

## 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 defense die that is higher, the attacker loses one troop from the territory they attacked from. (The defeated troops are placed back with the rest of your troops that are not on the board.) If you rolled an unequal number of die, the lowest numbers are ignored.

Notes:

- In 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.

<p><b>EXAMPLE 1</b></p> <p>ATTACKER'S DIE      DEFENDER'S DIE</p> <p>Highest Pair</p> <p>RESULT: Defender loses one troop.</p>	<p><b>EXAMPLE 3</b></p> <p>Highest Pair</p> <p>Next Highest Pair</p> <p>RESULT: Attacker loses 2 troops.</p>
<p><b>EXAMPLE 2</b></p> <p>Highest Pair</p> <p>Next Highest Pair</p> <p>RESULT: Defender loses one troop, and Attacker loses one troop.</p>	<p><b>EXAMPLE 4</b></p> <p>Highest Pair</p> <p>RESULT: Defender loses one troop.</p>

## CAPTURING TERRITORIES

If you wipe out all of 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 behind 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 all up to you how many times, and how many different territories, you want to attack.

## ENDING YOUR ATTACK

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

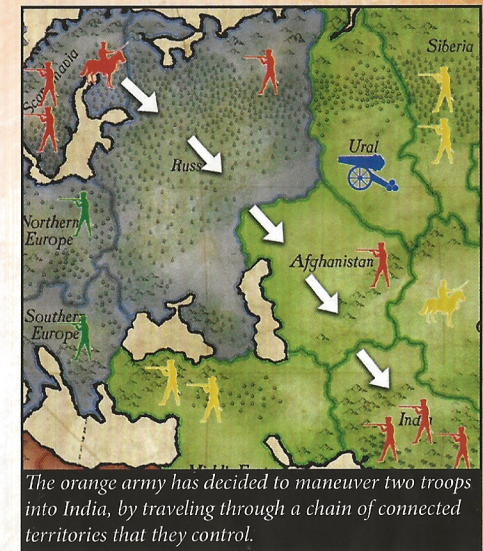
## 3. MANEUVERING YOUR TROOPS

No matter what you've done on your turn, you may, if you wish, end your turn by maneuvering your troops. You'll want to maneuver 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 maneuver your troops. You may maneuver your troops at the end of every turn.

To maneuver 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 of 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: in moving your troops from one territory to another, you must leave at least one troop behind to stand guard.



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

After you are done maneuvering your troops, your turn is over, and you'll pass the dice to the next player.

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

## HOW TO EARN ADDITIONAL TROOPS

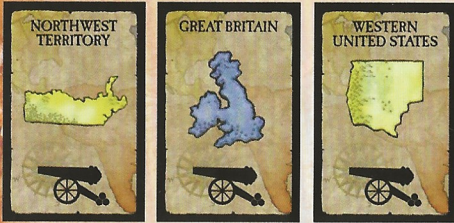
In addition to receiving new troops based on how many territories and continents you control, you can receive even more troops by trading in territory cards.



# 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 only get one card, even if you captured several territories.)

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



3 cards of the same troop design

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 to the 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 faceup under the edges of the gameboard to keep track of how many sets have been traded in. (See example to the right.)

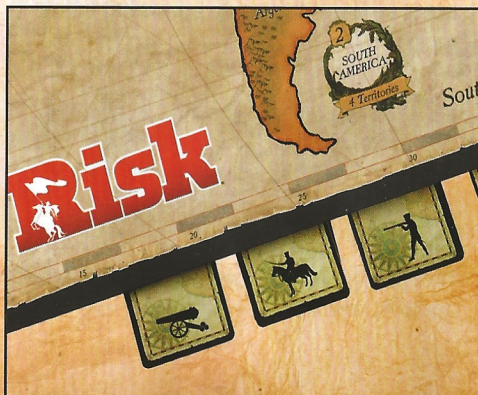


1 each of the 3 troop designs



any 2 of the same troop design plus a "wild" card

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 of these troops onto 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 or fewer cards, but once your hand is reduced to four, three, or two cards, you must stop trading.
- 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.
- But if winning them gives you fewer than six, you must wait until the beginning of your next turn to trade in a set.
- 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 of 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. Maneuver 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.*

### OBJECT OF THE GAME

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

### SETUP

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

3. Once all 42 territories have been claimed, each player takes turns placing one additional Infantry onto any territory he or she 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 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.)
4. Next, shuffle the deck of territory cards (don't forget to remove the Secret Mission cards) and place them, facedown, 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 to simply eliminate all other players.

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

### 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: along with 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.*

### OBJECT 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 either of you selects a third army color 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, facedown, 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 onto each of the 14 territories shown on the cards you received. Your opponent does the same. Then, place one neutral Infantry onto 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 onto 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 onto any neutral territory you want, placing it to block your opponent's possible advance. Continue this until you have used all of the neutral army's initial 40 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.*

### OBJECT 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 facedown in front of you.

2. After everyone in turn has selected a Headquarters, all players will then turn their cards faceup, revealing the location of their Headquarters.

Next, 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 faceup 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 defense if a neighbor decides to attack you.
4. No matter how many troops you receive at the start 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, maneuver 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 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 fewer the number of troops you'll be 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 color 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.