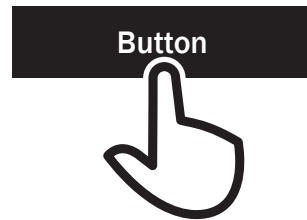


Making Your Own **SKATE ROULETTE**

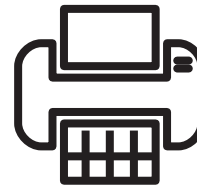
1. Download this PDF. Which if you are reading this you are already done. Good Job!



2. Select a heavy white cardstock (80-pound or higher). The card types are printed on the face of the cards but if you would like easier distinction between the decks, use four different colored cardstocks for the decks instead.



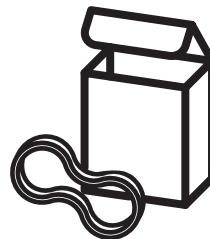
3. Print. Make sure your settings are right on your printer to accept the heavier weight of the paper.



4. Cut the cards to size using scissors, a box cutter and straight edge or a large paper cutter. The more precise the cuts the easier they will be to manage.



5. When all your card are all prepared, it is recommend you find something to keep them together when you aren't using them. A standard card box. A rubber band. Your sisters hair tie. A shoe lace. Just something.



SKATE ROULETTE RULES

Objective:

Take turns landing tricks to gain cards. The player with the most cards at the end of the game wins!

Game Rules:

1. Figure out player order.
 2. Separate and shuffle the TRICK, STANCE, OBSTACLE and WEIRD cards into 4 separate piles face-down in that order.
 3. Beginning with the first player's turn, that player selects the top card off the TRICK pile. This card defines the trick.
 4. That player may add to the trick by selecting up to 3 more cards from the top of the other piles, but no more than 1 card from each pile. A trick can't use more than 4 total cards.
 5. Once the trick has been defined, the player must attempt the trick. Each card used to define the trick represents 1 attempt to landing the trick. (3 cards = 3 attempts)
 6. If the trick is landed, that player keeps the selected cards. If failed, return each card to the bottom of the card's decks. Participating players/a judge confirms the trick as landed.
 7. Next player's turn. Repeat steps 3-6.
 8. When a player either collects 10 total cards or 3 WEIRD cards the games begins it's final round. Each player takes one last turn and then counts their total collected cards.
 9. The player with the most cards wins!
-

ADDITIONAL RULES

Combo Cards:

Combo cards allow the player to select additions to the trick from the same deck the combo card was selected from. ie. A combo card is selected from the TRICK deck, a second card may be selected from the TRICK deck again.

Star Cards:

Star cards add additional specifications to the rules for the trick or the specific card.

Rules on cards are superior to rules of game

I Don't Want To:

If a player refuses to attempt the trick, that player must return a card won to the bottom of the cards deck.

Can't Be Done!

If a trick is deemed undoable the player may return all cards to the bottom of their decks and select new cards.

BEGINNERS RULES

These rules are for players who are newer to skateboarding. The cards used will be the TRICK and STANCE cards labeled with a "B." These rules ignore combo cards and star cards. All players are at least able to ride comfortably on their skateboard and can ollie constantly.

Game Rules:

1. Figure out player order.
 2. Separate and shuffle the TRICK and STANCE cards into 2 separate piles face-down.
 3. Beginning with the first player's turn, that player selects the top card off the TRICK pile. This card defines the trick.
 4. That player may add to the trick by selecting 1 cards from the top of the STANCE pile. A trick can't use more than 2 cards to define it.
 5. Once trick has been defined, the player must attempt the trick.
 6. If the trick is landed, that player keep the selected cards. If failed, return each card to the bottom of the their decks. Participating players/a judge confirms trick as landed.
 7. Next player's turn. Repeat steps 3-6
 8. When a player has collected 5 total cards, the games begins it's final round. Each player takes one last turn and then counts their total collected cards.
 9. The player with the most cards wins!
-

HOUSE RULES

Full Tilt:

Players must select one card from each deck to define their trick. (Combo rules are not used with this game.)

First to 10:

The first player to collect 10 cards wins.

S.K.A.T.E.

A judge selects cards from the TRICK and/or STANCE decks. Players attempt to land the defined trick. Any player who doesn't land the trick receives a letter. Any player to collect all letters is out the game and the last player standing wins.

Locked Down:

If a player does not land the trick they selected they must try the same trick again during their next turn. Players may not select new cards until they land their previously selected trick. (WEIRD deck is optional for this game.)

TRICK

B

⊕
C
O
M
B
O

OLLIE

C
O
M
B
O
⊕

TRICK

B

⊕
C
O
M
B
O

KICKFLIP

C
O
M
B
O
⊕

TRICK

B

KICKFLIP

TRICK

B

OLLIE

⊕
C
O
M
B
O

TRICK

B

HEELFLIP

C
O
M
B
O
⊕

TRICK

B

HEELFLIP

TRICK

B

⊕
C
O
M
B
O

SHOVE-IT

C
O
M
B
O
⊕

TRICK

B

⊕
C
O
M
B
O

180

C
O
M
B
O
⊕

TRICK

B

180

TRICK

B

SHOVE-IT

⊕
C
O
M
B
O

TRICK

B

NOSE MANUAL

C
O
M
B
O
⊕

TRICK

B

MANUAL

⊕
C
O
M
B
O

C
O
M
B
O
⊕

TRICK

B

⊕
C
O
M
B
O

50-50

C
O
M
B
O
⊕

TRICK

B

BOARDSLIDE

TRICK

CROOKED
GRIND

TRICK

NOSESLIDE

TRICK

TAILSLIDE

TRICK

SMITH
GRIND

TRICK

DOUBLE FLIP

TRICK

BIGSPIN

TRICK

FEEBLE
GRIND

TRICK

B

TRE FLIP

TRICK

LASER FLIP

TRICK

VARIAL
HEELFLIP

TRICK

HARDFLIP

TRICK

5 - 0

TRICK

REVERT



C
O
M
B
O

C
O
M
B
O



TRICK

VARIAL

TRICK

TRICK

TRICK

TRICK

TRICK

TRICK

TRICK

TRICK

STANCE

COMBO

FRONTSIDE

COMBO

STANCE

COMBO

BACKSIDE

COMBO

STANCE B

COMBO

PUSH
REGULAR

COMBO

STANCE

NOLLIE

STANCE

NOLLIE

STANCE

NOLLIE

STANCE B

REGULAR

STANCE B

REGULAR

STANCE B

REGULAR

STANCE B

FAKIE

STANCE B

FAKIE

STANCE B

FAKIE

STANCE

B

STANCE

STANCE

⊕
C
O
M
B
O

PUSH
MONGO

C
O
M
B
O
⊕

FRONTSIDE

BACKSIDE

STANCE

B

STANCE

B

STANCE

SWITCH

SWITCH

SWITCH

STANCE

STANCE

STANCE

STANCE

STANCE

STANCE

OBSTACLE

⊕
C
O
M
B
O

OVER A
FRIEND

C
O
M
B
O
⊕

OBSTACLE

BANK

OBSTACLE

BANK

OBSTACLE

LARGE SET

OBSTACLE

SMALL SET

OBSTACLE

LEDGE

OBSTACLE

LARGE BOX

OBSTACLE

SMALL BOX

OBSTACLE

LEDGE

OBSTACLE

LARGE BOX

OBSTACLE

SMALL BOX

OBSTACLE

HUBBA

OBSTACLE

**QUARTER
PIPE**

OBSTACLE

BARRIER

OBSTACLE

RAIL

OBSTACLE

KICKER

OBSTACLE

HANDRAIL

OBSTACLE

SKATEBOARD

OBSTACLE

OBSTACLE

OBSTACLE

OBSTACLE

OBSTACLE

OBSTACLE

WIERD

COMBO

NO SHOES

COMBO

WIERD

COMBO

BOTTLE FLIP

COMBO

WIERD

3 TIMES
IN A ROW

★ +2 Additional Tries ★

WIERD

BLINDFOLDED

★ Win a card from
another player. ★

WIERD

LAND
ONE FOOTED

WIERD

SHOES TIED
TOGETHER

★ +1 Additional Try ★

WIERD

HOLDING A
SECOND BOARD

WIERD

LAND
PRETZEL

WIERD

USING
2 BOARDS

WIERD

HANDS IN
PANTS POCKETS

WIERD

SELECT AN
ADDITIONAL
CARD

WIERD

WHILE
DRINKING
WATER

WIERD

COMBO

+1 TRY

COMBO

WIERD

USING
2 BOARDS

WIERD

HOLDING A
SECOND BOARD

WIERD

REMOVE ONE
WHEEL

WIERD

FIRST TRY

★ *Must land trick
on the first try.* ★

WIERD

TAKE A CARD
FROM ANOTHER
PLAYER

★ *Landing trick
is not required.* ★

WIERD

GIVE THIS CARD
TO ANOTHER
PLAYER

★ *Landing trick
is not required.* ★

WIERD

WHILE
CATCHING
AN OBJECT

WIERD

WIERD

WIERD

WIERD

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Lastly and most importantly skate and have fun.