A skateboarding card game by Jacob Hauberg Hansen

trickbookgame.com

## OBJECTIVE OBJECTIVE

Challenge a buddy to a game of S.K.A.T.E. and bust out all your best tricks to win!

## RULES

1

Both players **draw 3 tricks** each The **youngest** player gets to start

2

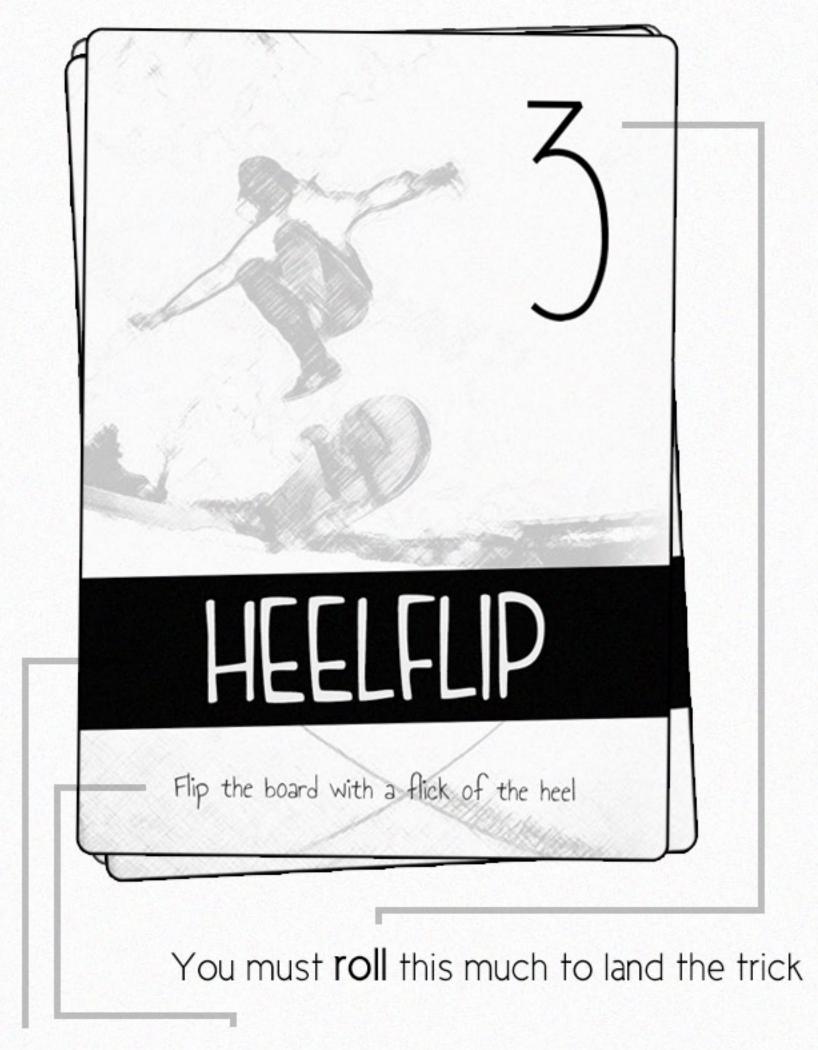
Each turn, draw another trick and play one from your hand

Roll a die equal to, or higher than, the difficulty numbered on the trick to land it

You lose your turn when you can't land a trick

3

If you land your trick, your opponent must then land the same trick or receive a letter



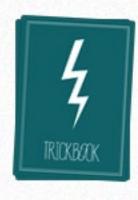
Name and description of the trick

## EXTENDED RULES

Players draw from the same decks:

35 trick cards





15 special cards

Whenever a card **has been played**, it is **discarded**Discarded cards are **reshuffled** once a deck is empty

If you can't match a trick

You are allowed to play **any** other trick, but you must make **two successful rolls** to land it



...You are really unlucky, but you may also pick a special card!

Special cards can be **played** at **any time**; use them to **turn things around** or just **annoy** your opponent



Psyche out your opponent

Roll a die that they must match immediately -1 to their next roll if they can't

1-6

You must **roll** this much to play this card

This is what happens when this card is played

