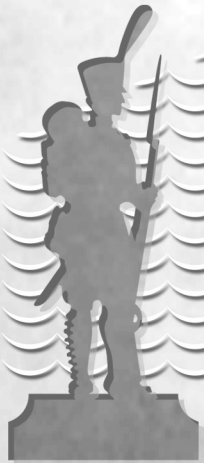


RISK!®

Rules & History

**CONTINENTAL
GAME**

Parker Brothers



For 2 to 6 Players



AGES 8 & Up



The History of Risk®



During the 1950's, Parker Brothers of Salem, Massachusetts, formed an alliance with the French game maker Miro of Paris France. Each firm began to license their best games to each other.

In the summer of 1957, Mr. Boisseau of Miro approached Parker Brothers with La Conquete du Monde, a game invented by the French writer and movie producer Albert Lamaorisse, best known for the award-winning film "The Red Balloon".

After more than a year of testing and improvement, the French game's rules were ready for American tastes, and, in 1959, Parker Brothers launched the RISK® Continental Game. Game players were thrilled and RISK has flourished ever since.

Winning Moves is very proud to bring you this classic reproduction of the original, 1959 edition of the game RISK. Enjoy!

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 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. Five dice, 2 of which are white and 3 of which are red.

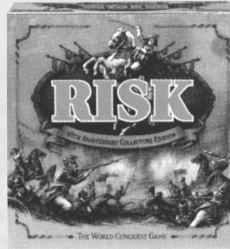
PREPARATION

The board is placed on a card table or some other flat surface. Each player selects a box of playing pieces of the color which he chooses, and all of the oblong pieces of that same color, to represent his 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.





Risk 1999 40th Anniversary Edition

RISK FOR TWO PLAYERS

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. During the game, these “neutral” armies act as a buffer between you and your opponent. This feature gives the two-player version much the same strategic flavor as that found in regular Risk.

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

1. Remove the two “wild” cards from the Risk card deck. Shuffle the deck thoroughly and deal the cards, face down, into three equal piles. Both you and your opponent choose a different pile. The remaining pile is “neutral”.
2. Place one of your armies 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, take turns placing your remaining armies in the following way.

On your turn, place 3 armies onto the board: 2 of your own and 1 that is “neutral”.

- a) Place your 2 armies onto any one or two of the territories you occupy.
- b) Place the “neutral” army onto any “neutral” territory you want, but place it to block your opponents possible advance.

Your opponent on his or her turn, places armies in the same way.



Risk 2006

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.

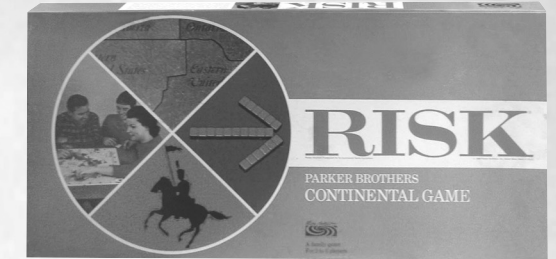
Winning. To win, be the first to eliminate your opponent by capturing all of his or her territories.

- a) To win, you do not have to eliminate the “neutral” armies.
- b) 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.



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. It should be noted also that Greenland, Baffinland and a section of the Canadian mainland make up the territory marked Greenland. Iceland, Great Britain, Madagascar, Japan and New Guinea each are separate territories. The territory labeled Indonesia is made up of Borneo and surrounding Islands.



Risk 1968

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

The dealer removes the two jokers from the deck of cards. He shuffles the remaining cards thoroughly, and deals them one at a time to each player, starting with the player to his 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 cards face up in front of him and places one army on each territory on the board for which he has the corresponding card. All players do this simultaneously. When each player has placed his 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 TURNS THROUGHOUT THE GAME A PLAYER IS ENTITLED TO ADD TO HIS ARMIES ON THE BOARD. THE NUMBER OF ADDITIONAL ARMIES TO WHICH HE IS ENTITLED IS EQUAL TO A TOTAL ARRIVED AT BY METHODS DESCRIBED BELOW. THESE ARMIES ARE USED TO CONSOLIDATE AND EXPAND HIS HOLDINGS ON THE BOARD.





Risk 1980

If at the start of his turn a player occupies all of the territories of a continent, he 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 gets these bonuses every time that he is in complete possession of one or more continents at the start of his turn. For quick reference during the play of the game, the circles around the sides of 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 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 is entitled to according to the above rules.

(b). PLACING OF ARMIES:

Once a player has determined the total number of armies to which he is entitled, he must place them on the board on one or more of the territories which he already occupies. He may elect to place all of his extra armies on one single territory, or he may divide them among several territories in any way which he thinks best. Since the object of the game is to capture territories occupied by opponents, 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 is entitled, may end his 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 he is attacking and against what adjoining territory he is making his attack. An attacker must have at least one more army than the number of dice which he throws. If he has two armies on the territory, he may throw only one die. If he has three armies, he may throw one or two dice. If he has four or more armies, he may throw one, two or three dice. Under no circumstance may he throw more than three dice.

At the same time that the attacking player rolls his 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 he is defending, he may roll either one or two dice. If he has only one army he may roll only a single die. 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.

Once the dice have been rolled, the attacker first compares his highest die with the highest die rolled by the defender. If the attacker's die is higher, the defender removes one of the armies from the board which is on the territory under attack and returns it to his box.



WINNING THE GAME

The player who occupies every territory on the board by eliminating his last opponent wins the game.

RULE 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 rule variations to add skill (and length) to the game.

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 1. Thus, the first matched set is worth 4 armies, the second matched set 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 the territory you're moving armies from and the one you're moving them to. 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.

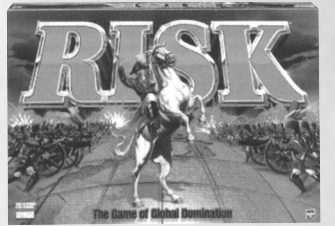
Advantage when attacking. If, when attacking, you have a Risk card that shows either the territory you're attacking from or the territory you're attacking, you may—if you wish—re-roll any one die on each battle involving that territory. To do so, place the card face up in front of you and roll the die again.

- a) You may use more than one card on a turn, but only one card per battle.
- b) Once you stop attacking the territory in question, put the Risk card back into your hand.
- c) 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.

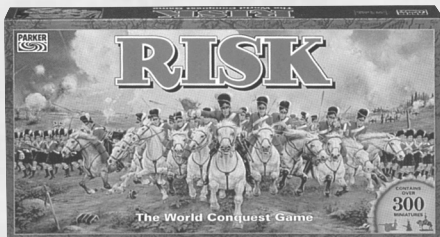
Capitals: *This optional rule can make for a very quick game.*

After placing initial armies on the board, each player picks one of his starting territories to be his capital. Record them all on a sheet of paper. A player is eliminated if AT THE END OF HIS TURN he does not control his capital territory. All of his armies are removed from the board and the opponent who occupied his capital now places one of his armies (from his supply) in each vacated territory, plus a bonus of five more among these territories (also from his supply), as desired. The game ends when only one player is left who controls his capital territory.



Risk 1998





Risk 1995

It is the total number of sets of cards which 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 which are turned in are placed face up along side the draw pile to form a discard pile. If the draw pile is used up the cards in the discard pile are reshuffled and placed face down 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 turn, is able to take from the board the last remaining piece of an opponent, receives at once all cards which that opponent has in his possession. He may combine them, with the cards which he holds and if he can make a set, he may turn it in immediately on that same turn, to collect additional armies. If, as occasionally happens, he can make two or three sets; he may also turn them in, receiving the regular increase for each set. This situation can arise only when the total of the cards which a player holds, when added to the cards of a player who he has eliminated, equals six or more. He must turn in enough sets to reduce the number of cards which he continues 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 he wishes, or he 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. He determines how many armies he is entitled to by (a) counting up the territories (not armies) he occupies and dividing by 3; (b) checking to see if he is entitled to extra armies because he completely occupies any continent or continents; (c) checking his cards to see if he has a combination which he wishes to turn in for additional armies.
2. He places these armies on the board on territories that he occupies. This is the only time during a turn that a player may place armies except when he eliminates an opponent.
3. He makes any attacks he wishes. He may attack as many times as he wishes on a turn provided he has at least two armies on one of his own territories, which is adjacent to an opponent's territory.
4. He ends his attack when he wishes or when he is forced to as a result of running out of armies.
5. He makes his Free Move if he can and wishes to.
6. He takes one card if he has captured one or more territories on his turn.
7. He ends his turn by passing the dice to the next player.

SUGGESTION

Players should not spread themselves too thinly by exhausting all their extra armies by making too many attacks. The player who builds up his armies and slowly moves forward from one area is apt to do better than the player who spreads his armies thinly and attempts to attack from many areas. It is better to concentrate on one area, advance slowly, and forget about those armies which are far from your main lines. Remember that this is a game of defense as well as offense and be prepared to protect the areas which you occupy.

If the defender's die is equal to, or higher than that of the attacker, the attacker must remove one of his armies from the territory from which he is attacking. **The defender always wins the tie.** When the attacker rolls two or three dice, and the defender rolls two dice, the attacker also compares his 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.** When the attacker rolls three dice, against one die by the defender, only his highest die is considered and only one army can be lost. At no time may a player lose more armies than the number of dice which he rolls.

Listed below are some examples:

Attacker Rolls	Defender Rolls	Attacker Loses	Defender Loses
		1 army	1 army
		2	0
		0	2
		1	0
		0	1
		0	1
		0	2
		1	0
		2	0
		1	1
		0	1
		1	0

HIGHEST DIE OF ATTACKER IS ALWAYS MATCHED AGAINST THE HIGHEST DIE OF DEFENDER. WHEN THE ATTACKER AND THE DEFENDER BOTH THROW MORE THAN ONE DIE, THE SECOND HIGHEST DIE OF ATTACKER IS ALWAYS MATCHED AGAINST SECOND HIGHEST DIE OF 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 his 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 wherever two territories are connected by parallel lines. 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). OPTIONS OF ATTACKER:

A player may continue to attack any adjacent territory so long as he has at least two armies on the territory from which he makes his 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 is using, the territory from which he is attacking and the opponent's territory which he is attacking. The defender then indicates the number of dice he will roll. The attacker has complete flexibility.

He may attack one or more times from one territory then shift his attack to another area, and still return to attack again into the original territory, if he wishes. He may continue to attack even when he loses on any roll or rolls of the dice. He may also discontinue his attacks, end his turn, and pass the turn to the player on his left whenever he feels it is to his 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 captures that territory. He must move into that territory immediately at least as many armies as the number of dice he rolled on his last throw. These armies must be moved from the territory from which the last attack was made. He may move additional armies from this same territory into the captured territory provided that he always leaves 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 turn ends and he is entitled to a Free Move. On this move, he may, if he wishes, move one or more of his armies from just one territory which he occupies to any one adjacent territory which he also occupies. For example, if a player has eight armies in Argentina, and also has one or more armies in Peru, and in Brazil, he may move any number of these armies up to seven from Argentina into one of these adjacent territories. He may not divide these armies by putting some into Peru and some into Brazil. Because no territory may be left unoccupied, he must always leave at least one army behind in the territory from which he moves. 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 his turn, he is entitled to take the top card from the deck. He puts this card in front of him and does not disclose it to his opponents. He can never take more than one card on a turn, regardless of how many territories he has 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. **HE DOES NOT GET A CARD IF HE HAS 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, and cannon). Before a player can use his cards he must have at least three cards and these cards must consist of one of the following five combinations;

1. three Horsemen
2. three Cannons
3. three Foot Soldiers
4. one of each kind
5. any two cards and a joker

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

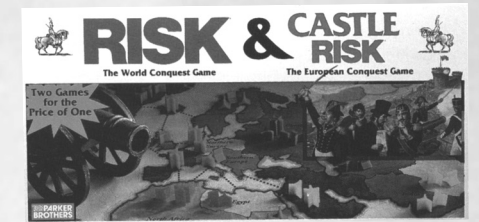
A player is not required to turn in his cards for armies on the first turn after getting one of these combinations. He may hold them in the hope of acquiring a larger number of armies on a subsequent turn. A player, however, may never hold more than five cards, and must turn in a set of three cards at the start of any turn on which he 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 player turns them in is worth 6 extra armies.

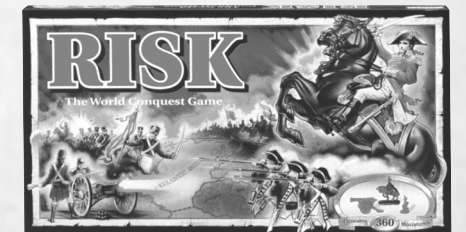
Additional sets are worth extra armies in accordance with the table listed below:

- 3rd 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 himself has been unable to play a set of cards, turns in a combination after three sets have been turned in by other players, he is entitled to 10 armies.



Risk & Castle Risk 1987



Risk 1993





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