

# Jortner's Advanced Trick Dice Rules

Trick Dice can be practiced alone or played competitively with 2 or more skaters.

Skaters take turns rolling the dice and attempting the tricks that are rolled until one player wins by earning 10 points.

Play rock, paper scissors to see who goes first.

Player 1 rolls all 4 dice. The white stance dice is optional.

First, he tries the trick on the red dice (hard trick). He gets one try. If he lands it, he gets 3 points and his turn is over.

If he misses the first trick, then he tries the trick on the yellow dice (medium trick). He gets one try. If he lands it, he get 2 points and his turn is over.

If he misses the red trick and the yellow trick, then he tries the trick on the green dice (easy trick). He has 1 try. If he lands it, he gets 1 point for his turn.

Next, player 2 rolls all 4 dice, and repeats the process.

Players continue alternating turns until someone wins by earning 10 points!