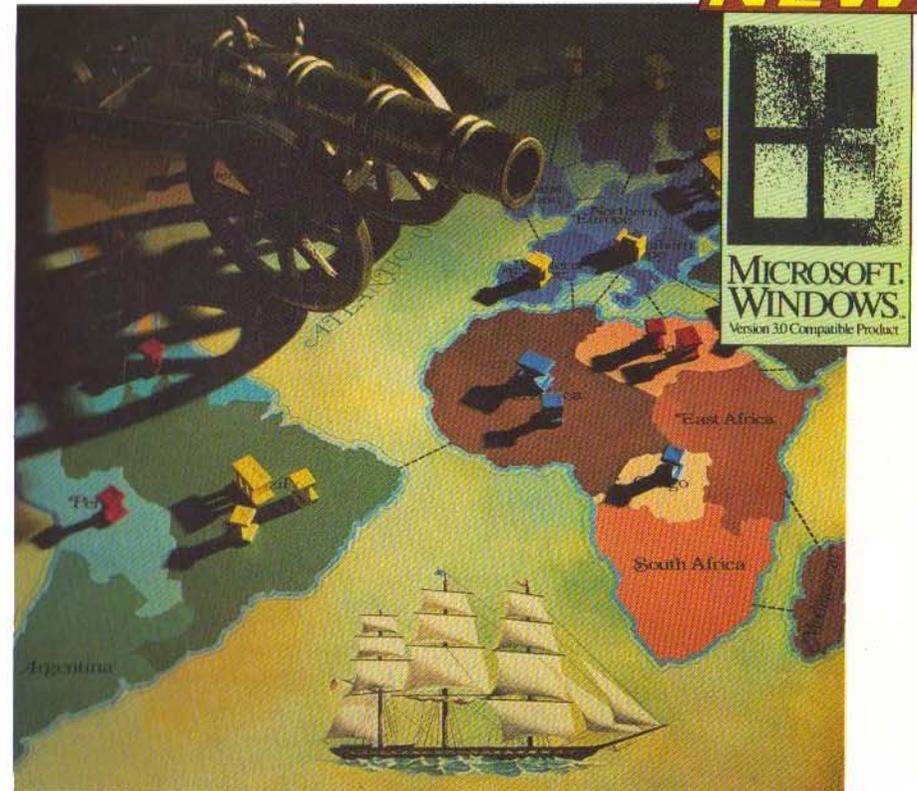


THE COMPUTER EDITION OF OF
RISKTM
The World Conquest Game

NEW



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INSTRUCTION MANUAL

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INTRODUCTION

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. However, you must remember that 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 of the Game

To eliminate your opponents by occupying every territory. The first player to do so wins the game and conquers the world. Two to six players, human or computer, may play in the game.

Map of the World

On the screen is a map of six continents divided into 42 territories. The territories within each continent have similar colors. The symbol of the player who occupies a territory will be displayed within that territory. The map is designed to facilitate play, rather than to be geographically accurate. The following page describes the continents and their territories.



North America *(consists of 9 territories):*

Alaska, Northwest Territory, Greenland, Alberta, Ontario, Quebec, Western United States, Eastern United States and Central America.

South America *(consists of 4 territories):*

Venezuela, Peru, Brazil and Argentina.

Europe *(consists of 7 territories):*

Iceland, Great Britain, Scandinavia, Northern Europe, Western Europe, Southern Europe and Ukraine.

Africa *(consists of 6 territories):*

North Africa, Egypt, East Africa, Congo, South Africa and Madagascar.

Asia *(consists of 12 territories):*

Ural, Siberia, Yakutsk, Kamchatka, Irkutsk, China, Afghanistan, Mongolia, Japan, Middle East, India and Siam.

Australia *(consists of 4 territories):*

Indonesia, New Guinea, Western Australia and Eastern Australia.

RISK Cards

There are 44 RISK cards: one representing each of the 42 territories and two wild cards. Each card has a picture of the territory it represents and a military symbol representing either an Infantry soldier, a Cavalry horse, or an Artillery cannon. Each wild card has all three military symbols on it.

Armies

Each player will have at least one army for every territory that player controls. Armies are used to defend territories from attack and to attack neighboring territories. The number of armies available for battle will be shown by a number displayed in each individual territory.

Dice

Dice are used to determine the outcome of all battles in the game. The red dice represent the attacker and the white dice the defender in any battle. The dice are displayed in the box in the upper right-hand corner of the screen.

Player Status Box

The player status box shows the current player's name, the number of territories occupied by that player, the number of reserve armies to be distributed by that player, and the names of the territories selected for battle. It is located in the box in the upper left-hand corner of the screen.

Menus

The following four menus are found in the menu bar and are the main controls for playing a game of RISK:

(These commands will be discussed in further detail later.)

Game Menu

- Start New Game
- Save Game
- Save Game As
- Restore Game

Play Menu

- Get Reserves
- Turn In Cards
- Repeat Attack
- View Personal Cards
- Card Set Value
- View Opponent's Cards
- End Turn
- Undo Free Move

Options Menu

- View All Cards
- Set Sound
- Replace Player
- Fast Speed

Help Menu

- Index
- Rules
- Commands
- Procedures
- Keyboard
- Using Help

Game Play

The following is an example of the steps that might occur during a typical player's turn:

- Begin Turn •
 - Receive Reserve Armies
 - Turn In RISK Cards
 - Receive RISK Card Armies
 - Place Armies On Territories
 - Attack Opponents
 - Receive RISK Card
 - Move Armies
- End Turn •

Now that you have a general understanding of the basics of RISK, you can begin to set up the world you wish to conquer...

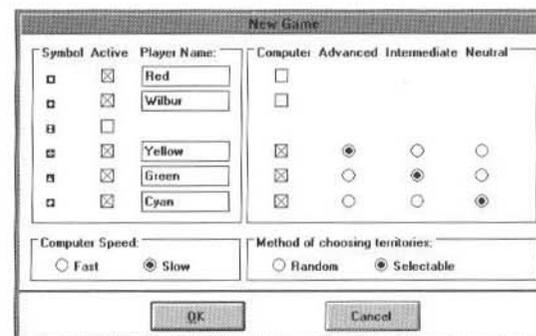
GAME SETUP

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

Starting a New Game

Choosing Players:

1. Choose *Start New Game* from the Game Menu or press F2. This will bring up the New Game dialog box:



2. To choose a player for the game, select the active box next to the symbol you want for this player. A maximum of six players, human or computer, in any combination may be chosen.
3. (Optional) Change the name of the player, if desired. Highlight the name box for that player and type in the new name.
4. (Optional) Choose Computer to create a computer player. Select the skill level for the computer player.

Advanced: These computer players are aggressive fighters, fierce defenders, and use strong border tactics.

Intermediate: These computer players are assertive fighters

(will always try to win at least one battle per turn), strong defenders and do not apply border tactics.

Neutral: These computer players do not initiate any battles and never obtain additional armies, but can serve as buffers between other opponents.

5. Repeat Steps 2 - 4 for each desired player.

Choosing Speed of the Computer:

6. Select the speed at which you want computer players to make their moves.

Fast: Moves occur rapidly to shorten the game.

Slow: Moves occur at a slower rate to allow the human players to observe them.

Selecting the Method of Choosing Territories:

7. Select the method for the computer to use in choosing territories. The first player to choose a territory is randomly decided by the computer.

Random: Allows the computer to automatically place armies for each player until every territory is occupied.

Selectable: Allows each player (in turn) to place one army at a time on any unoccupied territory until all territories are claimed.

8. Choose **OK** to begin distributing territories and armies.

Initial Placement of Armies

9. Each player automatically receives a specific number of armies at the beginning of a new game depending upon the number of players. The initial number of armies is as follows:

<u>Number of Players</u>	<u>Each Player Receives</u>
2 players	50 armies
3 players	35 armies
4 players	30 armies
5 players	25 armies
6 players	20 armies

10. To place armies on territories, move the ship cursor to the territory where you wish to place an army. (You can move any cursor in RISK without a mouse by using the arrow keys on the keyboard.) Click on the left mouse button or press the spacebar to place one army.

11. After all territories are claimed, each player (in turn) places his remaining armies one at a time onto his own territories to fortify his defenses and strengthen his attacking positions.

Strategy

If possible, try to occupy an entire continent at the beginning of the game. Controlling a continent will give you additional armies right from the start. If this is not possible, try to occupy as many adjacent territories as you can. After all territories have been claimed, place your remaining armies on your border territories as a line of defense against possible attack. Try not to scatter your territories around the board or your territories will be isolated from one another and subject to capture.

Now that the world has been divided into various warring factions, it is time for you to begin your conquest to triumph over all opposing forces. The computer will randomly select the first player to begin the game.

PLAYING RISK

On your turn, try to capture territories by defeating your opponents' armies. Winning your battles will depend upon careful planning, quick decisions and bold moves. You will have to place your reserve armies wisely, attack at just the right time, and fortify your defenses against all enemies.

Each turn consists of three steps:

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 one) you can receive additional reserve armies. You receive armies according to the number of territories you occupy and the number of continents you control. You place these reserve armies onto any of your territories immediately. Remember to request these reserves before beginning any battles or you will forfeit them. You can also obtain more armies by turning in matched sets of RISK cards.

Getting Reserves

1. Choose **Get Reserves** from the Play Menu or press F6. You must do this at the beginning of each turn or you will forfeit these armies.

Territories

2. The computer will count the number of territories you currently occupy and divide the total by 3, discarding any fraction. This is the number of armies you will automatically receive. You will always receive three armies on a turn even if you occupy less than 9 territories. (Example: *If you occupy*

14 territories at the start of your turn, you will receive 4 armies. You must occupy 15 territories in order to receive 5 armies.)

Continents

- To control a continent, you must occupy all of its territories at the start of your turn. You automatically receive the number of armies associated with that continent.

Asia	7 armies
Europe	5 armies
North America	5 armies
Africa	3 armies
Australia	2 armies
South America	2 armies

RISK Cards

Earning RISK cards helps you obtain more armies. You earn one RISK card at the end of each turn in which you capture at least one territory. At the beginning of any turn you may trade in a matched set of RISK cards for additional armies. The number of armies you receive depends upon the total number of sets turned in previously by all players. Remember to turn in your cards before engaging in any battles or you will have to wait until your next turn.

Matched Sets

A valid match is three cards of the same type (Infantry, Cavalry or Artillery), three cards – each of a different type – or any two cards plus a *wild* card. The following are examples of matched sets:



When you have five cards, you must turn in the resulting matched set at the beginning of your next turn. It is not possible to have five cards without a matched set.

Card Set Value

To find out the value of the current card set choose **Card Set Value** from the Play Menu or press F10. The value of the card sets are as follows:

First Set	4 armies
Second Set	6 armies
Third Set	8 armies
Fourth set	10 armies
Fifth set	12 armies
Sixth Set	15 armies

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 set, you get 25 armies; and so on.)

The number of the set refers to all sets traded in during the game. (Example: If you trade in the third set in the game, you receive eight armies, even if it is your first set.)

Viewing Cards

Viewing Personal Cards:

Choose **View Personal Cards** from the Play Menu or press

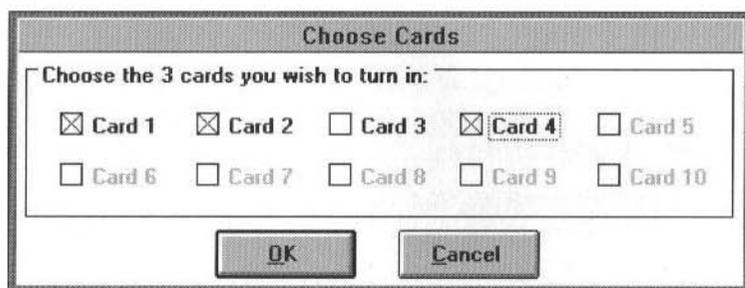
F9. Your cards will be displayed one at a time on the screen. This allows you to determine if you have any matched sets.

Viewing Opponents Cards

Choose *View Opponents Cards* from the Play Menu or press Alt+F1. The number of cards each of your opponents currently holds will be displayed on the screen. This allows you to decide whether or not to hold onto your own card set until another player trades in one and increases the card set value.

Turning in RISK Cards

1. Choose *Turn In Cards* from the Play Menu or Press F8. This will bring up the Choose Cards dialog box.



2. To choose the three cards which make a matched set, select the box next to each card you wish to turn in. The selected card will be displayed on the screen so you can double check that it is the one you want.

3. Choose **OK**. You automatically receive the number of armies based upon the number of sets of cards in the game turned in previously. You also receive two additional armies for each card you turn in that represents a territory you currently occupy. The two armies are automatically placed on that territory.

Placing New Armies

1. Move the ship cursor to the territory where you wish to place an army.

2. Click on the left mouse button or the spacebar to place one army. Repeatedly click the mouse button or hold down the spacebar to distribute many armies.

Strategy

When you have matched a set of RISK cards, you may wish to wait before trading it in for additional armies. By waiting until your opponents turn in sets, you may increase the value of the set you currently hold. If you are on the defensive, you might want to save these additional armies until you are ready to attack. Finally, you might want to wait to turn in any cards which represent a territory you might conquer soon. You receive an extra two armies for that territory if you occupy it at the time you trade in the card.

When placing additional armies, deploy them carefully. If you are preparing to attack, place some of your armies onto the territories from which you plan to attack. Place any remaining armies onto any of your weak border territories. If you are in a purely defensive position, place all of your armies onto weak border territories.

Attacking Opponents

After placing all of your reserve armies, you may attack if you wish. An attack is usually one or more battles which are fought with the dice. The object of an attack is to capture a territory by defeating all of the opposing armies on it. You do not have to attack on every turn. If you do not wish to attack you can end your turn as soon as you place your reserve armies.

Who to Attack

You may only attack a territory that is adjacent to one of your own. Territories lying next to each other are adjacent. Territories which are connected by lines are also considered adjacent to each other.

When to Attack

You must always have at least two armies in the territory from which you are attacking. On any single turn, you may attack one or more territories from one or more of your own territories. You may also shift your attack from one territory to another. You may initiate as many attacks as you are able to in any single turn.

How to Attack

1. Select your attacking territory by moving the arrow cursor onto it and clicking the left mouse button or pressing the spacebar.
2. Select the your opponent's territory by moving the arrow cursor onto it and clicking the left mouse button or pressing the spacebar.

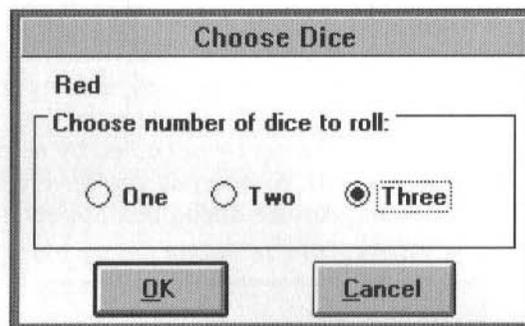
Attacking

Once an attack is launched, dice will be rolled to determine the outcome of the battle. After selecting the warring territories, you will be prompted to choose the number of dice you wish to roll. You, the attacker, are allowed to roll one, two or three dice, but you must have at least one more army in your territory than the number of dice you roll. The defender may roll either one or two dice. Defenders may only use two dice when there are 2 or more armies on their territory. When you are the defender in a battle, you will be prompted to choose the number of dice you wish to roll. If there is no choice in the number of dice to roll (either attacking or defending), the computer will automatically choose for you. The following tables show the number of dice that may be rolled:

<u>Offensive Armies</u>	<u>Number of Dice</u>
2	1
3	1 or 2
4 or more	1, 2 or 3

<u>Defensive Armies</u>	<u>Number of Dice</u>
1	1
2 or more	1 or 2

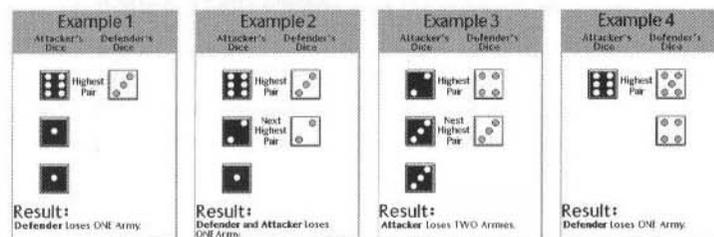
The Dice Preference box allows you to choose the number of dice to roll.



1. Choose the number of dice you wish to roll.
2. Choose OK to roll the dice.

Outcome of the Battle

The outcome of a battle is decided by comparing 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 attacking territory. If each of you has rolled more than one die, then compare the next highest die to determine who loses an army. In case of a tie, the defender always wins. The following are examples of possible outcomes for a battle:

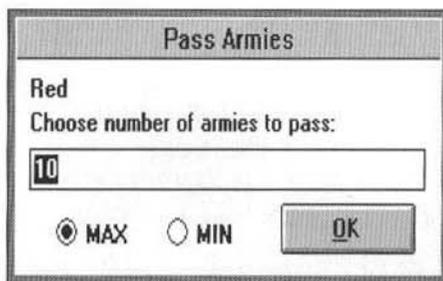


Repeating an Attack

Choose *Repeat Attack* from the Play Menu or click on the right mouse button or press F7.

Captured Territories

As soon as you defeat the last opposing army on a territory, you capture that territory and must occupy it immediately. You must move in at least as many armies as the number of dice you rolled in your last battle. The maximum number of armies you may move to the captured territory must be one less than the number you have on the attacking territory. (Every territory must always be occupied by at least one army during the game.) As soon as you have captured a territory, the Passing Armies dialog box appears.



Enter the number of armies you wish to pass from the attacking territory or choose the maximum or minimum button. The computer will always assume you wish to move the maximum number allowed.

Eliminating An Opponent

If you eliminate an opponent during your turn, you win any RISK cards that player is holding. An opponent is eliminated if you capture his last remaining territory. You may immediately trade in any cards which make a matched set. In this way, you earn additional armies, which you can immediately place onto any territories you occupy. You must trade in the card set before engaging in another battle or you will have to wait until the beginning of your next turn. If, by winning the cards, you hold five or more cards, you must trade in matched sets until you have four or fewer cards.

Ending Your Attack

You may end your attack at any time. If you have captured at

least one territory, you will receive one RISK card. You will be shown your card at the end of your turn.

Strategy

To win the game you must attack and conquer territory. 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 you may be. The more territories you occupy, the fewer armies you are likely to have on each one.

You should try to capture at least one territory on every turn in order to receive a RISK card. You will want the additional armies that the card sets provide.

When you capture a territory and are passing armies, remember to fortify your new border to keep from losing any ground.

You may not wish to attack at all if you need to avoid losing armies or if moving armies to a captured territory will leave you vulnerable to attack.

Once you have chosen to attack, the number of dice to roll becomes important. The more dice you roll the higher your chances of winning a battle whether you are the defender or the attacker. At the same time, the more dice you roll the more armies you may lose in the battle. You must decide the odds of winning against the number of armies you can afford to lose.

Fortifying Your Position

Ending Your Turn

1. Choose **End Turn** from the Play Menu or press the End Turn button (located on the bottom of the screen) or press Alt+F2. You will be asked whether you wish to end your turn or not.
2. Choose **Yes**.
3. You will be asked whether you wish to pass armies from one country to another. This is called the free move.

The Free Move allows you to move as many armies as you like from one (and only one) of your territories to one (and only one) of your adjacent territories. You must leave at least one army behind on the territory from which you are moving armies.

4. Choose **Yes** if you wish to make a Free Move.
5. Move the sword cursor to the territory from which you wish to remove armies. Click on the left mouse button or press the spacebar. (If you discover you have selected the wrong territory, you can choose **Undo Free Move** from the Play menu or press Alt+F3 to unselect the territory.)
6. Move the sword cursor to the territory you wish to receive armies. Click on the left mouse button or press the spacebar. (Remember: *Once you have chosen the receiving territory, you will not be able to undo your Free Move.*)
7. The Passing Armies dialog box will appear.
8. Enter the number of armies you wish to move or choose the maximum or minimum button.
9. Choose **OK**.

Strategy

Use the free move to fortify your lines of defense against attack. You can move armies from territories which are behind the front lines to territories nearer your borders. You can also use the free move to strengthen any territory that an opponent may be preparing to attack.

Winning

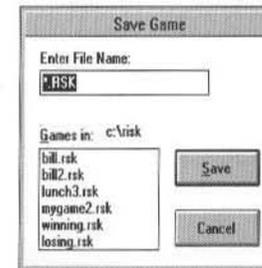
The winner is the player to eliminate every opponent by capturing all 42 territories on the board. All hail the conquering hero!

SAVING AND RESTORING GAMES

You can save any RISK game in its current state so that you can resume the game later. You can also save a game under another name if you wish to play it from the current state more than once.

Saving a Game

1. Choose **Save Game** from the Game Menu or press F3. If this is the first time you have saved this game, this will bring up the Save dialog box.



2. (Optional) Choose a directory if different from the current one.
3. Type in a filename. RISK will add the .RSK file extension if none is given.
4. Choose **Save**. (After you have saved the game once, you can save the game again without reopening the Save dialog box.)

Saving a Game under Another Name

1. Choose **Save Game As** from the Game Menu or press F4. This will bring up the Save dialog box (see above).
2. (Optional) Choose a directory if different from the current one.

3. Type in the new filename. RISK will add the .RSK file extension if none is given.

4. Choose *Save*.

Restoring a Game

1. Choose *Restore Game* from the Game Menu or press F5. This will bring up the Restore Dialog box.



2. (Optional) Choose the directory if different from the current one.

3. Select or type in the name of the saved game you wish to restore.

4. Choose *Restore*.

Exiting a Game

Choose *Exit* from the Game Menu or press Alt+F4. You will be asked if you wish to save the game if unsaved.

RISK OPTIONS MENU

Viewing All RISK Cards

Choose *View All Cards* from the Options Menu or press Alt+F5 to view all of the RISK cards one at a time.

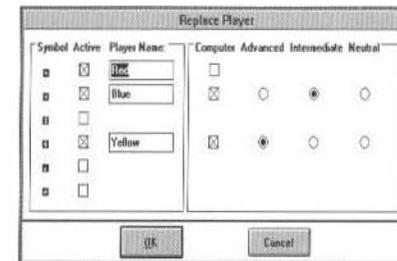
Setting the Sound

Choose *Set Sound* from the Options Menu or press Alt+F6 to toggle the sound on or off during a game. A checkmark will appear next to this option if the sound is on.

Replacing Players

Allows you to convert a human player to a computer player or vice versa. You can also change the playing level for any computer player.

1. Choose *Replace Player* from the Options Menu or press Alt+F7. This will bring up the Replace Player dialog box.



2. Make the changes you desire. (Remember: *You cannot add or remove any players once the game has started.*)

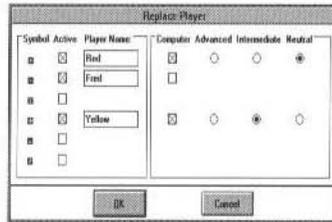
To make a human player into a computer player, choose computer for that player and the level of skill desired.

To make a computer player into a human player, deactivate the computer option by choosing it again.

To change the level of skill for a computer player, choose the

level desired.

The following dialog box shows the replacement of the players in the example above using these three types of changes.



3. Choose **OK** to return to the game.

Changing the Speed

Choose **Fast Speed** from the Options Menu or press Alt+F8 to toggle the fast speed on or off during a game. A checkmark will appear next to this option if the fast speed is chosen.

GETTING HELP

Complete instructions for RISK are available through the Help Menu. The Help Menu provides on-line information about playing RISK. You can choose the Help topics you desire and view them on the screen during a game.

Help Menu

The Help Menu has an Index which provides an overview of the four main RISK topics: Rules, Commands, Procedures and Keyboard.

Help Index

Choose **Index** from the Help Menu to see an overview of all the rules, commands, procedures and keys for RISK.

RISK Rules

Choose **Rules** from the Help Menu for information about the rules for RISK.

RISK Commands

Choose **Commands** from the Help Menu for information about any of the commands for RISK.

RISK Procedures

Choose **Procedures** from the Help Menu for information about any of the procedures used in RISK.

Using the Keyboard in RISK

Choose **Keyboard** from the Help Menu for a table of the keys which can be used in playing RISK.

Using Help

Using Help provides information about how to use the Windows Help. If you have never used Windows Help, you might

wish to select this option first. It will explain how to use the features of the on-line help.

Choose *Using Help* from the Help Menu or press F1.

INSTALLING RISK

System Requirements

Necessary

- Windows 3.0 or later

Recommended

- Mouse (strongly recommended)
- Sound Blaster sound card by Creative Labs

Loading RISK

1. Insert the disk into drive A (or B).
2. Type win a:setup (or win b:setup) at the DOS prompt.

(Note: Do not start the install program from the DOS prompt within Windows.)

3. Press ENTER.
4. Follow the instructions on your screen.

This installs the RISK files onto your hard disk and then creates a *Virgin Games* program group in Windows. If the *Virgin Games* group already exists, then RISK will be added.

Starting RISK

Double-click the RISK icon or select the icon and press ENTER.

Special Notes:

The RISK window cannot be resized. You may, however, minimize it. Refer to the Basic Skills chapter of your Windows documentation for these procedures.

If you wish to add a Sound Blaster card at a later date, you must delete all RISK files (including its Program Group and icon) and reinstall RISK after you install the Sound Blaster.

CREDITS

RISK For Windows
was made possible by
the efforts of the following people:

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