

THE
PEAK OIL
FAQ'S V.1

UPDATED 21/03/2018

Peak Oil

This document has been created to solve some issues and questions that have been asked about Peak Oil. If you don't find the answers you need here, please feel free to contact us at jordi@2tomatoesgames.com or consult on Peak Oil's BGG forums!

Oilfields with 2 Tech Symbols

Oilfields with 2 tech symbols will count towards both of the symbols when scoring at the end of the game. So, if you have an oilfield card with the symbols "Tidal Power" and "Agropolymers", you will receive an extra point for start-ups of each "Tidal Power" **AND** "Agropolymers".

On the other hand, when you Drill and select one Oilfield with 2 tech symbols, you **MUST** pull all the indicated question-mark barrels from the bag. **This is an exception on the rule on page 10 of the Rulebook.** These pulls are resolved as per the normal rules: if black, the barrel goes to the region; if red or yellow, you suffer a PR Crisis (and you can re-pull).

Shipping barrels clarified

Whenever you ship, **you may take up to** (and never more) as many Barrels as in Demand at the target Refinery from the shipping Region into hand. Of those you satisfy the Black Market. Whatever remains in your hand after that goes to your HQ. This may be less than the Demand at the target Refinery, either because there were too few Barrels in the shipping Region, or because you lost some to the Pirates. Since you may never pick up more Barrels than the Demand in the target Refinery, there will never be any 'excess' to return to the shipping Region.

Also note that you may use Security chips at any time during your turn, not only at the start of Shipping.

Pulling due to ties and resolving actions clarified

Completely resolve your Pull before you actually take the action (as explained on page 7 of the Rulebook). That means you pull and handle any placement onto the Black Market or your PR crisis **FIRST**, and then you can take an action.

With the **Grey Ops** actions, **you then pay a barrel on to the Black Market first**, and then take the actual action.

With the **Whitewash** option, if the pull ended up with you having a face-up PR Crisis card, you can get rid of it after (assuming you can pay the cost if required).

Assorted Questions

Q: *Can I use the "Head Hunter" consultant just once by using the action Grey Ops / Consultant ?*

A: Correct. This Consultant's ability only fires once, the moment you recruit her.

Q: *The Geopolitical Consultant lets you obtain a security chip rather than taking the Grey Ops-Consultants action- but does it still cost a barrel?*

A: Yes, this Consultant's ability enables you to take a Security chips **instead** of a Consultant when you take the "Consultants" option of the "Grey Ops" action spot. And yes, you still need to pay 1 barrel to the black market to take action in the "Grey ops" action spot, as per the normal rules.

Q: *The Oilfield cards do not score anything if you do not have a start-up card that matches them, right?*

A: Yes, the Oilfield cards only contribute to your score if you have corresponding start-up card(s) (including the three on your starting private portfolio card). Each symbol on the Oilfield cards counts as one Barrel on the corresponding space on the Tech track, effectively increasing the value of each Start-Up by one, and **only for you, not for the other players.**

Q: *Do you I need to have a have a relative majority to ship, or is it Ok if you are tied for the majority. If the former is there the option to ship but to pull barrels?*

A: The Regions count as regular Action Spots in that respect. If you have the majority, you can take the shipping action there. If you are tied, you first need to pull a Barrel and then may take the shipping action there. See also in the rules, page 9, under Action Spots, Notes & Clarifications, second paragraph.

Q: *When you pull black barrels whilst shipping do they go back in the bag or are they discarded from the game?*

A: The first black Barrel you pull on your turn goes to the Black Market, all others go back to the bag. The only exception to this is the Drill Action. See also in the rules, page 8, Barrels in a Bag, Black Barrels.

Q: *At most player counts there is one less levels 2 consultantats than the number of players. But the rules state that is you don't have a level 2 then you can't buy a level 3. Doesn't this mean the player who get to consultants last will have no chance to buy a level 3?*

A: Correct, depending on player count, not all players will be able to hire a Lvl 2 Consultant, and of those, not all will be able to hire a Lvl 3 one. Note that the VP that hiring Consultants grants are really a minor bonus compared to what you gain from other actions..

Q: *When I use the "Black Market" option of the Grey Ops action spot, can I choose which barrels move? Or are all the available barrels transferred to the Tech track?*

A: All the barrels are moved. You may either move none or all, but not selectively move some and some not.

Q: *What does happen when you want to take the drill action, but there are no black barrels left in the bag?*

A: Even if there are no more black barrels in the bag (as will be during the end game, there will not even be a single black barrel left), you may take the Drill action. If you do so, you do not get to place any barrels onto the Region, but you do get to keep the Oilfield card.