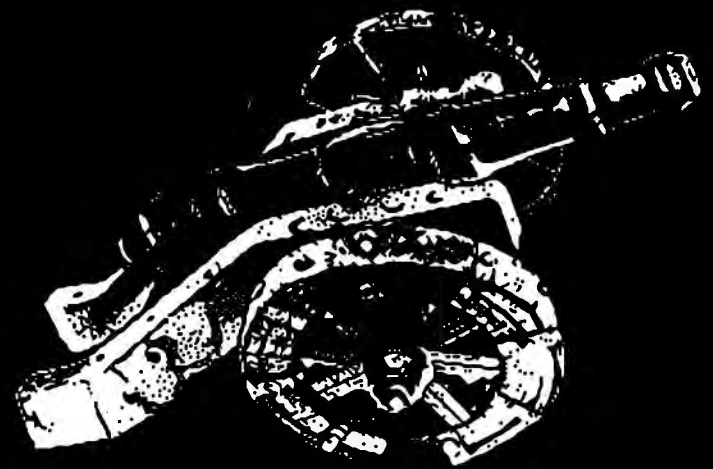


RISK[®]



APPLE II+/IIe/IIc/IIGs

ACKNOWLEDGEMENTS

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RISK™

The World Conquest Game

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The Rules of Risk™

In this classic game of military strategy, you battle to conquer the world. To win, you must launch daring attacks, defend yourself on all fronts and sweep across vast continents with boldness and cunning. However, you must remember the dangers, as well as the rewards, are high. Just when the world is within your grasp. . . your opponent might strike and take it all away!

OBJECT

To eliminate your opponents by occupying every territory. The first player to do so wins the game and conquers the world.

THE MAP

On screen is a map of six continents divided into 42 territories. The map is designed to facilitate play rather than to be geographically accurate.

THE ARMIES

The number of armies will be shown by the number displayed in each individual territory.

THE RISK CARDS

There are 44 Risk™ cards; one representing each of the 42 territories and two "wild cards." In the game, each card is marked with a picture of Infantry, Cavalry, or Artillery.

INITIAL PLACEMENT OF ARMIES

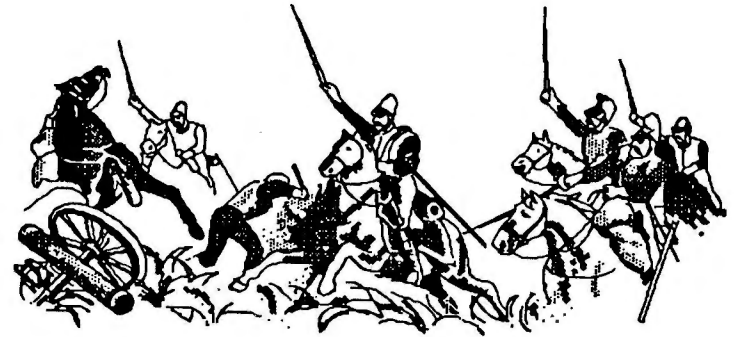
Unlike most games, Risk™ demands careful planning even before you actually start to play. This part of the game sets the stage for the battles you'll fight later on.

1. The initial number of armies is determined by the number of players.
 - If 2 are playing each player will receive 40 armies.
 - If 3 are playing each player will receive 35 armies.
 - If 4 are playing each player will receive 30 armies.
 - If 5 are playing each player will receive 25 armies.
 - If 6 are playing each player will receive 20 armies.
2. The dice 'rolls.' Whoever rolls the highest number places one of their armies onto any unoccupied territory, thus claiming that territory.
3. Everyone, in turn, places one army onto any unoccupied territory until all territories have been claimed.

4. After all 42 territories have been claimed, each player, in turn, places an army onto any territory that they already occupy. Play continues in this way until everyone has run out of armies.

(There is a limit of 750 armies a player may place on one territory.)

5. Play begins with whoever placed the first army.



Playing Risk™

On your turn, try to capture territories by defeating your opponents' armies. But be careful. Winning your 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 defenses against all enemies.

Each turn consists of three steps.

1. Getting and placing new armies
2. Attacking
3. Fortifying your position

GETTING AND PLACING NEW ARMIES

At the beginning of each turn—including your first turn—you receive additional armies. You may immediately place these armies onto any one or more of your territories. You receive armies according to the number of territories you occupy, the number of continents you control, and the number of matched sets of Risk™ cards you trade in.

TERRITORIES

At the beginning of your turn you receive armies based on the territories you occupy. The computer will count the number of territories you currently occupy, then divide the total by 3, discarding any fraction. The answer is the number of armies you receive.

Example:

11 territories = 3 armies
14 territories = 4 armies
17 territories = 5 armies

You always receive at least three armies on a turn, even if you occupy fewer than nine territories.

CONTINENTS

At the beginning of your turn, you also receive armies for each continent you control. (To control a continent, you must occupy all its territories at the start of your turn.)

The number of armies you'll receive are:

North America	5 armies	South America	2 armies
Africa	3 armies	Asia	7 armies
Europe	5 armies	Australia	2 armies

RISK™ CARDS

Earning Risk™ cards helps you to get more armies. You earn one Risk™ card at the end of each turn that you capture a territory. Then at the beginning of subsequent turns, you receive additional armies for each matched set of Risk™ cards you wish to trade in.

RISING SETS

To make a match, you must have one of the following combinations: 3 cards of the same suit (Cavalry, Artillery, Infantry); 3 cards of different suits; or any 2 cards plus a "wild" card.

The number of armies you receive for each matched set is as follows:

The first set traded in — 4 armies.
The second set traded in — 6 armies.
The third set traded in — 8 armies.
The fourth set traded in — 10 armies.
The fifth set traded in — 12 armies.
The sixth set traded in — 15 armies.

- a) After the sixth set has been traded in, each additional set is worth 5 more armies.

Example: If you trade in the seventh set, you get 20 armies; if you trade in the eighth you get 25 armies, and so on.

- b) "First" and "second" set, etc., refer to sets traded in by anyone during the game. Thus, if in the third set in the game, you receive 8 armies, even if it's your first set.
- c) Once you have 5 Risk™ cards, you must trade in the resulting matched set at the beginning of your next turn.
- d) If any of the cards you trade in represents a territory you occupy, you receive two extra armies. But you must place both those armies onto that particular territory.

On a single turn, you may receive no more than 2 extra armies. This is true no matter how many matched sets of cards you trade in on that one turn. No matter how many armies you receive at the start of your turn, deploy them carefully — either to prepare an attack or to defend against one.

FIXED SETS

A variation to make for a more challenging game is to play with a fixed value for each set of cards.

A set of 3 artillery — 4 armies
A set of 3 infantry — 6 armies
A set of cavalry — 8 armies
A combination (one of each suit) — 10 armies

ATTACKING

After placing your armies, you may attack if you wish. An attack is actually one or more battles which are fought with dice. The object of an attack is to capture a territory by defeating all the opposing armies already on it.

If you wish to attack, you must follow these rules:

- a) You may only attack a territory that's adjacent to one of your own. Territories lying next to each other are adjacent.

Example: Greenland is adjacent to the Northwest Territory and North Africa is adjacent to Egypt.

Territories connected by lines are also adjacent.

Example: North Africa is adjacent to Brazil and Alaska is adjacent to Kamchatka.

On a single turn, you may attack one or more adjacent territories from one or more of your territories.

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

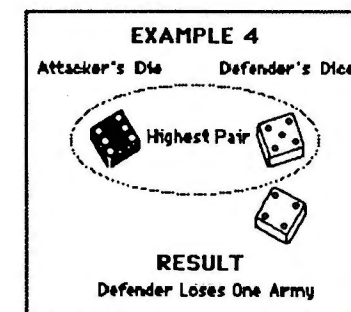
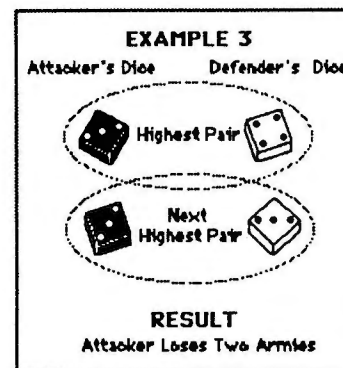
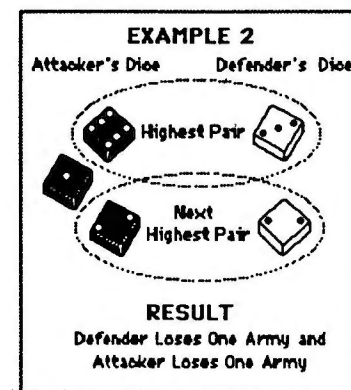
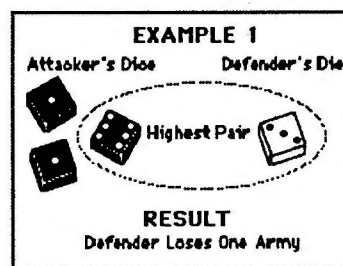
To attack, first announce both the territory you're attacking and the one from which you're attacking. Then roll the dice against whoever occupies the opposing territory.

- c) You, the attacker, are allowed to role one, two or three dice, but you must have at least one more army in your territory than the number of dice you roll. The more dice you roll, the greater your odds of winning. Yet — as you'll learn later — the more dice you roll, the more armies you may loose.



- d) The defender may roll either one or two dice. To roll two dice however, he must have at least 2 armies on the territory under attack. The more dice the defender rolls, the greater his chance of winning. Yet the more dice the defender rolls, the more armies he may loose.

The battle is decided by comparing the highest die that each of you has rolled. If your die is higher, the defender loses one army from the territory under attack. If the defender's die is higher, you lose one army from your territory of attack. Then, if each of you has rolled more than one die, compare the next-highest dice and repeat the procedure. **In case of a tie, the defender always wins.**



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. However, always leave at least one army behind. During the game, every territory must always be occupied by at least one army.

ENDING YOUR ATTACK

You may end your attack at any time. You will then be given one Risk™ card if you have captured one or more territories on your turn.

ELIMINATING AN OPPONENT

If, during your turn, you eliminate an opponent by defeating their last army, you win any Risk™ cards that player has. If, by doing so, you then hold 6 or more cards, you must immediately trade in matched sets until you have 4 or fewer cards. In this way, you earn additional armies, which you immediately place onto any territory or territories you occupy.

REMEMBER: If you don't want to attack on your turn, you don't have to attack.

FORTIFYING YOUR POSITION

At the end of your turn you may, if you wish, strengthen your position. To do this, move as many of your armies as you like from one (and only one) of your territories into one (and only one) of your adjacent territories.

- a) In moving your armies from one territory to another, you must leave at least one army behind.
- b) No matter what you've done on your turn, you may, if you wish, end it by fortifying your position. To fortify your position, you are not required to win a battle or even to try an attack.

This procedure can also be referred to as the "Free Move."

WINNING

The winner is the first player to eliminate every opponent by capturing all 42 territories on the board.



Rule Variations for Risk™ Experts

Many experienced players like to reduce the role of luck in the game. Feel free to use any or all of these rule variations to add skill (and length) to the game.

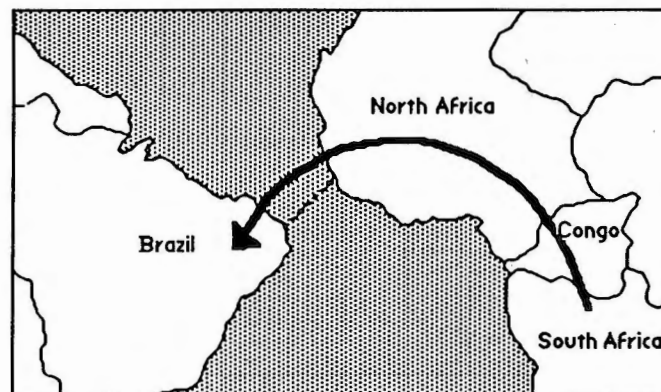
THE VALUE OF MATCHED RISK™ CARD SETS

Instead of increasing the value of each matched set as stated in the rules, increase its value by 1. Thus, the first matched set is worth 4 armies, the second matched set is worth 5 armies, the third is worth 6 armies, and so on.

FORTIFYING YOUR POSITION

At the end of your turn, you may move armies from one or more territories to any number of your other territories. However, before you can do this, you must occupy all the territories in between the territory you're moving armies from and the one you're moving them to.

Example: If you want to move armies from South America into Brazil, you must first occupy the Congo and North Africa — thus forming a continuous "path."



ARMIES PER TERRITORY

During the game, you may not have more than 12 armies on a single territory. If, because of this rule, you are unable to place some armies, you lose those armies.

ADVANTAGE WHEN ATTACKING

If, when attacking, you have a Risk™ card that shows either the territory you're attacking from or the territory you're attacking, you may, if you wish, re-roll any one die on each battle involving that territory.

- a) You may use more than one card on a turn, but only one card per battle.
- b) You may not use a Risk™ card in this manner when defending a territory.

COMMANDERS

Once per turn, while attacking, you may change one of the dice you've just rolled to the number "6." This represents the influence of your "Commander" at the scene of the battle.



Rules for a Two Player Variation

You may play the classic game of Risk™ with two players or you may play this version, which is played like the classic version, with one major exception. Along with your armies and those of your opponent, there are also "neutral" armies on the board. During the game, these "neutral" armies act as a buffer between you and your opponent. This feature gives the two-player version much the same strategic flavor as that found in regular Risk™.

INITIAL PLACEMENT

You and your opponent each select 40 armies. The computer selects a third set to be "neutral." The computer will randomly distribute the territories. After every territory on the board has been claimed, take turns placing your remaining armies. On your turn place 3 armies on to the board; 2 armies into any one or two of the territories you occupy; 1 army onto any "neutral" territory. Place it to block your opponents possible advance.

ATTACKING

On your turn, you may attack any territory adjacent to one of your own. Whenever you attack a "neutral" territory, the computer rolls to defend that "neutral" territory. "Neutral" armies cannot attack and never receive reinforcements during the game.

WINNING

To win, be the first to eliminate your opponent by capturing all of their territories.

- a) To win, you do not have to eliminate the "neutral" armies.
- b) Usually, all "neutral" armies are eliminated before the end of the game. If this happens, don't worry. Play continues until one player defeats the other.



Rules for Shorter Play

1. After deploying your armies at the beginning of the game, select one of the territories you've claimed and make it your Headquarters. Do not reveal the territory you've chosen.
2. Everyone, in turn, selects a Headquarters. Once everyone has done this the Headquarters are revealed to all players and the cards representing the Headquarters' territories are removed from the deck.
3. The object of this game is to capture all opposing Headquarters. The first player to capture these territories, while also controlling their own Headquarters, is the winner.
4. The game may be shortened even further by setting a lower number of Headquarters to be occupied.



Risk™ Strategy

- Q. When I place my armies at the beginning of the game, what strategy should I use?**
- A.** If possible, try to occupy an entire continent at the beginning of the game. This will give you additional armies right from the start. If this is not possible, try to occupy as many adjacent territories as you can. Then, after all the territories have been claimed, place your remaining armies on your border territories as a line of defense against possible attack. At all costs, try not to scatter your territories around the board. Doing so will weaken your position. Your territories will be isolated from one another and subject to capture.
- Q. When do I receive additional armies?**
- A.** Whenever you start your turn, you receive additional armies based on the territories, continents and Risk™ cards you already control. However, if you eliminate an opponent during your turn, you immediately receive whatever additional armies that opponent's Risk™ cards entitle you to receive.
- Q. Where should I place my additional armies?**
- A.** If you wish to attack, place some of your armies onto the territories from which you plan to attack. Then place the remaining armies onto any of your weakened border territories. If you are in a purely defensive position, place all your armies onto weakened border territories.
- Q. Should I trade in Risk™ cards as soon as I make a match?**
- A.** Not necessarily. There are three reasons why you might want to save a matched set:
1. By waiting until your opponents turn in sets, you increase the number of armies you'll receive for your set.
 2. If you are on the defensive, you might want to save any additional armies until you are ready to attack.
 3. Since you win two extra armies whenever one of the cards you trade in shows the picture of a territory you occupy, you might want to wait until you occupy the territory before trading in the set.

Q. How long may I attack on a turn?

- A.** On a single turn, you may if you wish, attack any adjacent territories for as long as you like, provided you have at least two armies on the territory you're attacking from.

Q. What is the advantage of not attacking on my turn?

- A.** By not attacking on your turn, you avoid two things. First, you avoid a possible loss of armies. Second, you avoid spreading yourself too thin by moving armies from one territory into another.

Q. When I am attacking or defending, how many dice should I roll?

- A.** As you have no doubt learned, the more dice you roll, the greater your odds of winning. Yet, at the same time, the more dice you roll, the more armies you might lose. When attacking or defending, weigh the importance of these two factors. Then roll accordingly.

Q. When should I stop attacking and end my turn?

- A.** To win, you must attack and conquer territory. Yet this does not mean that you should attack every adjacent territory on every turn. The longer you attack, the more armies you may lose and the more spread out and vulnerable you'll be. After all, the more territories you occupy, the fewer the armies you'll be likely to have on each one. This might make it easier for your opponenets to capture your territories and perhaps even eliminate you from the game.

Loading Computer Risk™

Computer Risk™ is a full implementation of the original board game. Up to 6 players, who can be either human or computer players, can play. There are a number of game variations and it is possible to set the skill levels of the computer players. You can play on a monochrome or color monitor using either joystick, keyboard or mouse.

LOADING

Risk™ will autoboot. Insert the Risk™ disk into your disk drive and turn the computer on. After a few seconds the loading screen will be displayed and the game will load.

When the Risk™ loading screen is displayed, press the space-bar to continue. If this is not done, the game will automatically go into Demo Mode.

NOTE: The Risk™ disk should be left in Drive A while playing unless saving a game. It is possible to crash the computer if the disk is left out at the end of the game/start of new game. During the game players will be promoted "Please insert disk." The disk should be inserted, followed by pressing any key. It should be impossible to crash the computer while a game is in progress.

CONFIGURATION MENU

The game can be set up to work on your system. The following options are selected using the arrow keys — up and down highlights the option, and pressing the return key changes the option. When you have finished select Continue and press Return.

RISK CONFIGURATION

DISPLAY: COLOR
INPUT DEVICE: KEYBOARD
DEMO MODE: NO

CONTINUE

USE ARROW KEYS TO SELECT OPTION
PRESS <RETURN> TO CHANGE

DISPLAY

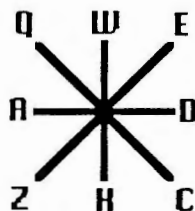
This option switches between color and monochrome display.

Note for IIGS: Alternate display mode, fast system speed, and white text on black background are set automatically. Setting the IIGS control panel to "Slow Mouse" is recommended for those who desire more accurate mouse control.

INPUT DEVICE

If you have a joystick or mouse you can use this to play the game instead of using the keyboard.

The standard arrow cursor keys and return key are used to move the cursor around the map. For players who wish to cursor diagonally an alternative cursor keypad has been provided using the QWE, AD, and ZXC keys. The Users who have both a mouse and a joystick connected may choose to use both via the configuration menu. You may identify each of these input devices with a particular user in the Change Player Control section of the Player INFORMATION menu.



THE CURSOR KEYPAD

DEMO MODE

This option will begin a game of classic Risk™ between computer players. When the game is completed, another will begin. Press any key to start. After leaving the Configuration Menu you will be prompted to select a game.

START GAME

Starts the game.

RESTORE GAME

If you wish to restore a game which has previously been saved to disk, place your saved game disk in either drive and press Return. You are now prompted to enter a filename. If you have entered this option by mistake, press the Return key without entering a filename.

CREATE GAME

This option allows a player to set up the game with as many or as few armies and territories as desired for each player. The game continues with the Game Options Menu.

GAME OPTIONS MENU

Using the arrow keys, mouse or joystick you can change the game by introducing a number of variations. If you are new to computer Risk™, first try the default game. As you become more experienced you can try some new variations.

RISK GAME OPTIONS	
GAME TYPE:	CLASSIC
CARD SET BONUS:	STANDARD
CARD SET INCREMENT:	STANDARD
MAXIMUM ARMIES:	STANDARD
FORTIFY STYLE:	STANDARD
ADVANTAGE:	OFF
COMMANDER:	OFF
CONTINUOUS PLAY:	OFF
GAME SPEED:	STANDARD
LEVEL OF DIFFICULTY:	EXPERT
MARK ATTACKS:	OFF
CONTINUE	

GAME TYPE

CLASSIC: This is the standard version of Risk™.

HEADQUARTERS: After all of the territories have been selected, each player chooses one of their territories to be their Headquarters. The game finishes when one player controls all of the Headquarters, or a specified number of Headquarters including their own. Headquarters are indicated on the map by an "H" after the number of armies. An opponent's Headquarters are not revealed until all Headquarters have been chosen.

TWO PLAYER: This option selects a two player version of the game with the addition of a neutral force. Forty armies are allotted to each player. The players take turns to place 2 armies on their own territories and 1 on a neutral territory. The neutral armies cannot attack and they never receive reinforcements.

CARD SET BONUS

Sets the number of 2 bonus armies when turning in a set.

STANDARD: No more than 1 bonus of two extra armies may be received on a single turn for cards matching territories that you own.

UNLIMITED: For every card you turn in, which is territory that you own, you receive 2 extra armies on that territory.

CARD SET INCREMENT

Each time a card set is turned in, the amount of armies you receive changes according to the selection of the Standard, Slow or Fixed variation.

STANDARD: Armies increase from 4,6,8,10,12,15,20,25...(by 2,3,5)

SLOW: Armies increase from 4,5,6,7,8,9,10...(by 1)

FIXED: The set value does not increase but instead is determined by the suit of the cards turned in.

Three cards of the same suit.

[C]avalry	8 armies
[I]nfantry	6 armies
[A]rtillery	4 armies
One card of each suite	10 armies



MAXIMUM ARMIES

The maximum armies you are allowed on any one territory. 12, 15, 20, 30, 99, Standard (Standard is 999).

FORTIFY STYLE

The number and type of free moves that can be made at the end of your turn.

STANDARD: Move as many of your armies as you like from one (and only one) of your territories into one (and only one) of your adjacent territories.

UNLIMITED: Move armies from one or more territories to any number of your other territories. You must occupy all the territories in between the territory you're moving armies from, and the one you're moving them to.

ADVANTAGE

If, when attacking, you have a Risk™ card that shows either the territory you're attacking from or the territory you are attacking, you may re-roll the lowest die on each battle involving that territory.

Turning this option ON automatically turns CONTINUOUS PLAY OFF.

COMMANDER

Once per turn (while attacking) you may change the lowest die to a six. This represents the influence of your "commander" at the scene of the battle.

Turning this option ON automatically turns CONTINUOUS PLAY OFF.

CONTINUOUS PLAY

This option selects how quickly to play the game and whether to display the dice. Turning this option ON speeds play by not stopping after each dice roll to display the dice and check if you wish to continue. Instead it requires you to press a key or button to halt an attack. It stops the attack when the defender is about to be conquered or when the attacker no longer has more armies than the defender.

Turning this option OFF displays the dice that are rolled and allows players to change the number of dice they roll. Turning this option ON will automatically turn COMMANDER and ADVANTAGE options OFF.

GAME SPEED

The speed at which timed messages are displayed and removed.

SLOW: For beginners who want to read all the messages.

STANDARD: Standard.

FAST: For expert players who do not wish to be slowed down.

LEVEL OF DIFFICULTY

Controls the difficulty of defeating the computer controlled players. Select (in order of difficulty) from Beginner, Intermediate, Standard, or Expert.

MARKING ATTACKS

Turns on/off the feature of marking the two territories engaged in a battle.

Entering the Players

Continuing the set-up, the computer prompts for the number of players.

There may be from 2 to 6 players. Alter the number by moving up and down using the joystick, keyboard or mouse, to increase or decrease the number. Select the number required by pressing return. Alternatively the number can be entered directly from the keyboard.

PLAYER NAME

Players are identified by name throughout the game. Names are entered for each player. They can be up to 14 characters in length.

To make a player a computer player, begin with the word Computer, (except for RANDOM, LUCKY and NEUTRAL [see below]).

For example: COMPUTER 1, COMPUTER HAL.

Players may be designated as computer-controlled, regardless of their name, by changing Player Control in the Player INFORMATION menu.

NOVELTY PLAYERS: Three novelty computer players have been included for your enjoyment.

RANDOM: Places armies and attacks at random.

LUCKY: Like random but wins all attacks.

NEUTRAL: Places armies evenly and makes specific comments rather than attacking.

These players can only be accessed by typing their names at the beginning of the game and are changed to normal computer players if control is altered in the player INFORMATION menu.

PLAYER COLORS

There are 6 colors or monochrome patterns to choose from. Select a color or pattern using the arrow keys or joystick and press return or a button to indicate your choice.

PICK TERRITORIES AT RANDOM?

Risk™ begins with the players taking turns to select territories. If you are anxious to end the slow set-up procedure, this option allows the territories to be distributed at random between the players. This is recommended in the rules for the two player game.

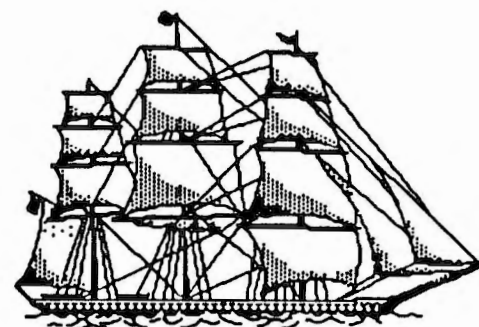
DISTRIBUTE ARMIES AT RANDOM?

When all territories have been taken, the players strengthen their positions by adding armies to territories. This option distributes armies to player's territories at random.

CHOOSING A TERRITORY

To indicate your own choice of territories, use mouse, joystick or arrow keys to position the center of the cross shaped cursor anywhere within the border of the territory of your choice. Then press the button or return. If the choice of territory is a valid one, the territory will be filled with your color or pattern and your number of armies written in the center of the territory.

Moving the cursor to the edge of the screen will scroll the map.



Taking A Turn

PLACING ARMIES

At the beginning of a turn, a player is allocated a number of armies according to the number of territories and continents they hold. On your turn these are displayed on the screen. If you have 5 or more cards you are required to redeem them for armies before continuing.

Armies can be split and placed on more than one territory. They must be placed before continuing to the attack phase.

Cancel (Ctrl x) will withdraw your last placement of armies.

CONTROL BAR

Below the map is the control bar. This is always switched off unless a player moves the cursor down off the bottom of the map to activate it. The functions on the control bar will be explained in the next few pages. Players may wish to redeem or inspect Risk™ cards at this point. Move the cursor down off the map, then once the bar is active move the cursor over the CARDS option, and press FIRE. The player may now inspect his/her cards. This menu may be exited by moving the cursor over DONE and pressing FIRE.

ATTACKING

You may attack from any territory where you have two or more armies.

Using the cursor, select the territory to attack from and then the (adjacent) territory to attack. When finished attacking, press (esc) or indicate DONE. If no attack has been made, CANCEL (ctrl x) will undo back to fortify mode. If only 1 territory may be attacked from the one you indicate it will be assumed.

If you have not selected Continuous Play, or if you have selected Advantage or Commanders, the dice are displayed for each of your battles. Before the dice are rolled you are given the menu options to quit the attack, change the number of dice or continue the attack. After the dice have been rolled they are displayed until the player chooses to continue. If Commander or Advantage is being played, the player may choose to employ them here (if allowable). If Commander or Advantage are used the die is changed, the dice are re-sorted and again displayed until the player presses a key or button to continue.

CONTINUE displays a new roll of the dice.

The CHANGE DICE option cycles through the number of dice you may roll.



FREE MOVE

After an attack phase, you may relocate your forces to strengthen your position. Indicate the territories where armies are to be moved in the same way as an attack move.

If no moves have been made you can press Ctrl x to return to the attack phase.

COMPUTER'S TURN

Computer players proceed quickly through all stages of their turns, flashing the territories selected before performing operations. While they take their turn you may view the status screen by pressing the Space Bar or you may call various features using the keyboard commands.

THE END

Once the game has ended you may still examine the world map, player information, or go to the file menu to start a new game. The status screen is updated to show the final player ranking.



Other Features

Moving the cross hair cursor off the bottom of the map reveals a 'control panel.' This contains a number of options that can be selected by clicking on them. The control panel enables mouse and joystick players to access these features without using the keyboard, although the features are also available from the keyboard.

The options are:

Status (Space Bar or joystick button 1)

This shows each player's number of armies, territories and cards. It also shows the number of armies available for the next set of cards redeemed.

The status screen is continually updated as the game progresses.

Color Bar (Ctrl C)

The colored bar at the left side of the panel indicates the player who is currently playing his turn. Clicking on the color bar will give you a display of the players colors and status. Up and down movements will shift between all active players in order to see which player has which color on the map. Players selected Headquarters are also displayed here.

File (Ctrl F)

The file system menu will appear when Ctrl F is pressed. The file system allows you to save the game at any point during the play. Play continues after the save is complete.

FILE MANAGEMENT

- 1 - SAVE CURRENT GAME
- 2 - RESTORE OLD GAME
- 3 - DELETE FILE
- 4 - START NEW GAME
- 5 - CREATE NEW GAME
- 6 - FORMAT SAVED GAME DISK
- 7 - SAVE CONFIGURATION
- 8 - DONE

From this menu you can format a disk to save your game onto and delete unwanted games from the disk, your current game may also be abandoned and a new game started from here.

Pressing return when asked for a filename will return you to the file menu.

The configuration file saves your type of screen display and your input device so that you do not have to re-enter this information every time you play the game. Also, the variation of Risk™ you are playing is saved as the default for the options menu. If your Saved Game Disk is not in a disk drive at the time you press a key to leave the title screen, you will enter the configuration section at the standard defaults and the options menu will default to the classic rules of Risk™.

If you have already saved a configuration file on your Saved Game Disk, it will be loaded automatically provided that your Saved Game Disk is in one of your disk drives at the time you press a key to leave the title screen.

If you wish to use a different type of screen display or input device than those saved on the configuration file, simply start the game without the Saved Game Disk in the drive. You will then be shown the Configuration Menu. After you have configured the program for your system, the new configuration may be saved in the File Management portion of the program.

Note: If the configuration file that is loaded is inconsistent with the input devices available, this will be detected and the configuration menu will be called anyway.

CARDS: Redeem or Review Cards (R)

You may also reach the Card Display menu by pressing both joystick buttons simultaneously. This option allows you to examine the cards you hold. If you have a set you may cash it in for armies.

At times when cards have to be turned in, players are pre-warned so that they may conceal their cards from other players.

In the display cards section, highlighting the card of your choice and clicking, pressing return or the joystick, button, will show you the location of the territory on the map. Cards displayed with an * represent territories that are owned by you and are thus eligible for two bonus armies to be placed on that territory. If you are able to redeem your cards then menu option 0 will enable you to do so. When you have to make a selection, use the mouse, joystick or arrow keys to indicate your choice. To unselect a card simply indicate it a second time. Menu option 0 will allow you to display the cards on the map. When you have made your choice select Done.

If more than one card that you are redeeming is eligible for a bonus, you will be presented with a menu so that you may indicate in which territory you wish the two bonus armies to be placed.

OPTION: (O)

The options menu will display the variations and options selected at the beginning the game. Those variations displayed with the inverse text may not be altered after the game has started. The others may be changed at any time.

HELP: (?) or (H)

The help screen displays the keyboard commands and allows you to access two useful displays.

View World: This will show a complete map of the world including headquarters.

View Continents: This displays each continent on the map in a different color. The number of bonus armies received when a complete continent is held is displayed above or below it.

INFO: (I)

Player information is displayed and may be altered from this menu.

Change Table: Two statistical information displays are switched by this menu choice. One table displays the number of armies a player has lost to each opponent, on the row beside the player's name. The other table shows the total number of armies a player has killed and lost as well as the average dice roll.



Change Player Control: Changes control of the player between manual and computer-control. A computer controlled player has a <C> next to the name. If both joystick and mouse are connected then <J> or <M> will indicate which device is associated with each player. These may be changed, if required, from this option.

Change Player Name: Indicate the name of the player that you wish to change and press button (or RETURN). Enter any name with up to 14 characters. A null string does not change the name.

Change Player Color: Indicate the name of the player that you wish to change and press the button (or RETURN). Then choose a color as at the beginning of the game. The map will be updated.

PLAYER INFORMATION				
PLAYER	ARMIES		RATIO	AVG. DICE
	KILLED	LOST		
HAL	3	0	.0	3.8
ZEN	0	2	.0	2.0
MARVIN	0	0	.0	.0
ROBBIE	0	1	.0	2.0
CHANGE NAMES				
CHANGE CONTROL				
CHANGE COLOR				
CHANGE TABLE				
DONE				

CANCEL: (Ctrl x)

This option cancels the last entry and returns to the previous question.

If cancel is selected before there have been any attacks in the attack section, the last fortification move is withdrawn and you are returned to the fortify section. Likewise in the freemove. Cancel used several times in succession will back up as far as is legally allowed. The results of battles may not be undone.

Once your turn is over you may not undo your last choice. The only exception to this is when choosing and fortifying territories at the beginning of the game. Here you may retract your selection by indicating Cancel (Ctrl x) before the next player takes their turn.

DONE: (esc)

Indicates you have completed that part of your turn or completed a menu selection.

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