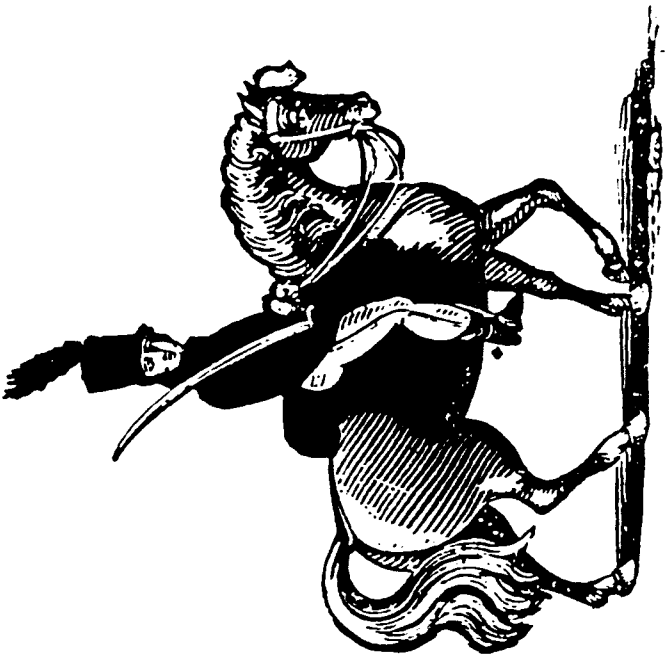


RISK



For 2 to 6 players / Ages 10 to adult
Rules ©1959, 1963, 1975, 1980, revised 1990 Parker Brothers, Division of
Tonka Corporation, Beverly, MA 01915. Printed in U.S.A.

CASTLE RISK



For 2 to 6 players / Ages 10 to adult
Rules ©1986, revised 1990 Parker Brothers, Division of Tonka Corporation,
Beverly, MA 01915. Printed in U.S.A.

OBJECT

Each player starts out with one Empire Castle Chip on the game board. Your objective is to capture all your opponents' castle chips, so that you are the last player remaining in the game.

EQUIPMENT

• 1 Game board • 5 Dice: 3 red, 2 white • 6 Empire castle chips
• 6 Sets of armies: each a different color • Deck of 48 cards: 8 Marshalls, 7 Diplomats, 8 Generals, 6 Admirals, 7 Spies, 12 Reinforcements

The Armies. There are six sets of armies. Each set contains single-army pieces and 10-army pieces. When choosing an army color, be sure to take army pieces of the same color.



10-army piece



Single-army pieces

The Game Board

Empires and Territories. The game board is a map of six European empires: British, French, Ottoman, German, Russian, and Austrian. Each color-coded empire is divided into several territories marked by solid-colored borders. Example: The territories that comprise the British Empire are Yorkshire, Ireland, Wales, London, and Scotland.



In this classic game of military strategy, you battle 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!

OBJECT

To eliminate your opponents by occupying every territory on the board. The first player to do so wins the game and conquers the world.

EQUIPMENT

1 Game board • 5 Dice: 2 white and 3 red • Deck of 44 cards
• 6 Sets of armies, each a different color

The Game Board. The game board is a map of six continents, divided into 42 territories. Each continent is a different color and contains from 4 to 12 territories.



The Armies. There are six sets of armies; each set contains single-army pieces and 10-army pieces. When choosing an army color, be sure to take army pieces of the same color.



10-army piece



Single-army piece

The RISK® Cards. Forty-two of the RISK cards are marked with a territory and a picture of a foot soldier, a horseman, or a cannon. The remaining two “wild” cards are marked with all three pictures, but no territory.

INITIAL PLACEMENT OF ARMIES

Unlike most games, RISK demands careful planning even before you actually start to play. This part of the game sets the stage for the battles you’ll fight later on.

1. Select a set of armies and, according to the number of players, count out the armies you’ll need to start the game. If two are playing, see **RISK FOR TWO PLAYERS**, p. 12. If three are playing, each player counts out 35 armies. If four are playing, each player counts out 30 armies. If five are playing, each player counts out 25 armies. If six are playing, each player counts out 20 armies.
2. Roll the dice. Whoever rolls the highest number takes one army from the pile he or she has counted out 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 until all 42 territories have been claimed.
4. After all 42 of the territories have been claimed, each player, in turn, places one army onto any territory that he or she already occupies. Play continues in this way until everyone has run out of armies. There is no limit to the number of armies that you may place onto a single territory. At any time, you may substitute one 10-army piece for 10 single-army pieces, or vice versa.
5. Shuffle the pack of RISK cards and place it, face down, by the side of the board. This pack forms the draw pile.
6. Play begins with whoever placed the first army.

At the end of your turn, you collect four armies for every empire in which you occupy all territories (see Spoils, p. 9).

Independent Territories. There are also 11 color-coded independent territories. These are, as their name states, completely independent and do not make up an empire. **You may not put a castle chip on them.** The independent territories are: Norway, Madrid, Switzerland, Sweden, Portugal, Venice, Finland, Barcelona, Rome, Denmark, and Naples.

If at the end of your turn you occupy all 11 independents, you collect six armies for them (see Spoils, p. 9).

Dotted Lines. You will notice that there are certain territories separated by water but connected by dotted lines. The dotted lines indicate that army movement between these territories is possible *without* the use of the Admiral card.

The Black Sea. Note that the Black Sea is the only major body of water on the board that’s completely land-locked. Therefore, when using the Admiral card on the Black Sea, you can only carry armies to and from territories that border directly on it. You cannot use the Admiral card to carry armies from a territory on the Black Sea to a territory that borders on another body of water, or vice versa.

SETUP

1. Get a pencil and a sheet of paper.
2. Choose an army color and separate out the appropriate number of starting armies, using single-army pieces: 2 players, 40 each; 3 players, 35 each; 4 players, 30 each; 5 players, 25 each; 6 players, 20 each.
3. Roll a die to see who will place armies first. High roller draws an Empire Castle Chip, sight unseen, and places that castle on any territory within the empire represented by the initial on it. Then he or she places one army piece next to the castle chip. **THIS IS THE CASTLE THAT PLAYER MUST DEFEND.** Starting from that player’s left, everybody, in turn, draws an Empire Castle Chip and places it and one army in the same manner.
4. Starting with the same first player, everybody, in turn, places a single-army piece on any unoccupied territory in

Hint: It’s best to place your castle chip next to the sea.

4. Starting with the same first player, everybody, in turn, places a single-army piece on any unoccupied territory in

PLAYING

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

1. Getting and placing new armies
2. Attacking
3. Fortifying your position

GETTING AND PLACING NEW ARMIES

At the beginning of each turn — including your first turn — you receive additional armies. You may immediately place these armies onto one or more of your territories. You receive armies according to the number of territories you occupy; the number of continents you control; and the number of matched sets of RISK cards you trade in.

Territories. At the beginning of your turn, you receive armies based on the territories you occupy. Simply count the number of territories you currently occupy. Then divide the total by three, ignoring any fraction. The answer is the number of armies you receive.

Example: territories = 3 armies
 territories = 4 = 4 armies
 territories = 5 = 5 armies

You always receive at least three armies on a turn, even if you occupy fewer than nine territories.

Continents. At the beginning of your turn, you also 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 in the squares in the lower right-hand corner of the board.



any empire, or on any independent territory. Continue until each territory is occupied by a single army.

Hint: Occupy an entire empire if you can.

Now each player in turn places five armies at the same time, divided up in any way, on any territories that he or she already occupies. Do so until all starting armies have been placed.

Hint: Strongly fortify your castle with armies.

There is no limit to the number of armies you can place on any one territory.

At any time, substitute a single-army piece for 10 single-army pieces on a territory, or vice versa.

5. In secret, choose a territory where you will place your "Hidden Armies" (see Hidden Armies, p. 9). It may be any territory except one occupied by a castle. Write down the name on a piece of paper and slip it under the game board.
6. Shuffle the cards and deal three face down to each player (who looks at them in secret). Place the remaining cards face-down to form a draw pile.
7. Roll the die again to see who starts playing first. Play passes to the left.

BATTLE and ATTACK. Refer to the following definitions of these words to be sure players have a clear understanding of their meanings in this game:

- **BATTLE** is a single "fight" between two enemy armies (one roll of the dice).
- **ATTACK** is made up of one or more battles.

PLAYING On your turn, do the following in order:

1. If you have fewer than three cards, bring your hand up to three.
2. Draw one card.
3. Play cards if you wish. (Some cards will not be played in this order.)
4. Attack if you wish.
5. Collect spoils. This indicates the end of your turn.

RISK Cards. Earning RISK cards helps you to get more armies. You earn one RISK card at the end of each turn that you capture a territory. Then, at the beginning of subsequent turns, you receive additional armies for each matched set of RISK cards you wish to trade in.

To make a match, you must have one of the following combinations: three cards of the same design (horseman, cannon, foot soldier); three cards of a different design; or any two cards plus a “wild” card.

The number of armies you receive for each matched set is as follows:

- 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 — 12 armies
- The sixth set traded in — 15 armies

1. After the sixth set has been traded in, each additional set is worth five more armies. **Example:** If you trade in the seventh set, you get 20 armies; if you trade in the eighth, you get 25 armies, and so on.
2. “First” and “second” set, etc., refer to sets traded in by *anyone* during the game. Thus, if you trade in the third set in the game, you receive eight armies, even if it’s your first set.

3. Once you have five RISK cards, you *must* trade in the resulting matched set at the beginning of your next turn.
4. If any of the three cards you trade in shows the picture of a territory you occupy, you receive two extra armies. But you must place both those armies onto that particular territory. **However:** On a single turn, you may receive no more than two extra armies. This is true no matter how many matched sets of cards you trade in on that one turn.

No matter how many armies you receive at the start of your turn, deploy them carefully — either to prepare an attack or to defend against one.

THE CARDS

Reinforcements. Used to recruit additional armies to place in one or more of the territories you occupy.



- Play one or more before starting the FIRST attack of your turn. (You cannot play reinforcement cards on your turn once you’ve made your first attack.)
- Place the card(s) under the numbered edge of the game board, one card to each number, in numerical order. The sum of the numbers above the cards you have just played is the number of armies you get.

Note: When all these cards have been used, leave them on the board. They will now only be used when you bring out your hidden armies. (You may, however, re-cycle all the other cards.)

Spy. Used to look at a player’s hand in order to eliminate a card from it, OR to defend against another Spy card.



- Play one or more at any time during your turn.
- Let everybody see the card you’ve chosen, then discard it face up. Then discard your Spy card.
- It can also be used defensively against an opponent’s Spy card. Both Spy cards are discarded and no looking is allowed.

General. Used offensively to add one point to your high die roll.



- Play at any time during an attack just before rolling the dice.
- Once committed to an attack, you cannot withdraw the General.
- If you attack again on that turn, you must continue to use the General. At the end of your turn, return the General to your hand, if he has survived.

- To keep using the General, your high die roll + 1 must beat your opponent’s high die roll. The General card is eliminated as soon as your opponent rolls a number higher than or equal

ATTACKING

After placing your armies, you may attack if you wish. An attack is actually one or more battles which are fought with dice. The object of an attack is to capture a territory by defeating all the opposing armies already on it. Study the board for a moment. Do you want to attack? If so, you must follow these rules:

1. You may only attack a territory that's adjacent to one of your own. (Territories lying next to each other are adjacent.) **Example:** Greenland is adjacent to the Northwest Territory, and North Africa is adjacent to Egypt. Territories connected by dashed lines are also adjacent. **Example:** North Africa is adjacent to Brazil, and Alaska is adjacent to Kamchatka.
2. You must always have at least two armies in the territory you're attacking from.

To attack, first announce both the territory you're attacking and the one you're attacking from. Then roll the dice against whoever occupies the opposing territory.

3. You, the attacker, are allowed to roll one, two or three red dice, but you must have at least one more army in your territory than the number of dice you roll. The more dice you roll, the greater your odds of winning. Yet — as you'll learn later — the more dice you roll, the more armies you may lose, or the more armies you may be required to move into a captured territory.

4. The defender may roll either one or two white dice. To roll two dice, however, he or she must have at least two armies on the territory under attack. The more dice the defender rolls, the greater his or her odds of winning. Yet the more dice the defender rolls, the more armies he or she may lose.

Before rolling, both you and your opponent must announce the number of dice you intend to roll. Both you and your opponent must roll at the same time.

To decide a battle, compare the highest die that each of you has rolled. If your die is higher, the defender loses one army from the territory under attack. If the defender's die is higher, you lose one army from your territory of attack. Then, if each of you has rolled more than one die, compare the next-highest dice and repeat the procedure. In case of a tie, the defender always wins.

to your high die roll + 1. You must discard the General card. Then you can: Play another General card if you wish; continue the attack without a General; or end the attack.

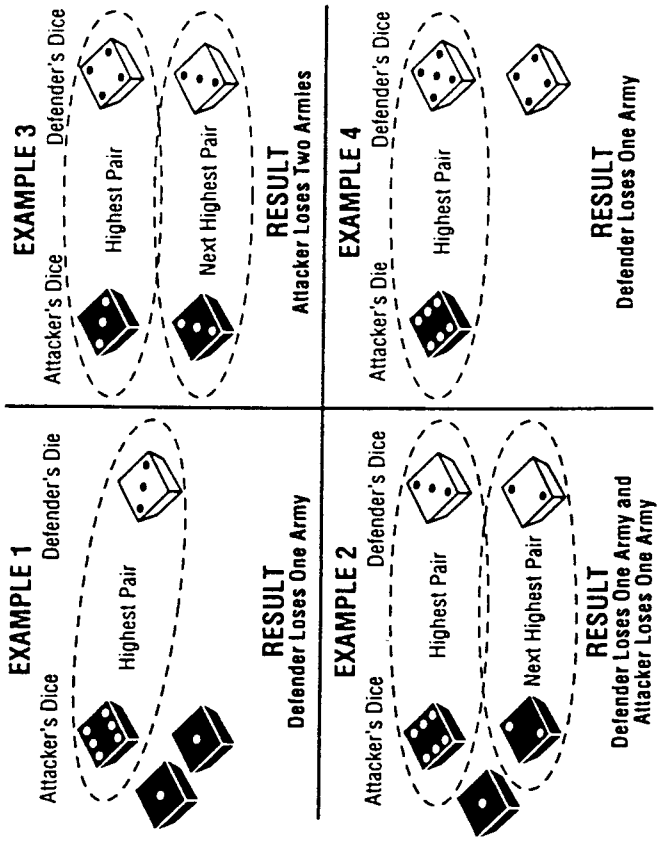
Admiral. Used to move your armies from a territory on the sea to attack an enemy's territory on the sea.



- Play at any time during your turn to *attack only*.
- NEVER USE SIMPLY TO RELOCATE ARMIES.
- Put the armies you're going to attack with on the Admiral card and slide the card into your attack position.
- Once committed to the attack, you cannot withdraw the Admiral. You must continue battling to the end, until you lose all your armies — or win the attack.
- If you lose all the Admiral's armies, you lose the attack and the Admiral card. Discard it.
- If you win the attack, move all your armies from the card into the defeated territory, and return the Admiral card to your hand.
- You may use an Admiral card as many times as you wish on a turn as long as you keep winning each attack.



- Marshall.** Used defensively to add one point to your high die roll.
- Play at any time when you're attacked by another player, just before rolling the dice.
 - Once committed to a defense, you cannot withdraw the Marshall.
 - If you are attacked again on that turn, you must continue to use the Marshall. At the end of this attack, return the Marshall to your hand, if he has survived.
 - To keep using the Marshall, your high die roll + 1 must tie or beat your opponent's high die roll. The Marshall card is eliminated as soon as your opponent rolls a number higher than your high die roll + 1. You must discard the Marshall card. Then you can: Play another Marshall card if you wish or continue to defend without a Marshall.



Note: The attacker can never lose more than two armies on a single roll.

On a single turn, you may:

5. Attack one or more adjacent territories from one or more of your own territories;
6. Shift your attack from one territory to another, attacking each as often as you like.

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. But always leave at least one army behind. *During the game, every territory must always be occupied by at least one army.*

Ending your attack. You may end your attack at any time. Once you do, simply pass the dice to the player on your left. Then, if you have captured at least one territory, take the top RISK card from the draw pile. However, no matter how many territories you've captured on your turn, you may take only one RISK card.

- You may only attack from one of your territories to an adjacent enemy territory (next to it). (Territories connected by a dotted line are also considered adjacent.)
 - You must always have at least two armies in the territory from which you are attacking.
- Attacking.** Announce the territory you're attacking and the one you're attacking from.
- You, the attacker, may roll one, two, or three red dice for each battle, but you must have at least one more army in your territory than the number of dice you roll. The more dice you roll, the better your chances of winning — but the more armies you stand to lose.
- EXCEPTION TO THIS RULE:** When you attack a castle, you can never use more than two dice.

THE ATTACK

An attack is one or more battles fought with the dice. The object is to capture a territory by defeating all the enemy armies on it.

- You may only attack from one of your territories to an adjacent enemy territory (next to it). (Territories connected by a dotted line are also considered adjacent.)
 - You must always have at least two armies in the territory from which you are attacking.
- Attacking.** Announce the territory you're attacking and the one you're attacking from.
- You, the attacker, may roll one, two, or three red dice for each battle, but you must have at least one more army in your territory than the number of dice you roll. The more dice you roll, the better your chances of winning — but the more armies you stand to lose.
- EXCEPTION TO THIS RULE:** When you attack a castle, you can never use more than two dice.



- Discard the Diplomat at the end of the round.
 - Do not use Diplomats in a two-player game. When more are playing, but the number of players has been reduced to two, finish the round, then discard all the Diplomat cards from your hand and replace them by drawing new cards. Whenever you draw Diplomat cards from the draw pile, discard them and draw again.
- THE ATTACK**
- An attack is one or more battles fought with the dice. The object is to capture a territory by defeating all the enemy armies on it.
- You may only attack from one of your territories to an adjacent enemy territory (next to it). (Territories connected by a dotted line are also considered adjacent.)
 - You must always have at least two armies in the territory from which you are attacking.
- Attacking.** Announce the territory you're attacking and the one you're attacking from.
- You, the attacker, may roll one, two, or three red dice for each battle, but you must have at least one more army in your territory than the number of dice you roll. The more dice you roll, the better your chances of winning — but the more armies you stand to lose.
- EXCEPTION TO THIS RULE:** When you attack a castle, you can never use more than two dice.

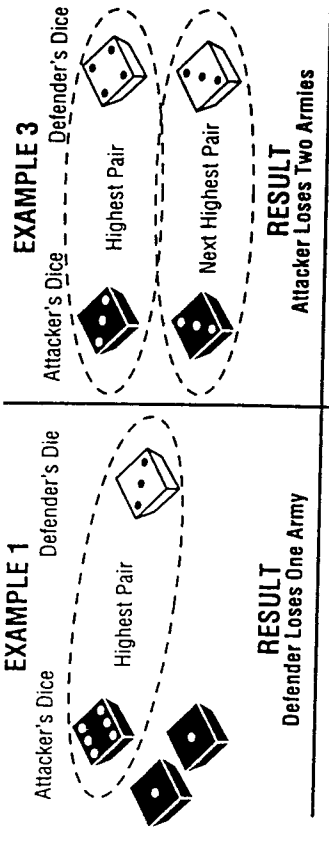
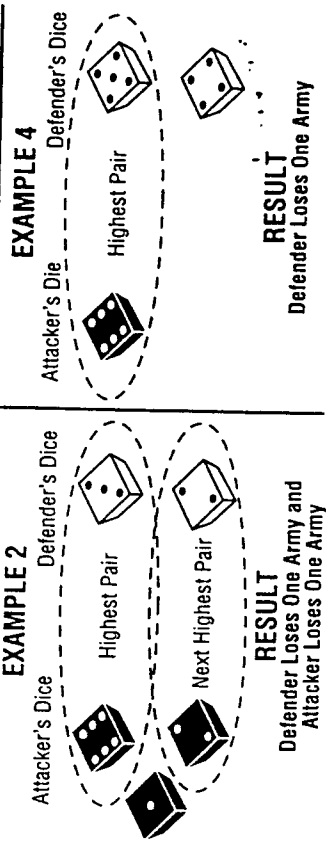
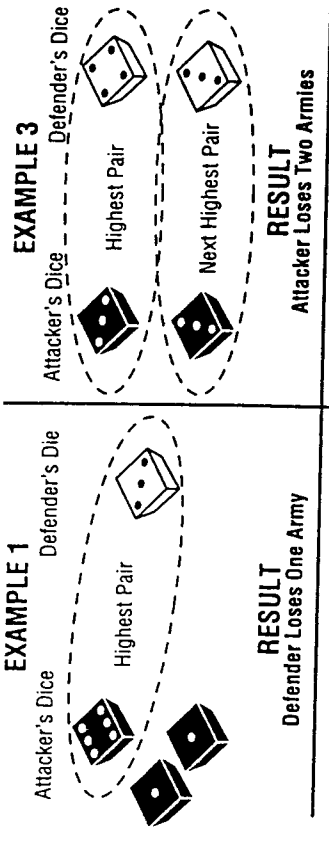
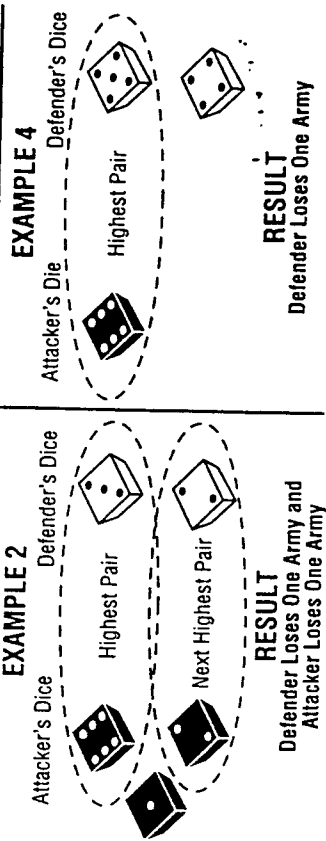
Diplomat. Used to force a truce with another player.

- Play a Diplomat on one or more players before starting the FIRST attack of your turn. (You cannot play a Diplomat card on your turn once you've made your first attack.)
- You cannot attack the player(s) with whom you have a truce on this turn, nor can that player attack you on his or her next turn.
- THE TRUCE IS IN EFFECT FOR ONE COMPLETE ROUND OF PLAY.

- The defender may roll one or two white dice for each battle. To roll two dice, however, the defender must have at least two armies on the territory under attack. By rolling two dice, the defender has a better chance of winning — but also stands to lose more armies.

Deciding the Battle. Compare the highest die that each of you has rolled.

- If the attacker's die is higher, the defender removes one army.
- If the defender's die is higher, the attacker removes one army.
- A tie goes to the defender and the attacker removes one army.
- If you both rolled more than one die, compare the next highest pair. (See Examples 2 and 3.)
- Both attacker and defender can never lose more than two armies on a single roll.
- The attacker may end the attack between any of the battles fought with the dice (except when using an Admiral).

<p>EXAMPLE 1</p>  <p>Attacker's Dice: 3, 4 Defender's Die: 5 Highest Pair: 3, 5 RESULT Defender Loses One Army</p>	<p>EXAMPLE 2</p>  <p>Attacker's Dice: 3, 4 Defender's Dice: 4, 5 Highest Pair: 3, 4 Next Highest Pair: 4, 5 RESULT Defender Loses One Army and Attacker Loses One Army</p>
<p>EXAMPLE 3</p>  <p>Attacker's Dice: 3, 4 Defender's Dice: 4, 5 Highest Pair: 3, 4 Next Highest Pair: 4, 5 RESULT Attacker Loses Two Armies</p>	<p>EXAMPLE 4</p>  <p>Attacker's Die: 4 Defender's Dice: 4, 5 Highest Pair: 4, 4 RESULT Defender Loses One Army</p>

Note: The attacker can never lose more than two armies on a single roll.

- 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 adjacent 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
- Q.** When I place my armies at the beginning of the game, what strategy should I use?

RISK QUESTIONS

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

WINNING

1. In moving your armies from one territory to another, you must leave at least one army behind.
2. No matter what you've done on your turn, you may, if you wish, end it by fortifying your position. To fortify your position, you are not required to win a battle or even to try an attack. Some RISK players refer to this procedure as the "Free Move."

FORTIFYING YOUR POSITION

At the end of your turn you may, if you wish, strengthen your position. To do this, move as many of your armies as you like from one (and only one) of your territories into one (and only one) of your adjacent territories.

Note: If you don't want to attack on your turn, you don't have to. Simply pass the dice to your left and, if you wish, fortify your position.

Eliminating an opponent. If during your turn you eliminate an opponent by defeating his or her last army, you win any RISK cards that player has. If, by doing so, you then hold six or more cards, you immediately trade in matched sets until you have four or fewer cards. In this way, you earn additional armies, which you immediately place onto any territory or territories you occupy. Remember, if receiving your opponent's cards brings your total to six or more, you must turn in your set(s) immediately. If your total is five or fewer, you must wait until the beginning of your next turn to turn in sets.

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 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.

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

Spoils. At the end of every turn, collect any spoils you're entitled to and distribute them any way you want to territories you already occupy.

- Four armies for every Empire you completely occupy.

No Mercenaries. Unlike the RISK game, if you run out of armies, you may not use armies of another color. You must play with your allotted number of armies.

Hidden Armies. Used only once at any time during the game to defend the territory they occupy or to attack from that territory.

- You must occupy the territory before you bring them out.
- Show the other players the paper with the territory name written on it.
- Place on that territory the number of armies equal to the number above the last Reinforcement card played. (The longer hidden armies stay underground, the greater their number may be when you bring them out.)
- Take control of the defeated player's cards and add them to your hand.
- Take control of the defeated player's hidden armies if they haven't been used yet.

Capturing a Territory. As soon as you defeat the last army on a territory, you must move in at least as many armies (from the territory from which you've attacked) as the number of dice you rolled. You can move in more, but you must always leave at least one army behind to occupy the territory from which you've attacked. (If your army is reduced to one, the battle is over — unless you can continue to attack from another adjacent territory.)

Capturing a Castle. When you defeat the last army on a territory containing a castle, you've captured that player's castle and eliminated him or her from the game. Move that player's castle chip over to your castle.

- Remove the defeated player's armies from the board.

• Using armies from territories you occupy (starting with the armies you attacked with), redistribute one army to each of the territories left vacant by the defeated player. Any territories you don't wish to occupy (or cannot occupy) must be occupied, in turn, by the other players using their armies from anywhere on the board.

- Six armies for completely occupying all 11 independent territories.
- Eight armies for every Empire Castle Chip you control.

WINNING

The player who captures all the enemy castle chips on the board wins the game.

VERBAL NEGOTIATIONS

Verbal negotiations are allowed, but are not enforceable.

Negotiations must be conducted openly, never in secret. The terms of the negotiations may be carried out at any time.

Example: Card trading.

STRATEGY HINTS

Strategies vary from game to game. Here are some basic strategies which hold true for all or most games:

- Fortify your castle well! Remember: If you lose it, you're out of the game.
- Placing your castle chip on a territory next to the sea allows you to use the armies that occupy it for naval invasions. (Chances are this territory has a large number of armies to work with. Remember: You can replace them at the end of your turn with spoils.)
- To defeat a castle, odds are you need to attack with double the number of armies that are defending it, because you can use only two dice.
- When attacking with your Admiral card, attack a weakly-defended territory first. Then attack your main objective from there — by land. By doing so, you'll have a better chance of keeping your Admiral card, rather than losing it in a tougher battle from the sea.
- When attacking another player's territory, consider stopping the attack when the player is down to one army — especially if that player's territory acts as a buffer between you and another threatening territory. Remember, the player cannot attack with one army, and cannot move armies through territories he or she occupies.

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, you will not be able to earn a RISK card as a result of a successful attack.
- 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. Yet 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.

4. During the game, be sure to follow these rules:
 - a) If you capture an opposing Headquarters, place the Headquarters card you've won face up in front of you. This proves that you've captured the territory.
 - b) 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.
 - c) 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.

RISK TOURNAMENTS

To receive an information kit describing how to hold your own RISK tournament, write to us at the address below.

We will be happy to answer questions about this game. Write: Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

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 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 one. Thus, the first matched set is worth four armies, the second is worth five armies, the third is worth six 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.

1. You may use more than one card on a turn, but only one card per battle.
2. Once you stop attacking the territory in question, put the RISK card back into your hand.



3. 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.

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 the regular RISK game.

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 as described below.
On your turn, place three armies onto the board: two of your own and one that's "neutral."
 - a) Place your two 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 opponent's possible advance.On his or her turn, your opponent places armies in the same way.

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.

1. To win, you do not have to eliminate the "neutral" armies.
2. 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.

RULES FOR SHORTER PLAY

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 face down in front of you.
2. After everyone in turn has selected a Headquarters, all cards are turned face up, thus revealing the location of each player's Headquarters.
3. The OBJECT of this game is to capture all opposing Headquarters. The first player to capture these territories — while also controlling his or her own territory — is the winner.

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

If four are playing: The winner is the first player to capture any two opposing Headquarters while also controlling his or her own.

If five or six are playing: The winner is the first player to capture any three opposing Headquarters while also controlling his or her own.