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OBJECTIVES

YOUR GOAL IS TO BUILD THE HIGHEST-SCORING SEQUENCE OF 5 TRICKS ON THE RAMP. PLAY THROUGH CONSECUTIVE ROUNDS, ACCUMULATING YOUR SCORES.

THE FIRST SKATER TO REACH THE TARGET SCORE BECOMES THE KING OF THE SKATEPARK AND WINS THE GAME!

IN CASE OF A TIE AT THE END OF THE GAME, THE WINNER IS THE PLAYER WHO SCORED THE HIGHEST-VALUE COMBO IN THE FINAL ROUND.

GAME MODES (DECIDE BEFORE STARTING)

QUICK SESSION
TO 150 PTS
(APPROX. 15-20 MIN.)

CLASSIC
TO 200 PTS
(APPROX. 30 MIN.)

PRO TOURNAMENT
TO 300 PTS
(APPROX. 45 MIN.)

PHASE 1: PREPARATION

DEALING

SHUFFLE THE MAIN DECK. EACH PLAYER GETS 5 CARDS IN HAND. GIVE EVERYONE A PLAYER AID CARD.

SELECTING YOUR TRICK (ANCHOR):

LOOK AT YOUR CARDS. CHOOSE EXACTLY ONE THAT YOU LIKE THE MOST TO BE IN YOUR COMBO BASE. PLACE IT FACE DOWN IN FRONT OF YOU (IN ANY OF THE 5 SPOTS IN YOUR ROW). PLACE THE REMAINING 4 CARDS AT THE VERY BOTTOM OF THE MAIN DECK.



NOTE: THIS CARD IS NOT LOCKED! DURING THE GAME YOU CAN SWAP IT, DISCARD IT, OR LOSE IT TO OPPONENT'S ACTIONS.

REMEMBER! : ONCE YOU PLACE YOUR CHOSEN CARD ON THE TABLE, YOU ARE NOT ALLOWED TO LOOK AT IT AGAIN!

PHASE 2: DROP IN

COMPLETING YOUR ROW



THE DEALER DEALS 4 FACE-DOWN CARDS FROM THE TOP OF THE MAIN DECK TO EACH PLAYER, SO EVERYONE HAS A ROW OF 5 CARDS.

DO NOT LOOK AT THESE NEW CARDS! YOU ONLY KNOW YOUR FIRST, PRE-SELECTED CARD.

CARD POSITIONS ON THE TABLE ARE LOCKED. YOU CANNOT REARRANGE CARDS IN YOUR ROW (E.G., MOVING AN END CARD TO THE MIDDLE). WHEN SWAPPING A CARD DURING THE GAME, YOU MUST PLACE THE NEW ONE EXACTLY WHERE THE OLD ONE WAS.

PHASE 3: SKATEPARK ACTION

PLAY PROCEEDS CLOCKWISE. ON YOUR TURN, DRAW THE TOP CARD FROM THE MAIN DECK AND CHECK ITS TYPE:

-> IF IT'S A TRICK (OLLIE, KICKFLIP, ETC.) OR THE G.O.A.T. : YOU MAY SWAP IT WITH ONE OF YOUR 5 FACE-DOWN ROW CARDS. PLACE THE DISCARDED CARD FACE UP ON THE DISCARD PILE. IF THE CARD DOESN'T FIT YOUR STRATEGY, YOU CAN DISCARD IT IMMEDIATELY.



-> IF IT'S AN ACTION CARD (SWITCH UP, SPY DRONE) YOU HAVE TWO CHOICES:

1. PLAY IT IMMEDIATELY: RESOLVE THE CARD'S ACTION, THEN DISCARD IT.
2. SLOT IT FACE DOWN: SWAP IT WITH ONE OF YOUR FACE-DOWN ROW CARDS TO BLUFF YOUR OPPONENTS. (REMEMBER THAT AT THE END OF THE ROUND IT IS WORTH 0 PTS!)



-> IF IT'S A TRAP CARD (WIPEOUT) YOU HAVE TWO CHOICES:

1. SABOTAGE: PLACE IT FACE DOWN IN AN OPPONENT'S ROW, REPLACING ONE OF THEIR FACE DOWN CARDS. (THE REPLACED CARD GOES TO THE DISCARD PILE.)

2. SLOT IT FACE DOWN INTO YOUR ROW:

SWAP IT WITH YOUR OWN CARD AND WAIT FOR THE RIGHT MOMENT TO USE IT. WHEN THAT TIME COMES ON YOUR TURN, FIRST DRAW A NEW CARD, AND ONLY THEN USE THE WIPEOUT, SO THAT YOU ALWAYS STAY WITH 5 CARDS.



SHUFFLING RULE: IF THE MAIN DECK RUNS OUT, SHUFFLE THE DISCARD PILE TO CREATE A NEW DECK.

IF SOMEONE DISCARDS A CARD, THE NEXT PERSON CAN TAKE IT INSTEAD OF DRAWING A NEW ONE HOWEVER, BY DOING SO, YOU LET EVERYONE KNOW EXACTLY WHAT CARD YOU HAVE IN YOUR HAND.

PHASE 4: FINAL DROP

END OF ROUND

WHEN YOU BELIEVE YOUR HIDDEN LAYOUT FORMS THE PERFECT COMBO, STOP DRAWING CARDS. INSTEAD, SHOUT OUT LOUD: "DROP MI!"

AT THIS POINT, OTHER PLAYERS HAVE EXACTLY ONE FINAL TURN TO SAVE THEIR LAYOUT OR THROW AN ACTION CARD AT YOU, SABOTAGING YOUR BLIND RUN.



SPECIAL CARDS

SPY DRONE

THIS CARD ALLOWS YOU TO SECRETLY PEEK AT ANY SINGLE FACE-DOWN CARD ON THE TABLE (YOURS OR AN OPPONENT). AFTER USE, PLACE IT FACE UP ON THE DISCARD PILE.



SWITCH UP

SWAP ONE OF YOUR FACE-DOWN CARDS WITH ANY OPPONENT'S CARD OR SWAP TWO OF YOUR OPPONENT'S FACE DOWN CARDS WITH EACH OTHER. YOU CAN'T LOOK AT THE CARDS BEING SWAPPED! WHEN YOU SWAP A CARD WITH AN OPPONENT, THE NEW CARD MUST BE PLACED IN THE EXACT SAME SLOT THE OLD ONE WAS TAKEN FROM.



WIPEOUT!

A TRAP CARD! IF IT REMAINS IN YOUR ROW AT THE END OF THE ROUND IT KILLS YOUR FLOW: IT CANCELS ALL BONUSES FOR ADJACENT TRICKS AND BREAKS ANY STRAIGHT. CARDS DIRECTLY TO ITS LEFT AND RIGHT ARE WORTH 0 POINTS. IF THE WIPEOUT IS ON THE EDGE OF YOUR ROW (SLOT 1 OR 5), IT ONLY ZEROES OUT THE SINGLE ADJACENT CARD.



THE G.O.A.T. (GOLDEN SKBER)

THE GOLDEN SKBER REPLACES ANY CARD NEEDED TO COMPLETE A COMBO.

IF IT DOESN'T CREATE A COMBO: IF IT DOESN'T HELP WITH ANY COMBO AT THE END OF THE ROUND THE GOLDEN SKBER COUNTS AS A STANDALONE CARD WORTH 15 POINTS.

IF IT CREATES A COMBO: IT TAKES THE VALUE OF THE MISSING TRICK NUMBER TO COMPLETE YOUR COMBO. IT COUNTS AS THAT SPECIFIC NUMBER AND **DOES NOT** RECEIVE ITS BASE VALUE OF 15 PTS.



SCORING

AFTER THE FINAL TURN, EVERYONE REVEALS THEIR CARDS AND CALCULATES POINTS. IF YOUR LAYOUT GAIN MOST POINTS - CONGRATULATIONS, YOU TAKE THE ENTIRE POT FOR THAT ROUND!

IF A RIVAL HAS A HIGHER-SCORING LAYOUT THAN YOU OR YOU TIE, YOU'VE "OVER-SKATED." YOU TAKE A **-10 POINT** PENALTY FOR THAT ROUND! (OPPONENTS KEEP THEIR SCORED POINTS).

REMINDER: ANY UNACTIVATED SPY DRONE OR SWITCH UP CARD REVEALED IN YOUR ROW COUNTS AS AN "EMPTY SLOT" WORTH 0 POINTS. EXCEPT FOR THE GOLDEN SKBER AND THE WIPEOUT. (SEE "SPECIAL CARDS" SECTION).

SCORING & COMBO HANDS

PTS	TRICKS	
1	OLLIE	+5 PTS
2	BOARDSLIDE	+10 PTS
3	50-50 GRIND	+15 PTS
4	KICKFLIP	+30 PTS
5	HEELFLIP	+40 PTS
6	360 FLIP	+50 PTS
7	540 MCTWIST	
8	900	

PAIR (TWO OF A KIND)

+5 PTS

SMALL STRAIGHT (3-CARD RUN)

+10 PTS

THREE OF A KIND

+15 PTS

FULL HOUSE (PAIR + THREE OF A KIND)

+30 PTS

FOUR OF A KIND

+40 PTS

LARGE STRAIGHT (5-CARD RUN)

+50 PTS

PRO TIP: HOW TO BUILD A STRAIGHT?

REMEMBER THAT A STRAIGHT IS A FLUID TRICK SEQUENCE. YOUR CARD VALUES MUST BE IN EXACT CONSECUTIVE ORDER WITH NO NUMERICAL GAPS.

IMPORTANT! PHYSICAL ORDER ON THE TABLE DOES NOT MATTER! THE CARDS IN YOUR ROW CAN BE COMPLETELY MIXED UP (E.G. PHYSICALLY LYING IN THE ORDER 4, 2, 5, 3, 1). ALL THAT MATTERS IS WHAT VALUES YOU REVEAL AT THE END - AFTER FLIPPING YOUR CARDS, SIMPLY GROUP THEM INTO A COMBO AND SUM UP YOUR POINTS!

EXAMPLE:

WRONG (NO COMBO): YOU REVEAL 1, 3, 4, 6, 8 IN YOUR ROW. NONE OF THESE CARDS FORM A CONSECUTIVE SEQUENCE (MISSING 2, 5, ETC.) OR A PAIR - YOU ONLY GET THEIR BASE POINTS!

IN THIS CASE YOU HAVE OLLIE (1), 50-50 GRIND (3), KICKFLIP (4), 360 FLIP (6) AND 900 (8) IN YOUR ROW. SUMMING THEM UP GIVES YOU 22 POINTS.

RIGHT (SMALL STRAIGHT): YOU REVEAL 1, 2, 3, 6 AND 8 IN YOUR ROW. CARDS 1, 2 AND 3 FORM A 3-CARD SEQUENCE (SMALL STRAIGHT) - CLAIM YOUR BONUS!

IN THIS CASE YOU HAVE OLLIE (1), BOARDSLIDE (2), 50-50 GRIND (3), 60 FLIP (6) AND 900 (8) IN YOUR ROW. SUMMING THEM UP GIVES YOU 30 POINTS.



CHECK OUR LINKTREE!



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