

# Castle Risk

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## OBJECT

Each player starts out with one empire castle chip on the game board. your objective is to capture all your opponents' castle chips, so that you are the last player remaining in the game.

## EQUIPMENT

- 1 game board • 5 dice: 3 red, 2 white • 6 empire castle chips • 6 sets of armies: each a different color
- deck of 48 cards: 8 marshalls, 7 diplomats, 8 generals, 6 admirals, 7 spies, 12 reinforcements

### The Armies.

There are six sets of armies. Each set contains single-army pieces and 10-army pieces. When choosing an army color, be sure to take army pieces of the same COLOR.



10-ARMY PIECE



SINGLE-ARMY PIECES

## THE GAME BOARD

**Empires and Territories.** The game board is a map of six European empires: British, French, Ottoman, German, Russian, and Austrian. Each color-coded empire is divided into several territories marked by solid-colored borders. Example: The territories that comprise the British Empire are Yorkshire, Ireland, Wales, London, and Scotland.



At the end of your turn, you collect four armies for every empire in which you occupy all territories (see [Spoils](#)).

**Independent Territories.** There are also 11 color-coded independent territories. These are, as their name states, completely independent and do not make up an empire. You may not put a castle chip on them. The independent territories are: Norway, Madrid, Switzerland, Sweden, Portugal, Venice, Finland, Barcelona, Rome, Denmark, and Naples.

If at the end of your turn you occupy all 11 independents, you collect six armies for them (see [Spoils](#)).

**Dotted Lines.** You will notice that there are certain territories separated by water but connected by dotted lines. The dotted lines indicate that army movement between these territories is possible without the use of the Admiral card.

**The Black Sea.** Note that the Black Sea is the only major body of water on the board that's completely land-locked. Therefore, when using the Admiral card on the Black Sea, you can only carry armies to and from territories that border directly on it.

You cannot use the Admiral card to carry armies from a territory on the Black Sea to a territory that borders on another body of water, or vice versa.

## SETUP

1. Get a pencil and a sheet of paper.
2. Choose an army color and separate out the appropriate number of starting armies, using single-army pieces: 2 players, 40 each; 3 players, 35 each; 4 players, 30 each; 5 players, 25 each; 6 players, 20 each.
3. Roll a die to see who will place armies first. High roller draws an Empire Castle Chip, sight unseen, and places that castle on any territory within the empire represented by the initial on it. Then he or she places one army piece next to the castle chip. **THIS IS THE CASTLE THAT PLAYER MUST DEFEND.** Starting from that player's left, everybody, in turn, draws an Empire Castle Chip and places it and one army in the same manner.

**Hint:** It's best to place your castle chip next to the sea.

4. Starting with the same first player, everybody, in turn, places a single-army piece on any unoccupied territory in any empire, or on any independent territory. Continue until each territory is occupied by a single army.  
**Hint:** Occupy an entire empire if you can.  
Now each player in turn places five armies at the same time, divided up in any way, on any territories that he or she already occupies. Do so until all starting armies have been placed.  
**Hint:** Strongly fortify your castle with armies.  
There is no limit to the number of armies you can place on any one territory.

At any time, substitute a single-army piece for 10 single-army pieces on a territory, or vice versa.

5. In secret, choose a territory where you will place your "Hidden Armies" (see [Hidden Armies](#)). It may be any territory except one occupied by a castle. Write down the name on a piece of paper and slip it under the game board.

6. Shuffle the cards and deal three face down to each player (who looks at them in secret). Place the remaining cards face-down to form a draw pile.
7. Roll the die again to see who starts playing first. Play passes to the left.

**BATTLE and ATTACK.** Refer to the following definitions of these words to be sure players have a clear understanding of their meanings in this game:

- BATTLE is a single "fight" between two enemy armies (one roll of the dice).

- ATTACK is made up of one or more battles.

**PLAYING:** On your turn, do the following in order:

1. If you have fewer than three cards, bring your hand up to three.
2. Draw one card.
3. Play cards if you wish. (Some cards will not be played in this order.)
4. Attack if you wish.
5. Collect spoils. This indicates the end of your turn.

## THE CARDS

**Reinforcements.** Used to recruit additional armies to place in on( or more of the territories you occupy.



- Play one or more before starting the FIRST attack of your turn. (You cannot play reinforcement cards on your turn once you've made your first attack.)
- Place the card(s) under the numbered edge of the game board, one card to each number, in numerical order. The sum of the numbers above, the cards you have just played is the number of armies you get.

Note: When all these cards have been used, leave them on the board. They will now only be used when you bring out your hidden armies. (You may, however, re-cycle all the other cards.)

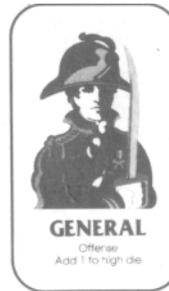
**Spy.** Used to look at a player's hand in order to eliminate a card from it, OR to defend against another Spy card.



- Play one or more at any time during your turn.
- Let everybody see the card you've chosen, then discard it face up. Then discard your Spy card.

• It can also be used defensively against an opponent's Spy card. Both Spy cards are discarded and no looking is allowed.

**General.** Used offensively to add one point to your high die roll.



- Play at any time during an attack just before rolling the dice.
- Once committed to an attack, you cannot withdraw the General.
- If you attack again on that turn, you must continue to use the General. At the end of your turn, return the General to your hand, if he has survived.
- To keep using the General, your high die roll + 1 must beat your opponent's high die roll. The General card is

eliminate, as soon as your opponent rolls a number higher than or equal to your high die roll + 1. You must discard the General card. Then you can: Play another General card if you wish; continue the attack without a General; or end the attack.

**Admiral.** Used to move your armies from a territory on the sea to attack an enemy's territory on the sea.



- Play at any time during your turn to attack only.
- NEVER USE SIMPLY TO RELOCATE ARMIES.
- Put the armies you're going to attack with on the Admiral card and slide the card into your attack position.
- Once committed to the attack, you cannot withdraw the Admiral. You must

continue battling to the end, until you lose all your armies - or win the attack.

- If you lose all the Admiral's armies, you lose the attack and the Admiral card. Discard it.
- If you win the attack, move all your armies from the card into the defeated territory, and return the Admiral card to your hand.

• You may use an Admiral card as many times as you wish on a turn as long as you keep winning each attack.

**Marshall.** Used defensively to add one point to your high die roll.



- Play at any time when you're attacked by another player, just before rolling the dice.
- Once committed to a defense, you cannot withdraw the Marshall.
- If you are attacked again on that turn, you must continue to use the Marshall. At the end of this attack, return the Marshall to your hand, if he has survived.
- To keep using the Marshall, your high die roll + 1 must tie or beat your opponent's high die roll.

The Marshall card is eliminated as soon as your opponent rolls a number higher than your high die roll + 1. You must discard the Marshall card. Then you can: Play another Marshall card if you wish or continue to defend without a Marshall.

**Diplomat.** Used to force a truce with another player.



- Play a Diplomat on one or more players before starting the FIRST attack of your turn. (You cannot play a Diplomat card on your turn once you've made your first attack.)
- You cannot attack the players) with whom you have a truce on this turn, nor can that player attack you on his or her next turn.
- THE TRUCE IS IN EFFECT FOR ONE COMPLETE ROUND OF PLAY.

- Discard the Diplomat at the end of the round.
- Do not use Diplomats in a two-player game. When more are playing, but the number of players has been reduced to two, finish the round, then discard all the Diplomat cards from your hand and replace them by drawing new cards. Whenever you draw Diplomat cards from the draw pile, discard them and draw again.

## THE ATTACK

An attack is one or more battles fought with the dice. The object is to capture a territory by defeating all the enemy armies on it.

- You may only attack from one of your territories to an adjacent enemy territory (next to it). (Territories connected by a dotted line are also considered adjacent.)
- You must always have at least two armies in the territory from which you are attacking. Attacking. Announce the territory you're attacking and the one you're attacking from.
- You, the attacker, may roll one, two, or three red dice for each battle, but you must have at least one more army in your territory than the number of dice you roll. The more dice you roll, the better your chances of winning but the more armies you stand to lose. **EXCEPTION TO THIS RULE:** When you attack a castle, you can never use more than two dice.
- The defender may roll one or two white dice for each battle. To roll two dice, however, the defender must have at least two armies on the territory under attack. By rolling two dice, the

defender has a better chance of winning - but also stands to lose more armies.

### Deciding the Battle.

Compare the highest die that each of you has rolled.

- If the attacker's die is higher, the defender removes one army.
  - If the defender's die is higher, the attacker removes one army.
  - A tie goes to the defender and the attacker removes one army.
  - If you both rolled more than one die, compare the next highest pair. (See Examples 2 and 3.)
  - Both attacker and defender can never lose more than two armies on a single roll.
  - The attacker may end the attack between any of the battles fought with the dice (except when using an Admiral).
- NOTE: The attacker can never lose more than two armies on a single roll

### Capturing A Territory.

As soon as you defeat the last army on a territory, you must move in at least as many armies (from the territory from which you've attacked) as the number of dice you rolled. You can move in more, but you must always leave at least one army behind to occupy the territory from which you've attacked. (If your army is reduced to one, the battle is over unless you can continue to attack from another adjacent territory.)

**Capturing a Castle.** When you defeat the last army on a territory containing a castle, you've captured that player's castle and eliminated him or her from the game. Move that player's castle chip over to your castle.

- Remove the defeated player's armies from the board.
- Using armies from territories you occupy (starting with the armies you attacked with), redistribute one army to each of the territories left vacant by the defeated player. Any territories you don't wish to occupy (or cannot occupy) must be occupied, in turn, by the other players using their armies from anywhere on the board.
- Take control of the defeated player's cards and add them to your hand.
- Take control of the defeated player's hidden armies if they haven't been used yet.

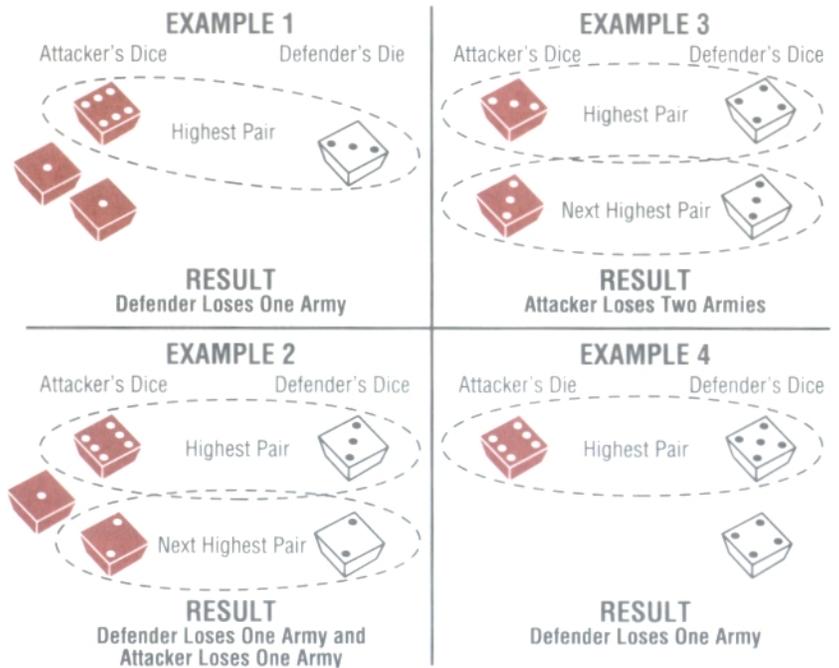
**Hidden Armies.** Used only once at any time during the game to defend the territory they occupy or to attack from that territory.

- You must occupy the territory before you bring them out.
- Show the other players the paper with the territory name written on it.
- Place on that territory the number of armies equal to the number above the last Reinforcement card played. (The longer hidden armies stay underground, the greater their number may be when you bring them out.)

**No Mercenaries.** Unlike the RISK game, if you run out of armies, you may not use armies of another color. You must play with your allotted number of armies.

**Spoils.** At the end of every turn, collect any spoils you're entitled to and distribute them any way you want to territories you already occupy.

- Four armies for every Empire you completely occupy.
- Six armies for completely occupying all 11 independent territories.
- Eight armies for every Empire Castle Chip you control.



### WINNING

The player who captures all the enemy castle chips on the board wins the game.

### VERBAL NEGOTIATIONS

Verbal negotiations are allowed, but are not enforceable. Negotiations must be conducted openly, never in secret. The terms of the negotiations may be carried out at any time. Example: Card trading.

### STRATEGY HINTS

Strategies vary from game to game. Here are some basic strategies which hold true for all or most games:

- Fortify your castle well! Remember: If you lose it, you're out of the game.
- Placing your castle chip on a territory next to the sea allows you to use the armies that occupy it for naval invasions. (Chances are this territory has a large number of armies to work with. Remember: You can replace them at the end of your turn with spoils.)
- To defeat a castle, odds are you need to attack with double the number of armies that are defending it, because you can use only two dice.
- When attacking with your Admiral card, attack a weakly-defended territory first. Then attack your main objective from there - by land. By doing so, you'll have a better chance of keeping your Admiral card, rather than losing it in a tougher battle from the sea.
- When attacking another player's territory, consider stopping the attack when the player is down to one army - especially if that player's territory acts as a buffer between you and another threatening territory. Remember, the player cannot attack with one army, and cannot move armies through territories he or she occupies.