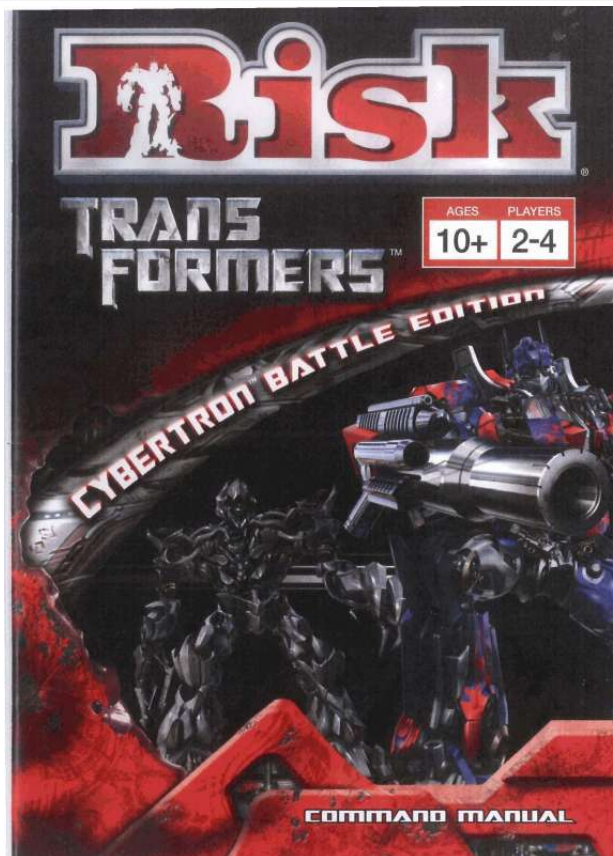




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Manual abstract:

--- . WHAT'S DIFFERBNT FRO-M-ANDARD RIS.K - - - - - I . . . PLAYING THE GAME . - - - _ PHASE I: PLACE ROBOTS PHASE ZMORPH! PHASE 3: ATTACK!_How to Attack - - - ~. l + - 4 7 9 ' * , , , : I{ . , + r.

:i - _ I : ' L ' - = 1 . . Results ' J . .

- - -

q i I , . . + ? . - - II . @ @ @ @ @ @ @ @ Each day everyone takes a turn. See page 1 . 8 0 The g a m o a r d shows the TRANSFORMERS' world of CYBERTRON.

'-arrt?@&s .I\$I&~ mmsami cantinents are called sectors. See page 7. I Open the gneboard onto a flat surface. Insen the spinning zones and sliding zones @ as shown on psegp 1 . 9 l ' h m are 4 leaders to choose from: 2 AUTOBOTS (OPTIMUS PRIME and BUM~LEBEL)and 2 DECEPTICONS (MEGATRON and BARRICADE). ?g+, j Q'/. RISK T W F Q R M P R S is different dependinon how many people are playing. When you know how many people are playing, each choose a leader and take the matchnglerrrdor card.

2 PLAYERS:(HEAD-TO-HEAD) one player must choose an AUTOBOT leader and the other a DECEPTICON. /' 3 PLAYERS:(FREE-FOR-ALL) one player must choose an AUTOBOT leader. The others each take a DECEPTICON. /, 4 PLAYERS: (ALLIED FORCES) play in 2 teams - AUTOBOTS vs. DECEPTICONS.

At the start, sit opposite your teammate. Some rules only apply to the 4-player game and are explained throughout this book. &i Q Place yeur U and one operational r L : robot. There are 42 zones. @ @ @ @ @ @ @ @ , *

: ' . ' ; .. m : - - . mam : * , - - .

. . - > F - . C , .. : ~ . , & : + & * > . -

.

. . . ; A - , < . = , - { ? < ~ Y . .

. . . . - , z y L . q - < * . , " - ? , J - 2 - k . - - - > : 7 . . .

@ @ b . . . : , - - , .

- - - - . c . - + - - -

v . . : + . , ..

, . I . . L : ? A . ' when :

* , Lay . - , + . - , . . . , & " . * ~ & Wi . . f . ? , .

. . ? ,

~ . . : - . . , ;

- , : - . .

.., a r % , . & + , ; : - - ~ , e . , - . ,

In this phase new robots join your army. Follow steps A to E below. f CountrDur Zones Count up all the zones you control (i.e. have at least one robot in). Now look at the ZONES b ROBOTS panel at the bottom of the gameboard. Find the number of zones you control in the black numbers. Take the number of robots shown in the corresponding red number and place them in your operational robot pile. You can place these in step E of this phase. (e. g. if you control the green zone, take 7 [extra robots). See below. #A<.) -lr , ; , I ' ONES @ J I -) a 5 Note: if a Secret war factory is open, it counts a one of the sector's zones. s ecret Ular Factories ' ROBOTS Plag Card-. The two sliding zones have secret war factories under them. @ @ For each robot. (or leader) you have in an open secret war f a k t ~ ~ o b e t ; ; . @ @ Put them faceup on a separate discard pi.

next to the draw pile. @ @ @ @ @ @ @ @ . @ @ place your * @ i t h e r d t a r w \$ k b f o r m h r c h d c e . @ @ ! ' , , i . ~ . ? . " , ' i d - , , ' ' 3 . .

L ' m e - . @ @ @ @ @ @ @ @ - - - Close the zone. Any roba are crushed and returned to their . . .

. L P P . Y - * . A . + .

, . . . : . . . : . . . , - - I I L I - F A C > I .

@ @ See page 1 : 4 I " . , I Yellow wants to attack Praxus, which is defended by just one black robot. However, the path is blocked because In order to attack, Ye'll card and spi'ns Praxus to open between. Prakus and the two z eithgr side ~ f it. MW & n enty attack an enemy zone * = % & & m m f g b b o r s o n e o f y e w - \$ * neighbor each d e r R they & m a border or are 00mwtd by a k q p d h + . You must have 2 or more robots in the zone you are attacking from, because at least one must be left behind to defend that zone. The maximum number of robots that you can attack with is 3. a. sphh-b - ' e n & , j ; .

. . \ & . .

. ; y j ' o ~ r i t j ; h ~ ~ o r t h e . . ~ . .

. . - zones next to them when their arrows Line up. - - . - In the 4-player game you cannot attack your teammate. . ? ~ - ' d y . I 2 * ~ W r s P o a U l A s a rule, robots and vehicles use the . & aids allow excspibnq to the rule!- Exampk: Uraya neigh, bors I ..

.., us and Protihex (because they share a borde Not= two of the hyperlinks go o f the board f If a card reads "for this attack," bonus Lasts until you end your invasion from I zone to another w-8mu l An' o Both the attacker and the M n d e r On your turn you are the rsttdckclrand the player being attacked is the defender. Q Say which zone you are attac and where you are attacking from. L ' 4 . k * c s , * o Say how many robots you are ' . attacking with (1, 2 or 3).

@ @ @ @ @ 4 the defender uses white.

@ @ @ @ @ y _ . g . 1 1 (The d&nder does not have to leave a robot kliind. @ @ m 1 d ..

, - . . U I , . . r .

. repeat steps 5 a, nd6 (compare dice) to decide the fate of another robot. Now see KESULTS, on the : u u L a II , = a , a I r e into the rom t k long: as " u I & m ca-tured zone, at least one behind. - I You can now hunch a NEW attac from any zone that has more If the defender has any robots left in the b a t t b zone AND you have 2 or more robsts in your zone, either... a I f you hava o n l robot left in you l zone, your attack has failed! '@ '? This E N D S the attack. You can launch a N E W attack from another zene. A h as I ofys~tr3re&ats. WPUCILEEEEE~ MEGATRON add +I to a% die when atbkine; The bonus only applies

if the leader is involved in the battle.

robots in his zone. M-OATRQN MECATRON can ...

:2 + . @LIf you do.wtaentmLa . . I E attack any zone.

If the zone is not neighboring,move him to the . s zone and attack. @@. ., .

'\$. . < A d-, - ~ - . - m m m q m + ~ - - ~k,r.*<, . + . I I ! --, -*, . . . ,

. -R*S *e \$-,>., *&&. \$,% ' , , , a i r . @@@@m o ga k wn dh 3 robots.

c tgo i t ' ---- rrietr I-:-I---. --IThey compare .I-:- nlgnsl. roils and Black wins (6 m. 4).

-. - - - - . .

... , --- -,Red chooses to put the normal robot '4 : ;,7. Even with OPTIMUS PRIME'S +1 bonus, Black has the higher r o l l scrapheap. h OPTIMUS PRIME is
rent to the \$&tck+iits captured the Launch ICalling for back-up lets you rnwe robots from one zone to mothe4 to improve b ks defense. 1 1 PRIME canjump t
o any of your zones in Phase 4, even , ..-

, if they are not connected. - Prime as well as calUng for back-up YOU can move Optimus - Remambsrr: you cannot Leave a zone empty. - . A I There are
upgrade cards which allow you d I t o call for back-up in Phase 2 before an attack. The rules for back-up are exactly the same a for this phase but you cannot
s move nDTIMUS in vehicle form. I . I DRAW A CARD If you captu.



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