Become king of your own medieval kingdom as you expand your borders, attack your enemies, and race to be the most powerful ruler of medieval Europe. In the end, only one king will be victorious.

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A LOOK AT YOUR GAME

CONTENTS: Gameboard • 15 crowns • 4 armies with 35 Footmen, 12 Archers, 12 Cavalry, and 4 Siege Weapons each • 8 castles • 12 red dice • 32 King’s Orders cards (4 decks) • 8 City Bonus Tiles • 21 gold pieces • 40 silver pieces • 4 War Banners • First Player Marker • 4 reminder cards • 8 Crown Cards • card box

ARMY UNIT TYPES

35 FOOTMEN  12 ARCHERS  12 CAVALRY  4 SIEGE WEAPONS

First Player Marker

There are four colored armies. Each army contains the same four unit types. Each of these unit types has a distinct look from army to army, but each unit type functions the same way during the game.

4 WAR BANNERS

4 KING’S ORDERS DECKS

Each player has their own deck, and each deck contains eight cards.

8 CROWN CARDS

4 REMINDER CARDS

8 CITY BONUS TILES

MONEY

21 gold pieces worth 5 coins each.

40 silver pieces worth 1 cent each.

Important Note: Risk Europe is a rich and intricate Risk gameplay experience. In order to fully enjoy the Risk Europe experience, please take the time to read through and familiarize yourself with this rules booklet before playing the game for the first time.
THE FIRST TIME YOU PLAY

1. Assemble each army’s Siege Weapons as shown above.

2. Carefully punch out the City Bonus Tiles and coins. Recycle the cardboard waste.

THE GAMEBOARD

TERRITORIES

All named areas of land defined by borders or coastlines are considered territories. A territory can be identified in different ways depending on its contents:

- **City Territory** — Any territory that contains a city.
- **Non-City Territory** — Any territory that does not contain a city.
- **Unclaimed Territory** — Any territory on the gameboard that is not occupied by an army.
- **Claimed Territory** — Any territory occupied by one player’s army.
- **Castle Territory** — Any territory that contains a castle.
- **Disputed Territory** — Any territory that contains two different players’ armies.

GOLD CROWN CITIES

The eight cities marked with a gold crown.

BLACK CROWN CITIES

The seven cities marked with a black crown.

CITY TAX VALUE

The number next to a city that represents how many coins a player collects when that city is claimed or taxed.

SEA-LINES

Dashed lines that connect territories through water routes.

THE CROWN TRACKER

This chart is used to track the total crowns owned by each player during the game.

ISLANDS

Islands without names are not considered territories.

To best prepare you for medieval conquest, let’s take a look at the RISK EUROPE gameboard.
**LET'S PLAY! GAME SETUP**

**BASIC GAME - 4 PLAYERS**

**OBJECT OF THE GAME**
Control seven or more crowns at the end of a round to win the game.

**SETUP**
1. First, each player selects an army color and takes the plastic figures, War Banner, reminder card, and eight King's Orders cards for that army.
2. Next, each player receives five silver coins, one crown, and one castle. Place the remaining components in a separate area next to the board. This is the reserve.
   (Keep your army units in an area near you—the city is called your army reserve.)
3. Bid to place first and go first by secretly selecting an amount of coins from your initial five coins and holding your bid out in a closed fist. All players will then reveal their bids at the same time. The highest bidder pays his or her bid to the reserve and receives the First Player Marker. Players who did not win the bid keep their coins. The highest bidder places his or her kingdom onto the gameboard first and will start each round as long as he or she controls the First Player Marker.

4. Now it's time for players to place their kingdoms onto the gameboard. Starting with the first player and passing to the left, each player will carry out all kingdom placement steps before the next player places their kingdom. (See page 7 for the kingdom placement steps.)
   Once all players have placed their kingdoms, the first round will begin.

   **NOTE:** Players may want to review the City Bonus Tiles on page 22 to help decide where they would like to place their kingdom.

**STARTING SUPPLIES**

**ARMY RESERVE**

**STEPS FOR KINGDOM PLACEMENT**

1. Select one of the eight Gold Crown Cities on the gameboard and place your crown and castle onto that city territory. Be sure to collect the city's Bonus Tile and Tax Value in coins from the reserve. (The Tax Value is collected as a bonus each time you place a crown on a city.)
2. Place your War Banner on the first space on the Crown Tracker located along the side of the gameboard (place it on the second space if you selected Rome as your starting city).
3. Finally, place 10 Footmen, divided any way you like, between your starting city territory and one adjacent non-city territory.

Alex, the blue player, chooses Berlin as his starting city. He places his castle in the territory and his crown on that city. He also collects four coins from the reserve as a bonus for claiming Berlin. He then decides to divide his starting army of 10 Footmen as shown: Five Footmen in Saxony and Five Footmen in Bohemia (an adjacent non-city territory).
HOW TO PLAY

The game is played in rounds in which players take turns giving orders. Each round consists of two players taking turns.

ROUND OVERVIEW

Each round is played out in these steps:
1. Each player secretly selects two cards from his or her hand and places them facedown on the table in a stack before Turn 1 of the round begins. (Each player will have his or her own separate stack of two cards.) The top card will be used for Turn 1 and the bottom card will be used for Turn 2.

FINISHING A ROUND

A round is over only after each player has revealed two cards, played two orders, and all battles have been resolved.

At the end of a round, if a player controls seven or more crowns, the game ends and that player wins. Otherwise, the next round begins.

NOTES:

• If a player is unable to choose or choose not to carry out any actions on a revealed card, that card is still put into his or her discard pile at the end of the round.

• If the First Player Marker exchanges hands during the round, the next round will start with the player who was in control of the First Player Marker.

COLLECTING CROWNS

1. CLAIM A CITY

You may use your army to expand into an unclaimed city territory to take control of that city and gain its crowns(s).

When you take over an unclaimed city territory, immediately do the following:
1. Place a crown from the reserve onto the city territory. Collect the city’s Tax Value in coins from the reserve as a bonus for being the first player to place a crown on that city. (You also gain control of the city’s City Bonus Tile if it is a Gold Crown City.)

2. TAKE OVER AN OPPONENT’S CITY

You may also take over an opponent’s city by expanding your army into that player’s city territory and defeating that player’s army in battle at the end of the round. (For more information on battles, see page 13.)

If you win the battle and take over another player’s city territory, your War Banner advances on the Crown Tracker and your opponent’s War Banner falls back.

NOTES:

• A tax bonus is not collected when taking over another player’s city in battle.

3. PURCHASE CROWNS

You may also use coins to purchase a Crown Card during a round. Purchasing a Crown Card is a show of power and will instantly move your War Banner forward one space on the Crown Tracker. (For more on purchasing crowns, see page 14.)

The blue player has expanded two Fourscore into Poland to claim Warsaw. Since Warsaw is unclaimed, the blue player also collects two coins (Warsaw’s Tax Value) from the reserve.

The blue player is attempting to take over the city of Buda by attacking the territory of Hungary with three Fourscore. Control of both the city and the territory will exchange hands if the blue player wins the battle at the end of the round.
THE KING’S ORDERS CARDS

EXPANDING YOUR KINGDOM
Expand orders are how you claim new territories and attack your opponents’ territories to increase the size of your kingdom.

EXPAND (INTO 1 TERRITORY)
Move any number of your army units from one territory you control into one adjacent territory that is either unclaimed or occupied by an opponent’s army. (Can be a number moved)

You must leave at least one army unit behind in the original territory when expanding your kingdom.

SPIT EXPAND (INTO 2 TERRITORIES)
Move any number of your army units from a territory you control into up to two adjacent territories that are either unclaimed or occupied by an opponent’s army. Both territories must be adjacent to the original territory, and you must leave at least one army unit behind in the original territory.

MANEUVERING ARMY UNITS THROUGH YOUR SUPPLY LINES
Maneuver orders are how you move your army units through your kingdom and help reinforce disputed territories connected to your supply lines.

Supply lines are any series of territories under your control that are connected to each other by shared borders and/or sea lines. For more on supply lines, see page 24.

MANEUVER
Relocate any number of army units from one territory you control to one other territory (up to two territories away) already under your control or in dispute.

• The army units you relocate must move through territories already under your control and must stop and forfeit any remaining movement if they enter a disputed territory.

• Army units are not allowed to retreat from battle once committed. Therefore, players may not maneuver army units out of a disputed territory for any reason.

COLLECTING AND SPENDING COINS
Taxing your territories is the main way to collect additional coins. You can later spend these coins to make purchases for your kingdom.

SPEND
This card allows you to spend your coins to make purchases that strengthen your kingdom. You may spend coins to recruit new army units, build castles, and buy Crown Cards. Spent coins are returned to the reserve. (For more on spending coins and what you can buy, see page 14.)

NOTE ON MANEUVERING:
Players may maneuver all of their army units out of a non-city territory if they choose to do so, but they must leave one army unit behind when leaving city and castle territories.
TAX
Select a city territory you control, and then collect the Tax Value of that city and all other cities and non-city territories you control that are connected to that city through supply lines.

You receive the full Tax Value of each city territory connected to the city you choose to tax, and one additional coin for each non-city territory connected to the city you choose to tax.

Important: Tax is not collected from any disputed territories in your supply line. Furthermore, disputed territories have the power to break apart your kingdom into multiple, smaller supply lines.

When a disputed territory breaks apart your kingdom, the disconnected areas may be worth different amounts of coins — so choose the city you want to tax carefully!

BONUS ACTIONS
Some King’s Orders cards also have bonus actions available at the top. Bonus actions are extra abilities you perform in addition to the order you choose on your card.

Bonuses may be used before or after you carry out the order you’ve selected for that turn.

KING ME
When this action is revealed, you immediately take control of the First Player Marker.

Multiple players can play the King Me action in the same round. The player who controls the First Player Marker after all cards have been played will start the next round. The First Player Marker only exchanges hands when someone reveals the King Me action.

SIEGE ASSAULT
Select a territory you control that contains one or more Siege Weapons. These units attack one adjacent enemy territory by rolling two dice for each Siege Weapon present. For each dice value of 3 or greater, the opponent removes one army unit of his or her choice. (No defense dice are rolled.)

FORTIFY
Add three Footmen to a city territory you control or four Footmen to a castle territory you control.

This action may be used in a disputed city or castle territory only if you are the defending player.

The blue player is using his Siege Assault action. He can attack Lorraine or Iberia, but he cannot attack Bohemia, as it is in dispute.

Notes and restrictions:
- Siege Assaualts are limited to adjacent land territories and may not be used across sea lines. You also may not use Siege Assaualts from disputed territories into disputed territories.
- If you do not control any Siege Weapons at the time the card is revealed, simply ignore the Siege Assault bonus action and carry out the rest of your turn as usual.
### 1. RECRUIT ARMY UNITS

The spend order allows you to purchase new army units of any type and in any quantity that you can afford.

- All army units must be placed on the gameboard when purchased and may only be placed into city territories and/or castle territories that you control.
- You may disperse purchased army units any way you choose; they do not all have to go into the same city or castle territory.
- You may never purchase more army units than you have physically available in your army reserve.
- Purchased army units cannot be placed into disputed territories.
- Army units lost in battle are returned to your army reserve and may be purchased again during later turns.

#### Here are the unit costs:

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Cost per Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Footman</td>
<td>1 Coin</td>
</tr>
<tr>
<td>Archer</td>
<td>2 Coins</td>
</tr>
<tr>
<td>Cavalry</td>
<td>3 Coins</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>10 Coins</td>
</tr>
</tbody>
</table>

### 2. BUILD CASTLES

The spend order also gives you the option to build a castle in any territory you control to boost that territory’s defenses.

#### Castle Benefits:

- Protection — Castle territories cannot be attacked unless the attacking army has a Siege Weapon in it when it expands.
- Remote Recruitment — You may recruit army units into a non-city territory by building a castle in that territory first.
- Castle Defense — The defending player may re-roll all dice of one rank each time the Ranked Attack Order is repeated in battle. (See page 16 for more information on the Ranked Attack Order.)

#### Castle Restrictions:

- Castles cannot be destroyed, but other players can take them over by winning a battle in the territory. Castles in unclaimed territories can be claimed by expanding into that territory with any army unit.
- You cannot build a castle in a territory that is in dispute.
- You may not build more than one castle in any one territory.

Once all castles have been purchased from the reserve, no more castles can be built for the remainder of the game.

### 3. PURCHASE CROWN CARDS (BE IN THE GAME ONLY)

The third way you can spend coins is by purchasing a Crown Card from the reserve. You may only purchase one Crown Card per round and only eight are available for purchase during a game.

#### Buying a Crown Card permanently increases your War Banner’s position on the Crown Tracker by one space forward.

- Each player is limited to one Crown Card purchase per round (even if spend orders are played for both turns).

#### Place purchased Crown Cards in front of you, crown-side up, next to the gameboard and in clear view.

- The missions and bonuses on the back of the cards are used for the Kingdom Missions variant found on page 19; these are ignored for the Basic Game.

### DISPUTED TERRITORIES

When a player expands into another player’s territory, that territory is considered in dispute. This will result in a battle at the end of the round, and the outcome of the battle will determine who controls that territory and its contents.

- The player who has the First Player Marker after everyone has played their two cards is allowed to choose the order in which all battles resolve at the end of the round.
- In a disputed territory, the defending player retains control of any city or castle that may be present until the battle is over.

- The player who wins the battle not only gains control of the territory, but also takes control of any city or castle that may be present as well.

#### DISPUTED TERRITORIES

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Cost per Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Castle</td>
<td>12 Coins</td>
</tr>
<tr>
<td>Crown Card</td>
<td>10 Coins</td>
</tr>
</tbody>
</table>

### BATTLES IN DISPUTED TERRITORIES

This section covers where and when battles happen and how to resolve these battles.

- Attacking Player: The player who enters a territory under another player’s control is considered the attacking player.
- Defending Player: The player who controlled a territory before it was attacked is the defending player.
- Using an expand order to attack another player’s territory will always result in a battle at the end of the round. Players are not allowed to retreat from battle for any reason.
- Only two players may have army units in a disputed territory. A third player’s army cannot enter a disputed territory for any reason.
- It is possible for a player to be involved in multiple battles with different players at the end of the same round.
RANKS 1, 2, and 3
To roll for the attacks in Ranks 1, 2, and 3, both players simply count up the total number of command points that their player’s army has that is not limited by the disputed territory. Each die rolled that matches or exceeds the command point level “Hits On” number automatically scores a hit against the other player’s army that can’t be prevented. Since both players are rolling for each rank at the same time, it is possible for both armies to have hits marked against them at the same time. Each hit scored against an army reduces its army total by one unit (chosen by that army’s owner). When either player’s army has had all hits against it, units must be removed before both players may proceed to the next rank.

SIMULTANEOUS ELIMINATION
If hits are scored in a battle that result in both armies being eliminated from the territory, the territory becomes unclaimed and any crowns present return to the reserve.

ATTACK ORDER
- Rank 1: Siege Weapons
- Rank 2: Archers
- Rank 3: Cavalry
- Rank 4: All Units/Footmen

# Dice Rolled: 2 per Siege Weapon
Hits On: 3+

CASSEL DEFENSE
If the defending player controls a castle in the disputed territory, that player may re-roll all dice of a single rank every time the Ranked Attack Order is repeated.

Rank 2 Archer Volley Example (with Castle Defense)
Ryan and Alex are now rolling for their Rank 2 Archer Volley. Alex has six Archers and Ryan has two in the disputed territory. Alex rolls six dice (one for each Archer) and Ryan rolls two. None of Alex’s dice meets or exceeds the Archers’ “Hits On” number of 4 or greater, so he doesn’t score any hits against Ryan’s army. However, Ryan rolls a 5 and 6—scoring two hits!

Because Alex is the defending player and controls a castle in the disputed territory, Alex chooses to use his castle defense ability and gets to re-roll all of the dice in his Archer Volley. Alex re-rolls and gets a 4, 3, 5, 5, and 6—four hits scored! Alex has used his one castle defense re-roll and may not use another re-roll unless the Ranked Attack Order repeats again at Rank 1.

Ryan removes four units of his choice from the disputed territory before both players can continue to Rank 2 attacks. Alex chooses to remove two Footmen. Both players may now roll for the next rank—the Archer Volley.

Rank 1 Siege Attack Example
Ryan (orange) and Alex (blue) are in battle and are rolling for their Rank 1 Siege Attack. Ryan has two Siege Weapons in the disputed territory, but Alex has none, so only Ryan rolls dice for Rank 1. He rolls four dice (two for each Siege Weapon) and gets die values of 1, 2, 3, and 5. The 3 and 5 both meet or exceed the Siege Weapon’s “Hits On” number of 3 or greater, so Ryan scores two hits against Alex’s army.

Alex must remove two army units of his choice from the disputed territory before both players can continue to Rank 2 attacks. Alex chooses to remove two Footmen.

Both players may now roll for the next rank—the Archer Volley.
 General ATTACK
To roll for the General Attack (Rank 4), the attacker and defender count up all of their remaining army units of all types in the disputed territory and roll a preset number of dice. Then both players compare their highest values rolled. The amount of dice rolled by each player may be different, and is determined by counting the total number of army units present in both armies in the disputed territory (see chart below).

<table>
<thead>
<tr>
<th>Attacker</th>
<th>3 Units</th>
<th>2 Units</th>
<th>1 Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Dice (Max)</td>
<td>2 Dice</td>
<td>1 Dice</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Defender</th>
<th>3 Units</th>
<th>2 Units</th>
<th>1 Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Dice</td>
<td>1 Dice</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: If both players only control Footmen in a disputed territory, both players roll 2 dice. If neither army rolls a 3 on a Rank 4 attack until one army is eliminated, they will skip and roll for the next territory.

Scoring hits in the General Attack works differently than in the first three ranks, and only a maximum of two hits can ever be scored during each General Attack.

To score hits in the General Attack, roll the dice based on your army unit totals in the disputed territory and compare the highest die value rolled by each player—the player who rolled the higher of the two values scores a hit against the other player's army.

Next, remove the two dice that were just compared. If each player rolled at least two dice, compare the highest values remaining between both players. Again, the higher of the two values will score a hit. In the General Attack, any time the attacker and defender's numbers are tied, only the defender scores a hit for that comparison. If both armies still have army units in the disputed territory after the General Attack is finished, the Rankled Attack Order starts over again at Rank 1.

The Rankled Attack Order must be repeated as many times as needed until one army is eliminated from the disputed territory.

General Attack Example
Ryan and Alex now roll for the General Attack. Ryan has four army units remaining (two Siege Weapons, two Archers, and four Footmen), and Alex has six. Archers remaining. Both players must roll their maximum number of dice. Since Ryan is the attacker, he rolls three dice and gets a 3, 1, and 6. Alex rolls his maximum of two dice since he is the defender and gets a 3 and 5. Since Ryan's highest value of 6 beats Alex's highest die value of 5, Ryan scores one hit against Alex.

Ryan now has two 3's remaining so he selects either one of the 3's to role for comparison. Alex's remaining die value of 5 ties Ryan's highest remaining die value of 3 so Alex scores a hit since the defender always wins ties.

Both players must remove one unit each, and since neither army was eliminated, the Rankled Attack Order begins again at Rank 1.

The first player to control seven or more crowns at the end of a round after all battles are resolved wins the game!

Saved by the Crown
A player that does not control any city territories but owns at least one Crown Card may still participate in one additional round to try to reclaim a city territory to stay in the game.

- Players without city territories forfeit the ability to tax until they reclaim a city territory.
- Players that do not control any cities may still recruit army units, but only if they control a castle territory.
- If a player fails to reclaim a city territory at the end of the following round, that player is eliminated from the game.

The eliminated player's Crown Card(s) are removed from the game and are NOT returned to the reserve.

Kingdom Missions Play Variant
This section explains how to add secret missions to your game as an additional play variant. Adding missions to the game, use the following rules modifications.

Kingdom Missions Added to Crown Cards
- Players can no longer purchase Crown Cards when using a spend order; players only receive a permanent crown once a mission on a Crown Card has been completed.
- Before the game starts, shuffle the Crown Cards and place them in a deck near the board.
- When you reveal the King Me bonus action, immediately draw the top two Crown Cards from the Crown Card deck and review the missions on the back of each. Secretly choose one of those two missions and keep the other to the bottom of the Crown Card deck.
- Place the mission you’ve selected faceown in front of you and keep it secret from your opponents (you may look at it as often as you like).
- When you complete a mission, you may turn it over and reveal your card to all players.
**KINGDOM MISSIONS CONTINUED**

Your completed mission adds a permanent advantage to your kingdom and gives your kingdom an additional bonus that stays in effect for the remainder of the game. Each unique bonus can be found at the bottom of each Crown Card. The crown value is applied to your War Banner immediately, but the bonus takes effect at the start of the next round.

**SAVED BY THE CROWN**

A player must have completed a mission on a Crown Card to avoid elimination after losing all of his or her city territories. That player still only has one additional round to try to reclaim a city territory to stay in the game, regardless of how many completed Kingdom Mission cards that player possesses.

**MERCENARIES (2 AND 3 PLAYERS)**

Players should familiarize themselves with the rules of the 4 player game before reading this section or beginning a 2 or 3 player game.

**3-PLAYER VARIANT** (All players count as either 2 or without the Kingdom Missions rules.)

Setup for the game is the same as the 4 player game with the following modifications:

1. Players select one of the four armies to be the Mercenary Army and give that army two City Bonus Tiles chosen at random. These City Bonus Tiles represent which Gold Crown City territories the Mercenary Army will occupy at the beginning of the game.

   - The first Gold Crown City the Mercenary Army receives is its starting city and the second city is itsTEST.
   - Place 10 Mercenary Footmen and one crown in each of the two cities, but only the starting city receives a castle.

   - The Mercenary Army starts with five coins plus the Tax Value of each of the two cities it controls.

2. Next, players bid for turn order as in the 4 player game. They then draft two starting cities each by doing the following:

   - The first player chooses a Gold Crown City and territory and Army a castle on that territory. The first player also places five Footmen, divided any way he or she chooses, between the selected city territory and one adjacent non-city territory.

   - The remaining two players do the same in turn order.

   - The player then chooses a second Gold Crown City and places a crown on that territory. The player then places five Footmen, divided any way he or she chooses, between the second Gold Crown City territory and one adjacent non-city territory.

   - The two players then determine the turn order, the player that won the bid to control the Mercenary Army flips over the top card of that army’s deck and plays the turns for the Mercenary Army during the turn order.

   - Shuffle the Mercenary Army’s deck each time it runs out of cards.

3. To win, a player must control eight or more crowns at the end of a round. The Mercenary Army’s crowns are tracked as the Mercenary Army cannot win the game; however, they can be eliminated from the game in the same way players are eliminated.

4. Players will bid for control of the Mercenary Army at the start of each round (after players have selected and placed their King’s Orders cards face down).

   - The highest bidder pays his or her bid coins to the Mercenary Army, not the reserve. Players who did not win the bid keep their coins.

   - If there are any tied bids, players roll dice to decide who controls the Mercenary Army.

   - Each time the Mercenary Army’s turn comes up in the turn order, the player loses 1 coin.

**2-PLAYER VARIANT** (Three players count as either 2 or without the Kingdom Missions rules.)

The 2-player variant is the same as the 3-player variant with the following modifications:

1. In the 2-player variant, players select two armies to be used as Mercenaries. Each Mercenary Army receives only one City Bonus Tile, chosen at random.

2. Each Mercenary Army receives one castle, one crown, and ten Footmen, placed in the city territory named on their City Bonus Tile.

3. At the beginning of the game, both players draft three city territories in turn order, followed by the city territories and army crowns and five Footmen, split between the city territory and one adjacent non-city territory.

4. Each player places a castle in the first two city territories they’ve selected, but not the third.

   - At the beginning of each round, players will bid to control the Mercenary Army’s crowns and one city territory. As the Mercenary Army, and once to control the other Mercenary Army. The order in which the Mercenary Armies are on the board is chosen by the player that starts the round with the First Player Marker.

   **Note:** It is possible for one player to win both bids.

   - Shuffle the King’s Orders decks for both Mercenary Armies and place one deck to the left of the first player and the other deck to the right. The Mercenary Armies’ positions will remain in between the player positions for the remainder of the game.

   - Each time a Mercenary Army’s turn comes up in the turn order, the player that won the bid to control the army flips over the top card of that army’s deck and plays the turn for that army.

   - A player must control 10 or more crowns at the end of a round to win.
ATTACK AND DEFENSE BONUSES

Stockholm: Raid & Pillage
Collect four silver coins from the reserve, then attack an opponent’s territory and win the battle at the end of the round.

Using the Siege Assault bonus action does not activate this bonus.

Berlin: Advanced Mobility & Defenses
Every time you complete an expand or split expand order, you may also maneuver for free. This maneuver bonus may be used only after all other actions on your King’s Orders card have been completed.

Your castles cost three fewer coins to purchase.

Constantinople: Siege Escort
Every time you recruit and place a Siege Weapon, place four Footmen with that weapon.

Kiev: Advanced Recruitment
You may now recruit army units into any non-city territory you control that is connected by a supply to Kiev.

This bonus does not allow you to recruit army units into disputed territories.

ROMEO BONUS

Rome: Seat of Power
Rome is worth two crowns.

If you take control of Rome, you gain two additional crowns.

If you lose control of Rome, you lose two crowns.

When a player takes over a Gold Crown City, he or she receives the City Bonus Tile for that city from the reserve (or from another player’s tile and is available at the start of the next turn).

TAXING BONUSES

London: Welsh Archers
Every time you collect tax from London, add two Archers to London for free.

Paris: Officer in Training
Every time you collect tax from Paris, add one Cavalry and one Footman to Paris for free.

Madrid: Rally the Troops
Every time you collect tax from Madrid, add four Footmen to Madrid for free.

NOTE: Multiple tax bonuses may occur at the same time during your turn if the armies are under your control and connected to each other at that time.

SECRET BID FOR TURN ORDER

Only winner pays bid and collects the First Player Marker.

Step For Kingdom Placement

(Start placement with first player and continue with player to the left.)

• Choose a Gold Crown City.
• Place your crown on the city and collect the Tax Value.
• Place your castle in the city territory.
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**Bonus Actions on King’s Orders Cards**

(Abilities that are used in addition to your selected order.)

**Fortify** — Place three Footmen in a city territory or four Footmen in a castle territory under your control.
- Only the defending player may fortify a city or castle in a disputed territory.

**Siege Assault** — Your Siege Weapons may attack one adjacent territory (not across sea-lines).
- Roll two dice per Siege Weapon.
- Score hits against opponent on values of 3 or greater.
- Siege Weapons may not attack from or into a disputed territory.
(For fortify and Siege Assault actions may be used immediately before or after your King’s Order action.)

**King Me** — Immediately take control of the First Player Marker.
- The player in control of the First Player Marker at the end of the round will choose what disputed territories resolve first.
- If you are playing with Kingdom Missions, look at the top two Crown Cards now. Keep one, discard the other.

**Resolving Disputed Territories**

(First player decides the order in which battles are resolved.)

Both players in a disputed territory roll simultaneously to score hits with each army unit in each rank during ranks 1, 2, and 3.
- Score hits and remove army units between each rank.
- Army owner selects unit(s) to remove when hit.

<table>
<thead>
<tr>
<th>Rank</th>
<th>2 Dice / Siege Weapon</th>
<th>Hits On 3+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank 2</td>
<td>1 Die / Archer</td>
<td>Hits On 5+</td>
</tr>
<tr>
<td>Rank 3</td>
<td>1 Die / Cavalry</td>
<td>Hits On 3+</td>
</tr>
</tbody>
</table>

Next, players roll attack and defence dice based on the total number of army units present to score hits.

<table>
<thead>
<tr>
<th>Rank</th>
<th>General Attack</th>
<th>Attacker rolls 1, 2 or 3 dice for 1, 2, or 3+ units present.</th>
<th>Compare dice; higher values score hits; defender wins ties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank 4</td>
<td>General Attack</td>
<td>Defender rolls 1 or 2 dice for 1 or 2+ units present.</td>
<td></td>
</tr>
</tbody>
</table>

- Repeat ranks 1-4 until one army remains in the disputed territory.
- If a disputed territory contains a castle, defender may re-roll all dice of one rank each time the Ranked Attack Order is repeated.
- Do not collect a city’s Tax Value when taking it over in battle.

**Supply Lines**

Any series of territories under your control that are connected to each other by shared borders and/or sea-lines are considered supply lines for your kingdom.
- Supply lines are pathways you can use to maneuver your army around the map. They can also increase the total amount of coins you collect when you tax.
- It is possible to have multiple supply lines that are not connected to each other.

The blue army has created a supply line by controlling a series of connected territories.

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