**LIFE SIZED RISK**
YS Walkthrough
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## EVENT OVERVIEW
This is a great team game and an excellent Small Group activity. It mimics the real board game but is much simpler to play. It can be played in any large or medium space and is super simple.

## SUPPLIES NEEDED
• Dice (one per person) Amazon has great prices on packs of 50
• Score Card for every station
• Pen
• Station Numbers
• Team Markers: *Flag Tape, Sign or Balloons (one for each team)*
• Table or hard surface for each station

## PREPARATION
This is a very simple game to set-up but it does require a little bit of preparation to get ready. Let's tackle these things one at a time.

### Location
• You want a decent playing space.
  • Classrooms in a church work well especially over multiple floors.
  • a Large field
  • City Park
  • Any place with lots of paths
• Every station does not need to be insight of each other but they shouldn't be too far away. Teams will end up running from station to station and rolling the dice is way more exciting than running around.
• The number of stations is based on the number of people playing.

### Teams
• This game is best played with larger groups. You don't necessarily need lots of teams even 2-3 would be perfectly fine. The big challenge is that you need teams big enough to run, roll and stay and defend.
**Example:** *If you have 6 stations you have teams of 8. That means a team can occupy and defend every station, with one person at every station, with at least 2 members still running around.*

### Score Cards
• For every minute a team holds a station they receive a point. The score card for each table is how that score is tracked.
• At the end of the game every Score Card is collected and the points are totalled
• The best way is to make an Excel sheet with each team number in a ROW in the FIRST LEFT column. Then format each cell in that row with a number equal to the total minute you want to play the game. I recommend anywhere for 30-90 minutes with 60 minutes being ideal.

| TEAM | SCORE CARD STATION # | | | | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| **Red** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | etc |
| **Blue** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | etc |

**Set-up**
- At each station location place the following
  - Table or hard surface
  - Station marker
  - Score Card
  - Pen

**GAME PLAY**
This is a basic rundown of how to play the game. Please remember that you will need to modify this to fit your needs. Its super flexible and can easily be adapted.

**The Basics**
- Teams will all start together at a Main Base. This is a place you can have your supplies, answer questions and can be neutral space.
- Students must find and conquer the stations and then protect them from invaders.
- In order to conquer or protect a station you will use your one dice

**Attack and Defend**
- Each attacker must roll their own dice
- At the same time a defender rolls their dice
  - Whoever has the highest dice roll wins
  - No more the three attackers and 2 defenders can roll at once (Dice totals don't add up)
  - It's one dice vs one dice
    - The dice order is 1st High ATTACK ROLL vs 1st High DEFEND ROLL and so on….
- In the event of a TIE the DEFENDER always wins
  - Whoever loses must leave the station and go to another station.
  - If a DEFENDER loses you cannot roll again and if ALL DEFENDERS are defeated you must go to another station and ATTACK or DEFEND before you can come back.
- If the ATTACKERS win they MUST leave at least 1 person behind to DEFEND. While the rest of the group continues the ATTACK at other stations.
- If a team arrives while there are already attackers they must go to another station and ATTACK or DEFEND before you can come back (This is why visibility is nice).

**Score Card**
- On every table there will be…
  - Station Number
  - Team Markers - one for each team (Coloured ribbon works well)
  - Score Card
  - Pens
- When you conquer a station, you must:
  - Colour in 1 SQUARE for every minute your team owns the station.
  - Use a clock for each station. It's okay of they are not all synced together. As long as that station is constant the whole game.
- You must then place your team marker on the station
- This needs to be repeated EVERY TIME the room changes hands.
**NOTE:** The best practice for the Score Card is to have a leader at every station. That way life is fair and there is someone to help manage disputes. It can be done without leaders but you will need to stress the importance of NOT CHEATING.

**End Game**
- Game Play continues like this UNTIL the time limit expires and or you call the game.
- Gather the group back at the main base.

- Get the Score Cards from each station and add up the total points for each group from each sheet.
- Combine the group totals together and declare a WINNER

**REVIEW**
This is a great game but when it's all over make sure you review how things went.
- What worked well?
- How did the scoring go?
- Were leaders fair?
- How could we have added to the event?
- Where else could we play Life Sized Risk?

**NEVER FORGET**
The goal with this Walkthrough is to give you a glimpse of the top to bottom plan for an event. There are a few things I have always tried to remind myself, my leaders and my students at every event we do.
- **Flexibility is primary:** Things always need to be adapted. As much as this guide works it need to be modified to fit your context, location and needs. But more importantly things always come up the night of any event. Our job is to be flexible and adapt of the fly. Its why it's so important to have a plan and a guide to the event.
- **10% Rule:** Never forget that 10% of people that come to anything that you do will not be happy. Some part of what happens will bother them. We need to listen and learn from the 10% but don't let it override the 90% that are having a fantastic time.
- **Have Fun:** Just enjoy yourself, have fun, and follow the above things and you will have a BLAST.

If you have any questions or any ideas to add please contact me through Fresh Ministry Consulting.