



An Idiot's Guide to **ROLLING RECKLESS.**

This two-part case **quietly compresses up to 2 sets of dice** using a **inner silicone layer**. Once opened, that same silicone that secured your dice inside transforms into **a trampoline launch zone for your dice to bounce off of**.

DIFFERENT WAYS TO **ROLL RECKLESS:**



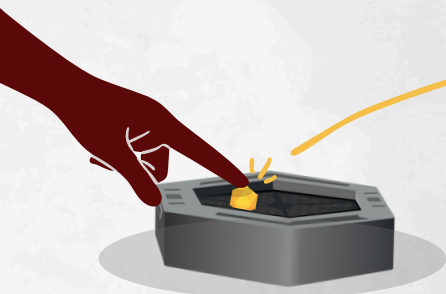
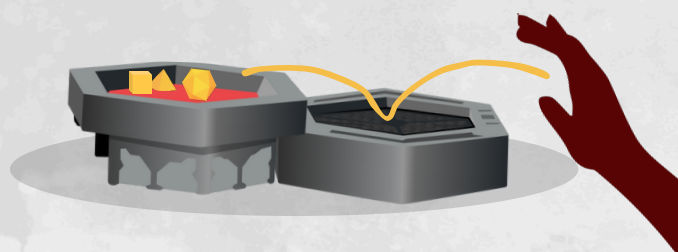
Your Own Personal Dice Tray

The simplest way to use the case is to keep the top close as your own mini dice tray. When game play is moving fast, sometimes a simple stage is all you need.



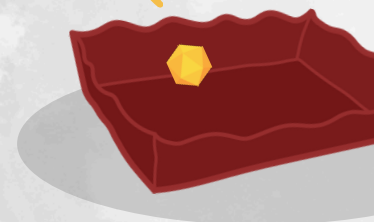
Traditional - Up Top

Lock the top latch into the opposite side switch and use a light bounce to roll it into the top. We recommend bouncing from the side, or using your other dice as a backboard for added accuracy.



Compression Catapult

This launch method is intended for long distance and works best into a larger target like a dice tray. Place your most loyal die on the silicone launch zone. Using the Silicone launch zone and a larger tray, press down your most loyal die and release to let it fly.



HOW TO INCORPORATE **LAUNCH MECHANICS** INTO YOUR TTRPG SESSION



SKILL CHECKS

For particularly difficult skill checks don't just make the DC higher, have your players overcome a real challenge. For example, aiming for a specific target or landing a bounce from further away.



WILD MAGIC

Use bouncing your rolls to invite a little mischief into wild magic characters and campaign locations with damaged or uncontrollable arcane activity. If a player misses rolling into the top, it could trigger a roll on the wild magic table.



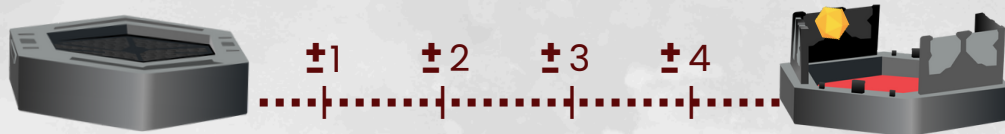
DUELS / CONTESTS

Add drama to your next duel or contest by having opposing parties sit across each other and launch at the same time.



THE BARGAIN

For an important roll, allow a player to attempt to bounce into the top dice tray (we recommend flipped upside down) a distance agreed by the GM. The further the player attempts to make the shot from the greater the reward, but the higher the risk. If they make it? They are able to take the agreed buff. If they miss? They take the nerf.



AND ALSO... IT'S JUST FUN.



FOR MORE INFORMATION &
WAYS TO ROLL VISIT:

BAND OF IDIOTS .STORE