

PIPELINE

EMERGING MARKETS

GAME RULES

INTRODUCTION

The success of your company is opening up new markets full of opportunities! With your expertise and logistical innovations over the last 3 years, the refinement requirements of this new era are even more demanding. The emergence of new markets have brought about new technologies and innovations for your business to utilize. Additionally, new metrics to evaluate your business have been implemented. Will you take advantage of the new ways to exploit the markets or will your business fall to ruin in this ever-changing world?

Pipeline: Emerging Markets is a modular expansion for *Pipeline*. This expansion contains five new modules to incorporate into your game of *Pipeline*! Play with one module of your choice, a mix of modules, or throw all of them in for a completely unique experience altogether.

CREDITS

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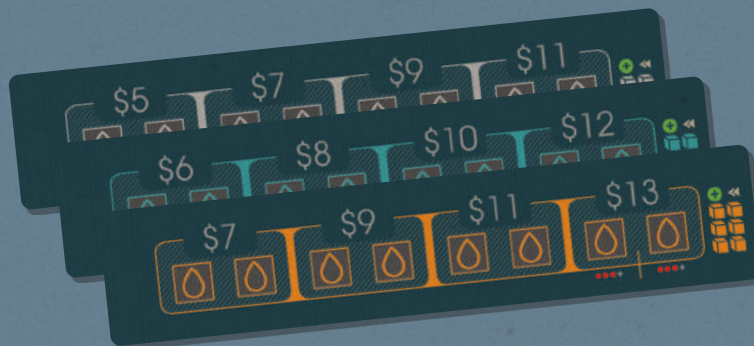


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9 Crude Market tiles



27 Refined Market tiles

MODULE 2: INCREASED REFINEMENT REQUIREMENTS



12 Refinement Cost markers

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4 Action tiles

MODULE 4: UPGRADES

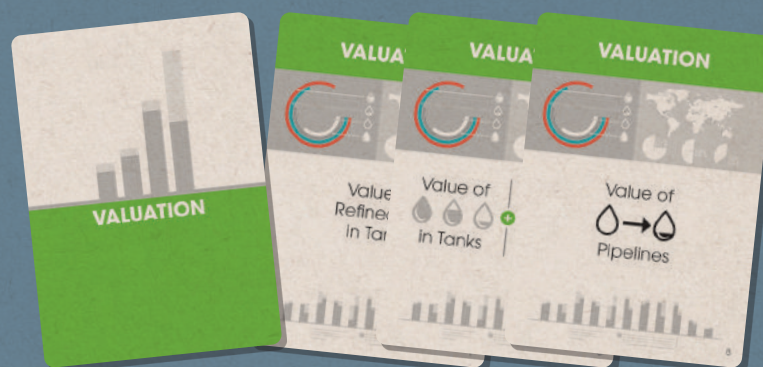


15 Upgrade cards



6 Specialization cards

MODULE 5: VALUATIONS



6 Valuation cards

NEW MARKET TILES

Your business has been so successful that emerging markets are available. Utilize your logistical prowess and your savvy business acumen to capitalize on these emerging markets.

Setup

Place all 9 Crude Market tiles in the draw bag. One at a time, randomly draw and place a tile on each Crude oil location (6 in total). After placement, if a color is not present on the board, replace the last placed tile with a tile of the absent color. Return the 3 unused Crude Market tiles to the game box; they are not used for the rest of the game.

Place all 27 Refined Market tiles in the draw bag. One at a time, randomly draw and place a tile on each refined oil location (18 in total). There are no restrictions or requirements for tiles placed into the Refined Markets. Return the 9 unused Refined Market tiles to the game box; they are not used for the rest of the game.

Example: New Market Tiles placed on board



INCREASED REFINEMENT REQUIREMENTS

The new global standards for refinement are being implemented each year. Plan accordingly!

Setup

Modified Step 12 from Pipeline rulebook:

Return all of the original Refinement Cost markers to the game box. Place the 12 new double-sided Refinement Cost markers in the draw bag. Draw 9 Refinement Cost markers from the bag and place them with the white side face up in the Refinement Cost spaces.

Gameplay

At the end of year 1/2/3, flip over the 3 Refinement Cost markers in column 1/2/3, respectively. This will increase the length of Pipe needed to refine oil throughout the game.

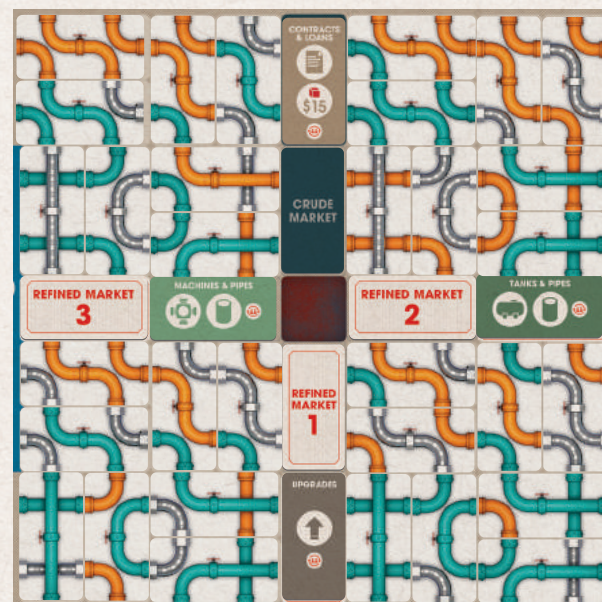
ACTION TILES

Your experience has led to a breakthrough of efficiency for your workers. New working methods are now available.

Setup

Modified Step 11 from Pipeline rulebook:

Place all 8 Action tiles (combining those from the base game and this expansion) in the draw bag. One at a time, draw and place an Action tile onto an Action Space on the game board. There are no restrictions or requirements for tiles being placed onto the Action Spaces. This will result in the Market actions printed on the board being covered.



UPGRADES

With the emergence of new markets, new technologies and innovations have become available for your business to utilize.

Setup

Add these new Upgrades cards to the base game cards. If using the Specialization Upgrade, place the Specialization cards within easy reach.



Specialization

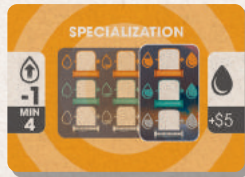
- Level 1- Receive one Specialization card
- Level 2- Receive two Specialization cards
- Level 3- Receive three Specialization cards

Specialization Cards

Each Specialization card reduces each of the Refinement Costs of the corresponding oil type's row or column by 1 (no Refinement Cost may drop below 4). Specialization cards also increase the price of all Refined oil of its color or grade for all purchases and sales in Markets, Contracts, and Orders as well as for end game scoring by \$5.

There are a total of 6 Specialization cards in the game - one for each row and each column of the Refinement Costs.

Example: This card reduces the Refinement cost of mid-grade to high-grade oil refinements (all colors) by 1, to a minimum of 4. It also increases the value of all high-grade oil by \$5.



Technology

- Level 1- May purchase Upgrade cards of Levels less than the current game year even if its corresponding Upgrade token has already been flipped (dark side showing).
- Level 2- Receive any 1 Level-2 Upgrade from an Upgrade type that is not in the current game.
- Level 3- Receive any 1 Level-3 Upgrade from an Upgrade type that is not in the current game.



Crude

- Level 1- Immediately take the Crude Market Action (without moving your worker).

Once per game: At the beginning of your turn, take the Crude Market Action (without moving your worker). This does not count as your Main or Secondary Action. Flip this card upside down to show the ability has been used.
- Level 2- Immediately receive up to 5 Crude oil cubes from the Crude Market for free. If oil is not available in the Crude Market you do not receive it.
- Level 3- You may purchase Crude oil from the Crude Market at the beginning of your Machine Phase. If an oil type has sold out in the Crude Market, you may take Oil barrel cubes from the supply (while they last) paying the amount shown on the rightmost space.

VALUATIONS

New data for evaluating businesses are needed for these emerging markets. Can you position your business to excel in these new categories?

Setup

Shuffle the 6 new Valuation cards into the deck and draw 3 Valuation cards per the regular rules.

EM1.

\$100 per row in Tank farm with no Tanks



Receive \$100 for each row in your tank farm without any tanks.

EM2.

Number of Refined Oil types in Tank farm



Receive \$10/30/60/100/150/210/280/360/450 for each type of refined oil in your tank farm.

EM3.

Number of Pipeline types you do not have



Receive \$10/30/60/100/150/210/280/360 for each type of pipeline you do not have.

EM4.

Longest length of Pipeline

Receive \$10/30/60/100/150/210/280/360/450 if your longest pipeline is length 12/11/10/9/8/7/6/5/4

EM5.

Number of Pipelines

Receive \$10/30/60/100/150/210/280/360/450 for 11/12/13/14/15/16/17/18/19 pipelines

EM6.

SCORE FIRST
Value or lower in liquid cash

Receive \$10/30/60/100/150/210/280/360/450 for having less than \$450/400/350/300/250/200/150/100/50 in liquid cash at the end of the game