Item# 1232

AGES 14+

2 - 4 PLAYERS

Risk®

EUROPE

GAME GUIDE

Become king of your own medieval kingdom as you expand your borders, attack your enemies, and race to be the most powerful ruler of medieval Europe. In the end, only one king will be victorious.

CONTENTS OF THIS GUIDE

Game Contents	2	Spending Coins	14
The First Time You Play	4	Battles in Disputed Territories	15
The Gameboard	5	Winning the Game	19
Let's Play! / Game Setup	6	Kingdom Missions	19
How to Play	8	2- and 3-Player Games	20
Collecting Crowns	9	Team Gameplay	22
The King's Orders Cards	10	City Bonus Tiles	22
Bonus Actions	13	Reference Guide	23

Important Note: Risk Europe is a rich and intricate Risk gameplay experience. In order to fully enjoy the Risk Europe experience, please take the time to read through and familiarize yourself with this rules booklet before playing the game for the first time.

A LOOK AT YOUR GAME

CONTENTS: Gameboard • 15 crowns • 4 armies with 35 Footmen, 12 Archers, 12 Cavalry, and 4 Siege Weapons each • 8 castles • 12 red dice • 32 King's Orders cards (4 decks) • 8 City Bonus Tiles • 21 gold pieces • 40 silver pieces • 4 War Banners First Player Marker • 4 reminder cards • 8 Crown Cards • card box

ARMY UNIT TYPES



35 FOOTMEN



12 ARCHERS



12 CAVALRY



4 SIEGE WEAPONS

There are four colored armies. Each army contains the same four unit types. Each of these unit types has a distinct look from army to army, but each unit type functions the same way during the game.

4 WAR BANNERS



15 CROWNS



FIRST PLAYER MARKER



8 CASTLES



4 KING'S ORDERS DECKS



Each player has their own deck, and each deck contains eight cards.

MONEY



21 gold pieces
worth 5 coins each.

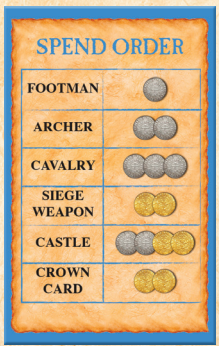


40 silver pieces
worth 1 coin each.

8 CROWN CARDS



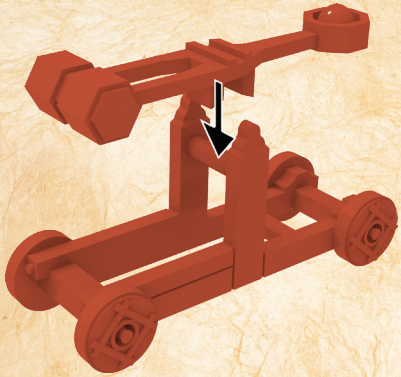
4 REMINDER CARDS

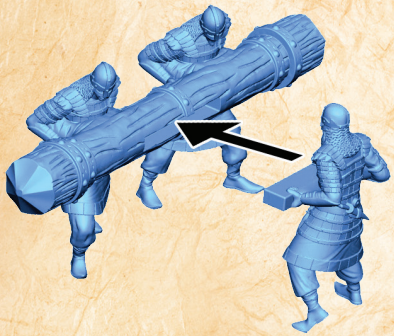


8 CITY BONUS TILES

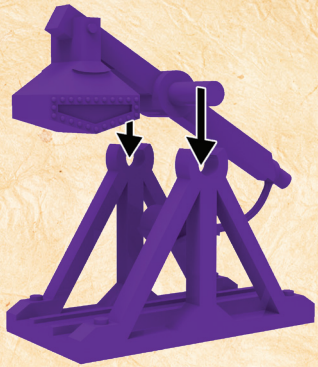


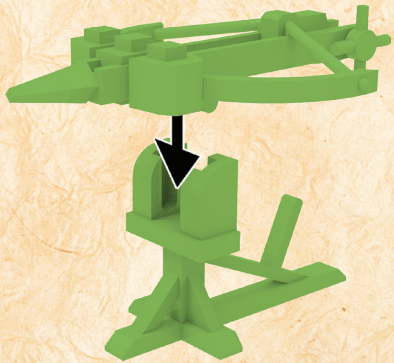
THE FIRST TIME YOU PLAY





1. Assemble each army's Siege Weapons as shown above.





2. Carefully punch out the City Bonus Tiles and coins. Recycle the cardboard waste.

THE GAMEBOARD

TERRITORIES

All named areas of land defined by borders or coastlines are considered territories. A territory can be identified in different ways depending on its contents:

City Territory —
Any territory that contains a city.

Non-City Territory —
Any territory that does not contain a city.

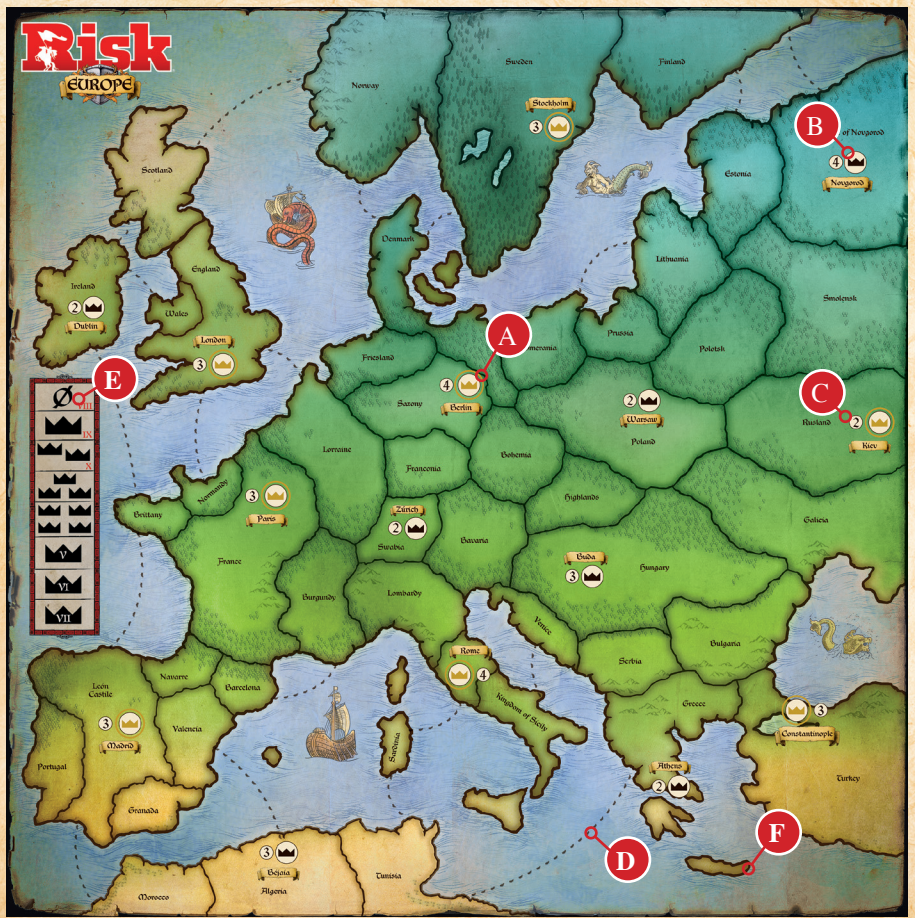
Unclaimed Territory — Any territory on the gameboard that is not occupied by an army.

Claimed Territory —
Any territory occupied by one player's army.

Castle Territory —
Any territory that contains a castle.

Disputed Territory —
Any territory that contains two different players' armies.

To best prepare you for medieval conquest, let's take a look at the RISK EUROPE gameboard.



A GOLD CROWN CITIES
The eight cities marked with a gold crown.

B BLACK CROWN CITIES
The seven cities marked with a black crown.

C CITY TAX VALUE
The number next to a city that represents how many coins a player collects when that city is claimed or taxed.

D SEA-LINES
Dashed lines that connect territories through water routes.

E THE CROWN TRACKER
This chart is used to track the total crowns owned by each player during the game.

F ISLANDS
Islands without names are not considered territories.

LET'S PLAY!
GAME SETUP

BASIC GAME – 4 PLAYERS

OBJECT OF THE GAME

Control seven or more crowns at the end of a round to win the game.

SETUP

1. First, each player selects an army color and takes the plastic figures, War Banner, reminder card, and eight King's Orders cards for that army.
2. Next, each player receives five silver coins, one crown, and one castle. Place the remaining components in a separate area next to the board. This is the reserve.

   (Keep your army units in an area near you – this is called your **army reserve**.)
3. Bid to place first and go first by secretly selecting an amount of coins from your initial five coins and holding your bid out in a closed fist. All players will then reveal their bids at the same time. The highest bidder pays their bid to the reserve and receives the First Player Marker. Players who did not win the bid keep their coins.

   The highest bidder places their kingdom onto the gameboard first and will start each round as long as they control the First Player Marker.

   NOTE: In case of a tied bid, roll dice to determine who receives the First Player Marker. The highest roll wins.
4. Now it's time for players to place their kingdoms onto the gameboard. Starting with the first player and passing to the left, each player will carry out all kingdom placement steps before the next player places their kingdom. (See page 7 for the kingdom placement steps.)

   Once all players have placed their kingdoms, the first round will begin.

   NOTE: Players may want to review the City Bonus Tiles on page 22 to help decide where they would like to place their kingdom.

STARTING SUPPLIES



ARMY RESERVE



25 Footmen *12 Cavalry* *12 Archers* *4 Siege*

STEPS FOR KINGDOM PLACEMENT

1. Select one of the eight Gold Crown Cities on the gameboard and place your crown and castle onto that city territory. Be sure to collect the city's Bonus Tile and Tax Value in coins from the reserve. (The Tax Value is collected as a bonus each time you place a crown on a city.)
2. Place your War Banner on the first space on the Crown Tracker located along the side of the gameboard (place it on the second space if you selected Rome as your starting city).
3. Finally, place 10 Footmen, divided any way you like, between your starting city territory and one adjacent non-city territory.



The Blue player chooses Berlin as their starting city. They place their castle in the territory and their crown on that city. They also collect four coins from the reserve as a bonus for claiming Berlin. They then decide to divide their starting army of 10 Footmen as shown: five Footmen in Saxony and five Footmen in Bohemia (an adjacent non-city territory).

HOW TO PLAY

The game is played in rounds in which players take turns giving orders. One round consists of each player taking two turns.

At the start of the game, each player will have all eight of their King's Orders cards in hand and will choose two of those cards to play during that round.

After the cards are played, they are discarded and each player will start the following round with two fewer cards to select from.

After a card is revealed, a player chooses one of the two orders available to play. That player may also carry out any bonus actions or city bonuses that might take effect during that turn.

When you run out of cards, simply return all eight of your cards from your discard pile to your hand. This will occur at the start of every fifth round.

ROUND OVERVIEW

Each round is played out in these steps:

1. Each player secretly selects two cards from their hand and places them facedown on the table in a stack before Turn 1 of the round begins (each player will have their own separate stack of two cards). The top card will be used for Turn 1 and the bottom card will be used for Turn 2.

NOTE: These cards cannot be reordered once placed—so choose the order carefully!

2. **Turn 1:** The first player flips over their top card, selects an order, announces it, and carries out that order's action.

   Play passes to the left and each player does the same in clockwise turn order.

3. **Turn 2:** Each player now carries out an order selected from their bottom card in the same turn order as Turn 1.

4. After all players have played both of their cards, battles in disputed territories must be resolved. (Be sure to adjust the War Banners after each battle if crowns exchange hands as a result of that battle.)

5. The two cards each player revealed this round are discarded into that player's personal discard pile.

FINISHING A ROUND

A round is over only after each player has revealed two cards, played two orders, and all battles have been resolved.

At the end of a round, if a player controls seven or more crowns, the game ends and that player wins. Otherwise, the next round begins.

NOTES

- *If a player is unable to or chooses not to carry out any actions on a revealed card, that card is still put into their discard pile at the end of the round.*
- *If the First Player Marker exchanges hands during the round, the next round will start with the player who is now in control of the First Player Marker.*

COLLECTING CROWNS

In order to win the game, you need to control seven or more crowns at the end of a round. Here are the three ways you can collect additional crowns during the game.

1. CLAIM A CITY

You may use your army to expand into an unclaimed city territory to take control of that city and gain its crown(s).

When you take over an unclaimed city territory, immediately do the following:

1. Place a crown from the reserve onto the city territory. Collect the city's Tax Value in coins from the reserve as a bonus for being the first player to place a crown on that city. (You also gain control of the city's City Bonus Tile if it is a Gold Crown City.)
2. Move your War Banner forward on the Crown Tracker.



The blue player has expanded two Footmen into Poland to claim Warsaw. Since Warsaw is unclaimed, the blue player also collects two coins (Warsaw's Tax Value) from the reserve.

2. TAKE OVER AN OPPONENT'S CITY

You may also take over an opponent's city by expanding your army into that player's city territory and defeating that player's army in battle at the end of the round. (For more information on battles, see page 15.)

If you win the battle and take over another player's city territory, your War Banner advances on the Crown Tracker and your opponent's War Banner falls back.

NOTE: A tax bonus is not collected when taking over another player's city in battle.



The blue player is attempting to take over the city of Buda by attacking the territory of Hungary with three Footmen. Control of both the city and the territory will exchange hands if the blue player wins the battle at the end of the round.

3. PURCHASE CROWNS

You may also use coins to purchase a Crown Card during a round.

Purchasing a Crown Card is a show of power and will instantly move your War Banner forward one space on the Crown Tracker. (For more on purchasing crowns, see page 14.)



THE KING'S ORDERS CARDS

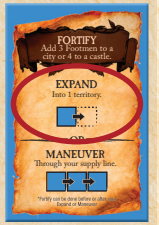
You control your kingdom and your army by issuing King's Orders. When choosing King's Orders cards to play for the round, choose from the following options: EXPAND, SPLIT EXPAND, MANEUVER, SPEND, and TAX.

EXPANDING YOUR KINGDOM

Expand orders are how you claim new territories and attack your opponents' territories to increase the size of your kingdom.

EXPAND

(INTO 1 TERRITORY)



Move any number of your army units from one territory you control into one adjacent territory that is either unclaimed or occupied by an opponent's army. (0 can be a number moved)

You must leave at least one army unit behind in the original territory when expanding your kingdom.

SPLIT EXPAND

(INTO 2 TERRITORIES)



Move any number of your army units from a territory you control into up to two adjacent territories that are either unclaimed or occupied by an opponent's army. Both territories must be adjacent to the original territory, and you must leave at least one army unit behind in the original territory.

Notes and restrictions on expanding:

- *If you expand into an opponent's territory, it becomes a disputed territory and will result in a battle at the end of the round. (For more on battles, see page 15.)*
- *Only the defending player may expand out of a disputed territory. However, that player must leave army units behind equal in number to the attacker's army.*
- *If an opponent's territory contains a castle, you* **may not** *expand into that territory unless your expanding army contains a Siege Weapon.*
- *A third player's army may not enter a disputed territory for any reason.*
- *You may not use an expand order to move army units into either a territory already in dispute or a territory already under your control; you must use the maneuver order for these types of actions.*



The blue player may expand up to three units from Bohemia to attack the Highlands, claim Saxony to place a crown on Berlin, claim the non-city territory of Bavaria, or (because the blue player has a Siege Weapon in Bohemia) attack the orange player's castle territory in Poland.



Using a split expand order, the blue player can expand army units from the same territory into two different adjacent territories. They cannot expand into the territory marked with an X, because that territory is not adjacent.

MANEUVERING ARMY UNITS THROUGH YOUR SUPPLY LINES

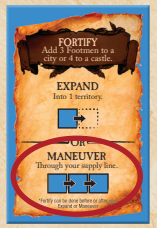
Maneuver orders are how you move your army units through your kingdom and help reinforce disputed territories connected to your supply lines.

Supply lines are any series of territories under your control that are connected to each other by shared borders and/or sea-lines. For more on supply lines, see page 24.

Note on maneuvering:

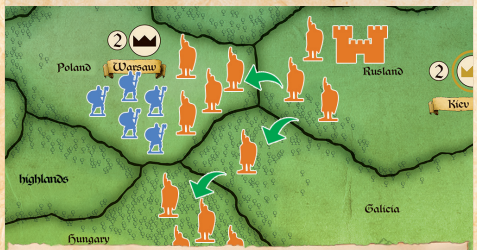
Players may maneuver all of their army units out of a non-city territory if they choose to do so, but they must leave one army unit behind when leaving city and castle territories.

MANEUVER



Relocate any number of army units from one territory you control to one other territory (up to two territories away) already under your control or in dispute.

- The army units you relocate must move through territories already under your control and must stop and forfeit any remaining movement if they enter a disputed territory.
- Army units are not allowed to retreat from battle once committed. Therefore players may not maneuver army units out of a disputed territory for any reason.

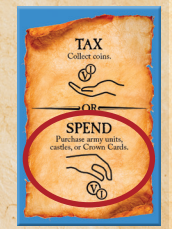


The Orange player may maneuver army units into Poland because Poland is in dispute. They also have the option of maneuvering army units through their supply line into Galicia or Hungary.

COLLECTING AND SPENDING COINS

Taxing your territories is the main way to collect additional coins. You can later spend these coins to make purchases for your kingdom.

SPEND



This card allows you to spend your coins to make purchases that strengthen your kingdom. You may spend coins to recruit new army units, build castles, and buy Crown Cards. Spent coins are returned to the reserve. (For more on spending coins and what you can buy, see page 14.)

TAX



Select a city territory you control, and then collect the Tax Value of that city and all other cities and non-city territories you control that are connected to that city through supply lines.

You receive the full Tax Value of each city territory connected to the city you choose to tax, and one additional coin for each non-city territory connected to the city you choose to tax.

Important: Tax is not collected from any disputed territories in your supply line. Furthermore, disputed territories have the power to break apart your kingdom into multiple, smaller supply lines.

When a disputed territory breaks apart your kingdom, the disconnected areas may be worth different amounts of coins — so choose the city you want to tax carefully!



The orange player has attacked Lorraine and split the blue player's supply line. Now the blue player must decide which area of their kingdom to tax, considering both the city bonuses and the total Tax Value of each area carefully. (The numbers represent how many coins they will receive when taxing each area.)

BONUS ACTIONS

Some King's Orders cards also have bonus actions available at the top. Bonus actions are extra abilities you perform in addition to the order you choose on your card.

Bonus actions may be used before or after you carry out the order you've selected for that turn.

KING ME



When this action is revealed, you immediately take control of the First Player Marker.

Multiple players can play the King Me action in the same round. The player who controls the First Player Marker after all cards have been played will start the next round. The First Player Marker only exchanges hands when someone reveals the King Me action.

FORTIFY



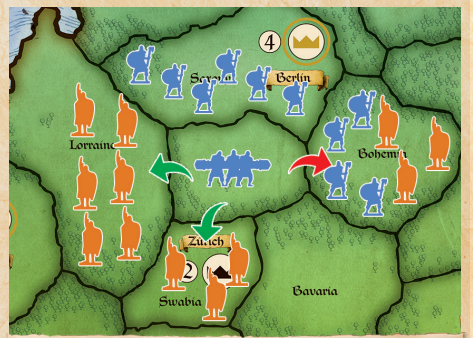
Add three Footmen to a city territory you control or four Footmen to a castle territory you control.

This action may be used in a disputed city or castle territory only if you are the defending player.

SIEGE ASSAULT



Select a territory you control that contains one or more Siege Weapons. These units attack one adjacent enemy territory by rolling two dice for each Siege Weapon present. For each die value of 3 or greater, the opponent removes one army unit of his or her choice. (No defense dice are rolled.)



The Blue player is using their Siege Assault action. They may attack Lorraine or Swabia, but they cannot attack Bohemia, as it is in dispute.

Notes and restrictions:

- *Siege Assaults are limited to adjacent land territories and may not be used across sea-lines. You also may not use Siege Assaults from disputed territories or into disputed territories.*
- *If you do not control any Siege Weapons at the time the card is revealed, simply ignore the Siege Assault bonus action and carry out the rest of your turn as usual.*

PURCHASING ARMY UNITS, CASTLES, AND CROWNS

This section covers the three types of items you can purchase when using a spend order.

1. RECRUIT ARMY UNITS

The spend order allows you to purchase new army units of any type and in any quantity that you can afford.

- All army units must be placed on the gameboard when purchased and **may only be placed into city territories and/or castle territories that you control.**
- You may disperse purchased army units any way you choose; they do not all have to go into the same city or castle territory.
- You may never purchase more army units than you have physically available in your army reserve.
- Purchased army units cannot be placed into disputed territories.
- Army units lost in battle are returned to your army reserve and may be purchased again during later turns.
- Here are the unit costs:

Unit Type	Cost per Unit
Footman	1 Coin
Archer	2 Coins
Cavalry	3 Coins
Siege Weapon	10 Coins

2. BUILD CASTLES

The spend order also gives you the option to build a castle in any territory you control to boost that territory's defenses.

Castle Benefits

- Protection — Castle territories cannot be attacked unless the attacking army has a Siege Weapon in it when it expands.
- Remote Recruitment — You may recruit army units into a non-city territory by building a castle in that territory first.
- Castle Defense — The defending player may re-roll all dice of one rank each time the Ranked Attack Order is repeated in battle. (See page 16 for more information on the Ranked Attack Order.)

Castle Restrictions

- Castles cannot be destroyed, but other players can take them over by winning a battle in the territory. Castles in unclaimed territories can be claimed by expanding into that territory with any army unit.
- You cannot build a castle in a territory that is in dispute.
- You may not build more than one castle in any one territory.
- Once all castles have been purchased from the reserve, no more castles can be built for the remainder of the game.

3. PURCHASE CROWN CARDS (BASIC GAME ONLY)

The third way you can spend coins is by purchasing a Crown Card from the reserve. You may only purchase one Crown Card per round and only eight are available for purchase during a game.

- Buying a Crown Card permanently increases your War Banner's position on the Crown Tracker by one space forward.
- **Each player is limited to one Crown Card purchase per round (even if spend orders are played for both turns).**
- Place purchased Crown Cards in front of you, crown-side up, next to the gameboard and in clear view.
- The missions and bonuses on the back of the cards are used for the Kingdom Missions variant found on page 19; these are ignored for the Basic Game.

Other	Cost per Unit
Castle	12 Coins
Crown Card	10 Coins

BATTLES IN DISPUTED TERRITORIES

This section covers where and when battles happen and how to resolve those battles.

DISPUTED TERRITORIES

When a player expands into another player's territory, that territory is considered in dispute. This will result in a battle at the end of the round, and the outcome of the battle will determine who controls that territory and its contents.

- The player who has the First Player Marker after everyone has played their two cards is allowed to choose the order in which all battles resolve at the end of the round.
- In a disputed territory, the defending player retains control of any city or castle that may be present until the battle is over.
- The player who wins the battle not only gains control of the territory, but also takes control of any city or castle that may be present as well.

Attacking Player: The player who enters a territory under another player's control is considered the attacking player.

Defending Player: The player who controlled a territory before it was attacked is the defending player.

- Using an expand order to attack another player's territory will always result in a battle at the end of the round; **players are not allowed to retreat from battle for any reason.**
- Only two players may have army units in a disputed territory. A third player's army cannot enter a disputed territory for any reason.
- It is possible for a player to be involved in multiple battles with different players at the end of the same round.



The blue player has expanded army units into Bohemia to attack the orange player's army. A battle at the end of the round will determine control of the territory.

THE BATTLE

Players attack each other by rolling dice for each of the different army unit types under their control in a disputed territory. Both players always roll for these attacks simultaneously and in the same order: Siege Weapons, Archers, Cavalry, and then a General Attack by each army.

These four sequential attacks are known as the **Ranked Attack Order**. Both players repeat this order as many times as needed until one army is eliminated from the disputed territory.

Rank 1
Siege Attack

Rank 2
Archer Volley

Rank 3
Cavalry Charge

Rank 4
General Attack

Attack Order	Unit Type	# Dice Rolled	Hits On
Rank 1	Siege Weapons	2 per Siege Weapon	3+
Rank 2	Archers	1 per Archer	5+
Rank 3	Cavalry	1 per Cavalry	3+
Rank 4	All Units/Footmen	1 per Army Unit (Max 3 for Attacker, Max 2 for Defender)	Higher Values Score Hits



RANKS 1, 2, AND 3

To roll for the attacks in Ranks 1, 2, and 3, both players simply count up the total number of army units they have of that particular type in the disputed territory, then roll the appropriate number of dice for each of those units they control (see chart to the left). Only one player will roll for a rank if only that player has units of that type in the disputed territory.

Each die rolled that meets or exceeds the unit type's "Hits On" number automatically scores a hit against the other player's army that can't be prevented. Since both players are rolling for each rank at the same time, it is possible for both armies to have hits marked against them at the same time.

Each hit scored against an army reduces its army total by one unit (chosen by that army's owner). When either player's army has hits scored against it, units must be removed before both players may proceed to the next rank.

SIMULTANEOUS ELIMINATION

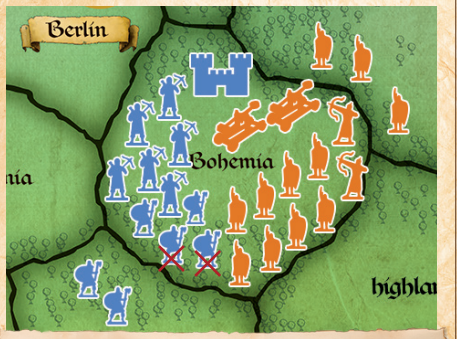
If hits are scored in a battle that result in both armies being eliminated from the territory, the territory becomes unclaimed and any crowns present return to the reserve.

Rank 1 Siege Attack Example

The Orange and Blue players are in battle and are rolling for their Rank 1 Siege Attack. Orange has two Siege Weapons in the disputed territory, but Blue has none, so only Orange rolls dice for Rank 1. They roll four dice (two for each Siege Weapon) and get die values of 1, 2, 3, and 5. The 3 and 5 both meet or exceed the Siege Weapon's "Hits On" number of 3 or greater, so Orange scores two hits against Blue's army.

Blue must remove two army units of their choice from the disputed territory before both players can continue to Rank 2 attacks. Blue chooses to remove two Footmen.

Both players may now roll for the next rank – the Archer Volley.



Orange scored two hits with their Rank 1 Siege Attack, so Blue must remove two army units of their choice. Both players may now roll for the next rank – the Archer Volley.

CASTLE DEFENSE

If the defending player controls a castle in the disputed territory, that player may re-roll all dice of a single rank each time the Ranked Attack Order is repeated.

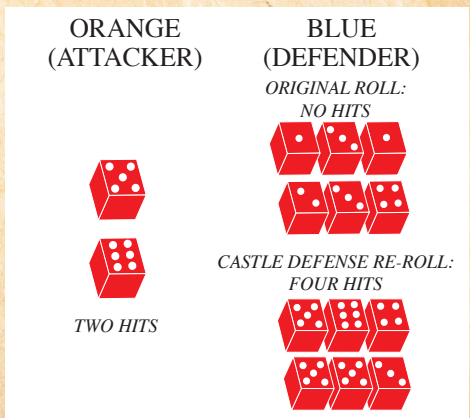
Rank 2 Archer Volley Example (with Castle Defense)

Orange and Blue are now rolling for their Rank 2 Archer Volley. Blue has six Archers and Orange has two in the disputed territory. Blue rolls six dice (one for each Archer) and Orange rolls two. None of Blue's dice meets or exceeds the Archer's "Hits On" number of 5 or greater, so they don't score any hits against Orange's army. However, Orange rolls a 5 and 6 – scoring two hits!

Because Blue is the defending player and controls a castle in the disputed territory, Blue chooses to use his castle defense ability and gets to re-roll all of the dice in their Archer Volley. Blue re-rolls and gets a 3, 4, 5, 5, 5, and 6 – four hits scored! Blue has used their one castle defense re-roll and may not use another re-roll unless the Ranked Attack Order restarts again at Rank 1. Orange removes four units of their choice and Blue removes two before moving to the next rank. Since neither player has any Cavalry units present, neither player may roll for the Rank 3 attack, so the Ranked Attack Order continues to Rank 4 – the General Attack.



During the Rank 2 Archer Volley, Orange scored two hits, so Blue removed two army units. Blue scored four hits, so Orange must remove four army units.



GENERAL ATTACK

To roll for the General Attack (Rank 4), the attacker and defender count up all of their remaining army units of all types in the disputed territory and roll a preset number of dice. Then both players compare the highest values rolled. The amount of dice rolled by each player may be different, and is determined by counting the total number of army units present in both armies in the disputed territory (see chart below).

Attacker	
3 + Units	3 Dice (Max)
2 Units	2 Dice
1 Unit	1 Die
Defender	
2 + Units	2 Dice (Max)
1 Unit	1 Die

Note: If both players only control Footmen in a disputed territory, both players need only repeat the Rank 4 attack until one army is eliminated. They will skip Ranks 1, 2, and 3.

Scoring hits in the General Attack works differently than in the first three ranks, and only a maximum of two hits can ever be scored during each General Attack.

To score hits in the General Attack, roll the dice based on your army unit totals in the disputed territory and compare the highest die value rolled by each player – the player who rolled the higher of the two values scores a hit against the other player's army.

Next, remove the two dice that were just compared.

If each player rolled at least two dice, compare the highest values remaining between both players. Again, the higher of the two values will score a hit.

In the General Attack, any time the attacker and defender's numbers are tied, only the defender scores a hit for that comparison.

If both armies still have army units in the disputed territory after the General Attack is finished, the Ranked Attack Order starts over again at Rank 1.

The Ranked Attack Order must be repeated as many times as needed until one army is eliminated from the disputed territory.



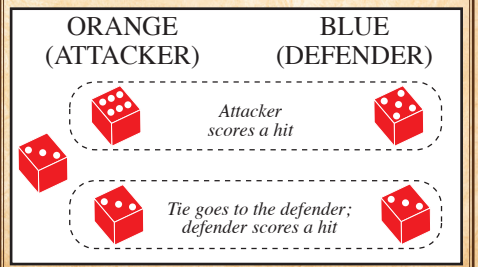
During the Rank 4 General Attack, Orange and Blue each lost one army unit.

General Attack Example

Orange and Blue now roll for the General Attack. Orange has eight army units remaining (two Siege Weapons, two Archers, and four Footmen), and Blue just has his six Archers remaining. Both players must roll their maximum number of dice. Since Orange is the attacker, they roll three dice and gets a 3, 3, and 6. Blue rolls their maximum of two dice since they are the defender and gets a 3 and 5. Since Orange's highest die value of 6 beats Blue's highest die value of 5, Orange scores one hit against Blue.

Orange now has two 3s remaining so they select either one of their remaining dice for comparison. Blue's remaining die value of 3 ties Orange's highest remaining die value of 3, so Blue scores a hit since the defender always wins ties.

Both players must remove one unit each, and since neither army was eliminated, the Ranked Attack Order begins again at Rank 1.



WINNING THE GAME

The first player to control seven or more crowns at the end of a round after all battles are resolved wins the game!

- If two or more players are tied at the end of a round with seven or more crowns, the player with the most territories under their control wins. If a tie still remains, the player with the greatest number of coins wins.
- If one of the tied players also controls the First Player Marker, that player counts the marker as ten additional coins.

PLAYER ELIMINATION

Though unlikely, players can be completely eliminated from the game. This happens when a player no longer controls any city territories and their War Banner is reduced to the zero position on the Crown Tracker.

A player with no cities under their control at the end of the round is eliminated and must remove all of their army units from the gameboard and return their City Bonus Tiles and coins back to the reserve.

SAVED BY THE CROWN

A player that does not control any city territories but owns at least one Crown Card may still participate in one additional round to try to reclaim a city territory to stay in the game.

- Players without city territories forfeit the ability to tax until they reclaim a city territory.
- Players that do not control any cities may still recruit army units, but only if they control a castle territory.
- If a player fails to reclaim a city territory at the end of the following round, that player is eliminated from the game.
- The eliminated player's Crown Card(s) are removed from the game and are NOT returned to the reserve.



KINGDOM MISSIONS PLAY VARIANT

This section explains how to add secret missions to your game as an additional play option. When adding missions to the game, use the following rules modifications.

KINGDOM MISSIONS ADDED TO CROWN CARDS

- Players can no longer purchase Crown Cards when using a spend order; players only receive a permanent crown once a mission on a Crown Card has been completed.
- Before the game starts, shuffle the Crown Cards and place them in a deck near the board.

  When you reveal the King Me bonus action, immediately draw the top two Crown Cards from the Crown Card deck and review the missions on the back of each. Secretly choose one of those two missions to keep and return the other to the bottom of the Crown Card deck.
- Place the mission you've selected facedown in front of you and keep it secret from your opponents (you may look at it as often as you like).
- When you complete a mission, you may turn it over and reveal your card to all players.

KINGDOM MISSIONS CONTINUED

Your completed mission adds a permanent crown to your kingdom and gives your kingdom an additional bonus that stays in effect for the remainder of the game. Each unique bonus can be found at the bottom of each Crown Card.

The crown value is applied to your War Banner immediately, but the bonus takes effect at the start of the next round.

SAVED BY THE CROWN

A player must have completed a mission on a Crown Card to avoid elimination after losing all of his or her city territories. That player still only has one additional round to try to reclaim a city territory to stay in the game, regardless of how many completed Kingdom Mission cards that player possesses.



MERCENARIES *(2 AND 3 PLAYERS)*

Players should familiarize themselves with the rules of the 4-player game before reading this section or beginning a 2- or 3-player game.

3-PLAYER VARIANT

(This variant can be played either with or without the Kingdom Missions rules.)

Setup for the game is the same as the 4-player game with the following modifications:

1. Players select one of the four armies to be the Mercenary Army and give that army two City Bonus Tiles chosen at random. These City Bonus Tiles represent which Gold Crown City territories the Mercenary Army will occupy at the beginning of the game.

- The first Gold Crown City the Mercenary Army receives is its starting city and the second is its outpost.
- Place 10 Mercenary Footmen and one crown in each of the two cities, but only the starting city receives a castle.
- The Mercenary Army starts with five coins plus the Tax Value of each of the two cities it controls.

2. Next, players bid for turn order as in the 4-player game. They will then draft two starting cities each by doing the following:

- The first player chooses a Gold Crown City territory and places a crown and castle on that territory. The first player also places five Footmen, divided any way they choose, between the selected city territory and one adjacent non-city territory.
- The remaining two players do the same in turn order.
- The first player then chooses a second Gold Crown City and places a crown on that territory. The first player then places five Footmen, divided any way they choose, between the second Gold Crown City territory and one adjacent non-city territory. **The second city does not receive a castle.**



Mercenary Starting City.



Mercenary Outpost.

- The remaining two players do the same in turn order.
- Players start the first round with five coins plus the Tax Value of each of the two cities they've selected.

NOTE: Each player should start the game with two Gold Crown City territories and two non-city territories; the Mercenary Army only starts with two Gold Crown City territories.

3. Shuffle the Mercenary Army's cards and place them facedown in a deck to the right of the first player. The Mercenary Army will go last during the first round and remain in this turn-order position for the remainder of the game.
4. Players will bid for control of the Mercenary Army at the start of each round (after players have selected and placed their King's Orders cards facedown).
   - The highest bidder pays his or her bid coins **to the Mercenary Army, not the reserve**. Players who did not win the bid keep their coins.
   - If there are any tied bids, players will roll dice to decide who controls the Mercenary Army.
   - Each time the Mercenary Army's turn comes up in the turn order, the player that won the bid to control the Mercenary Army flips over the top card of that army's deck and plays the turns for the Mercenary Army during the round.
   - Shuffle the Mercenary Army's deck each time it runs out of cards.
5. **To win, a player must control eight or more crowns at the end of a round.** The Mercenary Army's crowns are not tracked as the Mercenary Army cannot win the game; however, they can be eliminated from the game in the same way players are eliminated.

2-PLAYER VARIANT

(This variant can be played either with or without the Kingdom Missions rules.)

The 2-player variant is the same as the 3-player variant with the following modifications:

- In the 2-player variant, players select two armies to be used as Mercenary Armies. Each Mercenary Army receives only one City Bonus Tile, chosen at random.
- Each Mercenary Army receives one castle, one crown, and ten Footmen, placed in the city territory named on their City Bonus Tile.
- At the beginning of the game, both players draft three city territories in turn order. All three city territories receive a crown and five Footmen, split between the city territory and one adjacent non-city territory.
- Each player places a castle in the first two city territories they've selected, but not the third.
- At the beginning of each round, players will bid twice: once for control of one Mercenary Army, and once to control the other Mercenary Army. The order in which the Mercenary Armies are bid on is chosen by the player that starts the round with the First Player Marker.

Note: It is possible for one player to win both bids.

- Shuffle the King's Orders decks for both Mercenary Armies and place one deck to the left of the first player and the other deck to the right. The Mercenary Armies' positions will remain in between the player positions for the remainder of the game.
- Each time a Mercenary Army's turn comes up in the turn order, the player that won the bid to control that army flips over the top card of that army's deck and plays the turn for that army.
- **A player must control 10 or more crowns at the end of a round to win.**

TEAM GAMEPLAY

(Setup for the game is the same as the 4-player game with the following modifications: The War Banners and Crown Cards are not used at all – set them aside.)

Players sitting at opposite corners of the board are teammates. The two teams are competing to gain control of the most Crown Cities. Players may not tax or spend in a teammate's territories, expand or maneuver through a teammate's territories, join a teammate's battles, or anything of the like. During gameplay, teammates may not strategize to help each other decide which cards to choose or how to play them.

Players bid for turn order as in the 4-player game. Then, players draft two starting cities each by doing the following:

The first player selects a Gold Crown territory, and places a crown and a castle on that territory. Then, the player places 5 Footmen, divided any way they choose, between that Gold Crown territory and one adjacent non-city territory.

The remaining players do the same in turn order.

The first player then chooses another Gold Crown territory, and places five Footmen, divided any way they choose, between the second Gold Crown territory and one adjacent non-city territory. The second city does not receive a castle.

The remaining players do the same in turn order.

Play through your turns as you would through the normal 4-player game, until all players have played through the 8 cards in your hand 4 times. The team with the most Crown City territories wins. (For a lengthier gameplay experience, play until one team controls all 15 Crown City territories).

CITY BONUS TILES

When a player takes over a Gold Crown City, they receive the City Bonus Tile for that city from the reserve (or from another player) and its bonus is available at the start of the next turn.

ATTACK AND DEFENSE BONUSES

Stockholm: Raid & Pillage

Collect four silver coins from the reserve each time you attack an opponent's territory and win the battle at the end of the round.

Using the Siege Assault bonus action does not activate this bonus.

Berlin: Advanced Mobility & Defenses

Every time you complete an expand or split expand order, you may also maneuver for free. This maneuver bonus may be used only after all other actions on your King's Orders card have been completed.

Your castles cost three fewer coins to purchase.

Constantinople: Siege Escort

Every time you recruit and place a Siege Weapon, place four Footmen with that weapon for free.

Kiev: Advanced Recruitment

You may now recruit army units into any non-city territory you control that is connected by a supply line to Kiev.

This bonus does not allow you to recruit army units into disputed territories.

TAXING BONUSES

London: Welsh Archers

Every time you collect tax from London, add two Archers to London for free.

Paris: Officer in Training

Every time you collect tax from Paris, add one Cavalry and one Footman to Paris for free.

Madrid: Rally the Troops

Every time you collect tax from Madrid, add four Footmen to Madrid for free.

NOTE: Multiple tax bonuses may occur at the same time during your turn if the cities are under your control and connected to each other when you tax.

ROME BONUS

Rome: Seat of Power

Rome is worth two crowns.

If you take control of Rome, you gain two crowns.

If you lose control of Rome, you lose two crowns.

REFERENCE GUIDE: 4-PLAYER GAME

Starting Items Checklist

1 complete army • 1 War Banner • 1 set of eight King's Orders cards • 1 crown • 1 castle • 5 silver coins

Secret Bid For Turn Order

Only winner pays bid and collects the First Player Marker.

Steps For Kingdom Placement

(Start placement with first player and continue with player to the left.)

- Choose a Gold Crown City.
- Place your crown on the city and collect the Tax Value.
- Place your castle in the city territory.
- Collect the City Bonus Tile.
- Place a total of 10 Footmen divided between the starting city territory and one adjacent non-city territory.

(First round starts when all kingdoms are placed.)

Round Overview

- Each player selects two King's Orders cards and places them facedown to start a round.
- **Turn 1:** reveal and play all top orders in clockwise turn order, starting with the player that has the First Player Marker.
- **Turn 2:** reveal and play all bottom orders in the same turn order.
- Resolve battles and adjust War Banners if control of a city exchanges hands.
- Check for winner; otherwise start next round.

(Return all discarded cards to your hand at the start of every fifth round.)



Overview of King's Orders Cards

Expand — Move any number of army units from one territory you control into one adjacent unclaimed or enemy territory.

Split Expand — Expand twice from the same territory into up to two adjacent territories you don't control.

Maneuver — Relocate any number of army units from one territory you control to one other territory (up to two territories away) already under your control or in dispute.

Tax — Select a city, then collect the Tax Value from it and all other cities and non-city territories you control connected to that city through supply lines.

Spend — Return any number of your coins to the reserve to purchase any amount of the following:

FOOTMAN – 1 COIN	CASTLE – 12 COINS
ARCHER – 2 COINS	CROWN CARD – 10 COINS *Only one per round (Basic Game only)*
CAVALRY – 3 COINS	
SIEGE – 10 COINS	

Bonus Actions on King's Orders Cards

(Abilities that are used in addition to your selected order.)

Fortify — Place three Footmen in a city territory or four Footmen in a castle territory under your control.
- Only the defending player may fortify a city or castle in a disputed territory.

Siege Assault — Your Siege Weapons may attack one adjacent territory (not across sea-lines).
- Roll two dice per Siege Weapon.
- Score hits against opponent on values of 3 or greater.
- Siege Weapons may not attack from or into a disputed territory.

(Fortify and Siege Assault actions may be used immediately before or after your King's Order action.)

King Me — Immediately take control of the First Player Marker.
- The player in control of the First Player Marker at the end of the round will choose what disputed territories resolve first.
- If you are playing with Kingdom Missions, look at the top two Crown Cards now. Keep one, discard the other.

Resolving Disputed Territories

(First player decides the order in which battles are resolved.)

Both players in a disputed territory roll simultaneously to score hits with each army unit in each rank during ranks 1, 2, and 3.
- Score hits and remove army units between each rank.
- Army owner selects unit(s) to remove when hit.

Rank 1	2 Dice / Siege Weapon	Hits On 3+
Rank 2	1 Die / Archer	Hits On 5+
Rank 3	1 Die / Cavalry	Hits On 3+

Next, players roll attack and defense dice based on the total number of army units present to score hits.

Rank 4 *General Attack*	Attacker rolls 1, 2 or 3 dice for 1, 2, or 3+ units present. Defender rolls 1 or 2 dice for 1 or 2+ units present.	Compare dice; higher values score hits; defender wins ties

- Repeat ranks 1-4 until one army remains in the disputed territory.
- If a disputed territory contains a castle, defender may re-roll all dice of one rank each time the Ranked Attack Order is repeated.
- Do not collect a city's Tax Value when taking it over in battle.

Supply Lines

Any series of territories under your control that are connected to each other by shared borders and/or sea-lines are considered supply lines for your kingdom.
- Supply lines are pathways you can use to maneuver your army around the map. They can also increase the total amount of coins you collect when you tax.
- It is possible to have multiple supply lines that are not connected to each other.



The blue army has created a supply line by controlling a series of connected territories.

For more information about Winning Moves product safety and compliance please visit http://www.winning-moves.com/product_safety

RISK, RISK EUROPE and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. ©2023 Hasbro. All Rights Reserved. WINNING MOVES, WINNING MOVES GAMES, and CLASSIC, RETRO, COOL, & FUN, and Logos thereof, are registered trademarks of Winning Moves Inc. © 2023 Winning Moves Inc., 75 Sylvan Street, Suite C-104, Danvers, MA 01923 USA. All Rights Reserved. Manufactured by Winning Moves Inc., 75 Sylvan Street, Suite C-104, Danvers, MA 01923 USA. Colors and parts may vary. MADE IN CHINA.

YouTube /winningmovesusa

/winningmovesgames

@winningmovesusa

@winningmovesusa

Winning Moves® Games

Classic, Retro, Cool, & Fun™

winning-moves.com

Licensed by Hasbro