

TRICK BOOK

A skateboarding card game by
Jacob Hauberg Hansen

trickbookgame.com

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**



HEELFLIP

Flip the board with a flick of the heel

You must **roll** this much to land the trick

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

If you just rolled 

...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!

Psyche out your opponent

Roll a die that they must match immediately
Add -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







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