
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00616
99068
RISK
The Game of
Global Domination
HASBRO
Interactive

WARNING

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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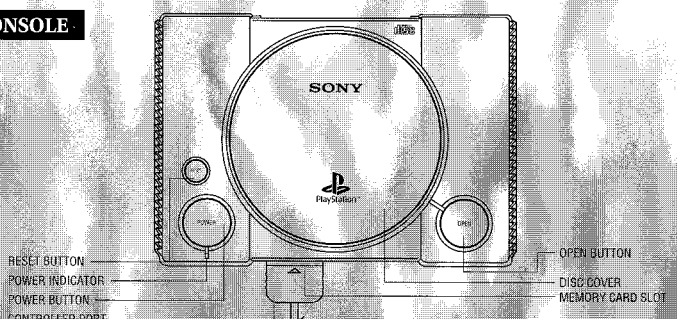
GETTING STARTED

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the Risk® disc and close the disc cover.
4. Insert game controllers (and Memory Card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the ✖ button.

Note: It is advised that you do not insert or remove peripherals or memory cards once the power is turned on.

The Multi tap must be connected to Controller port 1 and must not be connected to Controller port 2. Also, a controller must be connected to Controller port 1-A of the Multi tap.

CONSOLE



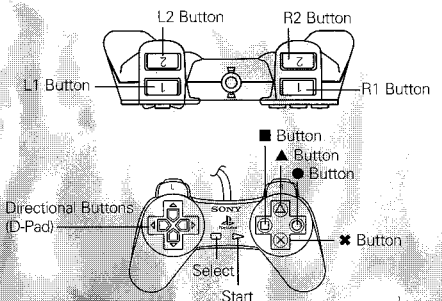
RECONFIGURE CONTROLLER

You can reconfigure your controller in the Player Select screen by moving the cursor over a human player and pressing the Toggle menu options buttons (L1 and R1 — default buttons.) This will take you to the Controller Configuration screen. To toggle through configurations, press the left or right directional buttons. To select the option you want, press the ✖ button.

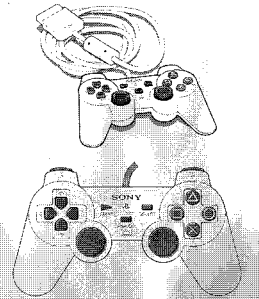
Note: All buttons referred to in this manual are in-line with the default controller configuration setting.

The L1 and R1 buttons are used in the game, to toggle between menu option icons, shown in the top left-hand corner of the screen.

CONTROLLER



ANALOG CONTROLLER



■ BUTTON	Go to selected territory/hide dialog boxes	**SELECT**	Select sub-menu in game
▲ BUTTON	Select political map - (toggle between maps)	**DIRECTIONAL BUTTON**	Move the cursor
✖ BUTTON	Select/confirm option	**START**	Pause game

If using a mouse, note that the left mouse button has the same function as the ✖ button on the controller. Use the right-mouse button to toggle through options. Also the icons located on the tool-tip bar allow you to access the Options menu and hide the dialogue boxes at the top of the screen.

RISK®

The Game of Global Domination

INTRODUCTION

OPENING SCREEN

From the opening screen you can choose from the following:

Play Game (Start a new game.)
Options (Change the music volume, the sound-effect volume, or the screen position. Calibrate the analog controller – follow the on-screen instructions. This option will appear gray, if the controller is not in the correct mode. To toggle between analog controllers in use, press the left and right directional buttons while the cursor is over the "Configure Analog Controller <port> option.)
Load Game (Load a previously saved game.)

QUICK START GUIDE TO CLASSIC RISK

From the opening screen, move the pointer over **CLASSIC RISK QUICK START**. This will set up a game of Classic Risk with a choice of five computer-controlled or four human opponents, or a combination of the two.

PLAYER SELECT SCREEN

- Choose the color that you want to play with. Then select the text next to the corresponding color. Change the text by first highlighting it with the pointer and pressing the ✖ button to change the text to correspond with the controller being used.
- To register your name, click on the color text. Move the cursor over the first letter, then toggle through the alphabet using the L1 and R1 buttons to change the letters. Use the directional buttons to move to the next letter in your name. Finally when all letters are in place, select OK with the cursor and press the ✖ button to register your name.

- To control the number of enemy opponents, move the pointer over the text changing them to either **Computer Player/Not Playing** or one of the controllers. Press the ✖ button to select.

Note: In the Classic Game, there must be at least three players.

- Move the pointer over the advance icon then press the ✖ button, to take you to the next screen.



The following options are set-up:

Classic Map
Domination Risk
Classic Dice Rules



(For a summary of these options see CREATING A USER-DEFINED GAME OF CLASSIC RISK.) From this screen select the advance icon. To return to the previous screens, select the go back icon.

CREATING A USER-DEFINED GAME OF CLASSIC RISK

From the main menu move the pointer over CREATE CLASSIC GAME and press the ✖ button. This will take you into the game options. Unlike the quick start game, you will be able to customize your game, through the following screens:

MAPS

- Classic Map
- World Map c.1800
- Asian Map c.1800
- European Map c.1792
- North American Map c.1800

Move the pointer over the maps. When you reach the map where you want your battle to take place, press the ✖ button. Then select the advance icon and press the ✖ button.

The map can be navigated using defined cursor mode or by using the snap-to mode. In cursor mode, the cursor moves freely around the map. The snap-to mode moves the cursor to the nearest adjacent territory corresponding to the direction selected. To toggle between the navigation modes, use either R2 or L2.

GAME OBJECTIVES

Highlight the individual options and press the ✖ button to change the settings.

Mission
The object is to complete your mission successfully, as stated at the beginning of your turn.

Note: You can only play Mission Risk on the Classic Map.

Domination
The last surviving player wins the game.

Capital
Each player secretly nominates a territory to be his capital. The aim is to capture your opponents' capitals while at the same time protecting your own. The target number is relative to the number of participating players in the game.

COMBAT VARIATIONS

Classic Dice Rules
Taken from the original board game. See COMBAT, described later in the manual, for more details.

Ultimate Dice Rules
Similar to classic dice, ultimate dice is designed to raise the odds, sometimes resulting in more than one battalion being lost per-dice-roll, dependent on the size of the armies involved in the battle. (See COMBAT.)

INITIAL SETUP

Select Territories
Select **manual** to choose your own territories, or **random** to have them randomly divided between all players.

Place Battalions
As with selected territories, choose either manual or random placement. If you select manual set-up, at the beginning of the game you will be prompted to place your territories and later your battalions, one by one, until all territories have been divided equally between players, and the battalions deployed accordingly. Select the advance icon to take you into further items to select.

GAME VARIATIONS

Random Turn Order
With this option selected, the turn order will be randomly selected each turn. If this option is turned off, the order will be selected at random at the start, and will stay the same throughout the game.

Card Trading
By selecting **fixed sets**, the amount of reinforcements you will receive is as follows:

Three infantry cards	4 battalions
Three cavalry cards	6 battalions
Three artillery cards	8 battalions
Three mixed cards	10 battalions
Three wild cards	12 battalions

By selecting **increasing sets**, the amount of reinforcements you will receive increases each time a valid set of territory cards is traded. The increasing set values are as follows:

1st	2nd	3rd	4th	5th	6th	7th
4	6	8	10	12	15	20

Beyond the seventh set, each set value increases by five battalions. Note: Players also receive a bonus of two battalions in those territories that are owned and are traded as part of the set. The bonus battalions are automatically placed in the bonus territory.

AI Difficulty
Select from Easy, Medium or Hard artificial intelligence.

Blind Risk
If this option is turned on, you will only have information on territories that either border or connect to your own. Ownership of territories outside these boundaries will remain hidden until your own army, moves into, or conquers a neighboring or connecting territory.

Automatic Dice
With automatic dice off, you can decide how many dice to defend with. With automatic dice on, the number of dice you defend with will be selected automatically.

Fast Dice
With this option on, the game will be much quicker, as the dice are speeded up in the battle sequence part of the game.

Timer
A time limit can be set for each player's turn, to limit the time in which each player has to make all of his moves. Choose between two to six minutes, or turn the timer option off.

Select the advance icon to take you to the player select screen. (See PLAYER SELECT SCREEN described earlier in the manual). When you have chosen your army and your number of opponents, select the advance icon by moving the pointer over it and pressing ✖, to take you into the game.

A GAME TURN SEQUENCE

Each game turn consists of four phases:

- REINFORCEMENT
- COMBAT
- STRATEGIC FREE MOVE
- COLLECT A RISK CARD

REINFORCEMENT
At the beginning of your turn press the ✖ button. You will be prompted to place your reinforcements. You can get reinforcements in three ways:

1. Handing in a set of territory cards
2. Size of empire
3. Continent bonus

To place your battalions, move the pointer over the territory in which you want to place your troops, then use the L1 and R1 buttons on your controller, to toggle through the different reinforcement icons. Press ✖ to select the different icons:

Infantry	1 battalion
Cavalry	5 battalions
Artillery	10 battalions





DIFFERENT VIEWS WITHIN THE GAME

The Political Map
This map shows you exactly where your territories are by highlighting them in color. To access this map, press the ▲ or ● button on your controller. To advance to a particular territory, move the pointer over the territory in question and press the ✖ button.

The Continent Map
This map highlights the groupings of the different continents and can be accessed from the political map by using the L1 and R1 buttons on your controller. By moving over the different continents, you will be able to see, in the tool-tip bar, how many extra troops you would receive by owning all territories in that continent.

The Hot-Spot Map
This map shows you where you are most vulnerable and likely to be attacked. Highlighted areas of your opponent's color will surround your weak spots. You can access this map in the same way as the continent map.

If using a mouse, press the left mouse button on the flag in the top right-hand corner of the screen. Press the right mouse button to toggle between the different maps. Left-click on a territory on any of these maps to return to this territory in-game.

COMBAT
Once your reinforcements have been placed you can move onto the second phase, COMBAT.

Troops always attack from one territory to another neighboring or connecting territory. To launch an attack, first select the territory you want to attack from. Move the pointer over this territory and press the ✖ button. Once a territory has been selected, arrows will highlight the territories that are able to be attacked. If you move away from this territory and want to go back, press the ■ button on your controller. If you want to de-select the original territory, click again and move to another territory. When you are ready, move the pointer over the territory you wish to attack.



Note: An attacking army must consist of at least two battalions before it can attack.

To engage in combat, select the number of dice to attack with, selecting one, two or three dice using the L1 and R1 buttons on your controller. Press the ✖ button to select. To cancel your selection, select the cancel icon, and press the ✖ button. The number of dice available to each player is as follows:

Attacking player

No. of battalions attacking	No. of dice thrown by attacker
2	1
3	1 or 2
4 or more	1,2 or 3

You can therefore decide to throw less than the maximum number of dice permitted in an attack, but you can never throw more dice than you have battalions.

Defending Player

No. of defending battalions	No. of dice thrown by defender
1	1
2	1
3 or more	1 or 2

The number of dice thrown by the defending player is dependent on the number of battalions in the territory that is under attack.

BATTLE SEQUENCE

All dice are then rolled and the highest valued dice for both players are compared. If both players have rolled two or more dice, a similar comparison is made between the second highest dice for each player. The lowest dice in each comparison results in one battalion being lost from the player's army. Equal dice values result in a loss for the attacking player.

If you are playing with the ultimate dice rules set, each time either the attacker or the defender loses, the number of battalions that they will lose will be in proportion to how many troops took part in the battle. For example: If the attacking player has 30 troops and the defending player has 10, both figures are divided by three, (a ratio of 10:3). As three is the lowest number, this is the amount of battalions that will be lost per dice comparison.

The battle sequence normally ends with the attacker successfully defeating the current occupier, or the defending player fending-off the attack and forcing the attacker to retreat. If successful, the attacker must move battalions equal to the number of dice used on the roll (as a minimum), that finally defeated the defending army, into the newly conquered territory. Move the pointer to select the territory into which the troops are to be moved to. Select one of the reinforcement icons to place your troops. Press the ✖ button to action the troop deployment.

Players can continue to attack into other territories providing they have armies of sufficient size, in neighboring or connecting enemy territory, until they decide to end the combat phase of their game turn.

Note: If and when a player successfully conquers an opponent's last remaining territory, the conquering player takes all territory cards from the defeated player.

STRATEGIC FREE MOVE

You have the facility to make one free move at the end of the attack phase of your game turn. Battalions can be moved from one territory to any other neighboring territory that you own. The effect is to move troops to the front line or bolster important borders. To initiate a free move, select the Free Move icon by toggling the options icons in the top left-hand corner of the screen, then press the ✖ button. Next, select the territory you want to move from, and a connecting territory to move into. To cancel this move, select the cancel icon. When you have completed your free move, select the End Turn icon.

COLLECTING A TERRITORY CARD

At the end of your turn, you will receive a territory card, if you have conquered at least **one new territory** in your last game turn. At the beginning of future game turns, if you have a suitable 'trade' available, you can trade-in your cards for extra battalions. A suitable trade occurs when you have three cards that are either all the same, or all different. Note, there is a Joker card that can act as all three.

At the beginning of subsequent turns:

- Cards can be traded by first selecting the trade card icon from the options icons at the top of the screen. To select a card to trade in, move the pointer over the card and press ✖ to select. A tick will appear over the card. To de-select press ✖ again. To add two more cards, needed for the trade, select in the same way as described earlier. When you have selected three valid cards, toggle through the options until you arrive at the accept trade icon. Once this icon is selected, press ✖.



- To view your cards when you have more than three, select the red arrow at the side of the scroll bar. Press the ✖ button to move through the cards. To move back, select the arrow on the opposing side of the scroll.



- Battalions received from trading-in territory cards will be added at your next reinforcement phase.

Note: When you have five or more territory cards, you will be forced to trade.

To continue, select the troops forward icon.

WINNING THE GAME

If you successfully complete your game objective and win the game, you will be rewarded with the victory scene. If you lose all your territories and are forced out of the game, it's the guillotine for you!

SAVING AND CONTINUING

After a game turn you will be given the option to save your game. First select the save game icon.

Note: Always make sure there are enough free blocks on your Memory card before commencing play. A Risk saved game requires two Memory Card blocks.

Save Game

Move the cursor over a free game slot and press the ✖ button. Your game will be saved.

Note: You can save over an old game, by clicking on one, instead of a free slot. Press OK to save the game or CANCEL to quit back to the Memory Card Options.

If you want to continue, select the continue icon.

QUITTING

You can quit the game at any time, by pressing the SELECT button on your controller and selecting QUIT from the sub-menu. Confirm that you want to quit, by selecting the accept icon.

QUICK START GUIDE TO ULTIMATE RISK

From the main menu, select ULTIMATE RISK - QUICK START. This will set-up a game of Ultimate Risk with a choice of up to either seven computer controlled, or four human opponents, or a combination of both. Having made your selection of army, and number of opponents, select the advance icon to take you to the summary screen. In Ultimate Risk Quick Start, the following options are set-up:

- World Map
- Domination Risk
- Random territory placement
- Manual battalion placement
- Random turn order
- Fixed card sets
- Blind Risk off
- Easy AI
- Power-ups ON
- Rebel Difficulty Medium

(Some of the different options not mentioned under Classic Risk are explained under GAME VARIATIONS, later in the manual.) From the game summary screen select the advance icon.

CREATING A USER-DEFINED GAME OF ULTIMATE RISK

From the main menu, move the pointer over CREATE ULTIMATE GAME and press the ✖ button. This will take you into the game options, which will be tailored to the Ultimate game. Like the Classic game, you will be able to customize your game. The Ultimate game however offers some options not available in the Classic game, as noted below:

MAPS

- World Map
- Asian Map c.1800
- European Map c.1792
- North American Map c.1800

Note: In Ultimate Risk the maps provide added features, such as realistic terrain which can help or hinder your armies.

GAME OBJECTIVES

Capital
Each player nominates a territory to be his capital. All capitals are in view, unlike in the Classic game. To win the game you must conquer all enemy capitals in the game. When a player loses his capital he is eliminated from the game and all territories and forces become rebel.

Domination
The last surviving player wins the game.

Territorial
The first person to control 50% of all territories wins the game.

Power-ups
Select to play the game with power-ups either on or off.

Rebel Difficulty
With the introduction of rebel forces into the game, you can set the difficulty level of the rebels. Choose from Easy, Medium, Hard, Difficult and Expert.

Note: If you have chosen manual battalion setup, you will have the ability to place Generals and forts, unlike in the Classic game. For information relating to the placement of these, see REINFORCEMENT.

CAPITALS

At the beginning of each game of Ultimate Risk, you will be asked to place your capital city. Only one player's capital city may be placed in any one territory. Capitals cannot be placed in neighboring enemy territories or in difficult terrain. Once placed, it is represented on the game map by a capital city icon. Capital cities are heavily fortified. Losing control of your capital will severely impede your chances of success. Make their defense a top priority. An undamaged capital has a defensive value equivalent to 40 battalions. When a player captures another player's capital city he will receive the following benefits:

- All territory cards and POWs belonging to the owner of the defeated city are collected by the conquering player;
- One extra territory card;
- If a General was leading the attacking army he is promoted to a +4 General, regardless of his current rank.
- Captured enemy capitals function as forts;

A GAME TURN SEQUENCE

Each game turn consists of 5 phases:

- Proposing an alliance
- Reinforcement
- Combat
- Strategic Free Move
- Collect a Risk Card

PROPOSING AN ALLIANCE

At the beginning of your game turn, when the continue icon is showing, you can choose to form an alliance with any of the other forces in the game. To propose an alliance first toggle through the icons using the L1 and R1 buttons until you come to the alliance icon. Next toggle through the different enemy players until you arrive at the player you want to ally with, then press the ✖ button. Next, select how many game turns the alliance will last for, choosing between one, two and three. Press the ✖ button to confirm the basis for the alliance. The alliance will either be accepted or rejected. To exit from the alliance phase without making an alliance, select the cancel icon. Once made, alliances can not be broken. Alliances can only be made between two players.

REINFORCEMENT

As part of a game turn, each player will receive reinforcement armies to add to those already in the game. You can get reinforcements in seven different ways:

1. Size of empire
2. Continent bonus
3. Super State bonus
4. Connected territories bonus
5. Captured rebels
6. Prisoner exchanges (These are added to your reinforcement pool, although actual exchanges take place at the end of your turn.)
7. Handing in a set of territory cards (The first six form the basis of the main reinforcement phase at the beginning of each game turn. All players reinforce at the beginning of the turn before the first player takes his turn.)

Note: The number of battalions you will receive varies from the number you receive when playing Classic Risk.

Placement of battalions onto the game map
When playing with the Ultimate Risk rule set, the reinforcement totals for all active players are calculated at the very start of the game turn. Once calculated, all players proceed to commit their reinforcements to territories on the game map that are under their control. Place your reinforcement battalions in the same way as in the Classic game, toggling and selecting from the reinforcement icons. The placement of battalions is limited to 20 in normal terrain, and 10 in difficult terrain.

Buying and placing Generals during the reinforcement phase
Reinforcement battalions can be traded for Generals. Generals are equivalent in value to three battalions and are introduced to the game in the same way as reinforcement battalions. To introduce a new General onto the game map first toggle through the options until you arrive at the General icon. Then select the territory in which you want to place your General. To place the General, press the ✖ button. Once placed, three battalions will be deducted from your total reinforcements for that game turn. Only one General is allowed per territory and there is a limit to the number of Generals you start the game with, which is five. The five limit is broken, when you receive an extra general for every eleventh territory that you conquer during the game, over and above the number you started the game with.



Changes to rank and skill of Generals, relative to game events
The rank and skill level of a General changes with every notable game event that affects them. Example: His skill level increases with victories and decreases when he is defeated or is forced to retreat. The maximum skill level is four (only achievable by capturing an opponent's capital), and he is introduced with a random skill level of between one and three.

Benefits of a General
When an army is led by a General, the size-limit of the army is 350 battalions, even in difficult terrain. The relaxation of the army size limitations only remains in place for as long as there is a General present in the territory. This is a powerful option, allowing players to amass large armies.

The distance a General can 'Free Move' across territories is equal to his rank. The General can also take any number of battalions with him, picking up and/or dropping off any other battalions en-route. Battalions that travel with a General in this way can't make further free moves during that game turn.

Buying and placing forts during the reinforcement phase
As well as purchasing Generals, forts can also be purchased in the Ultimate game. To purchase a fort, first toggle through the options until you arrive at the Buy fort icon. Then select the territory in which you want to place your fort. Once placed, three battalions will be deducted from your total reinforcements for that game turn. Only one fort can be built in each territory. Each player can build a maximum of five forts. Taking enemy forts can break the five-fort limit. Forts cannot be built in mountainous or desert areas, arctic or swamps.



Benefits of forts
Forts are introduced into the game with a defense level of 21, therefore battalions present in a territory that is protected by a fort can use the fort as a buffer between them and any aggressive neighboring force. Any damage inflicted by enemy attacks will be split between the fort and any battalions in the territory, using a weighting system. Damage to forts can be repaired, in whole or in part, during the reinforcement phase at the beginning of each turn. To repair a fort, select the repair fort icon from the icon options using the L1 and R1 buttons on your controller, then move to the territory where the damaged fort is situated and press the ✖ button. Reinforcement battalions can be traded on a three-for-one basis. Three damaged fort points are repaired for each reinforcement battalion traded. During the strategic free move phase of your turn, you can elect to demolish a fort at no cost. You will receive one battalion, for every fort demolished.



Capital city repair
Damage to capital cities can be repaired, in whole or in part at the beginning of each turn during the reinforcement phase, using the repair fort icon. Reinforcement battalions can be traded on a one-for-four basis. Four damaged capital points are repaired for every reinforcement battalion traded.

Rebel forces
Rebel forces are reinforced after the rebels have attacked, following the natural disasters.

Note: Rebel Generals are created at different levels of rebel presence, according to the rebel strength setting.

End of the main reinforcement phase for this game turn
Play continues when all players have placed their reinforcements. It is now, at the very start of the player's turn that he has the opportunity to reinforce his armies further by handing in a valid set of territory cards.

COMBAT

In Ultimate Risk the combat system used to decide the outcome of each battle is Tactical Cards. As in Classic Risk, troops must always attack from one territory to another neighboring or connecting territory by first selecting the territory they are attacking from and then selecting the territory they wish to attack.

USING THE TACTICAL CARDS

This system moves the battle sequence away from the luck of the dice. After the attacking player has selected a territory to attack, the available tactical cards will appear in a scroll on the screen. The tactics available will vary depending on the presence and skill level of a General. You will have three cards to choose from, or alternatively you can select the random card icon from the icon options in the top left-hand side of the screen. Use the directional buttons to scroll through the available options. Both the attacking and defending players select a tactical card by selecting it, then pressing the ✖ button.

There are seven factors that determine the outcome of battle:

1. Card tactics
2. Size of army
3. Generals present
4. Terrain conditions
5. Fortune
6. Cornered opponents
7. Attacking across a sea lane



If and when a player successfully conquers an opponent's last remaining territory, the conquering player takes all territory cards from the defeated player.

DEFENDING

When you are under attack you have the following options:

Evacuate

If you are up against a large army, and you have a minimum force in the territory under attack, you can chose to evacuate. If you are successful, you can chose a territory to retreat to. You must retreat into a neighboring or connecting territory.



Surrender

If you are convinced that you don't stand a chance in battle, you can surrender and your battalion(s) will be captured and placed in the victor's POW camp, to be exchanged at a later date.



Fight Battle

If you decide to fight, you will be asked to select a tactical card in the same way as the attacking player. In some battles, your troops, although defeated will not be killed and you will be given the opportunity to retreat into a neighboring or connected territory. If as a result of evacuating a territory, or retreating from battle, you're forced to break the limit in a given territory, the excess troops will be disbanded. These surplus battalions will become available to you at the reinforcement phase of your next turn.



OTHER ATTACKING RULES

Attacking into difficult terrain

Leading your army in an attack into difficult terrain or against a territory defended by a fort or capital will result in all of the troops involved in the battle ending their involvement in this game turn. This is true regardless of the result of the battle. You will not be able to lead a subsequent attack from this territory, or the territory that led the attack.

Voluntary abandonment of a territory

If a player chooses to move all battalions from one territory into a neighboring territory, the original territory is effectively abandoned. Control over that territory will be handed to one of the players who holds influence in any of the neighboring or connected territories, including rebel forces. This is only available in the free-move phase of your turn by selecting the abandon territory icon.



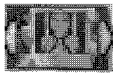
Rebel attacks

After each player has finished their combat phase, the rebels begin their attacks. Rebels make their attacks in the same way as enemy players. Territories are occupied by rebels at the beginning of the game depending on the game map being played and the number of players. Rebels can also take-over abandoned territories.

PRISONERS OF WAR

In Ultimate Risk, some battalions will be taken as prisoners of war. At the end of each turn you have the opportunity to exchange prisoners. Select the prison icon from the icon options using the L1 and R1 buttons. For an exchange to be possible you must

hold prisoners of an opposing force that has captured some of your troops. To select an exchange, toggle through the players to determine who you could trade with. To propose the exchange, press the ✖ button. The exchange will either be accepted or rejected. Any POWs successfully exchanged will be added to your army at the reinforcement phase. During your opponents' game turns you could be asked if you want to exchange prisoners, select either Yes, or No.



STRATEGIC FREE MOVE

When playing with the ultimate rules, each battalion is allowed to make one Strategic Free Move.

COLLECTING A TERRITORY CARD

At the end of your turn, you will receive a territory card, if you have conquered at least one new territory in your last game turn. If you conquered an opponent's capital city in your last game turn you are awarded one extra territory card. Trade in your territory cards in the same way as in the Classic Game. In Ultimate Risk this is done after the reinforcement stage, at the beginning of your turn, before you begin your attacks.

Note: When exchanging in the Ultimate game the ultimate set value is worth 12+:

Three infantry cards	3 battalions
Three cavalry cards	6 battalions
Three artillery cards	9 battalions
Three wild cards	11 battalions
Three mixed cards	12 battalions



In addition, two bonus battalions are added to the reinforcement pool for each territory card that you own, that are traded as part of a set.

REALISTIC TERRAIN

Desert & Arctic
Supply problems give the defending army a small battle bonus. Forts cannot be built in these areas.

Mountain & Swamp
Huge logistical problems give the defending army a large battle bonus. Forts cannot be built in these areas.

Forest & Jungle
Movement difficulties give the defending army a moderate battle bonus.

Normal
There is no battle bonus for the defending player.

Other problems with difficult terrain:

Jungle	Disease, such as Yellow Fever
Arctic	Blizzards and sub-zero temperatures
Forest	Smallpox epidemics
Desert	Sandstorms and drought
Mountains	Misdirection, avalanche, etc.
Swamp	Disease, such as Typhus

DISASTERS

Sea
At the very beginning of each game turn, the game logic determines which sea passages are affected by storms. Active storms prevent troops crossing the affected passage of water between the two connected territories.

Land
The game logic determines which land areas are affected by disease. Land-based diseases are mainly prevalent in difficult terrain and large armies. At the end of the players' combat phase, before the rebel attacks, these disasters are calculated and any battalions affected will be removed from the game. Any territories that have all of their battalions killed will be occupied by rebel troops in the next game turn.

PORTS

In some territories you can build a port, these are marked by an anchor icon. To activate a port, the player must first build a fort in the territory. The port can be recognized by its lighthouse, fort and ship.

Once a port is built, a sea-lane is available to another territory. The routes opened by a port, link up territories over large distances and complex routes. These routes are one way only. Troops can attack from or free move from the port to its destination, but troops cannot attack or free move from the destination back to the port. A port is a major defense that helps differentiate it from a sea-lane.

Ports don't just link to one destination. The longer the port is open, the more routes that become available, up to a maximum of three. The order in which the routes become known are randomly selected. If there is no port built, no routes will be visible. As routes become available a line of dots marks the way from the port to the destination. A flashing red dot travels in the direction that you can travel.

POWER-UPS

Power-ups can give you a great advantage over other players. The different power-ups are seeded through the map and last for a random number of turns. (If you come across a power-up you should use it as quickly as possible, before it expires.)

Super Fort

This fort cannot be harmed, but can be captured if the attacking force is large enough. It has a value of 30, better than a normal fort but not quite as good as a capital.



Super Troops

This is a territory based power-up. Troops that belong to this territory will fight as if they were two men. For example, if there are five men in the territory then they attack and defend as if they were ten men. Any troops transferred in or out of the territory will be affected. Any troops moved in will have double-value, but any troops moved out return to their normal strength.



Booby Traps

This power-up has a double edge. First it reduces the attacker's combat factor by 30%. Then, once the battle is over, regardless of whether the attacker wins or loses, he will suffer casualties resulting from the Booby Trap of between 10% to 50% of his force. Once found, the player must place the power-up in one of his territories.



Land Slide

This power-up acts like a storm blocking a sea-lane. The player cannot attack or free move between territories blocked by a landslide.



Hero

A hero has a value similar to a three-star general. He cannot be demoted or captured, but he can be killed. This means that the duration of the power-up might be less than intended depending on the result of the battle.



Super Cannon

A player may target a territory up to two territories away with a super-cannon. The damage inflicted is between 10% to 50% of the troops held in that territory. Someone else can capture a super-cannon if they capture the territory. The disadvantage is that it can only be used once per game turn. To use the super-cannon, first select the territory in which the cannon is located, then select the super-cannon icon from the options menu. Next, select the territory to attack.



LOADING A PREVIOUSLY SAVED GAME

Move the cursor over the game you wish to play. Press the ✖ button. Select OK to start the game at the point you last saved it, with the same options and players, or CANCEL to quit back to the Memory Card Options.

Note: Do not remove the memory card during loading, saving or formatting.

USING THE SNAP-TO MODE

If the player is using a normal joypad, the game will default to snap-to mode. This mode, in each territory, shows arrows pointing to all the connected territories (with 4 exceptions, below). These arrows also indicate to the player which way the directional button can be pushed in order to get to those territories. i.e. If an arrow points left to a connected territory, pushing left on the directional button will move the cursor into that territory.

The snap-to mode can be toggled off and on in-game by pressing the L2 button. Switching the snap-to off will put the cursor in roaming mode, this mode allows free movement around all of the map. The arrows can also be toggled on and off by pressing the R2 button.

If the player is using the mouse or an analog controller then the snap-to mode will not be available.

The exceptions to the rule: As four territories have nine territories connected to them and the directional button has only eight directions, there will be an added symbol(circular arrow) showing the connection to the ninth territory.

The territories are listed below:

Map	Territory
Asia	Sinkiang
Asia	Chang Tang
Asia	Yunnan
North America	Kentucky.