



Peak Oil

A GAME ABOUT
CRISIS AND PROFIT

INTRODUCTION

Peak Oil is looming ahead and you, the chief executive at one of the large oil companies, need to lead your enterprise on the way into a future without oil. You will squeeze the last drops from Oil Fields around the world to gather the resources that allow you to invest in various oil replacement technologies. While you may try to emerge from the coming crisis through legal means, your competitors most likely will not, and force you to dirty your hands as well.

You have a workforce of Agents you may assign to different tasks on the board. Actions include drilling for and shipping oil, hiring new Agents, buying Start-Ups in oil replacement Technologies, and Promotion campaigns that manipulate the public opinion about those Technologies. If you have more Agents assigned to a task than any other player at the start of your turn, you may carry out the Action, and recall those Agents to Headquarters to prepare them for your next plan.

At some point, the oil, represented by a set number of black Barrels in a bag, will run out. This is called Peak Oil and marks the end of the game. After a flurry of Peak Oil panic, players tally the value of the Technologies they invested in and promoted during the game. Whoever best shaped the uncertain future in favor of their company wins.



ENGLISH RULEBOOK

COMPONENTS OVERVIEW

Congratulations! You have bought a quality product! Before the first use, carefully remove the markers from the punch board. If your copy is missing any components, let us know: support@2tomatoesgames.com.

Note that we can't be held responsible for any differences or similarities between this game and real life. In fact, Peak Oil is a phantom menace created by right-wing anti-capitalists. Or fear-mongering, tree-hugging environmentalists. Or not. And yes, we realize that Peak Oil doesn't actually mean that "the oil runs out".

50 wooden Barrels
40 black, 5 red
and 5 yellow



1 cloth bag

This will hold a number of Barrels depending on your player count. The black Barrels in the bag represent earth's remaining oil supply until Peak Oil is reached.



8 Risk chips and
3 Refinery Chips

These are placed on the board and represent dangers on the shipping routes and demand at the Refineries.

The black Barrels move around a bit in this game and represent different things depending on where they are:

- Barrels in the bag and on Oil Fields represent crude oil. Each Barrel roughly relates to 1 trillion tons of oil.
- Barrels in your HQ represent roughly 1 trillion Euros each.
- Barrels placed on the technology track indicate the perceived value of that technology in the public view. Each Barrel represents roughly 1 trillion euros in market value for that technology.

Sometimes, Barrels are discarded from the game. Just return them to the box, you'll not need them any more in the current game.

5 HQ cards



5 Private Portfolio / player aid cards

You can place Agents on these Action Spots to assign them to the corresponding tasks, see Action Spots, below.



Expand

Recruit additional Agents and dispatch Agents for surprise maneuvers.



20 wooden Agents
4 in each of the
5 player colours

15 PR Crisis cards



The black and white lines represent the available shipping routes, on the sea and via pipelines. Both kinds work the same.

Risk Spots mark the dangers that await your tankers on their way from the oil Regions to the Refineries. Pirates, stormy seas, and transfer fees compete in trying to make your life miserable.

The global Black Market for oil is a powerful instrument in making sure that the "right" technologies end up valuable. Use it wisely.



1 board



The Technology Track shows which technology public opinion currently considers most important in overcoming peak oil problems. The value of a technology when investing in it and at game end is decided solely by the number of Barrels on it. To add Barrels to a Technology, the Invest and Grey Ops actions are used.

NOTE!

Do not use this game board to navigate the real world. The strait of Malacca, for example, is not quite where it is marked on the board, and some other geography has also been severely warped to accommodate the usability needs of this game. Our "scale" is pretty much off.

DEVELOP
DRILL / WHITEWASH

PEAK OIL
comprehensive Guide

PLAYERS	1	2	3	MARKETING LEVEL	1	2	3
2	2	2	18	2	2	1	
3	3	3	20	3	2	2	
4	4	4	22	4	3	2	
5	5	5	25	5	4	3	

- 1 EXPAND
- 2 DEVELOP
- 3 HARVEST
- 4 INVEST
- 5 GREY OPS

INVEST
START-UPS / TECHNOLOGIES

GREY OPS
MARKETING / DIVERT

Develop

Drill in a Region, adding crude oil Barrels from the bag to its oil fields, or Whitewash to get rid of those pesky PR Crises.

Invest

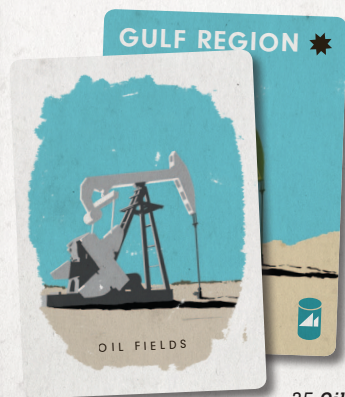
Buy a Start-Up from the open display or inflate the perceived value of a Technology.

Grey Ops

Close a deal with one of the Consultants that give you special abilities and tap into the Black Market.

5 Security chips

These allow you to influence the safety of shipping routes and the demand at Refineries.



25 Oil Field cards

25 Start-Up cards



NOTE!

SPMRs (Small Personal Modular Nuclear Reactors) are not really something discussed as a viable alternative at the moment. We just wanted a little touch of retro sci-fi.






12 Consultant cards

SETUP

- Randomly distribute the large round **Refinery chips** with a random side up on the three Refineries.
- Randomly distribute the small round **Risk chips** with a random side up on the Risk spots. Make sure that the chip with the 'closed' icon (⊘) has that side face down.
- Shuffle the **Oil Field cards** and reveal one per player: for each card revealed, place two black Barrels on the shown region. Return those Oil Field cards face down to the bottom of the deck. Then reveal three new Oil Field cards and place them face up into the open display close to the Develop Action Spot. Place the face down Oil Field deck close by.
- Shuffle the **Start-up cards**. Reveal three and place them face up into the open display close to the Invest Action Spot. Place the face down Start-Up deck close by.
- Each player picks the **HQ card** they like best.
- Shuffle the **Private Portfolio cards** face down and deal one to each player.
- Allocate some area close to the board as the **general reserve**.
- Each player places two **Agents** of their color in their HQ and the remaining two in the general reserve.
- Each player places **one black Barrel** in their HQ.
- Place the five **Security chips** in the general reserve.

- Put a number of red, yellow and black **Barrels** corresponding to your player count into the **bag**. Use the table to the bottom below, which is also found on the board.

				Consultants		
				L. 1	L. 2	L. 3
2	2	2	18	2	2	1
3	3	3	20	3	2	2
4	4	4	22	4	3	2
5	5	5	25	5	4	3

- Separate the **Consultant cards** into three stacks by level: shuffle and reveal Consultant cards face up into the open display in the quantities corresponding to your player count, using the table above, also found on the board.
- Separate the **PR Crisis cards** into three stacks by level. Shuffle each of these stacks face down and place them close to the board. *For a more challenging game, each player draws one card from the level 1 stack and keeps it face down.*
- Return all leftover components to the box, they will not be needed this game.

NOTES & CLARIFICATIONS

The play area of a player is called their HQ and holds their black Barrels used as money, their cards, and available Agents during the game. Part of each player's HQ is the HQ card in the player's colour, and the Private Portfolio card, which must be kept secret until Scoring.

The general reserve will contain unrecruited Agents and Security chips not owned by players. Whenever a player recruits a new Agent or receives a Security chip out of the general reserve, those will go to their HQ.

2-3 PLAYER GAME

In a 2-3p game, remove all cards marked ●●●●/ along the right edge from the game. (All Hydrogen Cells Start-Ups, all Venezuela Oil Fields, some other Oil Fields, and two Private Portfolios.)

There will only be four spaces in the Black Market, and Venezuela is completely closed. Place one of the Hydrogen Cells Start-Up cards face down on the Hydrogen Technology, and one Venezuela Oil Field card face down on the Venezuela Region Spot to remind yourself of that fact during the game.

All other rules remain unchanged.

CREDITS

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Special Thanks – Alba, Karen, Olja, Sandra,



EXAMPLE SETUP FOR 4 PLAYERS



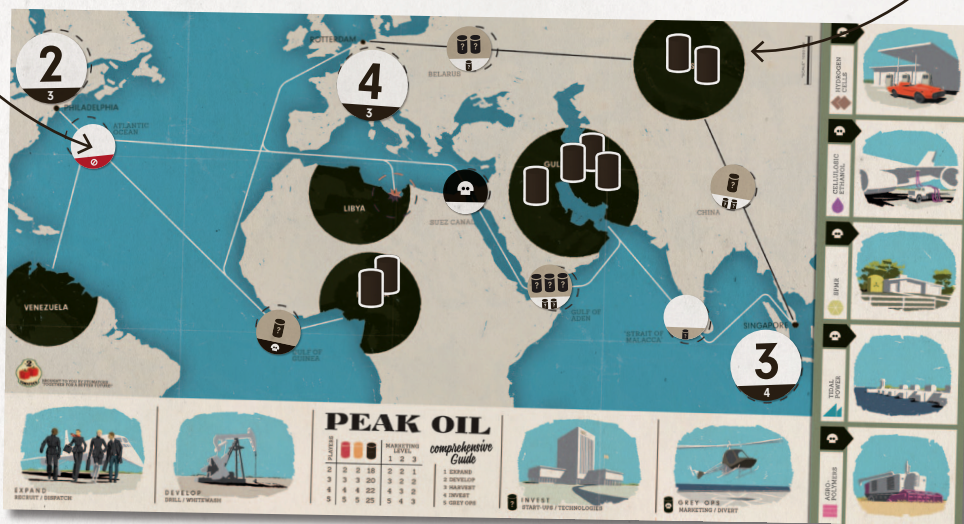
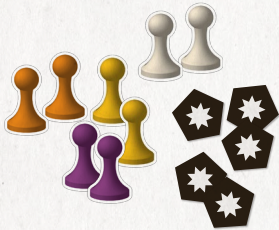
For four players, four Level 1 Consultants, three of Level 2 and two of Level 3 are revealed.



All markers on the board are placed randomly with a random side up. Only the blocked route marker is always face down at game start.

Four for four players, a total of eight black Barrels is placed onto random Regions.

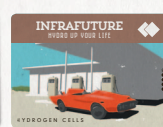
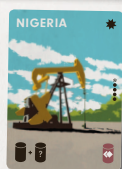
The general reserve contains two extra Agents per player and five Security chips.



The three PR Crisis decks



Oil Fields deck



The open display consists of three Oil Field cards and three Start-Up cards.



Start-Ups deck



Alba plays white. In her HQ, she has the white HQ card, two white Agents, one Barrel and a Private Portfolio card (face down).



With four players, the bag contains four red, four yellow and 22 black Barrels.



Sandra's HQ.

GAMEPLAY

The player who last drove a car starts, then players take turns clockwise. When the bag runs out of black Barrels, Peak Oil is reached, and a last round is played. At the end of game, the player with the most Victory Points (VPs) wins.

TURN ORDER

Players take turns clockwise. Each turn consists of two steps; on your turn, you **must take both**, in this order:

- **Step 1**
Reassign an Agent **or** Take an action
- **Step 2**
Reassign an Agent. You may **not** do anything else optionally.
- **Step 3 (OPTIONAL)**
You **may** pay two Barrels from your HQ to reassign an additional Agent.

NOTES & CLARIFICATIONS

This means that you may never reassign Agents and later in the same turn take an action. You have to plan ahead this turn what action you would like to take at the start of your next turn.

Note that there are no "rounds". The starting player starts, and then players take turns clockwise until Peak Oil is triggered. Also note that being the start player is not really an advantage in this game.

If you pay Barrels to reassign an Agent on Step 3, those Barrels are discarded from the game. Place them back into the box.

REASSIGN AN AGENT

You don't really have a lot of trustworthy Agents, so you should make sure to have them where you need them when you need them there. Hint: You don't really want them to hang out at your tropical island HQ, doing nothing.

If you are not able to or don't want to take an action on your Step 1, you **must** reassign instead.

You **must** reassign on your Step 2.

You **may** reassign an additional Agent on Step 3.

To reassign, take one Agent from your HQ and move it to any Action Spot, or take one Agent from any Action Spot and move it to your HQ or to any other Action Spot.

However, you **can't** reassign:

- **back** to an Action Spot where you removed one or more Agents away from earlier the same turn (by reassigning or by taking an action).
- to an Action Spot where there are already **five Agents**.
- **back to the same place it was removed from** (the Agent must move).
- the same Agent twice on the same turn.

NOTES & CLARIFICATIONS

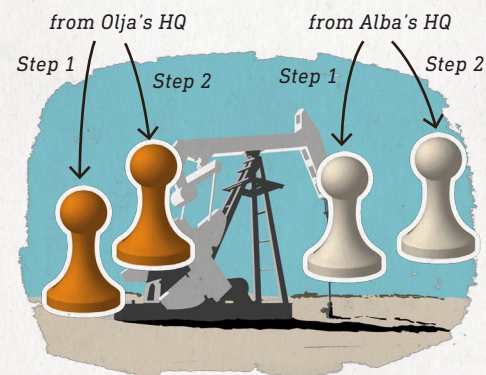
Remember that Regions are Action Spots too, and you can reassign Agents there.

Even if you are able to take an Action on your Step 1, you may choose to reassign instead.

Note that these restrictions make it impossible to have the same number of Agents in the same Action Spots at the beginning and at the end of your turn.

EXAMPLE

At the start of the game, Olja (orange) has two Agents in her HQ. During the two steps of her first turn, she reassigns both to the Action Spot "Develop". Alba (white) takes her turn next and reassigns both of her Agents to the same Action Spot "Develop" as well, because she really feels like blocking Olja there.



Karen (purple) takes her turn next. She also reassigns the first Agent from her HQ to the same Action Spot, but has to reassign her second Agent to a different Action Spot, since there may never be more than five Agents total on any single HQ Action Spot.



TAKE AN ACTION

The Agents on the Action Spots are trying to bribe authorities, haggle for the best price, hinder other player's Agents and so forth. Once they are in the majority, they can succeed in what they are trying, and you may take the corresponding Action.

On your **Step 1**, you may take an action on one Action Spot where you already have Agents present from a previous round. Count the Agents on the Action Spot:

- If you have **more Agents** on an Action Spot than any other single player, you may take an action there: you may use **both** options of that Action Spot in any order you like.
- If you are **tied** for majority with one or more other players on an Action Spot, you may still take an action there, but first have to pull one Barrel from the bag and resolve its effect (see *Barrels in a bag*, on page 8). Then, pick **one** of the options of that Action Spot and use it.
- If you neither have the majority, nor are tied for majority, you may **not** take an action on that Action Spot.

After taking an action on any Action Spot, return **all your Agents from that Action Spot** to your HQ.

NOTES & CLARIFICATIONS

It does not matter how many Agents you have on an Action Spot, you may take the action only once and have to return all your Agents from that spot to your HQ afterwards.

When pulling a Barrel to resolve a tie, you may take the action regardless of what you pulled and you have to pull only once, regardless of how many other players are tied with you. When tied on an Action Spot, you may never take an action there without pulling.

You may only take an action on one Action Spot in Step 1, and instead of reassigning an Agent. You may never take an action in Step 2.

You may only use both options on an Action Spot if your Agents are in the majority. When you are tied and pull, you may only use one of the options.

You may "take an Action" without doing anything, basically just wasting it, and returning your Agents to your HQ. Note that this is mostly not a great idea in this game.

All actions are detailed in *Action Spots*, on page 9.

MAJORITY EXAMPLES



Example 1: Olja (orange) has 2, Alba (white) has 2, and Karen (purple) has 1 Agent on the Action Spot "Develop." None of them may take the action "Develop" without risk, since none has more Agents assigned to it than any other player. Olja or Alba could pull one Barrel and check for PR Crisis, to break the tie and use one of the options of that Action Spot all the same. Karen may not take the action "Develop" at all.




Example 2: Alba has only 1 Agent on the Action Spot "Develop." Olja may take the Action "Develop," since she has more Agents assigned to it than Alba and she has more Agents assigned to it than Karen. She does not need to pull a Barrel to do so, and may use both options. Karen or Alba may not take the action "Develop" at all.


BARRELS IN A BAG


The black Barrels in the bag represent earth's remaining oil supply until Peak Oil hits. Each time you remove a black Barrel from the bag, more of these supplies are being used up. The bag also serves as a randomizer each time you do something "cost-efficient," in which case the draw of a red Barrel signifies a PR Crisis. The closer you get to Peak Oil, the more closely the general public watches large oil companies (you!) and the more likely you are caught with your hands deep in dirt. It's not an easy job.

You may look at the contents of the bag at any time, except when pulling Barrels.

Whenever you're required to **pull** Barrels from the bag, always pull one Barrel at a time and without looking at the bag's contents. Resolve the effect of each Barrel before drawing the next:

 **Black Barrel:** When you pull at least one black Barrel from the bag for any reason except Drilling, place the **first** of them you pull on a turn onto an empty Black Market slot of your choice (see *Black Market*, on page 9). Return the rest to the bag at the end of the complete pull.

 **Red Barrel:** For **each** red Barrel you pull, you suffer a PR Crisis (see *PR Crisis*, on page 8), and **may** pull one additional Barrel. At the end of the complete pull, return all red Barrels you pulled to the bag.

 **Yellow Barrel:** These work exactly as the red Barrels above, with the difference that you **discard** all yellow Barrels you pulled out of the game at the end of the complete pull.

NOTES & CLARIFICATIONS

Only black Barrels can end up on the game board and player's HQs. Red Barrels always go back to the bag, while yellow Barrels always leave the game.

Only the **first** black Barrel you **pull** on a turn goes to the Black Market. If you pull black Barrels later, even in different pulls, all of them go back to the bag.

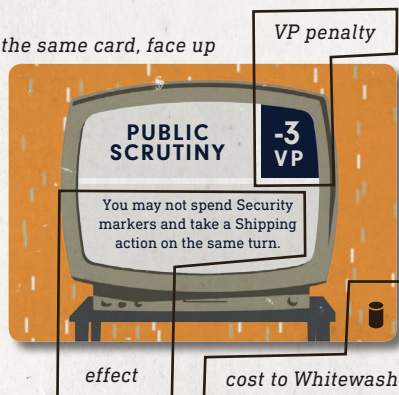
Note that due to the gradual removal of black Barrels from the bag, the later in the game, the higher the ratio of red/yellow to black Barrels will be and the more likely you will draw a red/yellow one.

A PR CRISIS CARD

a face down level 2 PR Crisis card



the same card, face up



PR CRISIS

PR Crises represent how "evil", relatively speaking, your oil company is perceived in the public awareness. The general public, it seems, has no idea how hard it is to make a honest trillion or two in this industry...

Whenever you pull a red or yellow Barrel from the bag, you **immediately** suffer a PR Crisis and must do the following two things:

- If this is your **first** PR Crisis this turn, discard half the black Barrels (rounded down) from your HQ out of the game.
- **PR Crisis card:** Do the first of the following that applies.

A - If you have a **face down** PR Crisis card in your HQ, flip it face up; its effect and VP penalty now apply.

B - If you **don't** have a face down Crisis card in your HQ, draw one of the next higher level you do not yet have and place it face down in your HQ.

NOTES & CLARIFICATIONS

If you have no PR Crisis card, the next higher level is 1. If you only have a level 1 card, the next higher level is 2. If you have a level 2 card, the next higher level is 3. If you have at least one level 3 card, the next higher level is level 3 again.

You may look at a face-down PR Crisis card in your HQ, but can't show it to other players.

To get rid of PR Crisis cards use the action *Develop: Whitewash*, on page 10.

You may still perform your chosen action after suffering a PR Crisis, although it may change what you wanted to do.

Any components placed on or under PR Crisis cards count as out of the game for all purposes until you retrieve them.

BLACK MARKET

The worldwide black market for oil is mostly run by pirates and unofficial oil traders. You, a respectable oil company, do not want to be associated with this scum. Of course, that is not what you call your valued business partners in face-to-face meetings.



The Black Market consists of five slots, and each slot corresponds to **one** Technology on the Tech track.

You fill up these slots when you **pull** a black Barrel from the bag, as explained in *Barrels in a bag*, on page 8, and by using the *Shipping* and *Grey Ops* actions, on page 12.

You may only place **one** Barrel on each of these slots. Whenever you must place a black Barrel on one of the Black Market slots, pick one of the empty slots to do so.

Whenever you place a Barrel on the **last** empty Black Market slot, immediately distribute all Barrels from the Black Market evenly onto the Regions, placing one on each.

NOTES & CLARIFICATIONS

In a 2-3 player game, since you do not use the Hydrogen Cells technology, the Black Market consists of only four slots. Likewise, do not place a Barrel on Venezuela when distributing the Barrels onto the Regions.

Using the *Grey Ops: Black Market* option, on page 12, allows you to move Barrels from the Black Market onto their corresponding Technologies.

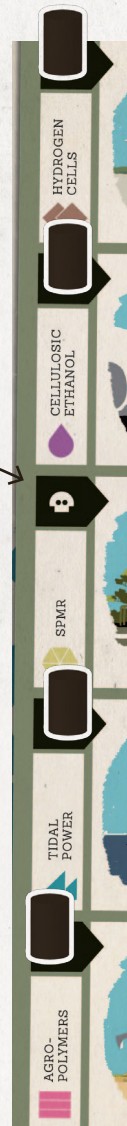
BLACK MARKET EXAMPLE

On her Step 1, Sandra wants to take an action on an Action Spot where she is tied for majority. To break the tie, Sandra has to pull a Barrel from the bag. She pulls a black one. She does not suffer a PR Crisis, but has to place the Barrel on the Black Market. There is only one empty slot left.

Sandra places the black Barrel on the last empty Black Market slot



Immediately after placing the Barrel on the last slot, she has to distribute all Barrels from the now-full Black Market to the regions. She places one each on Venezuela, Libya, Nigeria, the Gulf Region, and Russia. Then, she takes the action as planned. If she would pull another black Barrel later on the same turn, she would have to return it to the bag, as only the first black Barrel you pull each turn goes to the Black Market.



ACTION SPOTS

Action Spots are Expand, Develop, Invest, and Grey Ops, and all of the Regions. Each is detailed on the following pages.

Each Action Spot has two options, except the Regions, which only offer the single option *Shipping*. When taking an action on a non-Region Action Spot, if you have the majority, you may use both of its two options in any order you like, or if you were tied, you have to pick one or the other.

NOTES & CLARIFICATIONS

Reminder: If you have the majority on an Action Spot, you may use both of its two options, in any order you like. If you are tied, you may break the tie by pulling one Barrel from the bag first, and then use one of the two options of that Action Spot.

Regions only have one option: Shipping. No matter if you have a majority or break a tie, you may only choose this option on Region Action Spots.

Reminder: After taking an action on any Action Spot, return all your Agents from that Action Spot to your HQ. It does not matter how many Agents you have on an Action Spot, you may only take the action once (but possibly use both of its options) and have to return all your Agents from that spot to your HQ afterwards.

EXPAND ACTION SPOT



OPTION 1 "RECRUIT"

Take one of your Agents from the general reserve and place it in your HQ.

OPTION 2 "DISPATCH"

Move all of your Agents from the Expand Action Spot to another Action Spot of your choice. Then, you may either immediately take an action there as per the usual rules, or leave them there for later use.

NOTES & CLARIFICATIONS

Dispatched Agents must follow all the rules for *Reassigning Agents* (see page 6) and *Taking Actions* (see page 7). For example, *Dispatched* Agents may not break the "only five Agents per Action Spot" rule, and must be in the majority to take both Actions on their new Action Spot.

You may obviously not reassign Agents on the same turn either to the Expand Action Spot or to the Spot you *Dispatched* to (if you took an action there) on the same turn, since you already removed Agents from both of those spots.

Agents you *Recruit* are used in the exact same way as your two starting Agents from the moment on you place them in your HQ. You can not have more than *four* Agents in total.

DEVELOP ACTION SPOT



OPTION 1 "DRILL"

You may take one of the three Oil Field cards from the open display and place it face up into your HQ.

If you picked an Oil Field card with a Security symbol (★), immediately take one Security Chip from the general reserve, if there is one left, and place it into your HQ (see *Shipping*, on page 12).

Then, for each full Barrel (🛢️) pictured on the card, **search and take** one black Barrel from the bag and place it on the indicated Region. **This does not count as pulling.**

Then, for each question-mark Barrel (🛢️?) pictured on the card, you may **pull** one Barrel from the bag. Place **all** black Barrels you pulled on the indicated Region and resolve possible PR Crises.

Lastly, reveal a new Oil Field card from the deck and place it face up into the open display.

OPTION 2 "WHITEWASH"

You may discard one face up PR Crisis card from your HQ. To do so, you must pay Barrels from your HQ, removing them from the game. Level 1 is free, Level 2 costs one Barrel, Level 3 costs two Barrels.

NOTES & CLARIFICATIONS

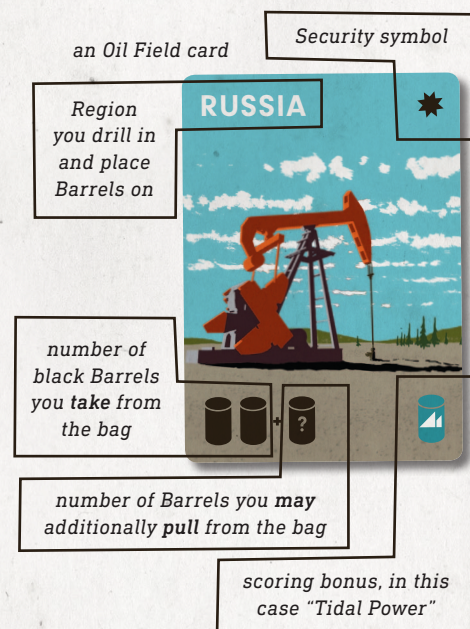
At the start of any *Drill* action, you may replace the three open Oil Field cards with new ones from the deck, returning the old ones to the bottom of the deck.

Keep Oil Field cards until the end of the game in your HQ, they grant a bonus scoring (see *Scoring*, on page 14).

To *Drill*, you do not need any Agents on the indicated Region, as your Agents on the Develop Action Spot do all the work.

The total number of Security Chips (marked ★) is limited. If there are none left in the general reserve, you simply may not take any. You may hold as many as you like.

When *Whitewashing*, you may only discard a face up PR Crisis card. If you can not pay to do so, you may not discard a face down one instead. Return discarded PR Crisis cards face down to the bottom of the corresponding deck.



INVEST ACTION SPOT



Buying these Start-ups that are dabbling in new technologies is the key to your future. Also, carefully releasing research results and scientific evidence into the public is key to making sure that everybody understands the importance of certain technologies in the unlikely event of Peak Oil. It is of course also your duty to warn the public of potentially dangerous technologies. Because science.

OPTION 1 "START-UPS"

You may buy **one** of the three Start-up cards from the open display.

Each costs as many Barrels from your HQ as there are currently Barrels on the **corresponding** Technology on the Technology Track.

Discard the Barrels from your HQ out of the game and, after showing the chosen Start-up card to all players, place it face down into your HQ. Then, reveal a new Start-Up card from the deck and place it face up into the open display.

OPTION 2 "TECHNOLOGIES"

You may place **one** Barrel from your HQ onto one of the Technology spaces on the Technology Track.

NOTES & CLARIFICATIONS

At the start of any *Start-Ups* action, you may replace the three open Start-Up cards with new ones from the deck, returning the old ones to the bottom of the deck.

You may freely pick which one of the three Start-Ups from the open display you buy, provided you can pay for it.


Note that at the beginning of the game, all Start-Up cards are free, as the Tech track does not yet contain any Barrels. (Technically, they cost some money, but so little that it is considered peanuts for a big oil company.) As the game progresses, and the Tech track fills up, acquiring Start-Ups becomes gradually more expensive.

Note that the Barrels on the Tech track not only set the price to buy corresponding Start-Up cards at any given moment, they also represent the VP value of these cards at game end. A free Start-Up does not cost you anything, but is also not yet worth anything. You should consider investing on the *Technologies* that are being developed by the Start-Ups you acquired.


Whenever you place Barrels on Technology spaces on the Tech track, you effectively increase price and value of all corresponding Start-Up cards (see *Scoring*, on page 14).

START-UPS EXAMPLE


Start-Ups Example: Karen takes the Start-Ups action. The open Start-Up cards and the Tech track currently contain the following.



There are no Barrels on the Ethanol Technology, so the card above is free.



There are two Barrels on the SPMR Technology, so the card below costs two.



There is one Barrel on the Agropolymers Technology, so the card above costs one.

Karen decides to place the Agropolymers card into her HQ, and discards one Barrel from her HQ out of the game.

GREY OPS ACTION SPOT



First, and no matter if you use only one or both options, you must place one Barrel from your HQ onto an empty Black Market slot of your choice.

OPTION 1 "BLACK MARKET"

You may move **all** Barrels currently on the Black Market from their slots onto the corresponding Technology spaces on the Tech track.

OPTION 2 "CONSULTANTS"

You may take **one** Consultant Card from the open display and place it into your HQ.

You must take a Level 1 card first, Level 2 second, and Level 3 third. You may have only one card of each level.

NOTES & CLARIFICATIONS

If you can not place a Barrel from your HQ into the Black market, you may not take this action at all.

All effects on Consultant cards are active from the moment you place them into your HQ. The Consultant cards in each game are limited (see *Setup*, on page 4). It is possible that there are no remaining cards of a level available, in which case you may not take a card.

REGION SPOTS - SHIPPING



This Action is taken when Agents are placed on a **Region** on the map; there is no separate Action Spot.

Choose a shipping route directly connecting your shipping Region with a target Refinery.

You may **not** pick a shipping route containing the "closed" Risk chip (⊘); this route is closed for shipping.

For **each** question mark Barrel (?) shown on a Risk chip on your shipping route, pull one Barrel and apply the results (see *Barrels in a bag*, on page 8).

Then, take into your hand as many Barrels from your shipping Region as demanded by the target Refinery's Demand chip.

For **each** skull symbol (☠) shown on a Risk chip on your shipping route, place one of these Barrels into the Black Market (see *Black Market*, on page 9).

Place the **remaining** Barrels from your hand into your HQ.

After shipping is completed, flip all Risk chips on your shipping route, and the target Refinery's chip.

SECURITY CHIPS

At any time during your turn, you may return Security chips (★) from your HQ to the general reserve. For **each** chip you return, either swap two Refinery chips or two Risk chips, or flip one Refinery or Risk chip, anywhere on the board.

NOTES & CLARIFICATIONS

These Action Spots have only one option, and the usual majority rules apply.

The Region you take this action in is called the shipping Region.

The white lines on the sea and the black lines on the ground are the available shipping routes. Some have a little arrow pointing one way; you may not ship along these in the other direction.

You can never collect more Barrels from one Shipping action than the shipping Region currently holds, even if the Demand at your target Refinery is higher. If you ship fewer Barrels than the Region currently holds, the remaining Barrels remain on the Region.

The Pirates (☠) steal from the Barrels you ship, not from your shipping Region. This means that the maximum number of Barrels you receive from any Shipping action is the Demand at your target Refinery minus the number of ☠ symbols on your shipping route.

All Barrels you add to the Black Market due to Pirates (☠) are in addition to the single Barrel per turn you might add due to pulling Barrels from the bag.

Empty, or white, Risk chips have no effect.

All Risk chips show a little icon in the lower area that serves as a reminder of what they have on their backsides.

SCORING

Calculate your final score by adding up the following:

START-UP SCORE

Each of your Start-Up cards is worth:

- 1 VP (victory point) **per Barrel** placed on the space of the corresponding Technology on the Tech Track,
- plus an additional 1 VP **per matching Symbol** on your Oil Field cards.

Therefore, Start-Up cards may have different values for different players, since not all players have the same Oil Field cards.

Score this value once for each of your Start-Up cards, **including** the three ones in your Private Portfolio.

CONSULTANT SCORE

Each Consultant card in your HQ gives you the printed VPs.

- Level 1 cards give 1 VP
- Level 2 cards give 1 VP
- Level 3 cards give 2 VPs

PR SCORE

Each face up PR Crisis card in your HQ costs you the printed VP value.

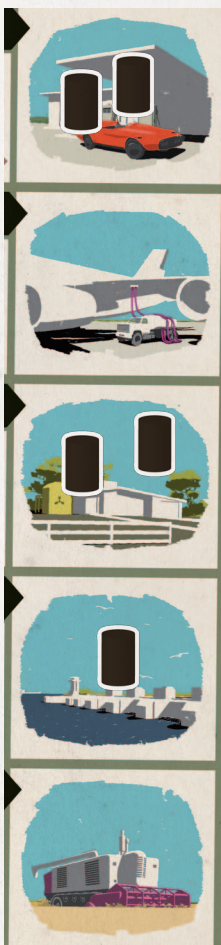
- Level 1 cards cost 1 VP
- Level 2 cards cost 3 VPs
- Level 3 cards cost 5 VPs

The player with the highest total score wins.

In case of a tie, the player who lost fewer points to PR Crises wins. If still tied, higher Start-Up score, then higher Consultant score wins. If **still** tied, play again.



Alba holds these four Oil Field cards.



There are two Barrels on the Hydrogen Cells Technology, and Alba holds one Oil Field card with a Hydrogen Cells symbol, so each Hydrogen Cells Start-Up card is worth 3 VPs for Alba.

There are zero Barrels on the Ethanol Technology and Alba holds no Oil Field cards with an Ethanol symbol, so each Ethanol Start-Up card is worth 0 VPs.

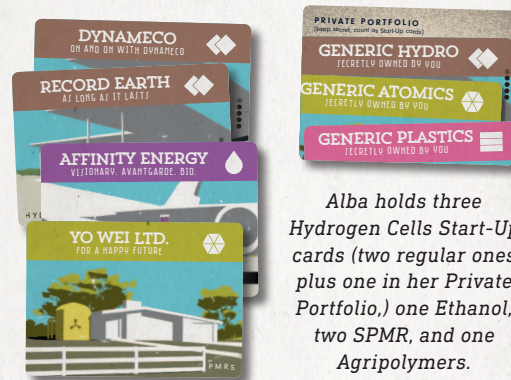
Each SPMR Start-Up is worth 2 VPs, since there are two Barrels on the SPMR Technology and Alba holds no Oil Field cards with a SPMR symbol.

Since Alba holds one matching Oil Field card and there is one Barrel on the Technology, each Tidal Power Start-Up card (if she had any) would be worth 2 VPs to her.

Alba holds two matching Oil Fields, so even with no Barrels on the Technology, each Agripolymers Start-Up card is worth 2 VPs to her.

SCORING EXAMPLE

At game end, Alba has these cards in her HQ.



Alba holds three Hydrogen Cells Start-Up cards (two regular ones plus one in her Private Portfolio,) one Ethanol, two SPMR, and one Agripolymers.

Consulting the Technology Track, shown to the left, Alba's Start-Up score is:

3 Hydrogen Cells	x 3 VP	= 9 VP
1 Ethanol	x 0 VP	= 0 VP
2 SPMR	x 2 VP	= 4 VP
1 Agripolymers	x 2 VP	= 2 VP

Total Start-Up score: 15 VP



Alba has only a Level 1 Consultant card, yielding 1 additional VPs.

Her face up Level 1 PR Crisis card costs her -1 VP. The face down Level 2 PR Crisis card does not cost any VP.

Alba's final score is:

Start-Up score	15 VP
Consultant score	1 VP
PR score	-1 VP
TOTAL	15 VP

ADVANCED RULES

Now that you have become a master in the dark arts of international oil trade, you might want to try this advanced variant. Beware, it can be quite a bit more cut-throat than the regular game, but hey, that's how we roll.

The advanced rules work mostly as the regular ones, with the exceptions below. Anything not mentioned here remains unchanged.

SETUP

Remove the PR Crisis and Consultant cards from the game; you will not use them. Instead, place the PR Crisis track card near the board.

Place the alternative Action Spot cards onto the board, covering the Action Spots that are changed.

Irrespective of player count, always put exactly two red Barrels into the bag. Remove the remaining three from the game.

TAKE AN ACTION

You may use **only one** option on any Action Spot, no matter if you have the majority, or pulled a barrel to break the tie. You may still freely pick which option you use.

PR CRISIS

Do not discard barrels or draw a PR Crisis card. Instead, place one of your Agents on the leftmost spot of the PR Crisis track.

This track is a **bump track**. Any time an Agent is placed on a non-empty spot, first move the Agent currently occupying this spot to the next spot, possibly bumping the Agent there, etc.

If an Agent is placed or moved onto an **empty** spot, no further bumping happens. If an Agent is moved past the last spot, off the track, and immediately return it to the owner's HQ.

Example: Alba (white) has to place one of her Agents onto the PR Crisis track. The first spot is occupied by Karen's purple Agent. Alba moves that Agent to the second spot and places hers on the first.



Later on the same turn, Alba suffers a second PR Crisis. She places a second Agent on the PR Crisis track, bumping all Agents already there. Sandra's yellow Agent is bumped off the track and returned to her HQ.

Agents on the track are stuck coping with the PR Crisis and may **not** be used for anything else.

If, at the start of your turn, **all** of your Agents (excluding the ones still in the general supply) are stuck on the PR Crisis track, take back all of them to your HQ. The public finally lost interest in your continuous Crises.

In a **two- or three-player game**, the first spot on the PR Crisis track is not used. Skip it when placing Agents on the track.

ACTION SPOT DEVELOP

You may not replace the Oil Field cards before taking a *Drill* action.

The *Whitewash* option is moved to the Action Spot *Invest* and replaced with the action **Research**: You may replace the three open Oil Field cards **and** the three Start-Up cards with new ones from their respective decks, returning the old ones to the bottom of these decks.

ACTION SPOT INVEST

You may not replace the Start-Up cards before taking a *Start-Ups* action.

The *Marketing* option is moved to the Action Spot *Grey Ops* and replaced with the action **Whitewash**: You may take all your Agents from the PR Crisis track and place them into your HQ.

ACTION SPOT GREY OPS

When taking a *Grey Ops* action here, you do not have to, and even may not, place a Barrel onto the Black Market first.

The *Consultants* action is removed and replaced with the option **Marketing**: You may place **one** Barrel from your HQ onto one of the Technology spaces on the Tech track. **Alternatively**, you may **move** one of the Barrels already on the Tech track to a different Technology space. If you use the latter alternative, you **must** pay as many Barrels from your HQ out of the game as the target Technology space holds Barrels **after** the action. If you can not pay, you may **not** use this alternative.

SCORING

Do not score Consultant cards or PR Crisis cards. Instead, lose 2 VPs for **each** of your Agents still on the PR Crisis track at game end.

ACTION SUMMARY



EXPAND (P.10)

Recruit: Take 1 Agent of your color and put it in your HQ.

Dispatch: Move all your Agents from this Spot to another Spot, then you may activate that Spot.



DEVELOP (P.10)

Drill: May replace Oil Field cards. Take an Oil Field card, possibly take Security marker (★), put black Barrels from the bag on Region, may pull ☞-Barrels and put on Region.

Whitewash: Discard face up PR Crisis card. Possibly pay for this (0/1/2).



INVEST (P.11)

Start-Ups: May replace Start-Up cards. Acquire a Start-Up card, spending Barrels from your HQ. Price equals number of Barrels on corresponding Technology.

Technologies: Place 1 Barrel from your HQ on a Technology on the Tech track.



GREY OPS (P.12)

Place one Barrel onto the Black Market.

Black Market: Move all Barrels from the Black Market onto the corresponding Technologies.

Consultants: Take a Consultant card.



SHIPPING (P.12)

Pay Security markers (★) to flip or swap Risk or Demand chips.

Pull 1 Barrel for each ☞ on your route.

Take the number of barrels shown on your target Refinery's Demand chip from the Region, place 1 on the Black Market for each ☞ on your route, and the rest into your HQ.

VERY SHORT RULES

On your turn, take these steps in this order:

- 1 reassign one Agent or take an action
- 2 reassign one Agent
- 3 optional: pay 2 to reassign one Agent

Remember: Max. 5 Agents per Action Spot.

TAKE AN ACTION (P.7)

If you have a majority, use both options. If you are tied, pull 1 Barrel and use 1 option. After the action, return all your Agents from this Action Spot to your HQ.

PULLING BARRELS (P.8)

☞ Place the first on an empty Black Market slot of your choice.

☞ / ☞ For each, suffer a PR Crisis. You may pull again. Discard yellow.

PR CRISIS (P.8)

Discard half the Barrels from your HQ (rounded down) and flip one PR Crisis card face up. If impossible, take one of the next higher level, face down.

PEAK OIL (P.13)

When you remove the last black Barrel from the bag, finish your turn and flip your HQ card as the Peak Oil marker. Each other player may reassign 1 Agent.

PEAK OIL PHASE (P.13)

For each Action Spot, the majority player uses one option first, then (or if tied), starting with the Peak Oil marker, all (other) players present use one option.

SCORING (P.14)

Each Start-Up (including Private Portfolio)

- 1 VP per Barrel on its Technology
- plus 1 VP per Oil Field card with matching symbol you hold.

Subtract VPs for PR Crisis cards and add VPs for consultant cards.