

INTERBELLUM

A Strategic game of Money, Oil and Influence

Welcome to the Middle East in 1920: Superpowers are struggling for power, oil has been found, and there is lots of money to be made!



Unique mix of strategy and worker-placement



Reenact the history of the Middle East



Multiple avenues to victory

1. Adapt your strategy to events such as:

The Great Game

Roll 2 dice: these superpowers expand 1 territory. Roll 1 die: this superpower loses 1 territory.

National Railroads

Roll one die. Each player may buy up to 5 influence for 1\$ apiece in this superpower

Keynesian Economics

20's: for each superpower you have at least 1 influence, gain 1\$.
30's: Pay 2\$ per superpower you control

2. Order your executives to:

Buy influence



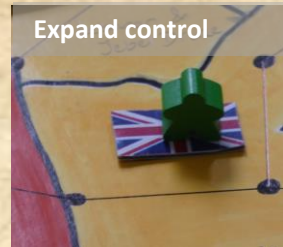
Build pipelines



Search for gas



Expand control



3. Victory!



Gain Victory Points with completed pipelines, gas resources, and territories under your control.



2 – 5 players



60 – 90 minutes



12+

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Detailed information

A bit of historical background:

Welcome to the Interbellum! It's 1920 and the Middle East is in chaos. Five superpowers vie for supremacy. The British Empire fills the vacuum left by the collapse of the Ottoman Empire. The Saudis unite under one king. The Russians aim to export their socialist revolution to the south. Turkey is undergoing rapid modernization and dreams of its glorious past. And the Persian rulers are slowly looking beyond the borders of their palaces in Tehran.

And in the midst of this chaos, huge amounts of oil have been found.

Your job as an oil company is to navigate these difficult times and become a dominant multinational corporation in the Middle East by the end of the sixth round of the game. Use your executives to claim oil wells, build pipelines to lucrative ports, search for gas wells and buy influence in the five superpowers. Each round, geopolitical events force you to rethink your strategy. But the more influence you have in a superpower, the more likely these events will work out in your favor.

INTERBELLUM is a medium-sized worker placement game lasting 60-90 minutes. Rooted in history and inspired by true events, it's a fun game for anyone ages 12 and up.

Why will I like INTERBELLUM?

- You like strategy games
- You like balancing limited resources over a wide variety of options
- You like having multiple avenues to victory
- You prefer luck to be a limited factor
- You are interested in the historical context

Main mechanics:

- Event-cards
- Worker-placement
- Route building
- Turn-based

Components:

- | | | | |
|--------------------|------------------|----------------|--------------|
| • Game board | • Control tokens | • Event cards | • Money |
| • Executives | • Country flags | • Action cards | • Oil wells |
| • Influence blocks | • Gas sources | • Player mats | • Well cards |
| • Oil pipes | | | |