

Rulebook

RiSkIT

– Components –



94 base cards

18 crocodiles
18 spiders
18 scorpions
18 piranhas
18 snakes
4 splits



16 optional cards

3 Bribes
3 Backpacks
3 Panther Juice
3 Statues
3 Machetes
1 Chupacabra



8 Exit tokens

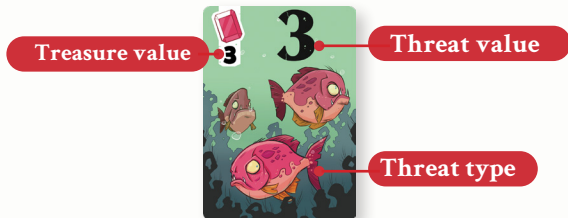
- Set-up -

- Make a pile of the Exit tokens in the middle of the table with their numbered side up. Start with the yellow #1 token and stack the other tokens in ascending order. Place the tokens with numbers higher than your player count back in the game box. There should now be as many tokens as there are players.
- Decide which optional cards you want to play with and place the others back in the box. We recommend playing your first game with just the base cards. Shuffle the cards to make a face down draw pile. Leave some room between the draw pile and the Exit tokens.

If the drawpile runs out of cards during the game, make a new pile from the discarded cards.

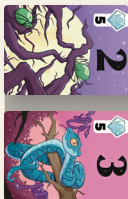
- Keep room for an imaginary 'Danger Zone' where players can place their highest Threat cards (see next page).
- The player who last did something dangerous will start the first round.

- Card Anatomy -



- Danger Zone -

While playing, each player will have their highest threat placed in the Danger Zone. This is a shared, imaginary zone in the center of the table. All other cards are placed outside the Danger Zone, closer to the players.



All other cards are placed outside the Danger Zone



Place the draw pile outside the Danger Zone. You can split it into multiple piles for easier access.

- Goal -

You play as adventurers, out to get rich off ancient treasures hidden in unexplored lands. But you will have to carefully navigate the many dangers that threaten your very lives!

Don't get scared too easily, if you want to get your hands on the shiniest treasure. But don't be too foolish or you'll end up in a coffin before you can even say *'I'm rich!'*

Player with the highest amount of treasure at the end of 5 rounds wins the game.

– Gameplay –

Riskit is played over 5 rounds. Each round, players take turns in clockwise order, drawing one card and placing it in front of them. Players leave the round when they either bust or choose to exit and indicate this by taking an Exit token. When every player has such a token, the round ends and treasure is collected.

On your turn, draw 1 card

Take a card from the draw pile and place it in front of you.

The threat with the highest value always goes into the Danger Zone, meaning our first card will always be place there.

In subsequent turns;

- If the new card **shows an threat you already have**; place the new card on top the matching threat so that all numbers are visible. The threat value is the sum of the numbers on all the stacked cards.
- If a new threat has **a value equal to or greater than** the threat that is currently in the Danger Zone, place the new threat in the Danger Zone and take the old threat out.

Facing a threat.

Your card(s) in the Danger Zone is the threat you are currently facing. All other cards are placed below this threat.

After you have played a card, the turn goes to the player on your left.

Card 1



Adria's first card is a Snake with value 3. Since it is her only card, it automatically goes into the Danger Zone.

Card 2



On her next turn she draws Spiders with a value of 2. The Snake is still the highest threat, so the Spiders are placed outside the Danger Zone.

Card 3



Adria's third card is another Spiders. She stacks the cards and places the Spiders in the Danger Zone, because they now have a value of 4.

Card 4

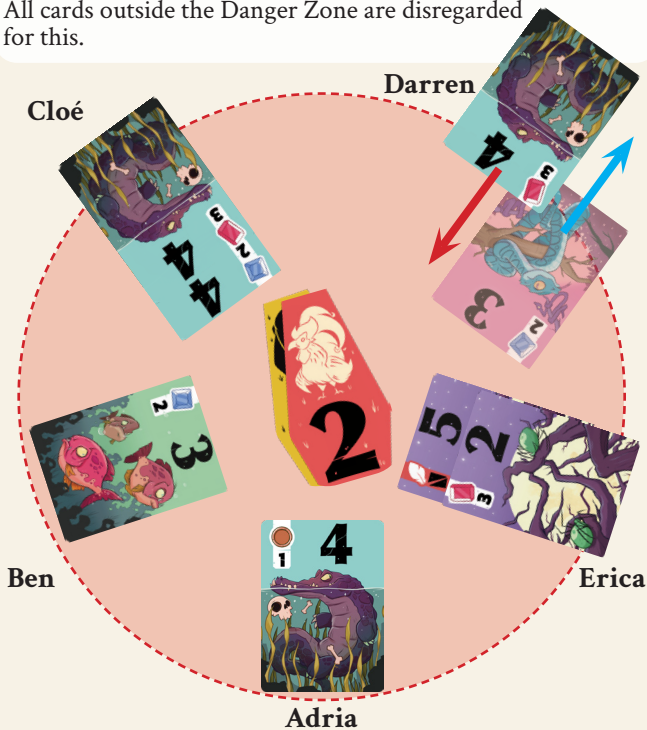


Her 4th card is a Crocodile which also has a value of 4. Since it is her most recent card, it goes into the Danger Zone.



Busting. A threat goes over 12...

As soon as one type of threat in the Danger Zone goes over 12 points total, every player facing that threat busts. All cards outside the Danger Zone are disregarded for this.



The Danger Zone had 3 Crocodiles, with a total value of 12. **Darren** draws another Crocodile and has to move it into the Danger Zone since it's his highest threat. The total is now 16, so **Adria**, **Cloé** and **Darren** bust.



When you bust, take the top Exit token from the pile and place it in front of you with the coffin side up. You will not collect any treasure this round.

Important! The threat cards that caused a bust remain in the Danger Zone. Players still in the round can bust on the same threat if they have to place cards of that type in the Danger Zone.

Exiting

You can prevent busting by exiting the round before the threat you are facing gets too big.

Players can exit after any player played their card and before the next player takes their turn. Simply announce that you want to exit and take the top Exit token with the number facing up.

Only one player may exit at a time. If multiple players want to exit, the player who was first to announce it, takes the token.

Your threat cards remain in the Danger Zone after you exit.

Out of the round

Every player who has an Exit token in front of them, whether as a Coffin or as a Number, is out of the round. They do not draw any more cards this round. Players still in the round are considered **Active players**.



Exiting

*Ben chooses to exit.
He takes the top
Exit token from the
pile and places it in
front of him.*

End of a round

When a player takes the last red Exit token and the yellow Panther token is revealed, it immediately goes to the last active player.

It can also happen that the final player busts. In that case, they take the yellow token and flip it to the coffin side before placing it in front of them.

When all tokens are taken, the round ends and it is time to collect treasure.

Collecting treasure

- If every player busted this round, skip this step -

Discard all cards outside the Danger Zone and all cards with no treasure value on them.

Now, the player with the lowest number on their Exit token may take **all** cards in front of any player (also their own), and place them in their personal score pile, face down.

Now the player with the second lowest number does the same, etc. After the player with the highest number has collected treasure, start again with the player with the lowest number etc. until the Danger Zone is empty.



This round, Erica got the #1 Panther token, meaning she collects first. She takes all the cards in front of Ben, who has the highest treasure value (7) on his cards.



A new round

Place all Exit tokens back in the center of the table in ascending order. The player who had the lowest Exit token last round starts the new round.

After 5 rounds, every player counts the total value of their treasure in their score pile. The player with the highest value wins. In case of a tie, the tied player with the fewest cards wins.

Special base cards



Split

When you draw a Split card, choose which threat you want it to be before placing it. This choice cannot be altered afterwards.

Even though the treasure is indicated twice on these cards, it only counts once.

Deathwish

If you have this card in the Danger Zone when you bust, add all your cards from the Danger Zone to your score pile.

If this is the first threat you draw in a round, it goes into the Danger Zone.



Chicken feather

When you choose to exit, remove all your cards with the Chicken feather icon from the Danger Zone and place them in the discard pile. Don't remove any others. These cards are worth nothing when collected.

Optional cards

You can spice up the game by shuffling any or all of the following cards in with the base cards.

Note! Your turn also ends when you draw one of these cards.

Choose-another-player cards

When you draw a card with this symbol, choose another active player and hand them the card.



Bribe

When you receive a bribe you may:

- Add it to your scorepile and exit the round immediately.
- Discard this card and remain in the round.

Players cannot offer a Bribe to a player who has Panther Juice. If every active player has a Panther Juice, discard Bribe.

Panther Juice

When you receive a Panther Juice, keep it open in front of you.

You **may not exit** until:

- Another player busts.
- You take the Panther token.

If this happens, add Panther Juice to your scorepile. If you bust before this happens, discard Panther Juice. Player can have multiple Panther Juice cards.



Treasure cards

When you draw a card with this symbol, place it in the center of the Danger Zone. When collecting treasure, you may choose to take **one** of these cards, instead of the card(s) in front of a player.



Backpacks (3x)

When you have collected a backpack, keep it face up in front of you.

The next time you collect treasure, you may discard a backpack to collect twice in a row. You cannot use 2 backpacks in a row.



Machete (3)

When you have collected a machete, keep it face up in front of you.

In the following rounds, you may use a machete card to prevent a card drawn by any player from entering play. Discard both your machete and the cancelled card.

Statue of Doom (3x)

If ever a second Statue card is drawn in the same round, every still active player busts! If this happens, discard both statues.

Statues cannot be stopped by Machetes.



Chupacabra

When you draw Chupacabra, treat it like a unique threat with a value of 0.

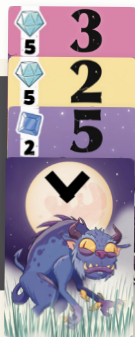
From now on, any threat card you draw is immediately tucked under Chupacabra, with only its value visible. These cards do not count as their original threat anymore.

Like any other threat, Chupacabra goes into the Danger Zone when it grows to be the player's greatest threat and will cause a bust if it goes over 12 points total.

Before collecting treasure, discard Chupacabra.

Erica has the Chupacabra and over the last 3 turns has drawn a Spider (5), a Scorpion (2) and a Snake (3).

Chupacabra now has a value of 10, so Erik will only survive drawing another threat if that threat has a value of only 2.



– Good to know –

You can all decide to play just 4 rounds for a shorter game

All threats have the same total value

Spiders and Scorpions have different values on their cards

Make a new draw pile from all discarded cards if needed

You can always exit, even if you don't have any cards yet