

INTERNATIONAL Oilman

WINNING THE GAME

At the end of the game the winner is the oil company with the largest **NET WORTH** (= cash on hand plus ten (10) times salary.)

BEFORE THE GAME BEGINS

A) Before the start of each game, players should agree on how to set the end of the game. Preferred methods include either:

- 1) A specified number of rounds of play.
(For beginners try setting the number at 30-35 rounds.)
- 2) Agree on a winning net worth. (Perhaps \$500,000 or \$1,000,000)
- 3) A time limit. (For beginners try 1½ to 2 hours.)

B) Before each game begins, take drawer out of the game and shake the game evenly and place on table. **NOTE:** The game should not be picked up or moved during play.

C) Take Drilling Rigs out of drawer and place them in the holes provided in the corners on the top of the game. (These holes are not part of the playing surface.)

D) Elect one oil company to be the Banker.

E) Banker gives each oil company \$100,000.00 cash.

TO BEGIN GAME:

A) The oil company in charge of the bank starts play by taking felt marker provided and draws a boundary around nine (9) adjoining holes. This property is then placed up for auction (**see Bidding**). After this first property is purchased by the highest bidder, the drawers turn ends. Play proceeds in a clockwise fashion, starting on the left of the company that had drawn the first piece of property. Play continues in this direction until all oil company's have had their turn at drawing one piece of property. No salary is paid on the first round of play.

AFTER THE FIRST ROUND OF PLAY:

Each company at their turn will receive their salary (**see SALARY**) from the bank and may do one of three things:

- A) Draw a boundary around a new piece of property (**see PROPERTY**), which can be from one to nine adjoining holes. Which is then placed up for auction (**see BIDDING**).
- B) Drill one hole for oil (**see DRILLING**).
- C) Pass their turn.

BIDDING:

The bidding begins with the company that drew the boundary around the new property. The minimum bid for property of one to four holes is \$3,000 per hole. The minimum bid for property of five to nine holes is \$15,000. Bidding proceeds clockwise until a bid is followed by a pass by all other active bidders. Once a com-

pany passes at its turn to bid, it cannot re-enter the bidding for that property. The successful bidder pays the bank and then writes its company name in its newly acquired property. Any name may be used. If during an auction a company successfully buys a piece of property, but the purchase price exceeds its cash on hand the offending company forfeits all its cash to the bank and the last bidding company with sufficient cash on hand is given the right to purchase this property.

SALARY:

Each oil company starts with a \$5,000 salary which is shown on the score pad. Each oil company keeps a record of its salary increases during the game on the same score pad. At the start of a company's turn the bank will pay the company the salary it has achieved.

• **NOTE:** No salary is paid on the first round of play.

Salary increases are according to the level at which oil is struck. (e.g. If you strike oil on the first level with the First Level Drilling Rig company salary increases \$2,000 on land and \$5,000 on water.)

PROPERTY

A property consists of from one to nine adjoining holes outlined by a drawn boundary. • **NOTE:** Once a company owns three (3) or more properties, it must have at least one (1) well drilled on each property it owns before being allowed to bid on any further property. Once three (3) properties are owned and have been drilled each consecutive piece of property purchased thereafter, must be drilled before another property may be purchased.

DRILLING:

When a company elects to drill a hole as its turn, it must do the following:

- A) Indicate which hole they will drill.
- B) Select the appropriate Level Drilling Rig.
- C) Pay the bank the correct drilling costs.
- D) Insert the rig in the selected hole.

Dry-well: If the drilling rig inserts fully into the hole then the hole is dry to the level of that drilling rig. The drilling rig is removed and the well is capped with the correct color **Drywell** marker as indicated on the scorecard and that company's turn to play is over.

Wet-well: If the drilling rig strikes oil it will stop above the playing surface. Remove the drilling rig then cap the well with the

correct colored **Wet-well** level marker, which is also indicated on the score pad. Increase the company salary on the score pad by the amount indicated on the score pad according to the level at which oil was struck. That company's turn is now over.

DRILLING REGULATIONS:

A new Well - A new well can be drilled to either

- A) First (1st) Level using 1st Level Drilling Rig or
- B) Full Depth using 3rd Level Drilling Rig.
- A Level One Dry-well can be drilled to either
- A) The 2nd Level, using 2nd Level Drilling Rig or
- B) Direct to 3rd Level using 3rd Level Drilling Rig.

A Level Two Dry-well can be drilled to 3rd Level with 3rd Level Drilling Rig.

Cost of drilling each level is indicated on your score pads and each time you drill constitutes a turn. When drilling Full Depth for oil salary increases by level at which oil was found. (e.g. Drilling Full Depth in water costs \$125,000 and if oil is struck on 1st level; salary increases by \$5,000 not \$15,000. If oil is struck on 2nd level, salary increases by \$10,000.)

Drilling a hole directly to 2nd level is not permitted without first drilling 1st level.

NOTE: If a company drills on a property owned by another company, it loses the drilling cost, plus its turn, and the rightful owner receives any salary increase if oil is struck. If a company drills on unowned property it forfeits its drilling costs to the bank and loses its turn. The well remains uncapped.

LOANS (Destitute Oil Company Loan)

If an oil company has had twelve (12) dry drilling attempts, a salary below \$10,000 and less than \$15,000 cash on hand, it may borrow from the bank \$100,000.

(Repayment of Loan)

When the company reaches a salary of \$30,000, it must repay \$10,000 per turn to a total of \$150,000. The banker is to administer this loan to insure repayment. Only one loan per oil company per game. No loans can be made from one oil company to another oil company.

CARE AND ATTENTION:

- 1) Do **NOT** use any other markers than enclosed. Felt markers that are not water soluble may ruin or damage the game.
- 2) At the end of play use a damp cloth or paper towelling to remove the felt marking on the playing surface.
- 3) Replacement markers and score pads available at any retailer.

