

RISK[®]

GLOBAL DOMINATION



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CONTENT RATED BY
ESRB

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

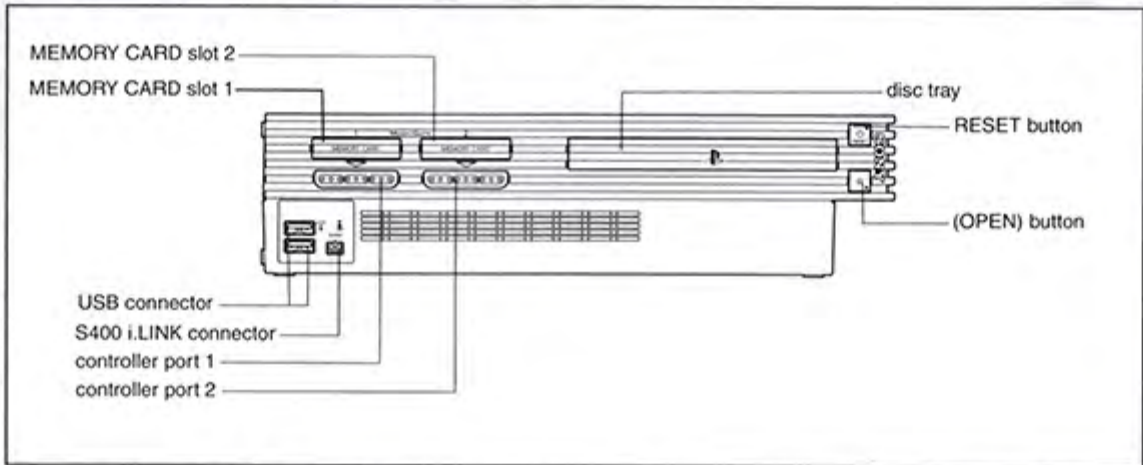
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **RISK®: Global Domination** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. **RISK: Global Domination** requires at least 512K of free space on your memory card to save your progress in the game.

Network Adaptor Setup

A Network Adaptor (Ethernet/modem) (for PlayStation®2) is required to play the **RISK: Global Domination** game online. Be sure to follow the Network Adaptor (for PlayStation®2) instruction manual during installation.

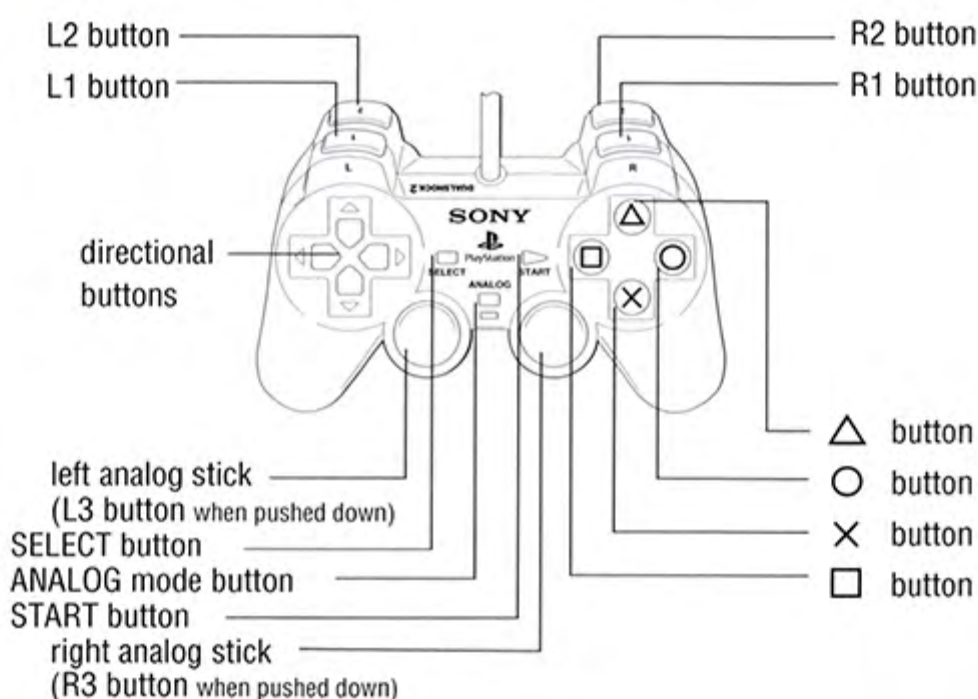
Voice Over IP

The **RISK: Global Domination** game supports VoIP (Voice Over IP). This optional feature allows you to speak with other players during an online game. To use VoIP, each player needs to have a USB headphone/speaker combination headset that is 100% compatible with the VoIP protocol. If you are unsure if your headset will work, please contact the headset manufacturer.

Note: The game supports DUALSHOCK®2 analog controllers. Digital controllers are not supported.

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

CONTROL	ACTION
left analog stick or directional buttons	Navigate menus and select menu items
× button	Confirm selected menu item
▲ button	Previous menu
START button or × button	Skip movie

Game Controls

CONTROL	ACTION
left analog stick	Select territory Increase/Decrease number of armies to move (Troop Movement or Free Move Phase)
right analog stick	Scroll around the map
× button	Confirm selected territory Place army Begin battle sequence (Attack Phase) Commit troops (Troop Movement or Free Move Phase) Skip vocal opponent dialog
▲ button	Deselect current territory
● button	End Attack Phase End turn
■ button	Speak to other online players via VoIP (Voice over IP)

L1 button	Decrease number of armies to move (Troop Movement or Free Move Phase) Select territory to the left
R1 button	Increase number of armies to move (Troop Movement or Free Move Phase) Select territory to the right
L2 button	Move minimum number of armies (Troop Movement or Free Move Phase) View and trade RISK cards
R2 button	Move maximum number of armies (Troop Movement or Free Move Phase) Place all remaining armies in current territory (Reinforcement Phase)
L3 button (left analog stick button)	From Standard Map view, zoom out to Political Map view From Political Map view, zoom in to Standard Map view
R3 button (right analog stick button)	From Standard Map view, zoom in to Maximum Zoom view From Maximum Zoom view, zoom out to Standard Map view
START button	Pause Menu
SELECT button	Help Screen
directional buttons	Text Messaging Menu (online play only)

Dice Controls

CONTROL	ACTION
L1 button	Decrease number of dice rolled
R1 button	Increase number of dice rolled
left analog stick	Select die to Mojo*
right analog stick	Apply Mojo
✕ button	Roll dice
▲ button	Retreat (attacker only)

*Mojo rotates the die before it is rolled.

Multiplayer Notes: Up to six people can play the game at the same time on one PlayStation®2 computer entertainment system. **If there are more than two players, only two DUALSHOCK®2 analog controllers are used.**

The DUALSHOCK®2 analog controller connected to controller port 1 is the “attack” controller and is used by the attacking player for the duration of his or her turn. The DUALSHOCK®2 analog controller connected to controller port 2 is the “defend” controller and is used by any player whose territory is being attacked.

In multiplayer mode, RISK cards and Mission cards (see “Pause Menu” on page 7) are hidden. To reveal your actual RISK card or Mission card, push up on the **right analog stick**. To reveal a false RISK card or Mission card (and mislead your opponents!), push left, right or down on the **right analog stick**.

Saving and Loading

To save a **RISK: Global Domination** game, insert a memory card (8MB) (for PlayStation®2) with at least 512K of free space into MEMORY CARD slot 1. Press the **START button** to display the Pause Menu, then select a save game slot and press the **X button** to confirm. **Note:** You may save your progress at any time during a game except during a battle sequence (see pages 11-17 for gameplay details).

To load a game, select Load Game from the Main Menu. Select a previously saved game, and press the **X button** to confirm.

Never remove a memory card or turn the console power OFF when loading or saving a game. Do not insert or remove accessories once the power is ON.

Welcome to the RISK®: Global Domination Game

Take on master military strategists like Napoleon, Washington, Bolivar, Catherine the Great and more in a worldwide campaign for total world domination. Deploy troops, attack enemies, defend territories — even earn medals for strategic accomplishments! Best of all you can now play online against anyone, anytime, anywhere for the definitive bragging rights of being a supreme military commander.

Game Screen

Player Portrait – Current player's portrait. Human players are depicted by symbols (eagle, bear, tri-ring) and Artificial Opponent (computer) players are depicted as famous generals

Player Turn Order – Colored dots show turn order of upcoming players



Current Player Dot

RISK Cards – Number of RISK cards held by current player

Reinforcements – Number of armies the current player has available to place

RISK Card Value – Value (in armies) of the current player's RISK card set

Main Menu

From the Main Menu, choose one of the following options:

New Game – Set up and begin a new **RISK: Global Domination** game (see page 7 for details).

Load Game – Load a previously saved game (see page 5 for details).

Medal Case – You can unlock special items and Artificial Opponent (AO) players by earning medals. Select this option to view your medal case (see pages 22-23 for details on unlockable items).

Tutorial – Select Tutorial for a walkthrough of the game.

Audio Options – Customize audio options (see below).

RISK Online – Play an online game (see pages 17-20).

Credits – View a list of the people who helped create this game.



Audio Options

To customize sound and dialog settings, select Audio Options from the Main Menu. During a game, you can access Audio Options from the Game Options Menu (see page 11).

SFX and Voice Volume – Adjust sound effects and player/announcer volume level.

Music Volume – Adjust background music volume level.

Vocal Opponents – When set to YES (default setting), you hear generals “trash talking.” Choose NO to turn off vocal opponents and speed up gameplay.

Announcer – Choose an announcer to “call” your game. Select None to turn off the announcer and speed up gameplay. Standard is the default setting, additional announcers are unlocked as you play the game (see pages 22-23).

Note: The game goes into Demo Mode if left idle. Press the **X** button to cancel Demo Mode and return to the Main Menu.



Pause Menu

Press the **START** button during a game to bring up the Pause Menu.

RISK Cards – View and trade RISK cards. The rotating colored star denotes the player who is currently occupying the selected RISK card territory.

Mission Card – View your Mission card (**Secret Mission RISK** game only).

Player Stats – View stats regarding each player's armies, territories, RISK cards and die rolls.

Game Options – Display the Game Options Menu (see page 11).

Save Game – Save your progress. Select a save game slot and press the **X** button to confirm. **Note:** You can save at any point during a game except during a battle sequence.

Quit Current Game – Exit the game. **Note:** You will be awarded a “loss” if you quit before the end of an online game.



Help Screen

Press the **SELECT** button during a game to bring up the Help screen, which displays game controls.



New Game

Set up and begin a new **RISK: Global Domination** game from the New Game Menu.



Player Setup

Up to six players can play the game at the same time. To set up a player, use the **left analog stick** or **directional buttons** to select a player portrait, then press the **X button** to display the setup screen for that player. When you are finished, press the **▲ button** to return to the New Game Menu. **Note:** You cannot modify player settings after a game has started.

You can choose any combination of human and computer players. If you want to reduce the number of players in a game, configure one or more players to “Not Playing.”

Human Player Setup

Player Type – Choose Human to continue playing with the current human player; choose New Human to clear the current player and create a new one; or choose Load Human to load a previously saved human player.

Player Name – Create or modify a player name using the on-screen keyboard. Your player name can be up to 15 characters.

Uniform – Choose a uniform style. Additional uniforms are unlocked as you earn medals (see pages 22-23 for details).

Color – Choose a player (uniform) color.

Dice – Choose a style of dice to roll. Additional dice are unlocked as you play.

Artificial Opponent (Computer) Setup

Player Type – Choose Computer.

Commander – You can choose from several Artificial Opponents. Additional Artificial Opponents are unlocked as you earn medals.

Difficulty – Choose Easy, Medium or Hard. Medium is the default difficulty level.

Color – Choose player (uniform) color.

Homefield Advantage – This feature is available to unlocked Artificial Opponents only. When set to YES, the Artificial Opponent player starts the game with all of the territories in his or her historical “Homefield.” The default setting is NO.



Game Objectives

Use the **left analog stick** or **directional buttons** to toggle between the **Classic RISK** game, the **Secret Mission RISK** game and the **Capital RISK** game. **Note:** You cannot modify the objective after a game has started.

The Classic RISK Game

In the **Classic RISK** game, you are battling to conquer the world. To win, you must launch daring attacks, defend yourself on all fronts and sweep across continents with boldness and cunning. Victory is achieved when a single player occupies every territory on the map.

The **Classic RISK** game requires careful strategic planning. Your initial army placement and early moves set the stage for the battles you will fight later on, so you should give great consideration to the beginning stages of the game.

As you become an expert **Classic RISK** game player, use the Game Rules Setup Menu (see pages 10-11) to create interesting game variations.



The Secret Mission RISK Game

The **Secret Mission RISK** game is a generally shorter game variant of the **Classic RISK** game, sometimes played in less than an hour. Each player is assigned a unique mission, as defined by his or her Mission card. The first player to complete all of his or her mission objectives achieves immediate victory.

Each mission falls into one of two themes:

1. Destroy an opponent of a particular color. For example, "Destroy Green Player." **Note:** If Green is destroyed by another player, the owner of the "Destroy Green" secret mission still wins the game.
2. Take and hold multiple territories or continents. For example, "Conquer Asia and Africa." There may also be a minimum troop occupation per territory for this type of mission.

During a game, you can review your Mission card by pressing the **START button** and selecting the Mission card option.



The Capital RISK Game

The **Capital RISK** game is also a shorter game variant of the **Classic RISK** game. Each player places armies and then chooses a territory to become his or her capital. The player who takes control of all the capitals on the map wins.

Because armies are placed before capitals are chosen, you must be careful not to give away your intended capital's position during troop placement.

Losing control of your capital does not eliminate you from the game. It does, however, severely impede your chances of success, since you will not only need to capture all of your opponents' capitals, but also recapture your own.



Game Rules Setup

Use the Game Rules Setup Menu to customize gameplay. **Note:** You cannot modify game rules settings after a game has started.

Territory Allocation – For the **Classic RISK** game and the **Capital RISK** game, you can choose Manual allocation (everyone picks his or her initial territories in turn); Automatic (territories are picked by the game AI); or Random (territories are randomly distributed). Automatic is the default setting for the **Classic RISK** game and the **Capital RISK** game. For the **Secret Mission RISK** game, Random allocation is the mandatory (only available) setting.



Army Allocation – Choose Manual army placement (everyone places his or her remaining armies in turn); Automatic (armies are automatically placed in strategic positions); or Random (armies are randomly distributed). Automatic is the default setting for all game variants.

Card Value Increase – Choose Standard or Increase By One to affect how players receive reinforcements when trading sets of RISK cards. Standard is the default setting (see "RISK Card Values" on page 14 for details).

Chain Fortify – With Chain Fortify set to NO (default setting), you are allowed to make one free move (fortification) per turn. Chain Fortify YES enables you to make unlimited free moves in any given turn.

Max 12 Armies – Choose YES to limit the number of armies in each territory to 12. The default setting is NO.

Attack Advantage – Choose YES to automatically re-roll your lowest die when attacking from or into a territory featured on a RISK card you hold. The default setting is NO.

Commanders – Choose YES to have the game request (as necessary) if you'd like to change your lowest die roll to a six. This can only be used once per turn. The default setting is NO.

Game Options

Use the Game Options Menu to customize the following settings. These settings can be changed during a game (you can access the Game Options Menu during a game from the Pause Menu).

Fast AI – When set to YES, Artificial Opponent versus Artificial Opponent battles are resolved quickly, speeding up gameplay. The default setting is NO. (YES is the locked default setting when playing the game online.)

Fast Defend – When set to YES, your dice are rolled automatically when you are attacked by an Artificial Opponent, speeding up gameplay. The default setting is NO. (YES is the locked default setting when playing the game online.)

Map – Select the game map. Additional maps are unlocked as you earn medals (see pages 22-23).

Audio Options – Customize audio settings (see page 6).

Start Game

When you are satisfied with your new game setup, select Start Game and press the **X** button to begin playing.

Playing the Game

Initial Game Setup

At the beginning of a game, each player picks territories and places his or her initial allotment of armies.

Pick Territories Phase

Players take turns picking territories until all 42 territories have been chosen. There are three options for picking territories: Automatic, Random and Manual (see previous page, "Game Rules Setup").

- If picking territories manually, use the **left analog stick** or **L1 button / R1 button** to select the desired territory and press the **X** button to claim that territory.

Note: Occasionally, some players will start with one fewer territory. These players are given an extra army during the Place Armies Phase.



Place Armies Phase

Following the Pick Territories Phase, players take turns placing their initial allotment of armies. Initial army allotments vary based on the number of players in the game.

PLAYERS	INITIAL ARMY ALLOTMENT
2	40
3	35
4	30
5	25
6	20

There are three options for placing armies at the start of a game: Automatic, Random and Manual (see page 10, "Game Rules Setup").

- If placing armies manually, use the **left analog stick** or **L1 button / R1 button** to select the desired territory and press the **✖ button** to place an army in that territory.

Press the **✖ button** to speed up the placement of armies during Automatic allocation or Random allocation.

Following initial game setup, players take turns trying to capture territories by defeating their opponents' armies, until there is a victor. Each turn consists of three steps, in this order:

1. **Getting and placing new armies (Reinforcement Phase)**
2. **Attacking, if you choose to, by rolling dice (Attack Phase)**
3. **Fortifying territories (Free Move Phase)**

Reinforcement Phase

Players receive reinforcement armies at the start of each turn. You can gain reinforcements three different ways:

1. At the beginning of your turn, you earn one army for every three territories you are currently occupying. You automatically receive a minimum of three armies.
2. At the beginning of your turn, if you control all of the territories in a continent, you receive a "continent bonus." Bonus armies are distributed according to the size and strategic importance of the continent, as follows:

CONTINENT	BONUS ARMIES RECEIVED PER TURN
Australia	2
South America	2
Africa	3
Europe	5
North America	5
Asia	7

Note: You only receive bonus armies if you control the continent *at the beginning* of your turn. For example, if you conquer a continent, but then lose a portion of it before your next turn, you do not receive a continent bonus.

3. Trade sets of RISK cards at the beginning of your turn to gain additional reinforcements. (See below, "RISK Cards.")

Placing Armies

The icon in the bottom-right corner of the screen indicates how many armies you have available to place. Use the **left analog stick** or **L1 button / R1 button** to select a territory and press the **X button** to add an army to that territory. Press the **R2 button** to place all remaining armies in the selected territory. Once you have placed your armies, the game automatically continues to the Attack Phase.

Note: Any reinforcements that you cannot place during your turn are lost, and are not carried over to the next turn.

RISK Cards

At the end of any turn in which you capture at least one territory, you earn one RISK card. Collect sets of three cards, in any of the following combinations, to receive extra armies:

- Three cards of the same design (Infantry, Cavalry or Artillery)
- One card of each design
- Any two cards plus a "wild" card

Trading RISK Cards

When you have collected a valid set of RISK cards, you may trade in the set for extra armies at the *beginning of your next turn*. You may also hold your cards and wait until the beginning of another turn to trade them in.

However, if you have five or more cards at the beginning of any turn, you must trade in at least one set (you can also trade a second set if you have it).

To trade cards, press the **START button** and choose the RISK Cards option (you can also view and trade your RISK cards by pressing the **L2 button**). Use the **left analog stick** to scroll through your cards and press the **X button** to select/deselect cards. When you have selected a valid set of three cards, the game automatically trades them in for armies.

Occupied Territories

If any of the traded cards depicts a territory you are currently occupying, you gain two bonus armies. These armies are automatically placed in the territory shown on the card.

Capturing an Opponent's RISK Cards

When you eliminate an opponent, you capture that opponent's RISK cards. Upon capturing an opponent's RISK cards, if you have six or more total cards, you will be prompted to trade them in until you have four or fewer.

RISK Card Values

The trade-in value of RISK card sets is based on the total number of sets traded so far in the game, and the value of sets increases sequentially. There are two card value increase options, Standard and Increase By One (see "Game Rules Setup" on page 10).

Standard Value Increase

The first set traded	4 armies
The second set traded in	6 armies
The third set traded in	8 armies
The fourth set traded in	10 armies
The fifth set traded in	12 armies
The sixth set traded in	15 armies

After the sixth set has been traded in, each additional set is worth five more armies. For example, if you trade in the seventh set, you will receive 20 armies, the eighth set is worth 25, and so on.

Increase by One

With this value increase option, the first matched set of cards is worth four armies, but the second set is worth five, the third is worth six, and so on. Using this rule requires you to be more frugal with your armies and consider potential losses more seriously. When using this rule, a game will generally take longer to complete.

Attack Phase

Once you have traded in any RISK cards and placed your armies, you can attack and try to capture your opponents' territories. You may attack a territory occupied by another player provided that it borders one of your territories, or is linked to one of your territories by a dotted line. You must also have at least two armies in the territory that you are attacking from, as one army must remain in the source territory. There is no maximum number of armies that you can use in an attack, and there is no limit to the number of attacks you can make, provided you have sufficient forces.

Battle Sequence

Use the **left analog stick** or **L1 button / R1 button** to select the territory you want to attack from and press the **X button** to confirm. (Press the **▲ button** to deselect.) Then use the **left analog stick** or **L1 button / R1 button** to select the territory you want to attack, and press the **X button** again to begin the battle sequence.

Dice are used to determine the winner of each battle. The attacker presses the **X button** to roll, and the defender presses the **X button** to counter-roll. (Artificial Opponent players roll the dice automatically.) The number of dice that each player rolls is determined as follows.



Attacking Player: Red Dice

The maximum number of dice that the attacking player can roll is three, regardless of how many armies are attacking. For example, if you are attacking with one army, you can use only one die; if you are attacking with two armies, you can use up to two dice; and if you are attacking with three or more armies, you can use one, two or three dice. The more dice you roll, the greater your odds of winning. However, the more dice you roll, the more armies you could potentially lose.

Defending Player: White Dice

The defending player can roll either one or two dice, depending on how many armies he or she has in the territory being attacked. If you are defending with one army, you can only use one die. If defending with two or more armies, you can use one or two dice. The more dice you roll, the greater your odds of winning, and the more armies you might lose.

Dice Rules

The attacker's highest roll is compared with the defender's highest roll. The greater of the compared dice wins, and the losing army is destroyed. If both the attacking player and the defending player have each rolled more than one die, the two next-highest die rolls are compared. The greater of these dice wins and the losing army is destroyed. If the dice rolled by the attacker and the defender are equal, the attacker loses and must remove an army from the field.



- When a dice comparison has been resolved, the attacking player may choose to either retreat or continue attacking the same territory until he or she has defeated the defending armies in that territory, or has too few armies to continue the battle.
- The attacking player can continue attacking by pressing the **X button**.

- The attacking player can retreat by pressing the **▲ button**. Remaining armies return to the source territory they were attacking from.
- A defender cannot retreat from an attacking army. He or she has must fight until the battle is either won or lost.

Troop Movement

If you defeat all opposing armies in a territory, you must move at least as many armies as dice rolled into the new territory. The game automatically advances the minimum required armies to the new territory, and, if you have additional armies available, you can indicate how many additional troops you want to move:



- Use the **L1 button** and **R1 button** to decrease and increase the number of advancing armies, respectively.
- Use the **L2 button** and **R2 button** to advance the minimum and maximum number of available armies, respectively.
- Press the **✕ button** to commit the armies and return to the Attack Phase.
- If you have no more armies available to move, the game automatically returns to the Attack Phase.

You may continue to attack and advance troops as long as you want, provided you have enough armies. When you have finished attacking your opponents, press the **● button** to continue on to the Free Move Phase.

Free Move Phase

The Free Move Phase enables you to fortify your territories. You may transfer armies from one territory to another, provided that the territories border each other or are linked by a dotted line. With Chain Fortify set to NO (default setting), you can make one fortification during the Free Move Phase. With Chain Fortify set to YES, you can make unlimited fortifications (see page 10, "Game Rules Setup"). **Note:** When moving armies, you must leave at least one in each territory.

- Use the **left analog stick** or **L1 button / R1 button** to select the territory you want to move armies from, and press the **✕ button** to confirm.
- Use the **left analog stick** or **L1 button / R1 button** to select the territory you want to move armies to, and press the **✕ button** to confirm.
- Press the **▲ button** to deselect a territory.
- Use the **L1 button** and **R1 button** to decrease and increase the number of armies you want to move, respectively. You can also use the **left analog stick** to increase/decrease armies.

- Use the **L2 button** and **R2 button** to move the maximum and minimum number of armies, respectively.
- Press the **X button** to commit the armies, and end your turn (only if Chain Fortify is set to NO, otherwise press the **● button** to end your turn).
- Press the **● button** at any time to finish to end your turn.
- Press the **▲ button** with no selected territories to return to the Attack Phase (only if Chain Fortify is set to YES and you haven't committed armies yet).

The RISK: Global Domination Game Online (Optional)

Online Requirements

To play the **RISK: Global Domination** game online, you must have the following:

- **RISK: Global Domination** game disc for the PlayStation®2 computer entertainment system
- Dial-up or broadband (DSL or Cable Modem) Internet connection
- Network Adaptor (for PlayStation®2)
- Memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1
- Network configuration

Network Configuration

A network configuration must be saved to your memory card before you can play online. To create, edit and save a network configuration, use the Network Adaptor Start-Up Disc provided with your Network Adaptor (for PlayStation®2).

Online Game Setup

To play the game online, choose the RISK Online option from the Main Menu and complete the following steps:

1. Select and confirm the network configuration you wish to use. **Note:** You do not need a login or password to play the game online.
2. Once you have chosen a network configuration, the Network Adaptor (for PlayStation®2) will initialize automatically. This may take 10 seconds or more.



3. When the Network Adaptor (for PlayStation®2) is initialized and your PlayStation®2 computer entertainment system is online, a message will appear on the screen. You will be prompted to load an existing player or create a new one.

Load Player: If you select the Load Player option, you can select a player from a list of any players that are on your memory card.

Create A Player: If you select the Create A Player option, you can use the on-screen keyboard to enter a player name. Select the Done button and press the **X button** to confirm. Press the **X button** again to save the new player.

Note: RISK Online player profiles are unique from offline RISK player profiles. RISK Online player profiles only track statistics for games played through RISK Online.

4. After you have loaded an existing player or created a new player, you will be prompted with the choice of playing an **Auto-Match Game** or a **Custom Game**.

Choose the **Auto-Match Game** option to quickly find and start playing an online game. After selecting Auto-Match Game, you will be prompted to specify the following game preferences:

- The type of RISK game you would like to play.
- The number of players you would like in the game.

Once you have selected your game preferences, press the **X button** to match up with other players who are ready to play.

If there are no other players immediately available, you will automatically host a game with your preferred game type and number of players.

Gameplay will start automatically as soon as your hosted game fills up with players. However, if you wish to start the game early, you can choose the **Start Game** option as long as there is at least one other player who has joined.

Note: In Auto-Match Games, the game rules and game options (see pages 10-11) are predefined to enable players to start playing as quickly as possible. If you wish to play RISK Online with customized game settings, try playing a Custom Game.

Choose the **Custom Game** option to host a game or join a game with a greater variety of game rules and game options than Auto-Match Games. After selecting Custom Game, the Title Room screen will appear. At the Title Room, you can see the number of online players and find available channels (games) looking for players. You can either join an available game or host a new game.

To Join a Game: Navigate to an available channel that is looking for players and press the **X button** to join. **Note:** The host player can launch the game at any time and can also “kick” players from the channel.

To Host a Game: Navigate to the Create New Game option and press the **X** button to create a new game. As host, you can configure the following game options:

- The type of RISK game being played (see page 9, “Game Objectives”).
- The game rules (see page 10, “Game Rules Setup”). **Note:** The Fast AI and Fast Defend options are locked ON when playing the game online. You cannot modify these settings during online play.
- The following Multiplayer Options:

Game Turn Timer: This feature allows you to specify how much time the game will wait for human players to provide game input. The default setting is MEDIUM.

An online player who does not respond in a timely fashion during his or her turn is given a countdown warning, and then his or her turn is forfeited. A player who forfeits five turns in a row in this fashion has “timed-out” and is replaced by an Artificial Opponent player. **Note:** Your ISP (Internet Service Provider) may have additional time-out features, contact your ISP for details.

Automatic Defense: This feature enables the game to automatically roll the defending player’s dice, allowing for quicker gameplay, as the game is not waiting on human interaction during battle sequences. Each online player configures this setting individually. The default setting is NO.

5. During gameplay, you may chat with other players by using the game’s text messaging feature or speak with other players over VoIP (see next page, “Using VoIP”). If you lose a game, you are still permitted to communicate with other players until the game ends.

Text Messaging: Use the **directional buttons** to display the text messaging menu. Choose a message recipient and press the **X** button. Use the **directional buttons** to select from the menu of available text messages, then press the **X** button to send.

Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

6. When an online game ends, you must quit and return to the Load Player/Create Player screen (see step 3). To continue playing online, you must load an existing player or create a new one.

Note: An online player who drops from play intentionally or unexpectedly is replaced immediately with an Artificial Opponent player.

Online Stats

When you begin an online game, your stats are automatically attributed with a “loss” and a “drop.” If you leave an online game abruptly at any time, due to accidental or purposeful network/power disconnect, these stats are retained, preventing the problem of players dropping intentionally to avoid accruing losses. When you complete a game, the drop stat is removed. If you win the game, the loss stat is also removed and replaced with the number of online players defeated in that game.

Using VoIP (Voice Over IP)

The **RISK: Global Domination** game supports VoIP for online play. This optional feature allows you to communicate with other players via a headset. **Note:** A broadband (DSL or Cable Modem) Internet connection is required to utilize the VoIP feature.

- Plug headset into any USB port.
- Press and hold the **■ button** to speak; release the **■ button** to listen.
- Voice chat is universal — everyone playing with a headset can hear.

Note: If you have a network firewall installed, you might not receive incoming VoIP communications. See “FAQ and Troubleshooting Guide” on page 21 for a list of ports you may have to open for VoIP to function properly.



Online FAQ and Troubleshooting Guide

Q: Is there any difference in performance between dial-up and broadband?

A: When playing the **RISK: Global Domination** game online, there is no discernable difference in gameplay performance between dial-up and broadband (DSL or Cable Modem) Internet connectivity. There can be up to six online players, regardless of connection type. However, a broadband (DSL or Cable Modem) Internet connection is required to utilize the VoIP feature.

Q: Does the game support NetGUI, and does it come with a utility to create a network configuration file?

A: The **RISK: Global Domination** game does not support NetGUI, and cannot create or edit network configurations on its own. Please refer to the Network Adaptor Start-Up Disc software manual for details on how to set up a network configuration using the Network Adaptor Start-Up Disc.

Q: Why do I get a "Failed to Join Game" error message?

A: Your Internet connection may have been interrupted. Press the **▲ button** to return to the Network Configuration screen (see page 17, step 1) and then press the **✖ button** to re-initialize your network configuration and attempt to re-connect to the Internet. If you continue to experience problems connecting to games online, please contact your ISP.

Port Range List

If your PlayStation®2 computer entertainment system is located behind a firewall, you may have to open some or all of the following ports for VoIP and other features to function properly:

Voice SDK Port (TCP/UDP):	33000
Transport Port (UDP):	29000
Peer Ping Port (UDP):	13139
Peer QR Port (UDP):	6500

Note: For details on firewall port configuration, please refer to the instruction manual provided with your firewall software or firewall device.

Medals

Earn medals to unlock special items, unlock new computer opponents and reveal a "cheat mode." You can view your medals by selecting Medal Case from the Main Menu.

NAME	HOW EARNED	UNLOCKS
Fall of the Lady	Awarded for defeating Catherine the Great to win a game	Napoleon Bonaparte
Revolt of the Bengal	Awarded for defeating Robert Clive to win a game	Lakshmi Bai
Medal of Pentheus	Awarded for defeating King Ferdinand VII to win a game	Simon Bolivar
Oust of Africa	Awarded for defeating Charles Gordon to win a game	Shaka Zulu
Medal of Cincinnatus	Awarded for defeating George Washington to win a game	Pontiac
Order of the Light Brigade	Awarded to a player for attacking with at least five fewer armies than the defender and still winning	—
Iron Stonewall	Awarded to a player for forcing a retreat from an attacker with at least five more armies	Original Map
Silver Sword Medallion	Given to honor a player's 500th career kill	Wooden Dice
Reunification Medallion	Granted after a player captures 100 career territories	Pangeran Diponegoro
Order of the Conqueror	Conferred upon a player after conquering 25 career continents	Majesty Announcer
Lion of Bolivia	Awarded for defeating Simon Bolivar to win a game	South American Uniform
Medal of Manado	Awarded for defeating Pangeran Diponegoro to win a game	Indonesian Uniform
Jade Mongoose	Awarded for defeating Lakshmi Bai to win a game	Indian Uniform
Order of San Dimas	Awarded for defeating Napoleon Bonaparte to win a game	European 2 Uniform
The Firebird	Awarded for defeating Pontiac to win a game	Native American Uniform
Order of the Boer	Awarded for defeating Shaka Zulu to win a game	African Uniform
Medal of Orestes	Awarded for conquering two continents in one turn, in which the player has no foothold	Bone Dice
Fist of Tamerlane	Awarded for conquering 30 territories in one turn	—
Gold Canon Medallion	Given in honor of a player's 1,500th career kill	—
Order of the Liberator	Conferred upon a player after conquering 100 career continents	—
Sun Tzu's Cross	Granted after a player captures 500 career territories	—

Cross of Storms	Awarded for personally eliminating all five opponents from a game	Heavy Metal Dice
Lightbringer	Awarded for conquering five capitals in one turn	—
Order of Steel	Awarded to players who have defeated each of the five default generals to win a game	Brooklyn Announcer
Order of the Philosopher King	Conferred upon a player after conquering 200 career continents	—
Medal of Jasonic Merit	Conferred upon a player after 10 wins	Realistic Map
Order of the Eagle	Bestowed upon a player who has captured territories in all six continents in a single turn	Gemstone Dice
Heart of Genghis	Given on the occasion of defeating three opponents in one turn	Precious Metal Dice
Auric Orbis	Granted to players who have won an "Endurance" game vs. five AI opponents – Chain Fortify, Cards by One, Max 12 Armies	—
Medal of Ulyssean Merit	Conferred upon a player after 25 wins	Parchment Map
Five against Thebes	Given in honor of beating five unlockable generals with homefield advantage	—
Crown of Augustus	Awarded to players who have beaten each of the eleven generals to win a game	Spiky Dice
Medal of Aenean Merit	Conferred upon a player after 50 wins.	—
Dominato Venti	Awarded for earning all other medals. It fills the medal case rather nicely!	Cheat Mode Note: You can enable or disable Cheat Mode from the Pause Menu during a game

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Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

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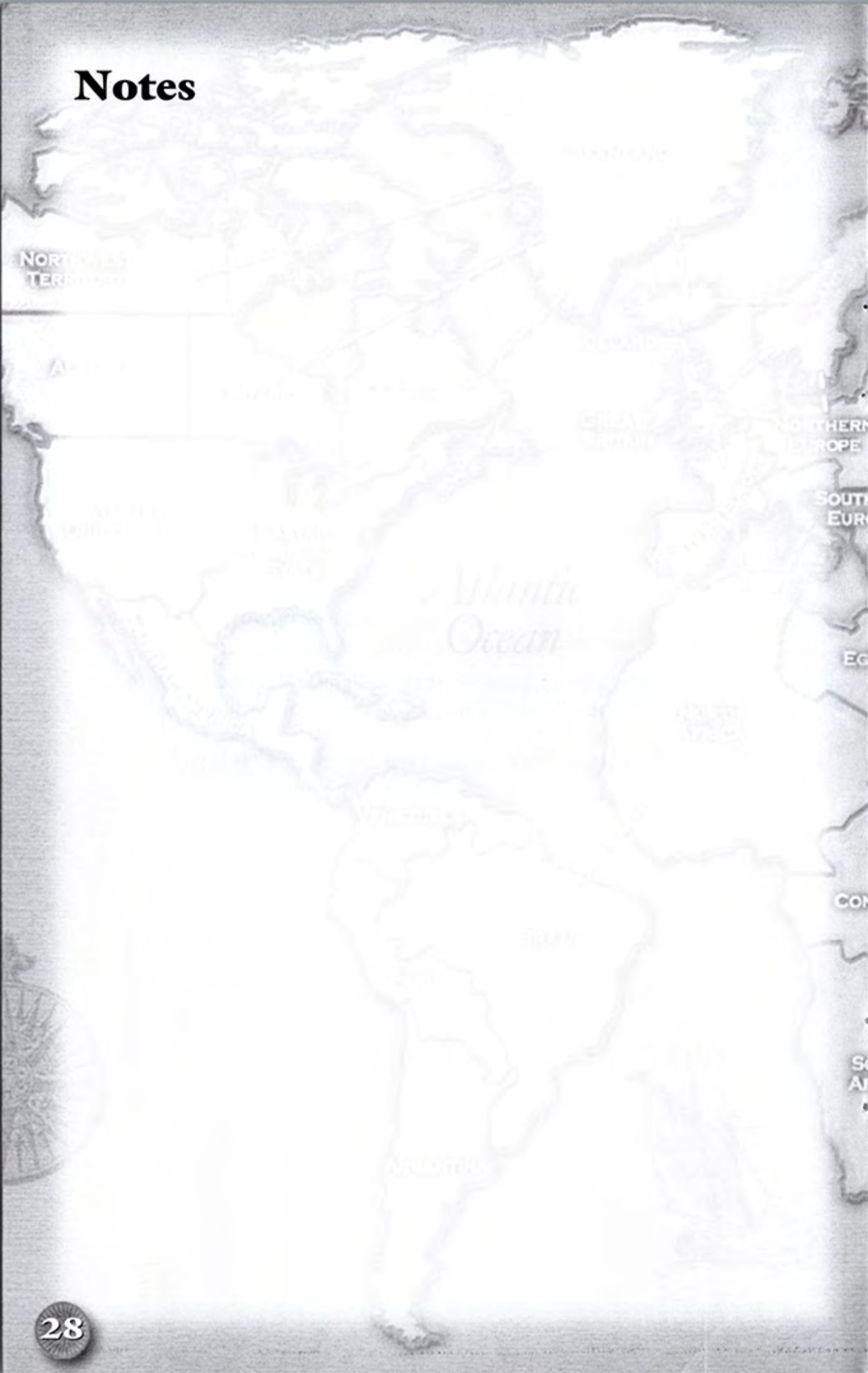
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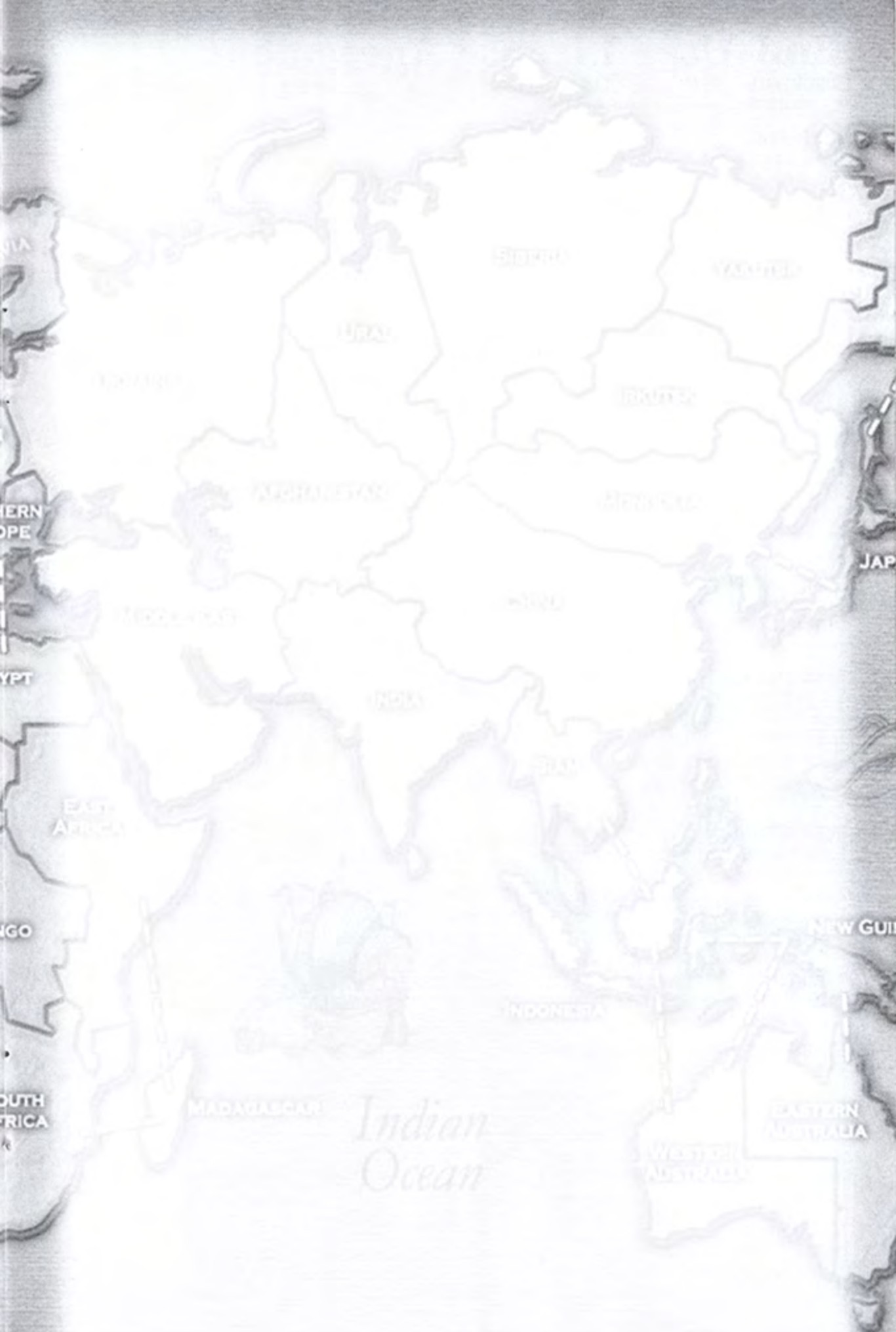
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Notes





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