# A Survival Guide

/u/The_Ghost_of_TxAg70

★★★★★ General of the Army ★★★★★

Texas A&M Risk 2.0 Team

# ---Foreword---

This guide is dedicated to…
My comrades on the A&M 1.0 team, my comrades on the A&M 2.0 team, any and all friends, allies, and even hostiles in either of the two games, any and all friends, allies, and even hostiles in the Aggie Risk/Risk 2.1 games, u/bakonydraco, /u/BlueSCar and his development team, u/Mautamu and his development team, /u/Igloo27 (Iguana), /u/inspector_tortoise, /u/jyost17, u/-MrWrightt-
, u/RogueZ1, u/Laurim, u/BRISKET_PLS, u/Stellafera, all the game mods, and all the players who cared and care about this wonderful game we've all come to play together.

The revision for 3.0 dedicated to:

My longtime friends whom I've made from this game. You were the only reason that sticking around was in any way worth it, and the only reason I'll stick around for the future.


# ---Note to Future Readers---

This guide is as comprehensive as I could feasibly make it as of March 13, 2023. It is long, but it's a labor of love. You can navigate the sections of the document by clicking the links in the Table of Contents. Whatever changes come after "Risk 3.0", a.k.a. the Risk season played from January 2023 to March 2023, are not accounted for in this guide. This is including but not limited to new game mechanics, community changes, or UI changes. This guide also contains some of my opinions and views of the game and how best to play it, which I have attempted to demarcate by specifying my opinions on the matter. **My feelings on certain topics *cannot and should not* be construed to be the only valid or correct opinion on those topics**.

There are several places where I have made a note instructing the reader to privately contact me for my personal opinions on specific matters. I'm more than willing to get into anything related to the game in terms of my personal opinions in private. I withheld some opinions because I wanted to strike the right balance between making this an accessible guide written from an (somewhat, eliminating bias completely is impossible!) unbiased perspective and giving enough candor about how I think is the best way to play the game and lead. Just drop me a line. At the bottom of this document lies the contact information.

--T.G.O. TxAg70

# Table of Contents (click a Link to advance to that section)

# Introduction / Simple "How to play"/ Executive Summary
### HOWDY, ARMY!!! Got a little…STORY, for you! WHOOP!

On behalf of everyone, from the developers, to the mods, to the team leads, to the other players, I would like to extend my thanks to YOU, yes YOU, for not just playing the game but cracking open this little guide here. My name is The Ghost of TxAg70. Stick around the Risk community and you will probably see my name come up somewhere. You've probably opened this guide because you have questions, right? Let me go ahead and answer the common ones. For your ease of reading, use the Table of Contents if you have questions on a certain topic.

*What is this game?*

Have you ever played the board game *"Risk"*? If you have, go ahead and skip this paragraph. If not, here's a brief synopsis. In the game of *Risk*, the goal is to dominate the world, empire-style; that is, control every single territory the globe around via military might. "Battles" are waged via dice rolls each turn. The game you just got introduced to is an online version of this involving FBS college football teams.

*How do I play?*

The basic idea is simple. Players are military units, like the infantry and cavalry pieces in the board game Risk. Each player isn't controlled by their leads though – responsibility of choosing what territory to attack or defend is ultimately on the player. This is done by going to [collegefootballrisk.com,](collegefootballrisk.com) linking one's Reddit account, and clicking a territory on the collegefootballrisk.com map and selecting attack or defend (for images, see the "Attacking and Defending" section below). Teams fight other teams on the map in battles determined by the computerized equivalent of a dice roll: the winner of a territory is determined by a random number generator, with odds set by the size of the group of players attacking or defending a particular territory. This occurs every day (in some variations, every day except Sundays) for a set number of turns. The length of the game has varied but is typically around 50 turns.

*How do I win?*

One of the best aspects of this game is that you can set your own "win" condition. In an absolute sense, the College Football Risk winner is the team with the most territories by number at the end of the season. While this is true, let's face facts: this would mean out of 130 fanbases, there's one winner. It's like winning the FBS Championship; in theory, any team could pull it off, but that doesn't mean a 10 win season and a Sugar Bowl win isn't worth happily celebrating over (this means you, Alabama fans)! Your team is best off choosing a common goal to work for; whether it's going on a road trip across the map, defending your home state, the most territories on the final day, just making memes for a specific territory for the fun of it, or trying to eliminate a rival; as I said above, there are many valid win conditions, and you can define your own!

## Basic Gameplay (How to be a soldier)

*Okay, you've got my attention, but I'm still not totally clear on exactly how to participate. How'd this game even come about, anyway?*

Good question! There's a really great tutorial that will teach you the basics quite quickly on the College Football Risk website; just click "Info." Here's a brief history lesson. Through the 2010s, some rather bright fellows on the College Football subreddit began to apply this "territorial" conquest map idea to the United States, splitting the country into roughly 130 territories apiece, breaking the territories into sizes based on what FBS university was the closest by county. Maps would be reset by season, and if one team beat another, the winner would take the loser's territory.

Around 2017, some more of those rather bright fellows on r/CFB with a little coding knowhow decided it would be fun to combine the conquest map with the mechanics from the board game *"Risk"*. As a result, College Football Risk as we could recognize it today was born, and the first iteration of the game was conducted in 2018, with the second in 2020, and the third in 2023. There also was an attempt at doing a different game based around some of the same mechanics called "CFBDemic" in 2019. (Editor's note: No, the r/CFB mods are NOT clairvoyant, even if it sometimes seems that way!)
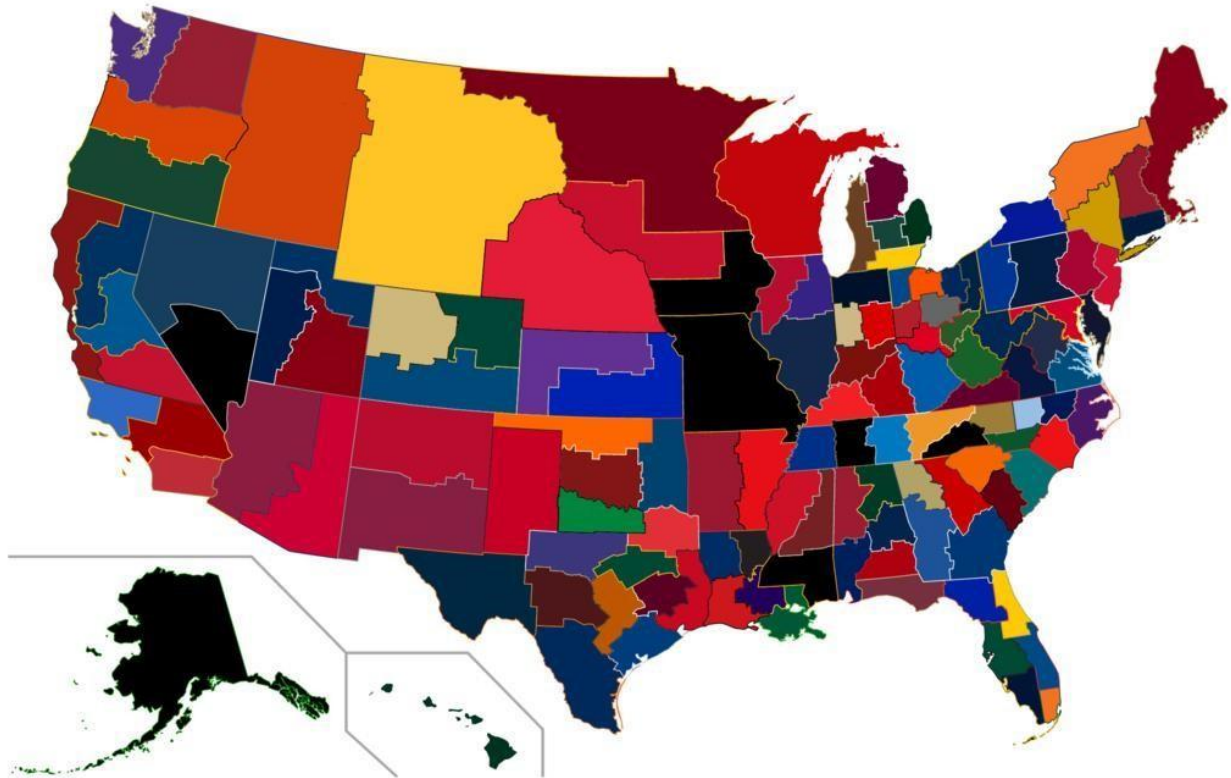
## The Map

In College Football Risk 1.0 and 2.0, there were approximately 130 territories representing each team in FBS, plus one for Team Chaos (more on that later), which started in Alaska. Teams started in their hometown (example: The Minnesota Golden Gophers started in the territory that contains Minnesota, plus some of North Dakota because North Dakota does not contain an FBS school). "Bridges" on the map also existed in 2.0. For instance, there was a "bridge" that connected Miami to Hawaii to Los Angeles (the territory owned by the Trojans in this map, not the Bruins). Territories were colored in by the team colors. For instance, the gold territory in northwestern Georgia was occupied by Georgia Tech at the beginning of the game.

In some of the developmental versions of the game, the map was expanded. In the beta-test game of Grocery Store Risk, played in early 2022, the map looked as follows:



Fig. 02: The Grocery Store Risk/Risk 2.1 Map

For Grocery Store Risk/Risk 2.1, Canada, Mexico, and the Caribbean were added to experiment with both new regions to play through as well as with empty regions for teams.

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Fig. 03: The Map at kickoff for Season 3
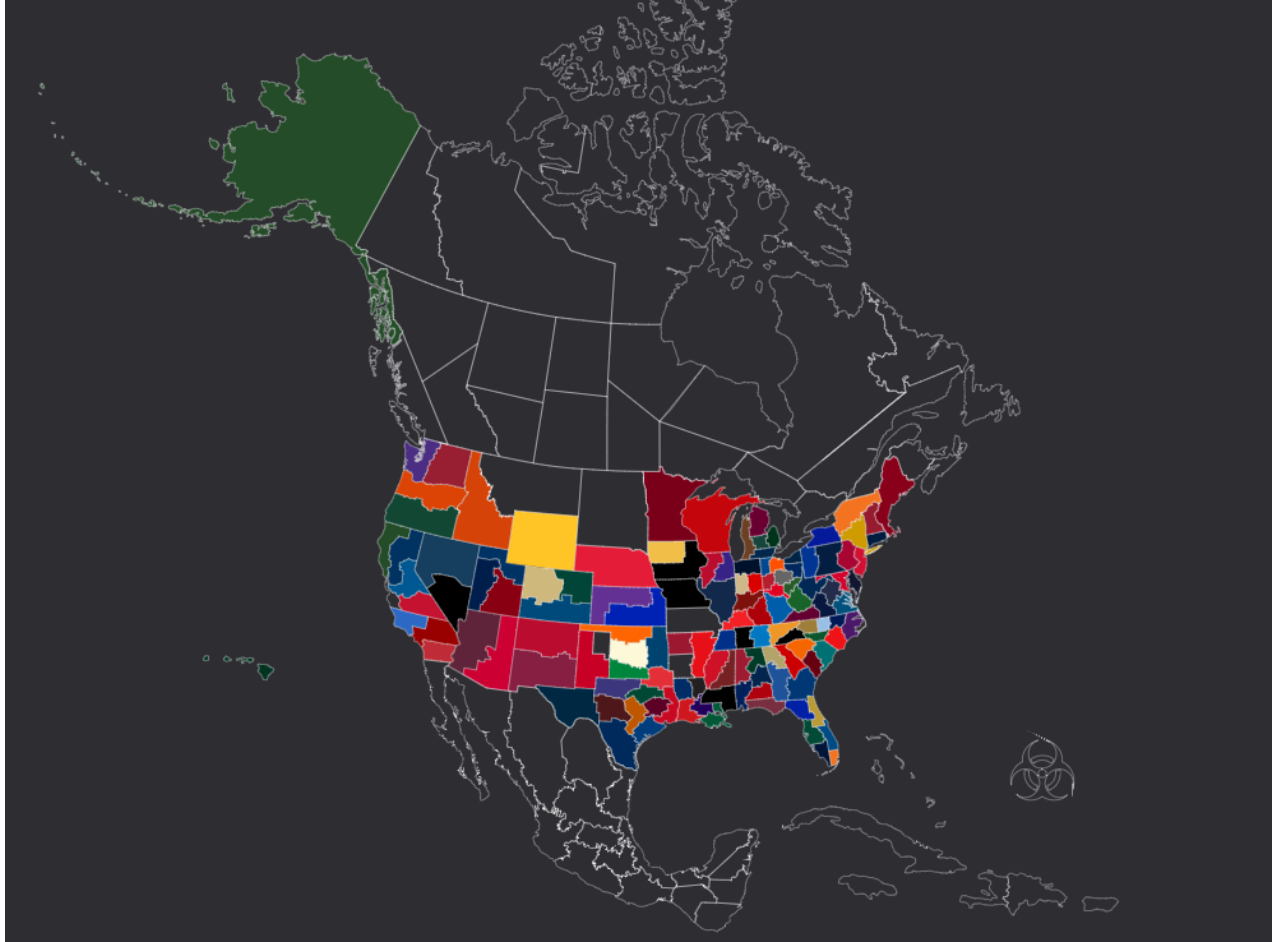
This map is the map in its most up-to-date format as of early 2023. For Risk 3.0, Team Chaos was added in Bermuda, and can attack different territories selected at random from day to day. Below is an example of Team Chaos randomly attacking via "bridges" from Bermuda to Winnipeg, Amherst, and Logan. To view bridges on the website, click the "bridges" button at the bottom of the screen.
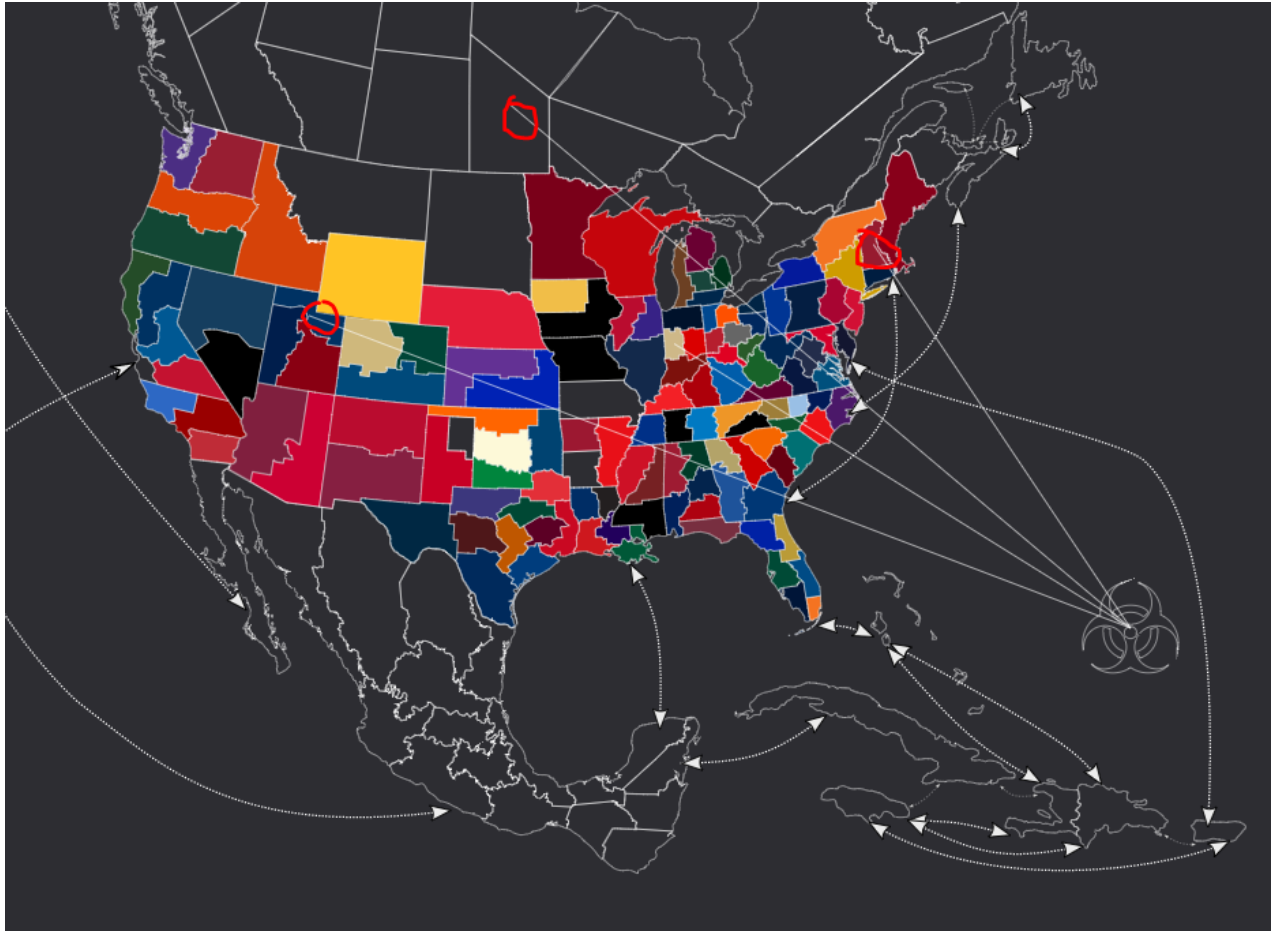
Fig. 04: The Map at kickoff for Season 3, with Bridges

Note too that there are numerous "bridges" that connect different territories with each other, particularly in the Caribbean to hop from island to island. To explain how these work, let's use an example. In Risk 3.0, Tulane was able to attack across the Gulf into the Yucatan, and they did, staying alive for longer than anyone expected them to. Georgia managed to exit the bloodbath that was the southeast by taking Statesboro and taking the bridge from there up to Connecticut. UCF managed to stay alive for far longer than expected as well by using the then-empty territories of the Caribbean to their advantage.

What future map changes lie ahead for the 4th season? At time of writing we don't know, but there are likely going to be tweaks based on new teams joining FBS (For instance: Sam Houston State). There may be a second map introduced for teams that get eliminated. There could be new bridges, or portals from certain territories to other territories. Who knows what fun and clever ideas the developers will come up with next? Stay tuned!
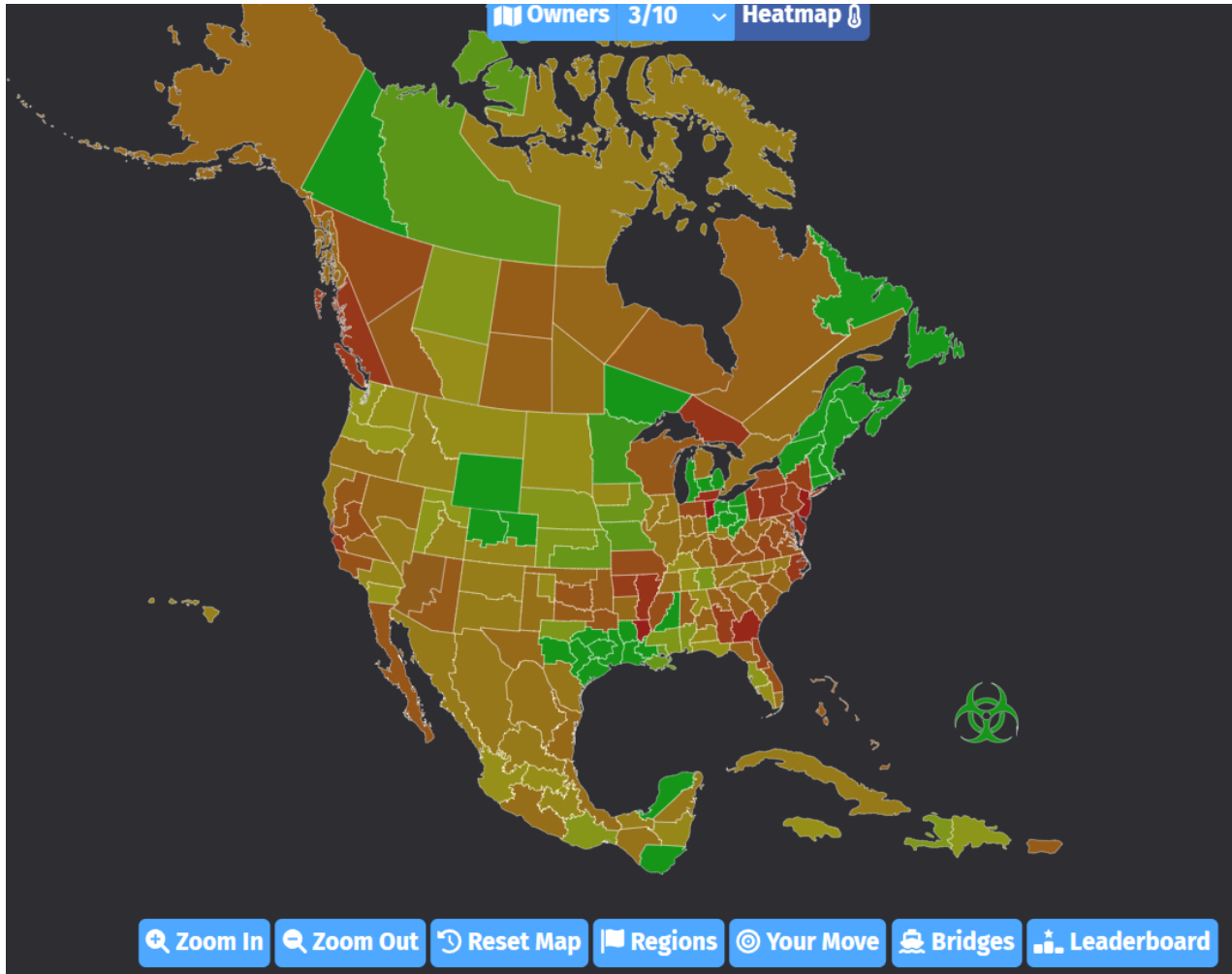
Fig. 05: The Heatmap for Turn 10, Season 3

The Heatmap can be toggled on and off by clicking the "Heatmap" button in the top of the screen. What the heatmap displays are territories sorted from a red-to-green color spectrum on how much star power (more on that below) was placed into which spots of the map. A completely green territory means it was "safe", or otherwise, surrounded by territories of the same team, and therefore was unattackable so it saw no "heat". The reddest territory is the one which saw the most action in the turn.

If you find that one territory has turned bright red, and most or all the other territories are relatively green, it may well have been that one or more teams have dropped a "nuke" on a specific territory. The underlying strategic reasons for doing this are in the advanced section of this guide, but be on the lookout for turns like this because "nukes" typically result in a big batch of fresh and funny memes on the main subreddit.

In Gia-based versions of the frontend, there is a setting which can be turned on in settings to make the heat map logarithmic; logarithmic coloring empowers you to see territories which received a lot of power when one or two territories received a "nuke".

## On RNG, Statistics, and Luck (The Results)

*A bunch of us attacked one territory, but some random one-star player on some other team got the territory. How does that make any sense?*

Random Number Generation (RNG) is sometimes a frustrating thing. Here's a quick and dirty explanation for how this often happens. Let's say a team attacks 7 territories and they have 20% chances in all of them. Does this mean their chance at survival is 20%? No. Their chance of getting any one territory may be 20%, but for them to go 0/7 in these territories would be an 80% chance multiplied by 7. That's 0.8 ^ 7, or 0.8 \*0.8 \*0.8 \*0.8 \*0.8 \*0.8 \*0.8, or roughly 0.21, meaning their odds of survival are about 1-.021 = 0.79, or 79%. In other words, if a team attacks 7 different territories with a 20% likelihood of capturing them all, while it may be likely they don't get more than one territory, their odds of losing out on all of them are actually quite low.

This means a smaller team, or a smaller or rogue force from a larger team, can force your team to play "whack a mole" inside your team's territory – something that's very frustrating for leadership and the troops alike, and even more important when region bonuses come into play! So if you keep getting sent to defend territories on "calmer" fronts, this is why, and it's *very* important to execute those orders even if they're boring! If you keep getting sent there, you're much better off telling your leads you'd like to be sent somewhere else on the map than just not making a move (which would also end your turn streak, potentially costing you some star power) or going rogue.

If you'd like a deeper dive on the way the statistics of the game work, and further proof on how, while RNG can absolutely screw your team over, it's really the only fair way to run the game, below are a few links. Huge props to /u/ItalianReptar and /u/Metlover of Georgia Tech for these. Mr. ItalianReptar in particular is one of the best contributors to the College Football Risk community and I cannot praise his work highly enough. Some of it is linked below.

One thing I would add as a disclaimer: an over/under for expected territories **does not** necessarily indicate that a given roll was good or bad for a team strategically. Particularly with region bonuses, some territories matter far more than others for different teams. This is even truer if the grand strategic vision for a team is not necessarily to have the most territories on the final turn. For instance: The USC Gamecocks wanted to successfully occupy Los Angeles, home to the Southern California Trojans (Note: these days, I live in South Carolina, and they are the older university, so I say that USC is the Gamecocks and not the Trojans! Sue me) – this means that while it would be a luckier turn to have two territories north or east of their existing lands on the next roll, it is not helpful in getting the team to their actual goal. There are many scenarios where this plays out. In general, using over/under expected as a metric of how good or how bad a roll was for a team is a decent rule of thumb. Just be aware that until the final turn, and even then, only for the teams trying to get the most territories, different territories have different strategic values to the teams contesting them.

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One final word…This game **is not, and never has been, rigged.** Making claims that it is only makes you look ignorant and your team look bad. It is a bad faith argument and it is incredibly toxic. The game developers put colossal amounts of time and effort into the game and for them to mess with the code, *which is now open source*, just for one team to win it all would defeat all they have worked for. If you have questions for the game mods or don't understand, ask around! This can be a great community and you'll get answers as long as your questions are polite and in good faith. If you wish to try to make memes around this topic or joke about it being rigged, I would **strongly** advise you to **tread very, very carefully.** If you still think it was, below is a graph of each surviving team's luck from season 3.0. Please note that the chief developer for Risk 3.0 was a Texas A&M graduate. The game **IS NOT** rigged; RNG is just needlessly cruel sometimes. Learn to roll with the punches and laugh at yourself, and you'll enjoy the game a lot more.

$$\sum_{n=1}^{day} \Delta\sigma_n \text{ Chart}$$
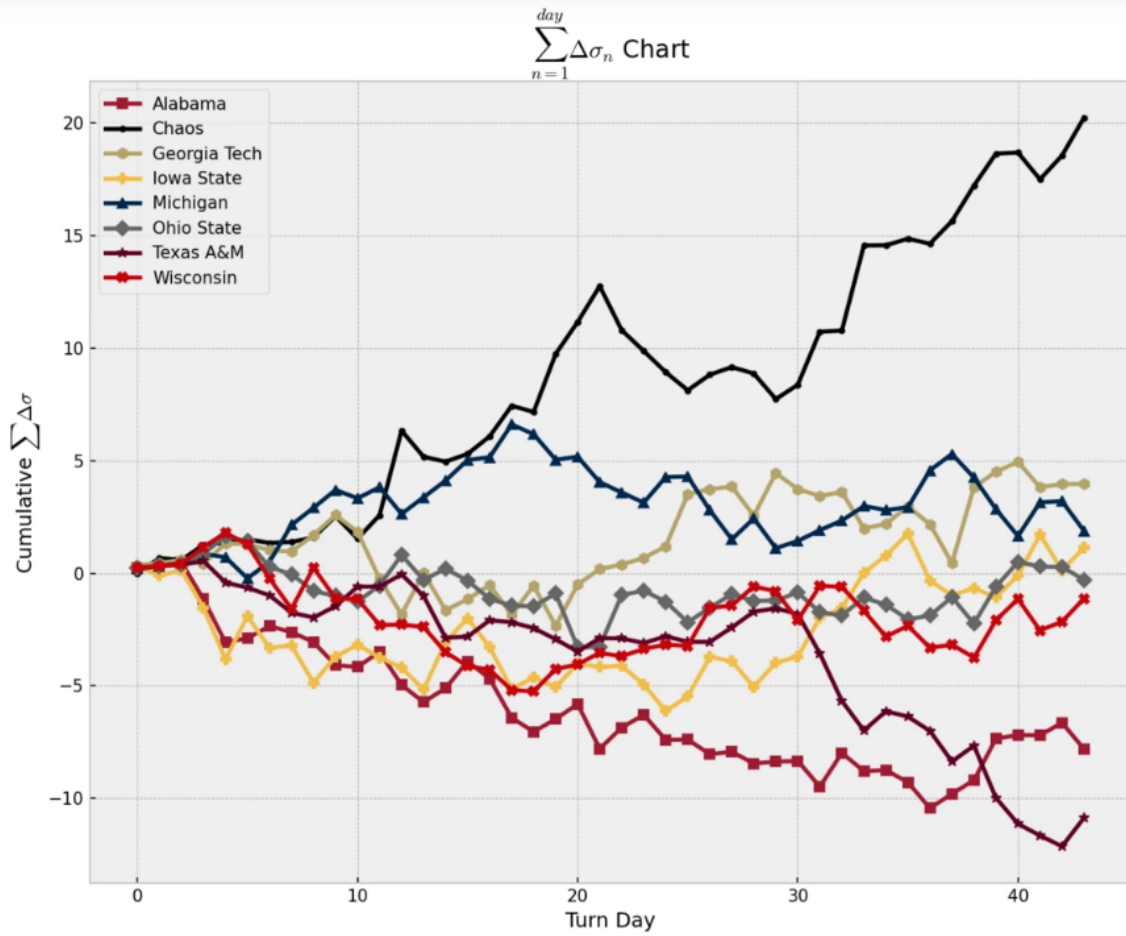
Fig. 06: An example of a cumulative "luck" graph. Above 0 is good luck on the vertical axis. Below 0 is bad luck.

## Attacking and Defending

*How can I ensure my move is confirmed the way I want it to be?*

These players can either defend a territory their team has (For instance, a Texas A&M player on turn 1 of Risk 2.0 might have chosen to defend College Station, Texas) or attack a bordering territory for a chance to expand their team's empire (for instance, that same Texas A&M player might have chosen to attack Waco, Austin, or Houston). Players choose to attack or defend a territory by clicking a territory, and then clicking either Attack or Defend on the top left side of the website interface, as shown below.
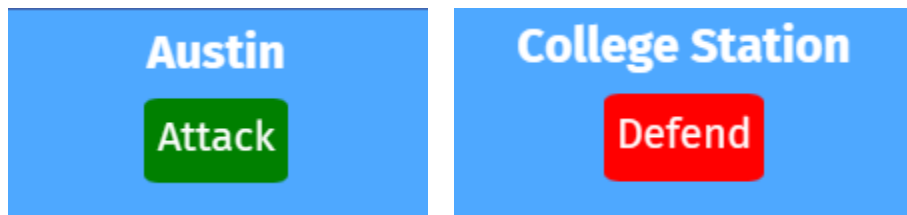


Fig. 07 and Fig. 08: Attacking and Defending a Given Territory, by Map Location

There are also options to attack or defend a listed territory below, in case the map is unresponsive or unclear.
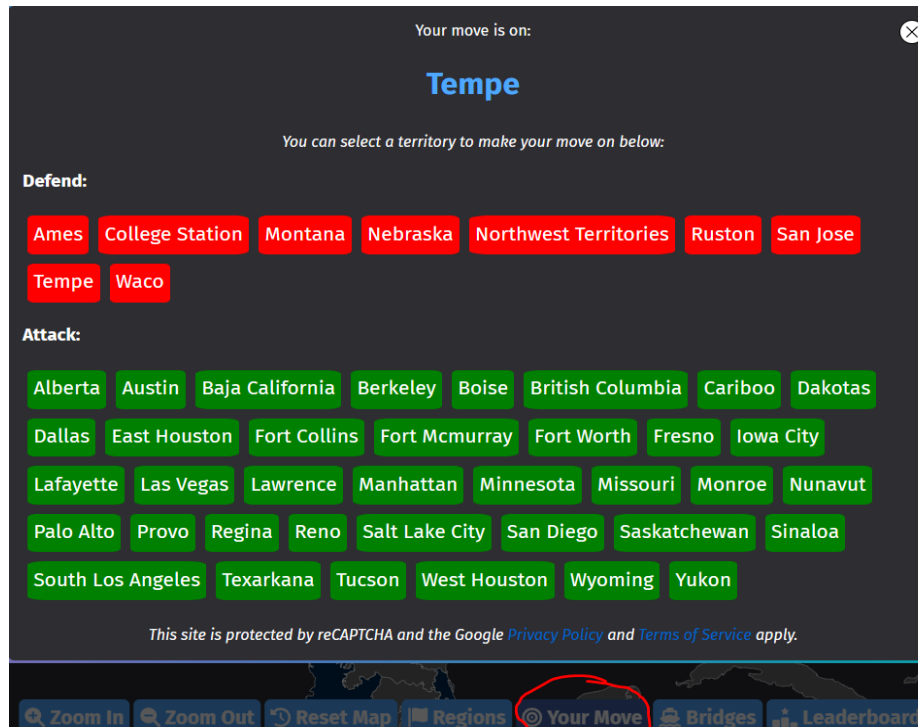


Fig. 09: Attacking and Defending a Given Territory, by Name

When an attack or defense has successfully placed, you will see a confirmation message and the territory selected will begin to pulse from transparent to opaque, as shown below (This is a setting and can be toggled on or off in the settings menu at the top right of your screen). You also may have to do a CAPTCHA to make the move. CAPTCHAs were added as a sadly necessary deterrent for people who attempted to make alt, bot, and spoof accounts to help their team/grief other teams. If you're thinking about doing this, two things: 1. It's cheating and you will be flagged and banned from the game; and 2. This is an online internet game for fun. Touch grass and either play fairly or don't play at all. Don't be an asshole.

That's it! You've made a move. You can also change your move at any time, though it is not a great idea to wait to make or change moves right before the roll is about to happen – everyone's going to be refreshing that page, and errors do happen. You don't want to make the wrong move and have an error be the reason you couldn't change it in time.
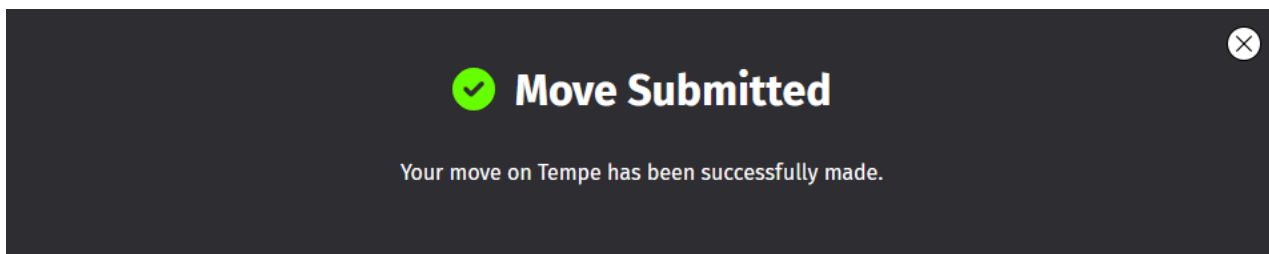


Fig. 10: You've successfully made a move!

## Star Power

*Say, what are those stars on my player page connected to my username?*

One of the mechanics of playing College Football Risk has historically been the interconnection of sticking around with getting more power in the game, as expressed by a "Star Power" value between one star and five stars. It's a bit like the individual soldier pieces versus a cavalry or tank piece in *Risk*. Historically, the main controllable factors involving star power have involved the total number of turns played, the "turn streak" (how many times you've played a turn in a row without missing a turn), and how many MVPs you have won.

There have been other methods of collecting stars in the past, but MVPs, turn streaks, and turns played have been the most consistent of the star categories. I would not expect these three to change for future games of risk, but there may be new categories introduced. Star power is controlled by these categories; the median of these numbers is your star count, as shown below. The three large stars are the star count in this example.

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Fig. 11: If you had these individual categories, your base star power would be 4. If you find this image hard to read, it says, going clockwise: "Total Turns: 40; Round Turns: 40, Streak: 40; Total MVPs: 1"

*Total MVPs? What does that mean? What is an MVP?*

An MVP is a random-chance event that occurs when a territory is attacked or defended. When a roll occurs, the winning team of a given territory gets an MVP distributed to that turn at random – in other words, it was this player's move that the RNG (Random Number Generator) in the code determined was the factor to win it. An example of the MVP is shown below, where team Aldi won Baja California Del Sur on a turn in Risk 2.1. The MVP user, /u/tstols, has a star character next to the name to indicate that person has won an MVP.



| Team | | Player | | Stars | | Weight | | Multiplier | | Power | |
|------|---|--------|---|-------|---|--------|---|------------|---|-------|---|
| Aldi | | nd72382 | | 3 | | 3 | | 4 | | 12 | |
| Aldi | | Caleblikepasta | | 3 | | 3 | | 4 | | 12 | |
| Aldi | | SeargentSadge | | 1 | | 1 | | 4 | | 4 | |
| Aldi | | MrTallGreg | | 4 | | 4 | | 4 | | 16 | |
| Aldi | | Lord_Hotdog56 | | 1 | | 1 | | 4 | | 4 | |
| Aldi | | ⋆tstols | | 3 | | 3 | | 4 | | 12 | |
| Aldi | | Designer_Arm_8447 | | 3 | | 3 | | 4 | | 12 | |
| Aldi | | OGRuss_the_Bus | | 2 | | 2 | | 4 | | 8 | |
| Kum and Go | | bakonydraco | | 5 | | 5 | | 3 | | 15 | |
| Kum and Go | | LEGEN–wait_for_it | | 5 | | 5 | | 3 | | 15 | |

‹ 1 2 ›

Fig. 12: MVP Distribution

As can be seen above, there is a multiplier value to determine true star power from base star power. The multiplier value has historically been a bonus for defending territories (1.5x, usually). In Risk 2.1 and Risk 3.0, there have been regions added, where a team controlling an entire set group of bordering territories gets an additional multiplier to boost power further, much like region/continent bonuses in the board game *Risk*. There is also a "triple or nothing" mechanic for teams with only one territory left, where players can gamble on a 50/50 chance to triple their power or have it count for nothing. It is presently unclear if these multipliers will stay or change for future College Football Risk seasons, although I would imagine the defense bonus is very likely to remain unchanged.

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Regions are another instance where if a team controls a certain set of territories, they get a power bonus. This is a parallel to the *Risk* board game, where controlling a continent or section of a continent would get a player a bonus to their troops. Regions can dramatically change the power a team has, but they also mean defending along the region and around bordering territories becomes of higher importance. Regions were introduced in Risk 2.1 and remained for 3.0, but at the present time it is unclear if they will exist in future games. Regions can stack – in other words, getting two region bonuses can make your team a force to be reckoned with, provided you can hold all of that territory! In fact, they did for Texas A&M in Risk 3.0, until a particularly atrocious stretch of bad luck from RNG combined with a pinch from Ohio State and Michigan created a collapse that was equally as shocking as the land size A&M had acquired in the mid-game.

**The Leaderboard**



Fig. 13: Leaderboard for Day 22 of Risk 3.0

When you click the "Leaderboard" section on the top toolbar, this is the popup that will show up. The leaderboard will display all teams still not eliminated. It will rank teams on how many territories they have, but for ease of sorting, you can click the top columns to sort by players, mercenaries, stars, etc. "Players" represents the total number of players on each team. "Territories" represents how many territories are controlled by one team. "Mercs" represents how

many mercenaries have chosen to fight with one team. "Stars" represents the total of all star power for each team.

"Efficiency" is a measure of how spread thin a team is – it's the number of stars on a team divided by the number of territories a team has. If you have a low efficiency value, it's a good thing – BUT, it can mean you are overextended and may be unable to expand further, particularly if you lose a region bonus. PPP stands for power per player - It's a measure of how many stars on average each team has. Typically, this number begins to normalize as the game goes along. Take Tennessee in the above picture. They had, at turn 22, a PPP of 2.41, because in older iterations of the game, Tennessee had not grown to the extent they did in Risk 3.0 and as a result had fewer experienced, high-star players in the mid-game. "Regions" lists how many regions a team controls and thus how many bonuses it receives, and "Adj. Stars" lists the star power adjusted for a team.

From this point, you can click any of the team names on the leaderboard (or on on the sidebar on the left to select more details about a given team.
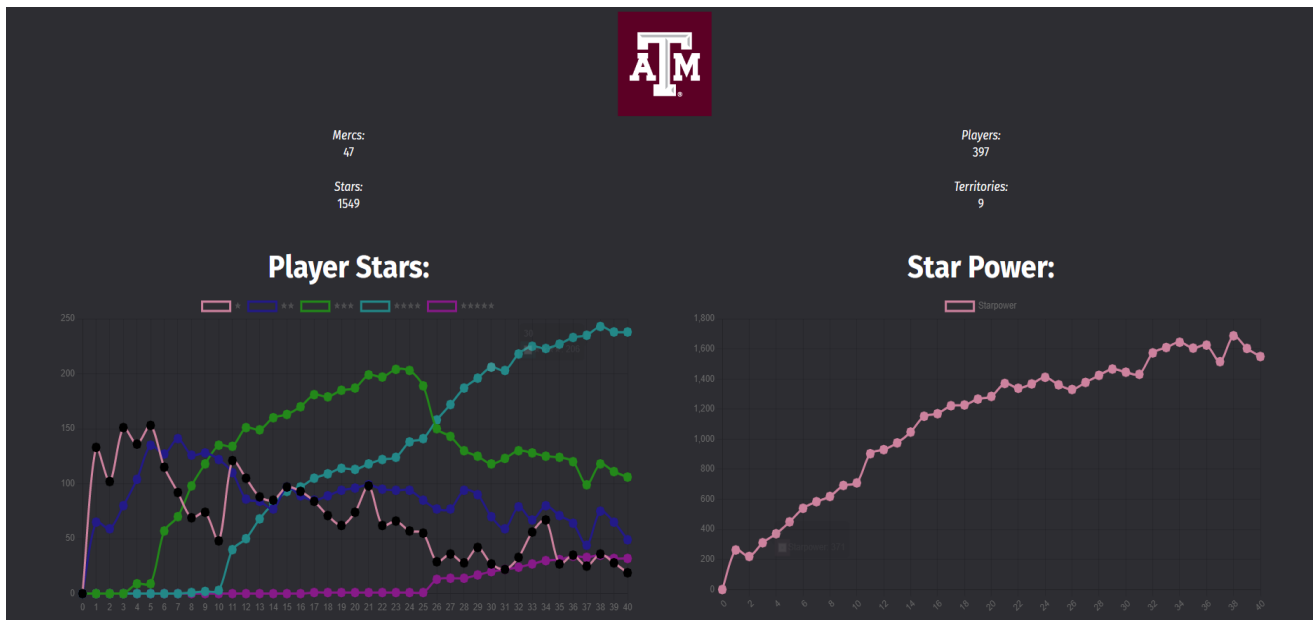

Fig. 14: Leaderboard for Day 22 of Risk 3.0
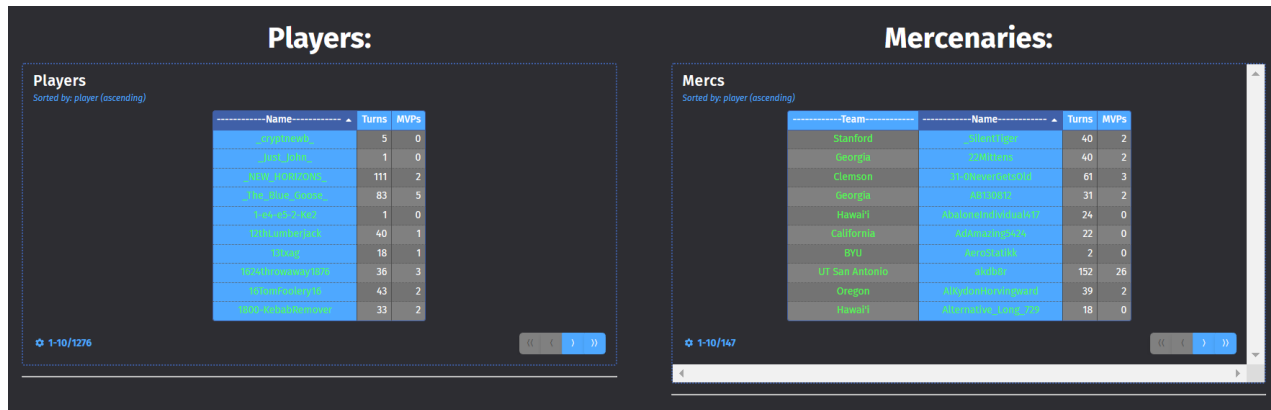
Fig. 15: Leaderboard for Day 22 of Risk 3.0

## Getting Orders or Moves from your team

*Someone else on my team asked me to attack or defend [Insert territory]. Why did they do that?*

Now that you know how to make a move, it's vitally important to know *which* move to make and *when* to make it. This depends on what kind of team you're on. If you're on a team of 1, then it's pretty simple – You get to pick wherever you want to go! Although be warned: if you play this game as a lone wolf on a team, your odds of survival aren't very high. If you want to get more people on your team to increase your chances of survival, read on to the Intermediate Gameplay Section. You'll have taken your first step on the path to becoming a leader (by default, since you're the only one there!).

If you're brand new to the game and on a team with anyone more experienced, my personal recommendation to you, dear reader, is to listen to any move orders given to you for a few turns while you learn the mechanics of the game a little better. This should be coupled with asking whoever is giving you moves questions to better understand why that person is choosing to send you somewhere if you are interested in learning about the game a bit more. Doing this may help you understand the grand strategic vision of the team, which any good leader worth their salt should have been clear about explaining.

But where would you go to find these orders? Typically, you'll be given a Reddit direct message from most leads or a bot designed by leads to respond back in the affirmative. Depending on your preference and interest to learn the strategy of the team you are on, this Reddit direct message may be sufficient for you if all you really want to do is click a button and read some memes on the r/CollegeFootballRisk subreddit. You may also be invited to a team-only private subreddit after being approved by someone on the team. This will be an excellent place to get information to go with your move orders. **If you are a leader of a team and you do not have a team-only private subreddit to discuss strategy and welcome new players to get organized, you'll want to make one and fast.**

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Most good leads will invite you to some area to chat with other team members. This can be Reddit chat, or a private-invite subreddit, or some other medium, but the most common medium for team communications is Discord and it probably will remain the #1 choice for the near-term future. If you're on a team with people already on it, most leads prefer to have people on one team-dedicated Discord server because it is far easier to send out orders, communicate, strategize, and produce memes both efficiently and quickly there. You also will find a lot of good teammates there much of the time, who could turn out to be classmates, fans, or friends you can find or keep for a long time! What's more, most leads of teams, be they small or large, are often always looking for help in some regard to improve their team's standing in some manner. Usually all it takes is asking *politely* to do something you'd like to try (remember, if you are 100% inexperienced, some leads may be a bit unsure of your commitment at first, and they should be until you've cut your teeth a bit more, so cut them a little slack if it takes time), and your leads will let you have at it.

## Going Rogue

*Why am I getting all these random Direct Messages (DMs) from people on Reddit and Discord about communication and Risk moves? All I did was attack/defend a territory I thought was the right one.*

If you've somehow found this guide and read up to this point but are asking this question, what you may have inadvertently done was choose a territory that was either already allocated for by other troops in a pre-planned strategy, or choose a territory that for strategic or diplomatic reasons, your team had chosen to leave unoccupied or un-attacked. Your team is probably inviting you to come join them so you and they can work together for greater success! I'd recommend you reply to one of them and see about trying to get into the loop on Reddit DMs or on Discord for talk about move orders and strategy. That'll probably stop the DM flooding from players who are trying to bring you into proper communications. Don't take it personally – they mean well, and are offering you a chance to come join the team and make a lot of great new friends who root for the same CFB team you do!

*I don't want to do any orders I am given! I'm going to go do my own thing regardless of what the team tells me.*

You wouldn't be the first to take this path, which is typically described as "going rogue". There is nothing in the game that states players of the same team must or even should work together... but it is utterly false to suggest a team of 100% rogues working anarchically would ever have any real shot at success in achieving any team goal, be that goal having the most territories, eliminating a rival, or even just surviving. In fact, any unorganized team making it more than a handful of turns in the game is an extremely rare occurrence. Armies function when organized and collapse when disorganized. College Football is a team sport, and from a team

perspective, College Football Risk is the most successful when people work together as a team, and this is the reason that while powerful in its own right, Team Chaos historically is weaker than teams of comparable player size.

From a team perspective, rogue players can actually do truly tremendous amounts of damage. Rogue players can tear alliances between teams asunder, cripple a team's ability to do diplomacy effectively, force strategies based around allied teams taking strategic territory and leaving others to fail (occasionally even killing smaller teams outright when RNG wills it), and cause internal chaos, discord, and turmoil. Rogue players can also unintentionally destroy region bonuses of allies, which exacerbates the negative effects. Eventually, your teammates may get justifiably frustrated at you if your rogue moves cause some of the above problems. My personal recommendation, at least at the beginning, is to ask questions but go along with the orders you are given at first if you are a new player.

That being said it is entirely understandable to go rogue if you're not being listened to after a while. The overwhelming majority of leads in a game do have good reasons why they're doing what they are doing, and any good lead will try to work with you if you are dissenting. While you do not necessarily need to change your mind and go with the team, it's common courtesy to at least communicate to your fellow teammates as opposed to being openly hostile about them attempting to talk to you. Good communication makes everything better and can help eliminate toxicity within and between teams.

For my personal thoughts on going rogue, feel free to contact me privately. You may find my contact information at the bottom of this document.

## Mercenary Roles/Team Chaos
*What happens if my team runs out of territories?*

Alas, dear reader, not all teams make it to the end of the game. In fact, the vast majority do not. If your team wins zero territories on a roll, your team is eliminated. Historically, this has given you two choices as for how to play the rest of the game: play as a mercenary, or join team chaos. These two choices are the ones I would expect for players in the future, although I would not rule out some other idea or mechanic the game developers want to try.

*What is a mercenary?*

One of the options is that you can play as a mercenary, effectively being allowed to join another team. Sometimes this is the team that occupies your "home" territory, sometimes you are allowed to pick a team. If this occurs to you and you choose a team, you are best off communicating with whichever team you are interacting with on that turn. Doing this can make you quite the valuable player in a team's eyes! It would also be entirely possible to play as a mercenary on a team you hate and wreck alliances by being a rogue – however, this is rather frowned upon by many players. You can go this route if you wish to, and there's nothing wrong

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with it per se, but you'll probably get a little flak thrown your way for doing so. **NOTE:** For my personal thoughts on being a mercenary and sabotaging, feel free to ask me in private. I can be contacted at the information at the bottom of this document.

*You've mentioned Team Chaos… What's that?*

Ah…. One of the most fascinating dynamics of the game is Team Chaos. Team Chaos is a team where one can go play for upon one's team's elimination. The team is ideally and typically completely unorganized, (as of Risk 3.0) starts in Bermuda and can attack different territories at random, is unable to be eliminated, and seems to move about the map in a completely random manner. Sometimes the members within Team Chaos seek to grief a rival team. Sometimes they just wish to go for a specific territory for the memes. In previous seasons, before Team Chaos was placed in an unattackable Bermuda, developers have *hinted* that in the event Team Chaos theoretically is eliminated, a re-roll occurs until Team Chaos is not eliminated on a given turn. For reference, a re-roll is the odd rare event where due to technical issues, bot/alt attacks, or limitations with the website, the results of a roll get corrupted and must be re-done. These are very rare and aren't anything to worry over. Trust the developers – they're on top of these things far more than the lay player could hope to be.

If you are the kind of person who wants to be a rogue and does not want to be contacted by any teams for coordination, it is **my personal recommendation** (not necessarily something you *have to do)* that you consider just joining team Chaos from the get-go if you get the option. You'll probably have a better time there. Team Chaos is deliberately non-communicative, and it's culturally frowned upon to try and organize Team Chaos to get it to do something; oftentimes, it will backfire on the team that attempts to! In the past, Chaos players have created Discord servers, primarily to confuse and mock any non-Chaos player who attempts to walk in there and conduct diplomacy. These methods of confusion/raw shitposting include but are not limited to talking like Minions from the movie *Despicable Me.*

I will grant, dear reader: as an Aggie, I've never been on Team Chaos. For more accurate depictions of a first-hand account, you will likely need to search out past members of the team. The following teams were not on team Chaos by the end of Risk 2.0: Ohio State, Texas A&M, Michigan, Georgia Tech, Wisconsin, Nebraska, Alabama, and Texas. Anyone who played for another team in Risk 2.0 should have some insight than I do if they chose not to play as a mercenary. The following teams were not on team Chaos by the end of Risk 3.0: Michigan, Ohio State, Texas A&M, Wisconsin, Georgia Tech, Alabama, Iowa State. Similarly, one can find players from teams not on that list to get a better idea of what team chaos is like.

## Intermediate Gameplay (How to make a bigger impact)
*I've got the basics down now. How else can I help my team beyond just clicking the button?*

### Memes

This is the most entertaining part of the game for most players. What's better than making memes about the successes and failures of your team or other teams as the turns stack up? Nothing! Memes are what make this game so much more entertaining than just the board game off of which it's based. They can be simple memes dating back to 2010-era culture, or complex video memes that push the boundaries of what kind of allegories to which College Football Risk can be tied. Memes can be shared on the main r/CollegeFootballRisk subreddit, on the College Football Risk Discord, or on your own team's discord. Memes can be about just one team, or about the meta-game itself, where all teams play a part.

Memes have far, far more power than just to make people laugh, though. Oh no, there's quite a lot more they do. This is a topic I'll dive a bit more into below, but it's the concept of *soft power*. Soft Power cannot be measured in stars, but it can change players' minds, encourage them to recruit, convince them of a strategy, boost morale, or make them laugh at a rival. Soft power can be a way to improve a team's image too – everyone likes a good-faith self-deprecating joke. I'll cite the most upvoted post ever on r/CollegeFootballRisk as of February 9, 2022 as a good example.



Fig. 16: The most up-voted meme of Risk 2.0

This meme is from a player named BRISKET_PLS. Brisket was on the A&M team. This was a rather simple meme from the "3rd place celebration" template. The context behind this was that A&M's team had recruited far better than anyone had expected in the early game, and with some solid RNG was able to oust their hated rival, the Texas Longhorns, and all other teams out of the Lone Star State. As a result, A&M felt their primary 2.0 objective, "Maroon Texas", was complete. So we wanted to celebrate, and we did it here in the form of a self-deprecating meme that captured the jubilant mood of the Aggie faithful while still poking fun at the fact that A&M wasn't even the runner up at that stage in the game in terms of total territories controlled.

When making a meme, you must consider the audience the meme is intended for. You may find that you'd like to make memes insulting or making fun of other teams. This is absolutely okay, but it can go a bit too far – some memes that may be viewed as toxic by neutral parties can do damage to your team's soft power/reputation and make your team seem like bullies. You don't want that. If you're new to this game and the community, you might be better off throwing your more edgy memes into the team discord or subreddit and asking the leads if they think it is worth posting in the main subreddit or discord. Put simply: discretion on which memes you share and which ones you don't is a wise idea. Think creatively. "X Team Bad" is played out. Try to approach rivalries or other teams from a different, novel angle.

I've gone ahead and attached some of the best memes from Risk 3.0 below. I think these stand out as particularly funny/creative to me. One other thing I've found is a useful way to making a better meme is involving more teams in your meme as makes sense – think about it. If your team is involved as even just a side-gag within the meme, it'll make it more memorable to your troops and appeal to a wider audience. There are times for one-team only memes, and in general the best versions of these are simple. But before I highlight what the actual best memes from 3.0 were, I'm going to indulge myself a bit (sue me) and link the best four memes I think I made this season.

(My best meme and my swan song) He's not the Risk Winner, he's a very naughty boy!
Scroll of truth meme - for alive teams
Scroll of truth meme -- for eliminated teams
My best meme from the early game of 3.0

 —--- and now for the real top-tier memes of 3.0, only most of which were from Iowa State —--

X1Echo: Night of the Robot
Somerandomguy292: CFBRisk 3.0 in a nutshell
Shufflers: ISU Headquarters, Friday Night
Shufflers (again): Who will win Risk 3.0?
Shufflers (ISU deserves Heismeme for 3.0): ISU Roaming the Rockies
Shufflers (Good gravy, you two!): Welp...

PicklesDillyPickles (ISU's meme energy was OP this year): ISU in Canada - 3.0 FINALE
Absurd-Fries-9296: Home Sweet Home
Orcus74: Tennessee Having a Great Time
A-Fat-Texan: ISU Fighting Up to Alaska and Down to Mexico just to end up back in Iowa
LlamaWhittlings: BREAKING: Texas A&M rumored to have spent $30M to draw recruits to merc for them


Some posts on the subreddit are less intended for comedic effect, but are still really interesting or highly valuable due to their continuity throughout the season or commentary on the meta-game. Below are a couple more:

CLG_Lustboy: Season 3 Territories Bar Chart Race
DDub04: Final Rankings of the Season
GoCardinal07: Who the Bots Targeted
Bliss: Team Survival Tracker
ItalianReptar: Final 3.0 Stats post

**WARNING:** As of the writing of this document, there is a rule for College Football Risk that states portraying other teams as the Nazis/using World War II propaganda posters is forbidden. **Do NOT use memes that liken a team or leader to the Nazis/Hitler.** It's an extremely tired topic at this point anyway – much of the meme content from Risk 1.0 was re-cycled war propaganda leaflets, so you wouldn't even be doing anything all that innovative or creative, anyway. You'd probably be better off not using bigoted propaganda leaflets as meme templates either – while this isn't strictly against the rules like Nazi stuff is, if your template is very obviously racist (I'm not providing examples here – War propaganda stereotypically depicting a certain race or ethnicity using exaggerated physical features or an implicit assumption that a nationality is inferior or subhuman would be a general idea of what "obviously racist" means) or something similar like that, the meme will probably backfire and your team will look worse for you posting it. Use good judgment and consult your team or the game mods if you're unsure. Asking about it ensures that you're doing things in good faith and do not mean to be intentionally toxic.

Memes are a really useful recruitment tool. In fact, it was primarily through memes that a very small Iowa State team survived much of Risk 3.0 – they were so effective with their meme game that they acquired a disproportionately large number of mercenaries and were able to survive far longer than anyone expected them to. A well-targeted meme that makes people laugh, in this game, is a very powerful thing to have and a very useful skill if you can make them regularly.

I have made a few good memes myself over my time playing Risk – for 3.0, I listed them a couple pages above. My memes are relatively simple compared to the excellent works of

others, but some have been effective. I've predominantly used the same meme-making tools I have for my other discords and subreddits for Risk. These three tools are the Snipping Tool one would find on any computer running Windows, MS PowerPoint/Google Slides, and good old MS Paint. You can also either use "remove.bg" to remove backgrounds from images, or keep the images with backgrounds for the "low-quality charm" aesthetic. It's not hard to work with these tools and the memes can be made in an accessible format. The creativity and underlying content is what truly shines. **NOTE:** If you have a meme idea and want a consultation on it, I'd be thrilled to help out. You can find my contact information at the bottom of this document.

What's more useful though, I've found, is making one's meme, sharing it on a memes channel in a team discord and asking for tweaks and improvements, and *then* posting it on the main subreddit. The above meme, for instance, had a bottle of Shiner (yours truly may or may not have had this tweak as an idea) added over the generic meme template's bottle of champagne to really bring out the Texas-specific "flavor" of the meme, if you will. That addition was something that was suggested by the team. Below is a meme I made that I asked for feedback, with the maroon-colored ranking insignia being an addition from the team. This one was mostly for the meta/humor about how A&M went about strategizing each night, but it also encapsulates our inner Texan pride.



Fig. 17: A little something I whipped up using nothing more than the tools listed above.

# Recruiting

*My team needs my help to recruit new players. How can I do this?*

Dread it, run from it, this maxim will emerge all the same: As long as College Football Risk is based around the tenets of the original board game, your team will benefit with a larger army of more players. Recruiting matters. It matters even more in the early game when your players can gain more star power as the game goes on. One can hate this aspect of the game as much as one likes but one **must** accept it to be successful. It is a reality that without a minimum of 100 players on your team by the final third of the game (as constructed in 3.0), your odds at survival are slim and your odds of winning are as near as makes no difference zero.

Let's break it down into what kind of team you're on…

If you are on a big team:

Congrats! You don't have the pressure to recruit on you that a small team does!... Unless you want to win the historically conventional way (most territories). In which case, you have to deal with the likes of the big boys at Ohio State, Michigan, Wisconsin, Georgia Tech, and Texas A&M. Recruiting at this level is competitive and fierce. These bigger teams either have one or a few dedicated recruiters that put in massive amounts of time to get new players on board, or they are Michigan – who has dozens of players put in smaller amounts of time, particularly on MGoBlog (the fan-run website equivalent to TexAgs, Eleven Warriors, Tiger Droppings, etc.). You can take a look at the player count column within the leaderboards and figure out which approach is more effective pretty quickly. So as a member of a larger team, you'll probably have resources and other players trying to recruit by various means (see below) already. **Coordinate with them.** If left uncoordinated (and trust me, I learned this the hard way), you can accidentally DM (Direct Message) the same people a few too many times without realizing it and turn them into hostile rogues or worse, people who disown the game of College Football Risk altogether. It happens. If you're on a team of north of 350 people, you're bound to end up making one of these unless you're extremely careful. Try your best to limit these errors.

If you are on a small team:

I am afraid you've drawn the short end of the stick... However! It only takes a few hours of recruiting successfully to get the snowball rolling down the hill. This is where a bit player becomes a regional player, and a regional player becomes a power player. I won't sugarcoat things for you; **you must work quickly and diligently to effectively recruit people to your team as fast as possible**. Even as few as 5 players makes a gigantic difference if your team has only 10 to start with.

One of the new mechanics of Risk 3.0 was that mercenaries became able to select what

team they joined upon their team's elimination. Through this strategy, Iowa State transformed from a small team into a large team via good memes and excellent reach-out. There is no reason your team cannot select this path and in doing so make a name for yourselves as a plucky underdog who never says die. If however, in future games, the mercenary mechanic returns to the 2.0-era selection of playing for whatever team controlled your team's homeland, your team can still court influence from larger teams for future prospects, including but not limited to recruitment help for the future. What's more, your team can also choose to join chaos en masse and attempt to harass the team that you feel was responsible for your elimination, make a new meme strategy, or any number of other fun gameplay options. If you can get even just 25-50 players on your team, you can become an unconventional force that larger teams *must* account for and respect.

The key for you, especially if you are alone on a small team, is to get a "nucleus" of 3-5 people including yourself. You will be the backbone of your team's organization, by default. You don't have to be the recruiting cheerleader forever, especially if you find someone who is more willing or more competent at doing it than you are, but you will have to bust your behind and recruit to start the game. And the harder you work in those early turns, the more you'll get other players' and teams' attention. This is a good thing – more fans of your team will flock to you because they see you aren't just going to lose in the early game, and more established teams will likely reach out to you to begin diplomacy. You'll get noticed if you succeed, like this meme below.



Fig.18: Oh…we knew. We busted ass and recruited hard. It's that simple.

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So… how do you recruit? Well, there's a lot of ways to do that. The first, and most obvious choice, regardless of what sort of team you are on, is to contact your friends – either on Discord, Reddit, some other social media, or real life – and see if any of them, preferably ones who root for the same team that you do, want to come play. **Any** player on **any** team should be able to at least attempt this. Even with a success rate of under 50%, this could add up to a very large boost to your team of people who are very likely to want to stick around and make new friends, or even go and recruit more, creating a domino effect.

Flyers or posters that you can send either digitally to your friends or post in person in visible locations (e.g. corkboards on campus, computer labs, local bars, campus gaming clubs, ask for permission but you get the idea) are also an excellent idea. The flyers/posters should, ideally, contain a flashy graphic to "hook" someone's attention. They also would be best to have some basic instructions, or perhaps a QR code, to link people into your team's subreddit/discord. If they don't contain this information, it's best to deploy such a flyer/poster in an area where you can stick around to ask questions when people read it. Beyond this, you can put a basic move on the server, provided you are aware that it will create more rogues you have to try and communicate with. Below are several examples of flyers/posters used in Risk 3.0 by several teams.

Fig.19: A simple "I Want YOU" style poster/flyer.

Fig.20: An r/CFBBall themed rivalry-intensive style poster/flyer with basic discord/website info.

**MAKE YOUR MOVE**

Step 1. Go to collegefootballrisk.com

Step 2. Link your reddit account (or make one for the game -- takes 30 seconds and it makes all the game-related memes on r/CollegeFootballRisk much more enjoyable)

Step 3. Play for Texas A&M -- make sure you select the Ags!

Step 4. Come join the Texas A&M discord server (http://tx.ag/AggieDiscord) if you want to learn more and hang out with your fellow Aggie warriors!

Step 5. If Discord's not your thing, message u/QuiteEuphoniumist to join our Reddit squad and request to get into reddit.com/r/AggieCFBRisk, so we can coordinate and set up an attack strategy -- a good army is organized, after all. (If you don't want to do this, just defend A&M territory)

Fig.21: Flyer with QR code for A&M discord/risk website

Fig.22: Flyer with attack orders and link to dedicated orders website

The second, is good old fashioned Reddit "thread scraping". **WARNING/UPDATE:** As of 2022, this practice is of dubious acceptance by Reddit. Every major team has done this in the past, but Reddit has changed their rules on how DMs are accepted over time and Reddit may change them in the future. Be sure what you are doing does **NOT** break the Reddit terms of service. **I am**

**NOT** responsible for any problems you have with Reddit based on the actions you take to recruit for College Football Risk. **Proceed with caution.**

While some don't care for this practice and it can get you in hot water (see above) if you go the route of overkill, this is a useful route and most redditors who rock your flair will give you some sort of response, as long as you've given them a halfway decent and polite message informing them why they're getting DMed by a random person. Don't expect a high success rate here, but even a rate of 10% can yield you quite a lot of players in one week of scraping CFB threads. There are other ways to hunt down players on reddit, including but not limited to College-themed subreddits, board game subreddits, Risk subreddits, and more. The key here is **do not take it too far.** If you do, you hurt the health of the game because it reflects badly on everyone else from College Football Risk. Take no for an answer, try to make a list and check it twice of the people you've already contacted, and don't get frustrated with lots of ghosting/rejections.

The following message is a useful template to get you started.

"Howdy! We saw [on your discord flair/in your reddit history/your post on {insert fan site here}] that you're a fan of [Insert Team here]. We are currently playing a game of Risk based around college football teams, and the [Insert Team name here] Army could use your help as a player! It's a fun game with loads of hilarious memes, and all you have to do to be part of the action is get a move and click a button once a day – it takes no more than 30 seconds! Here's how to get started.

1. Go to collegefootballrisk.com
2. Login and link your reddit account (if you need to create a Reddit account to play, it's pretty quick and easy – just reply to this message and we'll be happy to help you!)
3. Select [Insert Team here] – Be sure to choose carefully, because you won't get to choose twice, to make sure you've picked [Insert Team here]
4. Once you've done that, [Attack/Defend Territory] this turn.
5. Join our discord at [discord link] if you'd like to learn more about the game, talk strategy, and make memes with your fellow [Insert Team here] fans.

If you don't want to play, that's alright too! Please just reply to this message and let us know so we won't ask you again in the future.

[Insert Team slogan (e.g. Thanks and Gig 'em) here],
[Insert your name here]"

Your leads can and should have given you a channel on the discord for recruiting activity. **Ask them for one if they haven't.** From there, you can and should coordinate with other players

doing recruiting to ensure you have a good template to use, and you do not accidentally send the same template to a user more than once. It is good housekeeping to keep a spreadsheet or list of people you have sent messages to, who has responded, who has said yes, who has said no, who has joined the discord, who is playing but is rogue, and so on. There are lots of ways to refine the recruiting techniques. If you're DMing people on reddit this template, you'll hit the limit to how many DMs you can send as one account (as of March 2023, this limit was ten people, but the timer resets after a little while – something like 15 minutes) fairly quickly, so you'll probably want help from others on this, which requires the above coordination to be effective. Now, if you're on a smaller team, you probably won't have this kind of coordinated effort (at first! You'd be surprised how quickly people get excited by watching new players join in), but your effort will make a far more disproportionate impact on your team's success, which means you can get the attention of the leads of a smaller team if you recruit well for them.

Third in line would likely be cross-posting about your team on other subreddits and discords that are similar in topic to your team. For instance, if you were a Texas A&M player looking to recruit, you might occasionally post a meme or a recruitment post on r/aggies, r/12thman, etc. However, it is **very** important to ensure you've talked with the moderators of these subreddits or discords first, because otherwise they might think you're trying to steal their user base, which could hurt your team both in the present and in the future. It's also important not to go overboard with the posting on other sites. One "here's what this is/come join us please" message, as long as it's well constructed and polite, should do. Beyond that, you may have more success cross-posting your funniest memes to get people interested in your Risk team.

Now, some teams will have more success than others in this regard. Below is a figure of what the Buckeyes did in r/Ohio. Because Ohio State is by far and away the most prominent FBS program in the state, and there are no major P5 in-state competitors, this worked well for them. This could also work rather well for teams like Nebraska, Wisconsin, Kentucky, Arkansas, or Boise State. However, if you were a team like the North Carolina Tar Heels, this could backfire spectacularly and produce more Wolfpack, Demon Deacon, and Blue Devil players than you'd probably have hoped for. Choose which other subreddits and discords you cross-post to wisely. Heaven help you if you attempt this in r/Florida, r/California, or r/Texas.
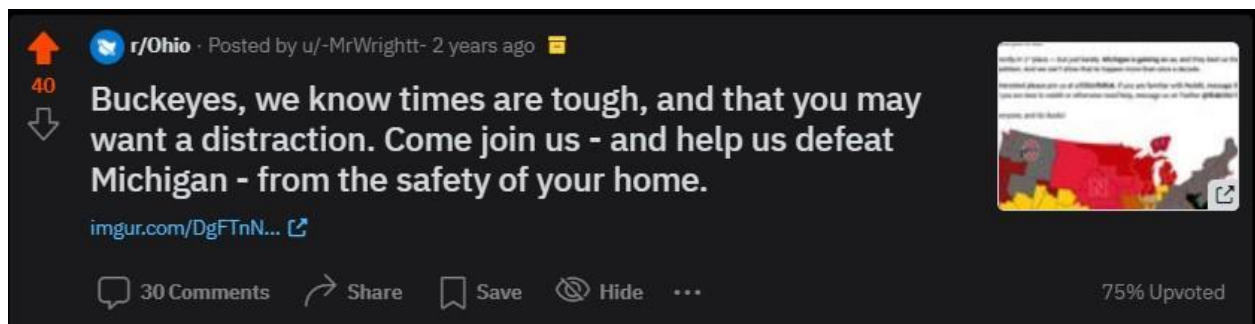


Fig. 23: A related subreddit cross post where you might find new recruits!

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Fourth up would likely be other fan sources. This could be sites like 24/7 sports, team specific threads (E.g. TexAgs, SurlyHorns, MGOBlog, Eleven Warriors, Tiger Droppings, etc.), SBNation, and so on. Basically – with these, the key is to pick out the people who aren't openly toxic/conspiratorial in the thread, who type calmly and coherently, and seem to be a bit more "nerdy", so to speak. They'll be more open to a game like Risk. Some of the angrier types can get a little toxic and might be more trouble than they're worth.

It is also a good idea to make daily "recap posts" that encapsulate what the team is doing, how many players has the team got, what is the team trying to do strategically, how to play and make a move, and what the team's diplomatic standing is. In particular, [EastCoast Esq over on MGoBlog](#) did very well at this in Risk 3.0, and while what he wrote was very clearly intended for a Michigan Wolverines audience, the posts are well written and serve as a good example of how one would go about consistently involving a fan-site. There's no reason one couldn't mirror a "recap post" like this intended for one's own team. There's no shame in adopting best practices! It is also strongly recommended to talk to the owners of such fan-sites to explain the game to them, answer any questions they have, and hopefully get their backing for further recruitment efforts.

Next would probably be "non-conventional" recruiting. This would include but not be limited to: old-fashioned flyers in visible locations, zoom backgrounds, spreading the word to your schools' gaming clubs, spirit clubs, or gaming boards, or even getting a spot on local radio (Note: I did this with u/Goosey06, another A&M lead, in Risk 2.0 for TexAgs radio.) There were even those who tried to drop risk mentions in places like YouTube, Facebook, and Twitter… or even Tinder and, supposedly, even PornHub comments (Howdy, Westopher) get creative! There's loads of places to find new players that haven't even been tried yet. The best part is you can flex your new recruiting strategies at the end of the Risk game as a way to celebrate your ingenuity.

Finally, the last thing on recruiting… be the dynamo that starts a recruiting drive. Leaders will be very busy trying to manage so many other aspects of the game. If you serve your team well by recruiting, you'll gain quite a lot of power within your team and you'll probably get some very thankful messages from those leads. You'll inspire others to recruit and when more people are doing it, the process becomes a lot of fun. You can celebrate with each new recruit to walk through that door, so to speak. And you never know what friends will come out of the new people you meet and with whom you share this wonderful game.

# Advanced Gameplay (How to lead)

Note: The section below contains information explained in great detail. It is long, and that's a choice made deliberately. In an effort to be comprehensive, I have chosen to err on the side of providing more information than leaving out items that may be self-evident to some, or even most. Using the Table of Contents on Page 2 to navigate this section may prove useful to you. In addition, please read the ---Note to Future Readers--- section to ensure that it is perfectly clear that my opinions on how to lead **cannot be construed** as the only valid opinion on the tactics contained following this paragraph. If you want to contact me about anything I've said in here or for further advice, you may find my contact information at the bottom of this document.

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So you want to try your hand at being a team leader?

…You sure?

It's going to suck out *way* more time from the rest of your life than you can possibly conceive it will.

Looks like you aren't flinching. Buckle up. If you enjoyed the rush of a great roll and hard work paying off, and are willing to brave the depths of despair (and oh, will you ever feel the despair) when all seems to be lost, this section is for you. Those emotions are amplified at the leadership level.

In this section, each subsection will start off with some relevant terminology to get you started.

## Team Management
### Terminology:

Nucleus: The 2-4 people you trust the most to lead the team with you. They'll put in the most time, and absolute trust/clear communication is vital between all of you.

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The most important thing when leading a team is figuring out how you're going to operate as a team. There are many ways to do it and some are more successful than others, depending on the players you have on your team. So where to start? Let's assume for a moment that you've started off on a small team. If you're on a big team, it's probably likely that there's already some sort of structure in place, and you'll prove your worth to the existing leads by helping them with whatever they ask of you. The first thing you'll want to do (if one does not

already exist) is get a team-oriented subreddit and/or discord server built so that you can invite and coordinate with fellow players if one does not exist.

You **cannot** successfully run a bigger Risk team all alone. It would grind you to dust. Simply too many things to do that require too much time from one person. You'll need a nucleus. If you're lucky, some of your nucleus will be interested in recruiting – otherwise you'll need to go about that yourself. It is best for you and your nucleus to compartmentalize yourselves somewhat – there should be someone in charge of recruiting, someone in charge of diplomacy, a meme-maker, someone in charge of strategy/troop allocation, someone in charge of Reddit users/the team-only subreddit (if necessary) and someone in charge of internal affairs/running the server/rogue control. This will also prevent second-guessing and "too many cooks in the kitchen". Compartmentalized roles can be combined for one player or separated out if you have a bigger nucleus. The key is ensuring you can trust these fellow players at the core of your team. Internal divisions **must not** be shown at the lower levels if you've got a fledgling army. Back each other up to create the appearance of a united leadership in public and keep your arguments in a more discreet area, such as a private mods/leaders channel on your discord server.

Team management includes internal affairs. In all likelihood, if you're worried about internal affairs, it's because you've recruited well enough to where things like votes, roles, and orders require some level of organization. Congratulations! This means you're probably unlikely to die in the early game if you've reached this stage (typically 20-50 players). If you're lucky, you have someone who understands how to use Discord and can set up roles and permissions. If you don't, then click this link for some help setting up. As an aside, though I may have retired from leading in the game myself, if you are a small team leader and you want my help on setting up a discord, I'd be happy to! Just reach out to me. And while it should be noted that organizing for this game can be done solely via tools available on Reddit, no team that I am aware of which has made it big hasn't also used Discord as a tool to get organized. If you need help with getting going on Reddit, this may be a useful start if you find you need to create a team Risk subreddit.

Below is a quick example of how team Aldi created our discord server in Risk 2.1 for easy use and setup. **NOTE:** Due to small size and the lower levels of intensity on Grocery Store Risk relative to Risk 2.0 and 3.0, there were minimal internal security checks to ensure the people in the game were not moles or spies for other teams, intercepting orders. I would strongly recommend some sort of security system over this particular setup for future Risk games as a precautionary measure, and I'll discuss that below.
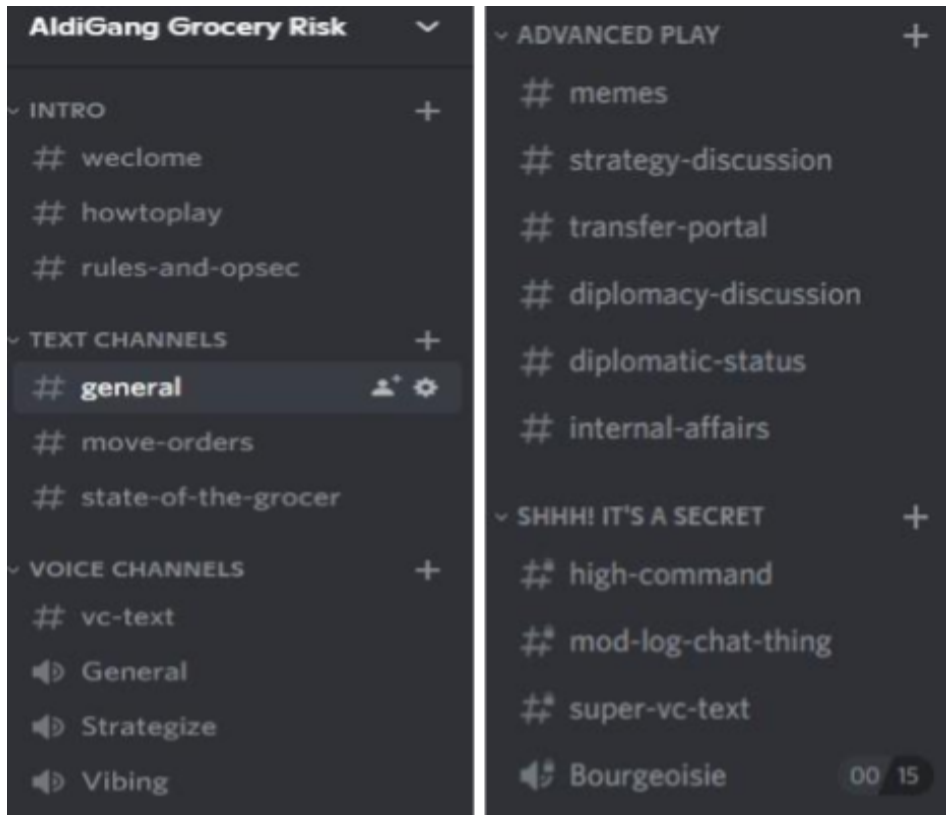
Fig. 24 and 25: A basic setup for a Risk Team.

The intro section of this discord has useful information for new players, which is something you'll want if you recruit people who have never heard of Risk, let alone College Football Risk, before. Feel free to refer them to this guide, or the abridged version on the website "How to play" section. A move-orders channel is a decent way to distribute orders, provided you're sure that you're leak-tight. You can simply ping each player in the discord server with their moves. You could also DM each player for added security, although this is somewhat more tedious and beyond about 25 players, it's too time-consuming to do effectively for weeks on end. Another way to get orders out is to use bots, which will be discussed in a section below. You'd also be wise to have players in the discord update their usernames with how many stars they have for your convenience in move allocation and strategy.

You will likely want to have a channel of your discord server for memes and meme creation, as well as one for more serious strategic discussion, because blending the two in one chat can cause communication issues. A separate recruiting channel is a must to get a template and cross-communication to ensure you don't have people DMing the same players over again and damaging the reputation of the game as a whole is basically a must. If your team likes running things democratically (e.g. Wisconsin in 2.0), a voting channel with a separate debate channel/thread associated is probably a good idea, with perms selected so votes are easily

accessible and response numbers stay high. You might also want a channel with "move preferences". For instance, if one player really wants to hit a territory like Pampa again and again (Howdy, Littlemojo), record this fact in a channel that everyone can see so moves can be allocated to address that. You won't always be able to give your troops exactly what they want, but they'll have more faith in you if they see you're trying. **Remember: if you're a lead, you weren't in all likelihood elected to the position.** You **need** the faith of your players.

Internal security is also something you'll probably want to have some sort of plan for once you get to at least 50 players. The likelihood of some player either inadvertently leaking move/strategic/diplomatic information or actively being a mole for another team gets bigger as one's team gets bigger. It's impossible to trust that you can ever get rid of espionage on your team, but there are ways to combat it. One useful method is to ensure moves and strategy are compartmentalized at lower levels (e.g. nobody but the nucleus/the nucleus and a few other top leads know the strategy and all diplomatic ties as a whole). Another method would be to use bots or even a dedicated website (in Risk 3.0, several teams including Tennessee and Michigan did this) to ensure newer or unproven players only see their move. A third would be to get some form of proof for actually being a fan of the team. A decent idea for this might be a student ID card, or asking trivia to newcomers that a fan of your team ought to know (for A&M, this was easy! More on that in a section below.) If you're at a team size of over 50 players, your internal affairs person at the top level will probably want some help managing the discord server for their team. It's best to let them pick and choose who they trust to form a security team. A good lead delegates tasks and lets his nucleus surround themselves with people they like and trust.

One final section worth discussing is your discord engagement. While not strictly necessary to Risk success, a lively and interesting discord community is a great way to keep your troops interested in the game. As a positive side bonus, it's a great way to have fans, students, and former students meet new friends through a shared experience. Texas A&M did this to good effect during and after Risk 2.0. During the game, we had watch parties and rallies in the "Hate Barn" (more on that in another section). Nebraska had a Jeopardy Bot. If you've got someone who likes running the internal affairs of the team discord, this can be where that person shines in figuring out how to engage the players to keep them around and having fun.

While making your risk discord into an active hub for students and fans of your school is not necessary, getting the buy-in and setting a culture for your team is very important to success. Many of these recruits are new to the game and if you just tell them what to do without explaining things, you'll probably get internal revolts. If you're a risk team lead, it's unlikely you were elected to that position for your team – you probably ended up the lead because you got there first and put in the power to take it by default. So you need to have good buy-in from the troops. There's a balance between being authoritarian and democratic for running a risk team. It's not going to be the same from team to team – the culture will be set by many things including the players around you and the school for which you're playing.

Getting buy-in from your players can be done best via several manners. It can be done with carrots: for instance, at the request of my troops for hitting a certain number of recruits in a day, I got very drunk and sang "American Pie" to them, or they'd make me watch videos or listen to music they knew I did not care for (yeah QuiteEuphoniumist, I remember). I even promised to [walk down Bottlecap Alley barefoot](#) (if you're not an Aggie: it's exactly what it sounds like…sadly, I didn't get to do this for 2.0 or 3.0, but perhaps someday…) if we hit a really high recruitment goal. Basically a sort of "dunk tank for the boss" type of thing. Buy-in can also be gained with sticks, but **be very careful with this because you can easily create a mutiny.** Know your user base, and apologize if you did something they didn't like. Good leaders take the blame first and the credit last. During the mid-late game when we were getting discouraged due to several poor-luck turns, I pushed my troops a bit too hard on recruiting in 2.0 and I lost some people. It was a failing of mine and I had to swallow my pride and apologize. While it is true that the only genuine thing you can 100% control to improve your odds in achieving your goals is to get more players, saying "recruit harder!" every turn will get stale. Creativity is important to help the recruitment grind keep going.

Buy-in from your players is best done via effective communication. Try to keep your recruits in the loop with regards to what your strategic vision is (discussed below). You can do this in a lot of different ways, but an easy one is a daily summary on the team subreddit or Discord. For this, I always preferred using the subreddit because it made Q&A's about our strategy, diplomacy, etc. a bit easier to manage. It also engaged the Reddit-only users. You can control the narrative to an extent, but if you "spin" things too much, your troops may act out and get toxic in the main server, causing you a diplomatic black eye. Worse still, openly lying to your troops about something can completely undermine your credibility as a leader, even if your diplomatic intentions are true or good. If you find that diplomacy is forcing you to withhold basically all pertinent information from your troops, you need to talk to your diplomats and tell them that some things need to be made more public, at least to the troops or to key lower-level or mid-level players so as to quell dissent.

You may also find that at some point you may wish to interact with mods of other discord servers related to your university of choice beyond just a recruitment push. It's not a bad idea at all to interact with them and try to work together. One good way to sell this to other discord mods for university-themed servers is to get them to endorse Risk (and ideally provide many new recruits!) for the duration of the season but partner or link up to their server for a smooth transition after it. Your mileage may vary based on who runs the other discords related to your university, how much you wish to build out internal engagement/a community within your team Risk Discord server, and how competently these other servers are run.

## Strategy
**Terminology:**

Layer: To "layer" on a territory means that two or more teams will attack the same territory even though they're allied. If you're being asked to "layer" in a territory by an ally, then the rationale behind this request is simple – it is strategically more advantageous to ensure a certain territory *does not* fall into the hands of an enemy team than to ensure a certain territory *does* fall into the hands of an ally. This may happen around "pass-through" territories.

Pass-through: A territory on a map that has many borders, typically 6-8 borders. Historically, the most obvious example of this has been Missouri/Memphis – these two border the more densely packed east with the more spread-out west and have 8 neighboring territories apiece, including each other. For Risk 3.0, Missouri was split into two to try and design most of these out of the game in the interests of balance. A few other examples include Wyoming, Dallas, Monroe, and Morgantown. This has also been called a high-vector territory. Your mileage may vary.

Choke Point: A territory on a map that has very few borders, typically only 2-3. These points become very difficult to successfully attack if a large team has control of them. These have (mostly) been designed out of the game in more recent iterations.

Nuke: When one team drops a disproportionately large amount of star power in one territory.

Shotgun(ning): The "shotgun" strategy, commonly referred to as "shotgunning", is taking star power and evenly dividing it amongst a set of territories.

Region: A set cluster of territories that, if controlled by one team, will give that team a net power bonus. It is unclear if regions will be included in future Risk games at the present time.

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The game of *Risk* is a game where strategy plays an extremely important part in how one fares in the game. There's a lot of *ways* to attack or defend your territory successfully, but before going about any of that, it's very important to create a larger strategic vision. What does your team wish to achieve? Are you looking to just survive? Are you looking to win the whole game via getting the most territories? Are you looking to control a given section of the map (e.g. "Maroon Texas")? Are you trying to eliminate a rival from the game? And can you "sell" that strategic vision to your nucleus, to your teammates, to the team at large?

You must figure out what you wish to achieve on the map before setting out to play it. This matters even more if your team is large. You must also ensure your grand strategic vision is popular with the troops, because if it is not you may wind up with a mutiny on your hands, or at best far more rogues than you'll be able to handle. This is not to say that a team must keep its

grand strategic vision the same, set in stone, for the entire game. For instance, you might start with the vision, "survive by any means" if you're a small team, but if you recruit well, you can look towards larger goals. It is important, however, to keep a finger on the pulse of the troops as your team grows to ensure the existing grand strategic vision remains popular and that any changes to it are popular. You can't please everyone, but you need a strong majority buying into your vision.

Once you've come up with your grand strategic vision, the next step is to become a bit more specific. How do you achieve this vision? The answer will vary depending on both the vision itself and the present circumstances you find yourself in. Let's say for instance, that you find yourself as a team like Penn State did in 3.0. You start out in Happy Valley, PA, and all the other teams start in their home territories. You have relatively small neighbors to your east and north, and relatively strong ones in the south and west (Ohio State, Virginia Tech). It would not be wise to go dive-bombing all your troops into Columbus – the simple reality of the situation is that your odds for success would be pretty low! An example of what not to do would be Tennessee dive-bombing Gainesville in earlier risk games. While distaste for your SEC East rival is understandable, this strategy plus some bad RNG resulted in Tennessee being the only team to have more than 100 players that got eliminated in the early part of 1.0 (That being said, the meme value was fantastic, and you'll always be the real UT to me, Vols!). Tennessee, to their credit, played a far more shrewd diplomatic strategy in 3.0 and as a result did far better than both their 1.0 and 2.0 results put together.

In general, you're going to want to conduct some form of talks with leads of nearby teams if they're large to see what can be done. This will be talked about more in diplomacy, but for future games: If you're a small team and you start out bordering a team that survived risk 2.0 to the end of the game, you'd be wise to get some sort of line of diplomatic communications out to buy yourself enough time to get out of their warpath while you recruit. If you're in the proximity of a larger team (or RNG help you, if you're sandwiched by 2 or more larger teams), how talks go with the larger teams you are near may determine your ability to survive.

Generally speaking, your strategy will drive your diplomacy in the beginning of the game, and diplomacy will drive your strategy a bit more (but not completely) in the latter sections of the game as alliances and wars emerge. So too will your willingness to use the "shotgun" strategy for actually placing players in places as a turn-by-turn statement. Shotgunning is the most mathematically efficient way to win territories, and it'll give you the highest possible "expected" turns in a statistical sense. Of course, shotgunning everyone bordering you is also a really good way to get every team bordering you to ally and fight you back, so be careful with doing so willy-nilly. That being said, if you're cornered and down to only a couple of territories, your best bet for survival is indeed to throw an equal amount of power into defending what you have and attacking everything bordering you. Let's say you have the situation described below and you're the Red Team. Let's also say you have eight players,

and because of defense bonuses, your chances of keeping your own territories are a little higher than taking someone else's territory.



Fig. 26: Uh oh! You're surrounded!

What are your odds of taking any one territory? No better than 10% in any situation here. Well that isn't very good! But what are your odds of being eliminated? To calculate that, you'd multiply the 90% chance of getting eliminated in College Station with the 90% chance in Austin, and then with the 95% chances in East Houston, Waco, Ft. Worth, West Houston, San Antonio, and San Marcos. This works out to 0.9*0.9*0.95*0.95*0.95*0.95*0.95*0.95 = approximately only a 59% chance of getting eliminated. Those odds are still not great, but they're a lot better than the 80-90% chance of getting eliminated you'd have by sending all of your troops to only one or two territories.

On the opposite side of the efficient star distribution spectrum is the nuke. Nukes are often going to occur near choke points but do not exclusively occur there. This is a very suboptimal use of power, but due to alliances, it may well be that there's nothing else to do but overrun a very important territory due to getting boxed in by friendly teams. Good allies will try their best to help prevent this but sometimes there's no other option. Some of the best memes (Tempe/Tucson, Cuba) have been spawned from dropping nukes. The heat maps of turns when nukes are dropped are particularly funny – the disparity in power in a territory is so large that the rest of the map looks white/green compared to one *very* red spot. There will probably come a time where if you're on a big team, you may have no choice but to drop a nuke. If this opportunity presents itself, I recommend at least laughing it off with memes. Definitely engage with your players about this, because many of them will rightfully question you about the strategic wisdom of a nuke.

If a team is small and/or only holds a few territories, then the likely strategy will resemble a shotgun or something similar, potentially modified by alliances where troops are not sent. This would mean players are allocated approximately equal according to size. If the team is large and controls a large chunk of land, then strategy becomes more interesting. Let's take a look at the

strategy below for my team (Team Aldi, colored light blue) in the turn below, but first: some context. At the time of this roll, Team Aldi was allied with the dark red (Hy-Vee), Green (Publix), and light red (H-E-B) teams. Team Aldi was at war with the white (Kum & Go) team and the pale purple (ACME) team. Team Aldi had neutral relations with the blue (Kroger) and purple (Harris Teeter) teams.
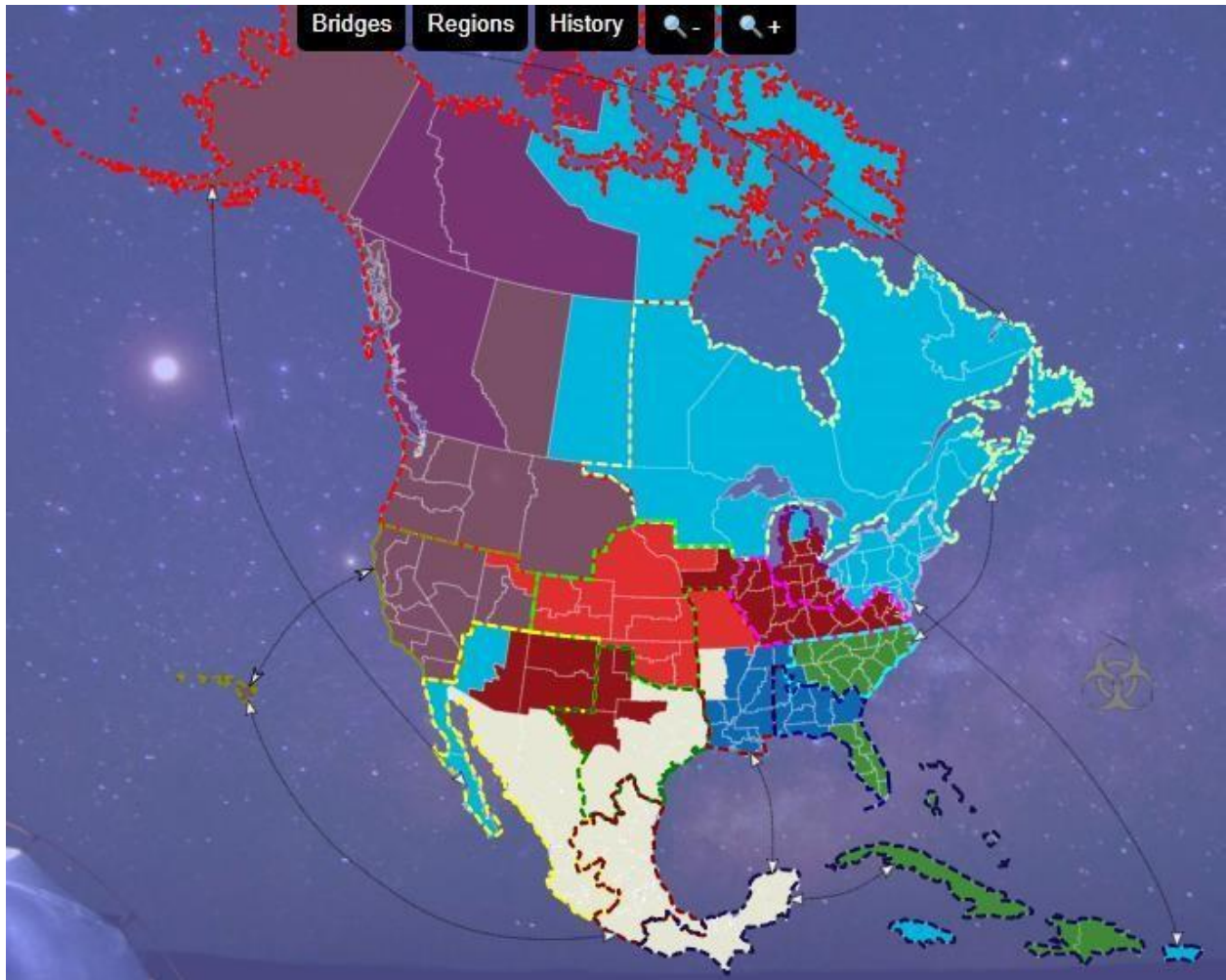


Fig. 27: What to do here?

The first thing one must do is conduct diplomacy – your Hy-Vee allies won't be pleased about the people that attacked Central Michigan, since it prevented them from getting a region! That probably occurred due to a rogue. Rogues from allied teams often happen, and it's important to ensure your friendly borders are not left unguarded. You could have a completely new player who doesn't know better attack out of the blue or you could have inconsolable rogues who refuse to cooperate attack your friends to spite you. You could even have an enemy team recruit a player to your team just to sabotage your allies (**NOTE:** For my personal thoughts on the ethics, pros, and cons of sabotage, feel free to contact me privately). So you'll want someone

on your team figuring out the rogue situation, defusing any tensions with Hy-Vee (A good way to do this is to show them proof you messaged the rogue to try and get the rogue back on board; see the Rogue Management section for more).

The next thing to figure out is to handle your friendly borders. You cannot afford to leave your territories undefended, as stated above. So you need to put "token" defenses in your allied borderline territories. For Aldi this turn, these territories would be: Annapolis, College Park, Morgantown, Kent, Akron, Ontario, Wisconsin, Minnesota, and Nova Scotia. For details on who to allocate for these territories, consult the Allocating Moves section below. If you couldn't tell yet, your strategy lead and move allocation lead must be very good at working together (i.e. communicate well, ideally are in the same time zone, have similar schedules for when they're online, etc.), or must be the same person.

Following token defenses will be your priorities. This is personal preference – do you wait for requests for layering from allies and then act after you've accepted or denied their requests? Do you just do what's best for your team and tell your allies only if they ask? Do you blend the two based on the situation? Do you conduct diplomacy with hostiles/neutral teams and if so, when? There's too much situational nuance to cover every scenario (and this guide is long enough already!), so once you've prioritized, a reliable option is likely to use remaining power after token defenses and/or allied requests to shotgun territories you want, adjusting with more power for territories of greater strategic value at the expense of lower power for territories of less strategic value.

One more aspect to take into account is killing off teams. You may wish to do diplomacy with all teams so as not to become the bully in the soft-power meta, but sometimes you have to go for the kill to achieve your strategic vision. Don't do this by backstabbing, but be **very** careful about making deals with smaller teams unless you're alright with them sitting around in your territories.

If you've got moles gathering intelligence in other teams, you may wish to wait for intelligence to determine how to tweak your attacks, but sometimes intelligence may be erroneous or come in late. (**NOTE:** For my personal opinions on the ethics, pros, and cons of espionage, feel free to talk to me in private.) In my experience, being a reliable ally will gain you far better intelligence through diplomacy than planting moles in other teams will. So if you're basing strategy off espionage, make sure your troops are reliable at attacking quickly or your move allocation lead is available at the right time to ensure such strategy is effective. However, a good *counter-espionage* move would be to vary the times at which you send out orders, particularly if you have a suspected spy. This will make the leads of the team spying on you have a more stressful time.

Strategy is a fluid thing – and it's really something best picked up with experience. (**NOTE:** For my opinions on the pros and cons of different strategies in different situations, feel
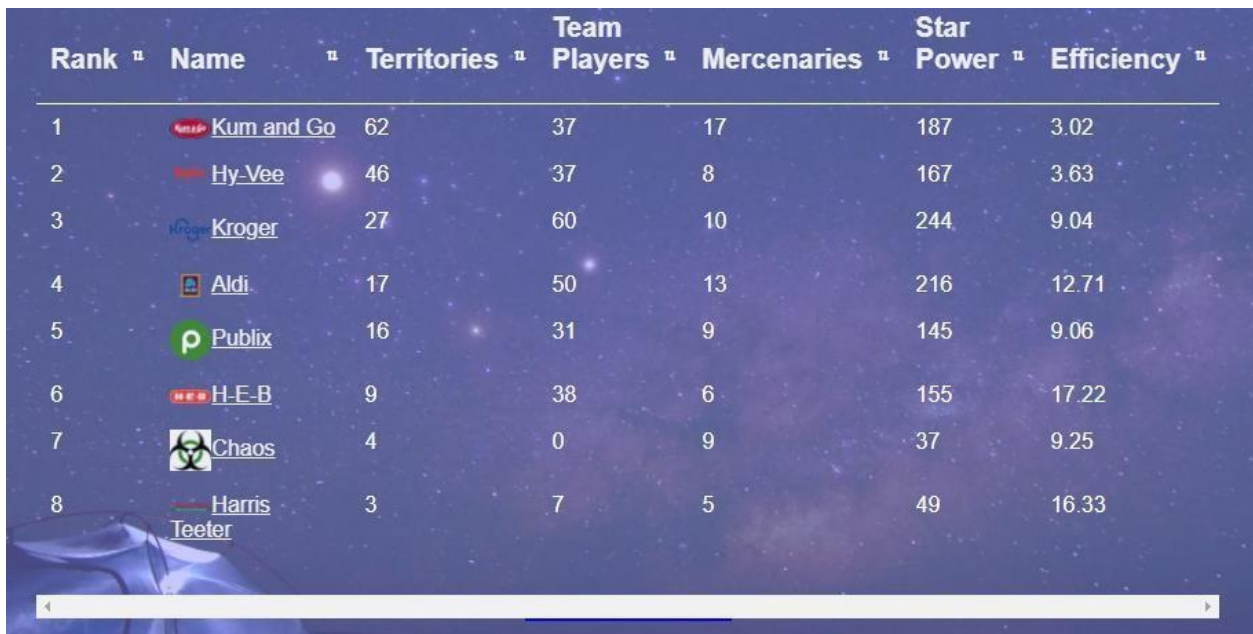
free to contact me in private). I would strongly advocate that you allow your players some avenue to involve themselves in strategy. For instance, one could place strategic recommendations from the troops in a discussion channel, and keep a tab on players who consistently put out good recommendations so you can elevate them where you see fit. This improves morale. One can also try to run strategy democratically, authoritatively, or somewhere in the middle. An example of how to do strategy semi-democratically is shown below with leadership on the blue team creating two options and proposing them to the troops at large. Several teams, notably the Wisconsin Badgers, have had success running a more democratic Risk team.



Fig. 28 and Fig. 29: One method of democratically choosing strategy.

## Allocating Moves

Allocation of moves is where the rubber of strategy meets the road of people actually clicking the buttons on the game site. There are many effective ways to allocate moves. There are a few constants regardless of how one chooses to allocate. The first is to go to the leaderboard and see how many players you have in total, including mercenaries, and then to take note of how many stars one has to work with. It may be of use to you to divide the number of starts over the number of players + mercenaries you have on your team, to see what your average star power for your team is. See the image below.

| Rank ¤ | Name ¤ | Territories ¤ | Team Players ¤ | Mercenaries ¤ | Star Power ¤ | Efficiency ¤ |
|---|---|---|---|---|---|---|
| 1 | Kum and Go | 62 | 37 | 17 | 187 | 3.02 |
| 2 | Hy-Vee | 46 | 37 | 8 | 167 | 3.63 |
| 3 | Kroger | 27 | 60 | 10 | 244 | 9.04 |
| 4 | Aldi | 17 | 50 | 13 | 216 | 12.71 |
| 5 | Publix | 16 | 31 | 9 | 145 | 9.06 |
| 6 | H-E-B | 9 | 38 | 6 | 155 | 17.22 |
| 7 | Chaos | 4 | 0 | 9 | 37 | 9.25 |
| 8 | Harris Teeter | 3 | 7 | 5 | 49 | 16.33 |

Fig. 30: The leaderboard at the end of Grocery Store Risk.

Taking my team (Team Aldi) as an example here, one can see there are 50 players, 13 mercenaries, and 216 total stars to work with. This works out to an average of approximately 3.42 stars per player. Typically, your average star power will be below 2 in the early game, between 2 and 3 in the midgame, and over 3 in the endgame – though this may be skewed downward if your recruiting drives continue and remain effective as the game progresses.

The first thing one would do is consult the strategy defined by the strategy lead/team, or the will of the troops if strategy is determined democratically. The second would be to begin by taking stock of your number of stars/players, and the third would be to mesh those numbers with the strategy. As stated above, a small team will likely be a pretty quick and simple shotgun – just

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evenly distribute the stars, adjusting for any nearby allies, and boom – you're done. For larger teams, the allocation gets more complex.

Let's take the example of Aldi in the previous section. The strategy lead would want you to place token defenses on the allied borders. These need to be your most reliable troops, especially since they will keep your region bonuses (if they exist in future iterations of the game) locked down versus any rogues. If your allies have minimal rogue activity, you can put your reliable lower-star players there to rack up MVP wins and get a basic feel for the game. If your allies have moderate to high levels of rogue activity, you will need to put a bit more power on allied fronts. What matters more than how many stars you place as token defenses is how reliable the players you put there are. You need your loyal, reliable players in allied defense lines because, particularly with region bonuses, one missed turn and one rogue in a territory can lead to losing a region bonus (if they exist in future iterations of the game) and crippling your power the following day or worse, leading to a frustrating whack-a-mole problem.

Once you've subtracted the power you've allotted to token defenses (this can be done via Excel, a computer program, or just good old fashioned pencil and paper), you can move on to your priorities. It is a good idea to figure out who your more reliable troops are and keep notes on who never misses orders, because you can rely on them to take the higher-priority assignments once token defenses are handled. These higher priorities may be diplomatic requests, attacks, defenses, or combinations of those. Your strategy lead and diplomats will help you here. You can even go further (this may require bots or additional manpower to calculate or get done in an efficient manner) and optimize MVP farming by putting certain players, like a player who is 1 MVP away from getting another star overall, to territories where they are more likely to gain an MVP (typically lower priority attack or defense territories).

As for actually distributing the orders themselves, if you have the ability to use a bot for orders, you may wish to consider using it. This is helpful if you don't have a lot of internal action going on and if you have someone who knows how to make or use a DM bot. However, since 2020 Reddit has made usage of DM bots a bit more problematic to use, so it may be necessary to use a bot for discord and then figure out how to assign Reddit-only troops a different way. Another method is to give more trustworthy players certain objectives at certain star levels (e.g. give them 10 players they distribute moves to via DMs or some other means and a list of territories they need to allot for). The benefit to this delegation method is that the more trustworthy/involved players will often help ensure moves are followed reliably because keeping track of a few players is easier than keeping track of many. A&M did a version of this, to be discussed below. There are lots of different methods of distributing moves, and your team's culture will be the best way to figure out what works for your team. 25-50 players is stretching the limit of how many moves you can just use manual DMs to distribute without inevitably forgetting to send a move out to someone. Below is a snapshot from an excel-based move allocation setup (Credit: u/-MrWrightt-/Westopher), replete with star power, notes, and the like. This was used by Team Kum & Go during Grocery Store Risk.

| | A | B | D | E | F | G | H | I | J |
|---|---|---|---|---|---|---|---|---|---|
| 1 | **Player Name** | **Stars** | **Territory** | **Notes** | **Territory** | **Stars** | **Defense?** | **~Star Power** | **Notes** |
| 2 | LEGEN--wait_for_it | 5 | Nuevo Leon | | Annapolis | 0 | No | 0 | they'll have bo |
| 3 | bakonydraco | 5 | Campeche | | Bahamas | 3 | No | 12 | deal with hyve |
| 4 | bulaisen | 5 | Tamaulipas | | British Columbi: | 0 | No | 0 | chaos, region |
| 5 | surffrus | 5 | Coahuila | | Colorado Spring | 0 | No | 0 | heb region |
| 6 | -MrWrightt- | 5 | Cuidad de Mexico | | Dominican Repu | 4 | No | 16 | cant win if you |
| 7 | renata | 5 | Chihuahua | | El Paso | 0 | No | 0 | puerto rico bri |
| 8 | acarrick | 5 | Las Cruces | | Eugene | 12 | No | 48 | deal with hyve |
| 9 | HeismanRunnerUp | 4 | Nuevo Leon | | Jamaica | 10 | No | 40 | cant win if you |
| 10 | TinderForMidgets | 4 | Albuquerque | | Las Vegas | 12 | No | 48 | deal with hyve |
| 11 | DoctorRobert420 | 4 | Tamaulipas | | Lubbock | 0 | No | 0 | kroger |
| 12 | oenoneablaze | 4 | Coahuila | | New Orleans | 0 | No | 0 | kroger |
| 13 | natedubbya | 4 | Alaska | misses often | Newfoundland | 0 | No | 0 | protect bridge |
| 14 | sumptimwong | 4 | Cuidad de Mexico | | Provo | 10 | No | 40 | |
| 15 | zicker1352 | 4 | Puerto Rico | | Reno | 10 | No | 40 | cant win if you |
| 16 | GoCardinal07 | 4 | Cuidad de Mexico | | Salt Lake City | 10 | No | 40 | deal with hyve |
| 17 | lsjumbo | 4 | Albuquerque | | San Antonio | 0 | No | 0 | |
| 18 | Hero_Tamus | 4 | Tempe | | Stillwater | 0 | No | 0 | cant win if you |
| 19 | ResponsibleArtichoke | 4 | Tempe | | Yukon | 0 | No | 0 | heb region |
| 20 | 4drewdug | 4 | Berkeley | | | | No | 0 | borders lots, r |
| 21 | temeralarbol | 4 | San Jose | | | | No | 0 | |
| 22 | ProfessorPayne96 | 4 | Fresno | missed some | | | No | 0 | |
| 23 | AAhusker | 4 | South Los Angeles | | | | No | 0 | |
| 24 | IAMA_Bear_AMA | 4 | Alaska | | | | No | 0 | |
| 25 | dabuddha66 | 4 | Eugene | misses rarely | | | No | 0 | |
| 26 | ritz37 | 4 | Provo | | | | No | 0 | |
| 27 | krtoonbrat | 4 | Salt Lake City | | | | No | 0 | |
| 28 | wario1116 | 4 | Jamaica | | | | No | 0 | |
| 29 | IronGold22 | 4 | Cuba | | | | No | 0 | |
| 30 | RedFishSniper06 | 4 | Campeche | | | | No | 0 | |

Fig. 31: An excel spreadsheet version of role allocation, with relevant categories.

Finally, your job with move allocation will also be to coordinate with someone (or do the job yourself if nobody else does) in ensuring the moves you give to people actually get executed. This is *very* important, because it's how you figure out how many rogues you have and what you need to do to lower that number. It also will tell you if your players are beginning to ignore your move messages or forget to play, which is also not good for continued success. Finally, it's useful to have statistics on move execution for diplomatic reasons – if you can show other teams your troops have good discipline, it means you can be a more reliable ally and fiercer enemy, which increases your worth for other teams not to fight you. The best way I've seen to keep track of people's moves is Excel, but I'm sure someone clever has developed or will develop a bot for tracking moves based off the CollegeFootballRisk.com API. There's also nothing stopping you from trailblazing how moves are tracked on your own – feel free to get creative!

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## Soft Power

**Terminology:**

Optics: "How do my words or actions come off to, or how will they be interpreted by, other players on other teams?" Good optics are vital in both stemming the tide of misunderstandings that can go toxic, and for ensuring that your team is broadly seen as a friendly group that can enjoy the game with others.

Social capital: A way to quantify resources of soft power. In the same way that having a massive army gives you the "capital" to take more territories, and fewer rogues gives you diplomatic capital to ensure allies they don't have to worry about rogue incursions as much, some actions give you a little bit more social capital to use, as discussed below.

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Soft power is a somewhat more vaguely defined concept within Risk that is not strictly necessary for all-out winning the game *in theory*, provided you recruit hard enough and RNG is on your side, but having none of it will make diplomacy very difficult for you and it'll turn your team into something of a pariah within the meta-community surrounding the game. Florida did this in Risk 1.0, and while they did win, the Gators had a stupendously large target on their backs in 2.0 because they burned so many diplomatic bridges in 1.0. Soft power is mostly defined in terms of social capital. This is the currency one can use to conduct diplomacy from a strictly game-related standpoint, or what one sometimes must use to ensure toxicity doesn't get out of hand from a meta-community standpoint. As a leader of your team, it **IS YOUR RESPONSIBILITY** to ensure your team doesn't end up generating a disproportionate amount of toxicity, both for practical and ethical reasons.

The conduct of your team in the public space (this referring primarily but not exclusively to the main subreddit and discord) *will* reflect on you as a leader. Yeah, it's unfair, because any large team will probably attract one or two people that either inadvertently say something others will view as toxic and then blame you for – or worse, one or two people that actually are just outright unpleasant to be around. The game mods will be your friend here if this happens, and as a team lead, it is important that you maintain good relations with them in case some of your players cause problems in the main College Football Risk subreddit or discord. You need to make it **very** clear to your troops that when they're in the main subreddit or discord, they are representing your school and have the power to help or hinder your team's reputation. If you have particularly hotheaded players, advise them to stay within your own team's server instead. Create a room within your own discord for people to vent their frustrations immediately after bad rolls and make sure only your team has access to it if this becomes a common issue.

Soft power is something that is not just about the immediate game, but future games as well. If you burn bridges with everyone and get toxic, people **will** remember that and your odds

of getting help in future games lessen as the target on your back for revenge grows. I strongly advise you to think about your team's leads in future games when you speak in public space. They may not be you or anyone you know, but they may well succeed or fail based on your actions. Even within your own server (you never know who is watching you), it is far better to be level headed and vent privately. People respect a cool, calm, collected leader anyway. **NOTE:** For my own analysis on how I think I did regarding soft power, including praise and criticism of myself, you can contact me in private.

Where this leads in giving my advice to you is that if you become a pillar of the community in the post and pre-game, you're doing your team a great service in soft power. This means helping get your team to answer polls, *as they see fit individually and not just telling them to parrot what you think;* it means **NOT** voting on game mechanics changes solely out of self interest or the interest of only your team; it means looking for new ways to expand the game to new audiences. Memes, particularly ones that expose others to your team or school culture, *even if it means you have to make yourself the punchline*, are a great way to gain soft power. People like self-deprecating jokes. To use a real-life example, great American leaders from Abraham Lincoln to Ulysses Grant to Ronald Reagan often used anecdotes, jokes, and the like – often at their own expense – to disarm hostile crowds and cool inflamed tensions before getting into the nitty-gritty.

Finally, make sure not to brigade your own memes up, and *especially* do not brigade other teams' memes down just because they're from a rival. People do catch on. And besides. It's a game – learn to laugh at yourself some, because other people can give you a really funny ribbing! By all means, post your memes and tell your troops to visit the main subreddit often, but do not tell them what to upvote or downvote. As for who posts what memes/commentary, sometimes you can use trusted players to act as a mouthpiece for your ideas/make sure comments you don't want in the public space get deleted, particularly if your team is under attack from everyone in the main game, but don't rely too heavily on this. In general, so long as your players know not to reveal classified information and can avoid being toxic, let them speak as they wish to.

# Diplomacy
## Terminology:

Alliance: An alliance is a turn-indefinite agreement between two teams to not attack each other's territories, and typically to consult each other with regards to future strategy. These can be made public (removes any questions, but doesn't allow for stealth), kept only within the team (a fine middle-ground approach but leak prone), or kept secret at the mod level (difficult to maintain for many turns, may raise suspicions among the rank-and-file). Alliances can range from marriages-of-convenience to one team laying down their own territory to help another's cause.

Non-Aggression Pact (NAP): An NAP is sort of a more "turn-by-turn" version of the alliance. They can be but do not have to be formal. They can be effective bridges to a future alliance, but they can also fall apart to strong negative consequences. **NOTE:** For my personal opinions on NAPs, feel free to contact me in private.

Backstab: The term used for a team breaking an alliance or NAP suddenly and without warning or explanation. Backstabbing is an entirely valid approach to the game but be warned: do this and your credibility amongst other leads will likely take a hit, especially if you deny it and get caught lying, **which you probably will be**. It also will make life for your teams' successors in a future game harder. Most other Risk leads are pretty smart – and quite a few are very experienced to boot – fooling them is unlikely to work. **NOTE:** For my personal opinions on the pros, cons, and ethics of backstabbing, feel free to contact me in private.

-------------------------------------------------------------------------

Diplomacy is, in my opinion, the most enjoyable part of risk for a leader, but it can also be stomach-churningly nerve-wracking. It's got hair-raising turns and twists and requires deft use of soft power to succeed in your diplomatic goals. To successfully conduct diplomacy with other leads, you have to be up front without being terse, cordial without coming off as needy, level-headed without being aloof, and you have to tailor your diplomacy to the cultures of different teams and the personalities different leads. It is **not** an easy skill! The first piece of advice I'd tell you is that in all likelihood, you are almost assured to make one or two diplomatic blunders per season. It happens. **Every** single leader has, and the honest ones will tell you as much. **NOTE:** For the diplomatic mistakes I made in 2.0 or 2.1 that I could identify… hoo boy. There are… quite a few. You may contact me privately for these. Be adaptable and learn from your mistakes, and you'll become a very good diplomat.

If you're a lead of a large team, it's unlikely you'll actually need much of the advice in this paragraph. So I'm going to tailor this more for new leads on smaller teams. The first thing I can say in negotiating with larger teams is that unless you have something to offer them, it'll be easier for them to crush you than to let you live and gain stars/MVPs to potentially become a whack-a-mole problem later. So how do you get cards to play diplomatically, so to speak? Well, the first is recruiting. If you get big, you may find that larger teams come and talk to you first!

You had better believe that when A&M got far larger than anyone (else!) expected in Risk 2.0, other large teams took notice and came knocking. If you're a larger team reading this, and you see a smaller team that's growing and has potential, you may want to pounce if it makes strategic sense. Early help with new leads will often (but not always) gain you great loyalty among those leads in later parts of the game, and if you've been helped out by a larger team, you should consider that help in your future actions.

The second is soft power – no large team wants to become an early game villain that bullies and kills small teams. It's Risk – it'll happen regardless – but if your memes are better, you'll gain diplomatic support in attempts to keep you alive. Just ask any Stanford player or lead how important memes and soft power is in shaping the destiny of your team. It can mean everything. Stanford's soft power was *so good* that their leads played an integral part in solving disputes in a major alliance in Risk 2.0…. after being eliminated! Iowa State's soft power from their memes was so good, it kept them alive in 3.0 for far longer than anyone, even ISU's own leads, expected.

The third is intelligence. This means plans, strategies, and other valuable information you've gained from other diplomacy efforts. Be **very** careful about what information you send and to whom you send it, because it can backfire. But, when your back is against the wall, it may buy you options you wouldn't otherwise have in the game. Good intelligence can allow you to play other leads off each other, or can allow you entry into alliances that you might otherwise be excluded from (if you do it tactfully and secretly!) Bad intelligence can get you labeled as untrustworthy. And a leak can sometimes get sourced back to you if you're not careful – if this happens, you're really in hot water! Make sure you trust who you are sending intelligence to. This is also viewed by some as dishonorable, whereas to others it is merely another aspect of gamesmanship. This is a very gray area and you'll probably have to figure out what you are and are not comfortable with as a lead. **NOTE:** For my personal opinions and advice on when and when not to share intelligence, feel free to contact me in private. If you are entrusting another nucleus player to conduct diplomacy, make sure they **communicate to you and the rest of the nucleus about what intelligence is being sent or offered up front and before sending anything**. If you are giving intelligence to another player, **assume it will be shared with the rest of their nucleus** unless you get the player's word that the player will keep it to themselves first.

So when would you want to set up diplomatic ties? It is inadvisable to go immediately talking with every lead from every team because that's a waste of your and their time. If you're new, you've got recruiting to do first to show other teams you're not going away in the early game. In general, take it slow and if you're the new team on the block, allow other leads to reach out to you first. However, if you are bordering a large team, it's probably worth getting some sort of line of communications up. Typically, this is done through Discord DMs, group chats, or small servers. If you're a new lead, most leads will offer you NAP before offering an alliance. Make sure the terms of the NAP are *clear and understood by both parties*. What troop allocations are put in what territories, how long an NAP should last, and exit terms and conditions are good

ideas to discuss, and it's better to walk away and try again another turn than to agree and renege. Screenshot the terms or write them down for your posterity to ensure you have the terms, should the terms get violated. If an NAP gets violated, communicate promptly to ensure things can get rectified because if they can't, you're almost assured to get dragged into a war that may last for the rest of the game.

In general, it is also advisable not to rush into alliances. This is something I've had problems with in the past. If you're not careful, you can ally everyone around you and end up boxing yourself in, which may bore your troops if they're only just defending a chunk of the map and never doing more. **Make sure your alliances are aligned with your strategic vision.** If you cannot ally or NAP with a bordering team, war doesn't always have to be the answer – you can play neutrally and have borderline skirmishes as long as you keep communications with them up. Sometimes you'll find you're just at odds with another team and that's probably going to result in battle. That's okay. Accept it and remain cool about it.

Different leads and different teams act differently. What will work with some leads won't work for others. Cultures of teams are different, too. For instance, as stated above, Wisconsin was run democratically. If you want to ally with them, you wouldn't have to also run your team democratically, but you would need to understand and respect their approach – a democratic style of strategy typically takes a little time to come together so you'll probably have to be willing to send out moves later (that said, my experience with the Badgers was that they were still very willing to hammer things out earlier when necessary and can make very good allies). **NOTE:** If you've got questions on how best to approach either teams or leads and whether or not allying is a good idea, feel free to reach out to me via DM and I'll be happy to give my evidence-backed advice on how best to proceed.

But beyond this, it's often a good idea to be cordial and do a little homework – for instance, learning about the meaning of some of the many traditions Texas A&M has will probably help you with winning over the Aggie faithful both at a player-to-player level and a lead-to-lead level. We don't expect you to understand them, but we just appreciate that an effort was made in the first place. You'll find out pretty quickly which players, which teams, and which leads you personally mix and match well or poorly with. Sometimes personalities mix like oil and water, and you just have to accept that it's going to be kept strictly to Risk or nothing. Sometimes they work well and a new friendship is born! It's one of the most satisfying parts of being a Risk lead to make friends with other leads.

Once you've got an alliance with a team, it's very good to try and keep communications up with them. The tighter the alliance is, the better y'all can coordinate to give each other team an advantage, particularly if the alliance is not public. You want to make sure your allies are keeping you in the loop about what else they're doing diplomatically, because that's a good sign of trust, which helps an alliance remain strong through pitfalls and bumps along the way. Don't ask for information you don't need all the time, or you may irritate your allies. If you're a smaller

team and your survival is reliant upon a larger team that may or may not be allied not attacking you, I would advise you do what you must to ensure the benefit to the other team not attacking you is larger than the cost of them not attacking you. If your team gets invited to a larger alliance of 3+ teams, you'll need to figure out if that includes your existing allies or if ties need to be severed. **WARNING: NEVER** say yes or no to diplomatic terms without consulting your fellow team leads for at bare minimum a general direction. They may have information you don't, and you do **NOT** want to make promises you cannot keep. Sometimes you may be put on the spot, but good diplomats from other teams will not force you to act unilaterally on behalf of your team.

It is possible, though difficult, to go from alliance to neutral. Most teams will feel betrayed though, and the feeling is natural. However, it is the honorable thing to do to tell a team up front that you feel an alliance is not something your team wishes to continue rather than just say nothing and attack them (which would be, of course, backstabbing). If another team wishes to end an alliance with your team, sometimes it's just a divergence in your vision versus theirs and thus the use of an alliance has run its course. Sometimes you may be able to persuade them to reconsider but this could also give off the impression that you're desperate, and a clever Risk lead will probably be able to take advantage of that – you've already lost all leverage by doing this. Accept an ended alliance and remain cool about it. If you're angry, give it a few hours and think about whether you want to just remain neutral or go to war. Step away from the computer, take a few deep breaths, and recollect to deal with the new diplomatic reality in which you find yourself in as cool, calm, and clear-headed as possible. Whatever the case, tell your other leads immediately so strategy can be optimized.

Another thing you may encounter with other teams is a small number of players from an ally or NAP'ed team attacking your territory or territory that was agreed to be yours via diplomacy. You'll probably hear this phrase at least once as a lead: "It was rogue activity". This can be true or it can be false. It is, however, a frustrating but common response for why a few players from a supposed ally have wandered into your backyard. Now, it's a rather difficult thing to control all your players on a team of anything more than about 30. So some rogue activity is valid. The question then becomes: how do I tell if this lead is lying to me about these players really being rogues?

While no method is surefire apart from having a spy *very* deep in another team, here are a few ways to tell if who attacked you are really rogues that won't listen to a team's allies or something else. Generally speaking: Rogues are going to be the same group of players. They're going to probably publicly disagree with strategy and you'll probably be able to reach out to them and ask what's up. Their response can often be quite telling when they see another team's lead in their DMs – especially if they're on discord and you see them typing for a very long time but not actually saying anything (hint: this probably means they're talking with the team and are not rogues). Rogues can also often be first-time players: click around and see if these are new accounts. They might not know a given alliance exists. Rogues will also likely not be coordinated – if there are several players hitting each territory along a borderline in similar star

power and sizes, it's probably not rogue activity – it's a bit "too perfect" for the chaos that rogues create. You're probably getting a probing attack from another team to see if they can get something on a low RNG play that said team can then use as leverage against you.

Due to existing game mechanics, lying about rogue activity and using that as a small "probing attack" to hinder a teams' progress towards a goal, or to get leverage in diplomatic talks for future turns, is a very lucrative strategy. What's more, one negative consequence of the addition of region bonuses to the gameplay is that an underhanded strategy like this is even more lucrative, because all it takes is a small but successful friendly attack (or perhaps a lapse in defenses on your side – this is why you want your reliable players manning allied borders!) to take down a region bonus or even two, and the power dynamics of an alliance can completely change. One well-timed turn can, particularly if region bonuses remain a large factor in future games, absolutely cripple an ally you wish to do away with. This is true especially if you are considering backstabbing that same team. **NOTE:** I have *strong* feelings on a tactic like this, but I have withheld them from this document. You may contact me privately for more information.

One final lesson that is **extremely** important: COMMUNICATION, COMMUNICATION, COMMUNICATION! Learn to communicate clearly and resolve any miscommunications quickly and efficiently. Sometimes this means owning up to a mistake or apologizing, even if you don't feel like you did something wrong. Given the choice between a cold shoulder and talking things out, my advice to you is to choose the latter, because then you know that at least you tried. Remember: You're going to make a mistake or two somewhere along the way. So too will other leads. Don't burn bridges when they do. Stay cool and level headed. I said it above and I'll say it again. Take a breather if you are angry about something diplomatic. Rage won't make things better.

Finally, it's crucial that you take long-term thinking into account when you undertake diplomacy. You're setting a reputation for your team that can outlast your time leading it. As I alluded to in the soft power section, you don't want to turn your team into public enemy #1 for the next game even if it means you do better in the current one. Try to leave your team in a better place for future games than how you found it.

## Delegating Tasks

*Whew, there's so much for me to do as a lead… I'm a bit overwhelmed. How do I help balance the load of things to do?*

As stated above, you **cannot** successfully run a bigger Risk team all alone. Once you've got your nucleus assembled, you are best off compartmentalizing yourselves into some roles. Then as you recruit more, you want to have your internal affairs team match people who are interested in doing just more than clicking a button once a day to their preferred skills. It's not always going to be what they want – a team with 20 strategists really has 0 strategists. The main categories would likely be memes/propaganda, foreign relations/diplomacy (tread carefully. Newer players should first just hang out in other teams servers and cultivate a good reputation first), recruiting, strategy, internal affairs for the discord, internal affairs for the subreddit, intelligence/espionage (if you want it), counter-intelligence (if you want it), move allocation, rogue control, and record keeping. These can be merged if and when necessary. I personally believe the people who put in the most effort in whatever the team asks them to do should get their pick of what they want to do when possible, but sometimes a player like this will be your reliable go-to to do the undesired tasks due to not having any other options.

What's important is to have people who can back up if someone goes down. You do NOT want to be without someone like the move allocation lead and then no one has any clue how that person does their role. **Nobody** should be irreplaceable. This includes yours truly – I stepped down as a lead for Texas A&M in Risk 3.0, but I made sure my replacements were fully ready to take on the role. Random black swan events happen – that is life. This includes things like large real-life changes like new job offers and moving to a new location, personal injuries/tragedies or even deaths in the family. Your team needs resilience in case fortune doesn't favor you. Put the health of your team first and learn other roles to be a backup, or train someone else to become one. If you're in charge of a major category listed above, find an understudy or better yet multiple understudies to help you do your job. You'll figure out what they can do that will help you pretty quickly. Hopefully, the other sections have helped you somewhat with this, and if you need further help, let me know. As I've stated in many places above, I'd be happy to give advice to anyone.

Once you've got someone running a section of the team, give them the trust to run things their way. They may not do things the way you'd do them, but if they get results, does it matter? Just ensure they're both replaceable, and check in every so often to ensure they don't need anything from you. You will need to decide if you want them to get their own subordinates or if you want to be the one appointing subordinates for them if they want help – generally speaking, the former is preferable unless you have a really strong argument for the latter. Give people autonomy and watch them blossom.

## On Bots and Technology

*So I am pretty good with coding. What if my team were to make a bot to automate some of the stuff you've talked about up there?*

This section, dear reader, is one where my own lack of expertise does show quite a bit. I am not one for using bots partially because I have minimal interest in coding, but primarily because I just don't like or trust them… **at all** (manual labor is an underrated virtue in modern society – but that's a completely different ramble for a completely different manifesto). That being said, if you've found some more coding-inclined people on your team, absolutely put them to good use! You can also volunteer bots you or your team makes (I'd recommend it after the season, since you deserve some sort of advantage during the season for making the bot) to the game developers for them to share with everyone.

The advantage bots and technology can give you can be absolutely immense for College Football Risk in terms of time-savings and stress relief. However, it is, and I cannot stress this enough, ***completely unnecessary*** to use them to succeed. I would know – A&M basically did everything manually for the vast majority of Risk 2.0, and if I ever lead a team again, I'm going to deliberately refuse to automate to the maximum extent reasonable. There also typically but not always tends to be a decrease in player involvement when bots are extensively used, and as a result you may find future leadership harder to come by.

There are some very useful bots in the main Discord server within the #small-team-resources channel, thanks to u/BlueSCar. One is a Reddit DM bot (**WARNING:** Reddit has since changed how bots like these work, so it may need some tweaking or re-work to function properly) as well as one for making your own Risk move website. Ask a game mod or dev if there are any other publicly available bots if you like them. There is also a bot around to assign the number of stars to players within the discord, thanks to u/EpicWolverine (them Michigan players are some smart cookies, ain't they?). You can ask the game developers about other bots in either the main subreddit or discord server, but a few Github links are listed below. You can also attempt to get help from another team in exchange for diplomatic favors – of course, this only works if you can trust the other team enough to potentially have a backdoor to see your detailed move breakdown.

—------ Risk 3.0 Bots and Scripts —-------

[Michigan 3.0 "Central Command" Scripting Infrastructure](#) (Thanks, Tapin, Epic, and Dustin!)

[https://github.com/CollegeFootballRisk/CFBRiskMoveTracker](https://github.com/CollegeFootballRisk/CFBRiskMoveTracker) (Thanks, Epic!)

[https://github.com/jgabby/cfbrisk_sim](https://github.com/jgabby/cfbrisk_sim) (Thanks, Gabby!)

Tennessee also created their own independent orders website and orders infrastructure. If you

would like to get their help, they have "volunteered" (heh) to give guidance. You may contact u/kenrblan1901 or u/Orcus74 on Reddit for more.

Narcolepszzz of Oregon was also working on some automation/scripting for public use. As of the release of this version of the document, it is yet to be completed, but keep your eyes peeled in the main discord for it.


—------- Older Bots and Scripts —------

[A combined College Football Risk Python Bot. This can get lists of players, team strengths, and much more!](#)

[An opt-in/opt-out general Reddit Notification Bot](#)


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[Link to the College Football Risk Github](#)

You can also try your hand at making your own bots for the meta-community around risk. These include moderation bots for your team discord, verification bots, jeopardy, slot machines, music bots, and much more. It's up to you to decide what's useful to your team as a leader. If you have someone who is good with coding though, get to talking with them – not only will they be a useful asset for your team, they may end up helping the game developers code awesome new things for the game in the future!

## Rogue Management

*These rogues are driving me crazy! They're hurting diplomacy and angering troops! What should I do?*

I should probably preface this with the following reminder to you. It is **extremely unlikely** that you were elected to lead your schools' Risk team. Playing the game independently as a rogue is a 100% valid strategy, and while it is suboptimal for actually winning in the conventional sense or in the sense of achieving most other defined win conditions, it is a fundamental aspect of the game that players can choose to do at will and leaders must learn to cope with. At a fundamental level, risk strategy is more or less decided collectively and voluntarily (i.e. collectively: many players decide to band together, voluntarily: the ones that banded together agree to follow the collective strategy). It should be natural and expected than not everyone will agree to be part of the collective or voluntarily give up their choice in strategy - if any. **You will likely need to remind not just yourself of this aspect of the game, but your troops and other leads as well**. What is written below on the topic is practical advice written from a leader's perspective.

Ideally you have zero rogues, and your planning will be Swiss-watch precisely executed. In reality, that won't happen. This is the best way I've come up with to minimize the negative effects rogues can have on the strategy your team is going with. Rogues can be broken down into three major types. The first type is those who are out of the loop. They've probably gotten disconnected in some way or another from the game plan, and the best way to get them back in is a (and I do mean A, meaning **ONE**) polite message saying what's what. In this message, you may also wish to "sell them" on the community around your Risk team to try and bring them into the loop quickly. You can talk about friends you've met, the games played on the server, the memes you laugh at, etc. as ways to entice people to join in and get with the program.

The second type of rogue is one who just wants to play the game with no communication with anyone. They're probably going to respectfully tell you they're disinterested with talking about the game and the DMs. To ensure these players do not morph into the third type of rogue, you need to have someone craft a very polite message to them that goes along these lines: "We understand then. We'll try to leave you alone, but please understand if one of our newer players throws you a DM without knowing better. In the meantime, for what it's worth, our allied teams are [Insert list of allies here]. If you wouldn't mind, please do not attack their territory and if you're in doubt, just defend ours. If you change your mind, here's a link to our discord channel/subreddit [Appropriate links]. Thanks so much for letting us know!" At this point, you're best off making and keeping a list of "do not contact" people, adding this type of rogue to that list, and hoping they don't cause too much trouble.

The third type of rogue are the players that will make you want to rip your hair out. These are the actively malicious type of rogues. They're either disaffected because of new leadership and they preferred the old one, unhappy with strategy but unwilling to actually talk it out with the rest of the troops, or just plain inconsolable. Some of these people can get downright toxic and act like gigantic assholes to the point where you'd think they were plants sent in by your rival just to make your day worse. Luckily, the game mods have started to take toxicity amongst rogues a bit more seriously as of late, so you may be wise off screenshotting messages from rogues acting hostile to you and showing it to the game mods. Otherwise, your best bet is to hope they get bored and stop playing the game (my experience has been that they won't), or getting a player to pretend to sympathize with them so you can at least get some idea of where they are trying to go so you can warn allies. No matter how hard you try, you're bound to make at least a couple inconsolable rogues that would probably be better off playing on Team Chaos anyway. It happens, and most leads understand this is a normal part of the game. Perhaps in future editions, there will be a mechanic where teams can vote to kick out one or two players per game and put them on Team Chaos. As a lead, one can only hope…

Rather frustratingly, one of the negative side effects of region bonuses is that rogues are going to have far more power to mess your and your allies' plans up, and that a few rogue players can cause gigantic problems for a team's leadership. You have to try your hardest to sell your rogues on the team mission or otherwise keep them happy enough to at least cooperate with you, while simultaneously not building up resentment when your less troublesome teammates get resentful over all the attention your rogues get. It's not easy, but remember that all big teams have rogues and don't over-stress about it – it's time you could often spend on far more useful endeavors for your team's success in other areas.

## Game Mod/Development Team

If you've truly fallen down the rabbit hole to where not only do you love the game, but you wish to set aside your partisan favors to help the health of the game, you may eventually be asked to help with software development for the game or moderating the game by the existing team that runs these aspects respectively. I'm neither a Game Mod nor am I a developer (and in truth, it's probably better that I'm neither), so I am out of my depth somewhat here, but the existing Game Mods/Developers are generally people that go above and beyond to become the pillars that support the healthy function of the game. Ask if you can help them, depending on your skills and willingness to learn, and over time, build trust. That's about all I can say, really. This really shouldn't be something you aspire to – but if it happens, it happens, and congratulations on the honor.
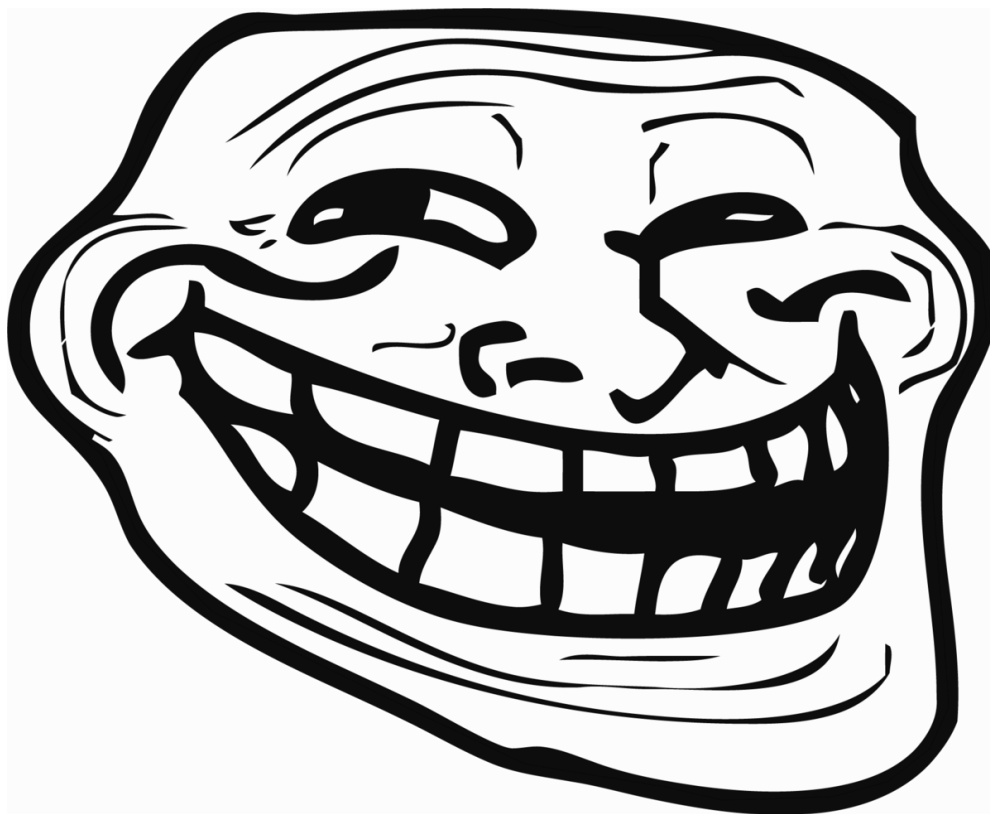
## How Not To Burn Out



Fig. 32: Because if you've read this far, you're already hooked!

I genuinely have very little in the way to offer you in terms of useful advice on this one, dear reader. My apologies. I composed much of this survival guide while simultaneously leading a team in Risk 2.1, and then updating it while playing as something of a mid-level retired lead during 3.0, and you better believe it sapped a lot of my energy! It's a recurring joke in many of the discord communities that I'm in that I always talk about not getting enough sleep, and yet, like clockwork, you'll see me doing something somewhere late, even though I'm going to get up for work at 5:30 the next morning. It is what it is. As for advice? Surrounding yourself with good, trustworthy teammates who are willing to shoulder the burden and try to delegate the tasks you don't need to do is the best I've got. They're your lifelines in the thick of the heat of battle. It's okay to take a few hours to yourself. Trust your teammates. But be there if your teammates need that same time off. Don't expect more from them than you're willing to give yourself. Ultimately, this is just an internet game. It's not life-or-death. Sometimes one can forget this. I certainly did more frequently than I'd like to admit.

# How I Did It (THE 2.0 A&M SYSTEM)

*Okay, so open up about it already. How'd you do it for Risk 2.0 with Texas A&M?*

Howdy, fellow team leads from 2.0! Yeah, I know at least *some of you* were all too interested to really hear me spill the beans on this, based on your incredulity after Risk 2.0 ended at the fact that A&M basically rejected so many conventions other teams followed during Risk 2.0; how we somehow pulled a 2$^{nd}$ place finish out of our collective butts with far fewer stars despite having so many people. It would be inaccurate not to mention the significant part good RNG played for us, particularly in the final few turns, but the way we did things had a lot of advantages that weren't evident to other teams.

**DISCLAIMER:** It's unlikely that this system would work for many other teams. It's the uniqueness of A&M's culture, particularly our storied corps of cadets program, which allowed this system to function. You might get some bits and pieces that are useful to your team, but the reasons we didn't have massive problems doing some of what we did can be boiled down to the old A&M axiom: From the outside looking in, you can't understand it – from the inside looking out, you can't explain it. Although I suppose the paragraphs below are my attempt at explaining it. We're just odd, and even amongst Aggies I'm one of the odder ones.

**SECOND DISCLAIMER:** It's also unlikely that A&M will be exactly run in the future the way it was run in Risk 2.0. As a function of my retirement from leading the team, it'll be up to the other A&M leads to point the way forward. We're always going to do things slightly uniquely due to our unique culture, but I would imagine some of what we did in 2.0 won't be repeated in the future. **UPDATE:** For Risk 3.0, some of what we did in 2.0 was retained, but large parts of it were not. I'm proud of what we did in 2.0 though, especially considering the lack of experience in managing a team we all had, the lack of familiarity we had with the game, and the lack of familiarity we had with each other. While I would state that our way of doing things could be improved, the way the A&M 2.0 leads came together and busted ass to trail-blaze a new path to success and become a major player deserves praise. Even after some horrendous luck sunk A&M's hopes in the final weeks of 3.0, it is very clear that the work done to elevate A&M in 2.0 has resulted in A&M being a power in the game to stay.

I guess the best way to start is to go back to the beginning of Risk 2.0 and explain what I walked into. At the time when Risk 2.0 was announced (note to the game mods: announcing Risk 2.0 with a few days before actually starting it was very helpful, and I am thankful you did the same for Risk 3.0 – please announce it well in advance again for 4.0!), I started out by DMing the A&M leads for 1.0 in discord. None of the A&M leads for Risk 1.0 wanted to run the team for another go-round, but thankfully a few (sincere thanks to u/Polly-the-Parrot) wanted to stick around, and their advice was helpful. For reference, I was a low-mid level grunt in Risk 1.0 – occasionally making memes and recruiting but not doing a ton within the community beyond that point.

The other player that was absolutely vital in the early game for helping start things up was u/RudderAg20. He played a very large part in our early game success. Neither of us knew how to run the moves-bot that A&M used in Risk 1.0, and we didn't exactly have much time to learn. So we didn't bother. My work-around to deliberately not using bots instead took what most would consider an absurd amount of effort for a silly internet meme game, but there were some hidden advantages to a completely manual system. Eventually we found a few code-inclined people that started to get to work in the late game of Risk 2.0, but my grand vision for setting up the structure of the A&M team was set by that point. Besides… to be frank, I derive a strange sense of enjoyment from the fact that many of you other 2.0 leads were stunned to learn that not only did A&M manage to regress on an automation level between 1.0 and 2.0, but that we openly defied convention of using bots more or less at all. It was made all the more entertaining when we finished far better in 2.0 with far more players than we ever had in 1.0 (or 3.0, for that matter!), but enough tooting my own horn – on to the initial setup…

For Risk 2.0, A&M had started out in our chunk of Texas around College Station… surrounded by teams we have no love for – primarily the Bears, the Owls, and of course, the Longhorns. I knew from 1.0 that our main competition in the local area would be our orange neighbors to the west. I also knew that our finish in Risk 1.0 was good but not great – we did have more territories than the Longhorns did, but for 2.0, we had a greater dream: turning the entire Lone Star State maroon (thy will be done). So the first thing we started doing was building out the discord server for newer players to join. The bones were already there from Risk 1.0, which was very nice to have, but the server itself was a mostly empty shell with just a few channels. If you're a new lead on a small team reading this, yeah we did have an inbuilt advantage, but you could absolutely replicate what I started with, at least in the realm of infrastructure, if you start early.

We also wanted to eliminate the Longhorns. I didn't know at the time how statistically difficult doing this would be, but I *did* know that 10 years of pent-up hatred from not playing our rivalry game definitely was a gigantic strategic reserve of interest I could tap into. **UPDATE:** A Lo and behold, somehow Texas actually did get eliminated in 3.0… on very low odds. (Can't win 'em all, I suppose…) And tap into it I did. Now our rivalry with the Longhorns is **very much NOT** your typical rivalry… it runs far, far deeper than that, and it's something quite a lot of people, even many Longhorns or Aggies, don't know about. To put this into perspective, a historical lesson is needed here. I've done a few r/CFBBall comics on the early relationship between the state government of Texas, Texas A&M, and the so-called "University of Texas" (yeah yeah I know Longhorns fans, I'll touch on that… I tried to give your perspective of the rivalry below as well). Let's dive in, and talk about why you'll hear both Longhorns and Aggies call each other "little brother". Those links there and the text below will provide some more detail for those who wish to know, but if you want to just stick to how this applies to A&M in Risk 2.0, you can skip the next six paragraphs and scroll down to below the next dashed line on page 66.

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Texas Agricultural and Mechanical College (TAMC – we became TAMU in 1963) was founded in 1876 as a land-grant university. It is the oldest public institution of higher education in the state of Texas. When the "University of Texas" was born in 1883, because governor Oran Roberts wanted his flagship university in the state capital, what *very* scant support that A&M got from the state to that point got almost entirely ripped away. We call them "Texas University" because we feel it presumptuous for the school that was neither the oldest nor second oldest (shoutout to my favorite FCS team: Prairie View A&M!) public school in the state to imply they're *the* only legitimate Flagship University of the State. This is shortened to "t.u.", and made lower case, because… we're petty. We call them little brother because, well… they're younger than we are! They call us little brother for many reasons. Some are more valid than others… but it is true that originally A&M was meant to be a branch campus of the "University of Texas" system. Of course, being a branch campus of a university or university system that *didn't exist* is an inherently ludicrous concept and really goes to show how crazy Texas politics/government was in those days.

By the time the state government had actually gotten things together for a university in Austin, A&M had already been functioning as an independent entity with its own board, trying to use what bare-bones resources were given to function as the only public entity of higher learning within the state. In light of how A&M was treated by the state government and by the state government's "favorite son" (that being the Longhorns) in the early years, of course we would view ourselves as completely independent. To be frank, I've never really liked the "who is little brother" comparison at all – a better analogy for Texas U.'s little brother would probably be the Texas Tech Red Raiders. We're a bit more like the older stepchild, and in those early decades, we might as well have been the illegitimate older stepchild for all the "support" the state gave us in those lean early years.

Governor Roberts also forced A&M to only offer Agriculture, Mechanics, and Engineering courses, which predictably caused attendance to crater because A&M got virtually no resources provided by the state to actually *teach* those classes. I'm talking about basic stuff like books, qualified teachers, or even running water or indoor housing here. By 1890, things had gotten dire for A&M. Resources were still incredibly bare-bones. A&M had earned a reputation for being a reform school for delinquents, which meant students ran wild and undisciplined all over the place at the time. Most of the staff were disgruntled, underpaid, and overworked. Wolves existed in that part of the Brazos Valley at the time and were even known to attack students and faculty. Through the 1880s, the Texas Legislature even considered shutting the university down and converting the facilities to a mental asylum (we've heard all the jokes running through your head right now, make them as you see fit). In short, as rough as things were for any school in those early days, things were especially bleak in the Brazos Valley.

Enter Lawrence Sullivan "Sul" Ross, the Governor of Texas from 1887-1891. "Sully" was very popular as a governor but declined to run for another term so he could run Texas A&M. This shocked many in Austin at the time. Sul Ross almost single handedly saved A&M from

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being just a footnote in history, even passing up several prominent jobs like having a seat on the Texas Railroad Commission to continue running A&M until the day of his death in 1898. During Sul Ross' tenure, A&M transformed into a school with a heavy focus on military service prep. Many of our dearest traditions, from the Sul Ross Volunteers to Silver Taps (first done in his honor) to the Battalion to the Fightin' Texas Aggie Band to the Aggie Ring, come from the Sul Ross era. This is why there is a statue of him at the center of campus. It is also true that he was a General for the Confederate States of America in the Civil War and probably committed war crimes 30 years prior to his tenure at A&M. Although, given that the original job of running A&M was offered by the state to Jefferson Davis (Yes. *That* Jefferson Davis. He declined, citing that it was beneath him…really sets the tone for the chip on our shoulders, don't it?) in 1876 and much of the state was run by ex-Confederate leaders, this was somewhat normal for the time.

The point here is that Sul Ross saved A&M by introducing the military heritage and tradition that to this day deeply influences A&M, although the "University of Texas" would continue repeated attempts at scrapping A&M for its own benefit for almost *forty years* until the end of World War I, at which point A&M's contribution to the war effort caught the eye of the US Military and that basically secured A&M's future. From demanding 100% of the money from the Permanent University Fund (oil revenue from drilling on state owned lands – eventually, A&M negotiated a ⅓ share in the 1930s. To this day, Texas still gets ⅔, and the other public university systems in the state like Texas Tech/Houston get nothing) at the expense of all other schools in the state, to trying to force A&M to come with them into the then Pac-10 as the SWC collapsed in the 1990s, to more recent attempts to domineer the Big XII, the Texas Longhorns have repeatedly acted in a way that forces the rivalry from an Aggie perspective to be more than a bitter feud the way a lot of in-state college rivalries (e.g. Gators/Seminoles, Wolverines/Spartans, or Cardinal/Trojans) are – to us, it's a zero sum game, an existential threat.

To Longhorns fans -- and this is still my conjecture here, so bear with me -- they are themselves a school that many teams claim to have a spirited rivalry with, but barring the exception of possibly Oklahoma, there's always a greater desire for them to "put aggy back in his place" that burns extremely strong no matter what the competition – academic, athletic, or anywhere else. They hate us because, let's be frank here – if Texas had successfully convinced the state to pull the trigger on killing A&M in the early days, consider how much more talent Texas would have had over the years to draw from with which to build prestige. Part of the reason Texas has been a blue blood but doesn't quite have the hardware schools like Alabama or Ohio State do is because they've always had to deal with absolutely fierce and unparalleled in-state competition, predominantly from A&M but also from Texas Tech, the three privates (SMU/TCU/Baylor), and Houston to boot. There's a reason the Southwest Conference was almost entirely contained within just one state (here's looking at you too, Razorbacks), versus conferences like the Big 10, ACC, Pac-10/12, Big 8, etc. All the in-state competition teams listed above are either P5 teams or strong G5 teams. Had the Longhorns successfully killed us off in the early days, it would have been a massive in-state competitor gone. Imagine a Texas team with many of the players who won A&M's 1939 title, or with Bear Bryant as their head coach in the

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1950s, or with the players that made A&M a solid contender in the 1990s, with even more money from boosters who weren't Aggies but were Longhorns instead. As a parallel, imagine an Alabama without Auburn or Florida without the FSU. Then remember how absolutely massive the state of Texas' population is and that it continues to explode decade after decade… so put that metaphor on steroids. I would wager many Longhorns fans look at the Buckeyes and see how they've more or less stifled any in-state competition, keeping all other schools as bit players in the G5 or DII, and long for a reality like that for themselves. And why wouldn't they? Heck, if A&M didn't exist and many of us were Longhorns in this alternate reality, imagine how stacked Texas would have been in Risk the last go-round. It sure would have absolutely changed the dynamics of the game.

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Both "Texas Fight" and A&M's beloved Aggie War Hymn have lines basically telling the other school to pound sand – but believe it or not, "Texas Fight" is also a song that has its roots in military service. And it's precisely our military heritage (did I mention 7 Medal of Honor recipients and more officers raised for WWII than either West Point or the Naval Academy?) combined with the fact that since we hadn't played them in football in 10 years, we were all too eager to beat them literally anywhere else, combined once more with my lack of understanding or interest on using bots, that led me to go with running the A&M risk team in Risk 2.0 as a pseudo-military operation as a general server management strategy with a grand vision of turning Texas maroon and trying to eliminate the Longhorns as a substitute for beating them on the football field.

So how did the military operation look? I started by creating a set of discord permissions for each rank – you started as a private, moving to corporal, sergeant, master sergeant, lieutenant, captain, major, colonel, and then general. You got more permissions as you climbed the ranks. You climbed the ranks by doing more to help the team. If you just wanted to hang out in the discord, meet new people, and click the button for a move you got each day, that's fine – you'd stay on as a private. You'd have access to all the server's channels about non-risk related things, like barbecue, happenings around A&M, food and drink channels, covid announcements (remember, Risk 2.0 happened at the dawn of the covid-19 pandemic in the US), etc. The early contributors got high ranks very quickly and A&M would not have been able to succeed without them. These players are: u/inspectortortoise, u/igloo27, u/jyost17, u/RudderAg20 (A&M's 2.0 nucleus), u/Grimbo_Reaper, u/Goosey06, u/sth25, u/Bon_Nobbe, u/ChBass, u/BRISKET_PLS, and u/Polly-the-Parrot. There were countless others who helped. I apologize for not listing you all here. I cannot thank my fellow Ags enough for the success we had, and it was due to you, not me, that we succeeded. Thanks, Gig 'em, and God Bless.

In a similar manner to the military, we allocated moves via chunks. The distilled idea of this is simple. We had squads as the "building block" for moves. Squads were 1-5 player chunks of privates who would get orders from a corporal. 2-3 corporals would make a platoon led by a sergeant. This went all the way up to squadrons, battalions, regiments, etc., just like it would in

an actual army. These leads would be responsible for ensuring their moves went through, and sending their move execution numbers to the internal affairs division. Promotions were determined by the rank above you. This meant that if you were a master sergeant, you'd get a promotion via the consent of all the lieutenants. Each rank would have a channel for only their rank and above, which allowed for the control of classified information to trickle down in precisely the manner as we saw fit. The exception of this was from private to corporal, where if either you recruited your own squad or had several other privates vouch for you, you were granted corporal rank and you could lead them.

There is a major benefit to this approach, and a major drawback. The benefit to this approach is that it means troops only know a chunk of the strategy at the bottom level. As a result, any spy or mole would need to move up the ranks to get better intelligence, which would mean they would end up helping A&M far more than they could ever hurt us by getting intelligence. We also made sure to tell troops not to share their moves outside of their squad until the turn of the day was over and to inform a higher-ranked player if they got asked for their moves outside of their squad, so that way any potential spies would immediately get on a monitoring list by our internal affairs officers. We would do this on Reddit as well as discord, giving our Reddit-only leads a chunk of the orders to distribute down the chain (credit u/sth25). It would be possible to only do moves via Reddit in the future to keep one's Discord server neater. We did the same thing with TexAgs outreach (credit u/Goosey06). The fairly obvious drawback of course was that this approach takes **far, far** more manpower than a simple bot. Getting people enthused and willing to put up that manpower, particularly given that A&M already has a strong military identity to begin with, wasn't a problem for us in 2.0. More on that below.

We also had roles for specialists. You would get one of these roles as you rose up the ranks. Specialists were the people we had running things like recruiting, memes, internal affairs or counterintelligence, and eventually *and reluctantly*, bots (howdy, Mau!). So in theory, you could be a master sergeant with a specialty in internal affairs. Specialists could but did not have to give up leading a squad/platoon/regiment/etc. to focus on their specialty. You could get promoted directly from private to a corporal (or higher, but never more than one promotion per two days unless truly urgent), and specialist if you showed promise in certain areas. For instance, u/BRISKET_PLS became the head meme maker for the early and mid-game, but didn't want to distribute orders or lead a section of the army. Specialists could request a channel specifically for their own specialty but often chose to stick to existing channels for rank/section of the game.

Fig. 33: Oh, you didn't think it was real? Bless your heart…

And now, for the one many of you were waiting for… the hate barn. Each night, before a roll, we would pile into the #hate-barn channel and either a lead or I would deliver commentary and fire up the troops with a Midnight Yell-style rally. We'd tell stories and crack jokes at the expense of our enemy teams. As you would expect, the Longhorns were the normal subject of ridicule but not the only one. We'd also flambé rogues from other teams or roast memes/propaganda that we thought were poorly made. We would give out and celebrate promotions during this period, meaning people were partying and congratulating others on promotions. This kind of public recognition made promotions seem more desirable too, which helped improve morale. Sure, you could argue it's a meaningless title… but that doesn't stop people from desiring valor in real-life militaries, or more prestigious job titles in a corporation, no? Now, with the creation of a twitch stream for rolls, this may not see as prominent a part in the future, but it may be worth replicating pieces of this concept based on the traditions and values of your team.

We had channels for each facet of the game covered above. One of our better ideas was a channel for strategy that was open to all. We'd give what public information we could and after a turn, many of the strategically minded players would debate what to do. The better ones would create maps with specific allocations based on the numbers of players we had on a given day, and we'd notice these people – they'd get promoted. The final strategy was determined up at the top by the generals, but we kept a very close ear to this channel because they'd often come up with useful ideas. We also used it as evidence that while we ran our team as a military-style organization, we listened to the troops and cared about what they had to say.

One final aspect of the A&M team that I need to touch on is internal affairs. We needed manpower – lots of it – to run our team this way. We had internal affairs handle many aspects of

the game, including move execution numbers, managing and moderating the discord, counterintelligence, security, managing promotions, and adding things to the discord that the user base wanted. If you wish to do a more manual approach to Risk like we did, you'll need an internal affairs division. Our internal affairs division was vital to our team's success. Our security measures were rather simple for getting into the private subreddit or discord – all it took to get in was a picture of your student ID (you could blank out the name, but our discord was often a really good way to meet other students so it wasn't necessary to!) or a picture of your Aggie Ring (ain't tradition the best?). For this sector of meta-gameplay, you'll want people who are organized and able to break chunks of tasks down for other users.

Yep, the military culture behind things like the Aggie Ring made running the Risk team for A&M in the style of a quasi-military organization work beautifully. Our internal affairs team were also our secret police, which meant they ran quite a few things behind the scenes. There are more advanced ways of rooting out spies or leakers, but there's a limit as to how much time and manpower you'd want to spend doing this as opposed to something more directly helpful, like recruiting or improving move execution numbers. The higher you went up the ranks, the more you'd get interrogated, just in case there were any lingering questions about loyalty. We even had an interrogation channel we named "Room 101" (borrowed from the book "1984" by Orwell) for this reason. As a result of this trial by fire, though, I've gotten to meet some genuinely wonderful people in person as well as online and we have extremely tight bonds of friendship at the top that cannot be broken.

All this for a silly internet game, because we are the Aggies. The Aggies are we. Some say derisively that Texas A&M is a cult. To that I say… we are. Let's not beat around the bush… but please, do ask yourself: why is that a bad thing? Once you're an Aggie, you're in for life. You have a network that is extremely strong. If you ever find yourself in a job interview and your interviewer sees that ring on your finger, well… the doors open themselves. And we make our mark everywhere -- each April 21st, we will softly call the muster from College Station to the rest of the World in honor of fallen Aggie brethren – a tradition that began in 1943 at Corregidor. Traditions like this are born in camaraderie that is simply not common, and the bonds formed as a result are powerful. [Oh, and in case you were curious about the real world implications of the Aggie culture….](#) Ever wonder why the Yale-educated George H.W. Bush is buried next to his library in College Station? Well, he ran the CIA before he made it to the White House. We're everywhere. Heh…Keep that in mind for the future.

………

…I told you at the beginning of this section that this probably wouldn't work for any other team.

# Final Thoughts/Contact Info

*Whew…that's an awful lot covered…*

Yeah… that's pretty thorough, ain't it? One thing you've probably heard about me from others is that even amongst Aggies, I'm a bit of an odd duck. And I am. I revel in it. I don't halfass things, though, and I think you can probably see the proof of that if you've read this far…

If you've come this far, I'd like to first thank you for reading all of this. This document is something of a Risk Leadership memoirs for me, as well as my Risk magnum opus – I hope that this guide serves as my legacy and many small teams get going after reading it. I'm retiring from leading any Risk teams, including A&M, for many reasons. Since Risk 2.0 ended, I've been very proactive about helping build up teams that were small to help them get set up, I have continued to do this before and through Risk 3.0, and I'll probably continue to do this in the future where possible. To state one more time: If you're trying to get a smaller team off the ground, come talk to me. I'd be **delighted** to help you. This game has such good bones and it deserves a thriving, and quite frankly, *better,* community around it, because this community isn't where it should be relative to how good the developers have made the game. The best practical way I can see to improve the community is to recruit new people, help new people, and help new teams come learn to enjoy this game too. To existing leads and game mods: consider the long-term future of this game when changing it and the community around it. I can still, ***even after Risk 3.0***, foresee a future where this isn't a game of hundreds playing but hundreds of thousands playing. It's that good – the sky's the limit.

This document, as well as all the memes I've made and efforts I've undertaken over the years, were done to improve the health of the game and make it a more enjoyable place. I strongly believe that almost any team could go from a bit player to a major power player if there is enough effort put in (though I do strongly believe there could be some good mechanics changes to help in this, contact me if you are curious to see what I endorse) and I'd like to help anyone in this endeavor. If you wish to seek my advice, look below for how to do so. I've got plenty of personal thoughts on situations or tactics within the game that I'd be happy to share more on – I didn't want to influence future players *too much* to that effect in this guide. In addition, if there are people that would like me to add things in the future to this guide after what future Risk games occur, just let me know and I'll consider updating this document.

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If you have questions, feel free to contact me! I can be found at the following locations:

Reddit: u/The_Ghost_of_TxAg70

Discord: BeerBatteredAg#7838 (I respond the fastest to this one!)

Twitch: BeerBatteredAg – I, as well as twitch streamers DodgerOfZion and Helv28, have streamed the rolls for Risk 3.0 each night. It's been fun. I normally stream weightlifting as of 2023 and am happy to talk about that as well.

Email: effsysbreak@gmail.com

If you somehow can't find me through any of these links for some reason, ask some of the people in the credits either on reddit or discord. I know some of them very well and they have additional contact info I'd rather keep somewhat more private. They'll be able to find me.

# CREDITS

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**Grocery Store Risk Game Design:** u/Mautamu, Texas A&M; u/littlemojo, Alabama
**College Football Risk 2.0 Logo**: /u/Bobsled_Time, Clemson
**College Football Risk 3.0/2.1/Rust Risk Logo:** u/Mautamu, Texas A&M
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Fig. 34: Here.