

RISK[®]

The World Conquest Game



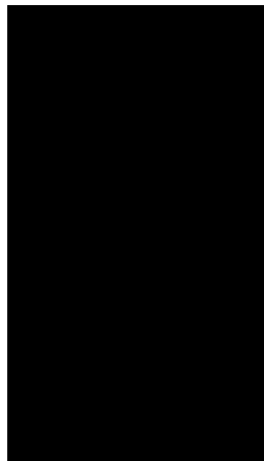
For 2 to 6 players / Ages 10 to adult

Rules ©1959,1963,1975,1980,1990,1993 Parker Brothers,
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INTRODUCTION & STRATEGY HINTS

In the classic “World Domination RISK®” game of military strategy, you are battling 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. But 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!

Strategy. In all the RISK games, keep these 3 strategy hints in mind as you play, add armies, and fortify:

1. Conquer whole continents: You will earn more armies that way. (This doesn't apply in Secret Mission Risk.)
2. Watch your enemies: If they are building up forces on adjacent territories or continents, they may be planning an attack. Beware!
3. Fortify borders adjacent to enemy territories for better defense if a neighbor decides to attack you.

EQUIPMENT

- 1 Tri-fold Game Board • 5 Dice: 2 white and 3 red • Deck of 56 RISK cards
- 6 Sets of armies, each a different color

The Game Board. The game board is a map of 6 continents divided into 42 territories. Each continent is a different color and contains from 4 to 12 territories. The numbers along the bottom (southern) edge of the board indicate the number of armies you will receive for a set of cards you trade in, as explained on page 7.





The Armies. There are 6 complete sets of armies, each containing 3 denominations of army pieces: Infantry (worth 1), Cavalry (worth 5 Infantry), and Artillery (worth 10 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.



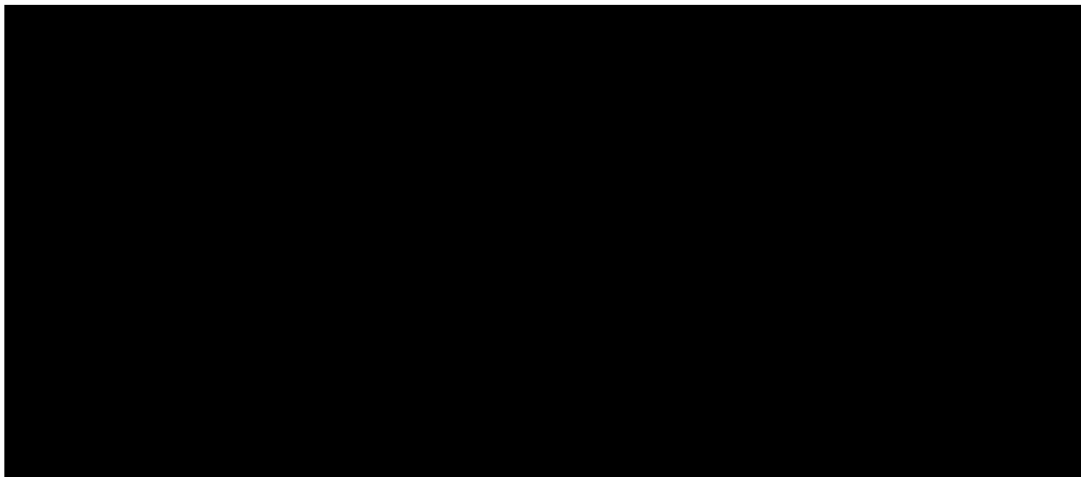
Infantry
1 “army”



Cavalry
5 “armies”



Artillery
10 “armies”





WORLD DOMINATION RISK®

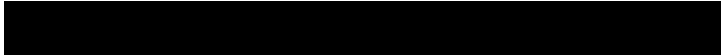
OBJECT OF THE GAME

To conquer the world by occupying every territory on the board, thus eliminating all your opponents.

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 consists of these steps:

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

 - If 3 are playing, each player counts out 35 Infantry.
 - If 4 are playing, each player counts out 30 Infantry.
 - If 5 are playing, each player counts out 25 Infantry.
 - If 6 are playing, each player counts out 20 Infantry.
2. Roll one die. Whoever rolls the highest number takes one Infantry piece from his or her pile and places it onto any 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 in 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:



6. Whoever placed the first army takes the first turn.



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 (see page 10).

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

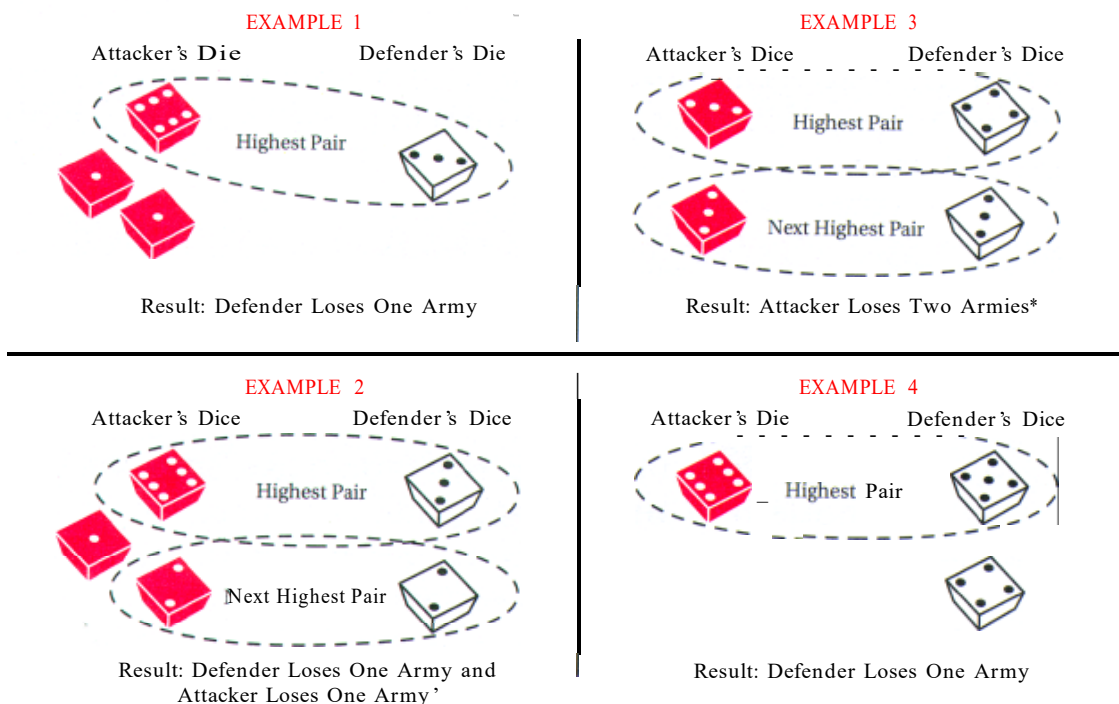
- You may only attack a territory that's adjacent (touching) to one of your own, or connected to it by a dashed line. Examples: Greenland may attack the Northwest Territory, Ontario, Quebec and Iceland. North Africa may attack Egypt, Western Europe and Brazil. At the western and eastern edges of the board, Alaska is considered adjacent to, and may attack, Kamchatka.
- 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.



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, both 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 be 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.

To Decide a Battle. Compare the highest die each of you rolled. If yours (the attacker's) is higher, the defender loses one army from the territory under attack. But if the defender's die is higher than yours, you lose one army from the 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.



Notes:

- *** 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 advantageous, 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.

Your last step is to fortify your position, if you wish (see below). Finally, pass the dice.

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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 an attack to do so. Some players refer to this as the "free move."

To fortify your position, move as many armies as you'd like from one (and only one) of your territories into one (and only one) of your adjacent territories. Remember to move 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.