RISK

2210 A.D.™

For 2 to 5 players/ Ages 10 to adult



Centuries have passed and the world is again at war. Mechanical warriors are now fighting for us. Our human Commanders lead them and guide them, but the bloodless armies battle in our stead.

On the earth and below its surface as well as on the Moon, the war rages. When the dust settles, only one will emerge the victor.

Equipment... You have the following equipment to fight your war.

- 1 Earth Gameboard
- 1 Moon Gameboard
- 1 Score Chart
- 5 six-sided Dice: 2 white and 3 black
- 5 eight-sided Dice: 3 black and 2 white
- 44 RISK Land Territory Cards
- 13 RISK Water Territory Cards
- 14 RISK Lunar Territory Cards
- 5 Sets of MOD Armies (each a different color)
- 5 sets of Commanders (Land, Naval, Space, Nuclear, and Diplomat - each set a different color)
- 20 Space Stations (4 each of 5 colors)
- 20 Land Command Cards
- 20 Naval Command Cards
- 20 Lunar Command Cards
- 20 Nuclear Command Cards
- 20 Diplomat Command Cards
- 9 Blank Command Cards
- 4 Devastation Markers
- 5 Turn Order Markers
- 1 Year Marker
- 65 1-point Energy Chips
- 15 5-point Energy Chips

RISK 2210 A.D.™ uses the same basic strategies, rules, and tactics as Classic RISK®. If you have never played Classic RISK®, the rules are included beginning on page 11.

Figure 1

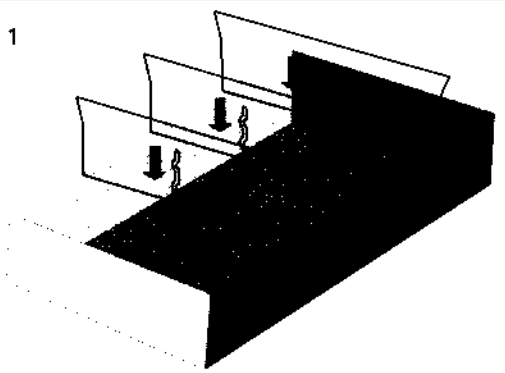


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ASSEMBLY

- Carefully punch out the energy chips, the Moon gameboard, the Turn Order Markers, the Year Marker, the Score Chart and the storage tray dividers from the cardboard parts sheet.
- Remove all MODs and Commanders from plastic bags. Remove dice from bag. Discard the bags.

STORAGE TRAY

In order to keep your RISK 2210 A.D.™ game organized, we have provided a convenient storage tray assembly. Simply turn the box build-up upside down and set into the bottom of the game box. Then insert the four tray dividers as shown in Figure 1.

The Gameboard

The Earth gameboard is a map of 6 continents divided into 42 territories. Each continent is a different color and contains from 4 to 12 territories. There are also 13 Water territories divided into 5 colonies. Since the Moon is now colonized as well, a Moon gameboard is included showing 3 Lunar colonies. Each colony is a different color and each contains either 4 or 6 territories.

MISSION OVERVIEW

The world is at war and you are the commander of one of the warring factions. You control the destiny of your people, your homeland, and your planet. On and above the Earth you must marshal your forces, send forth your troops, hire the right commanders, and crush your enemies.

In order to win, you need to build on your classic knowledge of world conquest. Add to that your commanders – the right ones with the right commands – and you can change the balance of power. Do not ignore the Earth's Water territories or the Lunar territories. From either of these, you can launch devastating blows against your enemies. Be bold when necessary but be cautious as well.

Important Notes:

- If you have a question not answered in the RISK 2210 A.D.™ section, then refer to the Classic RISK® rules, beginning on page 11.
- Table talk, including alliances, threats, coercion, whining, pleading, backstabbing, and other verbal tirades are not only allowed, but encouraged.
- Once a card is drawn, used, and discarded, it is out of play. Discard piles are not shuffled to form new draw piles.
- How much energy a player has is public knowledge.
- The types of cards a player has, and how many of those cards, is public knowledge. The actual cards themselves are always kept secret.
- At any point a player may ask for the territories to be recounted to get an accurate count for the Score Chart.





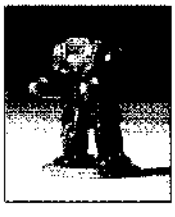
Strategy. Keep these 3 strategy hints in mind as you play, add armies, and fortify:

- Conquer whole continents and colonies: You will earn more armies and energy that way.
- Watch your enemies: If they are building up forces on adjacent territories, they may be planning to attack.
- Fortify borders adjacent to enemy territories for better defense if a neighbor decides to attack you.

THE MOD ARMIES (Machines of Destruction)

Each army contains 3 types of army pieces: the 1.0-MOD (worth 1 army), the 3.0-MOD (worth 3 armies), and the 5.0-MOD (worth 5 armies). Start the game by placing 1.0-MODs. At any time in the game, you may trade in three 1.0-MODs for one 3.0-MOD, or two 1.0-MODs and one 3.0-MOD for one 5.0-MOD.

1.0-MOD



3.0-MOD



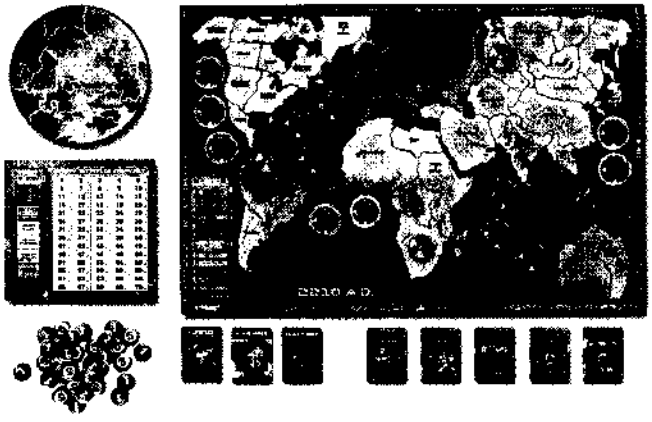
5.0-MOD



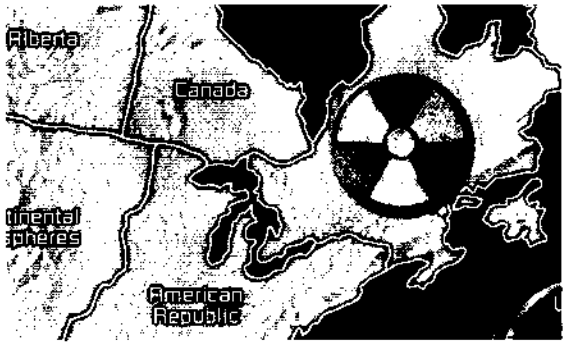
SOW THE SEEDS OF WAR (setup)

Place the gameboard in the center of the play area. Place the Score Chart and Moon to the side of the gameboard. Place the Year Marker on Year 1 of the Score Chart. Each player chooses an army by color. Separate the cards into 8 decks according to the card back image. Remove the 2 Wild Cards (the cards with the three types of MOD pieces shown and no territory) from the Land Territory deck and place them out of play. Also remove the 9 blank Command cards and set them aside for now. You will learn more about these later. Shuffle the decks separately and place them in draw piles within reach of players. Leave room for discard piles. Each player takes three 1-point energy chips to begin. Set all remaining energy chips in a pile off to the side, forming an Energy Bank. See gameboard setup below.





Devastated Lands. Previous wars have taken their toll. Turn over the top Land Territory card and place a Devastation Marker on that territory. Repeat until four Land territories have been marked with Devastation Markers. These four marked territories are wastelands, and are completely impassable for the entire game. Place the four devastated Land Territory cards into a discard pile near the Land Territory card deck. These cards will not be used again.



Placing Armies and Commanders. Count out MODs to form your starting army.
2 Players: see instructions on page 9.
3 Players: each player counts out 35 1.0-MODs.
4 Players: each player counts out 30 1.0-MODs.
5 Players: each player counts out 25 1.0-MODs.
Your remaining MODs form a Recruitment Pool. These recruits will be used throughout the game to strengthen your positions.


LAND COMMANDER


DIPLOMAT


SPACE STATION

You also start the game with a Land Commander, a Diplomat Commander, and one Space Station. Roll one 6-sided die to determine which player begins army placement. The high roller begins with placement proceeding in a clockwise direction.

On your turn, place one 1.0-MOD into any unoccupied Land territory that does not contain a Devastation Marker. You may not place MODs on the Moon or in Water territories to start the game. Players continue taking turns placing 1.0-MODs, one at a time, until all Land territories have been occupied. Then place MODs, three at a time, into any territory under your control (must contain at least one of your MODs). These MODs may all be placed into the same territory or into different ones. Continue placement until all starting armies are on the board. There is no limit to the number of MODs you may place onto a single territory. (NOTE: Depending on the number of players in your game, on the last round of MOD placement, players may have fewer than 3 MODs. Simply place the 1 or 2 MODs you have remaining.)

Once the MODs are stationed, place in turn order, your Land and Diplomat Commanders and a Space Station (at one time) into any of your occupied territories. Then take one 1.0-MOD from your Recruitment Pool and place it on the Score Chart to reflect the number of territories you control (some players may occupy one more territory than others).

YOUR MISSION (Object)

The war lasts 5 years at which time a new world leader will be named. This new leader will be the one who best combines control of territories (including Water and Lunar), control of whole continents and colonies, and colony influence.

Energy - In our new world, energy is currency. With it you hire Commanders, buy Command cards, activate Command cards, and bid for Turn Order. Managing your energy is just as important as managing your troops. There are 2 denominations of energy chips: 1-point chips and 5-point chips. 1-point chips may be traded in for 5-point chips at any time.



START OF A YEAR – Bidding for Turn Order

Before the start of every year, players bid for Turn Order. Take all your energy markers in hand. Secretly choose how many you want to bid and place those in your other hand. You may bid anything from 0 to everything you have.

Players reveal their bids at the same time. The highest bidder chooses a Turn Order marker, followed by the 2nd highest bidder, etc. You can choose any Turn Order marker you like.



Turn Order Markers

- If you are playing a 5 player game use all 5 markers.
- If fewer than 5 are playing use the same number of markers as players.



In the case of a tie, the tied players roll one 6-sided die to determine the order in which they choose. High roller chooses first. For example, three players bid 2 energy and the fourth player bids none. The three tied players roll a die to choose for Turn Order. After all three have chosen, the player bidding 0 takes the remaining Turn Order marker. NOTE: All energy used to bid is spent and must be turned in to the Energy Bank.





TURN OVERVIEW

On your turn perform the following actions, in order. Some actions may be skipped, depending upon your strategy. The player with Turn Order marker #1 goes first, followed by marker #2, and so on.

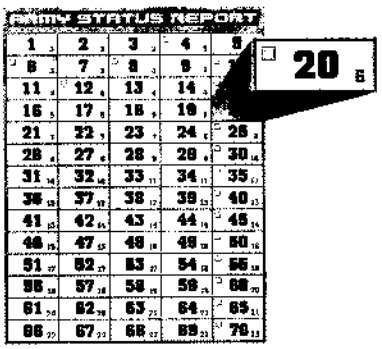


1. **Collect and Deploy MODs and Energy**
2. **Hire and Place Commanders and Build Space Stations**
3. **Buy Command Cards**
4. **Play Command Cards**
5. **Invade Territories**
6. **Fortify Position**

COLLECT AND DEPLOY MODS AND ENERGY

At the start of your turn, recruit additional MODs and energy in order to wage your war. Move your marker to the Score Chart space corresponding to the number of territories you control (including Water and Lunar). The number in the lower right corner of this space indicates the number of MODs and amount of energy you get.

You control a territory if:
1. Any of your units are positioned there. (A unit is a MOD or a Commander.)
2. A Space Station of your color is positioned there.



You also receive bonus MODs and energy for any continents or Water/Lunar colonies you fully control. You must control all of the territories within a continent/colony in order to control that continent/colony. If a continent/colony contains a territory (territories) with a Devastation Marker(s) and you control all other territories within that continent/colony, then you receive the full bonus. To find the exact number of MODs you will receive for each continent, look at the charts on the left side of the gameboard. To determine the MODs you will receive for each Lunar colony, look at the chart on the upper left of the Score Chart.

You also receive one 1.0-MOD for each Space Station you control. (This MOD must be placed in the territory with the Space Station.)

Now, place all of your newly recruited MODs into territories you control. Territories that are unoccupied are not under your control and MODs cannot be placed there.

General Notes on Commanders and Command Cards

There are five types of Commanders in RISK 2210 A.D.™ Each has individual strengths and weaknesses. Here are some general notes about each one.



DIPLOMAT COMMANDER: A master of subterfuge and quick treaties... Your Diplomat Commander enables you to mount a formidable defense. Either by stealing energy, negotiating quick peace accords, or accumulating needed influence for the end of the war, your Diplomat Commander can come through. His weakness is in attacking, only rolling a 6-sided die.



LAND COMMANDER: Tactics, strategy, cunning and command... All come together in the Land Commander. His Command cards enable surprise defenses, communication jams, and quick recruitment of additional MODs. Since he uses an 8-sided die to attack in the most-contested territories on the board, he is a useful ally.



NAVAL COMMANDER: The scourge of the sea... You will need a Naval Commander in order to send your MODs into battle in water territories. Losing him locks down your MODs. And although he need not be present to lead his troops, his 8-sided die attack power, from underseas and on "coastal" Land territories, could be enough to hold onto or crack into a continent. Do not overlook the Hidden Energy cards, which can be a boost of quick energy early in the game.



NUCLEAR COMMANDER: Wildly powerful or powerfully wild... A Nuclear Commander attacks with an 8-sided die on every territory on the board. But that is not his strongest feature – the Nuclear Command cards can wreak devastation anywhere. A single card can change the landscape of the game. But beware, the cards are dangerous and you may end up stinging yourself.



SPACE COMMANDER: The leader of the new frontier... At the start of the war, the Moon is unoccupied and ripe for the picking. Your Space Commander is the only one who can get you there. Without him, none of your MODs can move onto or off of Moon territories. Space Command cards provide extra Moon MODs, sudden attacks in the atmosphere, and an energy cache beyond all other Command decks.

HIRE AND PLACE COMMANDERS AND BUILD SPACE STATIONS

You may now hire (buy) any Commanders that you do not already have in play. Commanders cost 3 energy each and must be placed into territories that you control. You may hire Commanders to replace slain ones as often as you like (and have energy for).

Once you have your Commanders in place, you may then buy additional Space Stations (5 energy each). If you already control 4 Space Stations, you cannot purchase additional ones. Space Stations help to defend the territories in which they are situated as well as allow you to reach the moon. They also produce 1 bonus MOD each turn. See "Space Stations" on page 7 for more information. Purchased Space Stations may be put into any Land territory that you control but you cannot have more than one Space Station in a single territory.

BUY COMMAND CARDS

On each turn you may purchase up to four Command cards. Command cards cost 1 energy each and may all be from the same deck or from different decks, subject to the following:

- You may only buy a Command card if you have the corresponding Commander in play.
- You must purchase all your cards before looking at any of them.

Remember: No discard piles are shuffled into new draw piles. Once a Command card deck is exhausted, no more cards of that type may be bought.

PLAY COMMAND CARDS



Command cards allow you to take actions throughout the game. Each Command card designates **A.** which Commander must be present, **B.** how much energy is necessary to activate the card, and **C.** when the card can be played.

Most Command cards are played at this phase during your turn. However, there are some Command cards that are played on other people's turns, at the end of your turn, or even at the end of the game. Once you play a Command card, simply follow its instructions. See Card Play on page 10 for some examples.

You may play one or more Command cards as long as you have the corresponding Commander in play. Command cards may be played in any order and each is resolved before another is played.

Many Command cards have a Power-up cost. The Power-up cost is shown on the card and ranges between 0 and 4. In order to play these cards you must pay energy equal to the Power-up cost. If you do not have the necessary energy to activate the card, you cannot play it. The Power-up cost is paid when the card is played.

Some cards specify they must be played "before you declare your first invasion." These must be played before moving any MODs. This includes movement into unoccupied territories. If a Command card instructs you to turn over a territory card (Land, Water, or Lunar), the card is drawn from the top of the corresponding territory deck. Remember: Once a deck is exhausted, the discard pile is not reshuffled.

Important: There are many cards that deal with "invading units" or "invasions" in general. There are also many Nuclear Command cards that cause damage. These Nuclear Command cards are not invasions.

INVADE TERRITORIES

Now it is time to decide if you wish to attack an opposing territory. The object of an attack is to capture a territory by defeating all the opposing units occupying it. The battle is fought by a roll of the dice. Each time you attack a territory from a territory it is considered a new and separate invasion, even if you are attacking the same territory from the same territory.

Rules of Engagement:
You may only attack a territory that is adjacent (touching) to one of your own. Examples: Exiled States of America may attack Nunavut, Canada, Republique du Quebec and Iceland GRC. Saharan Empire may attack Egypt, Andorra and Amazon Desert. At the western and eastern edges of the board, Northwestern Oil Emirate is considered adjacent to, and may attack, Pevek.

- You must always have at least two units in the territory you are attacking from. MODs and Commanders are units.
- You may continue attacking one territory until you have eliminated all of the opposing units, or you may shift your attack from one territory to another, attacking each as often as you would like.
- You may attack as many territories as you would like during one turn.

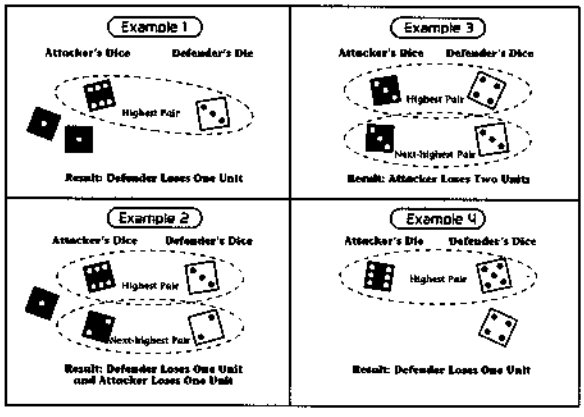
Attacking. First announce both the territory you are attacking and the one you are attacking from. Then roll the dice against the opponent who occupies the opposing territory. Use 6-sided dice unless Commanders or Space Stations are involved in the attack. See Attacking with Commanders and Space Stations on page 7.

- Before rolling, first you, as the attacker, then your opponent, as the defender, must announce the number of dice you intend to roll, and you both must roll at the same time.
- You, as the attacker, may roll 1, 2 or 3 dice: You must have at least one more unit in your territory than the number of dice you roll. Hint: The more dice you roll, the greater the odds of winning. However, the more dice you roll, the more units you may lose, or be required to move into a captured territory.
- The defender may roll either 1 or 2 dice. To roll 2 dice, he/she must have at least 2 units in the territory under attack. Hint: The more dice the defender rolls, the greater his/her odds of winning – but the more units he/she may lose.

Deciding a battle. Compare the highest die each of you rolled. If yours (the attacker's) is higher, the defender loses one unit from the territory under attack. But if the defender's die is higher, then, you lose one unit from the territory you

attacked from and must put it back in your recruitment pool. If each of you rolled more than one die, you also compare the two next-highest dice and repeat the process.

Notes: In case of a tie, the defender wins. Neither side can ever lose more than 2 units on a single roll.



Capturing territories. As soon as you defeat the last opposing unit on a territory, you capture that territory and must occupy it immediately. To do so, move in at least as many units as the number of dice you rolled in your last battle. Remember: In most cases, moving as many units as you can to the front line is advantageous. Units left behind cannot help you when you are attacking. Also remember: You must always leave at least one unit behind on the territory you attacked from.

Attacking with Commanders. When attacking, some commanders are allowed to roll an 8-sided die instead of the standard 6-sided die. In fact, there are times when it is possible to roll three 8-sided dice when invading.

COMMANDER	ROLL 8-SIDED WHEN ATTACKING
Diplomat	Never
Land	When invading from/into a land territory
Naval	When invading from/into a water territory
Space	When invading from/into a lunar territory
Nuclear	Always

Commanders always defend with an 8-sided dice

If you successfully invade a territory and you rolled one or more 8-sided dice, then you must move in the Commander(s) that allowed you to roll the 8-sided dice.

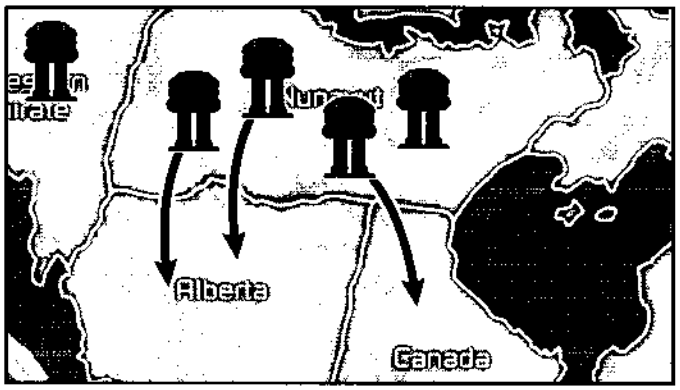


For example, you are attacking New Avalon from Andorra and roll 2 8-sided dice (for your Nuclear and Land Commanders) plus one 6-sided die. You wipe out the defending units. You must now move at least three units into New Avalon including your Nuclear and Land Commanders. The third unit can be a MOD or any other Commander you have in Andorra.

IMPORTANT: When using 8-sided dice to defend or attack a territory, you do not have to remove Commanders first when losses are suffered -- You may remove MODs in their place.

Space Stations. All units in a territory with a Space Station defend with 8-sided dice. This makes these territories particularly difficult to take, and valuable to hold. Space Stations are necessary to launch any invasion to the Moon (see Lunar Territories on page 8).You still control a territory if all you have in it is a Space Station. However, if you are defending, and your attacker destroys all of your units in a particular territory, leaving only the Space Station, you lose control of the Space Station and the territory. The attacker replaces the defeated player's Space Station with one of his/her own color. If all four of the attacker's Space Stations are already on the board then the captured Space Station is destroyed and removed from play.

3-Territory Bonus. During your turn, if you take three contested territories you immediately earn 1 energy and 1 Command card of your choosing (you can only draw a card from a pile to which you have a corresponding Commander in play.) A contested territory is one that contains enemy units.



Empty Territories. At the start of the game, all Water and Lunar territories are unoccupied. Throughout the game, other territories may become empty as the result of Command cards. Territories cannot become empty through attacks. You may invade these unoccupied territories - there is no dice roll. However, moving into an unoccupied territory does count as an invasion. As usual, you must leave at least one unit behind in the terrirory you are invading from.

Water Territories. Invading Water territories is similar to invading Land territories with the following exception: you must have a Naval Commander in order to invade into or out of Water territories. If you do not have a Naval Commander, no units may invade from land into these territories nor may any units already in Water territories invade, even if it is back onto Land. However, units in a Water territory without a Naval Commander may still defend as normal.

Note that the Naval Commander does not need to be in the same territory as the invading units, nor does he even need to be in the water. He need only be in play. If your Naval Commander dies mid-turn, then no units in Water territories may invade for the remainder of your turn. You may, however, still use these units to fortify position.

Lunar Territories. Invading Lunar territories is similar to invading Land territories with the following exception: you must have a Space Commander to invade into or out of Lunar territories. If you do not have a Space Commander, no units may invade from land into these territories nor may any units already in Lunar territories invade other Lunar territories. However, units in a Lunar territory without a Space Commander may still defend as normal.

Note that the Space Commander does not need to be in the same territory as the invading units nor does he even need to be on the Moon. He need only be in play. If your Space Commander dies mid-turn, then no units on the Moon may invade for the remainder of your turn. You may, however, still use these units to fortify position.

The only way to move units from Earth to a Lunar territory is through a Space Station. From a Space Station, an invading force can travel to any one of the three lunar landing sites (Sea of Crisis, Bay of Dew, and Tycho), making the Moon easy to get to but difficult to hold. For example, if you have a Space Station in Mexico and want to go to the Moon, you could only use your forces in Mexico but you could attack either Sea of Crisis, Bay of Dew, or Tycho. The next player could also attack the moon from his Space Station in Angkhor Wat, and also attack Sea of Crisis, Bay of Dew, or Tycho.

(IMPORTANT: You cannot attack a Land territory containing a Space Station from a landing site on the moon. It is a one-way trip when attacking.)

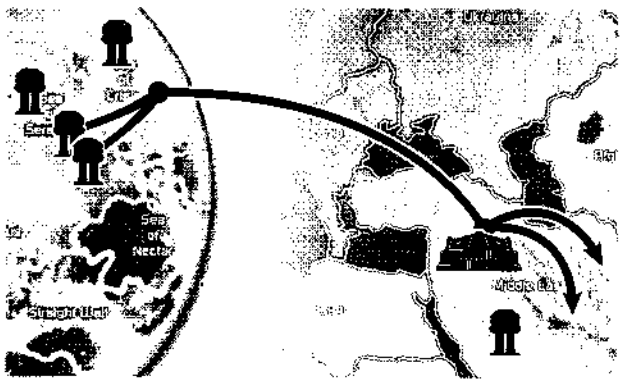
Invading Earth. If you are on the Moon and want to attack Earth, the only way is by use of the "Invade Earth" Space Command card. This card allows you to attack from any Lunar territory to a Land territory chosen randomly by flipping a card from the Land territory card deck. If you end up with forces on the Moon and none on Earth, this card is your only way to return to the planet.

Calling It Off. Sometimes you may declare an invasion and an opponent may play a card(s) that makes it difficult or impossible to win the invasion. Once you declare an invasion, you must attack at least once before calling it off.

Eliminating a Player. If during your turn you eliminate an opponent by defeating his or her last unit in play, all of the defeated players command cards are discarded. That player is eliminated from play.

FORTIFY POSITION

No matter what you have done on your turn, you may end your turn by fortifying your position. You are not required to win a battle or even to try an attack to do so. Some players refer to this as the "free move." To fortify your position, move as many units as you would like from one, and only one, of your territories into another. The two territories (the one you are moving from and the one you are moving to) need not be adjacent but there must be a safe "path" between them. This means that you must be able to travel from the first territory to the last through territories that you control. If you have to pass through an enemy territory or an empty territory then you cannot fortify between the two territories. In moving your units from one territory to another, you must leave at least one unit behind.



When fortifying from the Moon to Earth (or vice-versa) you must be able to travel from a Lunar landing site down to a Space Station you control (or the other way around). This does not break the path.

You may fortify to and from territories underwater or on the Moon even if you do not have a Naval or Space Commander in play.

After you have finished fortifying, you may play any Command cards that say "Play at the end of your turn."

ENDING A YEAR

Once all players have completed their turn, the year ends. Move the Year Marker to the next year and refer back to "Start of a Year – Bidding for Turn Order" on page 4.

WINNING

At the end of Year 5, the final score for the game is calculated. Each player, in turn order, does the following:

- Add up all the territories you control and move your score marker to the correct number on the Score Chart. You earn 1 point for every territory (Land, Water, and Lunar) that you control.
- Add up your continental and colony bonuses and add that to your score on the Score Chart.
- Play any cards that give you a bonus to your score and move your marker accordingly on the Score Chart. Remember: you need to have the corresponding Commanders in play in order to play these cards.

This is your final score. After all players have scored, the one with the highest score wins and is elected as the new world leader.

A TIE

- If there is a tie on the Score Chart, then the player with the most energy wins.
- If there is still a tie, then the player with the most units on the board wins.
- If there is still a tie, then the game is a tie and both players share control of the Earth.

RISK 2210 A.D.™ for 2 Players

You can play RISK 2210 A.D.™ with only two players with only a few changes to the set-up:

After the Devastation Markers have been placed, choose a "neutral" colored army. Turn over 16 Land Territory Cards, 6 Water Territory cards, and 6 Moon Territory cards. Place 3 neutral armies in each of these territories then shuffle the Territory cards back into their respective decks. These neutral MODs will defend these territories but may not move, play cards, get Commanders, or take any other special move.

The two players now set up normally, using 30 1.0-MODs each, and only place in Land territories.

All other rules stay the same.

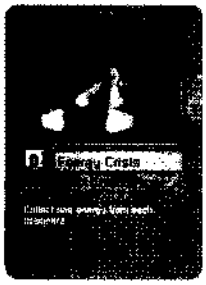
Answers to some questions that might come up regarding certain cards



Reinforcements

What if I play the Naval Command card, Reinforcements, and I occupy fewer then 3 water territories?

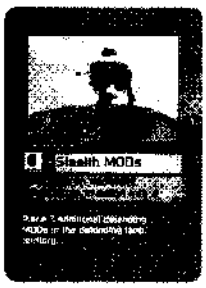
If you occupy fewer then 3 water territories, you may place 1 MOD on each water territory you occupy. The same rule applies to land and moon territories.



Energy Crisis

Can I play this card at the start of my turn, before I purchase commanders and Command cards?

No. Any card that states "Play on your turn before your first invasion" can only be played right before your first invasion, which is after you purchase commanders and Command cards.



Stealth MODs

Can you play Stealth MODs on other players?

You can play Stealth MODs to help yourself or to help other players. For example: The red player announces he is attacking the green player, the Saharan Empire, from Egypt. The blue player does not want the red player to win that battle, so he plays his Stealth MODs card to help the green player. The green player then places 3 green MODs in the Saharan Empire.



Scout Forces

If I forget to place my 5 MODs immediately, can I place them later in the game?

If you forget to immediately place your 5 MODs, they are returned to your recruitment pool and the land card is discarded. As soon as you occupy the territory drawn you must place the 5 MODs. If you already occupy the territory drawn, immediately place the 5 MODs.



Scatter Bomb Land

What happens if I turn over a territory card I occupy?

If you turn over one or more territories you occupy, you do not destroy any of your units. However any territories you occupy that you draw count towards the 3 drawn. The same rule applies to Scatter Bomb Water and Scatter Bomb Moon.

Who chooses the units removed, my opponent or me?

The opponent who occupies the territory drawn decides which of his/her units he/she will remove. The same rule applies to Scatter Bomb Water and Scatter Bomb Moon.



The Mother

Who chooses the units destroyed?

The players occupying the targeted territories choose the units to be destroyed. The same rule applies to Aqua Brother and Nicky Boy.



Decoys Revealed

Can I bring in commanders I have not purchased with this card, commanders that are currently out of play?

No. You may only move your commanders that are already on the Earth gameboard or moon gameboard.

RULES to CLASSIC RISK®
The Game of Global Domination

INTRODUCTION & STRATEGY HINTS

In this classic "Global Domination" game of military strategy, you are battling 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!

STRATEGY. In all RISK games, keep these 3 strategy hints in mind as you play, add armies, and fortify:

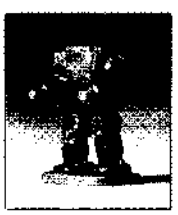
1. Conquer whole continents: You will earn more armies that way.
2. Watch your enemies: If they are building up forces on adjacent territories or continents, they may be planning an attack. Beware!
3. Fortify borders adjacent to enemy territories for better defense if a neighbor decides to attack you.

EQUIPMENT

1 gameboard, 5 six-sided dice: 2 white and 3 black, 44 RISK Land territory cards, 5 sets of armies, each a different color.

THE GAMEBOARD. The gameboard is a map of 6 continents divided into 42 territories. Each continent is a different color and contains from 4 to 12 territories.

THE ARMIES. There are 5 complete sets of armies each containing 3 denominations of army pieces: 1.0-MOD (worth 1 army), 3.0-MOD (worth 3 armies), and 5.0-MOD (worth 5 armies). Start the game by placing 1.0-MODs; later in the game, you may trade in 3 1.0-MODs for a 3.0-MOD or 2 1.0-MODs and a 3.0-MOD for a 5.0-MOD.



1.0-MOD



3.0-MOD



5.0-MOD

The 44 RISK Cards: 42 cards are marked with a Land territory and a picture of a 1.0-MOD, 3.0-MOD, or a 5.0-MOD. There are 2 "Wild" cards marked with all three of these units, but with no Land territory.

OBJECT OF THE GAME

To conquer the world by occupying every Land territory on the board, thus eliminating all your opponents. Water territories are ignored in this game.

SETUP

Unlike most games, RISK demands careful planning before you actually start to play. The Initial Army Placement sets the stage for the battles you'll fight later on.

Before we begin... Set aside the Moon gameboard, all Commanders, Command cards, Lunar Territory cards, Water Territory cards, Devastation Markers, Turn Order Markers, Year Markers, the 8-sided dice,and energy. These are only used in RISK 2210 A.D.™.

INITIAL MOD ARMY PLACEMENT consists of these steps:

1. Select a color and, depending on the number of players, count out the "armies" you'll need to start the game.
   - 2 Players: see instructions on page 14.
   - 3 Players: each player counts out 35 1.0-MODs.
   - 4 Players: each player counts out 30 1.0-MODs.
   - 5 Players: each player counts out 25 1.0-MODs.
2. Roll one die. Whoever rolls the highest number takes one 1.0-MOD from his/her pile 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 1.0-MOD onto any unoccupied Land territory. Continue until all 42 Land territories have been claimed.
4. After all 42 Land territories are claimed, each player in turn places one additional 1.0-MOD onto any territory he/she already occupies. Continue in this way until everyone has run out of armies. There is no limit to the number of MODs you may place onto a single territory.

TO COMPLETE GAME SETUP

5. Set any color Space Station on the 4 on the Score Chart. This marks the value of the next set of traded-in cards.
6. Shuffle all 44 Land territory cards and place them, facedown, in a pile on the side of the gameboard. This forms the draw pile.
7. Whoever placed the first army takes the first turn. Play then passes to the left.

PLAYING: On your turn, try to capture territories by defeating your opponents' MODs. But be careful: Winning 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 consist of three steps, in this order:

- Getting and placing new MODs;
- Attacking, if you choose, by rolling the dice;
- Fortifying your position.

GETTING AND PLACING NEW MODs

At the beginning of each turn, calculate how many new MODs you will add to your territories based on...

- The number of Land territories you occupy;
- The value of the continents you control;
- The value of the matched sets of RISK cards you trade in;
- The specific territory pictured on a traded-in card.

Territories. At the beginning of your turn (including your first), count the number of territories you occupy, then divide the total by three (ignore any fraction). The answer is the number of MODs you receive. Place the new MODs on any territory (territories) you already occupy.

Example: 11 territories = 3 MODs
14 territories = 4 MODs
17 territories = 5 MODs

You will always receive at least 3 MODs on a turn, even if you occupy fewer than 9 territories.

Continents. In addition, at the beginning of your turn you will receive bonus MODs 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 MODs you will receive for each continent, look at the chart in the lower left-hand corner of the gameboard.

RISK CARDS

Earning cards. At the end of any turn in which you have captured at least one territory, you will earn one (and only one) RISK card. You are trying to collect sets of 3 cards in any of the following combinations:

- 3 cards of the same design (1.0-MOD, 3.0-MOD, or 5.0-MOD)
- 1 each of the 3 designs
- Any 2 designs plus a "Wild" card

If you have collected a set of 3 RISK cards, you may turn them in at the beginning of your next turn, or you may wait. But if you have 5 or 6 cards at the beginning of your turn, you must trade in at least one set, and may trade in a second set if you have one.

Trading cards in for MODs. At the beginning of subsequent turns, you may trade in matched sets of cards and take additional MODs based on the total number of sets anyone has traded in so far. At the beginning of the game, this number is 4. Every time anyone trades in a set of cards, the value of the next set increases.

- The first set traded in – 4 MODs
- The second set traded in – 6 MODs
- The third set traded in – 8 MODs
- The fourth set traded in – 10 MODs
- The fifth set traded in – 12 MODs
- The sixth set traded in – 15 MODs

After the sixth set has been traded in, each additional set is worth 5 more MODs, Example: If you trade in the seventh set, you get 20 MODs; if you trade in the eighth, you get 25 MODs, and so on. "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 8 MODs, even if it is the first set you have traded in.

Every time a set of cards is traded in, move the Space Station on the score chart to the next numbered space marked with a yellow square. These marked numbered spaces represent the value of the next card set turned in. Put the traded-in cards facedown at the bottom of the draw pile.

Occupied territories. If any of the 3 cards you trade in shows the picture of a territory you occupy, you receive 2 extra MODs. You must place both of these MODs onto that particular territory.

Note: On a single turn, you may receive no more than 2 extra MODs above and beyond those you receive for the matched sets of cards you trade in, even if cards you turn in have more than one territory that you own. In this case, choose which territory gets the bonus MODs.

Hints: No matter how many MODs you receive at the start of your turn, deploy them carefully - either to prepare for an attack or to defend against one. It is good military strategy to move your MODs to the front, heavily fortifying territories that border enemy territories.

ATTACKING

After placing your armies at the beginning of your turn, decide if you wish to attack at this time. The object of an attack is to capture a territory by defeating all the opposing MODs already on it. The battle is fought by a roll of the dice. Study the board for a moment. Do you want to attack?

If you choose not to attack, pass the dice to the player on your left. You may still fortify your position, if you wish (see page 14).

If you choose to attack, you must follow these rules:

- You may only attack a territory that is adjacent (touching) to one of your own, or connected to it by a dashed line.

Examples: Exiled States of America may attack Nunavut, Canada, Republique du Quebec and Iceland GRC. Saharan Empire may attack Egypt, Andorra and Amazon Desert. At the western and eastern edges of the board, Northwestern Oil Emirate is considered adjacent to, and may attack, Pevet.

- You must always have at least two MODs in the territory you are attacking from.
- You may continue attacking one territory until you have eliminated all MODs on it, or you may shift your attack from one territory to another , attacking each as often as you like and attacking as many territories as you like during one turn.

To Attack. First announce both the territory you are attacking and the one you are attacking from. Then roll the dice against the opponent who occupies the opposing territory.

- Before rolling, both you and your opponent, must announce the number of dice you intend to roll, and you both must roll at the same time.
- You, as the attacker, may roll 1, 2 or 3 dice: You must have at least one more MOD in your territory than the number of dice you roll. Hint: The more dice you roll, the greater the odds of winning. However, the more dice you roll, the more MODs you may lose, or be required to move into a captured territory.
- The defender may roll either 1 or 2 dice. To roll 2 dice, he/she must have at least 2 MODs on the territory under attack. Hint: The more dice the defender rolls, the greater his/her odds of winning – but the more MODs he/she may lose.

To Decide a battle. Compare the highest die each of you rolled. If yours (the attacker's) is higher, the defender loses one MOD from the territory under attack. But if the defender's die is higher than yours, you lose one MOD from the territory you attacked from and must put it back in your recruitment pool. If each of you rolled more than one die, you also compare the two next-highest dice and repeat the process. (See page 7, example drawings 1-4)

Notes:

- In case of a tie, the defender wins.
- Neither side can ever lose more than 2 MODs on a single roll.

Capturing territories. As soon as you defeat the last opposing MOD on a territory, you capture that territory and must occupy it immediately. To do so, move in at least as many MODs as the number of dice you rolled in your last battle. Remember: In most cases, moving as many MODs as you can to the front line is advantageous. MODs left behind cannot help you when you are attacking. Also remember: You must always leave at least one MOD behind on the territory you attacked from.

ENDING YOUR ATTACK. You may end your attack(s) at any time. If you have captured at least one territory, first take the top RISK Land card from the draw pile. (No matter how many territories you have captured on your turn, you may take only one RISK card.) Your last step is to fortify your position, if you wish (see below). Finally, pass the dice.

Eliminating your opponent. If during your turn you eliminate an opponent by defeating his or her last MOD on the gameboard, you win any RISK cards that player has collected.

- If winning them gives you 6 or more cards, you must immediately trade in enough sets to reduce your hand to 4 or fewer cards, but once your hand is reduced to 4, 3, or 2 cards, you must stop trading them in.
- If winning them gives you fewer than 6, you must wait until the beginning of your next turn to trade in a set.

Note: When you draw a card from the deck at the end of your turn (for having won a battle), and it brings your total to 6, you must wait until your next turn to trade in.

FORTIFYING YOUR POSITION
To fortify your position, move as many MODs as you would like from one (only) of your territories into one (only) of your adjacent territories. In moving your MODs from one territory to another, you must leave at least one MOD behind.

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

CLASSIC RISK® RULES for 2 PLAYERS

Read the complete Global Domination RISK® rules first.

This version is played like Classic RISK® with one important exception: Along with your MODs and those of your opponent, there are also "neutral" MODs on the board acting as buffers between you and your opponent. This feature gives the 2-player version much the same strategic flavor as the regular RISK game.

OBJECT OF THE GAME
Same as in Global Domination RISK.

EQUIPMENT
Same as in Global Domination RISK.

SETUP
INITIAL MOD PLACEMENT

- You and your opponent each select a complete set of MODs. Then either of you selects a third set to be "neutral." Take 40 MODs from each of the 3 sets and claim territories in the following manner:
- Remove the 2 Wild cards from the RISK Land card deck.
- Shuffle the RISK Land cards thoroughly and deal them, facedown, into 3 equal piles. Both you and your opponent choose a different pile. The remaining pile is "neutral."
- Place one of your MODs onto each of the 14 territories shown on the RISK cards in your pile. Your opponent does the same. Then place one "neutral" MOD onto each of the remaining 14 "neutral" territories.
- After every Land territory on the board has been claimed, you and your opponent take turns placing your remaining MODs: Place 2 MODs onto any 1 or 2 of the territories you occupy. Then place 1 "neutral" MOD onto any "neutral" territory you want, placing it to block your opponent's possible advance.

TO COMPLETE GAME SETUP:
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" MODs cannot attack and never receive reinforcements during the game.

REINFORCEMENTS
If you run out of "reinforcements" in your original MOD color, you may fortify your position using MODs of a color not already being used in the game.

WINNING
To win, be the first to eliminate your opponent by capturing all of his/her territories. You do not have to eliminate the "neutral" MODs. Don't worry if all of the "neutral" MODs are eliminated before the end of the game. Play continues until one player defeats the other.