Risk Instructions

On your turn, you will be given a set amount of troops ((number of terr / 3) + Realm bonus)

You will then place the troops into your territories (left click single, right click all troops)

After placing all your troops, you can begin attacking

When attacking, you will roll one die against the enemy, and the lowest roll losses one troop

If the attacker ends up with only one troop on their territory, the attack ends and defenders win

If the defender losses all troops, the attacker wins and move troops into territory, deciding how many move into new territory (left click one troop, right click all troops except one)

You can also cancel your attack by clicking the next button

You also have the option to move your troops into neighboring territories you own (though you will no longer be able to attack)

You can move as many times as you would like

You then hit end turn and the next player will then play (you can also decide to end turn without attacking)

Realm bonus

Controlling an entire realm will give you a troop bonus that will change the tide of battle

They will give you the following:

Niðavellir- 2 troops

Jötunheimr - 3 troops

Álfheimr - 3 troops

Midgard - 5 troops

Asgard - 6 troops

Bridges - 10 troops

The winning condition is simple; Conquer the 5 realms (6 if bridges are one but who cares) and slaughter all who oppose your will. Only the fit will survive.

Hit instructions to close