

INTRODUCTION

The overriding object is to remain in the game and eventually become the sole survivor. In order to achieve this, players attack and try to eliminate their opponents.

Each player represents a Superpower controlling the Leader pieces of its own colour. By manipulating these Leaders and their Secret Agents, players gain or relinquish power in the countries of KARK.

A country is controlled when a player moves or places a Leader piece onto the red Capital circle of that country.

Occupation of the Capital secures control of the country's derricks. Oil/revenue is obtained from these derricks by having Tankers inshore to 'transport' the oil. First the coastal countries are occupied, then pipelines to inland countries increase the flow of oil, provided extra Tankers are in position to receive it.

Loss of possession of resources means loss of revenue and power. A Superpower controlling a country with small or no resources may have his Leader abandon it and attack a neighbouring one to gain possession of its greater resources or in order to weaken the power of an opponent. Another player may deem it in *his* interests to occupy the country just abandoned. In this way, "revolutionary situations" are constantly being created.

CONTENTS OF GAME

1. One Playing Board

This represents an oil-bearing area known as KARK. It is made up of eight countries: The four coastal countries Rabala, Zulfi, Elika and Hashim have moderate oil output (2 derricks).

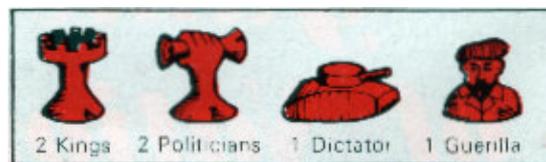
The canal-dominated country - the U.O.R. has small oil-output (1 derrick).

The three inland countries Kurut, Bedafa, and Abu Akar have potentially high oil-output (4 derricks).

2. 4 Sets of Character Pieces

Each set has:

6 Leaders .



1 Secret Agent



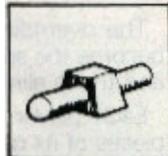
3. 16 Tankers



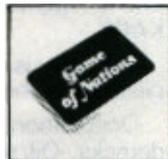
5. Currency



4. 12 Pipelines



6. Pack of International Incident Cards



OBJECT OF THE GAME

1. Main Aim

The overriding object is to remain in the game and eventually become the sole survivor. In order to achieve this, players attack and try to eliminate their opponents. Attack is also the best means of defence.

2. Strategy

This is a game of daring and skill in which there are no dice introducing a chance element.

Therefore players must continually take risks in order to achieve their object.

If players do not take the initiative and attack their opponents, a situation can arise where each player accumulates vast amounts of money, the International Monetary Fund becomes bankrupt, and the result is stalemate.

3. Placing and Moving Leader Pieces

The placing and moving of Leaders costs money. Each piece has a "placement/movement" value (they also have "revenue" values: see later). It costs the same **to place** a Leader on the board as it does to move it **one** space, i.e. from one marker line to another.

To place, or move a King one space, costs 2 million.

To place, or move a Politician one space, costs 2 million. To place, or move a Dictator one space, costs 1 million. To place, or move a Guerilla one space, costs 1 million.

Therefore, to move a King or Politician 5 spaces costs 10m. — to move a Dictator or Guerilla 5 spaces costs 5m.

4. Earning Revenue

There are two scales of revenue according to the type of Leader in control. In his turn a player receives

from a King or Politician 2m. per Derrick/Tanker

Dictator or Guerilla 1m. per Derrick/Tanker.

Revenue comes from the possession of both oil Derricks and Tankers, paired together (a Derrick without a Tanker, or vice versa, brings nothing). Therefore, to exploit fully the resources of a coastal country the player requires two (not more) Tankers. If he builds a Pipeline to an inland country he controls, he can only draw additional oil/revenue as he acquires more Tankers to pair with the extra Derricks. (See Tankers).

SETTING THE GAME READY TO PLAY

Place the two halves of the board together on the table. Each player takes a set of character pieces of one colour. Appoint a Banker who will control the International Monetary Fund (Bank). The Banker will then give each player 7 one-million notes and also one Tanker.

Shuffle the International Incident cards and place them, face down, on the space provided on the board.

Place one Pipeline across the frontier line to link the single well of the U.O.R. with the four in ABU AKAR.

Decide who shall begin. The player on his left will follow, and so on.

STARTING THE GAME

When the game begins, all countries are unoccupied.

First Round

Each player in his turn MUST

1. Place any one Leader piece on the red Capital circle of any country he chooses to occupy. For this he pays either 1 m. or 2m. to the International Monetary Fund. (Bank).
 2. Place his Secret Agent alongside his Leader. This costs nothing.
- Then the player MAY —
3. Place his free Tanker at the coast near his Capital.
 4. Buy a Tanker which may be placed “out at sea” or at the coast.
 5. Buy and place a Pipeline.

In all subsequent turns

Each player MUST in this order —

1. Claim any revenue due
 2. Move his Secret Agent four spaces
 3. Place or move a Leader piece
- Then the player MAY —
4. *Either* buy and place or remove and sell ONE Tanker,
 5. **Or** move ONE Tanker.
 6. Buy and place a Pipeline.

THE PLAY

1. LEADER PIECES

(a) Placement

Placement occurs throughout the course of the game.

In a player's turn, a Leader may be placed on any vacant Capital, provided he pays the placement/movement value for that piece. If a player places a piece he is not allowed to move another Leader in that turn.

(b) Movement

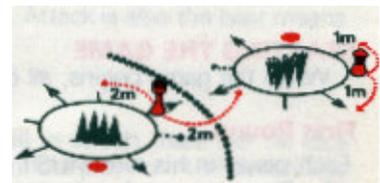
Players **must** move one Leader in each turn unless they have been able to place one. They may not move more than one Leader unless instructed to do so by an International Incident card. If a card calls for the movement or removal of a Leader, the player involved cannot move or place any other one.

Leaders are moved from marker to marker round the circles in each country. They can move in any direction but they may not reverse direction in one turn.

They may cross from one country to another at any point where arrows on the markers point together.

When a Leader is moved, the movement value must be paid **for each space moved**.

Leader pieces move from marker to marker in either direction. They cross from one country to another where arrows on the markers point together. Each space moved by the Guerilla and the Dictator costs 1m. Each space moved by the Politician and the King costs 2m. The diagram shows the movement of the King and the Guerilla.



A Leader cannot pass or move on to a marker occupied by another Leader. It **can** move on to a marker occupied by an opposing Secret Agent but **it may never pass one**.

A Leader cannot pass a “?” marker in one turn — it must always halt on it. The player must then take the top International Incident card and follow the instructions. The Leader may move away on the following turn.

A Leader can only be removed from the board on instructions from an International Incident card or when attacked and replaced. (See "Attacking").

Leaders which have been removed from the board are not out of the game. In his turn a player can place a Leader again providing there is a red Capital circle vacant.

(c) Earning Revenue

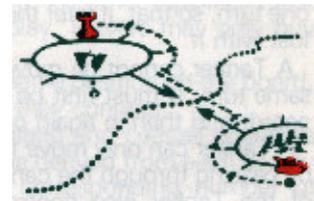
Kings and Politicians are good pieces for earning revenue as they have the highest value.

(d) Attacking

Leaders can attack from any position. They can only attack

- a. another piece occupying a Capital
- b. a piece of a different denomination e.g. one King cannot attack another King
- c. if the player moving the Leader can pay for the moves.

In the diagram the Dictator has elected to attack the King in a neighbouring country. The Dictator is moved round the spaces in its own country, crosses the boundary via the arrows and continues to the capital occupied by the King. When the Dictator arrives it takes over the capital and country and the King is removed from the board. The cost of the attack is 7rn.(7 spaces @ 1m. per space). If there were any Tankers on the coast of the country taken over, the Dictator would now control these too.



The Guerilla and the Dictator are good pieces to use for attacking because they are the cheapest to move.

2. SECRET AGENT

(a) Placement

In each player's first turn his Secret Agent must be placed on the same Capital circle as the first Leader placed. ***The Secret Agent remains on the board throughout the player's life in the game.***

(b) Movement

After the first (placement) turn, in every following turn, each player must move his Secret Agent four spaces in any direction. It must not reverse direction in a single turn.

in the course of their four-space moves, Secret Agents pass over "?" markers without penalty. Only when the move ends on a "?" does the player take an International Incident card. If the card instructs the player to move or remove a Leader, this movement or removal constitutes the player's Leader move for that turn.

A Secret Agent (unlike a Leader) may pass or occupy the same marker as any Leader or any other Secret Agent.

A Secret Agent cannot attack another piece nor can it control a country.

(c) Use of Secret Agents

The Secret Agent is used to defend Leaders. It may block the path of an opposing Leader on the point of attack.

When an International Incident card is required, the Secret Agent is useful for moving on to "?"

3. TANKERS

Each player receives one Tanker free, at the start of the game.

Thereafter, additional Tankers cost 5m. each. **ONLY ONE TANKER MAY BE BOUGHT AND PLACED OR REMOVED AND SOLD OR MOVED IN ANY ONE TURN. TANKERS MAY BE SOLD BACK TO THE INTERNATIONAL MONETARY FUND FOR 3m. EACH.**

(a) Movement

When purchased, a Tanker may be placed “out to sea” or at the coast of a player’s country. If that country is threatened, **one** Tanker may be moved to safety, at the edge of the board, in any one turn, so that, if later the country is lost, the Tanker asset is not lost with it.

A Tanker cannot be moved from one country to another in the same turn. It must first be moved “out to sea” (the edge of the Board) and then in again on the next or a later turn.

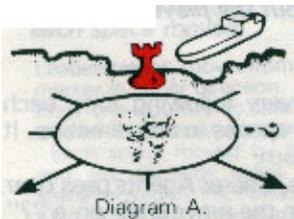
A Tanker can only move from one side of the board to the other by passing through the canal. This can only be done if the owner of the Tanker also controls the U.O.R., or if the U.O.R. is unoccupied.

(b) Revenue

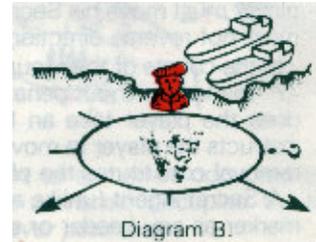
Each Tanker must be paired with a Derrick to produce revenue. When a Tanker is moved “out to sea” it does not earn any revenue.

Revenue varies according to the type of Leader in control as explained under “4. Earning Revenue” (see page 3).

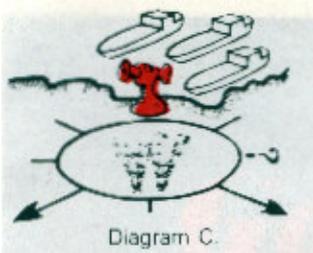
The following diagrams illustrate revenue deriving from different situations.



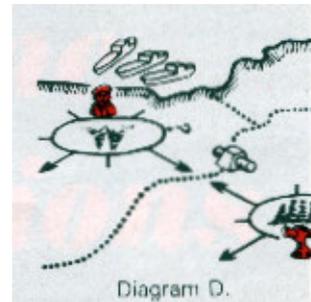
In the situation in Diagram A. the player receives 2m. in his turn because he occupies the red capital circle of the country with a King, but he has only one Tanker.



In Diagram B. the player receives 2m. because he occupies the red capital circle of the country with a Guerilla. He has two Tankers but the Guerilla only gives 1 m. per Derrick/Tanker.



In Diagram C. the player receives 4m. He occupies the red Capital circle of the country with a Politician, but although he has three Tankers he only has two Derricks, so the third Tanker earns nothing.



In Diagram D. the player receives 6m. He occupies the red Capital circle of a coastal country with a Guerilla and an inland country with a Politician the two are linked by a Pipeline. The Politician gives the better revenue so the player will fill his three Tankers from the inland Derricks at 2m. per Derrick/Tanker.

4. PIPELINES

A Pipeline connecting the U.O.R. and ABU AKAR is placed at the start of the game, without payment. All other Pipelines must be bought for 3m., in the course of play. Players may only buy ONE Pipeline per turn.

Once placed, Pipelines remain in the same position on the board, no matter who controls the countries they connect.

So long as a player occupies both inland and coastal countries connected by Pipelines, revenue can be derived from each or any of the Derricks, provided he has a corresponding number of Tankers in position at the coast.

5. INTERNATIONAL INCIDENT CARDS

Every time a player ends a move of a Leader or a Secret Agent on a “?” he must take the top card from the face down pile and follow the instructions. The card is then returned to the bottom of the pile. Half of the cards in the pack are unfavourable and the remainder favourable. Generally players pick up these cards when they are in a weak position with little to lose, but there are times when even a player in the strongest position needs to take a gamble in order to achieve a swift coup.

LOSING THE GAME

A player is out of the game if he has neither revenue nor cash, and therefore cannot move a Leader piece. But in this situation, since the rules first require the movement of the Secret Agent (which costs nothing) the player facing elimination *can* make this move: If he can move his Secret Agent on to a "?" he takes the top International Incident card as usual. If the card is favourable (brings him cash or allows the movement of a Leader) he remains in the game. If it is not favourable he is eliminated and he must remove all his character pieces from the board.



This game is based on an original idea by
Michael Hicks-Beach

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