

**OIL
THE SLICKEST GAME
IN TOWN**

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INTRODUCTION

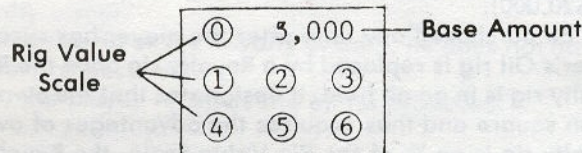
1. OBJECTIVE:

In this game, the players move their tokens around the board. They drill rigs and produce oil in the Exploration squares. Then they try to sell the oil for the most profit. When the oil runs out, the player with the most money is the winner!

1. THE BOARD (HIGHLIGHTS):



a) Exploration Squares: These are the yellow squares in the outside track. Each square has an area title (eg. PACIFIC NORTH), drilling 'Cost', and 'Royalty' cost printed. One, two, or three Exploration squares may be grouped by the same color code (eg. PACIFIC NORTH and PACIFIC SOUTH are of one color code.)

b) Oil Fields: There are three oil fields belonging to each Exploration square. Each oil field has a Base Amount and a Rig Value Scale from 0 to 6 printed.



c) Market Squares: These are the red squares in the outside track where oil can be sold.

3. PLAYING PIECES:

- a) 4 tokens
- b) 2 dice
- c) Oil rigs — in 4 colors — 
- d) Royalty rigs — in 4 colors — 
- e) Oil Power cards
- f) Money
- g) Barrels of Oil (bbl. = barrels).

RULES

- 1. Each player chooses a token and places it on the 'START' square.
- 2. Each player is given \$200,000 and 10,000 barrels of oil.

3. Each player uses two dice in moving his token around the outside track. A player receives an extra turn if he throws a double.

4. A player landing on the Exploration square may make only **one** of the following plays:

a) Drill an Oil rig:

- The player pays the government (the bank) the drilling 'Cost' printed (eg. the drilling 'Cost' for Pacific South is \$10,000).

- The player throws one die.

A throw of 1 or 2 is a failure. The player is finished with his turn.

A throw of 3 to 6 is a success (Oil Strike). He may purchase the Royalty at this point (see b(i)). He places an Oil rig or Royalty rig (if Royalty purchased) of the same color as his token in one of the three oil fields in the Exploration square. The rig is placed on the Rig Value Scale in a position corresponding to the number on the die (eg. a throw of 6 places the rig on the number 6). The rig is said to have a Rig Value of 6. Only one Oil rig or Royalty rig, but not both, can be in an oil field at any one time.

- Although the Royalty for an Exploration square may have been purchased (see b(i)), any player landing in that square may still drill his own Oil rig in an empty oil field.

b) Purchase the Royalty:

i) There is only one Royalty for the three oil fields of each Exploration square.

The player pays the government the 'Royalty' cost printed (eg. the 'Royalty' cost for Pacific South is \$20,000).

Royalty may be purchased any time after the player has successfully drilled an Oil rig. The player's Oil rig is replaced by a Royalty rig once the Royalty is purchased. When a Royalty rig is in an oil field, it designates that the owner has the Royalty to the Exploration square and thus acquires the advantages of owning the Royalty.

ii) When a Royalty rig is on '0' of the Rig Value Scale, the Royalty owner may sell his Royalty to another player at a price negotiated between the two players.

c) Produce oil from his own rig(s) or another player's rig in the Exploration square:

- The total number of barrels of oil which can be produced from an oil field is the Rig Value times the Base Amount (eg. a rig with a Rig Value of 4 in an oil field (Base Amount: 5,000 barrels) has a total of 20,000 barrels which can be produced).

- Oil may be produced from any Oil or Royalty rig. A player must state the number of barrels of oil he is producing and produce oil in multiples of the Base Amount. Each time oil is produced, the Oil or Royalty rig is moved down the corresponding multiple on the Rig Value Scale. When the Oil or Royalty rig reaches '0' of the scale, it means that the oil field is dry and no more oil can be produced and no more rigs can be drilled in the oil field. The Royalty owner still retains the advantages of owning the Royalty even when the Royalty rig is on '0' of the scale.

* In the special case where the Royalties of all the Exploration squares of the same color code are owned by one player, any player producing oil (except the

owner) must produce, whenever possible, at least an amount equal to the Base Amount times the number of Exploration squares of the same color code. For example, if a player owns the Royalties to Pacific North and Pacific South, other players, landing in either one of the two Exploration squares and producing oil, must produce at least two Base Amounts from that Exploration square.

- A player producing oil from his own rig(s) may produce oil from as many of his rigs in the Exploration square as he wants. However, if he produces oil from another player's rig, he may produce oil from one rig only. He cannot produce oil from his own rigs and another player's rig at the same time and he cannot produce oil from an empty oil field. Any player may produce oil regardless of whether or not the Royalty is owned.

- To produce oil, the player states the number of barrels of oil that he wishes to obtain. Then he throws two dice. For each barrel produced, he pays the:

Government: The lower number (or one of the numbers, if a double is thrown) times \$1.

Royalty owner: The difference between the two dice times \$1.

Rig owner: The Rig Value times \$1.

- When the Royalty is not owned by any player, the government receives the amount paid to the Royalty owner.

- If the player owns the rig or the Royalty or both, he does not have to pay the rig or the Royalty owner, respectively.

- After payment, the player receives the oil he produced.

EXAMPLE:

A player produces oil from another player's Oil rig in Pacific South (Base Amount: 5,000 barrels). The Oil rig is one number 6 of the Rig Value Scale (Rig Value of 6). He decides to produce 20,000 barrels of oil; ie. 4 Base Amounts. He moves the Oil rig from 6 to 2 on the Rig Value Scale. He rolls a 5 and a 2.

He pays the:

Government: $2 \times 20,000 \text{ barrels} \times \$1/\text{barrel} = \$40,000$

Royalty owner: $(5-2) \times 20,000 \text{ barrels} \times \$1/\text{barrel} = \$60,000$

Rig owner: $6 \times 20,000 \text{ barrels} \times \$1/\text{barrel} = \$120,000$

He receives 20,000 barrels of oil in return.

- An 'Oil Calculator' is provided on the board to help with the calculations.

d) When a player lands in an Exploration square where the Royalty is owned by another player, he is forced to make a play (a, b(ii), or c above) ie., a) drill an Oil

rig, b(ii) purchase the Royalty from the Royalty owner, or c) produce oil from his own rig(s) or another player's rig in the Exploration square.

e) A player may do nothing if no player owns the Royalty to the Exploration square he is on.

After finishing his play, the player must continue on around the outside track on his next turn.

5. A player may sell his oil when he lands on the Market squares. He must state the number of barrels of oil which he is selling. Then he rolls two dice. Each barrel of oil is sold for the sum of the two dice times \$1. For example, a player selling 30,000 barrels of oil and throwing a 6 and a 4 on the dice would receive (30,000 barrels x \$10/barrel) \$300,000.

6. At any time, a player may sell his Oil rigs, Royalty rigs, and Royalties to the government for half their purchase prices. Only those rigs with Rig Values of greater than 2 can be sold. The rigs sold are moved to Rig Values of 0. Oil on hand can be sold for \$2 per barrel at any time.

7. A player receives an Oil Power card when he lands in the Oil Power square. After use, the card is returned to the bottom of the stack.

8. Each time a player passes 'START', he receives \$50,000. If he lands on 'START', he receives \$100,000.

9. A player landing on the 'ODD' and 'EVEN' square must follow the instruction under 'ODD' or 'EVEN' depending on whether he lands by an odd or even throw of the dice, respectively. When 'PASSING THROUGH' (EVEN), the player continues on his next turn. When instructed to lose a rig (ODD), he must move an Oil or Royalty rig which can still produce oil to a Rig Value of 0.

10. A player goes bankrupt when he has insufficient money to pay his debt. He must retire from the game. All his rigs are moved to Rig Values of 0 and his token is removed from the board.

11. The game may end on a time limit or when all the oil has been produced. A player's worth is added up. Oil, left on hand, is sold for \$2 per barrel. The wealthiest player is the winner.