## **Risk/Battleship/Clue FAQ**

## by Gbness

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	ISK / BATTLESHIP / CLUE
	or the Nintendo Game Boy Advance
	n FAQ/Walkthrough
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	ate: 8/07/06 
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/	\ 1. Introduction / \

Back to this format, eh? Oh well, no matter. Welcome to yet another guide by me, I think this makes my 37th. I need to get out more. But you didn't come here to hear me babbling about my life, I suppose? DID YOU? I thought so. Bah, whatever. This is basically an FAQ to the compilation of Risk, Battleship, and Clue on the GBA, which is a fairly decent time killer, plus Risk is always awesome despite the overall length. So I hope you enjoy what is one of my shortest and quickest projects of all time. And on a side note, this is my first GBA FAQ ever. Wow, can you believe that.

- Richard "Gbness" Beast

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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think. Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Wild Arms guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard\_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><Orz & how du i beat pirte", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?

"I hope you fall down the stairs and break every bone in your body!"

"u su><Orz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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/ \	2	4.	Risk	/ `	\
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Risk is my personal favorite of these three games. And as usual with all three, I'll cover how to play as well as tips.

--- 4a. How to Play ----- Risk ---

Risk can be played between anywhere from 3 to 6 players, but the standard in this game is three players. And the object of the game is to have your army control the entire world, with the continents of control being North America, South America, Europe, Asia, Africa, and Australia, with some obviously being harder to do than others. The player army will be blue, with the computer armies being red, green, yellow, black, and white.

The game starts by deploying troops all over the world. If there are three players that's 35, four will be 30, five will be 25, and six will be 20. And it's very important, this choice of where to deploy troops. Take note that I do, however, assume that you're playing with three players. And trust me, that if you have an entire continent under your army's control, that will help a LOT in the playthrough of the game.

You, the red, and green armies will take turns deploying armies across the world. Once again, where you deploy yours is important too. I recommend filling Europe as much as possible, and if the red and green instantly try and take it, go for North America instead. In addition to that, Africa is worth putting a few troops in as well. Eventually, though, you'll have some armies in all of the possible spots, and then you'll have to put multiplies in each individual place. Once again, Europe works well for a reason I'll get to in a moment.

Once all the troops have been sent all over the world, the game truly begins. The players take turns in red, green, blue, of that order, meaning you go last which always sucks. =P But anyway, a place with two or more armies in it can attack any place adjacent to it or connected with a line, and then the two sides will roll dice. The higher number wins, and that will be one dead army. The fight continues until one side wins, and then depending on the nature of the battle, the winning side might just take that place over.

And if you take a place over, you can continue to deploy troops there and fight on until you have perhaps one army remaining in every area. However, something I should mention is that every turn, you'll get at least four additional armies to put in the individual areas. I say "at least" because the initial number is four, but you'll get additionals depending on a couple of other factors, but it mainly depends on if you have a whole continent under your control. For having a whole continent under your control, here are the additional numbers:

N. America - 5 S. America - 2 Europe - 5 Africa - 3 Asia - 7 Australia - 2

So in other words, the northern continents are great and the southern continents are easy but not exactly very rewarding. So once again, Europe is great, and while Asia is superb, it's very hard to take complete control of, except very late in the battle. And another thing which really wraps this up, is Risk cards. At the end of a turn you will get these for taking over countries, and at the beginning of a turn you can trade these -- one of three different countries, or three of a single one. You'll get additional troops for this as well.

That's really it for how to play the game. Once again, try to take control of Europe early so you can deploy more units around the globe, and don't just try to put a few here and there, because that will NOT work. You have 21 extras, so use them well. And it goes without saying, but once a player gets control of the whole world, the game ends. Fairly simple.

--- 4b. Tips ----- Risk ---

Still need some advice? Aight, I can do that.

- -> Don't put too much emphasis on the Risk cards. It's quite possible to win the whole game without using them, although they can certainly help, especially in the later parts of the battle. Still, don't become extremely reliant on them.
- -> Try and go for Europe early, or North America. Both of those are worth five armies, and if you can get control of them, you'll have 9 armies to deploy every turn. And if you do that, you can continue to Africa or Australia for more, and that's definitely a key way to win.
- -> At the beginning, do NOT just spread a few troops all over the world and that's it. You want to focus them in a single area, so that you can deploy more in one turn, and when someone attacks you they'll instantly lose.
- -> You probably want to have a huge number of armies at the edges of a country, where enemies are most likely to attack, not the center where it's completely defended. Be aggressive, after all.
- -> At the very end of the game, when only one player is remaining in very small spots of the map (i.e. far eastern Asia or South America), don't start underestimating them, since they can always strike back. Put as many armies as you can close to them so that you can eliminate them as forcefully as possible.

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While I don't really enjoy Battleship quite as much as Risk, it's a relatively fun game which allows for a quick time killer as well as a bit of "strategy" now and then. And a lot simpler than Risk or Clue, at that.

--- 5a. How to Play ----- Bash ---

Unlike Risk or Clue, Battleship will always be between two players, on two 10 x 10 boards. And you'll get the choice immediately to put five ships on the board, but let's start with the options. You'll see a choice of "normal" or "salvo", and take note that the objective is to fire at and try to hit the hidden enemy ships. Under normal, you'll only get one shot, but if you hit something, you get extras. With salvo, you'll always get as many as the number of ships you have alive. I like to play with salvo, since that's faster.

You have the choice of deploying five ships, which I recommend to simply spread out a bit, and if you want to flip them, just press B. And then the enemy ships can fire, but they won't be able to see you. You can then fire back, with the five shots that you're allotted, but take note that if one of your ships is sunk, you only get four, and so on. If you fire, hear a noise, and the square on the grid that you hit turns orange, you know you've hit something.

However, once you do hit something, you'll have to figure in which direction it's pointed. Obviously if there are a bunch of black squares around it which indicate you've already fired there, that's not going to be the correct way that it points. So just way it in, possibly firing two shots in two directions and hopefully getting the right one. The game becomes a lot easier if you have five ships remaining which haven't been hit, and the enemy has three or four left.

The AI isn't stupid, however, so if it hits you, it'll try and find out which direction you're going. Just don't get too cocky with this one, and when you start out, try to spread fire around so that you can hit something. And when you finally do, just keep on firing around that area until you get something. There's really very little that you can say about this game, since it's so simple.

--- 5b. Tips ------ Bash ----

Advice? In THIS game? Psht.

- -> Once again, try and spread your fire around the center when the game starts out, and failing that hit the far sides and follow fire along that line to knock something out.
- -> The sizes of ship go 5, 4, 3, 3, 2. Take that in mind when you go vertically and horizontally, and don't just avoid a certain line because you hit the whole area above it.

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/ \	6. Clue	/ \			
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Clue is by far the most complicated of these three games. You could possibly argue Risk, but that's easy to pick up a first time around, whereas Clue might not be so much. Ah well, that's why you have this guide, riiight? =P

--- 6a. How to Play ----- Clue ---

I feel the best place to start instructions on Clue off, is the object. There has been a murder, and you need to trace it to the person who did it, the weapon used, and what room it was done in. And yes, it could very well be yourself, but that's no reason to hold the information back. =) There's six people, six weapons, and nine rooms, and you need to be in the correct room, prove it to be the right room, as well as trace it to the right person and right weapon, before anyone else. This is a list of the people, weapons, and rooms:

Suspects:	Weapons:	Rooms:
Miss Scarlett	Candlestick	Ballroom
Colonel Mustard	Knife	Billiard Room
Mrs. White	Lead Pipe	Conservatory
Rev. Green	Revolver	Dining Room
Mrs. Peacock	Rope	Hall
Prof. Plum	Wrench	Kitchen
		Library
		Lounge
		Study

The default number of players for Clue is three, with you being able to pick any of the three suspects, and having six cards. Everyone has six of these cards which can disprove certain people, weapons, and rooms. And on your turn, you can roll two dice that allow you to walk the number of steps for the combined number that you get, with those rooms being particular locations of interest.

When you walk into a room, you can either make a suggestion or an accusation.

Take note though, if you make a false accusation you lose, but the first person to make a correct accusation is a winner. Don't just guess, though, since the 1 in 324 odds isn't very much in your favor. As for suggestions, those are all good though. You can accuse any of the six people, including yourself, as well as the weapons, for the room that you're currently in. Then someone will most likely play a card to disprove that.

Once a person plays a card to disprove that, you'll go to your journal to find those 21 items listed above, with six of them already crossed out. What you need to do is disprove everything until only one person, one weapon, and one room remains, so the best strategy is definitely to remember what's crossed out, stick it to one person and one weapon, until stuff gets disproved. There's twelve things you need to disprove, so good luck with that.

And on another note, the rooms at the corners have secret passages which go to the opposite corners, so feel quite free to use those if the room you're in has been disproved, other you'll really just have to spend about three turns going from one room to another. You CAN just make a suggestion right off the bat, though, which is usually the best choice of actions. Just always remember to check off the correct thing and remember what's crossed off on your journal, and it should be fairly easy to win a game of Clue against the idiot AIs.

--- 6b. Tips ------ Clue ---

There's not that many tips to give here either, since this can be fairly straightforward. However...

- -> Never just make an accusation unless you've COMPLETELY narrowed everything down. Obviously rooms may be a little difficult, but making a senseless accusation will cost you the whole game.
- -> Try and go for weapons and suspects before rooms, since it's easier to scroll between those. If the room you're in doesn't work, hopefully you're in one of the corners so that you can use the secret passages. =)

Enjoy getting out of another one of my more random, out of nowhere guides. Hey, I did want to write for this game after having written for long RPGs, so I hope that in doing so, I've helped ya out, as well as anyone else who reads my assorted stuff. You can't shake past the fact I write these for personal satisfaction, but oh well, these guys have some help in the matter.

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril,

supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.

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