



How to Play Line



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Line is a skating based competitive card game. In Line players must lay down cards to make a combo of tricks, which cards they can lay depends on the obstacles on the course and the cards they've already placed.

There are 2 decks in Line, the Obstacle deck and the Trick deck. The Obstacle deck is used to generate the course for the players to skate, the Trick deck is used to perform tricks, scoring points for the player and allowing them to traverse the obstacles in their path.

Trick Cards

Trick cards have a trick name, a points value, start connectors on the left, end connectors on the right and an environment connector on the top and bottom. Each card has a points value.

Obstacle Cards

Obstacle cards have a name and a set of environment connectors on the top and bottom.

How To Play:

Line is played over 11 Rounds, in the first 2 rounds the players draft cards without seeing any obstacles, each round after that an obstacle card is revealed, then players draft a card and finally they lay a card from their collection into their line. There are also chances to replace already played cards with ones from your hand.

Setup

At the start of the game place the Obstacle deck to one side of the playspace with enough room to the right for 9 cards and enough room above and below to place 1 row of cards per player. Give each player an Identity card, place the 2nd copy of the identity card above or below the Obstacle deck (in 3 and 4 player games there will be additional layers of cards above or below the obstacles. Place the final copy of each Identity card in order below the Obstacle cards.

Drafting Cards

At the start of the game players draft 2 cards each, after this each player will draft 1 card a turn until the 9 Obstacle cards are played.

To Draft in each round, draw a number of cards equal to the number of players and place them in a column next to the Player cards and add 1 extra card underneath the Trick card column. Then re-arrange the cards so that the lower numbers are at the top of the column and the higher ones are at the bottom, if there are cards of the same value then those cards should remain in the same order as they were dealt.

Then, going down the column of Player cards, each player takes one of the available Trick cards by picking up the card and moving their Player card from the top of the current stack to the position the Trick card was removed from. Once all cards have been taken in this way you should have a new stack with a different player order for the next draft. The player who took the top card from the stack will be choosing first next round, and the player who took the bottom of the stack will be choosing last. At the end of each round the remaining unchosen trick card is placed into a discard card and cannot be used again.

The taken tricks are placed in front of the player, face up.

Revealing an Obstacle

After the first 2 rounds of drafting the first Obstacle is revealed. This is placed to the right of the Obstacle deck and the card name should be the correct way up. Each time a new card is revealed it is placed to the right of the previous card.

Playing a Card

Once an obstacle has been revealed each player must play a card adjacent to it in their row. Any played Trick cards must have its Environment connector matched to one of the Obstacle cards Environment connectors, and at least one Start connector that connects with the previous tricks End connectors. If the player has no cards that can fit in the current slot then they must place one card from their collection in the space face down.

TIP: Sometimes it's best not to go for the card with the highest points. Picking one higher up the stack gives you more connection options and means you'll get to choose earlier in the next turn.

Replacing Cards

Every 3 rounds each player may replace a card in their track with a card from their hand before they play a card. This occurs when the 3rd, 6th and 9th Obstacle cards are placed. Players can use this to replace face down cards with ones that fit face up in that slot.

Scoring

Scoring happens via chains of connected cards, each chain of the same colour scores you the sum of the cards in that chain multiplied by the number of completed connectors in that chain. This means that longer chains score drastically more than shorter ones, and it's possible for cards to be in more than 1 chain.

Example:



The first red skateboard joins a the Kick-Flip card (1 point) with the Nollie card (1 point), which gives a score of $1 + 1$ (2 points) $\times 1$ link in the red skateboard chain = 2 points. $(1+1) = 2 \times 1 = 2$

The second blue skateboard also joins the Kick-Flip with the Nollie so that counts as 1 point + 1 point (2 points) $\times 1$ link in the blue chain = 2 points. $1+1 = 2 \times 1 = 2$

The Melon card is connected to the Feeble Grind card by a blue skateboard connector, which also gives a score of $2 + 2$ points (4) $\times 1$ link in the blue skateboard chain = 4 points. $(2 \times 2) = 4 \times 1 = 4$



There are 4 green skateboards that connect the Kick Flip (1 point), Nollie (1 point), Melon (2 points), Feeble Grind (2 points) and the Board Slide (1 point) trick cards all together. This gives us a total of $1 + 1 + 2 + 2 + 1$ (7) $\times 4$ green skateboard links, giving us a total of 28 points. $(1+1+2+2+1) = 7 \times 4 = 28$

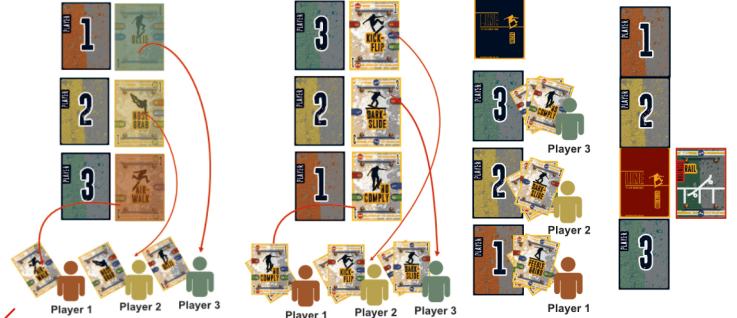
So the total score for these cards is 33 points $(2 + 2 + 4 + 28)$. The longer the chain of skateboards of the same colour are, the more you will be able to multiply the face value of your Trick cards and the higher your total point score for your Line will be!

Easy Mode Scoring (ideal for younger kids!)

If playing with inexperienced board gamers or younger children then you may want to play using the easier scoring mechanic. In this mode you simply score the points on each card in the line plus the number of successfully completed coloured skateboards (horizontal connectors). In this case the example Line above would score 14 points.

Example Play Sequence

Here is an example series of turns in a 3 player game. Start with 2 rounds of drafting without any Obstacle cards drawn:



Round 1

- Player 1 takes the Air Walk and puts his card to the bottom of the stack.
- Player 2 takes his card and then player 3.

Round 2

Second round of drafting.
- Player 3 card is at the top so they draft first.
- The higher up the stack the chosen card is, the earlier the player draws on the next turn.

Round 3

The first obstacle card is drawn and put down. The 3rd round of drafting can start. Players take cards in their Player card order.

Playing Tricks

The third round of playing has finished and players need to play a Trick card from their hand that connects to the Obstacle card. The Rail Obstacle on the right only has Blue environment connectors at the top and bottom.

Players then begin the drafting phase again... Round 1, Round 2 and Round 3



The game on the right shows that, in the last round, one of the players could not match their card to the Nollie Obstacle Environment Symbol so it had to be played face down on their turn.

Obstacle Drawing

Another Obstacle card is drawn from the deck at the end of each third round:

Card Switching

Only at start of the 3rd round, after each drafting phase, may players switch out any 1 card from their Line for one in their hand, and then continue to place a second card from their hand.

Repeat until 9 Obstacle cards have been placed (9 lots of 3 rounds of Trick Drafting and Obstacle card drawing). Every third Draft cards can be switched in your own respective Line. After the all the player's Trick cards have been played against the 9 Obstacle cards, the winner is the player with the highest points score.

TIP: Chained tricks will multiply your cards's face value. Replacing a card at the right time may just give you the edge. Try Drafting tactically to stop other players winning. Unselected Trick cards are discarded at the end of each draft round so cannot be used.