

Name \_\_\_\_\_



## Risk: A Global Battle of Strategy and Conquest

Risk is a classic board game that invites players to engage in a thrilling battle for world domination. Created by French filmmaker Albert Lamorisse in 1957, Risk has captivated strategy enthusiasts for decades with its blend of tactics, diplomacy, and luck. In this reading passage, we will explore the rules and gameplay of Risk, as well as delve into the fascinating history behind this iconic board game.

### How to Play

Risk is designed for 2 to 6 players, although it can be played with more if you have additional game sets. The game revolves around a world map divided into territories, and players aim to eliminate opponents and achieve global supremacy. Here's how to play:

- **Setup:** Place the game board on a flat surface. Each player chooses a color and receives a set of armies and mission cards. Territories are divided among players by drawing cards, with each player initially controlling a set number of territories.
- **Phases of Play:** Risk consists of three main phases:
  - **Reinforcement Phase:** Players receive reinforcements based on the number of territories they control and exchange mission cards if they meet the criteria.
  - **Attack Phase:** Players can launch attacks by moving armies from one territory they control to an adjacent enemy territory. Combat is resolved through dice rolls, with higher numbers prevailing.
  - **Fortification Phase:** After attacking, players can reinforce their positions by moving armies between their own territories.
- **Mission Cards:** In addition to controlling territories, players can earn mission cards that offer specific objectives. Completing a mission card can provide a strategic advantage.
- **Winning the Game:** The game ends when a player completes their secret mission card or eliminates all opponents. The first player to achieve either of these goals wins the game.

### History of Risk

Risk was originally created by Albert Lamorisse, a French filmmaker renowned for his short film "The Red Balloon." Lamorisse designed the game in 1957 under the name "La Conquête du Monde" (The Conquest of the World) as a way to entertain his friends and family. The game was subsequently published by the Miro Company in France.

In 1959, the American board game company Parker Brothers acquired the rights to Risk and introduced it to the United States under the name "Risk: The Game of Global Domination." The game quickly gained popularity in the U.S. and became an iconic board game.

Throughout the years, Risk has seen numerous editions and variations, including themed versions based on popular franchises like "Star Wars" and "Game of Thrones." It has also been adapted into digital versions, ensuring its enduring appeal in the digital age.

