RISK®

For Commodore 64/128

RISK™

The World Conquest Game

CONTENTS

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 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, Calvary, 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'll fight later on.

1. The initial number of armies is determined by the number of players.
    If 2 are playing each player will receive 40 armies.
    If 3 are playing each player will receive 35 armies.
    If 4 are playing each player will receive 30 armies.
    If 5 are playing each player will receive 25 armies.
    If 6 are playing each player will receive 20 armies.

2. The dice 'rolls.' 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 an 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 are:

North America	5 armies	South America	2 armies
Africa	3 armies	Asia	7 armies
Europe	5 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: 3 cards of the same suit (Calvary, Artillery, Infantry); 3 cards of different suits; or any 2 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 5 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 sets traded in by anyone during the game. Thus, if in the third set in the game, you receive 8 armies, even if it's your first set.

c) Once you have 5 Risk™ cards, you must trade in the resulting matched set at the beginning of your next turn.

d) If any of the cards you trade in represents 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 2 extra armies. This is true no matter how many matched sets of cards you trade in on that one turn. No matter how many armies you receive at the start of your turn, deploy them carefully — either to prepare an attack or to defend against one.

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 cavalry — 8 armies
A combination (one of each suit) — 10 armies

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.

   On a single turn, you may attack one or more adjacent territories from one or more of your territories.
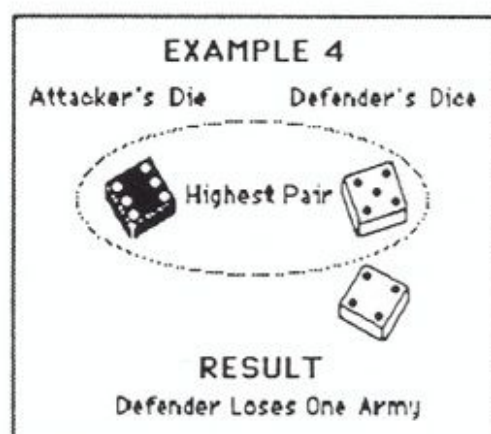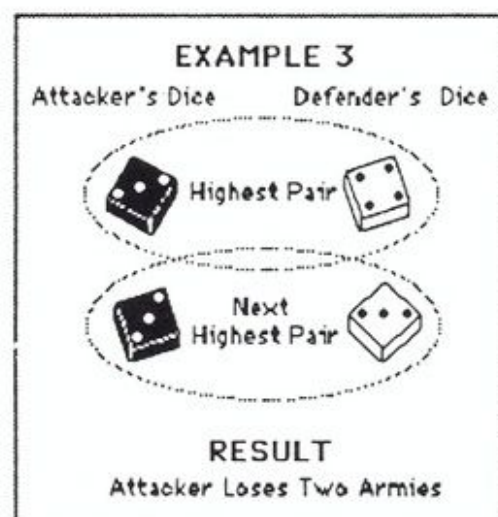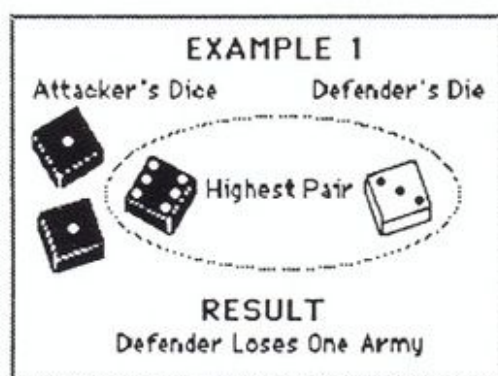
b)   You must always have at least two armies in the territory from which you're attacking.

   To attack, first announce both the territory you're attacking and the one from which you're attacking. Then roll the dice against whoever occupies the opposing territory.

c)   You, the attacker, are allowed to role 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'll 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, he must have at least 2 armies on the territory under attack. The more dice the defender rolls, the greater his chance of winning. Yet the more dice the defender rolls, the more armies he 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.**

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EXAMPLE 1

Attacker's Dice   Defender's Die

Highest Pair

RESULT
Defender Loses One Army

EXAMPLE 2

Attacker's Dice   Defender's Dice

Highest Pair

Next Highest Pair

RESULT
Defender Loses One Army and Attacker Loses One Army

EXAMPLE 3

Attacker's Dice   Defender's Dice

Highest Pair

Next Highest Pair

RESULT
Attacker Loses Two Armies

EXAMPLE 4

Attacker's Die   Defender's Dice

Highest Pair

RESULT
Defender Loses One Army

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 no matter how many territories you've captured 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 6 or more cards, you must immediately trade in matched sets until you have 4 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 territitory 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 for Two Players

This version is played like regular Risk™, with one important exception. Along with your armies and those of your opponent, there are also "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 your remaining armies. On your turn place 3 armies on to the board; 2 armies into any one or two of the territories you occupy; 1 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.

Rules for the Headquarters Variation

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 cards representing the Headquarters' territories are removed 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 Variants

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, in favor 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 less than 6 players are playing, the mission cards refering to non-participating colors 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 one fulfills the mission of player two (by, for example, eliminating all player three'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.

Example: A player owns 19 territores and controls Africa. The player will receive $6+3=9$ armies. The neutral receives 4 armies.

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.

Strategy

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. **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 (see Exchanging Cards, page 32)..

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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 opponenets to capture your territories and perhaps even eliminate you from the game.

Loading Computer Risk™

Computer Risk™ is a full implementation of the original board game. Up to 6 players, who can be either human or computer players, can play. There are a number of game variations and it is possible to set the skill levels of the computer players. You can play on a monochrome or color monitor using either joystick (in port #2) or keyboard.

LOADING
Switch on the computer (if you are using a Commodore 128, type GO 64).
Place the disk in the disk drive and type LOAD "RISK",8,1.

Control Methods

Risk™ can be played from a joystick connected to port 2, or from the keyboard. The CBM CURSOR keys, CURSOR JOYSTICK and RETURN key simulate the movements of the joystick. In addition to the normal manner of pulling down a menu by moving the CURSOR over the menu and pressing FIRE, some quickmenu keys have been incorporated.

    S — SETUP MENU
    P — PLAY MENU
    C — CARD MENU
    I — INFORMATION MENU

Y and N keys are substitutes for YES/NO prompts.

Numerics can be typed from the keyboard as well as being toggled by the JOYSTICK/CURSOR keys.

SCREEN DESCRIPTION
Once loaded you will be prompted to press any key or fire button to get into the game.

COMPASS ROSE

On the right side of the screen is a compass rose, this toggles the map scrolling on/off. The map area is too big to fit on screen at one time, you will need to move the map often to view the area of battle.

To go into scroll mode move the cursor (sword) over the center of the compass rose and press fire, the center of the rose will turn red. You may now scroll the map by using the cursor keys or joystick. Once the desired map position is reached, press fire to switch the scroll off. You may toggle the map scroll on/off as many times as needed during your turn.

QUICK SCROLL

The Quick scroll allows players to move the map around much faster than using the compass rose to toggle the scroll ON/OFF. The map will Quick scroll if the cursor (sword) is moved against the edge of the screen. The Quick scroll is also available from the CURSOR JOYSTICK (keys R, T, Y, F, H, V, B, N).

The Quick Scroll Keys

MISSION CARD

Below the compass rose is a mission or objective card. A player may on their turn place the cursor over this card and press fire. The objective for that player will be revealed in the center of the screen.

If playing a mission card game with more than one human player, you will need to either cover the screen or ask your fellow humans to turn a blind eye while you examine this card.

MESSAGE AREA

Along the bottom of the screen is the area used for battle messages and prompts. Watch this area as vital information will be displayed here.

MENU BAR

The menu bar runs along the top of the screen, this is split into four section headings.

SETUP	PLAY	CARDS	INFORMATION

The menu bar can be activated either by placing the cursor over the desired heading and pressing fire, or pressing the **S, P, C** or **I** keys.

The SETUP Menu

After the game has loaded, the SETUP menu is the only one active. All games begin with this menu.

SETTING UP

Move the cursor over the SETUP menu and press fire. The SETUP menu will unroll displaying the following options.

CANCEL

This cancels the menu.

NEW GAME/ABANDON CURRENT GAME

Starts a new game at beginning or end of a game. This option changes to ABANDON CURRENT GAME while play is in progress, an ARE YOU SURE? (YES) prompt accompanies this part of the option.

RESUME GAME

On selecting this option remove the Risk™ game disk from the disk drive and insert your disk containing saved games. You will be prompted to enter a filename, this should be done via the keyboard followed by pressing RETURN/FIRE. Once your game has resumed you must replace the Risk™ game disk in the disk drive.

SAVE CURRENT GAME

This option is only available during a game.

Once in this option you will be prompted for a filename. Remove the Risk™ game disk and place a formatted blank disk into the drive, *do not use the Risk™ game disk for saved games.* (Consult your user manual for instructions on how to FORMAT a disk.) Enter a filename for your saved game and press RETURN/FIRE. Once the game has been saved, replace the Risk™ game disk.

CURRENT DEVICE DISK

This toggles between the TAPE and DISK, but the tape option is invalid and when selected will default to Disk. We no longer have a version of the game that utilizes the TAPE option.

DISPLAY WORLD MAP

Selecting this option will display an overall map of the world.

DEMO GAME

Selecting this option will automatically set up and start playing a demonstration game with 6 computer players. Players wishing to abort a DEMO GAME should hold down the (S)etup key and choose ABANDON CURRENT GAME from the (S)et up menu.

SHUTDOWN

Re-sets the computer as if it had just been switched on. For safety reasons players are prompted ARE YOU SURE? before SHUTDOWN is executed.

Unless you wish to resume a game you should move the cursor down to the new game option and press RETURN/FIRE.

Current Game Setup

The CURRENT GAME SETUP window appears after selecting NEW GAME from the SETUP menu. This window allows you to select which variation of Risk™ you wish to play. There are many variations to the standard game, some variations (eg. headquarters) are very different to the standard game and add a whole new dimension.

The CURRENT GAME SETUP headings are as follows.

CUSTOM GAME

This is the default heading, but can be toggled to play a **US GAME** or **UK GAME** (standard games as described earlier).

Selecting custom game allows the player to set up some of the many variations to Risk™.

Selecting US or UK game will lock the bottom five items on the menu.

Example: A standard US game does not have mission cards, fixed sets, random initial placement of armies, or unlimited bonus armies, so players will not be allowed to activate these unless custom game is selected.

If you are playing computer Risk™ for the first time, we recommend that you start by playing the U.S. long version of the game.

LONG GAME/SHORT GAME

This toggle switches between the game lengths. If this option is set to LONG GAME it will not be possible to activate the short game options, HEADQUARTERS, MISSION CARD GAME.

US LONG GAME

(Standard US game) consists of RISING SET VALUE, SELECT START TERRITORIES, SELECT START ARMIES, and LIMITED BONUS ARMIES.

US SHORT GAME

Consists of HEADQUARTERS GAME, RISING SET VALUE, SELECT START TERRITORIES, SELECT START ARMIES, and LIMITED BONUS ARMIES.

UK LONG GAME

Consists of FIXED SET VALUE, RANDOM START TERRITORIES, SELECT START ARMIES, and UNLIMITED BONUS ARMIES.

UK SHORT GAME

(Standard UK game) consists of MISSION CARD GAME, FIXED SET VALUE, RANDOM START TERRITORIES, SELECT START ARMIES, and UNLIMITED BONUS ARMIES.

If a SHORT GAME is chosen an EXTEND GAME option is offered for players who decide they wish to conquer the world after fulfilling the SHORT GAME objective.

CONTINUOUS ATTACK

This option can be set up at the start of the game, or changed at any time during play. The option toggles between CONTINUOUS ATTACK and SEPARATE ATTACK.

A CONTINUOUS ATTACK will continue attacking until the attacker loses a battle. When this feature is active, the dice will automatically be thrown as long as the attacker is winning or drawing battles. This is a useful feature for players who don't mind the computer automatically repeating the attack for them.

SEPARATE ATTACK

This option will fight one battle and stop regardless of the result. The player then has the option to continue the same attack or to set up a different attack. This option gives the player finer control while attacking.

REVERSE MAP SCROLL

Players who feel that the configuration of joystick movements are alien to them, may switch them around with this option. I.E. UP becomes DOWN, and LEFT becomes RIGHT. Some players move the joystick up to move the map up, others move the joystick up to move the map window up (map down).

MISSION CARD GAME/HEADQUARTERS GAME

These game options may be toggled if a player is setting up a custom game. MISSION CARDS are used in the UK short game and HEADQUARTERS used in the US short game automatically (see variations to Risk™ pages 9-11).

FIXED SET VALUE/RISING SET VALUE

The value that a set of cards are worth when exchanged for armies (see page 5).

RANDOM START TERRITORIES/SELECT START TERRITORIES

If RANDOM START TERRITORIES is active the computer will place initial armies on the map randomly. SELECT START TERRITORIES allows players to select initial territories in turn.

UNLIMITED BONUS ARMIES/LIMITED BONUS ARMIES

When a set of cards is turned in, any countries shown on the cards which are also occupied by the player are awarded two bonus armies, which are placed in the country shown on the card.

Example: The green player turns in a set of cards depicting Iceland, Greenland and one wild card. The green player occupies both countries.

If LIMITED BONUS ARMIES is active the player must choose which country receives the two bonus armies.

If UNLIMITED BONUS ARMIES is active then the green player receives two bonus armies for both Greenland and Iceland.

SELECT/RANDOM START ARMIES

Selecting this will either allow players to choose where reinforcing armies are placed at the beginning of the game, or have reinforcements placed randomly by the computer. Choosing RANDOM START ARMIES speeds up the initial placements considerably.

OK

This option continues player setup.

Leave the current game setup window by moving the cursor over the OK option and pressing RETURN/FIRE.

Entering the Players

After leaving the CURRENT GAME SETUP via the OK option you will be prompted.

HOW MANY PLAYERS?

The default is 6 but this number can be changed by moving the JOYSTICK/CURSOR KEYS left or right or pressing keyboard numbers 1-6 and pressing RETURN/FIRE.

Note: If only two players are playing the computer will create a neutral force in accordance with the special rules governing two player games. (See page 9.)

Each player will be prompted for their name, which should be entered via the keyboard and followed by RETURN/FIRE.

The player is now prompted with "AND WILL PLAY AS A HUMAN." The player type may be changed to a computer player by moving the JOYSTICK/CURSOR KEYS left or right and pressing RETURN/FIRE when satisfied. There are 3 levels of computer player, computer level 1 being the lowest level of difficulty.

Once all players have been entered the computer will prompt for each player to choose a color. Choosing a color is done by moving the JOYSTICK/CURSOR KEYS left or right and pressing RETURN/FIRE. Computer players will select colors automatically.

Once all players have selected a color, the computer generates a random player to start the game and prompts (PLAYER X) WILL START FIRST.

At this point players are given the chance to cancel the game by moving the JOYSTICK/CURSOR KEYS left or right and pressing RETURN/FIRE when CANCEL GAME option appears.

SELECTION OF TERRITORIES

Players now take turns in placing an army until all territories are occupied by one army.

Note: If playing UK GAME or RANDOM START TERRITORIES is selected in the CUSTOM GAME option, the computer will randomly (in turn) place players' armies on unoccupied territories.

To place an army, move the cursor into the number within the territory you wish to occupy and press RETURN/FIRE.

Once all territories are occupied, players continue to place remaining armies until all armies are used up unless RANDOM START ARMIES has been selected, in which case the computer will randomly place all the remaining armies. This is done one at a time, each player taking a turn in rotation.

The Game Begins

Each player receives reinforcement armies at the start of each turn. They are placed at the beginning of the turn. Scroll the map to the desired position, place the CURSOR (sword) over the territory to receive the reinforcements and press RETURN/FIRE.

Answer the prompt HOW MANY ARMIES by entering a number from the keyboard, or move the joystick or cursor keys left or right, followed by RETURN/FIRE (0 is abort). Continue this process until all reinforcements have been placed.

Note: If a player wishes to turn in a set of cards it should be done before all reinforcements are placed. If a player has five or more cards at the beginning of their turn, some or all of these MUST be turned in. The computer will prompt if a player is holding five or more cards, the game will not continue until these are turned in.

TAKING A TURN

These elements comprise a turn in Risk™, and must be done in the following order:

1. You may wish (or may be required) to TURN IN A CARD SET.

2. You may PLACE REINFORCEMENTS.

3. You may ATTACK.

4. You must either select END TURN or make a FREE MOVE to end your turn. If you qualify, you will automatically be given a Risk™ card (which you may examine on your next turn).

ATTACKING

Once reinforcements have been placed, the player holding turn may very well want to get down to some serious attacking. It is not necessary to attack on a turn, players can move straight on to FREE MOVE or even end their turn completely.

See the next chapter on PLAY MENU for details of how to ATTACK, FREE MOVE, and END TURN.

VIEW TERRITORY NAMES

The player holding turn may view the name of a territory by positioning the sword over the desired territory and pressing RETURN/FIRE.

The PLAY Menu

The most important menu during the game is the one marked PLAY. Move the CURSOR over the menu and press RETURN/FIRE.

Here is a description of what all the options do.

CANCEL
Cancels the PLAY menu.

EXTEND GAME
Players of the short game variations, HEADQUARTERS or MISSION CARDS may wish to extend the game and conquer the whole world. The EXTEND GAME option allows a short game to be turned into a long one. Players are prompted "Are you sure" before the extend game feature is executed.

Note: This option cannot be reversed.

CONTINUOUS ATTACK/SEPARATE ATTACK
(See CURRENT GAME SETUP page 18.)

REVERSE MAP SCROLL
(See CURRENT GAME SETUP page 18.)

ATTACK
This option allows players to make an attack on an opposing territory.

Move the CURSOR down until attack is highlighted and press RETURN/FIRE.

You will be prompted to SELECT A TERRITORY TO ATTACK FROM. If the territory you wish to attack from is not on screen, scroll the map until it is. Move the cursor (sword) over the territory which is attacking and press RETURN/FIRE, now move the cursor over the territory defending and press RETURN/FIRE.

Once both "attack from" and "attack to" territories have been selected the attacking player is prompted HOW MANY DICE? (default to maximum possible). The attacking player may wish to alter the number of dice thrown; this is done either by moving the JOYSTICK/CURSOR left to decrease the number (moving right will increase it again) or by pressing the number keys from the keyboard. The attacker may throw a maximum of three dice providing there are available armies to make the attack.

The attacking player may ABORT the ATTACK by selecting 0 (zero) dice.

Most players will want to attack with the maximum number of dice available, however, sometimes it is worth tempering the attack and not risk all.

Once the attacker has selected the number of dice to throw in the attack, the defender is asked HOW MANY DICE? (default to maximum) to use in defense. The maximum dice allowed for defending is 2, this can be decreased in the same way as for the attacking player, but the defender does not have the power to ABORT an ATTACK.

The attacking players' dice are colored cyan (the bottom row of dice) and the defending players' dice are colored white (top row of dice).

The dice will now be rolled automatically and board updated.

If a territory is conquered during an attack the attacking player will be prompted for the NUMBER OF ARMIES? to move into the newly conquered territory. If three dice were thrown at least three armies will have to be moved in. If there is no choice about the number of armies to move in, the computer will do it automatically. At least one army must always be left behind.

CONTINUE ATTACK

An attack will continue for one attack only if SEPARATE ATTACK is selected, or until the attacker loses a battle if CONTINUOUS ATTACK is selected.

The CONTINUE ATTACK option will continue the last attack (if possible). This saves the player having to re-select the attacking and defending territories.

FREE MOVE

This option enables a player to FREE MOVE any armies from one territory to any adjoining territory controlled by that player. This FREE MOVE option is carried out prior to receiving a card and ending a turn. Once the FREE MOVE has been carried out a player's turn will end automatically.

When FREE MOVE is chosen, the player is prompted ARE YOU SURE? (YES), the YES default can be toggled to NO by moving the JOYSTICK/CURSOR KEYS or typing Y/N from the keyboard followed by RETURN/FIRE to execute. The player is then asked to SELECT A TERRITORY TO MOVE FROM. If the territories are not on screen the map must be scrolled via the COMPASS ROSE.

Once both territories are on screen, move the CURSOR (sword) over the MOVE FROM territory and press RETURN/FIRE. Now move the CURSOR to the MOVE TO territory and press RETURN/FIRE again. You will now be prompted to enter the number of armies to FREE MOVE, this is entered via the keyboard followed by return.

Note: Players cannot FREE MOVE all armies from one territory, at least one army must remain in occupation.

The FREE MOVE may be aborted by moving 0 (zero) armies.

Once a successful FREE MOVE has taken place END TURN occurs automatically and play passes to the next player.

END TURN

This option allows a player to END a TURN without free moving. Any player using this option is prompted ARE YOU SURE? (YES) before it is executed.

Other Features

THE CARDS MENU

This menu details what cards a player is holding. Each card has the following information, NAME **(PERU),** TYPE (one small symbol representing Artillery, Cavalry, or Infantry), and COLOR **(GREEN)** of player in present occupation.

```
┌─────────────────────────────────────┐
│                                      │
│  PERU              -  I  -  GREEN    │
│                                      │
│  SOUTH AFRICA  -  A  -  PURPLE       │
│                                      │
│  WILD  CARD                          │
│                                      │
│                                      │
│             USE  SET                 │
│               OK                     │
│                                      │
└─────────────────────────────────────┘
```

If enough cards are held to complete a set during reinforcement a USE SET option appears above the OK. USE SET will also appear if a player is holding more than 5 cards after destroying an opponent.

USING A SET

Highlight the cards to turn in by moving the cursor (up or down) over the cards to be used and press RETURN/FIRE to toggle them ON and OFF. When the desired cards have been highlighted move the cursor to USE SET button and press RETURN/FIRE. If any BONUS ARMIES are awarded the computer will place them before handing the player back to the reinforcement stage. If LIMITED BONUS ARMIES are active and more than one territory could receive the bonus a window will pop up, and the player must select which territory receives the bonus armies (all US games).

INFORMATION MENU

This menu gives all the battle statistics and general information that a player is likely to need to know. Once inside this option the player is free to browse through all surviving players' statistics. At the end of the game players may review both winner's and losers' statistics from this menu.

Toggle the CONTINUE (bottom of the window) to OK and press RETURN/FIRE to return to the game.

WINNING THE GAME

If players are playing a SHORT GAME it can only be won at the end of a turn. Players are then given the option to extend the game to a LONG GAME. Players of LONG GAMES win when the world is conquered.

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