



COMMANDER'S MANUAL

AGES 10 AND UP | 2 TO 6 PLAYERS

TABLE OF CONTENTS

Introduction & Strategy Hints	3
Strategy	3
Equipment	3
The Gameboard	3
The Armies	3
The 44 RISK Cards	4
RISK® The Classic Game of Global Domination	4
Object of the game	4
Setup, including initial army placement	4
Playing	5
Getting and placing new armies	5
RISK Cards	6
Attacking	7
To decide a battle	8
Fortifying your position	10
Winning	10
Global Domination RISK for 2 Players	11
CAPITAL RISK for a Shorter Game	12
Rules Variations for RISK Experts	13
Frequently Asked Questions about the RISK Game	14

INTRODUCTION & STRATEGY HINTS

In this Deluxe Edition “Global Domination” game of military strategy, you are battling 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!

See page 11 for gameplay variations, and page 13 for RISK expert variations.

STRATEGY

In all the RISK games, keep these 3 strategy hints in mind as you play, add armies, and fortify:

1. Conquer whole continents: You will earn more armies 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.

EQUIPMENT

- Folding Gameboard with recessed playing area and wooden frame
- 6 Sets of wood armies, each a different color
- 7 Storage boxes
- Deck of 44 RISK cards
- 5 Dice

THE GAMEBOARD

The gameboard is a map of 6 continents divided into 42 territories. Each continent is a different color and contains from 4 to 12 territories. The numbers in the table on the lower/middle portion of the gameboard indicate the number of armies you will receive for a set of cards you trade in, as explained on page 7.

THE ARMIES

There are 6 sets of armies, each set of a different color is stored in a storage box with a color indicator around the logo. Each set consists of 80 Cubes and 6 Oblong Pieces. Each cube represents 1 army and each oblong piece represents 10 armies. At any point in the game a player may exchange 10 of their cubes on one territory with 1 oblong piece or vice versa.

THE 44 RISK CARDS

There are 42 cards marked with a territory and a picture of Infantry, Cavalry, or Artillery, and 2 Wild cards marked with all three pictures, but no territory.

Sample RISK Cards:



RISK: THE CLASSIC GAME OF GLOBAL DOMINATION

OBJECT OF THE GAME

To conquer the world by occupying every territory on the board, thus eliminating all your opponents.

SETUP

Unlike most games, RISK demands careful planning before you actually start to play. This initial army placement sets the stage for the battles you'll fight later on.

INITIAL ARMY PLACEMENT CONSISTS OF THESE STEPS:

1. Select a color and, depending on the number of players, count out the armies you'll need to start the game.
 - If 2 are playing, see instructions on page 11.
 - If 3 are playing, each player counts out 35 Army Cubes.
 - If 4 are playing, each player counts out 30 Army Cubes.
 - If 5 are playing, each player counts out 25 Army Cubes.
 - If 6 are playing, each player counts out 20 Army Cubes.
2. Roll one die. Whoever rolls the highest number takes one army piece from his or her pile 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. Continue until all 42 territories have been claimed.

4. After all 42 territories are claimed, each player in turn places one additional army onto any territory he or she already occupies. Continue in this way until everyone has run out of armies. There is no limit to the number of armies you may place onto a single territory.

TO COMPLETE GAME SETUP:

5. Shuffle the remaining pack of RISK cards and place it, facedown, by the side of the board. This pack forms the draw pile.
6. Everyone rolls one die again to determine who goes first. Then play passes to the left.

PLAYING

On your turn, try to capture territories by defeating your opponents' armies. But be careful: Winning 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, in this order:

1. Getting and placing new armies;
2. Attacking, if you choose to, by rolling the dice;
3. Fortifying your position.

GETTING AND PLACING NEW ARMIES:

At the beginning of each turn, calculate how many new armies you'll add to your territories based on...

1. The number of territories you occupy;
2. The value of the continents you control;
3. The value of the matched sets of RISK cards you trade in;
4. The specific territory pictured on a traded-in card.

TERRITORIES:

At the beginning of every turn (including your first), count the number of territories you currently occupy, then divide the total by three (ignore any fraction). The answer is the number of armies you receive. Place the new armies on any territory you already occupy.

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

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

CONTINENTS:

In addition, at the beginning of your turn you will 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 at the chart in the lower left-hand corner of the gameboard.

RISK CARDS

EARNING CARDS: At the end of any turn in which you have captured at least one territory, you will earn one (and only one) RISK card. You are trying to collect sets of 3 cards in any of the following combinations:



3 cards of same design (Infantry, Cavalry, or Artillery)



1 each of 3 designs



any 2 plus a Wild card

If you have collected a set of 3 RISK cards, you may turn them in at the beginning of your next turn, or you may wait. But if you have 5 or 6 cards at the beginning of your turn, you *must* trade in at least one set, and may trade in a second set if you have one.

TRADING IN CARDS FOR ARMIES:

At the beginning of subsequent turns, you may trade in matched sets of cards and take additional armies based on the total number of sets *anyone* has traded in so far. Put the traded-in cards facedown at the bottom of the draw pile. For quick reference, put a single army cube from the player turning in cards in the table on the lower/middle portion of the gameboard. Place the cube next to the number of armies taken by that player like shown in *Figure #1*.

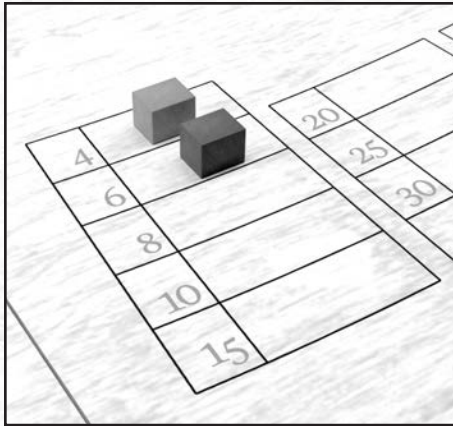


Figure #1

2 sets traded in so far; next set will be worth 8

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 - 15 armies

The sixth set traded in - 20 armies

After the fourth set has been traded in, each additional set is worth 5 more armies. Refer to chart on lower/middle portion of the gameboard.

OCCUPIED TERRITORIES:

If any of the 3 cards you trade in shows the picture of a territory you occupy, you receive 2 extra armies. You must place both those armies onto that particular territory.

Note: On a single turn, you may receive no more than 2 *extra* armies above and beyond those you receive for the matched sets of cards you trade in.

Hints: No matter how many armies 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 armies to the front, heavily fortifying territories that border enemy territories.

ATTACKING

After placing your armies at the beginning of your turn, decide if you wish to attack at this time. The object of an attack is to capture a territory by defeating all the opposing armies already on it. The battle is fought by a roll of the dice. Study the board for a moment. Do you want to attack?

If you choose not to attack, pass the dice to the player on your left. But remember you will not earn a RISK card. You may still fortify your position, if you wish (see page 10).

If you choose to attack, you must follow these rules:

- You may only attack a territory that's adjacent to (touching) one of your own, or connected to it by a sea-line as shown in *Figure #2*. **Examples:** Greenland may attack the Northwest Territory, Ontario, Quebec and Iceland. North Africa may attack Egypt, Western Europe and Brazil. At the western and eastern edges of the board, Alaska is considered adjacent to, and may attack, Kamchatka.
- You must always have *at least* two armies in the territory you're attacking from.
- You may continue attacking one territory until you have eliminated all armies on it, or you may shift your attack from one territory to another, attacking each as often as you like and attacking as many territories as you like during one turn.

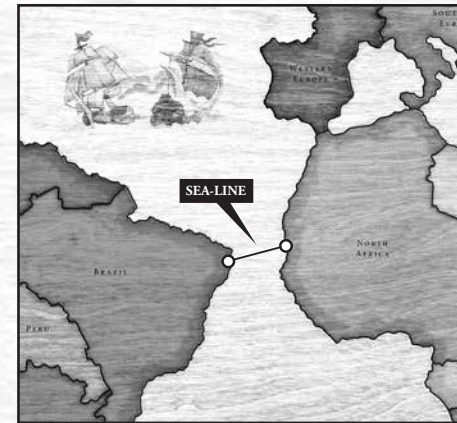


Figure #2

TO ATTACK:

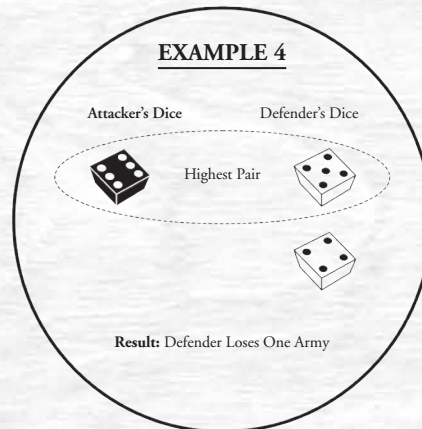
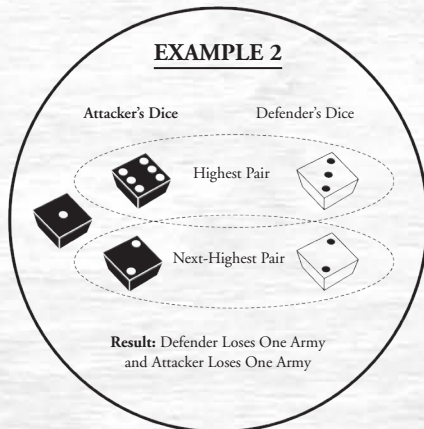
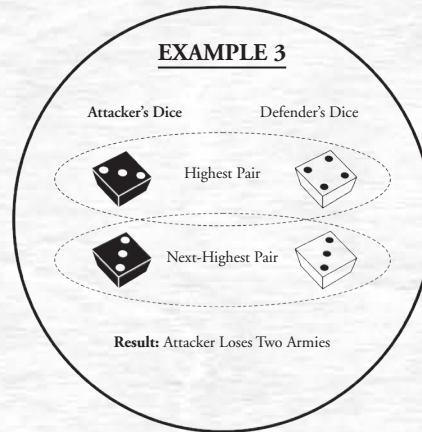
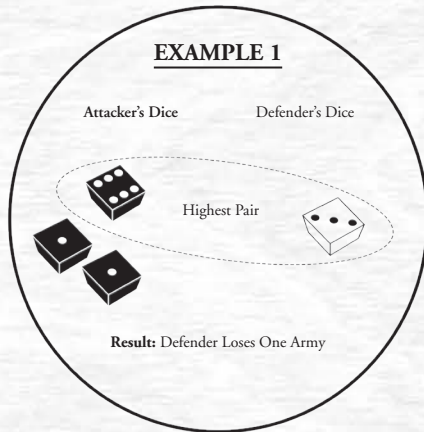
First announce both the territory you're attacking and the one you're attacking from. Then roll the dice against the opponent who occupies the opposing territory. Rolling the dice this way is called a Battle.

- Before rolling, both you and your opponent must announce the number of dice you intend to roll, *and you both must roll at the same time*.
- You, the attacker, will roll 1, 2 or 3 red dice: You must have at least one more army in your territory than the number of dice you roll. Hint: The more dice you roll, the greater your odds of winning. Yet the more dice you roll, the more armies you may lose, or be required to move into a captured territory.
- The defender will roll either 1 or 2 white dice: To roll 2 dice, he or she must have at least 2 armies on the territory under attack. **Hint:** The more dice the defender rolls, the greater his or her odds of winning — but the more armies he or she may lose.

TO DECIDE A BATTLE:

Compare the highest die each of you rolled. If yours (the attacker's) is higher, the defender loses one army from the territory under attack. But if the defender's die is higher than yours, you lose one army from the territory you attacked from; put it back in your box. If each of you rolled more than one die, now compare the two next-highest dice and repeat the process.

- Notes:**
- In case of a tied dice roll, as in Example 2, the defender always wins.
 - The attacker can never lose more than 2 armies on a single roll.



CALLING OFF AN ATTACK:

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

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. Remember: In most cases, moving as many armies as you can to the front is advantageous, because armies left behind can't help you when you are attacking.

Also remember: You must always leave at least one army behind on the territory you attacked from. During the game, every territory must always be occupied by at least one army.

ENDING YOUR ATTACK:

You may end your attack(s) at any time. If you have captured at least one territory, first take the top RISK card from the draw pile. (No matter how many territories you've captured on your turn, you may take only one RISK card.) Your last step is to fortify your position, if you wish (see below). Finally, pass the dice.

ELIMINATING AN OPPONENT:

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 RISK cards (if he/she has any). Add these RISK cards to your hand.

If your new hand of RISK cards is now 5 or more, you must stop and immediately turn in a set 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.

FORTIFYING 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.

WINNING

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

GLOBAL DOMINATION RISK®

FOR 2 PLAYERS

Read the complete RISK: The Classic Game of Global Domination on page 4.

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 that act as a buffer between you and your opponent. This feature gives the 2-player version much the same strategic flavor as the regular RISK game.

OBJECT OF THE GAME

Same as in RISK: The Classic Game of Global Domination.

EQUIPMENT

Same as in RISK: The Classic Game of Global Domination.

SETUP

INITIAL ARMY PLACEMENT:

You and your opponent each select a complete set of armies. Then either of you selects a third set to be “neutral.” Take 40 army pieces from each of the 3 sets and claim territories in the following manner:

1. Remove the 2 Wild cards from the RISK card deck. Shuffle thoroughly and deal the cards, facedown, into 3 equal piles. Both you and your opponent choose a different pile. The remaining pile is “neutral.”
2. Place one army 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, you and your opponent take turns placing your remaining armies: Place 2 armies onto any 1 or 2 of the territories you occupy. Then place 1 “neutral” army onto any “neutral” territory you want, placing it to block your opponent’s possible advance.

TO COMPLETE GAME SETUP:

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.

REINFORCEMENTS

If you run out of “reinforcements” in your original army color, you may fortify your position using an army of a coordinating color not already being used in 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” armies. 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.

CAPITAL RISK®

FOR A SHORTER “GLOBAL DOMINATION” GAME | FOR 3 TO 6 PLAYERS

Read the complete RISK: The Classic Game of Global Domination rules first.

OBJECT OF THE GAME

To capture all opposing Headquarters — while still controlling your own territory.

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

4 PLAYERS: Capture any 2 opposing Headquarters while controlling your own.

5 OR 6 PLAYERS: Capture any 3 opposing Headquarters while controlling your own.

EQUIPMENT

Same as in RISK: The Classic Game of Global Domination.

SETUP

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 facedown in front of you.
2. After everyone in turn has selected a Headquarters, all players turn their cards face up, thus revealing the location of their Headquarters.

PLAYING

All RISK: The Classic Game of Global Domination rules apply, with these additions:

- 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 RISK cards. Be sure to keep all Headquarters cards out of the way during the game.

WINNING

To win, be first to capture all (or the decided-upon number of) opposing headquarters, while still controlling your own territory.

RULES 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 rules variations to add skill (and length) to your games.

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 only one. Thus, the first matched set is still worth 4 armies, but the second 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. 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 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 faceup in front of you and roll the die again.
- You may use more than one card on a turn, but only one card per battle.
- Once you stop attacking the territory in question, put the RISK card back into your hand for future use.
- 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.

FREQUENTLY ASKED QUESTIONS ABOUT THE GAME

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 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, as your territories will be isolated from one another and subject to capture.

Q. 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 from the gameboard 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. WHAT IF I RUN OUT OF ARMIES?

A. You may use armies of another color, or slips of paper, to keep track of your army disbursements.

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. However, when you take over a defeated player's territories, you collect all that player's cards.

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. The disadvantage is, if you don't attack, you will not be able to earn a RISK card.

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. But at the same time, the more dice you roll, the more armies you might lose. Also, the more dice you roll, the more armies you will be required to move to occupy the defeated territory. If your path of conquest can follow a straight line, this may not matter; but when you wish to attack a cul de sac — a territory with only one way in and no other way out — and then continue your attack in a different direction, you may not wish to leave armies behind. When attacking or defending, weigh the importance of these factors, then roll accordingly.

Q. WHEN SHOULD I STOP ATTACKING AND END MY TURN?

A. To win, you must attack and conquer territories. 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.



Licensed By:



HASBRO and its logo, THE GAME OF GLOBAL DOMINATION, and RISK and its logo are trademarks of Hasbro and are used with permission. © 2018 Hasbro. All Rights Reserved. TM & ® denote U.S. Trademarks.

Manufactured by Winning Solutions, Inc., 66 Summer Street, Manchester, MA 01944.

MADE IN CHINA. FABRIQUÉ EN CHINE. C-190A 28210

CUSTOMER SERVICE CONTACT INFORMATION:

Phone: (978) 525-2816 Email: service@wsgamecompany.com

