

GAME RULES

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# CRUDE

## THE OIL GAME



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## GAME COMPONENTS

The following components are contained in this game box:

- 1 Economy Game Board
- 1 Operations Game Board
- 8 News Cards
- 7 Economy Cards
- Lots of Money Tokens
- 2 Production Dice (1 red, 1 black)
- 1 Difference Die (green)
- 80 plastic Drilling Rigs (approximately)
- 16 plastic Oil Wells (approximately)
- 12 plastic Oil Refineries (approximately)
- 30 plastic Gas Stations (approximately)
- 80 plastic Crude Oil Barrels (approximately)
- 80 plastic Gasoline Barrels (approximately)
- 1 Rulebook



Drilling Rig



Oil Well



Oil Refinery



Gas Station



Gasoline & Oil  
Barrels

### IMPORTANT

There is no limit on the number of Assets or Barrels in play during the game. If you run out of any item, just use a suitable replacement such as a coin until the appropriate item is available in the General Supply again. This should only be necessary in the most rare of situations.

# INTRODUCTION AND OBJECT OF THE GAME

**Crude: The Oil Game** lets players experience the excitement of being the C.E.O. of their own oil company. All aspects are represented, from the drilling all the way to the customer at the Gas Station.

Each player will start the game with \$200 Million with which to purchase items for their corporation such as Oil Wells, Drilling Rigs, Refineries and Gas Stations. These are called Assets. By using these Assets to help them discover, process and sell oil, players will attempt to be the first to reach \$750 Million in cash.

## SETTING UP THE GAME

Crude is a rather large game with lots of components. It's advised that players use a large table to set up the game.

Players should sit around the Operations Board with each player playing in a quarter of the board of their choosing (their "quadrant"). Beside this area, place the Economy Board along with all money chits ("the Bank").



Shuffle and stack the News Cards face down next to the Economy Board to form the News Deck, then draw 2 of the News Cards, placing them face-up on the right side of the News Deck, one closer to the News Deck than the other. The News Card closest to the News Deck (the left card) is the “Most Likely News Event”, and the News Card furthest away from the News Deck (the right card) is the “Unlikely News Event”

In the event that the table selected for play is too small, it is advisable to have players seated around only the Operations Board with a second table placed nearby to hold all the other components.

Each player should take \$200 Million in cash from the Bank as his starting funds. It is not important which denominations are taken as this cash will be mostly spent in the first portion of the game.

In addition, each player takes **2 Crude Oil** (black) and **2 Gasoline** (red) barrels and places these into his storage areas on the Operations Board.

Place 1 Gasoline Barrel onto the \$26 area of the Consumer Market area of the Economy Board.

Place 1 Gasoline Barrel onto each of the Gasoline spaces of the Domestic and Foreign Market areas of the Economy Board except for the lowest 7 spaces. This will mean that only the \$2, \$4, \$6, \$8, \$10, \$12, and \$14 spaces will be left uncovered.

Likewise place 1 Crude Oil Barrel onto each of the Crude Oil spaces of the Domestic and Foreign Market areas of the Economy Board except for the lowest 5 spaces. This will mean that only the \$1, \$2, \$3, \$4, and \$5 spaces will be left uncovered.

Place all remaining Crude Oil and Gasoline Barrels along with all Assets into a convenient area nearby the Economy Board. This is called the General Supply.

Place the 7 Economy Cards into a face-up stack next to the Economy Board to form the Economy Deck. Place the Economy Card marked “Recovery” on top.

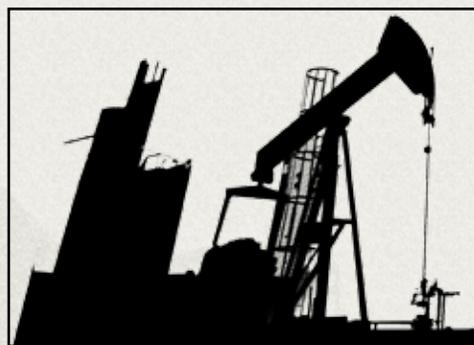
Place the green die on the Economy Board on the “0” (Zero) space of the Dice Difference Track.

**You are now ready to begin playing Crude: The Oil Game!**

## PICK A STARTING PLAYER

The player who most recently filled their car with gasoline becomes the Starting Player and begins the game. Alternatively, players may select a Starting Player randomly by rolling the dice with the highest roll playing first.

The game will begin with the Starting Player and continue clockwise.



## THE SPECIAL PURCHASE ROUND

The Special Purchase Round takes place only once per game and at the start of a new game of Crude. During the Special Purchase Round, players will make their initial purchases of Assets by spending some or all of their initial \$200 Million in cash.

Beginning with the Starting Player and continuing clockwise, each player spends as much of his cash as he wishes. Any Asset may be purchased except for Oil Wells. The purchase price is listed on the face-up Card of the Economy Deck (always the “Recovery Card” in the standard game) under the column marked “Purchase Price”. The column marked “Liquidation Value” is used later in the game.

A player may not purchase any Crude Oil or Gasoline Barrels during this phase. Only Assets may be purchased.

Once a player has purchased all his desired Assets, this player places them in any arrangement into his quadrant of the Operations Board. These Assets are placed freely, though they must be placed in only 1 square, except for the Oil Refinery which must be placed covering exactly 4 squares. It is not allowed to place an Asset in such a way that it overlaps onto other squares or so that it is not clear which square(s) the Asset is occupying.

Once the player has placed his Assets as desired, the next player in player order carries out the same decisions and so on until all players have had a chance to play once in the Special Purchase Round.

## SEQUENCE OF PLAY

A player's turn consists of 5 phases, which must be conducted in strict order. After a player has conducted all 5 phases of his turn, the next player begins and so on.

The 5 phases of a player's turn are:

1. Market Phase
2. The Production Roll Phase
3. The Neighbor Phase
4. Assets Phase
5. End of Turn and Victory Declared Phase



### IMPORTANT

The following describes play for 4 player games. Slight changes are made in 2 player and 3 player games. See the section “Two and Three Player Games” later in this rulebook for these changes.

## THE TURN IN DETAIL

### 1. MARKET PHASE

During the Market Phase, the player may buy and sell Crude Oil or Gasoline from either the Domestic Market or the Foreign Market found on the Economy Board.

To buy Crude Oil or Gasoline, the player simply picks up the lowest-priced Barrel and places it into his supply, paying the cost listed underneath the Barrel to the Bank. To purchase multiple Barrels the player pays the amount under each Barrel purchased. For example, if a player wishes to purchase 2 Barrels of Gasoline and the lowest Barrel sits on the \$6 circle, the player would pay a total of \$14 to the Bank (\$6 + \$8).

To sell Crude Oil or Gasoline, the player simply places a Barrel from his supply back onto

the highest-priced circle not currently covered by a Barrel and collects the just-covered amount from the Bank. To sell multiple Barrels a player simply collects the total cash from the bank for all circles that were covered.

### IMPORTANT

A player may only buy or sell from 1 of the 2 markets during his turn. For example, a player may purchase Crude Oil and sell Gasoline on the Domestic Market, but may not then purchase or sell oil of either type from the Foreign Market. However, within these limits a player may buy or sell as much Crude Oil or Gasoline as desired.

## 2. THE PRODUCTION ROLL PHASE

During the Production Roll phase, the player begins by rolling the red and black Production Dice ("the Production Roll"), and places the resulting rolls onto the appropriate spaces on the Operations Board in his quadrant marked with dice. A row and column will now have been randomly selected corresponding to the numbers that have been rolled on each die.

### CHECK FOR DOUBLES

In the event that "Doubles" are rolled on the dice, which is to say that the same number has been rolled on each die, a News Event may occur. If Double-1s or Double-3s have been rolled the News Card nearest the News Deck has occurred (the "Most Likely News Event"). If Double-6s are rolled, the News Card furthest from the News Deck has occurred (the "Unlikely News Event").

All other doubles (2s, 4s, and 5s) have no effect on causing News Events to occur, but they may cause the end of previously activated News Cards. Therefore it is always a good idea to scan the table after a roll of doubles.

A News Event is carried out immediately, and before proceeding with the Production Roll phase. To carry out a News Event, the current player picks up the News Event that applies and reads it aloud, carrying out the noted effects. Some News Cards may remain in effect for a length of time, and this is indicated by placing these cards near the Operations Board until they are no longer in effect.

After carrying out a News Event, a new News Card is drawn from the News Deck and placed into the position furthest from the News Deck (the "Unlikely News Event" spot). Any News Event card already there slides to the left nearest to the News Deck (now the "Most Likely News Event").

## CHANGE THE DICE DIFFERENCE TRACK

Immediately following the Production Roll and Check for Doubles, the player notes the difference between the two dice rolled. For example, if a 2 and a 5 are rolled the difference is 3.

Move the green die up the Dice Difference Track on the Economy board this many places. If the green die moves onto or beyond the "8" position, perform the "Change the Economy" section below. Otherwise, proceed to "Assets Produce" (and skip "Change the Economy").

## CHANGE THE ECONOMY

In the event that a Production Roll has caused the Dice Difference Track to equal or exceed 8, the economy has changed. Remove the green die from the Dice Difference Track and roll it. The roll is checked against the current Economy Card and the table on the Economy Card will show which new Economy Card should be placed face-up on top of the Economy Deck.

Remove all but the lowest-priced Gasoline Barrel from the Consumer Market, returning them to the General Supply.

The new Economy Card to be used lists a "Change in Consumer Demand" number. This number might be positive, negative or zero.

**Positive Number** - Take the remaining Gasoline Barrel on the Consumer market and move it up the price scale as many red spaces as the number listed on the card. For example, if the Gasoline Barrel was at \$20 and the Economy Card shows the number 4 as the Change in Consumer Demand, the Gasoline Barrel would be moved up to \$30.



**Negative Number** - The same process is used as before, but in this case the Gasoline Barrel is moved down as many red numbers as the Change in Consumer Demand.

**Number is Zero** - After removing all but the 1 Gasoline Barrel as described before, the Gasoline Barrel is not moved.

### IMPORTANT

If the remaining Gasoline Barrel on the Consumer Market is on a red space, DO NOT count that space as the first red numbered space.

### ASSETS PRODUCE

The row and column selected randomly by the dice roll may contain some of the players Assets purchased earlier in the game. If so, these Assets are considered to be "Hit" and may now carry out their respective functions listed below. If both the row and column have been rolled to correspond to an Asset (never more than 1 Asset, of course), that Asset is considered to be "Double Hit"

The current player resolves each Asset "Hit" in any order desired according to the following rules:



## REFINERIES

A Hit on a Refinery allows the player to convert 1 Crude Oil into 1 Gasoline by taking 1 Crude Oil from his stock and placing it into the General Supply in exchange for 1 Gasoline which is taken from General Supply and placed into his stock.

A Double Hit allows for the Refinery to convert up to 2 Crude Oil into 2 Gasoline using the same procedure.

Refining is optional and at the player's discretion. A player may NOT convert Crude Oil which was just collected this turn.



## DRILLING RIGS

A single Hit on a Drilling Rig has no effect.

A Double Hit on a Drilling Rig means the player has struck Crude Oil, and the player may choose to convert the Drilling Rig into an Oil Well for the price of \$5 Million more than the cost of the previous Oil Well that any player previously built that is still on the Operations Board. For example, if the player builds what would be the third Oil Well on the Operations Board, the cost is \$15 Million.

The conversion of the Drilling Rig to an Oil Well is optional and at the player's discretion.



## OIL WELLS

A Hit on an Oil Well allows the player to collect 2 Crude Oil from the General Supply and place them into his stock.

A Double Hit on an Oil Well allows the player to collect 4 Crude Oil in the same manner.

A player may not collect any Crude Oil from an Oil Well which was built this turn.



## **GAS STATIONS**

A Hit on a Gas Station allows the player to sell 1 Gasoline to the Consumer Market on the Economy Board. The player places the Gasoline Barrel onto the Consumer Market on the next-lowest price available on the track below the previously placed barrels there. For example, if only 2 Gasoline Barrels are on the Consumer Market at the prices of \$26 and \$25, the next Barrel would be placed onto the \$24 space. The price received for the Gasoline is the price that was just covered, and so in this example, that would be \$24 Million. If multiple Gasoline Barrels are sold (via a Double Hit or multiple Hits on Gas Stations), the player simply covers each next-lowest space in turn and collects the total from the Bank.

A Double Hit on a Gas Station allows a player to sell 2 Gasoline Barrels to the Consumer Market.

### **3. THE NEIGHBOR PHASE**

After the current player has carried out all the desired actions associated with the “Hits” from the Production Roll, the Neighboring player to his left also carries out these same actions, but only using the one die that corresponds to his row. For example, if the current player rolls a 3 on the die, the Neighboring player may have several Hits that occur in his own 3rd row.

If any Hits have resulted, the Neighboring player carries out these actions in the exact manner described above.

#### **IMPORTANT**

The Neighboring player always plays after the current player. It should also be clear that since only 1 die corresponds to the Neighboring player, Double Hits are impossible.

After the Neighboring player to the left of the current player carries out his actions, the Neighboring player to the right of the current player may also carry out his actions, but this time related to the other die rolled. By having the current player place his dice down onto the appropriate squares of the Operations Board during his initial roll, it will be clear which die applies to which Neighbor.

Note that the player sitting across from the current player never receives any actions during the Neighbor Phase.

#### 4. ASSETS PHASE

In this phase, the current player may purchase Assets from the Bank and place them onto his quadrant. The price paid for each Asset is listed on the current (face-up) Economy Card. After purchasing an Asset a player must place the Asset onto the board.

A player may also sell Assets to make room for new Assets or to increase cash holdings (such as an attempt to win the game). The price received is listed on the current Economy Card, but in the case of selling the player only receives the amount listed as the "Liquidation Value".

#### **IMPORTANT**

In the case of selling, the player may only sell Assets which were Hit by the die roll. For this reason it is important to time sales, especially those at the end of the game, with good strategy.

#### 5. END OF TURN AND VICTORY DECLARATION PHASE

Once a player has completed all 5 phases of a turn he must either declare victory, by demonstrating that he has at least \$750 Million in cash, or pass the dice to the next player in clockwise order. A player is never forced to declare victory, even if he has more than \$750 Million in cash.

If a player declares victory, all other players in the game receive 1 final turn in an attempt to gain more cash.

## END OF THE GAME

Once a player has reached \$750 Million in cash, declared victory, and all other players have finished their final turn, a final scoring takes place.

All players may sell remaining Assets back to the bank for the Liquidation value noted on the "Depression" Economy Card. Crude Oil and Gasoline left in a player's stock is worthless (but might break a tie).

Add up all cash, the winner is the player with the most cash. Note that this might not be the player who originally declared victory!

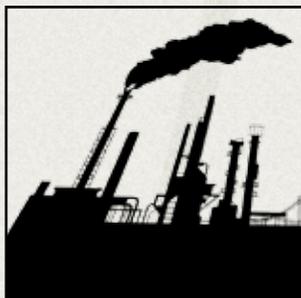
In the case of a tie, the player with the most Gasoline and Crude Oil Barrels from amongst the tied players is the winner. The value of the Barrels is not considered, only the quantity.

## TWO AND THREE PLAYER GAMES

These rules have described playing the game with 4 players. Playing the game with 2 or 3 players is the same, except for the following changes.

**Three Players** - With 3 players, each player begins with \$250 Million. There will be 1 empty quadrant on the board, but this "ghost" player still gets a full Production Roll phase. However, this player never purchases any Assets nor participates in any other aspect of the game (Neighbors may still play during his Production Phase as normal, of course). The ghost player also receives no money.

**Two Players** - In the 2 player game, each player begins with \$300 Million. Each player selects 2 quadrants to play although these must be opposite each other. The game plays exactly the same except that each player may only use the Assets and Oil Barrels collected for each quadrant of the board as if they were separate players. Therefore it is important to balance the spending of the initial \$300 Million carefully between the 2 quadrants.



## NOTES ON GAMEPLAY

For a longer game, play to \$1 Billion! That would be \$1000 Million.

A player may always liquidate Assets when forced to do so by a News Card. The price received is equal to the Liquidation Value of the current Economy Card. A player may never otherwise voluntarily liquidate Assets except during the Buy and Sell Assets Phase.

Cash may be kept secret if desired, but must be kept on the table at all times. Stacking money is a good way to help keep it secret, but other players should still be able to get a sense of who is winning.

There is no limit on the number of Barrels or Assets in the game. If the General Supply ever runs out, substitute in an acceptable marker (coins, for example) until more are returned to the General Supply.

## STRATEGY NOTES

Time your purchase and sales of Assets wisely. Sometimes a player can make great profits from buying Assets (even unneeded ones) during a Depression and waiting for prices to rise before selling them. Don't forget that the end of the game means you will only receive Depression Liquidation prices for your Assets, so consider selling them off at the right moments to win.

The Consumer Market is not the only way to make money. If the prices are good in the Foreign or Domestic Market, consider selling your Crude Oil and Gasoline there. It does not take a Gas Station to sell to those markets, so it has easier access.

Don't employ the exact strategies of your Neighbors. For example, if your Neighbor is building a lot of Gas Stations, consider buying only a few (or even none) of them.

It's hard to find Oil. Put down a lot of Drilling Rigs to help you find some Crude Oil.

The Economy can go bad in a hurry, or it can leave you behind. Having a reserve of cash can help get you through the shaky moments or help you take advantage of good prices.

It is good strategy to note when other players start selling Assets - they may be trying to declare victory!

## TRIBUTE

It is with sadness that Stronghold Games acknowledges the passing of game designer, James St. Laurent. Mr St. Laurent had been battling an illness for some time, although bravely insisted upon being involved in the re-design and development of Crude: The Oil Game, known to some gamers as McMulti.

"In our time working with Jim, we found him to be pleasant, intelligent, and full of good ideas. We couldn't have hoped for a more rewarding experience, and his input was invaluable to the completion of his project." Stephen M. Buonocore, President, Stronghold Games LLC.

Mr. St. Laurent leaves behind a legacy of family and friends and a special place in the hearts of boardgamers everywhere. He will be missed.

James St. Laurent (1940-2011)



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to see our many other great games!



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