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Ghawar

Die größte Ölquelle der Welt

Rulesupdate



MÜCKE SPIELE

GHAWAR

(ARABISCH, **راوغل** AL-GHAWAR) IS THE LARGEST OIL WELL IN THE WORLD

It is located in Saudi Arabia and was discovered in 1948/49. Today, it is estimated that 60% to 65% of Saudi Arabia's oil production from 1948-2000 came from this one oil field. The current Output will be 5 million barrels (1 barrel = 159 liters) per day, which corresponds to approximately 6% of world production (~84 million barrels per day).

Estimates of the amount of oil recoverable in Ghawar varied between 70 and 170 gigabarrels. Currently are daily 8 million barrels of seawater into the oil field pumped to maintain oil production. Around 2005 there was intensive discussion that the Ghawar oil field had

reached its maximum oil production and was already on the downward slope of the production curve. In 2006, the specialist website "Energy and Capital" reported that a spokesman for the state-run Saudi oil production company Saudi Aramco had a reduction in production from the oldest oil fields (including Ghawar) of 8% per year.



GAME IDEA

Saudi Arabia is a kingdom with an absolutist monarchy. And the royal family has decided to grant licenses to foreign companies to exploit the gigantic oil reserves of the Ghawar oil field. Your company is also one of the lucky ones, having been selected from a large number of applicants. Given the high “application fee”, you – like your colleagues – are now forced to extract as large quantities of oil as possible. But even the largest oil field runs out at some point...

CONTENTS

- 20 drilling rigs in 4 colors
- 4 trucks in 4 colors
- 5 locomotives in 5 colors
- 60 platforms
- 40 oil stones in 4 colors
- 4 discs in 4 colors



Depending on its chemical composition, petroleum occurs in different states. In Saudi Arabia there are the varieties Arabian Extra Light, Arabian Light, Arabian Medium and Arabian Heavy. The different types are represented by the different colors of the oil stones.

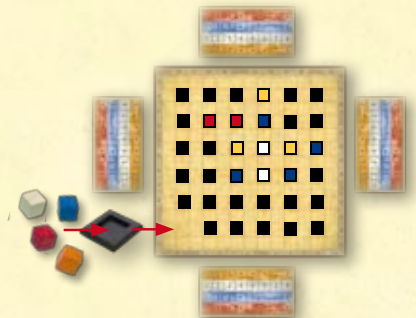
- 4 playing figures in 4 colors
- 3 oil barrels
- 1 game board (double-sided)
- 1 value board
- 4 warehouses
- 2 dice



BASIC VERSION

The basic version is played on the side of the game board with the square playing fields. 36 conveyor platforms are laid out on the game board in such a way that a conveyor platform is placed on each field marked with a sand dune, with the wider opening facing upwards. Each player chooses a player color and receives the tokens in his color.

The players' base camp is located on one of the four sides of the game board. This is where they store their game pieces and where they have to transport oil deposits that have been mined during the course of the game. The **36 oil stones are distributed among the 36 drilling platforms** so that there is one oil stone in each platform (the rest is not needed).



The scoreboard is placed next to the game board. In the basic game, only the lower area with the four circles is required. This shows which type of resource scores which number of victory points. The four wooden discs are randomly distributed on this prize board. The **black locomotive** is placed in position 36 on the value track surrounding the game board - **during the game it shows how many oil stones are still to be recovered.**

Dice and oil barrels are laid out. Part of the platforms and the 4 playing figures (runners) are not required in the basic game. The remaining locomotives are used to display the victory points earned and are placed in position “0” on the bar. The starting player is the one who last refueled.



GAMEPLAY

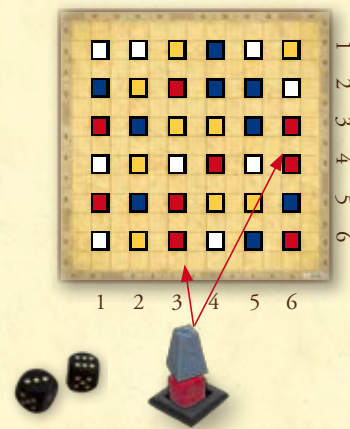
The game takes place in **two phases**:

1. In the first phase, players place their drilling rigs
2. In the second phase, the oil stones are mined

PHASE I — INSERTING THE DRILLING RIGS

The active player rolls both dice. The **result of the roll corresponds to the coordinates** that indicate the location where the player must place a drilling rig. The perspective of the respective player’s camp always applies. The row of fields furthest to the left corresponds to column “1”, while the six fields lying across the base camp correspond to row “1”.

The player can interpret the result of his throw as desired, i.e. define one of the two dice as a column or as a row, so that he normally **has two choices**. He places one of his drilling rigs on the platform at the defined location so that the oil stone is hidden by the drilling rig. If both possible roll results point to platforms that are already occupied, the player rolls the die again until he gets the coordinates of a free platform. The remaining players follow in a clockwise direction, each player takes five turns. The phase ends as soon as all players have placed their drilling rigs.



PHASE 2 — EXTRACTION OF OIL STONES

In the second phase, the trucks are moved across the playing field to get to the drilling rigs, extract oil stones there and bring them to the storage facilities. Oil stones can only be extracted if a drilling tower has been built above them. In this phase, the player can choose between three options, one of which he can perform per round:

- Roll dice to move trucks
- Move drilling rigs
- Retrieve conveyor platforms

MOVE TRUCKS

A player's base camp is located on one of the four sides of the game board. From there he can drive his truck onto the game board (one die point). You can freely choose where on the game plan page you use it.

The active player rolls a dice and moves his truck forward the corresponding number of spaces; each space counts as one dice point. You are allowed to turn at any intersection, but you cannot turn around or reverse directly. The dice result must always be fully extended. **Trucks block each other,** meaning overtaking is not possible. You can also block **enemy vehicles.**

TRUCK



If a **truck reaches a field next to a drilling rig,** the **oil stone hidden under the drilling rig can be extracted.** However, if there is no more oil stone under the uncovered drilling tower - i.e. if you haven't paid close attention to which towers have already been approached - you are out of luck. A good memory pays off here. **The extraction can take place at any time during the movement** - so you don't have to land next to the drill field with the result of the dice. If the player still has dice points left, he can move the truck further after the funding.

Extracting oil stones from our own drilling rigs is free of charge. However, **if you mine under someone else's drilling rigs, the owner of the drilling rig receives one victory point** and moves his locomotive one space further on the victory point track. A truck can only load one oil stone, so it must first be driven back to the player's camp to unload there. As soon as a player's truck leaves one of the outer fields towards his camp, he can unload the loaded oil stone.

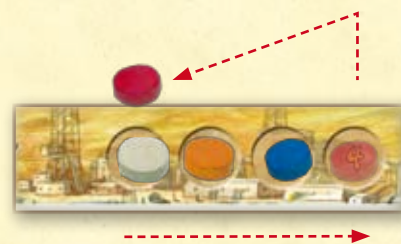
The **prices will then be adjusted.** The disc of the oil quality that has just been traded (i.e. unloaded) is moved up to position "1" on the price board, and the remaining discs are moved up in the previous order.

You place the oil stone in your warehouse (value range 1-8) in the corresponding row. The warehouse is filled from column 1 to column 8. The black locomotive is then moved down one space. It shows how many oil stones are still to be recovered (are still available on the playing field). The truck can then continue driving on the game board as long as it still has dice points left. For successful promotion, the player receives points corresponding to the price indicated on the value board (1 to 4) and prefers his locomotive accordingly.

Tip: The value of the different oil qualities changes over the course of the game depending on supply and demand (i.e. which type was last found). It is therefore important to remember where which oil quality can be found!



Ein roter Stein wurde abgeladen;
der Spieler erhält 4 Siegpunkte



SPECIAL FEATURE OF RICH OIL DISCOVERY



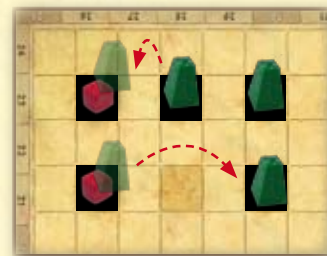
Whenever a player has collected a complete set of the four different oil stones, one of the three **oil barrels** is placed in the middle of the playing field.

As soon as the barrel is placed there and until a player has driven the barrel into his warehouse with his truck - for which special points are awarded - **the following special rule applies:** Each vehicle can eliminate another vehicle from the game board if it is exactly in its position ends. The truck that is thrown out is put back in the other player's warehouse and can be used from there. If it is a truck with cargo, it remains where the truck was thrown out and can be loaded into their empty truck by any player as the game progresses.



MOVE DRILLING RIGS

Instead of rolling the dice and moving his truck, a player can also move one of his drilling rigs. By moving the drilling rigs it becomes possible to extract exposed oil stones according to the above rules. **You can move a drilling rig** around a field horizontally or vertically, but only on a platform without a drilling rig. You can skip existing drilling rigs. Whether a production platform contains an oil stone or not is irrelevant. So you jump to the next existing platform that is not occupied by a drilling rig.



MOVE PLATFORMS

Conveyor platforms are expensive equipment. With an empty truck, a player can transport a free, **no longer needed production platform** (black tokens without oil stone and without a drilling tower) to his camp. **For this you get victory points at the end of the game.**

In order to dismantle the empty conveyor platforms, the truck must come to a stop directly next to such a field with a conveyor platform. The player can then load one conveyor platform (not several) **for three dice points**. However, it is not necessary to drive the truck into the warehouse; you can place the dismantled platform directly into the warehouse. The truck can therefore continue to drive from its position.

END OF GAME

The game ends as soon as there are **no more oil stones on the game board**, i.e. the black locomotive has reached position “0” on the display. All oil stones are then in the players' camps. The players now receive additional victory points, which are recorded on the victory point track surrounding the game board.



If a player of an oil quality cannot collect an oil stone, he has lost the game. For further consideration, the placements, collected oil stones, etc. are no longer important

The player with the most collected oil stones of a type receives 5 plus points (in the event of a tie, neither player receives the points)



The player with the fewest collected oil stones of a type receives 2 minus points (in the event of a tie, neither player receives the points)



For each oil barrel, players receive 3 plus points



The player with the most funding platforms collected does not receive a minus point



The remaining players receive minus points equal to the difference to the player with the most platforms collected



ALTERNATIVE SCORING PROCEDURE

As an alternative to the scoring procedure described, Ghawar can be played more tactically by **incorporating the value board**. The rules of the basic game remain the same, only the following changes must be taken into account.

GAME PREPARATION:

The game is structured according to the basic rules. **The warehouses, however, are not needed.**

GAMEPLAY:

The gameplay basically remains the same. However, **collected oil stones** are not put into storage, but are **placed on the scoring board**. Each player has their own line in their player color.

After his truck returns to the camp, the player places the extracted oil stone on any free spot on the scoring board in his or another player's row. At the end of the game, the players receive all numbers that are still readable (i.e. not covered by wooden blocks) as points, black as plus points, red values as minus points.

Please note: There is a limitation. A **number must remain visible in each column** of the value board, i.e. a player always receives this value as a plus or minus. Furthermore, depending on the number of players, it should be noted that not all oil stones may be placed on the scoring board.

- with 4 players: The white wooden blocks are not placed on the board.
- with 3 players: The white and orange wooden blocks are not placed on the board.
- with 2 players: Only the red wooden blocks are placed on the board.

For the remaining blocks, the victory points are always awarded according to the basic rule, i.e. according to the constellation of the corresponding discs, because these are rearranged as usual when an oil quality has been traded.



MORE PLAY OPTIONS

Ghawar offers even more playing options.

The relevant rules can be found on the Internet at <https://verlag.muecke-spiele.de/en/category/news/ghawar-en/>.

BACKGROUND TO THE DEVELOPMENT OF GAME

“Ghawar” was created as part of the game designer competition held in 2008/2009 by www.spielmaterial.de. The task was to design a new game based on a specific set of materials. Additional material could be added as desired. Over 200 participants worldwide took part in this competition.

Author: Johannes Halbig, editor: Harald Mücke



“Black Gold”, “Namibia” and “Global Warming” were also published in the “Bilting Towers” edition.

The games as well as spare parts and the world's largest range of game pieces, dice, counters, playing cards, boxes and other materials for game making can be found in the online shop at www.spielmaterial.de

