



# SKATE

THE CARD GAME

# Skate: The Card Game

First Edition

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## **CONTENTS** .....

- Rulebook
- Skate Deck (116 cards)
  - Foot cards (100)
    - Red (12)
    - Orange (12)
    - Yellow (12)
    - Green (12)
    - Blue (12)
    - Purple (12)
    - Kick (13)
    - Gnarly (15)
  - Eat Pavement (16)
- Trick Deck (18 cards)
- Grind Deck (18 cards)

## OBJECTIVE .....

The objective of the game is to be the first to land five tricks.

## SET UP .....

Shuffle the Trick Deck and place it face down in the middle of all players.

Shuffle the Grind Deck and place it face down to the right of the Trick Deck.

Shuffle the Skate Deck and place it face down to the right of the Grind Deck.

Each player then draws two Skate cards for their starting hand.

Players should always have a total of two Skate cards in their hand at all times.

If any player begins the game with two Eat Pavement cards, reshuffle all Skate cards back into the Skate Deck. Each player redraws a new starting hand of two cards. Repeat as required.

Flip the top Trick card face up and place it on top of the Trick Deck. This face up Trick card is considered the *active trick* and represents the trick players must land.

The last person who skated goes first.

# HOW TO SKATE.....

On a player's turn, they must perform one of the following four actions:

**Push:** Discard any Foot card and immediately draw a new card from the Skate Deck. Perform this action up to three times in a single turn.

**Plant:** Place a colored Foot card or a Gnarly card on one of the following locations:

- **Board:** See Landing Tricks for more details.
- **Completed Rail:** See Grinding for more details.

Draw a card from the Skate Deck.

**Kick:** Discard a Kick card to remove an opponent's board-planted Foot card. Draw a card from the Skate Deck.

- **Evade:** The kicked opponent has the option to immediately plant a Gnarly card and draw a card from the Skate Deck.

**Balance:** Discard a Gnarly card and an Eat Pavement card. Immediately draw two new cards from the Skate Deck.

**Note:** The only way to get rid of a single Eat Pavement card is to balance.

A player's turn is concluded once one of these actions has been performed. Play proceeds in a clockwise order around the table.

## eat pavement

If at any time a player has two Eat Pavement cards in their hand, they must immediately discard their hand, draw two new cards, and immediately end their turn.

The player must also discard **all** of their planted Foot cards.

## landing tricks

In order to land a trick, a player must plant two Foot cards that match the colors of the *active trick*. Gnarly cards count as any one color.

To plant a foot, a player must place a Foot card on the table in front of them. This space is considered their board.

A player can only plant one Foot card on their board per turn.

Once a player has planted two Foot cards on their board that match the two colors of the *active trick*, they attempt to land the trick.

After planting the second Foot card, the player must immediately draw a new card from the Skate Deck.

If the player has two Eat Pavement cards in their hand after planting, they fail to land the trick and must discard all of their planted Foot cards.

Otherwise, the player successfully lands the trick and collects the Trick card.

The player then discards their board-planted Foot cards, flips over a new *active trick*, and their turn concludes.

If any player has a board-planted Foot card that matches a color of the new *active trick*, they may keep it planted.

If any player has a board-planted Foot card that does not match the color of the new *active trick*, they must discard it.

If a player lands a trick using two Gnarly cards, each opponent must discard **all** planted Foot cards.

## grinding

If a player pushes the maximum three times in a single turn, they can then draw a card from the Grind Deck and immediately place it on the table in front of them, next to their board.

When a player has a total of two Grind cards placed, it is considered a *completed rail*.

Each player can have a maximum of one *completed rail* (two Grind cards total) at a time.

A *completed rail* can consist of two different colored Grind cards.

When a player has a *completed rail*, they have the option of planting a Foot card on one of their Grind cards as opposed to their board.

When planting a Foot card on a Grind card, the colors must match. Gnarly cards count as any one color.

A player can only plant one Foot card on a *completed rail* per turn.

If a player successfully lands the *active trick* while also having two Foot cards planted on their *completed rail*, the player collects the *completed rail*, and it counts as one additional landed trick.

## ending the game

As soon as a player has landed at least five tricks through any combination of Trick cards and/or *completed rails* (two Grind cards total), they are immediately declared the winner.

## set up for 5-8 players

If you have an additional copy of *Skate: The Card Game*, you can play with up to 8 players.

While gameplay and turn structure remain the same, you play with two *active tricks* as opposed to one.

Players can plant Foot cards on their board matching the colors of either of the *active tricks*. However, a player's planted Foot cards must match the colors of one *active trick* in order to land it.

A player can only land one *active trick* at a time, even if both *active tricks* are the same.

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