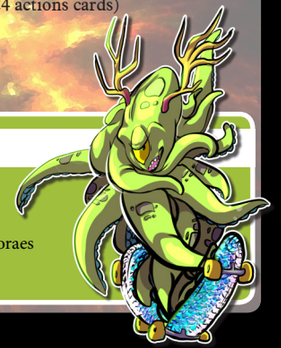
The intergalactic skateboarding championship is starting! Competitors from various ghettos of the universe are congregating on the psychedelic tracks in Drop Flip Zone. Are you ready to face the world of intergalactic skateboarding?

SK8 Pro is a competitive game for 2 to 5 players where each player assumes the role of an intergalactic skater with the aim of performing the best sequences of maneuvers.

Components

- 60 cards (36 maneuvers cards and 24 actions cards)
- 2 green 6-sided dice
- 13 trophy
- 1 rule book



INFO

Design	Ramsés Sohn
Art	Larissa Battis
Layout + Logo	Jersey Giuliano
Rules	Ramsés Sohn and G. Moraes
Revision	G. Moraes
Edition	G. Moraes

Cards

There are two types of decks in Sk8 Pro. The first (blue back) is exclusive for Maneuvers and the second (pink back), called Actions, provides the skater with Sponsorship, Style and Sabotage options.





- **Maneuvers: cards represented by the icon** and green color with a difficulty (represented by the amount of below the card title) and, when performed, provides a number of victory points (represented by the trophy at the bottom of the card).

- **Sponsorship: cards represented by the icon** and yellow color that provides some kind of bonus when rolling the dice or in the difficulty of the skater's maneuver in that round.

- **Style: cards represented by the icon** and by the color blue that provides some kind of bonuses for the skater's maneuvers in that round.
- Sabotage: cards represented by the icon and the color red that are an action that the skater uses to disrupt (penalizing) his opponent.



Preparing the Game

Divide the decks according to their function, Maneuvers and Actions (according to the back), and distribute (each round and for each player) 6 Maneuvers and 5 Actions.

Begins the game the player who is wearing the most appropriate clothes for an Intergalactic Skate competition or what the one who take the highest value in a dice roll!

Organizing the Maneuvers Order

Before starting the round, each player must choose 4 maneuvers that are in his hand and place them face down on the table in the order he wants to perform (starting from left to right).



After all players have positioned their respective maneuvers sequences, the first player can reveal one sponsorship card and / or one Style card to reward him in the round. At this point he may also use one Sabotage card to disrupt one of his opponents, leaving the card, also revealed, in the chosen player's area.

- **Important:** no player may have more than two Sabotage cards in the same round.

MAKING MANEUVERS

The skater of the time will roll the 2 dice and sum up the results, including values referring to sponsorship bonuses or sabotage penalties.



Then, he will then reveal the first Maneuver card (always from left to right) and deduct the number of skulls on the card from the sum. If the sum is sufficient, he performed the maneuver, flip the card and hold it face up, then flip the next maneuver card, following the same process until there are no more points of the dice roll left.

If he can't score to keep the card revealed, his maneuvers sequence has been broken and the cards (from the failed maneuver) remain closed (face down).

Using the previous illustration as an example, Skater A obtained a total sum of 9 (3 from the orange die + 6 from the green die + 1 from the Sponsorship card - 2 from the Sabotage card). His first Maneuver is a Yeah Right that has difficulty 5 (💀💀💀💀💀). His sum is enough, the card remains revealed on the table and he tries to perform the next



maneuver, a FS 50/50 with difficulty 3 (💀💀💀). Its current sum is 4 (9 - 5) and is sufficient for the new maneuver, which will also remain open at the table. The Skater A goes for his third maneuver, an Alpha Flip with difficulty 2 (💀💀), but his current sum isn't enough and the card remains closed (as well as any maneuvering card after this one), breaking the planned sequence.

After all the skaters perform their respective maneuvers sequences, each one sum the victory points of each successful maneuver (indicated by the trophies in the bottom) plus any bonuses received by Style cards. Finally, the player who earn the most victory points will be the winner of the round and receives a victory marker.

If two or more players end with the same number of victory points, win the player who realized more maneuvers. If the draws persist, the player with the maneuvers with the highest victory point wins the round.

Continuing the example, Skater A managed to perform only two maneuvers earning 6 victory points (10 from Yeah Right and 6 from FS 50/50) and since he hadn't used any Style cards, this is the final value of his round.

The Skater B earned 16 victory point too, but he successful performed 3 maneuvers and win the round.

END OF ROUND

At the end of the round all revealed cards will be discarded, but skaters can choose to hold up to two undisclosed cards (from their hand and / or table) for the next round. After that, the two decks are shuffled and all skaters complete their hand (see the section Organizing Your Maneuvers Sequence).

The skater starting the new round will be the winner of the previous round.

WINNING THE GAME

Wins the game the skater who earn 3 trophies first.

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