

# GAME INSTRUCTIONS

There are four roles in this game: **Oil Company;** **Student;** **NGO;** **Farmer.**

## Objective of Oil Company

As the Oil Company, you are trying to build a pipeline to connect your oil wells to your oil refinery so that you can export oil for profit. Activists are trying to stop you. The Oil Company wins the game if you can complete your oil pipeline without being stopped.



## Objective of the Activists

Work together to identify the current location of the Oil Company in order to catch them in the act of laying their pipeline. If this happens before the Oil Company completes the pipeline, an injunction comes into effect and stops the Oil Company.



**Step One:** Open the game board and spread it out on a table. You should have four players, each with the following items:

- **Oil Company:** Role Card; 1 Oil Refinery Disc; 2 Oil Well Discs, 4 Special Power Cards (1 Intimidation, 2 Helicopter, 1 Buy Off); 1 Tracking Sheet; 1 pencil; 5 Tracking Discs; counter.
- **Student:** Role Card; counter.
- **Farmer:** Role Card; counter.
- **NGO:** Role Card; Trócaire Card; counter.

**NGO** (Non-Governmental Organisation) is an organisation that operates independently of any government.

**Step Two:** Without revealing the locations to the Activists, the Oil Company chooses three white circles, one in each province, on which to place their one oil refinery and two oil wells. The Oil Company records secretly these numbered circles on the Tracking Sheet.

**Step Three:** Each of the three Activists chooses any **red square** on the common land (marked on the board) from which to start and places their counter.

**Step Four:** The Oil Company reveals the location of their refinery by placing the Refinery Disc on the chosen numbered white circle on the board. The locations of the oil wells are kept secret.

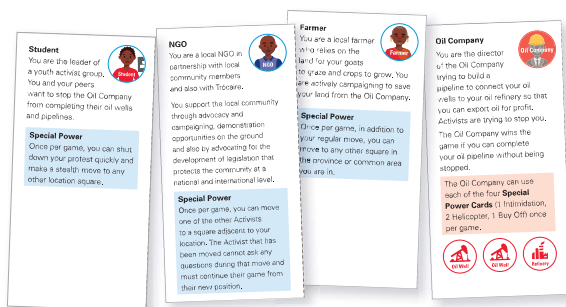
The Oil Company places their counter at **0** on the timeline at the right-hand side of the board. This timeline records the number of turns taken by the Oil Company. It is the job of the Activists to make sure that each turn is recorded. The Oil Company has a maximum of ten turns to reach each oil well; if they do not achieve this, they lose the game.

**Step Five:** The Oil Company makes the first move from the oil refinery by recording in secret on the Tracking Sheet the numbered circle to which they want to move. The Oil Company must move one numbered circle per turn along a connecting line and cannot remain on the same circle for two consecutive turns. They cannot move through a square occupied by an Activist. The Oil Company has the option of using Special Power Cards.



**Step Six:** After the Oil Company moves, each Activist takes a turn, choosing one of the following options:

- Stay where they are
- Move one square
- Move two squares
- Use their Special Power (on their Role Card)



**Note:** Two Activists cannot land on the same square.

**Step Seven:** When an Activist lands on a square, they must choose one of the following options:

1. **Do nothing** because they do not think the Oil Company is nearby.
2. **Gather Evidence**  
The Activist gathers evidence that the Oil Company is building illegally by asking about the numbered circles adjacent to (next to) the square they are on.

**Note:** Not every square has an adjacent circle.

The activist asks, **'Have you been building illegally in circle number 22?'** If the Oil Company has been or is now in that numbered circle, they must answer 'yes' and mark the numbered circle with a Tracking Disc. (Tracking Discs are removed after each round.) Once the Activist hears one **'yes'**, their turn ends. Otherwise the Activist can continue to ask about all the other circles that are adjacent to the square they are on.

**'Have you been building illegally in circle number 22?'**  
Activist

### 3. Catch in the Act

The Activist catches the Oil Company in the act of building illegally by catching them in a specific numbered circle adjacent to their square. The Activist says, **'I catch you in the act of building illegally in circle number 48.'** If the Oil Company is not in that numbered circle, they say, **'No, you don't!'** This ends the Activist's game and they must sit out the rest of the game. If the Oil Company is currently in that numbered circle, they are caught in the act and they say, **'You caught me in the act!'** and the Activist wins.

**'I catch you in the act of building illegally in circle number 48.'**  
Activist

**\*This accusation can only be made by an Activist once in the game**

**'No, you don't!'**  
Oil Company

**'You caught me in the act!'**  
Oil Company

**Step Eight:** Each Activist takes a turn, then the Oil Company takes their next turn.

The first round is over when the Oil Company reaches their first oil well; then, from this position, round two starts. The Oil Company starts round two with ten turns and their counter returns to 0 on the timeline. Any Tracking Discs that have been placed are removed.

If at any stage the Oil Company runs out of turns or is caught in the act, they lose. The game continues like this until the Oil Company is caught in the act or reaches both oil wells or runs out of time.

# GAME COMPONENTS

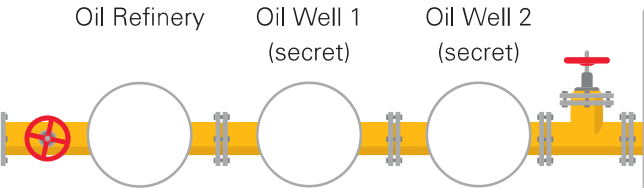
Photocopy and cut out each of the components.

**Tip:** Stick the components on the back of cardboard (e.g. cereal box) to ensure the components are long lasting.

## OIL COMPANY TRACKING SHEET

### Three Locations

Write the numbers for one location from each province of the board. Decide at the start of the game.



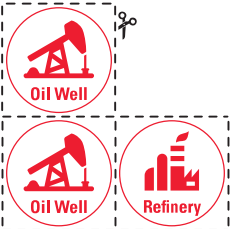
### IMPORTANT

Do not let the other players see your locations on the Tracking Sheet.

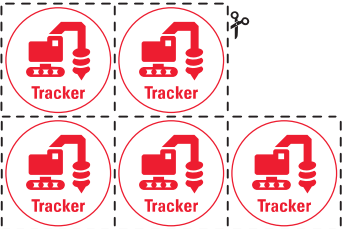
| TURNS   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---------|---|---|---|---|---|---|---|---|---|----|
| Round 1 |   |   |   |   |   |   |   |   |   |    |
| Round 2 |   |   |   |   |   |   |   |   |   |    |

Each turn the Oil Company makes is the laying down of pipeline (in secret) to connect the oil refinery and the oil wells in each of the provinces. The Oil Company can take a maximum of ten turns in each round. If the Oil Company does not reach the oil well in ten turns, they lose.

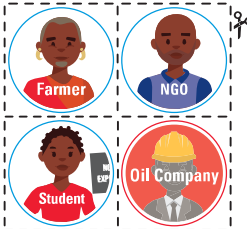
### OIL COMPANY DISCS



### TRACKING DISCS



### COUNTERS



## SPECIAL POWER CARDS

Each card can be used once only.



### Intimidation

As well as your regular move, this card allows the Oil Company to intimidate one player, which means that player cannot ask any questions on their next turn.



### Helicopter

This card allows the Oil Company to move two numbered circles. With this card, the Oil Company can move over squares occupied by Activists.



### Buy Off

This card allows the Oil Company to make one move to any other numbered circle in the same province.



### Helicopter

This card allows the Oil Company to move two numbered circles. With this card, the Oil Company can move over squares occupied by Activists.

**Role Cards:** Photocopy, fold in half along the straight line and cut out each of the cards. Each of the Role Cards will have a description on the back and an image on the front. The **Trócaire Card** is a bonus card to be given to the NGO.



FOLD



### Student

You are the leader of a youth activist group. You and your peers want to stop the Oil Company from completing their oil wells and pipelines.

#### Special Power

Once per game, you can shut down your protest quickly and make a stealth move to any other location square.



### NGO

You are a local NGO in partnership with local community members and also with Trócaire.

You support the local community through advocacy and campaigning, demonstration opportunities on the ground and also by advocating for the development of legislation that protects the community at a national and international level.

#### Special Power

Once per game, you can move one of the other Activists to a square adjacent to your location. The Activist that has been moved cannot ask any questions during that move and must continue their game from their new position.



### Farmer

You are a local farmer who relies on the land for your goats to graze and crops to grow. You are actively campaigning to save your land from the Oil Company.

#### Special Power

Once per game, in addition to your regular move, you can move to any other square in the province or common area you are in.



### Oil Company

You are the director of the Oil Company trying to build a pipeline to connect your oil wells to your oil refinery so that you can export oil for profit. Activists are trying to stop you.

The Oil Company wins the game if you can complete your oil pipeline without being stopped.

The Oil Company can use each of the four **Special Power Cards** (1 Intimidation, 2 Helicopter, 1 Buy Off) once per game.



### Trócaire Card

Once per game, Trócaire offers support on the ground to their partner NGO. This allows the NGO to take an extra turn. This card can be used only once.

\*To be given to the NGO.