

# Introduction

## Who and what?

You are an oil baron in 1919 who wants to build his empire in the Middle East.

## Ultimate goal

Getting as many points as possible at the end of the sixth round.

# Preparation

## Getting the game ready

1. Determine the starting player: the one who last went to a gas station.
2. Place game board on table.
3. Have all players blindly draw an oil company card.
4. Give all players five dollars, four executives, pipelines and influence blocks in one color.
5. Put action cards, money, and army units in the indicated places on the board.
6. Fill the gas bag with 5 white cubes per player and 5 black cubes per player.
7. Create 3 decks of event cards: the 'A' cards, 'B' cards and 'C' cards. Shake these stacks separately.
8. Dividing influence: Players look at their oil company where they have influence and put their blocks there. They do this in order of the number on their oil company card (top right). When a player has the most influence stones in a country, this player immediately receives the flag of that country.
9. Players choose their oil wells and possibly collect the corresponding bonuses (see explanation under 'distributing oil wells').

### First time?

For players playing INTERBELLUM for the first time, it is recommended to play with the following starting positions. The players can skip the 'divide influence' phase (step 3 and step 8 above) and 'distribute oil wells'.

Player	Oil company	Start influence	Oil wells	Remaining
Player 1	Anglo-Persian Oil company	3 influence in GB, with flag. 1 influence in Persia	Baku Khan Giran	\$5, 2 action cards
Player 2	The Consortium	2 influence in Turkey, with flag 1 influence in GB 3 influence in Persia, with flag	Masjed Suleymani Baba Gurgur	\$9, 2 action cards
Player 3	Baron Vladimir	3 influence in USSR, with flag 1 influence in Saudi Arabia*	Çeleken Gachsaran	\$7, 2 action cards
Player 4	Sheikh Al-Nasser	3 influence in Saudi Arabia, with flag 1 influence in Persia 1 influence in GB	Dasht-E-Mughan Majnoon Field	\$5, 3 action cards

Player 5	US OIL	1 influence in Persia 1 influence in GB 1 influence in Saudi Arabia 2 influence in USSR	Baghdad Darvaza	\$7, 2 action cards
*If only 3 players participate, Player 3 also has the flag of Saudi Arabia.				

## Distributing oil wells

Starter chooses one oil well. Clockwise, everyone chooses his or her first source. Last player who has chosen chooses the second, and then counterclockwise each player chooses a second. Starting players are the last to choose their second oil well.

Players put their oil wells on the chosen resources and receive (where relevant) the corresponding bonuses. The bonuses can be:

- Coins, this is given immediately
- Influence, this one gets immediately
- Action card, this is given immediately
- *Draw gas*, during the game the player can always grab a free extra gas block during the action 'gas search'
- *Production*, during the game this oil well always yields one more coin in the 'generate income' action

## Some basic rules

### Influence, control and flag

In the game, players gain and buy influence in countries. Influence is tracked by putting a block on the influence tracker. Having influence in a superpower can have several advantages:

- More discount ('-X\$') on pipelines built in territories under the control of the superpower.
- The ability to buy multiple pipelines in one action ("+X") in territories under the control of the superpower.
- At the end of the game: more victory points ("X VPs").

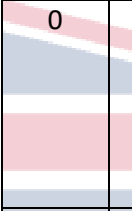


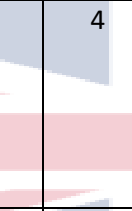




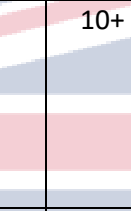
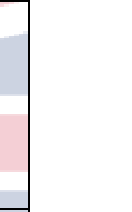


0	1	2	3	4	5	6	7	8	9	10+
										
		-1\$	-1\$, +1	-2\$, +1	-2\$, +1	-2\$, +2	-2\$, +2	-3\$, +2	-3\$, +2	-3\$, +2
0 VPs	2 VPs	2 VPs	2 VPs	3 VPs	3 VPs	3 VPs	4 VPs	4 VPs	4 VPs	5 VPs

Figure 1. Influence tracker of Great Britain

If a player has more than 10 influences in a country, additional influence stones are placed next to the influence tracker.

The player with the most influence in a country is the player who controls the country and gets the flag of the country. This player puts the flag open and clearly in front of him on the table. The flag can belong to different players throughout the game. When a player has more influence in a country than the one who owns the flag, the flag immediately goes to the player who now has the most influence stones. In the event of a tie, nothing will change. Any benefits that a player gets by owning the flag are always for the player who currently owns the flag.

### Superpowers and territories

There are five superpowers at play: Persia, Britain, the Soviet Union, Saudi Arabia and Turkey. Each of these superpowers has a home base; it is always in the hands of that superpower. Please note that the home bases of Great Britain and the Soviet Union consist of two areas. Army units can move back and forth between these areas indefinitely. The map also has 26 territories that do not belong to one superpower. Throughout the game, superpowers can expand into these territories by occupying them with an army unit.

A superpower can expand when indicated on an event card, when a player has an action card that allows expansion, or when a player makes a fifth gas discovery. The player who controls the superpower (has the flag in front of him) may determine where the superpower expands to.

The following always applies to expansion: The chosen territory must be adjacent to the great power itself or to a territory where there is already an army unit and that can be reached without passing through territories where there are no army units of the superpower in question.

A player can also move army units, for example as an action. For movement, the player must always be the controlling player of the superpower (owning the flag). When moving, an army unit that is already outside the home base may be moved to an adjacent territory. The territory left behind is therefore no longer under the authority of the superpower.

Expansion and relocation cannot be done to a territory where an army unit of another superpower is already located (unless this is done with an action map).

Due to event cards or action cards, superpowers sometimes have to withdraw an army unit. In the event of a withdrawal, an army unit is removed from a territory and placed back in the home base of the superpower. In the case of an event card, a vote is taken on withdrawal according to the same rules as on enlargement. The player with the flag may again have the decisive vote. With action card, the player playing the action card gets to choose which army unit to withdraw.

## The course of the game

### Rounds

The game consists of six rounds. At the end of the sixth round, whoever has the most points wins the game.

Each round proceeds as follows:

1. Players with gas get the corresponding income (this is skipped in the first round)
2. Three event cards are flipped one by one.

3. Starter player starts, performs one action
4. Clockwise, each player performs his action, until it is the turn of the starting player again. Then he performs his second action, etc.
5. When all executives have been played, the round ends. Everyone brings back their executives.
6. The starting player chip is passed on to the new starting player

**Note:** Each round has a new starting player. The starting player is always the one on the right side of the previous starting player. So there is counterclockwise rotation between rounds (who the starting player is). In the rounds themselves, clockwise play is played (who performs an action).

## Event cards

There are different types of event cards:

- 'A' cards, in which the superpowers acquire or lose territories,
- 'B' cards, where players receive a one-time bonus or penalty,
- 'C' cards, which apply during one round.

At the start of the round, three event cards are flipped one-by-one; first an 'A' card, then a 'B' card and finally a 'C' card. The event on the map runs immediately. If there are multiple events on the map, they are handled in the order from top to bottom. Only when all events have been executed on a card is the next one reversed.

Some cards require a die to be rolled to determine which superpower the event applies to. If the rolled die is blank, the starting player may determine which side of the dice faces up.

If multiple dice have to be rolled, the dice must be rolled one-by-one. If the second or third die shows the same result as the first or second, then it must be rolled again. For example, no one superpower can ever experience the same event multiple times.

The event cards distinguish between events in the 20s and the 30s. The first three rounds take place in the '20s, and then the upper variant of the event card is executed. The last three rounds take place in the '30s, so then the bottom variant is performed. During the '20s the events are mostly positive, in the '30s it happens that there are events that make it more difficult for the players. For some cards, there is no distinction between the '20s and the '30s.

## Performing action

Each round, a player can perform as many actions as he has executives. Always put the executive in the relevant place as an announcement that you are going to perform that action.

The eight actions a player can choose from are

1. Building an oil pipeline
2. Gas search
3. Gain income
4. Influence buying
5. Drawing action cards
6. Playing an action card

7. Buying a new oil well
8. Moving an Army Unit

### 1. Building an oil pipeline [executive is put at route being built]

The base price of a pipeline is 4\$. Also, only one pipeline may be built per action. However, when a player wants to build a pipeline in a territory where there is an army of a superpower where the player has influence, the player can use discount or build multiple pipelines in one action.

The oil pipeline can be placed on the board on any route. They do not have to be contiguous and can also be placed next to those of another player on the same trajectory.

From each drilling rig, only one route to one port can be constructed. If there are branches, points are awarded at the end of the game for the shortest route from source to port.

### 2. Gas search [executive is placed on a boat in the Caspian Sea]

- One search attempt is made per dollar (i.e. one block drawn).

The player announces how many dollars he is looking for gas for and pays immediately (to the bank). He then blindly draws the chosen number of cubes from the bag. When there is a black block, gas is found. More black cubes found do not yield more stars. In other words, there can be one gas find per action. The player places the found black block on his gas discovery meter (so there is one less block in the bag). If only white blocks are drawn, one white block is removed from the game.

Gas discoveries earn bonuses. Some bonuses are paid out immediately, others return.

The bonuses are:

For the first gas discovery*	\$1 from the bank at the beginning of each new round
For the second gas find*	\$1 from the bank at the beginning of each new round
For the third gas discovery	Grab 1 action card immediately
For the fourth gas find*	\$2 at the beginning of each new round
For the fifth gas discovery**	1 army unit expand into a new territory
For the sixth gas discovery	Instantly receive 1 influence in superpower of your choice

\* The first, second and fourth gas discoveries thus generate income each round. The amounts mentioned are cumulative: when you have four gas discoveries, you get a total of four dollars each new round.

\*\* This bonus can only be executed if you are the controlling player of a country (and therefore have the flag). When all army units are already outside a country (and expansion is not possible) you can move an army unit instead. The standard rules apply to the expansion and movement of army units.

The player puts any extra black gas cubes and the white gas cubes back in the bag and puts them back at the Caspian Sea.

Example: Charles pays 4\$ and draws 4 cubes. He draws 2 black and 2 white cubes. He places one black cube on his oil company card. The remaining three cubes go back into the bag.

### **3. Generate income [executive is placed at the chosen oil well]**

- Yields three dollars per well that is not connected to the sea by an oil pipeline. Yields six dollars per well that is connected to the sea by an oil pipeline.

The player takes his income from the bank's stock and deposits it with his own money supply. Per round, this action may be performed once for each resource the player has.

### **4. Buying influence [executive is put in country where influence is bought]**

- Base price: \$3 per influence cube.

One country is chosen in which the player will buy influence. Per superpower there are 3 places where influence can be bought for 2 dollars each. All other influence costs \$3 each.

The player with the most influence has the flag. When two players have the same amount of influence in a country, flag stays with player who already had it. When the flag changes, it happens immediately.

When a player has more than 10 influences in a superpower, additional influence stones are placed next to the influence tracker.

### **5. Grabbing action cards [executive is placed next to the draw pile]**

- 1 \$ per executive present at the action card pile (the first player who performs an action here does so for free, the second pays 1\$ to the bank, the third pays 2\$, etc.)

The player picks up two action cards and takes them on hand.

### **6. Playing an action card [executive is placed next to the draw pile]**

- 1 \$ per executive present at the action card pile (the first player who performs an action here does so for free, the second pays 1\$ to the bank, the third pays 2\$, etc.)

The player chooses one action card from his hand, reads it aloud and performs the action on it. The action card is then placed on the discard pile.

### **7. Buying a new oil well [executive is placed at the purchased oil well]**

- \$7 for a new oil well

Only unused resources can be purchased. The player chooses (when there are multiple free sources) a source that he wants to buy and places an oil well on it. This source can only generate income starting next round.

### **8. Moving an army unit [executive is put in the territory to which the army is moved]**

- No fees

A player may only move army units 1) from a country whose flag he owns, AND 2) that are already outside the base. Army units are always moved to an adjacent area where there is no army unit yet. Thus, army units of other countries cannot be expelled.

## Scoring

At the end of the sixth round, the points are counted.

**Completed oil pipeline:** a continuous route from source to port. For points, only oil pipeline segments that are part of the trajectory from source to port count. Any branches or individual segments do not earn points.

**Port Bonus:** Each port has a bonus indicated on the board. You will receive this bonus when your pipeline ends up in the relevant port. The bonus ranges from 2 to 6 points.

**Gas discoveries:** The more gas discoveries, the higher the points become. The table shows how many points a player gets in total for each number of gas discoveries.

**Influence in a superpower:** Only players who have at least one influence stone in a superpower lie at the end of the game have influence in the superpower.

**Control of superpowers:** These points a player can only receive for superpowers of which he owns the flag at the end of the game.

Element	Points
Each completed pipeline	3 points per segment + port bonus
Gas discoveries	1 gas find: 1 point in total 2 gas finds: 3 points in total 3 gas finds: 6 points 4 gas finds: 10 points 5 gas finds: 15 points 6 gas finds: 21 points
Influence in superpower	As indicated on the influence tracker.
Control over superpowers	2 points for owning the flag + 2 points per army unit in territories outside the home base

**Note:** Coins that are left over do not earn points at the end of the year.

In the event of a draw, the player who controls Great Britain wins.