

# The Great Fuel Shortage of 21 Rules

## Set up

- Players select their fuel company
- Each player draws a primary region contract card
- Shuffle and place the regions decks on the board
- Shuffle and deal out the action cards (5 cards per player)
- Shuffle the Government Card and Overtime Card decks

## Turn order

- **Supply Phase** - Players roll 1d4+2 and gain that many fuel trucks for this turn
- **Demand Phase** - Draw a card from each region deck and assign the demand tokens to that region
- **Government Phase** - Draw a Government Card.
- **Action Phase** - Going round each player draws an Action Card and plays one from their hand
- **Fulfillment Phase** - Each player takes turns placing a Truck Token until no one has any left or no one can draw an Overtime card (see Overtime cards)
- **Scoring Phase** - Count up player scores (see End of turn and player scores)
- **Reset Phase** - Reset the demand on the board

## Action Card and Government cards

Each card will have a description of what each card will do in the brackets (like this). For example the Government Training program:

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The effect is +1 when rolling for Truck Tokens for the rest of the game.

## Overtime Cards

If a player can't place anymore tokens during the fulfillment phase they can draw 1 overtime card per turn and play it immediately.

## End of turn and Player Scores

Once the turn is over remove all the demand tokens. Count up Truck Tokens and give players points based on how many they put down. Truck tokens in region the player has a Main Contract card for will get +2 point for each and +1 for every token in a region the player has a Side Contract card for.

If a player fulfils the demand for a region they have a Main/Side Contract card for they can then draw three Side Contract cards from the deck and pick one to keep (place in front of them face up) and shuffle the others back into the deck.

## End of game

The game will end when a player has gained 80 points or after 8 turns. The winner is the player with the most points

## Cards contents

### **Region cards**

#### London -

- X3 add 2
- X8 add 3
- X3 add 4

#### South East -

- X3 add 2
- X6 add 3
- X5 add 4

#### South West -

- X8 add 2
- X4 add 3
- X2 add 4

#### East Midlands -

- X3 add 2
- X6 add 3
- X5 add 4

#### West Midlands -

- X3 add 2
- X8 add 3
- X3 add 4

#### Wales -

- X6 add 2
- X5 add 3
- X3 add 4

#### East Anglia -

- X5 add 2
- X6 add 3
- X3 add 4

#### North West -

- X3 add 2
- X5 add 3
- X6 add 4

#### Yorkshire -

- X6 add 2
- X5 add 3
- X3 add 4

### North East -

- X8 add 2
- X4 add 3
- X2 add 4

### Main Contract cards

- Northwest x1
- West Midlands x1
- East Midlands x1
- East Anglia x1
- London x1
- South East x1

### Side Contract cards

- Northwest x3
- West Midlands x3
- East Midlands x3
- East Anglia x3
- London x3
- South East x3
- South West x5
- Wales x5
- Northeast x 5

### Action cards

- Hiring rush (+2 Lorries to a player of your choice but +1 to the player to their Right/Left) x 10
- Pingdemic (-2 Lorries) x 8
- Panic buying (+4 demand to player's target region) x 6
- Government support (+4 lorries and +2 to all other players) x 4
- Sensible buying (-1 Demand to player's target region) x 2
- Government Friends (draw an extra Government card now) x6
- Contractual Sabotage (Place this on an extra contract card of another player, anyone who delivers more fuel to this region gets the contract) x4

### Government Cards

- Government Delaying (They have made promises that they'll do something but obviously not now) x 3
- PM Speech (The Prime Minister gave a speech on the situation. Containing something about greek mythology and some latin, it has caused some confusion (+ 1 demand to all regions)) x 4
- Government training programme (+ 1 lorries per turn for the rest of the game(keep this as a reminder)) + 2
- Forgién aid (the trading block that we were too good to be part of are feeling sorry for us (- 1 Demand in Regions)) x 2

### Overtime Cards

- Extra Miles (Move a truck to a new region (gain a demand token from the new region but lose the bonus from having a truck in the last region)) x5

- Overtime pay (you can spend 1 demand token to gain a lorry and place it straight away) x5
- Call to action (calling all patriots (flip a coin, Head +1 lorries to all players, tails +2 to you) x3
- Tired Drivers (Stretched to their limits your drivers need a rest) x7