

AGES 10+ | 2-6 PLAYERS

RISK[®]

THE GAME OF STRATEGIC CONQUEST



STARCRRAFT[®]
COLLECTOR'S EDITION

MISSION BRIEFING



WELCOME

The Koprulu sector is being ravaged by war. Stand against your enemies as one of three powerful races. Will you choose to wield the formidable psionic powers and stunningly advanced technologies of the mysterious Protoss? Or lead the Zerg, whose constantly evolving armies will infest and overrun entire worlds on their ravenous path to eradicate whatever lies before them? Don't underestimate the Terrans, rugged and tenacious humans with an indomitable spirit, who've eked out a life on the edge of the galaxy for centuries despite impossible odds.

No matter which race you choose, you will fight for your very survival. The war for galactic supremacy begins NOW!

WAGING WAR

There are 4 ways to play RISK: StarCraft Collector's Edition.

1

BASIC TRAINING

Introductory version of RISK: StarCraft game play.
3-6 PLAYERS
[See BASIC TRAINING pg.3]

2

COMMAND ROOM

A more advanced version of Basic Training.
3-6 PLAYERS
[See COMMAND ROOM pg.11]

3

TOTAL DOMINATION

An updated version of classic RISK game play.
2-6 PLAYERS
[See TOTAL DOMINATION pg.12]

4

TEAM PLAY

Join forces for 2v2 and 3v3 combat!
4 or 6 PLAYERS
[See TEAM PLAY pg.13]

OVERVIEW OF COMPONENTS

Not all components are used in every game mode.

[See BASIC TRAINING, COMMAND ROOM and TOTAL DOMINATION for what you will need to play each game-mode]

CONTENTS

- > Game Board
- > Deck of 42 Cards
- > 2 Terran Factions
- > 2 Protoss Factions
- > 2 Zerg Factions
- > 6 Bases
- > 7 Dice
- > 15 Mineral Fields
- > Achievements and Rewards
- > Rules Booklet

GAME BOARD

The game board is divided into 42 territories which are grouped into colored planetary zones : Aiur [Green], Zerus [Teal], Korhal [Purple], Mar Sara [Yellow], Char [Red] and Shakuras [Blue]. Some territories are connected to each other, meaning they share a border or have a space-line connection.



DICE

You use the dice when attacking and defending territories.



ATTACK DICE



DEFENSE DICE



BONUS ATTACK DIE



BONUS DEFENSE DIE

OVERVIEW OF COMPONENTS

FACTIONS

Every player will control a Faction of one color.



TERRAN



PROTOSS



ZERG



BASES

Each player will start with one Base that matches their Faction's color in one of their territories. A player's starting Base must be under their control in order to achieve victory.



MINERAL FIELDS

Mineral Fields will be placed on the board into different territories. If you control a territory that contains a Mineral Field, you control that Mineral Field. The number of Mineral Fields you control is added to the number of territories you control when you recruit units. Mineral Fields are also important to gaining some Achievements.

[See DEPLOYING REINFORCEMENTS pg.6]



FACTION CARDS

There are 3 decks of Faction Cards. They should be separated by race [Terran, Protoss, and Zerg] but they all function in the same way. Cards are used to gain Reinforcement units and to initiate special abilities.

[See FACTION CARDS pg.8 for further explanation]



TERRAN



PROTOSS



ZERG

ACHIEVEMENTS

Achievements are military goals that players will try to attain in order to secure victory.



REWARDS

Rewards are linked to Achievements. Once Rewards are attained, they give a bonus to your units.



[See ACHIEVEMENTS and REWARDS sections pg.9-10]

HEROES

Heroes possess elite skills in both attack and defense that can turn the tide of battle.

[See ATTACKING pg.7 for further explanation]



JIM RAYNOR
[TERRAN]



VALERIAN MENGSK
[TERRAN]



ZERATUL
[PROTOSS]



ARTANIS
[PROTOSS]



QUEEN OF BLADES
[ZERG]



ZAGARA
[ZERG]

BASIC TRAINING

PLAY THIS FIRST! >>

BASIC TRAINING is designed as an introductory version of RISK: StarCraft Collector's Edition. It is highly recommended that you play this version until you are comfortable with the mechanics. Then move onto the more advanced versions of RISK game-play with **COMMAND ROOM**, **TOTAL DOMINATION**, and **TEAM PLAY**.

WHAT YOU'LL NEED

- > **UNITS**: As many as there are players on the set-up chart.
- > **FACTION CARDS**: 42 cards separated into 3 decks by race.
- > **HEROES**: As many as there are players on the set-up chart.
- > **BASES**: Place them based on the set-up chart.
- > **ACHIEVEMENTS**: Place them based on the set-up chart.
- > **MINERAL FIELDS**: Place them based on the set-up chart.
- > **ATTACK DIE**: [x3]
- > **DEFENSE DIE**: [x2]

GETTING STARTED >>

- > Set up the board and all the pieces as shown in the **HOW TO SET UP BASIC TRAINING [pg.4-5]** section.
- > Each player rolls a die. Highest roller chooses a color which determines both the player's Faction and turn order. Players then, in descending die order, choose the remaining colors. Refer to the set-up charts for color turn order.
- > In turn order, players now place their Hero in a territory they control.
- > After all Heroes are placed, the battle begins!

WINNING >>

- > The first player to complete any 3 Achievements and be in control of their Base wins the game.
- > This is not about taking over all the territories.
- > Review the Achievements before you start to play.

ON YOUR TURN >>



At the start of every turn, you acquire and deploy Reinforcements.

[See **DEPLOYING REINFORCEMENTS** pg.6]



Then you attack your enemies.

[See **ATTACKING** pg.7]



After you are finished attacking, collect one Achievement if you are eligible.

[See **ACHIEVEMENTS** and **REWARDS** pg.9-10]



Maneuver your units and draw a Faction Card if you are eligible.

[See **ENDING YOUR TURN** pg.10]

HOW TO SET UP BASIC TRAINING

Set up the board as shown in the appropriate chart : [3 player, 4 player, 5 player, or 6 player]

- 1 Place all units by their color, using the chart that corresponds to the number of players.
- 2 Place all 15 Mineral Fields as designated by the chart.
- 3 Place the appropriate Silver and Gold Achievements on the game board based on the chart. The remaining Achievements will not be used.
- 4 Separate the Faction Cards into 3 decks. Then, if playing a 4-6 player game, distribute initial Faction Cards according to the chart.
- 5 Players choose a color based on a die roll. Highest roll chooses first. This determines each player's Faction and the turn order for the game. Reference the chart for the correct turn order.
- 6 The player who is first in turn order places their Hero in a territory they control. The other players do the same in descending turn order.
- 7 The battle begins!

3 PLAYER

TURN ORDER

1 Zerg >>> 2 Protoss >>> 3 Terran

◀ No. # of UNITS MINERAL FIELD BASE ▶

SILVER ACHIEVEMENTS

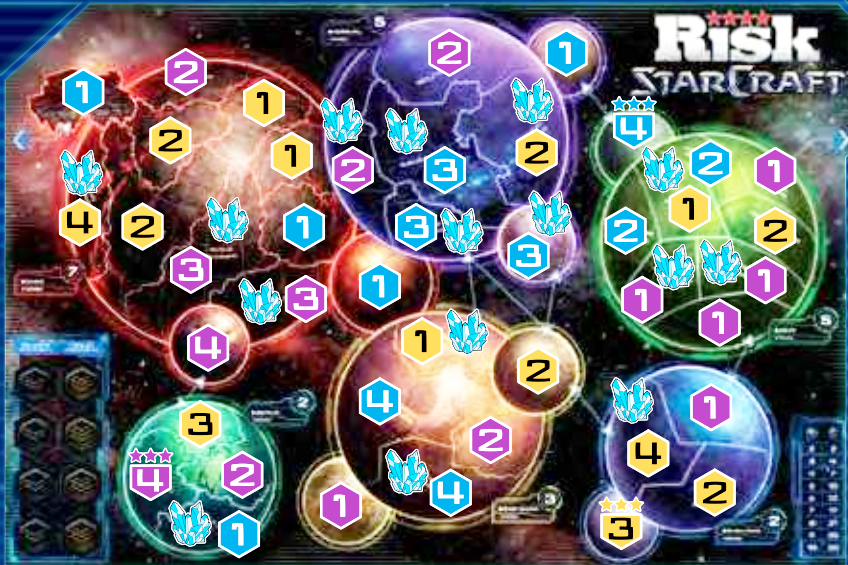
- > Control 8 Mineral Fields
- > Control Korhal
- > Control Char
- > Control Aiur

GOLD ACHIEVEMENTS

- > Take Over 10 Territories in 1 Turn
- > Control 2 Enemy Bases
- > Control 18 Territories
- > Control 2 Complete Planets

PLACE MINERAL FIELDS

- | | | |
|-------------------|-----------------------|-------------------|
| > Acid Marsh | > Backwater Station | > Augustgrad |
| > Nydus Network | > Jacobs Installation | > Scion Province |
| > Velari Province | > Ruins of Styrling | > The Great Forum |
| > Volatile Cleft | > Radiated Wastes | > Katuul Province |
| > Ursa | > Hell's Gates | > Keresh Province |



◀ No starting Faction Cards are awarded in 3-player set-up. ▶

4 PLAYER

TURN ORDER

1 Terran >> 2 Protoss >> 3 Zerg >> 4 Terran

◀ No. # of UNITS MINERAL FIELD BASE ▶

SILVER ACHIEVEMENTS

- > Take over 4 Mineral Fields in 1 turn
- > Control Korhal
- > Control Char
- > Control Aiur

GOLD ACHIEVEMENTS

- > Take Over 10 Territories in 1 Turn
- > Control 2 Enemy Bases
- > Control 18 Territories
- > Control 2 Complete Planets

PLACE MINERAL FIELDS

- | | | |
|-------------------|-----------------------|-------------------|
| > Acid Marsh | > Hell's Gates | > Augustgrad |
| > Nydus Network | > Jacobs Installation | > Scion Province |
| > Radiated Wastes | > Ruins of Styrling | > The Great Forum |
| > Volatile Cleft | > Backwater Station | > Katuul Province |
| > Ursa | > Velari Province | > Keresh Province |



◀ Fourth-player Terran starts with one Faction Card. ▶

HOW TO SET UP BASIC TRAINING

5 PLAYER

TURN ORDER

1 Zerg >>> 2 Terran >>> 3 Protoss >>>
4 Terran >>> 5 Protoss

« No. # of UNITS  MINERAL FIELD  BASE »

SILVER ACHIEVEMENTS

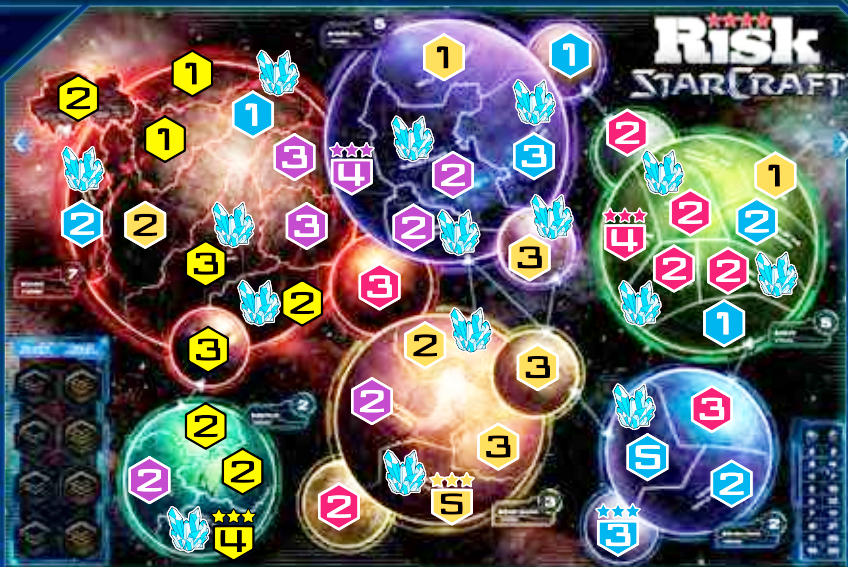
- > Control 8 Mineral Fields
- > Control Korhal
- > Control Char
- > Control Aiur

GOLD ACHIEVEMENTS

- > Take Over 10 Territories in 1 Turn
- > Control 2 Enemy Bases
- > Control 18 Territories
- > Control 2 Complete Planets

PLACE MINERAL FIELDS

- | | | |
|-------------------|-----------------------|-------------------|
| > Acid Marsh | > Hell's Gates | > Augustgrad |
| > Nydus Network | > Jacobs Installation | > Scion Province |
| > Keresh Province | > Ruins of Styrling | > The Great Forum |
| > Volatile Cleft | > Backwater Station | > Katuul Province |
| > Ursa | > Velari Province | > Death Valley |



« Fourth-player Terran starts with one Faction Card.
Fifth-player Protoss starts with one Faction Card. »

6 PLAYER

TURN ORDER

1 Protoss >>> 2 Terran >>> 3 Zerg >>>
4 Protoss >>> 5 Zerg >>> 6 Terran

« No. # of UNITS  MINERAL FIELD  BASE »

SILVER ACHIEVEMENTS

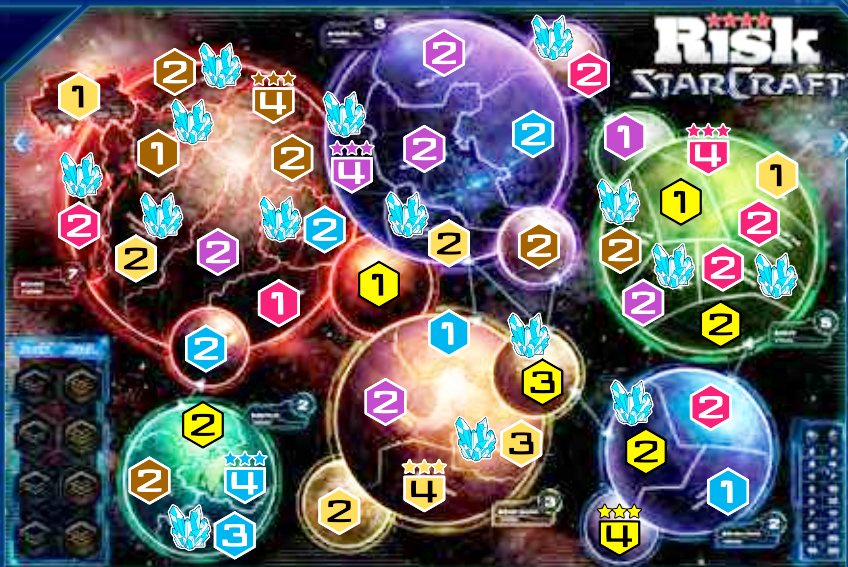
- > Control 8 Mineral Fields
- > Control Korhal
- > Control Char
- > Control Aiur

GOLD ACHIEVEMENTS

- > Take Over 10 Territories in 1 Turn
- > Control 2 Enemy Bases
- > Control 18 Territories
- > Control 2 Complete Planets

PLACE MINERAL FIELDS

- | | | |
|----------------|----------------------------|-------------------|
| > Burning Rift | > Dauntless Plateau | > Pyramus |
| > Acid Marsh | > Primary Hive Cluster | > Scion Province |
| > Canis | > Ruins of Styrling | > The Great Forum |
| > Riksville | > Temple of the Preservers | > Katuul Province |
| > Glass Flats | > Radiated Wastes | > Volatile Cleft |



« Fourth and Fifth players start with one Faction Card.
Sixth-player Terran starts with two Faction Cards. »

READY FOR ADVANCED MATCHMAKING?

YOU CAN PLAY RISK: STARCRAFT IN DIFFERENT GAME-MODES, INCLUDING TEAMS!

Risk : StarCraft allows for 3 additional variants of play.

1 COMMAND ROOM **2 TOTAL DOMINATION** **3 TEAM PLAY**

Before you move forward, you may wish to familiarize yourself with the materials by reading the **OVERVIEW OF COMPONENTS** section. Playing a game of **BASIC TRAINING** will make **COMMAND ROOM**, **TOTAL DOMINATION**, and **TEAM PLAY** easier to play as well.
[See **COMMAND ROOM** pg.11, **TOTAL DOMINATION** pg.12, and **TEAM PLAY** pg.13]

DEPLOYING REINFORCEMENTS

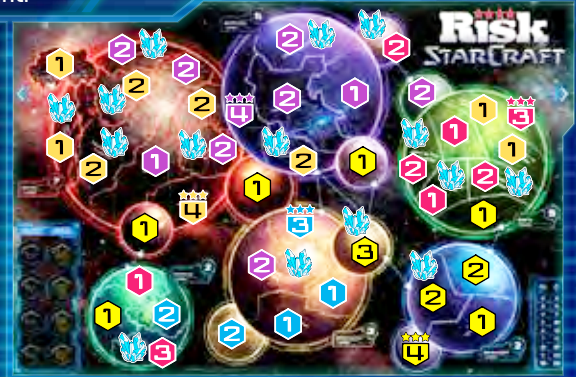
At the start of your turn, follow steps 1- 4 to calculate your Reinforcement amount.

The number of Reinforcements you deploy at the start of your turn is the sum of the following:

- 1 The number of territories and Mineral Fields you control divided by 3
- 2 Any Planetary bonus(es)
- 3 Number of Bases you control
- 4 Units gained from turning in Faction Cards

TERRITORIES / MINERAL FIELDS

- > **Red** controls a total of 13 territories and Mineral Fields at the start of his turn. 13 divided by 3 is 4. Add 1 for Red's Base. Red deploys 5 units.
- > **Blue** controls 5 territories and no Mineral Fields at the start of his turn. 5 divided by 3 is 1. However, you never deploy fewer than 3 initial units. Blue is in control of his Base so Blue deploys 4 units total.



PLANETARY BONUSES

- > **Yellow** controls Shakuras. In addition to the units deployed from territories and Mineral Fields, Yellow also gains an extra 2 units for controlling all Shakuras territories. In this case, Yellow will deploy 7 units total.

1

TERRITORIES AND MINERAL FIELDS

Count the number of territories and Mineral Fields you control and divide this number by 3 (ignore any remainder). If this number is lower than 3, round it up to 3. Gather that many units and set them aside. These are your Reinforcements.

2

PLANETARY BONUS(ES)

If you control every territory within a planetary color group, then you control that color group. The key next to the planet shows how many units you gain. Add these units to the Reinforcements from step 1.

3

BASES

Gather one unit for every Base you control, including your own. Add these units to the Reinforcements from steps 1 and 2. Each Base yields 1 unit.

4

FACTION CARD STAR VALUE

How to get cards is explained in the **FACTION CARDS** (pg. 8) section.

Instead of using the card's ability, you may choose to turn in some or all of your cards to acquire more units. Cards have one or two stars on them. The number of stars determines how many units you get. You may turn in cards containing a total of 2 - 10 stars. Refer to the chart on the board to see how many units you get for a set of cards. Add these units to the Reinforcements from steps 1, 2, and 3.

A player has 3 cards containing a total of 4 stars at the start of their turn.



ONE STAR CARD



ONE STAR CARD



TWO STAR CARD

Turning in 3 cards [4 stars] adds 7 additional units.

2	2
3	4
4	7
5	10
6	13
7	17
8	21
9	25
10	30

DEPLOYING

After assembling your Reinforcement units, deploy **ALL** of them into territories that you control.

- > You can put all of these units into one territory or spread them out across your territories.
- > If your Hero was defeated since your last turn, you may redeploy it during this phase.

ATTACKING

On your turn, you can invade adjacent enemy territories in an attempt to take them over.

HOW TO ATTACK

- 1 Choose a territory you control that contains at least 2 units. Select 1 unit to “stay behind” and guard your territory. The remaining unit[s] can attack an enemy territory.
- 2 Once an invasion is declared, the attacker must commit at least one unit to the invasion, unless a defender’s Faction Card ability prevents this. [The attacker may commit a maximum of three units per invasion]
- 3 The defender chooses how many units will defend – 1 or 2 units.
- 4 Each side rolls 1 die for each unit in the battle. This means the attacker rolls 1, 2 or 3 dice and the defender rolls 1 or 2 dice.
- 5 Both sides put their dice in order from highest to lowest. Compare your highest die to your opponent’s highest die. The higher number wins, and the defender always wins ties.
- 6 The loser removes a unit from the territory.
- 7 Compare your second highest die. The loser removes one unit.
- 8 If your die has nothing to be compared against, meaning you rolled 1 or 2 more dice than your opponent, then ignore that die/dice.

TURNS AND INVASIONS

An invasion is defined as attacking a single territory from another. You may carry out multiple invasions per turn. If you have enough units, you may attack from the same territory multiple times. [Attacking is optional]

- > Orange has 3 units in Augustgrad and wants to attack Keresh Province. He sends 2 units into Keresh Province. He cannot send all 3 since one unit must stay behind.
- > Blue is defending Keresh Province and has 3 units. He can only send 2 out to battle at a time.



- > Red has 10 units in Wolfrec Province and sends 3 to attack Orange. Since a maximum of 3 units can attack at a time, Red cannot attack with more. Orange defends with 2 units.
- > Red rolls three dice, one for each attacking unit, and Orange defends with 2. Red’s highest die, a 6, is higher than Orange’s highest die, a 5. Orange removes a defending unit. Orange’s and Red’s second-highest dice are a tie. Since defenders win ties, Red removes an attacking unit. Red’s last die, a 3, is not used since there is no defending die to compare it to.

IF THE DEFENDER STILL HAS UNITS IN THE TERRITORY :

You may attack again if you like and are able, either between the same territories or between new ones.

IF THE DEFENDER HAS NO MORE UNITS IN THE TERRITORY :

Move the attacking units into the territory. You may also move in additional units from the attacking territory. So, even though you can only attack with 3 units, you can move more than that into a conquered territory. Remember you must leave at least one unit behind - no territory can ever be abandoned.

ELIMINATING ANOTHER PLAYER :

You eliminate another player if you defeat their last unit on the board. This player is now out of the game. As a reward, you get all of that player’s Faction Cards [if they have any]. Keep these separate from your Faction Cards. You may only use the newly acquired cards for their Reinforcement Star Value [even if your opponent is of the same race]. Leave the defeated player’s Base on the board.

HEROES

- > Heroes possess elite skills in both attack and defense that can turn the tide of battle. However, they do not represent a unit in their own right. Heroes must always move with a unit.
- > Your Heroes add 1 to the highest die you rolled when both attacking and defending.
- > If your Hero is defending and your last unit in a territory is defeated, your Hero is also removed from the board with that unit. If they are defeated, Heroes may be redeployed at the start of your next turn to any territory you control.



Position your Hero wisely to ensure maximum effectiveness in battle.

FACTION CARDS

Faction Cards are an important and game-changing part of RISK: StarCraft Collector's Edition strategy. If playing **BASIC TRAINING** or **COMMAND ROOM**, a player must choose to use **ONE** of the Faction Card's two possible functions:

1 STAR REINFORCEMENTS

Save up multiple Faction Cards to "cash them in" for Reinforcement Units at the start of your turn.

2 FACTION ABILITY

Use the card's unique ability. Some can be used offensively and others can be used defensively.

DRAWING AND DISCARDING A FACTION CARD

DRAWING

If you conquered at least 1 enemy territory on your turn, then you get 1 Faction Card. Draw it off the top of the deck that matches your units' race and add it to your hand. It doesn't matter if you conquered 1 or more territories; you only get 1 Faction Card.

DISCARDING

When you use a Faction Card, discard it into a separate discard pile to the side of the game board. Discard piles are only reshuffled and put back in play when a race's drawing deck is depleted.



1
2
3



Race Designation

[Terran, Protoss, or Zerg]



Reinforcement Stars

[Cards have a 1 or 2 Star Value]

4



Ability Name and Description

[Unit and building abilities]

5



Ability Instructions

[Faction Card's ability as well as how and when to play]



Territory Location

[Used for **COMMAND ROOM** and **TOTAL DOMINATION** set-up]

USING A FACTION CARD

- > You may play multiple cards per turn.
- > For each card, you must choose to either use the ability or save multiple cards to "cash in" stars and gain Reinforcements. You may not do both.
- > Follow the instructions on the card to know when to use each individual card.
- > After a card is used, whether for acquiring Reinforcements using stars or for the special ability, it is placed in a separate discard pile.
- > If a deck is ever depleted, shuffle that race's cards from the discard pile to form a new deck to draw from.
- > If a player uses a defensive card ability after you declare an invasion, the attacker must commit the maximum possible troops for one roll. If the attacker wishes to stop afterward, they may.
- > If you collect an Achievement, you cannot draw a card on that turn unless you possess the "Guaranteed Card" Reward.

Choosing when to play Faction Cards is crucial.

ELIMINATING A PLAYER

When you eliminate another player, you gain their Faction Cards. However, you are unable to use the abilities and can only use the stars toward Reinforcements; **even if they are of the same race**. Keep these newly acquired cards separate from any already in your possession.



ACHIEVEMENTS

ACHIEVEMENTS

- > Achievements are military goals that players attain in order to achieve victory.
- > In **BASIC TRAINING**, Achievements are placed based on the set-up charts.
- > In **COMMAND ROOM** and **TOTAL DOMINATION** play, Achievements are placed randomly, face-down until play begins.
- > **TEAM PLAY** requires a varying number of Achievements for victory. [See **TEAM PLAY** pg.13]

SILVER ACHIEVEMENTS



BACK



Control all 9 territories in AIUR.



Control all 12 territories in CHAR.



Control all 7 territories in KORHAL.



Control at least 1 enemy Base. You do not need to be in control of your own Base.



Take control of 4 Mineral Fields in one turn that you did not control at the start of the turn.



Control at least 8 Mineral Fields.

GOLD ACHIEVEMENTS



BACK



Take control of at least 10 territories that you did not control at the start of your turn.



Control at least 11 Mineral Fields.



Control 2 enemy Bases. You do not need to be in control of your own Base.



Take control of a planet group where you did not control any territory at the start of the turn.



Control every territory on 2 different planetary color groups.



Control at least 18 territories.

HOW TO COLLECT ACHIEVEMENTS

- > After you finish attacking, look at the Achievements that are face-up on the board. If you have completed one of these during your turn, you may take that Achievement and place it in front of you. Do not put a new Achievement on the board. As the game goes on, fewer Achievements will be available.
- > If you are eligible for more than one Achievement on your turn, choose only one. A player can only collect one Achievement on a turn.
- > Once an Achievement is taken, it does not change hands unless a player is eliminated. If you eliminate another player, take that player's Achievements in addition to any cards that player has. Rewards are destroyed.
- > In **TEAM PLAY**, if an eliminated player is in possession of an Achievement, the Achievement transfers to their Ally. If the eliminated player was the one alive on a team, it transfers to the player who took the last territory. Rewards are destroyed.

REWARDS

COLLECTING REWARDS

- > Rewards are in-game bonuses associated with accomplishing Achievements. [Rewards are not used in BASIC TRAINING]
- > When you set up the game, Rewards are randomly placed face-down on top of Achievements.
- > Collecting an Achievement lets you also collect the Reward on top of it.
- > Rewards become active as soon as a player collects the Achievement.
- > If you eliminate a player, you do not get that player's Rewards. Those are eliminated with the player.

SILVER REWARDS



Take an additional unit maneuver at the end of each turn, beginning with the turn that you've earned this Reward.

After deploying your Reinforcements at the start of your turn, you may take a starting maneuver.

[See MANEUVER UNITS pg.10]

Even if you took an Achievement, failed an invasion, or did not engage in an invasion at all, you may collect one Faction Card at the end of each turn, beginning with the turn that you've earned this Reward.

[You can still only take one card per turn]

Immediately place this Reward onto a territory you control. As long as you have your Xel'Naga Tower, you add 1 to your highest die roll [ATTACK and DEFENSE] for any invasion waged in that territory and any adjacent territories. If the territory containing the Xel'Naga Tower is lost, then it is destroyed. You keep the Achievement. Two Xel'Naga Towers cannot be combined in one territory. [When a Hero is present in a territory affected by a Xel'Naga Tower, add 2 to your highest die roll]

GOLD REWARDS



This Xel'Naga Tower works the same as the Silver Reward Xel'Naga Tower.

[When a territory is affected by 2 adjacent Xel'Naga Towers, add 2 to your highest die roll]

Take the bonus attack die. [TRANSLUCENT RED] When attacking, you now roll the bonus attack die in addition to the normal red dice. After rolling, replace the lowest red die with the bonus attack die [unless the bonus attack die is the lowest] and re-order the dice as necessary.

Take the bonus defense die. [TRANSLUCENT BLACK] When defending, you now roll the bonus defense die in addition to the normal black dice. After rolling, replace the lowest black die with the bonus defense die [unless the bonus defense die is the lowest] and re-order the dice as necessary.

Add an additional two units each turn when deploying Reinforcements.

ENDING YOUR TURN

DRAW A FACTION CARD

If you conquered at least 1 enemy territory on your turn, then you get 1 Faction Card. Draw off the top of your race's deck and add it to your hand. It does not matter if you conquered 1 or more territories; you only get 1 card.

[If you collect an Achievement, you cannot draw a Faction Card on that turn unless you have the "Guaranteed Card" Reward]



MANEUVER UNITS

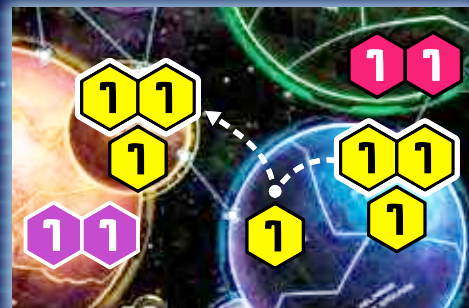
After you take an Achievement or Faction Card [if applicable], you may utilize one Maneuver.

> Take as many units as you'd like from ONE of your territories and move them to ONE other connected territory. Remember to leave at least one unit behind - you cannot abandon a territory.

> Territories are "connected" if all of the territories in between them are also controlled by you. You cannot pass through enemy territories.

> This is not an attack; it is a movement from one of your territories to another in order to protect your front-line or to get into position for your next turn.

[Maneuvering units is optional]



At the end of the turn, Yellow can maneuver 2 units from Talemattros through Katuul Province and into Pyramus since that player controls all of these territories. Yellow only went through their own territories since Talemattros, Katuul Province, and Pyramus are "connected."

[One unit must always be left behind]

COMMAND ROOM

In this game-mode, players will create a unique battlefield each game. Familiarize yourself with the materials by reading the **OVERVIEW OF COMPONENTS** section of the rules. Playing a game of **BASIC TRAINING** will make **COMMAND ROOM** easier to play.
[Do not set up using the **BASIC TRAINING** charts]

WHAT YOU'LL NEED

- > **UNITS**: [See the **COUNT UNITS** section below]
- > **FACTION CARDS**: 42 cards
- > **HEROES**: As many as there are players. [See **PLACE HEROES**]
- > **BASES**: As many as there are players. [See **PLACE BASES**]
- > **ACHIEVEMENTS and REWARDS**: 4 random Silver; 4 random Gold
- > **MINERAL FIELDS**: 15. [See **PLACE MINERAL FIELDS**]
- > **ATTACK DIE**: {x3}
- > **DEFENSE DIE**: {x2}
- > **BONUS ATTACK DIE**: {x1}
- > **BONUS DEFENSE DIE**: {x1}

GAME SET-UP

PLACE MINERAL FIELDS:

Combine and shuffle all Faction Cards into one deck. Draw 15 random cards and place one Mineral Field on each territory listed. Now separate the cards into 3 decks by race and shuffle them independently.

PLACE ACHIEVEMENTS:

Shuffle all the Achievements and randomly place 4 Silver and 4 Gold face-up on the board. Return the remaining 4 to the box.

PLACE REWARDS:

Shuffle all the Reward tokens. Place one Silver Reward face-down on each Silver Achievement. Place one Gold Reward face-down on each Gold Achievement.

COUNT UNITS:

Count starting units according to the number of players.

- 3 PLAYERS**: 30 units per player.
- 4 PLAYERS**: 25 units per player.
- 5 PLAYERS**: 20 units per player.
- 6 PLAYERS**: 15 units per player.

PLACE BASES:

Each player rolls one die. Whoever rolls highest takes control of their first territory by taking their Base and one of their starting units and placing them onto an empty territory. Play then passes clockwise. The next player places a Base and unit into an empty territory, claiming that territory, and so on.

CLAIM REMAINING TERRITORIES:

When it gets back to the starting player, that player now puts one starting unit into an empty territory, and play continues clockwise. Eventually, all 42 territories will be claimed. Some players may control one more territory than others.

REINFORCE TERRITORIES:

The next player reinforces a territory by placing one starting unit into a territory controlled by that player. Reinforcement continues clockwise until everyone's starting units have been placed.

PLACE HEROES:

The starting player now places their Hero onto a territory of their control. Remaining players place their Heroes in turn order until everyone's Heroes have been placed.

STARTING

The player with the highest roll [who placed units first] takes the first turn. Play then proceeds clockwise.

- > **3-Player games**: No initial Faction Cards.
- > **4-Player games**: The 4th player starts with one Faction Card.
- > **5-Player games**: The 4th and 5th players start with one Faction Card.
- > **6-Player games**: The 4th and 5th players start with one Faction Card, and the 6th starts with two Faction Cards.

ON YOUR TURN

- 1 At the start of every turn, you acquire and deploy Reinforcements as well as your Hero if it was defeated since your last turn.
[See **DEPLOYING REINFORCEMENTS** pg.6]
- 2 Then you attack your enemies.
[See **HOW TO ATTACK** pg.7]
- 3 After you finish attacking, if eligible, you may collect one Achievement as well as its corresponding Reward.
[See **ACHIEVEMENTS and REWARDS** pg.9-10]
- 4 Maneuver your units and draw a card, if eligible.
[See **ENDING YOUR TURN** pg.10]

WINNING

- > The first player to complete any 3 Achievements and be in control of their Base wins the game.
- > This is not about taking over all the territories.

[Review the Achievements before you start to play]

TOTAL DOMINATION

To play an updated version of the classic RISK game of Global Domination, do not stop when one player completes 3 Achievements. Instead, play until one player controls all of the territories. That player is the winner.

[The objective is simple: Be the last player standing]

WHAT YOU'LL NEED

- > **FACTION CARDS** : Do not separate the cards into 3 decks. Players will draw from 1 communal deck and can only use cards for their Reinforcement Star Value. No abilities can be used.
- > **HEROES** : No Heroes are used in Total Domination.
- > **BASES** : As many as there are players.
- > **ACHIEVEMENTS and REWARDS** : 4 random Silver; 4 random Gold
- > **MINERAL FIELDS** : Set aside 15 Mineral Fields.
- > **ATTACK DIE** : [x3]
- > **DEFENSE DIE** : [x2]
- > **BONUS ATTACK DIE** : [x1]
- > **BONUS DEFENSE DIE** : [x1]

3 - 6 PLAYER SET-UP AND PLAY

If playing with 3-6 players, **TOTAL DOMINATION** is set up and plays the same as **COMMAND ROOM** with the following exceptions:



Heroes are not used.



Faction Cards are shuffled into one communal deck and can only be used for their Reinforcement Star Values.



Play continues until only one player occupies the board.

[See **COMMAND ROOM** pg.11 for detailed instructions on how to set up the game board and begin play]

1 v 1 MATCH

In this version of play, there are neutral colors [called **Neutrals**] that occupy the board along with the 2 players. These Neutrals are passive units and are made up of the 4 colors unused by the two players. Neutrals cannot move or attack. They act as roadblocks for both players.

PLACE ACHIEVEMENTS :

Shuffle all the Achievements and randomly place 4 Silver and 4 Gold face-up on the board. Return the remaining 4 to the box.

PLACE REWARDS :

Shuffle all the Reward tokens. Place one Silver Reward face-down on each Silver Achievement. Place one Gold Reward face-down on each Gold Achievement. Even if all Rewards are collected, play continues until one player is defeated.

COUNT UNITS :

The two players each start with 36 units.
Each of the four Neutrals starts out with 24 units.
[Neutrals are the 4 unit colors unused by the players]

TERRITORY SET-UP :

Deal out 9 Faction Cards to each player and 6 to each Neutral. Place one unit from each color into the territories that match the cards. After every territory has been claimed, shuffle and return the Faction Cards into one face-down deck.

PLACE BASES :

Each player rolls one die. Highest roll places their Base in a territory they control. The next player does the same. Neutrals do not place Bases.

DEPLOY REINFORCEMENTS :

In the same alternating turn order, players will now take 3 of their starting units and one unit for each Neutral color to place on the board. Players can place their Reinforcements into one of their territories or split them up. Likewise, players do not have to place Neutral Reinforcements evenly.

PLACE MINERAL FIELDS :

Combine and shuffle all Faction Cards into one deck. Draw 15 random cards and place one Mineral Field on each territory listed. Now, reshuffle the cards back into one deck.

ATTACKING PASSIVE NEUTRALS :

If you attack a Neutral, your opponent rolls defense. These neutral colors will stay on the board until eliminated. Neutrals do not move, get reinforced, or attack.

STARTING

Players then roll to see who goes first. High roll wins.
You now have all the rules you need, so start playing!

WINNING

> You achieve victory by eliminating all of your opponents by controlling every territory.

[To play an advanced version of **TOTAL DOMINATION**, use Heroes and Faction Cards in a **COMMAND ROOM** style of play].

TEAM PLAY

HOW TO PLAY 2V2 AND 3V3

With 4 or 6 players, RISK: StarCraft Collector's Edition can become a team game. Players win or lose as Allies by combining Achievements. [Players use **COMMAND ROOM** style for game board set-up and play]

SET-UP

TEAM PLAY follows the **COMMAND ROOM** style of play.

- > Achievements and Rewards are placed at random.
- > Mineral Fields are placed based on Faction Cards.
- > Faction Cards are separated into 3 decks.
- > Territories on the game board are populated by players one at a time. See **TURN ORDER** below.

[For detailed instructions on how to set up the board, see **COMMAND ROOM** pg.11]

TURN ORDER

Determine which players will be on the same team. Players should sit so the two teams alternate taking turns. Each player will roll one die. Whoever rolls highest secures the first turn. [Roll off if there is a tie] Play will continue clockwise. Allies **CANNOT** go in successive turn-order unless a player is eliminated later in the game.

STARTING

4-PLAYER GAMES:

- > **2 v 2**: Each player starts with 25 units.
- > **Cards**: The 4th player starts with one Faction Card.

6-PLAYER GAMES:

- > **3 v 3**: Each player starts with 15 units.
- > **Cards**: The 4th and 5th players start with one and the 6th starts with two Faction Cards.

BASES

In **TEAM PLAY**, if a partner is eliminated, the remaining Ally on the team does not need to secure both Bases for victory. They must only be in possession of their own starting Base.

WINNING

- > The first team to complete 4 Achievements and have its Bases under team control is victorious.
- > Achievements may be completed among the team as long as they add up to 4.
- > If a player is eliminated, their Achievements transfer to their Ally. Rewards are discarded.
- > If an Ally is eliminated, only the Base(s) of the remaining player(s) must to be under team control to win.

[To play 2v2 and 3v3 in a **TOTAL DOMINATION** style, do not stop attacking until your team controls every territory]

WHAT'S DIFFERENT

OWNERSHIP OF TERRITORIES

Although Allies work together, they set up on their own territories and may not share territories. You **CANNOT** attack your Ally. However, during the game, you may be able to take over command of territories controlled by your Ally.

[See **TRANSFER OF COMMAND**]

END-OF-TURN MANEUVER

You may count all territories controlled by your team as "connected" when maneuvering units. However, when maneuvering units through your Ally's territories, you must end your maneuver on a territory that YOU control.

PLANETARY BONUS(ES)

When an entire planetary color group is controlled by one team, that team qualifies for the corresponding Achievement. However, in order to collect the planetary unit bonus(es), the planetary color group must be controlled entirely by an individual player. That player alone receives the unit bonus(es).

TRANSFER OF COMMAND

After placing Reinforcements at the beginning of your turn, you may ask your Ally if you can take over command of one of their territories. This can be useful in cases when your path is blocked. However, there are certain restrictions to this:

- > Your Ally must agree to give you command.
- > You may only take command of one territory per turn.
- > The territory must have exactly one unit on it.
- > You may replace that unit with only one of your own.

TERRAN
ADJUTANT



REMEMBER

In this game of "Strategic Conquest," you are battling for galactic supremacy. To win, you must launch daring attacks, defend yourself on all fronts, and boldly sweep across entire planets.

But remember :

The dangers, as well as the rewards, are high. Just when your goal is within your grasp, an opponent might strike and take it all away!

- > Table talk—including alliances, threats, coercion, pleading, and backstabbing—is not only allowed, but also encouraged. Psionic mind-control is also permitted.
- > A great place to begin RISK: StarCraft Collector's Edition is in BASIC TRAINING.
- > If playing BASIC TRAINING, you may substitute a race/color on the set-up chart for an unused one of your choosing.
- > On the game board, the Char Aleph territory is connected to Feral Hives by a space-line. Units can attack and maneuver normally between these two territories.
- > Keep Faction Cards separated in 3 decks when playing BASIC TRAINING, COMMAND ROOM, and TEAM PLAY.
- > Once someone uses a Faction Card, it is placed in one of 3 separate discard piles to the side of the game board.
- > When the last card is drawn from a Faction Card deck, that race's discard pile is shuffled and becomes the new deck for that race.
- > The number of a player's Faction Cards is public knowledge, though the contents are not.
- > An invasion is an attack from one territory to another. A turn may consist of multiple invasions.
- > Defensive dice rolls win ties.
- > Every territory must always have at least one unit occupying it.
- > When a player eliminates another, they gain their Faction Cards. However, players are unable to use the abilities and can only use the stars toward Reinforcements.
- > At the end of your turn, you cannot collect both an Achievement AND a Faction Card unless you possess the "Guaranteed Card" Reward.
- > During set-up, Rewards are placed on Achievements randomly and face-down. Rewards are only revealed when an Achievement is collected.
- > Heroes receive a plus 1 bonus [for both attack and defense] to the highest die rolled when they are engaged in battle.
- > A Hero does not represent a unit itself; Heroes move with supporting units. Heroes cannot maneuver from one territory to another on their own.
- > Heroes must move with invading units after conquering a territory if they were declared "in" prior to rolling the dice.
- > Your Hero is defeated when the last unit in the territory they occupy is eliminated. If defeated, your Hero may re-enter the game [in a territory you control] at the start of your next turn.
- > Protect your Base since you cannot win unless you occupy it with your units.
- > Sometimes the best path to a victory is eliminating an opponent to obtain their Achievements.
- > There are no points for second place.

« GOOD LUCK. HAVE FUN! »

RISK[®]
STARCRRAFT[®]
COLLECTOR'S EDITION

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