

For 2 to 6 Players
AGES 10+



Risk

OFFICER'S
COMMAND MANUAL

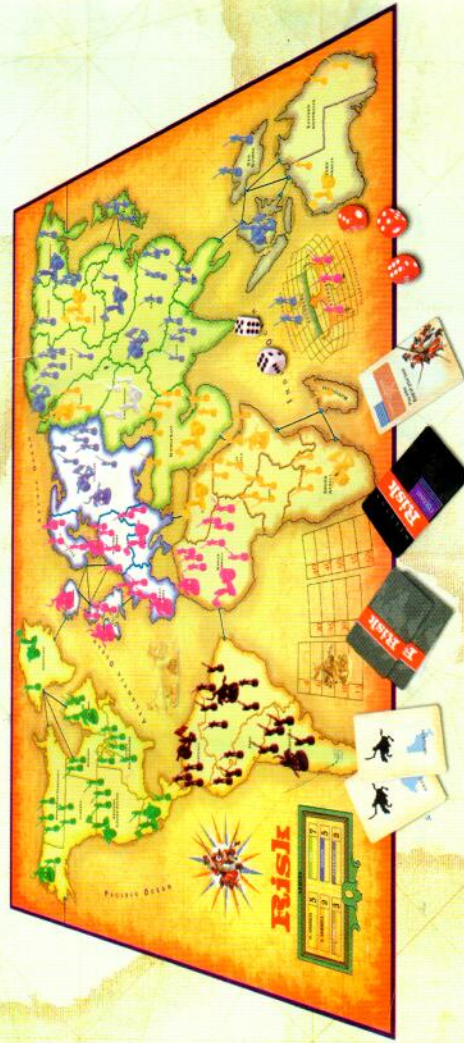
Welcome to **Risk** the game of global domination.

Play the commander of vast armies, a general of superior strategy, and a tactician unlike any mankind has ever seen

Your goal is simple: to take over the world.



RISK is a game that may be different from the games you are used to. The game will take many turns, and during your turn, you will have choices: where to attack, when to attack, and when to stop attacking.



ASSEMBLY

Remove all of the pieces from the plastic bags. Discard the bags.

CONTENTS

- 6 Sets of Military Units, each a different color
- Golden Cavalry piece
- Deck of 72 cards
- 5 Dice
- Gameboard

A LOOK AT THE GAME

First, take all of the pieces to the game and set them out where you can see them. As you read these rules, look at these pieces so you know how they all work.

The game board

Here it is - the world, just waiting for you to conquer it. The gameboard is divided into 42 territories, each with its own name. Many of these names may seem unfamiliar. That's because they existed 200 years ago, when the world looked much different. These territories are grouped into continents (six of them), each a different color. The continents are North America (YELLOW), South America (ORANGE), Europe (PURPLE), Africa (BROWN), Asia (GREEN), and Australia (GRAY).

As you can see, some territories are adjacent to each other. Adjacent territories are those that either share a border or have a sea-line connecting them across water. Your military units will be able to move from one territory to an adjacent one.

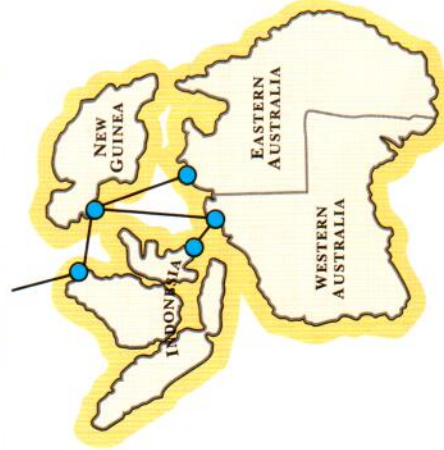
NOTE: There is a sea-line that extends from Asia, wrapping around the board, to North America. This makes the territories of Kamchatka and Alaska adjacent.



Example: The territory of Brazil is adjacent to Venezuela, Peru and Argentina because they share borders. Brazil is also adjacent to North Africa because a sea-line connects them across the ocean. Units in Brazil can attack any of these adjacent territories. But beware, the units in Brazil can also be attacked from any of these territories.

In the South Atlantic Ocean there is a chart of numbers (4, 6, 8, 10, etc.) and on the other side of South America is a box that has the names of the continents (with some more numbers). These will come into play later in the game and will be explained in greater detail later.

Also, in the Indian Ocean is a battleground. This is where your battles will take place. We will discuss this in more detail under **COMBAT** on page 8.



Example: New Guinea, Indonesia, Eastern Australia, and Western Australia are territories. Together, these four territories make up the continent of Australia.



The plastic pieces

There are six armies in this game, each a different color. Each player will be a different colored army. There is also one "golden cavalry" piece that belongs to no one. Instead, it keeps track of bonus reinforcements. Just set it aside for now.

If you look at the pieces closely, you'll see that there are three different shapes — a soldier with a musket (infantry), a soldier on a horse (cavalry), all of these pieces a cannon (artillery). All of these pieces represent your units, but each one represents a different number of units:

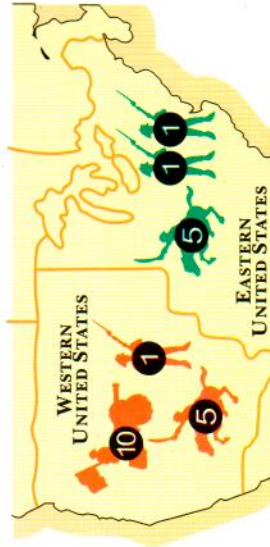


Infantry
1 unit

Cavalry
5 units

Artillery
10 units

During the game, you will have many pieces on the board, sometimes many in one territory. When this happens, use a cavalry or artillery piece to save space. It's a lot easier to have 1 artillery piece on the board instead of 10 infantry pieces (both equal 10 units). Just like it's easier to carry two dimes instead of 20 pennies, it's easier to move two artillery pieces instead of 20 infantry pieces. At any point in the game, you can "make change" by substituting different pieces into a territory. Just make sure you don't change the number of unit.



Example: In Eastern United States, Green has 1 cavalry and 2 infantry. Since a cavalry piece represents 5 units and an infantry piece represents 1 unit, the Green player has 7 units in Eastern United States (5 + 1 + 1). The Red player has 1 artillery, 1 cavalry and 1 infantry in Western United States. This represents 16 units (10 + 5 + 1).

The 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.

The cards

There are two types of cards - Mission cards and Territory cards. Mission cards are used only when playing MISSION RISK (see page 16, for the rules to MISSION RISK). If you are playing Global Domination RISK, you can put the Mission cards back in the box out of play.



There is one Territory card for each territory on the board. Each of these has the name and picture of a territory as well as a picture of an infantry, a cavalry or an artillery. There are also two wild cards that don't have territories on them but do have pictures of the three unit types.

Territory cards are used throughout the game to gain bonus reinforcements. We'll explain how they work a little later.



Example: This Territory card is for Ontario. It has a picture of that territory as well as a cavalry.

Example: This is a wild card. It has no territory on it but it does have pictures of the three unit types.



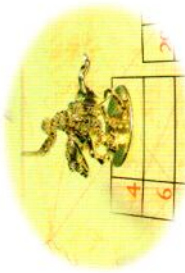
GLOBAL DOMINATION RISK

For 3 to 6 Players

Set out the gameboard so everyone can reach it.

Shuffle the Territory cards and place them facedown near the edge of the gameboard. This is your draw pile. Leave room next to the draw pile for a discard pile.

Place the golden cavalry piece on the number 4 of the chart at the bottom of the gameboard.



Each player chooses a color and takes all of the units of that color. Place your units in a pile near you.

Now get out your starting units. These units will be placed on the board before play begins. The number of starting units depends on the number of players.

# OF PLAYERS	STARTING UNITS
2	See 2-Player Rules
3	35 each
4	30 each
5	25 each
6	20 each

Count out your starting units and put them in front of you.

Now, each player rolls one die to see who goes first — the high die roll wins. Play then passes to the left.



Claiming Territories

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

To claim a territory, take one of your starting units and place it into an empty territory. You now control this territory. The next player (this would be the player to the last player's left) places a unit into an empty territory, claiming that territory, and so on. You cannot claim a territory that already has a unit in it.

Eventually, all 42 territories will be claimed. Some players may control one more territory than others. This is OK.

Important: From now on, there will be no unclaimed territories on the board. Control of a territory (the player who has units there) may change, but a territory will never be left empty.

Reinforcing Territories

Now that all of the territories are claimed, you will start reinforcing your territories. (The more units you have in a territory, the easier it is to attack and defend from.)

Reinforcing a territory is simple: just place one of your starting units into a territory that you control. You cannot place reinforcements into an enemy's territory. After you place your reinforcement, the player to your left reinforces one territory, then the next player to the left, and so on. Keep going around the table until all of each player's starting units have been placed.

There is no limit to the number of units that can be in a territory. 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's starting units are on the board, it is time to declare war. Each player rolls one die again to see who starts the game.

Note: The player who placed his/her units first may or may not be the player who takes the first turn.



YOUR TURN

Overview

At the start of each one of your turns, you will receive additional units, which you will place on the board to reinforce your army. Then you will attack your enemies, if you want. After you are done with combat, you will get one chance to relocate some of your units. If you conquer one territory on your turn, you get to draw a Territory card. That's all there is to a turn. Now let's go over things in more detail so you can plan your world conquest.

STEP

- 1 Receive and Place Reinforcements (always)
- 2 Combat (if you like)
- 3 Fortify Your Position (if you like)
- 4 Collect a Territory Card (as long as you've conquered one territory)

STEP 1: RECEIVE AND PLACE REINFORCEMENTS

At the start of your turn, you gain additional units to reinforce your territories. How many reinforcements you gain depends on the number of territories you control, the number of continents you control (if any), and any Territory card sets you turn in.

Count Your Territories:

The first thing you do is count the number of territories you control (these are the territories with your units in them). Take your total number of territories and divide them by 3 (ignore any remainders). This is the number of reinforcements you receive. However, the number of reinforcements you receive can NEVER be fewer than 3, so even if you control only a few territories, you'll always receive at least 3 reinforcements. Take your reinforcements from your unit pile and put them in front of you. This is the start of your "reinforcement pile."

Example: Green controls 13 territories at the start of his turn. 13 divided by 3 is 4 (Remember: You ignore the remainder). Green gains 4 reinforcements.

Example: Red controls 5 territories at the start of her turn. 5 divided by 3 is 1. However, you can never receive fewer than 3 reinforcements, so Red gains 3.

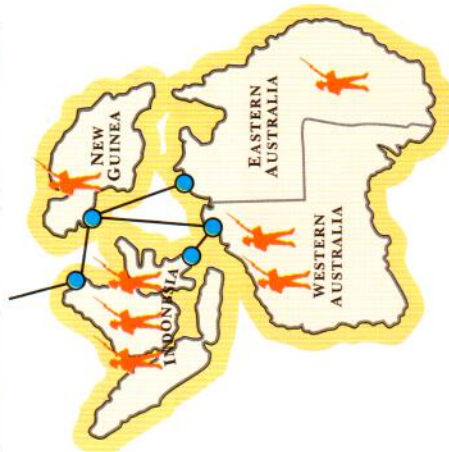
Look at the list below to help you determine your reinforcements.

TERRITORIES	REINFORCEMENTS
1-11	3
12-14	4
15-17	5
18-20	6
21-23	7
24-26	8
27-29	9
30-32	10
33-35	11
36-38	12
39-41	13

Do You Control Any Continents?

You also get reinforcements for every continent you control. Remember that a continent is a group of territories of the same color. The smallest continents (and the easiest to control) are Australia and South America. The largest is Asia. If you control every territory within a continent, then you control that continent.

The number of reinforcements you receive depends on which continent (or continents) you control (if any). The chart in the lower left corner of the gameboard shows how many reinforcements you receive for each continent. Count out these reinforcements from your unit pile and add them to the reinforcement pile in front of you (the pile you started by counting your territories).



Example 1: Red controls Australia. In addition to the reinforcements she received for controlling her territories, Red also gets 2 reinforcements for controlling Australia.

Example 2: Gray controls Europe and Africa. In addition to the reinforcements he received for controlling his territories, Gray receives 8 (5 for Europe and 3 for Africa) reinforcements for controlling these two continents.



Turn in Any Card Sets You May Have:

This may seem a little out of place because we haven't talked about how you get Territory cards yet (we'll talk about that in Step 4), but this is the time when you would turn in Territory cards for bonus reinforcements.

Remember how each Territory card has an image at the top - an infantry, a cavalry or an artillery (the wild cards have all three)? When you have a set of 3 cards that show either the same picture or one of each picture, you can turn them in for reinforcements. If you have a wild card, it can count as any one of the three - an infantry, a cavalry or an artillery.

Bonus Requirements

You can turn in cards when you have one of the following:

3 Infantry OR 3 Cavalry OR 3 Artillery OR 1 Infantry, Cavalry, and 1 Artillery (Remember: A wild card can be used for any one of the above cards.)

Important: When you have 5 or more cards, you must turn in a set as you will always have at least one of the above.

The number of reinforcements you get for turning in cards depends on how many card sets have been turned in so far in the game. Look again at the chart on the gameboard (4, 6, 8, 10 etc.); These are the numbers of bonus reinforcements you receive for turning in card sets. The first card set turned in during the game is worth 4 bonus reinforcements. The next card set turned in is worth 6. The next card set turned in is worth 8, and so on. Eventually these card sets will give you a lot of bonus reinforcements.



When you turn in a card set, move the

golden cavalry piece forward one space toward the next higher number. This will indicate how many reinforcements the next player to turn in a card set will receive. Add the bonus reinforcements to your reinforcement pile and discard your card set to the discard pile.

Example: Red has 4 cards at the start of her turn. They show 2 infantry, a cavalry, and an artillery. She turns in a 3 card set: one infantry, one cavalry, and one artillery. Although this is the first card set she has turned in, it is the third card set turned in so far this game. Therefore, Red gets 8 reinforcements. She takes these 8 bonus reinforcements and puts them in her reinforcement pile. Then she moves the golden cavalry piece forward one space from the 8 onto the 10. The next player to turn in a card set will get 10 bonus reinforcements.



Place Your Reinforcements:

After gathering your reinforcements, place ALL of them into territories that you control. You can choose to put all of your reinforcements into one territory or spread them out across your territories. Remember: You must place ALL of these reinforcements.

STEP 2: COMBAT

Combat is the main part of your turn. It is here that you attack your opponents and attempt to take territories from them. You can choose how many times you want to attack, in what order, and when to call it off. You can choose not to attack at all (if so, skip to step 3) or to attack until you have almost no units left. You can even attack more than one territory on your turn.

A Few Words about Combat

Here are some terms used during combat:

- The **attacker** is the player whose turn it currently is.
- The **defender** is the player being attacked.
- An **invasion** is when a territory is being attacked. The invasion over or until either the territory is taken over or until the attacker calls off the invasion. You may be able to invade more than one territory on your turn.

- A **battle** is one roll of the dice (for each, the attacker and defender) during an invasion. An invasion may require one battle or it may require dozens of battles.

Where Can I Invade?

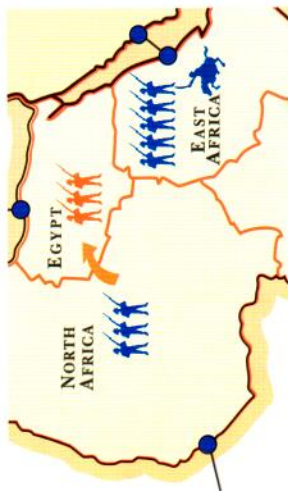
You can invade from any one territory you control into an adjacent enemy's territory. Remember: Territories are adjacent if they share a border, or a sea-line runs between them.

You can only invade an enemy's territory - not your own. Choose a territory you control and announce the adjacent territory you wish to invade.

How You Battle

You must have at least 2 units in a territory in order to attack. This is because one unit must stay behind in order to protect the territory you are invading from. This unit must be set aside and cannot be part of any battle.

Now choose how many units you will send from your attacking territory into the battle. You can send 1, 2, or 3 units. Your invasion force may be much larger than 3, but no more than 3 units can be sent into each battle.

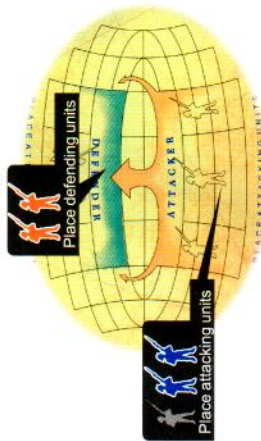


Blue has 3 units in North Africa and wants to invade Egypt. For his first battle, he can send 2 units into Egypt. He cannot send all 3 since one unit must be held back to protect North Africa.

Take your attacking units and place them on the attacker's spaces on the battleground.

Next, the defender chooses how many units will defend from the attacked territory. You can defend with either 1 or 2 units. There may be more units in the territory, but 2 is the maximum number of units you can defend with during a battle.

Take your defending units and place them on the defender's spaces on the battleground.



Red is defending Egypt and has 3 units. She can only send 2 out to defend during this first battle.

Let the battle begin... Each side rolls 1 die for each unit attacking or defending. This means the attacker will roll 1, 2 or 3 dice and the defender will roll 1 or 2 dice. Both roll at the same time.



Blue is rolling 2 dice to attack since he has sent 2 units in. Red is defending with 2 units so she will also roll 2 dice.

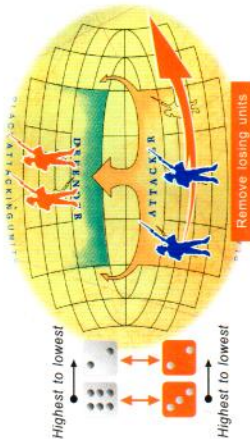
Resolving the Battle

After both sides roll the dice, put your dice in order from highest to lowest. You will then compare your highest die to your opponent's highest die to see who won.

IMPORTANT: In case of a tie roll, the defender always wins.

The player with the higher die roll wins. The loser removes a unit from the battleground. This unit has been defeated. put the defeated unit back into its unit pile off the board.

After you and your opponent compare the highest dice, you compare your next-highest dice.



The attacker rolls a 3 and a 2. The defender rolls a 6 and a 2. First, the players compare their highest die: Blue 3 and Red 6. Red wins and Blue removes one of his attacking units from the battleground.

Now, the players compare their next-highest die: Blue 2 and Red 2. This is a tie but since defenders win ties, Red wins and Blue removes his other attacking unit from the battleground.

If you rolled more dice than your opponent, ignore those extra dice.

When the battle is over, all remaining units return to their respective territories - but don't worry, you may send them immediately back into battle.

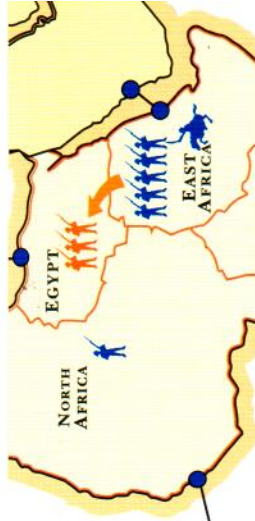
Calling Off an Invasion

After any battle, you (the attacker) may choose to call off the invasion. You may choose to invade a new territory, invade a territory you attacked earlier during combat, or end the combat part of your turn.

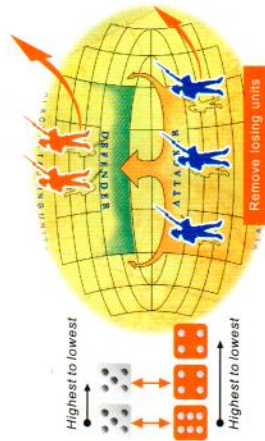
Changing the Attacking Territory

During an Invasion

In between battles, you can change the territory from which you are invading and continue the invasion from a different, adjacent territory. What you cannot do is battle with units from different territories at the same time. During one battle, all your units must be from the same territory.



Since North Africa only has 1 unit left in it. Blue cannot continue the invasion from there (Remember: one unit must stay behind in a territory to protect it). But Blue has 10 units in East Africa, which is also adjacent to Egypt. Blue continues the invasion from East Africa and sends 3 units (the maximum to attack) out to invade Egypt. Red defends with 2 units (the maximum to defend).



Blue rolls three dice, one for each attacking unit, and gets a 6, a 4 and a 4. Red defends with two 5s. Blue's highest die is a 6 and Red's highest die is a 5. Since 6 is higher than 5, Red loses a defending unit and removes it from the battleground. Blue's next - highest die is a 4 and Red's next-highest die is a 5. Since 5 is higher than 4, Blue loses an attacking unit and removes it from the battleground. Blue's last die roll, a 4, is not used since there is no defending die to compare it to.

Winning an Invasion and Moving In

You win the invasion when you defeat the last defending unit from a territory. You have now conquered this territory. Take the units used to win the battle and move them from the battleground into the territory you invaded. You may now move any additional units from your invading territory in to join them. So even though you can only battle with 3 units, once you've won the invasion, you can move more troops into your new territory. You must do this before you declare a new invasion.



Red only has one defending unit left in Egypt, so Blue attacks again from East Africa. Blue moves 3 units from East Africa onto the battleground to attack Egypt. Red moves her 1 unit onto the battleground to defend Egypt. Blue wins the battle and the invasion. He moves his 3 attacking units into Egypt to claim the territory, then he moves 5 of the 6 remaining units from East Africa into Egypt, leaving 1 behind.

Eliminating Another Player

You eliminate another player if you defeat his/her last unit on the board. This player is now out of the game. As a reward, you get all of that player's Territory cards (if he/she has any). Add these Territory cards to your hand.

If your new hand of Territory cards is now 5 or more, you must stop and immediately turn a set in for bonus reinforcements. You place these reinforcements into any of your territories. If you still have 5 or more cards, then turn in another set and place these reinforcements as well. Finally, when you have 4 or fewer cards, continue your turn.

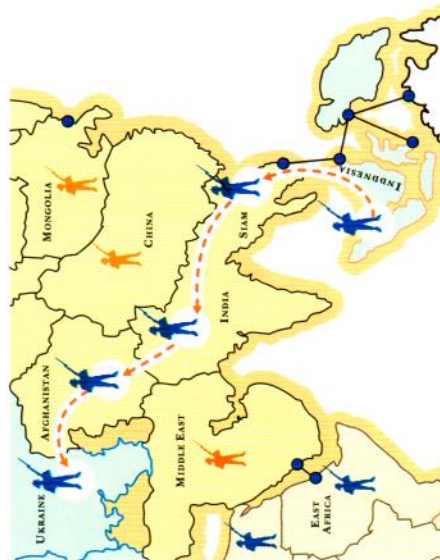
STEP 3: FORTIFY YOUR POSITION

After you are finished attacking, you get ONE fortification (or "free move") with your units.

To fortify your position, take as many units as you'd like from one of your territories and move them to another connected territory. (Remember: you MUST leave at least one unit behind - you cannot abandon a territory.)

Territories are "connected" if all the territories in between are also CONTROLLED BY YOU. YOU cannot pass through enemy territories.

This is not an attack: it is simply a movement from one of your territories to another in order to protect your front line or to get into position for your next turn.



Example: At the end of your turn, you can fortify from Indonesia through Siam, through India, through Afghanistan, and into Ukraine since you control all these territories. Since you only went through your own territories, Indonesia and Ukraine are "connected"



STEP 4: COLLECT A TERRITORY CARD

At the end of your turn, you may be able to collect a Territory card.

If you conquered at least one enemy territory on your turn, then you get one Territory card. Draw it off the top of the deck and add it to your hand. It doesn't matter if you conquered multiple territories, you still only get one Territory card at the end of your turn.

If you didn't conquer any territories on your turn, then you do not get a card.

WINNING

You win if you are the last player in the game, meaning you control all 42 territories on the board. You are the ruler of the world.





2-PLAYER RISK

The following rules give two different ways to play 2-Player RISK. In both versions there are neutral armies (called neutrals) that occupy the board along with the two players.

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

Follow the rules for Global Domination RISK with these changes.

Goal

Eliminate your opponent.

Setup

The two players start with 36 units each. Set out 24 units for each of the 4 neutrals (the 4 colors not used by the players).

Remove the 2 wild cards from the Territory card deck. Deal out 9 Territory cards to each player and 6 to each neutral. Place one unit for that army into the territory. After every territory has been claimed, return the wild cards and Territory cards to one deck, shuffle it and set the deck facedown near the gameboard.

Roll the dice to see who places reinforcements first. Players then alternate. Each Player places 3 of his/her units (you can place them all into one of your territories or split them up) and then 1 unit for each neutral (into a territory they control).

Players then roll to see who goes first. High roll wins.



Turn Order

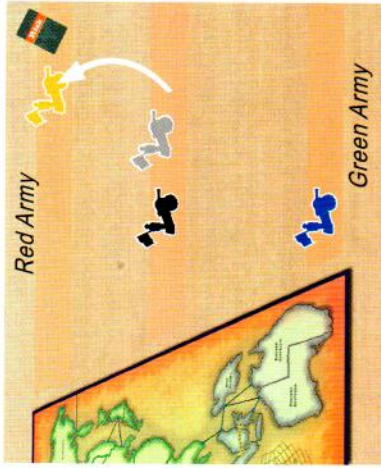
Your turn order is similar to Global Domination RISK but with a few extra steps. The new steps are in *italic*.

STEP	
1	<i>Bribe Neutrals</i>
2	Receive Reinforcements
3	<i>Reinforce Allies</i>
4	Combat
5	Fortify Your Position
6	<i>Fortify Your Allies</i>
7	Collect a Territory Card

STEP 1: BRIBE NEUTRALS

At the start of your turn, you may give a Territory card to a neutral to make it more favorable to you. Move that neutral's cannon one position closer to you, meaning an ally of your opponent becomes uninvolved (the cannon moves from in front of your opponent to in between you and your opponent) and an uninvolved neutral becomes your ally (the cannon moves from in between you and your opponent to in front of you). Place any Territory card(s), used to bribe a neutral, facedown under that neutral's cannon. This card(s) now stays with that neutral.

- You may give two cards to a neutral in a turn to move them two places.
- You may give cards to more than one neutral. Move all of the neutrals' cannons that you've given cards to.
- You cannot give a card to a neutral that already has 5 cards - this neutral can no longer be bribed.



Example: Red and Green are playing against each other using the blue, black, gray and yellow armies as neutrals. It is Red's turn. She chooses to bribe the yellow army by placing a Territory card facedown under the yellow cannon. Red then moves the yellow cannon from the uninvolved position (between her and the green player) to directly in front of her to show that this army is now her ally.

STEP 2: RECEIVE REINFORCEMENTS

You receive and place your reinforcements as usual. Do not count territories or continents controlled by your allies when determining your reinforcements.



Place a cannon (for each neutral) near the gameboard to keep track of each neutral's status. Neutrals start as uninvolved, so place the cannon halfway between both players. As a neutral changes status, move its cannon to the side of the player who allies with it.



STEP 3: REINFORCE ALLIES

Each of your allies may also receive reinforcements if you want. Choose an ally, roll 1 die, and place that many units into that ally's territories. You may put the units into one territory or divide them among several territories held by that ally. Repeat for all of your allies that you want to reinforce.

- You do NOT have to reinforce an ally.
- Allies do not count territories when determining reinforcements.
- Allies do not get bonuses for holding continents.
- Allies do not turn in Territory card sets for reinforcements.

STEP 4: COMBAT

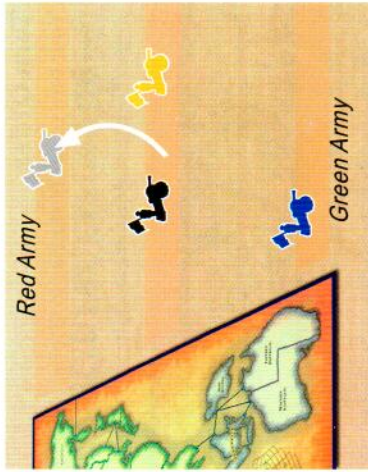
On your turn, you may attack with allied troops as if they were your own. These troops may attack your opponent, other neutrals or other allies.

Attacking neutrals or attacking with an allied army may cause them to move closer to your opponent.

After you finish an invasion into a neutral's Territory (whether you conquer it or not) and/or after you finish an invasion using an allied army, roll 1 die. On a roll of 1-4, move that neutral's cannon one position away from you. On a roll of 5 or 6, the neutral or ally keeps its current status.

If you use an ally to attack another neutral, roll for both but roll one at a time.

If you eliminate a neutral, you get all of its Territory cards, if any. If you use an ally to eliminate a neutral, you (not the ally) get the eliminated neutral's Territory cards.



Example: On his turn, the Green player decides to invade Quebec (a territory controlled by the gray army, which is currently uninvolved). He does not win the invasion. Green must now roll a die to see if the gray army's status changes. The roll is a 3. Green moves the gray army's cannon one position away from him, making the gray army Red's ally.

Green also uses the blue neutral army (which is currently his ally) to invade Australia (which is controlled by the Red player). This invasion he wins.

Green rolls a die to see if the blue army's status changes. The roll is a 5. The blue army stays allied with the Green player.

STEP 5: FORTIFY YOUR POSITION

After all attacks are finished, fortify your position the same way as in Global Domination RISK.

STEP 6: FORTIFY YOUR ALLIES

You may make one "free move" for each of your allies. Fortify these troops using the same rules as in Global Domination RISK.

STEP 7: COLLECT A TERRITORY CARD

Allies do not get cards for conquering a territory. You get no card for using an ally to conquer a territory. You only receive a Territory card for conquering a territory with your own troops.



MISSION RISK

For 3 to 6 Players

Reinforcements

Turning in card sets is different in Mission RISK. Instead of using the chart on the bottom of the gameboard to determine the value of the card set, use the following chart to determine how many bonus reinforcements you'll receive for a set:

Reinforcement Table

SET	BONUS REINFORCEMENTS
3 Infantry	4*
3 Cavalry	6
3 Artillery	8
1 of each	10

So turning in a set of 3 Cavalry always gives you 6 bonus reinforcements, no matter if it is the first set turned in or the 15th. Turning in a "1 of each" set will give you the most bonus reinforcements.

Eliminating an opponent

When you eliminate an opponent, you still get his/her Territory cards but not the Mission cards. Those are 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. But you cannot claim more than one mission on a turn.

To claim a completed mission, show the Mission card (at the time it indicates) to all players, confirming that you have completed what it asks for. Now place the Mission card back in the box, out of play.

- If a Mission card reads "Play the start of your turn," show the card at the very start of your turn, before you receive reinforcements.
 - If a Mission card reads "Play after you gain reinforcements," show the card after you have received your reinforcements.
 - If a Mission card reads "Play at the end of your turn," show the card as the last thing you do on your turn, after drawing a Territory card (if any).
- After a player has completed three missions, he/she must reveal his/her fourth (and last) mission, so all players know what mission needs to be completed to win the

For 4 or 6 Players in a Teams

In this game, players do not win individually, but instead win as a team. Players set up in their own territories. Over the course of the game, players on the same team may share territories.

GOAL

The game is over when ONE player on a team is eliminated. The other team wins.

Setup

Determine which players are going to be on which teams. Players should sit so the two teams alternate taking turns - team 1, team 2, team 1, team 2, etc.

Players set up in their own territories.

game. This last Mission card stays revealed for the rest of the game - so leave it faceup where everyone can see it.

NOTE ON MISSION CARD:

A mission may require you to control an island. An island is a territory completely surrounded by water and only connected to other territories by sea-lines, for example Indonesia.

WINNING

The first player to complete all 4 missions wins. You can also win by eliminating all other opponents, but that's the hard way to do it.

Receive reinforcements

When determining the number of territories you control, check to see if you are sharing any territories with other members of your team (players can move into friendly territories during fortification, as explained below).

The player that has the most units in a territory controls that territory. If two players tie for the most, then NO ONE controls that territory.

Example: Red, Black, and Green are on the same team. At the start of Green's turn, he controls 7 territories on his own. In Greenland, he and Black both have 4 units. In this case, neither Green nor Black controls Greenland. In Eastern United States, Black has 2 units, Red has 2 units, and Green has 3 units. Green controls this territory since he has more units there than either Black or Red.

Note that if a territory is not controlled by any player (since there is a tie for majority), then the continent bonus is lost as well.

Example: Black controls New Guinea, Eastern Australia, and Western Australia. However, in Indonesia Black has 2 units and Red also has 2 units. Since it is a tie, neither player controls the territory. As a result, Black does NOT collect the 2 bonus reinforcements for controlling the Australian continent.

Also, use the following chart to determine bonus reinforcements for card sets instead of the chart on the bottom of the gameboard.

SET	BONUS REINFORCEMENTS
3 Infantry	4
3 Cavalry	6
3 Artillery	8
1 of each	10

So turning in a set of 3 Cavalry always gives you 6 bonus reinforcements, no matter if it is the first set turned in or the 15th. Turning in a "1 of each" set gives you the most reinforcements.

Combat

You may not attack another player on your team.

Fortify your position

There are two rules that are different when fortifying your position.

You may fortify from one territory where you have units to any other territory where you or other team members have units. This means you may move into other team member's territories - even if they don't want you to.



Risk