

## **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 executive summary 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? Well, let me go ahead and try my best to answer the common ones. This document here is meant to be the quick and dirty way on how to play. For more detailed questions, please see the Guide I have written which will answer more of them.

### *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. You get to play for your favorite college football team! Stick around long enough and you may even end up leading your favorite team into battle. There’s far more to this game than meets the eye.

### *How do I play?*

The basic idea is simple. Players are akin to military units for their team; a bit like the infantry and cavalry pieces in the board game Risk. Each player isn’t controlled by their leads as the plastic pieces are in the board game though – responsibility of choosing what territory to attack or defend is ultimately on the player. This is done by going to [collegefootballrisk.com](http://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 in the Guide). 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 (or, in some variations, every day except Sundays), and the game goes for a set number of turns. The length of the game has varied but is typically around 50 turns.

Teams often grow larger and then ally with other teams, creating new and exciting blocs of players that work together to achieve mutual goals. Teams also create memes and laugh with and at each other along the way, be they allies, rivals, enemies or just other teams. Some find this aspect the most enjoyable part of the game – the memes about the game and the meta-game are often the highlight of the day rather than just clicking a button and rolling.

### *Can I level up?*

In a sense, yes! Making consecutive plays every day builds up a turn streak, which means your star power increases and your move becomes more impactful to the efforts of your team. Eventually, you can reach the hallowed position of being a “5 Star” – this means your power is many times that of a beginner “1 Star” player and you can change the balance of a territory singlehandedly much of the time. So it’s important to continue to play each turn. What’s even more impactful is to recruit your friends to come play with you! We’d love to have them all, no matter who they root for.

*How do I win?*

You don’t win, per se – your team does. In an absolute sense, the winner in College Football Risk would be the team with the most territories by number at the end of the set number of turns. While this is true, let’s face facts: this would mean out of 130 fanbases, there can only be one winner. It’s a bit 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, winning the whole shebang, just making memes for a specific territory for the fun of it, or trying to eliminate a rival, there are many valid win conditions, and you can define your own!

*I’m on a team with my other fellow fans? Cool! Where do I meet them?*

You’ll probably find them the quickest on the College Football Risk [subreddit](#) or [discord](#) ( ← links are right there). There, you’ll likely find quite a few of them and they’ll link you in to their team’s operations. You’ll also be able to dive into what makes the game so much more than just an online version of a boardgame... the culture, the memes, and the meta-game.

*The meta-game? Memes? Culture? Tell me more...*

I would be delighted to. You’ll find it all in my comprehensive College Football Risk Guide. If you found this document, the Guide will be right along next to it on the College Football Risk Website. It’s got everything you’d probably need to know to start out, whether that’s as a new player, an intermediate player looking to do more for their team, or someone looking to lead their team.

...See you on the battle field.

Thanks and Gig ‘em,

T.G.O.TxA70