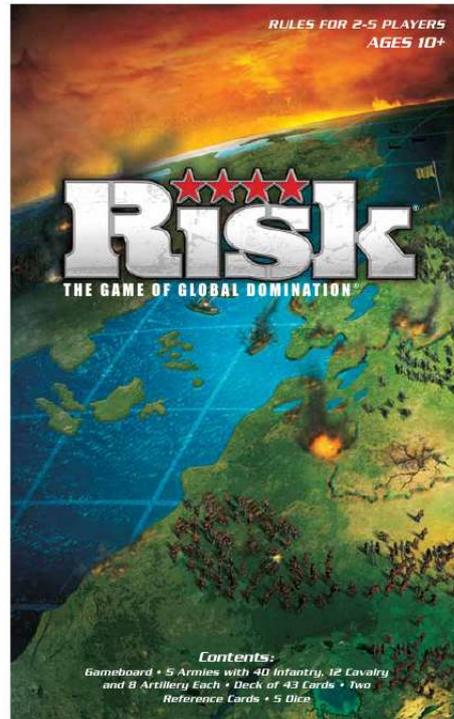
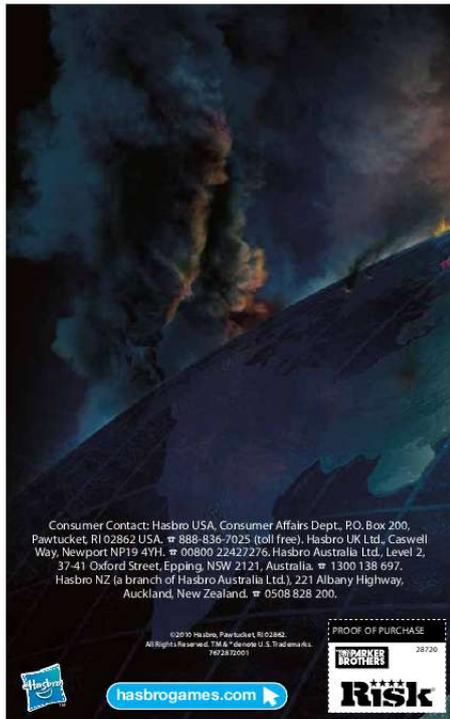




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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO RISK. You'll find the answers to all your questions on the HASBRO RISK in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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Manual abstract:

, P.O. Box 200, Pawtucket, RI 02862 USA. 888-836-7025 (toll free). Hasbro UK Ltd., Caswell Way, Newport NP19 4YH. 00800 22427276. Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping, NSW 2121, Australia. 1300 138 697.

Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. 0508 828 200. ©2010 Hasbro, Pawtucket, RI 02862. All Rights Reserved.

TM & ® denote U.S. Trademarks. 7672872001 PROOF OF PURCHASE 28720 Contents: Gameboard · 5 Armies with 40 Infantry, 12 Cavalry and 8 Artillery Each · Deck of 43 Cards · Two Reference Cards · 5 Dice TM hasbrogames.com ® Welcome to the World of RISK.

Welcome It's exciting. It's unpredictable. It's all about battling your way to global domination, one territory at a time. And it's easier to learn than you might think. RISK doesn't give you a whole lot of rules to remember, and that gives you the freedom to focus on your strategy. That's one of the features that makes RISK so much fun to play. You'll decide things like where to place your troops, where to attack, who to attack, and how often to attack. But when it comes to easing you into the game, don't worry we've got your back! If you're a beginner, we suggest you start with the Introductory Game, a version that's designed to help new players get the hang of it. It's also good for RISK players who just want a faster game. A Look at Your Game First, remove the game parts from their wrappings and discard or recycle the wrappings.

@@@@@During the game, troops will attack enemy troops across these territory lines. The territories are grouped together in six continents of different colors: North America (yellow), South America (red), Europe (blue), Africa (brown), Asia (green) and Australia (purple). If you control a whole continent at the start of your turn, you're rewarded with more troops. @@@@@You'll still have lots of choices on your turn, so don't get frustrated if you don't play well for the first game or so. Before you know it, you'll have a good feel for which strategies work and which don't. Introductory Game Rules You'll roll black dice to attack territories, and red dice to defend them. Setting Up 1. Each player takes an army of one color, and places it nearby to form an off-the-board troop pile. 2. Decide who will go first.

Play will continue clockwise. The Cards The Territory Cards Each of these cards shows a territory, and either one or two stars. During the game, you'll use your cards to get more troops at the start of your turn. Territory Card 3. Shuffle the territory cards and deal them out to all players.

In a 4- or 5-player game, there will be 2 extra cards. Give one each to the players who are going last. 4. All players look at their cards. For any 1-star cards, place one troop in that territory; for any 2-star cards, place two troops in that territory.

Be sure to place only infantry (the 1-troop piece). You can trade these pieces for cavalry and artillery later, when your troop numbers increase. 5. @@Take the Cease Fire card and randomly insert it into the card deck. @@@@@@The exact number depends on the number of players in the game. See the chart below. No. of Players No. of Territories Needed to Win Bonus for Controlling Continents: If you control every territory in a continent, you also get bonus troops (anywhere from 2 to 7, depending on the continent). The number of bonus troops you get for Strategy Tip each continent appears beside Controlling one or more continents at the each continent on the board.

start of a turn is important. Make it a goal of yours during the early part of a game. Introductory Game Rules Introductory Game Rules 3 4 5 25 20 15 Cease Fire: If the Cease Fire card is drawn from the deck, the game immediately ends and the player with the most territories wins. What you Do on your Turn Below are the 4 actions you'll do on each turn. Bonus for Turning in Cards: During the game, your hand of cards will grow as you take over territories. You can turn in one or more cards at any time on your turn to get bonus troops. The Troops for Cards Chart on the board tells you how many bonus troops you get for the Strategy Tip card(s) you turn in, depending Save up your cards for a "big" turn on how many stars are on those when you can put multiple troop cards. See the example below. reinforcements to optimal use. 1.

Place Your Troops 2. Attack 3. Maneuver Your Troops 4. Draw a Card if You Can 1. @@@You'll always get at least 3 troops. If you're doing well, you'll get bonus troops as well. @@@Then see if you get any bonus troops to add to them. @@@@@@It's your choice. 5 6 2. Attack Attacking is the main part of your turn.

@@@@@It's your choice. @@@@@@You can send no more than 3 troops to attack at one time. @@@@@@You must have at least one troop there to defend it. @@@@@@Now you have 1, 2 or 3 attackers facing 1 or 2 defenders. Let the battle begin! @@@The defender rolls one red die for each defending troop. All dice are rolled at the same time. @@@@@@The defender always wins a tie.) After all dice pairs are resolved, the battle is over. See the battle example below. Unequal Dice: In most cases, the two battling players will not roll the same number of dice, which means that either 1 or 2 dice can't be paired up.

When this happens, just ignore the extra dice (the dice with the lowest numbers). Introductory Game Rules Introductory Game Rules Battle Example Russia rolls 3 black attack dice (one for each attacking troop). Scandinavia rolls 2 red defense dice (one for each defending troop). The dice are paired from highest to lowest. Each pair is resolved in that order. 1) The black 6 beats the red 4, so Scandinavia loses one troop. 2) The black 3 beats the red 2, so Scandinavia loses one troop. 3) The unpaired black die is ignored. Russia has wiped out the 2 defending troops in Scandinavia to win the battle. YA K U T S K KAMCHATKA Attack Example SIBERIA SCANDINAVIA Russia's Dice Scandinavia's Dice SIBERIA SCANDINAVIA YA K U ICELAND RUSSIA Russia is attacking Scandinavia with 3 troops.

Scandinavia URAL is defending with 2 troops. ICELAND RUSSIA URAL IRKUTSK IRKUTSK NORTHERN EUROPE NORTHERN EUROPE MONGOLIA AFGHANISTAN MONGOLIA AFGHANISTAN SOUTHERN EUROPE 7 CHINA 8 WESTERN EUROPE SOUTHERN EUROPE CHINA WESTERN EUROPE MIDDLE EAST MIDDLE EAST INDIA Removing Troops The defender in Scandinavia lost both SIBERIA of his defending troops R I A in the battle. Since no troops remain there, the attacker from URAL Russia now controls Scandinavia. YA K U T S K Moving In Troops The attacker must S leave his 3 attacking I B E R I A troops in the new territory. He also decides to move in URAL 5 more troops from Russia, leaving one troop behind to stand guard.



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YAKUTSK KAMCHATKA Introductory Game Rules SCANDINAVIA Introductory Game Rules SCANDINAVIA ICELAND ICELAND RUSSIA
RUSSIA IRKUTSK IRKUTSK NORTHERN EUROPE NORTHERN EUROPE MONGOLIA AFGHANISTAN AFGHANISTAN MONGOLIA Who Controls the
Territory? @@@@ @@@@ @@@@ @@@@ There will be times when you'll want to avoid them, and times you'll want to attack them. Unless otherwise noted,
all of the rules of 3-5 player RISK apply here. Object: Be the first player to control 30 territories at the end of your turn OR eliminate the other player. Classic
RISK plays just like the Introductory Game, except for the differences listed below. · In Classic RISK, you pick your starting territories instead of them being
given to you.

· All players should count out a pool of troops, depending on the number of players. See the chart below. Classic Game Rules Setting Up No. of Players No. of
Starting Troops in Pool Have each player choose a color army. The remaining three colors will be the neutral armies. Remove the Cease Fire card from the
territory card deck. Shuffle the deck and deal 12 cards to each player. @@ Deal out 6 cards for each of the neutral armies. @@ Take all of the cards and
shuffle them together.

@@ Place three territory cards, facedown and without looking, under each of these neutral troops. Players roll to see who goes first. 3 4 5 35 30 25 2-Player
Game Rules · Players roll a die to see who goes first. Play continues clockwise. · One at a time, in turn order, players each take one troop from their pool and
place it into an empty territory, claiming it. This continues until all 42 territories are claimed. @@@@ · Do not put the Cease Fire card into the deck.

@@ In this longer game, it's possible to run through the entire card deck. If this happens, just reshuffle the discard pile to make a new draw pile. At the start
of your turn, before doing what you would do in a multi-player game, you may do one extra thing: add 3 troops to any one neutral player.

These 3 troops may be in 1, 2, or 3 territories controlled by that neutral army. You cannot add troops to more than one neutral army. If you conquer the last
territory controlled by a neutral army, and therefore eliminate that army, you get the 3 cards that were placed under that army's troop at the start of the
game. Add those cards to your hand. eliminate a neUtral army 13 14 .



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