RISK II
FRONT COVER

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CHAPTER 1: GAME SETUP

System Requirements

RISK II requires the following minimum system requirements:

- Pentium® 166 MHz CPU
- Windows® 95/98
- 32 MB RAM
- 4X Speed CD-ROM drive
- Hard drive (60 MB free)
- 2 MB Super VGA card capable of 800 x 600 resolution and 16-bit color (High Color)
- DirectX®-compatible sound card
- DirectX® version 7.0 or higher (included on CD)
- Mouse and keyboard

RISK II recommended system requirements are as follows:

- Pentium® 233 MMX CPU
- Windows® 95/98
- 64 MB RAM
- 16X Speed CD-ROM drive
- Hard drive (200 MB free)
- 4 MB Super VGA card capable of 800 x 600 resolution
- DirectX®-compatible sound card
- DirectX® version 7.0 or higher (included on CD)
- Mouse and keyboard

RISK II requires a LAN (Local Area Network) to play a multiplayer game.

How to Install the Game

To install RISK II:

1. Start Windows® on your computer.
2. Insert the RISK II disc into your CD-ROM drive.
3. If AutoPlay is enabled on your computer, the RISK II installation screen will appear automatically. If not, double click on the "My Computer" icon on your Windows® desktop, then double-click on the icon for your CD-ROM drive. If the installation screen still does not appear at this point, locate the SETUP.EXE file on the

RISK II CD-ROM and double-click on it.
4. Follow the on-screen instructions to install RISK II.

How to Install DirectX®

RISK II requires DirectX® 7.0 or higher to run the game. If you do not have DirectX® 7.0 or higher installed on your computer, click "Install DirectX" when asked if you would like to install it. You can re-install DirectX® from the RISK II CD-ROM at any time.

How to Install DirectX® Media 6.0

RISK II requires DirectX® Media 6.0 to run. If you do not have DirectX® Media 6.0 installed on your system, click "Install DirectX Media 6.0" when asked if you would like to install it. You can reinstall DirectX® from the RISK II CD-ROM at any time.

How to Start the Game
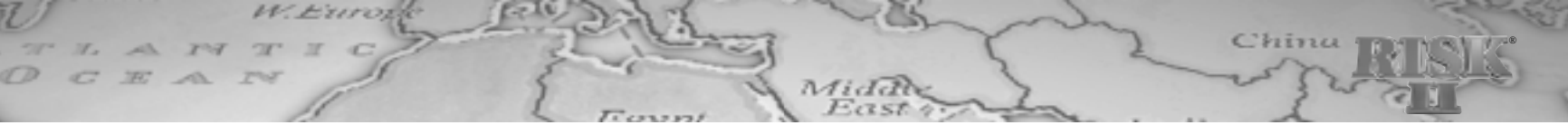
To play the game, insert the RISK II disc into your CD-ROM drive and then click on Start > Programs > Atari > RISK II. **Note:** You must have the RISK II disc in your CD-ROM drive to play the game.

How to View the ReadMe File

The RISK II CD-ROM has a ReadMe file that is installed onto your hard drive during the installation process. This file contains the License Agreement, as well as the latest information about the game and any last minute changes. To view this file, click the Start button on your Windows taskbar, then select Programs > Atari > RISK II > ReadMe.

CHAPTER 2: GETTING STARTED

RISK II has been designed to be intuitive and user-friendly. Should you run into trouble or simply want to learn more about the game, look for the tutorials that will guide you through the game's main features. These are described in the Tutorials section on page 7. Read **Chapter 10: Strategies and Tactics** for hints and tips from the game's designers.

Quick Start

The quickest way to start RISK II is to leave all of the option screens set to their default settings for a while. It'll be easier if you change these after you've played a few games of RISK II.

After the intro scene, the Main Menu will appear. Click the Single Player button to choose the type of RISK II game you want to play.

Click on either "Classic" or "Same Time." Then click the Play button to continue to the player sign-in screen.

If this is the first time you are playing RISK II, you will need to add your player name to the player list. After you type your name, press the Enter key. Then click the Play button, and your game will be set up automatically.

Simply follow the on-screen prompts and, in seconds, you will be playing your first game of RISK II.

Tutorials

RISK II is equipped with a multitude of tutorials to help you understand and use all of the features contained in the game. Click the Tutorials button at the Main Menu to go to the Tutorials screen. To learn more about a topic, click on it in the Topics panel.

The following topics are covered in these tutorials:

Tell me about the user interface
1. How do I manipulate the map and the globe?
2. What information can be overlaid on the map and globe?
3. What information can I get about other players?

How do territories get allocated to players?
1. Random Deal
2. Territory Grab
3. Election
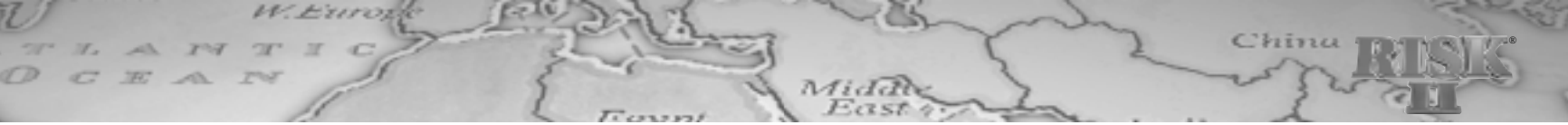
Tell me about the computer opponents
1. How do I select computer players to play against?
2. How does the RISK Tournament work?
3. How do I ally with a computer opponent using I-Com?

Classic RISK Tutorials
1. Overview
2. What game options can I choose from in Classic RISK?
3. How do I bring more troops in to play?
4. How do I use my RISK Cards?
5. How do I attack another player?
6. How are battles resolved?
7. Resolving Battles — Dice Comparisons
8. What is a Tactical Move?
9. Mission RISK
10. Capital RISK
11. World Domination

Same Time RISK Tutorials

CHAPTER 3: CLASSIC RISK® VS. SAME TIME RISK

Though there are many gameplay options within RISK II, there are two basic game types:

Classic   Classic is the world-renowned classic game with all of the features and elements of the classic board game. Fans of the board game will not be disappointed, as the Classic game has never looked this good and is presented with a variety of options.

Same Time RISK   If you are looking for a fresh challenge, you will be thrilled to discover the delights of Same Time RISK, in which each player carries out all of the game tasks at the same time. Same Time RISK takes the classic game to the next level of strategy gaming.

Simply click on the chosen game type on the Select Game Type screen. Click on the Play button to continue to the next menu.

An Overview of Classic RISK

RISK II is the all-time classic game of strategy and world domination. You can play RISK either as a single-player game against computer opponents, as a Hot-Seat game for up to 8 players around one computer, or over a LAN (local area network).

You can win in Classic RISK in three different ways: dominate a percentage of the world, capture enemy capitals, or complete a secret mission.

Play takes place on a global map divided into six continents and 42 territories (48 if you switch on the new additions). The defense of these territories must be planned carefully, or certain victory may easily become defeat. Heavy casualties may result with the unexpected loss of a key territory or continent.

Winning this game requires bold military maneuvers and skill, but even the most advanced tacticians may find that the luck of the virtual dice has deserted them. Allies may be few and far between as missions include the annihilation of opponents. In this game, all players face the same risks.

An Overview of Same Time RISK

RISK II features a Same Time mode. Whether it's reinforcing, issuing battle orders or making a tactical move, all players carry out the same actions at the same time, thus removing the frustration of waiting for your turn. Same Time RISK brings new missions, new rule variations and new territories, all of which enhance your experience, thereby taking you closer to the reality of Napoleonic war gaming.

Same Time RISK uses a modified battle system that allows multiple armies to attack a single territory. This change makes the gaming more realistic and hugely exciting. In fact, it is now possible to have seven armies simultaneously fighting for supremacy in a single territory!

A new dice mechanism has also been added to Same Time RISK. With the addition of 12-sided dice, the player is treated to a larger variation of battle types and the potential of both big wins and huge losses on the throw of just one die. Same Time RISK takes this classic game to the next level without removing its appeal and simplicity.

CHAPTER 4: SINGLE PLAYER OR MULTIPLAYER

You can play RISK II in one of three distinct ways:

- Solo against computer opponents
- Hot-Seat against human and computer opponents on the same computer
- Multiplayer against human opponents over a LAN

To choose, click the Single Player button, the Hot-Seat button or the Networked button at the Main Menu. You will then be taken to additional menus to set up your preferred game settings.

Playing Against Computer Opponents

Solo and Hot-Seat can be played with the addition of computer opponents. The computer players in RISK II, though Napoleonic in theme, are state-of-the-art AI opponents. RISK II is equipped with a modular AI system, which plays a game of RISK II convincingly and elegantly. The many different computer player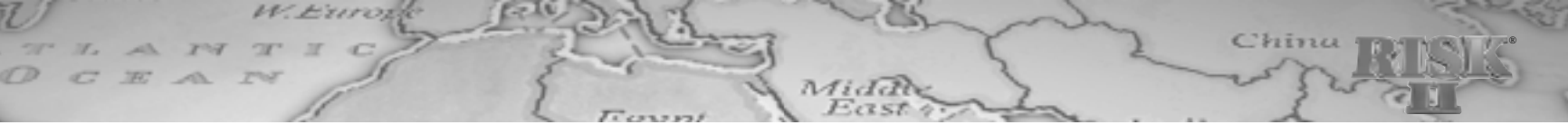s generate controlled unpredictability, and their long-term memories extend over many games. You can pit your wits against 16 different AI players, each of whom has a specific character profile and a unique RISK playing style.

The Computer Opponents

The descriptions that follow give you a basic understanding of each general's character and overall demeanor. These descriptions do not, however, give you enough information to know each computer opponent intimately — and thereby allow easy wins.

Some of these characters when pushed into a corner, like humans, will react unpredictably. Therefore, consider the following descriptions not as rules to live by, but rather as "gathered intelligence."

Campbell   Of the 16 generals in RISK II, Campbell has a reputation for being cautious but highly focused, especially in achieving his mission objectives. Some might say he allows his judgement to be clouded by his desire to complete the mission. Campbell is not a general to bear a grudge. Of all your adversaries, he is the most stable of opponents, with a low tendency to erratic and unpredictable behavior.

Mackenzie   Mackenzie, in contrast to Campbell, has a strong memory and never forgets the player who crosses him. Strangely, though, he does like to entrust his troops' safety to alliances, perhaps due in part to his high regard for honor and all that it entails. Mackenzie is highly aware of his mission and can be very aggressive if a win is in sight. He is a relatively stable opponent, with a below-average likelihood of erratic and unpredictable behavior.

Wellington   Wellington is a general of huge repute and is not an opponent to underestimate. He is highly "mission aware" and will not let his ego get the better of him. He makes no snap decisions and considers his war plan from every conceivable angle. His need to deliberate has become the "Wellington signature." Wellington does, however, have an unpredictable side and can sometimes start an action that appears to be "outside of his game plan" — or so one might think. This man is truly one of RISK II's "top drawer" generals and is a fearsome opponent.

Bonaparte   Bonaparte has a reputation for revenge and is regarded by all those who have faced him as being highly aggressive and competitive. He strikes quickly and without warning, often to the detriment of his own armies. Though his casualties are often high, his reputation is one of a winner and a successful, if a little cavalier, strategist. Bonaparte has an extreme tendency to be driven by his heart rather than his logical mind, which means he should be treated with caution. Unpredictable and erratic behavior is a Bonaparte trademark, one that has earned him a place at the top.

Marmont   Marmont is the biggest risk taker, a truly dangerous general who has an unsurpassed reputation for speedy, ill-considered but nevertheless devastating attacks. He considers little for his opponent's moves and for the loss of his own troops. Marmont is not highly focused on his mission and can, on occasion, be very unpredictable.

Barbacena   Barbacena is another risk taker, but unlike Marmont, is not quite as keen to leave his soldiers' destinies in the lap of the gods. Barbacena is one of those generals who, though aware of his individual mission, is much more focused on the bigger picture of world domination. Barbacena is

unquestionably an aggressor; worse still, he has a good memory and loves revenge. He is a very worthy adversary, but is predictable in his desire to fight to the end.

D'Erlon   D'Erlon is probably the most cautious of the RISK II generals. He is an opponent who will rarely run the risk of losses, unless the odds are absolutely in his favor. He has a very high regard for honor and all that it brings. D'Erlon will retreat and suffer a loss of ego in a battle where the tables have been turned against him. He reinforces his armies thoughtfully and focuses on bolstering his defenses as opposed to building mass invasion forces. He is a strategic but perhaps overcautious opponent with a very stable mind and a commitment to proven planning.

Maransin   Maransin is a general with a desire to strike first and consider the strategy second. This general has no difficulty in swallowing his pride and can therefore retreat from any ill-considered battle, especially if the odds turn against him. This "charge in and leave quietly" style, together with his poor memory, has earned Maransin the reputation of an erratic but very dangerous neighbor. He is one to be watched and treated with caution.

Solignac   Solignac is one of the less experienced generals. To compound his lack of experience, Solignac has a bad memory and a habit of letting his bordering opponents build up without countering the threat. He does, however, have youthful enthusiasm on his side and should not be underestimated as an opponent.

Sherbrooke   Sherbrooke is a general of the old school. He is the most honorable of the opponents. Sherbrooke loves to make alliances and will nearly always honor the agreement. He is a slow and methodical strategist with a long memory. He harbors a grudge and a hatred of deceit. With his extensive experience in the field, Sherbrooke is not the kind of general to fight erratically. His trademark is consistency.

Aubert   Aubert cares little for alliances. Though he is not a vengeful player, he has little regard for the rule book. Aubert is, however, a very dangerous opponent who has by far the greatest tendency to become unstable and

unpredictable. He is considered to be the most erratic of the RISK generals and is a danger to all around him.

Spencer   Spencer is a general who lives by the rule book. He uses all of the classic moves and never enters an ill-considered battle. Spencer is keen to strike alliances and is generally honorable. When the odds are against him, though, honor may become a casualty of war and any who have foolishly trusted him may find themselves to be the unsuspecting fodder for his cannons.

Taupin   Taupin is a true warmonger. He is both calculating and devastating. His battle plans are always well considered, and his distinctly unstable nature gives him an unpredictable edge that keeps all opponents on their guard. His constant need to monitor his borders makes him a real threat to all. Taupin's first and foremost objective is to achieve his mission. This almost unhealthy obsession is his only Achilles Heel.

Freire   Freire, like Solignac, is inexperienced in the ways of war. The old school of strategic warfare for him is tired and out moded; honor to Freire is an inconvenient load to carry. He is therefore highly untrustworthy. Freire, though a promising general, has much to learn, especially regarding his hostile borders. If left unchecked, they will swell and invade — a lesson he seems not to have learnt as yet.

Vauban   Vauban is an opponent who lives by the sword and with the words, "Do unto others." He has no time for honor and, when crossed, is a fiercely vengeful general. Being fast and decisive together with a large dose of aggression make Vauban a formidable enemy. Opponents should be acutely aware of his ability to remain constantly in control of border threats. They should also be wary of Vauban's pet strategy of deep, thrusting attacks. This general is definitely from the top drawer.

Baird   Baird has little honor and much aggression. His desire to avenge deceit is huge, coupled with a highly accurate memory and an extremely unstable character. Baird is among the most dangerous generals. Warmongering to

Baird would appear to be almost of greater importance than the mission itself, a dangerous preconception that surrounding armies should heed.

Single-Player Game

Playing a single-player game of RISK II couldn't be easier. Just follow the Quick Start guide in **Chapter 2: Getting Started**. After playing a few games, try changing some of the options to vary the gameplay.

RISK Tournament

RISK Tournament gives the player a challenging series of games that have been designed by die-hard RISK stalwarts. You have 16 separate games to fight through. As you progress through the tournament, you will be exposed to new game variations and options. The early games are of a classic flavor, but as you continue through the tournament, Same Time challenges are introduced. To start a tournament, select Tournament at the Select Game Type screen.

If this is your first Tournament game, you will be shown the start level. Click the Play button to begin. If you have played a Tournament game before, you can either continue with the existing Tournament or start afresh with a new campaign name.

Hot-Seat Game

Hot-Seat is a term used for games in which multiple human players sit around one computer playing the same game. You can play RISK II in this mode with up to 8 eight people simultaneously. We recommend, however, that you start playing in Hot-Seat mode by using the classic turn-based game system first. Turn-based is less complex to play, and players can decide and implement their strategy without the need for secrecy from their opponents.

To start a Hot-Seat game, click on the Hot-Seat button at the Main Menu. This will take you to the game setup screens, which should be completed as per the Single Player game setup, until you reach the Player Select screen.

All players wishing to take part in the Hot-Seat game must sign in here. After all players are signed in, click the Play button and the computer will set up the game. After setup, follow the onscreen prompts as you play.

Multiplayer over a LAN

One of the great features in RISK II is the ability to play the game against your friends across a LAN (Local Area Network). This feature allows all of the Classic and Same Time options to be played by up to 8 players simultaneously across a network.

To start a network game, click the Network button at the Main Menu. This will take you to the LAN Selection screen.

To Host a LAN Game

At the LAN Game Setup screen, you must choose whether you wish to "host" the game or "join" a game. If you are hosting the game, first click "Host Game." Then type your name in the "Player Name:" box and press the Enter key. Give your multiplayer game a name by typing something in the "Session Name:" box. When you're done, click the Next button to continue to the 'Game Type' screens.

When you have chosen the game type and preferences, click the Play button to continue to the Network Players screen. You will see your opponents logging into the game.

When all players are visible on your screen, click the Play button and the game will begin.

Note: As host, you can click the Play button as soon as additional players have logged into your game, so you have the choice as to how many players may take part in your game. You must have at least three players to start the game.

To Join a LAN Game

You will be taken to the LAN Game Setup screen, where you must choose whether you wish to "host" the game or "join" a game. If you are joining a game, first click "Join Game." Then type your name in the "Player Name:" box and press the Next button.

CHAPTER 5: GAME PREFERENCES

Click on the Preferences button on the Main Menu to adjust a number of game and system preferences. The Preferences screen contains a series of tabbed pages labeled Video, Audio, Controls, Tutorials and Miscellaneous. Click on the tab of interest to gain access to those controls.

Video Preferences

Battle View   Select this to see the battle being fought on a 3-D landscape of the territory concerned. The view will be populated with 3-D models of each player's infantry, cavalry and artillery units. Switching this feature off will result in battles being resolved in a panel over the map or globe and will also deactivate the related territory zoom option.

Territory Zooms   Select this to see play being taken down to the battlefield via a fly-to sequence, unique to each territory. Each zoom sequence ends in the battle view with the territory concerned filling the screen. Switch it off for a faster game.

Fast AI   Resolves Battles between AI opponent quickly on the map.

Fast Dice   Animating arrows are used to illustrate each set of dice comparisons. When enabled, this option causes all arrow sequences to animate much more quickly, thus speeding up each battle.

Map Zooming   Allows the game map to be zoomed in and out for more versatile interaction. Switch this feature off to increase the game's frame rate.

Audio Preferences

Music Volume   Move the slider to control the volume of the background soundtrack. Moving the slider to the extreme left switches the sound off.

Effects Volume   Move the slider to control the volume of the in-game sound effects. Moving the slider to the extreme left switches the sound off.

Voice Volume   Move the slider to control the volume of all narrated prompts.

Stereo Audio   Switching this option off will halve the processing time needed and therefore will speed up performance on slow machines.

Note: Some of these options can be changed while playing a game. To access these options mid game, simply hit the Escape key. This will bring up the In-Game menu, above the Quit button. (DO NOT HIT THE QUIT BUTTON UNLESS YOU WISH TO QUIT YOUR GAME.) Three sliders controlling sound and music will be found together with a series of boxes. By moving the slider and checking or unchecking these boxes, you can adjust many of the options listed here.

CHAPTER 6: GAME OPTIONS AND VARIATIONS

Three Different Game Objectives

RISK II supports three different game objectives, each playable in either Classic mode or Same Time mode. Each of the game types poses a very different and unique challenge. The first is World Domination, the longest and most classic of all the RISK II game types. Mission RISK is an objective-based version of this classic game. Capital RISK is a game of real skill with each player having a capital city to defend. A more in-depth description of each game variant follows.

World Domination RISK

World Domination is now available in both Classic and Same Time modes. It is the most popular version of the RISK game. The objective, though self-explanatory, is by no means an easy task. World Domination is only achieved when a single player occupies every territory on the map. In doing so, he or she must have defeated all other opponents: no small task.

World Domination is the longest and most involved of the RISK game variants. It requires careful planning before starting the battle scenario. Since initial army placement will set the stage for the battles you will be fighting, great consideration should be given to this stage of the game. Remember that placement could decide your fate.

To provide several possible variations to the World Domination game, you can adjust many options before starting a game. These options are covered below and throughout this manual.

60% Domination

60% World Domination has been developed to reduce the game length but increase the tension of near-win situations. The objective differs only in the victory conditions. When playing the 60% game with 42 territories in play, the victory conditions are for a single player to occupy 25 territories. If 48 territories are in play, the victory conditions are for a single player to occupy 33 territories.

80% Domination

Again, the objective differs only in the victory conditions. When playing the 80% game with 42 territories in play, the victory conditions are for a single player to occupy 29 territories. If 48 territories are in play, the victory conditions are for a single player to occupy 38 territories.

100% Domination

This is the full World Domination game. Whether you have the 42 or 48 territories in play, your objective is the same: take them all over and rule the world!

Mission RISK

Mission RISK is available in both Classic and Same Time modes.
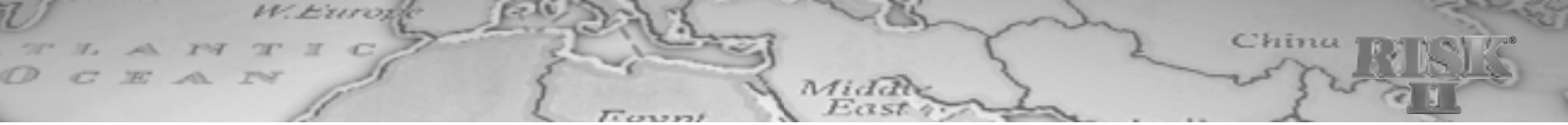
The mission sets were created to add an element of secrecy and to force players to second-guess their opponents. Mission RISK is also a shorter game and can sometimes be played inside an hour. The objective of Mission RISK is unique to each player and is defined on the mission objective statement (which is revealed to each player between the territory allocation phase and initial troop deployment at the start of the game). In order for any player to claim victory, he or she must achieve all of the requirements set out in the assigned individual mission. The available missions for the Classic game of RISK II are listed below.

The Classic RISK II Missions

The mission objectives within RISK II are specific to each player. Each mission falls into one of two themes:

1. The first theme is the destruction of an opponent's color, such as "Destroy all Green Troops." This objective is mostly self-explanatory. If, however, Green was destroyed by

another player, the owner of the 'Destroy Green' mission would still win the game.

2. The second theme is the taking and holding of multiple territories or continents. Sometimes there will also be a minimum troop occupation per territory in these missions. There is no secondary objective.

The 15 missions are:

Mission 1

- **Destroy all *{color}* troops belonging to *{Player}*.** There are 8 instances of this mission in the deck. If more than one is chosen by the computer in the same game, the target players will be different.
- **Valid target colors/players:** Any color/player combination that is playing in the current game except you.
- **Target determined & mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of your turn.
- **Victory is achieved if:** The player named in the mission is destroyed.

Mission 2

- **Conquer the continents of Asia and Africa.** There is only one instance in the deck for this mission.
- **Mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of your turn.
- **Victory is achieved if:** You occupy at least both of the above continents at the end of the game round.

Mission 3

- **Conquer the continents of North America and Australia.** There is only one instance in the deck for this mission.
- **Mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of your turn.
- **Victory is achieved if:** You occupy at least both of the above continents at the end of the game round.

Mission 4

- **Conquer the Continents of Asia and South America.** There is only one instance in the deck for this mission.
- **Mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of your turn.
- **Victory is achieved if:** You occupy at least both of the above continents at the end of the game round.

Mission 5

- **Conquer the Continents of North America and Africa.** There is only one instance in the deck for this mission.
- **Mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of your turn.
- **Victory is achieved if:** You occupy at least both of the above continents at the end of the game round.

Mission 6

- **Occupy 24 territories of your choice.** There is only one instance in the deck for this mission.
- **Mission revealed:** Immediately after territory allocation, but before initial troop deployment. This is also a fallback mission on the "destroy color/player" mission. In the event of an opponent being destroyed by another player, this mission replaces the original.
- **Victory can be claimed:** At the end of your turn.
- **Victory is achieved if:** You occupy at least 24 territories at the end of the game round.

Mission 7

- **Conquer 18 territories of your choice and occupy each with at least 2 armies.** There is only one instance in the deck for this mission.
- **Mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of your turn.
- **Victory is achieved if:** You occupy at least 18 territories with at least two armies in each by the end of the game round.

The Same Time Missions

For the Same Time game of RISK II, there are further missions to choose from. These new missions are, however, more involved and require further consideration. The Same Time missions take the RISK player closer to real war-game strategies and as such are more difficult to win. Victory cannot be claimed until the end of Game Round 3.

The full list of missions and victory conditions are below:

Mission 1

- **Destroy all *{color}* troops belonging to *{Player}*.** There are two instances of this mission in the deck. If both are chosen by the computer in the same game, the target players will be different.
- **Valid target colors/players:** Any color/player combination that is playing in the current game except you.
- **Target determined & mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of the game round.
- **Victory is achieved if:** You have captured the last territory that belonged to the target player or the last territory of an opponent who destroyed the target player before you. Please note that it is possible for some troops belonging to the original target player to be in transit when the last territory belonging to the target player is captured. If these troops succeed in their attack on another territory and survive the game round, the player has not been eliminated. If they are unsuccessful and are defeated in battle, however, the target player is eliminated.

Mission 2

- **Destroy the player who currently holds *{territory}*.** If you are the current owner, destroy the previous owner of that territory. There are two instances of this mission in the deck. If both are chosen by the computer in the same game, the target players will be different.
- **Selecting target player:** The game selects a territory that is owned by an opponent at random. It is this player that is your target.
- **Target determined & mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of a game round.
- **Victory is achieved if:** You have captured the last territory that belonged to the target player or if an opponent destroys the current target player before you.

- **Changed target determined by:** Player that captured the last named territory on the mission card that belonged to the current target player becomes the new target. Note that it is possible for some troops belonging to the original target player to be in transit when the last territory belonging to the target player is captured. If these troops succeed in their attack on another territory and survive the game round, the player has not been eliminated. If they are unsuccessful and are defeated in battle, however, the target player is eliminated.

Mission 3

- **Conquer and hold a continent of your choice and establish a presence in each of the other continents.** There is only one instance in deck for this mission.
- **Mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of a game round.
- **Victory is achieved if:** You occupy at least one entire continent and you have control of at least one territory in each of the five remaining continents.

Mission 4

- **Conquer and hold the continents of *{Continent}* and *{Continent}*.** There are two instances of this mission in the deck. If both are chosen by the computer in the same game, the second instance will have different target continents.
- **Valid target continents:** Selected at random from Asia and South America, Africa and North America, Europe and Australia, or Europe and South America.
- **Target determined & mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of a game round.
- **Victory is achieved if:** You have captured and hold all territories within the named continents.

Mission 5

- **Conquer and hold one of the following continents and eight other connected territories of your choice.** There are three instances of this mission in the deck.
- **Valid target continent:** You can choose any one of the continents of Asia, North America or Europe.
- **Target determined & mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of a game round.
- **Victory is achieved if:** You have captured one of the named continents and own at least eight connected territories outside this continent. The eight territories need not be connected to the continent.

Mission 6

- **Conquer and hold the continent of *{Continent},* and conquer and hold the named territories.** There are three instances of this mission in the deck. If the computer chooses two or more of these missions in the same game, each instance selected will have different target continents and territories.
- **Valid target:** The computer will choose a continent and three territories from the following list:
  Asia, Northwest Territory, North Africa and Northern Europe
  North America, South Africa, Brazil and Siam
  Europe, Afghanistan, Indonesia and Alaska
  South America, Greenland, Ukraine and Kamchatka
  Africa, Scandinavia, Alberta and Argentina
  Australasia, Yakutsk, Southern Europe and East Africa
- **Target determined & mission revealed:** Immediately after territory allocation, but before initial troop deployment.
- **Victory can be claimed:** At the end of a game round.
- **Victory is achieved if:** You have captured and hold the selected continent and territories.

Capital RISK

Capital RISK is the third and final game variant of RISK II and can be played using either Same Time or Classic game mechanics. The rules are simple: each player chooses a territory to become his or her capital city. When all players (including computer players) have chosen a capital, the position of each capital city is disclosed to all players.

The objective for Capital RISK varies depending on the number of players in the game:

- For 3 or 4 players, the objective is to capture two opposing capitals.
- For 5 or 6 players, the objective is to capture three opposing capitals.
- For 7 or 8 players, the objective is to capture four opposing capitals.

In all cases, the game can only be won if the player still has control of his or her own capital city as well.

Losing control of your capital does not mean all is lost. It will, however, severely impede your chances of success through the need to not only capture your opponents' capitals but also to recapture your own.

In Capital RISK, all players' capitals remain secret until all armies have been placed. Not giving your position away through troop deployment is not easy, though a badly defended capital is almost certainly going to spell the end to your global domination desires.

CHAPTER 7:   THREE WAYS TO ALLOCATE TERRITORIES

In RISK II, there are three ways of allocating territories. The most simple is Random Allocation, followed by Territory Grab and finally Election. All of these territory allocation systems are explained on the next few pages.

Random Allocation

Random Allocation is the most simple means of starting a RISK II game. Once you have selected who to play against and chosen any other options, you are taken to the map. At this point, all available territories are evenly divided among the players. (Although sometimes a player may receive one fewer or one more territory than all the other players, this is due to the number of territories not dividing evenly by the number of players in all game variants.) Players then begin to reinforce their occupied territories with their remaining troops. This reinforcement continues until all players have placed their starting troops. Then the game begins.

Territory Grab

In Territory Grab, once you have selected who to play against, and chosen any other options, the total game map becomes visible to all players, who then in turn choose a territory to own. This continues until all players have an even number of territories and there are no more unoccupied territories. (Although sometimes a player may receive one fewer or one more territory than all the other players, this is due to the number of territories not dividing evenly by the number of players in all game variants.) Players then begin to reinforce their occupied territories with their remaining troops. This reinforcement continues until all players have placed their starting troops. Then the game begins.

Election

The election system provides a more strategic means of determining territory ownership at the start of the game. Since the elections takes some time to process, players should prepare for this, particularly now that the world map has up to 48 territories. You can, however, save the results of an election setup for use in subsequent games.

The Election process uses two main features: Election Points and Influence.

Election Points are awarded evenly to each player at the start of the game. The Points are for use in the player's attempts to win power in selected territories, thereby allowing occupation at the start of the game. The potential influence that a territory or group of territories has over elections in a neighboring territory affects "once only" the amount of election points needed to occupy a territory.

To ensure that each player has at least one territory, players are each assigned one randomly selected territory.

Each player starts the game with the same number of Election Points. The exact number changes from game to game, depending on the number of players and the number of territories selected on the world map. The calculation is designed to keep the average price in election points to 100 per territory. If you use more than 100 points to secure a territory, you know you have paid more than the going rate!

Territories become occupied by a player as a result of the initial random selection of a territory and as the direct result of territory elections. Each occupied territory has the ability to "influence" a subsequent election in a neighboring territory.

Each territory offers influence equivalent to 10 Election Points. The table at the top of the next page illustrates the benefits of combining influence from a number of territories at the same time.

30

31

Territories "influencing" the election	1	2	3	4	5	6
Effect of the "influence" in Election Points	10	20	30	40	50	60

It is important to note that a territory can influence an election in just one neighboring territory. Once influence has been used, a territory cannot influence the outcome of any more elections.

The election process functions are as follows:

1. One of the remaining territories is selected at random.

2. Players bid with their Election Points, using "influence" from neighboring territories when applicable.

3. The Election is ended when the bid goes no higher. The highest bidder then occupies the territory.

4. The Election Points and "influence" used by the victorious player are deducted. Ownership of territory is handed to the relevant player.

5. This process is repeated until all territories have held their elections and are therefore occupied.

6. If nobody bids for the territory and the time limit expires, the territory will be randomly allocated to one of the players.

Each time an election concludes, the victorious player has the number of Election Points equivalent to the bid deducted from his or her running total. If the player has any neighboring territories that were able to offer influence, the correct amount will be automatically deducted. Any territories used lose their ability to influence any subsequent elections.

To access any of these territory allocation types, go to the Change Options screen. There you can select any of the above types.

Making Bids for Territories

When the first randomly chosen territory is selected by the computer, the timer bar takes 8 seconds to fill, during which time the election is guaranteed not to end. In addition, all players are able to start bidding. Bids can be raised by 5 or 10 points.

When the bar has filled up, the bar changes from orange to red and flashes. This period can last for a maximum of a further 15 seconds.

All applicable influence points from neighboring territories are automatically applied to the bidding process, thus reducing the amount of election points used during that territory election.

Election Points

The total number of Election Points available for the election phase is calculated at 100 Election Points per active territory (4,200 to 4,800 depending on the number of territories that are active in the current game). Therefore, the number of election points that each player starts the election with varies with the number of territories and the number of players. The table below gives some examples.

Active Territories	Active Players	Total Points	Points per Player
48	3	4,800	1,600
48	5	4,800	960
48	7	4,800	680
46	3	4,600	1,530
46	5	4,600	920
46	7	4,600	650
44	3	4,400	1,460
44	5	4,400	880
44	7	4,400	620
42	3	4,200	1,400
42	5	4,200	840
42	7	4,200	600

Please note that points per player are rounded down to the nearest 10. In short, the player should expect to use 100 points per territory.

Trading Unused Election Points for Extra Battalions

Any unused Election Points can be traded for extra battalions at a rate of 1 extra battalion for every 50 unused points. The number of extra battalions is limited to the number of territories owned by the player at the end of the election, thus the hoarding of Election Points has only limited appeal.

Deploying Troops

In Classic RISK, each player takes it in turn to place a battalion, until all troops have been deployed. In Same Time RISK, each player deploys all of his troops secretly, in one go.

CHAPTER 8: RISK CARD TRADING

To access any of the card trading types, go to the Change Options screen and select any of the types below.

Players can exchange RISK cards throughout the reinforcement phases of the game to gain extra battalions. Players acquire a RISK card by conquering enemy territories.

When a turn is played and a territory is conquered, the conquering player automatically receives a RISK card. Conquering more than one territory still only warrants the award of one RISK card.

This may call for some strategic planning. If you feel that you are low on troops and have a good set of cards that could earn you much-needed battalions, it may be better to have a short turn and concentrate on conquering only a few enemy territories.

When trading cards, the exchange must be in sets of three. A set can be either a set of the same three cards (three Infantry, three Artillery or three Cavalry) or a set of cards comprised of one of each card (one Infantry, one Cavalry and one Artillery). In addition, there is also a card with a "question mark" on it. This card can be used as a wild card (any of the three battalion types).

The number of battalions received by exchanging card sets varies according to the rule set being played. The variations are Ascending, Ascending by One and Set Value.

Ascending Armies

At the beginning of subsequent turns, players may trade in matched sets of cards and take additional armies based on the total number of sets anyone has traded so far. The computer will automatically apply the correct level of reinforcement to the trading player.

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

After the sixth set has been traded in, each additional set is worth five more armies. For example, if you trade in the seventh set, you will receive 20 armies, the eighth gets you 25 armies and so on.

If one of the cards exchanged depicts a territory currently occupied by the player exchanging, they gain two bonus battalions. These are both automatically placed immediately in the territory shown on the card.

If you hold five cards, you must exchange the set on your turn.

Ascending by One

Instead of increasing the value of each matched set as in "Ascending Armies," the trade-in value is increased by only one in "Ascending by One." Thus the first matched set is still worth four armies, but the second is worth five, the third is worth six and so on.

If one of the cards exchanged depicts a territory currently occupied by the player exchanging, they gain two bonus battalions. These are automatically placed immediately upon the territory shown on the card.

Using this rule requires you to be more frugal with your armies and consider potential losses more seriously. When using this rule, a game of RISK II will generally take longer to complete.

If you hold five cards, you must exchange the set on your turn.

Set Value

- If you trade 3 Infantry cards, you will receive 4 battalions.
- If you trade 3 Cavalry cards, you will receive 6 battalions.
- If you trade 3 Artillery cards, you will receive 8 battalions.
- If you trade 1 of each card, you will receive 10 battalions.

If any of the cards exchanged depict a territory currently occupied by the player exchanging, that player gains two bonus battalions. These are automatically placed immediately within the territory shown on the card.

If you hold five cards, you must exchange the set on your turn.

CHAPTER 9: PLAYING THE GAME

What's in a Game Round?

Whether you're playing Classic RISK or Same Time RISK, each game round consists of four distinct phases: Diplomacy, Reinforcement, Battles and Tactical Moves.

Classic RISK: A Game Turn

Diplomacy Phase

The Diplomacy Phase of RISK II is the time in the game where players are able to strike alliances and other such deals that may be beneficial to them in later phases of the game. Alliances can be formed at various levels with computer opponents. The system used to negotiate these deals is known as I-Com. Please refer to the "I-Com" section later in this manual in order to fully understand the options available to you during the Diplomacy Phase.

Reinforcement Phase

After player setup and territory allocation, players receive reinforcements. Reinforcements are gained in three ways:

1. You always receive battalions equal in number to one-third of the territories your army currently occupies.

2. If you occupy the whole of a continent at the start of your turn, you receive extra battalions. To control a continent, you must occupy every territory in that continent. Reinforcements are drawn as follows:

Continent	Number of Battalions Received per Turn
Australia	2
South America	2
Africa	3
Europe	5
North America	5
Asia	7

These numbers can be modified on the Options menu if desired.

You only receive extra reinforcements from controlling continents for as long as you occupy all territories of that continent.

3. You may exchange RISK cards to gain extra battalions as discussed above. RISK cards are acquired through taking possession of enemy territories.

The Battle Phase

Once all reinforcements have been deployed, players can go into battle!

You may attack any territory owned by another player provided that the territory borders one of your own territories or is linked by a dotted line. You must have at least two battalions in the territory where the attack is to be launched from, as one must remain in the source territory.

There is no maximum number of battalions that can be used in an attack, and there is no limit to the amount of attacks you can make. Provided you have sufficient forces, you may continue to attack your enemies.

The Tactical Move Phase

When you choose to finish attacking your opponents, you are given the option of a Tactical Move Phase. Players can transfer battalions from one territory to another, provided the territories border one another, or are linked by a dotted line.

Dice Rules in Classic RISK

Combat is carried out using dice. The number of dice that each player throws is determined as described below.

The Attacking Player: The 3 Red Dice

The maximum number of dice that can be thrown is 3, regardless of how many battalions are attacking. For example, if the attacker is attacking with 1 battalion, the attacker can only use 1 die. If attacking with 2 battalions, the attacker can use up to 2 dice. If attacking with 3 *or more* battalions, the attacker can use 1, 2 or 3 dice. An attacking player, therefore, can choose how many dice to attack with. Remember that the more dice used, in most cases, the higher the potential casualty rate of the defender. However, also note that the number of dice used defines the minimum battalion movement into the conquered territory, that is to say, if 3 dice were used and the attack was successful, a minimum of 3 battalions must be moved into the new territory.

The Attacking Battle Sequence

After deciding which territory to attack and with how many battalions, the attacker clicks the Roll button as does the defender. (If the attacker and defender are AI players, the dice are rolled automatically.) The highest roll of the attacker's dice is then compared with the highest roll of the defender's dice. The higher of the compared dice wins that battle, and the losing army removes a battalion.

Note: If the highest numbers rolled by the attacker and the defender are equal, the attacker loses and must remove a battalion from the field.

If both players used more than 1 die each, the next highest rolls are then compared, with the loser again suffering the loss of one battalion (the equal dice rule still applies).

When a dice comparison has been resolved, and depending on the level of success, the attacking player may choose to retreat or to continue attacking the same territory until he or she has either defeated the defending battalions in that territory or until he or she has too few armies to continue the battle. The attacker may also attack different territories with either the same or different battalions, or he or she may end the attack phase. There is no limit to the number of territories a player can attack in his or her combat phase.

The Defending Player: The 2 Blue Dice

The number of dice that the defender can throw is either 1 or 2 depending on how many battalions the defender has in the territory being attacked. For example, if the defender is defending with 1 battalion, the defender can only use 1 die. If defending with 2 battalions, the defender can use 2 dice. If the defender is defending with 3 or more battalions, the defender can use either 1 or 2 dice. Remember that the more dice used, in most cases, the higher the potential casualty rate of the defender and the quicker the battle.

The Defending Battle Sequence

If either a human or AI player decides to attack you, you will either see the commencing battle or the Fast Dice dialog box. In either case, you will be required to roll your defending dice in an attempt to protect your territory against the invading army. The highest roll of the attacker's dice is compared with your defending dice. The higher of the compared dice wins that battle, and the losing army loses a battalion.

Note: If the highest numbers rolled by the attacker matches the defender's dice, the attacker loses and must remove a battalion from the field.

If both players used more than 1 die each, the next highest rolls are then compared, with the loser again suffering the loss of one battalion (as the equal dice rule still applies here).

A defender cannot retreat from an attacking army. You have no choice in this matter: you must fight until the battle is either won or lost.

Same Time RISK: A Game Turn

Diplomacy Phase

The Diplomacy Phase of RISK II is the time in the game where players are able to strike alliances and other such deals that may be beneficial to them in the later phases of the game. Alliances can be formed at various levels with computer opponents. The system used to negotiate these deals is known as I-Com and is covered later in this manual. Please refer to the I-Com section in order to understand the options available to you during the Diplomacy Phase.

Reinforcement Phase

After player setup and territory allocation, players receive reinforcements. All players place reinforcements at the same time.

The Reinforcement Phase allows each player to introduce new battalions to the world map as reinforcements.

The calculation used to determine each player's reinforcements in Same Time RISK is different to the calculation used in Classic RISK. The computer automatically calculates each player's reinforcement number and ensures that that the following calculation is used when determining the number of battalions that will join the players' armies as reinforcements.

First, the total number of territories owned by each player is counted.

Then the largest number of territories that are connected by borders or dotted lines (a player's empire), are also counted.

Finally these 2 numbers are added (the total number of territories owned and the total number of connected territories); the sum is then divided by 3 thus giving the total number of reinforcing battalions available to each player.

1. If you occupy the whole of a continent at the start of your turn, you receive extra battalions. To control a continent, you must occupy every territory in that continent. Reinforcements are drawn as follows:

Continent	Number of Battalions Received per Turn
Australia	4
South America	4
Africa	5
Europe	6
North America	6
Asia	8

These numbers can, if desired, be modified on the Options menu.

You only receive extra reinforcements from controlling continents for as long as you occupy all territories of that continent.

2. You may exchange RISK cards to gain extra battalions as discussed above. RISK cards are acquired through occupying enemy territories.

Restricted Reinforcement Rules

The Restricted Reinforcement option is activated in Same Time games so that the placement of reinforcements are limited in quantity. You may only reinforce a specific territory by the amount of connected territories plus the reinforced territory itself. For example, if you want to reinforce China, which had three owned territories attached to it (India, Siam and Mongolia), the allowable reinforcement is four battalions into China.
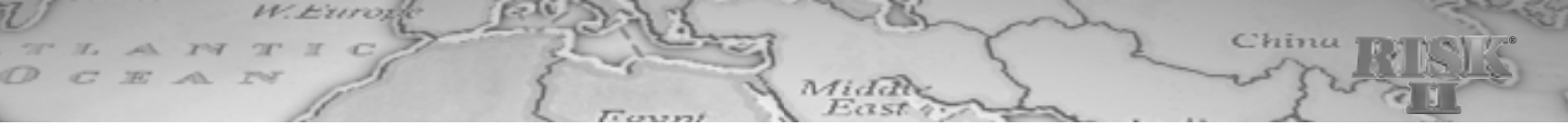
Battle Phase

Once all reinforcements have been deployed, players can go into battle! Unlike Classic RISK, where each player takes his or her turn to go into battle, Same Time has a different game mechanic. Each player simultaneously chooses territories to attack and how many armies to go into battle with. This battle phase continues until all players are satisfied with their battle plans. Once completed, all of the chosen battles are resolved in order of priority:

1. Border clashes: head-to-head battles where both armies have charged directly towards each other's territory and meet head on.

2. Mass invasions: multiple army attacks against a single army defending a single territory.

3. Invasions: single army attacks into the "back door" of a territory that has its occupying army either stationary or attacking away from the invading army into another territory.

4. Spoils of war: a fight between different players after a joint mass invasion.

5. Surge attacks: an army that has been ordered to charge through a single territory. If successful in that battle, the army then moves on to challenge a second hostile territory.

Tactical Move Phase

Once all battles have been resolved, players are given the option of a tactical move. Players can transfer battalions from one territory to any or all friendly neighboring territories. This can only be done from a territory linked to another by a border or red dotted line.

Dice Rules in Same Time RISK

One of the effects of the Same Time rule set is that of multiple attacking armies moving against one territory. With up to seven armies fighting it out over a disputed territory, the need for an elegant battle mechanism is paramount. Keeping dice at the heart of each battle is also important to preserve the flavor of RISK.

In Same Time mode, the regular 6-sided dice are replaced with a single 12-sided die for each battling army. There are 5 different battle dice, each with a different makeup of face values. Each die is colored differently to reflect its relative power, from Black through Red, Orange, Yellow and finally to White. Each colored die reflects the size and strength of the army it represents. Each battling army is automatically assigned the appropriate battle dice at the start of each dice roll.

The 5 Battle Dice

Each face of a battle die carries a single number from 1 to 6. Each battle die consists of a different mix of values on its 12 faces, which combine to determine the rank of the die. Put simply, the White die is biased towards lower numbers while the Black die is biased to higher numbers.

An army's size determines which die is used in battle. A die used by an attacking army is identical to a die of the same color used by a defending army. The thresholds that determine which die gets used, however, are different for attackers and defenders.

① *The White Die*

The White die is the weakest of the five dice, with no fewer than 4 of the 12 faces carrying a "1" value.

- Total of all face values: 31
- Average: 2.6

The White die is used for battles involving the following ranges of army size:

- Attacking army: 1 to 3
- Defending army: 1 to 6

② *The Yellow Die*

The Yellow die is heavy on 2s, with 25% of all faces carrying that number. The Yellow die is more powerful than the White, but just barely.

- Total of all face values: 35
- Average: 2.9

The Yellow die is used for battles involving the following ranges of army size:

- Attacking army: 4 to 7
- Defending army: 7 to 12

③ *The Orange Die*

Measuring just 3.5 on the Richter scale, the Orange die occupies the center ground. It can dominate against smaller armies.

- Total of all face values: 42
- Average: 3.5

The Orange die is used for battles involving the following ranges of army size:
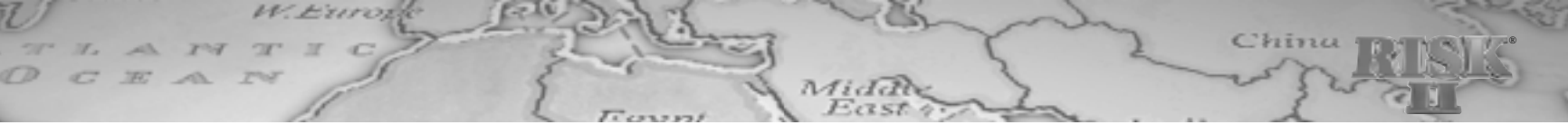
- Attacking army: 8 to 12
- Defending army: 13 to 20

④ *The Red Die*

Now we're getting somewhere! The Red die is capable of succeeding in the toughest of conditions.

- Total of all face values: 49
- Average: 4.1

The Red die is used for battles involving the following ranges of army size:

- Attacking army: 13 to 18
- Defending army: 21 or more

⑤ *The Black Die*

They don't come any tougher than the Black die. With an average roll of 4.5, the Black die really takes some stopping. It can be stopped, though, in its track by a White die if the roll goes against it.

- Total of all face values: 54
- Average: 4.5

The Black die is used for battles involving the following ranges of army size:

- Attacking army: 19 or more
- Defending army: N/A

One 12-Sided Die Per Army

Each battling army rolls one 12-sided die. The weighting, described above, replaces the multiple dice mechanism from the Classic game. You will experience many different emotions as your die changes color during battle. Imagine the shock of seeing your army start in a dominant position with the Black die only to see it take high casualties and end up rolling the White die!

Resolving Combat

Individual comparisons are made between the defending army's die and each die belonging to the attacking army, with casualties as the outcome of each comparison. It makes sense, therefore, that a defending army that rolls low against multiple attackers, that are rolling high, will suffer heavy casualties. The reverse will see a defending army inflicting one casualty on each attacking army — and all with a single roll of the dice!

Casualties

There is a further weighting mechanism that accurately determines the casualty levels in line with the size of the battle being fought. If you look upon each of the five battle dice as having a number value, from "1" for the White die to "5" for the Black die, you will understand the first part of the simple calculation to determine the numbers of casualties. The lowest valued die involved in the battle determines the number of casu-alties per dice comparison.

Example 1

Two Orange dice are up against a defending Red die. The casualty number will be 3 per dice comparison because the Orange dice are the lowest ranked and they have a value of 3.
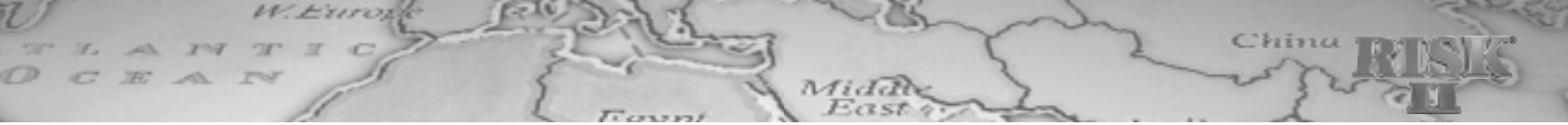
Example 2

Three Black dice are attacking a territory with a small resident force, which rolls a White die. The casualties per comparison are a single battalion because of the White die.

This system helps keep the correct scale to the results of battle, speeding up big battles and slowing down the smaller battles by way of reduced casualties. This also reflects the way Napoleonic battles were fought, with the onslaughts of big armies and the skirmishes of small armies.

Change of Dice During Battle

Each grade or rank of Battle Dice is called into service when an army of a certain size goes to battle. For example, an attacking army of some 8 battalions will start the battle by rolling the Orange die. If the army were to lose one or more battalions, reducing its size below the threshold for the Orange die, future rolls will be made with the Yellow die, which has a range of between 4 to 7 battalions.

Facts and Figures		
Battalions Attacking	**Battalions Defending**	**Selected Dice**
1-3	1-6	①
4-7	7-12	②
8-12	13-20	③
13-18	21+	④
19+	N/A	⑤

Numbers Split Across Face Values of the Battle Dice

Color and Number Split	1	2	3	4	5	6
(1)	4	3	2	1	1	1
(2)	2	4	2	2	1	1
(3)	1	2	3	3	2	1
(4)	1	1	2	2	4	2
(5)	1	1	1	2	3	4

The RISK II Tournament

RISK II includes a single-player Tournament game that consists of 16 campaigns played in sequence. As long as you either win the game or remain in the game at its conclusion, having killed at least one opponent, you receive tournament points (based on your achievements in the game). You also have the option to move on to the next game in sequence or retry the existing game in an attempt to better your score.

Points System
- If you are killed in the game: 0 points. This brings an end to this tournament.
- If you have the most troops at game end: 30 points. This is also awarded to you if you have the same number of troops as your opponent.
- If you kill one or more opponents: 20 points for each kill.
- If you win the game: 150 points.
- If you win with a draw: 100 points (in Same Time only).

The 16-Game Tournament

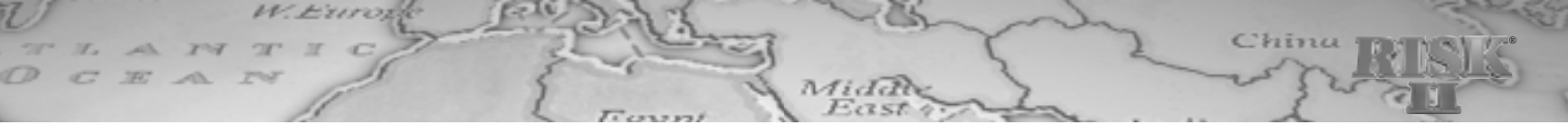| No.	Game Type	Territory Setup Allocation/Deployment	Max Points	No. of AI Players	AI Quality
1	Classic	Pre-determined	240	3	Inexperienced
2	Classic	Pre-determined/Manual	220	2	Inexperienced
3	Classic	Pre-determined/Manual	260	4	Inexperienced
4	Classic	Pre-determined/Manual	280	5	Warmonger
5	Classic Territory	Grab/Manual	320	7	Warmonger
6	Same Time	Territory Grab/Manual	260	4	Warmonger
7	Same Time	Territory Grab/Manual	280	5	Warmonger
8	Same Time	Territory Grab/Manual	300	6	Battle-Hardened
9	Same Time	Election/Manual	300	6	Battle-Hardened
10	Same Time	Predetermined/Manual	320	7	Battle-Hardened
11	Same Time	Predetermined	280	5	Battle-Hardened
12	Same Time	Predetermined	240	3	Battle-Hardened
13	Same Time	Election/Manual	260	4	Supreme Warlord
14	Same Time	Predetermined	280	5	Supreme Warlord
15	Same Time	Territory Grab/Manual	300	6	Supreme Warlord
16	Same Time	Election/Manual	320	7	Supreme Warlord

Progression

To progress to the next game, you must either:
- Win the game **or**
- Defeat one or more opponents and stay alive to the end of the game

High Scores

The High score table consists of 12 slots, each of which is filled with an AI player and a current high score. When you complete game 16 or are eliminated from the tournament, your point total and name are added to the table assuming, of course, that your score is high enough.

The Globe

This option is available instead of the flat map. To rotate the globe, move the cursor to either the right or left edge of the screen. This will allow you to see the whole world and manipulate your battle strategies in the same way as on the flat map.

The Map

The RISK II map has many options. The game type options affecting the map can be accessed in the Game Options and Map setup screens. You can enable or disable six additional territories that were not included in the original game. By adding these territories, the game becomes more balanced and each player starts with equal territories, which is more realistic compared to the real-world atlas. It is also possible to modify the continent rewards on this same screen. The map can be zoomed in and out and moved around in zoom mode, using either the mouse and on-screen buttons or the numeric keypad on your key board (+ and – zoom in and out; numbers 1 through 9 move the map around when zoomed in).

You can also turn on options to clearly see troop concentration, border threats, connected empires and other game-specific data. These View Modifier options can be used on the flat map and the globe. To access the View Modifier, click the View button.
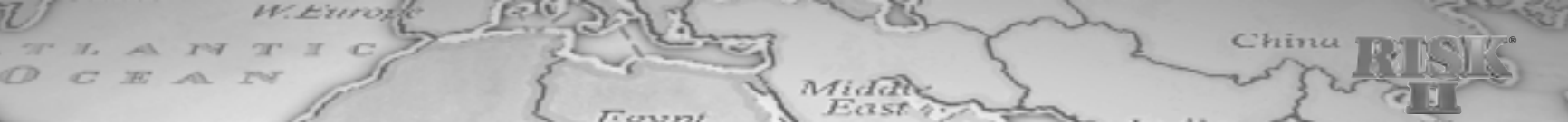
Viewing Options

Continent Colors
This view shows each continent as a different color and is enabled by default.

Ownership
This shows which territories belong to each player. Each territory is shown in that player's different color.

Border Threats
This view gives the view of borders that are in danger of being attacked by your opponents. Blue represents a border that is safe from attack. The colors then graduate towards bright red, which indicates a high probability of attack.

Troop Strength

This view shows the relative troop strength in numbers for each territory as a color. Weaker troop strengths are shown in blue, graduating to red for the strongest troop strength.

Connected Empire

This view shows each player's largest empire. An empire represents a series of connected territories, the largest of which is used for the reinforcement calculation during Same Time gameplay. If two groups of territories are equal in number, both are shown.

I-Com

I-Com (Iconic Communication) provides a communication facility between a human player and the AI opponents. I-Com can only be used when a single human player is playing against multiple computer players. When there is more than one human player, the I-Com button is disabled.

There are four icons available for use:

This icon is the only one of the four that does not require a response from the recipient. Use this icon as a threatening or goading tool. For example, if an AI player has recently double-crossed or offended you in any way, you might want to use this icon as a response. Of course, AI players may themselves feel the need to send such a statement to you!

Use this icon to suggest a Level 1 alliance. Level 1 alliances require both parties to avoid attacking each other's wholly-owned continents or largest connected empire. Other territories are considered fair game.

Use this icon to suggest a Level 2 alliance. Level 2 alliances require both parties to avoid attacking each other's territories. This alliance does, however, allow a single attack into an insignificant territory for RISK card purposes.

Use this icon to suggest a Level 3 alliance. Level 3 alliances require both parties to avoid attacking each other in any way. The agreement rules out attacks of any kind against the player. Break this one against an AI player and be prepared to suffer the consequences.

I-Com in Same Time RISK

For Same Time games, each game round starts with a diplomacy phase (discussed above), allowing informal alliances to be formed between any two players. The I-Com phase encompasses the following events:

1. All computer players check the adherence (if any) to agreements made in the previous turn and then update their attitudes accordingly.

2. Human players also check on last turn's agreements.

3. All players then propose (if they so wish) any new alliances.

4. After receiving a proposal, the computer and human players consider a response and send it.

5. On completion of the diplomacy phase, all alliance details involving each player are displayed on the relevant player's I-Com panel.

Any proposals that are accepted by the recipient are recorded and last for the current game turn only.

I-Com in Classic RISK

For Classic RISK games, each game round starts with a diplomacy phase (discussed above), allowing formal alliances to be formed between any two players. The I-Com phase encompasses the following events:

1. Each player has the ability to make a proposal of alliance to any other AI player at the beginning of his or her game turn.

2. The receiving player is then requested to respond by agreeing to the proposal or declining the offer.

3. Any proposals that are accepted by the recipient are recorded and last for the duration of the current player's turn. At the end of the recipient's next turn, the alliance is deemed over.

Player Information and Stats
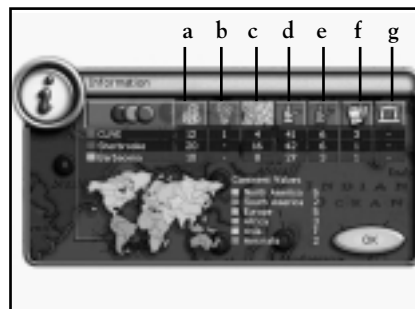
Once play is in full flow, you may want to see just how well you and your opponents are doing or perhaps what reinforcements you can expect. The Info Panel in the main game interface gives you in-depth player details. The panel shows each player's standing in the game and are dependent on the game option.

a. Number of territories each player occupies
b. Number of continents each player occupies
c. Number of connected empires each player has
d. Total number of troops each player has
e. Expected reinforcements each player will receive on their next turn
f. Number of cards each player holds
g. Number of capitals each player occupies

At the end of a game, whether you win or lose, you are presented with a post-game statistics graph which shows various statistics throughout each of the game turns. You can review your performance from every angle, on a turn-by-turn basis.

The Battle View

RISK II uses a cinematic battle scene that both confirms the setup of the proposed battle and the outcome of the subsequent challenge. The battle view takes the player down to the actual territory in which the war is taking place. As each player rolls the dice, the battalions in the background move into battle and the subsequent wins and losses are visually displayed. This is a great way to build the suspense and drive home the reality of a win-or-lose situation.

You can, if you wish, play the game without the battle scenes in place and merely use the dice comparison to confirm the win or loss in each battle. Though much less visually interesting, the dice-only option does make for a faster game. To select dice comparisons only, go to the Preferences screen and uncheck the "Battle View" box. This will disable the battle views and enable the dice comparisons. If you require even faster results, you can select "Fast Dice" from the same menu. This removes the dice animation and instead gives you an instant win-lose result.

CHAPTER 10: STRATEGIES AND TACTICS

This section has been compiled using the design and development team's own strategies and tactics. These tactics have been finely honed over many thousands of game sessions played during the development process of this game. Some are more "risky" than others, but all are strategies used regularly by the diehard players of the RISK II development team.

—Jon L. (Creative Director)

Classic RISK

- Defend your front-line.
- Be sure to defend your continents.
- Whittle down the strongest player's troops.
- Hold off trading cards until you have a good set (Set Value).
- Hold off trading cards until the value has increased (Ascending).
- Keep your mission in mind and try to deduce your opponents' objectives.
- Wherever possible, expand your empire without increasing your front-line exposure.

Same Time RISK

- Bring all your forces to bear on your targets.
- Never attack with inferior dice colors unless you really have to.
- Make sure your connected empire is secure. The number of bonus reinforcements to be gained is surprisingly high.
- Attacking in many directions in one turn can gain you a lot of ground. Use the Reinforcement Phase to consolidate your position.
- Try to keep your territories well connected in order to facilitate reinforcement. If you are in a position where you can reinforce quicker than your opponent, you will quickly gain the upper hand. For example, if Africa and South America are owned by different players, the player reinforcing in South Africa can place four battalions per turn, whereas the player in the Falklands can only place two. (North Africa and Brazil are even, both able to accept four each.)
- When attacking a strong defender (he's rolling a Black die) from multiple territories, try to attack with at least one lower-ranking die; otherwise, the casualty rate will be shocking. Rolling the lower-ranking die will increase the number of rolls in which your number

of armies advantage will be active. Since a defender wins on a draw, he'll only do one damage to each of your armies when he rolls a six. If all dice were Black, he'd cause five casualties on each!
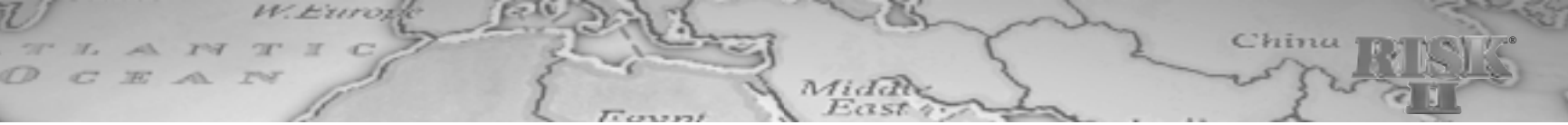
Steve B. (Art Director)

- Is there more than one troop in this territory? If the answer is Yes, attack, attack, attack. Repeat until game is lost.

Paul H. (Programming Manager)

- Try to own the territories you have RISK cards for, especially in the early rounds when every battalion counts.
- Don't spread yourself too thin; there's always a next turn.
- Watch other players' movements and try to predict their missions.
- Always try to have all your territories in a connected empire for a large reinforcement bonus. Don't forget your surge.
- If you can keep two territories outside your continent on each border, then the continent cannot be invaded even with a surge.

Kevin Buckner (Development Director)

- Use your surge attack to surprise your enemies. There's usually an opportunity to use the surge attack to get behind an enemy front line. Once there, your army will be very difficult to remove.
- Always be mindful of the reinforcement limitations when playing Same Time RISK. Occupy territories in clusters such that their reinforcement capabilities remain high.
- Try to break up an opponent's largest connected empire. Quite often there will be a weak point somewhere in their chain of linked territories. Similarly, look to protect your own connected empire by careful placement of reinforcements.
- RISK cards: ensure that you commit to enough battles to guarantee taking at least one new territory. Unlike the Classic game, you have just one opportunity to issue your battle orders.
- Dice thresholds: observe the size of your armies that occupy key territories. It is often the case that the addition of one extra battalion will result in that army rolling a higher-ranking die, thus increasing the army's chance of success in battle.
- Attack a large army on multiple fronts. Providing you have armies of sufficient size, it is often beneficial to attack a large army across multiple borders at the same time.

- Capture a continent. Unlike the Classic game, it is worth capturing a continent even if you are left with weak borders. The extra reinforcements gained by owning the continent can be used to strengthen your borders before an opponent has the opportunity to launch a counterattack.
- Prevent an opponent from capturing a continent. If you own the only territory in a continent that is otherwise owned by an opponent, that territory is sure to come under attack as the opponent attempts to capture the continent. Rather than remaining static and fighting it out, attack with your army into a neighboring territory within the same continent. A moving target is very difficult to pin down.

APPENDIX: THE HISTORY OF RISK

In the summer of 1957, a Mr. Boisseau of Miro approached Parker Brothers with La Conquete du Monde, a game invented by the French writer and movie producer Albert Lamorisse, best known for his award-winning film *The Red Balloon*.

After extensive testing, the French game's rules were adapted for American tastes, and in 1959 Parker Brothers launched the RISK® Continental Game. In the introduction to the first set of rules, a Parker Brothers gamer wrote:

> You are about to play the most unusual game that has appeared in many years. It is not difficult, but because it is so different, you will find it worthwhile to read the rules completely through before starting play. No attempt has been made to teach a strategy, as each player will develop his own as he becomes familiar with the game.

After more than 40 years in service, RISK has sold millions of games, and families all over the world enjoy playing this classic game. You can even compete in world championship RISK tournaments.

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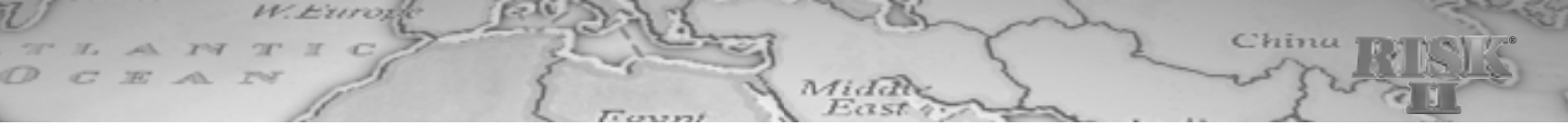
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Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

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- Processor Type

- Operating System, including version number if possible (such as Windows® 98; Windows® Me)

- RAM (Memory)

- Video and sound card data and drivers

- Any screen or error messages you've encountered (and where)

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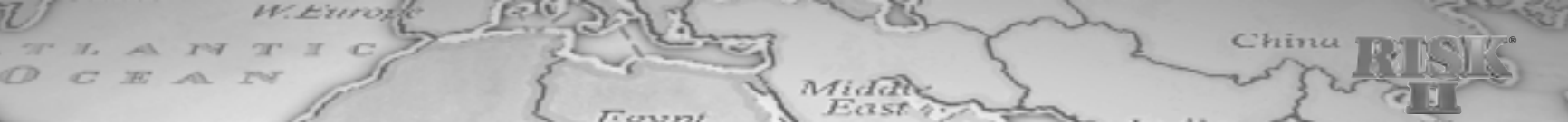
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