



SETUP

- Place the Round Marker on the left-most space of Year 1 on the Round Track.
- Randomly place a Crude Market Tile on all 6 Crude Oil locations. After placement, if a colour is not present on the Game Board, replace the last placed Tile with one in the absent colour.
- Randomly place a Refined Market Tile on all 18 Refined Oil locations.
- Fill the Crude Market and Crude rows of the Refined Markets with the matching colour of Oil Barrels.
- Separate the Contract Tiles by grade of Oil and set aside a number of Contracts from each according to the number of players and discard the rest:
2-3 players: 4 Contracts / 4 players: 5 Contracts
- Place each of these stacks of Contracts next to their corresponding row on the Game Board. Fill each row of the Contracts display, leave the right-most space empty when playing with less than 4 players.
- Separate the Order Tiles by quantity of Oil needed to fulfil them. Fill each row of the Order display, leave the right-most space empty when playing with less than 4 players.
- Choose 5 random Upgrades and place their corresponding Level 1, 2, and 3 Cards in rows next to the Game Board. Place 1 Upgrade Token face-up next to each Level 1 card.
- Fill the Machine Shop with Machine Tiles, and the Tank Shop with Tank Tiles.
- Fill the 4 Government Quadrants on the Game Board with 1 Pipe per space.
- Next to the Machine Shop, and the Tank Shop, display 2 Pipes per player.
- Place 1 random Action Tile on all 8 Action spaces on the Game Board.
- Place 1 random expansion Refinement Cost Marker on each Refinement Cost space, white-side up.
- Display 3 random Valuation Cards and the Valuation Tile.
- Each player chooses a colour and takes:

1 Player Board - leave space to its left for your Pipe Network
5 Tanks - placed freely on your Player Board
1 Oil Barrel in each colour - placed on the 0 space of your Pipeline Track
1 Worker
1 Disc
\$40

- Randomly choose a Start player. They place their disk on the upper, left-most Player Order space. Each other player places after in clockwise order.

GAME PLAY

- The Game is played over 3 Years.
- Year 1 consists of 8 Rounds, Year 2 consists of 6 Rounds, and Year 3 consists of 4 Rounds.
- In each Round each player takes 1 turn consisting of a **WORK** and **MACHINE** Phase.
- The 2nd and 3rd Years begin with a **REFRESH** Phase.

Play proceeds in Turn Order according to the Turn Order Track.



PHASE 1: WORK PHASE

MAIN ACTION

On your turn place your Worker:

- On any Action space in the centre of the Game Board whether it's occupied or not.
 - On Government Pipe Tiles.
 - In your own Pipe Network.
- Or Pass.

You may repeat an Action from turn to turn and you must be able to afford it.

SECONDARY ACTION

If you complete 1 of the 8 Actions in the centre of the Game Board you may also pay \$10 to move your Worker to the directly adjacent Action space and take a Secondary Action.



TURN ORDER After you've completed any Action showing the Turn Order icon, you may move your Disk on the Turn Order Track to your desired location on the row below it.

This reflects the change in Turn Order for the next Round. If your desired Turn Order space is occupied on the bottom row, shift the other Markers left or right.



PHASE 2: MACHINE PHASE

You may pay \$15 to activate any number of Machines in your Pipe Network.

- Machines do not count as a section of Pipe and bisect any Pipelines they're in the middle of.
- All Machines run simultaneously, meaning an Oil Barrel cannot be refined multiple times in the same Machine Phase.



REFRESH PHASE

At the end of year 1/2, flip over the 3 Refinement Cost Markers in column 1/2.

At the start of the 2nd and 3rd Years perform the following steps:

- Discard the right-most column of Contract Tiles and slide any remaining Tiles 1 column to the right.
- Refill the left-most column with Contract Tiles.
- Player's incomplete Contracts are removed from the game and players receive 1 Penalty Cube for each.
- Remove all Oil Barrels from Player's completed Contracts and reactivate them.
- Deferred Contracts are now activated.
- Resupply each Market according to its Supply icon.
- Remove Oil from each of the 3 Refined Markets according to its Demand icon.
- Discard and refill all Pipe Tiles next to the Machine and Tank Shop as in setup.
- Refill the Shops with Tanks and Machines.
- Flip all face-down Upgrade Markers face-up.

FULFILLING CONTRACTS AND ORDERS

Contracts and Orders may be fulfilled at any time during the Work and Machine Phases but not in the middle of any Main or Secondary Actions.

CONTRACTS

You may fulfil multiple Contracts on your turn, but each Contract may only be fulfilled once per Year.

- Contracts may be filled throughout the current Year by placing Oil Barrels from your Player Board onto the Tile.
- Deferred Contracts may not have Oil sold to them.
- You receive \$ based on the grade of each Oil Barrel placed.

ORDERS

You may fulfil multiple Orders on your turn.

- Take an available Order Tile from the Game Board and place it next to your Player Board.
- Place the correct types of Oil Barrels onto the Tile from your Player Board.
- You receive \$ based on the grade of each Oil Barrel placed.

END OF GAME

Once all players have taken their 4th turn at the end of the 3rd Year the game ends.

- Flip over the 3 Refinement Cost Markers in column 3.
- Incomplete Contracts are removed from the game and players receive 1 Penalty Cube for each.
- Players earn \$ for all remaining Oil Barrels on their Player Board.
- Players earn \$ for each of the Pipelines in their Network. The amount earned is determined by which grade of Oil the Pipeline could refine a single barrel of Crude Oil to in a single run.
- Players earn \$ from the Valuation Cards and Valuation Tile.
- Players lose \$ for each Penalty Cube they have.

The player with the most total \$ is the winner.
Ties are broken by the Player Order Track.

Oil barrels	
	\$30
	\$20
	\$10

Pipelines	
	\$30
	\$20
	\$10

Penalties	
1: -\$20	6: -\$270
2: -\$50	7: -\$350
3: -\$90	8: -\$440
4: -\$140	9: -\$540
5: -\$200	10: -\$650



CRUDE OIL



LOW GRADE OIL



MID GRADE OIL



HIGH GRADE OIL



Only use this space with 3 or more players.



Only use this space with 4 players.

ACTIONS

REFINED MARKETS 1, 2, 3, AND CRUDE OIL MARKET



Sell/Buy from the specifically selected **Refined Market**, including the Crude Oil Market below it.



The **Crude Oil Market** itself specifically refers to the Crude Oil Market at the top of the Game Board.

- You can Sell and Buy as many times as you wish/are able to.
- You must complete all Selling before any Buying.
- A higher grade of Oil may be sold as a lower grade.

1. SELLING

Place an Oil Barrel from your Player Board onto a free space and gain the amount of \$ shown above it.

2. BUYING

Take an Oil Barrel and pay the amount shown above it.

CONTRACTS AND LOANS



1. Take up to 3 available **Contracts**.

- You may take at most 1 Contract from each row, each Contract is free to take.
- Each Contract taken must be placed either as Active or Deferred till next year.

2. You may also take 1 **Loan** of \$15 with 1 Penalty Cube.

3. You may change Turn Order.

TANKS AND PIPES



1. You may purchase any number of **Tanks** for the price shown.

- Tanks are placed in your Tank Farm on your Player Board.
- The row determines which grade of Oil the Tank can hold.
- Each Tank can store 2 Oil Barrels of the same or different types.

2. You may also purchase **Pipes** from the 2 rows next to the Tanks.

- Pay \$15 for 2 Pipes or \$40 for 4 Pipes
- Place the Pipes into your Pipe Network.

3. You may change Turn Order.

MACHINES AND PIPES



1. You may purchase any number of **Machines** for the price shown.

- Machines are placed in your Pipe Network on top of an existing Pipe Tile, covering exactly half of 1 Pipe.

2. You may also purchase **Pipes** from the 2 rows next to the Machines.

- Pay \$15 for 2 Pipes or \$40 for 4 Pipes
- Place the Pipes into your Pipe Network.

3. You may change Turn Order.

UPGRADES



1. You may purchase up to 2 available **Upgrades**.

To purchase an Upgrade:

- Pay \$20.
- Flip the face-up Upgrade Token below the Card face-down.
- Take the next Level Card for that Upgrade that you don't own.

2. After your purchase(s) you may flip an additional Upgrade Token face-down.

3. You may change Turn Order.

RUNNING YOUR PIPE NETWORK

Place your Worker on a Pipe in your Pipe Network and you may refine 1 Oil Barrel for each Pipeline that passes through that Tile.

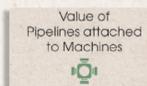
- A Pipeline is a single, unbroken length of Pipe in a continuous colour.
- Up to 3 Pipelines may pass through a Pipe Tile.
- A Pipeline's Refinement Value is equal to its number of connected segments (the length between 2 joints).
- All Pipelines run simultaneously.
- You cannot run Pipes connected to a Machine.

- To refine an Oil Barrel you must have a Pipeline with a Refinement Value equal to or greater than the Refinement cost (shown in the top-left of the Game Board) for the refinement you wish to perform.
- It's possible to refine multiple steps at once in order to reach higher grades of Oil as long as the Pipeline's Refinement Value is greater than or equal to the sum of the Refinement Costs for each grade of Oil achieved in a single run. You only need Tank space for the final grade.
- Move the upgraded Oil Barrel from its current position in your Tanks to a free space in its refined row. You may refine to a lower grade than your Pipeline allows.

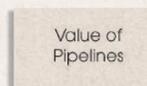
GOVERNMENT PIPE TILES

- Place your Worker on a Pipe Tile in an Open Quadrant. In the 1st Year, 2 of the 4 Quadrants may be Opened, in the 2nd Year up to 3 Quadrants, and in the 4th Year up to 4.
- The Pipe Tile you place on must be purchased.
- You may also purchase as many of the adjacent Pipe Tiles as you wish (excluding diagonals).
Cost: **1 Tile: £5 | 2 Tiles: £10 | 3 Tiles: £20 | 4 Tiles: £35 | 5 Tiles: £55**
- Place the Pipes into your Pipe Network.

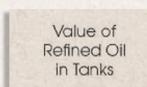
VALUATION CARDS



Earn \$ for each of the Pipelines in your Network attached to a Machine.



Earn \$ for each of the Pipelines in your Network a 2nd time.



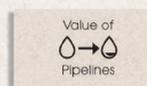
Earn \$ for all remaining Oil Barrels on your Player Board a 2nd time.



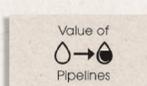
Earn \$100 for each Level 3 Upgrade you own.



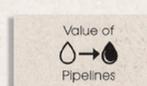
Earn \$10 for each Tank Tile you own.



Earn \$10 for each of the Pipelines in your Network that specifically refines Crude to Low-Grade Oil.



Earn \$20 for each of the Pipelines in your Network that specifically refines Crude to Mid-Grade Oil.



Earn \$30 for each of the Pipelines in your Network that specifically refines Crude to High-Grade Oil.



Earn \$ for each fulfilled Contract as if you'd fulfilled it a 2nd time.



Earn \$ for each completed Order as if you'd fulfilled it a 2nd time.



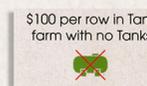
Earn \$ for the Silver Oil in your Tanks and the Silver Pipelines in your Network a 2nd time.



Earn \$ for the Orange Oil in your Tanks and the Orange Pipelines in your Network a 2nd time.



Earn \$ for the Teal Oil in your Tanks and the Teal Pipelines in your Network a 2nd time.



Earn \$100 for each row in your Tank Farm without any Tanks.

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Place your Worker on a Pipe in your Pipe Network and you may refine 1 Oil Barrel for each Pipeline that passes through that Tile.

- A Pipeline is a single, unbroken length of Pipe in a continuous colour.
- Up to 3 Pipelines may pass through a Pipe Tile.
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- It's possible to refine multiple steps at once in order to reach higher grades of Oil as long as the Pipeline's Refinement Value is greater than or equal to the sum of the Refinement Costs for each grade of Oil achieved in a single run. You only need Tank space for the final grade.
- Move the upgraded Oil Barrel from its current position in your Tanks to a free space in its refined row. You may refine to a lower grade than your Pipeline allows.

	Earn \$ for your total number of each of the 9 types of Pipelines you don't have according to the table.		Earn \$ for your total number of each of the 9 types of Pipelines you do have according to the table.
	Earn \$ for your total number of each different type of Oil on your fulfilled Contracts and Orders according to the table.		Earn \$ for your total amount of physical Cash in Tokens according to the table.
	Count the length of your 1 longest Pipeline and earn \$ according to the table.		Earn \$ for your total number of Pipelines.
	Earn \$ for your total number of each of the 9 types of Refined Oil in your Tank Farm according to the table.		Earn \$ for your total number of each of the 9 types of Pipelines that are connected to a Machine in your Network according to the table.