

BATTLE

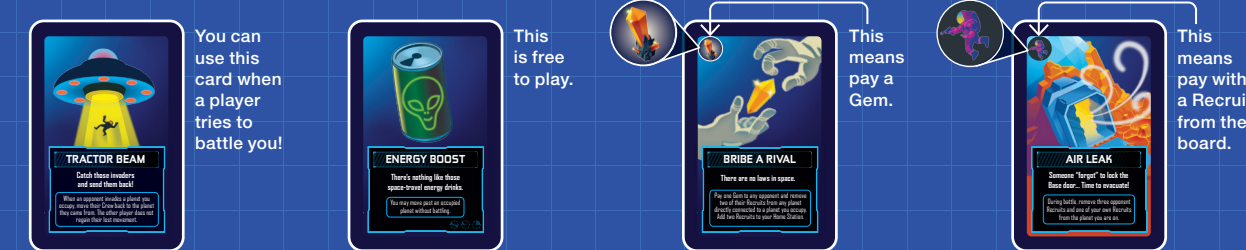
This planet's not big enough for the both of us! When you advance onto an occupied planet during your turn, you must **immediately stop** and battle until just one player's Crew is left standing. In a battle, the Crew that moved onto the planet attacks and the Crew originally on the planet must defend. Ready your dice!

- You and your opponent each roll one die. Attacking Crew rolls first. The higher roller wins the dispute. If there's a tie, victory goes to the defending Crew.
- For every loss, you must remove one of your Recruits from that disputed planet from the board—place defeated Recruits in your off-board pile.
- When someone runs out of Recruits to battle with, they lose. The player who successfully defeats all of their opponent's Recruits will then occupy that planet.
- Whether they win or lose the battle, the attacking player gets to complete their turn.



ACTION CARDS

Each player is dealt two Action cards at the start of the game. Some Action cards can only be used during your turn, while others can be used during other players' turns. Read your card to know when to play it.



SPACE DOG, PAW!

Who's the goodest boy in the galaxy? When you draw this card, you can pay one Gem to activate a Space Dog. Discard the Space Dog card and place a Space Dog token on any planet where you have Recruits. Space Dog does not classify as a Recruit—he's just here to battle. When you enter battle, add +1 to your dice rolls. On your first defeat while battling with Space Dog on your side, remove the Space Dog token from the board instead of a Recruit.

- You have to activate the card before a battle begins in order to utilize Space Dog! If an opponent attacks you, you can't activate Space Dog in the middle of the battle.
- If you win the battle undefeated, the Space Dog token stays on the board and can move to other planets as part of a Crew. If another player uses an Action card to wipe out the Crew that Space Dog is traveling with, move the Space Dog token to another one of your Crews on the board. If you have no Recruits on the board, move Space Dog to your Home Station and have him travel with the next Crew that leaves the Station! Space Dog can only be removed from the board if you lose a round in battle.

At the beginning of your turn, you can choose to discard both of your Action cards in exchange for a new Recruit. Place that new Recruit on your Home Station.

WIN

In a 3-4 player game, the first player to build four Bases wins!
In a 2-player game, the first player to build five Bases wins!

Risk® DEEP SPACE

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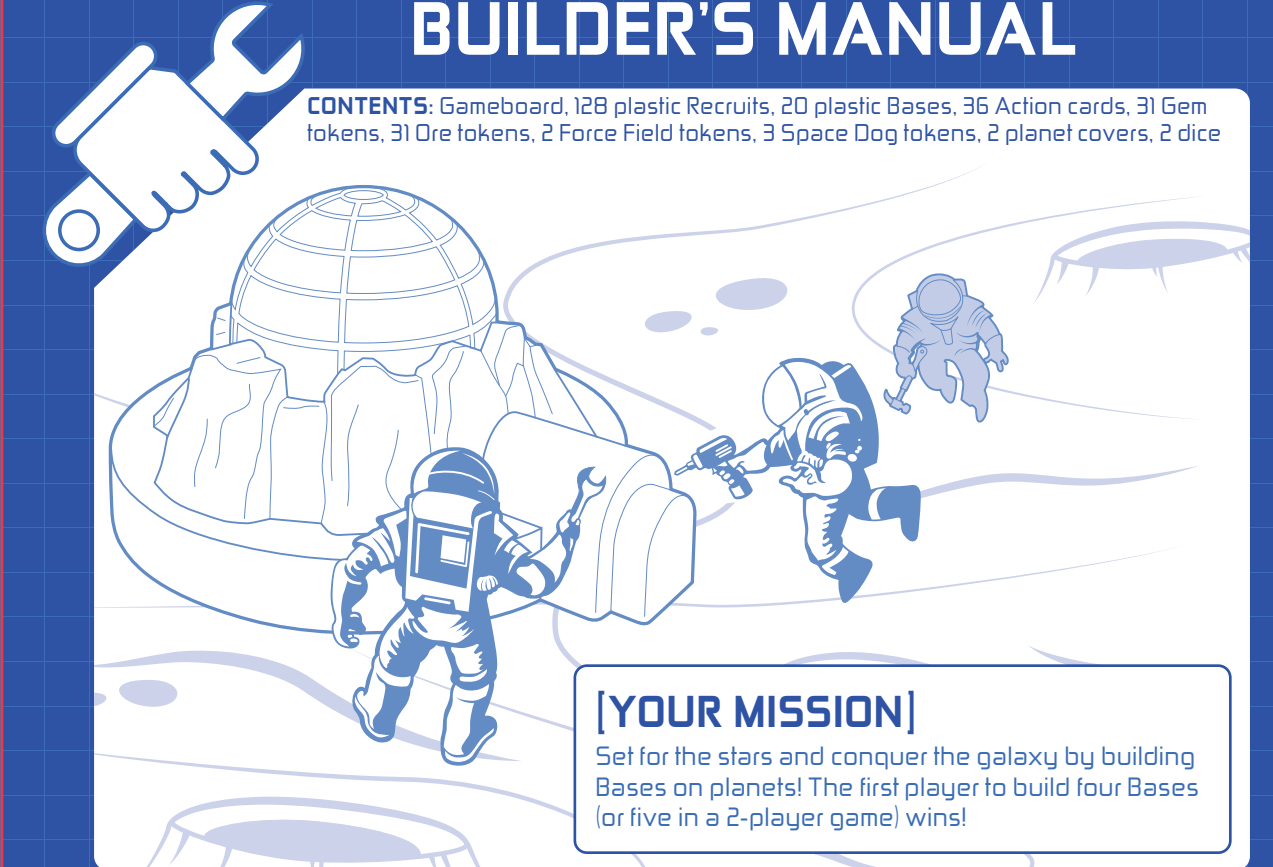


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Risk® DEEP SPACE



BUILDER'S MANUAL



CONTENTS: Gameboard, 128 plastic Recruits, 20 plastic Bases, 36 Action cards, 31 Gem tokens, 31 Ore tokens, 2 Force Field tokens, 3 Space Dog tokens, 2 planet covers, 2 dice

[YOUR MISSION]

Set for the stars and conquer the galaxy by building Bases on planets! The first player to build four Bases (or five in a 2-player game) wins!

GET READY!

The first time you play, pop out the planet covers, Gem tokens, Ore tokens, Space Dog tokens, and Force Field tokens from their sheet.

1 Each player chooses their color forces and takes:



2 Place three Recruits on your matching Home Station. Keep your remaining Recruits and Bases off the board for now.

3 Give each player:



Keep the remaining Gem and Ore tokens, as well as the Space Dog and Force Field tokens, in piles by the board.



4 Shuffle the Action card deck and deal each player two cards faceup. Keep the remaining cards in a deck facedown by the board.



5 FOR A 2-PLAYER GAME, cover either pair of opposing corner planets with the planet covers:



These planets are now Deep Space—you cannot stop on them, but you can travel over them to reach other planets!
Traveling over a planet cover doesn't cost a movement.

LET'S PLAY!

Each player rolls the dice. Whoever rolls highest goes first, and play moves to the left.

ON YOUR TURN

If you start your turn with less than two Action cards, draw from the deck until you have two!

1. MINE

If you have at least **two Recruits** on one planet, you can choose to mine **one Gem** or **one Ore** from that planet. You can mine from more than one planet on a turn. However, you may only mine at the beginning of your turn, before you do anything else.

NOTE: On your first turn, you won't be able to mine because all of your Recruits will be on your Home Station!

2. RECRUIT

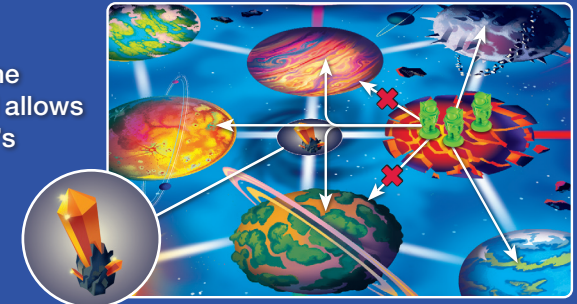
You may pay one Gem to gain a single Recruit. Spend as many Gems as you'd like to gain as many Recruits as possible.

3. Now, if you can, do as many or as few of the following actions as you want in **any order**:

MOVE

You are allowed **up to two movements** per turn. You can choose to use only one move—or none—on a turn. You can move an individual Recruit or you can move a Crew – that's a group of Recruits. Both actions shown to the right count as a single movement.

There is no limit on how big that Crew can be! Recruits may only move to planets connected to the planet they are currently on (unless an Action card allows otherwise). You may not move onto another player's Home Station, or back onto your own. You may pay one Gem to pass through the middle of the board and quickly reach **one of the four planets** connected to the center.



If you move to a planet occupied by an opponent's Recruit(s), you must stop immediately and battle!
SEE "BATTLE" FOR DETAILS.



You don't have to use your two movements in succession; for example, you can move a Crew of three to a planet, build a Base, and then move that Crew to another planet.

BUILD A BASE

To build a Base, you must have **three Recruits** on the planet where you wish to build. **Pay three Ore tokens**, and place your Base on that planet.

Though multiple color Bases can exist on the same planet, each player can only build one Base per planet. Once a Base is built, it remains there for the rest of the game.



PLAY AN ACTION CARD

Use Action cards to get ahead! Read each card to see if it has requirements for when it can be played and if you must pay to use it.
SEE "ACTION CARDS" FOR DETAILS.



4. REPLENISH YOUR RESOURCES

- Place a new Recruit on your Home Station. For every Base you have on the board, add another Recruit! For example: if you have two Bases on the board, you would place three new Recruits on your Home Station.
- If you'd like, discard an Action card and draw another, although you cannot use the new Action card until your next turn. If you have less than two cards when you end your turn, draw until you have two.