

# 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!

## Rolled a 1, 2, or 3?



High riskers move: **-3 levels**

Medium riskers move: **-2 levels**

Low riskers move: **-1 level**

## Rolled a 4, 5, or 6?



High riskers move: **+3 levels**

Medium riskers move: **+2 levels**

Low riskers move: **+1 level**



Roll #1	Roll #2	Roll #3	Roll #4	Roll #5	Roll #6	Roll #7	Roll #8	Roll #9	Roll #10	Level
										+15
										+14
										+13
										+12
										+11
										+10
										+9
										+8
										+7
										+6
										+5
										+4
										+3
										+2
										+1
										0
										-1
										-2
										-3
										-4
										-5
										-6
										-7
										-8
										-9
										-10
										-11
										-12
										-13
										-14
										-15

