

Story and Rules

You are Reki and Langa, best skateboarder friends. And you are going to race with each other and your only goal is to beat your friend. At least you thought so. After you start, you both realize there is another skateboarder behind coming after you. An you feel that if he catches you, your winning chance is close to zero. So now you also have to escape from the pursuer.

This is a two player game, and is played with a dice. Names doesn't have an impact on the gameplay or story so it doesn't matter who you choose.

If you roll a 6 on a blank square, you have 2 choice. You can move forward 6 squares or you can make the other player move up to 3 squares backwards by throwing something to him. How many squares will be determined with 3 round of rock paper scissors. If you can not win any round, this means none of the things you throw hit the other player and they remains on the same place.

If you land on a start of a blue arrow after you rolled, next turn you need to roll 6 to climb that arrow. If you couldn't roll 6, continue your journey with the regular path.

If you land on a start of a red arrow after you rolled, next turn you need to roll 6 to save yourself from going down. If you couldn't roll 6, you must go to where the arrow points.

If you land on a black dot, you have 3 choice. Roll 6, and go to the square above the dot, roll 1, and go to the square below the dot, or roll any other number, and continue normally.

If the other player make you go back to a start of an arrow or a black dot, the rules above are need to be applied.

The pursuer is the green dot and he will start the game after one of the players make the first turn. He will move 2 squares in everyturn. If him and you end up in the same square, you need to turn back to the Start square.

