



Oligark

International Convention

Elementary principles of oligarchies*

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* An oligarchy is a form of government where power is held by a small group of people who form a ruling class.



Oligark

The equipment



A game board with 6 accounting tables



Country flags used as game squares



Two refugee zones



A globe whose center is the ideal place to dump bulky toxic materials without being too conspicuous.



Eight 6-sided dice (cubes) called d6



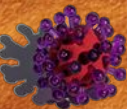
1 octahedral 8-sided die called d8

- Movements are made with two d6 dice and the d8 die.
- Attacks are made with 3 or more d6 dice.



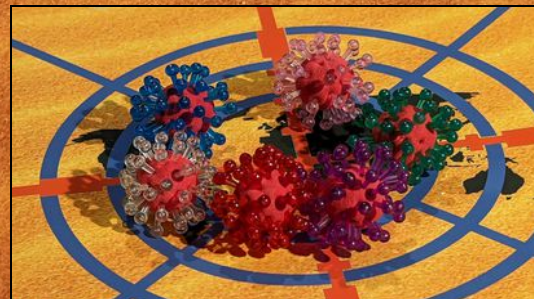
6 pawns (diamonds)

- Each member receives a pawn, and moves along the country row.



6 bedbug holders

- Place 48 thumbtacks on each thumbtack holder.
- Thumbtacks are used on the accounting board, to mark a territory and for commercial agreements.





12 head office cards

- Enter the name of the country used as the parent company.



1 "EL Presidente" card

1 erasable marker pen



32 red cards

- They are rather negative for you or the other members.



36 blue cards

- They are quite positive.
- Several are 'accumulable', at which point they must be placed on the table to be readable.
- You can play more than one card on your turn.



32 green cards

Tax havens:

- Lay these cards face down on the table when you have them (not legible).
- Secret accounts reduce debt at the end of the game.



30 barrels of toxic material

- Distribute an equal number of barrels to each member at the start of the game.
- Excess barrels are left outside the game.



The game

You are now a member of the very select club of **V.I.P.**
You're not just a player, you're a **MEMBRE.**



«**Oligark**» is a board game for 2 to 6 “crazy” players, aged 12 and over.

MISSION: Control your finances.

IMPOSSIBLE: Keep your debt to a minimum.

Ultimately, no one really knows who controls the planet. Over time, an amalgam of heads of state, bankers, managers, advisors, dictators, mafiosi, criminals, despots and oligarchs have taken the reins. An oligarch is a business magnate who controls enough resources to influence the national policies of a country.

In Oligark, you must control nations, negotiate, make trade deals, levy customs, collaborate, wage war and even be a refugee. Anything goes to line your pockets, no matter what the consequences. The winner is the member with the fewest debts at the end of the game. Remember, when we talk about money supply here, we're talking about all the countries under your aegis.



MONEY & CREDIT **G is the billion symbol: 100G = 100 BILLION**

There's no real money in Oligark, only credit. If you owe 100G to one member, you increase your debt by 100G and the other member decreases his debt by 100G. Debt tracking is greatly simplified by the use of accounting tables.



GENERAL RULES

- Values are rounded to the nearest hundred.
- You have to conquer nations and exploit them.
- A pawn is not moved during an attack.
- Members are obliged to play, cards must be drawn, actions performed and payments made.



THE GAME BOARD

The game board is a disk on which the flags are placed. Pieces move clockwise over the flags.



At the center of the board is a world map marked with a crosshair, the place to get rid of bulky barrels of toxic waste.



PREPARATIONS

- 1 - Determine the duration of the game;
- 2 - Choose a president;
- 3 - Place thumbtacks on accounting boards;
- 4 - Execute the "Great Zizanie";
- 5 - Each member chooses a country to manage as his or her headquarters, they write the name of the country on their V.I.P. card and place their pawn there;
- 6 - The barrels of toxic material are distributed evenly among the members, in front of them. Excess barrels are set aside.



GAME DURATION

The duration of the game is fixed by agreement between the members before the start of the game. Start the clock only when the pins are in place. When the bell rings, the game is over without delay.

- For a first game, a 90-minute playing time is suggested.
- You can change the duration later, if required.



EL PRESIDENTE

- The members must elect a chairman; if there is no agreement, he or she is chosen at random;
- When a president comes to power, he gets a tax haven card;
- EL Presidente starts the game;
- EL Presidente coordinates and directs play when necessary;
- EL Presidente votes only if there is a tie;
- EL Presidente has a card to identify it;
- If EL Presidente draws a card that concerns him, he mentions it, takes another card and returns the card that concerns him to the pile.

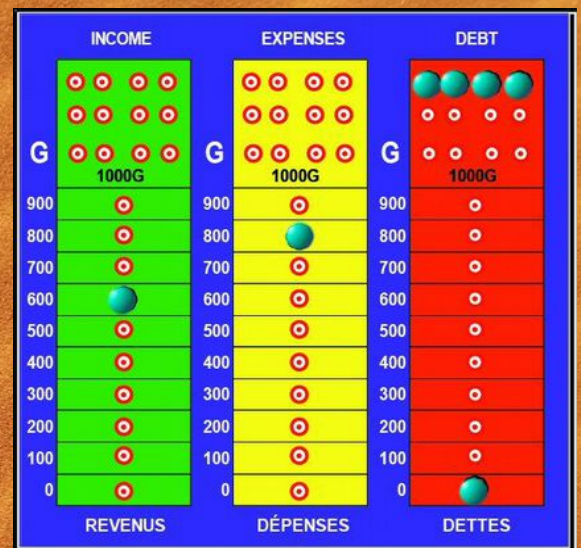


PREPARATION OF THE ACCOUNTING TABLE

Each member uses one color of pushpin on his board. Members already have debts at the start of the game.

Each member must place 7 pushpins on their accounting board:

- In the **INCOME**, 1 thumbtack at 600G;
- In the **EXPENSES**, 1 thumbtacks at 800G;
- Dans les **DEBTS**, 4 thumbtacks at 1000G and one on 0G.



PLAYBOARD PREPARATION for "THE GREAT ZIZANIA"

The aim of the Grand Zizanie is to quickly distribute countries to members. You have to be quick and think fast - you won't get a second chance!

The number of thumbtacks to be used for the Big Mess varies according to the number of player members:

- 2-3 members = 20 thumbtacks
- 4 members = 15 thumbtacks
- 5 members = 12 thumbtacks
- 6 members = 10 thumbtacks, for each member.

- Each member takes charge of the number of tacks to be used.
- During the Grand Zizanie, each member can seize the countries he covets simply by poking his pin into the inner circle opposite the chosen countries. This indicates control.
- At EL Presidente's signal, all members bite all their bedbugs at the same time..
- Only one bug per country, first come, first served.

IMPORTANT :

- Don't forget that two adjacent countries with the same color of tacks can establish a trade agreement. This will generate additional income. Place a pushpin between these countries (outer circle) to mark this agreement.
- Also, the member who still owns the country where his head office is located at the end of the game will deduct an additional 1,000G from his debt.

Start of the game



FIRST ROUND OF PLAY





Each member in turn rolls the dice, moves and performs the actions available to them.



MOVEMENTS

Members take turns rolling the d8 die (8-sided) and two d6 dice (6-sided).

1- The member who obtains d8 on the die:

	adds 100G to his expenses and stores a barrel on the world map (see TOXIC PRODUCTS).
	adds 100G to its income.
	places his pawn in a refugee camp or pays a "bribe" (see REFUGEE CAMP).
	can move according to the result of two dice (d6) or just one.



2- The member moves his pawn clockwise, over the flags, according to the number indicated on his two d6 dice, taking into account the above-mentioned conditions.

If the member has a double, he will have to play again after completing the possible actions.



DÉPASSEMENTS

When a moving pawn overtakes or stops on a country occupied by another member's pawn, the overtaking member has two options:

remove 200G from his debt and add 200G to the debt of the overtaken member;

OR he can take a card of his choice belonging to the outdated member.

If the member stops on a country occupied by another pawn, he moves the other pawn to the refugee camp in addition to obtaining one of the above options, and the members compile their debts.



THE CARDS

- Members must read aloud the cards they pick (**with the exception of green cards**).
- They have to draw a colored card when they arrive at a country marked with a dot. ● **red**, ● **bleue** or ● **green**. If the dot is ● **white**, they can buy a card for 200G.
- The action indicated on the drawn card takes precedence, and play continues as normal after the specified action has been carried out (for example, the member does not pay customs if the drawn card allows him to move).
- The card may also be kept for subsequent play when specified on the card, at which point it will no longer have priority. Kept cards are placed on the table in front of the member, with the text clearly visible to all members.
- Exception: Tax haven cards are placed face down (not legible).
- When a card has been used, it is placed outside the deck.
- When there are no cards left in a stack, reuse the discarded cards.



REFUGEE CAMP

When a member gets a buoy on his d8 die, he has two choices:

he becomes a refugee and places his pawn on a buoy, his turn is over and all members compile their debts. **OR member country 200G** to avoid deportation and continues his turn as normal.

The member who is in the refugee camp when it's his turn to play doesn't roll the dice, but places his pawn on a country of his choice where he has a trade agreement; if he doesn't have an agreement, he places his pawn on a country under his control.



CONQUERING A FREE COUNTRY

When a member arrives in a free country, he conquers that country 'de facto'. He pins a pin of his own color on the inner circle opposite the country. If the country is already occupied by a pin of another color, he simply places his pawn on the country.



THE ATTACKS

A member arriving on a country it owns can declare war on an adjacent country.

The attacker has 3 armies and the defender has 2 armies.

Army" refers to the number of dice, 'battalion' to the number on the die. In an attack, normally the attacking member has 3 armies and the defending member has 2 armies.

A member with a trade agreement in a country in conflict adds an army for attack or defense.

Both members throw their armies (d6 dice) into battle and compare them, with an army with more battalions eliminating an army with fewer battalions. Always compare the two armies with the most battalions together. In the event of a tie, the defensive army wins.

Uncut armies are restarted until one of the two members has no army left; the member who still has at least one army wins. The loser removes his pin and pins the winner's pin in its place. (If there is a trade agreement, it is also removed).

Example of dice played

On the first lap of the attack:

1. The army of 6 offensive battalions wins over the 5 defensive battalions. (remove the defender's 5-battalion army).
2. Army of 4 offensive battalions loses to army of 4 defensive battalions (remove offensive die 4).

In the second round of the attack:

There are now 2 offensive armies and 1 defensive army.
The attack continues until one member has no army left.



CUSTOMS

A member immobilizing his pawn in the territory of another member's trade agreement adds 300G to his debt, and the owning member removes 300G from his debt.

Watch your borders, it's up to the "owner" to claim his customs duty, customs can no longer be demanded if the member has completed his turn.

Attacks have priority over customs payments.

A member must not point out that another member is in a territory covered by a trade agreement; it's up to each member to keep a close eye on its borders. If a member contravenes this rule, it is up to that member to pay customs.



MUTUAL ASSISTANCE AND COOPERATION (except in the case of customs)

A member must tell another member if he forgets to do something.



DEMOCRATIC VOTE

In the event of disagreement, a vote is taken. Any member may request a vote, but the request must be seconded by another member. Voting is by a show of hands. Members vote according to their interests and are not required to give reasons for their vote. A member may also request a vote to extend a game. If the game is extended, a new vote may be requested for a subsequent extension.



TOXIC PRODUCTS

At the start of the game, members receive the same number of toxic barrels, which they must dispose of by placing them on the world map. The storage limit is the line of the last circle on the world map.



The member who obtains the yellow triangle on the 8-sided die must deposit a barrel. He must also add 100G to his expenses.



If any barrels become magnetized or out of bounds, they are returned to the member's inventory. The member cannot touch the barrels on the world map.

At any time during the game, if a member commits an act that causes barrels to clump together, he/she adds these barrels to his/her inventory. Any dispute may be put to the vote.

At the end of the game, members who still have barrels count the number of barrels in their possession and add **100G** to their debt for each barrel.

Members who have run out of barrels will deduct **100G** from their debt for each barrel on the world map, divided by the number of members who have run out of barrels.



TRADE AGREEMENT

A member arriving **on a country it owns** can enter into a trade agreement with other countries adjacent to it. The member pins a pin between the two blocks and adds **100G** to his debt. At all times, two adjacent countries are required to have an agreement.



COUNTRY EXCHANGES (only one proposal per game turn)

During his turn, the member can propose the exchange of a country with another member, who is free to accept with or without compensation. Other members do not have to intervene. Bear in mind that two adjacent countries of the same color are required for a trade agreement.



LACK OF RESOURCES

A member who has run out of thumbtacks and needs to use one, must take a thumbtack from one of its countries, the country becomes free and if it has a trade agreement, it's lost.



DESTITUTION

Some cards result in the removal of EL Presidente. The member who obtains an impeachment card is named EL Presidente "de facto". Members greet the arrival of the new president with "Viva EL Presidente", and all collect their debts.

The new president receives a tax haven card as a welcome gift.



DEBT UPDATE (Adjustment)

All members must update their debts whenever a member becomes a refugee or when EL Presidente is replaced.

- To update debts:
Subtract **expenses** from **income** and add the result to the **debt**.
The value of revenues and expenses must not be modified during this operation.

END OF GAME AND FINAL COUNTDOWN

When the time runs out, the game stops immediately and each member updates their debt one last time.



FINAL COUNTDOWN TO DETERMINE THE WINNER

+ The member adds to his debt:

- **+100G** for every barrel still in its possession.
- **+100G** for every blue card he still has in his hand.

- The member deducts from his debt:

- Members who have run out of barrels deduct **100G** from their debt for each barrel on the world map, divided by the number of members who have run out of barrels.
- **-1 000G** if it still owns the country of its registered office;
- **-100G** for each pin at its color on the game board;
- The value of his secret accounts in tax havens.

THE MEMBER WITH THE FEWEST DEBTS WINS THE GAME

RULES SUMMARY

COST\$

Trade agreement :	100G
Avoiding the refugee camp :	200G
Buy a card :	200G
Overtaking :	200G
Customs :	300G
Toxic barrel :	100G

ATTACKS

Offensive = 3 armies / Defensive = 2 armies.

If the die is tied, the defender wins.

A trade agreement on countries in conflict entitles us to one more army.

STOP ON A BLOCK YOU OWN

War:

War can be declared on an adjacent block.

The loser replaces his pin with the winner's and removes the trade agreement, if applicable.

Trade agreement:

A trade agreement is established by placing a pushpin between two of its adjacent blocks.

You must add 100G to your debt to obtain an agreement.

STOP ON THE BLOCK OF ANOTHER MEMBER

Customs:

If a member's pawn stops on a block with a trade agreement,

he adds 300G to his debt and the block owner removes 300G from his debt, "if he notices!"

Attacks take precedence over customs.

DEBT COMPILATION

To update debt:

Subtract income from expenses and add the result to the debt.

The value of revenues and expenses must not be modified during this operation.

*When the winds of change blow, some people
some build walls, others windmills.*