**Risk Game:**

Objective:

The objective of the game is to conquer all the Countries in the map.

Map:

The map is represented by COUNTRIES AND CONTINENTES. The countries that have border with other countries are connect. To connect continents, we need a line between countries of each continent that can be defined in the MAP FILE. Each country can only be occupied by ONE PLAYER.

[Territories]

BR,361,704,SA,USA,CL

USA,410,590,NA,BR,CAN

**1 comma** **-** Country, **2 – 3** comma Map Coordination, **5 –** Continent, **6 and the next ones –** Countries connect.

Each continent has a weight that represents the number of armies per turn that are going to be added.

[Continents]

North=1

East=1

South=1

West=2

Game:

Startup Phase (Unique). Three phases in a row for each player 1 – reinforcement phase, 2 - attack phase, 3 - fortifications phase.

**Startup Phase:**  Unique phase, only when the game starts.

1- Determine the number of players.

2- Players are going to randomly assign the territories to the number of players.

3- Randomly choose which player is going to start.

**Reinforcement phase:**

1- **IF** the player holds five cards , he must exchange three of them for armies.

2- Receive the number of armies: Counties he owns divide by 3 rounded **IF** the player owns an entire continent the will receive the number regarding the weight of this continent **IF** the player has 3 cards of the same type he will receive 5 (**IF** he has 3 cards again, 5 + 5….) **IF** any number is less than 3 the player will receive 3.

3- After receiving the armies the player will place the troops and the quantity the way as he wants (In the territory that he owns).

**Attack phase:**

2- To attack the player should choose the country that he has 2 or more armies and choose the other country owned by the other player that has border with the country that he has chosen to attack.

3- The battle: the attacker can choose 1 to 3 dices to roll (which shouldn’t be more that the number of armies he has in the attacking country). The defender can choose 1 to 2 dices to roll (which shouldn’t be more that the number of armies he has in the attacked country).

3.1- The outcome: Compare the defender’s best dice with the attacker best dice. **IF** the attacker has a greater value (NOT EQUAL) he wins, and the defender lose a soldier otherwise the attacker loose a solider. **IF** the defender rolled 2 dices, the second best dice is compared with the second best dice of the attacker, the first rule is applied again.

3.2- The number of attempts: The number of attempts attacking is related to the number of armies that the attacker of the defender has. He can choose attacking again since he has troops. **IF** the attacker has eliminated all the defender troops he conquered the territory. **IF** he has no troops he should stop.

3.3- Conquering the territory: The attacker should place the number of troops greater or equal the number of dices he used.

3.4- If the player eliminates the other he will receive all the cards from that player.

4- The end: The player stops his attacking phase **IF** he chooses to **IF** the cannot attack because none of his countries that have an adjacent country controlled by another player is containing more than one army.

**Fortification phase:**

1- **IF** the player hasn’t any country he is excluded to the game **IF** there is only one player in the game he is the winner (in this case he owns all the countries). **IF** he is alive he can move ANY number of troops between countries that are connected.

**THE CARDS:**

3 types: infantry, cavalry, or artillery card.

In the end of the turn the player received ONE card randomly **IF** he conquered a territory in his attacking phase. The player can exchange 3 card of the same type or 3 cards of different types.