

Risk Express

Components

7 Six-sided dice.

Each die has the following symbols:

- General (purple)
- Cavalry (green)
- Cannon (red)
- 1 Soldier (blue)
- 2 Soldiers (blue)
- 3 Soldiers (blue)

14 Land Discs. Each Land Disc contains the following information:

- A picture showing the land area.
- A color designating the continent of that land area.
- A point value used in final scoring calculation.
- A set of symbols representing the dice needed to acquire the disc. **These symbols are organized into lines.**
- A General in a circle indicating a benefit to the conqueror of that land area. (Note: only the Australia/Oceania disc does not contain this symbol since it is the only disc for this continent.)
- One disc from each continent has a number on the back of the disc. This number is the point value used if a player conquers all discs of a continent.

Example: The North Africa disc (yellow) is worth 2 points. It contains 3 lines: 2 Cavalry, 5 Soldiers, and 2 Soldiers. In addition, it shows a circled General and has a 5 on the back. The South Africa disc is also worth 2 points, but if a player can conquer both Africa discs that player will score the 5 points shown on the back of North Africa instead of the 4 points generated by adding South Africa (2) to North Africa (2).

Set-up

Turn all land maps face up so all are visible. Choose a start player.

How to Play

On your turn:

- 1) Throw all 7 dice into the bowl. Now, select a land disc which you would like to conquer. This may be an unconquered land disc or one previously conquered by another player. In order to select a disc you must be able to completely match one line of the disc with your dice throw. Note that previously conquered discs have an additional line, the circled general. Remove your matching dice from the bowl and place them on the disc. You may only choose one line. Your goal is to conquer that disc by matching all lines on the disc. You need not match soldiers exactly. That is, 4 soldiers can be placed on a line calling for 4 or less soldiers.
- 2) Now, throw the remaining dice. You must now match another line of **that same disc**. If you succeed, you continue placing dice and rolling the remainders in this manner until you have matched all lines. **Whenever you fail to match a line, remove a die from the bowl and set it aside.** Proceed with the remaining dice. You continue rolling until you have matched all lines or it becomes clear that you cannot match all lines.
- 3) If you match all of the lines of the disc, you have conquered the land area. Place the disc in front of you. If you now have all discs of that color (continent) turn the discs over. No one else may attempt to conquer discs from this continent.
- 4) If you failed to match all lines, pass all 7 dice to the next player.

Ending the game:

When all land discs are conquered, each player counts the points on his discs. Remember to use the number on the back of discs for which you conquered the entire continent. The player with the most points wins.

Variant:

If the player before you did not successfully conquer a disc you may leave that player's dice on that disc or choose to start over with all 7 dice.