AGES
10+

2–5
PLAYERS

Risk

GAME GUIDE



INTRODUCTION

In RISK, the goal is simple: conquer your enemies' territories by moving your troops in and engaging in battle. Depending on the roll of the dice, you will either defeat your enemy or you will be defeated. If you defeat all your enemy's troops in a territory, you have conquered that territory and are one step closer to global conquest.

HOW TO USE THIS GUIDE

If this is your first time playing RISK and you want to know all the details, start on page 3.

If you want to jump right in and start playing, go to page 5.

There are four ways to play:

Secret Mission RISK (page 5)
Classic RISK (page 12)
RISK for 2 Players (page 13)
Capital RISK (page 14)



CONTENTS: Gameboard • 5 armies, each with 40 Infantry, 12 Cavalry and 8 Artillery • Deck of 56 RISK cards • 1 card box • 5 dice • 5 war crates

A LOOK AT YOUR GAME

THE GAMEBOARD

The gameboard is a map of 42 territories, separated into six continents. (Each continent is a different colour.) The numbers along the sides of the board represent the number of troops you receive for each set of cards traded in.



Notice that some territories connect to each other by a border and some connect by a sea-line.

THE ARMIES

There are five complete armies, each containing three types of troops:

Infantry (worth 1 troop), Cavalry (worth 5 troops) and Artillery (worth 10 troops)

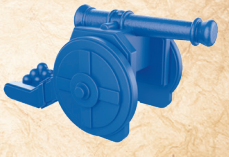
You'll start the game using Infantry pieces, but as you receive more troops, you can save space by trading them in for Cavalry or Artillery pieces.



Infantry =1 troop



Cavalry = 5 troops



Artillery =10 troops

THE DICE

You will use red when you attack, and blue when you defend.



Attack Dice



Defence Dice

RISK CARDS

There are:

42 TERRITORY CARDS

Each has both the name of a territory
and an image of Infantry, Cavalry or Artillery.



Infantry Cavalry Artillery

2 'WILD' CARDS

Each shows all three troop images.



12 SECRET MISSION CARDS



Note: The 12 Secret Mission cards are used only if you are playing Secret Mission RISK. You will remove the Secret Mission cards for all other games.

GAME 1: Secret Mission RISK (3-5 players)

In Secret Mission RISK, it's a race to complete a secret mission... that only you know about.

AIM OF THE GAME

Be the first player to complete the Secret Mission described on your Secret Mission card.

SET-UP

1. First, have each player select an army. Then count out how many troops each player gets to start the game, depending on how many people are playing.

3 Players
Each player starts with 35 Infantry

4 Players
Each player starts with 30 Infantry

5 Players
Each player starts with 25 Infantry

2. Next, elect one player to be the General. The General then separates the 12 Secret Mission cards from the rest of the deck. If there are fewer than five players, the General also removes the Secret Mission cards that refer to army colours that were not chosen and places them back in the box. For example, if the green army was not chosen, the General will remove the Secret Mission card that refers to the green army.

3. The General then shuffles the Secret Mission cards and, starting to the left, deals one card face down to each player. The remaining Secret Mission cards are put back in the box; no one, including the General, may look at them.

4. Now, the General removes the two 'wild' cards from the territory cards, shuffles and deals out all the territory cards, starting with the player to the left. (In a 4- or 5-player game, two players will each receive one extra card.) These cards represent which territories each player will occupy at the beginning of the game.

5. Next, each player places one Infantry on each of the territories they were given.

6. Once all 42 territories have been claimed, all players (starting with the youngest) take turns placing one additional Infantry on any of their territories. This continues until all players have run out of their initial Infantry pieces. (Note: There is no limit to the number of troops you can place on a single territory. You can place many on one territory and only a few on your other territories. Like many things in RISK, it's all up to you.)

7. The General now collects all the territory cards, inserts the two 'wild' cards in the deck, shuffles and places the deck, face down, by the side of the board.

8. Now you are ready for the first turn. Each player rolls one die and whoever rolls the highest number goes first.

HOW TO PLAY

On every turn, you will do three things, in this order:

1. Receive new troops and place them on the board.
2. Attack (if you want to).
3. Manoeuvre your troops (if you want to).

Let's take a closer look at these actions.

1. RECEIVING NEW TROOPS

At the beginning of every turn (including your first), you will receive new troops.

This is based on:

A. The number of territories you occupy.
B. The value of the continents you control.

TERRITORIES

First, count the number of territories you currently occupy; then divide the total by three (ignore any fractions). This answer is the number of troops you receive. Place the new troops on any territory or territories you already occupy. (You can distribute them in any way you'd like.)

Note: You will always receive at least 3 troops on a turn, even if you occupy fewer than 9 territories.

CONTINENTS

You will also receive new troops for each continent you control. (To control a continent, you must occupy all its territories at the beginning of your turn.) To find the exact number of new troops you'll receive for each continent, check the continent bonus icon located above each continent's name on the gameboard (see example, right). You can now place these new troops on any territories you already occupy.

EXAMPLE:

You occupy 11 territories = you receive 3 new troops

You occupy 14 territories = you receive 4 new troops

You occupy 17 territories = you receive 5 new troops



Continent bonus icon

2. ATTACKING

Next, after placing your new troops, you'll decide whether you wish to attack. If you do, your goal is to capture an enemy territory by defeating all the opposing troops already on it. These battles are fought by a roll of the dice.

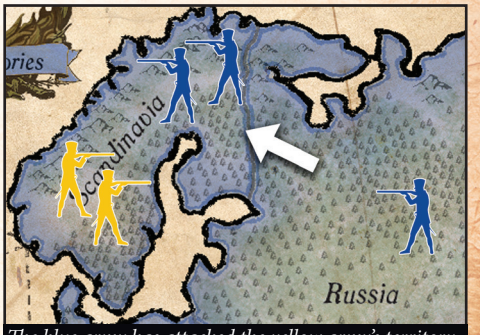
If you choose to attack:

- You can only attack a territory that shares a border with one of your own or is connected to it by a sea-line (a dashed line). Note that Alaska is connected to, and can attack, Kamchatka.
- You can attack only one territory at a time, and you can attack from only one territory at a time.
- You must always have at least two troops in the territory you're attacking from.
- After your initial attack, you can continue attacking until you have eliminated all opposing troops on the territory, or you may shift your attack to a different territory. You can attack as often as you like, and you can attack as many territories as you like during one turn. It's your choice.

THE BATTLE

1. First, take the number of troops you want to attack with and push them across the line into the defending territory. You can attack with up to three troops; no matter how many troops you have in a territory, you can only attack with one, two or three.

An important rule to remember: you can never leave a territory empty. You must always leave behind at least one troop to stand guard.



The blue army has attacked the yellow army's territory with two troops. Note that the blue army left one troop in the original territory.

2. Next, the defender will choose either one or two troops to defend their territory. No matter how many troops they have in the territory, the defender can only defend with one or two. Unlike the attacker, the defender can use their last troop in the battle; no one needs to stand guard.

Note: Whether you are the attacker or the defender, the more dice you roll, the greater your odds for winning the battle. However, this also increases the number of troops you may lose.

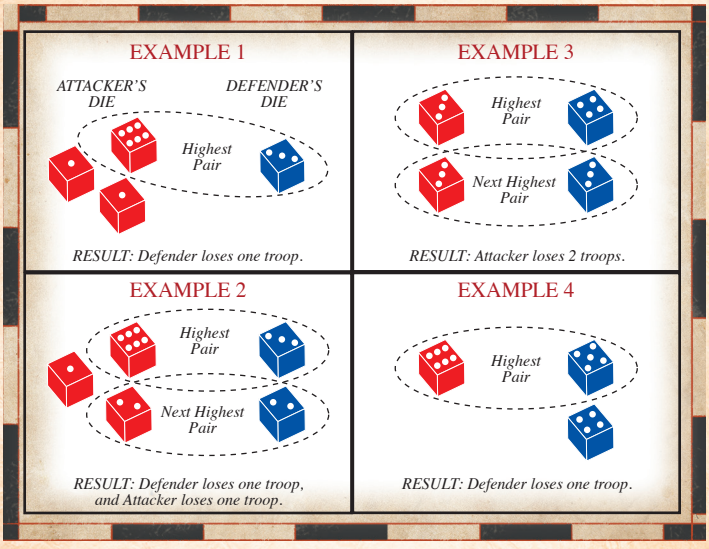
3. Now the battle begins. The attacker will roll one red die for each attacking troop, and the defender will roll one blue die for each defending troop. Both players must roll at the same time.

WHO WINS THE BATTLE?

It's easy: pair up the highest dice each of you rolled. For every attack die that is higher, the defender loses one troop from the territory under attack. But for every defence die that is higher, the attacker loses one troop from the territory they attacked from. (The defeated troops are put back with the rest of your troops that are not on the board.) If you rolled an unequal number of dice, the lowest numbers are ignored.

Notes:

- In the case of a tie, the defender always wins.
- The attacker can never lose more than two troops on a single roll.
- If the defender has one or more troops in the territory after the attack, any surviving attacking troops return to the territory they attacked from. However, the attacker may attack again, if they wish.



CAPTURING TERRITORIES

If you wipe out all the opposing troops in a territory, you capture that territory and must keep all the troops that survived the battle in the territory. You can also move more troops in from the attacking territory if you want.

Remember: You must always leave at least one troop in the territory you attacked from.

Don't forget: You can attack as many times as you want on one turn, **even if your first attack was unsuccessful**. It's up to you how many times and how many different territories you want to attack.

ENDING YOUR ATTACK

When you have finished attacking, if you have captured at least one territory, you will take the top territory card from the draw pile. (For more about territory cards, see page 10.) Next, you can manoeuvre your troops.

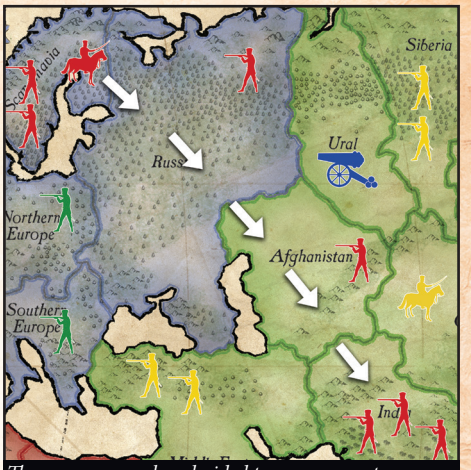
3. MANOEUVRING YOUR TROOPS

No matter what you've done on your turn, you may, if you wish, end your turn by manoeuvring your troops. You'll want to manoeuvre your troops to put them in a better defensive position or to set up future attacks.

Note: You are not required to win a battle or even to try an attack to manoeuvre your troops. You may manoeuvre your troops at the end of every turn.

To manoeuvre your troops, move as many troops as you'd like from one (and only one) of your territories into one (and only one) of your territories that is connected. Territories are considered connected if all the territories in between them are also under your control, creating a chain of connected territories. You cannot pass through enemy territories.

Don't forget: When moving your troops from one territory to another, you must leave behind at least one troop to stand guard.



The orange army has decided to manoeuvre two troops into India, by travelling through a chain of connected territories that they control.

After you have finished manoeuvring your troops, your turn is over and you'll pass the dice to the next player.

Note: All troops you manoeuvre must end up in the same territory.

HOW TO EARN ADDITIONAL TROOPS

As well as receiving new troops based on how many territories and continents you control, you can receive even more troops by trading in territory cards.

TERRITORY CARDS

If during your turn you capture an enemy territory, you get to take one territory card from the top of the deck. (You get only one card, even if you captured several territories.)

You are trying to collect sets of three cards in any of the following combinations:



1 each of the 3 troop designs



3 cards of the same troop design



Any 2 of the same troop design plus a 'wild' card

When you collect a set of three territory cards, you may trade them in at the beginning of your next turn for new troops. You get more troops depending on how many sets have been traded in, regardless of who traded them in. (See chart, right.)

After the sixth set has been traded in, each additional set is worth five more troops. For example, the seventh set will be worth 20 troops, the eighth will be worth 25 troops, and so on.

Don't forget: 'first' and 'second' set, etc., refers to sets traded in by anyone during the game. For example, if you trade in the third set in the game, you receive eight troops, even if it's the first set you have traded in.

Note: If you have five or six cards at the beginning of your turn, you must trade in at least one set, and you may trade in a second set if you have one.

For quick reference, keep the sets of traded-in cards face up under the edges of the gameboard to keep track of how many sets have been traded in. (See example, right.)

The first set traded in = 4 troops
The second set traded in = 6 troops
The third set traded in = 8 troops
The fourth set traded in = 10 troops
The fifth set traded in = 12 troops
The sixth set traded in = 15 troops



OCCUPIED TERRITORIES BONUS

If any of the three cards you trade in shows the picture of a territory you occupy, you receive two extra troops. You must place both these troops on that particular territory.

ELIMINATING AN OPPONENT

If you eliminate an opponent by defeating his or her last troop on the gameboard, you win any territory cards that player has collected.

- If winning them gives you six or more cards, you must immediately trade in enough sets to reduce your hand to four cards or fewer, but once your hand is reduced to four, three or two cards, you must stop trading.
- But if winning them gives you fewer than six, you must wait until the beginning of your next turn to trade in a set.
- Note that you can only trade in cards after a battle if you eliminate an opponent and receive enough cards to give you six or more. At all other times, you can only trade in cards at the beginning of your turn.
- Of course, if your secret mission was to eliminate that opponent, you win the game.

WINNING

The player who completes his or her secret mission first – and reveals the **Secret Mission** card to prove it – wins.

Important note: In Secret Mission RISK, it is possible that you will accomplish your mission with the aid (usually unintentional) of another player. For example, if your mission is to destroy all the yellow troops and another player actually removes the final yellow troop from the board, that player has helped you complete your Secret Mission.

Don't worry if you can't remember all the rules the first time you play. Just have fun, keep playing, and enjoy the game!

You'll understand it very quickly, and every time you play, you'll be a little bit better. Before you know it, you will be a genius military commander who rules the world!

Remember, every turn is made up of three actions:

1. Receive new troops.
2. Attack (if you wish).
3. Manoeuvre your troops (if you wish).

GAME 2: Classic RISK (3-5 players)

In Classic RISK, you must conquer the entire world... and be the last army standing.

AIM OF THE GAME

Eliminate all your opponents and occupy every territory on the board.

SET-UP

1. First, each player selects an army. Then count out how many troops each player gets to start the game, depending on how many people are playing.

3 Players
Each player starts with 35 Infantry

4 Players
Each player starts with 30 Infantry

5 Players
Each player starts with 25 Infantry

2. Each player rolls one die, and the highest roller places one Infantry on any territory on the gameboard they choose. Then, starting to the left, all players take turns placing one Infantry on any unoccupied territory. This continues until all 42 territories have been claimed.

3. Once all 42 territories have been claimed, each player takes turns placing one additional Infantry on any territory he or she has already claimed. This continues until everyone has run out of their initial Infantry pieces. (Note: There is no limit to the number of troops you can place on a single territory. You can place many on one territory and only a few on your other territories. Like many things in RISK, it's all up to you.)

4. Next, shuffle the deck of territory cards (don't forget to remove the Secret Mission cards) and place them, face down, by the side of the board.

5. Now you are ready for the first turn. Whoever placed the first troop takes the first turn.

6. Gameplay continues as in Secret Mission RISK. However, this time, there are no secret missions. Your goal is simply to eliminate all other players.

WINNING

The winner is the first player to eliminate every opponent by capturing all 42 territories on the board. This player has now conquered the world and is the new ruler of the globe.

GAME 3: RISK FOR 2 PLAYERS

The 2-player game of RISK is played like Classic RISK, with one important exception: as well as your army and the army of your opponent, there is also a 'neutral' army on the board that acts as a buffer between you and your opponent.

AIM OF THE GAME

Eliminate your opponent by capturing all of his or her territories.

HOW TO PLAY

1. You and your opponent each select an army. Then one of you selects a third army colour to be 'neutral'. Once three armies have been selected, set aside 40 Infantry pieces from each. These will be the troops you use to start the game.

2. Remove the Secret Mission cards and the two 'wild' cards. Then shuffle and deal the remaining cards, face down, into three equal piles: one for you, one for your opponent and one for the neutral army. Each player, including the neutral army, should receive 14 cards.

3. Next, place one of your Infantry on each of the 14 territories shown on the cards you received. Your opponent does the same. Then place one neutral Infantry on each of the 14 territories that the neutral army received.

4. After every territory on the board has been claimed, you and your opponent take turns placing your remaining troops: place two troops on any one or two of the territories you occupy, until you have run out of your initial 40 Infantry pieces. Then take turns placing one neutral troop on any neutral territory you want, placing it to block your opponent's possible advance. Continue this until you have used all 40 of the neutral army's initial Infantry pieces.

5. After all three sets of 40 Infantry pieces have been placed on the board, return the two 'wild' cards to the deck, shuffle and begin to play. The rest of the 2-player RISK game is the same as Classic RISK.

ATTACKING

On your turn, you may attack any territory adjacent or connected by a sea-line to one of your own. Whenever you attack a neutral territory, your opponent rolls to defend that neutral territory.

The neutral army cannot attack and never receives reinforcements during the game.

WINNING

To win, be the first to eliminate your opponent by capturing all of his or her territories. You do not have to eliminate the neutral army. Usually, all neutral troops are eliminated before the end of the game. If this happens, don't worry. Play still continues until one player defeats the other.

GAME 4: CAPITAL RISK (3-5 players)

Capital RISK is a shorter version of Classic RISK, for those players who want a quicker game or for those who just want to experience a different version of RISK. Before you play Capital RISK, you should read the complete rules for Classic RISK.

AIM OF THE GAME

To capture all opposing Headquarters, while still controlling your own Headquarters.

HOW TO PLAY

1. After deploying your troops at the beginning of the game as in Classic RISK, select one of the territories you've claimed and make it your Headquarters (but don't tell anybody). Then, without revealing the territory you've chosen, find its matching territory card and place it face down in front of you.
2. After everyone in turn has selected a Headquarters, all players will then turn over their cards, revealing the location of their Headquarters.

Now the game begins. Gameplay is the same as Classic RISK, with these exceptions:

- If you capture an opposing Headquarters, place the Headquarters card you've won face up in front of you to prove you've captured it.
- If at any point your Headquarters is captured by an opponent, you are not eliminated from the game. Simply give your card to that opponent and continue playing.
- You may not use a Headquarters card as part of a matched set of cards. It's a good idea to keep all Headquarters cards in a separate pile from the other cards you receive during the game so you don't confuse them.

WINNING

To win, be the first player to capture all opposing Headquarters (while still in control of your own Headquarters).

If you wish, you can shorten the game even further:

4 Players
Capture any 2 opposing Headquarters while controlling your own.

5 Players
Capture any 3 opposing Headquarters while controlling your own.

HELPFUL HINTS AND STRATEGY

In all the RISK games, keep these four strategy hints in mind as you play:

1. Conquer whole continents: you will earn more troops that way.
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 defence if a neighbour decides to attack you.
4. No matter how many troops you receive at the beginning of your turn, deploy them carefully, either to prepare for an attack or to defend against one. It is good military strategy to move your troops to the front, heavily fortifying territories that border enemy territories.

FREQUENTLY ASKED QUESTIONS

Q. What exactly is an attack?

A. An attack is one or more battles fought to capture one or more territories on a turn. An attack starts when you first roll the dice and ends when you decide to stop, manoeuvre if necessary, and pass the dice to your left.

Q. How long may I attack on a turn?

A. On a single turn, you may, if you wish, attack any adjacent territories for as long as you like, provided you have at least two troops in the territory you are attacking from.

Q. When should I stop attacking and end my turn?

A. To win, you must attack and conquer territories. However, this does not mean you should attack every adjacent territory on every turn. The longer you attack, the more troops you may lose, and therefore the more spread out and vulnerable you'll be. After all, the more territories you occupy, the smaller the number of troops you are likely to have on each one. This might make it easier for your opponents to capture your territories and perhaps eliminate you from the game.

Q. What if I run out of troops?

A. You may use troops of another colour or slips of paper to keep track of your army disbursements.

Q. How many territory cards can I win on a single turn?

A. No matter how many territories you capture on a turn, you get only one territory card at the end of that turn. However, when you take over a defeated player's territories, you collect all that player's cards.

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