

# PIPELITE

0.0.3

Designed by Chase Estep

In PipeLite, players will be using 5 Dice to acquire crude oil, improve their oil networks, run their pipes to refine oil, sell it to the market, and complete contracts. All in an effort to end the game with the most money!

## Setup

To set up the game, give each player a sheet and a writing utensil. Setup complete!

Set the conversion costs in the top-left corner of the sheet. Roll one die and use the scale below the conversion chart to write in the conversion costs starting from the top left and continuing through all the oil types.

Set the contracts for the game found at the bottom of the sheet. Start with the first row which is for the 3-barrel contract. Roll one die and then use the result to count out that many oil barrels on the first row. When you get to the number rolled, cross out that barrel. Then roll another die and do that same thing starting on the barrel you just crossed out. Continue until there are the same number of barrels left in the row as indicated on the left side of the row. Do this for all three rows. Then total the values listed below the remaining barrels and put them in the total box to the right of the row. This is the value of the contract.

## Playing the Game

PipeLite takes place over 8 rounds. In each round, one player will roll all 5 dice. Then all players use each die once to take an action listed on their player sheet.

Actions include:

- Obtain one crude oil in one of the 3 oil types
  - To take this action, spend one die and use the number of that die to acquire one barrel of crude oil of the color listed. The values are:
    - 1-2 - Orange Crude Oil
    - 3-4 - Blue Crude Oil
    - 5-6 - Gray Crude Oil
  - When you acquire a barrel of crude oil, put a circle in one of the boxes beneath the crude section of the same colored pipe network. These are your tanks.
- Obtain and place one type of pipe and adding it to one pipe network
  - To take this action, spend one die and use the number of that die to acquire one pipe section. You can see which values correspond to each type of pipe by

referencing the top of the player sheet. Once you find the correct pipe, place it in any one of your pipe networks.

- When placing a pipe, it MUST connect to one other pipe in the network but does not need to connect to all pipes.
- Sell refined oil to one of the two markets
  - To take this action, spend one die and use the number of that die to sell to either the first or the second market.
    - 1-3 - Refined Market 1
    - 4-6 - Refined Market 2
  - Once you know which market you are selling to, you may sell as many barrels of oil as you can to that market. Just keep in mind that each market can only hold one barrel of each type of oil.
    - When selling to the market, fill in the box on the tank of the oil you're selling and put a circle in the refined market box to show the oil was transferred to there.
- Run one pipe network (requires two dice)
  - To take this action, select two dice to use and then select one of your three machines. When a machine runs, one barrel of oil starts at the machine and runs out one of the pipes. The oil then continues through the pipes moving left, right, or down. The oil can never travel back up toward the machine.
  - Each square that the oil moves through gives that barrel of oil one refinement point. By looking at the top left of the player sheet, you can see how many points a barrel of oil needs to be refined to the next level.
  - It is possible to refine a barrel of oil 2 or 3 stages all at once if the pipe network is long enough. Simply add the required refinement points together to see how many stages you can increase your oil.
  - Each machine has three pipes coming out of it which means it is possible to refine three different barrels of oil per action. However, you cannot refine the same barrel of oil multiple times in the same turn.
  - Once your oil has been refined, fill in the box of the oil that was refined and then write a circle in the box of the tank that it was refined into.
- There are two actions the players may take for free:
  - Players may take a loan which allows them to give one die +1 or -1. However, the more loans you take, the more money you'll subtract at the end of the game.
  - If a player has the required oil for one of the contracts, they may send the oil to fulfil the contract without spending a die.

Once all players have used all the dice, check off the round box on the left side of the player sheet and go to the next round.

## Ending the Game

At the end of the 8th round, calculate your total money by adding up the following values:

- Any refined oil in tanks
- Any oil sent to markets
- Money earned from contracts
- +\$2 for each pipe square in your longest pipe network.
  - When calculating your longest pipe, remember that pipes only flow left, right, or down. They cannot go up.
- Minus any money from loans

Once each player has calculated their score, the player with the highest total wins! If there is a tie, the player with the longest single pipe network is the winner.

## Rules Reference:

- Each machines can only be run once per round
- Contracts can be fulfilled as soon as you have the oil without spending a die
- You can give a die + or - 1 by taking a "loan" on the right side of the board
- Oil is refined by starting at the machine and working either left, right, or down. Oil cannot be pumped up toward the machine.
- Each machine can refine 3 barrels of oil at a time, indicated by the three pipes coming out of the machine.
- Pipes can overlap when refining different barrels
- To keep track of crude and refined oil, put a "O" when the oil is in that tank and then fill in the box when it's refined or sold.



