

Can you  
feel the  
spill?

A Guide-  
book







## CAN YOU FEEL THE SPILL?

a strategic board game

### THE EQUIPMENT:

The game guidebook, the board, 2 dice, 2 player tokens, 2 player ID cards. 10 Wild cards, stats sheet, 131 territory cards.

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### THE CHARACTERS:



ID:  
Russian  
Oil Tsar



ID:  
Lithuanian  
conservationists



# CAN YOU FEEL THE SPILL?

a strategic board game

## PREPARATION

The players have to decide which side they want to represent. If there can't be an agreement, the first player that gets 6 can choose his side. Place the board on a table and put the Wild cards face down on their allotted spaces on the board. Each player has a token card to represent them while traveling around the board. Each conquered territory has its own card depending on the nature of its occupation/utility.

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## THE MAIN OBJECT OF THE GAME

The game consists of two opposing players (teams) who are fighting for territory. Each team has their own ID cards that sets the basic goals and motives of the game. If the players decide to play in group their team has to decide together on the game strategies before the dice throw.

The first player (team) has the ID of the Russian Oil Tsar. He is the managing director of the Kravtsovskoye oilfield which stands in the territorial waters of Russia, 22.5 kilometers from the coastline of the Curonian Spit.

The object of the game for Oil Tsar is to build oil platforms, expand the territory, extract oil, and enlarge the profit no matter what it cost.

The second player (team) has the ID of the Lithuanian conservationists whose main object is to spread the territory under state protection (National Park) where it is prohibited to extract oil.

The Lithuanian conservationists is a biologist, nature conservationist and activist. His activity consists of protecting the nature reserve and to protect the UNESCO World Heritage site of the Curonian Spit and its surroundings. His mission is to expand protected territory, clear up oil spills, to dismantle oil platforms and to stop building new ones.

## THE PLAY

The game is divided into fields that can be occupied. There are several types of fields:

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### 1. Oil rig fields

There are three Oil rig fields, player chooses from which one he will start and can build the second and the third by rules explained in below. These fields have to be conquered to have the opportunity to pump oil, but themselves are inactive there function is to open the possibility of oil extraction.



- Oil rig field mark

### 2. Nature reserve fields

There are three Nature reserve fields, player starts from one and can build the second and the third by rules explained in below. These fields have to be conquered to have the opportunity to take money from tourism, but themselves are inactive there function is to open the possibility of extracting money from tourism.



- Nature reserve field mark

### 3. Amber deposit fields

There are three Amber deposit fields, and players can mine them for profit. The rules of amber mining are later explained.



- Amber deposit field mark



#### 4. Oil pump fields for extracting oil

Fields directly connected to Oil rig fields, Oil Tsar can pump oil and gain profit, but they can also become Oil Spill fields if Oil Tsar has had an unsuccessful dice throw.



- Oil pumping field mark

#### 5. Tourism Income fields

Fields directly connected to Nature reserve fields, Nature Conservationist can collect tourism income profit.



- Tourism income gathering field mark

#### 6. Empty fields

Empty fields are fields that are not associated with any of previously mentioned function. They can be conquered by either by Oil Tsar or by Nature Conservationist and have a function of physically progressing in the game. To capture/conquered the Blank fields the players must throw the dice and get 2, 4 or



- Empty field mark

#### 7. Fields with the "\*" sign:

These are Wild Card Fields and all general rules are suspended if a team invokes the Wild Card Field and an outcome for that field is determined solely by the rules of the card. Depending on the outcome, the field can be won or lost in accordance to the taken Wild Card assignment rules.



- Wild card scenario field mark





## Cards that depict specific territories conquered / owned or in conflict:

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/// territory under the occupation of oil  
clean up team (Nature conservationist)



//territory in possesion of Oil Tsar  
///oil extraction income gathering



///empty territory  
///territory in possession of Nature conservationist



///territory conquered by Oil Tsar  
///amber mine income gathering



///territory conquered by Nature conservationist  
///amber mine



/// territory under oil spill can be  
conquered by Nature conservationist



/// Nature conservation center



///empty territory  
///territory conquered by Oil Tsar



///territory conquered by Nature conservationist  
///Nature conservation center destroyed oil rig



/// oil rig in possesion of Oil Tsar



///territory conquered by Nature conservationist  
///tourism income gathering



///territory conquered by Oil Tsar  
///hunting income gathering

Each team has his own starting field from which they start expanding territories:

1. Oil Tsar – the field with Oil rig icon (there are 3 fields like this and the player can chose which one is going to be the starting point).

2. Nature Conservationist - the field with Nature conservationist icon. There are 3 fields like this and the player can chose which one is going to be the starting point).

When the player chooses his starting point he builds a rig/conservation center and start the game by placing adequate field card - the OIL RIG or CONSERVATION CENTER card (depending on the game affiliation).

At the next round, the player can start extracting oil (if Oil Tsar) or collecting money from tourism (if Nature conservationist).

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Begining:

The players starting the game by choosing their first Oil rig/ Nature conservation center from fields marked on the board. This is their starting point. After building the starting Oil rig/ Nature conservation center The player can build next two on the fields that are marked on the board, and further expand territory if he has enough money. By throwing 5 or 6 and this time paying money (They need 500 dollars to do so.)

The player then again places the OIL RIG or CONSERVATION CENTER card indicating active ownership of the territory. These territories only have the function of territorial expansion and can't be used for oil extraction/tourism income. But territories that are directly adjent to them have this function. There is a gran total of 17 fields that can be used for oil extraction (those that are directly touching the oil rig field) and 19 fields for tourism income (those that are directly touching the conservation center field).

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Rules of collecting money from pumping oil/tourism:

Each team can expand one field per round if the field is touching their existing field. Fields that is close to the oil-rig can become oil pump fields and fields that are close to reserve can nature reserve fields. These fields are taken if Oil Tsar or Nature Conservationist choose this type of field and by throwing dice get 2,4 or 6. The field touching the oil rig field becomes oil pump field and with each successful dice throw gives the Oil Tsar 10l of oil (but if it is not successful meaning the Oil Tsar gets 1,3 or 5 the field becomes an oil spill for the next 3 rounds). The field touching the Nature conservation center becomes tourism income field if The Nature Conservationist gets 2,4 or 6 by throwing dice. With each successful throw of the dice The Nature Conservationist earns 10 dollars from tourism. If the dice throw is not successful (if he gets 1,3 or 5) The Nature Conservationist losses money from slow tourist season.

Only one action can be completed in one round of the play: one mine, one attack or one building of platform. There can be 3 active attacks on opponent's territory at a time. Players can collect income or expand territory through empty fields with no limitations except the rule about one action per round.



### Wild card fields:

Several fields that have '\*' are wild card scenarios and when in use only Wild card rules apply. Opposing team can invoke them if you have territory in possession with \* sign after 5 round of play. If you are successful in defending it you can invoke Wild card scenario even if the other team doesn't have this kind of territory in possession and you choose to which of their territories scenario applies.

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### the End of the game:

The game is over when the resources are depleted and if one team has more than 40 fields of the territory in possession (conquered or currently owning them). The player throws for victory and if he gets 6 the game is over and he has won.





# THE OIL TSAR RULES :

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The Oil Tsar determines which of 8 fields, that are directly connected to the rig (that was determined to be the starting point by the first round), he wants to mine for oil and puts mining card on it. Every time he drills there is a chance of an oil spill. Every oil pump territory has 10 l of oil and one successful drilling round can bring you 10 l of oil that expand your fortune by 10 dollars and your overall power.

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## OIL DRILLING:

When you determine what field you want to mine you throw dice and if you get 2, 4, or 6 you have successfully drilled and get 10 l of oil. You can drill 10 times (throw 10 rounds successfully) until your field is depleted and can't be used any more. You can't drill another oilfield until you have mined 20% of first (if you have 20 l of oil from first oilpump field then you can start pumping in another field) You can keep track of your oil reserve in the stats sheet. If you get 1, 3 or 5 there has been an oil spill so you have to suspend your drilling for 2 rounds. If you don't have 20 l from your drills, (meaning 2 consecutive successful rounds of drilling) you can't start drilling another one and have to suspend drilling for 2 rounds. Although your oil drilling is suspended you can defend your territory and all of your other territories if they are under attack from the side of the Nature Conservationist. You can also attack or expand your territories during suspended period to the territory that is adjacent to yours. During the oil spill you lose money.

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## Economy:

You keep track of the economy on your stats sheet where you write all the quantities of goods acquired.

- every successful oil drill brings you 10 l of oil
- 10 l of oil are worth 10 dollars
- every oil spill you lose 10 dollars
- building a new platform costs 50 dollars
- mining amber gives you 10 kg that is worth 10 dollars (you can mine it 10 times before it's depleted)



### Building a new oil platform:

You can only build a new oil platform on the marked territory if:

1. You have 50 dollars if you build the new Oil platform you have to write it down on your sheet: - 50 dollars)
2. And if you throw the dice and get 5 or 6.

You can build it whenever you have fulfilled all of these conditions even if your territories are under attack or you have an oil spill. This is part of a nonlinear expansion because you don't have to touch the next OIL RIG territory to expand on it.

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### Amber deposits:

You can capture Amber deposit territory if one of your fields is touching/bordering with it. You need 4 or 6 by throwing the dice to capture it. You can extract amber for 4 rounds. Every round gives you 10kg of amber that are worth 10 dollars. Every amber deposit can bring 100 dollars. You mine it successfully by throwing the dice and get 2, 4 or 6. You must keep track on stats sheet how much amber has been mined because if its depleted it can't be mined anymore.





## THE NATURE CONSERVATIONIST RULES :

You choose one of your starting points from one of tree potential nature conservation centers and build it by throwing 5 or 6. This territorie only has the function of territorial expansion and cannot be used for tourism income. But territories that are directly adjent to them have this function. You expand it by getting 2, 4 or 6 to the territory that is directly connected to the nature conservation center. There you can collect money from tourism by throwing dice and getting 2, 4 or 6. Every round that you successfully collect money from tourism you get 10 dollars. The tourism collection territories cannot be depleted. If you however get 1,3 or 5 you loose 10 dollars from slow tourism season.

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Building a new Nature conservation center:

Conditions you can only build it on the marked territory if you have 500 dollars you are willing to spend (if you build it you write on your sheet -500 dollars) and by throwing dice and getting 5 or 6. You can build it whenever you have fulfilled all of these conditions even if your territories are under attack. This is part of nonlinear expansion because you don't have to touch on the next Nature conservation center territory to expand on it.

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Amber mining:

You can capture Amber deposit territory if one of your fields is touching it. You need 4 or 6 to capture it and you can extract amber 10 rounds, every round gives you 10kg that are worth 10 dollars. Every amber deposit can bring 100 dollars. You mine it successfully by throwing 2, 4 or 6.

Amber profit can help you in your missions. You get an amber sheet to keep track of your amber reserve. Every 500 dollars in amber gives you one more number on dice (the number 1) and helps your chances. But when you use them you have spent them and can't use them anymore. You must keep track on stats sheet how much amber has been mined because if its depleted it can't be mined anymore.



## Attacking The Oil Tsar:

You can attack OIL TSAR if your territory touches it you can attack first oil spill and claim it and then only you can attack oil rig (first you must claim an oil-spill territory). When attacking you must indicating which territory and which tactic will be used!

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### Methods of attack:

attacking oil spill -- Capturing it for short term

(if successful this tactics enables you to capture enemies for short term territory and it becomes yours for 2 or 3 rounds):

1. protest / you succeed if you get 2, 4 or 6 and the field is conditionally yours\* for 2 rounds. You can gather tourism profit.
2. mayor civil unrest / you succeed if you get 4 or 6 and the field is conditionally yours\* for 3 rounds collect tourism income.

### Conquering territory

if successful this tactics enables you to capture enemies territory and it becomes yours:

3. law change / the territory is yours if you get 2,4 or 6 but its conditionally yours\*

attacking oil rig (cant be attacked unless you own one oil spill territory)

3.a) legal - lobbying for laws, by throwing 6 if you get it this is now your territory and is easier to defend it. You can attack it this way multiple times.

3.b) illegal - by setting it on fire, if you get 2, 4 or 6 and its yours you can only do this once.

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### Defending attacked territories

General rules apply (get 2, 4 or 6 to defend it so the attacker has to start all over again) but if you dont succeed the territory is out of your reach for 2,3 rounds or if its conquered you treat it as enemy territory. If the territory is under attack and won for 2,or 3 rounds you cant attack it but if its conquered you can.





## GENERAL INFO ABOUT THE D6 OILFIELD:

Excerpt from the official European unions response to concerned citizen about the Kravtsovskoye oilfield //Official Journal of the European Union C 88 E/647

### WRITTEN QUESTION

The Russian oil company LUKoil will begin oil extraction from the D6 oil deposit before the end of 2003. D6 is located only 22 km from the Russian coast and 6 km from the Lithuanian border. Oil spills would endanger the Curonian Spit in Russia and Lithuania. The Curonian Spit is a World Heritage site, and national park. The area is known for its sensitive environment. Tourism, dependent on clean beaches, represents a major economic factor in the area. A transparent, international EIA has not been conducted by the Russian authorities.

Does the Commission believe the project to be environmentally safe?

Answer given on behalf of the Commission

The Commission shares the Honourable Members' concerns about Russia's plan to start prospecting for oil in the sensitive Baltic Sea environment of the Curonian Spit without having conducted an Environmental Impact Assessment (EIA) that meets high international standards. The Commission will combine its efforts with Member States in attempting to convince the Russian Federation that, for the sake of the safety of all Baltic Sea States including Russia, a transparent EIA meeting high international standards should be conducted and all relevant precautionary emergency measures should be taken. Moreover, in a report to both Lithuanian and Russian specialists on 5 November 2003, experts from the Unesco World Heritage Center recommended that, before Russia starts drilling and pumping oil on the Curonian spit, it should implement the following prerequisite steps: an environmental impact and operational risks study, a bipartite emergency liquidation plan and a monitoring system.

**NO EIA HAS BEEN DONE TO THIS DAY!**





## Playing the critique:

The subversive notion of the Can you feel the spill? board game  
by Andrea Palasti

'We should live out our lives playing at certain pastimes - sacrificing, singing and dancing'  
- Plato. Laws: Book 7. Paragraph 803e

Activities subsumed under the mantle of play (playing a game!) are considered to exist across diverse cultural and intellectual human activity as a unifying type of behavior. Playing is thus, a free and meaningful activity, carried out for its own sake, spatially and temporally segregated from the requirements of practical life (Huizinga, 1938/1955). There are many definitions of playing/gaming, but maybe the most conventional one would be that a game is a context with rules among adversaries trying to win objectives (Abt, 1970). Because of many different characteristics that games have, they may be played casually or seriously. Games can also be a constructive and integrative part of our society and can address fundamental aspects of mental, environmental, socio-political and/or Geo-political issues. Games can be made to provide an engaging, self-reinforcing context in which to motivate, educate and/or train the players. Serious gamesii - even if they are entertaining - are carefully thought-out for educational intention and are not primary intended for amusement. (ibid, 1970).

This emphasis on the didactic/educative intensity of a game is also the philosophical starting point of the game Can you feel the spill?. It proposes a space, where it is put in question the boundary between the notion of the game and conceptual art; playfulness and seriousness; playable and non-playable; and/or aesthetics and ethics. Using a concept and a practice of strategy, the board game is conceived as a turn-based strategy game for two players, that deals with a gloocal ecological issue of offshore oil drilling and its environmental impacts. The board game is firmly tied to a specific Neringa issue that explores the /potential/ impact of the Kravtsovskoye /D-6/ oilfield on the UNESCO World Heritage site of the Curonian Spit. It is a detailed game system that stimulate the decisions and processes inherent to the management body of the D-6 oilfield - the Oil Tzar (player 1) and the Environmentalist (player 2). The primary object of the game is to occupy every territory on the board and in so doing, eliminate the other player. But, the game is not a simple play between the evil one and the good one. It also raises analytical problems such as the interjection of repressive power by the oppressed themselves. It raises ethical questions about civility and fairness, about the emancipatory struggle that has been silenced forcibly (Guattari, 1989). Its critique is not only directed against the offshore oil drilling, but also against the environmentalist (which, in theory, are struggling to defend the Nature), but are operating on the precisely the same level (e.g. supervision by political parties) as the capitalistic power. In its dense disposition of intricate rules, the game is therefore, using an ironic language to reflect the notions of the capitalistic power formations and, through that, to play around with the players subjectivity.



The conceptual framework of the board game lies precisely within this convoluted and tangled capitalist power system, reflecting its rules and its functioning (working methodologies). The game is thus structured around these complex symptoms of our (political) society like: (i) corruption; (ii) racketeering; (iii) exploitation; (iv) lobbying; (v) fraud; (vi) extortion (vii) bribery etc. Hence the game evokes a meaningful social conflict, but with uncommon game mechanics (playing by rules of the black business!), it gets the players out of their routines and forces them to think differently: it drives them to think critically. In this way, while playing in a role of a criminal avatar, the players create an interdisciplinary space in which they perform a micro-social and a micro-political performance. Therefore, the complicated and ethically problematic rules, the long playing hours or even the impossibility to finish (mostly because of the lack of concentration and/or interest) are the core of this mind-game.

This subversive character of the game surprises the players, it plays with their expectations, but at the same time it fosters change. It cultivates the players on the praxis of the social -, mental -, and the environmental ecology (Guattari, 1989). Because its focus is on society and environment, the game creates new solidarities, personal-ethical alternatives, new modes of knowledge that demands sustainability. And this sustainability can be seen in the maintenance of 'responsibility and ethical accountability' (Braidotti, 2006), in 'ethics of lucidity', as well as 'powers of innovation and creativity' (Hayles, 1999 in Braidotti, 2006). In this sense, the Can you feel the spill? board game is re-grounding the emancipatory struggle of the oppressed by playing the repressive power itself with the aim towards (im)possible responsible politics and social change.

#### References:

Johan Huizinga, *Homo Ludens*; a study of the play-element in culture, Boston: Beacon Press, 1955.  
Clark Abt, *Serious Games*, New York: The Viking Press, 1970.  
Felix Guattari, *The three ecologies*, New formations, Number 8, Summer 1989.  
Rosi Braidotti, *Affirming the Affirmative: On Nomadic Affectivity*, Rhizomes 11/12, fall 2005/spring 2006. [http://www.rhizomes.net/issue11/braidotti.html#\\_ftn1](http://www.rhizomes.net/issue11/braidotti.html#_ftn1)



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A big thanks to NAC staff and residents!

you can download the locative/android app version of the game by scanning this code:  
(The app version can be played only in Nida!)



CAN YOU FEEL  
THE SPiEL?

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ACADEMY  
OF ARTS

NIDA  
ART  
COLONY

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