

Name: _____ Date: _____ Period: _____

RISK – Game Learning Guide

1. Risk is based on warfare as it was in the _____ Era.
2. How many armies does each player have at the start if four people play? _____
3. If a player conquers two territories, how many RISK cards does he or she get at the end of the turn? _____
4. If an attacker rolls 3 dice and gets 6, 4, and 2 and the defender rolls 2 dice and gets 5 and 4, how many armies does the attacker lose? _____
5. Why does the attacker lose if the attacker and the defender tie? How does that reflect the reality of early 19th century warfare?

6. What strategy permits one to win at RISK?

7. How is RISK like warfare? How could it be more realistic?
