

# Riskland



## A fun way to learn how to prevent disasters

*“Riskland” is an educational board game that deals with disaster prevention. The game conveys messages that help you understand how some actions can reduce the impact of disasters, while others can increase our vulnerability. Following the board’s path, you will advance, and at times be made to go back. Some squares require question cards, the answers to which are intended to help you in learning about disaster prevention.*

### Rules of the game:

**Number of Players:** Two or more. (It can also be played in teams so that the entire class can participate).

**What You Need:** the game board, a single die, one token of a different colour for each player. (You can also use beans, pebbles, grains of corn, etc. as long as they can be distinguished from each other), 24 question cards (which should be shuffled before each new game), 24 surprise cards, also to be shuffled.

### How to Play:

Begin the game by placing all tokens on the starting line. Taking turns, the players advance by throwing the die and moving ahead by that amount of squares indicated by the die.

The first player to reach the finish line is the winner. If the number on the die is higher than the number of spaces between the player’s position and the finish line, the player must advance to the final space and then move his or her token back as many spaces as are left over from the number on the die. For instance, if you are three spaces away from the finish line and the throw of the die gives you seven, you must advance to the finish line and then go back four spaces.



### Question Spaces:

When players land on one of these spaces another player is to ask them the question on the top card of the question card pile. If the person who landed on the square answers correctly, they get to go again.



### Surprise Spaces:

When a player lands on a red square, they are to follow the instructions indicated on the top surprise card.

In addition, several squares contain instructions written directly on the board. The player who lands on one of these is to follow the instructions. For instance, the player who lands on space 13 has been chopping down too many trees, and must return to the start line for having increased the vulnerability of his or her community.

### Suggestions:

1. The game may be adapted to the reality of each country or community and the hazards being faced, as well as per sector (environment, health, etc.) by changing or adapting the contents of the Surprise and Question cards.
2. So as not to get ruined, we recommend that the game be protected by cardboard, wood or plastic.

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