

STEPS FOR RISK GAME

Below are the mentioned steps that needs to be followed to play the **RISK** Game and **Creating/Editing** the map.

To launch the application, open **StartApplication.java** and run it as Java Application.

➤ **Game Play**

1. Click on Menu **Game** and select submenu **New Game**.
2. Select the number of players from the drop down i.e. 2 to 6 players for the game.
3. Load a valid map from **<Project_path>/resources/map/World.map**. For testing invalid map select **<Project_path>/resources/map/InvalidMap.map**.
4. For a valid map it pop out a message to click on the **Start Game** button.
5. Click on **Start Game** button.
6. Once you clicked **Start Game** button it takes you to the game board with world map and pops a message to roll the dice.
7. Click on **Roll Dice** button. The maximum allowed click is the number of players in the game. Each click assigns one dice number to each player.
8. Player with highest dice has the first turn and then turn goes anti-clockwise.
9. **Setup Phase:** During this phase armies are distributed among players based on the number of the players in the game. Refer **Risk.pdf** for more details.
At first 42 territories are equally divided among the players automatically, 1 territory at a time. Then, after that the player can place armies over the territories they own. A player can place maximum 3 armies at his turn in setup phase. Player continue placing the armies in their territory until all assigned armies are placed. Once all armies are placed, **Reinforce** button appears. The active player can then start Reinforcement phase.
10. **Reinforcement Phase:** The active player is assigned bonus armies depending upon the territories he occupied in the setup phase and if he has owned any of the continents. Refer **Risk.pdf** for number of bonus armies' rules.
Active player then places the bonus armies on the territories he owns. Once all armies are placed, by the active player **Attack** button appears.
11. **Attack Phase:** Once the active player clicks on **Attack** button, he/she can select the attack territory owned by him and defender territory that is adjacent to attack territory and owned by some other player. **[NOTE: Active player can attack only from that territory which has more than 1 army]**. Once Attacker and Defender territories are selected from the drop downs, each of them rolls the dice. Attacker rolls **Red** dice and Defender rolls **black and white** dice. Attacker rolls the dice for 3 times and defender rolls it for 2 times. The rolled dice number are sorted in descending order in the backend to decide who wins the battle. Click on **See Result** button to check who wins the battle.

On clicking **See Result** button, battle result is displayed in the board. Two buttons **Attack** and **End Attack** appears on the screen. The active player can either continue to attack by selecting **Attack** button or end the attack by clicking **End Attack** button.

12. **Fortify Phase:** When active player clicks on **End Attack** button, game enters **Fortify Phase**. Active player then can strength his armies by moving army from one of his territory to another adjacent territories owned by him. He/she can do so by selecting **Source** and

Destination territory from the drop down. After that he/she can select the **number of armies** he wants to move from source to destination. Click **Move** button to move the respective number of armies. Then click **Finish** button.

Once **Finish** button his clicked turn goes to next player and he/she can start from **Reinforcement** phase to **Fortify** phase in the same manner as explained from point **10** to **12**.

➤ Map Editor:

1. From the main menu on the toolbar click select **Editor Menu**.
2. Editor Menu has two sub menus **Edit Existing Map** and **Create New Map**.
 - Create New Map → Allows you to create a new map from scratch.
 - a) Click **Add continent** button and fill the continent name in the text box.
 - b) Then enter bonus point for the respective continent.
 - c) Click **Add country** button. You then select the continent for the respective country from the drop down and fill the country name in the text box.
 - d) Click **Add Adjacent** button to add neighbors/adjacent territories for the respective countries.
 - e) Once you add all the continents and territories you want, you can save the changes by clicking in **Save the changes** button. It generates a .map file in **<project_location>/<MapFileName>.map** location
 - f) You can click on **Delete continent** button to delete any continent.
 - g) You can click on **Delete countries** button to delete any country.
 - h) You can click on **Delete adjacent** button to delete the neighbors country for a territory.
 - Edit Existing Map→This option allows you to edit the existing map. Once you click on this menu, select the existing .map file that you want to edit. Then you can use the similar functionality as mentioned for **Create New Map** for adding or deleting any continents/countries or neighbouring countries. Once you are done with the modification, click on **Save the changes** button. Then, it will update the old .map file with the new modified changes.