

*Risk: A Clean Slate* by Earl (aka *Risk: Crisis Edition*)

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## Context and Goal

*Risk: A Clean Slate* is a collaborative game for two players, played on a Risk board with different tokens and normal cards.

One player acts in support of mitigation of climate and environmental damage.

The other player acts in support of democracy and civil rights.

They play against two game-administered systems called “Risks”: Environmental Disasters and Autocracies.

The goal is for the players to convert all the Autocracies and Environmental Disaster zones into environmentally-optimized democracies.

## Round and Turn Order

There are four turns per round:

1. Democracy player
2. Environmental Action player
3. Autocracy risk
4. Environmental Disaster risk

A Player’s turn consists of 3 parts:

1. Place new tokens
2. Persuade or heal other countries
3. Recalibration

The Autocracy Risk’s turn consists of 2 parts:

1. Place new tokens
2. Attack other countries

The Environmental Disaster Risk’s turn consists of 2 parts:

1. Place new tokens and destroy existing tokens.
2. Expand into other countries (this is rare)

## Player Pieces

The Players and Risks have the following pieces:

### Environmental Action Player

- Windmills, symbolizing clean energy
- Bicycles, symbolizing infrastructure for reduction of resources
- Plants, symbolizing cycles of renewal and regeneration

### Democracy Player

- Books, symbolizing education
- Pencils, symbolizing the arts
- Scales of Justice, symbolizing civil rights

### Autocracy Risk

- Handcuffs, symbolizing militarization and incarceration
- Confidential folders, symbolizing censorship and surveillance
- Goats, symbolizing scapegoating

### Environmental Disaster Risk

- Plague Doctors, symbolizing disease and pollution
- Fire, symbolizing natural disasters
- Life preservers, symbolizing rising water levels

## Set Up

Deal 14 cards each to the two Players (they share the 14 cards), the Autocracy Risk, and Environmental Disaster Risk.

The countries shown on the cards are the countries the Players and Risks start out with.

Both Players, the Autocracies, and the Environmental Disaster zones place 2 tokens into each of their zones.

Countries can have as many tokens as desired over the course of the game.

## Description of Player Turns

### Gaining New Tokens

Each turn the players add new tokens of their type (Environmental Action or Democracy). They may choose which of the three kinds of tokens of their type that they place. They may place them in any country under either of the Players' control.

The number of tokens a Player receives each turn comes from the number of countries that Player has a token in, divided by 3 and rounding down.

If a Player runs out of tokens, they may instead move a number of tokens around the game board equal to the number of new tokens they would have received. This move occurs before they attempt to persuade Autocratic countries or heal Environmental Disaster zones. They may move tokens from any of their countries to any of their other countries, as long as they have tokens in all the countries in-between the starting and final country. Unlike Recalibration, the tokens do not all need to come from one starting country, and they do not all need to end in one final country. Each of the allowed moves can be done individually. In other words, if a Player would have gotten 10 tokens, but there are only 3 left, the Player places those 3 tokens, then may move any 7 of their tokens to a new spot, as long as they move through countries they already have a token in. The Player is still allowed to Recalibrate later in their turn.

Continents and cards do not factor into new tokens in this game.

### Democratization and Environmental Healing

Players can persuade countries to move towards democracy or heal them of their environmental disasters by positioning one token of each of the appropriate type in an adjoining country, plus any one additional token of theirs. This situation is referred to as 3+1 below.

#### Democracy Player

If the Player country has the requisite 3+1 Democratic tokens and the adjoining Autocratic country has 0, 1, or 2 Autocratic tokens, the Autocratic country is automatically persuaded to adopt democracy and the Democracy Player moves the 3 tokens into the target country. If the original country has 1 or more Environmental tokens, the Democracy player may move 1 of the Environmental Action tokens to the new country along with their Democracy tokens.

If the adjoining country has 3 or more Autocratic tokens, the Player and target Autocratic country each roll a die. Whichever side gets a higher die result wins; the loser loses 3 tokens. If that reduces one country's tokens to 0, the other side may move their tokens in. If both countries still have at least 1 token, then the attempt at persuasion is finished for that round.

A tie on the die roll results in no change to either side. The attempt at persuasion is finished for that round.

If a Democracy is "infiltrated" by Autocratic tokens (see Autocracy Risk below), the Democracy can restore harmony in the same way they would eliminate Autocratic tokens in an adjacent country—but in this case they only need 1 of each type, not 1 of each type +1. Dice rolls would be used in the same way they would with adjacent countries.

Democratic tokens cannot both restore harmony in their own country and then attempt to persuade another country towards Democracy in the same turn.

### **Environmental Player**

The same process happens if the Environmental Action Player tries to heal an Environmental Disaster zone, except using Environmental Action and Environmental Disaster tokens.

The Environmental Player cannot move their pieces into an Autocracy, and the Democracy Player cannot move their pieces into an Environmental Disaster zone.

## **Expansion of Risks**

### **Autocracy Risk**

During the Autocracies' turn, the players place Autocracy tokens. The number of Autocracy tokens is equal to the number of countries it has tokens in, divided by three.

If there are any Autocracies with 3 tokens, the first new tokens automatically go to those countries, giving them the 3+1 needed to invade. If there are any new tokens left to be placed once all 3-token countries have been brought up to 3+1, then the others are assigned by randomly selecting cards to determine the country. Autocracies always add tokens so that the new tokens that are added to a country are different from the existing ones until they get to the 3+1 point.

The random selection of countries by cards means that Autocracy tokens can be placed in Democratic countries alongside Democracy tokens. These Autocracy tokens are considered to have “infiltrated” the Democracy.

Every round that an infiltrating Autocratic token continues to exist within a Democracy, it adds another Autocratic token of a different type.

Once all the Autocracy tokens have been placed, if there are any countries that have 1 of each type of Autocratic token, +1, they will attempt to invade a neighboring country. *Infiltrating* Autocracy tokens only need 3, not 3+1, to try to overthrow a Democracy.

If they border multiple countries that they could invade, choose a country randomly by assigning numbers to a die.

If an Autocracy defeats a Democracy, whether through invasion or infiltration, any Environmental Action tokens in that Democracy are automatically removed.

If an Autocracy borders an Environmental Disaster zone, the Autocracy will attack them in the same way they would a Player country.

Autocracy tokens work the same against Democracy tokens and Environmental Disaster tokens.

(Autocratic countries, which have no environmental action tokens, are not assumed to be environmentally safe, but given their state-run control they are able to successfully sacrifice their population enough to keep their states running no matter how bad the environment is.)

### **Environmental Disaster Risk**

On the Environmental Disaster turn, the players roll 1 or more dice. Any 5s or 6s result in a new Environmental Disaster zone. Every turn, roll an additional die, up to a maximum of 5. From that turn on, continue rolling 5 dice.

Use the cards to randomly determine what countries they appear in. When a country becomes an Environmental Disaster zone, *all* existing tokens of either the Players or Autocracies are removed.

If the roll indicates that an Environmental Disaster takes place, then roll additional dice for each new Disaster. A result of 1 or 2 adds 1 new Disaster token, a result of 3 or 4 adds 2 new tokens, and a result of 5 or 6 adds 3. If the new Environmental Disaster occurs in a country that is already an Environmental Disaster zone, just add the new Environmental Disaster tokens to the existing ones.

If a country contains 3 different Environmental Disaster tokens +1, it may expand its Disaster to an adjacent country in the same way that Autocracies can expand into Democracies.

## Recalibration

During Recalibration, the Players may move as many tokens as they want from one country to one other country, as long as they have a continuous chain of countries with their tokens in them between the starting country and the destination country.

The Autocracies and Environmental Disaster zones do not recalibrate.

## Unbalanced Token Scenarios

If a country has one Player's tokens and not the other's tokens, then that country is at greater risk.

If it has Environmental Action tokens but no Democracy tokens, it is at risk of Autocracy. Any adjacent Democratic country or Autocratic country can simply move a token into it. If an Autocratic country moves a token in, the Environmental Action tokens are removed.

If a country has Democracy tokens without Environmental Action tokens, it is at risk of Environmental Disaster. *Every round* that the country has no Environmental Action tokens, that country rolls a die during the Environmental Disaster Risk's turn, and if they get a 5 or 6 they become an Environmental Disaster. This die is in addition to the standard dice that are rolled during the Environmental Disaster Risk turn.

This means that it is to the Players' benefit to make sure that they not only have enough tokens of their own kind, when moving into a new space after it has been persuaded to move towards democracy or after it has been environmentally healed, but also that they have at least one of the other Player's tokens to move in as well.

## Ending the Game

If the Players eliminate either the Autocracies or the Environmental Disaster zones entirely, that Risk immediately ceases to function and only the remaining Risk continues to oppose the Players.

The Players win when they convert all the countries to Democracies with no Environmental Disasters.

The Players lose if *either* the Environmental Action or Democracy Players' tokens are entirely removed from the board.