

## Risk

### Continents: 6

- Australia, South America, Africa, North America, Europe, and Asia (Same Rule)
- Territories: Assume evenly spread, 3 for each?? (4 territories)

### Armies

- Lets assume only infantry (worth 1) since its virtual and have ample space (Adopt)
- Depending on # of players, each will get a specified number of infantry (2 players for now, with 20 armies each)

### Cards

- Mostly likely a dictionary
- Territory + pic of (Infantry, Cavalry, or Artillery) (Cards with territory only)
- 2 wild cards (all 3 pictures but no territory) (Exclude)
- Secret mission? (Exclude)
- Objective mission:
  - Conquer the world

### Set Up

- Roll die, the highest gets to place the 1<sup>st</sup> infantry on any territory (Probably Random placement for 1 army)
- How to continue here? By decreasing order of dice # or left to right, until all territories are occupied (Base on dice number)
- Continue placing armies on land territories until no more infantry (Personal choice to chose how many infantry placed on each territory)
- The highest dice player goes first

### Game Play

- Getting and placing new armies
- Either Attacking or Fortifying your position

### Receiving Infantry

- Territories: # of territories you occupy / 3, rounded down (Skip first turn, and start from the second)
- Continents: Equal armies given?? Or: (Same Rule)
  - Asia: 7
  - North America: 5
  - Europe: 5
  - Africa: 3
  - South America: 2
  - Australia: 2

### Risk Cards

- Earning Cards:
  - After capturing a territory, you earn 1 risk card (If you win a territory, you will get a card from the deck)
  - Trying to get the following: (Trade 5 cards with 1 Infantry only)
    - 3 cards of same design
    - 1 each of 3 designs
    - Any 2 plus a wild card
  - Based on total number of sets anyone has traded in so far, he will subsequently take additional armies (Ignore)
    - After 6<sup>th</sup> set has been traded in, each additional set is worth 5 armies

- If any of the 3 cards you trade in shows the picture of a territory you occupy, you get 2 additional cards

#### Attacking (Same Rule)

- Only attack territories that are adjacent or connected via a dash line
- At least 2 armies in the territory you are attacking from
- You may shift to attacking another territory at any time during your turn (as often and as many as you want)

#### To Attack (One Dice for all)

- Decide on the # of dices to roll
- At least 1 more army in your territory than the number of dices you roll
- Defender will roll either 1 or 2 dice. To roll 2 dice, he must have at least 2 infantry in territory

#### To decide a battle (One battle, either win or lose – Conquer or Die)

- Compares highest dice each of you rolled
- Loser will lose one infantry

#### Fortifying (For each turn, you have the choice to pass or play your turn)

- Free move