

# Risk

Please note that you can view the manual which this document is based upon under <https://www.hasbro.com/common/instruct/Risk1963.PDF>

## Standard game

### Objective

The object of the game is to occupy every territory on the board and, in so doing, eliminate all but one player.

### The Cards

There are four different kinds of cards, foot soldier or infantry, horseman or cavalry, and cannon or artillery as well as the joker. There are two jokers and 42 cards other cards with each exactly one territory associated with them, while the jokers do not have any association with territories.

### The Board

There are 42 territories where some are symmetrically connected. These territories roughly resemble the Earth. There are six continents which are composed of several territories.

The table of territories grouped by continent:

ID	Name	Bonus		
0	North America	5		
ID	Name	Cardtype	Connected	
0	Alaska	Artillery	[5, 31]	
1	Alberta	Artillery	[0, 6, 8]	
2	Central America	Infantry	[3, 8, 12]	
3	Eastern United States	Infantry	[2, 6, 7, 8]	
4	Greenland	Cavalry	[5, 6, 7, 14]	
5	Northwest Territory	Cavalry	[0, 1, 4, 6, 7]	
6	Ontario	Artillery	[1, 3, 4, 5, 7, 8]	
7	Quebec	Artillery	[3, 4, 5, 6]	
8	Western United States	Artillery	[1, 2, 3, 6]	
ID	Name	Bonus		
1	South America	2		
ID	Name	Cardtype	Connected	
9	Argentina	Infantry	[10, 11]	
10	Brazil	Infantry	[9, 11, 24]	
11	Peru	Cavalry	[9, 10]	
12	Venezuela	Cavalry	[2, 10, 11]	
ID	Name	Bonus		

ID	Name	Bonus	
2	Europe	5	
13	Great Britain	Infantry	[12, 15, 16, 19]
14	Iceland	Cavalry	[4, 12, 16]
15	Northern Europe	Cavalry	[13, 16, 17, 18, 19]
16	Scandinavia	Infantry	[13, 14, 15, 18]
17	Southern Europe	Infantry	[15, 18, 19, 22, 24]
18	Ukraine	Infantry	[15, 16, 17, 26, 32, 36]
19	Western Europe	Infantry	[13, 15, 17, 24]
ID	Name	Bonus	
3	Africa	3	
20	Central Africa	Artillery	[21, 25]
21	East Africa	Infantry	[20, 22, 23, 25, 32]
22	Egypt	Cavalry	[17, 21, 24, 32]
23	Madagascar	Cavalry	[21, 25]
24	North Africa	Infantry	[10, 17, 19, 20, 22]
25	South Africa	Artillery	[20, 21, 23]
ID	Name	Bonus	
4	Asia	7	
26	Afghanistan	Infantry	[18, 27, 32, 36]
27	China	Artillery	[26, 33, 34, 35, 36]
28	India	Cavalry	[26, 27, 32, 34]
29	Irkutsk	Artillery	[31, 33, 35, 37]
30	Japan	Cavalry	[31, 33]
31	Kamchatka	Artillery	[0, 29, 30, 33, 37]
32	Middle East	Artillery	[18, 21, 22, 26, 28]
33	Mongolia	Cavalry	[27, 29, 30, 31, 35]
34	Siam	Cavalry	[27, 28, 34]
35	Siberia	Infantry	[27, 29, 33, 36, 37]
36	Ural	Infantry	[18, 26, 27, 35]
37	Yakutsk	Artillery	[29, 31, 35]
ID	Name	Bonus	
5	Australia	2	
38	Eastern Australia	Cavalry	[40, 41]
39	Indonesia	Infantry	[34, 40, 41]
40	New Guinea	Cavalry	[38, 39]
41	Western Australia	Artillery	[38, 39]

### The Set Up

Each player receives the same amount of initial reinforcements, according to the following table

Nr. of Players	Armies
2	50
3	35
4	30
5	25
6	20

The first player selects one of any of the 42 territories. One army will be placed on this territory and the number of armies will be decreased by one. The next players do the same for any of the remaining free territories until every territory has exactly one army in it.

After the first player the last player is to play, and the one before after that.

As an example: If four players are enumerated starting from zero, the order of play would be 0 3 2 1.

Once each of the territories is occupied by a single army, the remaining armies will be placed one at an action onto the players territories.

### The Play

Note: the number of mobile armies is equal to the number of armies in a territory minus one.

#### 1. Accumulation of Armies:

At the start of a players move or turn they are entitled to add reinforcements to their territories. The number of additional armies to which they are entitled is equal to the number of territories divided by three rounded down. However it is at least three. Should the player occupy every territory of a continent they are also entitled to that continent bonus which is added to the other additional armies they receive. Should a player trade in a set the set bonus is also added to this number.

The player who picked the their first territory last (i.e. player number one) will be the first to start their regular turn. The order of play reverses after the initial select and reinforce phase.

For example: If four players are enumerated starting from zero the order of play would be: 1 2 3 0.

#### 2. Placing of armies:

Once the additional armies are determined the player can put any number of armies in any territory they occupy. However once a certain number is placed in a territory they cannot change this number. If all but one territory are reinforced and there are still reinforcements left all the remaining reinforcements have to be placed into this territory.

After the reinforcement phase the attack phase starts.

### 3. How to attack:

The purpose of an attack is to eliminate opponents' armies from adjacent territories and to occupy these territories with their own armies.

A player is never forced to attack, and after collecting and placing the extra armies to which they are entitled, may end the attack phase. To attack a territory with more than one army in it has to be selected. Then any number of armies such that one army is not part of the attack however three at most can be used to attack any adjacent territory which is occupied by another player. The outcome of an attack is determined by dice throw. The number of dice used is determined by the number of armies used in the attack. Each army grants one die on the attacker side and the defender side, however the attacker is limited to a maximum of three dice while the defender can only use two at most. The attacker's and the defender's dice are rolled and then sorted in a descending manner, according to their face value. The first die of the attacker is then compared to the first of the defender. If and only if the attackers die's face value is greater than the one of the defender, the defender loses one army in their territory, otherwise the attacker loses one. If dice remain they are also compared. The losses are added up and then subtracted from the respecting territories. Should armies remain in the defenders territory the attacker can start an attack on any territory, including to the one they just attacked. They also can attack from another territory. Should the defending territory no longer have any armies to defend, the attacker has occupied this territory. The attacking player now has to determine a number of armies to occupy this territory with. At least one, but at most the number of mobile armies left in the attacking territory. Consequently one army always has to remain in the attacking territory. The determined number is then added to the occupied territory while the attacking territory's armies are reduced by that number.

As long as the attacking player has a territory with more than one army they can attack until they specifically end the attack phase.

### 4. Fortifying territories

After the attack phase the player may choose any territory, now called the fortifying territory, and a number between one and the number mobile of armies in this territory. Consequently one army has to be left behind in the fortifying territory. Any adjacent friendly territory, now called the fortified territory, may now be chosen. The chosen number is now added to the number of armies in the fortified territory and the number of armies in the fortifying territory is subtracted by this number. The player may also choose to not fortify any country and end their turn or move immediately after the attacking phase.

Should the attacker have captured at least one territory, exactly one card is added to their cards. The other players do not know which card that is.

#### 5. The cards

A player may trade in a set of cards in the reinforcement phase. A player must trade in a set of cards in any phase if they hold five or more cards. A set of cards is either one of each non-joker type, three of a non-joker type or any two non-joker cards with a joker.

Trading a set of cards awards additional armies. Regardless of player each turned in set adds extra armies according to the following table to the bonus:

Nr. of set	Award
1	4
2	6
3	8
4	10
5	12
6	15
7	20
8	25
9	30
...	+ 5

after the ninth set the number of armies is always increased by five.

If a player trades in a set after they have already placed territories they are also allowed to place the additional armies in those territories.

Should a player capture the last territory of another player, their remaining cards are awarded to the eliminating player, which they can immediately combine with their cards to trade in sets. If the player has five or more cards they have to turn in sets until they hold four or less cards, however they may also turn in more if their cards allow it.

Should a player turn in a set which holds cards that are associated with territories that they occupy, additional two armies are awarded. However the player must reinforce each associated territory with at least two armies.

Immediately after trading in a set the cards are added to the discard pile, which is reshuffled and added to the deck of cards should it ever deplete.