



2

OLLIE

A leap into the air



2

OLLIE

A leap into the air



2

OLLIE

A leap into the air



2

OLLIE

A leap into the air



2

OLLIE

A leap into the air



2

OLLIE

A leap into the air



2

OLLIE

A leap into the air



2

SHUV-IT

Make the board spin 180 degrees



2

SHUV-IT

Make the board spin 180 degrees



SHUV-IT

Make the board spin 180 degrees



SHUV-IT

Make the board spin 180 degrees



SHUV-IT

Make the board spin 180 degrees



SHUV-IT

Make the board spin 180 degrees



KICKFLIP

Flip the board with a flick of the toes



KICKFLIP

Flip the board with a flick of the toes



KICKFLIP

Flip the board with a flick of the toes



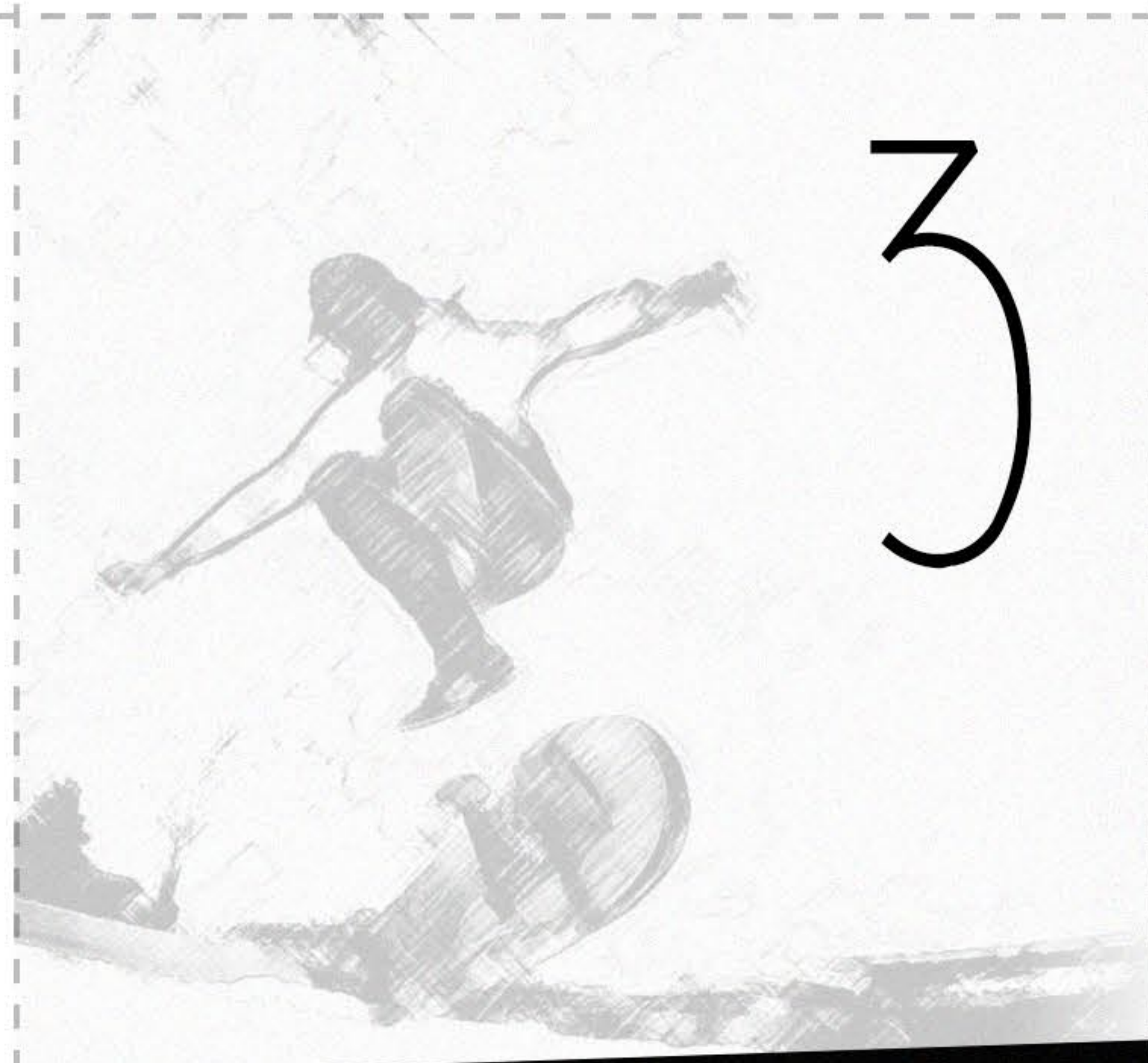
KICKFLIP

Flip the board with a flick of the toes



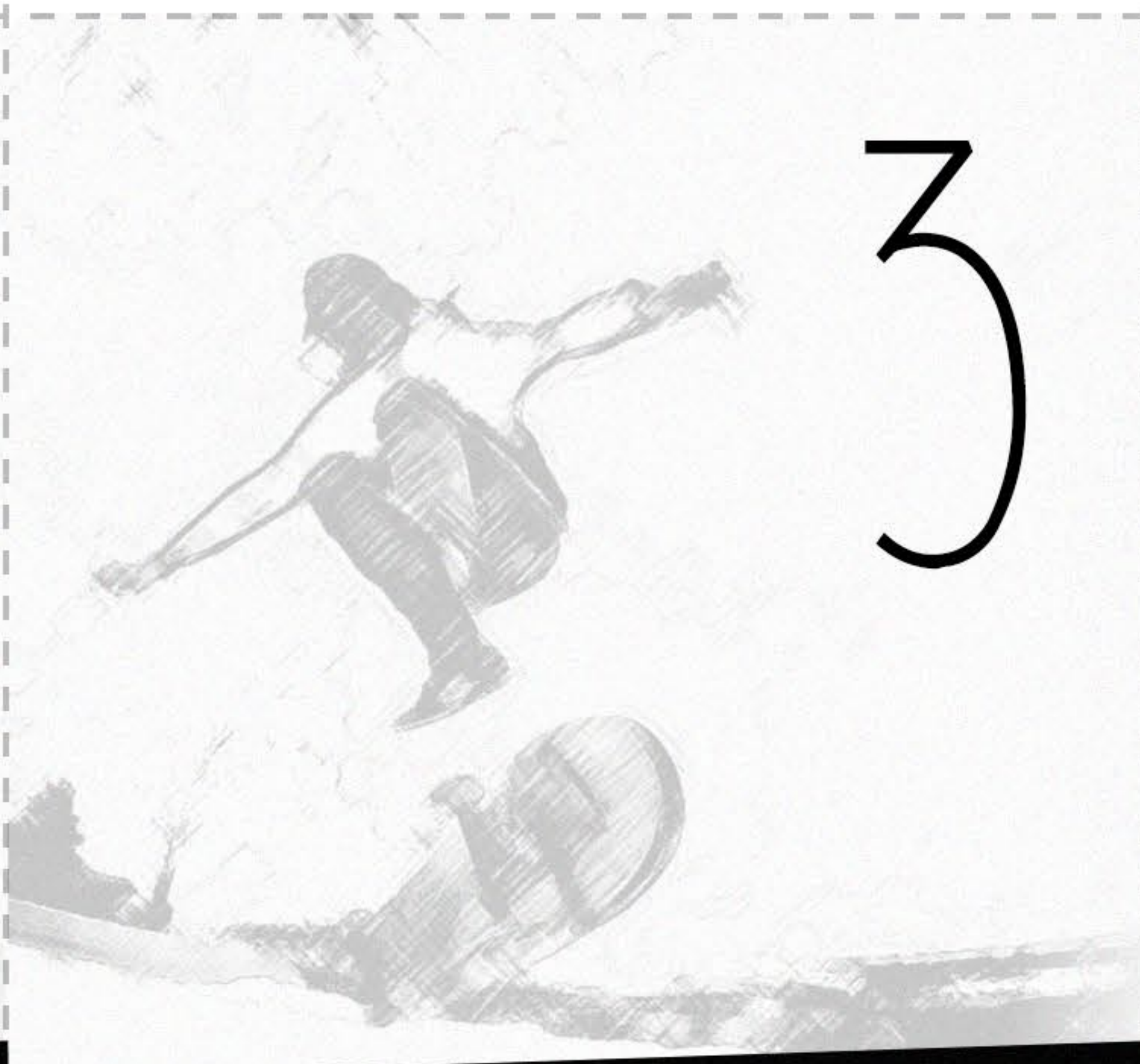
KICKFLIP

Flip the board with a flick of the toes



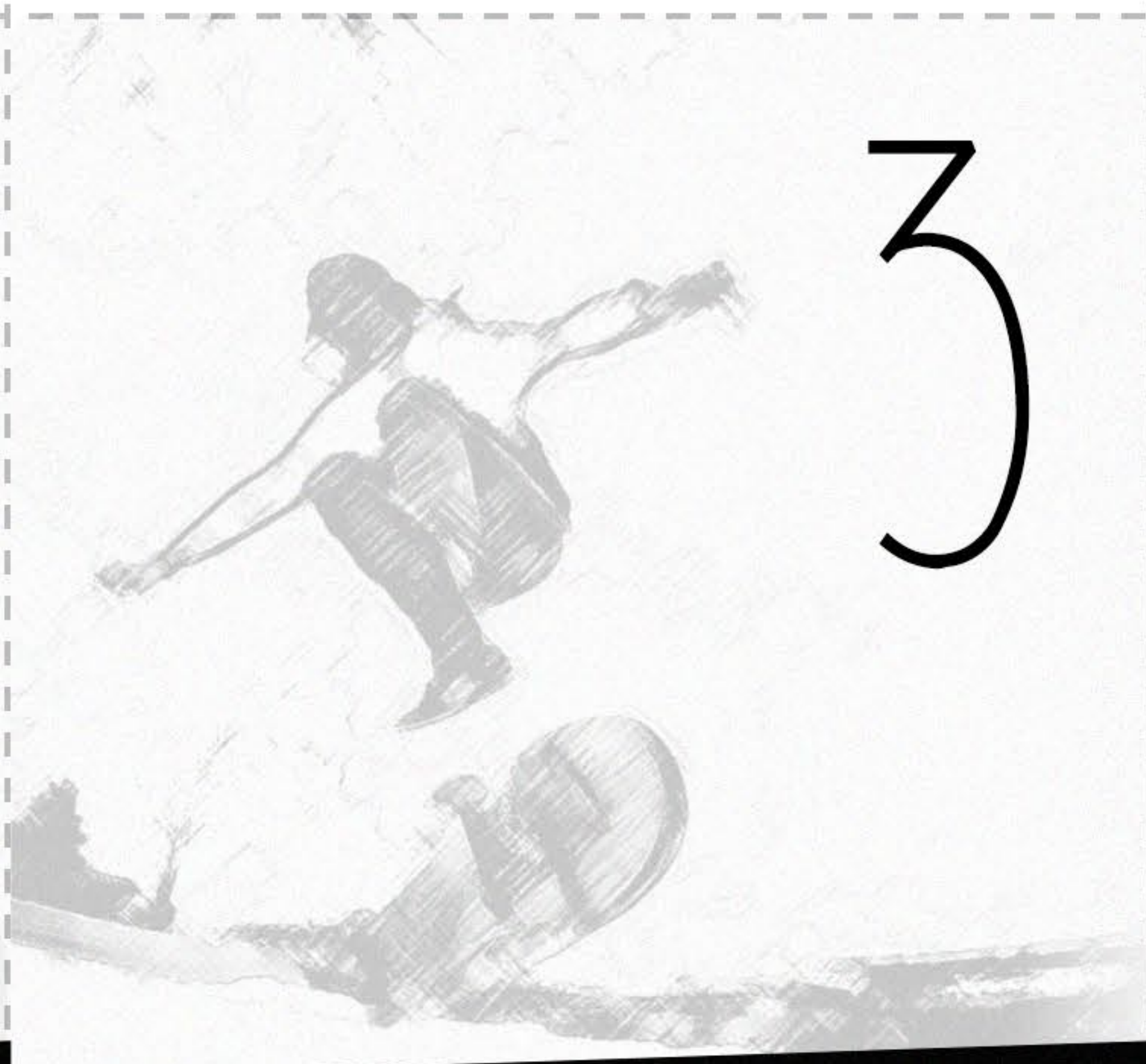
HEELFLIP

Flip the board with a flick of the heel



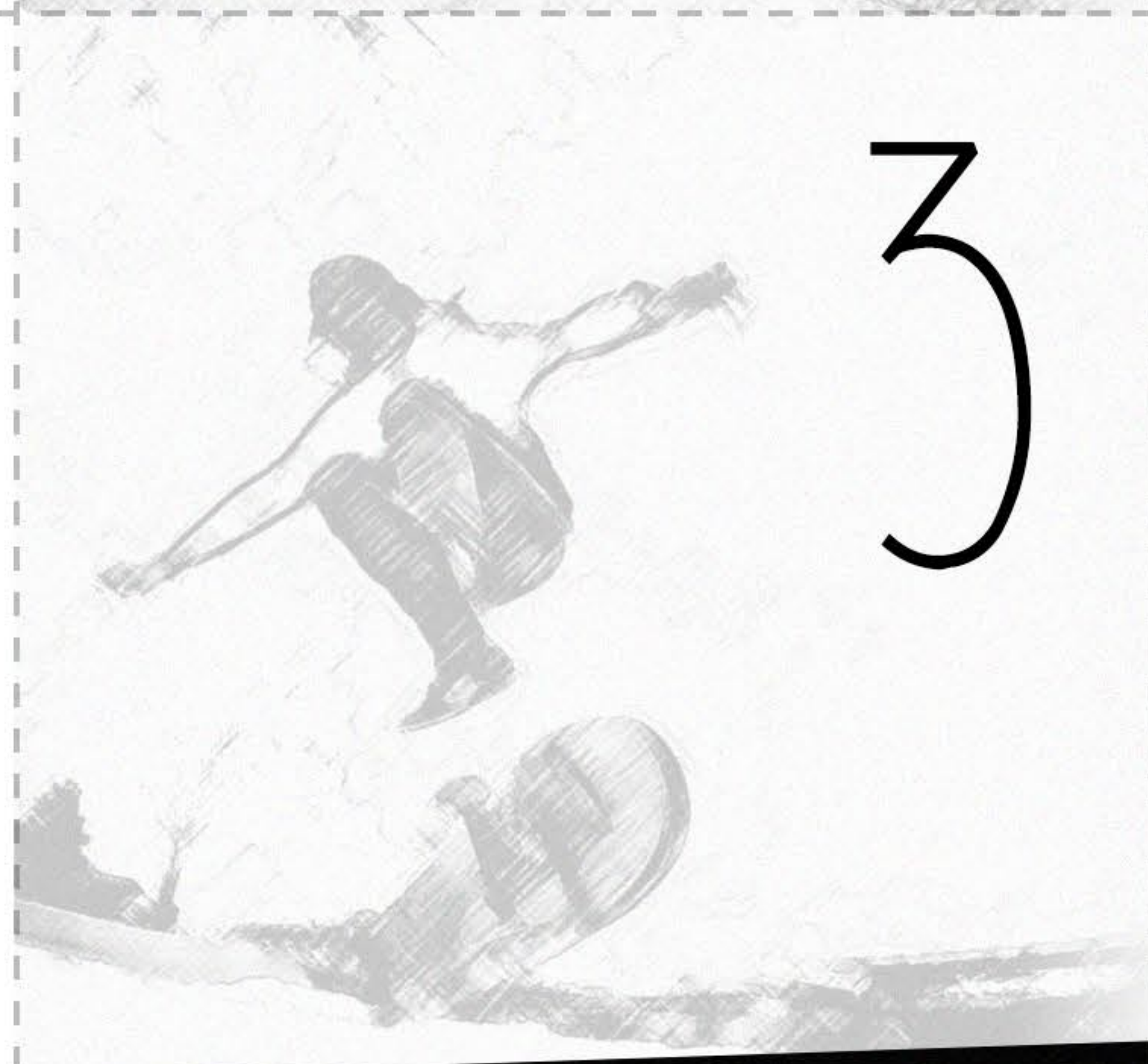
HEELFLIP

Flip the board with a flick of the heel



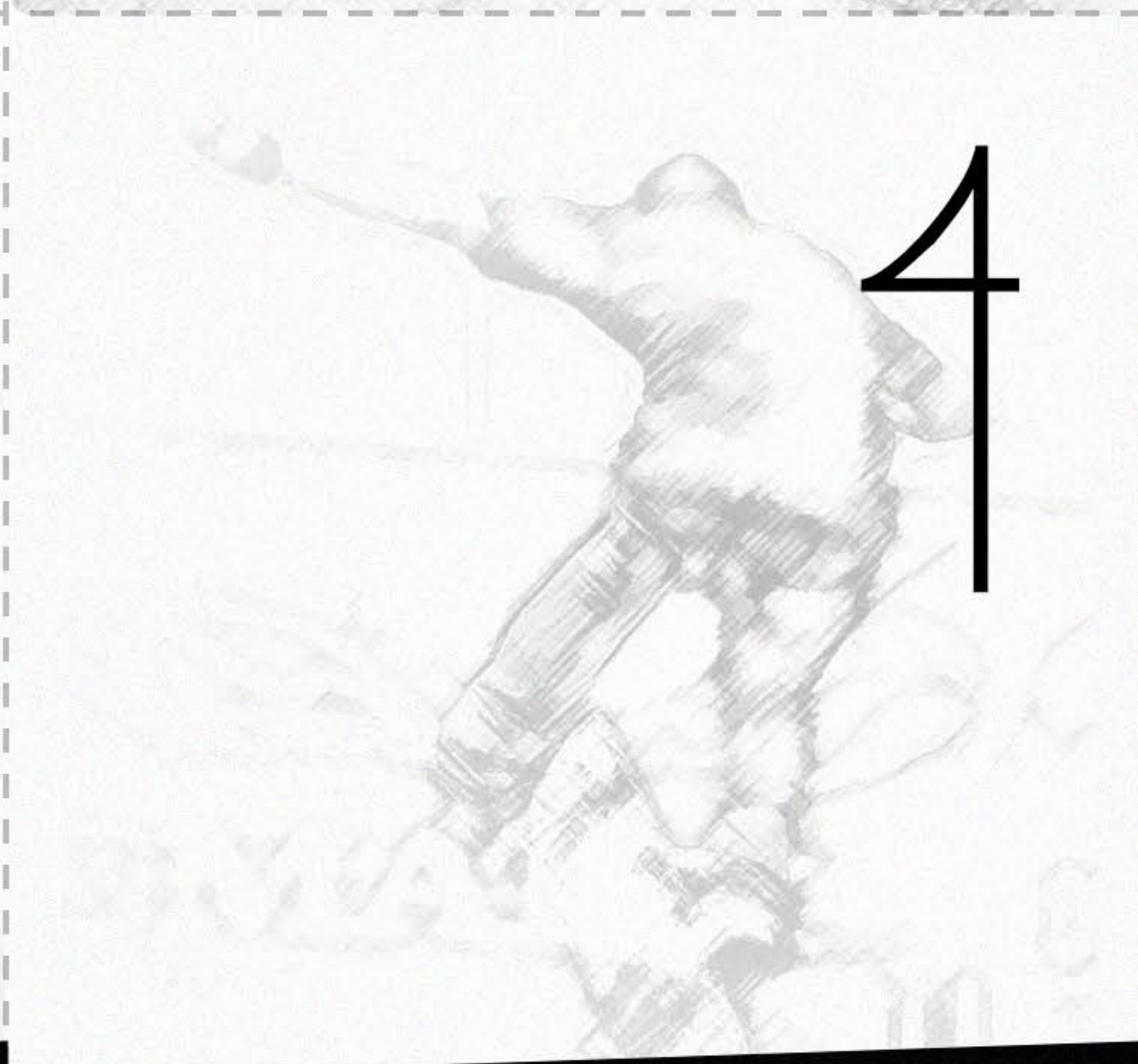
HEELFLIP

Flip the board with a flick of the heel



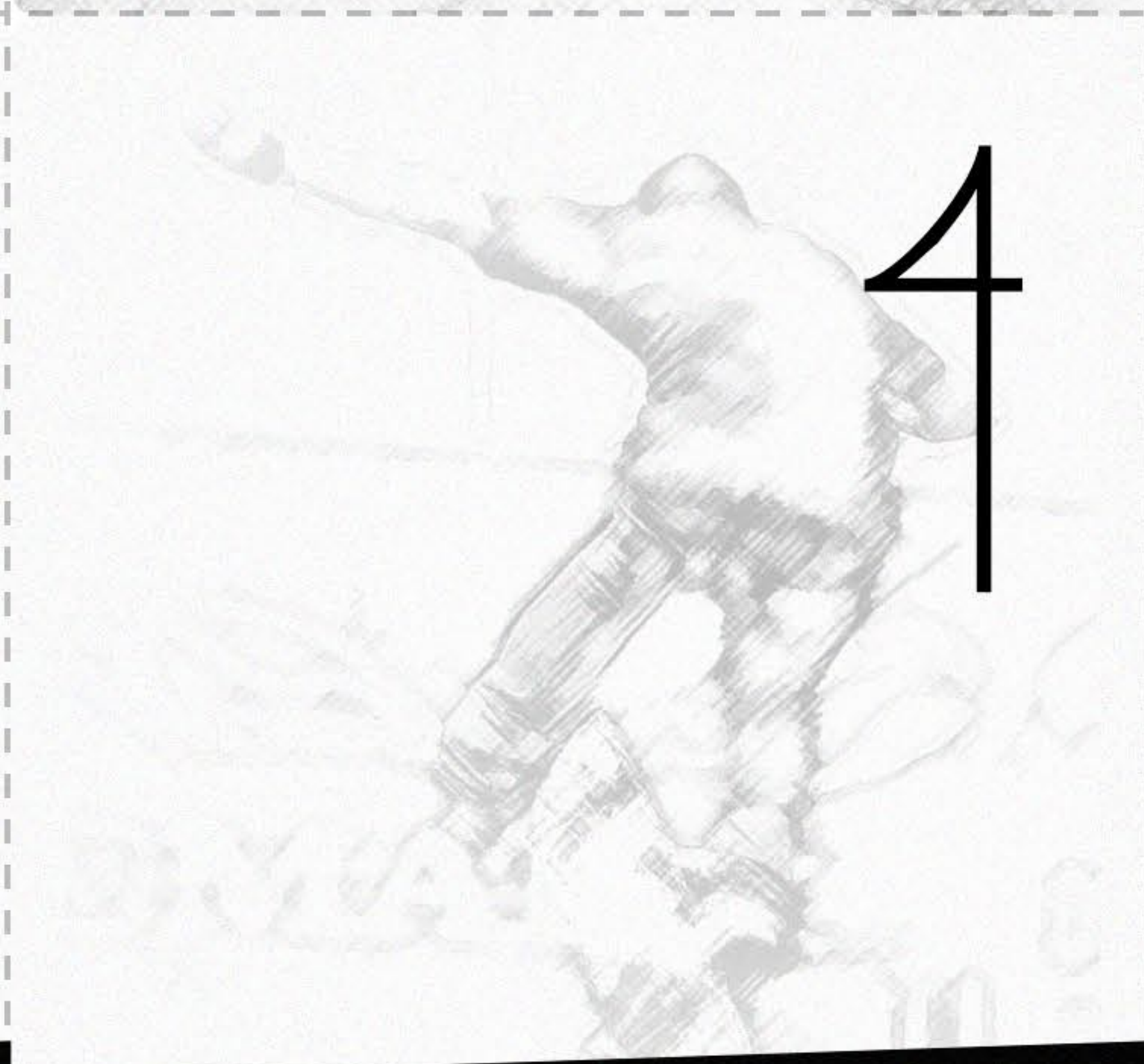
HEELFLIP

Flip the board with a flick of the heel



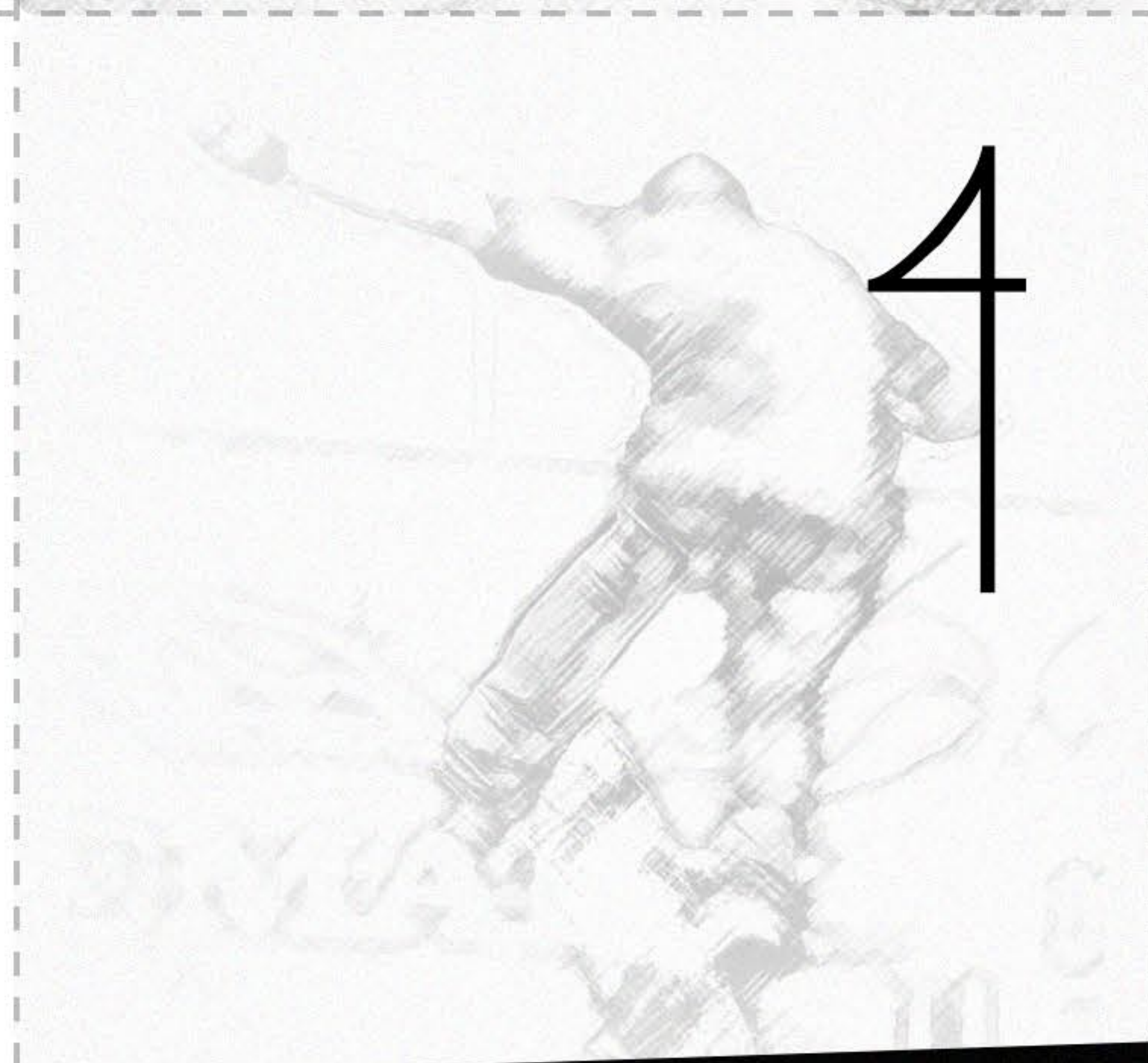
IMPOSSIBLE

Wrap the board around your back foot



IMPOSSIBLE

Wrap the board around your back foot



IMPOSSIBLE

Wrap the board around your back foot



IMPOSSIBLE

Wrap the board around your back foot



IMPOSSIBLE

Wrap the board around your back foot



360 FLIP

Flip the board 360 degrees



360 FLIP

Flip the board 360 degrees



360 FLIP

Flip the board 360 degrees



360 FLIP

Flip the board 360 degrees



HARDFLIP

Flip and spin the board 180 degrees



HARDFLIP

Flip and spin the board 180 degrees



HARDFLIP

Flip and spin the board 180 degrees

FOCUS!

Focus all your energy

Add +1 to your next roll

FOCUS!

Focus all your energy

Add +1 to your next roll

FOCUS!

Focus all your energy

Add +1 to your next roll

FOCUS!

Focus all your energy

Add +1 to your next roll

PSYCHE!

Psyche out your opponent

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

1-6

PSYCHE!

Psyche out your opponent

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

1-6

PSYCHE!

Psyche out your opponent

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

1-6

PSYCHE!

Psyche out your opponent

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

1-6

FIRST TRY!

Your next trick will land

Play any trick without throwing a die

FIRST TRY!

Your next trick will land

Play any trick without throwing a die

FIRST TRY!

Your next trick will land

Play any trick without throwing a die



ONE MORE!

Try again

If you just failed a trick you can try again

ONE MORE!

Try again

If you just failed a trick you can try again

STEAL TURN!

Take back the turn

Discard all played cards
You get the turn

4



STEAL TURN!

Take back the turn

Discard all played cards
You get the turn

4