WinRisk Instructions

Description:

WinRisk is a Risk game for 1 to 3 players.
The computer will play the other pieces.
The computer can also play all three sides, but you wont get your computer back for a while!

Instructions:

If you know how to play the board game, this is pretty straightforward.
If you don't know how to play the board game..um..go borrow it.

Differences from the board game:

The map is slightly different
You always roll the maximum allowed number of dice
Card sets are turned in at the beginning of the next turn (you can't hold onto them)

Optional rules:

Card sets give (4,6,8,10,12,14,16...) armies instead of (4,6,8,10,12,15,20,25...)
Maximum of 12 armies per territory
These options are turned on and off in the Options menu.

Mouse:

When its your turn to place or move armies, you can place/move one army with the left
button, five armies with the right button, and ten armies with the middle button.

Keyboard:

For those of you with less than three buttons on your mouse, the left, up and right arrows can be
substituted for the left, middle, and right mouse buttons.
Systems with no mouse are not supported.

Requires 286 or higher, 640X480 or higher resolution and a mouse.

Revision History

WinRisk Revision History

Version 2.11, December 1992
       Added AI for moving variable number of armies

Version 2.10, November 1992
       Added ability to place 5 and 10 armies at a time
       Added ability to move variable number of armies
       Rearranged modules and declared functions static near
       Moved strings to resources

Version 2.01, November 1992
       Significant speed improvements in AI routines
       Some improvements in redrawing speed
       New icon

Version 2.00, November 1992
       Code rearranged to allow for play-by-modem version
       Eliminated the use of static regions which were using 50% of GDI resources
       Fixed some bugs

Version 1.30, September 1992
       Added optional rules (lower armies for cards, max armies per terr)
       Added help file
       Rearranged menus
       Tidied up the code a bit

Version 1.21, September 1992
       Fixed several bugs dealing with the cards

Version 1.20, September 1992
       Added Risk cards

Version 1.11, September 1992
       Added menus/removed buttons
       Added End-Game option
       Fixed bug which gave unreadable fonts on some displays

Version 1.10, August 1992
       Added computer AI

Version 1.00, August 1992
       First fully working version
       Computer player runs on random