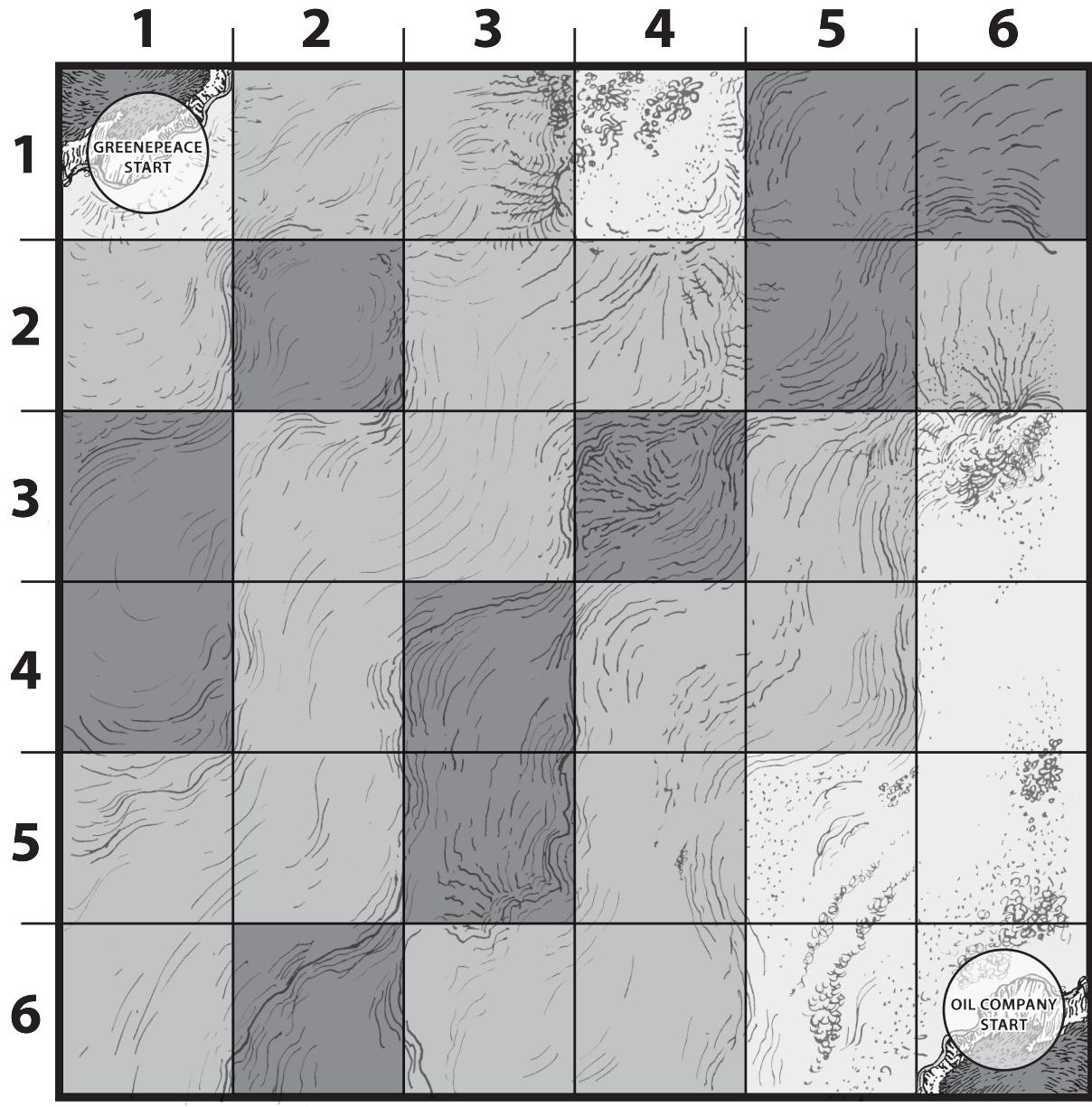
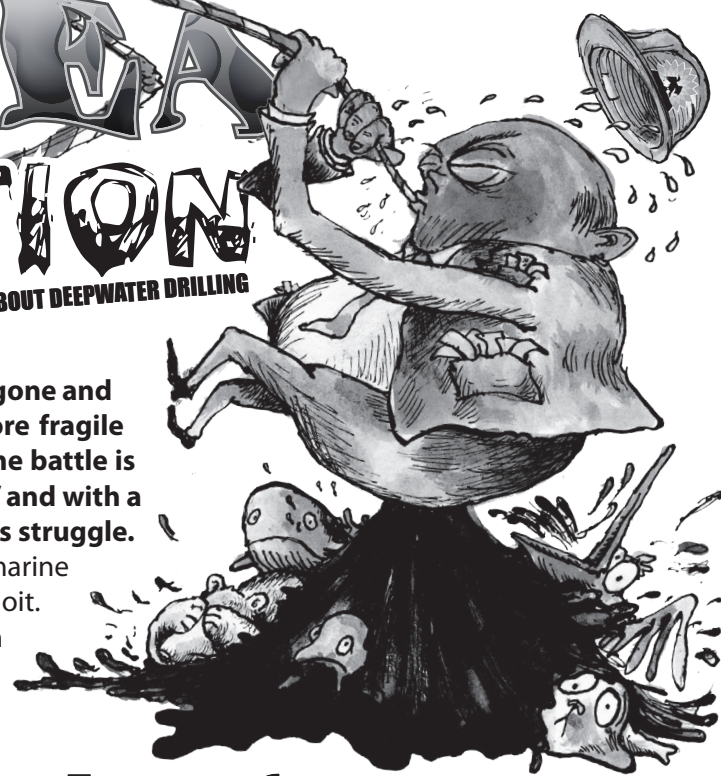


# DEEPSEA DESPERATION

A 'PRINT-AND-PLAY' GAME FOR 2 PLAYERS ABOUT DEEPWATER DRILLING

**THE OIL IS RUNNING OUT!** The days of easy drilling are long gone and oil companies are searching in ever deeper, riskier and more fragile places just to secure our daily fix of capitalist cog-grease. The battle is on to protect these areas from the next 'Deepwater Horizon' and with a couple of dice, a few coins and a friend, you can re-enact this struggle. It's Greenpeace vs. the Oil Company, trying to establish marine reserves in the very territory the other player wants to exploit. Through a mix of strategic lobbying, exploration, occupation, and reserve creation, one of you will triumph. But beware: too many blowouts and you'll have a deepwater slaughter on your hands. And if all the animals die, you both lose.



- SHALLOW RESERVES (3)
- MEDIUM RESERVES (5)
- DEEP RESERVES (10)



## PREPARATION

You will need 2 Dice & about 35 coins or counters

[1] Cut out the nine animal and two ship playing counters at the side of this sheet. [2] Place three piles of coins on the oil reserves next to the map: 3 on shallow; 5 on medium; 10 on deep. The rest of the coins go in a 'pot' for general use. [3] Rolling 2 dice, place each animal counter on a square in the map, using the dice as co-ordinates (1st roll across; 2nd roll down). More than one animal can occupy a single square. [4] Place the ship counters on their respective starting squares. [5] Whoever plays the Oil Company gets four coins and they go first.



## GAMEPLAY

Starting with the Oil Company, players take it in turns to perform one of their actions, out of a choice of three available:



### GREENPEACE Actions:

#### 1. Move

Move the ship counter up to 2 squares horizontally or vertically. You may change direction.

#### 2. Occupy

If your ship lies within the same row or column as the Oil Company, you may "occupy" their tanker. The Oil Company must then pay 2 coins in legal costs (into the pot) and your ship is sent back to its starting square.

#### 3. Reserve

Create a marine reserve in all four squares that horizontally and vertically border your ship.

Marine reserves are marked by placing a coin from the pot in the relevant square. *Reserves cannot be drilled.*



### OIL COMPANY Actions:

#### 1. Move

Move the ship counter up to 2 squares horizontally or vertically. You may change direction.

#### 2. Lobby

Remove all marine reserve counters from the map that are directly adjacent to your ship (ie. a maximum of four counters). These are placed back in the pot.

#### 3. Drill

To drill, roll two dice, one after the other. A successful drill is rolling a higher second number than the first and the amount of profit is the difference between those numbers. Take the profit from the reserve pile that matches the depth of water you're drilling. Rolling a double means a "blowout" and surrounding wildlife may be killed. The affected area is related to the depth of sea you're drilling in. If any animal counters are in the blowout zone, they are instantly removed. A financial penalty also has to be paid to the pot, as follows:



#### Shallow blowout zone

Animals in this area are killed  
Penalty: 1 coin



#### Medium blowout zone

Animals in this area are killed  
Penalty: 2 coins



#### Deep blowout zone

Animals in this area are killed  
Penalty: 3 coins

## WINNING THE GAME

**OIL COMPANY** wins if they collect 12 coins. **GREENPEACE** wins if they make all deepwater squares reserves OR if the Oil Company runs out of money. **EVERYONE LOSES** if all of any one species of animal is killed.

LESS THAN 1% OF THE WORLD'S OCEANS ARE PROTECTED. FIND OUT MORE AND JOIN THE FIGHT AT:

<http://greenpeace.org/international/en/campaigns/oceans>

