

FRONT FLIP

5

5 OF A KIND



BACKSLIDE 360

10

1 2 3 4 5



BACKSLIDE 360

10

6 6 6 6 6



FRONT ROLL

5

FOUR 6s



NOLLIE

1

3 OF A KIND



50/50

2

ALL EVEN







Add 1 die to a roll



RE-ROLL any # of dice.



Make the number wild



+1 or -1 to any 1 die.



Flip another skill token.

TURN

1. REFRESH 1 SKILL
2. CHOOSE A TRICK
3. ROLL
4. TAKE SKILL (PASS OR FAIL)

GAME ENDS : 10 POINTS OR  
OUT OF ALL SNOWBOARDERS



Add 1 die to a roll



RE-ROLL any # of dice.



Make the number wild



+1 or -1 to any 1 die.



Flip another skill token.

TURN

1. REFRESH 1 SKILL
2. CHOOSE A TRICK
3. ROLL
4. TAKE SKILL (PASS OR FAIL)

GAME ENDS : 10 POINTS OR  
OUT OF ALL SNOWBOARDERS



Add 1 die to a roll



RE-ROLL any # of dice.



Make the number wild



+1 or -1 to any 1 die.



Flip another skill token.

TURN

1. REFRESH 1 SKILL
2. CHOOSE A TRICK
3. ROLL
4. TAKE SKILL (PASS OR FAIL)

GAME ENDS : 10 POINTS OR  
OUT OF ALL SNOWBOARDERS







**BOARD SLIDE**



**4**

**1,2,3,4,5**

**OLLIE**



**1**

**TWO PAIRS**

**BACK FLIP**



**4**

**2,3,4,5,6**

**FLAT SPIN**



**2**

**ALL ODD**

**NOSE GRAB**



**3**

**SUM 12 OR LESS**

**MELON**



**3**

**SUM 24 OR MORE**