



CONTENTS OF THE BOX

- 1 board
- 27 concession titles
- 25 telex messages
- 7 playing markers
- 2 dice
- 34 derricks
- 14 oil platforms
- 390 PETRODOLLAR bills

AMENDMENTS TO RULES:

No transactions are allowed between players during the auction period.

International Court:-

If one has already paid to get out of the court and at that time throws a double a telex card is received.

Partnerships:-

1. There is no obligation between partners to claim interest owing to each other.
2. It is at a partners discretion to advise his co-partner of any interest due to him.

A further rule adopted at the World Championship in Monte Carlo 1976 which may be applied if so desired:-

The two telexes - "Win one million dollars" and "Lose one million dollars", are withdrawn - eliminating the chance of early bankruptcy.

Petropolis[®]

A GAME FOR 2 to 7 PLAYERS.

THE OBJECT OF THE GAME

To acquire concessions in the petroleum producing countries, control them and operate them. The player who obtains the largest amount of petrodollars, is the winner of the game.

The game is played in two phases, separated by a short pause.

PREPARING TO PLAY THE GAME

- Place all the telex messages, face down, on the place reserved for them on the board.
- Choose one player as Banker. With more than 3 players it is preferable for the Banker not to play since he is responsible for making the various payments, checking returns of money, selling or auctioning concession titles, making loans against mortgages and settling cases of bankruptcy.
- When starting the game he must give each player:
 - 1 playing piece to mark their position on the board, the sum of P\$2,000,000 (2 million Petrodollars) divided up as follows:
 - 1 banknote of P\$1,000,000
 - 5 banknotes of P\$100,000
 - 7 banknotes of P\$50,000
 - 12 banknotes of P\$10,000
 - 4 banknotes of P\$5,000
 - 10 banknotes of P\$1,000

The remaining money is held by the Banker.

- withdraw the IRAN and SAUDI ARABIA concessions which, because of their value, may only be purchased.
- distribute the remaining concession cards between the players in the following proportions :
 - for 2 players : 7 cards each,
 - for 3 players : 5 cards each,
 - for 4 players : 4 cards each,
 - for 5 players : 3 cards each,
 - for 6 players : 3 cards each,
 - for 7 players : 2 cards each.

Each player then groups his concessions by colour.

- place each remaining card on its respective square on the board, so that players can see which concessions are still available for purchase.

The game can now begin.

THE PROGRESS OF THE GAME

PHASE ONE :

- The duration of this phase is fixed at about 15 minutes.
- Geneva Airport is divided into two squares. Each player places his marker on the "Take-off" square.
- The players advance round the board in the direction shown by the little aircraft.
- The player sitting to the left of the Banker starts.
- Each time a player passes through Geneva he receives P\$500,000 from the Bank, except when he is sent to the International Court.
- Throwing the dice in turn players move forward the number of squares indicated on the dice.
- Various situations can then arise :
The player landing on a concession which he owns does not pay or receive anything.

The player lands on a concession which is for sale. To acquire it he pays the Bank the sum printed on the square, and receives the title

It is advisable to purchase concessions during this phase. If not acquired, the title is immediately auctioned by the Bank from its starting price. The auction proceeds by steps of P\$50,000.

When a player lands on a concession belonging to another player. He pays him interest based on the value of the concession.

EXAMPLE : KUWAIT

- value of the concession : P\$200,000
- interest to be paid if the owner only holds one or two titles to concessions in the complete group :
10% of P\$200,000 = P\$20,000,
- group interest to be paid if the owner owns the complete group :
20% of P\$200,000 = P\$40,000.

When the player lands on one of the following squares he has no right to engage in any transactions or purchase

- "Landing" : he receives P\$500,000.
- "Refuel" : he pays P\$100,000 to the bank.
- "OPEC Meeting" : he does not pay or receive anything except any interest due.
- "Falconing in the desert" : he does not pay or receive anything except any interest due.
- "Take another turn".
- "Lost in the desert" : he does not pay or receive anything except any interest due.

TELEX

The player lands on one of the **four** TELEX squares :

- He takes the first telex from the pile and obeys its instructions. The telex is replaced at the bottom of the pile except in the case of the telex "Your political influence has helped to prove your innocence. Keep the telex".

This telex card should be retained since it allows the player

- to be freed from the International Court,
- to sell it to another player who needs it, at a mutually agreed price.
- When a player throws a double he takes a telex card before doing so, he may buy — if it is for sale — the concession on which he has landed, or must pay interest if another player already owns it.
- When a player, by throwing a double, lands on a telex square he takes a second telex.
- When a telex sends a player to Geneva he moves to the "Landing" square and receives P\$500,000.
- When a telex invites a player to visit a country it is assumed that he must have passed through Geneva and he receives P\$500,000. Once arrived at his destination he may buy the concession, if it is for sale, or he pays the owner the normal interest.
- When a telex sends a player to the International Court he does **not** receive the P\$500,000 on passing through Geneva.

INTERNATIONAL COURT

A player is considered to be in custody :

- Each time he lands on the "International Court" square.
- Each time he lands on the "Go to the International Court" square.
- Each time he draws a telex sending him to the Court.
- When a player lands on the square sending him to the International Court he does **not** receive the P^s500,000 for passing through Geneva.
- A player may obtain his release :
 - by paying P^s500,000 on his next turn **before throwing the dice**,
 - by throwing a double during one of his next two turns; in this case he does not draw a telex card,
 - by paying P^s50,000 on the third turn **before throwing the dice**,
 - by using the telex card : "Your political influence has helped to prove your innocence. Keep this telex.", if he already holds it, or can buy it from another player.
- Whilst he remains on this square the player still receives all interest due to him.

NOTE If a player fails to notice that someone has landed on a concession which belongs to him he cannot claim the interest normally due to him after the next player has thrown the dice.

THE PAUSE :

Before going on to the second phase there is a pause of about 15 minutes during which :

- The Banker collects the concession titles remaining on the board and auctions them. Unsold titles are then replaced on the board. They may be bought at any time during the second phase.
- Each player carefully examines the concessions which he holds and groups them by colour. Since he cannot start operating his concessions until he holds one or more complete colour groups he uses the pause :
 - to buy from the Banker the concession(s) needed to form a complete group. This can result in an auction if several players are interested in the same title,
 - or to carry out exchanges or form partnerships with one or more other players.

EXCHANGES

Players may exchange titles to concessions in order complete groups of the same colour. The owner of a title may ask for additional payment in petrodollars if he feels that the value of the title he offers for exchange has a high value (strategic or financial) than the title which he is receiving.

PARTNERSHIPS

Partnerships are an important factor in the game. If exchanges are not possible, a player might feel it advantageous to form a partnership rather than sell a concession wanted by a too powerful opponent :

- two players could group their concessions, forming a complete group and operate it.
- players may not lend each other money, or share profits.
- each partner receives his own interest from his concession(s) but the percentage is increased because the group is complete,
- each partner must pay the usual interest if he lands on a concession belonging to another partner,
- acquisition of installations must be mutually agreed before purchase.

PHASE TWO :

- The duration of this phase is fixed by agreement (one hour is desirable).
- Individual players or partnerships owning complete groups of concessions, may begin to operate by **equipping the group with derricks and platforms**, bought from the Banker.
- Whenever a player buys derricks for a complete group **must** buy the same number for all concessions in the group.
- The purchase price of a derrick is P^s200,000.
- The purchase price of a platform is P^s800,000 (or derricks + P^s200,000 per concession). Each concession must be equipped with the same number of installations.
- A player possessing 3 concessions must install 3 platforms representing a total sum of P^s2,400,000 or 9 derricks P^s600,000.
- Each player starts from the square on which he stopped at the end of phase one.
- A player cannot transfer installations from one group to another.
- Players may not exchange their derricks or platforms for concession titles or money. In the event of financial difficulties only the Bank may buy them, at only half price.
- No country can be exchanged once it has been operated.
- If the Bank has no more derricks for sale play continues until a player is forced to sell or give up his derricks to the Bank.

CONCESSIONS :

● When a player lands on a concession several situations are possible. For example Kuwait, concession value P\$200,000:

● **1st possibility :**

— the concession belongs to the player : he neither pays nor receives anything,

● **2nd possibility :**

— the concession belongs to another player who only possesses this concession out of the complete group : the interest payable is therefore 10% of the value of the concession, or P\$20,000,

● **3rd possibility :**

— the concession belongs to a partner, in such a case :

● if the owner of the concession, either alone or in partnership, owns the complete group including Kuwait, with no installations on it, the interest payable is 20% of the value of the concession, or P\$40,000,

● if the owner of the concession, either alone or in partnership, has on each of the concessions in the group which contains Kuwait—

1 derrick — the interest will be 50% of the value of the concession, or P\$100,000;

2 derricks — the interest will be 100% of the value of the concession, or P\$200,000;

3 derricks — the interest will be 150% of the value of the concession, or P\$300,000;

1 platform — the interest will be 200% of the value of the concession, or P\$400,000,

● **4th possibility :**

— the title to the Kuwait concession has not yet been bought. The player may then buy it from the Bank at the indicated price, either alone or in partnership,

● **5th possibility :**

— if the player decides not to buy the concession card it must be put up to auction.

NOTES

- In principle it is prudent to buy platforms only during course of the game. Each player should keep a constant watch on his investment possibilities. Lack of foresight can cause serious temporary financial difficulties, necessity to take out mortgages, or bankruptcy.
- A player must be prepared to meet many financial contingencies : "crisis" squares, telex cards, interest and so on the cost of which increases as the installations increase on the concessions.
- A balance between income and expenditure must be constantly maintained by a player hoping to win the game.

FINANCIAL DIFFICULTIES

A player may find himself in a situation of financial difficulties.

Several situations are possible :

● **1st possibility :**

— He finds it impossible to pay, in cash, all the interest on his concessions when landing on another player's concession.

He may then :

- either resell to the Banker his **platforms** or **derricks** at half their original price, to obtain liquid assets,
- or he may pay half the interest in cash and half in concessions under terms imposed by the creditor.

● **2nd possibility :**

- He may mortgage **one or more of his concessions** to the Bank, for half value,
- he can obviously not mortgage a concession belonging to a partner,
- if he mortgages a concession he cannot sell or exchange it. It can only change ownership if he becomes bankrupt.
- Installations can not be mortgaged. If a player mortgages one concession within a group he must sell all installations to the Bank at half price, and turn all concession title face downwards,
- he receives no interest from a mortgaged concession, and cannot operate it until the mortgage is repaid,
- if the player mortgages one of the concessions in a group that group becomes incomplete, and the interest received from other concessions in the group halved,
- a player may redeem the mortgage by repaying the loan plus 20% interest.

EXAMPLE :

A player finds it necessary to mortgage the Kuwait concession, the value of which is P\$200,000. The Banker lends him P\$100,000, being half the value of the concession. To redeem the mortgage he must pay the Banker P\$100,000 plus P\$20,000, representing 20% interest on the loan.

● 3rd possibility :

A player is threatened with bankruptcy and unable to pay his debts.

- if he owes interest he pays his creditor all the cash and concessions held. He sells his installations to the Bank at half price,
- if, a bankrupt player, has a mortgaged concession the creditor may, obtain the benefit of this by paying off the mortgage. He pays the total mortgage, i.e. the value of the concession, plus 20% on the loan. If the creditor is not interested, the Bank will auction it.
- all installations must be returned to the Bank which buys them back at half price. The proceeds are distributed equally to creditors.

● A player in debt to the Bank must hand over all his possessions, his concession titles are then auctioned and installations bought by interested players at their initial price.

NOTES :

● A bankrupt brings financial difficulties to his partner since their jointly held installations are returned to the Bank.

● If a player's assets do not cover his debt concession titles of his partner are automatically returned to the Bank up to the total sum due.

● A bankrupt player must withdraw from the game.

END OF THE GAME

When the game ends at the agreed time each player adds up his petrodollars and the value of his installations. The concession titles have no value. The winner is the player with the most capital.

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