

Risky Magic plays just like Multiplayer Magic (I expect it works best with somewhere between 3 and 5 players), except:

- At the beginning of the game, deal out the Risk territory cards face down to everyone until everyone has an equal amount. Place any extra cards face down in a stack in the middle of the table.
- When you attack, each attacking creature can either choose a defending player to attack or a territory to attack. In order to attack a territory, you must either have an adjacent territory card revealed or reveal an “adjacent” territory card that you have. (That card remains revealed for the rest of the game.)
 - In order to facilitate more connections, two territories are considered adjacent
 - If they are in the same continent (e.g. Central America and Greenland), or
 - If on the Risk map, one of the countries borders the other continent (e.g. North Africa and Argentina).
 - It is okay for multiple creatures to attack the same player/territory, but each creature can only attack up to one territory.
 - Choosing to attack territories is made at the same time as choosing defending players.
 - A player cannot choose to attack a territory they have.
- After attackers are declared, any player that has a territory being attacked is the defender for that territory.
 - If the territory is in a player’s hand, that player reveals it (for the remainder of the game).
 - If the territory creates an illegal defending player, then those attacking creatures must choose a new defending player (not territory) instead. They are no longer considered to be attacking a territory.
 - If the territory is not controlled by anyone, then the creatures attacking those territories “got lost” during their conquest. (They will likely get to take cards from the stack in the center of the table.)
- At the end of combat, if a creature attacking a territory dealt combat damage to the defending player, then the attacking player takes that territory card for themselves.
 - If there is no defending player because one or more creatures “got lost”, if at least one of those creatures would have dealt damage in combat (i.e., their power is greater than zero and their damage wasn’t prevented) then their controller takes *only one* card from the top of the center pile. The player looks at that card but keeps it face down.
- At the end of each player’s draw step *after turn two* (turn three and beyond), the current player gains bonus tokens based on the number of territories they control using the table below.
 - All of these tokens enter the battlefield tapped.
 - An “Any Token” is the player’s choice of a Food, 1/1 Construct, Treasure, or Clue token.
 - Players can “trade down” to pick a box for a lower amount of territories.

- If a player owns any complete continents, they add to their total based on the value of that continent:
 - Australia: +2
 - South America: +2
 - Africa: +3
 - North America: +5
 - Europe: +5
 - Asia: +7

3-5: 1 Food	6-8: 1 Construct	9-11: 1 Treasure	12-14: 1 Clue
15-17: 1 Any + 1 Food	18-20: 1 Any + 1 Construct	21-23: 1 Any + 1 Treasure	24-26: 1 Any + 1 Clue
27-29: 2 Any + 1 Food	30-32: 2 Any + 1 Construct	33-35: 2 Any + 1 Treasure	36-38: 2 Any + 1 Clue
39-41: 3 Any + 1 Food	42-44: 3 Any + 1 Construct	45-47: 3 Any + 1 Treasure	48+: 3 Any + 1 Clue

For example, if a player had all four Australian Continent cards, as well as all nine North American continent cards, as well as Southeast Asia, Russia, and Japan, then they have 16 cards with a +7 for continent bonuses for a total of 23. They gain one of any token plus one treasure, or any lower option.

- When a player dies, after the appropriate territory cards are given to the attacker(s) due to resolved combat damage, all other cards are shuffled, face down, into the center pile.