four anthropomorphic vegetable characters (a tomato, a carrot, a broccoli, and an onion) stand on a wooden plank path, looking up at the title. They are flanked by two large wooden baskets filled with various vegetables. The background is a vibrant, sunny landscape with a red barn and silo on the left, rolling green hills, and a bright sun with rays shining down from the top center. The sky is filled with soft, colorful clouds and falling leaves.

SKIP the Salad!™

Welcome to the Family!

Gotta Play Games is a family business. With eight kids spanning every age and interest, finding something everyone could do together wasn't always easy. But games? Games worked every time.

Over the years we've played hundreds of them; card games on road trips, board games on Friday nights, strategy games that turned into weekend-long rivalries. Those moments around the table became the heartbeat of our family.

Eventually, we stopped just playing other people's games and started creating our own. We wanted to bottle up what made those nights so special and share it with other families, friend groups, and anyone looking for a reason to put phones down and be together.

Welcome to the family. Gather up. Game on.

The Camp Family



Key Terms

Hand: Cards currently held by a player.

Trick: A set of one card played by each player during a single turn cycle.

Round: The full sequence of tricks played after all cards have been dealt, ending when no cards remain in players' hands.

Suit: A category of cards. In this game: carrots, broccoli, tomatoes, onions, and corn.

Lead suit: The suit of the first card played in a trick.

Follow suit: Playing a card that matches the lead suit.

Kitchen: The collection of cards you have won during the current round.

Sluff: Playing a card of a different suit when you cannot follow the lead suit.

Penalty: Points added to your score for taking certain cards or tricks during a round.

Trump: A suit that beats all other suits, regardless of the lead suit.



Setup

Remove cards based on the number of players (see table below). 3-6 player games **don't** use the corn suit.

Players	Cards Each	Cards to Remove
3	15	All twos, threes, fours, and fives
4	15	1 wild
5	12	1 wild
6	10	1 wild
7*	10	Remove all twos
8*	9	Remove 3 wilds

* Include the corn suit for 7-8 player games.

Playing Area



Gameplay

- The player who most recently ate a salad deals first.
- Shuffle the cards and deal them equally to all players.
- Everyone examines their hand without revealing their cards to the other players.
- The player to the left of the dealer starts the round.

This game is played over six rounds, each with its own goal. We'll explain those later. First, let's walk through how a round works.

1. The person to the dealer's left plays any card from their hand.
2. Other players follow in clockwise direction.
3. Players must follow the lead suit if able.
4. If a player doesn't have any cards in the lead suit, they may sluff (play a card that doesn't match the lead suit).
5. The highest card **in the lead suit** wins the trick.
6. The trick winner collects the cards and puts them face down in their "kitchen".
7. The trick winner leads the next trick.

After all tricks have been played, score the round based on its penalty rule. Record each player's score. The player to the left of the dealer becomes the new dealer, and you move to the next round.



Pro Tip: Want help keeping score? Download the FREE Gotta Play Clubhouse app by scanning the QR code below.



An Example Trick

Alex, Casey, and Bailey are in the first round where the goal is to avoid taking tricks. The cards have been dealt, and they have organized their hands, and are ready to play.

Step 1: Lead a Card

Alex goes first and plays the two of Broccoli. This sets Broccoli as the lead suit for this trick.



Step 2: Follow Suit

Bailey has Broccoli cards, so she must play a Broccoli card. She plays the seven of Broccoli. If you have a card in the lead suit, you must play it.



Step 3: Sluffing

Casey has no Broccoli at all! If you don't have any cards in the lead suit, you can play anything. This is called sluffing. Sluffed cards can never win the trick. Casey plays the King of Onions.



An Example Trick (cont.)

Step 4: Who Wins?

The highest card of the lead suit wins. Bailey's seven of Broccoli beats Alex's two of Broccoli. Casey's Onion King doesn't count because it's not Broccoli. Bailey wins the trick.



Step 5: Collect the trick

Bailey collects the cards, turns them face down, and puts them into her kitchen to score at the end of the round. Since it is the first round where the penalty is taking tricks, this trick will be worth +10 points.



Step 6: Start the next trick

Bailey won the trick, so she leads next by playing any one of the cards from her hand. She decides to play the one of Tomatoes, which means Tomatoes will be the new lead suit to follow this trick.



Rounds and Scoring

The base game is played over six rounds, in the order shown below. The final round is always Tossed Salad, where every penalty is active at once. Good luck!

ROUND	AVOID	PENALTY
1-No Tricks	Winning tricks	+10 / trick
2-No Tomatoes	Tomato cards	+10 / tomato
3-No Queens	Queen cards	+25 / queen
4-No Onions	Onion cards King of Onions	+10 / onion +100
5-No Last Trick	Last trick	+100
6-Tossed Salad	Everything	All combined



1. No Tricks

Don't win a single trick. Every trick you take gives you +10 points, so play low, sluff high cards when you can, and let others do the dirty work.



2. No Tomatoes

Most tricks are safe this round. It's the Tomato cards you need to watch out for. Each one that lands in your kitchen by the end of the round gives you +10 points.

Rounds and Scoring (cont.)



3. No Queens

The Queens are trouble. Each one that ends up in your kitchen will give you +25 points. Try to sluff them whenever you can. Sometimes, though, you may be forced to play a Queen when following suit. When that happens, hope for the best.



4. No Onions

Onion cards make you tear up at +10 each, but the King of Onions is the real threat. He's worth a brutal +100 points all on his own, plus an additional +10 since he is also an Onion.



5. No Last Trick

Just don't win the final trick. One wrong move at the very end gives you +100 points. Stay sharp until the last card is played.



6. Tossed Salad

Every rule is in play at once. Avoid tricks, Tomatoes, Queens, Onions, the King of Onions, and the last trick — all at the same time. It's total mayhem! Good luck.



Pro Tip: It's best to tally up the points accumulated after each trick during the Tossed Salad round.

Wild Cards



Wild cards can be played with any suit. When played, you choose whether it counts as a high or low card. If a Wild is led, the first card with a suit that is played is the lead suit. If all cards played are Wilds, the person who played the first Wild wins the trick. Wilds never count toward suit-specific penalties.

Example: Bailey starts the hand by playing a Wild card. Alex plays the one of Broccoli, so Broccoli becomes the lead suit.



Pro Tip: Sometimes it can be good to use a wild as a high card to win a trick. For example, taking tricks early in the No Last Trick round can be a winning strategy.

Ending a Round

A round ends when all cards have been played. Each player checks their kitchen and tallies their score. They share their score with the designated scorekeeper.

Example: Alex completes the No Tomatoes round and checks his kitchen. He won two tricks, each containing four Tomatoes. At +10 points per Tomato, he scores +80 for the round.

End of the Game

The goal is simple: finish with the LOWEST score. After six rounds, tally the scores and see who earns bragging rights... until the next game.

Advanced Rules

Once you've mastered the basics, it's time to turn up the flavor. Advanced Rules introduce new ways to mix, match, and customize your game, by adding layers of strategy, chaos, and surprise. Whether you're looking for a subtle twist or full-blown mayhem, these options tailor every round to your table.

Extra Toppings

Extra Toppings are optional twists you can mix into any game. Choose any combination before you start. Each one adds a new layer of strategy and chaos. Lay the chosen toppings face up so everyone can keep track of which extra toppings are in play.



Rotten Tomato

When a trick contains a Tomato, the winner takes the Rotten Tomato card and keeps it face-up in front of them. It passes to whoever next wins a trick containing a Tomato. Whoever holds it at the end of the round gets +25, so don't get stuck with it!



Pass the Veggies

Before each round begins, every player passes two cards to the person on their right (counter-clockwise). Choose wisely! The card you pass might come back to haunt you!



Cornucopia

Flips the whole game! Instead of avoiding points, you want to collect as many as possible. The player with the highest total score wins!

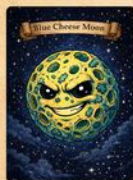
Extra Toppings (cont.)



Spicy Pepper

Carrots are trump in the first round. After that, the player in last place chooses the trump suit each round after looking at their hand. You must still follow suit if you can. If you can't, you may play a trump card. The highest trump played wins the trick.

Use the Spicy Pepper cards (a set of five cards included in the game) to remind users which suit is trump for each round.



Blue Cheese Moon

Collect all available penalties in a round and your entire round score (this round) flips negative! High risk, huge reward. (**Note:** Applies on every round except No Last Trick).

Example: Casey wins all four queens in the No Queens round. Instead of getting +100 points for the round, he gets -100 points applied to his overall score.



Salad Dressing

The Salad Dressing card is the highest card in the game. It wins **ANY** trick in which it is played. When preparing the deck, **remove a wild card**, and put the matching gameplay card and shuffle it into the deck.



House Salad (Make Your Own)

We know lots of friends and families like to make their own "house" rules. This card let's you add your own special twist. We would love to hear what you come up with! Tag us on social media.

Additional Rounds

Looking to add to the excitement? Add any or all of these rounds to ratchet up the craziness and fun. Even better, invent up your own rounds, and make this game truly yours.

Round	Avoid	Penalty
No Kings	King cards	+25 per king
No Assassins	Assassin cards	+25 per assassin
No Royalty	J/Q/K cards	+25 each
No Evens	Even cards (2-10)	+10 each
No High Low	Ones and Assassins	+25 each



No Kings

Kings are off the menu this round. Each one you collect will give you +25 points, so make sure someone else ends up with the crown.



No Assassins

Watch your back. Assassin cards are dangerous this round, and letting one sneak into your kitchen means +25 points per card.

Additional Rounds (cont.)



No Royalty

Jacks, Queens, and Kings are all trouble here. Every royal card you take gives +25 points. The whole court is out to get you. Collect too many, and you'll be royally flushed.



No Evens

Even numbers are your enemy this round. Any even card (2,4,6,8,10) that lands in your kitchen gives you +10 points each. May the odd cards be ever in your favor.



No High Low

The extremes will get you. Ones and Assassins are both worth +25 points each. Avoid the top and bottom of the deck.



This game was made by a family and company that includes kids with autism and ADHD, and we believe the best moments happen when everyone gets to play. We proudly support the neurodiversity community.



Connect with us

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For questions, email us at: family@gottaplay.games

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