## Risk roll

## EVERY RISK COMES WITH ITS OWN UPS AND DOWNS!

How do you roll? Pick a risk level to see you through your flight. You can be a low, medium or high risker. Then, take a turn to roll the dice and track your progress. Just 10 rolls of the dice will decide how well you fare, fly, or fall on your journey to the other side. The player who reaches the highest level at the end wins!

th riskers move: -3 levels dium riskers move: -2 levels w riskers move: -1 level  Illed a 4, 5, or 6?  The riskers move: +3 levels dium riskers move: +2 levels w riskers move: +1 level  Start here		Roll #1	Roll #2	Roll #3	Roll #4	Roll #5	Roll #6	Roll #7	Roll #8	Roll #9	Roll #10
edium riskers move: -2 levels  W riskers move: -1 level  Illed a 4, 5, or 6?  The provided in											
dium riskers move: -2 levels v riskers move: -1 level  lled a 4, 5, or 6?  th riskers move: +3 levels dium riskers move: +2 levels v riskers move: +1 level											
iskers move: -1 level d a 4, 5, or 6?  riskers move: +3 levels um riskers move: +2 levels iskers move: +1 level											
a 4, 5, or 6?  skers move: +3 levels m riskers move: +2 levels kers move: +1 level											
skers move: +3 levels m riskers move: +2 levels kers move: +1 level											
iskers move: +3 levels Im riskers move: +2 levels Skers move: +1 level											
skers move: +3 levels m riskers move: +2 levels kers move: +1 level											
n riskers move: +2 levels ers move: +1 level  Start											
Start											
Start here	-1 level										
Start here											
Start here											
Start here	MN										
Start here											
Start here	<b>、</b> カ										
here	Start		<u></u>								
	here										
										<del> </del>	
	1									<del> </del>	
										<b></b>	
<b> </b>			<b> </b>			ļ				<b></b>	
	1										
			<b></b>				ļ			ļ	
	——					<u> </u>	<b> </b>				