



Schwarzes Gold

An entertaining tactics game on the world's first oil rush by Bernhard Weber for 2-4 players, ages 8+

Rules

In this development game for 2-4 people, which lasts only 20 minutes in the basic version, the players try to secure points for themselves in the form of oil stones that they have found. With their oil companies, the players first place drilling rigs and trucks in the claims they have rolled and try to find oil in their vicinity. In the second phase you are faced with the dilemma of deciding which of the oil wells you will exploit before your opponents do.

While the board side of the base game appeals to casual players and is also suitable for a 2-player game, the back allows for a more complex game for frequent players or for casual players who want to make the base game more multifaceted by adding further game parts and board components such as locomotives, railroad tracks and settlements.

The game is divided into 2 phases:

1. the dice and betting phase and
2. the scoring phase.

In phase 1 you always roll the dice and then use a derrick, tile, truck or oil drum.

In phase 2, the players decide in which order they will score their oil rigs and thus produce more or less oil. The player whose turn it is rolls both dice.

The sum indicates in which area one of the

- the following actions are performed
 - 1st phase: Roll the dice: discover oil, set up derrick/truck or set down oil barrel
 - 2nd phase: Extract oil. Oil is now being pumped out with the derricks or trucks. Beginning with the player with the black

locomotive, each player in turn chooses their own derrick or truck, which is scored

Each tile and barrel is worth 1 point. The player with the most points wins, in the case of a tie the player who was the last to start

