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PROOF OF PURCHASE



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RISK

*RULES FOR 2-5 PLAYERS
AGES 10+*

RISK

THE GAME OF GLOBAL DOMINATION

Contents:
*Gameboard • 5 Armies with 40 Infantry, 12 Cavalry
and 8 Artillery Each • Deck of 43 Cards • Two
Reference Cards • 5 Dice*

Welcome to the World of RISK.

It's exciting. It's unpredictable. It's all about battling your way to global domination, one territory at a time. And it's easier to learn than you might think.

RISK doesn't give you a whole lot of rules to remember, and that gives you the freedom to focus on your strategy. That's one of the features that makes RISK so much fun to play.

You'll decide things like where to place your troops, where to attack, who to attack, and how often to attack. But when it comes to easing you into the game, don't worry – we've got your back!

If you're a beginner, we suggest you start with the Introductory Game, a version that's designed to help new players get the hang of it. It's also good for RISK players who just want a faster game.

So How Does the Game Work?

In short, you control territories by having troops in them. You get more troops at the start of your turn and put them on the board. You use your troops to attack other players and conquer their territories. At the end of your turn, you set up a few troops to defend your territories and you may or may not get to draw a card.



A Look at Your Game

First, remove the game parts from their wrappings and discard or recycle the wrappings. The parts are described below.

The Gameboard



Notice that some territories are connected by sea-lines.

The gameboard map is divided into 42 territories, which connect to each other by either a border or a sea-line. During the game, troops will attack enemy troops across these territory lines.

The territories are grouped together in six continents of different colors: North America (yellow), South America (red), Europe (blue), Africa (brown), Asia (green) and Australia (purple). If you control a whole continent at the start of your turn, you're rewarded with more troops.

The more successful you are, the more troops you'll get to place on the board. To save space, you can use a cavalry piece to represent 5 of your troops, or an artillery piece to represent 10 of your troops.

The Troops

There are 5 armies, each a different color. Each army consists of 3 kinds of troops.



Infantry
Worth 1 Troop



Cavalry
Worth 5 Troops



Artillery
Worth 10 Troops



Attack Dice



Defense Dice

You'll roll black dice to attack territories, and red dice to defend them.

The Cards



Territory Card

The Territory Cards

Each of these cards shows a territory, and either one or two stars. During the game, you'll use your cards to get more troops at the start of your turn.



Cease Fire Card

The Cease Fire Card

The deck includes one Cease Fire card that is used in the Introductory Game only. It's inserted into the deck, and when it's drawn, the game immediately ends. Keep this card separate from the deck for now.



Reference Card

The Two Reference Cards

These cards are useful if you're learning how to play the game. One side shows what you do on a turn; the other side is a guide to getting new troops at the beginning of a turn. Keep these cards separate from the deck, and keep them handy as a reference during the game.

Introductory Game Rules ³⁻⁵ PLAYERS

Beginners will find this game shorter and easier to learn. You'll still have lots of choices on your turn, so don't get frustrated if you don't play well for the first game or so. Before you know it, you'll have a good feel for which strategies work and which don't.

SETTING UP

1. Each player takes an army of one color, and places it nearby to form an off-the-board troop pile.
2. Decide who will go first. Play will continue clockwise.
3. Shuffle the territory cards and deal them out to all players. In a 4- or 5-player game, there will be 2 extra cards. Give one each to the players who are going last.
4. All players look at their cards. For any 1-star cards, place one troop in that territory; for any 2-star cards, place two troops in that territory. Be sure to place only infantry (the 1-troop piece). You can trade these pieces for cavalry and artillery later, when your troop numbers increase.
5. Now take all of the players' cards and shuffle them back together. Take the Cease Fire card and randomly insert it into the card deck. The picture below shows roughly where you should insert the Cease Fire card. Its placement doesn't need to be exact.



HOW TO PLAY

Object: Be the first player to control a certain number of territories at the end of your turn. The exact number depends on the number of players in the game. See the chart below.

No. of Players	No. of Territories Needed to Win
3	25
4	20
5	15

Cease Fire: If the Cease Fire card is drawn from the deck, the game immediately ends and the player with the most territories wins.

WHAT YOU DO ON YOUR TURN

Below are the 4 actions you'll do on each turn.

1. Place Your Troops
2. Attack
3. Maneuver Your Troops
4. Draw a Card if You Can

1. Place Your Troops

The first thing you do on your turn is figure out how many new troops you get to place on the board. You'll always get at least 3 troops. If you're doing well, you'll get bonus troops as well.

Take 3 troops from your off-the-board troop pile and leave them in your hand. Then see if you get any bonus troops to add to them.

As shown on your Reference Card, there are 3 ways to get bonus troops:

Bonus for Controlling Territories: If you control 12 to 14 territories, you get one bonus troop; if you control 15 to 17, you get 2 bonus troops; and so on. Just count up your territories, then check the Troops for Territories Chart on the board to see if you get any bonus troops.

TROOPS FOR TERRITORIES									
12-14	15-17	18-20	21-23	24-26	27-29	30-32	33-35	36-39	40-42
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Bonus for Controlling Continents: If you control every territory in a continent, you also get bonus troops (anywhere from 2 to 7, depending on the continent). The number of bonus troops you get for each continent appears beside each continent on the board.



Strategy Tip

Controlling one or more continents at the start of a turn is important. Make it a goal of yours during the early part of a game.

Bonus for Turning in Cards: During the game, your hand of cards will grow as you take over territories. You can turn in one or more cards at any time on your turn to get bonus troops. The Troops for Cards Chart on the board tells you how many bonus troops you get for the card(s) you turn in, depending on how many stars are on those cards. See the example below.

Strategy Tip

Save up your cards for a "big" turn when you can put multiple troop reinforcements to optimal use.



By turning in these cards with a total of 4 stars, you get 7 bonus troops.

WHERE TO PLACE YOUR TROOPS

After you've taken any bonus troops, decide where to place your troops on this turn. Place troops only in territories that you control, never in enemy territories. You can place all of your troops in one territory, or you can spread them out. It's your choice.

2. Attack

Attacking is the main part of your turn. This is where you decide where to attack, who to attack, and when to stop attacking. You can attack as many times as possible on a turn, or not attack at all. It's your choice.

Choose a Territory: Pick a territory you control, and an enemy territory to attack that is connected to it, either by a border or a sea-line. You can attack only one territory at a time, and you can attack from only one territory at a time.

Move in the Attackers: Take the number of troops you want to attack with, and push them across the line into the defending territory. You can send no more than 3 troops to attack at one time. No matter how many troops are in your attacking territory, each attack can use only 1, 2 or 3 attackers.

Standing Guard: An important rule to remember is that you can never leave a territory empty. You must have at least one troop there to defend it. When you move troops into a territory to attack, always leave at least one troop behind to stand guard. (This means that if you have 3 troops in a territory, you can attack with only 2 of them.)

The Defender Plans the Defense: Now the defending player chooses either 1 or 2 troops to defend with, even if there are more troops in the defending territory. Unlike the attacker, the defender can use the last troop in his territory to engage in the battle (no one needs to "stand guard").

Now you have 1, 2 or 3 attackers facing 1 or 2 defenders. Let the battle begin! See the attack example below.

Attack Example



Russia is attacking Scandinavia with 3 troops. Scandinavia is defending with 2 troops.

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Roll the Dice: As the attacker, you roll one black die for each attacking troop. The defender rolls one red die for each defending troop. All dice are rolled at the same time.

Resolve the Battle: Pair up the attack and defense dice from highest to lowest. Then, for each pair of dice, do the following:

- If the attack die is higher, remove one defending troop from the battle and place it in the off-the-board troop pile.
- If the defense die is the same number as, or higher than, the attack die, remove one attacking troop and place it in the off-the-board troop pile. (The defender always wins a tie.)

After all dice pairs are resolved, the battle is over. See the battle example below.

Unequal Dice: In most cases, the two battling players will not roll the same number of dice, which means that either 1 or 2 dice can't be paired up. When this happens, just ignore the extra dice (the dice with the lowest numbers).

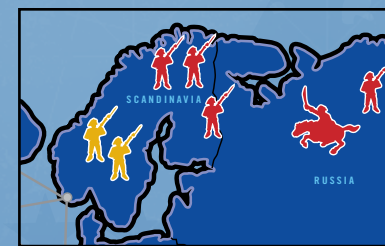
Battle Example

Russia rolls 3 black attack dice (one for each attacking troop). Scandinavia rolls 2 red defense dice (one for each defending troop). The dice are paired from highest to lowest. Each pair is resolved in that order.

- 1) The black 6 beats the red 4, so Scandinavia loses one troop.
- 2) The black 3 beats the red 2, so Scandinavia loses one troop.
- 3) The unpaired black die is ignored.

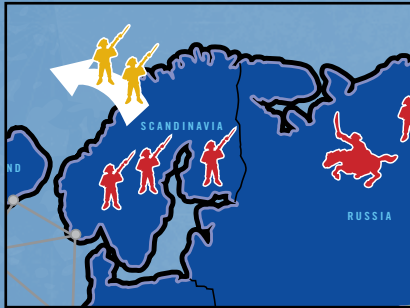
Russia has wiped out the 2 defending troops in Scandinavia to win the battle.

Russia's Dice	Scandinavia's Dice



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Removing Troops



The defender in Scandinavia lost both of his defending troops in the battle. Since no troops remain there, the attacker from Russia now controls Scandinavia.

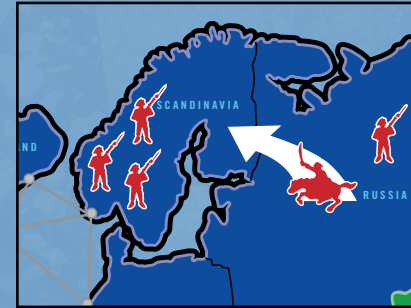
Who Controls the Territory?

What happens next depends on the troops that are left in the defending territory.

- If the defender has one or more troops in the attacked territory, he holds the territory. Any surviving attackers return to the territory that they attacked from.
- If the defender has no troops left in the territory, you won the battle and you now control the territory. At this point, you *must* keep all troops that survived the battle in the new territory. You may also move more troops from the attacking territory into the new territory if you like.

For example, let's say you had 15 troops in the attacking territory. You can send only 3 troops into the battle. You win the battle and you leave your remaining attacking troops in your new territory. You still have 12 troops in the attacking territory. You may now move up to 11 of these troops into your new territory to join the troops already there. You can't send all 12 troops in because you must leave one behind to stand guard.

Moving In Troops



The attacker must leave his 3 attacking troops in the new territory. He also decides to move in 5 more troops from Russia, leaving one troop behind to stand guard.

Attack Again if You Choose: Whether or not you won the battle, you may now attack again. You may decide to keep attacking the same territory if the defender still controls it; or you can attack another enemy territory. Wherever you decide to attack, just follow the rules for Attacking.

How Many Times Can You Attack? This is a question that most new players ask. The answer is: it's totally up to you. You can choose not to attack at all. You can attack one territory once, or attack it repeatedly. You can attack different territories as many times as you want. The only time you can't attack is if you have only one troop in each territory.

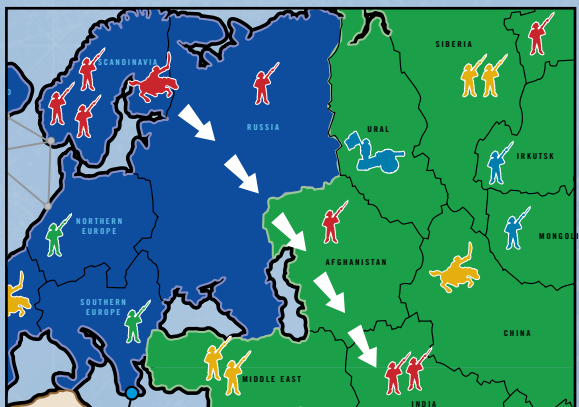
What if You Lose Your Last Territory? This happens, either by bad luck, bad planning, or just plain inexperience. If it happens to you, you're out of the game. Give all of your cards (if you have any) to the player who just defeated you, as his reward for knocking you out of the game. Better luck next time!

3. Maneuver Your Troops

Once you decide that you're done attacking, you get one chance to move your troops into a better position. Most likely you're going to want to put them in a defensive position while other players take their turns. Or you might want to put them in a better position to attack on your next turn. As you gain experience, you'll have a better feel for the best way to use this part of your turn.

Here's how maneuvering works: Take as many troops as you'd like from one of your territories, and put them all in one of your other territories that is connected either by land or sea. In this part of your turn, connected means within a chain of territories that you control. You cannot cross enemy lines to maneuver your troops.

Maneuvering Troops



The attacker decides that he is done attacking and wants to maneuver his troops. Fearing an attack from Australia, he decides to move troops into India to defend. Since he controls Scandinavia, Russia, Afghanistan, and India — which are all connected — he moves 6 troops from Scandinavia directly into India.

4. Draw a Card if You Can

If you conquered one or more territories on this turn, draw the top card from the deck and add it to your hand. (Keep your cards private.) If you didn't conquer any territories, you don't get to draw a card. You can never draw more than one card on this part of your turn, no matter how many territories you conquered.

Strategy Tip

Try to conquer at least one territory on each of your turns, so that you can draw a card at the end. Turning in cards at the beginning of a future turn will earn you valuable bonus troops.

How to Win

If, at the end of your turn, you control enough territories to win, then you win. The number of territories needed to win depends on the number of players. See the chart below.

No. of Players	No. of Territories Needed to Win
3	25
4	20
5	15

OR...

If you draw the Cease Fire card at the end of your turn, then the game ends immediately and the player with the most territories wins. If there's a tie, the player with the most troops on the board wins. If there's still a tie, the tying players share the victory.



Classic Game Rules 3-5 PLAYERS

Classic RISK plays just like the Introductory Game, except for the differences listed below.

SETTING UP

- In Classic RISK, you pick your starting territories instead of them being given to you.
- All players should count out a pool of troops, depending on the number of players. See the chart below.

No. of Players	No. of Starting Troops in Pool
3	35
4	30
5	25

- Players roll a die to see who goes first. Play continues clockwise.
- One at a time, in turn order, players each take one troop from their pool and place it into an empty territory, claiming it. This continues until all 42 territories are claimed.
- Placing troops from the pool continues, in turn order, but now players add troops to a territory they previously claimed, increasing the size of their force there. You can spread out your troops evenly, put them all in one of your territories, or anything in between.
- After all players have placed their troops from their pool, play begins with the first player taking the first turn.
- Do not put the Cease Fire card into the deck. It is not used in Classic RISK.

WINNING

You win when you control all 42 territories on the board, meaning you have eliminated all other players in the game.

In this longer game, it's possible to run through the entire card deck. If this happens, just reshuffle the discard pile to make a new draw pile.

2-Player Game Rules

First, even though there are only 2 of you, you'll still have 5 armies on the board. Each player will control one army, and there will be 3 neutral armies. The neutral armies will just kind of sit there and act as roadblocks for the players. There will be times when you'll want to avoid them, and times you'll want to attack them.

Unless otherwise noted, all of the rules of 3-5 player RISK apply here.

Object: Be the first player to control 30 territories at the end of your turn *OR* eliminate the other player.

SETTING UP

Have each player choose a color army. The remaining three colors will be the neutral armies.

Remove the Cease Fire card from the territory card deck. Shuffle the deck and deal 12 cards to each player. Players look at their cards, then each places 1 troop into territories with 1 star on the card and 2 troops into the territories with 2 stars on the card.

Deal out 6 cards for each of the neutral armies. Place 1 or 2 troops from each neutral army into each of its territories (depending on the number of stars shown on the cards).

Take all of the cards and shuffle them together.

Place one troop from each of the three neutral armies to the side of the board. Place three territory cards, facedown and without looking, under each of these neutral troops.



Players roll to see who goes first.

ON YOUR TURN

At the start of your turn, before doing what you would do in a multi-player game, you may do one extra thing: add 3 troops to any one neutral player. These 3 troops may be in 1, 2, or 3 territories controlled by that neutral army. You cannot add troops to more than one neutral army.

ELIMINATE A NEUTRAL ARMY

If you conquer the last territory controlled by a neutral army, and therefore eliminate that army, you get the 3 cards that were placed under that army's troop at the start of the game. Add those cards to your hand.