

armies. If, as occasionally happens, he/she can make two or three sets, they may also turn them in, receiving the regular increase for each set. This situation can arise only when the total of the cards that a player holds, when added to the cards of a player who they have eliminated, equals 6 or more. They must turn in enough sets to reduce the number of cards that they continue to hold to four or less. These new armies must be placed on the board in the usual manner. The player may then continue to play if they wish, or they may pass the dice to the next player.

SUMMARY OF PLAY

To facilitate play the following is a brief summary of what each player does on **every** turn throughout the game. The steps should be followed in order.

1. They determine how many armies they are entitled to by (a) counting up the **territories** (not armies) they

We will be happy to hear your questions or comments about this game.

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RISK®

For 2-6 Players - AGES

RULES OF PLAY

INTRODUCTION

You are about to play the most unusual game that has appeared in many years. It is not difficult, but because it is so different you will find it worthwhile to read the rules completely through before starting play. No attempt has been made to teach strategy, as each player will develop his or her own as he becomes familiar with the game.

OBJECT

The object of the game is to occupy every territory on the board and in so doing, eliminate all other players.

EQUIPMENT

- A. Six sets of playing pieces, each set of a different color, consisting of a box of cubes and several oblong pieces in a separate box. Each cube represents one army and the oblong pieces are equivalent to ten armies.
- B. A playing board showing a map of the six continents, each of which is subdivided into a number of territories.
- C. A deck of 44 cards.
- D. Six dice, 3 of which are red and 3 of which are ivory-colored.

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PROOF OF PURCHASE



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RISK



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PREPARATION

The board is placed on a card table or some other flat surface. Each player selects a box of playing pieces of the color that he/she chooses, and all of the oblong pieces of that same color, to represent his/her armies during the game. One player is selected to act as the dealer.

THE CARDS

Two of the cards in the pack are printed with three figures: a foot soldier, a horseman, and a cannon. These two cards are jokers. Each of the other forty-two cards bears only one of the three figures along with a territory which approximates the shape of one of the territories on the board. There is one, and only one, card for each territory.

THE BOARD

Before starting the actual play of the game, players should study the board, which represents a map of the world. The sizes and boundaries of the territories are not accurate, but have been set to facilitate the play of the game. As an example, the territory marked Peru includes, in addition, the country of Bolivia. In a like manner Alberta includes the provinces of British Columbia and Saskatchewan. Iceland, Great Britain, Madagascar, Japan and New Guinea each are separate territories. The territory labeled Indonesia is made up of Borneo and surrounding Islands.

There are six continents, which are composed of several territories of the same basic color. These continents are:

A. North America, consisting of the following **9 territories**: Alaska, Northwest Territory, Greenland, Alberta, Ontario, Quebec, Western United States, Eastern United States and Central America. The basic color is **Yellow**.

B. South America, consisting of the following **4 territories**: Venezuela, Peru, Brazil and Argentina. The basic color is **Turquoise**.

Additional sets are worth extra armies in accordance with the table listed below:

Third set	8 armies
4th set	10 armies
5th set	12 armies
6th set	15 armies
7th set	20 armies
8th set	25 armies

Each additional set turned in increases the number of armies by five. Thus, the 12th set turned in is worth 45 armies. It should be particularly noted that the value of the sets of cards goes up each time a set is played, regardless of which player plays them. For example, if a player who has been unable to play a set of cards, turns in a combination after three sets have been turned in by other players, he/she is entitled to 10 armies. It is the total number of sets of cards that have been played, regardless of who plays them that determines the number of armies a player gets. It is advisable to make one player responsible for keeping a record on paper of the number of sets of cards turned in. Cards that are turned in are placed faceup alongside the draw pile to form a discard pile. If the draw pile is used up the cards in the discard pile are reshuffled and place facedown to form a new draw pile.

Because one oblong piece is equivalent to 10 armies, it may be exchanged for 10 cubes (or vice versa) at any time during the game. These exchanges will be a convenience as larger numbers of armies come into play in the later stages of the game.

(i). ELIMINATION OF OPPONENTS

One of the important plays of this game is the elimination of an opponent. A player, who on his/her turn is able to take from the board the last remaining piece of an opponent, receives at once all cards that the opponent has in his/her possession. He/she may combine them with the cards they already hold, and if they can make a set, they may turn it in immediately on that same turn to collect additional

opponents. **A player can never take more than one card on a turn, regardless of how many territories they have captured.** The capture may be made at any time during the turn and does not have to be made on the last throw of the dice. **THEY GET NO CARD IF THEY HAVE NOT CAPTURED A TERRITORY ON THAT TURN.**

These cards are extremely valuable because, after a proper combination has been collected, they may be used at the start of a future turn to acquire additional armies. For this purpose the territories on the cards are ignored, and players concern themselves only with the black figures (foot soldier, horseman, or cannon). Before a player can use their cards they must have at least three cards, and these cards must consist of one of the following six combinations:

1. Three Horsemen
2. Three Cannons
3. Three Foot Soldiers
4. One of each kind
5. Any two cards and a joker
6. Any one card and two jokers

(Since a joker bears all three symbols, it will always make one of the other combinations when used with any two other cards.)

A player is not required to turn in his/her cards for armies on the first turn after getting one of these combinations. He/she may hold them in the hope of acquiring a larger number of armies on a subsequent turn. A player, however, **may never hold more than five cards and must turn in a set of three cards** at the start of any turn on which he/she holds five cards. It is not possible to have five cards without being able to make one of the combinations described above.

The **first set** of cards turned in is worth 4 extra armies. These armies are in addition to any others to which that player is entitled. The **second set** of cards, regardless of which of which player turns them in, is worth 6 extra armies.

C. Europe, consisting of the following **7 territories**: Iceland, Great Britain, Scandinavia, Northern Europe, Western Europe, Southern Europe and Ukraine. The basic color is **Blue**.

D. Africa, consisting of the following **6 territories**: North Africa, Egypt, East Africa, Congo, South Africa, and Madagascar. The basic color is **Orange**.

E. Asia, consisting of the following **12 territories**: Ural, Siberia, Yakutsk, Kamchatka, Irkutsk, Afghanistan, China, Mongolia, Japan, Middle East, India, and Siam. The basic color is **Green**.

F. Australia, consisting of the following **4 territories**: Indonesia, New Guinea, Western Australia and Eastern Australia. The basic color is **Purple**.

THE SETUP

The dealer removes the two jokers from the deck of cards. He/she shuffles the remaining cards thoroughly and deals them one at a time to each player, starting with the player to his/her left. All cards must be dealt. When four or five play, some players will have one more card than others, but this will not affect the play of the game.

When all the cards have been dealt, each player turns his/her cards faceup in front of them and places one army on each territory on the board for which he/she has the corresponding card. All players do this simultaneously. When each player has placed his/her armies, there should be one army, and only one, on each territory. Players now return all cards to the dealer, who puts the two jokers back in the deck. The dealer shuffles the deck again and places it face down alongside the board.

THE PLAY

(a). ACCUMULATION OF ARMIES:

ON EACH OF HIS/HER TURNS THROUGHOUT THE GAME A PLAYER IS ENTITLED TO ADD TO HIS/HER ARMIES ON THE BOARD. THE NUMBER OF ADDITIONAL ARMIES TO WHICH THEY ARE ENTITLED IS EQUAL TO

A TOTAL ARRIVED AT BY METHODS DESCRIBED BELOW. THESE ARMIES ARE USED TO CONSOLIDATE AND EXPAND THEIR HOLDINGS ON THE BOARD.

The player to the left of the dealer has the first turn. He/she counts the number of territories that they occupy with their armies. They are entitled to use one additional army from their box for each three territories that they occupy. Fractions do not count. Thus, if a player occupies fourteen territories at the start of his/her turn, they are entitled to only four armies, and must occupy fifteen territories to be entitled to five armies. **On each turn a player is entitled to a minimum of three armies when he/she occupies fewer than nine territories.**

If at the start of their turn a player occupies all of the territories of a continent, he/she is entitled to extra armies in accordance with the following table: North America, 5 armies; South America, 2 armies; Europe, 5 armies; Africa, 3 armies; Asia, 7 armies; Australia, 2 armies. He/she gets these bonuses every time they are in complete possession of one or more continents at the start of their turn. For quick reference during the play of the game, the rectangles in the chart on the board, printed in the basic colors of the continents, indicate the number of armies to which a player is entitled for complete possession of each continent. If a player is in complete possession of more than one continent, he/she is, of course, entitled to the extra armies indicated for each of them.

There is a third way to get additional armies through the use of the cards, but since it does not come into play until later in the game, it will be explained in paragraph (h) under "PLAY OF CARDS".

At the start of every turn a player first determines how many additional armies he/she is entitled to according to the above rules.

(b). PLACING OF ARMIES:

Once a player has determined the total number of armies to which they are entitled, they must place them

they feel it is to their advantage to do so.

(f). CAPTURING TERRITORIES:

When an attacker has caused the last army of an opponent to be removed from a territory, he/she captures that territory. They must move into that territory immediately with at least as many armies as the number of dice they rolled on their last throw. These armies must be moved from the territory from which the last attack was made. **They may move additional armies from this same territory into the captured territory provided that they always leave at least one army behind. No territory may ever be left unoccupied at any time during the game.**

(g). THE FREE MOVE:

When a player does not wish to make, or cannot make any further attacks, his/her turn ends and they are entitled to a Free move. On this move, he/she may, if desired, move one or more of their armies from just one territory that they occupy. For example, if a player has eight armies in Argentina, and also has one or more armies in Peru and in Brazil, he/she may move any number of these armies (up to seven) from Argentina into one of these adjacent territories. He/she **may not divide** these armies by putting some into Peru and some into Brazil. Because no territory may be left unoccupied, he/she must always leave at least one army behind in the territory from which they move. The purpose of the Free move is to permit a player to move armies from a territory where they may be useless into a territory where they can be used. Except when attacking, this is the only time that players may move armies from one territory into another.

(h). PLAY OF CARDS:

If a player has captured one or more territories on their turn, he/she is entitled to take the top card from the deck that has already been placed face down on the table. They put this card in front of them and do not disclose it to their

THE HIGHEST DIE OF THE ATTACKER IS ALWAYS MATCHED AGAINST THE HIGHEST DIE OF THE DEFENDER. WHEN THE ATTACKER AND THE DEFENDER BOTH THROW MORE THAN ONE DIE, THE SECOND HIGHEST DIE OF THE ATTACKER IS ALWAYS MATCHED AGAINST THE SECOND HIGHEST DIE OF THE DEFENDER. TIES ALWAYS GO TO THE DEFENDER.

(d). WHERE TO ATTACK:

A player may attack any opponent who occupies a territory that is adjacent to one of their own. For example, a player occupying Venezuela may attack an opponent in Central America, in Peru or in Brazil. In addition a player may attack across water whenever two territories are connected by a dashed line. As an example, a player occupying North Africa, in addition to attacking Congo, East Africa, or Egypt may also attack Brazil, Western Europe, or Southern Europe. It is particularly important to note that a player may attack Alaska from Kamchatka or may attack Kamchatka from Alaska. Greenland may be attacked from Iceland, Quebec, Ontario or Northwest Territory.

(e). OPTION OF ATTACKER:

A player may continue to attack any adjacent territory so long as they have at least two armies on the territory from which they make their attack. During a turn, a player may attack on each throw with a different number of armies, a different adjacent territory, or from a different territory into any opponent's territory that is adjacent to it. Before each throw, however, the player must state the number of dice he/she is using, the territory from which he/she is attacking, and the opponent's territory which is being attacked. The defender then indicates the number of dice that he/she will roll. The attacker has complete flexibility. They may attack one or more times from one territory then shift their attack to another area, and still return to attack again into the original territory, if they wish. They may continue to attack even when they lose on any roll or rolls of the dice. They may also discontinue their attacks, end their turn, and pass the turn to the player on their left whenever

on the board on one or more of the territories that they already occupy. He/she may elect to place all of their extra armies on a single territory, or they may divide them among several territories in any way that they think best. Since the object of the game is to capture territories occupied by opponents, since **only adjacent territories can be attacked**, and since armies once placed cannot readily be moved, it is usually best to build up territories that are adjacent to an opponent, and that are on continents where several territories are already controlled.

(c). HOW TO ATTACK:

THE PURPOSE OF AN ATTACK IS TO ELIMINATE OPPONENTS' ARMIES FROM ADJACENT TERRITORIES AND TO OCCUPY THESE TERRITORIES WITH ONE'S OWN ARMIES. A player is never forced to attack, and after collecting and placing the extra armies to which he/she is entitled, may end his/her turn. The actual attack against an opponent's territory is made by throwing dice and comparing them with dice thrown by the player whose territory is being attacked. The attacker must state from what territory they are attacking and against what adjoining territory they are making their attack. An attacker must have at least **one more** army than the number of dice that they throw. If he/she has **two** armies on the territory, they may throw only one die. If they have **three** armies, they may throw **one or two** dice. If they have **four or more** armies, they may throw **one, two or three** dice. Under no circumstances may they throw more than three dice.

At the same time that the attacking player rolls his/her dice, the defending player, that is, the player whose territory is being attacked, also rolls. If the defender has two or more armies in the territory they are defending, they may roll either one or two dice. If he/she has only one army they may roll only a single die. Although a total of only five dice may be used on any one roll, six dice are provided in the game for convenience. Normally the attacker will roll more dice than the defender, but in some cases the defender may roll two

dice against one die of the attacker.

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Once the dice have been rolled, the attacker first compares his/her highest die with the highest die rolled by the defender. If the attacker's die is higher, the defender removes from the board one of the armies which is on the territory under attack and returns it to their box. If the defender's die is equal to, or higher than that of the attacker, the attacker must remove one of his/her armies from the territory from which they are attacking. **The defender always wins ties.** When the attacker rolls two or three dice, and the defender rolls two dice, the attacker also compares his/her second highest die with the lower die of the defender. If it is higher, the defender must remove an army; and if equal or lower, the attacker must remove an army. **When the attacker or the defender rolls only one die, the extra dice are not considered and only one army can be lost. At no time may a player lose more armies than the number of dice that he/she rolls.**

Listed below are some examples:

Attacker Defender	Attacker Defender	Attacker Loses	Attacker Loses
Rolls	Rolls	Loses	Loses
5, 4, 3	6, 3	1 army	1 army
4, 1, 1	4, 1	2	0
6, 6, 1	5, 1	0	2
3, 3, 1	4	1	0
4, 2, 1	3	0	1
6	5, 4	0	1
4, 3	3, 2	0	2
4	6, 1	1	0
3, 2	3, 3	2	0
6, 1	5, 2	1	1
5, 4	4	0	1