

RiskOpoly

The game where the hopelessness of war and a materialistic society are brought together for clean family Fun!

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Materials Needed:

- 3-6 Players
- 3-6 writing utensils
- 3-6 pieces of paper
- Standard Monopoly Supplies
- Standard Risk Supplies
- A computer

Game setup:

- Randomly deal out Risk Cards to all players (evenly). Players place one of their own troops on the territories of the cards they received. After this phase return all cards face down to the deck and shuffle it.
- Roll to see who picks their primary leader first, then the person to the left chooses their leader and so on until everyone has a primary character. Then players will choose their secondary character in the reverse order
- Roll to see who goes first. Play proceeds clockwise in the monopoly phase. In the Risk phase, play will reverse order every turn
- Give each player \$1500
- It is recommended that one player keep track of every player's money using an excel spreadsheet, to avoid the inefficiencies of paper money

How to Win (or, more likely, lose)

- To win the game you must dominate the world and be the last one standing on both the Risk and Monopoly Board!
- A player loses in two cases:
 - 1.) The player incurs a debt in monopoly that he cannot pay
 - 2.) A player loses control of all of his territories on the Risk board
- In Case 1:
 - The player to whom the debt is owed to receives all the losing player's monopoly properties.
- In Case 2:
 - The player who eliminated the losing player receives all of that player's risk cards. The losing player's monopoly properties return to the bank and any houses or hotels are removed.

How to Play

- One turn of riskopoly is made up of four phases in this order:

Monopoly Phase:

- The players play three turns of monopoly. The standard rules of buying and selling, trading, developing, etc. from monopoly remain the same.
- A player may sell any amount of risk troops to the bank for \$50/troop, leaving at least 1 troop in each of his territories. The troops are removed from the risk board. at least 1 troop in each of his territories.
- If a player lands on the property of another player and is unable to pay the rent after selling all his extra troops, that player must sell risk territories to the collecting player at a rate of \$150/territory so that he can pay off the rent. If the player still cannot pay the rent, he loses.
- When a player passes Go, they receive \$200 plus any of the following bonuses that apply:

For every three territories/properties:	\$100
If your empire is contiguous	\$100
For owning all of South America:	\$150
Australia:	\$50
Asia:	\$650
Africa:	\$250
Europe:	\$400
North America:	\$400

- After the last player finishes the third turn of monopoly, play proceeds to the reinforcement stage

Reinforcement Phase:

- Players simultaneously write down orders for troops including the number of troops and where they will be placed.
- Reinforcements must be bought at the cost of \$100 per troop, unless a player owns both utilities, in which case they may buy troops at a rate of \$75/troop instead of \$100/troop
- The number of troops that can be placed in a given territory per reinforcement phase is equal to 1 + the number of territories adjacent to the given territory that are owned by the owner of that territory.
- **Custer's Last Stand:** If a player controls three or less Risk territories, he may place any number of troops in each territory per turn
- Players reveal their orders simultaneously, pay the bank for their troops, and place the troops according to their orders
- Players may mortgage their properties or sell houses on their properties during this phase to finance the purchase of troops
- In this phase players may turn in a set of three cards (three of a kind or one of each kind) for a dollar amount corresponding to the type of cards you turned in.

- The player will receive this many dollars depending on the cards he turns in:

3 Soldiers	\$400
3 Cannons	\$600
3 Horses	\$800
1 soldier, 1 cannon, 1 horse	\$1000

Attack Phase:

- Players take one turn each attacking as in normal Risk (unlimited number of attacks per turn), following the order in which they played their Monopoly phase for the first turn, but reversing the order during the second turn of Riskopoly
- Each time a player conquers the territory of another player, they may roll a die. If the roll is 6, then the conquering player may randomly select one of the conquered player's Monopoly properties to steal. If the card chosen has developments on it, the level of development is decreased by one and the property is not stolen
- A player may use specific pathways (to attack over or fortify between) on the risk board depending on which railroads he owns. The pathways are as follows:

Pennsylvania Railroad(00)	Eastern U.S.-----Western Europe
Short Line Railroad (93)	Madagascar-----Western Australia
Reading Railroad (69)	Eastern Australia-----Argentina
B & O railroad	western United States----- Japan

- A player receives 1 risk card if he conquered at least one territory during his attack phase

Fortification Phase:

- Players may write down one order for a movement of troops from one territory into an adjacent friendly territory. The number of troops that can be fortified into a given territory per reinforcement phase is equal to 1 + the number of territories adjacent to the given territory that are owned by the owner of that territory.
- Players reveal and carry out their fortification simultaneously, and return to the monopoly phase
- If a player owns all four railroads, they may fortify an unlimited amount of times per turn (but only in the fortifying phase).

Charismatic Leaders:

- Each player will choose one primary and one secondary Historical leader to play as. Each leader receives special bonuses that alter the rules of the game. Choose wisely!

Primary Leaders:

Mao Zedong	State Property: Houses and Hotels can be bought without a monopoly for twice the price (if you do not own the monopoly)
Mahatma Gandhi	Pacifism: If you did not attack this turn, you receive \$500 at the end of the turn. If you did attack this turn, pay \$100 to free parking at the end of the turn
Lorenzo de Medici	Risky Business: When you have the less money than all other players and pass GO, collect double what you normally would.
Chancellor Bismarck	Furor Teutonicus: Every time an opposing troop is defeated by an attacking German troop, roll two dice. If the outcome is 7 or 11, the opposing troop joins your attacking army and is available for use the same turn.
Alexander the Great	Greek Fire: Alexander the Great rolls one extra die when attacking or defending over continental borders
Captain Ginyu	Change Now! Captain Ginyu can pay \$800 to switch colors with one random player in the game. Monopoly and Risk holdings are swapped, but bank value and cards are not swapped. This effect can be used only at the beginning of a turn
Karl Marx	das Kapital: Anytime Marx would pay rent, that rent becomes \$100 regardless of what the deed says. Anytime a player owes Marx rent, that rent becomes \$100

Secondary Leaders:

Genghis Khan	Mongol Horde: Attacking Mongol troops win ties
Abraham Lincoln: Vampire Slayer	Great Emancipator: Lincoln is exempt from having to go to jail, but may choose to do so. He may auction off his get out of jail free cards. Lincoln's troops cannot be converted by bismarck.
Hammurabi	The Hanging Gardens: Houses and Hotels can be bought at Half price
Sitting Bull	Last of the Mohicans: Single troops defend with two dice instead of one
Jeff Tuttle	Ceteris Paribus: the ability of Tuttle's opponent is negated during combat with him (i.e. Alexander the Great does not roll his extra die)
Teddy Roosevelt	Trust Buster: After conquering a territory and rolling a 6, a property is stolen. Properties within a monopoly can be stolen completely. If a property with houses is stolen, that property loses all its houses and the remaining properties lose 1 house if applicable.
Joan of Arc	Holy War! Single troops attack with two dice instead of one
Clara Barton	Red Cross: Every time a troop of Clara Barton's is killed by an attacking troop, roll two dice. If the sum of the rolls is 7 or 11, that troop is placed on any adjacent friendly territory (Clara's choice). If the troop is in a territory that is isolated, do not roll the die
Trump	Fake News: may pay 150\$ to change the roll of one of his own die during a battle, to any number he wants
A mirror???	Copycat: The mirror??? Copies the ability of whomever he is battling with, for the rest of the turn (multiple abilities may stack this way)
Hatshepsut	Glorious monuments: Hatshepsut receives one bonus troop in her reinforcement phase for every new house she placed during the monopoly phase. She receives 2 bonus troops for a hotel
Elizabeth I	Elizabethan era: Elizabeth's dice rolls in the monopoly phase receive a +2, doubles are carried out normally
Harambe	The 2nd Coming: Once per game, if Harambe would lose his last risk territory (by combat or bankruptcy), he keeps the territory, his bank value is set to 1500, he may not be attacked for the rest of the turn, and any debts owed by Harambe are cancelled.

Sun Tzu	Art of War: <i>Sun Tzu may reinforce or fortify any amount of troops into a territory regardless of adjacent countries (fortification is still one territory to one adjacent territory)</i>
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