

## **RISK**

### **EQUIPMENT**

1 game board.  
5 dice: 2 blue and 3 red.  
Deck of 56 risk cards.  
set of 6 different colour armies.

### **The game board**

The game board is a map of 6 continents divided into 42 territories. The numbers along the southern edge of the board indicate the number of armies you will receive for a set of cards you trade in.

### **The Armies**

There are 6 complete sets of armies, each containing 3 denominations of army pieces:

- infantry (worth one)
- Cavalry (worth 5 infantry)
- Artillery (worth ten infantry or 2 cavalry)

Start the game by placing Infantry pieces; later in the game you may trade in 5 infantry for 1 cavalry, or 2 cavalry (or 1 cavalry and 5 infantry) for 1 artillery.

### **The 56 Risk Cards**

- 42 marked with a territory and a picture of infantry, cavalry, or artillery
- 2 "wild" cards marked with all three pictures, but no territory
- 12 secret mission cards used only with secret mission risk

### **SETUP**

Unlike most games, Risk demands careful planning before you actually start to play. This initial army placement sets the stage for the battles you'll fight later on.

### **Initial Army Placement**

It consists of these steps:

**1.** Select a colour and depending on the number of players, count out the "armies" you'll need to start the game

if 3 are playing, each player gets 35 infantry

if 4 are playing, each player gets 30 infantry

if 5 are playing, each player gets 25 infantry

if 6 are playing, each player gets 20 infantry

2. Roll one die. Whoever rolls the highest number, takes one infantry piece from his or her pile and places it onto a territory on the board, thus claiming that territory.3. Starting to the left of the first player, everyone in turn places one army onto any unoccupied territory. Continue until all 42 territories have been claimed.4. After all 42 territories are claimed, each player in turn places one additional army onto any territory he or she already occupies. Continue this way until everyone has run out of armies. There is no limit to the number of armies you may place onto a single territory. To Complete Game SETUP: 5. shuffle the pack of RISK cards (remove the mission cards) and place it, face down, by the side of the board. This pack forms the draw pile.6. whoever placed the first army takes the first turn.

## Playing

On your turn, try to capture territories by defeating your opponents' armies. But be careful: winning battles will depend on careful planning, quick decisions and bold moves. You'll have to place your forces wisely, attack at just the right time and fortify your defences against all enemies. NOTE: at any time during the game, you may trade in infantry pieces for the equivalent in Cavalry if you need to, or wish to. Each of your turns consists of three steps, in this order:

1. getting and placing new armies
2. Attacking, if you choose to, by rolling the dice;
3. Fortifying your position getting and placing New armies at the beginning of each turn, calculate how many new armies you'll add to the territories based on...
  - the number of TERRITORIES you occupy;
  - the value of the CONTINENTS you control
  - The value of the MATCHED sets of RISK cards you trade in;
  - The specific TERRITORY PICTURED on a traded-in set

## Territories

At the beginning of every turn (including your first), count the number of territories you currently occupy, then divide the total by 3 (ignore any fraction). The answer is the number of armies you receive. Place the new armies on any territory you already occupy. Example:

11 territories= 3 armies

14 territories= 4 armies

17 territories= 5 armies

You will always receive at LEAST 3 ARMIES on a turn, even if you occupy fewer than 9 territories.

## Continents

In addition at the beginning of your turn you will receive armies for each continent you control. (to control a continent you must occupy all its territories at the start of your turn.) To find the exact number of armies you'll receive for each continent, look at this list:

South America : 2 armies

Australia : 2 armies

South Africa : 3 armies

North America : 5 armies

Europe : 5 armies

Asia : 7 armies

## RISK CARDS

### Earning Cards

At the end of any turn in which you have captured at least one territory, you will earn ONE (and only one) RISK card. You are trying to collect sets of 3 cards in any of the following combinations:

- 3 cards of same design (3 infantry, Calvary or Artillery)
- 1 of each 3 designs
- Any 2 plus a "wild card"

If you have collected a set of 3 RISK cards, you may turn them in at the beginning of your next turn, or you may wait. But if you have 5 or 6 cards at the beginning of your turn you MUST turn in at least one set, and may trade in a second set if you have one.

### Trading in Cards for Armies

At the beginning of subsequent turns, you may trade in matched sets of cards and take additional armies based on the total number of sets anyone has traded in so far. For quick reference, keep trade-in cards face down under the bottom edge of the game board to mark the values (in armies) on the next trade.

First set traded in --4 armies  
second set traded in --6 armies  
third set traded in --8 armies  
fourth set traded in --10 armies  
Fifth set traded in --12 armies  
sixth set traded in --15 armies  
seventh set traded in --20 armies  
eighth set traded in --25 armies

plus 5 additional armies for every following set (30, 35, 40, 45, etc.).

### Occupied territories

If any of the 3 cards you trade in shows picture of a territory you occupy, you receive 2 extra armies. You must place both those armies onto that particular territory.

**Note:** on a single turn, you may receive no more than 2 extra armies above and beyond those you receive for the matched sets of cards you trade in.

**Hints:** No matter how many armies you receive at the start of your turn, deploy them carefully-either to prepare for an attack or to defend against one. It's good military strategy to move your armies to the front, heavily fortifying territories that border enemy territories.

### Variations Worldwide

However, under some other set of rules (French and Dutch one, for instance), the reinforcements are not progressive but fixed; they are based on the type of set you're trading in.

<i><b>Infantry Card</b></i>	<i><b>Infantry Card</b></i>	<i><b>Infantry Card</b></i>	<i><b><u>4 armies</u></b></i>
<i><b>Calvary Card</b></i>	<i><b>Calvary Card</b></i>	<i><b>Calvary Card</b></i>	<i><b><u>6 armies</u></b></i>
<i><b>Artillery Card</b></i>	<i><b>Artillery Card</b></i>	<i><b>Artillery Card</b></i>	<i><b><u>8 armies</u></b></i>

The Joker card may be played in any of the above sets as substitute for any of the three card types. That is, the Jolly may be traded in as infantry, cavalry, or artillery. Furthermore, if you own one of the territories specified in the cards you're trading in, you get a bonus of two additional armies (for every card that belongs to a territory you have). Those two additional armies must be placed in the territory indicated by the card. This way, the maximum you can get from a card set is 14 armies (an artillery set plus all the card states in your possess).

## **Attacking**

After placing your armies at the beginning of your turn, decide if you wish to attack at this time. The object of an attack is to capture a territory by defeating all the opposing armies already on it. The battle is fought by a roll of the dice. Study the board for a moment. Do you want to attack?

If you choose not to attack, pass the dice to the player on your left. You may still fortify your position, if you wish. If you choose to attack you must follow these rules: You may only attack a territory that's adjacent to one of your own, or connected to it by a dashed line.

## **Examples**

Greenland may attack the Northwest Territory, Ontario, Quebec and Iceland. North Africa may attack Egypt, Western Europe and Brazil. At the western and eastern edges of the board, Alaska is considered adjacent to, and may attack, Kamchatk.

You must always have at least two armies in the territory you're attacking from.

You may continue attacking one territory until you have eliminated all armies on it, or you may shift your attack from one territory to another, attacking each as often as you like and attacking as many territories as you like during one turn.

## **How to Attack**

First announce both the territory you're attacking and the one you're attacking from. Then roll the dice against the opponent who occupies the opposing territory.

Before rolling, you and your opponent must announce the number of dice you intend to roll, and you both must roll at the same time. You, the attacker will roll 1, 2 or 3 red dice: you must have at least one more army in your territory than the number of dice you roll.

**Hint:** The more dice you roll, the greater your odds of winning. Yet the more dice you roll, the more armies you may lose, or required to move into a captured territory.

The defender will roll either 1 or 2 white dice: To roll 2 dice, he or she must have at least 2 armies on the territory under attack.

**Hint:** The more dice the defender rolls, the greater his or her odds of winning-but the more armies he or she may lose deciding who wins a battle.

## **To decide a battle**

Compare the highest die each of you rolled. If yours (the attacker) is higher, the defender loses one army on the territory under attack. But if the defenders die is higher than yours, you lose one army from that territory you attacked from; put it back in your clear plastic box. If each of you rolled more than one die, now compare the two next-highest dice and repeat the process. In case of a tie, the defender always wins. The attacker can never lose more than 2 armies on a single roll.

## **Capturing territories**

As soon as you defeat the last opposing army on a territory, you capture that territory and must occupy it immediately. To do so, move in at least as many armies as the number of dice you rolled in your last battle. remember: in most cases, moving as many armies as you can to the front is an advantage, because armies left behind can't help you when you are attacking. Also remember you must always leave at least one army behind on the territory you attacked from. During the game, every territory must always be occupied by at least one army.

### **Ending your attack**

You may end your attack (s) at any time. If you have captured at least one territory, first take the top RISK card from the draw pile. (no matter how many territories you've captured on your turn, you may only take one RISK card.) Your last step is to fortify your position, if you wish. finally, pass the dice.

### **Eliminating an opponent**

If during your turn you eliminate an opponent by defeating his or her last army on the game board, you win any RISK cards that player has collected.

If winning them gives you 6 or more cards, you must immediately trade in enough sets to reduce your hand to 4 or fewer cards, but once your hand is reduced to 4, 3, or 2 cards, you must stop trading. But if winning gives you fewer than 6, you must wait until the beginning of your next turn to trade in a set.

Note: when you draw a card from the deck at the end of your turn (for having won a battle), and it brings your total to 6, you must wait until your next turn to trade in.

### **Fortifying your position**

No matter what you've done on your turn, you may, if you wish, end your turn by fortifying your position. You are not required to win a battle or even to try to attack to do so.

Some players refer to this as the "troop move." To fortify your position, move as many armies as you'd like from one (and only one) of your adjacent territories. Remember to move your troops towards borders where they can help in an attack!

In moving your armies from one territory to another, you must leave at least one army behind.

### **Winning**

The winner is the first player to eliminate every opponent by capturing all 42 territories on the board. However, under the new set of rules introduced by Parker Brothers in 1994 (and used as standard in many European countries), the winner is whoever first reaches his goal (specified in his Secret Mission Card).