RISK Help Index

The index lists the main topics available for RISK.

To learn how to use Help, press F1 or choose Using Help from the Help Menu.

Rules
Overview of RISK

Commands
RISK Commands Overview

Procedures
RISK Procedures Overview

Keyboard
Playing RISK Using the Keyboard

Overview of RISK

In this classic game of military strategy, you battle to conquer the world.   To win, you must launch daring attacks, defend yourself on all fronts and sweep across vast continents with boldness and cunning.

Object of the Game
To eliminate your opponents by occupying every territory.   The first player to do so wins the game and conquers the world.

The World
On the screen is a map of six continents divided into 42 territories.   The territories within each continent are the same color.   The symbol of the player who occupies a territory will be displayed within that territory.   The number of armies will be shown by the number displayed in each individual territory.   Place your forces wisely, attack at just the right time, fortify your defenses against all enemies and conquering the world may be just a roll of the dice away.

Rules
Rules for Game Setup
Rules for Getting Reserves
Rules for RISK Cards
Rules for Launching an Attack
Rules for Fighting a Battle
Rules for Winning a Battle
Rules for Ending Your Turn

RISK Commands Overview

To get a definition of a specific command, choose the appropriate menu.

Use the scroll bar to see more commands.

Game Menu Commands
Start New Game
Save Game
Save Game As
Restore Game

Play Menu Commands
Get Reserves
Repeat Attack
Turn In Cards
View Personal Cards
Card Set Value
View Opponents Cards
End Turn
Undo Free Move

Option Menu Commands
View All Cards
Set Sound
Replace Player
Fast Speed

RISK Procedures Overview

To get step-by-step instructions for a procedure, choose the appropriate topic.

Use the scroll bar to see more procedures.

Starting and Saving Games
- Starting New Games
- Saving Games
- Restoring Games

Getting and Placing Armies
- Getting Reserves
- Placing Armies
- Turning in Cards
- Determining Card Set Values
- Viewing Cards

Attacking
- Launching an Attack
- Fighting a Battle
- Winning a Battle

Fortifying Your Position
- Ending Your Turn
- Doing and Undoing Free Moves

Options
- Changing Computer Speed
- Replacing Players
- Setting The Sound

Playing RISK Using the Keyboard

Use the following keys to play RISK:

Key(s)	Function
F1	Using Help
F2	Start New Game
F3	Save Game
F4	Save Game As
F5	Restore Game
F6	Get Reserves
F7	Repeat Attack
F8	Turn in Cards
F9	View Personal Cards
F10	Card Set Value
Alt+F1	View Opponents Cards
Alt+F2	End Turn
Alt+F3	Undo Free Move
Alt+F4	Exit
Alt+F5	View All Cards
Alt+F6	Set Sound
Alt+F7	Replace Player
Alt+F8	Fast Speed (toggle)
Spacebar	Simulates clicking Left Mouse Button
Up Arrow	Moves cursor up
Down Arrow	Moves cursor down
Right Arrow	Moves cursor to the right
Left Arrow	Moves cursor to the left

Game Menu Commands

Use the scroll bar to see more commands.

Start New Game
  Starts a new game.   You may start a new game at any time (even before you finish one).

  Related Procedures
  ◆   Starting Games

Save Game
  Allows you to save the current game.   You will be prompted to name the game the first time you save it.

  Related Procedures
  ◆   Saving Games

Save Game As
  Allows you to save the current game under another name.

  Related Procedures
  ◆   Saving Games

Restore Game
  Restores a saved game.

  Related Procedures
  ◆   Restoring Games

Exit
Exits RISK and allows you to save the current game.

Play Menu Commands

Use the scroll bar to see more commands.

Get Reserves

At the beginning of each turn, including your first one, you can receive additional armies based on the number of territories you occupy and the continents you control.   You must get your reserve armies before launching any attacks or you will forfeit them.

Related Procedures
♦   Getting Reserves

Repeat Attack

Allows you to repeat the last attack without reselecting the warring territories.

Related Procedures
♦   Launching an Attack

Turn in Cards

Allows you to choose the three RISK cards you wish to turn in as a matched set.   When you have five cards you **must** turn in the resulting set.   You must turn in your cards before launching any attacks or you will have to wait until your next turn.   If you eliminate an opponent, you may turn in cards immediately without waiting for your next turn.

Related Procedures
♦   Turning in Cards
♦   Winning the Battle

View Personal Cards

Allows you to view your RISK cards one at a time.

Related Procedures
♦   Viewing Cards

Card Set Value

Shows the number of armies to be received from the current card set.

Related Procedures
♦   Determining Card Set Values

View Opponents Cards

Shows the number of RISK cards each opponent currently holds.

Related Procedures
♦   Viewing Cards

End Turn

Allows you to end your turn at anytime during your turn.   You can make a free move if desired.

Related Procedures
♦   Ending Your Turn

Undo Free Move

Allows you to reselect the territory from which you wish to remove armies during the Free Move.

Related Procedures

◆ Doing and Undoing Free Moves

Options Menu Commands

Use the scroll bar to see more commands.

View All Cards

Shows all of the RISK cards on the screen one at a time.

Related Procedures
◆   Viewing Cards

Set Sound

Allows you to toggle the sound on or off during a game.

Related Procedures
◆   Setting The Sound

Replace Player

Allows you to convert a human player to a computer player or vice versa.   You can also change the playing level for any computer player.

Related Procedures
◆   Replacing Players

Fast Speed

Allows you to toggle the computer speed to fast or slow during a game.

Related Procedures
◆   Changing Computer Speed

Changing Computer Speed

To change the speed of the computer:
*   Choose Fast Speed from the Options Menu or press Alt+F8 to toggle the fast speed on or off during a game.   A checkmark will appear next to this option if the fast speed is chosen.

Determining Card Set Values

♦

To determine the current value of a card set:

•   Choose Card Set Value from the Play Menu or press F10.   The value of the card sets are as follows:

First Set	4 armies
Second Set	6 armies
Third Set	8 armies
Fourth Set	10 armies
Fifth Set	12 armies
Sixth Set	15 armies

After the sixth set has been traded in, each additional set is worth five more armies. (Example: If you trade in the seventh set, you get 20 armies; if you trade in the eighth set, you get 25 armies; and so on.)

Related Topics

♦

♦   Rules for RISK Cards
♦   Turning in Cards
♦   Viewing Cards

Doing and Undoing Free Moves
◆

To make a Free Move:
1. Move the sword cursor to the territory from which you wish to remove armies. Click on the left mouse button or press the spacebar. (If you discover you have selected the wrong territory, you can choose Undo Free Move from the Play menu or press Alt+F3 to unselect the territory.)
2. Move the sword cursor to the territory you wish to receive armies. Click on the left mouse button or press the spacebar. (Remember: Once you have chosen the receiving territory, you will not be able to undo your Free Move.)
3. The Passing Armies dialog box will appear.
4. Enter the number of armies you wish to move or choose the maximum or minimum button.
5. Choose OK.

Related Topics
◆

◆   Rules for Ending Your Turn
◆   Ending Your Turn

Ending Your Turn
◆

1. Choose End Turn from the Play Menu or press or press Alt+F2.   You will be asked whether you wish to end your turn or not.
2. Choose Yes.
3. You will be asked whether you wish to pass armies from one country to another.   This is called the Free Move.
4. Choose Yes (if you wish to make a Free Move) or No (to end your turn).

Related Topics
◆

◆ Rules for Ending Your Turn
◆ Doing and Undoing Free Moves

Fighting a Battle
◆

1. Choose the number of dice you wish to roll in the Dice Preference box.
2. Choose OK to roll the dice.   The armies lost in battle will be automatically removed from the losing territory.

Related Topics
◆

◆   Rules for Fighting a Battle
◆   Launching an Attack
◆   Winning a Battle

Getting Reserves

◆

To get reserve armies:

• 　　Choose Get Reserves from the Play Menu or press F6.   You will automatically receive your reserve armies.   You must do this at the beginning of each turn or you will forfeit these armies.

Related Topics

◆

◆ 　　　Rules for Getting Reserves
◆ 　　　Placing Armies

Launching an Attack
◆

How to Attack
1. Select your attacking territory by moving the arrow cursor on it and clicking the left mouse button or pressing the spacebar.
2. Select the your opponent's territory by moving the arrow cursor on it and clicking the left mouse button or pressing the spacebar.

Repeating an Attack
•   Choose Repeat Attack from the Play Menu or click on the right mouse button or press F7.

Related Topics
◆

◆   Rules for Launching an Attack
◆   Fighting a Battle
◆   Winning a Battle

Placing Armies
◆

To place an army onto a territory:
1. Move the ship cursor to the territory where you wish to place an army.
2. Click on the left mouse button or the spacebar to place one army.   Repeatedly click the mouse button or hold down the spacebar to distribute many armies.

Related Topics
◆

◆   Getting Reserves
◆   Turning in Cards

Replacing Players

♦

1. Choose Replace Player from the Options Menu or press Alt+F7.   This will bring up the Replace Player dialog box.
2. Make the changes you desire.   (Remember: You cannot add or remove any players once the game has started.)
♦   To make a human player into a computer player, choose computer for that player and the level of skill desired.
♦   To make a computer player into a human player, deactivate the computer option by choosing it again.
♦   To change the level of skill for a computer player, choose the level desired.
3. Choose OK to return to the game.

Related Topics
♦

♦   Starting New Games

Restoring Games

◆

To restore a saved game:
1. Choose Restore Game from the Game Menu or press F5.   This will bring up the Restore Dialog box.
2. (Optional) Choose the directory if different from the current one.
3. Select or type in the name of the saved game you wish to restore.
4. Choose Restore.

Related Topics
◆

◆　　　　Saving Games

Saving Games
◆

To save the current game:
1. Choose Save Game from the Game menu or press F3.   If this is the first time you have saved this game, this will bring up the Save dialog box.
2. (Optional) Choose a directory if different from the current one.
3. Type in a filename.   RISK will add the .RSK file extension if none is given.
4. Choose Save.   (After you have saved the game once, you can save the game again without reopening the Save dialog box.)

To save the current game under a new name:
1. Choose Save Game As from the Game menu or press F4.   This will bring up the Save dialog box.
2. (Optional) Choose a directory if different from the current one.
3. Type in the new filename.   RISK will add the .RSK file extension if none is given.
4. Choose Save.

Related Topics
◆

◆   Restoring Games

Setting the Sound
◆

To set the sound:
- Choose Set Sound from the Options Menu or press Alt+F6.   This will turn the sound on or off during a game.   A checkmark will appear next to this option if the sound is on.

Starting New Games
◆

  1. Choose Start New Game from the Game Menu or press F2.   This will bring up the New Game dialog box.
  2. Choose each player for the game.   A maximum of six players may be chosen.
●   Select a symbol for the player.
●   (Optional) Change the name of the player if desired.
●   (Optional) Choose Computer to create a computer player.   Select the playing level for the computer player.
            <u>Advanced</u>:   Aggressive attacker, fierce defender, uses border tactics.
            <u>Intermediate</u>:   Assertive attacker, strong defender.
            <u>Neutral</u>:   Never initiates attacks or reinforces occupied territories.
  3.Choose Computer Speed.
            <u>Fast</u>:   Computer players moves occur at a fast rate to speed up the game.
            <u>Slow</u>:   Computer players moves occur a a slower rate to allow the human players to observe them.
  4.Select the method of choosing territories.   The first player to choose a territory is randomly decided by the computer.
            <u>Random</u>:   The computer will automatically place armies for each player until every territory is occupied by one army.
            <u>Selectable</u>:   Each player (in turn) places one army upon any unoccupied territory until all territories are claimed.
  5.Choose OK.   The first player in the game is randomly chosen by the computer.

Related Topics
◆

◆   <u>Placing Armies</u>
◆   <u>Saving Games</u>

Turning in Cards
◆

To receive armies from RISK cards:
1. Choose Turn In Cards from the Play Menu or Press F8.   This will bring up the Choose Cards dialog box.
2. To choose the three cards which make a matched set, select the box next to each card you wish to turn in.   The selected card will be displayed on the screen so you can double check that it is the one you want.
3. Choose OK.   You automatically receive the number of armies based upon the value of the current card set.   You also receive two additional armies for each card you turn in that represents a territory you currently occupy.   The two armies are automatically placed on that territory.

Related Topics
◆

◆   Rules for RISK Cards
◆   Determining Card Set Values
◆   Placing Armies

Viewing Cards

◆

To view personal cards:
- Choose View Personal Cards from the Play Menu or press F9.   Your cards will be displayed one at a time on the screen.   This allows you to determine if you have any matched sets.

To view opponents cards:
- Choose View Opponents Cards from the Play Menu or press Alt+F1.   The number of cards each of your opponents currently holds will be displayed on the screen.   This allows you to decide whether or not to hold onto your own card set until another player trades in one and increases the card set value.

To view all RISK cards:
- Choose View All Cards from the Options Menu or press Alt+F5 to view all of the RISK cards one at a time.

Related Topics

◆

◆   Rules for RISK Cards
◆   Turning in Cards

Winning a Battle
♦

To occupy a captured territory:
•   Enter the number of armies you wish to pass from the attacking territory or you may choose the maximum or minimum button in the Passing Armies dialog box.   The computer will always assume you wish to move the maximum number allowed.

Related Topics
♦

♦   Rules for Winning a Battle
♦   Launching an Attack
♦   Fighting a Battle

Rules for Game Setup
◆

Unlike most games, RISK demands careful planning before you actually start to play.   You must choose the players, how to distribute the territories, and place your initial armies. This part of the game sets the stage for the battles you will fight later.

A maximum of six players, human or computer, may be chosen.   They are represented on the screen by these six symbols:
- Red
- Blue
- Purple
- Yellow
- Green
- Cyan

Each player automatically receives a specific number of armies at the beginning of a new game depending upon the number of players.   The initial number of armies is as follows:

2 players	50 armies
3 players	35 armies
4 players	30 armies
5 players	25 armies
6 players	20 armies

Related Procedures
◆

◆   Starting New Games

Rules for Getting Reserves
◆

At the beginning of each turn (including your first one) you can receive additional armies. You place these reserve armies onto any of your territories immediately.   You receive armies according to the number of territories you occupy and the number of continents you control. Remember to request these reserves before beginning any battles or you will forfeit them.

Territories
The computer will count the number of territories you currently occupy and divide the total by 3, discarding any fraction.   This is the number of armies you will automatically receive. You will always receive three armies on a turn even if you occupy less than 9 territories.

Continents
To control a continent, you must occupy all of its territories at the start of your turn.   You automatically receive the number of armies associated with that continent.

Asia	7 armies	Africa	3 armies
Australia	2 armies	Europe	5 armies
North America	5 armies	South America	2 armies

Related Procedures
◆

◆   Getting Reserves
◆   Placing Armies

Rules for RISK Cards

◆

There are 44 RISK cards: one representing each of the 42 territories and two "wild" cards.Each card is marked with a picture of Infantry, Calvary, or Artillery.   The "wild" cards have all three symbols on them.   The following are examples of the different types of cards:

A valid match is three cards of the same suit (Infantry, Calvary or Artillery), three cards of different suits or any two cards plus a "wild" card.

On any turn you may trade in a matched set of RISK cards to receive additional armies.   The number of armies you receive depends upon the total number of sets turned in previously by all players.When you have five cards, you **must** turn in the resulting matched set at the beginning of your next turn.   You also receive two additional armies for each card you turn in that represents a territory you currently occupy.

You earn one RISK card at the end of each turn in which you capture at least one territory.

Remember to turn in your cards before engaging in any battles or you will have to wait until

your next turn.

Related Procedures
◆

◆ [Determining Card Set Values](#)
◆ [Turning in Cards](#)

Rules for Launching an Attack
◆

Who to Attack
You may only attack a territory that is adjacent to one of your own.   Territories lying next to each other are adjacent.   Territories which are connected by lines are also considered adjacent to each other.

When to Attack
You must always have at least two armies in the territory from which you are attacking.   On any single turn, you may attack one or more territories from one or more of your own territories.   You may also shift your attack from one territory to another.   You may initiate as many attacks as you want in any single turn.   You may end your attack at any time.

Related Procedures
◆

◆   Launching an Attack

Rules for Fighting a Battle
◆

Attacking

Once an attack is launched, dice will be rolled to determine the outcome of the battle.   You, the attacker, are allowed to roll one, two or three dice, but you must have at least one more army in your territory than the number of dice you roll.   The defender may roll either one or two dice.   Defenders may only use two dice when there are 2 or more armies on their territory.   When you are the defender in a battle, you will be prompted to choose the number of dice you wish to roll.   If there is no choice in the number of dice to roll (either attacking or defending), the computer will automatically choose for you.   The following tables show the number of dice that may be rolled:

Offensive Armies	Number of Dice
2	1
3	1 or 2
4 or more	1,2 or 3

Defensive Armies	Number of Dice
1	1
2 or more	1 or 2

Outcome of an Attack

The outcome of a battle is decided by comparing the highest die that each of you has rolled. If your die is higher, the defender loses one army from the territory under attack.   If the defender's die is higher, you lose one army from your attacking territory.   If each of you has rolled more than one die, then compare the next highest die to determine who loses an army.   In case of a tie, the defender always wins.

Related Procedures
◆

◆   Fighting a Battle

Rules for Winning a Battle

◆

Captured Territories

As soon as you defeat the last opposing army on a territory, you capture that territory and must occupy it immediately.   You must move in at least as many armies as the number of dice you rolled in your last battle.   The maximum number of armies you may move must be one less than the number you have on the attacking territory.   (Every territory must always be occupied by at least one army during the game.)

Eliminating an Opponent

If you eliminate an opponent during your turn, you win any RISK cards that player is holding. An opponent is eliminated if you capture his last remaining territory.   You may immediately trade in any cards which make a matched set.   The additional armies can be immediately placed onto any territories you occupy.   You must trade cards in before engaging in another battle or you will have to wait to the beginning of your next turn.   If, by winning the cards, you hold five or more cards, you must trade in matched sets until you have four or fewer cards.

Related Procedures

◆

◆   Winning a Battle
◆   Turning in Cards

Rules for Ending Your Turn
◆

When to End Your Turn
You may end your turn anytime during your turn.   You do not have to launch any attacks before you can end your turn.   When you choose to end your turn, you will be asked whether or not you wish to make a Free Move.   At the end of your turn you will be shown your RISK card, if you have earned one by capturing at least one territory.

Free Move
The Free Move allows you to move as many armies as you like from one (and only one) of your territories to one (and only one) of your adjacent territories.   You must leave at least one army behind on the territory from which you are moving armies.

Related Procedures
◆

◆   Ending Your Turn
◆   Doing and Undoing Free Moves