

## Risk

Continents: 6

- Australia, South America, Africa, North America, Europe, and Asia
- Territories: Assume evenly spread, 3 for each??

Armies

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

Cards

- Mostly likely a dictionary
- Territory + pic of (Infantry, Cavalry, or Artillery)
- 2 wild cards (all 3 pictures but no territory)
- Secret mission?

Set Up

- Roll die, the highest gets to place the 1<sup>st</sup> infantry on any territory
- How to continue here? By decreasing order of dice # or left to right, until all territories are occupied
- Continue placing armies on land territories until no more infantry
- 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
- Continents: Equal armies given?? Or:
  - 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
  - Trying to get the following:
    - 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
    - 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

- 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

- 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

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

#### Fortifying

- Free move