RISK®

Parker Brothers' World Conquest Game

Instruction Manual

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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HANDLING YOUR CARTRIDGE

- The Sega™ Genesis™ Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

- Do not bend it, crush it, or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

RISK

The Classic Game of World Conquest

INTRODUCTION

For more than 35 years, military game players have pitted their battle strategy and skills against their "enemies" in the classic RISK® game. Now the Sega™ Genesis™ System presents all the drama of the classic RISK game of "World Domination" —with the added excitement of video games: fast setup, fast gameplay, sound and music, and the artificial intelligence of computer opponents. Now you can fight your battles in the Classic mode or pick the Arcade mode, where your skill determines the winner.

Whatever mode of attack you choose, your objective in the RISK game is the same, and simply stated: Conquer the world! To win, you must launch daring attacks, defend yourself on all fronts, and sweep across vast continents with boldness and cunning. But remember, the dangers, as well as the rewards, are high. Just when the world is within your grasp, your opponent may strike and take it all away!

This Sega Genesis version of the RISK game conforms to all the rules of the classic board game.

SET UP YOUR SEGA GENESIS SYSTEM

Set up the system as described in its instruction manual, and plug in its Controller. Check that the power switch is OFF, then insert the cartridge, pressing it in firmly.

Important: If the Sega screen does not appear, turn the power OFF, then make sure the system is set up correctly. Re-insert the cartridge, with the label facing you. Turn the power ON again. Always turn the power OFF before inserting or removing the cartridge.

Genesis Cartridge

Genesis Controller
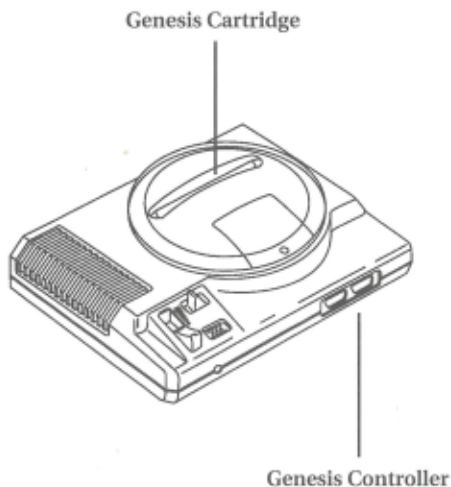
THE CONTROLLER*

START... To call up the Main Menu

A Button... To select and enter all choices

B Button... To exit from most screens

C Button... Use when indicated by screen prompt

Directional Pad (D Pad)... To change numbers, letters, move the cursor, aim cannons

NOTE: There will be brief instructions and reminders on screen while you're playing. To quit them, hit B.

D Pad

START Button

C Button

B Button

A Button

D Pad UP

D Pad LEFT

D Pad RIGHT

D Pad DOWN
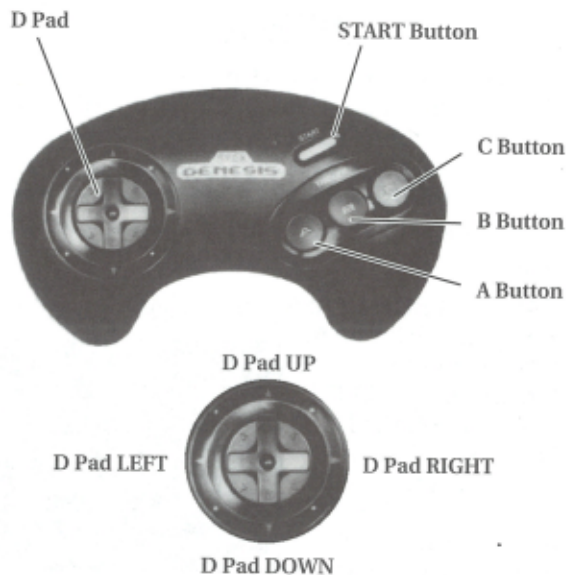
* To play a human opponent in the ARCADE attack mode, you will each need a Controller.

NOTE: Before beginning to play, we urge you to read this Instruction Manual thoroughly, including the EXPLANATIONS OF GAMEPLAY starting on page 22. Your military strategy—and success—will be determined by many factors, so the more you know, the better General you'll be!

ILLEGAL MOVES

If you try to make a move that does not follow the classic RISK game rules, the system will not let you. Play will resume at the point where you attempted the illegal move.

OBJECT

To conquer the world by occupying every territory on the map, thus eliminating all your opponents.

STARTING A GAME

Turn the Power ON. The RISK title screen will appear.

1. **GAME SELECT: CLASSIC or ARCADE...** Decide *how* you will battle to take over new territories: Use LEFT or RIGHT on the D Pad to select, then press the A button to enter. At any time during a turn, you may change the battle mode by pressing START to bring up the MAIN MENU, then selecting the other mode.

Play Options

Game Select
Classic Arcade
How Many Players:
2 3 4 5 6

- **CLASSIC** replicates the RISK board game (in which players simultaneously roll dice). In this version, you will use cannons to determine who wins each battle. The odds of the outcome of the cannon battle are the same as the odds of a dice roll.

- **ARCADE** lets you and your opponents battle each other with your Controllers. Your skill —and the skill of your opponent—determines the winner. Each human player will need his or her own Controller; one human may play with only one Controller against a computer opponent.

2. **HOW MANY PLAYERS...** You can play with 2 to 6 players (at least one human). Use LEFT and RIGHT on the D Pad to select the number, then press the A button to enter.

3. **PLAYER 1 — HUMAN OR COMPUTER...** Player 1 comes up first. Use the D Pad to identify him/her as either Human or Computer, then press A to enter your selection. (If you change your mind, press B to back up and re-identify a player.)

4. **ENTER NAME...** For human players you may replace the color designation, letter by letter, with a name: To locate the first letter of the name, use the D Pad to go UP or DOWN the alphabet. To convert the rest of the color's letters, use the D Pad to move LEFT and RIGHT to the previous or next letter. When the name is spelled completely, hit A to enter it. (A blank, as in Jim Bob, will appear as one of the letters.) To save time, you may press C to **remove** the color designation; then enter your name. Your territory will be whatever color you were to start.

Computer opponents will always be known by a color designation, so if Player 2 is a computer opponent, it will be called Yellow, Player 3 will be Green, etc.

5. **DIFFICULTY...** The computer players each have a different conquering strategy and will play at different skill levels. Use the D Pad to pick how skillful your opponent will be: Beginner, Intermediate or Expert. Hit A to enter.

THE MAP

After you've entered the information about each player, the world map will appear. The RISK world consists of 6 continents divided into 42 territories. Each continent contains from 4 to 12 territories.

The numbers on the screen indicate how many additional armies—from 2 to 7—you will receive if you control the entire continent. Note that certain continents are "worth" more than others (see explanation, page 23).

SELECT TERRITORIES & INITIAL ARMY PLACEMENT

Unlike most games, RISK demands careful planning before you actually start to play. Initial Army Placement sets the stage for your conquering strategy and the battles you'll fight later on. The number of armies available to each player to start depends on the number of players (see page 22). You may do all the setup manually, or let the system do it.

6. **SETUP...**Press the B Button to start selecting territories and placing armies. You may pick MANUAL SETUP or FAST COMPUTER SETUP.

MANUAL SETUP

- **Select territories...**
  Use the D Pad to move to a territory, then press A to select it. Players take turns selecting territories one at a time and automatically placing one army on each. Continue until all 42 are selected.

- **Place remaining armies...** Use the D Pad to move the cursor to a territory you want to reinforce, and press A to add one more army on it. There is no limit to the number of armies you may place onto a single territory. Taking turns, continue until all players have used all the armies they were initially allotted.

FAST COMPUTER SETUP

- Press START to bring up the AUTO-CHOOSE Menu: Use the D Pad to highlight your selection and A to enter it.

> **COUNTRY CHOICES...** The system automatically "chooses" and assigns all the territories (countries) evenly among players and puts one army onto each. Each player then deploys the remaining armies manually, as described under MANUAL SETUP (page 9). This allows you to use your own military strategy.

> **ARMY PLACEMENT...** If you haven't already done so, the system will randomly assign territories, putting one army on each, and also deploy the remaining armies randomly. If you have already selected the territories, this command will just deploy the remaining armies randomly. **Note:** While fast, this option is totally random and does not allow you to use your own military strategy.

> **NEW GAME...** To quit the current game completely and begin a new game.

Here's the map at the end of setup (manual or computer). All territories have been selected or assigned, and all armies have been deployed. They are now color-keyed to match the players. Throughout the game, as you conquer other players' territories and your troops are moved into them, the system automatically updates the number of armies in each.

RISK STRATEGY

Keep these three strategy hints in mind as you play, add armies, and fortify:

1. **Conquer whole continents:** You will earn more armies that way.

2. **Watch your enemies:** If they are building up forces on adjacent territories or continents, they may be planning an attack. Beware!

3. **Fortify borders** adjacent to enemy territories for better defense if a neighbor decides to attack you.

PLAYING

Now you're ready to get into the real action and try to capture territories by attacking and defeating your opponents' armies.

After all the armies have been placed, press B and the NEW ARMIES screen will come up for the first player.

Each of your turns consists of three steps, in this order:

1. **Place new armies;**

2. **Attack,** if you choose to;

3. **Fortify your position,** if you chose to.

STEP 1. PLACE NEW ARMIES

At the beginning of every turn, the NEW ARMIES MENU appears and shows you how many new armies you can add to your territories.

> **Press A: Place armies...** Use the D Pad to select the territory you wish to place them in, and press A to add them. Repeat until you have placed all available armies on the territories of your choice, depending on your strategy. If you change your mind about placement, as long as you still have one army left un-placed, you may un-do what you've done so far: Hit START to bring up the PLACEMENT MENU, and select Redo Placement.

> **Press B: View map...** To check out your position and plan your next move.

> **Press C: Trade cards*...** To trade in cards for more armies.

* **RISK Cards.** At the end of any turn when you have won at least one battle, you earn one (and only one) RISK card. See page 23 for important information on cards.

When you have earned a set of 3, you may turn them in at the beginning of your turn, or you may wait. But once you have 5 or 6 cards, you **must** trade in at least one set and may, if you wish, turn in a second set if you have one. (The system will prompt you to do so, and will tell you how many extra armies the trade would be worth.)

STEP 2. ATTACK

After placing your new armies, decide if you wish to attack at this time, **or not.**

If you choose not to attack, you may still fortify your position, if you wish (see page 19).

If you choose to attack, you must follow these rules:

• You may only attack a territory that's adjacent (touching) to one of your own, or connected to it by a dashed or solid line. At the western and eastern edges of the board, Alaska is considered adjacent to, and may attack, Kamchatka.

• You must always have at least 2 armies in the territory you're attacking from.

• As long as you still have 2 or more armies on a territory you're attacking from, you may continue to attack an enemy territory until you have eliminated all armies on it. Or you may shift your attack to another adjacent territory. You may attack as many territories as you like, as many times as you like, during one turn.

HERE'S HOW TO ATTACK

Use the D Pad to move around the map, then press A to select your territory you want to attack from. Now use the D Pad to move around and check out the troop strength of your adjacent enemies; when you have decided which enemy territory you want to attack, move to that territory with the D Pad, then press A to select your immediate battle opponent.

CLASSIC ATTACK

In this attack mode, the ATTACK MENU comes up. Use the D Pad to select and the A button to enter battle strength and attack options:

> **ATTACK & DEFENSE OPTIONS...** *First* decide how many "cannons" you will attack with. The system defaults to the highest number of attackers possible, but you may limit your exposure. Both the Attacker and the Defender each use the D Pad (if both are humans) to select the number of cannons they'll fire, then press A to enter.

As the **Attacker**, if you have 4 or more armies in this territory, you may pick 3 cannons. With 3 armies, you may pick 2; with 2 armies, you may pick 1. **Hint:** The more cannons you pick, the greater your odds of winning—or the more armies you may lose, or be required to move into a captured territory. The Attacker never loses more than 2 armies in a single attack.

The **Defender** may select how many cannons he or she will use to defend. With 2 or more armies in the territory being attacked, the Defender may use 2. With only 1 army, only 1 cannon. (The system's artificial intelligence will do this for a computer Defender.)

> **ATTACK...** The Attacker presses A to fire one round at a time. You may keep going until the battle is resolved, or press B to stop and change to another attack option. To stop the attack altogether, press B again.

> **CONTINUOUS ATTACK...** The system continues the attack until you conquer the enemy territory—or you have only one army left. To stop a Continuous Attack, press B between rounds, then re-select another option. To stop the attack altogether, press B again. This brings up the main map.

> **FAST BATTLE...** A quick battle that cuts straight to the finish and shows the winner.

ARCADE ATTACK

Remember, each human player must have his or her own Controller. The Defender must use the second Controller.

After you have selected the territory you will attack from and the one you will attack, this screen appears automatically. The computer opponent will make its own moves automatically, and will play at whatever Difficulty level you selected at the start of the game.
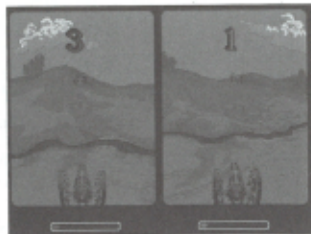
READY! The Attacker's screen is always on the Left. Both (human) players use their D Pad to:

AIM! Your opponent's Cavalry will move continuously across the screen; the Infantry will always stop on the battlefield. Use LEFT and RIGHT to position the cannon left or right. Use UP and DOWN to select the range: UP fires your cannon ball farther, DOWN fires it closer in. Note: The bar across the bottom of each split screen lengthens and shortens to indicates the firing range.

FIRE! Press A to fire your cannon. Hitting Cavalry is worth 2 points (and reduces your opponent's battle strength number by 2). Hitting Infantry is worth 1 point. Keep pressing A to keep firing at your targets.

The Attacker may press B at any time to escape and stop the Attack and go directly back to the map to plot his or her next move.

To pause the battle, press START.

RESOLVE THE ATTACK

DID YOU WIN? In both CLASSIC and ARCADE attacks, if the Attacker captured the enemy territory, this screen comes up to show the territory you attacked from and the one you defeated. The system automatically moved all your armies (except one) into your newly-conquered territory. If you want to change this distribution, use the D Pad to move them, then press A to enter. Remember:
1) Your newly-acquired territory must have at least 3 armies in it if you attacked with 3 cannon, 2 for 2 cannon, etc.; 2) you must leave one army in the territory you attacked from; and 3) the system won't let you move more or fewer than you're allowed.
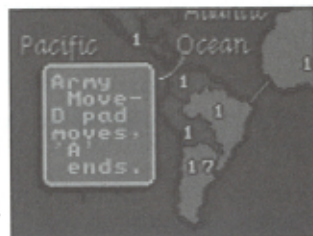
Eliminating an opponent. If during your turn you eliminate an opponent from the game by defeating his or her last army on the screen, you win any RISK cards that player has earned.

- If winning them gives you **6 or more** cards, you must **immediately** trade in enough matched sets to reduce your hand to 4, 3 or 2 cards, and place the additional armies you earn onto any territory or territories you occupy.

- But if winning them brings your total to **fewer than 6**, you **must wait** until the beginning of your next turn to trade in a set and earn more armies.

- **Note:** When you earn a card at the end of your turn (for having won a battle), if this brings your total to 6, you must wait until your next turn to trade in.

WHAT NEXT?

If you want to **continue your turn**, you may fight the same territory until you conquer it and it has no more armies, or move to another enemy territory (belonging to the same or another opponent) and attack it. You might start trying to take over another continent.

or

You may **end your turn**. But before you do, decide two things:

1) If you don't want to watch while computer opponents battle in the CLASSIC mode, you may turn the Battle View OFF: Press START to bring up the MAIN MENU. Use the D Pad to select Battle View and the A button to turn it OFF. By doing this, you will no longer see any computer opponent battles, even when you're being attacked; and the system will default to the maximum number of cannons in an attack. (See Attack & Defense Options, page 14 and Battle View, page 20.)

2) Remember to fortify your position first if you wish. (See next page.)

If you have captured at least one territory, you will earn one RISK card at the end of the turn. (No matter how many territories you've captured on your turn, you earn only one RISK card.)

STEP 3. FORTIFY YOUR POSITION

No matter what you've done on your turn, you may end your turn by fortifying your position in any *one* territory, if you wish. You are not required to win a battle or even to try an attack to do so. Some RISK players refer to this procedure as the "free move."

Press START to bring up the MAIN MENU. Use the D Pad to select Fortify; press A.

Use the D Pad to select the territory you want to move your troops out of, and press A to confirm. Use the D Pad to select the single adjacent territory you'll move them to, and hit A to confirm. Use the D Pad to toggle back and forth, moving one army at a time. Move as many as you like, but leave at least one army behind. When you're through, press A to enter the final numbers and end your turn.

MAIN MENU

At any time during your turn, press START to call up this menu, and B to escape from it.

> **End Turn:** Once you hit this, your turn ends immediately. So use the other options on this menu if you wish—especially Fortify—before you select End Turn.

> **Fortify:** Use the D Pad and A button to fortify your position at the end of each turn. (See above.)

> **Statistics:** This shows all players' status and helps you plan your next moves.

> **View Cards:** See which cards you have earned for battles won. Remember: You may only trade in cards at the beginning of your turn (unless you won them during a turn for eliminating an opponent, see page 17).

> **Battle: Classic (Arcade):** Press A to switch.

> **Battle View On (Off):** In the CLASSIC attack mode, you can choose to see the battles or not. Press A to switch this On or Off. If it's Off, all battles will resolve themselves almost instantaneously—but you won't be able to limit the number of cannons you attack with; the system will default to your maximum number.

> **Sound is On (Off):** In the CLASSIC attack mode, you may press A to switch the sound On or Off.

> **Switch Player:** To change a Human player to a Computer player, or vice versa, if somebody wants to leave or join the game in the middle.

> **New Game:** Use to quit the current game entirely and start a new one.

At any time during your turn, press B to escape from the MAIN MENU.

WINNING

The winner is the first player to eliminate every opponent by capturing all 42 territories on the board.

EXPLANATIONS OF GAMEPLAY

INITIAL ARMY PLACEMENT

The total number of armies you may disperse during Initial Army Placement depends on the number of players:

If 2 are playing, each player receives 40 armies.

If 3 are playing, each player receives 35 armies.

If 4 are playing, each player receives 30 armies.

If 5 are playing, each player receives 25 armies.

If 6 are playing, each player receives 20 armies.

NEW ARMIES MENU

This menu appears at the beginning of each turn. When you know how many armies you have available, you can plan your strategy better. The total number is based on the Territories and Continents you occupy, and the RISK cards you trade in. Here's how the numbers are calculated:

Territories. The computer counts the number of territories you currently occupy, then divides the total by three (ignoring any fraction). You will always receive at least 3 armies on a turn, even if you occupy fewer than 9 territories.

Continents. In addition, you receive armies for each continent you control. (To control a continent, you must occupy all its territories at the start of your turn.) Here are the additional armies you'll receive if you control an entire continent:

| N. America-5 | S. America-2 | Africa-3 |
| Asia-7 | Europe-5 | Australia-2 |

RISK Cards. See below.

THE RISK CARDS

There are 44 "cards": 42 are marked with a territory and a picture of Infantry, Cavalry, or Artillery; 2 "wild" cards are marked with all three pictures, but no territory. All cards are held by the computer.

Throughout the game you will always collect one RISK "card" at the end of a turn in which you have won at least one battle.

At the beginning of a turn, you may trade them in using the NEW ARMIES MENU.

During your turn, you may only **view** them (not trade them in), by pressing START to bring up the MAIN MENU. (The one exception is if you eliminate an opponent. See page 17.)

You want to collect sets of RISK cards. A set consists of three of the same kind (Infantry, Cavalry or Artillery), or 1 of each of the 3 kinds, or 1 or 2 plus 1 or 2 wild cards to make a set. Each complete set entitles you to extra armies—which will increase your battle strength.

The additional armies earned are based on the total number of sets anyone has traded in so far, according to this scale:

Wild

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 5 more armies.

Occupied territories. If any of the 3 cards you have earned has the picture of a territory you occupy, you receive 2 extra armies. Press C on the NEW ARMIES MENU to Trade Cards, and your cards will appear on screen: Use A to select or de-select each one. The screen does not indicate the extra 2 armies, but the computer will automatically place them for you. It places them on the territory whose card you select first.

Note: On a single turn, you will receive no more than 2 extra armies above and beyond those you receive for the matched sets of cards you trade in.

We will be happy to answer your questions or comments about this RISK® game. Write to:

Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

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