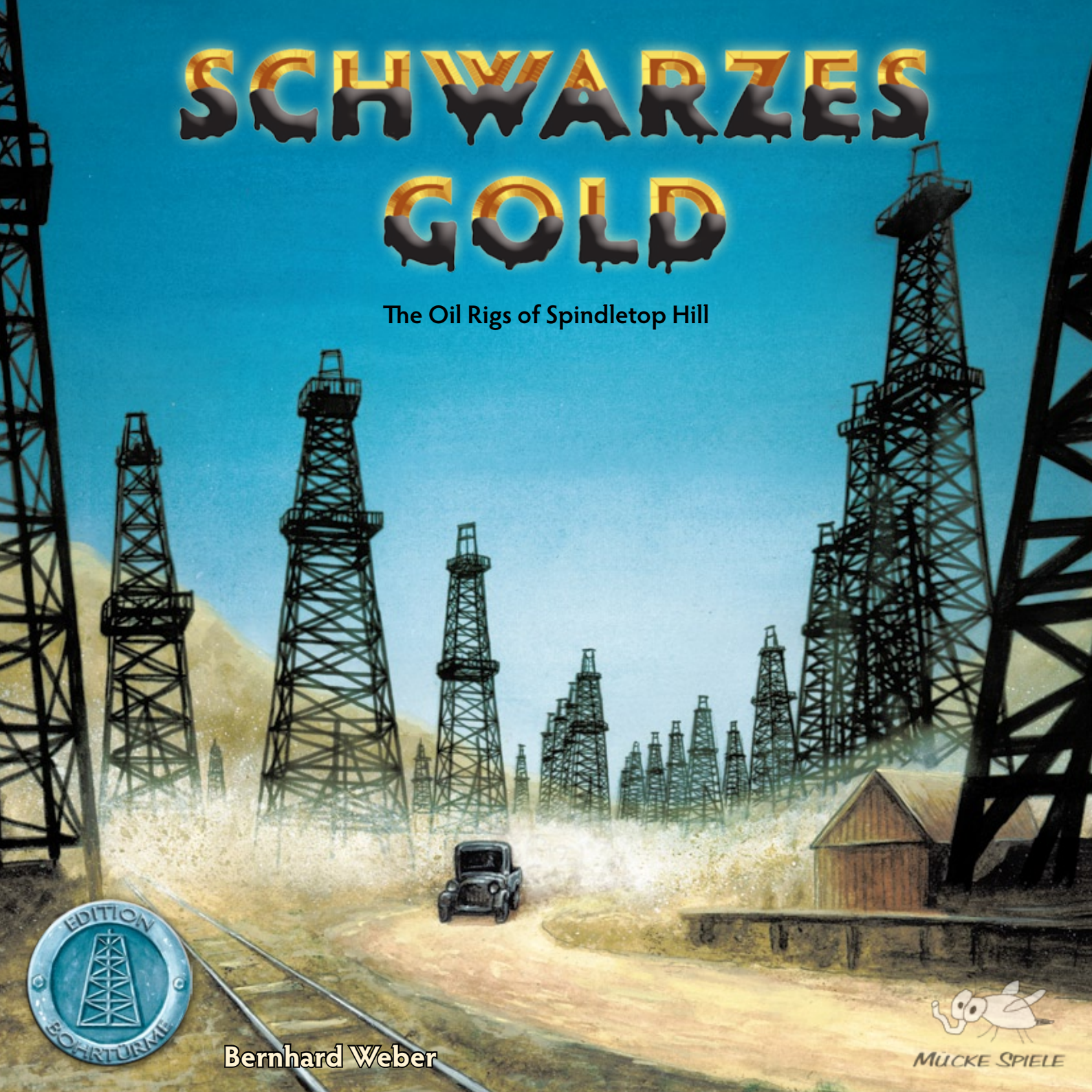


SCHWARZES GOLD

The Oil Rigs of Spindletop Hill



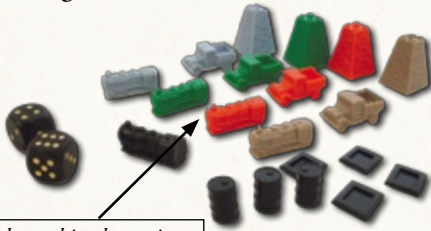
Bernhard Weber



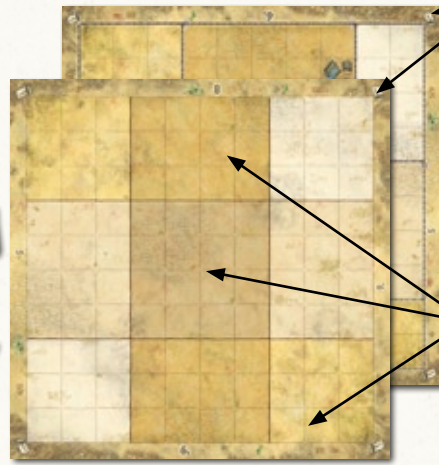
MÜCKE SPIELE

Material

- 1 double-sided game board version „1901“ and version „1926“
- 20 oil rigs in 4 colours
- 4 trucks in the colours of the oil rigs
- 4 trains in the colours of the oil rigs (variants)
- 1 black train
- 60 black tokens (oil storage)
- 3 barrels
- 2 dice



The player's trains are only used in the variants „Start or train“ and „own trains“.



We recommend to play the first game with version 1901. Nevertheless, also version 1926 can be played without variants.

The board is divided into 9 areas, which consist of 9 to 16 fields (version 1901). Their size corresponds to the probability, to become active in these areas.

Preparation

- The 60 tokens, 3 barrels and the black train are placed beside the unfolded game board (**version 1901**).
- Each player receives the truck and the 5 oil rigs (respectively 4 oil rigs when playing with 4 players) in the same colour.
- The player, who has been at a gas station last, begins the game. It is played clockwise.

Aim of the game

The aim of the game is to collect the most tokens.

How to play

The game is structured into 2 phases: 1. the setting phase and 2. the scoring phase. In phase 1, the player roll the dice and then place oil rigs, tokens, trucks or barrels on the board. In phase 2, the players decide in which order they evaluate their oil rigs (produce oil).

1. Phase: Rolling of the dice: discover oil or placing an oil rig or a truck or a barrel

The active player rolls both dice.

The score indicates the area in which one of the following actions can be carried out (7 = middle):

- **Discover oil** (place tokens)

The player places a token from the supply on a free field.

Rolling a double: The token may also be placed on an existing token!

*A 7 corresponds with the bigger middle area.
The nine fields of the 2/3 area correspond to the score 2 and 3;
this is true for area 11/12 respectively.*

Tokens are neutral, i.e. they do not belong to any player, but will become to winning points in the end.

• Placing of an oil rig

The player places one **of his own oil rigs** on a free field.

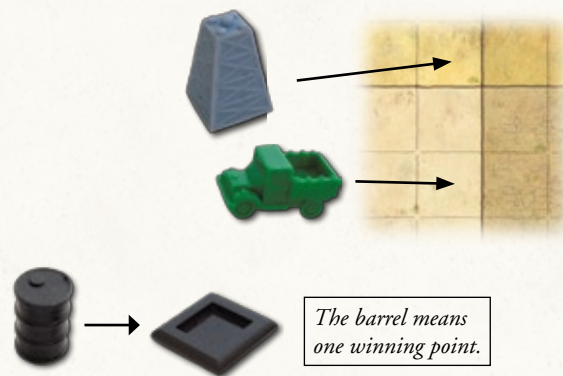
• Placing of a truck

The player places **his truck clearly** horizontally or vertically on a free field.

• Placing of a barrel

The player places a barrel from the supply on a token.

The possible actions always apply to exactly one field in the selected area.



Repetition of rolling the dice

Is the player not satisfied with the score of the dice, i.e. he does not want to become active in the appropriate area, **he may repeat the first throw. The second, however, he must execute!**

End of phase 1

Phase 1 ends immediately,

- if all fields in one area are occupied or
- no more tokens are available in the supply.

The **left neighbour** of the last active player receives the black train.

2. Phase: Producing oil

Now, with the oil rigs and the trucks, oil is produced. Starting with the player with the black train and continuing clockwise, the players choose one of their oil rigs or their truck for evaluation.

When playing with 3 und or 4 players, after each round the order will be reversed:

A, B, C, C, B, A, A, B, etc. resp. A, B, C, D, D, C, B, A, A, B, etc.

The player points at one of his oil rigs or his truck, takes the adequate tokens (possibly with barrel) off the board and places them as points in front of him.

- **oil rig:** all 8 adjoining (also diagonal) fields; max. 8 tokens
- **truck:** all fields in straight line (also behind the truck) up to the next barrier (oil rig or other truck); max. 9 tokens

So every token/barrel can only be scored by one player.

End of the game and winner

After all scoreable tokens have been taken off the board, the game ends. Each token and each barrel count for 1 point. The player with the most points wins. In case of a tie, the player wins, who started the 2. phase last.

VARIANTS

All variants can be played separately or in any combination. In change to the basic rules, the following supplements or alterations are valid.

Start or train

playable on game board 1901 and 1926

At the end of phase 1, the players decide if they want to start phase 2 or if they want to place their train in the same manner as their truck.

Starting with the left neighbour of the last active player in phase 1, everybody can choose: start or not?

- If a player chooses to start, he takes the black train.
- All other players may place their train exactly like their truck : roll the dice (once or twice) and place their train on a free field.
- A train not placed on the board counts for one point in the end.
- If no player decides to start the second phase, the player, who first had the possibility to decide receives the black train.

Shanty settlements

playable on game board 1926

A connection between settlements by oil tokens immediately allows scoring safe points.

- On settlements, no tokens or oil rigs can be placed.
- An area is considered full, when all fields apart from the settlement are occupied.

With the appropriate score of the dice, the player can place his truck on a free settlement. As soon as a connection to another settlement with tokens is completed, the owner of the truck takes all appropriate tokens (shortest connection!) off the board. These are safe points.

- A connection is: the tokens must adjoin horizontally or vertically.
- The truck is taken off the game after scoring.
- Several trucks: If also in the connected settlement a truck is placed, the tokens are shared. The active player receives what cannot be shared.
- If at the end of phase 1 a truck is still in his settlement, the player may turn his truck by 90° in order to score in another row.



Wasteland

playable on game board 1926

Temporarily blocks out certain fields and thus has consequences on the positioning of the oil rigs.

These fields can be used, only after all other fields in this area (beside a settlement) are occupied.



The trains

Trains ride along the tracks and can bring about advantages (player's train) or disadvantages (black train).

- Trains always move forward.
- When the tracks at the next stop are occupied, this stop will be „jumped“.
- The same train may not stop at the same halt consecutively.
- If both trains, the black train and a player's train, become active in one round, the active player decides about which goes first.
- train junctions (optional): in place of being allowed to turn off in each direction, in and out of the direction of train junctions, it is not allowed to turn off (going straight is allowed)!



Own (player's) trains

playable on game board 1926

Allows the player to carry out two actions in the selected area.

- If in the selected area the station is free, the player can place his train there. The train has consequences with the beginning of the next round.
- If the score of the dice is appropriate to the area where his train is standing, the active player can carry out two, one or no actions instead of one.
- After that, the train moves further on to the next settlement respectively the next oil rig. At intersections, the player decides which direction the train goes.



Black train („Curse of Spindletop“)

playable on game board 1926

Where the black train stops, oil fields dry out (temporarily) or oil rigs are in danger...

- In the beginning, the black train is placed in any direction on the station of the settlement in area 7.
- It is activated when rolling a double (selected throw of the dice): the black train moves to the next free settlement, respectively the next free oil rig. At intersections, the active player decides about the direction.
- The black train has consequences for the adjoining field next to the station/oil rig on the other side of the track:



oil tokens: removed to the supply

free fields next to an oil rig: change, the active player may change this oil rig against one of his own on the board

oil rig next to oil rig: no consequences

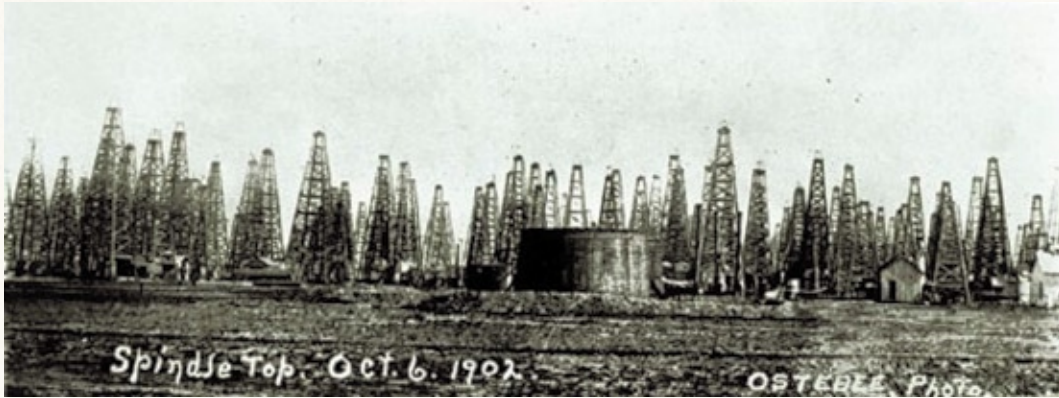
free field next to settlement: no consequences

free field next to settlement with truck: truck is removed to the supply of his owner (only when playing with variant „Shanty settlements“)

Spindletop Hill

Oil boom in Southeast Texas

At the beginning of the twentieth century, Southeast Texas was something of a backwater. Its economy, like that of most of the South, was subsistence agriculture, but the lumber business was also important. As geologists would soon learn, salt domes are surrounded by oil, and one of the largest was Spindletop Hill, south of Beaumont. It was Pattillo Higgins, who had noticed oil seeps and gas flares on the Hill while taking his Sunday school class on picnics. To get the necessary backing, he approached George W. Carroll, George W. O'Brien, and J.F. Lanier. In 1892, together they incorporated the Gladys City Oil, Gas, and Manufacturing Company.



Many years and many dry holes later, Higgins advertised for a new partner. Anthony F. Lucas, a mining engineer, answered the ad. Lucas believed that salt domes contained oil, and he was able to convince John H. Galey and James M. Guffey of Pittsburgh to finance a new well.



On January 10, the discovery well at Spindletop blew out a gigantic gusher, 100 feet tall. The drillers quickly sent a roughneck to tell Lucas of the strike. The oil flowed for nine days before they could cap the well, and soon all of Beaumont, Texas, and the entire nation knew of the gusher, and the great oil boom began. Within months, over 40,000 boomers had poured into Beaumont, with more to come. Beaumont, a small town, literally filled to overflowing. Men slept in shifts if they could find a bed or in the streets if they could not.

The Hill and the surrounding landscape was soon covered by wooden derricks almost touching one another. Shack towns like Guffey and Gladys City sprang up near the wells and within a year, 500 oil and land companies had been created. Texaco and Gulf (now Chevron) got their start in Southeast Texas, and Humble (now Exxon) at nearby Humble.





The first year Spindletop produced 3.59 million barrels, and the second year produced 17.4 million. The glut of oil destroyed John D. Rockefeller and Standard Oil's world monopoly. When the Spindletop area began to decline, wildcatters in 1903 headed to Sour Lake, Saratoga, and Batson in Hardin County. But oil production in Southeast Texas remained the most important part of the economy.

Oil must be refined, and refineries soon opened nearby. Guffey Oil's refinery (now Chevron) began operation in Port Arthur in 1901, and within three years, Texaco opened its refinery, also at Port Arthur, as well as the later Mobil. The oil products most in demand were kerosene, naphtha, and lubricants. In 1901, gasoline was not much desired - the beginning of the automobile was still to come.

One of the problems with oil booms is that they come to an end, and boom times in Southeast Texas were largely over by World War I. After that, Frank Yount of the Yount-Lee Oil Company appeared on the scene. He believed that there was much more oil at Spindletop, if flank wells could be drilled deep enough. He was right, and the McFaddin No. 2 began to produce oil at 2,518 feet on November 13, 1925. That evening, the second Spindletop boom began. Soon the Hill was ringed with wells, but the lawless atmosphere that had characterized



the first boom was not repeated. Nearly 60 million barrels were produced during the next five years, almost all by the Yount-Lee company. Over 10,000 men found employment in the oil field, and the economy of southeast Texas flourished until the Great Depression hit hard in the early 1930s. After the second boom ended, Spindletop produced only small amounts of oil, but in the early 1950s, the Texas Gulf Sulfur Company built a twelve-million-dollar plant to extract another mineral - sulfur - and drilled the necessary wells. This operation would soon cause the Hill to subside. Today, the glory days of Spindletop are long since gone. The site looks like a wasteland, and only a few oil wells continue to operate, very slowly.

*With friendly support of the
Spindletop Gladys City Boomtown Museum
<http://www.spindletop.org>*



Winning title of the game author's competition

„Schwarzes Gold“ is one of the two winning titles of the game author's competition that has been running from October 2008 to May 2009. The task was to develop a game using all or most of the game pieces from the board game „Giants“ (Komos). However, additional material (game board, cards, game bits etc) was allowed. Jury was the gamer's club in Mönchengladbach/Germany and www.spielmaterial.de. The chosen winners received a cash price and a contract offer to publish the game.

„Edition Bohrtürme“ (oil rig sequel)

With „Namibia“, there is another winning title of the competition. This game and other from the competition will be published in the upcoming years in our „Edition Bohrtürme“. More information can be found under www.spielmaterial.de and www.muecke-spiele.de.

Thanks

The publisher likes to thank the author and the graphic designer for the enjoyable and professional co-operation. Thanks also to the helping hands and test players of the gamer's club in Mönchengladbach, Klaus, Gabriele, Daniel, Torsten, Frank, Oliver, Tanja, Thomas, Nicole, Michael, Oliver, Dagmar, Eckhard, Birgit, Manfred, Sigrun as well as the Magic Mouse. We also would like to thank the Spindletop - Gladys City Boomtown Museum in Beaumont, Texas for their friendly support.



Discount for online orders

Purchasers of the game will receive a 5% discount on their first order at www.spielmaterial.de / www.game-components.com by using the discount code „SCHWAGO“ in the relevant section.