

Example battle continued

Olga continues to attack Patrick.

Olga can only roll two attack dice since she only has two active cards.

Patrick rolls two defend dice.

The results are not good for Olga. She decides to play a tactics card to increase her die total.

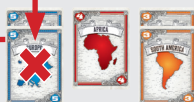


The rally card adds 2 to each die she just rolled.



Olga, the attacker, must surrender one attacking continent card. That continent card is placed faceup in the surrendered continent cards space.

Patrick, the defender, must remove one defending continent card and give it to Olga. She places it faceup next to her other continent cards.



Olga continues to attack Patrick.

Olga and Patrick can each only roll one die.



Olga wins the battle! Because there are no defending continent cards left, the attack phase ends and her turn is over.

Patrick, the defender, must remove his last continent card and give it to Olga.



ENDING YOUR TURN

After you have either attacked once or passed and drawn a tactics card, your turn ends. Play moves to the player on your left.

HOW TO USE TACTICS CARDS

Use tactics cards to deploy troops, disrupt battles, improve your dice rolls, look at other players' cards, and more!

Each card tells you when you can use it. You can play as many tactics cards from your hand as you wish. There is no limit to the number of tactics cards you can have in your hand at any given time. Tactics cards will always be resolved in order; for example, if player 1 plays a tactics card, and then player 2 plays a tactics card, the effects of player 1's tactics card will activate first.

After you use a tactics card, place it in the discard pile.

See **TACTICS CARDS** for more.

DOMINATING

Once you have claimed continent cards equal to or greater than the required domination number (indicated by the number in the top corner of the continent card), take that continent's domination coin, even if it is controlled by another player.

Once you hold the domination coin for a continent, you may lose continent cards and still hold the domination coin—as long as another player doesn't collect the number of cards needed to dominate that continent.

Remember that each continent has more continent cards than its domination number.

WINNING

The first player to collect two domination coins wins!

MORE TO KNOW

- When you draw cards at the start of your turn, you may draw continent cards from either the continent card deck or from the surrendered continent cards.
- Note that the number of cards within each continent group varies, and each continent has more continent cards than are needed to dominate it.
- If the tactics card deck ever runs out, shuffle the discard pile to create a new deck.

TACTICS CARDS



TROOP x18

Play during any Attack Phase 2 to deploy a troop. For each troop card you play, add 1 die to your roll until you reach your maximum number of dice. For each time you have the lower die in a contested pair, discard 1 active troop card. Discard all active troop cards at the end of a battle.



SPY x2

Play anytime on your turn. Look at any one player's cards. Then, draw 1 tactics card from the deck.



CANCELED ORDERS x3

Play immediately after a player plays a tactics card to cancel that card. You cannot cancel a troop card.



RALLY x4

Play on your turn after you and your opponent roll dice. Add 2 to each die you rolled.



ARTILLERY x3

Play anytime after troops are deployed. Force any one player to discard up to 2 active troop cards.



SABOTAGE x4

Play immediately after troops are deployed to end the battle. Any active troop cards return to the players' hands, and the attacker's turn ends.



EXPAND x2

Play anytime on your turn. Draw either 2 continent cards or 1 tactics card.



BOMBARD x4

Play after players roll dice to change any one die to a 6. If necessary, reorder the dice lineup in order of the highest pairs.

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RISK STRIKE

OBJECT

Defeat other players in battle to earn continent cards and get domination coins! The first player to collect two domination coins wins.

CONTENTS



Continent Cards x42



Domination number—the number of cards needed to claim the domination coin for that continent.
Continent—there are six continents, each a different color.



Tactics Cards x40

Use to deploy troops, spy, sabotage, and more. See **HOW TO USE TACTICS CARDS**.

Type of Tactics Card
States when and how to use the card.



Reference Cards x5



Quick view of what to do on your turn.



World map shows how the continents are connected.

Domination Coins x6

Claim one when you collect the required number of continent cards for that continent.



Attack
Dice x3

Defend
Dice x2

10+
2-5
F6650

GAME SETUP

- 1 Shuffle the white continent cards. Each player draws three and places them faceup in front of them.
- 2 Shuffle the black tactics cards. Each player draws three and adds them to their hand. You can look at your cards, but don't let other players see. Stack the remaining tactics cards facedown where all players can reach.
- 3 Each player takes a reference card.
- 4 Place the dice and the domination coins where all players can reach them.
- 5 Each player rolls a die, and the highest roller goes first. (Roll again if there's a tie.)
- 6 All players except the player going first draw an additional tactics card. (In a two-player game, the player who does not go first also draws an additional continent card and places it faceup in front of them, for a total of four continent cards.)
- 7 Designate a space in the center of play for surrendered continent cards. Players will be able to draw from this lineup throughout the game.



ON YOUR TURN

1. DRAW ANY TWO CARDS.

Add tactics cards to your hand and place continent cards faceup in front of you.

2. CHOOSE TO ATTACK OR PASS.



ATTACK

Go for the attack to gain continent cards, which will allow you to earn domination coins. You may attack only once per turn. The attack consists of **three phases**. See below.



PASS

If you pass, draw one additional tactics card and end your turn.

Choose one of these combinations to draw:



2 continent cards



2 tactics cards



1 continent card + 1 tactics card

Note: You can also draw from the surrendered continent cards.

ATTACK PHASE 1: DECLARE BATTLE

Declare which continent you are attacking from. You can attack from any continent that you have continent cards of. Then, choose one other player as your opponent and declare which continent cards of theirs you're attacking. You may attack the same continent you attack from OR a continent connected to the continent you attack from. See the map on your reference card.



For example, Africa can attack Africa, South America, Europe, and Asia. Africa cannot attack North America or Australia because Africa is not connected to these two continents.

On Olga's turn she declares she is attacking from Asia.



OLGA'S CARDS

She selects Europe, one of Patrick's continents, to attack.



PATRICK'S CARDS

Attack Phase 1 Example

ATTACK PHASE 2: DEPLOY TROOPS

- 1 You may now deploy troops by playing any number of troop tactics cards from your hand. Place troop cards faceup next to the cards of the continent you're attacking from.
- 2 The defender deploys any number of troop cards from their hand. They place troop cards faceup next to the cards of the defending continent.
- 3 After the attacker and defender have deployed troop cards, other players may deploy troop cards from their hands to help the attacker or the defender.



OLGA'S CARDS



PATRICK'S CARDS

Attack Phase 2 Example

ATTACK PHASE 3: ROLL & RESOLVE

ROLL DICE

Attacker: count your attacking continent cards and active troop cards and roll that many red dice. You can roll a maximum of three.

Defender: count your defending continent cards and active troop cards and roll that many black dice. You can roll a maximum of two.

Both players: line up the dice you rolled from highest to lowest. For each pair of attacking and defending dice, the player with the higher die wins. If there's a tie, the defender wins.

Olga rolls three red attack dice and Patrick rolls two black defend dice.

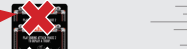
Patrick, the defender, loses both rolls and must discard his two active troop cards.



HIGHEST PAIR



NEXT HIGHEST PAIR



PATRICK'S CARDS

Attack Phase 3 Example

RESOLVE WINS

Compare the highest die each of you rolled.

If the **attacker's die is higher**, the defender must discard an active troop card. If they have no active troop cards, they must give the attacker one continent card from the defending continent.

Note: A continent card claimed during battle **cannot** be used as an active card in that battle.

If the **defender's die is higher**, the attacker must discard an active troop card. If they have no active troop cards, the attacker must surrender one continent card from the attacking continent to the continent card surrender space.

If each of you rolled more than one die, compare the next-highest pair of dice and repeat the process.

AFTER THE ROLL HAS BEEN RESOLVED

If there are no defending continent cards remaining, the battle ends and the attacker's turn is over.

If there are defending continent cards **and** attacking continent cards remaining, the attacker can choose to continue the battle by returning to Attack Phase 3.

After the battle, players discard any remaining active troop cards.

Example battle continued

Olga has decided to continue the battle and attacks Patrick again.



OLGA'S CARDS



HIGHEST PAIR



NEXT HIGHEST PAIR

Olga, the attacker, loses both rolls and must remove one troop card and one attacking continent card. The troop card is discarded and the continent card is placed faceup in the surrendered continent cards space.

Olga continues attacking.



OLGA'S CARDS



HIGHEST PAIR



NEXT HIGHEST PAIR



PATRICK'S CARDS

Olga, the attacker, must surrender one attacking continent card because the defender wins in the case of a tie. That continent card is placed faceup in the surrendered continent space.

Patrick, the defender, loses one roll and must remove one of his defending continent cards and give it to Olga. Olga places it faceup next to her other continent cards.

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