THE COMPUTER EDITION OF

RISK
Deluxe™

The World Conquest Game

THE COMPUTER EDITION OF

RISK
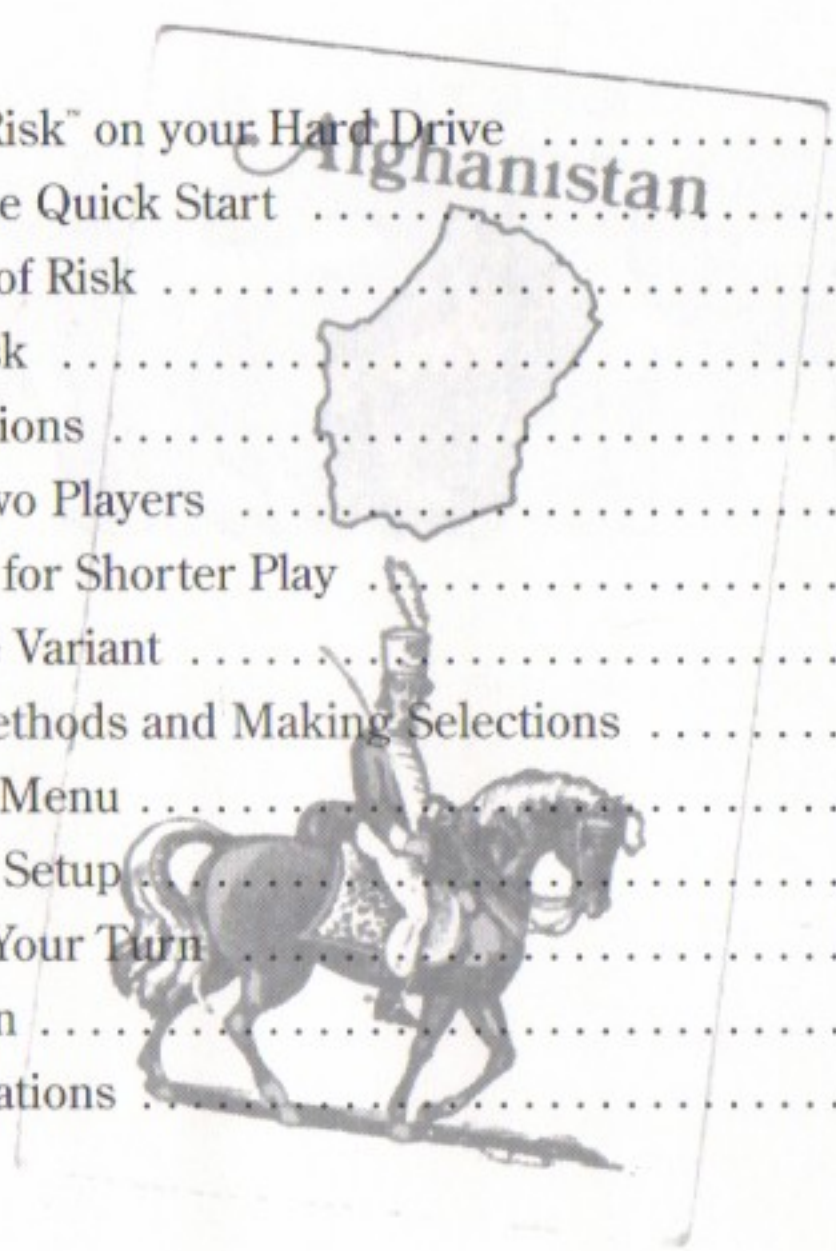## Deluxe
™

Interplay™

Contents

# Installing Risk™ on your Hard Drive

Before Starting:

First, insert Disk 1 into your disk drive.

Before proceeding, you should switch your monitor to 256 colors or black & white display only. On certain machines, the installer program may have problems if your monitor display is set to "Thousands" or "Millions" of colors.

To install the game, double-click the "Risk™ Deluxe Installer" icon. Read the on-screen instructions carefully and select the folder where you wish to install the game. The installation program will prompt you to swap disks as necessary. If you don't have enough hard disk space, the installer will alert you before it tries to install the program.

This procedure will create a folder on your hard disk called "Risk Deluxe".

Open this folder and then double-click the "Risk" application icon to start gaming!

▤ ◻	**Risk Deluxe 1**	▣
1 item	1.3 MB in disk	1K available

Risk™ Deluxe Installer
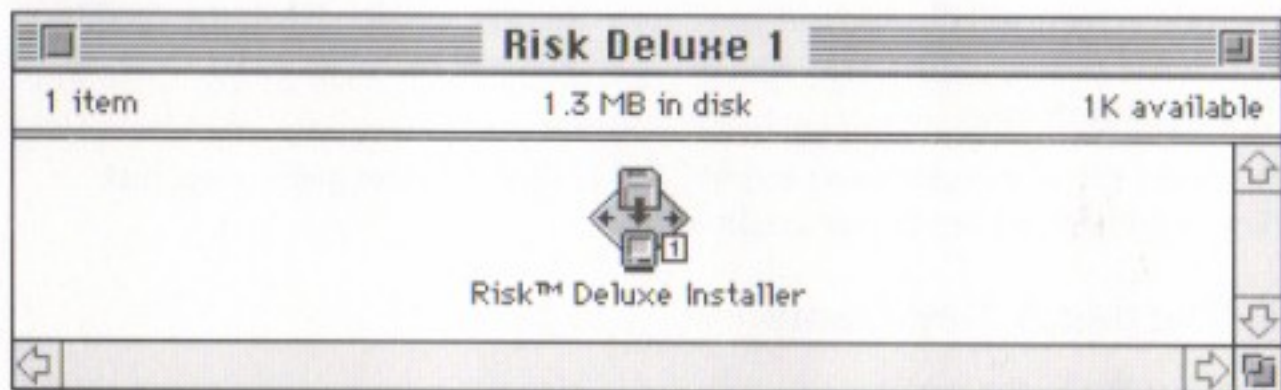
NOTICE FOR MAC PLUS, SE AND II OWNERS:

If you own a Macintosh plus, Macintosh SE, or Macintosh II computer and you have not installed a high-density (1.4MB) floppy drive, then the enclosed 1.4MB floppy disks will not work with your computer. You can write to MacPlay's Customer Service Department at the address listed in the back of this manual if you'd like to trade your 1.4MB disks for a copy of the program on 800K disks. Please enclose all the disks that came in the box, and enclose a note asking to trade them for the 800K disks.

Risk™ Deluxe Quick Start

If you are familiar with how the Risk board game is played, use this Quick Start guide to quickly start and play a game of Risk Deluxe. Further details about game options and strategy are discussed in the player's manual that follows this guide.

For this quick game, we'll be playing a short game using standard United States Rules. We've broken down the process into quick steps; it takes about a minute to perform steps 1 through 7 and begin an actual game turn on step 8. The entire Quick Start process takes about 5 minutes and, once completed, you'll know everything you need to know to set up and begin a new game of Risk Deluxe.

1. Loading Risk Deluxe

To load the game, locate the Risk Deluxe folder on your hard drive, open it, then double-click the Risk Deluxe icon.

The title screen will display and you'll hear the title music. Next, the credits screen will display. After that, the credit screen will be replaced by the Risk Deluxe game map.

To cancel these screens more quickly and move on to the game map, just click anywhere on the title or credit screen.

2. Starting A New Game

Next, you'll see the game map:

To start a new game, move the mouse pointer to the File option on the menu bar at the top of the screen, hold down the mouse button to open the menu, then highlight the option New Game. Release the mouse button.
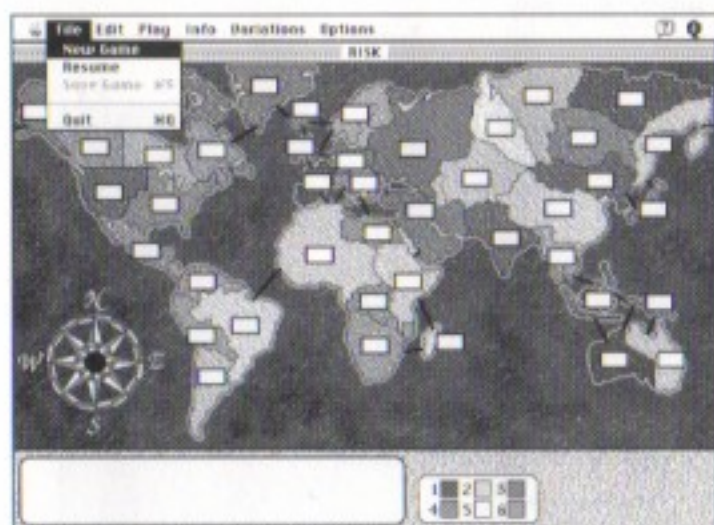
3. Select The Number Of Players

Risk Deluxe allows play between 2 to 6 human and computer-run players. For this Quick Start game, click on the number 3.

4. Name Each Player And Select The Player To Be Human or Computer-Run

After selecting the number of players for the game, you'll be prompted to enter the name of each player:

and to select whether the player will be run by a human opponent or run by the computer:

For this Quick Start Game, select yourself as player 1 and two Easy computer opponents. Enter a name and press RETURN. On the next screen, click on Human at the bottom of the list. Repeat the process for the next two opponents, clicking on Easy Computer for the players.

Strategy Note: Computer-run opponents have three difficulty levels, Easy, Good and Best. Easy opponents are generally less aggressive and perform less combat than the hard opponents, playing a cautious, defensive game. Best opponents tend to fight a LOT and go for the jugular in combat. They do tend to overextend themselves, however. The Good opponents are a mix of the other two.

5. Select A Game Option

Risk Deluxe offers the full range of game rules options found in the board game, including games based on both the United Kingdom rules and standard US rules. The difference in the rules sets lies mainly in how many armies a player receives for exchanging a set of Risk cards. For details on the differences in these rules, see the Game Variations (Pg. 35) section in the player's manual that follows.

6. Place Your Armies

In the US Short Game with three players, all countries on the board begin open and each player begins with 35 armies to place on them. Placement is made in rotation, with each player placing one army on one country at a time.

In this variant of the game, all countries must be claimed by at least one army before a second army can be placed in it. If you attempt to place a second army in a country, while one or more countries on the board have none, the computer will prompt you to select an unclaimed country.

When each country has at least one army in it, you can place as many armies as you wish in a single country.

7. Choosing Headquarters

In the US Short Game Risk Deluxe variant, each player chooses one possession to be his Headquarters. Select your headquarters by clicking on a country in your possession.

You'll next be asked to determine how many headquarters a player must occupy to win the game. A player can win the US Short Game by eliminating all other players or by capturing 2 or more Headquarters countries.

WARNING: When choosing the number of Headquarters to be captured for a win, select a number greater than 1. If you select 0 or 1, the game will reset to the beginning and you'll have to choose New Game to start over.

8. Play Begins/Countries Counted and Armies Awarded

Play now begins, with a player chosen at random. Players make their turns in rotation, the same rotation each turn until the game ends.

First, the computer will count the number of countries possessed by the player, divide by three, then award armies based on that count. For example, if the player owns 12 countries, he'll be awarded 4 armies for the turn (12 divided by 3 = 4). A player receives no less three (3) armies, regardless of the number of countries he owns.

These armies can be placed in any country the player controls. He may place any number of armies in a country, from 1 to the total number awarded for the turn. To place armies, simply click on a country you own, then enter the number of armies to place and press RETURN. For our Quick Start game, be sure to select a country that is adjacent to an opponent's country, preferably one with only 1 army in it.

9. Player Options/Making Your First Attack

After armies have been awarded and placed, the player has several options. He can:

a.   Attack any country adjacent to a country he owns, then end the turn;

b.   Take a 'free move,' in which armies are moved from one possession to an adjacent possession, ending the turn;

c.   Attack one or more countries, then take a free move to end the turn;

c.   End the turn without attacking or taking a free move.

Since Risk Deluxe is a game of conquest, we'll start by attacking another player:

1. Select a country to attack FROM by double-clicking on it. Now, select an adjacent country to attack by clicking ONCE on it.

2. You'll be prompted to enter the number of dice you wish to roll. The number of dice you can roll depends on how many armies you have in the country you are attacking from. If you have at least 4 armies, you can use from 1 to 3 dice. If you have 3 armies, you can use 1 or 2 dice. If you have 2 armies, you can use 1 dice. You must have at least 2 armies to be able to attack.

Select the number of dice you wish to roll. The defender will choose either one or two dice. The computer will then roll the dice and display the results. Note: If your opponent rolls two dice, then the maximum number of armies either of you can lose is 2. If the opponent rolls one die, then the maximum number of armies either of you can lose is 1.

For each die of yours that is HIGHER than an opponents die, the opponent will lose one army. For each die of yours that is equal to or less than your opponents, you will lose one army. The defender always wins on tie rolls. As an example, if you roll three dice and your opponent selects 2 dice to roll, and the results were:

You: A 6, a 4 and a 1

Opponent: A 5 and a 4

...you would each lose one army in the battle. Your 6 beats his 5, but his 4 ties your 4 and the defender always wins tie rolls. If you, however, had rolled a 6, a 5 and a 4, the defender would have lost two armies. Your 6 and 5 would beat his 5 and 4.

3. Once you win a series of battles and destroy all armies in an opponent's country, you'll be prompted to move a number of your armies into that country to claim it. Note that you MUST move at least as many armies into the country as the number of dice you rolled. For example, if you rolled three dice, you must move three armies into the country.

You can attack one country as many times as you wish, up to the limit of armies adjacent to that country, and you can attack as many adjacent countries as you wish in any one turn.

10. Free Move/Ending The Turn

Once you've made all the attacks you wish in a turn, you can end the turn in two ways:

1. Select End Turn from the Play menu (or press Command-Period),or;

2. Select a Free Move, which automatically ends the turn.

Free Moves: Each player is allowed one Free Move per turn, as the last action he can perform that turn. A Free Move allows the player to move friendly armies from one country into an adjacent country which the player also owns.

To make a Free Move:

a. Select Free Move from the Play menu on the menu bar;

b. Click on the country to move FROM;

c. Click on the country to move TO;

d. Enter the number of armies to move.

Once a Free Move has been made, the player's turn is automatically ended. If the player has captured at least one enemy country that turn, he is also issued a Risk Card.

11. That's It!

You've now played one full turn of Risk Deluxe, including setting up the game. You are now ready to start a game on your own. For more details on the game variants, turning in Risk cards for additional armies and other victory conditions and game options, refer to the rest of this player's manual.

The Rules 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. However you must remember the dangers, as well as the rewards, are high. Just when the world is within your grasp... your opponent might strike and take it all away!

OBJECT

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

THE MAP

On the screen is a map of six continents divided into 42 territories. The map is designed to facilitate play rather than to be geographically accurate.

THE ARMIES

The number of armies will be shown by the number displayed in each individual territory.

THE RISK CARDS

There are 44 RISK cards: one representing each of the 42 territories and two 'wild cards'. In the game, each card is marked with a picture of Infantry, Cavalry, or Artillery.

Initial Placement of Armies

Unlike most games, RISK demands careful planning even before you actually start to play. This part of the game sets the stage for the battles you will fight later on.

1. The initial number of armies is determined by the number of players.

If two are playing each player will receive 40 armies. If three are playing each player will receive 35 armies. If four are playing each player will receive 30 armies. If five are playing each player will receive 25 armies. If six are playing each player will receive 20 armies.

2. Roll the dice. Whoever rolls the highest number places one of their armies onto any unoccupied territory, thus claiming that territory.

3. Everyone, in turn, places one army onto any unoccupied territory until all territories have been claimed.

4. After all 42 territories have been claimed, each player, in turn, places one army onto any territory that they already occupy. Play continues in this way until everyone has run out of armies.

(There is a limit of 750 armies a player may place on one territory.)

5. Play begins with whoever placed the first army.

Playing RISK™

On your turn, try to capture territories by defeating your opponents' armies. But be careful. Winning your battles will depend on careful planning, quick decisions and bold moves. You'll have to place your forces wisely, attack at just the right time and fortify your defenses against all enemies.

Each turn consists of three steps.

1. Getting and placing new armies
2. Attacking
3. Fortifying your position

GETTING AND PLACING NEW ARMIES

At the beginning of each turn - including your first turn - you receive additional armies. You may immediately place these armies onto any one or more of your territories. You receive armies according to the number of territories you occupy, the number of continents you control, and the number of matched sets of RISK cards you trade in.

TERRITORIES

At the beginning of your turn you receive armies based on the territories you occupy. The computer will count the number of territories you currently occupy, then divide the total by 3, discarding any fraction. The answer is the number of armies you receive.

Example:

11 territories = 3 armies
14 territories = 4 armies
17 territories = 5 armies

You always receive at least three armies on a turn, even if you occupy fewer than nine territories.

CONTINENTS

At the beginning of your turn, you also receive armies for each continent you control. (To control a continent, you must occupy all its territories at the start of your turn.)

The number of armies you'll receive is:

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

RISK™ CARDS

Earning RISK cards helps you to get more armies. You earn one RISK card at the end of each turn that you capture a territory. Then at the beginning of subsequent turns, you receive additional armies for each matched set of RISK cards you wish to trade in.

RISING SETS

To make a match, you must have one of the following combinations: three cards of the same suit (Cavalry, Artillery, Infantry); three cards of different suits; or any two cards plus a 'wild' card.

The number of armies you receive for each matched set is as follows:

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.

a) 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 you get 25 armies, and so on.

b) "First" and "second" set etc., refer to consecutive sets traded in by any player during the game. Thus, if you trade in the third set in the game, you receive eight armies, even if it is your first set.

c) Once you have five RISK cards, you must trade in the resulting matched set at the beginning of your next turn.

d) If any of the three cards you trade in represent a territory you occupy, you receive two extra armies. But you must place both those armies onto that particular territory. On a single turn, you may receive no more than two extra armies. This is true no matter how many sets of cards you trade in on that one turn.

FIXED SETS

A variation to make for a more challenging game is to play with a fixed value for each set of cards.

> A set of 3 artillery = 4 armies
> A set of 3 infantry = 6 armies
> A set of 3 cavalry = 8 armies
> A combination (one of each suit) = 10 armies

Wild cards still count as any.

ATTACKING

After placing your armies, you may attack if you wish. An attack is actually one or more battles which are fought with dice. The object of an attack is to capture a territory by defeating all the opposing armies already on it.

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

a) You may only attack a territory that's adjacent to one of your own. Territories lying next to each other are adjacent.

Example: Greenland is adjacent to the Northwest Territory and North Africa is adjacent to Egypt.

Territories connected by lines are also adjacent.

Example: North Africa is adjacent to Brazil and Alaska is adjacent to Kamchatka.

b) You must always have at least two armies in the territory from which you are attacking.

To attack, first select both the territory you are attacking and the one from which you are attacking. The computer will then roll the dice automatically.

c) 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 more dice you roll, the greater your odds of winning.

Yet - as you will learn later - the more dice you roll, the more armies you may lose.

d) The defender may roll either one or two dice. To roll two dice, however, they must have at least two armies on the territory under attack. The more dice the defender rolls, the greater their chance of winning. Yet the more dice the defender rolls, the more armies they may lose.

The 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 territory of attack. Then, if each of you has rolled more than one die, compare the next-highest dice and repeat the procedure.

In case of a tie, the defender always wins.

On a single turn, you may:

e) Attack one or more adjacent territories from one or more of your own territories.

f) Shift your attack from one territory to another, attacking each as often as you like.

CAPTURING TERRITORIES

As soon as you defeat the last opposing army on a territory, you capture that territory and must occupy it immediately. To do so, move in at least as many armies as the number of dice you rolled in your last battle. However always leave at least one army behind. During the game, every territory must always be occupied by at least one army.

ENDING YOUR ATTACK

You may end your attack at any time. You will then be given one RISK card if you have captured one or more territories on your turn.

ELIMINATING AN OPPONENT

If, during your turn, you eliminate an opponent by defeating their last army, you win any RISK cards that player has. If, by doing so, you then hold six or more cards, you must immediately trade in matched sets until you have four or fewer cards. In this way, you earn additional armies, which you immediately place onto any territory or territories you occupy.

REMEMBER: If you don't want to attack on your turn, you don't have to attack.

FORTIFYING YOUR POSITION

At the end of your turn you may, if you wish, strengthen your position. To do this, move as many of your armies as you like from one (and only one) of your territories into one (and only one) of your adjacent territories.

a) In moving your armies from one territory to another, you must leave at least one army behind.

b) No matter what you've done on your turn, you may, if you wish, end it by fortifying your position. To fortify your position, you are not required to win a battle or even to try an attack.

This procedure can also be referred to as the "Free Move."

WINNING

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

RISK Questions

Q. When I place my armies at the beginning of the game, what strategy should I use?

A. If possible, try to occupy an entire continent at the beginning of the game. This will give you additional armies right from the start. If this is not possible, try to occupy as many adjacent territories as you can. Then, after all the territories have been claimed, place your remaining armies on your border territories as a line of defense against possible attack. At all costs, try not to scatter your territories around the board. Doing so will weaken your position. Your territories will be isolated from one another and subject to capture.

Q. When do I receive additional armies?

A. Whenever you start your turn, you receive additional armies based on the territories, continents and RISK cards you already control. However, if you eliminate an opponent during your turn, you immediately receive whatever additional armies that opponent's RISK cards entitle you to receive.

Q. Where should I place my additional armies?

A. If you wish to attack, place some of your armies onto the territories from which you plan to attack. Then place the remaining armies onto any of your weakened border territories. If you are in a purely defensive position, place all your armies onto weakened border territories.

Q. How many RISK cards can I win on a single turn?

A. No matter how many territories you capture on a turn, you get only one RISK card at the end of that turn.

Q. Should I trade in RISK™ cards as soon as I make a match?

A. Not necessarily. There are three reasons why you might want to save a matched set:

1. By waiting until your opponents turn in sets, you increase the number of armies you'll receive for your set.

2. If you are on the defensive, you might want to save any additional armies until you are ready to attack.

3. Since you win two extra armies whenever one of the cards you trade in matches the territory you occupy, you might want to wait until you occupy the territory before trading in the set.

Q. How long may I attack on a turn?

A. On a single turn, you may if you wish, attack any adjacent territories for as long as you like, provided you have at least two armies on the territory you're attacking from.

Q. What is the advantage of not attacking on my turn?

A. By not attacking on your turn, you avoid two things. First, you avoid a possible loss of armies. Second, you avoid spreading yourself too thin by moving armies from one territory into another.

Q. When I am attacking or defending, how many dice should I roll?

A. As you have no doubt learned, the more dice you roll, the greater your odds of winning. Yet, at the same time, the more dice you roll, the more armies you might lose.

When attacking or defending, weigh the importance of these two factors. Then roll accordingly.

Q. When should I stop attacking and end my turn?

A. To win, you must attack and conquer territory. Yet this does not mean that you should attack every adjacent territory on every turn. The longer you attack, the more armies you may lose and the more spread out and vulnerable you'll be. After all, the more territories you occupy, the fewer the armies you'll be likely to have on each one. This might make it easier for your opponents to capture your territories and perhaps even eliminate you from the game.

RISK™ for Two Players

This version is played like regular RISK, with one important exception. Along with your armies and those of your opponent, there can also be "neutral" armies on the board.

During the game, these "neutral" armies act as a buffer between you and your opponent. This feature gives the two-player version much the same strategic flavor as that found in regular RISK.

INITIAL PLACEMENT

You and your opponent each select 40 armies. The computer selects a third set to be "neutral." The computer will randomly distribute the territories. After every territory on the board has been claimed, take turns placing the remaining armies. On your turn place three armies on to the board: two armies into any one or two of the territories you occupy, and one army onto any "neutral" territory. Place it to block your opponents' possible advance.

ATTACKING

On your turn, you may attack any territory adjacent to one of your own. Whenever you attack a "neutral" territory, the computer rolls to defend that "neutral" territory. "Neutral" armies cannot attack and never receive reinforcements during the game.

WINNING

To win, be the first to eliminate your opponent by capturing all of their territories.

a) To win, you do not have to eliminate the "neutral" armies.

b) Usually, all "neutral" armies are eliminated before the end of the game. If this happens, don't worry. Play continues until one player defeats the other.

RISK™ Rules for Shorter Play

HEADQUARTERS

1. After deploying your armies at the beginning of the game, select one of the territories you've claimed and make it your Headquarters. Do not reveal the territory you've chosen.

2. Everyone, in turn, selects a Headquarters. Once everyone has done this the Headquarters are revealed to all players and the computer automatically removes the cards from the deck.

3. The object of this game is to capture all opposing Headquarters. The first player to capture these territories, while also controlling their own Headquarters, is the winner.

4. The game may be shortened even further by setting a lower number of Headquarters to be occupied.

U.K. Game Variant

The UK standard game is played differently from the one played in the US. All the UK options have been included for added variety.

INITIAL PLACEMENT OF ARMIES (U.K. Variant)

At the beginning of the game territories are chosen randomly, instead of being chosen by the players. The computer will automatically choose random territories for all players.

MISSION CARDS (UK Standard game)

Each player is dealt a mission card by the computer at the beginning of the game. Players may look at their mission card after the initial distribution of territories, and at any time during their turn.

The player wins the game by fulfilling the mission described on their card. The mission card in computer RISK is displayed on the right of the screen, and may be examined by selecting it with the sword pointer.

If fewer than six players are playing, the mission cards referring to non-participating players are removed from the pack. This action is automatically done by the computer.

COMPLETING A MISSION

The player who first carries out the objective as defined on his/her mission card exposes the card for the other player to check and wins the game.

If player number 1 fulfills the mission of player number 2 (by, for example, eliminating all player number 3's armies), the second player's mission now changes to "Conquer 24 territories."

UK TWO-PLAYER GAME

The object of the game is to eliminate the opponents' armies and the first to do so is the winner regardless of the neutral's standing at the time. Play is as in the main game except as modified below.

The computer distributes the extra neutral armies in neutral-held regions at random before the first player has deployed reinforcements.

The neutral never attacks and therefore does not receive RISK cards and may not redeploy.

Control Methods and Making Selections

Risk Deluxe uses the standard Macintosh conventions, as defined by Apple's Human Interface Guidelines.

A NOTE FROM THE PRODUCER: Risk Deluxe was originally programmed by Virgin Mastertronic in 1990 as a port from the IBM-PC DOS version. You may occasionally experience a delay accessing the menu bar at the top of the screen, especially at the start of a new game. Without completely reprogramming the game from scratch, there is nothing that can be done to completely fix this problem. We are considering programming a new version of Risk to fix some of these design issues, and I encourage you to send me your comments. I can be reached via US Mail here at Interplay, or at RMULLIGAN@INTERPLAY.COM on the Internet.

To cancel a menu if you pull it down by accident, simply move the sword pointer off of it and press the button.

At some stages of the game items in the menus cannot be selected; for example you can't select Show Cards in the PLAY menu unless you have some RISK cards to show. The option will be displayed "dimmed" to indicate this.

Some of the frequently used options on the PLAY menu can be selected automatically using special "Hot Keys" on the keyboard, so you don't have to go to the trouble of pulling the menu down. These will be described later.

APPLE MACINTOSH

Computer RISK uses the standard Apple Macintosh conventions. An Apple Macintosh has only one mouse button. This is equivalent to the "left mouse button" on the other computers where this is referred to later in the manual.

The Setup Menu

Next you will be prompted to enter each player's name. To accept the default, simply select the OK button or press RETURN. To reject the default name and enter your own, ensure the edit box is "live" (if necessary, select it with the sword pointer) and then enter your own name. When you are happy, select the OK button.

Now you will be prompted for the skill level of the player whose name has just been entered. For human players select the "Human" button, otherwise select one of the computer levels. They all play a fairly good game, but the Good player is more cautious, and the Easy player more careless than the Standard player.

Finally you will be asked to select the game type you wish to play. Computer RISK supports four standard games, the primary game types offered in the two versions of the board game:

UK FULL GAME
English card graphics are used, Initial territory selection is random, Card set exchange rates are fixed by set type. The first player to conquer the World wins.

US FULL GAME
American card graphics are used. Initial territory selection is manual. Card set exchange rates increase. The first player to conquer the World wins.

US SHORT GAME

American card graphics are used. Initial territory selection is manual. Card set exchange rates increase. The first player to occupy the enemy HQ wins.

In addition, computer RISK allows you to design your own game using any of the available options. For example, you could set up a UK SHORT game with missions, but with manual initial territory selection and increasing rather than fixed set exchange rate.

Finally, if you elected to design your own game, there is a special option available to you - Special Setup. When this option is selected, the initial territory setup AND reinforcing is done randomly for all players. This speeds the game setup considerably, and reduces some of the advantage that experienced players have over beginners, in knowing where to concentrate their armies at the beginning of a game.

If at any stage you make a mistake, you can press the ESC key on the keyboard to start again. (On the Macintosh press the "clover leaf" style command key and the full stop/period).

UK SHORT GAME

English card graphics are used. Initial territory selection is random. Card set exchange rates are fixed by set type. The first player to complete a mission wins.

If you selected this game type, then the missions will be displayed at this point. You can elect whether or not to see the computer player missions. Each player will be prompted to view their mission in turn (so that other human players can look away from the screen). When your mission has been viewed, press the MISSION button .

The Game Setup

PLACING THE ARMIES

If the initial territory selection is random, then the computer will automatically place armies for each player until every territory is occupied. If the Special Setup has been selected then the computer will place ALL of the armies for each player.

Computer players will place their armies automatically. The message area at the bottom of the screen will tell you what is going on.

When your turn comes to place an army, you will be prompted to do so and the sword pointer will turn into a compass pointer and you will be able to move it over the map on the screen. The territory that you are over will appear at the bottom of the message area. To select the required territory, press the left mouse button.

If you make a mistake, an error message will be displayed. Select OK or press RETURN to continue.

US SHORT GAME

IF you selected this game type, then each player in turn will be able to select their Headquarters after all the initial armies have been placed (so bear this in mind when you are placing your initial armies!). You will also be prompted for the number of HQs that must be occupied to win the game. For a very short game, set this to 2 (yours and 1 other). For a longer game, use more.

When It's Your Turn

REINFORCING

At the start of your turn, you will be given at least three armies with which to reinforce your territories. You will be given additional armies depending on the number of territories and complete continents that you occupy. You may place these armies in any territory or territories that you occupy. First select the territory and then select the number of armies you wish to place there (either by accepting the default or entering the exact number you require). You must repeat this operation until all of your reinforcements have been placed. If you select the wrong territory by accident, you can press the ESC key (on the Macintosh the "clover leaf" key and full stop/period) to avoid having to place armies there.

MAKING AN ATTACK

There are two methods you can use to initiate an attack:

1. Double-click the mouse on a country you own and wish to attack from, then single-click on an adjacent country you wish to attack, OR:

2. Pull down the PLAY menu and select *New Attack* (or press the "N" Hot Key). Next select one of your territories to attack from, and an adjacent enemy territory to attack. Press the ESC key (the 'clover leaf' key and full stop/period on the Macintosh) if you make a mistake and want to cancel the attack.

Next, you must select the number of dice you are going to use in the attack. Note that if you have only three armies in the territory you are attacking from you can use only one or two dice. If you have only two armies then one die is selected automatically. Next your opponent will choose the number of dice she/he wishes to defend with. Then, the dice roll and battle is engaged. The dice will be shown at the middle right of the screen near the RISK card. The computer automatically removes the armies lost from each side. If you have destroyed your opponent's last army, you will be asked how many armies you wish to invade with, and the appropriate number will be moved into the captured territory. Remember, if you throw three dice, you must move in at least three armies!

REPEATING AN ATTACK

If you did not manage to invade the territory after the first battle, you can select *Repeat Attack* in the PLAY menu (or press the "R" Hot Key). Doing this avoids the need to re-select the territories involved.

CONTINUOUS ATTACK and DO OR DIE ATTACK

These two special options automatically continue attacks started by *New Attack* or *Repeat Attack*. When they are enabled, a check mark appears next to them in the menu. Selecting them a second time disables them and removes the check mark. *Continuous Attack* will automatically repeat an attack (using the same territories and dice selections) until the attacker loses a battle or the defender is destroyed. *Do Or Die Attack* will repeat an attack until the defender is destroyed or the attacker has only one army left.

These options cannot be enabled simultaneously. These options can be selected at any time (including when no game is in progress, ready for the start of a new game).

We have also added the Repeat, Continuous and DO OR DIE attack commands as a selection box in the lower right hand corner of the screen. Once you select one of these attack methods, it will stay selected until you make a change.

SHOWING CARDS

If you have one or more RISK cards then the *Show Cards* Option in the PLAY menu (or Hot Key "C") will show them to you, along with the value of the next set to be exchanged. Select OK to redisplay the main play screen.

MAKING A FREE MOVE

At the end of your turn you can, if you wish, move armies from one territory to reinforce an adjacent territory. This is known as the *Free Move* and is selected from the PLAY menu (or press the "F" Hot Key). You will be prompted for the territories and the number of armies involved and the move will take place. If you are not playing with the *Supply Lines* game variant (see *Game Variations*), your turn will be ended automatically, otherwise you can continue to select *Free Move* until you choose to end your turn. Once you've made a free move you can't take it back by pressing the ESC key.

ENDING YOUR TURN

To end your turn, select *End Turn* from the PLAY menu or press the ESC key (or "clover leaf" key and full stop/period on the Macintosh). If you have conquered one or more territories during your turn, you are awarded a RISK card.

EXCHANGING CARDS

The computer will automatically detect if you can make a set of RISK cards from those held in your hand and if so it will give you the opportunity of exchanging them at the beginning of your turn. You MUST exchange a set if you have five cards or more. Select three cards to exchange by moving the sword pointer to the required cards and pressing the left mouse button. The selected cards will be highlighted. If you make a mistake, select the card a second time and choose again. When you are happy with your choice, select *Exchange*. If you decide you don't want to exchange after all, select *Cancel*.

Two additional bonus armies are awarded for each card you exchange showing a territory that you occupy. These are placed in that territory. In the US version of the game, this only applies to the first match of this kind per turn.

Information

The INFO menu contains information to help you make decisions about your strategy. These options are also available after a game allowing you to analyze the end result.

Battles presents you with a "league table" showing who has won and lost the most battles and invasions.

Territories shows you the number of territories, continents and armies owned by each player, as well as a conversion chart showing the number of bonus armies available for holding entire continents.

Cards shows you the number of RISK cards held by each player (but not what they are!). Select OK to return to the main play screen.

Key shows the patterns used to shade the territories for each player. (On the other computers there is enough room on the screen to keep the key permanently displayed).

THE RISK™ CARD

Selecting the RISK card displays information pertinent to the game type being played. In UK short games it displays the current player's mission. In US short games it displays the headquarters of all the players, highlighting those occupied by the current player.

Game Variations

The game variations available in the American version of the board game are available in Computer RISK from the VARIANTS menu. They can be used in any valid combination with ANY game setup.

Low Exchange Rate (valid only when sets of RISK cards increase in value) reduces the change in value between subsequent sets to One. Selecting this option a second time returns the exchange rate to normal. The change comes into effect after the next set of cards are exchanged.

Supply Lines allows players to make multiple free moves at the end of their turns.

Army Limit allows the setting of a limit to the number of armies that may be placed in and single territory. When first selected, you will be prompted to enter a value for the army limit (permissible range: 5 to 750). The default value is 12, this being the recommended value in the board game. Any territories with more than the permissible army limit are brought into line. If this option is selected again, then the army limit is cancelled.

If, when allocating reinforcements, the computer finds that there are too many to place on the map, that player loses an amount of armies such that he can reinforce his territories only just up to the limit. A message on screen alerts the player to this fact.

Bonus armies obtained when a player occupies the territory on a RISK card being exchanged are similarly affected.

Note: When there is no army limit enabled, there is effectively a limit of 750.

Attack Advantage and *Commander Advantage* when enabled will prompt the player whenever an opportunity for using such an advantage arises. The lowest dice thrown is automatically chosen to be changed. Computer players use the advantages (when enabled) at their own discretion, informing the human players of the fact in the message area.

OTHER OPTIONS

There are several other options to add to your enjoyment of computer RISK:

Save Game in the FILE menu will save the current state of play to the disk so that you can resume the game later. You will be prompted for the filename you wish to use (default: RISKFILE).

Resume Game in the FILE menu allows you to resume a previously saved game. Enter the filename of the game to load in (default RISKFILE) just as you did when you saved it. All the game settings will be just as they were when the game was saved.

Extend Game in the PLAY menu allows you to turn a short game into a full game. You will be prompted to confirm your request in case you selected this option by accident.

End Game in the PLAY menu allows you to abandon a game without completing it. You will be prompted to confirm your request in case you selected this option by accident.

Change Sides in the OPTIONS menu allows you to change positions with any player. Simply enter the number of the player you want to change with. Computer players will always let you change with them. Human players will be prompted for their consent first. Executing this option will automatically end your turn.

Cheat in the OPTIONS menu allows you to conquer any territory in the world simply by selecting it with the compass pointer!

Sound in the OPTIONS menu allows you to turn the sound on or off.

Fast Game in the OPTIONS menu is useful once you become experienced at playing computer RISK. It switches all of the delays in the message display off and makes several other minor changes to the game to make the action take place at top speed. A similar effect may be introduced temporarily by holding down a mouse button - this is particularly useful in speeding through the computer players' turns.

Automatic Dice in the OPTIONS menu also speeds the game up. It does this by removing the prompts to human players for the number of dice they wish to use and instead using the maximum permissible number automatically.

COMPUTER PLAYER OPTIONS

During the turn of computer players, a cannon is displayed instead of the sword pointer. If you wish you can still pull down menus to access most of the available options. This enables you to force a computer player to end their turn, display their cards and so on. However, the menus will not respond until a computer player has finished the next stage of its strategy, so be patient.

THE NEUTRAL GAME

Computer RISK supports both the US and UK versions of the Neutral game which you may wish to play even though there are computer opponents available. To select the Neutral game, start a game with just two players (either computer and/or human). After entering the names and skill levels you will be asked if you want a neutral player. You can answer "No" in which case you can play a two-player game (an addition to the standard RISK rules), however it would be normal to reply "Yes". All Neutral games must begin with random territory selection - you will be reminded of this if you have set up a game with manual selection.

In the UK version of the neutral game, each neutral territory starts with 2 armies and is reinforced at the start of each turn with half the armies available to the player.

In the US version of the neutral game, each neutral territory starts with one army and is reinforced at the beginning of the game only.

Being neutral, the neutral player is exempt from the army limit!

Credits

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CUSTOMER SERVICE

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

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Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

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GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

Internet: You can reach MacPlay with "71333.1467@compuserve.com". Many MacPlay demos and patches are available at Internet FTP sites.

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