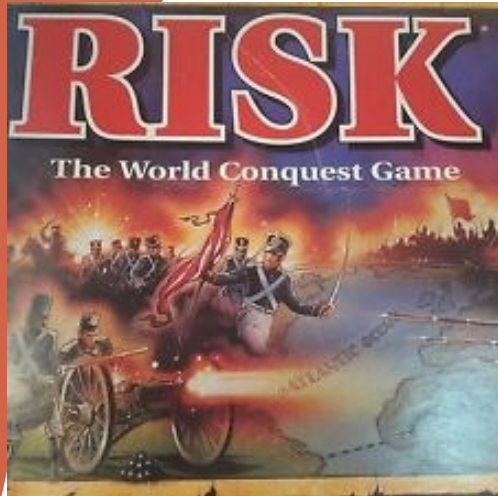


RISK



Game Type

- Wargame

Category

- Negotiation
- Territory Building
- Miniatures

Mechanisms

- Area Control
- Area Movement
- Dice Rolling
- Player Elimination
- Set Collection

Board Game Description

Players: 2-6 // Time: 120 Min

Age: 10+ // Weight: 2.10

The goal is conquest of the world. Each player's turn consists of:

- Gaining reinforcements through number of territories held, control of every territory on each continent, and turning sets of bonus cards.
- Attacking other players by comparing the highest dice rolled for each side. Players may attack as often as desired. If one enemy territory is successfully taken, the player is awarded with a bonus card.
- Moving a group of armies to another adjacent territory.

Do you have at least 2 hours to spare? Then you should play RISK at least once in your life!

RISK

Inventory

- 1 Rulebook
- 1 Tri-fold Game Board
- 5 Dice: 2 white and 3 red
- 42 Territory Cards
- 2 Wild Cards
- 12 Mission Cards
- 6 Armies, each a different color