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WARNING:

CHOKING HAZARD – Small parts.
Not for children under 3 years.

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AGES
5+



Risk JUNIOR

GAME GUIDE

CONTENTS

gameboard • 4 ship tokens • 2 dice •
32 pirate tokens (8 red, 8 yellow,
8 green, 8 blue) • 12 treasure cards

AIM

Conquer the high seas and be the
pirate with the most treasure and
islands at the end of the game!

THE FIRST TIME YOU PLAY

Punch out the pirate tokens and treasure cards from their sheets and dispose
of the waste responsibly.

SET-UP

1. Choose a ship token and 8 pirate tokens of
the same colour.
2. Shuffle the treasure cards number side
down and place one on each of the
treasure spaces on the gameboard.
3. The youngest player starts by placing one
of their pirate tokens on the island of their
choice. Then, starting to the left, all players
take turns placing a pirate on an island until
there's one on every island except Skull Island
(in the centre).
4. Put your remaining pirate tokens to the side
and place your ship tokens on Skull Island
to start.



LET'S PLAY!

The youngest player goes first and play passes to the left.

ON YOUR TURN:

Move your ship token along a path to a connecting island. You must move on your turn and you may move
only one space at a time.

- **If you land on an island with another player's pirate on it**, battle them to claim the island and
its treasure for yourself! Here's how:

Both players place a die in their ship and launch it by
pressing the lever at the back of their ship.

- If you roll higher than your opponent, you place one
of your pirates on the island and the defending player
takes their pirate back. If there's treasure on the island,
you get to take it – but don't turn over the card yet!
The turn ends.
- If the defending player rolls higher, or if there's a tie,
that player keeps control of the island and they get
to take the treasure for themselves! The turn ends.



*Hold sides of ship with thumb and index
finger, then press down to launch!*

- **If you land on an island with your own pirate on it**, nothing happens
(even if there's treasure on the island). The turn ends.

Play continues clockwise until all treasures have been claimed.

WHO WINS?

Once all the treasures are claimed, the
game ends and it's time to add up your
points! Turn over your treasure cards and
count the points on the back. Then add
up the islands you control – each one is
worth a point. The player with the most
points wins!

