

# PEAK OIL PROFITEER SOLO RULES

So, suppose you have no friends, or the ones you have prefer partying and dating to playing board games (those fools!). Furthermore, suppose you suffer from a compulsive buying disorder and crowdfunded this game. You now have a perfectly fine board game but no one to play it with. Have no fear. Read on. We've got you covered.

## Setup

1. Find the Consultant cards that have a car pictured in the lower right corner. Shuffle them and put them into a face-up stack on the space for the Contingency draw deck. Remove all remaining Consultants and all Events from the game.
2. Decide which of the five corporations will be your opponent for the game. Each plays a bit differently. The white corporation is the easiest opponent, followed by the purple, yellow and orange corporation, in this order, with the green corporation being the hardest opponent. For your first solo game, we recommend using the white corporation. Shuffle the Action cards of your enemy of choice and place them as the face-down Evil Corp deck close by.
3. Take the Action cards and Drilling Rights pawns of one of the remaining corporations for yourself. Keep the remaining pawns to hand for use by the evil corporation. Remove the Action cards of the remaining 3 corporations from the game.
4. Shuffle the blackmail cards to form the Blackmail stack, placing it closeby. Draw the top card into your hand and take the corresponding Leader chip. Put the remaining Leaders into the common supply.
5. Finish the remaining setup (board, Troops, money etc) as in the regular game.

## Gameplay

As in the regular game, you play in rounds.'

Each round, first, pick your Action.

Next, the Evil Corp takes their turn. Each round, it does three things, always in the same order:

1. It Sells Weapons
2. It Blackmails a Leader
3. It draws a card and takes an additional Action

Lastly, you take your Action.

After you have taken your Action, the round is over. If Corruption is at 100%, the game is over. Count your money and see how you fared. Otherwise, play another round.

Note that you do not flip a Contingency card at the start of the round as you would in the regular game.

You do not keep track of the Evil Corp's money. Evil Corp is assumed to always have sufficient funds. In other words, Evil Corp uses the bank as their personal money supply.

Obviously, as Evil Corp has no arms, hands, or other agency, you will need to do all their work for them, even if it really annoys you.

### **Pick Action**

First, choose which Action you want to take this round. Use your Action cards the same way you would in the regular game. Obviously, you don't have to keep your chosen card face-down.

### **Evil Corp turn**

Evil Corp does all three of the below things each round, in this order.

#### **Evil Corp sells Weapons**

Evil Corp sells to the Faction that currently has the most Troops left on their track. If tied, Evil Corp sells to the tied Faction whose **track** is closer to the top of the board. This means they rather sell to the Government, then the NLF and finally the URFMF - in that order.

Take the rightmost Troop cube from this Faction's track and place it in its starting Region. Keep moving the Troop randomly until it reaches an empty Region (leave the Troop there) or a Region occupied by a Troop of another Faction (resulting in both Troops eliminating each other). Either of which may occur in its starting Region.

To move the Troop randomly, roll the die and move the Troop cube to the corresponding neighbouring Region. Count the result "6" as the result "1".

#### **Evil Corp blackmails**

Flip the topmost card from the Blackmail deck and place it on the discard pile. You may always consult the discard pile, in fact you may find it simpler to keep it splayed.

Evil Corp blackmails the Leader corresponding to the card flipped. If you control this Leader, return it to the common supply. All Leaders in the common supply are controlled by Evil Corp.

If Evil Corp already had control of the Leader corresponding to the card flipped, it will instead blackmail the Religious Leader of the same Faction. If it also already controls this Religious Leader, it will not blackmail at all this round.

You may discard a matching blackmail card to defend against that blackmail attempt as you would against real players. If you do, the Leader remains in your control.

If Evil Corp blackmails any of your Leaders, it does not pay you any money, as this is blackmail, not bribing.

#### **Evil Corp takes further action**

Flip the top card from the Evil Corp deck and place it on the discard pile. If the Evil Corp deck is empty, reshuffle the discards first to form the new Evil Corp deck. All five Evil Corp Action cards will be played before they are reshuffled. You may always consult the Evil Corp discard pile, in fact you may find it simpler to keep it splayed.

Each Action card has up to three icons along the bottom edge which are only used in the solo game, i.e. now. Check these icons from left to right and apply the first that can be applied, ignoring remaining icons. If none can be applied, Evil Corp takes no further action this round. Lucky you.

*This Omnicorp example card has the three icons “Port”, “Oil Region 5”, and “Corruption”, in this order.*



There are three types of icons:

**Oil Region, paired with a number:** Each Oil field tower on the board has a small number next to it. Evil Corp tries to buy the drilling Rights for the Oil Region corresponding to the number next to this symbol, if this Region is currently controlled by a Faction Evil Corp controls at least one Leader of. Remember, do not track any money Evil Corp spends.

If there is no pawn in this Region, place one of Evil Corp’s pawns. Evil Corp may possess more than two Drilling Rights, in such case use the pawns of one of the unused Corporations.

If you currently hold the Drilling Rights for this Region, but do not control a matching Leader, Evil Corp will buy out your Rights. Replace your pawn with one of Evil Corp’s pawns.

If Evil Corp can’t buy the Drilling Right for this Region, because the Region is currently uncontrolled, it already holds these Rights, or you hold them but you can’t be bought out - ignore this symbol.

**Port:** If Evil Corp currently holds any Drilling Rights, it will Sell Oil using one of them. Evil Corp always tries to sell in a way that won’t allow you to Steal Oil. It never checks which sale will yield the largest profit for itself, it only tries to minimize your profits.

If Evil Corp has multiple options (either it has multiple that you do not profit from, or you profit from all of them), from out of these it uses the Oil field with the highest number (so, first 6, if it has it, then 5, if it has that, etc). Remove the pawn from the board.

If you are able to Steal Oil, gain the usual \$10, taking it from the bank. Here as well, do not track any money Evil Corp earns.

If Evil Corp Sells Oil, increase corruption by 1.

If Evil Corp can’t Sell Oil because it has no Drilling Rights, ignore this symbol.

**Corruption:** Evil Corp does something very profitable that further unsettles the Region. Something so unfathomably sneaky, you will never find out what it actually was. Increase Corruption by 1.

### **Your turn**

Take the action you picked at the start of the round. The actions work mostly the same as in the regular game, with the following exceptions. As usual, you may use a Blackmail card or a Religious Leader at the start of your turn.

### **Networking**

Even though Evil Corp controls all uncontrolled Leaders, you only pay the bribe sum once, to the bank.

### **Buy Drilling Rights**

To buy out a drilling Right from Evil Corp, you need to control all three Leaders of the matching Faction.

### **Sell Oil**

If Evil Corp controls the matching Military Leader, it will always steal Oil at the Port, reducing your profits by \$10, as usual.

### **Contingency**

As you do not flip Contingency cards at the start of the round, there is never a card on the discard pile. If you use this action, because you picked it, or because you can't use the action you picked, you may either use the option printed on the board and take \$5, or take the topmost Consultant from the face-up Consultant stack. Note that in the solo game Corruption is only increased by Evil Corp, either when it sells Oil, or when it takes the Corruption action.

### **End of the game**

If, at the end of a round, corruption is at 100%, the game ends. Count your money. If you have at least \$100, you win, overcoming the almighty Evil Corp. Otherwise, your puny corporation is hopelessly crushed by the overpowering economic wit of Evil Corp. Go home and wail, sucker. Or try again, the next country in need is waiting for you.

If you manage to win, compare your result to this little chart, to see how well you fared.

|               |   |
|---------------|---|
| \$100 - \$129 | Mediocre! <i>Even Heiko could do better. Maybe try an easier opponent.</i>        |
| \$130 - \$149 | Decisive! <i>If you did hold Evil Corp stock, you just have ruined yourself.</i>  |
| \$150 - \$165 | Obliterating! <i>Evil Corp bows and hands you the keys to their headquarters.</i> |
| \$166 or more | Yeah right. You are either cheating or Tobias. Either way, unreal!                |

### **Two players and Evil Corp**

You may also use Evil Corp in games with two players. In that case, set up as for the regular game, but also prepare the Evil Corp Action deck. Use either the white or the purple corporation as Evil Corp. Gameplay is as in the regular game, but in between "Pick Actions" and "Call Actions", resolve the Evil Corp turn as described above (Sell Weapons, Blackmail, Addnl Action). When selling Oil, Evil Corp treats both players as a single opponent, i.e. it tries to sell in a way that neither player profits. If either could profit from different Evil Corp options, it picks the one using the higher-numbered Drilling Right. Against two real players, Evil Corp does not increase Corruption when selling Oil, only through its Corruption Action. Note that the regular win

condition stays intact, the player with more money wins, ignore the “earn \$100 or you are out” mumbo jumbo from the solo game.