

PIPELINE

GAME RULES



INTRODUCTION

The refinement of oil has long been part of the government-controlled energy sector. Amassed with an incredibly complex and inefficient system of refineries, the government has felt the severe pressures of worldwide demand and the ever-increasing global standards for refinement. Unable to keep up with demand, the government has only one option: privatizing the oil industry.

You seek to capitalize on this opportunity by starting a company in the oil business. You will focus on building an efficient network in your refinery, hiring experts in their respective fields to provide valuable benefits over your competitors, as well as managing the logistics of purchasing and selling refined oil into the various Markets to earn the most money in the game!

CREDITS

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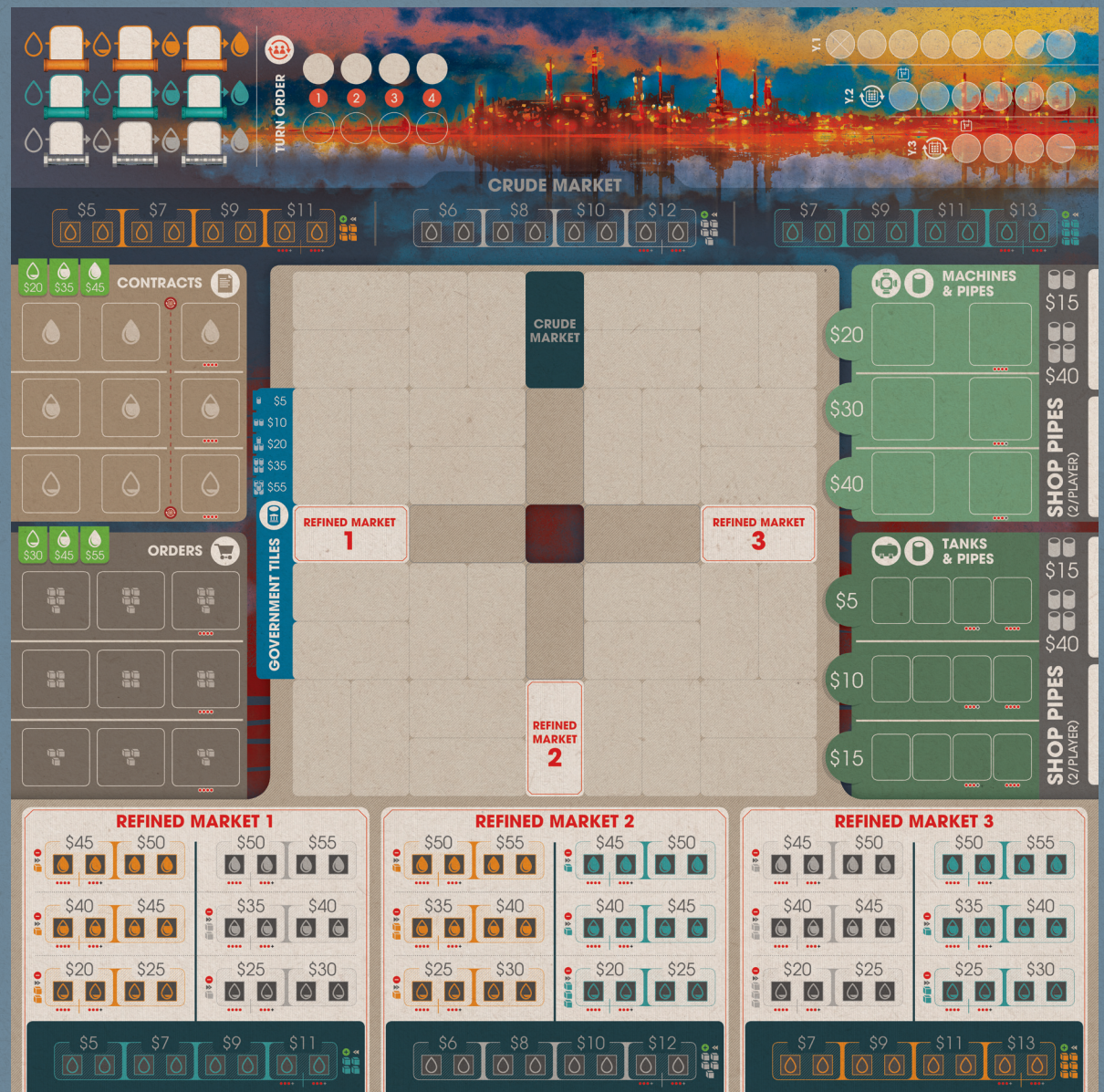
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Playtesters:(ryan to provide)

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1 Game board



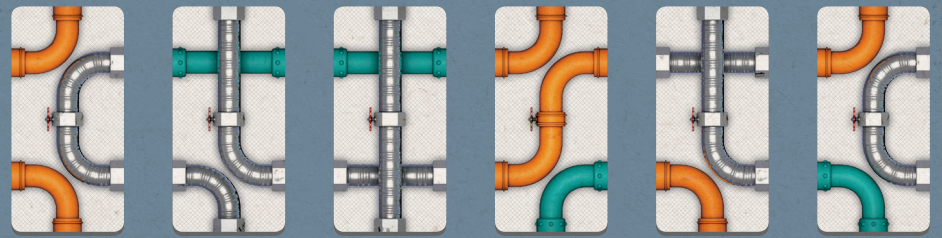
4 Player boards



4 Player disks (1 in each player color)



4 Workers (1 in each player color)



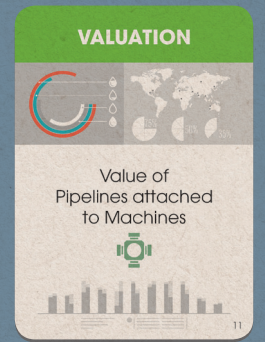
135 Pipe files



18 Machine files



6 Market Overlay files



1 Valuation file



36 Green Oil barrel cubes



36 Orange Oil barrel cubes



36 Grey Oil barrel cubes



58 Tank tiles



1 Round marker



12 Penalty markers



35 Upgrade cards



24 Order files



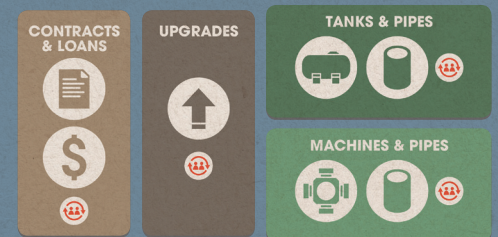
30 Contract files



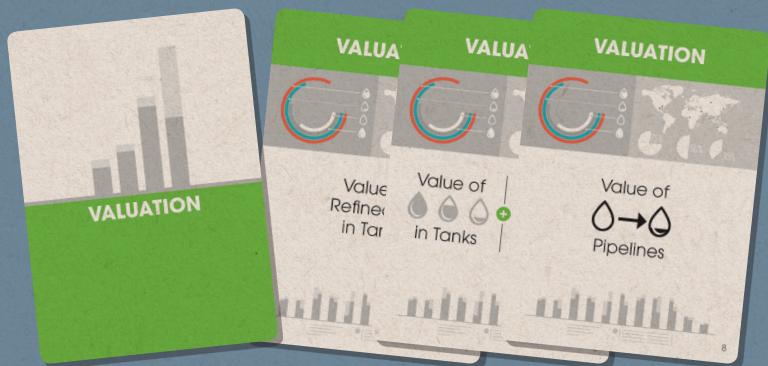
12 Refinement Cost markers



5 Upgrade files



4 Action files



16 Valuation cards



130 Money tokens (27x \$1, 25x\$5, 40x\$10, 20x\$50, 20x\$100, 10x\$500)

SETUP

Game Board

1. With the game board in the middle of the table, each player takes the player board, worker, and disk in their color.
2. Place the Round Marker on the leftmost space of Year 1 on the Round Track **1**.
3. Fill the Crude Market **2** and Crude rows of the Refined Markets **3** with the matching color of Oil barrels. Use the Market Overlay tiles to reduce the number of available spaces when playing with less than four players.
4. Separate the Contract tiles by grade of oil, as denoted on the reverse of the tiles by the following icons:



LOW GRADE



MID GRADE



HIGH GRADE

Shuffle the stacks separately and create 3 face-down stacks. Place each stack face-up next to the corresponding row on the game board **4**. Fill each row of the Contracts display with Contract tiles from the corresponding stack **5**. Leave the rightmost space in each row empty when not playing with four players.

5. Separate the Order tiles by the quantity of oil needed to fulfill them, as denoted on the reverse of the tiles (three, four, or five cubes showing).

Shuffle each stack of Order tiles separately, then fill each row of the Orders display with Order tiles from the corresponding stack **6**. Leave the rightmost space in each row empty when not playing with four players. Return the remaining Order tiles to the box.

6. Randomly select 5 different Upgrade types and place their corresponding Level 1, 2, and 3 cards in a row next to the game board **7**. Return all unused cards to the box. The 5 Upgrade tokens are placed face up next to the Level 1 card on each row **8**.

7. Fill the Machine Shop with Machine tiles **9**. Repeat for the Tank Shop using Tank tiles **10**.

Place the remaining Machine and Tank tiles in separate stacks next to the game board **11**.

8. Shuffle the Pipe tiles and place them in 4 equal face-down stacks to the right of the Shops. **12**
9. Fill the 4 Government quadrants with 1 Pipe tile per space **13**.
10. Next to the Machine Shop, reveal 2 Pipe tiles per player, creating an available Market **14**. Repeat for the Tank Shop **15**.

Less than Four Players?

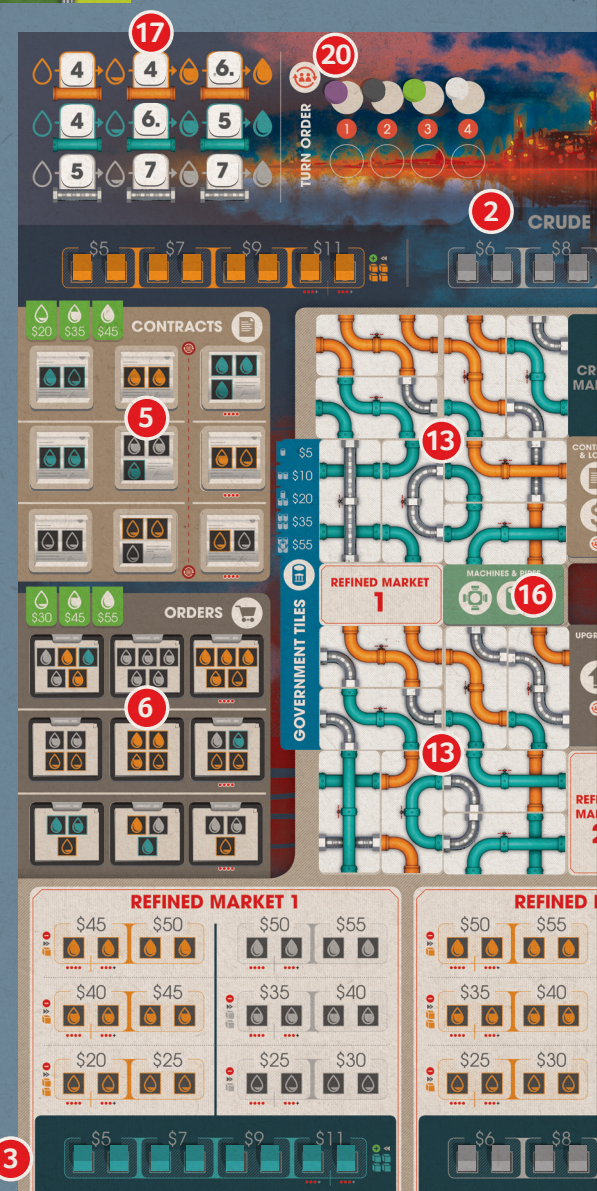
When playing with less than four players, use the red dots under each space to determine if that space is to be used:



Only use this space with 3 or more players



Only use this space with 4 players





11. Shuffle all 4 Action tiles and place one on each available Action Space on the game board **16**. The reverse of each Action tile is presented in landscape orientation to best orient the icons and text to the players. There is no gameplay difference between each side.
12. Shuffle the Refinement Cost markers face down and place 9 face up in the Refinement Cost spaces **17**. Return the remaining Refinement Cost markers to the game box.
Tip: For your first play, we recommend removing the 7-value Refinement markers.
13. Shuffle the Valuation cards and deal 3 face up next to the game board. **18**. Return the remaining Valuation cards to the game box. Place the Valuation tile next to the 3 Valuation cards **19**.
14. Randomly choose a start player and place their disk on the upper and leftmost Player Order space **20**. In clockwise order, the remaining players each place their disk on the next available Player Order space.
15. Create a supply of Penalty cubes within easy reach **21**.
16. Create a supply of Money tokens within easy reach **22**.
17. Create a supply of remaining Oil Barrels **23**.

Player Board

1. Each player receives 5 Tank tiles to freely place on their player board **24**. This allows the player to store different grades of oil from the start of the game. Tank tiles may not be stacked on top of each other. When deciding where to place Tank tiles, keep in mind that the column a tank is placed in does not matter, only the row. Once placed, a Tank cannot be moved to a different row.

Tip: We recommend having 2 Tank tiles in the Crude section and the remaining 3 Tank tiles on each grade of oil.

2. Each player takes \$40 money from the supply **25**.



For easy reference, each player's starting Tank tiles and money are denoted on their player board.

3. Each player places their worker next to their player board.
4. Each player will need to leave some space to the left of their player board for their Personal Pipe Network **26**, which will expand during the game, and some space to the right of their player board for Contracts, Orders, and Upgrade cards **27**.

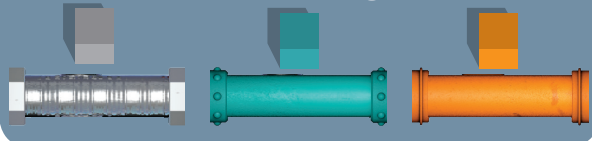
Oil Types & Grades

In Pipeline, there are three types of oil represented by their three distinct colors: teal, orange, and silver. Each type of oil has one of four grades: Crude, Low-Grade, Mid-Grade, and High-Grade. Through the refinement process, oil can be refined from Crude all the way to High-Grade, which is worth more money at the Markets.

Oil Grades



Oil Types & Matching Pipelines

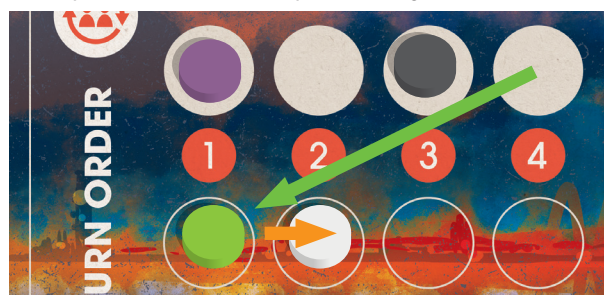


Example: Turn Order

The Green player takes an Action that allows them to change their Turn Order.



They move their disk into the first player spot on the bottom row. The white player had previously placed their disk in the same spot, so their disk is bumped to the right.



At the start of the next turn, the green and white disks are moved back to the top row, bumping any other disks in the same spots.



GAMEPLAY

The game is played over 3 years—8 rounds in the first year, 6 rounds in the second year, and 4 rounds in the final year. In each round, players will take one turn in player order, beginning with the starting player. A turn is comprised of two phases: the Work Phase and the Machine Phase (page 10). After all players have taken their turns, move the Round Marker to the next space on the Round Track. At the beginning of the second and third years, a Refresh Phase is conducted.

REFRESH PHASE

At the beginning of the second and third years, carry out a Refresh phase, consisting of the following steps:

- Contracts:** Discard the rightmost column of Contracts. All remaining Contracts slide to the right one column. Refill the **ONLY the leftmost column** with the next available contracts from off the board. Players with incomplete Contracts receive a Penalty Token for each incomplete contract. Remove all Oil barrels from Players Contracts. Players the acquired deferred contracts now activate them by moving them to the active Contracts area next to their board (page 7).
- Crude and Refined Markets:** Resupply each Market according to its Supply icon. Remove oil from each of the 3 Refined Markets according to its Demand icon.



Supply and Demand icons indicate how many new Oil barrels are added or removed, and from which direction this occurs. This Crude Market may add four Oil Barrels, filling from the right hand side. As there are only three available spaces, the fourth Oil Barrel is ignored.

- Tank and Machine Shops:** Discard and refill all Pipe tiles in the Machine and Tank Shops next to the game board based on the number of players.
- Upgrades:** Flip all face-down Upgrade markers so they are all face up.

WORK PHASE

Main Action

You have 1 worker that you use to take 1 Action each round. On your turn, you may place your worker on any Action space on the game board (regardless if it is occupied or not), on Government Pipe tiles, or in your own pipe network to take the corresponding Action. You must have enough cash to perform the action.

Instead of performing an Action, you may pass.

Secondary Action

Additionally, if you take any one of the 8 Actions on the game board, you may take a Secondary Action. To take the Secondary Action, pay \$10 and move your worker to the Action space directly adjacent to the Main Action space. You must take the Main Action before taking the Secondary Action. The four Action spaces immediately adjacent to the center square space are not directly adjacent to each other. A player cannot perform a Main Action on one side of the center square and then perform a Secondary Action on another side of the center square.

Players may also change their turn order for the next round after taking a Secondary Action.

Turn Order

You may change your position in Turn Order by taking the Contracts and Loans, Tank Shop, Machine Shop, or Upgrades Action. You may also change turn order after completing a Secondary Action. After performing the Action, move your disk on the Turn Order Track to the desired location in the row below. This reflects the change in Turn Order for the next game round. If the desired Turn Order space is occupied, you may still select the desired space, shifting the other markers left or right. At the end of the current game round, the new Turn Order is established for the next round by sliding the Turn Order markers back up to the top row, displacing any other players' Turn Order markers still there.

WORKER ACTIONS



Refined Markets 1, 2, & 3

To take this Action, place your worker on the Refined Market Action space on the board that matches the Refined Market you wish to visit (Refined Market 1,2, or 3).

The 3 Refined Markets are where players can purchase and sell Crude, Low-Grade, Mid-Grade, and High-Grade oil. However, each Market has different sell and purchase prices, as well as different types of oil. You may only trade in the Refined Market that matches the number of the Action space you selected.

At the Refined Markets, you may buy and/or sell oil, but if you are buying and selling, **you must complete all of your selling before purchasing.**

To purchase an Oil barrel, take an Oil barrel cube from the Market and pay the amount shown above it to the bank.

To sell an Oil barrel, place an Oil barrel cube from your player board onto a free space in the Market, and receive from the bank the amount shown above that space. When selling oil, a higher grade of oil may be sold as a lower grade. You may buy and sell as many Oil barrel cubes as you wish.



Crude Market

The Crude Market works in the same way as the Refined Markets (above).

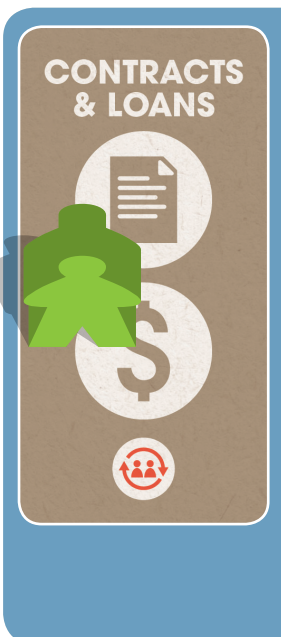
To take this Action, place your worker on the Crude Market Action space on the board.

The Crude Market is where players can purchase all 3 different types of Crude oil.

At the Crude Market, you may buy and/or sell Crude oil, but if you are buying and selling, **you must complete all of your selling before purchasing.**

To purchase a Crude Oil barrel from the Market, take an Oil barrel cube from the Market and pay the amount shown above it to the bank.

To sell a Crude Oil barrel to the Market, place an Oil barrel cube from your player board onto a free space in the Market, and receive from the bank the amount shown above that space. When selling oil, a higher grade of oil may be sold as a lower grade. You may buy and sell as many Oil barrel cubes as you wish.



Contracts and Loans

To take this Action, place your worker on the Contracts & Loans Action space on the board.

Players may take **up to three** available Contracts or take **one** Loan.

You may take up to **one** available Contract from **each row** from the game board. Contracts are free. There is no limit to the number of Contracts a player can have. For each Contract you take, immediately determine if the Contract is active or deferred to the next year.

- **Active:** Place the Contract in the Active area of your player board, to the right of the Contract icon. If a Contract is active, you must completely fulfill the Contract before the end of the current year. Successfully fulfilled Contracts remain in play and must be fulfilled by the end of each year for the rest of the game. If an active Contract is not fulfilled by the end of the year, it is removed from the game, and the player receives a Penalty marker.
- **Deferred:** If a Contract is deferred to the next year, place the Contract in the Deferred area of your player board, above the Contract icon. During the Refresh phase for the following year, all deferred Contracts become active, and are moved to the active area.

When taking a loan, you immediately receive \$15 and a Penalty marker.

Players may also change their turn order for the next round after taking this Action.

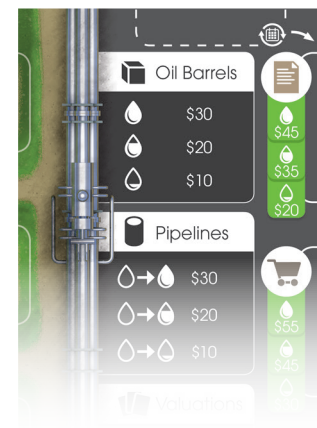
Example: Refined Markets

TBC

Example: Active and Deferred Contracts



This Contract is deferred, and will only become active at the start of the next year.



This Contract is active, and already has one Oil barrel requirement fulfilled. If the last Oil barrel is placed before the end of the year, the Contract can be fulfilled again next year. If not, the Contract will be discarded and the player will receive a Penalty marker.

Example: Tanks & Pipes

TBC



Tanks & Pipes

To take this Action, place your worker on the Tanks & Pipes Action space on the board.

Players may purchase Tanks and/or Pipe tiles from the available shops and in the order of their choosing. Tanks enable players to store more Oil barrels on their player boards. Pipe tiles extend a player's pipe network, enabling the player to refine to higher grades of oil.

When using the Tanks & Pipes Action space, you may only purchase Pipe tiles from the two rows next to the Tanks display.

When purchasing a Tank tile, immediately place it in your Tank Farm on your player board. The row the Tank is placed in determines which grade of oil the Tank is certified to hold. The column has no effect on gameplay. Each Tank tile can store 2 Oil barrels of the same or different types.

When purchasing Pipe tiles, pay \$15 for any 2 available Pipe tiles or \$40 for 4 Pipe tiles. You must purchase and take either 2 or 4 Pipe tiles. Then, immediately place the purchased Pipe tiles in your Personal Pipe Network.

Players may also change their turn order for the next round after taking this Action.

Example: Machines & Pipes

TBC



Machines & Pipes

To take this Action, place your worker on the Machines & Pipes Action space on the board.

Players may purchase Machines and/or Pipe tiles in the order of their choosing. Machines enable the player to run pipelines connected to them at the end of their turn. Pipe tiles extend a player's pipe network, enabling the player to refine to higher grades of oil.

When using the Machines & Pipes Action space, you may only purchase Pipe tiles from the two rows next to the Machine display.

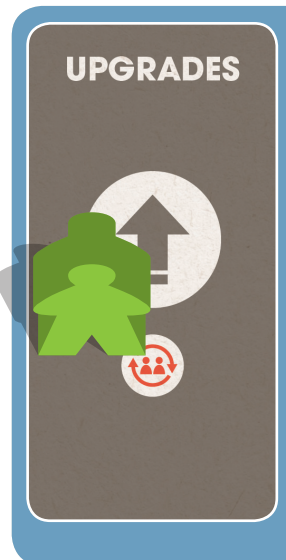
When purchasing a Machine tile, immediately place it in your pipe network on top of an existing Pipe tile. The Machine tile must cover exactly half of one Pipe tile, and cannot be placed so that it covers part of two different Pipe tiles.

When purchasing Pipe tiles, pay \$15 for any 2 available Pipe tiles or \$40 for 4 Pipe tiles. You must purchase and take either 2 or 4 Pipe tiles. Then, immediately place the purchased Pipe tiles in your pipe network.

Players may also change their turn order for the next round after taking this Action.

Example: Upgrades

TBC



Upgrades

To take this Action, place your worker on the Upgrades Action space on the board.

Players may purchase up to 2 available Upgrades.

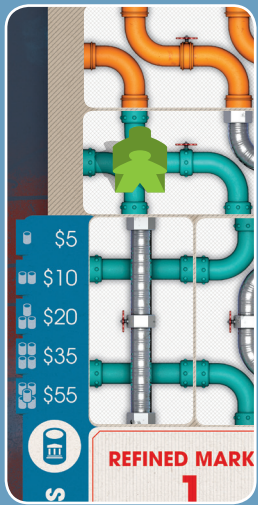
To purchase an Upgrade, select one of the available face-up Upgrade tokens and flip it face down. Take a Level 1 Upgrade card of that type and add it to your player area. If you already have the Level 1 Upgrade card of that type, take the Level 2 Upgrade card. If you already have the Level 2 Upgrade card of that type, take the Level 3 Upgrade card.

You may not purchase an Upgrade if its corresponding Upgrade token has already been flipped (grey side showing).

For each Upgrade purchased, you must pay \$20.

Players may also change their turn order for the next round after taking this Action.

Yearly Upgrade Benefits: Some Upgrades provide players a benefit at the beginning of each new year. On your first turn of each new year, receive any yearly benefits as depicted on your Upgrade cards. More details on Upgrade cards can be found on page 11.



Government Pipe Tiles

To take this Action, place your worker on a Pipe tile in an open quadrant of the Government Pipe display on the board.

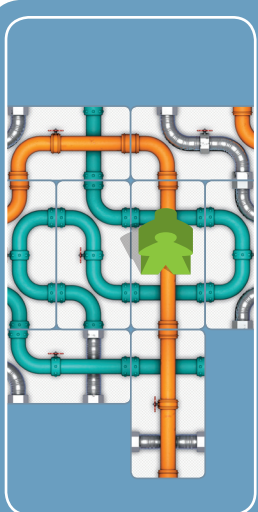
During the first year, two of the four quadrants may be declared open. However, a quadrant isn't declared open until a player actually purchases a Pipe tile from that quadrant. The first player to take this Action in the game may choose any of the four quadrants to declare open, and purchase tiles from that quadrant. When purchasing Government Pipe tiles in the first year, if only one quadrant has tiles missing (previously declared open), you may purchase tiles from that quadrant, or declare any other quadrant open, and purchase from there.

Once the game enters the second year, up to three quadrants may be declared open. In the third and final year, all four quadrants are declared open.

The Pipe tile you place your worker on must be purchased. In addition to this Pipe tile, you may purchase as many of the Pipe tiles adjacent to (excluding diagonals) the selected Pipe tile within the same quadrant.

The cost for purchasing Government Pipe tiles is indicated on the board (One tile: \$5, two tiles: \$10, three tiles: \$20, four tiles: \$35, five tiles: \$55).

Take all purchased Government Pipe tiles and place them in your Personal Pipe Network.



Running your Personal Pipe Network

To take this action, place your worker on a Pipe tile in your Personal Pipe Network. A worker cannot run pipelines attached to Machines but a worker may be placed on any tile

You may then potentially refine a barrel of oil for each Pipeline that passes through that tile (up to three).

A Pipeline is a single, unbroken length of pipe in a continuous color. Up to three Pipelines may pass through a single Pipe tile.

Each Pipeline may only refine oil of the corresponding type (color).

To increase the grade of an Oil barrel, you must have a pipeline with a Refinement Value equal to or greater than the Refinement Cost for the refinement you wish to perform.

A Pipeline's Refinement Value is equal to its number of connected segments. A segment is a length between two joins.

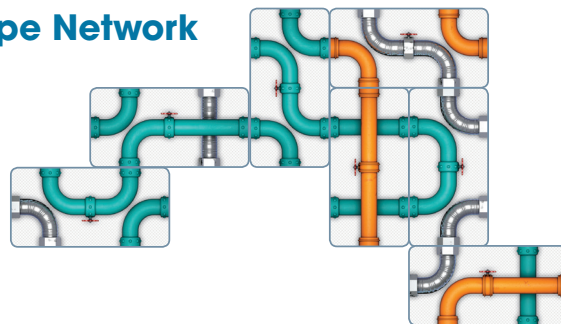
The Refinement cost is dictated by the Refinement Cost markers on the board. These will tell you the cost of refining from one grade of oil to the next.

It is possible to refine multiple steps in order to reach higher grades of oil in one run, as long as the Pipeline's Refinement Value is greater than or equal to the sum of the Refinement Costs for each grade of oil achieved in the single run.

There is no cost to run your pipelines. Each pipeline may only refine one barrel of oil. You cannot run the same barrel through multiple pipelines in the same Action, and you may only run each pipeline once per turn. If you refine a barrel of oil, you must have a free tank on the corresponding row of your player board to move the barrel to, otherwise it cannot be refined. You may refine to a lower grade than your Pipeline allows.

Adding Pipe tiles to your Personal Pipe Network

When adding a Pipe tile to your Personal Pipe Network, the new tile(s) must connect to at least one existing tile orthogonally, so that at least one segment of Pipeline on the new tile connects to one on a tile already in the network. The colors of Pipelines do not need to match (you may connect a teal Pipe segment to an orange Pipe segment, for example). Pipe tiles may be rotated in any direction. If you purchase multiple Pipe tiles at the same time, each Pipe tile may connect to different parts of your existing network.



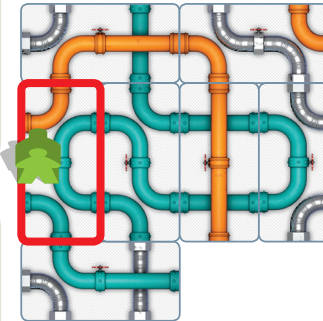
Example: Refinement Costs

CRUDE	LOW GRADE	MID GRADE	HIGH GRADE
4	4	6	
4	6	5	
5	7	7	



The Refinement cost of refining a teal Oil barrel from crude to Low-Grade is 4. The cost of refining from Crude to Mid-Grade is 10 (4 to get to Low-Grade, plus an additional 6 to get to Mid-Grade).

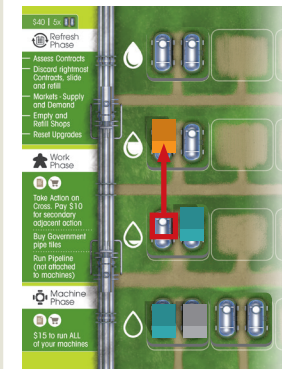
Example: Refinement Values



The player places their worker on a tile that connects to an Orange Pipeline and two different teal Pipelines.

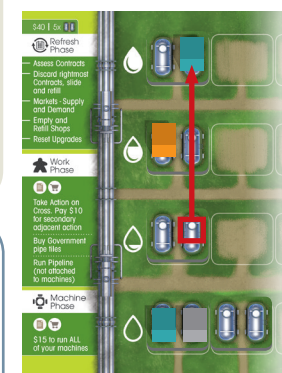
The orange Pipeline has a Refinement Value of 6. The longer teal Pipeline has a Refinement Value of 11, while the shorter one has a Refinement Value of 3.

Example: Refining Oil



Using the Refinement Costs and Pipelines from the examples above, the player may potentially refine one orange Oil barrel, and two teal Oil barrels.

The orange barrel may be refined to Mid-Grade, as the Pipeline has a Refinement Value of 6 and the Refinement cost is only 4.



As there are two separate teal Pipelines, both teal Oil barrels may potentially be refined. The first Teal Pipeline's Refinement Value is 11, so the player refines their Low-Grade Oil barrel up to High-Grade, the Refinement Cost for which is 11 (4 to get from Low-Grade to Mid-Grade, plus an additional 5 to get to High-Grade).

Unfortunately, the remaining Pipeline only has a Refinement Value of 3, which is not enough to refine the remaining teal Oil barrel (The Refinement cost for refining from Crude to Low-Grade is 4).

Example: Running Machines

TBC

MACHINE PHASE

During the Machine Phase, you may run any number of machines in your Personal Pipe Network. To do so, pay \$15 to activate all of your machines. Each Machine will run all Pipelines attached to it in the same manner as running them using a worker Action. You determine which order to run any Pipelines attached to your machines.

FULFILLING CONTRACTS AND ORDERS

Contracts and Orders may be fulfilled at any time during the Work and Machine phases, but may not interrupt the Main or Secondary Actions.

Contracts may be filled partially throughout the current year. You immediately receive money for each Oil barrel cube placed on a Contract based on the grade of oil placed, per the values listed on your player board. You may fulfill multiple Contracts on your turn.





Orders must be fulfilled completely and all at once. To fulfill an Order, take an available Order tile from the game board and place it next to your player board. Place the correct types of Oil barrel cubes on the tile from your player board. You receive money based on the grade of Oil placed on the Order, per the values listed on your player board. You may fulfill multiple Orders on your turn.





END OF GAME

The game is over after all players have taken their fourth turn or passed at the end of the third year.

Follow the next steps to determine the winner:

- 1. Oil barrels:** Players sell all remaining Oil barrels on their player boards at the rate denoted on their player board.
- 2. Pipelines:** Players earn money for each of the pipelines in their network, even multiples of the same color. The amount earned is determined by which grade of oil the pipeline can refine a barrel of Crude to in a single run. Pipelines that are not long enough to refine Crude oil to at least Low-Grade earn the player \$0.
- 3. Valuations:** Players earn money from the Valuation tile and the 3 Valuation cards. See Appendix 2 for details on the Valuation cards.
- 4. Penalties:** Players lose money for each Penalty token they have received during the game, at the rate denoted on their player board.
- 5. Cash:** Players add all money in their hand.

 Oil barrels	
	\$30
	\$20
	\$10

 Pipelines	
	\$30
	\$20
	\$10

 Penalties	
1: -\$20	6: -\$270
2: -\$50	7: -\$350
3: -\$90	8: -\$440
4: -\$140	9: -\$540
5: -\$200	10: -\$650

Example: Fulfilling Contracts

TBC

Example: Fulfilling Orders

TBC

The player with the most money is declared the winner!

APPENDIX

Appendix 1 - Upgrade Cards



Government

- Level 1 – Immediately receive 2 Government Pipe tiles from an open quadrant.
- At the beginning of each year, receive 1 Government Pipe tile from an open quadrant.
- If a new quadrant has not been declared open during this game year, you may choose to declare a new quadrant open, and receive a Government Pipe tile from that quadrant.
- Level 2 – Immediately receive 4 Government Pipe tiles from an open quadrant.
- Level 3 – Immediately receive 6 Government Pipe tiles from an open quadrant.



Shops

- Level 1 – Immediately receive 2 Tank tiles and 1 Pipe tile from either Shop. In the event a Tank tile and/or Pipe tile is not available, you do not receive the tile, even if they become available later.
- At the beginning of each year, receive 2 Tank tiles from the Tank Shop.
- Level 2 – Immediately receive 1 Machine tile and a total of 2 Pipe tiles from either Shop. In the event a Machine tile and/or Pipe tile is not available, you do not receive the tile, even if they become available later.
- Level 3 – Immediately receive 1 Machine tile and a total of 4 Pipe tiles from either Shop. In the event a Machine tile and/or Pipe tile is not available, you do not receive the tile, even if they become available later.



Human Resources

- Level 1 – You do not have to pay \$10 to take a Secondary Action.
- Level 2 – You may take the Loans & Contracts, Tank Shop, Machine Shop, or Upgrades Action as a Secondary Action. If you took any of these Actions as your Main Action, the Secondary Action must be different.
- Level 3 – You may take any 2 Actions on your turn. You cannot take any Secondary Actions attached to any of your Main Actions.



Engineering

- Level 1 – Your pipelines gain 1 additional virtual refinement value for every 4 pipe segments.
- Level 2 – Your pipelines gain 2 additional virtual refinement values for every 4 pipe segments. After upgrading to level 2, you must discard your Engineering Level 1 card.
- Level 3 – Your standard pipelines can run 2 barrels of oil of the same Class (including Crude).



Refined Markets

- Level 1 – Earn an additional \$5 when selling refined oil to any of the Refined Markets (excluding the Crude Market, Contracts, and Orders).
- Level 2 – When taking an Action at any of the Refined Markets (excluding the Crude Market, Contracts, and Orders), you may purchase and sell to ALL Refined Markets.
- Level 3 – When selling to any of the Refined Markets (excluding the Crude Market, Contracts, and Orders), the type of oil does not have to match the space. However, the grade of oil must still match or be of a higher grade.



Contracts & Orders

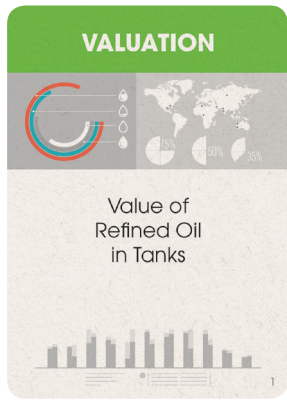
- Level 1 – You may fulfill any of your Contracts up to 2 times each year. The Oil barrels from the first fulfillment are placed next to the Contract as a reminder. If you begin a second fulfillment, the Contract must be complete before the next Refresh Phase per the normal rules.
- Level 2 – Earn an additional \$10 for each barrel sold to Contracts or Orders.
- Level 3 – You may take Orders in lieu of taking Contracts when taking the Contracts & Loans Action. When fulfilling the Order, earn money as if it were a Contract. The Order tiles taken are placed next to the player's Contracts and are considered Contracts for the purposes of Valuation cards.



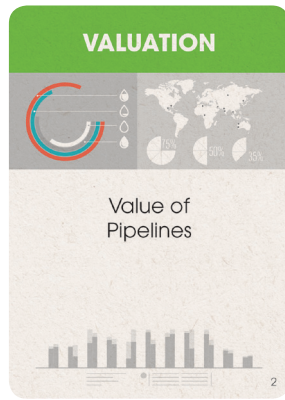
Machines

- Level 1 – Immediately receive 1 machine. As a Main Action during the Work Phase, you may place your worker on a machine in your pipe network to run it at no cost.
- Level 2 – During the Machine Phase, your machines cost a total of \$5 to run.
- Level 3 – You may run your machines during the Work Phase as well as the Machine Phase. Machines may only be run once during each phase.

Appendix 2 - Valuation Cards



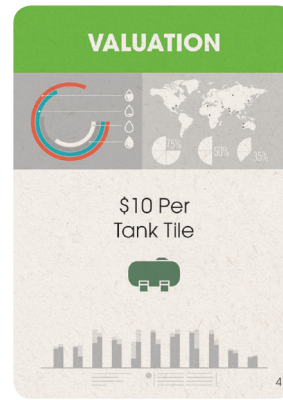
Earn money for the Low-Grade, Mid-Grade, and High-Grade oil in your tanks according to Step 1 of End Game scoring.



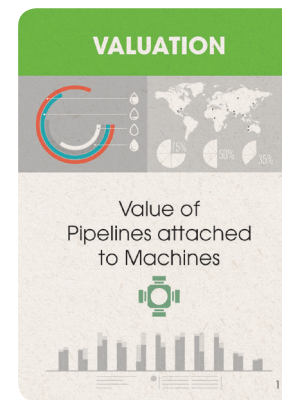
Earn money for the Low-Grade, Mid-Grade, and High-Grade oil in your tanks according to Step 1 of End Game scoring.



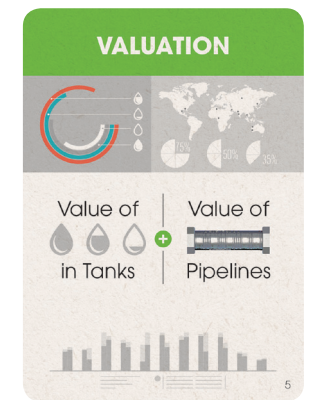
Earn money for the Low-Grade, Mid-Grade, and High-Grade oil in your tanks according to Step 1 of End Game scoring.



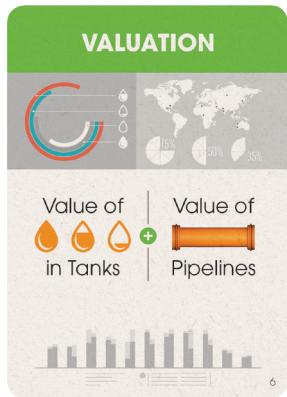
Earn \$10 for each Tank tile you own.



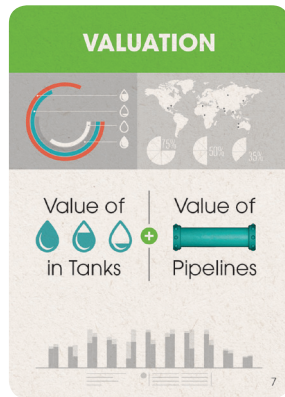
Earn money for all of your pipelines attached to Machines according to Step 2 of End Game scoring.



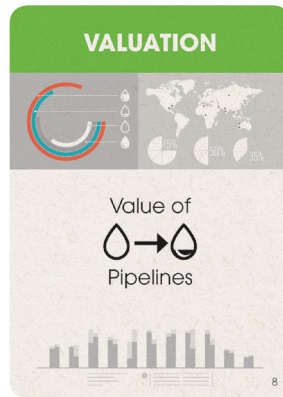
Earn money for the Grey oil in your tanks according to Step 1 of End Game scoring. Also earn money for Grey Pipelines in your network according to Step 2 of End Game scoring.



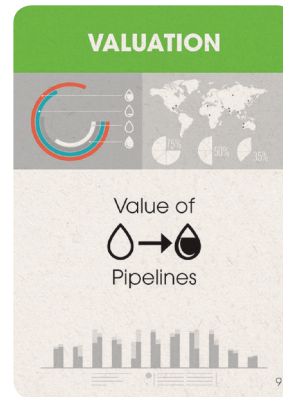
Earn money for the Orange oil in your tanks according to Step 1 of End Game scoring. Also earn money for Orange Pipelines in your network according to Step 2 of End Game scoring.



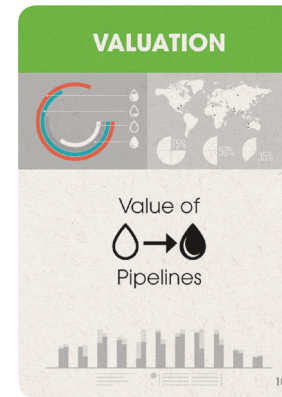
Earn money for the Teal oil in your tanks according to Step 1 of End Game scoring. Also earn money for Teal Pipelines in your network according to Step 2 of End Game scoring.



Earn \$10 for each of the Pipelines in your network that refines Crude to Low-Grade oil.



Earn \$20 for each of the Pipelines in your network that refines Crude to Mid-Grade oil.



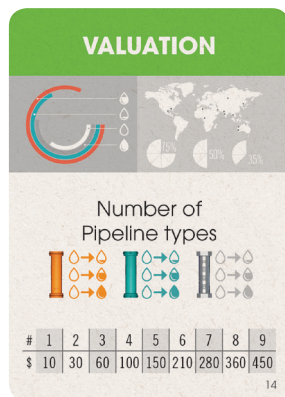
Earn \$30 for each of the Pipelines in your network that refines Crude to High-Grade oil.



Earn money for each of your remaining Contracts as if they were immediately fulfilled with oil again.



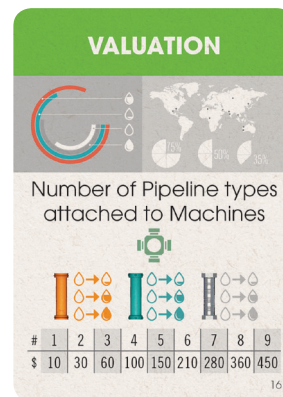
Earn money for each of your completed Orders as if they were immediately fulfilled with oil again.



Earn money for each different type of pipeline in your network. The type and grade of oil must be different.



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