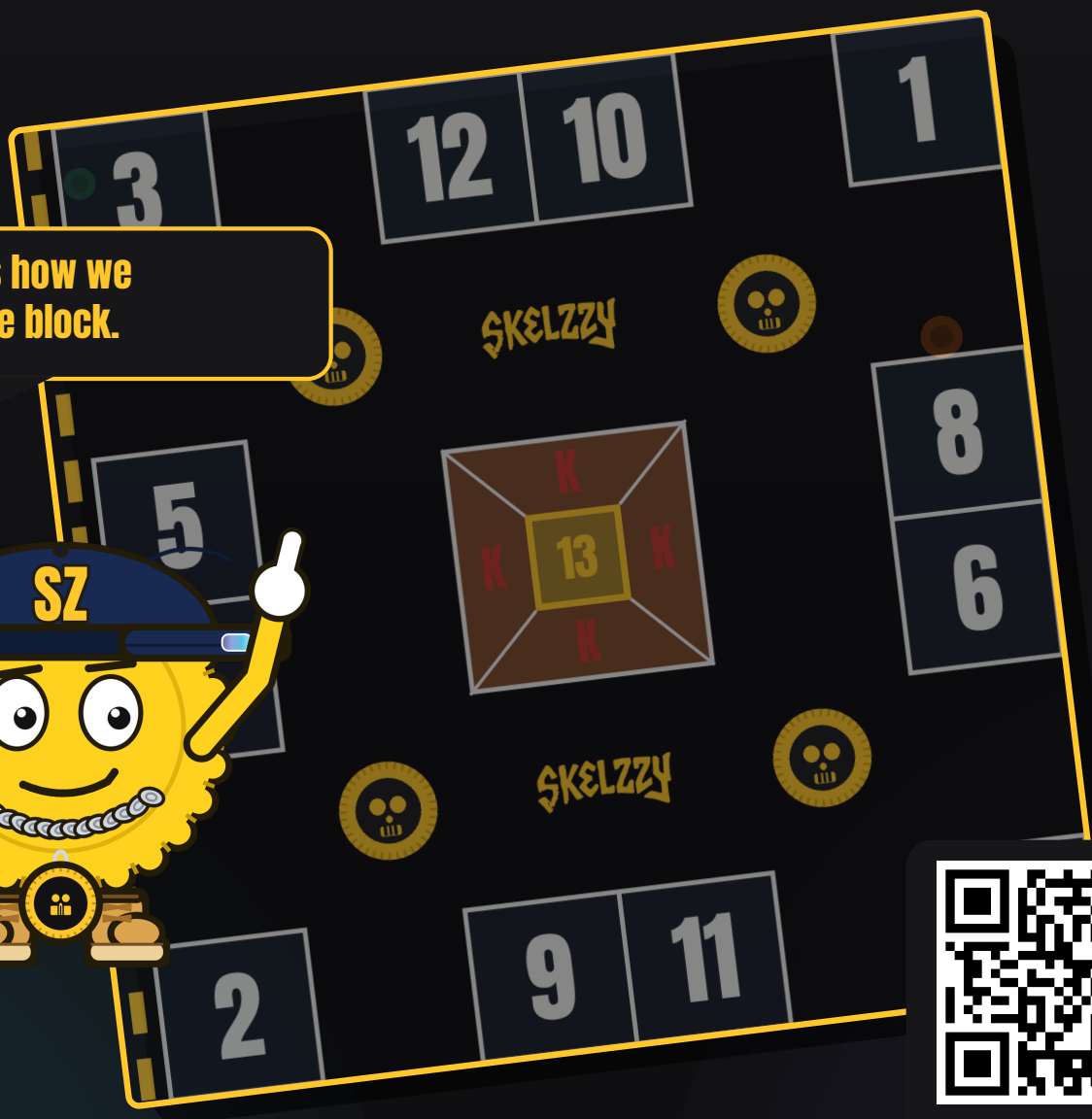


SKELZZY

OFFICIAL RULE BOOK

THE STREET GAME – FOR REAL.

THIS is how we
run the block.



[SKELZZY.COM](https://skelzzy.com)

YOUR COACH FOR THIS BOOK

MEET CAPPS



**Yo! I'm CAPPS. Stick with me –
I'll teach you the whole game,
box by box.**

Skelzzy is the street cap game, reborn. A numbered circuit chalked on the block, a two-piece cap you flick, and a crown at the center. Everybody starts at the bottom. Everybody's chasing 13.

THE POINT

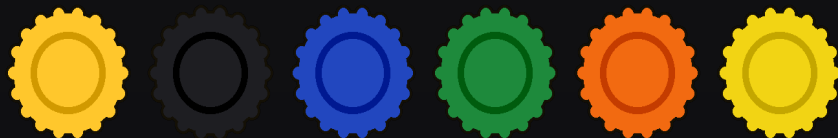
Run the circuit 1 to 13. Survive the K-Zone. Become the Dilla, take heads, and rule the block as KING DILLA.

RUN 1 → 13

SURVIVE THE K-ZONE

TAKE THE CROWN

PICK YOUR COLOR. REP YOUR CREW.



Six official colorways. One crown.

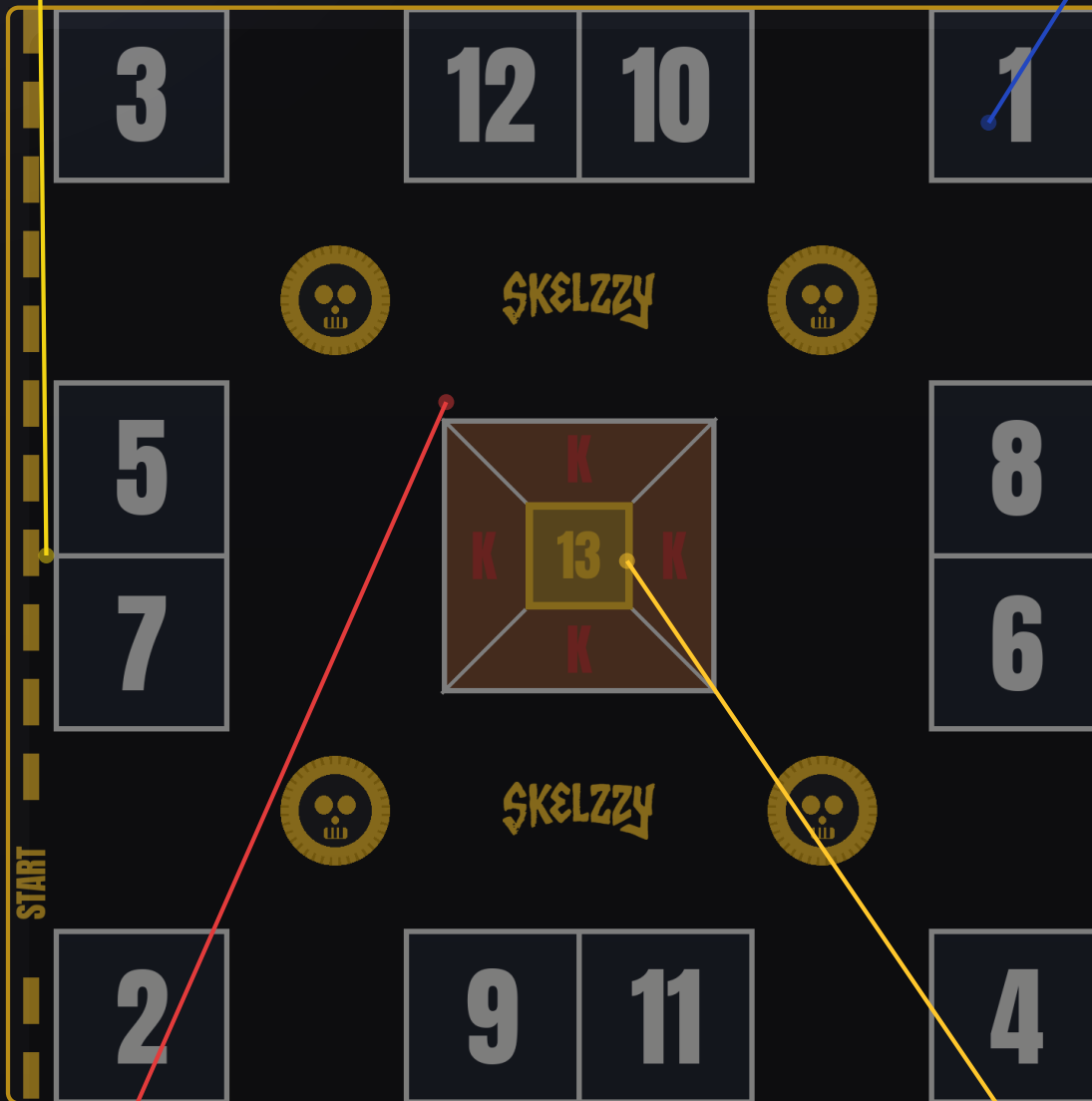


KNOW YOUR BATTLEFIELD

THE BOARD

START RAIL

ENTER AT 1



THE K-ZONE

GOLD 13 = CROWN

Twelve navy boxes ring the block — corners 1·2·3·4, rails 5·7 and 8·6, pairs 12|10 up top and 9|11 down low. Dead center: the rust K-Zone gauntlet guarding the gold 13. Chalk it on flat ground or run the official board.



TWO PIECES. ONE WEAPON.

THE CAP

DEBOSSED SKELZZY SKULL

RIBBED GRIP EDGE

SKI-LIP GLIDE BOTTOM

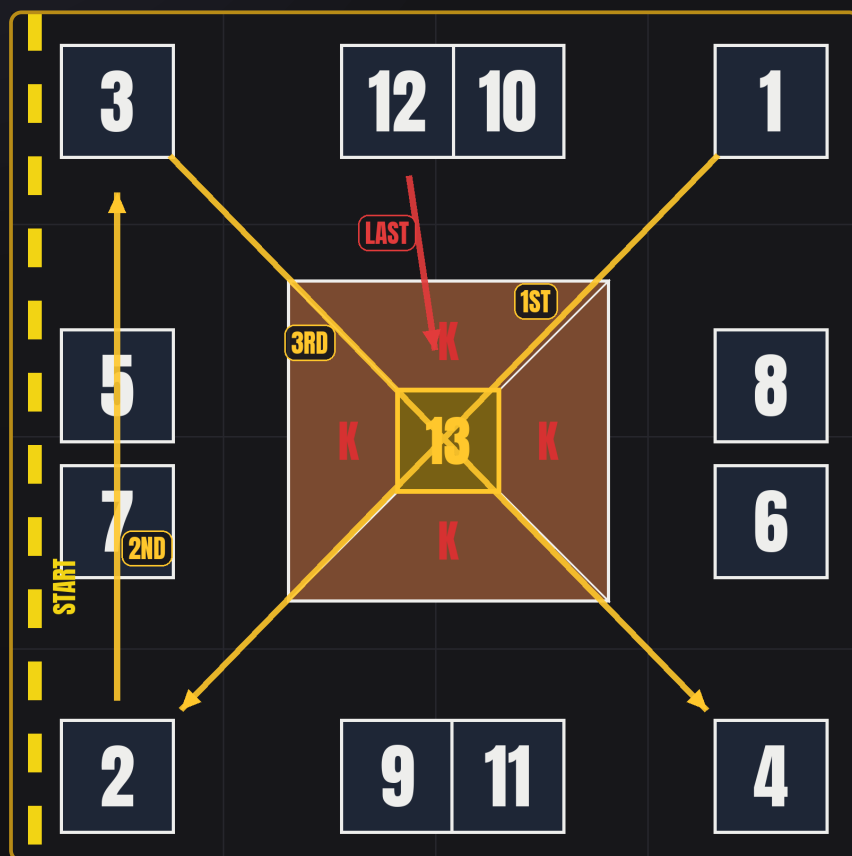
The official Skelzzy cap is a two-piece: a weighted screw-together body with the debossed skull up top and the ski-lip glide ring underneath that keeps every flick honest. INDOOR is tuned for board surfaces. OUTDOOR is built for concrete — and still runs clean inside.

SIX COLORWAYS – PICK YOURS AT [SKELZZY.COM/SHOP](https://skelzzy.com/shop)



HOW TO PLAY

RUN THE CIRCUIT



- 1 FLICK FROM THE START RAIL**
Everybody opens from behind the yellow line.
- 2 LAND THE NEXT BOX = ADVANCE**
In the box, you move up. Every box is a new flick.
- 3 MISS = HOLD YOUR SPOT**
No penalty. Reload next turn.
- 4 1 → 13, IN ORDER**
Zig-zag the whole block to the crown.

1



LAND BOX 1 FIRST. THEN YOUR STRIKES COUNT.

Your hits don't count until YOU land box 1 — it unlocks per player. Land it, then hunt.



PRACTICE ON THE SITE

Drill your flick on the interactive board — skelzzy.com/play

KEEPING SCORE

HYPE COMP SCORING

Comp play runs on points — and there's no completion bonus. Every point is earned on the board, in front of everybody.

(NEW HYPE COMP TOURNEY RULES)

+1

EVERY CAP YOU HIT

+1

LAND THE NEXT BOX FIRST TRY

W

WIN BY POINTS – OR BECOME KING DILLA

T

TIE? NO-HIT SPRINT TO 13 SETTLES IT

**Points win games.
Crowns end them.**



RISE UP

DILLA POWERS & WINNING

BECOME THE DILLA

Clear the K-Zone and touch gold 13 — you rise. You're the Dilla now.

DILLA RANK

Dillas stand above every ordinary player on the board — and a Dilla NEVER moves backward.

TAKE HEADS

A Dilla eliminates a rival by striking their cap three turns in a row — or knocking it clean off the board.

DILLA VS DILLA

When crowns collide, strikes don't count — knock-off is the only elimination.

KING DILLA

The last crown standing — or the one nobody can catch — is KING DILLA. The crown ends the game, no matter the score.

Nobody knocks
the KING back.



OLD SCHOOL – THE ORIGINAL

JUNGLE RULES

Before scoreboards, the block played it raw. No points. No mercy. Pure survival.

NO POINTS

Nothing is tallied. Survival is the only score.

SPRINT THE CIRCUIT

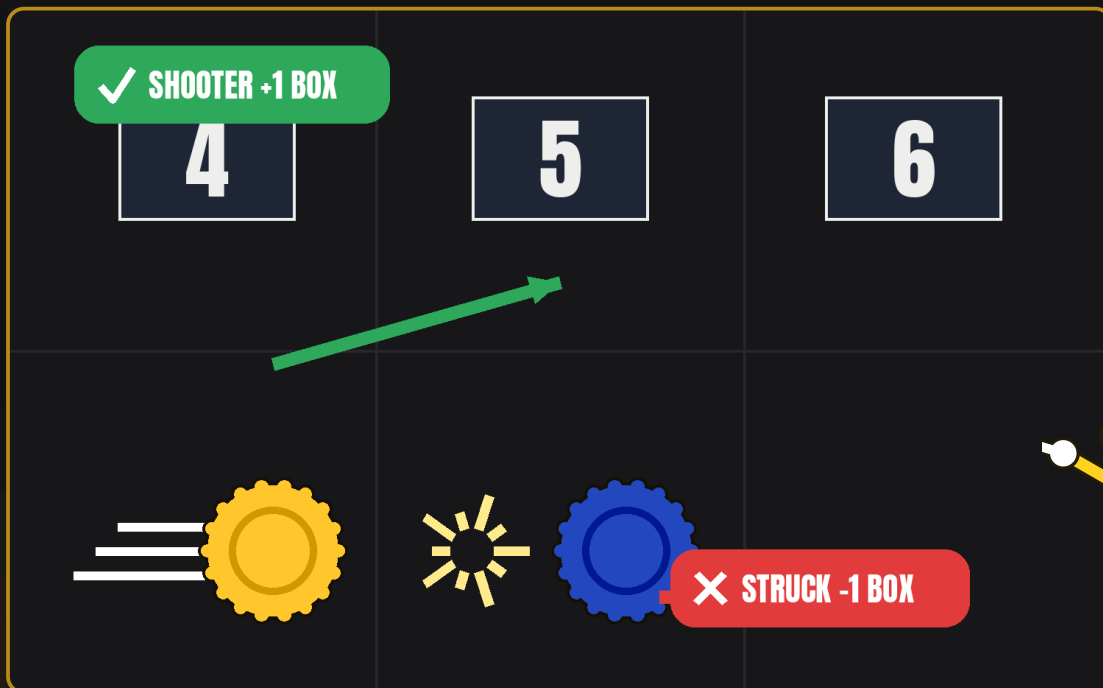
Run 1 → 13 as fast as you can and become the Dilla.

WIN BY ELIMINATION ONLY

One way to win: knock out every other player on the board.

ON A HIT

Shooter moves UP one box. Struck player drops BACK one box.



THE CODE

STREET LAW & TALK

STAY BEHIND THE LINE

Flick from behind your box. Lean over it, the shot's dead.

ONE FLICK

One cap, one flick per turn. No do-overs, no nudging.

RESPECT THE CREW

Call hits honest, keep the board clean. The block runs on respect.

TALK THE TALK

DILLA — cleared the K-Zone, earned powers

KING DILLA — the crowned winner — game over

K-ZONE — the gauntlet guarding 13

TOP — a cap in play on the board

THE BLOCK — your court, your crew, your turf

See you on
the block.



GET YOUR WEAPON

Caps, boards & bundles — scan and gear up.
skelzzy.com/shop

