

# Risk

GAME GUIDE



AGES  
**10+**



PLAYERS

B7404

# 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 of 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)

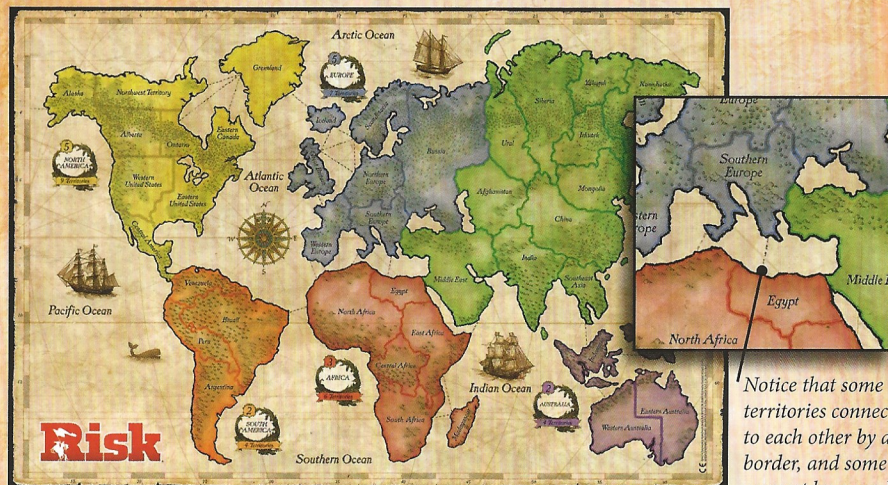
**RISK for 2 Players** (page 13)

**Capital RISK** (page 14)

# A LOOK AT YOUR GAME

## THE GAMEBOARD

The gameboard is a map of 42 territories, separated into six continents. (Each continent is a different color.) 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



Defense Dice

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

## RISK CARDS

There are:

### 42 TERRITORY CARDS

Each marked with both the name of a territory and an image of Infantry, Cavalry, or Artillery



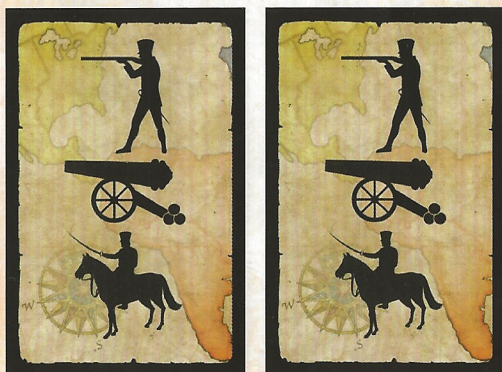
Infantry

Cavalry

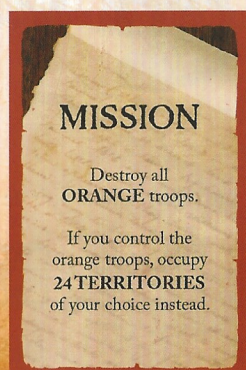
Artillery

### 2 "WILD" CARDS

Each marked with 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.*

### OBJECT OF THE GAME

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

### SETUP

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 colors that were not chosen and places them back in the box. For example, if the green army was not chosen, the General would remove the Secret Mission card that references the green army.
3. The General then shuffles the Secret Mission cards and, starting to the left, deals one card facedown 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 onto each of the territories they were given.
6. Once all 42 territories have been claimed, all players (starting with the youngest player) take turns placing one additional Infantry onto 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 onto 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 of the territory cards, inserts the two "wild" cards into the deck, shuffles, and places the deck, facedown, 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. Maneuver 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 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

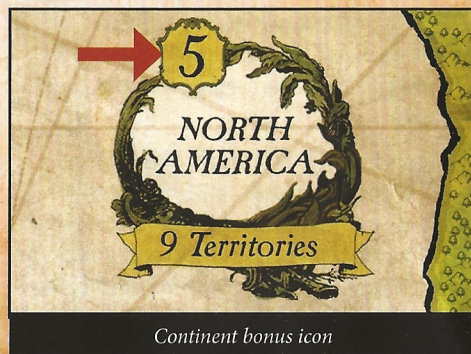
You will also receive new troops for each continent you control. (To control a continent, you must occupy all its territories at the start of your turn.) To find the exact number of new troops you'll receive for each continent, check the continent bonus icon located above each continent's name on the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



## 2. ATTACKING

Next, after placing your new troops, you'll decide if 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 at least one troop behind to stand guard.

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 are of 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.

