

-- 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 additional 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

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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