

AGES 10+

3-5
PLAYERS

RISK

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID



FIELD GUIDE

“WAR HAS CHANGED”

PMCs (Private Military Companies) have taken the place of state armies as the world's primary war machines. As the fires of war continue to spread, take command and wage a fierce battle for supremacy.

**THE AGE OF DETERRENCE IS NOW THE AGE OF CONTROL.
HE WHO CONTROLS THE BATTLEFIELD, CONTROLS HISTORY.**

OVERVIEW OF COMPONENTS

GAME BOARD

The game board is divided into 42 territories which are grouped into zones: North America (Yellow), South America (Red), Europe (Blue), Africa (Brown), Asia (Green) and Australia (Purple).

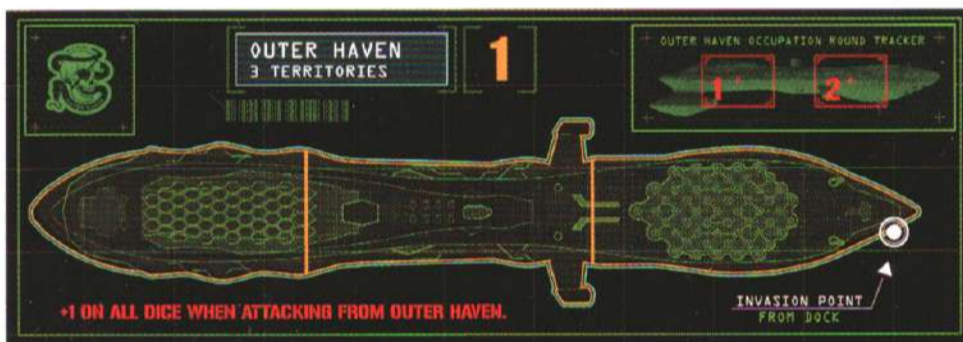
Some territories are adjacent to each other, meaning they share a border or have a sea-line connecting them.



OUTER HAVEN

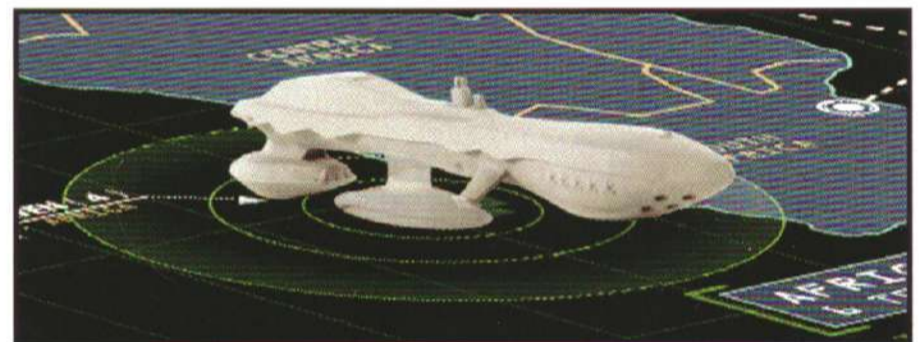
A mobile, highly modified Arsenal Gear-class submersible battleship.

GAME BOARD: The Outer Haven game board details how Outer Haven is occupied. Outer Haven is a zone divided into 3 territories. A player must control all 3 territories to control Outer Haven.



Outer Haven Game Board

BATTLESHIP: The Outer Haven battleship is placed on the game board world map on one of six ports where it may dock.



Outer Haven Battleship

CITIES

Cities will be placed on the board into different territories. If you control a territory that contains a city, you control that city. The number of cities you control is added to the number of territories you control when recruiting armies. Cities are also important to achieving some objectives.



HEADQUARTERS

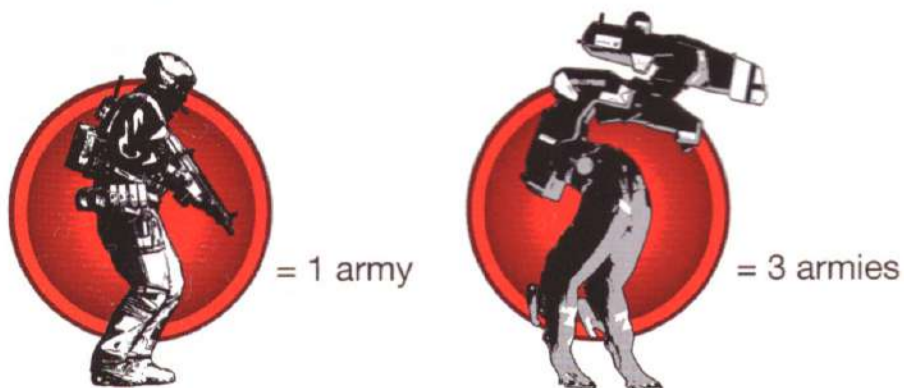
Each player will have one Headquarters in one of their territories. Headquarters are important to hold. Headquarters cannot be moved during game play.



ARMIES

Every player will control armies of one color.

Armies are represented by two different pieces: the PMC (Private Military Company) soldier represents one army and the Gekko represents three armies.



DREBIN POINTS

In the "War Economy", the currency for purchasing weapons and hiring mercenary bosses are Drebin Points.

There are 2 denominations of Drebin Points: 1,000-point chips and 5,000-point chips. Any Drebin Points not used during a turn are held and may be used on future turns.



OVERVIEW OF COMPONENTS

DICE

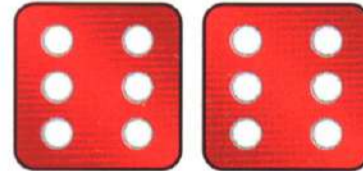
You use the dice when attacking and defending territories.



6-Sided Attack Dice



8-Sided Attack Die



6-Sided Defense Dice



8-Sided Defense Die

BOSSSES

Players may hire one of 8 mercenary bosses to aid your military cause. Each boss has unique strengths and weaknesses.



BOSS CARDS

Each boss has a corresponding card that details their unique offensive and/or defensive battle modifiers.



TERRITORY CARDS

There is one card for each territory on the world map game board. Each card has the name and picture of the territory and 1 or 2 stars.



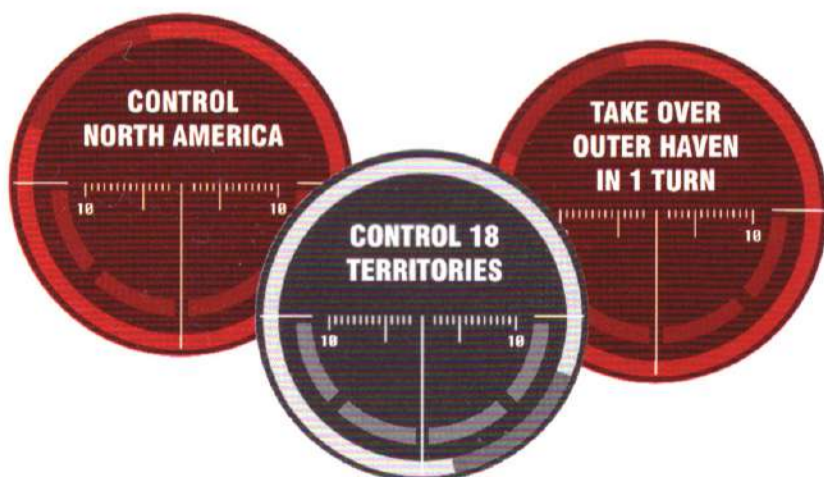
DREBIN'S SHOP CARDS

Drebin's Shop cards allow players to take actions throughout the game. Drebin's Shop cards are purchased and activated with Drebin Points. Each card contains strategic offensive or defensive abilities.



OBJECTIVES

Objectives are military goals that players will try to attain.



REWARDS

Rewards are linked to Objectives. Once rewards are attained, they give a bonus to your armies. Rewards are used only in the Command Room version of the game.





ATTENTION: There are 3 ways to play RISK: Metal Gear Solid.

1 BASIC TRAINING: Introductory version of RISK: Metal Gear Solid game play (read **BASIC TRAINING**, below).

2 COMMAND ROOM: A more advanced version of Basic Training (read **COMMAND ROOM**, on page 12).

3 WORLD CONQUEST: An updated version of classic RISK game play (read **WORLD CONQUEST**, on page 12).



BASIC TRAINING

Basic Training is designed as an introductory version of RISK: Metal Gear Solid. It is highly recommended to play this version until you are comfortable with the rules, then move on to the Command Room version.

WINNING

Be the first player to complete any 3 Objectives and be in control of your Headquarters. This is not about global domination. Review the Objectives before you start play.

GETTING STARTED

- Familiarize yourself with the game contents by reading the **OVERVIEW OF COMPONENTS**.
- Set up the board and all the pieces as shown in the **HOW TO SET UP BASIC TRAINING** section.
- Each player rolls a die. High roller chooses a faction. Players then, in descending die order, choose the remaining factions.

ON YOUR TURN

- 1** Recruit Armies and Collect Drebin Points (read **READYING FOR WAR** on page 7).
- 2** Purchase Drebin's Shop Cards (read **VISIT DREBIN'S SHOP** on page 8).
- 3** Pay Boss's salary or hire a new Boss (read **HIRE A BOSS** on page 8).
- 4** Attack your enemies (read **INVADING TERRITORIES** on page 9).
- 5** After you are finished attacking, collect one Objective if you are eligible (read **OBJECTIVES & REWARDS** on page 10).
- 6** Maneuver your armies and draw a territory card if eligible (read **ENDING YOUR TURN** on page 11).

HOW TO SET UP BASIC TRAINING

SETTING UP THE GAME BOARD

- 1 Place all units designated by color on the world map and Outer Haven game boards, using the player set up chart that corresponds to the number of players.
- 2 Place all 15 Cities and Headquarters as designated by the 3, 4 and 5 player set up charts.
- 3 Place the 8 designated Objectives on the game board.
- 4 Roll a six-sided die and dock the Outer Haven battleship on the corresponding number on the game board.
- 5 The first player chooses and places a Boss in a territory they control. In descending turn order the remaining players do the same.

PLACE OBJECTIVES

Place these **MINOR OBJECTIVES** on the board:

- TAKE OVER OUTER HAVEN IN 1 TURN
- CONTROL NORTH AMERICA
- TAKE OVER 4 CITIES IN 1 TURN
- CONTROL EUROPE

Place these **MAJOR OBJECTIVES** on the board:

- TAKE OVER 10 TERRITORIES IN 1 TURN
- CONTROL OUTER HAVEN FOR 2 ROUNDS
- CONTROL 2 ENEMY HEADQUARTERS
- CONTROL 18 TERRITORIES

The remaining objectives go back in the box as they will not be used in Basic Training.

PLACE CITIES

Place cities in the following territories:

- | | |
|-------------------------|---------------------|
| • WESTERN UNITED STATES | • RUSSIA |
| • ONTARIO | • EGYPT |
| • EASTERN UNITED STATES | • SOUTH AFRICA |
| • BRAZIL | • INDIA |
| • GREAT BRITAIN | • CHINA |
| • NORTHERN EUROPE | • JAPAN |
| • WESTERN EUROPE | • EASTERN AUSTRALIA |
| • SOUTHERN EUROPE | |

3 PLAYER SET UP


Set up the board as shown in the chart.

Turn Order:

1. Praying Mantis (**Green**)
2. Otselotovaya Khvatka (**Yellow**)
3. Raven Sword (**Purple**)

Raven Sword (Purple) player starts with one Territory card and 3,000 Drebin Points.

NO. = Amount of armies

 = City

 = Headquarters



HOW TO SET UP BASIC TRAINING CONTINUED

4 PLAYER SET UP

Set up the board as shown in the chart.

Turn Order:

1. Praying Mantis (**Green**)
2. Otselotovaya Khvatka (**Yellow**)
3. Raven Sword (**Purple**)
4. Werewolf (**Blue**)

Raven Sword (Purple) and Werewolf (Blue) players each start with one Territory card and 3,000 Drebin Points.

- = Amount of armies
- = City
- = Headquarters



5 PLAYER SET UP

Set up the board as shown in the chart.

Turn Order:

1. Praying Mantis (**Green**)
2. Otselotovaya Khvatka (**Yellow**)
3. Raven Sword (**Purple**)
4. Werewolf (**Blue**)
5. Pieuvre Armement (**Orange**)

Raven Sword (Purple) and Werewolf (Blue) players each start with one Territory card and 3,000 Drebin Points.

Pieuvre Armement (Orange) starts with 2 Territory Cards and 5,000 Drebin Points.

- = Amount of armies
- = City
- = Headquarters



READYING FOR WAR

RECRUIT ARMIES

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

- 1 The number of Territories and Cities you control divided by 3
- 2 Any Zone bonus(es)
- 3 Number of Headquarters you control
- 4 Units gained from turning in Territory cards

3 HEADQUARTERS

Gather one unit for every Headquarters you control, including your own. Add these units to the reinforcement pile from steps 1 and 2.



1 TERRITORIES AND CITIES

Count the number of territories and cities 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 armies and set them aside. These are your reinforcements.

2 ZONE BONUS(ES)

If you control every territory within a zone, then you control the zone. The chart next to the zone shows how many bonus armies you recruit. Add these armies to the reinforcements pile from step 1.



4 TERRITORY CARDS

How you get territory cards is explained in the **ENDING YOUR TURN** section on page 11.

Territory Cards have one or two stars. If you have cards containing a total of 2 or more stars you may choose to turn in some or all of them to deploy more armies. The number of stars determines how many armies you get. You may turn in 2 to 10 stars. Refer to the Recruitments chart on the game board to see how many armies you get for a set of cards. Add these armies to the reinforcement pile from steps 1, 2 and 3.

The territories on the cards are irrelevant when recruiting armies.



Example: If you have these 2 cards containing a total of 3 stars at the start of your turn, then turning in both cards (3 stars) adds 4 reinforcement armies.



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

TERRITORIES AND CITIES

Example: Yellow controls a total of 14 territories and cities at the start of his turn. 14 divided by 3 is 4. Yellow deploys 4 armies.
Purple controls 5 territories and no cities at the start of his turn. 5 divided by 3 is 1. However, you never deploy fewer than 3 armies, so Purple deploys 3 armies.

ZONES

Example: Blue controls Australia. In addition to the armies deployed from territories and cities, Blue also deploys 2 armies for controlling Australia.

Green controls Africa and Outer Haven. In addition to the armies deployed from territories and cities, Green deploys 4 armies for controlling these 2 zones (3 for Africa and 1 for Outer Haven, which is considered a Zone).

REINFORCEMENTS ARE READY FOR DEPLOYMENT

After assembling your reinforcements gained in steps 1-4, deploy ALL of them into territories that you control. You can choose to put all of these units into one territory or spread them out across your territories.

READYING FOR WAR CONTINUED

COLLECT DREBIN POINTS

The number of Drebin Points collected at the start of each player's turn is equal (in thousands) to the number of reinforcements gained in **RECRUIT ARMIES** steps 1-4.



VISIT DREBIN'S SHOP

Drebin's Shop cards cost 3,000 Drebin Points each and a maximum of 3 cards can be purchased at the start of your turn. These cards allow you to take actions throughout the game. All Drebin's Shop cards require Drebin Points to activate them. Drebin's Shop cards can be used on the same round they are purchased.

There are two types of Drebin's Shop cards: **ACTION** and **TACTICAL**.

ACTION cards are primarily offensive while **TACTICAL** cards provide defensive and fortification abilities.

Each Drebin's Shop card designates:

- A.** how many Drebin Points are necessary to activate the card and
- B.** when the card can be played.

Note: Most Drebin's Shop cards are played at the start of your turn. However, there are Drebin's Shop cards that are played on other people's turns, after a roll of the dice or at the end of your turn. Once you activate a Drebin's Shop card, simply follow its instructions and discard after use.



HIRE A BOSS

Each player starts with a Boss in their employ. The player who goes first chooses and places a Boss in a territory under their control. In descending turn order the remaining players do the same.



ATTENTION!

At the start of each player's turn a salary of 1,000 Drebin Points must be paid to retain the services of a Boss. Bosses defeated in battle are placed in the mercenary pool to heal and are available for hire at the start of the next player's turn.

A new Boss may be hired at the start of a turn to either replace a current Boss or replace a Boss that was lost in battle prior to the start of a new turn. All replacement Bosses cost 3,000 Drebin Points to hire and then a 1,000 Drebin Point salary to retain at the start of each additional turn that they are kept in service.

Players can only employ 1 Boss at a time. For an exception see **"2ND BOSS"** under **"MAJOR AWARDS"** on page 10.

BOSSSES IN BATTLE

Each Boss possesses elite skills that can apply to offensive and defensive combat as well as recruiting, procuring resources or maneuvering.

Each Boss has unique abilities which are detailed on their corresponding Boss card.

Bosses do not represent an army in their own right and must always move with an army.




All Bosses use an 8-sided die for attack and defense. The maximum number of dice used for offense remains 3 and for defense 2. When a Boss is present in battle the 8-sided die replaces one 6-sided die.

Boss battle modifiers are used throughout every roll in battles in which they are present in a territory. Bosses are incapacitated and sent back to the mercenary pool when all the armies that are in the same territory as a Boss are defeated.

OUTER HAVEN SET UP

At the start of each game Outer Haven is occupied by Haven Troopers (Gray army pieces) who are neutral to all players. All Outer Haven Troopers must be defeated in order to control Outer Haven.

OUTER HAVEN PRE-GAME SET UP

- 3 Player game =  The player attacking Outer Haven chooses any opponent to roll defensively for Outer Haven Troopers. The attacker can change the opposing roller at any time during attacks.
- 4 Player game = 
- 5 Player game = 

OUTER HAVEN MOVEMENT

Until controlled by one player, Outer Haven's docking location is decided by rolling a 6-sided die at the **START OF EACH ROUND** before player one begins his turn. The Outer Haven battleship is placed on the docking location that corresponds to the number rolled.

When under control by one player, that player can choose to move Outer Haven to one of the six docking locations after the maneuver phase at the end of their turn (see **MANEUVER ARMIES** on page 11).

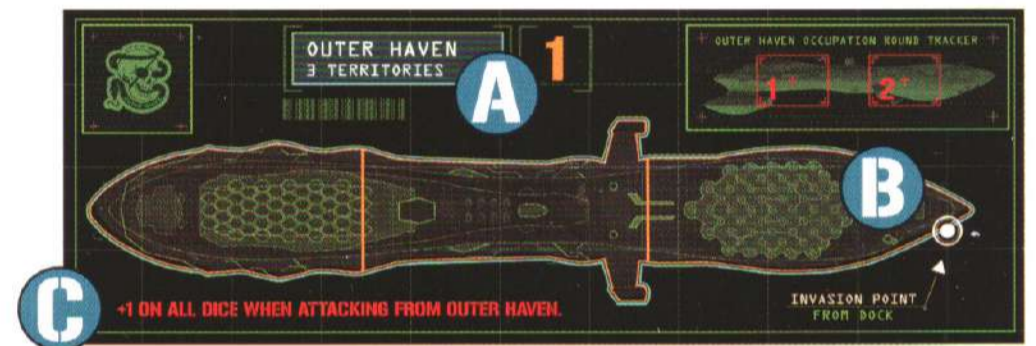
OUTER HAVEN DOCKING LOCATIONS

There are six locations where Outer Haven can dock:

1. Western United States
2. Argentina
3. Great Britain
4. South Africa
5. Siberia
6. Western Australia



- **A:** Outer Haven is considered a Zone.
- **B:** Outer Haven must be invaded at the bow.
- **C:** While controlled by one player, Outer Haven provides an attack bonus of +1 to all dice when invading a territory (this is added to Boss abilities if a Boss is present at the bow of Outer Haven).



INVADING TERRITORIES

ATTACKING

On your turn, you can attack adjacent enemy territories in an attempt to take them over. Attacking is optional.

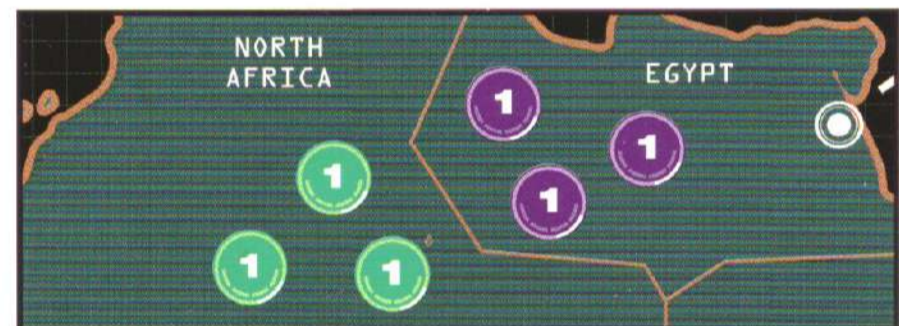
- 1 Choose one of your territories that contains at least 2 armies. Select 1 army to "stay behind" and guard your territory. The remaining army(s) can attack the enemy territory.
- 2 Choose how many armies will attack. You can send in 1, 2 or 3. Your territory may contain more than 3 armies but no more than 3 can attack.
- 3 The defender chooses how many armies will defend – 1 or 2 armies. The defending territory may contain more than 2 armies but no more than 2 can defend.
- 4 Each side rolls 1 die for each army in 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 wins ties. The loser removes one army from the territory.
- 6 Compare your second highest die. The loser removes one army.
- 7 If there is no die to compare yours to, meaning you rolled 1 or 2 more dice than your opponent, then ignore that die/dice.

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.

ELIMINATING ANOTHER PLAYER

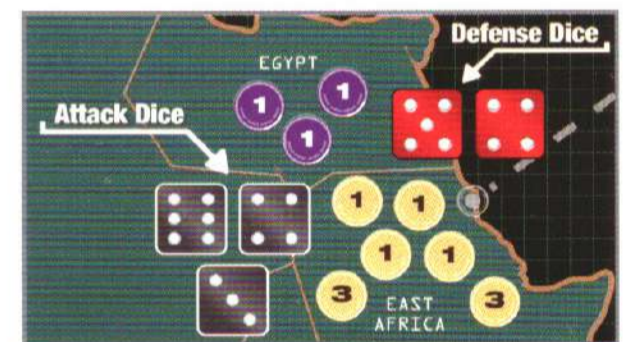
You eliminate another player if you defeat his last army occupying a territory. This player is now out of the game. As a reward, you get all of that player's Territory cards and Drebin's Shop cards (if he has any). Add these to your own. Leave the defeated player's Headquarters on the game board.



Green has 3 armies in North Africa and wants to attack Egypt. He cannot send all 3 since one army must stay behind.

Purple is defending Egypt and has 3 armies. He can only send 2 out to battle.

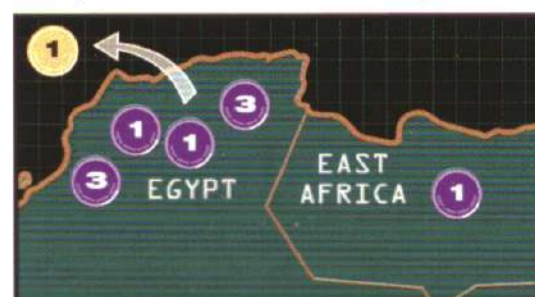
Yellow has 10 armies in East Africa and sends 3 armies to attack Egypt. (Yellow cannot send more than this, since a maximum of 3 armies can attack at a time.) Purple defends with 2 armies.



Yellow rolls three dice, one for each attacking army, and Purple defends with 2 dice. Yellow's highest die, a 6, is higher than Purple's highest die, a 5. Purple removes a defending army. Yellow and Purple's second-highest dice are a tie. Since defenders win ties, Yellow removes an attacking army. Yellow's last die, a 3, is not used since there is no defending die to compare it to.

IF THE DEFENDER HAS NO MORE UNITS IN THE TERRITORY:

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



Purple attacks Yellow's 1 defending army in Egypt from East Africa, sending in 3 armies. Purple wins the battle and moves his 3 attacking armies into Egypt. He then moves 5 additional armies from East Africa into Egypt. He must leave at least 1 army behind.

OBJECTIVES & REWARDS

HOW TO COLLECT OBJECTIVES

After you finish attacking, look at the Objectives that are face-up on the game board. If you have completed one of these during your turn, you may take that Objective and place it in front of you. Do not put a new Objective on the game board. As the game goes on, fewer Objectives will be available.

If you are eligible for more than one Objective on your turn, choose one - a player can only collect one Objective on a turn.

Once an Objective is achieved and taken, it does not change hands unless a player is eliminated. If you eliminate another player, you take that player's Objectives in addition to any cards that player has.

MINOR OBJECTIVES

CONTROL EUROPE	CONTROL NORTH AMERICA	CONTROL ASIA	CONTROL 8 CITIES	TAKE OVER OUTER HAVEN IN 1 TURN	TAKE OVER 4 CITIES IN 1 TURN
Control all 7 territories in Europe.	Control all 9 territories in North America.	Control all 12 territories in Asia.	Control at least 8 cities. These can be anywhere on the board.	Take control of Outer Haven when you did not control any Outer Haven territory at the start of the turn.	Take control of 4 cities in one turn that you did not control at the start of the turn.

MAJOR OBJECTIVES

TAKE OVER 10 TERRITORIES IN 1 TURN	CONTROL 2 ENEMY HEADQUARTERS	CONTROL 18 TERRITORIES	CONTROL 2 COMPLETE ZONES	CONTROL OUTER HAVEN FOR 2 ROUNDS	CONTROL 11 CITIES
Take over at least 10 territories that you did not control at the start of your turn.	Control at least 2 enemy Headquarters. You do not need to be in control of your own Headquarters.	Control at least 18 territories anywhere on the board (including Outer Haven).	Control every territory in 2 different Zones. Outer Haven is a Zone.	Control every territory on Outer Haven at the start of two turns.	Control at least 11 cities. These can be anywhere on the game board.

HOW TO COLLECT REWARDS (COMMAND ROOM ONLY)

In the Command Room version of this game, collecting an Objective lets you also collect the Reward on top of it.

If you eliminate a player you do not get that player's Rewards. Those are eliminated with the player.

MINOR REWARDS

AIRFIELD	Take the Airfield reward token and immediately place it onto any territory you control. As long as you have your Airfield, you add 1 to your highest die roll for any battle waged in that territory. This works on attack and defense. If you lose control of the territory containing the Airfield, then the Airfield is destroyed (but you still keep the Objective that came with it). If you place two Airfields so that they affect the same territory, you may only get the benefit from one Airfield. The Airfield bonus is added to Boss abilities if a Boss is in the same territory as an Airfield.
GUARANTEED TERRITORY CARD	You draw 1 Territory card at the end of your turn, regardless of if you conquer a territory or not, or if you take an Objective.
ADDITIONAL MANEUVER	You get an additional army maneuver during your maneuver phase.
STARTING MANEUVER	You get an army maneuver at the start of your turn, after you've placed armies but before you make your first attack.

MAJOR REWARDS

AIRFIELD	This Airfield works the same as the Minor Reward Airfield.
2 ARMIES	Add an additional two armies each turn when recruiting reinforcements.
GUARANTEED DREBIN'S SHOP CARD	You automatically receive a Drebin's Shop card at the start of your turn.
2ND BOSS	2nd Boss allows you to hire a 2nd mercenary Boss. You must pay 3,000 Drebin Points to hire the 2nd Boss and pay the 1,000 Drebin Point Salary each to retain the services of both Bosses at the start of additional turns. 2 Bosses may not occupy the same territory. If you control only one territory you can only have one Boss in your employ on that turn.

ENDING YOUR TURN

At the end of your turn, you do two things: **1. Maneuver Armies** **2. Draw a Card (maybe)**

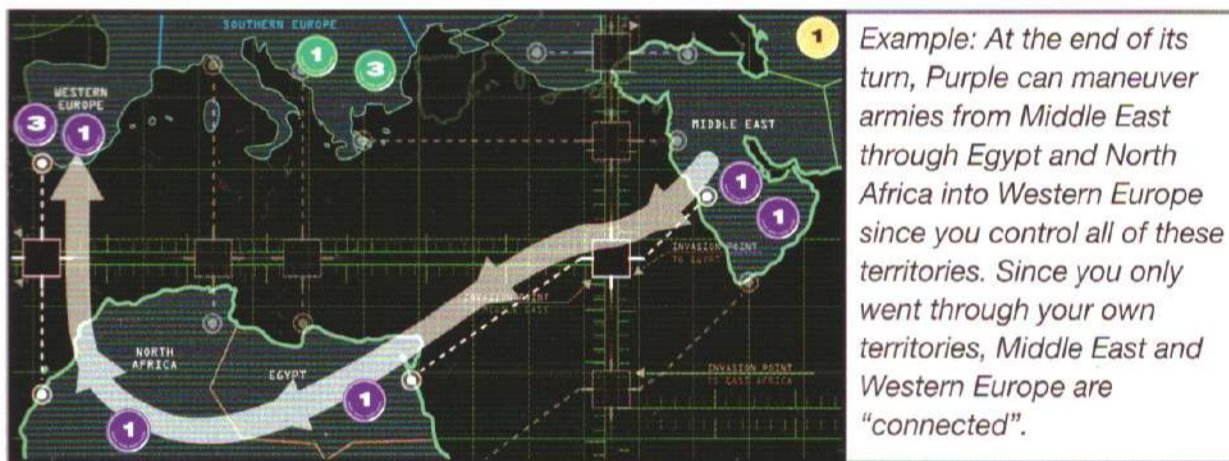
[1] MANEUVER ARMIES

Maneuvering armies is optional.

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 are also controlled by you. You cannot pass through enemy territories.

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



Example: At the end of its turn, Purple can maneuver armies from Middle East through Egypt and North Africa into Western Europe since you control all of these territories. Since you only went through your own territories, Middle East and Western Europe are "connected".

[2] DRAW A TERRITORY CARD

If you conquered at least 1 enemy territory on your turn, then you get 1 card. Draw it off the top of the deck and add it to your hand. It doesn't matter if you conquered 1 territory or 40 territories, you only get 1 card.

If you collect an Objective, you cannot draw a card on that turn.

If there are no more territory cards in the deck, shuffle the discard pile to make a new deck.



IMPORTANT REMINDERS

In this game of "Strategic Conquest", you are battling for military supremacy. To win, you must launch daring attacks, defend yourself on all fronts and boldly sweep across vast lands. 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, backstabbing is not only allowed, but also encouraged. Use of telepathic mind control powers is also allowed.
- Once someone draws, uses and discards a Drebin's Shop card, it is out of play for the duration of the game.
- How many Drebin Points a player has is public knowledge.
- The number of Drebin's Shop cards is public knowledge, though the contents are not.
- Sometimes the best path to an Objective is eliminating an opponent to obtain their Objectives.
- Protect your Headquarters since you cannot win unless you occupy it with your armies.

- Every territory must always have at least one army occupying it.
- Sometimes switching Bosses purely for redeployment purposes will best suit your military goals.
- All Drebin's Shop cards that state "Play at the start of your turn" can only be played BEFORE your first invasion and AFTER reinforcements are deployed, Drebin Points collected, Bosses are hired/paid and Drebin's Shop cards are purchased.
- Bosses do not have to move with invading armies after conquering a territory.
- Remember to roll for Outer Haven's docking location at the start of each round when Outer Haven is not controlled by a single player.
- In Command Room play, at the end of your turn you cannot collect an Objective AND a Territory Card unless you possess the "Guaranteed Territory Card" reward.
- There are no points for 2nd place.

COMMAND ROOM

YOUR GOAL

Be the first player to complete 3 Objectives and be in control of your Headquarters.

GETTING STARTED

Read the **OVERVIEW OF COMPONENTS** section.

Familiarize yourself with the rules in **BASIC TRAINING**. Playing a game of **BASIC TRAINING** will make this game easier to play.

GAME SETUP

Place Cities:

Draw 15 random Territory cards and place one city on each territory. Reshuffle all the cards.

Place Objectives:

Shuffle all the Objectives and randomly place 4 Minor and 4 Major, face up on the game board. Put the remaining 4 out of play.

Place Rewards:

Shuffle all the Reward tokens. Place one Minor Reward face down on each Minor Objective. Place one Major Reward face down on each Major Objective.

Count Armies:

Count starting armies according to the number of players.

3 PLAYERS: 30 Armies per player

4 PLAYERS: 25 Armies per player

5 PLAYERS: 20 Armies per player

Fortify Outer Haven:

Place Gray Outer Haven armies on Outer Haven in the following way:



STARTING THE GAME

- The player with the highest roll who placed first takes the first turn. Play proceeds clockwise.
- The third and fourth players start with one territory card. The fifth player starts with two territory cards.

WORLD CONQUEST

To play an updated version of the classic RISK game of Global Domination, just change one rule: don't stop when one player completes 3 Objectives. Instead play until one player controls all the territories. That player is the winner.

Place Headquarters:

Each player rolls one die. Whoever rolls highest takes control of their first territory by taking their Headquarters and one of their starting armies and placing them onto an empty territory. Play then passes clockwise. The next player then places a Headquarters and army into an empty territory, claiming that territory, and so on until all territories are claimed.

Claim Remaining Territories:

When it gets back to the first player, that player now puts a starting army 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 troop into a territory controlled by that player. Reinforcing continues clockwise until everyone's starting armies have been placed.

Determine Outer Haven Docking Location:

Roll a 6-sided Die (can be rolled by any player). Place the Outer Haven ship piece on the game board docking location that corresponds to the number rolled.

Place Bosses:

The first player now chooses and places a Boss onto a territory in his control. Boss selection and placement continues clockwise until all players have a Boss in a territory they control.

ON YOUR TURN

- 1 At the start of every turn, you recruit armies, collect Drebin Points and optionally hire a Boss, pay a Boss's salary and purchase Drebin's Shop cards (see **READYING FOR WAR** on page 7).
- 2 Then you attack your enemies (see **INVADING TERRITORIES** on page 9).
- 3 After you finish attacking, if eligible, you may collect one Objective and it's corresponding Reward (see **OBJECTIVES & REWARDS** on page 10).
- 4 Maneuver your armies and draw a Territory card, if eligible (see **ENDING YOUR TURN** on page 11).

WINNING

You win if you have 3 Objectives and control your Headquarters at the end of your turn.

We will be happy to hear your questions or comments about this game:
Write to: USAOPOLY Customer Service
5607 Palmer Way, Carlsbad, CA 92010
Tel: 1-888-876-7659 (toll free)
email: customersupport@usaopoly.com

Special thanks to
Hideo Kojima,
Kojima Productions
and the Metal Gear
Solid team at Konami.

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- 1 Outer Haven Game Board
- 1 Outer Haven Battleship
- 5 Six-sided Dice (2 red & 3 black)
- 2 Eight-sided Dice (1 red and 1 black)
- 42 Territory Cards
- 40 Drebin's Shop Cards
- 8 Boss Cards
- 5 Sets of PMC Armies (each a different color)
- 15 Cities
- Part Sheet

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