

# PLAYIRO

## Risk Rules (Complete Beginner to Pro Guide)

Risk is a global strategy board game where players compete for world domination. Victory requires smart reinforcement planning, calculated attacks, and careful defense. This guide explains the complete official turn structure and mechanics.

### 1. Game Setup

- Place the board showing 42 territories across 6 continents.
- Each player selects a color and takes all matching armies.
- Shuffle territory cards and deal them evenly to determine starting control.
- Place one army on each owned territory.
- Players take turns placing remaining starting armies.
- Shuffle Risk cards and place face down as a draw pile.

### 2. Turn Structure (Three Phases)

Each turn consists of: 1. Reinforcement Phase 2. Attack Phase (optional) 3. Fortify Phase Turns proceed clockwise.

### 3. Reinforcement Phase Explained

At the start of your turn, calculate reinforcements:

- Territory Bonus: Number of territories  $\div$  3 (rounded down). Minimum 3 armies.
- Continent Bonus: If you control an entire continent, add its bonus armies.
- Card Bonus: Trade 3 Risk cards (three matching symbols or one of each) for additional troops. All reinforcements must be placed before attacking.

### 4. Attack Phase Explained

You may attack any adjacent enemy territory.

- Declare attacking territory and target.
- Attacker rolls up to 3 dice (must leave 1 army behind).
- Defender rolls up to 2 dice.
- Compare highest dice; defender wins ties.
- Each lost comparison removes one army.
- Continue attacking as long as desired. If you conquer at least one territory, draw one Risk card at end of turn.

### 5. Fortify Phase

You may move armies from one territory to another connected territory you control. Only one fortification move per turn is allowed in standard rules. At least one army must remain behind.

### 6. Winning Conditions

Standard Victory: Eliminate all opponents and control all 42 territories. Mission Risk: Complete your secret objective card (if using mission rules). First player to achieve the objective wins immediately.

## 7. Strategic Concepts

- Secure continents for reinforcement bonuses
- Avoid overextending early in the game
- Time card trades strategically
- Break enemy continent control when possible
- Fortify borders and leave interiors lightly defended