**1. Pass cards:** lowest-scoring player chooses how many cards are passed (0,1 or 2) and whether to left or right. If players tied for lowest, pass one card to left.

**2. Salvage oil:** player holding green 7 starts. Take turns either taking any number of oil tokens or passing until (number of players -1) players in a row pass.

a) If tokens not all taken, proceed to phase 3.

b) If all tokens taken, mission fails. All lose one point per oil taken, then return tokens, pass your hand to the player on your left and start phase 2 again. If hands have circled the table, re-deal and start at phase 1, unless any player has reached zero in which case the game ends and highest score wins.

**3. Rescue operation:** player holding green 7 leads. Follow suit if possible. Highest card in led suit wins trick and that player leads next. Damage cards (reds give 1 damage each, blue/black 7s give 3 damage) taken are kept face-up in front of player, others are discarded.

**4. End of rescue:** each player reduces score by the number of damage on their taken cards minus the oil barrels they salvaged. You cannot gain points. If no player has reached zero, re-deal and start at phase 1; otherwise the game ends and highest score wins.