

MissionRisk 2 Manual

MissionRisk

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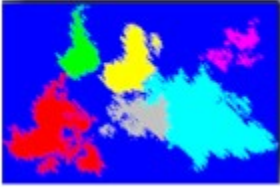
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Welcome to MissionRisk 2



Thank you for evaluating MissionRisk, I hope that you enjoy this program.

MissionRisk is based on risk, the classic military strategy game of world domination. You can play MissionRisk with up to 6 players, either human or computer controlled. Wars can be fought across a network or by using the hot seat method on a single terminal. The aim of the game is to either dominate the world by wiping out all of your opponents, or to complete a secret mission issued at the start of the war.

If you like playing Risk, the board game, then I'm sure that you will appreciate MissionRisk. Instead of taking up to a number of days to complete a game, with MissionRisk, a full game can be completed in less than an hour. All of the housework involve with the game is done for you. Dice are automatically thrown with the outcomes automatically judged. Cards are automatically dealt and reshuffled. Cheating is almost impossible.

If you have any comments, suggestions or criticisms, please feel free to contact me at:

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Home page: www.missionrisk.com

What's new in MissionRisk 2

Network playable: At long last, wars can be fought over a network.

Advanced mission options: You can now select different victory conditions for missions: players must kill their own target army to win, you must survive until your next turn to win etc...

Change saturation/luminosity levels of certain colors: Some people have trouble distinguishing green from yellow. You can now change the saturation level of these colors to make them distinctive. Color changes can be made using <Advanced...> dialogue box from the <Options> menu.

Improved intelligence for the Smart Computer players.

Private messages option: You can now send private messages to other players.

More translations: Select English, Italian, German, French, Spanish, Swedish or Norwegian from <Languages> in the <Options> menu.

Boot Camp: A step by step tutorial.

This section will help to get you started playing MissionRisk:

Step 1: [Setting up a new war](#)

Step 2: [Placing new units](#)

Step 3: [Attacking](#)

Step 4: [Moving and ending your turn](#)

[Summary](#)

Step 1: Setting up a new war

After starting MissionRisk, the "Set Up" screen will be displayed. The default settings start the war with

1 human player (you) and 5 computer players.

Go to the "Cards" option box (bottom - middle of the set up screen). If <Hidden> is checked, uncheck it by clicking it with the left mouse button. This will enable you to see your opponent's cards.

Go to the "First Player" option box (above the cards option box) and click <Player 1>. This will enable you (Player 1 - The Red Army) to have the first turn.

Now click "Declare War" (bottom right corner). A map of the world will appear. Countries will be randomly distributed in such a way that no one has an unfair advantage on their first turn.

Next step

Step2: Placing new units

The Information box will read "The Red Army. You have 3 units to place. <Click destination country>". This means that it is your turn and you have been given three new units to place. Select a RED country and click on it 3 times with the left mouse button.

Next step

Step 3: Attacking

The Information box will read "The red army attacks <Click defending country>".

Pick a country to Attack (the defending country) and click it with the left mouse button. It needs to be on a border with the country in which you placed the three units (the attacking country) and it can't be a red country (you can't attack your own territories!).

The Information box will read "The red army attacks country with <Click attacking country(s)>". You need to pick up units to attack with. Left click on the attacking country 3 times to pick up all of your units (the country you placed those 3 units in during step 2).

Now left click on the defending country. You will see two sets of dice rolled. The success of the attack depends on the outcome of these dice. If your attack was successful, you will be moved into the defeated country. If your attack was beaten, then try again. You can keep attacking until you run out of units or you can retreat by clicking on the attacking (your) country.

Next step

Step 4: Moving and ending your turn

If you have any units remaining, you can move them to neighboring countries that you hold or you can Pass.

When you pass, if you have made a successful attack during your turn, you will be dealt a card (only one per turn).

The other players (computer) will now have their turn. Once they have finished, it's your turn again. If you were awarded a card in your previous turn, you will see it on the board between South Africa and Western Australia. After a few turns (go to step 2 a few times), you will have a set of cards.

To trade in your cards, first select a valid set by clicking on three cards. An "Exchange" and "Cancel" button will appear.

Press "Exchange". If you don't have a valid set, you will be ignored. Otherwise a dialogue box will appear telling you how many units the cards are worth.

Press OK and you will be back at step 2 with the value of the cards added to your new units.

Summary

Summary

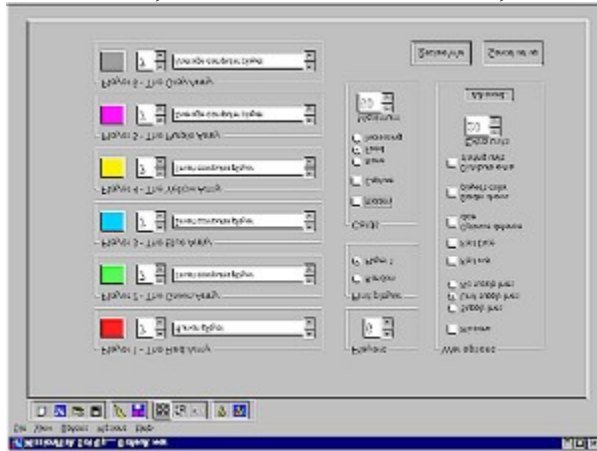
In short, each turn consists of three stages.

1. Placing new units
2. Attacking, if you choose to
3. Moving your units to fortify continents

Then end your turn by pressing Pass.

The Set Up screen

When MissionRisk is first started, the Set Up screen will be displayed. The Set Up screen lets you control the starting conditions for a new war, such as who controls which player, how cards are handled, whether to issue missions, etc.



The Set Up screen is where you will find:

Player option boxes

The Card option box

The War option box

The First Player option box

Player option boxes

"Player option" boxes let you set up the starting conditions for each player.



The number displayed next to the players' color is the number of countries that the player starts with. There are 42 countries on the map thus the total of the starting countries for all the players must add up to 42.

If you want less than 6 players in a war, you can reduce the starting number of the players that you don't want to 0. You must then increase the starting number for the players remaining so that the total number of starting countries adds up to 42.

The box to the right selects who controls that army. There are four choices to select from. They are:

Human player - controlled by the operator of this terminal.

Remote player - controlled by a remote terminal in a network war.

Average computer player - controlled by the computer.

Smart computer player - controlled by the computer.

Card options

The "cards" option box lets you select whether or not cards are dealt, how they are traded and whether or not they are hidden.



Hidden: Lets you hide your cards from other players.

Capture: Allows you to receive left over cards from opponents that you wipe out.

None: Gets rid of cards altogether.

Fixed: Means that the combination of cards traded have a constant value throughout the war.

3 Artillery = 4 units.

3 Infantry = 6 units.

3 Cavalry = 8 units.

1 of each = 10 units.

Wilds substitute for any card.

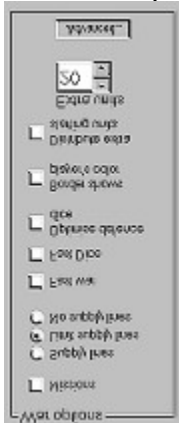
There are 14 of each card and 2 Wilds in the pack.

Increasing: Means that the value of the cards increases with every set turned in. All card combinations have the same value.

Maximum: Sets the highest value of traded cards when <Increasing> is selected.

War options

The "War options" box contains various preferences for the upcoming war:



Missions: Issues each player with a secret mission. By completing your mission first, you win the war. Some missions include wiping out other players or holding certain continents until your next turn.

Supply lines: Allow you to move as many units you like as far as you like between touching countries.

Limit supply lines: Restricts the number and distance your units can move.

No supply lines: Restricts your moves to only one adjacent country.

Fast war: Changes the speed at which the computer-controlled players play their turns.

Fast dice: Changes the speed at which the dice are thrown.

Optimize defense dice: Lets the computer look at the attack dice first and decide how many defense dice to throw. If there is a poor chance of defending an attack, only one defense die will be thrown to save defending units.

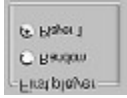
Border shows players' color: Helps to identify whose turn it is by showing the player's color when it is a human player's turn.

Distribute extra starting units: Gives each player extra units that are randomly distributed over your starting countries. The number of extra units each player receives can be changed from the <Extra units> text box.

Advanced: Lets you set mission attributes and change saturation/luminosity levels of certain army colors.

First player

The "First Player" option box lets you decide if player 1 has the first turn (which can be an advantage) or to randomly select the first player.



Placing new units

At the start of your turn, you are given new units to place. The number of units you receive depends on how many countries you own and which continents you hold.

To place your new units, simply left click the destination country (you must own that country). You can dump all of your units on one country (to launch an attack) or you can spread them around to fortify and defend a continent.

You are now ready to Attack, Move or Pass.

Attacking

After placing the last of your new units, you are automatically put into the attack sequence.

The first step in the attack sequence is to pick a country to attack (the defending country). You can only attack a country that shares a border with one of your own countries or has a connecting line between the two.

The next step is to pick up units from your own country (or countries - you can attack from as many countries as you like) by clicking on the attacking country. Pick up as many units that you feel you will need. You can change the transfer rate by clicking one of the numbers in the Transfer box.

You can now make your attack. Click the defending country again. The dice will determine the success of the attack. You can keep attacking until you either win or run out of attacking units. Double clicking the defending country will put you into overrun mode, where your units will automatically keep attacking the defending country.

You can retreat from the attack at any time by clicking one of your own countries.

If you win a battle, the attacking units remaining after the battle will be moved into the defeated country. If you have enough units remaining, you can launch another attack or you can move or pass.

If you get muddled up at any stage during the attack, press <Attack> to reset the sequence. If you have picked up any units (look at the information box), you will need to put them back into the country from which they came before the <Attack> and <Move> buttons will become active again.

HINT: Keep an eye on the Information box for guidance.

Overrunning a country

If many units are involved in a battle, you can order your units to overrun the enemy by double clicking the defending territory during an attack. Click again if you wish to stop the attack.

Retreating

To retreat from a battle, click on one of your own countries. The country does not have to be the country from which you launched the attack, but it must be on a border with the defending country.

Moving

Moving allows you to move your units to strategic positions where they will be more effective in defending your territories.

If <Limit Supply lines> or <No Supply lines> options were checked in the Set Up screen then you are restricted to moving only a short distance.

To move, click <Move>.

Next click the country you want to move to (the destination country).

Now click the country you want to move from to start the transfer (the source country). Keep clicking the source country until you have moved enough units.

Now click the destination country to stop the move. You can begin another move sequence by selecting another destination country (there is no need to press <Move> again), or you can pass.

If you get muddled up at any stage, press <Move> again to reset the move sequence.

HINT: Keep an eye on the Information box for guidance.

NOTE: once you have pressed the <Move> button, you can no longer attack until your next turn.

Passing

When you have finished your turn, press <Pass>. If you have made a successful attack during your turn, you will be dealt a card.

HINT: You need to replace all picked up units to where they came from before the <Pass> button will become active.

Cards

At the end of every turn in which a player makes a successful attack, a card is issued to that player. When the player accumulates a valid set of cards, they can be traded for extra units.

To trade in a set of cards, select the cards that make up the set by pointing to and clicking them individually. If the cards are hidden, click any card to turn them all over. An exchange and a cancel button will appear.

Click the exchange button and if you have selected a valid set, you will be told what their value is.

Click the OK button and your new units will be ready for placing.

Cards can be exchanged at any stage during your turn. The value of the cards depends on whether the card values were set to fixed or increasing at the start of the war.

Valid sets

A valid set consists of either 3 of the same type of card or 1 of each type.

There are 14 Artillery, 14 Infantry, 14 Cavalry and 2 Wildcards in the pack. Wildcards substitute for any of the 3 other types of cards to make a valid set.



Fixed card values

The value of the cards does not change during the war.

3 Artillery = 4 units.

3 Infantry = 6 units.

3 Cavalry = 8 units.

1 of each = 10 units.

Wilds substitute for any card.

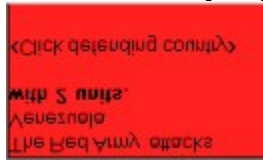
There are 14 of each card and 2 Wilds in a pack.

Increasing card values

All valid card combinations have the same trade value as each other, however their value changes during the war. The first set traded in is worth 4 units. The next set is worth 6 then 8, 10, 12, etc. up to 22 units. The next set is worth 25 then 30, 35, 40 etc. up to the maximum value set before the war.

The information box

The information box is on the bottom left corner of the MissionRisk map. It tells human players what is currently happening in the war.



The upper part of the information box describes the current situation like a story. The lower part tells you which countries to click during the Placing, Attacking and Moving sequences. The background color of the information box is the same as the color of the current player.

While having your turn, watch the information box. It will help you through the different sequences, tell you when you have to change cards and generally let you know what is happening in the war.

Countries

Countries are individual territories that make up continents. The more countries that a player holds at the beginning of their turn, the more new units they will receive.

1 to 13 countries = 3 units.

14 to 16 countries = 4 units.

17 to 19 countries = 5 units etc.

Note: You can attack Kamchatka (far east Siberia) from Alaska and Alaska from Kamchatka. Clicking the ocean next to Alaska is interpreted as clicking Kamchatka, and vice versa.

Continents

There are 6 continents in the MissionRisk world. Each is made up of a group of countries. If you hold a complete continent at the start of your turn, you will be issued with more units.



South America is worth 2 units.

Australia is worth 2 units (includes Indonesia).

Africa is worth 3 units.

North America is worth 5 units (includes Greenland).

Europe is worth 5 units (includes Ukraine but not the Middle East).

Asia is worth 7 units (includes Siam and the Middle East but not Ukraine).

Right clicking any country during a war will bring up an intelligence report, which will tell you which continent the clicked country belongs to.

HINT: Select <Continent map...> from the Help menu.

Missions

If the <Missions> option was checked at the start of the war, each player is dealt a secret mission. If you complete your mission before any one else completes theirs, you will win the war.

You can change the type of missions dealt and the conditions for completing missions from the <Advanced...> button in the war options box.

To see your mission during the war, first make sure that other human players are looking away (the computer players will not peek), then go to the <Missions> dropdown menu and select <See mission>. Another way is to press <control M>.

War statistics

End of war statistics are shown after a war has been won. Each player is given a score, which is based on the number of countries gained and lost, the number of units involved in the war (the fewer the better) and starting conditions. Winning a war doesn't particularly mean that you will have the highest score, it depends more on how well you fought your battles.

Dice

Dice are used to determine the outcome of each battle. The red dice are for attacking and the white dice are for defending.

The attacker first rolls up to 3 red dice. The defender then rolls up to 2 white dice. The number of dice that a player can roll cannot exceed the number of units committed to the battle by that player. The highest attacking die is compared to the highest defending die. If the attacker's die is less than or equal to the defender's die then the attacker loses 1 unit. Otherwise the defender loses 1 unit. The next highest dice are then compared.

If <Optimize defense dice> option was checked before the start of the war, the number of defense dice thrown will depend on the result of the attacking dice. This reduces the losses slightly while defending a country.

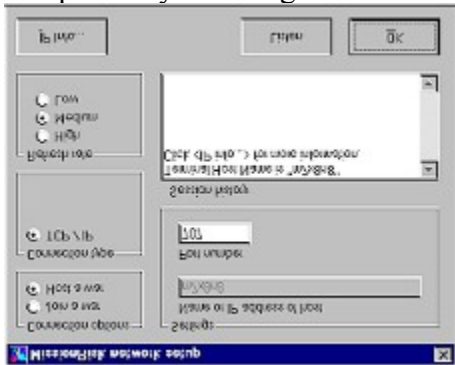
Overview

MissionRisk wars can be fought over a local area network (LAN). You can have up to six participating terminals and as many observing terminals as the network (and speed of the host terminal) will allow.

A network war has one host terminal that controls the war (does not have to be a participating terminal) and one or more client terminals that join the war. To connect, the selected host first listens for connection requests from clients. Clients then request a connection with the host. Once connected, players are assigned to terminals and war is declared.

Setting up

The network setup dialogue box initiates and controls communication between terminals. It can be opened by selecting <Network setup> from the file menu:



Connection options: Make your terminal a host or a client.

Connection type: For now, there is only one connection method (TCP/IP).

Refresh rate: Controls the frequency at which remote terminals are updated during your turn. The host is the only one who can change this setting. A high refresh rate sends a message for nearly every roll of the dice. If there are many players, you all have your dice speeds set to high and you are on a slow or busy network, someone's going to hang! (I'm not necessarily talking about the LAN!)

Settings: (Name of host) Clients must enter the name of the hosting terminal. That name is the first entry in the host's "Session history" text box.

Settings: (Port number) All terminals must use the same port number.

Session history: Lists details for the current networking session. For the host, it keeps a log of which terminals have connected and disconnected, and any TCP errors (if any) that have occurred. The first entry in the list is the name that clients can use to connect to your terminal. For the client, it tells you what number has been assigned to your terminal after successfully connecting.

Connect: (Client) Request a connection to a listening host.

Listen: (Host) Listen for connection requests from client terminals.

Disconnect: Close connection.

Finding you terminal's Host Name

When the Network setup dialogue box is first opened, MissionRisk will try to find the host name of your terminal and display it as the first listing in the session history text box. If more information is required, click the <IP info...> button on the left bottom corner of the Network setup dialogue box.

Some types of LAN connections assign IP addresses automatically, causing the above methods to return the wrong Host Name. In that case, you will have to "ping" the system to find the correct Host Name. To ping the system, you must know the domain name (for example, user@host.com). From an MS-DOS box, type: ping user@host.com where "user" is the name of the person hosting the networking session.

Another method is as follows:

From an MS-DOS box type: net user

It should respond with: "user accounts for \\NAME"

"NAME" is what we are looking for. Now type: ping "NAME"

Yet another method:

From an MS-DOS box type: ipconfig

Hosting a war

1. From the MissionRisk file drop down menu select <Network setup...>
2. Select <Host a war> from the connection options box.
3. Select a port (default 707) and enter it into <Port number> in the settings option box. Client terminals must use the same port number to connect.
4. Click <Listen> and wait for connections. The Host Name of your terminal is the first item listed in the session history text box. Client terminals will need to know that name in order to connect to you.

You can now hide the Setup box by clicking <OK>.

To make Players available to remote terminals, select "Remote player" from the player option boxes in the Set Up screen for the appropriate Players. Remote terminals can now choose from these Players. You will see them graying out as they are selected. If there are any "Remote players" left, the "Smart computer player" on the host's terminal will control them. If another terminal decides to connect while a war is in progress, that terminal can take over those remaining Players.

HINT: Select <Border shows player's color> before declaring war. It will let all human players know when it is their turn.

Joining a war

1. From the MissionRisk file drop down menu select <Network setup...>
2. Select <Join a war> from the connection options box.
3. Enter the host's IP name into <Name of host> in the settings option box. That name is the first item listed in the host's <Session history> text box.
4. Select a port (default 707) and enter it into <Port number> in the settings option box. You must use the same port number that the host is using.
5. Click <Connect>. If your connection is accepted, you will be assigned a terminal number.

You can now hide the setup box by clicking <OK>.

All player option boxes will change to "Remote player". Players that are available for you to choose are the ones that are not grayed out. To choose one, change an available Player from "Remote player" to "Human player" (or "Computer player"). That army will gray out on all other connected terminals meaning that it is not available to any one else. If you decide that you no longer want that army, change it back to "Remote player". It will again become available to other terminals.

Now sit back and wait for the host to declare war. You can broadcast a message to let the host and other players know that you are ready.

HINT: Select <Border shows player's color> from the <View> dropdown menu. It will let you know when it is your turn.

Communication

To send a message to other terminals, select <Compose message...> from the options drop down menu or click the network icon in the toolbox. A "Message" dialogue box will appear. Type your message directly into the box and press <Enter> to send. A "Message" dialogue box will open on all connected terminals showing your message and your terminal number to identify the message's origin.



If one or more remote players do not receive your message, or if the message gets corrupted, it's a sign that your refresh rate is set too high. It is also a good idea to treat the messaging system as a two-way radio, and acknowledge messages as they are received.

To send a private message, select the "Private" option and check the destination player's check box. Only the terminal that controls that Player(s) will see your message.

Modem Wars: Overview

If you have Windows 98, MissionRisk wars can be fought over a phone line using a modem.

A modem war has one terminal acting as a dial-up networking server and another terminal which connects using a standard Windows dial-up networking connection. To connect, the server listens for incoming telephone calls. The client can then dial-up the server to establish a PPP connection in much the same way as connecting to the internet using a dial-up ISP. Once a connection has been established, a network war can begin.

Installing a Dial-up Server

With Dial-Up Networking, you can configure a computer running Windows 98 to be a remote access server to allow dial-up clients running PPP to connect.

In Windows 98, the Dial-Up Server is not automatically installed. To install, perform the following procedure.

1. In the Control Panel, double-click <Add/Remove Programs>, and then click the <Windows Setup> tab.
2. In <Add/Remove Programs Properties>, double-click <Communications>. Select the <Dial-Up Server> check box, then click OK, and then click OK again.

Setting up a Dial-up Server

To set your terminal up to answer incoming telephone calls and allow remote connections via a modem: from My Computer, double-click <Dial-Up Networking>. Click <Connections> from the drop-down menu bar in the Dial-Up Networking box, then click <Dial-Up Server>. Select <Allow caller access> then click OK.

Stopping a Dial-up Server

To stop your terminal from answering incoming telephone calls: from My Computer, double-click <Dial-Up Networking>. Click <Connections> from the drop-down menu bar, then click <Dial-Up Server>. Select <No caller access> then click OK.

Configuring a Dial-up Client

To configure your terminal to connect to a dial-up server, you first need to create a new connection using the “Make New Connection” wizard.

1. From My Computer, double-click <Dial-Up Networking>.
2. Double-click <Make New Connection>.
3. Enter a name for the new connection in the top entry box and press Next.
4. Press Finish.

Connecting to and Disconnecting from a Dial-up Server

To connect, from My Computer, double-click <Dial-Up Networking>. Double-click the connection icon that you created for the dial-up server. Once you have connected to a dial-up server, you can start a network war as described in the Networking section.

To disconnect from a dial-up server, from <My Computer>, double-click <Dial-Up Networking>. Double-click the connection icon that you created for the dial-up server and click <Disconnect> from the dialog box that appears. Often, a connection icon will appear in the task bar. In that case, all that you need to do is double-click that icon and click Disconnect from the dialog box that appears.

Registering MissionRisk

MissionRisk is shareware, which means that it is not free software. If you like this program, please register it. The shareware version of MissionRisk is fully functional with no limitations or restrictions at all during the 28-day evaluation period. It will occasionally remind you to do the right thing and register the program (if you like it). When the 28-day evaluation period has lapsed, the smart computer players and various other functions will no longer be available, however MissionRisk will remain playable.

Future versions of MissionRisk will include modem wars, have a smarter AI and include many other improvements. Some of these future improvements will only be available to registered players. By registering MissionRisk NOW you will be registered for all future versions.

The current price of MissionRisk is \$12US. This price will rise as more features are added.

MissionRisk can be registered ON LINE using "Register Now" (RegNow), a reputable company who specialize in secure online transactions.

There is a shortcut to the registration page in the MissionRisk Help drop down menu. Select <Help> - <MissionRisk registration> - <Register MissionRisk online>

RegNow also accept phone, fax and mail orders:

Please make checks out to "Register Now!"

Phone-	(product number: 1584-1)	
Toll free in the US:	1-877-353-7297	*add \$3.00*
International:	(425) 392-2294	*add \$3.00*

Fax-		
Fill out and print the text file 'orders.txt' (found in the MissionRisk directory) and fax:		
Toll free in the US:	1-888-353-7276	*add \$2.50*
International:	(425) 392-0223	*add \$2.50*

Mail-		
Fill out and print the text file 'orders.txt' (found in the MissionRisk directory) and send to:		
RegisterNow		
P.O. Box 1816		
Issaquah, WA 98027		*add \$2.50*

Entering the registration code

Once you have registered MissionRisk, RegNow will send you an email containing your registration code.

To enter your code, select <Help> - <Enter registration code>. The registration dialogue box will now appear. Enter your name and code exactly as it is shown in the email message. The code is a series of letters and numbers, **which are case sensitive**.



You can cut and paste the registration code from the email message directly into the registration dialogue box as follows:

1. Open the registration dialogue box as described above.
2. From the registration email message, highlight your name and press <control C> to copy to the clipboard.
3. Left click in the 'Name' box on the registration dialogue box and press <control V> to paste from the clipboard or click on <Paste> in the menu bar.
4. Do the same for the registration code and then press 'OK'

Any problems, send a message to: craig@missionrisk.com

Credits

DEVELOPMENT:

Craig Douglas.

PRE RELEASE TESTING AND ADVICE:

Gary Wilson
Brendan (the Red Man) Ryan
Gary Ryan

Much feedback has been received since the release of MissionRisk in September 1998.

POST RELEASE SUGGESTIONS AND ADVICE:

Mauro Castelnuovo
Kevin K. Kaeding
Edmund M. Carnahan
Dan Kaplan
Christopher A. Jones
Andy Wick
Jim Clark
Leon Fiss
Dan Westlake
Martin Gross
Lars Monsees

BUG REPORTS:

Kevin K. Kaeding
Edmund M. Carnahan
José Nussbaum
Tyler Bowden
Doug Agnew

LANGUAGE TRANSLATIONS:

Mauro Castelnuovo
Lars Monsees
Paolo Pelloni
Gabriel A. Marturano
Carl-Fredrik Bergdahl
Gunnar Baardsen
Walfroy Ract-madoux

REFERENCES:

Risk FAQ - Version 5.21 by Owen Lyne et al
<http://www.maths.nott.ac.uk/personal/odl/riskfaq.html>

Trouble shooting: Graphics

MissionRisk will render countries in 3D as long as your system color pallet is set to HI COLOR or better. If your pallet is set to 256 colors or less, countries will be painted in 2D.

You can switch 3D rendering on or off from the <View> menu at any time during a war.

To change your system pallet to HI COLOR (if it is available): from the Windows Start menu select <SETTINGS> - <CONTROL PANEL> - <DISPLAY>. Select the <SETTINGS> tab and select <HI COLOR (16 bit)> from the COLOR PALLET drop down menu.

MissionRisk is best played with a screen resolution of 800x600 or better. To change your screen resolution: from the Windows Start menu select <SETTINGS> - <CONTROL PANEL> - <DISPLAY>. Select the <SETTINGS> tab and slide the pointer in the DESKTOP AREA box to the desired resolution

