

Risk – Game Instruction

Title: Risk

Category: Indoor

Subcategory: Males

Players: 2–6 players

Time Required: 1–3 Hours 



Description

Risk is a strategic board game of diplomacy, conquest, and domination. Players control armies and compete to conquer territories on a world map. It's ideal for males who enjoy tactical gameplay, long-term planning, and intense competition.



Materials Needed

- Risk board game set
 - Army pieces (included in the set)
 - Dice
 - Territory cards
 - Mission cards (optional for variations)
 - Pen and paper for tracking (optional)
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How to Play

Setup:

- Lay out the board and place armies based on the selected game mode.
- Each player starts with a set number of armies.
- Territories are claimed through initial placement or card distribution.

Objective:

Conquer all territories on the board or fulfill a secret mission (in mission mode).

Rules:

- On a turn, a player can reinforce territories, attack enemies, and fortify positions.
- Battles are decided by rolling dice—higher rolls win.
- Capturing territories can earn cards for future reinforcements.

- **Players are eliminated when all their territories are conquered.**
 - **The last player remaining (or who completes their mission) wins the game.**
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Tips & Variations

- **Form alliances—but be careful who you trust.**
- **Control entire continents for bonus armies.**
- **Use mission mode for shorter games.**
- **Keep track of opponents' army strengths and weak points.**