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› RISK Board Game Instruction Manual - Original Version (Model B7404)

RISK B7404

RISK Board Game Instruction Manual

Original Version (Model B7404)

1. INTRODUCTION

Welcome to the world of RISK, the game of strategic conquest. This manual provides comprehensive instructions for setting up and playing the Original Version of the RISK board game. The objective is simple: conquer territories, eliminate opponents, and achieve global domination through strategic planning and tactical battles.



Image 1.1: Front view of the RISK Board Game box, displaying the game title and artwork.

2. COMPONENTS

Before starting, ensure all components are present. The RISK Board Game includes the following items:

- 1 Gameboard
- 5 Armies, each consisting of 40 Infantry, 12 Cavalry, and 8 Artillery pieces (total of 200 Infantry, 60 Cavalry, 40 Artillery)
- 1 Deck of 56 Risk Cards
- 1 Card Box
- 5 Dice
- 5 Cardboard War Crates (for army storage)
- 1 Game Guide



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Image 2.1: All game components laid out, including the game board, various colored army pieces, dice, and cards.



Image 2.2: Close-up view of the different colored army pieces (Infantry, Cavalry, Artillery) used by players.

3. SETUP

Follow these steps to prepare the game for play:

1. **Place the Gameboard:** Unfold the gameboard and place it on a flat playing surface.
2. **Choose Armies:** Each player selects a color and takes the corresponding army pieces (Infantry, Cavalry, Artillery). Place these in your designated war crate.
3. **Separate Risk Cards:** Separate the 56 Risk cards into two piles: Territory cards (with images of territories and symbols) and Mission cards (if playing Secret Mission Risk). Shuffle the Territory cards and place them face down in the card box.
4. **Initial Territory Claim:** Players take turns claiming territories on the board by placing one Infantry piece on an unoccupied territory. Continue until all 42 territories are claimed.

5. **Initial Army Placement:** After all territories are claimed, players take turns placing additional Infantry pieces on their owned territories. The number of initial Infantry pieces each player receives depends on the number of players:
 - 2 Players: 40 Infantry each
 - 3 Players: 35 Infantry each
 - 4 Players: 30 Infantry each
 - 5 Players: 25 Infantry each
6. **Determine First Player:** Each player rolls one die. The player with the highest roll goes first. Play proceeds clockwise.



Image 3.1: The back of the game box illustrating the game board with armies and cards set up for play.

4. OPERATING (GAMEPLAY)

The game is played in turns, with each player completing three phases: Reinforce, Attack, and Fortify. The ultimate goal is to conquer all territories on the board or complete a Secret Mission, depending on the game variant.

4.1 Game Turn Overview

Each player's turn consists of the following phases:

1. **Reinforce:** Receive new armies based on controlled territories, continents, and Risk cards. Place these armies on your territories.
2. **Attack:** Decide whether to attack opponent territories. This phase is optional.
3. **Fortify:** Move armies between your own adjacent territories to strengthen defenses. This phase is optional.

4.2 Reinforcement Phase

At the beginning of your turn, calculate the number of new armies you receive:

- **Territories:** Divide the number of territories you control by three (round down). Minimum of 3 armies.
- **Continents:** If you control an entire continent, receive bonus armies:
 - North America: 5 armies
 - South America: 2 armies
 - Europe: 5 armies
 - Africa: 3 armies
 - Asia: 7 armies
 - Australia: 2 armies
- **Risk Cards:** If you have 3 or more Risk cards, you may trade them in for additional armies. The number of armies received increases with each set traded.

Place all new armies on any of your controlled territories.

4.3 Attack Phase

You may attack any adjacent enemy territory from one of your territories that has at least two armies. To attack:

1. Declare the attacking territory and the defending territory.
2. The attacker rolls 1, 2, or 3 dice (must have at least one more army than dice rolled).
3. The defender rolls 1 or 2 dice (must have at least as many armies as dice rolled).
4. Compare the highest dice rolls from each side. The higher roll wins. In case of a tie, the defender wins.
5. The loser removes one army piece from the board for each lost comparison.
6. Continue attacking until one side has no armies left in the battle, or the attacker chooses to stop.

If you conquer a territory, you must move at least as many armies into it as you rolled dice in the final attack. You also draw one Risk card at the end of any turn in which you conquered at least one territory (only one card per turn).



Image 4.1: Red dice and various colored army pieces on the game board, illustrating the combat phase.

4.4 Fortification Phase

After attacking (or if you chose not to attack), you may move any number of armies from one of your territories to an adjacent territory you also control. This can only be done once per turn.

4.5 Special Gameplay Elements

Secret Mission Risk

This variant introduces Secret Mission cards. Instead of conquering the entire world, players aim to complete a specific mission. At the start of the game, each player receives a Secret Mission card. The first player to complete their mission and reveal the card wins the game.



Image 4.2: Close-up of two 'RISK Secret Mission' cards, indicating alternative victory conditions.



Image 4.3: A 'Mission' card displayed next to orange army pieces on the game board, showing a specific objective.

Dragon Token

Some versions of the game include a Dragon Token. If present, players must destroy the dragon before it destroys their troops. A lucky dice roll can subdue the dragon and remove it from a player's territory.

Alexa Skill Integration

This game offers the option to play using an Alexa skill. An Alexa device (sold separately) can provide guidance and enhance the gameplay experience. Sound output will come from the paired Echo device.



Image 4.4: Several individuals engaged in playing the RISK Board Game around a table, demonstrating typical gameplay interaction.

5. MAINTENANCE

Proper storage of your RISK game components ensures longevity and readiness for future play sessions.

- After each game, carefully place all army pieces and dice into the provided 5 cardboard war crates.
- Return all Risk cards to the card box.
- Fold the gameboard along its creases and place all components back into the game box.
- Store the game box in a cool, dry place away from direct sunlight to prevent warping or damage to the components.

6. TROUBLESHOOTING

This section addresses common questions or issues that may arise during gameplay.

- **Missing Pieces:** If any components are missing upon unboxing, please contact the manufacturer's customer

support.

- **Rule Disputes:** In case of disagreements over rules, refer to the official game guide included in the box. If the dispute persists, players may agree on a house rule for the current game.
- **Game Length:** RISK can be a lengthy game. For shorter play sessions, consider setting a time limit or playing the Secret Mission variant.

7. SPECIFICATIONS

Attribute	Value
Product Dimensions	1.97 x 15.75 x 10.51 inches
Item Weight	1.65 pounds
ASIN	B01ALHAIWG
Item Model Number	B7404
Manufacturer Recommended Age	10 years and up (Note: Product data lists 10 months - 15 years, but typical board game age is 10+ for this complexity)
Release Date	July 1, 2016
Language	English (Note: Product data indicates 'French' for the physical product, but this manual is in English.)
Manufacturer	Hasbro

8. WARRANTY AND SUPPORT

For information regarding product warranty, replacement parts, or customer support, please refer to the official Hasbro Gaming website or contact their customer service department directly. Details can typically be found on the game box or within the included game guide.

You can visit the official RISK store for more information:[RISK Store on Amazon](#)

ASK A QUESTION ABOUT THIS MANUAL

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

Name

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Email

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After a successful submission, we securely hash the supplied account or form email before sending it to Microsoft Advertising for conversion attribution. [Privacy details](#).

Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question