

SERIOUS AIR! Expansion

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SERIOUS AIR! is a *Skate: The Card Game* expansion and requires the base game to play.

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Introduction

SERIOUS AIR! elevates *Skate: The Card Game* to extreme heights with ramp mechanics that allow a player to score a 3-point trick. It also introduces brand new gear!

Setup

Set up *Skate: The Card Game* as described in the base rulebook.

Shuffle the Ramp Deck and place it face down in reach of all players.

Flip the top Ramp card face up and place it on top of the Ramp Deck. This face up Ramp card is considered the *active ramp*.

Shuffle the Gear Deck and place it face down in reach of all players.

Note: If playing with multiple expansions, you may combine the Gear Decks.

Flip over four Gear cards and place them near the Trick Deck. These four face up Gear cards represent the *shop*.

Lastly, deal a Deck card to each player. Now you're ready to catch some serious air!

How to Skate the Ramp

On a player's turn, they have the option to **Push** a Foot card onto their Deck card as opposed to the discard pile. A player may choose to place none, some, or all of their Foot cards on their Deck card during their Push action.

When using Push to place a Foot card on a Deck card, the color must match at least one color of the *active ramp*. Gnarly cards count as any one color.

As soon as a player has the maximum of three Foot cards planted on their Deck card, they may perform the following action immediately or at the end of any of their future actions:

- **Drop-In:** Discard three Foot cards from the Deck card that match all three colors of the *active Ramp* card. Gain a *Serious Air* token.

Serious Air

A player who gains a *Serious Air* token must discard it at the end of their next turn.

If a player successfully lands the *active trick* while also in possession of a *Serious Air* token, they collect the current Ramp card then flip over a new *active ramp*.

Landing the *active trick* and the *active ramp* equals a 3-point trick.

Note: A player cannot land a Ramp trick alongside another obstacle, such as a *completed rail*, unless explicitly stated otherwise.

If a player is unable to land the *active trick* before discarding their *Serious Air* token, they must eat pavement and must also gain a *Serious Injury* token.

Serious Injury

A player with a *Serious Injury* token reduces their hand limit by one until the token is removed.

The only way to remove a *Serious Injury* token is to skip a turn.

How to Shop

If a player pushes the maximum three times in a single turn, they can then draw a Gear card from the *shop* as opposed to a Grind card.

A player who collects a Gear card from the *shop* must replace it by either flipping over a new Gear card or replacing it with one of their own.

A player's owned Gear cards should be placed face up in front of them.

A player can own a maximum of two unique Gear cards unless explicitly stated otherwise.

If any player lands the *active trick*, that player must place the current *shop* cards at the bottom of the Gear deck and replace them with a new shop of Gear cards.

How to Use Gear

A player may discard their owned Gear card(s) at the appropriate moment to activate its ability. All discarded Gear is removed from the game unless explicitly stated otherwise.

A Gear card with an "ongoing" ability remains in effect until discarded or flipped face down.

If a player eats pavement, they must flip all of their Gear cards face down. Face down Gear cards are unusable.

A player may spend an action on their turn to flip all of their Gear cards face up.

SERIOUS AIR! Gear Abilities

- **Elbow Pad**
Discard: Prevent an Eat Pavement.
- **Energy Drink**
Discard: Take an extra action on your turn.
- **Helmet**
Ongoing: Increase your max hand size by 1.
- **Knee Pad**
Discard: Prevent a Kick.
- **Rock**
Discard: Place halfway through the Skate Deck.
- **Slingshot**
Discard: Discard a Rock and remove an opponent's Gear.

Special Rules for the Rock and Slingshot: When a player draws a Rock from the Skate Deck, they may add it to their owned Gear if they own a Slingshot. Otherwise, the player immediately eats pavement and removes the Rock from the game.

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