

Risk: Lord of the Rings

Player Manual - Version 1.2.0

Overview

A territory-conquest strategy game for 2-6 factions. Human players can compete with one another and with computer-controlled factions.

Starting a Game

Choose the number of factions, then choose the number of human players. Select a faction for each human player. Remaining factions are assigned to the computer.

Reinforce Phase

Place all available reinforcement troops on territories you control. Select a territory and use the troop control to place forces.

Attack Phase

Select one of your territories with at least two troops. Eligible adjacent enemy territories are highlighted. Select a target to resolve Risk-style dice combat. Attackers roll up to three dice; defenders roll up to two. Ties favor the defender.

Fortify Phase

After attacking, move troops between eligible friendly territories when desired, then end the turn.

Cards

A successful conquest can award a territory card. Valid card sets may be traded during Reinforce for additional troops.

Saving and Resuming

The game stores saves in browser localStorage under the Tronsoft namespace `tronsoft_risk_lord_of_the_rings_save`. Save Game creates an immediate save and autosave updates progress during play. Version 1.2.0 attempts to import the prior v1.1.0 save key when available.

Map Controls

Use the + and - buttons to zoom and the home button to reset the map. Mouse or touch input may be used to pan and select territories.

Computer Opponents

CPU factions perform reinforcement, attack, and fortification automatically. The AI is intended for casual solo play.

Victory

The conquest game ends when one faction controls all remaining territories.

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