



**RANDY REIMAN**



**PANDA  
SAURUS**  
GAMES



# COMPONENTS



108 Trick cards



42 Special Trick cards



1 Big Air die



9 Balance dice



1 Direction die



1 Game Board



5 Player Boards



5 Character Boards



5 Skater meeples



45 Flame tokens



42 Single Goal tokens



18 Double Goal tokens



18 Quad Goal tokens



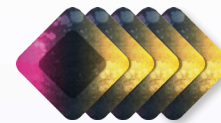
15 Skill cubes (5 of each color)



5 Score markers



15 Flame x3 tokens



5 Balance markers



5 Landing Bonus tiles



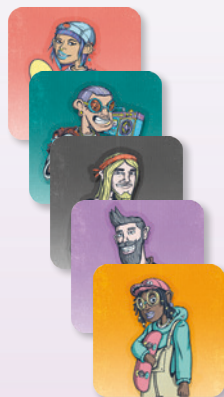
5 Left Bail tiles



5 Skill Cost tiles



2 X markers



5 Landing markers



20 Manual tokens



10 Special Trick Draw tiles



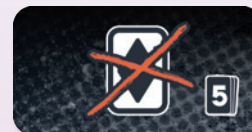
5 Hand Size tiles



5 Right Bail tiles



1 Endgame marker



5 Special Trick Blocker tiles



30 Check Mark tokens



1 Pro Skater Crown



# GAME SETUP

1

If you are playing with 4 players, place an X token on the 5th space of the landing track.

If you are playing with 2 or 3 players, place X tokens on the 4th and 5th spaces of the landing track.



2

Separately shuffle the trick deck and special trick deck and place them near the board.



3

Pile the manual tokens and flame tokens near the board. Place the big air die nearby.



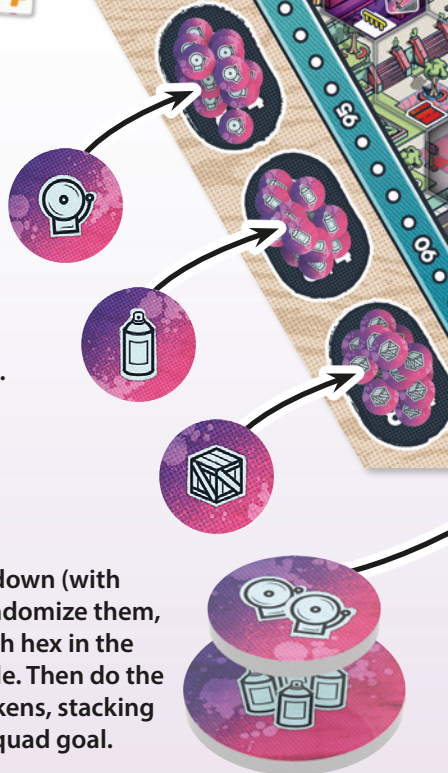
4

The last person who did something totally rad is the first Pro Skater. That player takes the Pro Skater crown, along with all balance dice and the direction die.



5

Separate the single goal tokens into the 3 types, and pile each type on the matching space on the board.



6

Flip all quad goal tokens facedown (with the goal icons faceup) and randomize them, then place 1 quad goal on each hex in the park marked with a white circle. Then do the same with the double goal tokens, stacking 1 double goal on top of each quad goal.

7

Place the endgame marker on 70 pts on the score track.

*Note: For a shorter game, place the endgame marker on 50 pts instead. For a longer game, place it on 90 pts.*



3



# PLAYER SETUP

Each player follows these steps:



**A**

**Player Board:** Grab a **player board** and matching **character board** and slot them together in front of you.

**B**



**Skill Cost Tile:** Slot this tile on the left side of your board, with the 2/3/4/5 side faceup.

**C**



**Skater Meeple:** Place your skater meeple on the big air hex in the center of the park.

**D**



**Score Marker:** Place your score marker on 0 on the score track.

**E**



**Landing Marker:** Place your landing marker near your board.

**F**



**Skill Cubes:** Take 1 skill cube of each color and slot them into the bottom spaces of the matching skill tracks on your board.

**G**



**Balance Marker:** Take a balance marker and place it in the middle of the balance meter on your board.

**H**



**Check Mark Tokens:** Grab 6 check mark tokens and slot them above S-K-A-T-E-R at the top of your board, with the red X side faceup.

**I**



**Special Trick Draw Tiles:** Slot 1 of these tiles into the top slot that is furthest left on your board, and 1 into the slot that is furthest right.

**J**



**Special Trick Blocker Tile:** Slot 1 of these tiles into one of the special trick cards slots at the bottom of the player board.

**K**



**Hand Size Tile:** Place 1 of these tiles over the "Hand Size 7" slot at the top left of your player board.

**L**



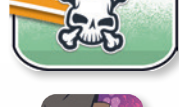
**Landing Bonus Tile:** Place 1 of these tiles over the "Double Landing Bonus" slot at the top right of your player board.

**M**



**Left Bail Tile:** Place 1 of these tiles over the skull at the left end of your balance meter.

**N**



**Right Bail Tile:** Place 1 of these tiles over the skull at the right end of your balance meter.

**O**

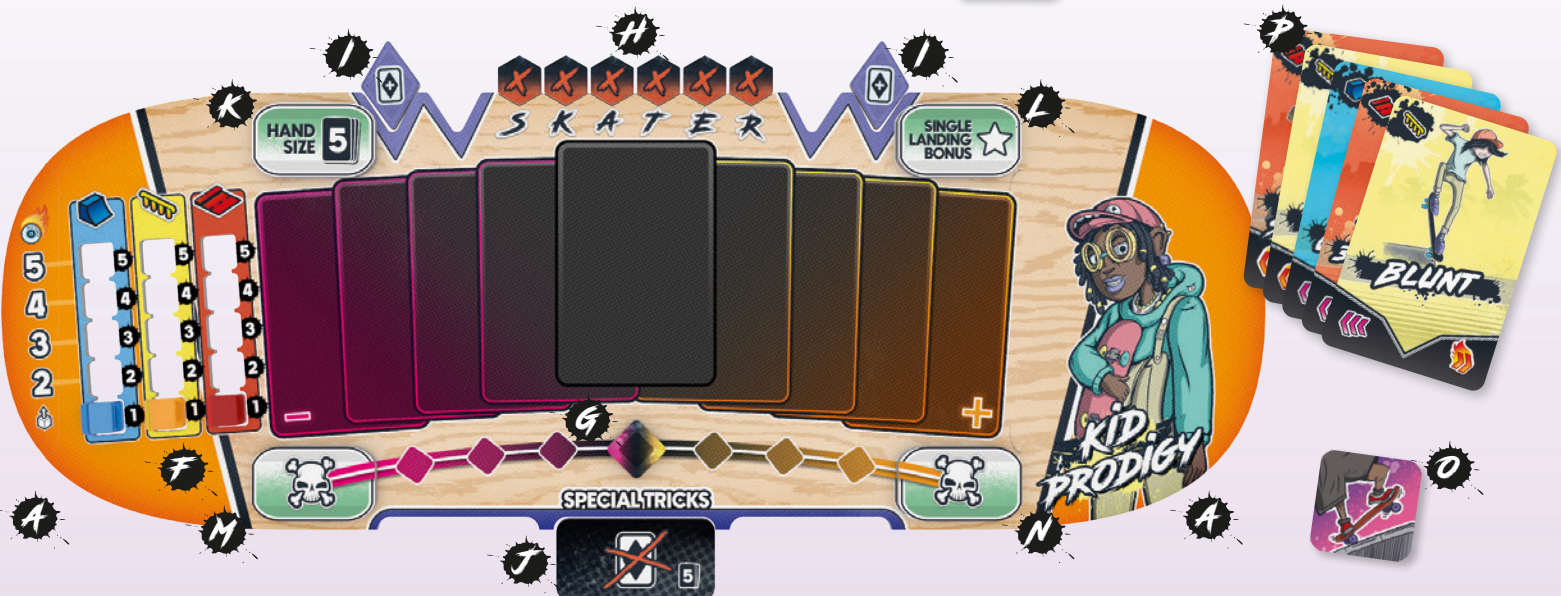


**Manual Token:** Start with 1 manual token.

**P**



**Trick Cards:** Draw a starting hand of 5 cards from the trick deck.





# WELCOME TO PELICAN PARK



It's Skate Summer, and you're a skater riding the sun-drenched half-pipes of Pelican Park. Locals know there's no ledge too high, no rail too long, and no ramp too dangerous for you and your crew. This summer's competition is heating up, which means everything is on the line. Do you have what it takes to be the best skater, or will you fade into the sunset?

## HOW TO WIN!

The object of the game is to score the most points by doing trick combos, collecting goal tokens, and visiting S-K-A-T-E-R locations.

If any player's score has hit or passed the endgame token at the end of the round, the game ends and players count up their endgame points. The player with the highest score wins!

## GAME ROUNDS

The game is played in rounds. Each round has the following phases:

1. **Combos:** Players simultaneously play trick cards, earn rewards, and roll dice to check their balance.
2. **Skills & Points:** Players simultaneously improve their skills and score points for combos.
3. **Moves:** Players take turns navigating the park, picking up goals and gear.
4. **Round End:** Each player resets their board and draws up to their hand size, then the Pro Skater passes to the left.



# COMBOS

During the Combo Phase, all players simultaneously play **1 trick card at a time** to try and build up **trick combos**.

After each card play, the Pro Skater rolls the **balance dice**, and everyone checks if they can **keep their balance**.

Staying balanced gets **harder** the bigger your combo gets, so if you feel like you're about to bail, it's probably time to end your combo and **land!**

## TRICKS

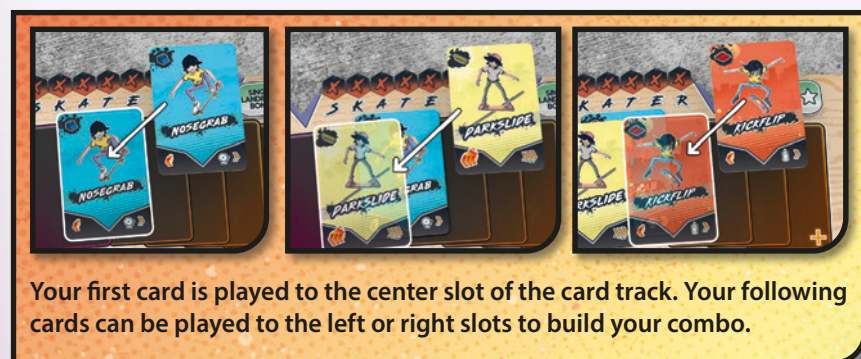
Each **trick** is performed as follows:

- 1. Do a Trick:** Each player plays a **trick card** from their hand to their **combo track**, then adjusts their **balance** and collects **rewards**.
- 2. Stay Balanced:** The Pro Skater adds **1 balance die** to the dice pool, then rolls **all dice** in the pool. Everyone must adjust their **balance** according to the results. If a player hits **either end** of their balance meter, they **bail**.
- 3. Land or Skate:** Each player decides whether they will **land** or attempt **another trick**. Everyone who decides to keep skating performs the **next trick** (starting again from step 1). Players continue doing tricks until **everyone** has landed (or bailed).

## 1. DO A TRICK

To do a new trick, choose **1 trick card** from your hand and place it in an **empty slot** on the **combo track** on your board.

The **first** trick you do each round must be placed in the **center slot** of your combo track. Each **follow-up** trick you do must be added to the **next slot** to either the **left** or **right** of your combo (your choice).



Your first card is played to the center slot of the card track. Your following cards can be played to the left or right slots to build your combo.

**Note:** If one side of your combo track has no more empty slots, you can only play tricks to the other side. If both sides are full, you've maxed out your combo and must land.



## TRICK BALANCE ARROWS

Each time you do a trick, you must **adjust your balance** according to the **balance arrows** at the bottom of the trick card. Each card has arrows pointing **left** ◀ and **right** ▶, indicating how much your balance changes based on the **direction** of the trick.



For the **first** trick in a combo (in the center slot), you get to **choose** which arrows you use (left OR right). For each **follow-up** trick, you **must** use the arrows corresponding to the **side of your combo** where you played the card. (For example, when you add a card to the **left** of your combo, you must use the arrows on the **left** side of the card.)

After determining which arrows to use, move your balance marker **1 tick per arrow** in the **indicated direction**.



## TRICK REWARDS

Performing a difficult trick can earn you immediate rewards. Each time you play a trick, check if you get to pick up any of the following goodies:



**Flames:** If the **arrows** you used on the card are **on fire**, gain **1 flame token** per arrow.



**Goals:** If there are **goal icons** near the arrows on the card, gain **1 matching single goal token** per icon.



**Special Tricks:** If there's a **special trick draw** tile above the **slot** you filled on your combo track, draw **1 special trick card** and place it faceup in a **special slot** at the bottom of your board (see pg.9).



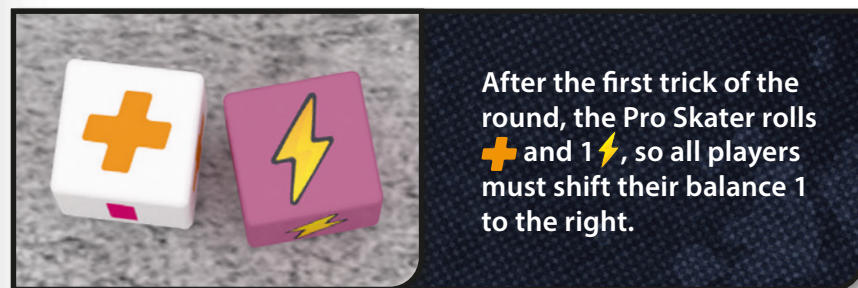
## 2. STAY BALANCED

Once everyone has played a trick card, it's time for the Pro Skater to roll the **balance dice**.



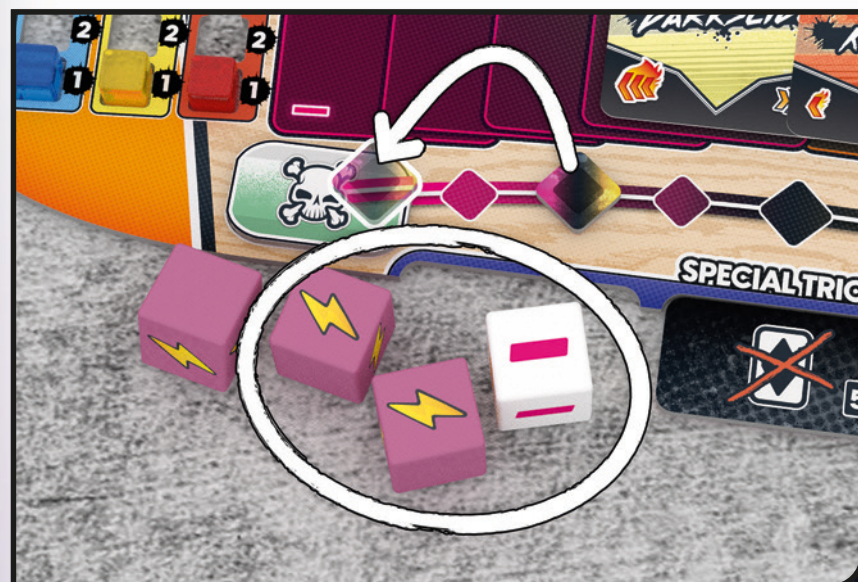
For the **first trick** of the round, the Pro Skater sets the **9 balance dice** off to the side, then takes **1 of them** plus the **direction die** to start the **dice pool**. The Pro Skater then **rolls** the dice in the pool.

Once the dice are rolled, **every player** must shift their **balance** according to the roll. The **direction die** gives the **direction** each player must move their balance marker (— for left or + for right). The **total number** of ⚡ icons on the **balance dice** gives the **distance** each player must shift their marker.



After the first trick of the round, the Pro Skater rolls + and 1 ⚡, so all players must shift their balance 1 to the right.

With each following trick, the Pro Skater **adds 1 balance die** to the pool **before** rolling (so for the **second** trick, they will roll **2** balance dice plus the direction die; for the **third** trick, **3** balance dice plus the direction die; etc.) If a roll causes a player's marker to hit a **skull** at either end of their meter, they **bail!**



After the third trick of the round, the Pro Skater rolls — and 2 ⚡, so all players must shift their balance 2 to the left. If anyone hits the left skull on their track, they bail!

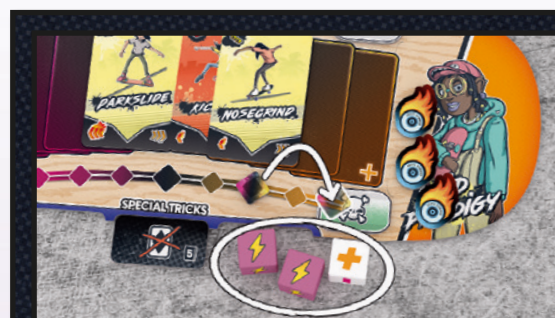
## BAILING

If at any time during the Combo Phase your balance marker reaches the skull at either end of your balance meter, immediately follow these steps:



1. Discard the **last card** you added to your combo.
2. Discard **half** your **flame tokens** (rounded down).
3. Place your **landing marker** on an empty space of your choice on the **landing track**, then immediately gain the **landing bonus** printed there (see "Landing Track," pg.8).

**Note:** If 2 or more players bail at the **same time**, they place their landing markers on the track in **clockwise order** from the Pro Skater.



After Sosh's 4th trick of the round, they lose their balance and bail!



Sosh must discard the last trick they played, plus 1 of their 3 flame tokens, then place their landing marker on the track.



### 3. LAND OR SKATE

After the dice are rolled and resolved, each player simultaneously decides whether to **land** or try to do another **trick**.

**Skate:** If you have more **tricks** you want to add to your combo, you can decide to **keep skating** and participate in the next trick.

**Land:** If you **can't** or **don't want** to play any more tricks, take the following steps to **land**:

1. **Free Skill:** As a bonus for **sticking your landing** without bailing, immediately gain **1 free skill level** on a track of your choice (move a skill cube up 1 slot).
2. **Place Landing Marker:** Place your **landing marker** on an **empty space** of your choice on the **landing track** and gain the **landing bonus** printed there. (If **multiple players** decide to land, they choose where to place their markers in **clockwise order**, starting with the Pro Skater.)

If at least 1 player decides to keep skating, the Combo Phase continues with each player who has **not** landed playing their next trick.

Once **all** players' markers are on the landing track (everyone has landed or bailed), the Combo Phase **ends**. Move on to the **Skills & Points Phase**.

#### IMPORTANT!

- If you have **no cards** left you can play, or there are **no empty slots** on your combo track (you've maxed out your combo), you **must** land.
- You only get a free skill level if you **choose to land** after a trick. If you **bail**, you still get the bonus on the landing track, but you **don't** get a free skill level.
- The Combo Phase can last for a max of **9 tricks**. At that point, anyone still skating will have maxed out their combo (filled all 9 slots on their track).

### LANDING TRACK

Whenever you place your marker on the **landing track** (whether you landed or bailed), you get to **choose** which empty space on the track you place your marker on. You then gain the **landing bonus** printed on that space.

Choosing a **lower-numbered** landing space means you'll get to **move first** during the Move Phase, but choosing a **higher-numbered** landing space means you'll get a **better landing bonus**. It's up to you whether it's more important to go first or get more goodies!

#### LANDING BONUSES



Gain a  
manual token



Gain a  
flame token



Gain a single goal  
token of your choice

If **2 or more players** ever need to place their markers at the **same time**, they each choose a landing space **one at a time**, starting with the Pro Skater and going **clockwise** around the table. Players who **bail** always get to place their markers **before** anyone chooses whether to land.

Once your marker is on the landing track, you're **done** for the current Combo Phase and **can't** add any more tricks to your combo. Once **all** players' markers are on the landing track, the Combo Phase is **over**.



After bailing, Sosh decides to place their landing marker on 4 to gain 1 flame and 1 manual.

**Important!** When playing with fewer than 5 players, you may **not** place your marker on landing spaces that are covered with an **X token**. For example, if you have 4 players, you **can't** place your marker on the 5 space.



## DRAWING SPECIAL TRICKS

If you manage to build up a **big enough combo**, you'll get to draw **special tricks** that you can perform for extra bonuses.

You get to **draw** a special trick whenever you play a card in a combo slot with a **special trick draw** token above it. (If the special deck is ever **empty**, shuffle the discards to make a new deck.)



Special tricks you draw are placed faceup in the **special slots** at the bottom of your board. The number of **special slots** you have **limits** how many special tricks you can have (at the beginning of the game you can have 2 special tricks, but if you upgrade your hand size, you can have 3).

If you draw a special trick but all your slots are full, you must **discard** a special trick of your choice. You may discard the special trick you just drew.



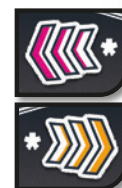
**Important!** Drawing a special trick does **not** trigger the combo effects printed on it. You must **play it** (add it to your combo) in order to trigger it.




## PLAYING SPECIAL TRICKS

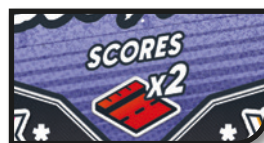
If you have one or more special tricks in your slots, you can **play** any of them to your combo **instead** of a regular trick from your hand.

When you play a special trick to your combo, this triggers the special trick's **combo effect**, if it has one. Special tricks also all have special **balance arrows** that allow you to choose **how far** to adjust your balance in the direction you played the trick (1, 2, or 3 ticks).



If a special trick shows **all 3 skill icons** in the top left, it is **wild** and can be scored on **any skill track** (see "Scoring Your Combo," pg. 11).

**Note:** Playing a special trick below a  on your combo track lets you draw **another** special trick (just like playing a regular trick there).



This trick scores **double points** on the matching skill track when scoring your combo.



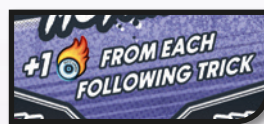
Draw **2 regular trick cards** into your hand and gain **1 manual token**.



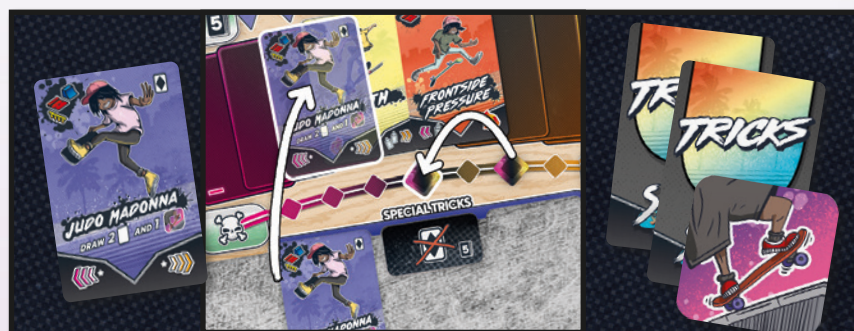
During the next **balance roll**, **ignore** up to **2** rolled (This does not affect other players.)



During the next **balance roll**, you may **choose** which direction you move your balance marker. (You must still move the full distance. This does not affect other players.)



After you add this to your combo track, gain **+1** for each **new trick** you add to this combo. (Includes special tricks. Doesn't include tricks you played before this one.)



Chaz plays a Judo Madonna from one of his special slots, then draws 2 trick cards and a manual token. He also gets to decide how far left he moves his balance marker, so he moves it 2 ticks into the center.

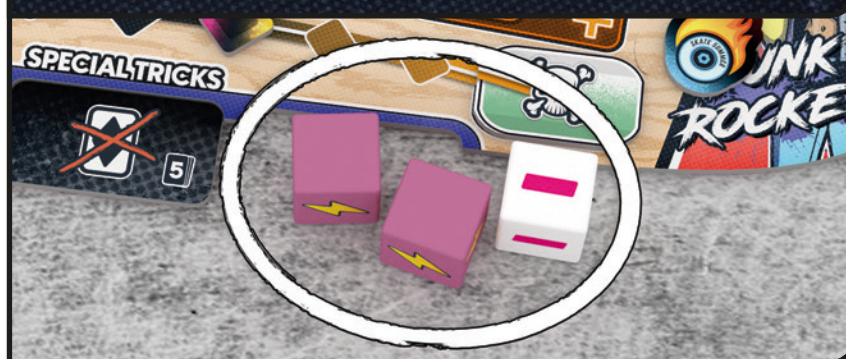


# FULL COMBO EXAMPLE

- 1** Tavi opens up her combo with a Nosegrind, deciding to shift her balance to the left so she can gain 1 flame.



- 4** The Pro Skater rolls 2 balance dice this time. The direction die says left, but both dice are blank, so Tavi doesn't have to shift her balance.



- 2** The Pro Skater rolls the balance dice, and Tavi must shift her balance 1 more to the left (along with everyone else).



- 5** Fast-forward to the end of Tavi's 3rd trick, and she's managed to keep her balance, but she knows the Pro Skater will roll 4 dice if she keeps skating. She's also running out of good tricks to play, so she decides it's time to land.

First, she gets a free skill on a track of her choice. She chooses rail tricks (yellow).



- 3** Tavi decides to keep skating for another trick. If her balance shifts any more left, she might be in trouble, so she plays a Crail Grab on the right of her combo, picking up 3 more flames.



- 6** Next, she must place her landing marker. Another player has also chosen to land, but Tavi is closer to the Pro Skater clockwise, so she gets to place hers first.

She doesn't care much about player order for movement, so she claims the 5th space and gains 2 flames and a manual token.





# SKILLS & POINTS

In this phase, players simultaneously spend **flame tokens** to **skill up**, then score **points** for their combos.

## 1. SKILLING UP

Before scoring their combo, each player may spend any number of **flame tokens** they've collected to increase their **level** on one or more **skill tracks** of their choice.




To **skill up** on a track, pay the **flame cost** to the left of the **next level**, then move your **skill cube** up to that level. You may skill up **multiple levels** at once, but you must pay the flame cost of **each** level.



To skill up from the 3rd to 4th slot on the blue track, Chaz must spend 4 flame tokens.

## 2. SCORING YOUR COMBO

After you've skilled up, it's time to score **points** for your combo.

To figure out your score, add up the points for **each trick** in your combo. Each trick is worth points equal to your **level** on the **skill track** of the **matching type** (street tricks , rail tricks , and vert tricks ). You may need to pick up the cards on your track to count them.

Track your score by moving your **score marker** forward on the score track. Once everyone has scored their combo, move on to the **Move Phase**.



Once Chaz is at level 4 on the vert track, each vert trick is worth 4 points. In this case, these two cards score 8 points.

## SCORING SPECIAL TRICKS

Most special trick cards are wild, and can be scored as any type of trick. However, when you choose how to score a wild trick, this also determines the type of move you can make with it during the Move Phase (see "Moving with Special Tricks," pg. 12).





# MOVES

In this phase, each player takes a **single turn** in order on the **landing track** (starting with the player who landed on the **1 space**). During a player's turn, they use the **tricks** in their combo to move around the park and collect **goals** and **gear upgrades**.

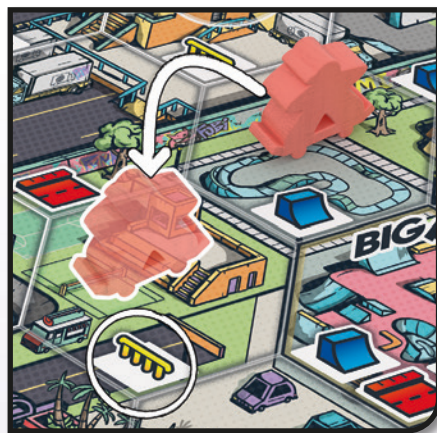
## MOVING

When it's your turn to move, you may make up to **1 move per card** in your combo.

Each hex in the park has a **skill icon** on it, which tells you what **type of trick** you need to use to move there. To move to an adjacent hex, **discard** 1 matching trick from your combo, then move your skater into the hex.

You may use any number of tricks in your combo, in **any order**, during your movement. If you don't want to or can't move any further, **discard** any cards left in your combo track and end your turn. Place each card you discarded in a **faceup pile** next to the deck it came from.

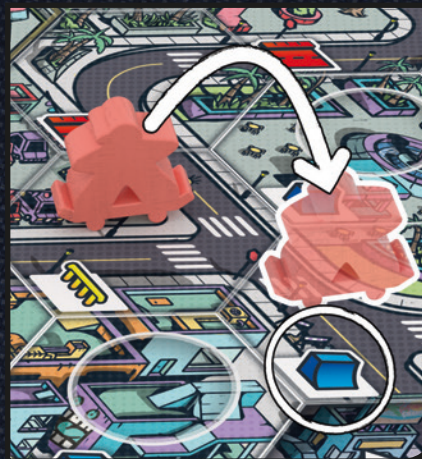
Once you've ended your turn, the next player on the landing track is up. When everyone has had a turn, move on to the **Round End Phase**.



**Note:** When moving, you will want to **pick up** your cards from your combo track so it's easier to play them in any order. You may want to place cards **beside your board** as you use them (rather than straight into the discard pile), so you can more easily "rewind" steps of movement if you need to. Once you're done your turn, place all cards from your combo in the appropriate discard piles.

## USING MANUAL TOKENS

At any time during your movement, you may discard a manual token to make a free move into an adjacent hex, ignoring the skill icon printed there. You may use multiple manual tokens in the same turn.



## MOVING WITH SPECIAL TRICKS

Special tricks can be discarded just like regular tricks to move into hexes with the matching skill icon. If a special trick is wild, then it can be used to move into a hex with whichever skill you chose to score it as during the Skills & Points Phase.

*Note: Special tricks that score double points do not allow you to move twice.*

Make sure to discard special tricks to a separate discard pile so they don't get shuffled into the regular trick deck.



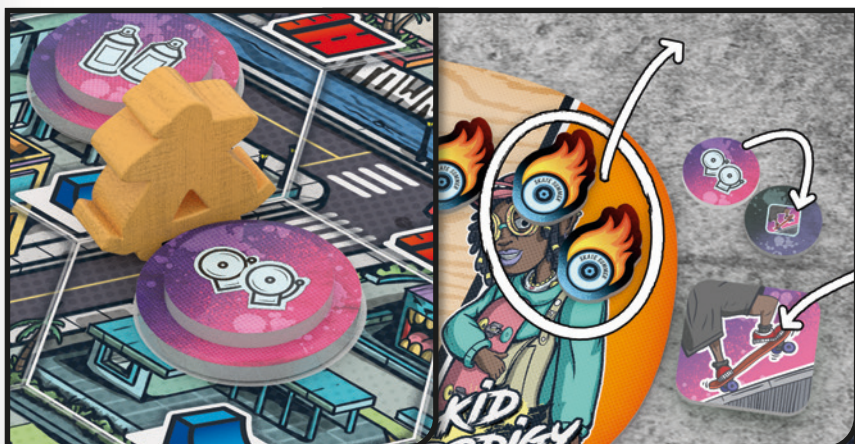
During the scoring phase, Chaz scored his Judo Madonna as a street trick for 2 points. He can now only use it to move into a street hex.



## PICKING UP GOALS

Each time you move into a hex with 1 or more **goal tokens**, you can pick up the **top token** in the stack by spending **1 flame token** per **icon** on it.

After you pick up a goal token, **flip it over** and collect the **rewards** on the back. If you find a **secret tape**, score the bonus **points** on it immediately.



After moving into a hex, Sosh spends 2 flames to pick up a 2 bell goal. She flips it over and gets a manual token as a reward.

You can pick up goal tokens from **any number of hexes** on your turn, but you can only pick up **1 token** from **each hex** you visit (you can't take **both** the double and quad goals from a single hex in the same turn).

**Important!** Don't discard goal tokens after you gain their rewards! All goal tokens you collect are potentially worth points at the end of the game.



## GETTING BIG AIR

After the first round, you can use the **big air hex** in the center of the park to **get big air**.



You can use a **trick of any type** to move into the big air hex. Once you're in the big air hex, you may choose to roll the **big air die**, then move your skater the number of hexes rolled (between 2 and 4) in a **straight line** in the direction of your choice, **ignoring** all trick icons on hexes you enter. (You do not need to spend an extra trick to do this.)



You must move the **full distance** rolled, and you may **not** pick up goal tokens in hexes you **fly over**. You can pick up goals or gear upgrades in the hex where you **come down**, and you can continue moving normally afterward by discarding more cards from your combo.

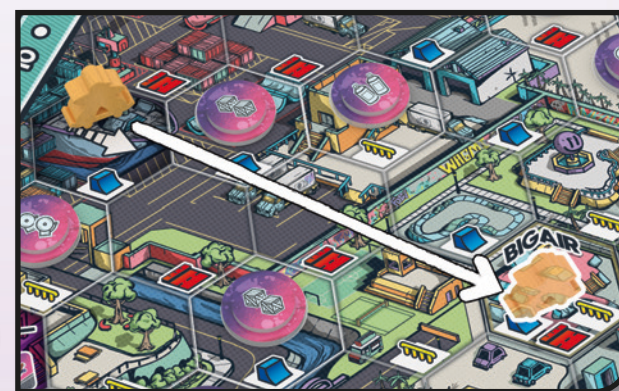
**Important!** The big air hex **can't** be used by any player during the **first round** of the game.

## REVERT RAMPS

While in a **revert ramp hex** anywhere in the park, you can discard an **unplayed special trick** from one of your **special slots** to move directly to the **big air hex** and immediately use it to **get big air**.



**Note:** The special trick you spend is **in addition** to the trick you spend to move into the revert ramp hex.

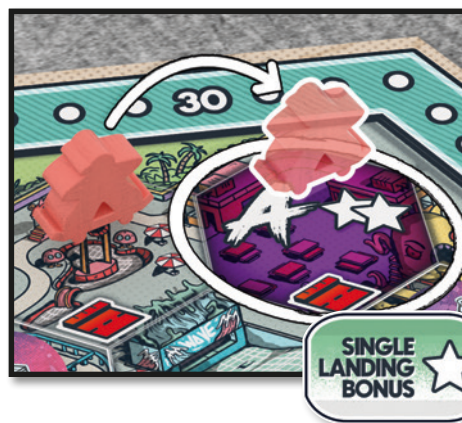




## S-K-A-T-E-R & GEAR UPGRADES

Each time you move into a corner hex with a **S-K-A-T-E-R** letter on it, flip up the **check mark** token above the matching **letter** on your board, then **upgrade** the corresponding **gear tiles** (following the directions on the table below). If a S-K-A-T-E-R hex you visit has **extra reward icons** on it, you **also** gain these immediately.

**Important!** You only get the rewards from each S-K-A-T-E-R hex **once**. You can return to a S-K-A-T-E-R hex you've **already visited**, but you **don't** get any further rewards.



Tavi moves to the top right corner of the map and flips her "A" check mark. She then removes the matching gear tile from her board, so she now gets to double her landing bonus every turn.

### K - Increase Hand Size & Special Slots

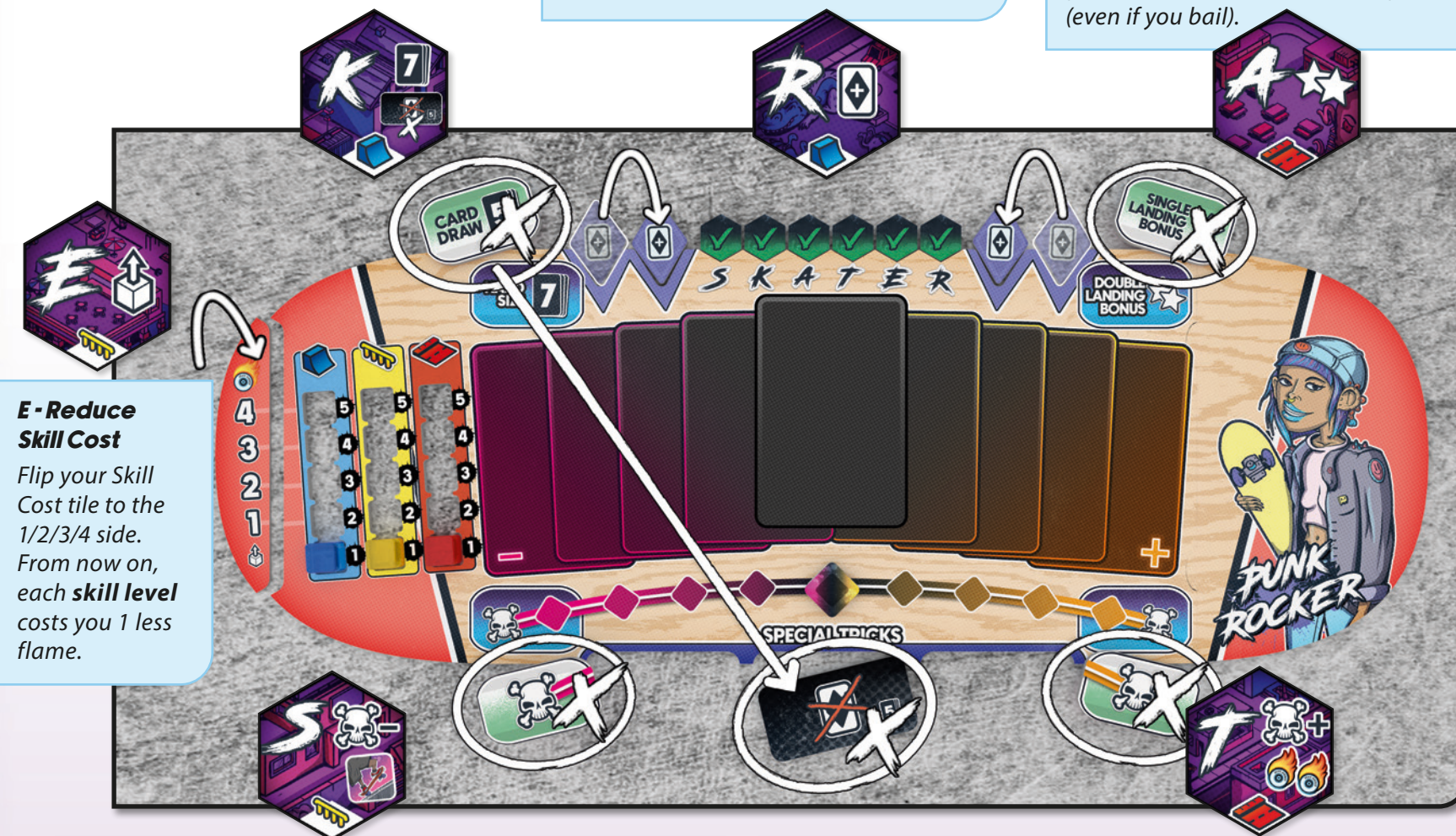
Discard **both** your Hand Size 5 and Special Trick Blocker tiles. From now on, your hand size is **7 cards** and you can hold **3 special tricks**.

### R - Improve Special Trick Draw

Move both Special Trick Draw tiles closer to the center of your combo track. From now on, you need **fewer cards** in your combo to draw special tricks.

### A - Double Landing Bonus

Remove your Single Landing Bonus tile. From now on, when you place your landing marker on the track, you gain **double** the printed landing bonus (even if you bail).



### E - Reduce Skill Cost

Flip your Skill Cost tile to the 1/2/3/4 side. From now on, each **skill level** costs you 1 less flame.

### S - Improve Left Balance

Gain **1 manual token** and remove the tile from the left end of your balance meter. From now on, your balance marker can move **1 more tick to the left** before you bail.

### T - Improve Right Balance

Gain **2 flame tokens** and remove the tile from the right end of your balance meter. From now on, your balance marker can move **1 more tick to the right** before you bail.



# ROUND END

Once everyone has moved, follow these steps to end the round:

1. **Check for Endgame:** If any player has reached or passed the **endgame marker**, the game ends. Go directly to final scoring.
2. **Retrieve Markers:** Each player takes back their **landing marker** from the track.
3. **Reset Balance:** Each player returns their **balance marker** to the middle of their meter.
4. **Draw Up:** Each player may **discard** any number of trick cards from their hand, then draw new **trick cards** from the deck until they are at their **hand size** of 5 cards (or 7 cards if upgraded). If the trick deck is empty, shuffle the discards to make a new deck.
5. **Pass Pro Skater:** The Pro Skater passes the **crown** and **dice** to the player on their left, and the next round begins!

**Important!** If you have unused special tricks in your special slots, you may keep them. These do not count towards your hand size.

# ENDGAME

If any player has reached or passed the endgame marker at the **end of a round**, the game ends immediately. Each player then adds the following **endgame points** to their score:

- **S-K-A-T-E-R:** Each player who has **check marks** over **all 6 letters** scores **10 pts**.
- **Goals:** Each player counts the total number of each **goal icon** (📢 / 📦 / 📺) on tokens they've collected. For **each of the 3 icons**:
  - The player who has the **most** scores **8 pts**
  - The player who has the **2nd most** scores **4 pts**

Once endgame points are counted, the player with the **highest score** is the winner!

**Important!** A player must have at **least 1** of a goal icon to score any points from it. If 2 or more players are **tied** for an icon, they each score **full points**.

## TIEBREAKERS

If several players have the same final score, the tied player with the most total goal icons is the winner. If there is still a tie, the tied player who has skilled up the most (on all 3 tracks combined) is the winner. If there is still a tie, the tied players share victory!

Tavi has 74 pts at the end of a round, which is enough to end the game. Sosh has 59 pts and Chaz has 68 pts. Together they count up their total endgame points.

Sosh is the only player who visited all 6 S-K-A-T-E-R locations, so they score +10 pts, bringing their total to 69 pts.



Next, the three players score goal tokens.



<b>TAVI</b>	3 (+0)	11 (+8)	4 (+4)
<b>SOSH</b>	9 (+8)	7 (+4)	6 (+8)
<b>CHAZ</b>	8 (+4)	6 (+0)	6 (+8)

This gives Tavi a final total of 86 pts, Sosh 89 pts, and Chaz 80 pts. Sosh wins!





# QUICK REFERENCE

## ROUND OVERVIEW

### 1: COMBOS (PG. 6-10)

1. **Do a Trick:** Players play tricks, adjust balance, and collect rewards
2. **Stay Balanced:** Pro Skater adds 1 balance die and rolls; all players adjust balance
3. **Land or Skate:** Each player decides whether to land or do another trick

### 2: SKILLS & POINTS (PG. 11)

1. **Skill Up:** Each player may spend 🔥 to increase skill levels
2. **Score Combo:** Each player scores points for tricks played

### 3: MOVES (PG. 12-14)

1. **Turns:** Players take turns in landing order. The acting player may:
  - Discard tricks or 🗑️ to move
  - Spend 🔥 to pick up goals
  - Use revert ramps or the big air hex
  - Visit S-K-A-T-E-R hexes to upgrade gear

### 4: ROUND END (PG. 15)

**Check Endgame:** Check if anyone has reached the endgame marker

2. **Retrieve Markers:** Players retrieve landing markers
3. **Reset Balance:** Players reset balance markers
4. **Draw Up:** Players draw up to hand size (may discard tricks from hand first)
5. **Pass Pro Skater:** Pro Skater passes crown and dice clockwise

## PICK UPS



**Flame tokens (pg. 11 & 13):** May be spent to increase skills or collect goals from the map



**Manual tokens (pg. 12):** May be discarded when moving to make an extra free move



**Goal tokens (pg. 15):** At endgame, each goal scores 8pts for player with most, 4pts for 2nd most (ties are friendly)

## MAP SPACES (PG. 13-14)



**S-K-A-T-E-R:** The first time you enter this hex, flip the check mark above the matching letter, collect printed rewards, and upgrade the indicated gear



**Dual & Quad Goals:** While in this hex, you may spend 1 🔥 per goal icon to collect this token; **May only collect 1 token from each hex each turn**



**Big Air:** While in this hex, you may roll the big air die, then move that many hexes in a straight line in any direction; **May not be used in 1st round**



**Revert Ramp:** While in this hex, you may discard an extra unplayed special trick to move directly to the big air hex and immediately use it

## GEAR UPGRADES (PG. 14)



🔥 4 ticks on left side of balance meter

🟢 5 ticks on left side of balance meter; gain 1 🗑️



🔥 Hand size of 5; 2 special trick slots

🟢 Hand size of 7; 3 special trick slots



🔥 Earn 1x landing bonus when you land or bail

🟢 Earn 2x landing bonus when you land or bail



🔥 4 ticks on right side of balance meter

🟢 5 ticks on right side of balance meter; gain 2 🔥



🔥 Skilling up costs 2 / 3 / 4 / 5 🔥

🟢 Skilling up costs 1 / 2 / 3 / 4 🔥



🔥 Draw a special trick when you play a trick in the 3rd combo slot to left or right

🟢 Draw a special trick when you play a trick in the 2nd combo slot to left or right

## CREDITS

**Game Design:** Randy Reiman

**Illustration:** Pape Ink

**Graphic Design:** Matt Paquette & Co.

**Game Development:** Alex Cutler

**Rules Editing:** Jeff Fraser

**3D Modeling:** Rim Mukhamadeev

**Special Thanks:** Anthony Barrilli for cutting tokens at 4am; George Blazeski for weekly TTS; Bridget, Tori, & Becky for proofreading rules; Harry, Patrick, Ryan, Hayes, Grissette, Gary, Joe, Ehlers, & Game Designers of North Carolina for playtesting; Mom, Dad, & Rick for always celebrating my creativity; Alex, Danni, Nathan, & Molly for believing in my vision; Heather & Unpub for elevating designers; all playtesters and the entire board game community!



[www.pandasaurusgames.com](http://www.pandasaurusgames.com)

©2021 Pandasaurus Games, LLC. All rights reserved.

401 Congress Ave. Austin, TX 78704