

University Domination

The University of York Themed Version

**Developed by Risk Assessment
and Extended by No-One**

Rules of Risk

The objective of this game is to Conquer the University of York by attacking and capturing the other opponent's territories and controlling the whole board.

The game board consists of 22 territories. At the start of the game, you are given 3 random territories which each will have 25 units on it. You are awarded units at the end of the turn based on the number of territories you have and how risky they are (ie. The more adjacent territories they have, the more units they provide at the end of the turn. A territory with 1 adjacent territory will provide 3 units, another territory with 2 adjacent territories will provide 6 units etc.).

Your turn will consist of 2 stages.

- 1) Repositioning units
- 2) Attacking an enemy territory

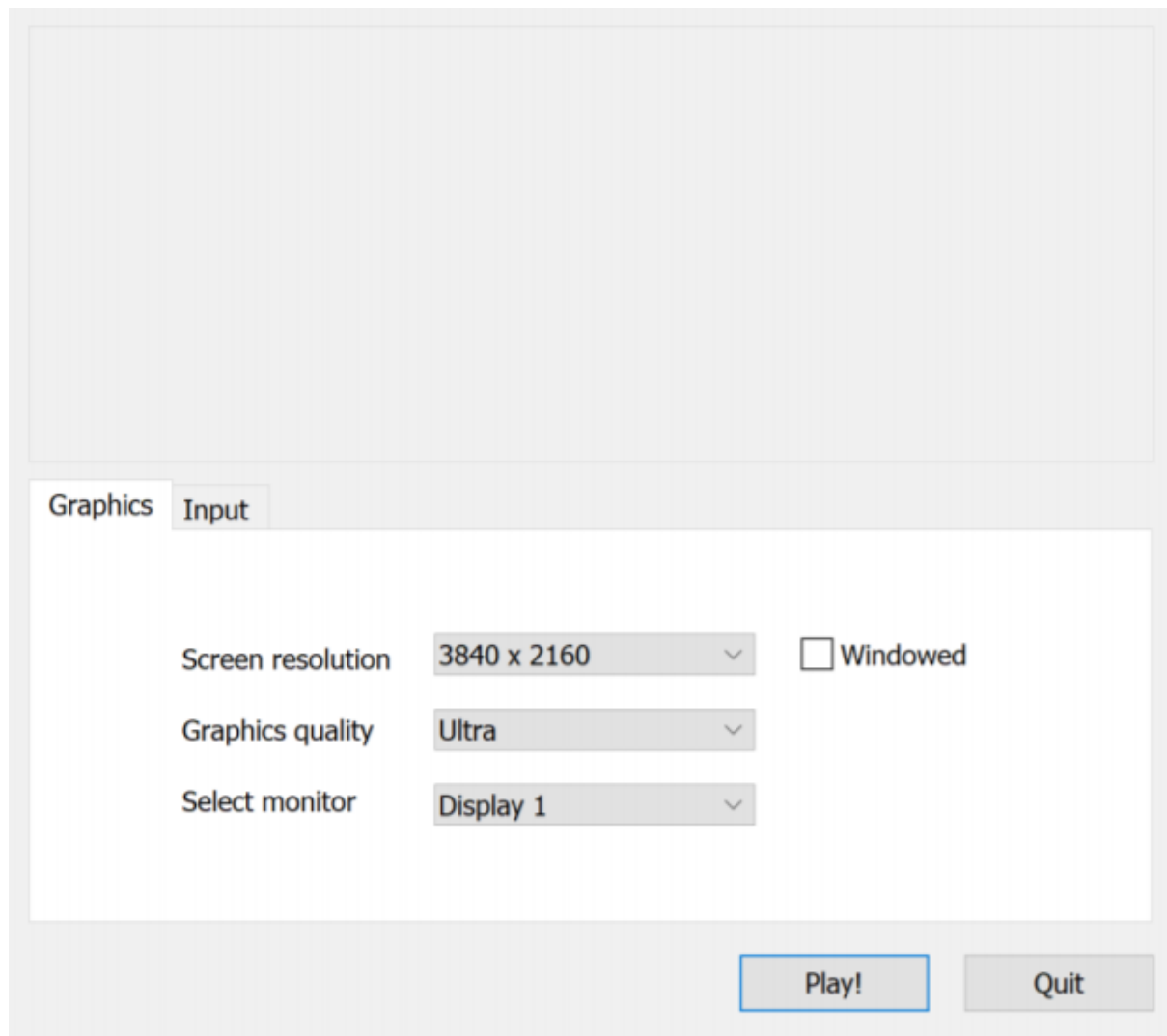
You may move units between your own territories as many times as you like during your turn, but you may only attack another player's territory once per turn. Don't forget: you have only 30 seconds to complete your turn, so act fast!

When you successfully take control of an enemy territory, you are rewarded with a Chance Card. Chance Cards can be used during your turn by clicking on the card icon. Using a Chance Card can have a positive effect or a negative one, so use them at your own risk.

At the start of the game, the Pro-Vice Chancellor (PVC) will spawn in a random territory. The first player to conquer that territory will gain bonus Chance Cards. Additionally, that player gets to play a minigame in which they must attempt to click on the PVC as it bounces around the screen. Clicking on the PVC in one try awards even more Chance Cards. Afterwards, the PVC will move to another territory at random.

Starting the Game:

When you first open the executable file; you will be presented with this window.



Here you may select your screen resolution, graphics quality and monitor depending on the device you are using.

The game will automatically go into Full Screen mode; if you do not wish the game to go into Full Screen mode – then check the box named “Windowed”.

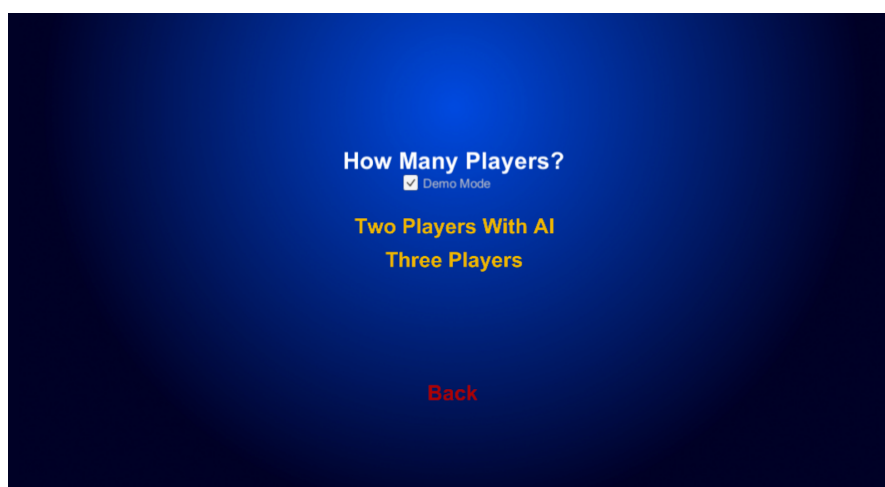
The Main Menu

The game will start up in the main menu. From the main menu, you have a few options:

- Start Game: starts a new game
- Load Game: resumes a previously-saved game
- Quit: closes the game

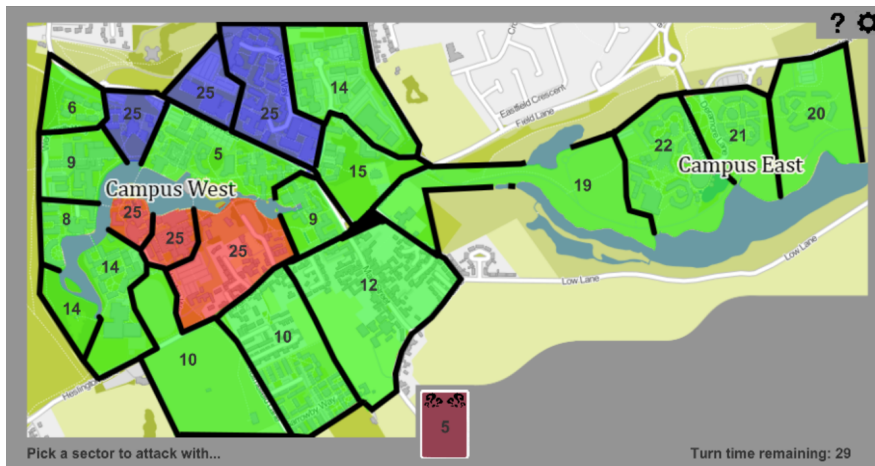


By selecting Start Game, you will be able to choose between a two or three player game, and toggle Demo Mode. In Demo Mode, the game will reset to its initial configuration after a long period of inactivity.



Attacking Enemy Territories:

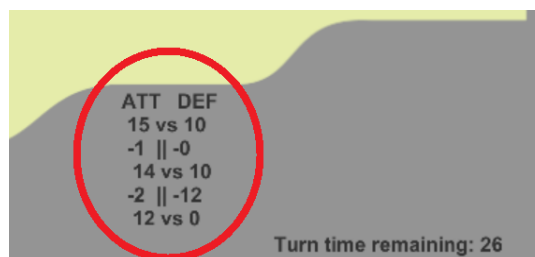
To attack an enemy territory, you firstly need to select your own territory that you will be attacking from. When clicking on a territory, adjacent territories which you can attack will flash.



Next you will need to type in at the bottom how many units you wish to attack with. After you have decided – press Go.



You will now need to decide which territory to attack. Keep in mind; the more units you attack with – the higher chance you have of taking the territory.



Once the conflict has been resolved, your turn will end.

Repositioning Units

If you control two territories that border each other, you can move units between them by following the same procedure as attacking, but by selecting a territory that you own when deciding where to move your units. This will instantly move the units and will not end your turn.

Chance Cards

Chance Cards are a risky gamble that can change the tide of the game. Each player starts the game with 5 Chance Cards, and you can use as many as you like on your turn by clicking on the Chance Card icon. The Chance Card icon will also change color to indicate which player's turn it is.



Using a Chance Card will usually affect the game in one of the following positive ways:

- Add units to all of your territories
- Remove some units from all enemy territories
- Add units to all territories

However, there is a possibility that the Chance Card will have one of the following negative effects:

- Remove some units from all of your territories
- Add units to all enemy territories
- Remove some units from all territories

Whenever you successfully take control of a territory from another player, you are rewarded with a Chance Card.

The Pro-Vice Chancellor

The Pro-Vice Chancellor (PVC) spawns in a random territory at the start of the game. The PVC will always be hidden, so you will not be able to tell which territory it is in until you capture it. Capturing the territory that the PVC currently resides in will award bonus a Chance Card and the opportunity to play the PVC Minigame.

In the PVC Minigame, you must try to click on the PVC as it bounces around the screen. You only get one click, so be careful! A miss will end the PVC Minigame, but successfully clicking on the PVC will award yet another bonus Chance Card.

After the PVC Minigame, the PVC will move to another territory at random and become hidden again.

In-Game Menu:

Click on the “Cog” Icon in the top right corner to open the In-Game Menu.



Here you have access to 2 different options:

- Save game: Save the current state of the game to be reloaded at another time
- Exit: Leave the current game and return to the main menu