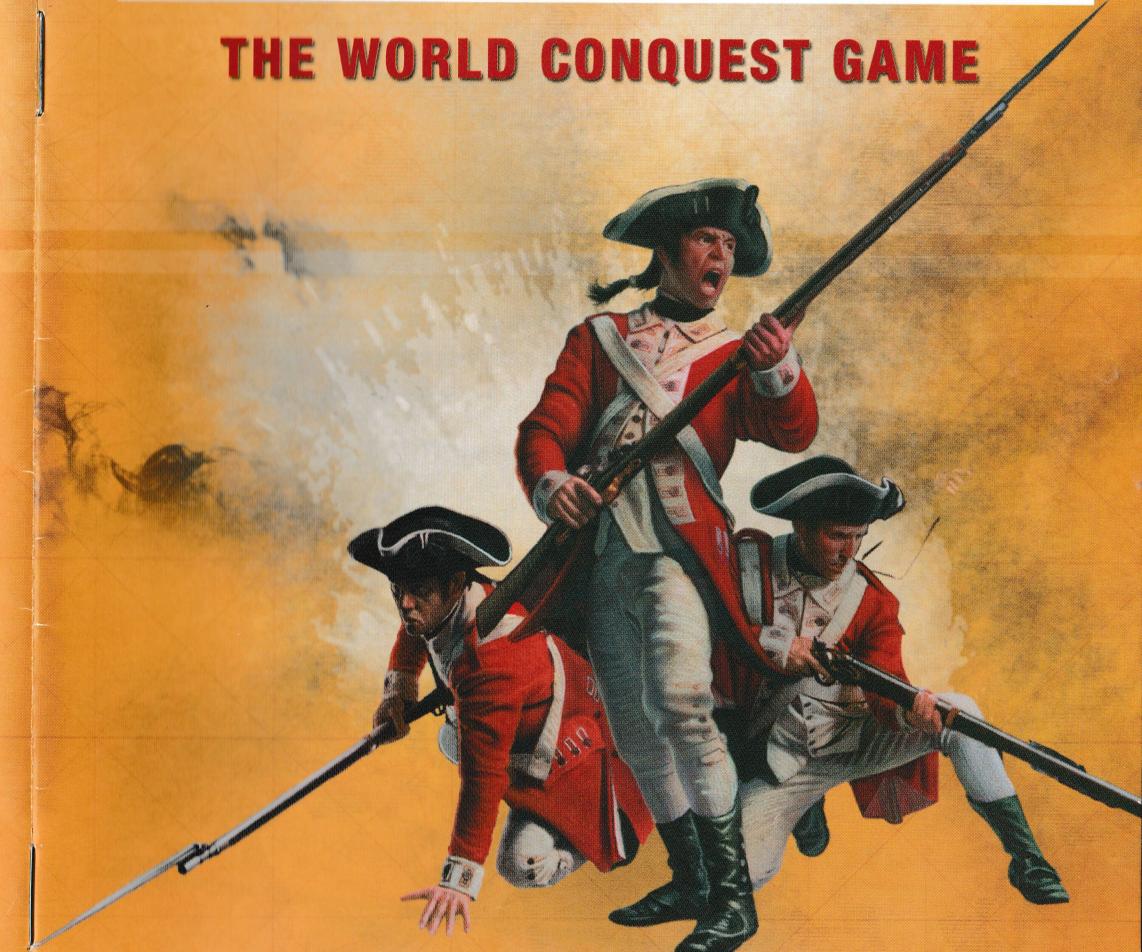


Risk

THE WORLD CONQUEST GAME



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COMMAND MANUAL

Risk - the World Conquest Game

You're about to play Risk – the ultimate game of military strategy!

As a respected General in charge of vast armies, your mission is simple – to take over the world!

Roll the dice to battle it out with infantry, cavalry and artillery and trade Territory cards to earn Reinforcements. Rely on tactics to lead your troops to victory, gaining control first of Territories, then of entire Continents in your campaign for world domination. Only one force can triumph, so plan carefully, or a sure-fire victory could turn into a crushing defeat!

Use this Command Manual to guide you through the newly revised World Conquest game, as well as the Mission Risk game (with secret missions to complete) and special 2-player games.

Let battle commence!



CONTENTS

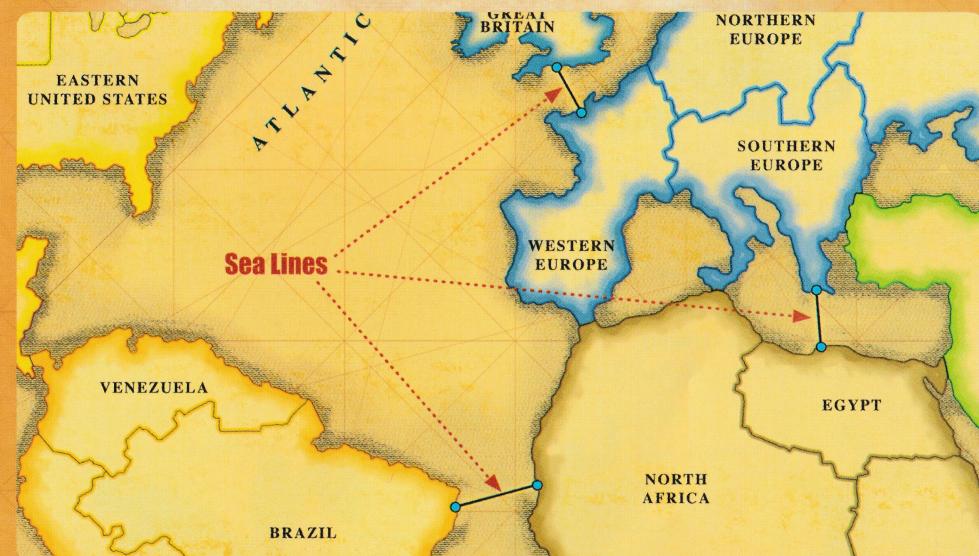
Gameboard • 42 Territory cards, plus 2 wild cards • 28 Mission cards
6 sets of playing pieces • 5 dice (3 red, 2 white) • Golden Cavalry piece

Gameboard

The gameboard represents a map of the world divided into 6 Continents and 42 Territories.

Continent	Colour	No. of Territories
Africa	Brown	6
Asia	Green	12
Australia	Grey	4
Europe	Blue	7
North America	Yellow	9
South America	Orange	4

Some Territories are adjacent to each other, i.e. they either share a border or have a sea-line connecting them across water. You can only move your Military Units between adjacent Territories.



Military Units can move across adjacent Territories (such as Venezuela and Brazil or Egypt and North Africa) or across Territories joined by sea lines. In this diagram, sea lines join Great Britain to Western Europe, Egypt to Southern Europe and Brazil to North Africa.

Beware! There is a sea-line that extends from Asia, and wraps around the board, to North America.

In the bottom left-hand corner of the gameboard there is a **Continent chart**. At the bottom centre is a **Golden Cavalry chart** and towards the bottom right, a **Battleground**, where your battles will take place. Instructions for using these charts appear later in the Command Manual.

Playing Pieces

There are 6 sets of playing pieces, each a different colour. Each player chooses one colour to represent their army. There is also 1 Golden Cavalry piece that belongs to no one.



Use it to keep track of bonus Reinforcements (see 'Exchanging Territory Cards' on page 7). Set it aside for now.

There are 3 types of playing piece – Infantry (a soldier with a musket), Cavalry (a soldier on a horse) and Artillery (a cannon).

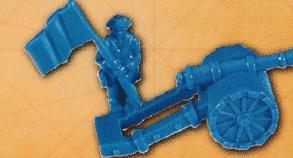
Each represents a number of Military Units as follows:



INFANTRY:
1 Military Unit



CAVALRY:
5 Military Units



ARTILLERY:
10 Military Units

Military Units are represented in this way to prevent the gameboard from becoming overcrowded. When you amass a large number of Units on a Territory, use a Cavalry or Artillery piece to save space.

5 Infantry pieces
= 1 Cavalry piece
2 Cavalry pieces
= 1 Artillery piece

You can break down your Military Units at any stage of the game.

If you run out of playing pieces, use pieces of a colour not in play.

Dice

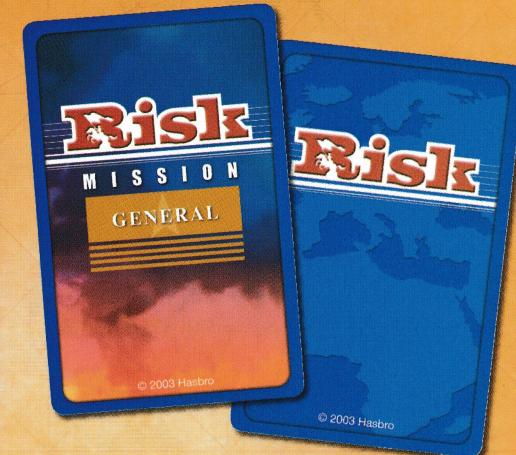
The dice are used when attacking and defending Territories. The 3 red dice are used when attacking. The 2 white dice are used when defending. (See 'Invading' on page 9).

Cards

There are 2 types of cards – Territory cards and Mission cards.

Mission Card

Mission cards are used only when playing Mission Risk (see page 16). If you are playing World Conquest Risk, leave the Mission cards in the box.



Territory card

There are 42 Territory cards, one for each Territory on the board. Each bears the name and picture of a Territory, as well as the Insignia of an Infantry, Cavalry or Artillery unit. There are also 2 wild cards that show only the 3 Unit types.

Territory cards are used throughout the game to gain bonus Reinforcements. (See 'Exchanging Territory Cards' on page 7).



WORLD CONQUEST Risk

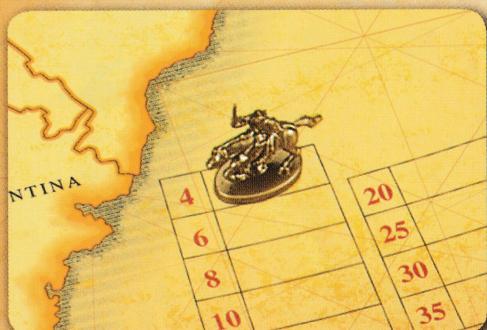
The 3-6 Player Game

OBJECT OF THE GAME

The aim of the game is to defeat your opponents' armies and control all 42 Territories on the board.

SET-UP

1. Lay out the gameboard in the middle of the playing area.
2. Shuffle the Territory cards (including the 2 wild cards) and place them face down near the edge of the gameboard. This is your draw pile. Leave room next to the draw pile for a discard pile.
3. Place the Golden Cavalry unit alongside the number 4 in the first Golden Cavalry box at the bottom of the gameboard (see below).



4. Each player chooses a colour and takes all the Military Units of that colour. The number of starting Units depends on the number of players. These Units will be placed on the board before play begins.

Number of Players	Number of Starting Units
3	35 each
4	30 each
5	25 each
6	20 each

5. Count out your starting Units and put them in front of you.
6. Each player rolls 1 die to see who goes first. The player with the highest roll starts, followed by the player to their left.

Claiming Territories

The player with the highest die roll claims the first Territory.

To claim a Territory, take one of your starting Units (one Infantry piece) and place it into an empty Territory of your choice. You now control this Territory. The next player then places one of their Units into an empty Territory, claiming that Territory.

Carry on in turn until all 42 Territories have been claimed.

Note: You cannot put a Unit into a Territory that has already been claimed.

It doesn't matter if some players control one Territory more than others.

Reinforcing Territories

Now that all the Territories have been claimed, you can start reinforcing them. The more Units you have in a Territory, the easier it is to defend and launch attacks from.

Reinforcing a Territory is easy: just place one of your starting Units into a Territory that you already control. You cannot place Reinforcements into an enemy's Territory. After you have placed your Reinforcement, the next player reinforces one of their Territories. Carry on until all of each player's starting Units have been deployed.

There is no limit to the number of Units that can occupy a Territory, but each Territory must contain a minimum of ONE Unit. You can choose to reinforce one Territory with a large number of Units or you can spread your Units out across all of your Territories.

After everyone has placed their starting Units on the board – let the conquest commence! Each player again rolls 1 die to see who will start the game. The highest roll wins and play continues to the left.

The Turn Sequence

A turn in RISK consists of four phases that must be played in strict sequence:

1. Receiving and Placing Reinforcements (*compulsory*)
2. Combat (*optional*)
3. Fortifying your Position (*optional*)
4. Collecting a Territory Card (*only if you have conquered at least ONE Territory during your turn*)

PHASE 1:

Receiving and Placing Reinforcements

At the start of your turn, you receive additional Units to reinforce your Territories. How many Reinforcements you receive depends on the number of Territories you control, the number of Continents you control (if any), and any Territory card sets you hand in.

1. Counting Your Territories: First count the number of Territories you control and Divide this figure by 3 (fractions are ignored) to establish the number of Reinforcements you should receive.

Note: You ALWAYS receive the minimum of 3 Reinforcements. This means that even if your Units only occupy 8 or fewer Territories, you will still receive 3 Reinforcements.

Green controls 13 Territories.

He receives 4 Reinforcements.

13 divided by 3 is 4

(The fraction is ignored.)

Red controls 5 Territories.

She receives 3 Reinforcements.

5 divided by 3 is 1

(players always receive a MINIMUM of 3 Reinforcements)

Take your Reinforcements from your Unit pile and put them in front of you. This is the start of your Reinforcement pile.

2. Controlling Continents: You also receive Reinforcements for every entire Continent you control. Remember that a Continent is a group of Territories of the same colour. The largest is Asia. To control a Continent, you must occupy **every** Territory within that Continent.

The number of Reinforcements you receive depends on which Continent(s) you control (see Continent chart in the bottom left hand corner of the gameboard). Count out your bonus Reinforcements from your Unit pile and add them to the Reinforcement pile in front of you.

N. AMERICA	5	ASIA	7
S. AMERICA	2	EUROPE	5
AFRICA	3	AUSTRALIA	2

Players receive extra Reinforcements for controlling Continents only for as long as they continue to occupy all Territories on that Continent. Should even a single Territory be occupied by another player, extra Reinforcements can no longer be received.

3. Exchanging Territory Cards: You may exchange Territory cards to gain extra Reinforcements. Territory cards are acquired by conquering enemy Territories. See Phase 4 ‘Collecting a Territory Card’, page 12.

Territory cards must be exchanged in sets. A set is made up of 3 cards with the same Insignia (3 Infantry, 3 Cavalry or 3 Artillery), OR 3 cards with one of each of the 3 Insignia, i.e. 1 Infantry, 1 Cavalry and 1 Artillery.

If you have a wild card, it can count as any one of the 3 Insignia.

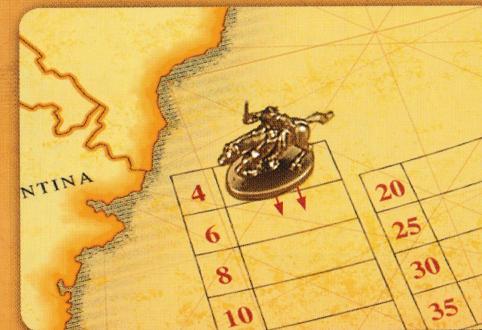


Green holds 2 Cavalry cards and 1 wild card. The wild card can be used as a Cavalry card to complete the set of three.

If you hold 5 or more cards, you MUST exchange one or more sets on your turn.

The number of Reinforcements you receive for exchanging card sets depends on how many card sets have been handed in so far. Look at the numbered Golden Cavalry tables at the bottom of the gameboard. The numbers marked represent the number of bonus Reinforcements you receive for exchanging card sets. The first card set handed in during the game is worth 4 bonus Reinforcements. The next card set handed in is worth 6, etc.

When you hand in a card set, collect the number of bonus Reinforcements indicated by the Golden Cavalry piece, then move that piece forward 1 space. This indicates how many Reinforcements the next player to exchange Territory cards will receive. Add the bonus Reinforcements to your Reinforcement pile and place your card set on the discard pile.



Red is the first player to exchange a set of 3 cards. She receives 4 bonus Reinforcements, as indicated by the Golden Cavalry, and then moves the Golden Cavalry forward 1 space to the number 6. The next player to hand in a set of 3 cards will, therefore, receive 6 bonus Reinforcements.

4. Placing Your Reinforcements: After gathering your Reinforcements, you must deploy ALL of them into Territories you control. You can choose to put all your Reinforcements into one Territory or spread them out across your Territories.

PHASE 2:

Combat

Once all Reinforcements have been deployed, you can prepare to launch your attack! (If you choose not to attack at all on your turn, skip to Phase 3).

You may attempt to invade any Territory controlled by another player provided that:

1. The Territory borders one of your own Territories or is linked to it by a sea-line (e.g. Siam and Indonesia).
- AND
2. You have AT LEAST 2 Military Units in the Territory from which the attack is to be launched. (1 Unit must stay behind to protect the Territory you are invading from).

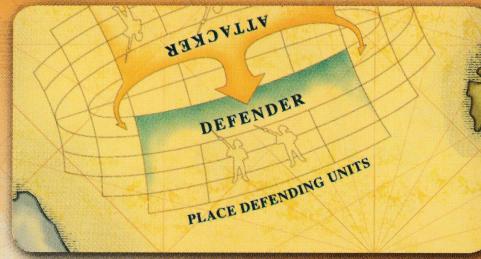
The MAXIMUM number of Units that can be used to attack in a battle is 3, regardless of how many Units you have in the Territory launching the invasion.

The number of Units that can be used in a battle is as follows:

No. of Units in Attacker's Territory	No. of Units Allowed to Attack
1	Attack not allowed
2	1
3	1 or 2
4 or more	1, 2 or 3

How you Invade

Important! An INVASION is an attack on a single Territory and may consist of one or more battles. An invasion lasts until either the Territory is taken over or until the Attacker calls off the invasion. You may be able to make more than one invasion on your turn.



Defender's spaces on the Battleground

Battle Sequence

Important! A battle is one roll of the dice (for both the Attacker and Defender) during an **invasion**. Remember, an invasion may consist of one or more battles.

Each side rolls 1 die for each Unit attacking or defending. Both players roll their dice at the same time (red for the Attacker, white for the Defender) and results are compared.

The Attacker's HIGHEST roll is compared with the Defender's HIGHEST roll. The HIGHER of the two numbers wins and the loser removes 1 Unit from the Battleground. Put the defeated Unit back into its corresponding Unit pile.

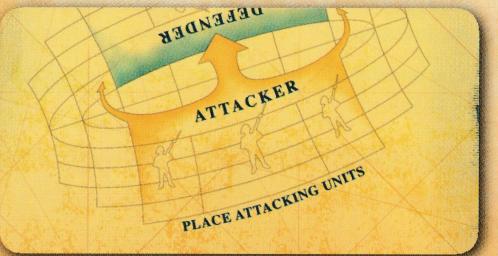
Important: In the case of a tie, the Defender **ALWAYS** wins.

If both players throw more than 1 die, the NEXT HIGHEST rolls are then compared. Again, the loser forfeits 1 Unit.

To launch an invasion on your turn, you must announce the following:

1. The Territory from which you wish to attack.
2. The Territory you are attacking.
3. The number of Units you will use in the attack.

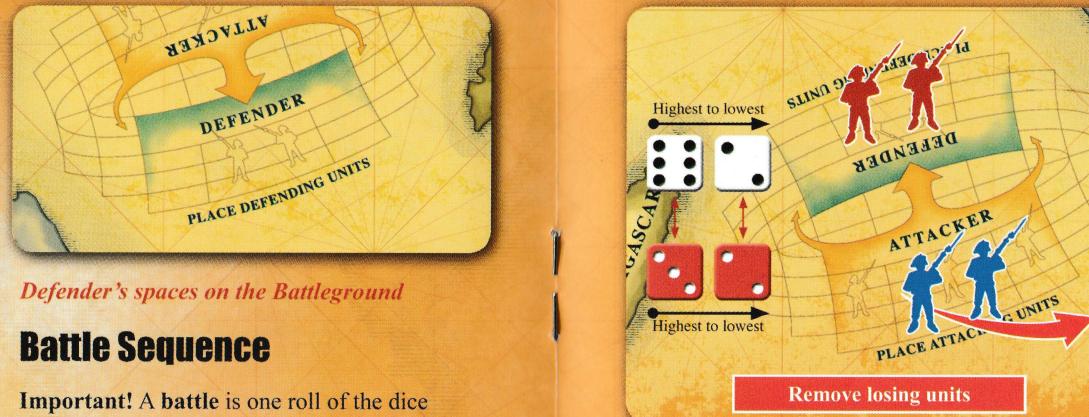
Take your attacking Units and place them on the Attacker spaces on the Battleground.



Attacker's spaces on the Battleground

Next, the Defender decides how many Military Units to use in defending the Territory and places them on the Defender spaces on the Battleground.

Note: You can defend with either 1 or 2 Units. There may be more Units in the Territory, but 2 is the maximum number you can use to defend with during a battle.

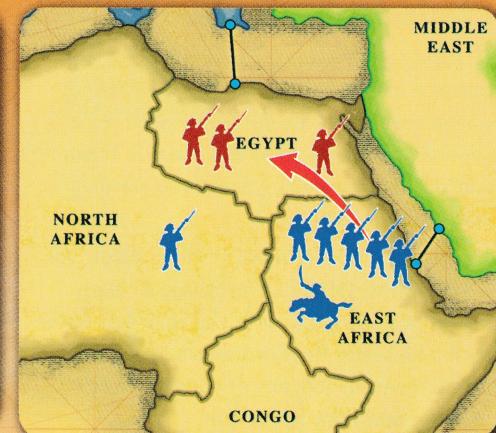


Blue (attacking) rolls a 3 and a 2. Red (defending) rolls a 6 and a 2. Players compare their highest die: Blue 3 and Red 6. Red wins and Blue removes one of his Units from the Battleground. Now the players compare their next-highest die: Blue 2 and Red 2. As the Defender always wins a tie, Red wins and Blue removes one of his Units from the Battleground.

When the battle is over, all remaining Units return to their respective Territories on the board. The Attacker may then choose to:

- call off the invasion on that Territory
- invade a new Territory
- invade a Territory they attacked earlier during combat
- end the combat part of their turn.

Note: In between battles, you can change the Territory from which you are invading and continue the invasion from a different, adjacent Territory.



Blue attacks Egypt from a New Territory. Blue has been attacking Egypt from North Africa, but now has only 1 Unit left there. However, as he has 10 Units in East Africa, which is also adjacent to Egypt, he can continue the invasion of Egypt from the East African front.

Winning an Invasion and Moving In

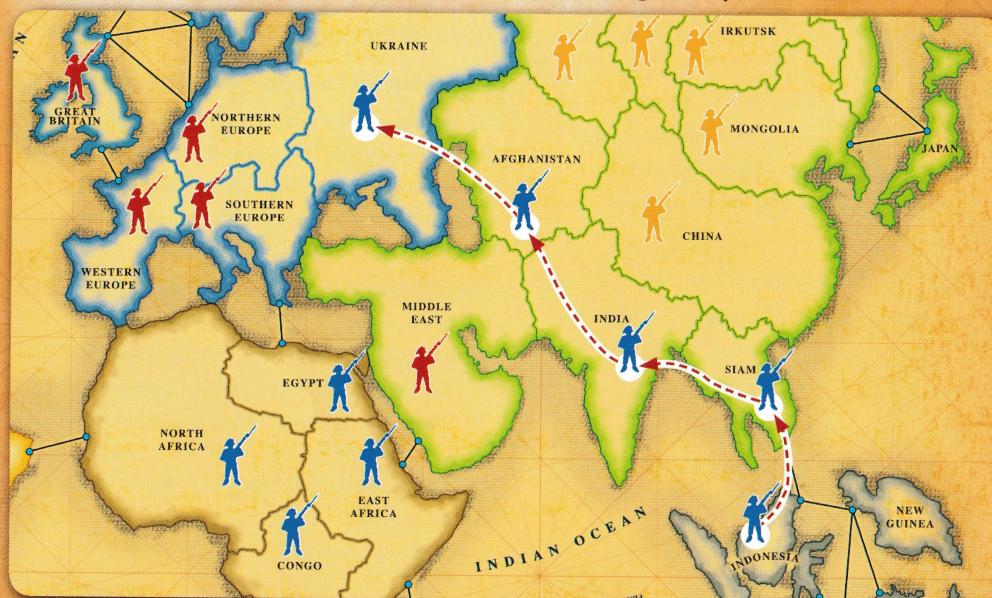
If, during a battle, you eliminate all defending Units from a Territory, you win the invasion and take over that Territory. Move the Units used to win the battle from the Battleground into the Territory you have just conquered.

As a reward, you may now move any additional Units from the invading Territory in to join them. However, remember that at least ONE Unit must remain in the Territory that launched the attack. At no time during the game may any Territory be left empty. **Note:** You must move any additional Units before you declare a new invasion.

Eliminating Another Player

If, during an invasion, you eliminate another player (i.e. they have no Units left anywhere on the board) they are out of the game. As a reward, you inherit all of that player's Territory cards (if they have any). Add these Territory cards to your hand.

If you now hold 5 or more Territory cards, you MUST IMMEDIATELY exchange as many sets as necessary (i.e. until you have 4 or fewer cards) for bonus Reinforcements. Place these Reinforcements into any of your Territories before you continue your turn.



At the end of his turn, Blue chooses to fortify Ukraine from Indonesia, through Siam, through India and through Afghanistan. Since he occupies all the above territories, which form a pathway through friendly territory, Indonesia and Ukraine are 'connected' for the purposes of fortification.

PHASE 3:

Fortifying Your Position

Once you have completed all your attacks, you may make ONE fortification (free move) with your Units. This is a movement from one of your Territories to another to help you to protect your front line or get into position for your next turn.

(If you choose not to fortify your position on your turn, skip to Phase 4.)

To fortify your position, you may move any number of Units from one of your Territories to another 'connected Territory', provided that the first Territory is not left empty.

Territories are 'connected' if they are directly adjacent or if all the Territories in between are also CONTROLLED BY YOU. You cannot pass through enemy Territories.

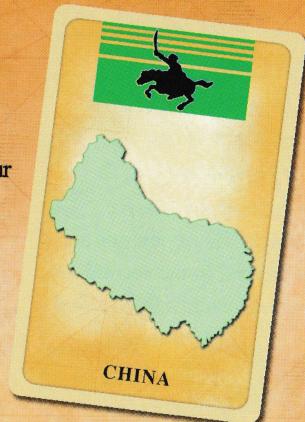
PHASE 4:

Collecting A Territory Card

If you conquered at least ONE enemy Territory on your turn, you receive **one** Territory card.

Draw it from the top of the deck and add it to your hand. Regardless of the number of Territories conquered, you can only receive one Territory card per turn in this way.

Play now passes to the next player.



WINNING THE GAME

The first player to eliminate all of their opponents' armies and to control all 42 Territories on the board has conquered the world and wins the game.



2-PLAYER RISK

The instructions detail two different ways to play 2-player RISK. In both versions there are 4 neutral armies (neutrals) that occupy the board along with the two players.

In the first version, the neutrals are passive. They cannot move or attack. These neutrals act as roadblocks for both players. In the second version, the neutrals are active and can be allied with either player.

Follow the rules for World Conquest RISK on pages 5-12, with the following changes:

OBJECT OF THE GAME

To defeat your opponent.

SET-UP

Each player chooses a colour and counts out 36 starting Units. Set out 24 starting Units for each of the 4 neutrals.

Remove the 2 wild cards from the Territory card deck and shuffle the remaining cards. Deal 9 Territory cards to each of the 2 players and 6 to each neutral. The cards in a player's hand indicate which Territories that player occupies at the start of the game. Each player now puts ONE Unit (one Infantry piece) on every Territory shown on their cards. Place Units belonging to the 4 neutral armies on the Territories shown on their cards also. After every Territory has been claimed, return the wild cards and Territory cards to one deck, shuffle it and set it face down near the gameboard.

Roll the dice to see who places their Reinforcements first. Players then take it in turns to place 3 Units at a time into Territories they control (you can place them all into one of your Territories or split them up) and then 1 Unit for each neutral (into a Territory it controls).

Players then roll to see who goes first. The highest roll wins.

PASSIVE NEUTRAL GAME

In this passive game, if you wish to attack one of the neutral armies, your opponent rolls for their defence. These neutral armies stay on the board until they are eliminated. They do not move, receive Reinforcements or attack.

ACTIVE NEUTRAL GAME

In the active version of the game, neutrals act as more than just roadblocks – they can become allies of either player and switch alliances throughout the game.

Neutrals have 3 types of status – uninvolved, allied with player 1, or allied with player 2.

Use one cannon (artillery piece) of each neutral's colour to indicate their status during the game.

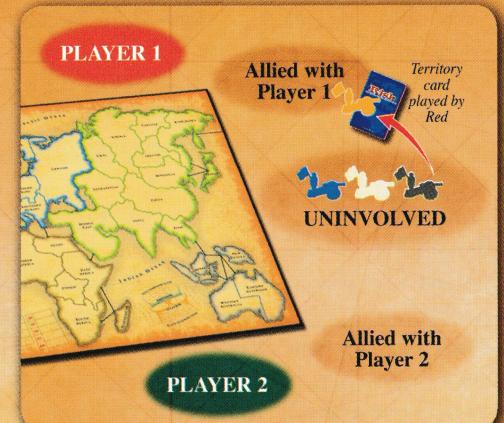


Neutrals start off as uninvolved, so place the 4 cannons (one for each neutral army) halfway between both players. As a neutral changes status, move its cannon to the side of the player who allies with it.

The Turn Sequence

The turn sequence is similar to World Conquest RISK, but with a few extra phases. The new phases are in bold.

1. **Bribing Neutrals**
2. Receiving and Placing Reinforcements
3. **Reinforcing Allies**
4. Combat
5. Fortifying your Position
6. **Fortifying your Allies**
7. Collecting a Territory Card



Red and Green are playing the Active Neutral game using the blue, white, grey and yellow armies as neutrals. On her turn, Red chooses to bribe the yellow army by placing a Territory card face down under the yellow cannon. She then moves the yellow cannon from the uninvolved position (halfway between herself and Green) to a position directly in front of her to show that this army is now her ally.

2. Receiving and Placing Reinforcements

You receive and place your Reinforcements as usual, see pages 6-8. Do not count Territories or Continents controlled by your allies when determining your Reinforcements.

3. Reinforcing Allies

Each of your allies may also receive Reinforcements. Select an ally and roll 1 die to determine the number of Reinforcements it will receive. Place the number of Units rolled into any of the Territories which belong to that ally. You may put the Units into one of their Territories, or divide them amongst several Territories. Repeat for all of your allies.

- You do NOT have to reinforce an ally unless you wish to.

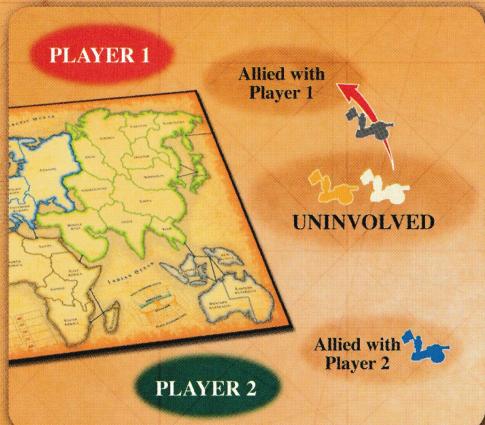
- Allies do not count Territories when determining Reinforcements.
- Allies do not get bonuses for holding Continents.
- Allies do not exchange Territory cards for sets.

4. Combat

On your turn, you may attack with allied troops as if they were your own. These troops may attack your opponent, other neutrals or other allies (but not of the same colour). **Note: You do not receive any Territory cards for using an ally to take over a Territory.**

When you have finished an invasion into a neutral's Territory (whether you take it or not) and/or when you have finished an invasion using an allied army, roll 1 die. If you roll 1-4, move that neutral's cannon 1 position AWAY from you. Allied neutrals now become uninvolved and uninvolved neutrals now become allies of your opponent. If you roll a 5 or 6, the neutral or ally keeps its current status. If you use an ally to attack another neutral, roll one die for each neutral army.

If you eliminate a neutral army (defeat its last Unit on the board) with your own army or with an army allied to you, you claim any Territory cards it may have.



Example: On his turn, Green decides to invade Quebec (controlled by the grey neutral army and currently uninvolved) and loses. He must now roll a die to see if the grey army's status changes. The roll is a 3. Green must move the grey army's cannon 1 position AWAY from him, making the grey army Red's ally.

Green also uses the blue neutral army (currently his ally) to invade Australia (controlled by Red). He wins this invasion and the blue army now occupies Australia. Green rolls a die to see if blue's status will change. The roll is a 5. The blue army stays allied with Green.

5. Fortifying Your Position

After all attacks are finished, fortify your position in the same way as in the 3-6 player World Conquest RISK game (see page 11).

6. Fortifying Your Allies

You may also make one 'free move' for each of your allies. Fortify these troops in the same way as you would fortify your own position.

7. Collecting a Territory Card

As allies do not receive cards for taking over a Territory, if you choose to take over a Territory using a neutral army, you do not receive a Territory card. You only receive a Territory card for taking over a Territory with your own Military Units.

ALTERNATIVE WAYS TO PLAY

The following rules offer a number of different ways to play Risk.

Since these games are similar in many ways to World Conquest RISK, we only tell you what is **different!** If a rule is not listed, it means it is the same rule as in World Conquest RISK.

MISSION RISK

3-6 Players

OBJECT OF THE GAME

In Mission RISK, the object of the game is to be the first player to complete the 4 Missions that you receive at the start of the game.

SET-UP

Separate the Mission cards into 4 piles, according to the ranking on the card backs. There are missions of increasing difficulty ranked Captain, Major, Colonel and General. Now shuffle each pile separately and place them face down by the gameboard.

Each player draws 1 Mission card from each pile to form a hand of 4 Mission cards. Now look at your Mission cards, but make sure they are kept secret from your opponents. Without looking at them, place the spare Mission cards back in the box.

Once you have received your Missions, set-up continues in the same way as in World Conquest RISK (see page 5). However, the Golden Cavalry piece is not used.

Remember: place your Units carefully as this will help you to complete your missions.

RECEIVING REINFORCEMENTS

Handing in card sets is different in Mission RISK. You no longer refer to the numbered Golden Cavalry boxes at the bottom of the

gameboard to determine the number of Reinforcements you receive. Instead, you receive Reinforcements according to the Insignia on the card sets you have. The number of Reinforcements you receive by exchanging card sets is as follows:

No. of Reinforcements Received	
Card Sets	Received
3 Infantry	4
3 Cavalry	6
3 Artillery	8
1 of each	10

Remember: a wild card can be used as either an Infantry, Cavalry or Artillery card.

ELIMINATING AN OPPONENT

When you eliminate an opponent, you still receive their Territory cards, but not the Mission cards. These must be kept secret until the end of the game.

COMPLETING A MISSION

You may claim a completed Mission once you have achieved what it says on the card. However, you cannot claim more than 1 Mission on a turn.