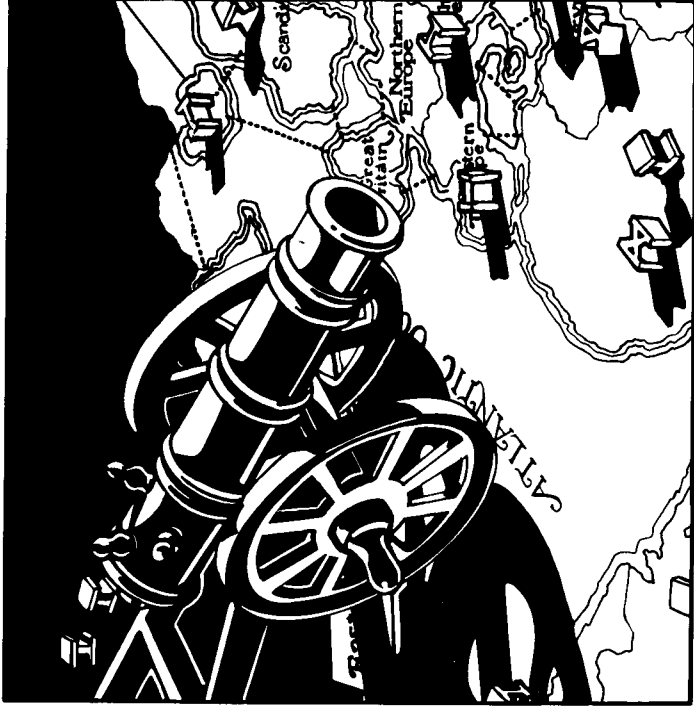


RISK[®]

For 2 to 6 players/Ages 10 to adult

Rules © 1959, 1963, 1975, 1980 Parker Brothers, Beverly, MA 01915
Printed in U.S.A.



We will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.



In this classic game of military strategy, you battle 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!

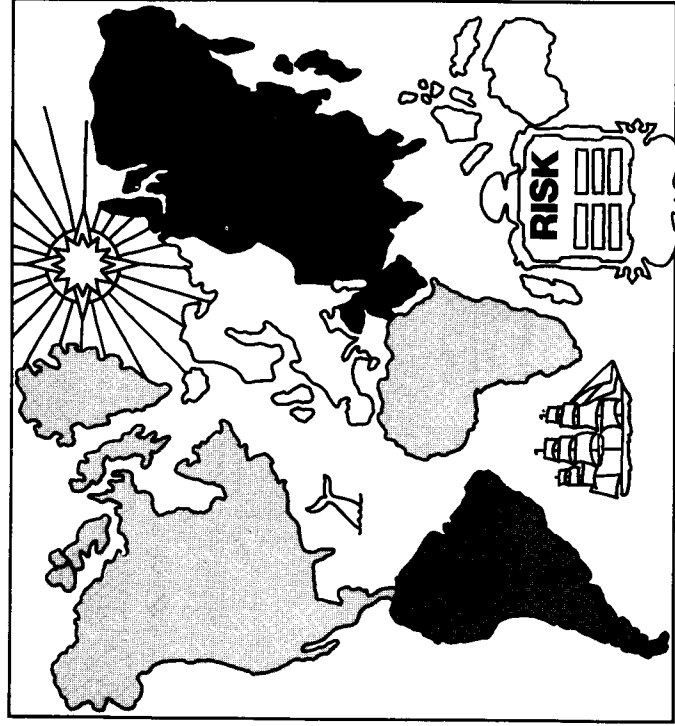
OBJECT

To eliminate your opponents by occupying every territory on the board. The first player to do so wins the game and conquers the world.

EQUIPMENT

1 game board • 5 dice: 2 white and 3 red • 6 sets of armies, each a different color • 44 Risk cards.

The game board. The game board is a map of six continents, divided into 42 territories. Each continent is a different color and contains from 4 to 12 territories.



The armies. Each set consists of Roman numerals that represent a certain number of armies. *Example:* The Roman numeral I represents one army, the Roman numeral III represents three armies, and so on.



One Army



Three Armies



Five Armies



Ten Armies

The Risk cards. 42 of the Risk cards are marked with a territory and a picture of a foot soldier, a horseman, or a cannon. The remaining two "wild" cards are marked with *all three* pictures, but no territory.

INITIAL PLACEMENT OF ARMIES

Unlike most games, Risk demands careful planning even before you actually start to play. This part of the game sets the stage for the battles you'll fight later on.

1. Select a set of armies and, according to the number of players, count out the armies you'll need to start the game.
If 3 are playing, each player counts out 35 armies (all I's).
If 4 are playing, each player counts out 30 armies (all I's).
If 5 are playing, each player counts out 25 armies (all I's).
If 6 are playing, each player counts out 20 armies (all I's).
2. Roll the dice. Whoever rolls the highest number takes one (1) army from the pile he or she has counted out 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 until all 42 territories have been claimed.
4. After all 42 of the territories have been claimed, each player, in turn, places one army onto any territory that he or she already occupies. Play continues in this way until everyone has run out of armies.
 - a) There is no limit to the number of armies that you may place onto a single territory.
 - b) When placing armies, feel free to substitute Roman numeral III's and V's for I's as the need arises.
5. Shuffle the pack of Risk cards and place it, face down, by the side of the board. This pack forms the *draw pile*.
6. Play begins with whoever placed the first army.

PLAYING

On your turn, try to capture territories by defeating your opponents' armies. But be careful. Winning your battles will depend on careful planning, quick decisions and bold moves. You'll have to place your forces wisely, attack at just the right time and fortify your defenses against all enemies.

Each of your turns consists of three steps. They are, in order:

- (1) Getting and Placing New Armies
- (2) Attacking
- (3) Fortifying Your Position

GETTING AND PLACING NEW ARMIES

At the beginning of each turn—including your first turn—you receive additional armies. You may immediately place these armies onto any one or more of your territories. You receive armies according to the number of territories you occupy, the number of continents you control, and the number of matched sets of Risk cards you trade in.

Territories. At the beginning of your turn, you receive armies based on the territories you occupy. Simply count the number of territories you *currently* occupy. Then divide the total by 3, discarding any fraction. The answer is the number of armies you receive.

Example: 11 territories = 3 armies
14 territories = 4 armies
17 territories = 5 armies

You always receive at least three armies on a turn, even if you occupy fewer than nine territories.

Continents. At the beginning of your turn, you also receive armies for each continent you control. (To control a continent, you must occupy all its territories at the start of your turn.) To find the exact number of armies you'll receive for each continent, look in the square in the lower right hand corner of the board.

Risk Cards. Earning Risk cards helps you to get more armies. You earn one Risk card at the end of each turn that you capture a territory. Then, at the beginning of subsequent turns, you receive additional armies for each matched set of Risk cards you wish to trade in.

To make a match, you must have one of the following combinations: 3 cards of the same design (horseman, cannon, foot soldier); 3 cards of a different design; or any 2 cards plus a "wild" card.

The number of armies you receive for each matched set is as follows:

The first set traded in—4 armies

The second set traded in—6 armies

The third set traded in—8 armies

The fourth set traded in—10 armies

The fifth set traded in—12 armies

The sixth set traded in—15 armies

a) After the sixth set has been traded in, each additional set is worth 5 more armies. Example: If you trade in the seventh set, you get 20 armies; if you trade in the eighth, you get 25 armies, and so on.

b) "First" and "second" set, etc., refer to sets traded in by anyone during the game. Thus, if you trade in the third set in the game, you receive 8 armies, even if it's your first set.

c) Once you have 5 Risk cards, you must trade in the resulting matched set at the beginning of your next turn.

d) If any of the 3 cards you trade in shows the picture of a territory you occupy, you receive two extra armies. But you must place both those armies onto that particular territory.

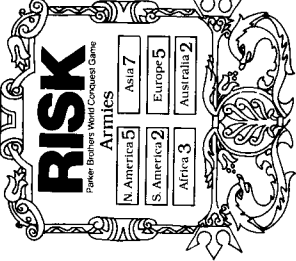
However: On a single turn, you may receive no more than 2 extra armies. This is true no matter how many matched sets of cards you trade in on that one turn.

No matter how many armies you receive at the start of your turn, deploy them carefully—either to prepare an attack or to defend against one.

ATTACKING

After placing your armies, you may attack if you wish. An attack is actually one or more battles which are fought with dice. The object of an attack is to capture a territory by defeating all the opposing armies already on it.

Study the board for a moment. Do you want to attack? If so, you must follow these rules:



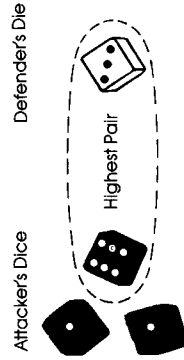
The number next to each continent is the number of armies you receive.

- a) You may only attack a territory that's **adjacent** to one of your own. *Territories lying next to each other are adjacent.*
Example: Greenland is adjacent to the Northwest Territory and North Africa is adjacent to Egypt. *Territories connected by dashed lines are also adjacent.* *Example:* North Africa is adjacent to Brazil and Alaska is adjacent to Kamchatka.
- b) You must always have **at least two armies** in the territory you're attacking from.
- To attack, first announce both the territory you're attacking and the one you're attacking from. Then roll the dice against whoever occupies the opposing territory.
- c) You, the attacker, are allowed to roll one, two or three red dice, but you must have at least one more army in your territory than the number of dice you roll. The more dice you roll, the greater your odds of winning. Yet—as you'll learn later—the more dice you roll, the more armies you may lose.
- d) The defender may roll either one or two white dice. To roll two dice, however, he or she must have at least 2 armies on the territory under attack. The more dice the defender rolls, the greater his or her odds of winning. Yet the more dice the defender rolls, the more armies he or she may lose.

Before rolling, both you and your opponent must announce the number of dice you intend to roll. Both you and your opponent must also roll at the same time.

To decide a battle, compare the highest die that each of you has rolled. If your die is higher, the defender loses one army from the territory under attack. If the defender's die is higher, you lose one army from your territory of attack. Then, if each of you has rolled more than one die, compare the next-highest die and repeat the procedure. In case of a tie, the defender always wins.

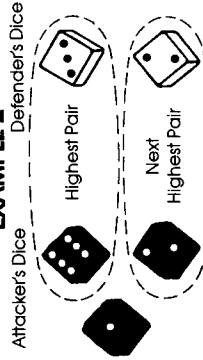
EXAMPLE 1



RESULT

Defender Loses One Army

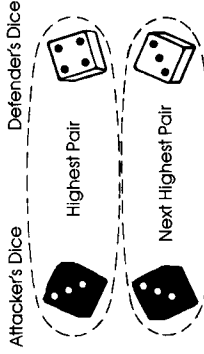
EXAMPLE 2



RESULT

Defender Loses One Army and
 Attacker Loses One Army

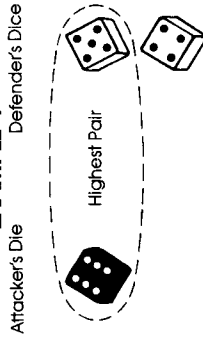
EXAMPLE 3



RESULT

Attacker Loses Two Armies

EXAMPLE 4



RESULT

Defender Loses One Army

Note: The attacker can never lose more than two armies on a single roll.

On a single turn, you may:

- e) attack one or more adjacent territories from one or more of your own territories;
- f) shift your attack from one territory to another, attacking each as often as you like.
- 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. But always leave at least one army behind. *During the game, every territory must always be occupied by at least one army.*
- Ending your attack.** You may end your attack at any time. Once you do, simply pass the dice to the player on your left. Then, if you have captured at least one territory, take the top Risk card from the draw pile. However, no matter how many territories you've captured on your turn, you may take only **one** Risk card.
- Eliminating an opponent.** If—during your turn—you eliminate an opponent by defeating his or her last army, you win any Risk cards that player has. If, by doing so, you then hold 6 or more cards, you must *immediately* trade in matched sets until you have 4 or fewer cards. In this way, you earn additional armies, which you *immediately* place onto any territory or territories you occupy.

Remember: if you don't want to attack on your turn, you don't have to. Simply pass the dice to your left and, if you wish, fortify your position.

FORTIFYING YOUR POSITION

At the end of your turn, you may—if you wish—strengthen your position. To do this, move as many of your armies as you like from one (and only one) of your territories into one (and only one) of your adjacent territories.

- a) In moving your armies from one territory to another, you must leave at least one army behind.
- b) No matter what you've done on your turn, you may—if you wish—end it by fortifying your position. To fortify your position, you are not required to win a battle or even to try an attack. Some Risk players refer to this procedure as the "Free Move."

WINNING

The winner is the first player to eliminate every opponent by capturing all 42 territories on the board.

RISK QUESTIONS

Q. When I place my armies at the beginning of the game, what strategy should I use?

- A. If possible, try to occupy an entire continent at the beginning of the game. This will give you additional armies right from the start. If this is not possible, try to occupy as many adjacent territories as you can. Then, after all the territories have been claimed, place your remaining armies on your border territories as a line of defense against possible attack. At all costs, try not to scatter your territories around the board. Doing so will weaken your position. Your territories will be isolated from one another and subject to capture.

When do I receive additional armies?

A. Whenever you start your turn, you receive additional armies based on the territories, continents and Risk cards you already control. However, if you eliminate an opponent during your turn, you immediately receive whatever additional armies that opponent's Risk cards entitle you to.

Q. Where should I place my additional armies?

A. If you wish to attack, place some of your armies onto the territories you plan to attack from. Then place the remaining armies onto any of your weakened border territories. If you are in a purely defensive position, place all your armies onto weakened border territories.

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

A. No matter how many territories you capture on a turn, you get only one Risk card at the end of that turn.

Q. Should I trade in Risk cards as soon as I make a match?

A. Not necessarily. There are three reasons why you might want to save a matched set:

1. By waiting until your opponents turn in sets, you increase the number of armies you'll receive for your set.
2. If you are on the defensive, you might want to save any additional armies until you are ready to attack.
3. Since you win two extra armies whenever one of the cards you trade in shows the picture of a territory you occupy, you might want to wait until you occupy the territory before trading in the set.

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, fortify 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 armies on the territory you're attacking from.

Q. What is the advantage of not attacking on my turn?

A. By not attacking on your turn, you avoid two things. First, you avoid a possible loss of armies. Second, you avoid spreading yourself too thin by moving armies from one territory into another.

Q. When I am attacking or defending, how many dice should I roll?

A. As you have no doubt learned, the more dice you roll, the greater your odds of winning. Yet—at the same time—the more dice you roll, the more armies you might lose. When attacking or defending, weigh the importance of these two factors. Then roll accordingly.

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

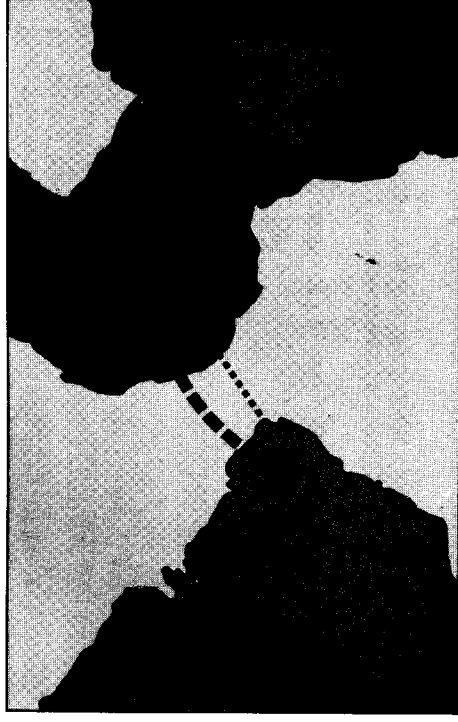
A. To win, you must attack and conquer territory. Yet this does not mean that you should attack every adjacent territory on every turn. The longer you attack, the more armies you may lose and the more spread out and vulnerable you'll be. After all, the more territories you occupy, the fewer the armies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

RULE VARIATIONS FOR RISK EXPERTS

Many experienced players like to reduce the role of luck in the game. Feel free to use any or all of these rule variations to add skill (and length) to the game.

The value of matched Risk card sets. Instead of increasing the value of each matched set as stated in the rules, increase its value by 1. Thus, the first matched set is worth 4 armies, the second matched set is worth 5 armies, the third is worth 6 armies, and so on.

Fortifying your position. At the end of your turn, you may move armies from one or more territories to any number of your other territories. However, before you can do this, you must occupy all the territories in between the territory you're moving armies from and the one you're moving them to. *Example:* If you want to move armies from South Africa into Brazil, you must first occupy the Congo and North Africa—thus forming a continuous "path."



Armies per territory. During the game, you may not have more than 12 armies on a single territory. If, because of this rule, you are unable to place some armies, you lose those armies.

Advantage when attacking. If, when attacking, you have a Risk card that shows either the territory you're attacking from or the territory you're attacking, you may—if you wish—re-roll any one die on each battle involving that territory. To do so, place the card face up in front of you and roll the die again.

a) You may use more than one card on a turn, but only one card per battle.

b) Once you stop attacking the territory in question, put the Risk card back into your hand.

c) You may not use a Risk card in this manner when defending a territory.

Commanders. Once per turn—while attacking—you may change one of the dice you've just rolled so that the number "6" is showing. This represents the influence of your "Commander" at the scene of the battle.

RISK FOR TWO PLAYERS

This version is played like regular Risk, with one important exception. Along with your armies and those of your opponent, there are also "neutral" armies on the board. During the game, these "neutral" armies act as a buffer between you and your opponent. This feature gives the two-player version much the same strategic flavor as that found in regular Risk.

Initial Placement. You and your opponent each select a complete set of armies. Then either you or your opponent selects a third set to be "neutral." Take 40 armies from each of the three sets and claim territories in the following manner:

1. Remove the two "wild" cards from the Risk card deck. Shuffle the deck thoroughly and deal the cards, face down, into three equal piles. Both you and your opponent choose a different pile. The remaining pile is "neutral."
 2. Place one of your armies onto each of the 14 territories shown on the Risk cards in your pile. Your opponent does the same. Then place one "neutral" army onto each of the remaining 14 "neutral" territories.
 3. After every territory on the board has been claimed, take turns placing your remaining armies in the following way:
On your turn, place 3 armies onto the board: 2 of your own and 1 that's "neutral."
a) Place your 2 armies onto any one or two of the territories you occupy.
b) Place the "neutral" army onto any "neutral" territory you want. But place it to block your opponent's possible advance. Your opponent, on his or her turn, places armies in the same way.
 4. After all the armies have been placed on the board, return the two "wild" cards to the Risk card deck, shuffle the deck and start to play.
- Attacking.** On your turn, you may attack any territory adjacent to one of your own. Whenever you attack a "neutral" territory, your opponent rolls to defend that "neutral" territory.
"Neutral" armies cannot attack and never receive reinforcements during the game.
- Winning.** To win, be the first to eliminate your opponent by capturing all of his or her territories.
- a) To win, you do not have to eliminate the "neutral" armies.
 - b) Usually, all "neutral" armies are eliminated before the end of the game. If this happens, don't worry. Play continues until one player defeats the other.

RULES FOR SHORTER PLAY

1. After deploying your armies at the beginning of the game, select one of the territories you've claimed and make it your *Headquarters*. Then, without revealing the territory you've chosen, find its matching Risk card and place it—face down—in front of you.
2. After everyone—in turn—has selected a Headquarters, all cards are turned face up—thus revealing the location of each player's Headquarters.
3. The **OBJECT** of this game is to capture *all* opposing Headquarters. The first player to capture these territories—while also controlling his or her own territory—is the winner. If you wish, you may shorten the game even further: *If 4 are playing*: The winner is the first player to capture any 2 opposing Headquarters while also controlling his or her own. *If 5 or 6 are playing*: The winner is the first player to capture any 3 opposing Headquarters while also controlling his or her own.
4. During the game, be sure to follow these rules:
 - a) If you capture an opposing Headquarters, place the Headquarters card you've won face up in front of you. This proves that you've captured the territory.
 - b) 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.
 - c) You may *not* use a Headquarters card as part of a matched set of Risk cards. Be sure to keep all Headquarters cards out of the way during the game.