

# NESSYSOFT RiskIT FOR WINDOWS™

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Program and documentation written by Gottfried Nestyak.

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Nessysoft, Vienna, Austria.

This program is [shareware](#), it is not free. Please [register](#) within 30 days.

## Contents :

[How to play](#) explains how you should play to win  
[How to register](#) explains how to become a legal user  
[Menu comands](#) explains the menus  
[Price](#) explains how much the program costs  
[What´s new](#) changes from version 1.0.1 to version 1.1

## Network:

[Network installation](#) explains how to install this program on a network

## About Nessysoft:

[Company Overview](#) information about Nessysoft  
[Contacting Nessysoft](#) how to contact us  
[Lastest version](#) shows you how to get newer versions and other products from  
Nessysoft

## Disclaimer:

[Disclaimer](#) legal stuff

## Menu Commands



*a view of the menu commands*

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Glossary

a set of cards

additional armies

attack

constant

geometric increase

invade

joker card

linear increase

normal card

shareware

turn in

value options

release

version

## Actual Player

The actual player can be seen in the box displayed top-left.  
As an example the actual player would be : Computer Player 1



## Player Selection

The 'Player Selection' dialog box features a table with the following data:

Color	Player's Name				
	Player 1	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Player 2	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Player 3	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
	Player 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
	Player 5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
	Player 6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

At the bottom, there are three tabs: 'Set Value Option', 'Initial Territories', and 'Level'. The 'Set Value Option' tab contains three radio buttons: '5, 5, 5, 5, ...' (selected), '5, 6, 7, 8, ...', and '4, 9, 16, 25, ...'. The 'Initial Territories' tab contains two radio buttons: 'Random' (selected) and 'Rotation'. The 'Level' tab contains four radio buttons: 'Novice' (selected), 'Advanced', 'Expert', and 'Champion'.

On the right side of the dialog, there is a vertical stack of buttons: 'OK', 'Cancel', 'Default', and 'Help'.

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Game Options



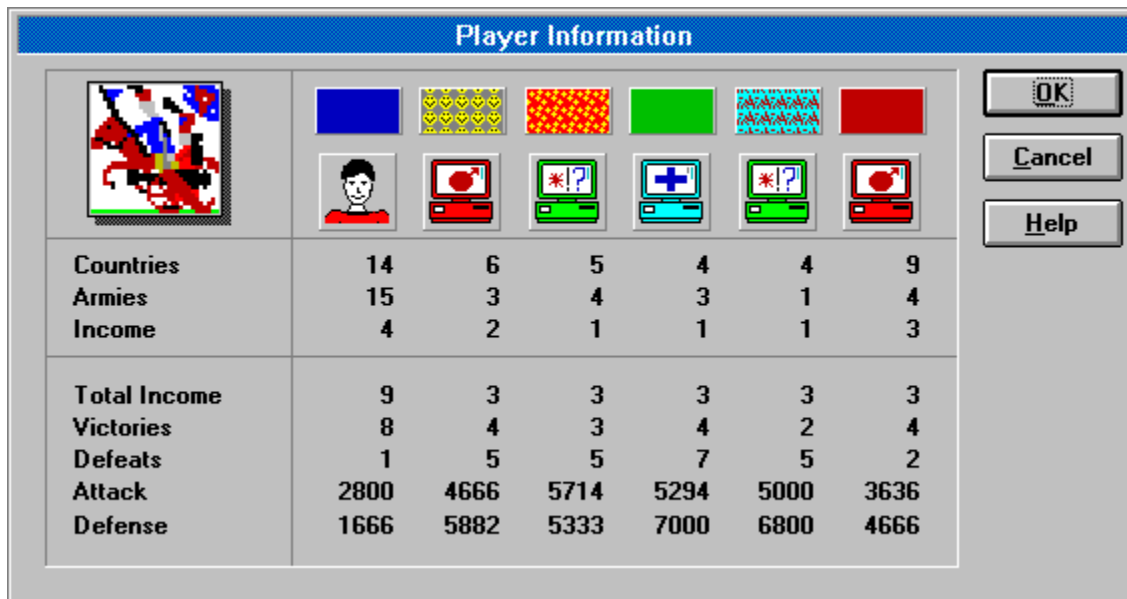
The screenshot shows a 'Game Options' dialog box with a blue title bar and a close button. The dialog is divided into several sections:

- Attacks per mouse click:** Three radio buttons are present: 'One' (selected), 'Until win or lose', and 'Until win or losses exceed' (with a text input field containing '2' and the word 'armies' to its right).
- Number of dice to roll:** Three radio buttons: '1', '2', and '3' (selected).
- Army advancement:** Two radio buttons: 'Manual' and 'Automatic' (selected).
- Animation Speed:** Four radio buttons: 'Very slow', 'Medium', 'Very fast', and 'Fastest' (selected).
- Players' Turn:** A checkbox labeled 'Random/Fixed' which is currently unchecked.
- Right Mouse Button Sets:** Three radio buttons: '5 armies/click', '5' (with a text input field containing '5' and the word 'armies/click' to its right), and 'Set all left over'. The middle option is selected.

On the right side of the dialog, there are four buttons: 'OK', 'Cancel', 'Help', and 'Defaults'.

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Player Information



The screenshot shows a window titled "Player Information" with a blue header. On the left is a large icon of a dragon. To its right are seven smaller icons representing different players: a blue square, a yellow square with hearts, an orange square with diamonds, a green square, a blue square with a cross, a green square with a question mark and asterisk, and a red square. Below these icons is a table with seven columns and six rows of statistics. On the right side of the window are three buttons: "OK", "Cancel", and "Help".

<b>Countries</b>	14	6	5	4	4	9
<b>Armies</b>	15	3	4	3	1	4
<b>Income</b>	4	2	1	1	1	3
<b>Total Income</b>	9	3	3	3	3	3
<b>Victories</b>	8	4	3	4	2	4
<b>Defeats</b>	1	5	5	7	5	2
<b>Attack</b>	2800	4666	5714	5294	5000	3636
<b>Defense</b>	1666	5882	5333	7000	6800	4666

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Highscores

Highscores		
Rank	Player Name	Score
1st	Nessysoft	0
2nd	Nessysoft	0
3rd	Nessysoft	0
<hr/>		
4th	Nessysoft	0
5th	Nessysoft	0
6th	Nessysoft	0
7th	Nessysoft	0
8th	Nessysoft	0
9th	Nessysoft	0
10th	Nessysoft	0
You :		0

OK

Cancel

Help

Reset

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.



## **Keep Settings**

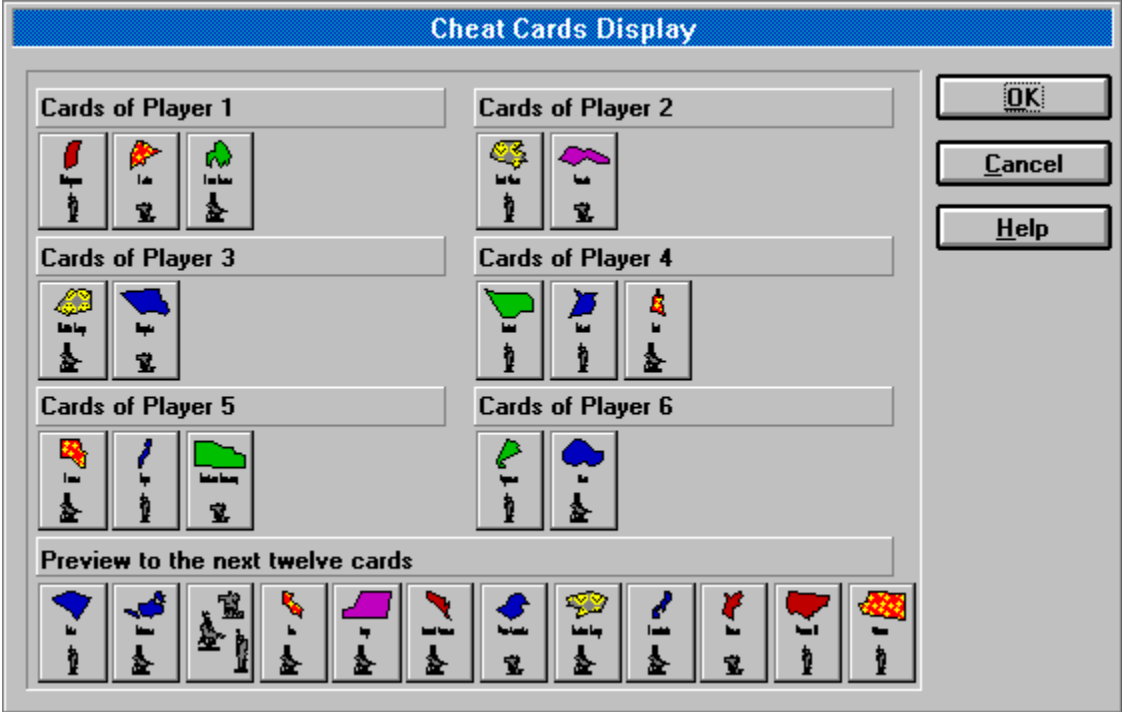
If this menu line is checked, all settings you have changed will appear again when you reopen one of the dialogboxes. If you select the default button all settings will get there origin values.

If it is not checked each time you open a dialog box you will see the default settings.

## **Redraw View**

Redraws the view. This is only necessary if there is a problem in displaying the client area of the window.

# Cheat Cards Display



Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Acknowledgments

Use this command to display the Acknowledgments Box of the program. Further acknowledgments may be seen under [acknowledgments](#) in the help-file.

### Shortcuts

Keys: CTRL+L

## **Acknowledgment**

I want to thank several persons for supporting me in my challenge to program the best computer Risk ever.

### **Special thanks to :**

Kelly Algier, Karin Enzinger, Florentine Faltin, Dominik Hartig, Johannes Kaschik, Alice Schalko and Michael Schönhart.

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## **OK-Button**

Press this button after you have done your changes.

## **Cancel-Button**

Press this button to leave the dialog unchanged.



## **Default-Button**

Press this button to get back the origin settings.

## Help-Button

Press this button to go to this help screen.

## Left Side of Pattern

If you press here you can change the pattern of the player named in the righthand text box. You go to the left side of the torus here.

**Remember :** if you want to get a pattern or color that another player has, you must change his pattern first.

## Right Side of Pattern

If you press here you can change the pattern of the player named in the righthand text box. You go to the right side of the torus here.

**Remember :** if you want to get a pattern or color that another player has, you must change his pattern first.

## Pattern

You can change the color or the pattern of a player here, simply click on the right or left half of the pattern (color) displayed to go forward or back again. The pattern or color will change corresponding to your action. To get a color that another player has, you have to change his pattern first.

## Player's Name

In these text boxes below you can enter the name of the players, these will also appear in the client area when it is the players turn. The sequence of the players displayed here is also thier game sequence.

## **Player's name # X**

Enter here the name of the player corresponding to the left-hand pattern .

## Human player

This is the icon for the human player.



## **Aggressive Computer Player**

This is the icon for the aggressive computer player. This means that that player will be very aggressive and try to attack other players as often as he can in order to win heame.

## **Chaotic Computer Player**

This is the icon for the chaotic computer player. This means that that player will be confused and will attack sometimes but not always. You cannot be sure what he is going to do next. It might be easier to win against a chaotic computer player than against an aggressive computer player or a neutral computer player.

## **Neutral Computer Player**

This is the icon for the neutral computer player. He will behaves strictly neutral except ... except if you attack him. If you invade one of his countries he will do everything to get his country back.

Neutral computer players might be dangerous because they collect large numbers of armies (they do not attack other player in order to win the game, in fact they do not try to win the game, they just try to keep their countries).

## **[Click for Human Player](#)**

Click here to set the player to a human player.

## **[Click for Aggressive Computer Player](#)**

Click here to set the player to a aggressive computer player.

## **[Click for Chaotic Computer Player](#)**

Click here to set the player to a chaotic computer player.

## **[Click for Neutral Computer Player](#)**

Click here to set the player to a neutral computer player.

## **Click for No Player**

Click here to keep the player out of the game.



## Set Value Option

Sets the value option for the cards. This affects the number of armies you will get when you turn in your set of cards. You must play different strategies when you use this option depending on the turn in rate.

There are three different possible settings :

constant  
linear increasing and  
geometrically increasing.

## Cards

There are different kinds of cards in the game. These are

normal cards and  
joker cards.

You get a card when you invade one or more countries in a game turn. When you have a set of cards you can turn them in to get additional armies.

## Normal Cards

There are three types of normal cards.

*The cavalry card* *The artillery card* *The infantry card*



These cards represent a country and when you turn in cards and hold the country that is shown on the card, you two additional armies are placed in the country the cards shows.

## Joker Card



This is a joker card. Use this type of card to form a [set of cards](#) when you have no other opportunity to form one. It replaces one of the ordinary [normal cards](#). There are 2 joker cards and 42 [normal cards](#) in the game so use your joker cards wisely, especially when you not using the [linear cards turn in](#) method.

## Set Of Cards

A set of cards is an important game concept of Nessysoft Riskit for Windows. If you hold a set of cards you can turn in this set for additional armies. That will enable you to have more armies left to attack or defend yourself.

### ***So what does a set of cards look like ?***

- You may have three identical cards (either Infantry, Cavallery or Artillery)
- You may have three different cards (Infantry, Cavallery and Artillery)
- Or you may have one joker card and two other cards (doesn't matter what type).

### ***Some examples :***

#### ***A set of three different cards***

- 
- 
- 

#### ***A set with a joker card***

- 



Any other set is also valid when it follows the rules stated above.

## **Invade**

To invade a country means to destroy the armies of the enemy and to move your own armies into the other country. When you attack the country and win the battle your armies will automatically be moved in.

## Attack

In this game it is necessary to free the countries from the enemy armies. How can this be done ? Simply click a country belonging to you which borders an enemy's country and holds some armies.

### Steps

- Click your country.
- After doing this your country starts flashing.
- Attack one of the enemy's countries by clicking the left mouse button.
- When you conquered it your armies will [invade](#) it automatically.
- You may continue attacking by starting the first step again.

If you want to change the number of attacks per mouse click or switch between automatic or manual army movement please see the [Game Options](#)P dialog box.

## Turn

One turn is over when all players have done their moves. For more information see [game flow](#).

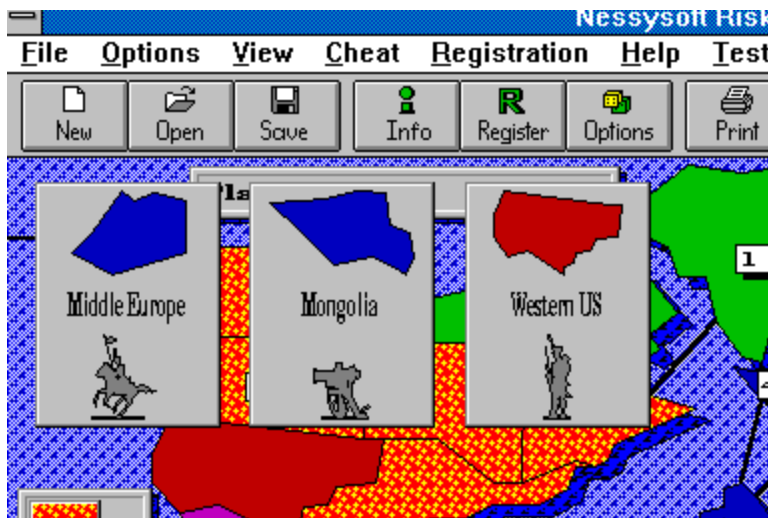


## Turn In

When you hold a set of cards you may turn in that set and get additional armies. You can do that in the Cards dialog.

When the computer turns in cards this would look like :

### *Computer turns in cards*



The cards will be shown 3 to 6 seconds depending on the animation speed.

## **Additional Armies**

You can get additional armies when you [turn in cards](#). The amount of additional armies you get depends on the setting of [value options](#). Additionally, for each country you hold the corresponding card, you get two armies extra, placed in that country.

## **Game Turn**

A game turn is finished when all players in the game have completed their turns.

## **Constant Cards Turn In**

When you choose constant cards turn in you will get 5 additional armies each time that you turn in cards. Beside this you will get an extra 2 armies placed in the country that is identical to the country displayed on the card (only if you hold that country!).

## **Linear Cards Turn In**

When you choose linear cards turn in you will get 5 armies the first time and with each further turn in, 1 army more is added, until the limit of 50 armies per turn. Beside this you will get an extra 2 armies placed in the country that is identical to the country displayed on the card (only if you hold that country!).

## **Geometrical Cards Turn In**

When you choose geometrical cards turn in you will get 4 armies the first time, 9 the second time, 16 the third time, 25 the fourth time, 36 the fifth time, 49 the sixth time and 50 all further times (because 50 is the limit per turn in). Besides this you will get an extra 2 armies placed in the country that is identical to the country displayed on the card (only if you hold that country!).

## Initial Territories

There are two different ways to distribute the countries at the start of the game :

- [Random Distribution](#) or
- [Rotation Distribution](#).

Press the green text to get a more detailed description.

## **Rotation Distribution**

When you choose this option you can select your countries completely free. The other players are allowed to choose their countries as well. So choose your countries wisely.



## **Random Distribution**

When you choose this option the computer distributes the countries to you randomly. No one is preferred, and it is faster because you need not manually choose your countries.

## Level

It will be possible in one of the next releases to choose a different level for the computer players in general. In general you can say that the actual level is similar to the advanced level.

- [Novice](#)
- [Advanced](#)
- [Expert](#)
- [Champion](#)

Press the green text to get a more detailed description

## **Novice**

The easiest level. This is for learning how to play and trying some strategies.

## **Advanced**

Computers players that are advanced will play more intelligent. So it will be harder but not necessarily impossible to win.

## **Expert**

Will be a harder level to win than the advanced level.

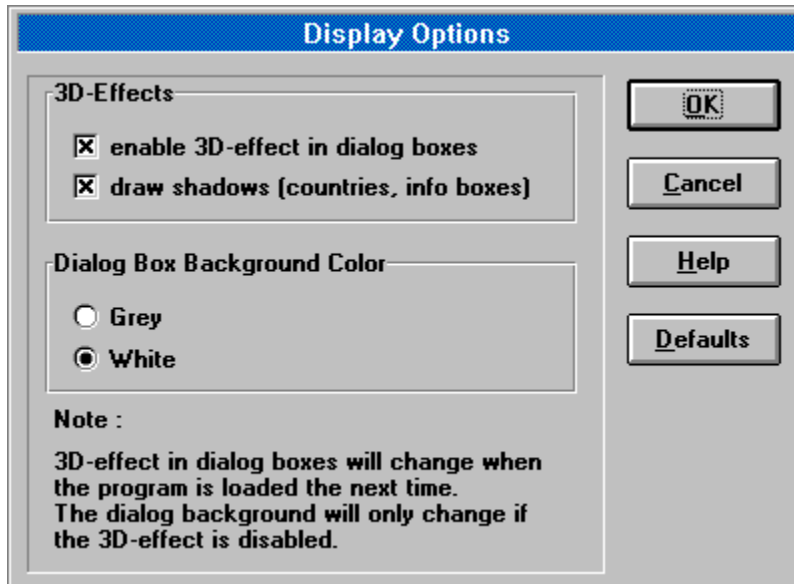
## **Champion**

Will be the hardest level to win. Superior strategies will be implemented here so that it should be really, really hard to win (at least when you play alone).

## Sounds

If this menu line is checked the sounds are on.  
If it is unchecked almost no sounds will be played.

## Display Options



Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

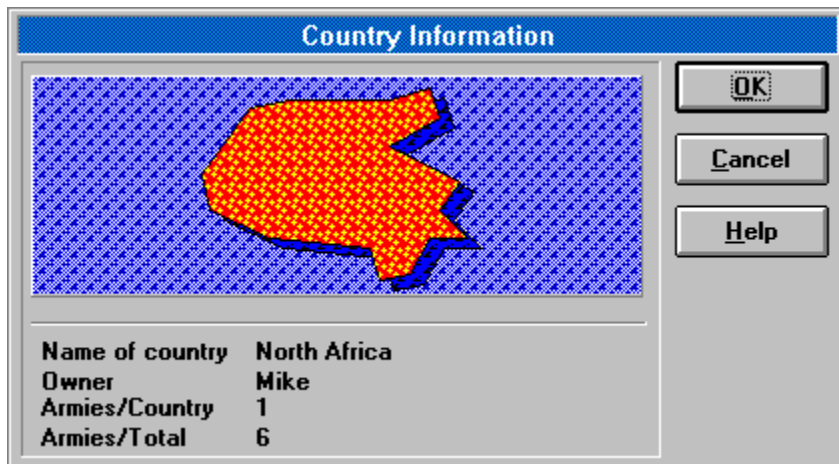


## Change Player



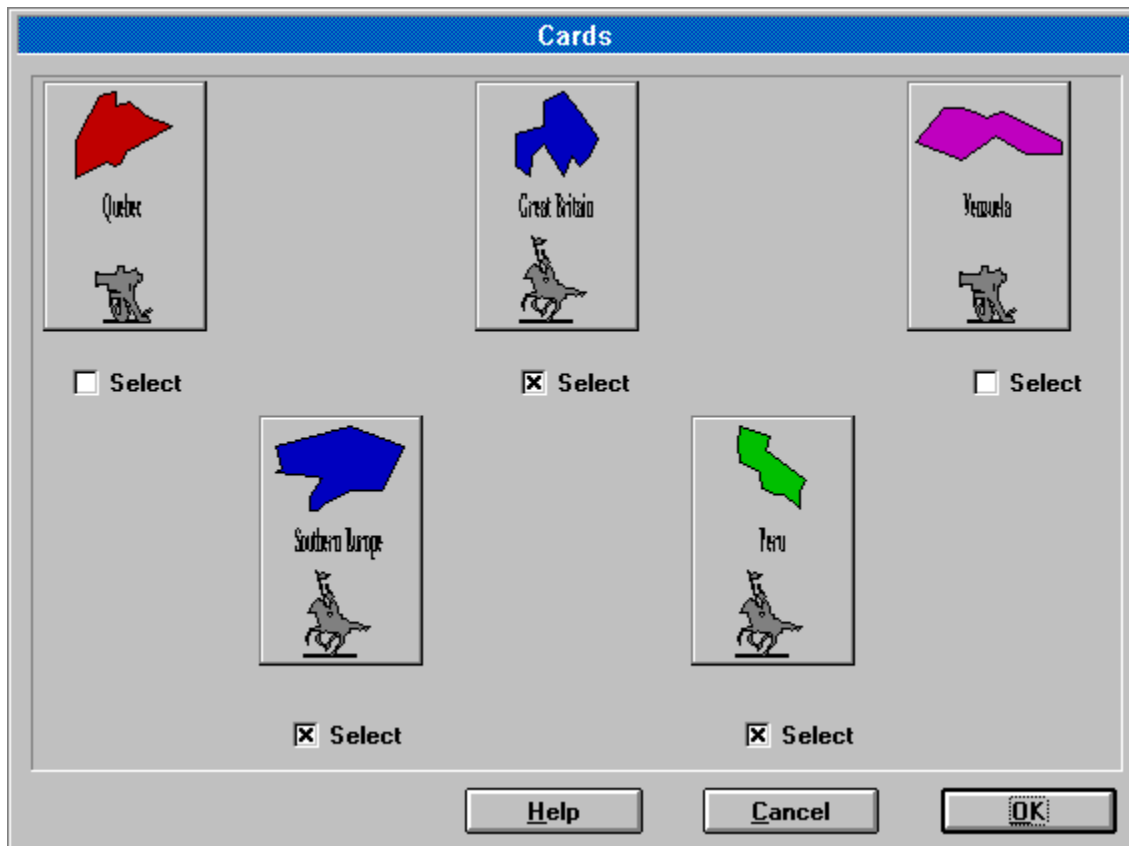
Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Country Information



Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Cards



Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## **One Attack Per Mouse Click**

When you choose this option the computer will attack only one time and stop afterwards, waiting for a new command from you. You can use this option to minimize your losses.

## **Until Win or Lose**

When you choose this option the computer will attack until you have won or you have no armies left to continue attacking. You may lose more armies with that option but it is more convenient.

## **Until Win or Loose Exceeds x Armies**

When you choose this option the computer will attack until you have won or lost the specified number of armies or no armies are left to continue attacking. This option is a mixture of the other two options and unifies the benefits of the other options while it minimizes the disadvantages of each other option.

## **One Dice**

When you choose one dice the computer will simulate playing with one dice.

## Two Dice

When you choose two dice the computer will simulate playing with two dice.



## Three Dice

When you choose three dice the computer will simulate playing with three dice.

## **Manual**

When you choose manual army movement, all armies but three will be moved into the conquered country. You may then distribute the rest of the armies to the country where you started the attack from or to the conquered country.

## **Automatic**

When you choose automatic army movement all armies will be moved into the conquered country.

## **Very Slow**

When you choose a very slow animation speed you can see how the computer plays in detail. This may be useful to develop your own strategies.

## Medium

When you choose a medium animation speed you can see how the computer plays but not as slow as with a very slow animation speed. This may be useful to check your own strategies.

## **Very Fast**

When you choose a very fast animation speed you can hardly see what the computer does but you can follow the general game flow. It is the best speed to play with.

## **Fastest**

When you choose a fastest animation speed you will not be able to see what the computer players are doing but after all computer players are done you can see the result almost without any delay.

## Random or fixed player order

This option makes the game funnier and harder to play.

Normally the player order is fixed, which makes planning and fortifying easier, but if you check this switch it will be random.

That means that you can be at the first position at the beginning, but in the next turn you can be at the last or any other position.

**Note:**

The random player order works only during the game, it does not influence the placement of armies at the start; furthermore, you start at the position you choose.



## **Right Mouse Button sets 5**

If you want to place five armies by pressing the right mouse button, check this button.

**Note:** This is default

## **Right Mouse Button sets a specified number of armies**

If you want to place an individual number of armies by pressing the right mouse button please specify the appropriate number here.

## **Right Mouse Button sets the maximum number of armies**

Checking this button would mean that you set all armies available at once by clicking the right mouse button. There are always 99.

## Icon that Identifies the Player

This icon identifies the player that is associated with the color or pattern displayed one row above in the same column. When you press the icon you can change the player to a different one. Press here to go to the [Change Player dialog box](#).

## Pattern of the Player

This icon identifies the player that is associated with the color or pattern display one row above in the same column. When you press the icon you can change the player to a different one. Press here to go to the [Change Player dialog box](#).

## Left Side of the Pattern

If you press here you can change the pattern of the player whose icon is shown below. You go to the left side of the torus here.

**Remember :** if you want to get a pattern or color another player has, you must change his pattern first.

## Right Side of the Pattern

If you press here you can change the pattern of the player whose icon is shown below. You go to the right side of the torus here.

**Remember :** if you want to get a pattern or color another player has, you must change his pattern first.

## **Number of Countries Owned**

In this line the countries owned by the player, whose icon is shown above, are displayed.



## **Number of Armies Hold**

In this line the armies the player holds, whose icon is shown above, are displayed.

## Income

In this line the income of the player, whose icon is shown above, is displayed. For three countries the player holds he/she/it gets 1 army per game turn. If a player holds too few countries he/she/it gets a minimum of 3 armies per game turn as can be seen in the total incomeP line.

## Total Income

In this line the total income of the player, whose icon is shown above, is displayed. To the normal income the continent income is added. Each player gets a minimum of 3 armies per game turn.

## Continent Income

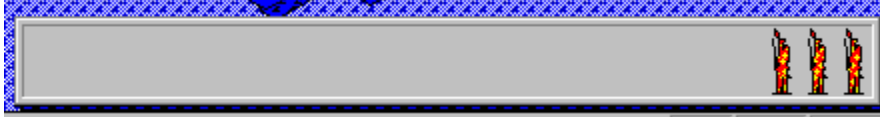
When you own a complete continent you get additional armies for that continent. This is a very important concept of Nessysoft RiskIt for Windows, so keep an eye on it in order to win the game.

The number of armies you get for a continent can be seen in the deactivated [army distribution box](#).

## Army Distribution Box

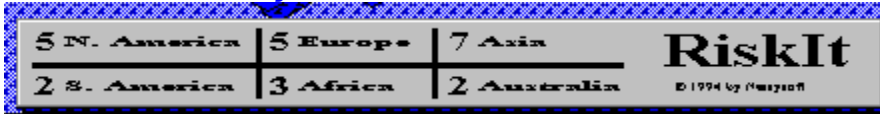
The army distribution box is displayed in two different styles :

### *The activated style :*



You see the armies left to place in one of your countries. Place **one army** by pressing the **left-mouse button** once with the mouse pointer over one of your countries and place up to **five armies** by pressing the **right-mouse** button once with the mouse pointer over one of your countries.

### *The inactivated style :*



Here the additional armies for holding a complete continent are displayed. This is shown most of the time, either when no armies are left to place or when it is the turn of the computer players.

## **Victories**

In this line the number of victories of the player, whose icon is shown above, is displayed. When a player conquers a country this number is increased by one.

## Defeats

In this line the number of defeats of the player, whose icon is shown above, is displayed. When a player loses a country this number is increased by one.

## Attack

In this line the attack value of the player, whose icon is shown above, is displayed. As this is relatively complicated, it is only worth knowing that it is better to have a low than a high value.



## Defeats

In this line the defense value of the player, whose icon is shown above, is displayed. As this is relatively complicated, it is only worth knowing that it is better to have a low than a high value.

## Type

In this column all four kinds of players are displayed. Here the aggressive computer player is pressed. Simply select another type of player by pressing the icon.

## **Name**

Change the name of the chosen player by typing in a new one in the edit-box below.

## **Edit-Box**

Key in a different name for the actual player. You may use this before the game is over to get a different name into the highscore list.

## **Level (not available now)**

Later on it will be possible to change the level of each player independently:

## **Reset**

Set all values back. This looks as you can see here.

## **Rank**

In this column the ranking is shown. The better the player the higher the rank.

## **Player Name**

In this column the player name is shown.



## Score

In this column the score that the player achieved is shown.

## You

In this line your name and your score will be (additionally) displayed. It will also be inserted into the highscore list when your score is high enough.


## Rank, Player Name and Score

In this [dialog box](#) the best ten Nessysoft RiskIt for Windows player will be inserted. Your position in the highscore list flashes when you have just won. For further information click the different columns.

## Player Selection

Use this command to start a new game. When you choose it, Nessysoft RiskIt for Windows displays the [PlayerSelection dialog box](#).

### Shortcuts

Toolbar:   
Keys: CTRL+N

## Player Information

Use this command to get information about all players and to change players during an active game. When you choose it, Nessysoft RiskIt for Windows displays the [Player Information dialog box](#).

### Shortcuts

Toolbar:   
Keys: CTRL+I

## Game Options

Use this command to display the [Game Options dialog box](#) where you can change a various range of game settings.

### Shortcuts

Toolbar:   
Keys: CTRL+G

## **Enable 3D-Effect**

Check this to get 3D-effects in the dialog boxes like in MS-Word™ 6.0. This looks much better than the ordinary Windows dialog boxes.

## **Draw Shadows**

Check this to draw shadows around the countries and the info boxes - this make the display more 3D-like and it simply looks better. But if you have a very slow machine it might be better to disable this function.



## Dialog Background : Grey

Check to make your dialog boxes look better, but as taste is personal you may also change the dialog background to [white](#) in the [Display Options dialog box](#).

## **Dialog Background : White**

Check to make your dialog boxes look better, but as taste is personal you may also change the dialog background to [grey](#)PP in the [Display Options dialog box](#)PP.

## Information

As mentioned in the note paragraph of the dialog box, the 3D-effect in the dialog box will only change if you close and restart the program. This is due to program restrictions. The background color will also only change if the 3D-effects are disabled, because the grey background is needed to display the 3D-effects correctly.

## **Cards of the Player Named Player 1**

Under this titlebar the [cards](#), which the player named Player 1 holds, are displayed.

## Cards of the Player Named Player 2

Under this titlebar the [cards](#), which the player named Player 2 holds, are displayed.

## Cards of the Player Named Player 3

Under this titlebar the cards, which the player named Player 3 holds, are displayed.

## Cards of the Player Named Player 4

Under this titlebar the [cards](#), which the player named Player 4 holds, are displayed.

## Cards of the Player Named Player 5

Under this titlebar the [cards](#), which the player named Player 5 holds, are displayed.



## Cards of the Player Named Player 6

Under this titlebar the [cards](#), which the player named Player 6 holds, are displayed.

## Preview to the Next Twelve Cards

Under this titlebar the next twelve cards which will be distributed will be displayed. The cards on the righthand side will be first to be distributed. If there are less than twelve cards displayed, less than twelve cards are on the stack. When the last card is distributed all used cards will be mixed and distributed again.

## Cards of Player 1

Here are the cards that the player named Player 1 holds displayed. He holds three cards. These cards also represent a set of cards. This means that the player will be able to turn in cards the next time when it is his turn.

## Cards of Player 2

Here are the cards that the player named Player 2 holds displayed. He holds two cards. These cards do not represent a set of cards. This means that the player will not be able to turn in cards the next time when it is his turn.

## Cards of Player 3

Here are the cards that the player named Player 3 holds displayed. He holds two cards. These cards do not represent a set of cards. This means that the player will not be able to turn in cards the next time when it is his turn.

## Cards of Player 4

Here are the cards that the player named Player 4 holds displayed. He holds three cards. These cards do not represent a set of cards. This means that the player will not be able to turn in cards the next time when it is his turn.

## Cards of Player 5

Here are the cards that the player named Player 5 holds displayed. He holds three cards. These cards also represent a set of cards. This means that the player will be able to turn in cards the next time when it is his turn.

## Cards of Player 6

Here are the cards that the player named Player 6 holds displayed. He holds three cards. These cards do not represent a set of cards. This means that the player will not be able to turn in cards the next time when it is his turn.



## The next twelve cards

Here are the next twelve [cards](#) displayed the players will get when they invade at least one country. The card on the righthand side is the next one. So the order of the cards will be : infantry, infantry, artillery, cavallery and so on.

## Game Registration Information

After five [game turns](#) this dialog box will be displayed if you are **not** registered. You can press the Registration button and register yourself or press the OK-button to continue. You can also wait ten seconds then the game will continue automatically.

**See also :** [restrictions](#), [first time registration](#), [additional time registration](#)

## Restrictions

There are several restrictions using this program unregistered :

- Only one type of computer opponent.
- Only one type of [value options](#)PP.
- Only random [country distribution](#)P.
- You cannot get future [releases](#) for free.
- You will not get a discount of at least 25% for the next [version](#) of this program.

Additionally after five [game turns](#) the [Game Registration Dialog Box](#) will display itself if you are **not** registered. You can press the Registration button and register yourself or press the OK-button to continue. You can also wait ten seconds then the game will continue automatically.

So register and simply have more fun !!!

## Unselected Card

This card is not selected in the [cards](#) dialog. You can see this because the check box below the card is **not** checked. The cards in this dialog box are checked that way that they make up to a [set of cards](#).

## Selected Card

This card is selected in the [cards](#) dialog. You can see this because the check box below the card **is** checked. The cards in this dialog box are checked that way that they make up to a [set of cards](#).

## **Picture of the Country**

Here you can see the zoomed picture of North Africa.

## **Name of the Country**

Here the name of the country (namely North Africa) is displayed.

## Owner

Here the name of the owner (the player that holds the country) is displayed.



## **Armies/Country**

Here the number of armies is displayed that is placed in the country above.

## **Armies/Total**

Here the number of armies is displayed that the owner of this country holds in all his/hers/its countries.

## Company Overview

Nessysoft was established 1993 to provide users of Microsoft Windows with high quality games. The first product is **Nessysoft Risk!t for Windows**, which was inspired by the popular board game Risk™ from Parker™.

## Contacting Nessysoft

### Address:

Nessysoft  
Postfach 129  
A-1120 Vienna  
Austria

### Email:

**Internet** : office@nessysoft.co.at  
**CompuServe** : INTERNET:office@nessysoft.co.at

### Fax:

**Our fax number** : ++43-1-810 27 20

++ denotes the prefix you need if you dial an international number (e.g. U.S.A. dial 01143-1-810 27 20, in other countries it is very often a double zero (i.e. 0043-1-810 27 20)).

### World Wide Web:

**Site** : <http://www.ping.at/nessysoft/>

Please visit that site to get the latest information about Nessysoft RiskIt and other products of Nessysoft. When we are on holidays (very seldom) and not able to answer your questions, we will post an appropriate information here.

## Latest Versions

This section explains how to get the latest versions of your copy of this program and of other programs of Nessysoft.

### Downloading :

#### Internet

Nessysoft maintains WWW-pages where you can download the latest version, inform yourself about bugs, hints and solutions for Nessysoft programs. All you need is Internet access and a WWW-Browser (e.g. Mosaic, Netscape or Internet Explorer). Although a graphical WWW-Browser looks smarter, it is not needed.

**The address of our WWW-page is :**

**<http://www.ping.at/nessysoft/>**

**The address for our FTP-directory is :**

**<ftp://ftp.ping.at/pub/users/nessysoft>**

We will also upload our software to other ftp-clients, but not necessarily on a regular basis.

#### CompuServe

The latest version of our Windows games will be uploaded to the Microsoft WINFUN-forum. Simply use the go-statement to access the forum (**GO WINFUN**).

To access ***Nessysoft RiskIt for Windows*** simply **look for RISKIT.ZIP**.

## How to Play

<a href="#"><u>Object</u></a>	explains the basic object of the game
<a href="#"><u>Game flow</u></a>	shows you how to play
<a href="#"><u>Main control elements</u></a>	explains the main control element of the game
<a href="#"><u>Strategic Tips</u></a>	gives you strategic advices

## Player Order Box

### *Start view of player order box*



This is the player order box. The topmost colored box in the player order box is the color/pattern of the player whose turn it is now. The colored box displayed below is the color/pattern of the player whose turn it will be after the current player, and so on. The purpose of this box is only to show you the order of the player and in combination with the actual player box the player whose turn it is right now. Additionally, as explained below, the number of cards the player holds is displayed.

### *Start view of player order box*



This is a view of the player order box after a few [game turns](#). Now a different player is at the top and at righthand side of the color/pattern boxes numbers are displayed. These numbers stand for the numbers of cards the player holds. You can see these cards when you cheat and use the [cheat cards dialog](#).

## Action Buttons

### *What are the action buttons ?*

The action buttons are the primary control buttons of the game. You control the entire game flow with them. When they are disabled or it is the [turn](#) of the computer player they look so :



That means that you can not click them. You will have to wait until it is your [turn](#).



## **Strategic Tips**

### **Starting**

- Start by building a stronghold in South America or Australia !
- If you like risking something, conquer Europe ! Easy to take, but hard to defend !

### **Attacking**

- Try to hold at least 1.5 times the number of armies of your opponent !
- Watch out for armies the other player is holding in the background !

### **Continents**

- Continents are important, get them and secure them !
- First conquer those that are easy to defend and build up an army pile !

### **Cards**

- You get armies for your cards so try to get one card each round !

## Game Flow

This section explains how the whole game works. You should find everything you need to understand how to play the game here. If you do not think that is it explained well enough please contact us with your recommendations for a better version.

This section is written **only** for human players, because the computer players handle everything automatically. You can getting help on the dialogs simply by clicking the help-button in each dialog.

### 0. Select your country

When you have chosen rotation [Country Rotation](#) in [the player selection dialog](#) you can select your country. Simply click the left mouse button with the mouse over the country you want to select. When you have chosen [random](#) the countries are distributed randomly.

### Turns

The game flow is organized in turns. A turn consists of three parts. These are :

- placing new armies
- attacking
- fortifying

#### I. Placing armies

At the beginning of the game you have the opportunity to place armies without being attacked. Of course the other players have the same opportunity. During the game the armies earned by holding countries and [continents](#) can be placed first. Also [card sets](#) contribute to your army income.

At the start of the turn or when you wiped out other players of the game (you will get his/her/its cards then) and hold more than five cards, you will see this view of the [action buttons](#) :



You may click the cards button and when you hold a valid [set of cards](#) you may/must [turn it in](#). The number of armies you are able to place will be shown in the [army distribution box](#). Here is an example :

▪

Place **one army** pressing the **left-mouse-button**, place up to **five armies** by pressing the **right-mouse-button** over the desired country.

#### II. Attacking

After placing all armies the attack round starts. When you placed your last army in the country, the country will automatically start to flash to enable you to start attacking immediately. When you want to continue to attack from another country simply click it (left-mouse-button) and it will start to flash to indicate that you are attacking from it now. How to attack ? Simply click the country you want to attack ! Use the [game options dialog](#) to change the way of attacking.

The action buttons change to the following display :



When you occupy a country one army is deducted automatically. This army is used to hold the country but is **not** displayed and moveable. At least three (four - the one that could not be seen) are moved to the country when you have chosen [manual army movement](#). When you have chosen [automatic army advancement](#) all armies will be moved into the occupied country.

When you wipe out other players and get their cards you might own more than five cards then. In this case the program switches automatically to step I.

When you finished your attacking, press **Done** or **Fortify**. **Done** switches to the next player without giving you the opportunity to fortify your armies. **Fortify** will enable you to fortify your armies.

### III. Fortifying

When you finished attacking you can fortify your armies to secure your borders and protect your continents. How to fortify ? Simply click the country that holds armies to fortify. These will be shown in the [army distribution box](#). Here is an example :

▪

Place **one army** pressing the **left-mouse-button**, place up to **five armies** by pressing the **right-mouse-button** over the desired country. **Attention** : you may only move them one country ! Only one army per country can be moved further than one country.

The action buttons change to the following display :



You can end your turn when you finished fortifying by pressing **Done** and look at the card you got by pressing **Cards**, when you occupied a country during your turn.

### Winning

After you won the game the win dialog will pop up. If your score is high enough, your name and score will be entered in the [highscore dialog](#), which will be shown after the win dialog each time.

## **Object of the Game**

The object of the game is to conquer the whole world. The world is shown (symbolically) in the window of the program. It is divided into 42 countries and 6 continents (as in the board game). Up to six players, either human or computer players of different types, can compete.

## Main Control Elements

There are four main control elements in this program. The most important is the [action buttons bar](#) and the [army distribution box](#). The other control elements are primary simple displays to inform you about the game status.

- [action buttons bar](#) handle all primary user actions
- [army distribution box](#) display placement armies and continent info
- [player order box](#) shows the player order and the number of cards each player holds
- [actual player box](#) displays the name of the actual player.

To get more information, please press the highlighted text with the left mouse key.

## Price

This section deals with the price of the program.

Leading currency is the US Dollar (USD). The price of the program is **25 USD**. You can also pay in Austrian Schillings (275 ATS), German DM (40 DEM) or British Pound (16 GBP). This represents the same value in general. Credit card invoices will be factured in Austrian Schillings (ATS).

### How to register (pay) ?



There are also various possibilities. You can simply send in your registration letter by *normal* mail and include your money (please consider the special treatment in [paying cash](#)). See also : [How to register](#).



You can also register via International Money Order. Please send the International Money Order to :

Nessysoft  
postlagernd  
A-1120 Vienna  
Austria

You can select any of the four currencies mentioned above.



Or pay by using one of the following credit cards: American Express, Diners Club International, Eurocard-Mastercard or VISA. You can also use the credit card of your friend or your parents (**Note:** only if you are allowed to). Then you have to specify their (friend, parents) invoice address extra.

### General

If you send your registration via E-mail (please use the generated REGISTR.TXT-file in your Nessysoft RiskIt directory), your registration code will be returned within 3 days (weekend add 2 days).

Fax registrations are somewhat slower (within 4 days) because handling is more complicated.

For normal mail (*snail mail*) you should calculate 2-3 weeks depending on the distance (outside of Europe we send the letters via air-mail). Generally the fastest way for you to get your registration code is to register via E-mail, followed by fax and snail mail.

## What´s new in version 1.1

Beside the **killing of annoying bugs** there are several improvements :

- You can now **change the level of the computer player** to advanced one.
- You can now change the number of armies that are placed by pressing the right mouse button.
- We added new default colors in the [PlayerSelection dialog box](#).
- You can now change the speed in the [Game Options dialog box](#) to fastest.
- You can now **change the player order from fixed to random** in the [Game Options dialog box](#).
- And many more minor improvements such as bug fixes.



## How to register

Hello, this section deals with how to register yourself :

Firstly, most important, is that you need to generate the registration on the computer you want to play on ! This is due to the fact that the program computes a checksum that only fits on the system you have generated it.

So what to do if you have no printer connected or you want to e-mail the registration letter from a different PC ?

No problem ! Simply use the generated registr.txt file. This file can be found in the same directory as your game. Please include this file in your e-mail or use it to print it out or fax it from a different PC. Of course if you have a printer or a fax directly connected simply select [print](#) from the ['file menu'](#).

### Proceeding with a registration

You start at the [Registration Menu](#).

If you are registering Nessysoft RiskIt for the first time, please choose [First Time Registration](#). This will lead you through several dialog boxes where you can key in your data and then the registration form will be generated automatically. For information about the cost please read the [price](#) section.

If you changed your system you need to register again. Please do this with the [Additional Registration](#). The cost is marginal and only to cover our admistration costs.


[Soon](#) after sending in your registration you will receive your registration code. Please enter the code in the [Enter Code](#) dialog box.

That's it.

## Print command

Use this command to print either a snapshot of the game or to print the registration letter. This command presents a Print dialog box, where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options. Because the Print dialog box is the standard dialog box in all windows applications, no additional help is added here.

### Shortcuts

Toolbar:   
Keys: CTRL+P

## Print dialog box

The following options allow you to specify how the document should be printed:

### Printer

This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.

### Setup

Displays a Print Setup dialog box, so you can select a printer and printer connection.

### Print Range

Specify the pages you want to print:

**All** Prints the entire document.

**Selectio** Prints the currently selected text.

**n**

**Pages** Prints the range of pages you specify in the From and To boxes.

### Copies

Specify the number of copies you want to print for the above page range.

### Collate Copies

Prints copies in page number order, instead of separated multiple copies of each page.

### Print Quality

Select the quality of the printing. Generally, lower quality printing takes less time to produce.

## **Print Progress Dialog**

The Printing dialog box is shown during the time that Nessysoft RiskIt for Windows is sending output to the printer. The page number indicates the progress of the printing.

To abort printing, choose Cancel.

## Print Preview command

Use this command to display the active document as it would appear when printed. When you choose this command, the main window will be replaced with a print preview window in which one or two pages will be displayed in their printed format. The print preview toolbar offers you options to view either one or two pages at a time; move back and forth through the document; zoom in and out of pages; and initiate a print job. Because the print preview toolbar is the standard toolbar in all windows applications, no additional help is added here.

## Print Preview toolbar

The print preview toolbar offers you the following options:

### **Print**

Bring up the print dialog box, to start a print job.

### **Next Page**

Preview the next printed page.

### **Prev Page**

Preview the previous printed page.

### **One Page / Two Page**

Preview one or two printed pages at a time.

### **Zoom In**

Take a closer look at the printed page.

### **Zoom Out**

Take a larger look at the printed page.

### **Close**

Return from print preview to the editing window.

## Print Setup command

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection. Because the Print Setup dialog box is the standard dialog box in all windows applications, no additional help is added here.

## Print Setup dialog box

The following options allow you to select the destination printer and its connection.

### Printer

Select the printer you want to use. Choose the Default Printer; or choose the Specific Printer option and select one of the current installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.

### Orientation

Choose Portrait or Landscape.

### Paper Size

Select the size of paper that the document is to be printed on.

### Paper Source

Some printers offer multiple trays for different paper sources. Specify the tray here.

### Options

Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.

### Network...

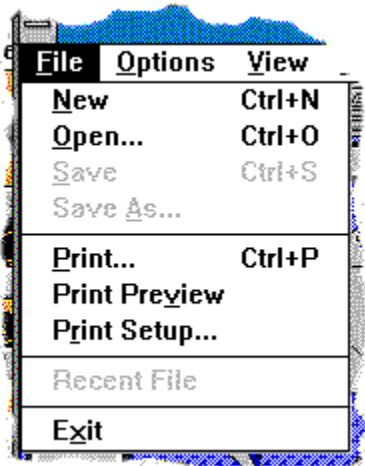
Choose this button to connect to a network location, assigning it a new drive letter.



**Page Setup command (File menu)**

<< Write application-specific help here. >>

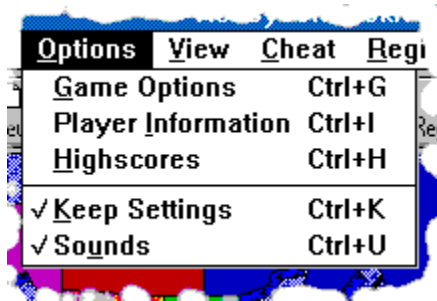
## File menu commands



*a typical view of the file menu*

Simply select a line of the graphic shown to get help. You can also click the gray topics to get help.

## Options menu commands

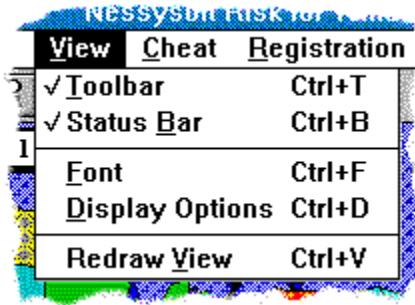


<u>O</u> ptions	<u>V</u> iew	<u>C</u> heat	<u>R</u> eg
<u>G</u> ame Options			Ctrl+G
<u>P</u> layer <u>I</u> nformation			Ctrl+I
<u>H</u> ighscores			Ctrl+H
✓ <u>K</u> eep Settings			Ctrl+K
✓ <u>S</u> ounds			Ctrl+U

*a typical view of the options menu*

Simply select a line of the graphic shown to get help.

## View menu commands

A screenshot of a software interface showing a menu bar with three items: 'View', 'Cheats', and 'Registration'. The 'View' menu is open, displaying a list of options with their corresponding keyboard shortcuts. The options are: '✓ Toolbar' (Ctrl+T), '✓ Status Bar' (Ctrl+B), 'Font' (Ctrl+F), 'Display Options' (Ctrl+D), and 'Redraw View' (Ctrl+V). The 'View' menu item in the bar has a checkmark next to it. The background of the screenshot is a colorful, pixelated pattern.

<u>V</u> iew	<u>C</u> heats	<u>R</u> egistration
✓ <u>T</u> oolbar		Ctrl+T
✓ <u>S</u> tatus <u>B</u> ar		Ctrl+B
<u>F</u> ont		Ctrl+F
<u>D</u> isplay <u>O</u> ptions		Ctrl+D
<u>R</u> edraw <u>V</u> iew		Ctrl+V

*a typical view of the view menu*

Simply select a line of the graphic shown to get help.

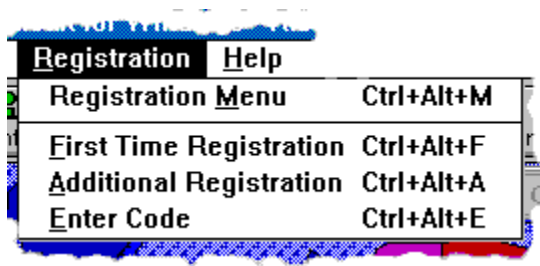
## Cheat menu commands



*a typical view of the cheat menu*

Simply select a line of the graphic shown to get help.

## Registration menu commands

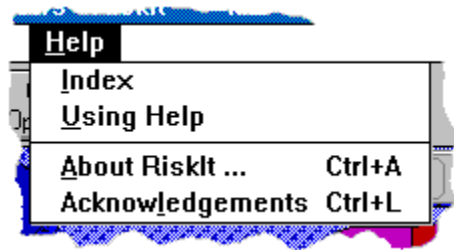


<u>R</u> egistration	<u>H</u> elp
<u>R</u> egistration <u>M</u> enu	Ctrl+Alt+M
<u>F</u> irst Time Registration	Ctrl+Alt+F
<u>A</u> dditional Registration	Ctrl+Alt+A
<u>E</u> nter Code	Ctrl+Alt+E

*a typical view of the registration menu*

Simply select a line of the graphic shown to get help.

## Help menu commands



*a typical view of the registration menu*

Simply select a line of the graphic shown to get help.

## New command

Use this command to start a new game. It will invoke the [Player Selection dialog box](#), or open an existing game with the [Open command](#).

### Shortcuts

Toolbar: ■  
Keys: CTRL+N



## Open command

Use this command to open an existing game or start a new game with the [New command](#). Because the [open dialog box](#) is the standard dialog box in all windows applications, no additional help is provided.

### Shortcuts

Toolbar:   
Keys: CTRL+O

## **File Open dialog box**

The following options allow you to specify which file to open:

### **File Name**

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

### **List Files of Type**

Select the type of file you want to open:

\*.rsk a saved game by RiskIt

### **Drives**

Select the drive in which Nessysoft RiskIt for Windows stores the file that you want to open.

### **Directories**

Select the directory in which Nessysoft RiskIt for Windows stores the file that you want to open.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## Close command

Use this command to quit the game. Nessysoft RiskIt for Windows suggests that you save changes to your game before you close it. If you close a game without saving, you lose all changes made since the last time you saved it. Before closing an untitled game, Nessysoft RiskIt for Windows displays the [Save As dialog box](#) and suggests that you name and save the game.


You can also close a game by using the Close icon on the main window, as shown below:



## Save command

Use this command to save the active game to its current name and directory. When you save a game for the first time, Nessysoft RiskIt for Windows displays the [Save As dialog box](#) so you can name your game. If you want to change the name and directory of an existing game before you save it, choose the [Save As command](#). Because the [Save As dialog box](#) and the [Save dialog box](#) are the standard dialog boxes in all windows applications, no additional help is provided.

### Shortcuts

Toolbar:   
Keys: CTRL+S

## Save As command

Use this command to save and name the active game. Nessysoft RiskIt for Windows displays the [Save As dialog box](#) so you can name your game. Because the the [Save As dialog box](#) is the standard dialog box in all windows applications, no additional help is added here.

To save a game with its existing name and directory, use the [Save command](#).

## **File Save As dialog box**

The following options allow you to specify the name and location of the file you are about to save:

### **File Name**

Type a new filename to save a game with a different name. A filename can contain up to eight characters and an extension of up to three characters. Nessysoft RiskIt for Windows adds the extension you specify in the Save File As Type box.

### **Drives**

Select the drive in which you want to store the game.

### **Directories**

Select the directory in which you want to store the game.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## **1, 2, 3, 4 command**

Use the numbers and filenames listed at the bottom of the File menu to open the last four games you closed. Choose the number that corresponds with the game you want to open.

## Exit command

Use this command to end your Nessysoft RiskIt for Windows session. You can also use the Close command on the application Control menu. Nessysoft RiskIt for Windows prompts you to save games with unsaved changes.

### Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4



## Toolbar command

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in Nessysoft RiskIt for Windows, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

## Toolbar




The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Nessysoft RiskIt for Windows,


To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).


Click	To
-------	----

	Open a new game.
---	------------------


	Open an existing game. Nessysoft RiskIt for Windows displays the Open dialog box, in which you can locate and open the desired file.
---	--




	Save the active game with its current name. If you have not named the game, Nessysoft RiskIt for Windows displays the Save As dialog box.
---	---

	Displays the Player Info dialog box.
---	--------------------------------------




	Displays the Registration Menu dialog box.
---	--

	Displays the Game Options dialog box.
---	---------------------------------------

	Print either a snapshot of the game's view or the registration letter.
--	--



	Displays the About dialog box.
---	--------------------------------



	Help on the items you click.
---	------------------------------

## Status Bar command

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.

## Status Bar



The status bar is displayed at the bottom of the Nessysoft RiskIt for Windows window. To display or hide the status bar, use the Status Bar command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button.

The right areas of the status bar indicate which of the following keys are latched down:

<b>Indicator</b>	<b>Description</b>
CAP	The Caps Lock key is latched down.
NUM	The Num Lock key is latched down.
SCRL	The Scroll Lock key is latched down.

## **Index command**

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Nessysoft RiskIt for Windows and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.


## Using Help command

Use this command for instructions about how to use Help.

## About command

Use this command to display the About Box of the program.

### Shortcuts


Toolbar: 

Keys: CTRL+A

## Context Help command

Use the Context Help command to obtain help on some portion of Nessysoft RiskIt for Windows. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the Nessysoft RiskIt for Windows window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

### Shortcut

Toolbar:   
Keys: SHIFT+F1



## **Title Bar**

<< Show your application's title bar here. >>

The title bar is located along the top of a window. It contains the name of the application and game.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
- Document Control-menu button
- Maximize button
- Minimize button
- Name of the application
- Name of the game
- Restore button

### **Size command (System menu)**

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.

■

After the pointer changes to the four-headed arrow:

1. Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2. Press a DIRECTION key to move the border.
3. Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

### **Shortcut**

Mouse: Drag the size bars at the corners or edges of the window.

### **Move command (Control menu)**

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.

■

Note: This command is unavailable if you maximize the window.


### **Shortcut**

Keys: CTRL+F7

### **Minimize command (application Control menu)**

Use this command to reduce the Nessysoft RiskIt for Windows window to an icon.


### **Shortcut**

Mouse: Click the minimize icon  on the title bar.  
Keys: ALT+F9

## **Maximize command (System menu)**

Use this command to enlarge the active window to fill the available space.

### **Shortcut**

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.  
Keys: CTRL+F10 enlarges a game window.

### **Close command (Control menus)**

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.

■

### **Shortcuts**

Keys: CTRL+F4 closes the game.  
ALT+F4 closes the <<YourType>> window or dialog box

**Restore command (Control menu)**

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

## **Switch to command (application Control menu)**

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

### **Shortcut**

Keys: CTRL+ESC

### **Dialog Box Options**

When you choose the Switch To command, you will be presented with a dialog box with the following options:

#### **Task List**

Select the application you want to switch to or close.

#### **Switch To**

Makes the selected application active.

#### **End Task**

Closes the selected application.

#### **Cancel**

Closes the Task List box.

#### **Cascade**

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

#### **Tile**

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

#### **Arrange Icons**

Arranges the icons of all minimized applications across the bottom of the screen.



## **Choose Font dialog box**

You can change all fonts in the client area. It is only useful to change the name of the font, the size will be calculated automatically. Because the Font dialog box is the standard dialog box in all windows applications, no additional help is provided.

## **No Help Available**

No help is available for this area of the window.

## **No Help Available**

No help is available for this message box.

<< If you wish to author help specific to each message box prompt, then remove the AFX\_HIDP\_xxx values from the [ALIAS] section of your .HPJ file, and author a topic for each AFX\_HIDP\_xxx value. For example, AFX\_HIDP\_INVALID\_FILENAME is the help topic for the Invalid Filename message box. >>

## Recent files (File Menu)

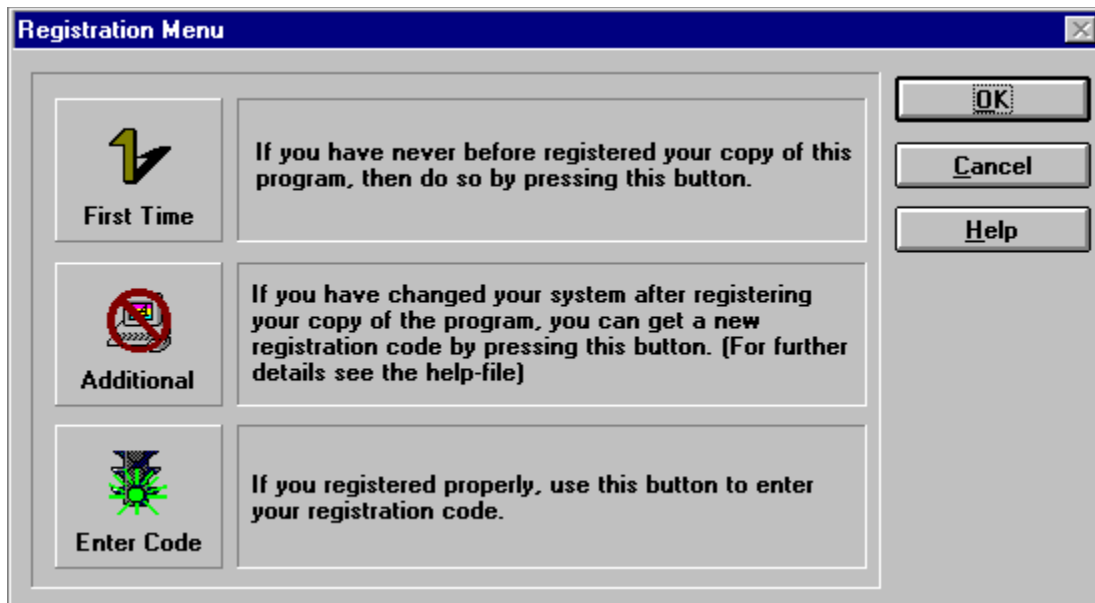
When you have saved several games the last four will be displayed here so that you can load them easier and faster. You can also open an existing game with the [Open command](#)

### Shortcuts

Keys:      press the number in front of the file [1-4]



## Registration Menu



Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## First Time Registration

### *When you register first time ...*

When you register for the first time you simply follow an easy procedure. First you key in your personal address in the [Address Dialog](#), then you may want to add your response in the [Your Response Dialog](#) and then you can select your method of payment in the [Payment Dialog](#).

If you would like to pay cash, please consider the special requirement for [paying cash](#) for your own protection.

When you have succeeded with all of the steps described above, you simply have to mail the resulting document. You may use a window envelope (or any other type of envelope) and the [printed registration letter](#) or you may use the more convenient and considerably faster way via [electronic mail](#).

After your registration is received and everything is confirmed, your registration code will be sent to your personal address via air-mail outside Europe (or E-mail address). A typical response time will be 2-3 days for E-mail and 1-3 weeks for postal letters when the letter is received before Friday.

## Additional Registration

### *When you register an additional time ...*

When you register an additional time you simply follow the same procedure as the [first time](#). First you key in your personal address in the [Address Dialog](#) then you select your method of payment in the [Payment Dialog](#).

If you would like to pay cash please consider the special requirement for [paying cash](#) for your own protection.

When you succeeded with all steps described above you simply have to mail the resulting document. You may use a window envelope (or any other type of envelope) and the [printed registration letter](#) or you may use the more convenient and considerably faster way via [electronic mail](#).

After your registration is received and everything is confirmed, your registration code will be sent to your personal address via air-mail outside Europe (or E-mail address). A typical response time will be 1-3 days for E-mail and 1-2 weeks for postal letters when the letter is received before Friday.

### **Why is this necessary ?**

This is necessary because the algorithm used in this program depends on the hardware and software environment your system uses. Do not be frightened ! Only if you exchange your complete motherboard or change the entire Windows system to a different one this would be necessary. However, if the mentality of program users changes and people are willing to pay for the shareware they use, we can skip this step. The price you pay for an additional registration is set so that it covers the additional administration costs.


A code will not be granted more than twice a year to one individual (including the first registration !). This measure is made to avoid abuse. It might be obvious that you do not change your system each month or so.

We are looking for better solutions, if you have suggestions please contact us !



## Enter Code

**Enter Registration Code**

 Dear Your title Your last name  
Pease enter the registration code you received in the edit-box below

Enter your code here :

**Note :** After you have entered your code you can use this program without any further restrictions. For more information use help. Thank you for registering !!!

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Report Problems

### *When you want to report problems ...*

It is next to impossible to write problem- or bug-free programs. Even the Space Shuttle had (has) software bugs. So what can be done ? The best thing to do is to anticipate problems and be prepared to solve them as soon as possible !

For this purpose we added an automatic error-log-file which will store the errors that you might report in the Problem ! message boxes automatically. The file is located in the same directory as your program. The program will trace all known sources of possible errors to this file.

If you would like to add recommendations or you found a bug that is not traced (everything you are alerted of in a message box is traced) please add that bug in the your response section.

Then simply mail that file to us, using our *Internet mail address* : **office@nessysoft.co.at**

If you use *CompuServe* please mail to : **INTERNET:office@nessysoft.co.at**.

Thank you for your cooperation !!!

## Leather Winged Demon of the Night

Should you fail to support this program and continue to use it, a leather winged demon of the night will tear itself, shrieking blood and fury, from the endless caverns of the nether world, hurl itself into the darkness with a thirst for blood on its slaving fangs and search the very threads of time for the throbbing of your heartbeat<sup>1</sup>.

But all this does not apply for you, because you are an honest shareware user, and you will register soon and your soul will be hiking around in eden.



<sup>1</sup> cited from Graphic Workshop for Windows from Alchemy Mindworks Inc (thanks a lot, gn)

## Shareware

Nessysoft RiskIt for Windows is not free software. You are permitted to evaluate this program for 30 days after which you must either discontinue using it or (preferably) [register](#). When you [register](#) you will get your personal code which will enable you to use it without restrictions and get all other releases of this program for free. There are reports that [not registering shareware brings a lot of bad karma](#). Please feel free to give copies of Nessysoft RiskIt for Windows™ to all your friends.

## Network installation

You can install Nessysoft RiskIt for Windows™ on a network. Normally the \*.ini file is in the applications directory. When you install Nessysoft RiskIt for Windows™ on a network you might want to provide a personal INI-file. With Nessysoft programs this is possible since you only have to change the Nessysoft RiskIt for Windows™ entry in the **WIN.INI** file to your local drive and directory (must be the same for all users). If the local directory does not exist, Nessysoft RiskIt for Windows™ will automatical change the **WIN.INI** entry to the applications directory, so that you do not have to worry about it. See [How to Edit WIN.INI](#) for more information.

## How to Edit WIN.INI

### Attention :

This section could cause serious problems to your system. So take care. Nessysoft takes no responsibility for any problems that might occur and gives no guarantees. It is best that you have it done by your supervisor.

Make a security copy. If you do it properly there should be no problems.


### Steps to edit WIN.INI

- 1.) Simply invoke an editor and load the file WIN.INI in the editor.
- 2.) Search for the Nessysoft Section ([Nessysoft RiskIt for Windows]).
- 3.) Then simply set the path entry (Path of application=directory) to your local directory. Please mention that all local stations must have the same directory.
- 4.) After you have edited the file save it.

That's it.

## Enter Your Address

**Enter Your Address** [X]

 RiskIt  
Key in your personal address (the address where the registration code should be mailed to)

Address :

Titular :	Street :	
<input type="text" value="Your title"/>	<input type="text" value="Your street name"/>	
First name :	Zip-Code :	City name :
<input type="text" value="Your first name"/>	<input type="text" value="Your zip-c"/>	<input type="text" value="Your city name"/>
Last name :	Country :	
<input type="text" value="Your last name"/>	<input type="text" value="Your country name"/>	

Electronic Mail Address(es) :

Please leave the box(es) not applying to you empty.

Internet email :	CompuServe :
<input type="text" value="Your Internet-Email Address"/>	<input type="text" value="Your CompuServe User ID"/>
Fax :	Phone :
<input type="text" value="Your fax number"/>	<input type="text" value="Your phone number"/>


Please specify the international dialing prefix (e.g. xx1 - xxx - xxxx for an USA #).

OK  
Cancel  
Help

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Your Response

**Your Response**



Dear Your title Your last name

To let me adapt my program to your wishes I would like to ask you some questions. Please try to answer as honestly as you can.

<b>Your impression of the program</b>	<b>Do you think the price is</b>	<b>How old are you ?</b>	<b>Favourite Genre ?</b>	<b>Momentary Employment ?</b>
<input type="radio"/> Very good	<input type="radio"/> Very cheap	<input type="radio"/> < 10 years	<input type="radio"/> Action	<input type="radio"/> At school
<input type="radio"/> Good	<input type="radio"/> Cheap	<input type="radio"/> < 20 years	<input type="radio"/> Adventure	<input type="radio"/> Student
<input type="radio"/> Average	<input type="radio"/> Okay	<input type="radio"/> < 30 years	<input type="radio"/> Action-Adv.	<input type="radio"/> Working
<input type="radio"/> Poor	<input type="radio"/> Expensive	<input type="radio"/> < 50 years	<input type="radio"/> Strategic	<input type="radio"/> Retired
<input type="radio"/> Very poor	<input type="radio"/> Very expens.	<input type="radio"/> > 50 years	<input type="radio"/> None of these	<input type="radio"/> None of these
<input checked="" type="radio"/> No answer	<input checked="" type="radio"/> No answer	<input checked="" type="radio"/> No answer	<input checked="" type="radio"/> No answer	<input checked="" type="radio"/> No answer
<b>Please rate the sound &amp; s. effects</b>	<b>Please rate the graphics</b>	<b>Please rate the game in general</b>	<b>Most necessary improvement ?</b>	<b>Where did you got the program from ?</b>
<input type="radio"/> Very good	<input type="radio"/> Very good	<input type="radio"/> Very good	<input type="radio"/> Graphics	<input type="radio"/> Internet
<input type="radio"/> Good	<input type="radio"/> Good	<input type="radio"/> Good	<input type="radio"/> Sound	<input type="radio"/> Mailbox
<input type="radio"/> Average	<input type="radio"/> Average	<input type="radio"/> Average	<input type="radio"/> Help	<input checked="" type="radio"/> Disk or CD
<input type="radio"/> Poor	<input type="radio"/> Poor	<input type="radio"/> Poor	<input type="radio"/> Concept	<input type="radio"/> Friends
<input type="radio"/> Very poor	<input type="radio"/> Very poor	<input type="radio"/> Very poor	<input type="radio"/> None of these	<input type="radio"/> None of these
<input checked="" type="radio"/> No answer	<input checked="" type="radio"/> No answer	<input checked="" type="radio"/> No answer	<input checked="" type="radio"/> No answer	<input type="radio"/> No answer

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.




## Payment




Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Payment Via Cash Or International Money Order

**PAYMENT VIA CASH OR INTERNATIONAL MONEY ORDER**

  
Cash

For how to handle cash payment read the help file. A special way of transferring your money safely is necessary. For further information please read the help-file.

  
International Money Order

If you do not want to send cash with your letter please send an International Money Order to the address specified in the help file (This is not the address where to send your registration!).

Your favourite currency (check only if you are paying cash) :

275 ATS     40 DEM     25 USD     16 GBP





OK  
Cancel  
Help

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Payment Via Credit Cards

**PAYMENT VIA CREDIT CARDS**

Choose your favourite credit card :

 American Express	 Diners Club International	 Eurocard-MasterCard	 VISA
---	--	--	---

Card data :

Your credit card number :       The expiry date of your card :

Bank the card's drawn on :       The name as it appears on the card :

Your credit card invoice address :

Please specify if it differs from the address displayed here.

Titular :       Street :

First name :       Zip-Code :       City name :

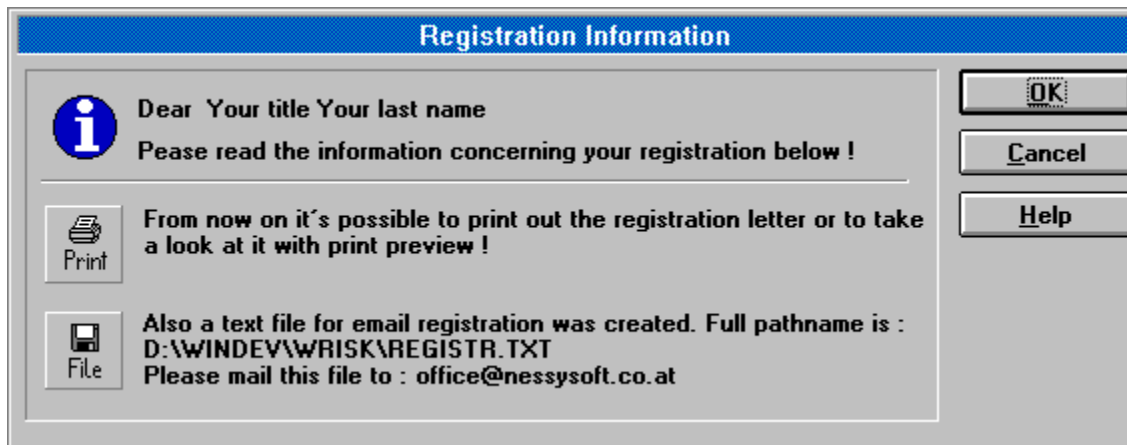
Last name :       Country :

**Note :**  
If you pay with a credit card your credit card invoice may slightly differ from amount specified. This is due to internal currency exchange calculations of the credit card companies. For avoiding this read the help-file.

OK  
Cancel  
Help

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.


## Registration Information



Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Enter your old code

**Enter your old code**

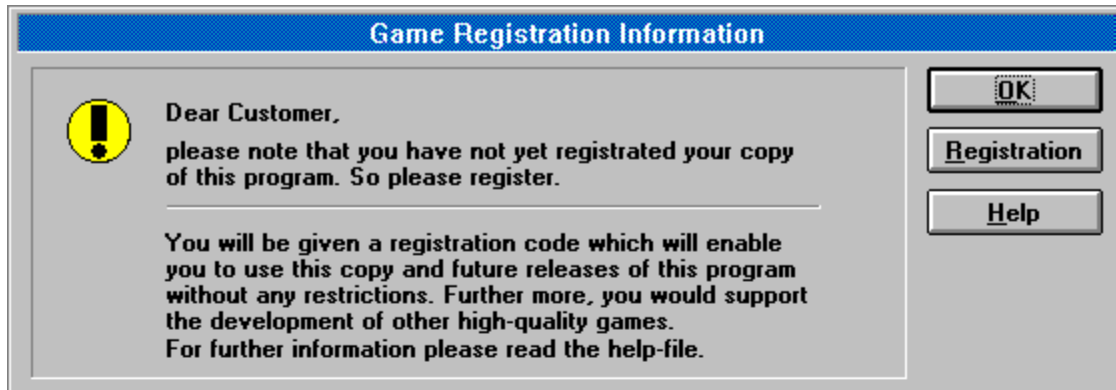
 Dear Your title Your last name  
Pease enter your old code in the edit-box below !

Enter your old code here :

**Note :** Your old code is the code you received for the initially-registration.  
On the following dialog pages your address and additional data will  
be displayed. Did anything change ? If so, please correct it.

Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Game Registration Information



Select an area where the arrow cursor turns to a hand cursor and click the left mouse button to get an explanation.

## Registration

Use this command to display the [Registration Menu dialog box](#). Do this to register yourself and to get unlimited access to this product.

### Shortcuts

Toolbar: ■  
Keys: CTRL+ALT+M

## Print the Registration Letter

You can now print the registration letter by choosing print or you can take a look at it with the print preview option. Use this option to check if everything is displayed correctly. If anything is incorrect please repeat the steps described in [First Time Registration](#) or [Additional Registration](#). Please mind the special procedure when you are [paying cash](#). Then simply put the letter into the cover, go to the next post office and send it to address printed in the letter. If you use a window envelope you even do not need write the address again. Please use air-mail outside of Europe to get your registration code as soon as possible. After receiving the your registration letter your registration code will be sent immediatly.



## How to use the created file

In addition to the registration letter a file is created. The name of the file is always REGISTR.TXT but the path may change depending on your directory structure. However, as you can see in the dialog box, the full pathname is displayed so it is easier for you to find the file.

You can use this file to get your registration code much faster. If you send that file (in which the contents are identical to the registration letter) by Internet e-mail to the **office@nessysoft.co.at** address we will be able to answer your inquiry quickly. Do not forget to add your e-mail account (it will automatically be in the file if you fill out the address dialog properly) so that we can send back your registration code immediately.

If you use **CompuServe** please do not use the CompuServe address of Nessysoft but mail to the Internet address ! How do you do it ? Simply mail to (in your WinCim or other program) **INTERNET:office@nessysoft.co.at**. That's all !

## **Paying cash**

We do not advise you to send cash, but if you want or have to, please consider the risk of sending cash in letters.

How to help avoid the risk ? Take an additional sheet of paper and wrap it around the money so that you can not see money in the envelope.

## **Infofield for First Time Registration**

This field informs you about the [First Time Registration](#). For more detailed information press [First Time Registration](#).

## **Infofield for Additional Registration**

This field informs you about the [Additional Registration](#). For more detailed information press [Additional Registration](#).

## Infofield for Enter Code

This field informs you about how to [enter the registration code](#). For more detailed information press [Enter Code](#).

## First Time Button

By pressing this button you will automatically switch to the [address dialog](#), which is the first step in the [First Time Registration](#) routine. Press the green text for more detailed information.

## **Additonal Button**

By pressing this button you will automatically switch to the [enter your old code](#) dialog, which is the first step in the [Additional Registration](#) routine. Press the green text for more detailed information.

## Enter Code Button

By pressing this button you will automatically switch to the [enter your code](#) dialog. After entering the registration code received in this dialog box you will be able to use this program without further [restrictions](#). Press the green text for more detailed information.



## **Your title/Your last name**

Your title and your name will appear here when you properly filled out the [address dialog](#).

## Code Enter Box

Type in the code you received from Nessysoft. The code is sent to you divided into groups of four letters. This is done in order to make the code more readable. **Please key it in without spaces** or an error will occur. After you have typed in your code press the [OK-button](#) , or simply the RETURN-key. If you have typed in the code correctly you will be able to use the program without any restrictions.

## No restrictions anymore

After you have typed in the code correctly in the [Code Enter Box](#) in the [Enter Registration Code](#) dialog box you will be able to use the program without any restrictions.

- No nasty reminders anymore !
- You may select to use additional types of computer players, making it more exciting !
- You can select [different value options](#) !
- You change the method of [country distribution](#) !
- All future [releases](#) (so 1.x, 1.x, ...) for free !
- A discount of at least 25% on the price of the next [version](#) (2.x, 3.x, ...) of this program !

## Release

You can also say that releases are minor improvements of a program that do not change the version numbers of programs (e.g. 1.1, 1.2, 1.3 will be different releases, while 2.0 will be the next version). That includes fixed bugs, new options and other improvements.

Two to four releases are planned to be shipped before the next version of the program will be shipped.

## **Version**

A version is, simply said, almost a new program. The program will look quite familiar to you but will be improved a lot. You can also say versions are that ones that change the version numbers of programs so 1.0, 2.0, 3.0 will be different versions, while 1.0, 1.1, 1.2 would be releases.

## Code Enter Box

Type in the old code that you received from Nessysoft. The code is sent to you divided into groups of four letters. This is done in order to make the code more readable. **Please key it in without spaces** or an error will occur. After you have typed in your code press the [OK-button](#) , or simply the RETURN-key.

Then you will go through the additional registration routine. For more details see [Additional Registration](#).

## Note

Key in your old code in the [edit box](#) above. Your old code is the code received when you registered yourself the [first time](#). If your address or anything else changed you can correct that in the following dialogs. In the payment dialog you can, as you did for the [first time registration](#) select your preferred method of payment. The amount to be paid is very low and will only cover our administration costs (hardly !).

## **Electronic Mail Addresses**

Type your electronic mail address in here. If you do not own any of the mentioned E-mail accounts simply erase the fields. If you have e.g. an Internet e-mail account simply key it in and erase the other accounts and vice versa.

If you own one of the mentioned e-mail accounts your registration code will be sent to the entered account which is considerably faster and your benefit.



## Personal Address

Type your personal mail address in here, so that we will be able to send you your registration code and to store your address in the users dictionary. This will enable us to provide you with several benefits (e.g. a discount of at least 25% on the price of the next [version](#)). If you live outside of Europe your registration code will be sent to you via air mail to enable you as fast as possible to use the program without [restrictions](#).

## Heading

Please help to make the program more fitting to your needs. In order to do this fill out the questions asked below. You just have to click whatever fits best. Please try to be honest so that you provide us with valid and useful information. **This is to your benefit.** Your response will be taken into careful consideration, so your time will not be lost.

## **Impression**

Select how the program impressed you, how it appealed to you, how you like it.

## Price

Compare the price to other products and answer as honestly as you can. Surely, we all want everything for free but as someone said : even shareware authors need to eat!

## Age

Ok, quite personal, but all data will kept strictly secret and is used only to check out which group our customers belong to.

## Genre

Of interest to us is what types of games you prefer. Select the option which fits your style most (e.g. we also like DOOM from ID a lot (action games)).

## **Employment**

What are you doing right now ? This is also useful to find out which group our customers mainly belong to.

## **Sound & sound effects**

How do you like the sounds (speech, sound effects) of the game ? Do you think they are important for a strategy game ?



## Graphics

How do you like the graphics of the game ? Consider that they are vector graphics and look better the higher the resolution of your graphic modus is.

## **Game in general**

How do you like the game in general (game concept, sounds, graphics, user interface, nice game flow ...)

## **Improvement**

Which part should be improved most ? Choose one of the possibilities. We will use your choice to concentrate our efforts.

## Supplier

Where did you get your program from ? Help us to choose the right way of distributing our program. This will benefit you because you will get your copy faster.

## Cash

When you want to pay cash you are welcome to. But you should keep look out for some restrictions paying cash. Please read the [recommendations paying cash](#).

## Recommendations paying cash

We do not know the legal situation in **your** country, but we can make some suggestions :

- take care that no one can see that you ship money in a letter.
- achieve that by folding paper (e.g. the registration letter) around the money
- hold the letter against a light source, can you see the money ?
- if so, add an additional layer of paper
- if not, post the letter
- last but not least try to avoid coins

If you follow our suggestions you should have no problem. If you still find it risky to do then we suggest that you ask a person you trust to pay for you with a credit card. A separate credit card invoice address will be no problem. Or you use an International Money Order.

## International Money Order

You can also register by paying using an International Money Order. Please send the International Money Order to :

Nessysoft  
postlagernd  
A-1120 Vienna  
Austria

You can select any of the four currencies mentioned above, that is either 25 USD or 40 DEM or 16 GBP or (preferably) **275 ATS**.

How an International Money Order works differs from country to country so please visit your local post office and ask for details.

If payment by eurocheque is not convenient to you, please use [cash](#) or [credit card](#) payment.

## Payment via credit card

Credit cards are welcome ! You can choose between the four credit cards displayed here. All of them are used world wide. This is a safe and easy method of payment. Simply select one of the cards and follow the [additonal steps](#) necessary for credit card payment. When you select a credit card by clicking on it the button will look pressed. In the [payment via credit cards](#) dialog it is the American Express card.



## **Additional steps for payment via credit card**

There only a few more steps to do if you are paying via credit card. Simply fill out the corresponding edit boxes or get help by pressing the help button and choosing the specified area in the help file.

One important to mention here :

By paying via credit card you will be charged 275 ATS converted into your currency. This will almost never be equal to the amount stated elsewhere. However the difference should not exceed +/- 1 of your currency units. This is a problem of exchanging currencies, and although we are not able to deal with it, we will try to keep the amount deducted from your credit card as close as possible to the stated amounts of your local currency.

## Currency

When you want to pay cash you can choose the currency you want to pay in [Austrian Schillings (ATS), German Marks (DEM), United States Dollar (USD) or British Pound (GBP)]. If you pay with via International Money Order please write **ATS** as currency and **275,00** as amount payable.

## **Credit card number**

The number of your credit card. It is important to enter all digits of the number (e.g. for Eurocard that would be 16 digits (four times four)).

## **Bank the card is drawn on**

The name of the bank or other institution that supplied you with the card. The name is printed on the card.

## **Expiry date**

The expiry date of your credit card. The date is printed on your credit card.

## Name

The name as it appears on the card. In most cases that would be **your** name. There are other possibilities, e.g. when using the credit card of a friend.

## **Avoiding credit card invoice differences**

The only way to avoid credit cards invoice differences completely is to pay cash or via International Money Order.

## **Credit card invoice address**

Because your invoice address for your credit card may differ from your personal address (e.g. you use the credit card of a friend) it is possible to specify the invoice address of the credit card used here. Your personal address is already filled in, so if your personal address is also your credit card invoice address there is no need to key it in.



## Credit card invoice address fields

Type your credit card invoice address in here. This is to offer you [different ways of payment](#). Simply type in the address analogues to the personal address, but now enter the address where the credit card invoice will be sent to (e.g. the card holders address).



