



# Risk Map Editor Manual

## How to Create Risk Maps in Total Diplomacy

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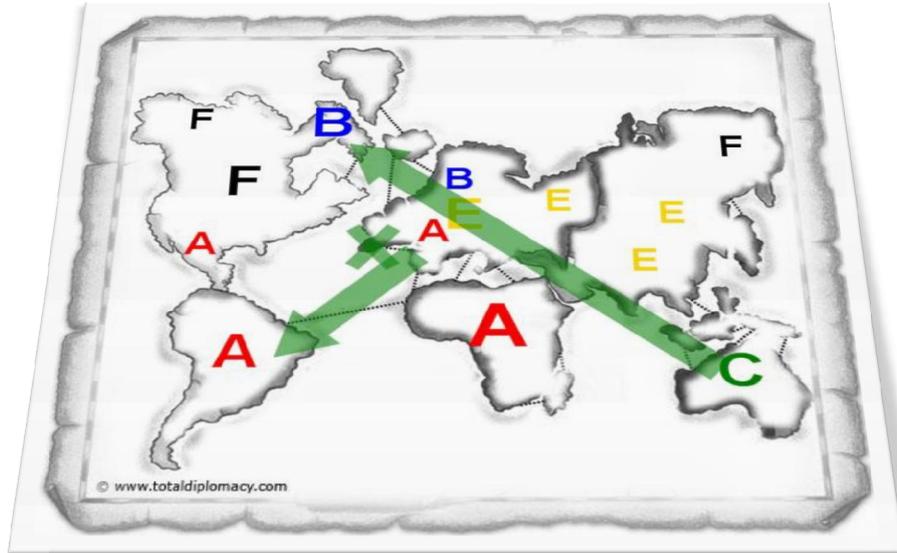
## Introduction

You can use Risk Map Editor to create Risk map images. These can be used in forum posts along with your description or Risk game experience. Use the Risk Map Editor to setup the armies, add arrows and notes to describe the action. The end result is a Risk map image that you can share with other users.

There are two types of Risk maps that you can make: *Standard* and *BOMS (Bold Move Sequence)* maps. Here are examples of these maps.



**Standard Map**



### BOMS Graph

BOMS are used to capture the essence of a game quickly and efficiently and are designed to be easily readable. If you want to know more about BOMS Graphs, see [A Guide to BOMS Graph](#).



## Risk Map Editor

Risk Map Editor consists of a number of components that lets you define the number of armies on the map, modify layers, update the map, save your map and manager your files.

Risk Map Editor
⊞

**Your Risk Maps:**

- Expansion-Map-2
- Expansion-Map-4
- My-First-Map

Delete
View
Refresh

Alaska	<input type="text" value="2"/>	Brown	Northwest Territory	<input type="text" value="2"/>	Black	Greenland	<input type="text" value="2"/>	Red	Alberta	<input type="text" value="3"/>	Red
Ontario	<input type="text" value="3"/>	Yellow	Quebec	<input type="text" value="1"/>	Green	Western United States	<input type="text" value="2"/>	Red	Eastern United States	<input type="text" value="2"/>	Green
Central America	<input type="text" value="4"/>	Green	Venezuela	<input type="text" value="2"/>	Green	Peru	<input type="text" value="1"/>	Red	Brazil	<input type="text" value="3"/>	Red
Argentina	<input type="text" value="2"/>	Blue	Iceland	<input type="text" value="1"/>	Green	Scandinavia	<input type="text" value="1"/>	Blue	Ukraine	<input type="text" value="2"/>	Red
Great Britain	<input type="text" value="4"/>	Brown	Northern Europe	<input type="text" value="1"/>	Blue	Western Europe	<input type="text" value="1"/>	Red	Southern Europe	<input type="text" value="6"/>	Red
North Africa	<input type="text" value="5"/>	Yellow	Egypt	<input type="text" value="1"/>	Brown	East Africa	<input type="text" value="1"/>	Brown	Congo	<input type="text" value="2"/>	Red
South Africa	<input type="text" value="3"/>	Brown	Madagascar	<input type="text" value="1"/>	Brown	Ural	<input type="text" value="1"/>	Brown	Siberia	<input type="text" value="8"/>	Green
Irkutsk	<input type="text" value="2"/>	Green	Yakutsk	<input type="text" value="4"/>	Yellow	Kamchatka	<input type="text" value="11"/>	Brown	Mongolia	<input type="text" value="7"/>	Red
Japan	<input type="text" value="1"/>	Green	Afghanistan	<input type="text" value="5"/>	Brown	China	<input type="text" value="1"/>	Brown	Middle East	<input type="text" value="6"/>	Red
India	<input type="text" value="4"/>	Blue	Siam	<input type="text" value="4"/>	Yellow	Indonesia	<input type="text" value="2"/>	Brown	New Guinea	<input type="text" value="4"/>	Green
Western Australia	<input type="text" value="3"/>	Black	Eastern Australia	<input type="text" value="3"/>	Black						

Total Armies:  35  8  25  32  16  8  Display countries with zero armies Update Risk Map

Risk Map Name  Save Map As Shown to File Reset Map

Overwrite Existing Maps Edit Armies Edit Layers

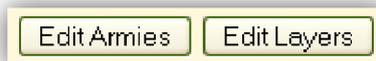
View Generated Risk Map



In Risk Map Editor, you can toggle between Standard and BOMS using the following buttons:



Whether, standard or BOMS, each Risk map has two main parts: *Armies* and *Layers*. The armies represent the distribution of armies for each player on the map. You can also create maps that only contain armies or layers. Layers can be a number of arrows and notes that capture treaties, invasions, eliminations and similar events. You can toggle between these two modes by using:



### Adding Armies

In this mode, you can modify the distribution of armies for all players on the map. The armies editing view is presented below and each component is explained in detail.

Editing Armies:

Alaska	2	Brown	Northwest Territory	2	Black	Greenland	2	Red	Alberta	3	Red
Ontario	3	Yellow	Quebec	1	Green	Western United States	2	Red	Eastern United States	2	Green
Central America	4	Green	Venezuela	2	Green	Peru	1	Red	Brazil	3	Red
Argentina	2	Blue	Iceland	1	Green	Scandinavia	1	Blue	Ukraine	2	Red
Great Britain	4	Brown	Northern Europe	1	Blue	Western Europe	1	Red	Southern Europe	6	Red
North Africa	5	Yellow	Egypt	1	Brown	East Africa	1	Brown	Congo	2	Red
South Africa	3	Brown	Madagascar	1	Brown	Ural	1	Brown	Siberia	8	Green
Irkutsk	2	Green	Yakutsk	4	Yellow	Kamchatka	11	Brown	Mongolia	7	Red
Japan	1	Green	Afghanistan	5	Brown	China	1	Brown	Middle East	6	Red
India	4	Blue	Siam	4	Yellow	Indonesia	2	Brown	New Guinea	4	Green
Western Australia	3	Black	Eastern Australia	3	Black						

Total Armies: ■ 35 ■ 8 ■ 25 ■ 32 ■ 16 ■ 8  Display countries with zero armies

When in *Armies Mode*, you can edit the number of armies and player settings by using the array of fields provided. Each continent is color coded for ease of use.



The total armies on the map are calculated when the Risk map is updated. This can be used to balance the map. You can also hide the zero-based countries by selecting the appropriate check box. Once you have finished updating the fields, press **Update Risk Map** to update the map.



## Editing Layers

Once you have updated the armies, you can move on to add arrows and notes which are commonly known as layers. As stated before, use the toggle buttons to switch between **Edit Layers** and **Edit Armies** modes.



In edit layer mode, you can add and manage the layers. There are two types of layers to add: Arrows and Notes. The layers editing view is shown below.





### Adding Arrows:

To add an arrow, fill in the appropriate parameters and then press **Add**. Select a name for this arrow. Choose the position of ends of each arrow by using 'From' and 'To'. These can be continents or territories as shown in the drop down boxes. By pressing **Add** the arrow will be added to the Risk.

The 'Add Arrows' dialog box contains the following fields and controls:

- Name:** A text input field.
- From:** A dropdown menu currently set to 'North America'.
- To:** A dropdown menu currently set to 'North America'.
- Arrow Type:** A dropdown menu currently set to 'Forward'.
- Arrow Size:** A dropdown menu currently set to '1'.
- Color:** A dropdown menu currently set to 'Red'.
- Buttons:** 'Add' and 'Save Edited Arrow'.

To the right is a territory selection dropdown menu with the following items:

- North America
- South America
- Europe
- Africa
- Asia
- Australia
- Alaska
- Northwest Territory
- Greenland
- Alberta
- Ontario
- Quebec
- Western United States
- Eastern United States
- Central America
- Venezuela
- Peru
- Brazil
- Argentina
- Iceland

### Adding Notes:

Similar to arrows, you can add note by filling in the parameters and pressing **Add**. Choose a name for a note, select its position, size and color to customize your note. You need to experiment with the settings to get a feel for your preferred note sizes and colors on the map.

In addition to placing notes on territories, notes can also be placed around the map in places named as *Map – Pacific*, *Map – Arctic*, etc.

The 'Add Notes' dialog box contains the following fields and controls:

- Name:** A text input field.
- Position:** A dropdown menu currently set to 'Map - Pacific'.
- Note Size:** A dropdown menu currently set to 'Size 1: Width = 150 Height = 90'.
- Color:** A dropdown menu currently set to 'Red'.
- Note Text:** A text area for entering the note's content.
- Buttons:** 'Add' and 'Save Edited Note'.

To the right is a territory selection dropdown menu with the following items:

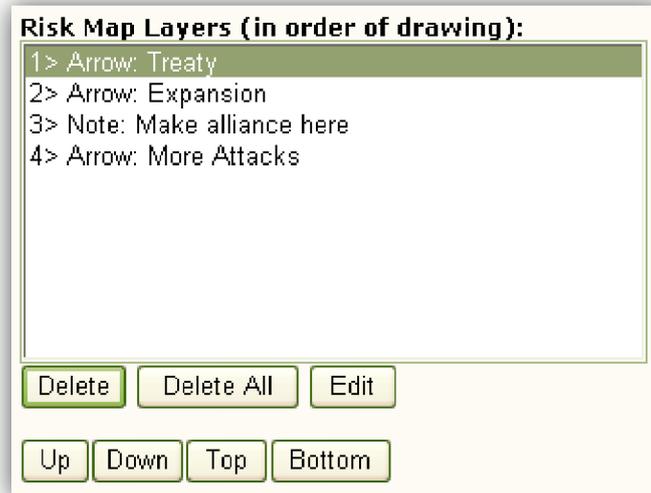
- Map - Pacific
- Map - Pacific
- Map - Arctic
- Map - Atlantic
- Map - Southern
- Map - Indian
- North America
- South America
- Europe
- Africa
- Asia
- Australia
- Alaska
- Northwest Territory
- Greenland
- Alberta
- Ontario
- Quebec
- Western United States
- Eastern United States

### Managing Layers:

Once you have added a number of arrows and notes, you may wish to manage them. For example, you may want to go back to edit a particular arrow to point to a different location, or you may want to delete it altogether.



To do this you can use the layer manager to delete or edit the current layers placed on the map. Each layer has a prefix which shows if it is an arrow or a note.



The order of the layers in the list represents the order at which the layers are drawn. For example, '1> Arrow: Treaty' is drawn first and on top of that '2 > Arrow: Expansion' is shown. This is only important if there is an overlap between the layers. You can use this feature to make sure that your notes are shown on top of the arrows for better readability. You can reorder the list by using the directional buttons (shown below) for a selected layer.



You can also use the list to select a layer for editing. Select a layer and press **Edit**. The settings for that layer are loaded to the appropriate editing box depending on the type of the layer.

For example, to edit '3> Note: Make alliance here', select it and press **Edit**. The settings are loaded to 'Add Notes' box. Modify the settings and then press **Save Edited Note**. This will modify 'Note: Invasion' in your current Risk map.

You can use this feature to create layers based on a previously created layer. To do this, select a layer, press **Edit** to load the settings into the appropriate box. Modify the settings and now select 'Add'. A new layer is added to the Risk map based on the modified settings. Use 'Delete' to delete the layer altogether.



**Risk Map Layers (in order of drawing):**

1> Arrow: Treaty
2> Arrow: Expansion
3> Note: Make alliance here
4> Arrow: More Attacks

**Add Notes**    Name

Position

Note Size  Color

Note Text

## Saving and Managing Your Risk Maps

### Saving a Risk Map:

Once you have added armies and a number of layers, you may wish to save your Risk maps. The maps are added to a specific area in your account and you can access your maps later on for editing or reviewing.

To save the map, give the map a name and press **Save Map**. Use **Overwrite existing Maps** to replace an existing map with the same name. You can reset the current map by pressing **Reset Map** and start from scratch.

**View Generated Risk Map** is the direct link to your generated Risk map image. As you know the purpose of creating these maps is to insert them into a message, such as a post to forums. Once you have created the Risk map, you may use the *Risk Map Manager* (described in the next section) to insert them into your posts.

Risk Map Name     Overwrite Existing Maps

**View Generated Risk Map**

### Managing Your Risk Maps:

'Your Risk Maps' list is shown in both modes as illustrated below. You can use the list to view specific maps, or delete them from your account to make room for others. Use 'Refresh' to update this list so that it would include all your Risk map creations.

# TOTAL DIPLOMACY



## Creating BOMS Graphs

Creating BOMS graph is very similar to creating standard maps. You set up the distribution of armies in *Armies Mode* and you can place the expansion arrows in *Layers Mode*.

Note that in *Armies mode*, you need to set the strength of each player on a scale of 1 to 5. You don't need to place an army in every location, only those that matter to the story you want to tell.



The screenshot shows the Risk Map Editor interface. On the left is a world map with several arrows connecting continents. The arrows are labeled with letters and colors: a red arrow from North America to South America, a blue arrow from North America to Europe, a green arrow from Europe to Africa, a yellow arrow from Europe to Asia, and a green arrow from Africa to Asia. There are also 'X' marks on some arrows. Below the map is a configuration panel with dropdown menus for each continent and region, allowing selection of player colors and counts. A 'Your Risk Maps' list on the right shows several saved maps, with 'Risk\_BOMS\_isolated\_player\_5' selected. Buttons for 'Delete', 'View', and 'Refresh' are at the bottom right of the list. An 'Update Risk Map' button is at the bottom left of the configuration panel.

Layers are added exactly the same as in the standard mode. Note that, based on BOMS graph specification you may use a *Forward*, *Bidirectional* or *Elimination* arrow.

The 'Add Arrows' dialog box has a 'Name' field at the top. Below it are 'From' and 'To' dropdown menus, both set to 'North America'. The 'Arrow Type' dropdown is set to 'Eliminate', with a menu showing 'Forward', 'Bidirectional', and 'Eliminate'. The 'Color' dropdown is set to 'A: Red'. An 'Arrow Size' dropdown is set to '1'. At the bottom are 'Add' and 'Save Edited Arrow' buttons.

The first two are self explanatory. Elimination arrow is a normal one-directional arrow with an X drawn next to it. This means that the player executed a move that resulted in the elimination of the target player; the player

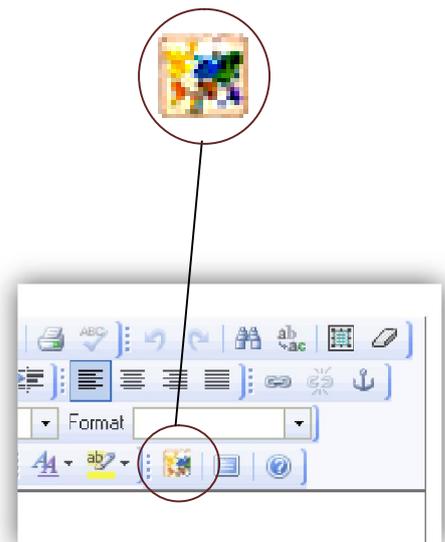
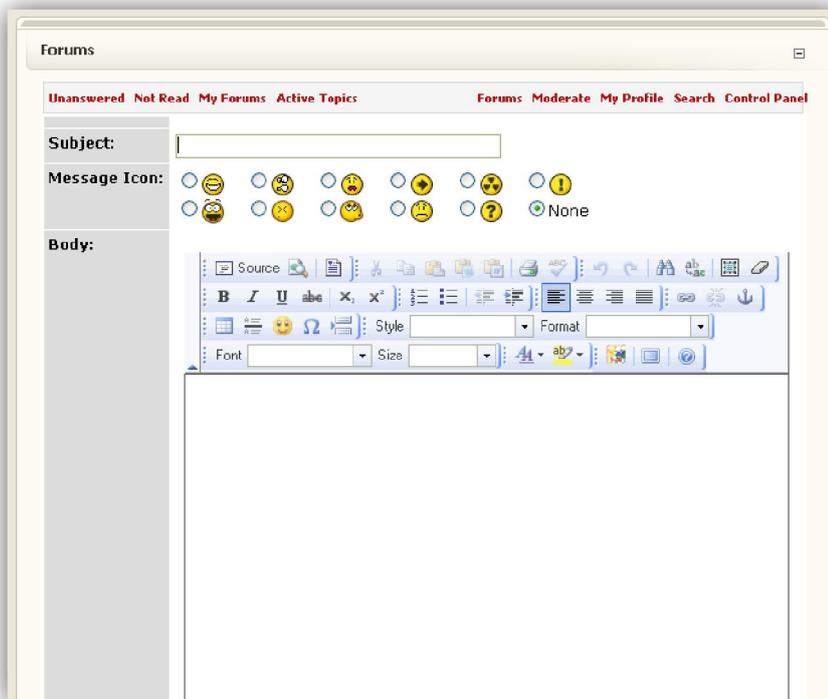


that the arrow points to. For example, in the above graph, the Australian player (Green), attacked Blue and eliminated him. Then he carried on attacking Red in South America.

## Posting Your Map to Forum

Once you have created your Risk maps, you may want to insert them into your forum posts. Using the Risk map you can explain visually what went on in your game.

To insert a Risk map, you first need to start a new post or a reply post to the forum as you would normally do. For example, you may go to a forum, and press **Add New Topic**. You will see the familiar window for making your post such as the example shown below.

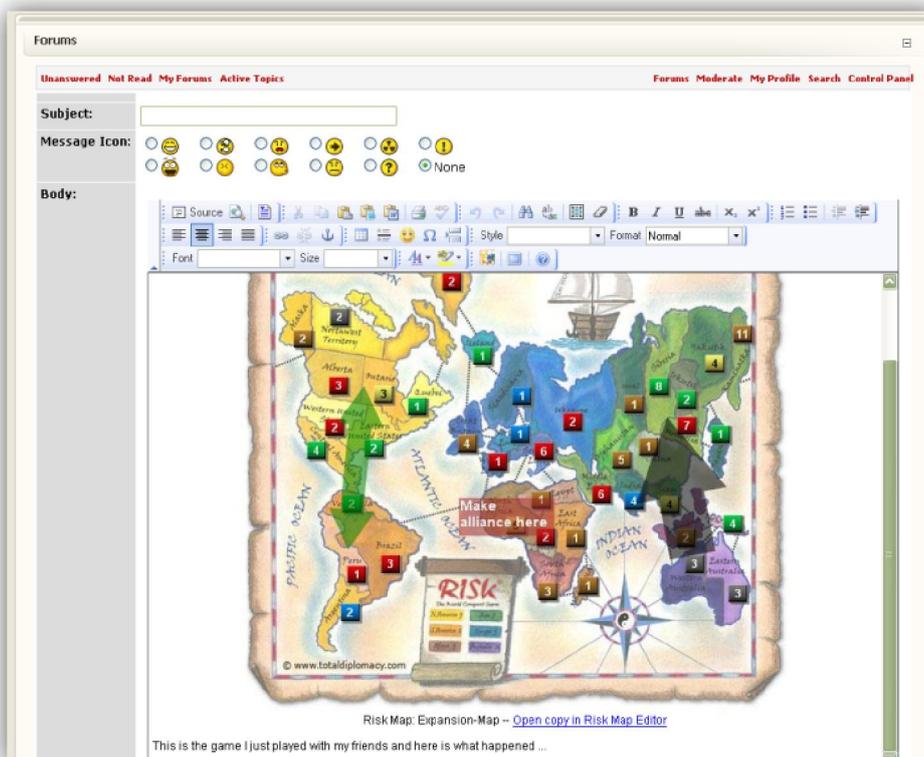


If you want to insert a Risk map, you need to press on the appropriate icon . This will open another small window shown below:



Here, you can select your desired map and then press **Insert Selected Risk Map**. You may insert as many maps as it is necessary for your post. Once you are happy, you can press **Cancel** to close the window. You may also use the preview option (**Risk Map Large View**), to view the Risk map before you insert it or even delete the unnecessary maps from your account.

After insertion, you will see your map inserted into your post along with its name and a link (**Open Copy in Risk Map Editor**).



# TOTAL DIPLOMACY

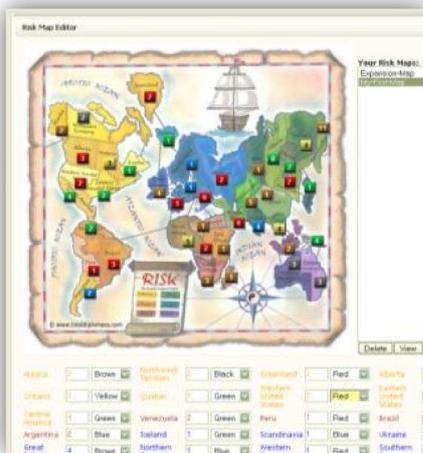
The link can let you and others to open your map in their own Risk Map Editor and add additional details as a response to your post. They can then save a new copy of your map and post it back to the forum for everyone's attention. The cycle can then continue.

Note that you only insert the Risk map as an image in the forum post and subsequent changes to the Risk Map in your account will not get reflected back to your Risk map inserted into the forum post. If you want to change the map, you need to reinsert the modified Risk map by editing your forum post. Use this with care as changing the map can become confusing if other users have replied to your original Risk map. Only use this if the map has a mistake and you think readers are confused.

## An Example Walkthrough

To clarify this process, here is a typical cycle of producing maps. User A decides to produce a map.

1. First, User A creates a Risk map that includes a number of armies for each player.



2. User A then adds some arrows and notes to the map.



3. The map is saved.



Risk Map Name     Overwrite Existing Maps

[View Generated Risk Map](#)

4. User A goes to the forum

Forums

Unanswered Not Read My Forums Active Topics

**RISK**

Forum Name	Topics	Rep
<b>Risk Game Strategies</b> Discuss anything related to general Risk strategies used in the game	68	37
<b>Risk Game Variations</b> Discuss variations of the game of Risk. In particular discuss those that will enhance the game or increase the fun-to-time-spent-ratio. There are also many variations of online Risk games which you may discuss here.	25	10
<b>The Book: Total Diplomacy, The Art of Winning Risk</b> Discuss all matters related to the book here.	2	6
<b>Diplomacy and Psychology in Risk</b> How do you use diplomacy in Risk game to achieve your goals? How critical is the psychology of other players? How does this apply to online Risk games?	2	6

5. And starts a new thread.

Forums

Unanswered Not Read My Forums Active Topics [Forums](#) [Moderate](#) [My Profile](#) [Search](#) [Control Panel](#)

Subject:

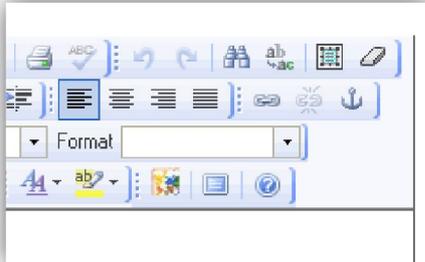
Message Icon:  😊  😡  😞  ➡  ☢  ⚠  😄  😏  😬  🤔  ?  None

Body:

Font:  Size:



6. User A wants to insert the map he has just created. He presses on 

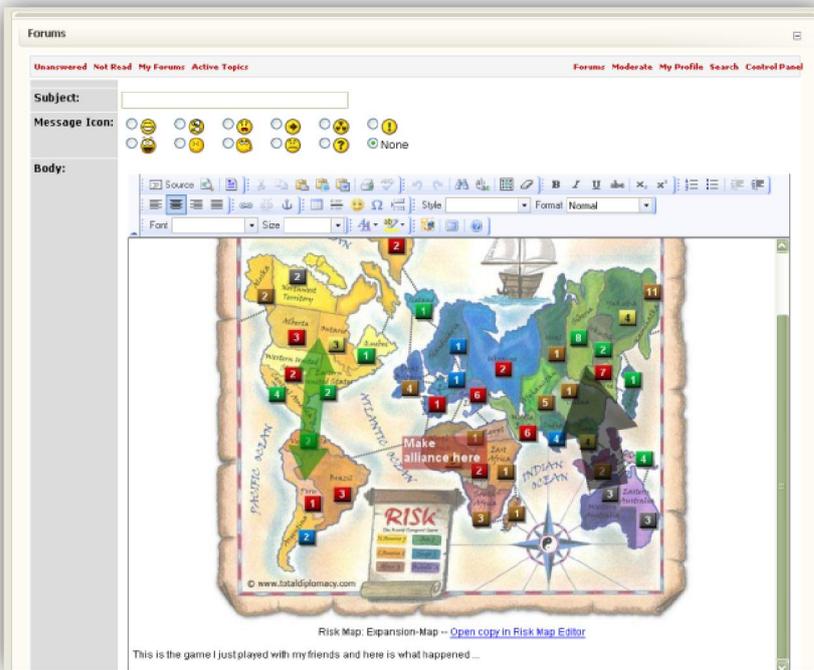


7. User A selects a map from the pop-up window and inserts it into the post.



# TOTAL DIPLOMACY

8. The map gets inserted. User A can then add his story.

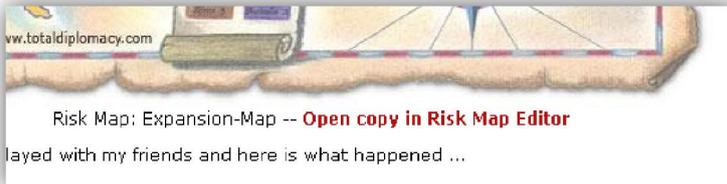


9. The scenario is posted to forum by User A. Later, User B reads the scenario.





10. User B liked User A's post and decides to reply. He needs to add a couple of arrows to the map to illustrate his point better. To do this, he presses **Open copy in Risk Map Editor** shown at the bottom of the image. This opens the map in Risk Map Editor.



11. User B can now modify the map. He presses on Edit Layers so that he can start adding arrows.





12. User B adds a blue arrow and then saves the map.



13. User B goes back to the forum and presses **Quote**. He then presses  and inserts his map.



# TOTAL DIPLOMACY

14. Finally, he gets the result as follows: His modified map follows the original map along with his description. Note that you can use **Add Reply** as opposed to **Quote** if you don't want to include the original map in your post.

Forums

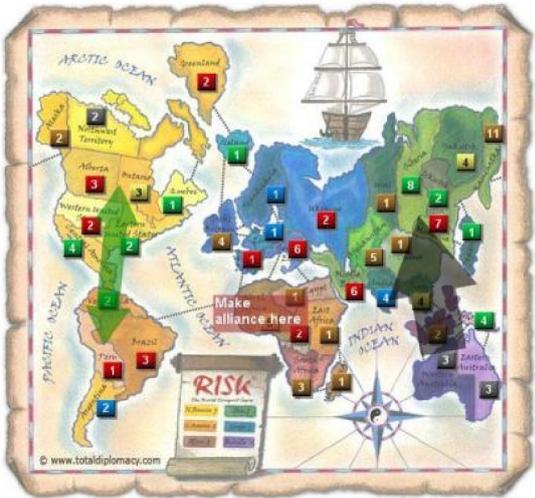
Unanswered Not Read My Forums Active Topics Forums Moderate My Profile Search Control Panel

Forums > Test > Test Area

Subject: Test 1

Email me when someone replies to this thread. [Prev](#) [Next](#)

[Add Reply](#)

Author	Messages
DisplayTest	<a href="#">Delete</a> <a href="#">Edit</a> <a href="#">Quote</a> <a href="#">Reply</a> <a href="#">Alert</a>
 Tactician	 Risk Map: Expansion-Map -- <a href="#">Open copy in Risk Map Editor</a>
My test map ....	
Ehsan Honary	<a href="#">Delete</a> <a href="#">Edit</a> <a href="#">Quote</a> <a href="#">Reply</a> <a href="#">Alert</a>
 Site Admin	 Risk Map: Expansion-Map-2 -- <a href="#">Open copy in Risk Map Editor</a>
my reply to test	
Ehsan Honary	